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PULLOUTS!**

HUGE ULTIMATE MORTAL KOMBAT STRATEGY GUIDE!

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

FINALLY: THE GREATEST MORTAL KOMBAT GAME EVER!

PREVIEWED:

- Darknet
- Doom 64
- Donkey Kong
- Country 3
- Blast Corps
- Nights
- S.T.O.R.M.
- Shadows of the Empire
- War Gods
- Pilotwings 64
- Pandemonium
- Tobal No.1
- 32-bit Contra
- Kirby's Dream Bowl
- Major Damage
- Starfox 64
- Street Fighter Alpha 2
- Virtua Fighter Kids

MORTAL KOMBAT

TRILOGY



REVIEWED:

- Aquanaut's Holiday
- Bugs Bunny
- Horned Owl
- Golden Axe: The Duel
- Hyper 3D Pinball
- Formula One
- Arcade Classics
- Power Piggs
- WWF Wrestlemania
- Fade To Black
- Rise 2: The Resurrection
- Bust A Move
- Dragonheart
- Iron Man/XO

CHEATS GALORE:

- Need For Speed
- Street Fighter Alpha 2
- College Slam
- Slam N' Jam
- WWF Wrestlemania
- and many, many more!

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August 1996 U.S.A. \$4.99
Canada \$5.99 U.K. £2.95
Display until August 20th 1996

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TETRIS



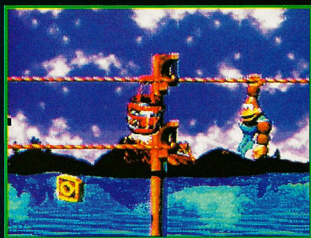
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ATTACK!

Tetris has gone crazy! Are you going to cut and run? Or go head-to-head with Nintendo's new brain-busting frenzy, a block-clearing, brain-busting frenzy of fun. Take on a buddy in the two-player mode, or test your attack strategies against the system's up-panting and drooling puzzles. Tetris Attack. For Game Boy. For Super NES. For the unafraid. Attack it today.



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News

p08

It's that time of the year again, folks. E³ has sucked us in, chewed us up and spit us out. Battered and worn, we trudge away from the experience a little confused—but wiser. We have seen things... things you just wouldn't believe. That is, unless we got pictures to prove it to you! That's right, we've got pictures of all of the newest and coolest video games coming out for your favorite systems (unless, of course, your favorite system is a Jaguar. Then you're just plain ol' SOL). Packed into our news section is the scoop on everything that's hot from Sega's NIGHTS to the N64. We'll also tell you just how nasty the price wars are getting. What with Sega and Sony dropping their prices, it's now even easier to get your hands on one of these little machines.



Tips & Tricks

p22

Yes, ladies and gentlefolks, we are yet again the number-one source for cheats, tips and strategies. This month we make things a little easier for you on STREET FIGHTER ALPHA 2 (arcade), WRESTLEMANIA, RISE OF THE ROBOTS 2 and many, many more. There just isn't room to tell you about all our hot secrets, but there is room to tell you about our massive—and we mean massive—ULTIMATE MORTAL KOMBAT strategy guide. This one's for Saturn, but most of it applies to all the versions.



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Slam N' Jam

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The Need For Speed
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Soundboard

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Bad News. Cowboy Gabe is no more. He has moved on to greener pastures, where it's Mardi Gras all year round. We've got two new guys to answer your letters, though. One of them is pretty cool, but the other, well, let's just say there's something inherently evil about that dude. Check 'em out in this month's Soundboard.

First Look

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Wataru Maruyama had a great time at E³ and looks forward to the many RPGs slated for release. The only drawback is that most of them aren't due for a couple of months! Still, Wat has his eye on the Japanese scene, so that all the RPG minions out there will know what to expect and demand translations of these hot games.



Reviews

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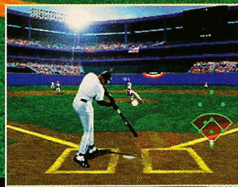
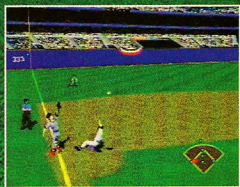
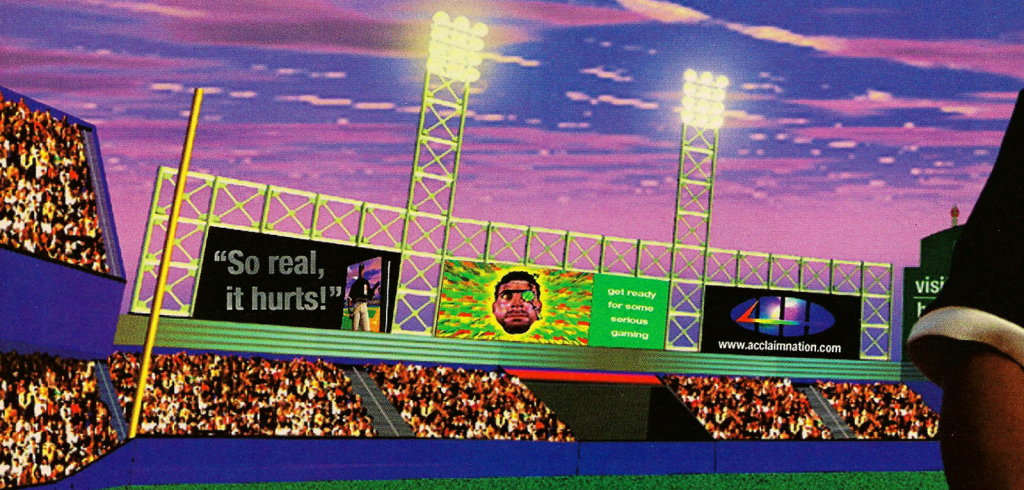
Too many games! Geoff's all strung-out because of all of the sports games he's seen at E³. Gettin' them all into this section was like trying to fit 20 Big Macs into Kate Moss's stomach. To add insult to injury, The Man only allocated Sportswire four pages again, because of all of the E³ stuff in the other sections. With so many games and so little space, Geoff had to make some tough decisions. See what made it in—and ponder on what he might have omitted.

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Free Pullouts p39

Free stuff? Free art that you can hang on your wall? Free images from the latest and greatest video games? It's true and it's awesome. This month, SUPER MARIO 64—IRON MAN XO/ MAN O' WAR are the featured images.

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 home runs. 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!



INPUT

the Money

New price-points are good news for everyone!



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John Patterson - Copy Editor



Herb Bancroft - Craquel Editor

Trip Hawkins recently announced in *The Wall Street Journal* (to anyone who would listen) that investing money in 32-bit machines was a waste of time. The article intoned that 32-bit was a passing fad. Sorry, Wall Street, but you must be bonkers. 32-bit games are not only awesome, they're also cheap! Both Sony PlayStation and Sega Saturn are now flying off the shelves thanks to a \$199 price-point. It's good news for retailers, good news for Sony and Sega, and good news for consumers.

Even the games themselves are much cheaper (generally) than cartridge games. For between 40 and 60 dollars you can help yourself to arcade-perfect game conversions, superb RPGs and incredibly smooth 3D universes. So 32-bit systems are cool, right? That's not what Nintendo and 3DO want you to think. Both companies are preparing the debuts of their 64-Bit systems and both companies think you should skip 32-bit entirely and get 64-bit machines right now.

So we figured it was about time you got the full scoop on the differences between the existing 32-bit systems and the upcoming 64-bit systems, namely Nintendo 64 and the Matsushita M2 (from 3DO-developed technology).

64-bit does not necessarily mean twice as good as 32-bit. Where games are concerned, the real measure of power is graphic performance. The differences between 32- and 64-bit are nowhere near

as great as those between 16- and 32-bit. Both 32- and 64-bit game systems are designed primarily with 3D graphics in mind, and all the systems we've mentioned, with the possible exception of the original 3DO, are very powerful when it comes to polygons and stuff.

Nintendo's machine won't look that much smoother than, say, a PlayStation, but it will feature much higher resolution, making images and textures sharper and more defined. M2 (although it's far from completion) hopes to achieve even better 3D performance.

Sadly, both machines have slight drawbacks: Nintendo 64 is a cartridge-based machine (the cheapest games will be around 50 bucks) and M2 still isn't complete, and may well end up being an enhanced DVD (Digital Video Disc) player—and very expensive at that.

Sony and Sega have the right price—and right now. \$199 for the machine, cheap games and plenty of them. Sure, they're not as quick off the benchmark as Nintendo and Matsushita's machines, but guess what? They're here now and they cost just a little more than the Genesis and Super NES did when they were first released. Make up your mind: Pocket-money or processing muscle.

—Frank O'Connor
Editor in Chief

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MOVING AND SHAKING AT E3

LONG HOT SUMMER

The big news at E³—and we mean BIG—was the new price for Sega Saturn and Sony PlayStation. You all know by now that the machines are both retailing for the shockingly low price of \$199, which represents fantastic value for consumers. Sony announced its price drop first, with Sega following suit the day after.

Why drop the prices? Sony cites cheaper production costs and logical price dropping, while Sega says it has revised and streamlined the Saturn CPU board. Both companies are telling the truth and both companies are fighting each other tooth and nail for market share.

The funny thing about these price drops is that some people took it as sign of fear from Sony and Sega. Far from it; both companies are confident and bullish about sales for the rest of 1996, with neither company seeming to care too much about the impending release of the Nintendo 64.

THE NO-SHOWS

One of the most telling situations at E³ concerned the people and systems who *weren't* there. Ahem, Atari, 3DO, where did you guys go? There were a couple of 3DO software titles on show, and Studio 3DO (the game software division) was there with some great titles (admittedly for rival machines) and Atari was, well, missing. Atari has pretty much ceased operations in its original form and many of the old-time staff members have gone on to bigger and better things (we wish them the best).

3DO will return, though, and in full effect, when Matsushita unveils the M2 64-bit monster console. 3DO designed the graphics hardware and the operating system, and will be responsible for a lot of the first games. M2 may well ship with a built-in Digital Video Disc drive, but there's no confirmation at this point.

PSYGNOSIS SPLITS FROM SONY

Sony and Psygnosis are parting ways. After a brilliantly successful launch period for the PlayStation, Sony is allowing (although specific details are vague, to say the least) Psygnosis not only to publish Saturn games, but to go its own way entirely. The split is being described as harmonious, but not by Psygnosis PR supremo, Mark Day, who would only say, "Frank, leave me alone. It's Saturday morning and I'm tired."

HOME-MADE GAMES

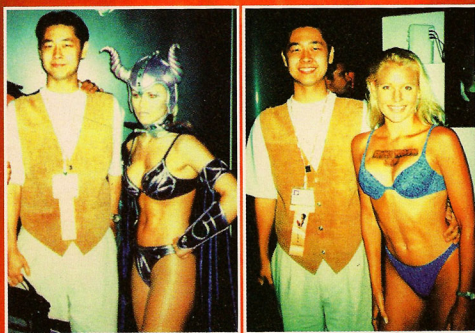
One of the surprising things about the show was the (comparative) lack of cool new first-party PlayStation games. Sony it seems, would rather leave software support firmly in the hands of third parties. All the cool games were from other companies, such as *Tobal No. 1* from Square, or *Sirens* from Caps. The flagship games

were *Crash Bandicoot* and *Disruptor*, both from Universal Interactive.

Sega, on the other hand, pulled a masterstroke of home-grown genius with its cool new games, *Nights* and *Sonic Extreme*. Both were made by Sega, for Sega and both drew crowds of admiring fans. Nintendo pulled pretty much the same stunt, with a plethora of hot N64 games, as well as a couple of more conventional Super NES titles, like *Donkey Kong Country 3* and *Tetris Attack*.

WATARU'S WALL O' BABES

Gross. Wataru reckons he's a bit of a lady's man and so he wandered around E³ trying to pick up on costumed chicks. Although he nearly got himself into trouble with a giant *Mega Man* character, he did manage to round up a bunch of beautiful women.



SHOW ME PIPPIN

Apple and Bandai's joint console venture, the Bandai Pippin, was unveiled properly at E³. The dark grey, Power PC-based console is being pitched as an all-round entertainment/Internet machine, scarily like Phillips' ill-fated CDi console. The difference is that the Bandai machine is very powerful and has a ton of groovy features, such as a built-in Modem (Apple's Geo Port) and a 603 Power PC processor (used in the *Virtua Fighter 3* arcade board!). Pippin could be cool, so we'll watch out for it when it's launched here in the fall.

MOVIE MOGULS MOVE IN

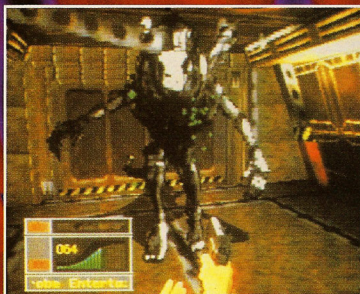
The big Movie studios all want a piece of the action and they showed up at E³ in full force. Universal Interactive, Dreamworks (the Spielberg, Katzenberg, Geffen project), MGM Interactive and Fox all had big set-ups. A couple of them even had decent games. *Crash Bandicoot* (from



Universal) rocks, and *Die Hard Trilogy* (Fox) was a big hit, although it's been delayed a little. Dreamworks had the latest from *Earthworm Jim* creator, Doug TenNapel called *The Neverhood*.

Zany characters and antics ahoy. Like most of the other studios, Dreamworks showed a lack of spark and an over-

zealous attitude towards PCs. MGM had the most annoying character franchise, in the shape of



Cyberthug—a character who does lots of cyberstuff in cyberspace, with a cybergun, no doubt. The game looks cool though, I just wish that movie studios would realize that the Internet was a slow-moving collection of random stuff, with nude pictures thrown in for good measure—as opposed to a 3D universe, packed with action and intrigue, which is how they always portray it. Warner Bros. Interactive showed its wares, including *Space Jam* and *Joe's Apartment* at the Acclaim and Viacom booths, respectively. An ebullient Jeremy Berg, spokesman for the company, said, "Our games are bitchin'—period."

WEB-MANIA

The Web got its fair share of discussion and new products, with Sega's Net Link thingie picking up the most attention. This nifty little cart plugs into your Saturn, and in the fall, you'll be able to jack into the "matrix" and surf the Web. A keyboard and mouse are planned to be bundled with the cart, allowing Saturn owners access to a world of information (and nude pictures).

PC PICKS UP

PCs, you know, the big expensive, stupidly complex computer things, were very popular at the show. However, you can't play *Tekken*, *Super Mario 64* or *Nights* on them, so they must be crap. Just kidding. There were a lot more action games and a lot fewer *Tetris* clones than even this time last year, and the PC market looks solid (but still expensive and complicated).



There were absolutely tons of games on show at E³, and guess who compiled the most comprehensive list? *VIDEOGAMES* Magazine of course! Check out these babies:

NINTENDO

N64:
 Mario 64
 Pilotwings 64 - Paradigm
 Shadows of the Empire - Lucas Arts
 Cruisin' USA - Williams
 Wave Race
 Golden Eye
 Blast Corps
 Mario Kart R
 Starfox 64
 Body Harvest
 Kirby's Air Ride
 Killer Instinct 64
 Turok - Acclaim
 FIFA '96 - Electronic Arts
 Robotech - Gametech
 Ultra Combat - GT Interactive
 Ultra Decent - Interplay
 Monster Dunk
 Mission Impossible - Ocean
 Freak Boy - Virgin
 Mario RPG 64
 Doom 64 - Williams
 Mortal Kombat 64 - Williams
 NBA Hangtime - Williams
 War Gods - Williams
 Wayne Gretsky Hockey - Williams
 Ken Griffey

SNES:

Donkey Kong Country 3
 Tetris Attack
 Ken Griffey
 Kirby Super Star
 Mario RPG
 Gameboy:
 Game Boy Pocket (system)
 Kirby's Block ball
 Donkey Kong Country 2

SEGA

Saturn:
 Sonic X-treme
 Virtual On
 Fighting Vipers
 Manx TT bike
 Virtua Cop 2
 Nights
 Bug Too!
 Heart of Darkness
 Mr. Bones
 NBA Action
 World Series Baseball 2
 Ultimate Football - Third party
 Worldwide Soccer 2
 NFL '97
 Daytona USA: Championship Edition
 Dragon Force - Working Designs
 Lunar Remix - Working Designs

Magic Knight Rayearth - Working Designs
 Virtual Open Tennis - Acclaim
 Virtua Fighter Kids
 Sacred Pools - Sega Soft
 Arcade:
 Virtua Fighter 3
 Sonic Fighters
 Genesis:
 Sonic Blast
 Vector Man 2
 Virtua Fighter Animation
 X - Women
 Bugs Bunny
 Marsupilani
 X -Perts
 Arcade Classics
 World Series Baseball '96
 Game Gear:
 Virtua Fighter animation
 Arcade Classics
 X-Men: Mojo's World
 Arena Maze of Death

SONY

2 Xtreme
 Sirens - Caps software
 Aquanaut's Holiday
 Beyond the Beyond
 Bogeys: Dead 6
 Crash Bandicoot

Epidemic
Jet Moto
Jumping Flash 2
MLB Pennant Race
NCAA Game Breaker
NFL Game Day '97
NHL Face-Off '97
Project: Horned Owl
Tobal no. 1 - Square
Twisted Metal 2

PSYGNOSIS

F1 - PS
Monster Truck - PS
Destruction Derby 2 - PS, SAT
Wipeout 2 - PS, SAT
Adidas Power Soccer - PS

CAPCOM

Major Damage - PS, SAT
SF Alpha 2 - PS, SAT
Marvel Super Heroes - PS, SAT
Star Gladiators - PS
Were Wolf: the Apocalypse - PS, SAT
Marvel Super Heroes: War of the Gems - SNES

KONAMI

Kumite - PS, SAT
Crypt Killer - PS, SAT
Project Overkill - PS, SAT
Contra: Legacy Wars - PS, SAT
Lethal Enforcers 1 & 2 - PS, SAT
Speed King - PS
Pinky and the Brain - PS, SAT
Midnight Run - PS
Suikoden - PS
Policenauts - SAT
Broken Helix - PS, SAT
NFL Full Contact - PS, SAT
International Track n' Field - PS
Bottom of the Ninth - PS, SAT

NAMCO

Ridge Racer Revolution - PS
Tekken 2 - PS
Namco Museum vol. 1
Soul Edge
Namco Museum vol. 2

SUNSOFT

Galaxy Fight - SAT
Albert Odyssey - SAT
Jewels of the Oracle - PS, SAT

VIACOM

Aeon Flux - PS
MTV's Slamscape - PS
Death Drive - PS
The Divide - PS

WILLIAMS

Ultimate MK3 - SAT, Gen, Snese
Mortal Kombat Trilogy - PS
Ms. Pacman - Snese
Robotron X - PS
Arcade Hits - Gen, Snese
War Gods - PS, N64
Area 51 - PS, SAT
NBA Hangtime - PS, N64, Gen, Snese
NHL Open Ice - PS
Final Doom - PS

PLAYMATES

Earthworm Jim 2 - SAT
Skeleton Warriors - SAT, PS
Toshinden 2 - PS
Powerslave - SAT, PS
Burning Road - PS

VMX Racing - PS
Duckman - PS

TECMO

Teemo Super Bowl - PS, SAT
Dead or Alive - SAT
Teemo World Golf - PS
Teemo Stackers - PS, SAT
Teemo Thoroughbred Derby - PS
Monster Rancher - PS
Castle of the Damned - PS

KOEI

Mystery of the Seven mansions - SAT, PS
PTO 2 - SAT

MINDSCAPE

Steel Harbinger - PS
Super Sonic Racers - PS
Raven Project - PS
Warhammer - PS
NCAA Basketball - PS
Aaron vs. Ruth - PS
NCAA Football - PS

JALECO

Tokyo Highway Battle - PS
Tetris Plus - PS, SAT
Dream Knight - SAT

AMERICAN SOFTWARES

Perfect Weapon - PS
S.T.O.R.M. - SAT
Surreal - PS
Darknet - PS, SAT
Hardcore 4x4 - PS
TNN Bass Tournament - PS
Ten Pin Alley - PS
Colliders - PS

ACCLAIM

Alien Trilogy - SAT
Frank Thomas - PS, SAT
WWF Arcade - SAT
WWF In Your House - PS, SAT
Iron Man and XO - PS, SAT
Dragonheart - PS, SAT
Strikers - SAT
Tennis - PS, SAT
Bust a Move 2 - PS, SAT
Puzzle Bobble - PS, SAT
The Crow - PS, SAT
Space Jam - PS, SAT
MK I & 2 duo - SAT
Killing Time - PS, SAT
Battlesport - PS, SAT
Starfighter - PS, SAT
Battle Monsters - SAT
Killing Zone - PS
Magie The Gathering - SAT
Batman: The Arcade Game - PS, SAT

ATLUS

Near Death - PS
Revelations - PS
Devil Summoner - SAT

SCAVENGER

Amok - PS, SAT
Scorchor - SAT
Terminus
Tarantula
Angel
Into the Shadows
Gemini
Spanish Blood
Spearhead
Aqua

Mudkicker

LUCAS ARTS

Dark Forces - PS
Rebel Assault 2 - PS
Herc's Adventure - SAT

READY SOFT

BrainDead 13 - SAT
Shadoan - PS, SAT
Dragon's Lair II - PS, SAT
Dragon's Lair/Space Ace

PANASONIC INTERACTIVE MEDIA

Lucienne's Quest - 3DO, PC
Obelisk - 3DO
Ultimate Mortal Kombat 3 - 3DO
Olympic Summer Games - 3DO
Olympic Soccer - 3DO
Golden Gate - PC

VICTOKAI

Wet Corpse - SAT
Abuse - SAT
Dark Rift - N64
SilverLoad - PS

EIDOS: U.S. GOLD/ DOMARK

Tomb Raiders - PS, SAT
Olympic Soccer - PS, SAT
Olympic Summer Games - PS, SAT
Dream Team Basketball - PS, SAT
Machine Head - PS, SAT
Incredible Hulk - PS, SAT
Crime Wave - SAT
SwagMan - PS, SAT

JVC

Deadly Skies - PS, SAT
Impact Racing - PS, SAT
Varuna's Forces - SAT
Raw Pursuit - PS, SAT

CRYSTAL DYNAMICS

Pandemonium - PS
Ghost Rider - PS
Punisher - PS
3D Baseball - PS, SAT
Legacy of Kain - PS, SAT

ASCII

King's Field 2 - PS
Vortex controller - PS (accessory)
Arcade Stick - SAT (accessory)

ACTIVISION

Blast Chamber - PS, SAT
Hyperblade - PS, SAT
Return to Zork - SAT

DATA EAST

MVP Baseball '96 - PS, SAT
MVP College Football '96 - PS, SAT

INTERPLAY

Armed - SAT
Loaded - SAT
Descent - PS, SAT
Tempus 2000 - PS, SAT
Ceasar's World of Gambling - SAT
Lost Vikings 2 - PS, SAT
Slipstream - PS, SAT
VR Pool '96 - PS, SAT
VR Baseball '96 - PS, SAT
VR Golf '96 - PS, SAT
VR Soccer - PS, SAT

NINTENDO 64



Yup, lots and lots of big news this month, including a rumor about the future of the Bulky Storage Unit. Let us take you, if we may, on a mystical journey into the 64-bit world of Nintendo!

WORLD!

SQUARE BACK ON TARGET?

Square, the Japanese company responsible for the *Final Fantasy* series of games, looks like it's going to be back in partnership with Nintendo. Development of a *Final Fantasy* title for the Nintendo 64 was put on hold early this year because of disputes with Nintendo's cartridge pricing and memory policies. Square concentrated instead on polishing *Final Fantasy VII* for PlayStation.

Talks have been resuming recently between the two giants, however, and a Nintendo *Final Fantasy* game may well be back on the rails. Square may also release a Nintendo 64 version of *Tobal No. 1*, its brand-new beat-'em-up, but as usual in the Land of the Rising Sun, details are scarce to non-existent.

The newly repaired friendship is extremely important to both companies, who have shared very close links in the past. Many critics argued that without a *Final Fantasy* game, the Nintendo 64 might well have suffered in the massive RPG market.

BULKY BONANZA

Nintendo's less than sexily-named add-on for the N64, the Bulky Storage Unit, looks like it's going to ship on time and at a lower cost than many had expected. Based on Magneto-optical technology (similar to that found in

Sony's Mini Disc players) the device is supposed to up the potential size of games—competing more favorably with CD formats.

Nintendo is keen to stress that its media is writable, allowing you to save huge changes in your game, rather than simple scores, or game positions. Nintendo claims this technology will revolutionize gaming and make its



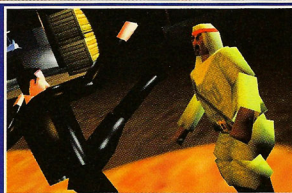
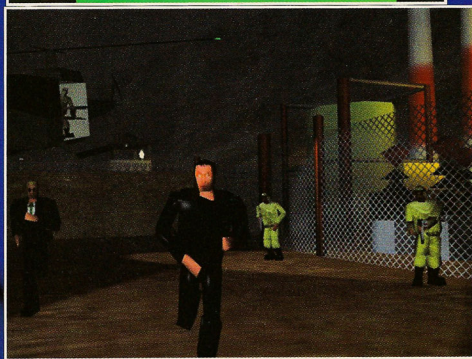
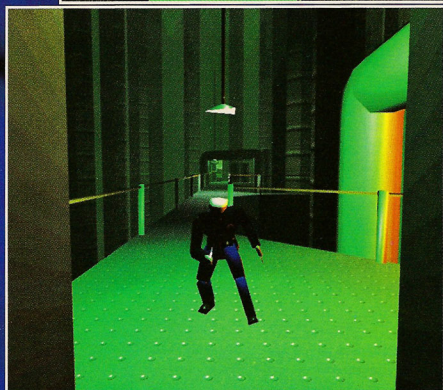
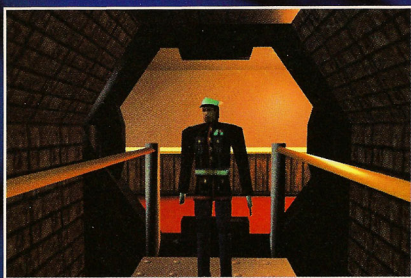
system the one to own.

Although no price has yet been announced, it's expected that the N64 Bulky Storage Device will cost between one and two hundred dollars. It's anticipated that the device will be unveiled at the Shoshinkai show in Japan in November. An actual release date has been tentatively penciled in for early next year.

OCEAN'S IMPOSSIBLE MISSION

Ocean is all set to unveil the Nintendo 64 version of *Mission: Impossible*. Pictured here are the jaw-dropping





screens from the game, due to ship late this year (kind of like the N64 itself). The game is very much action-based, with a little Doom-style blasting and plenty of close-contact punching and kicking.

The graphics are as smooth as silk and the sound effects suitably raucous. Best of all, there's a cool rendition of the Doop-doop-doo-doo tune that made us all nervous at the movies. Ocean has put a lot of hard work (and money) into this, and it looks awesome.

MARIO 64 2 ALREADY?

Rumor has it that Miyamoto and co. are already hard at work on a sequel to *Super Mario 64*, a game that hasn't even been released in the U.S. yet. The sequel will take advantage of the new Bulky Storage Device and will be used to convince ordinary users to upgrade their Nintendo 64. Sounds cool. More news when we get it.



SaTUrN



Saturn
Eclipses
PlayStation

pLaNEt!

SEGA IMPRESSES AT E³

Without a doubt, Sega had the best booth at E³. The quality of its first- and second-party games was only outdone by the stellar *Mario 64* and *Pilotwings 64*. Games



like *Nights*, *Hearts of Darkness*, *Virtua Cop 2*, and *Sonic Xtreme* kept interest high and traffic through the booth was constant.

THE BOOTH

Sega had a nice, large area filled with Saturns, arcade machines, and cool lighting. There were a fair amount of titles shown for the Genesis, like *Sonic 4*, *X-Women*, *World Series '96*, *Marsupalani*, *X-perts* and *Bugs Bunny*. The Game Gear also had a couple of titles, and the Pico continues to gain popularity and software. A couple of second and third parties, like Working Designs and Tecmo, shared space in the area and added to the already strong presence with games like *Dragon Force* and *Dead or Alive*.

SEGA INVITES YOU TO THE NET

Sega had the working prototype of its Net-Link peripheral, which looked suspiciously like the X-Band device. It's set to retail for \$199, and will have support devices—like a keyboard, a mouse, and a possible disk-drive—available after launch. I already have a modem on my computer, but it's appealing to add this capability to my



Saturn. Then again, my modem's much faster and I need someplace to store the nude photos I get off the Net.

PRICE WARS

On the first day of the show, Sony announced its new price of \$199. The second day of the show, Sega announced its new low price of \$199. The third day of the show, Nintendo continued to tell us how wonderful the N64 is and stated it's still gonna cost \$249. Oh well.

VIRTUA FIGHTER 3

The biggest draw for Sega was its running demo for *Virtua Fighter 3*. The game was playing directly off of model-3 arcade hardware and had people staring in



amazement. This was the first time I'd seen it moving and I literally felt chills running up and down my spine. Trying to



analyze all the technical achievements made me dizzy, and figuring out how long I would have to save to buy the arcade machine made me cry. Yu Suzuki is confident he can make a translation of this monster for the Saturn, so let's all pray. It's obvious the Saturn isn't going to summon up some mysterious 64-bit polygon power, but secret techniques will reportedly be employed, such as those seen in *Nights* and *Sonic X-treme*.

FINALLY, SOME SPORTS GAMES

The line-up of sports has been a sore subject for Saturn fans, but relief is almost here. *Worldwide Soccer 2* looks to be the most realistic sports sim ever, and *World Series Baseball 2* looks set to triumph in the Fall classics. Football fans will be treated to the oft-delayed *NFL '97* sometime in October. There might be temporary relief from the folks at Microprose if they decide to release the *Ultimate Football* game that was shown on the floor, but release is still uncertain. *NBA Action* is now in stores and *Manx TT Bike* is desperately trying to make Christmas release.

DAAAAYTOOOOON-AAAAA, LET'S FLY AWAY!

The gods have answered our prayers: a new Championship edition of *Daytona USA* will be released in October. The earlier version had a lot of problems, but still remained a great racer. Now this arcade masterpiece can be done justice and claim the throne of premier home racing game, as it has in the arcade. This version includes new tracks and a two-player mode! I wanna fly, sky high!

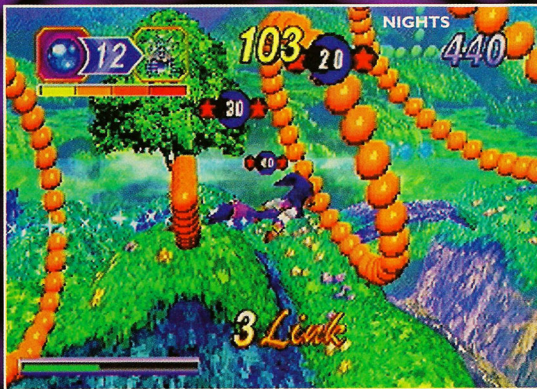
SURPRISES

Some unexpected titles appeared at the show, like a nearly complete version of *Virtua Fighter Kids* running on the Saturn. *Virtua Cop 2* was early, but looked good despite the lower resolution (Please, please rez it up, Sega!). The mysterious analog controller from Sega was complete and on the floor, coupled with *Nights*. *Hearts of Darkness* was shown, as was the weird *Sacred Pools* game from Sega Soft. Games that were supposed to be shown on the Saturn included *Fighting Vipers*, *Virtual On* and *Manx TT Bike*. Unfortunately, it was deemed too early to exhibit them.



OVERALL IMPRESSION

Sega had a good showing, but its third-party support was not as strong as Sony's, although immensely better than Nintendo's. The new price point will help the Saturn, but the major turning point should be when *Nights* is released, along with big titles like *Worldwide Soccer 2* and *World Series Baseball 2*. *NFL '97* is going to be heavily scrutinized and may be the last chance to prove that U.S.-developed Saturn sports titles can be good. Sega should be able to compete with its in-house games, but it will need A-plus titles from third parties if it's to overtake competitors this Christmas season.



pLAYStaTiON tOWN!



SONY GOES FOR THE THROAT

Although the Sony booth had a lot of games, there were very few that fell into the A-plus category—the one that sells systems. Even one that goes for two bills. Still, it was far from disappointing and packed a couple of surprises.

I'LL BUY THAT FOR \$199!

One of the biggest stories of the show was the new PSX price point of \$199.99. Many people knew Sony was due to strike, but after all the fuss Sony of Japan made over the \$299 price for the U.S. launch, no one expected it to happen this soon. Once again, the domestic price of the PlayStation is lower than its Japanese counterpart. Just a couple months ago in Japan, the retail price of the PSX was dropped to the equivalent of \$250 and the console came packed with two controllers and a memory card.



CRASH BANDICOOT

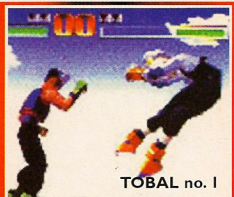
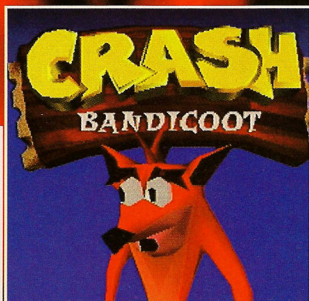


TOBAL no. 1

HOT TITLES

Some of the high-profile titles for the PlayStation included *Crash Bandicoot*, *Tobal no. 1*, *King of Fighters '95*, and *Twisted Metal 2*. *Tobal no. 1* was the most impressive of the games shown, featuring good animation and high resolution. *Crash Bandicoot* also looked sharp and boasts an unbelievable amount of texture information. *Crash* has no red-book audio (played directly off the CD) and no video footage, which takes up a lot of disk space, but it will still fill up almost the entire disk! *King of Fighters* was good, but suffered from missing animation frames and long loading times between characters.

Twisted Metal 2 looked much like its predecessor, except for slightly smoother movement and new locales. But compared to the vast improvements in *Wipeout XL* and *Destruction Derby 2*, *Twisted Metal 2* looks rushed.



TOBAL no. 1



TOBAL no. 1

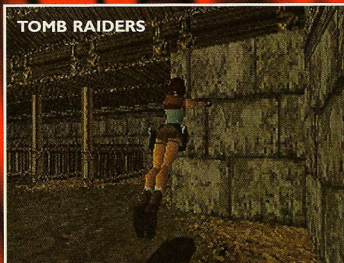
OKAY, WHERE'S THE REST?

Some of the hottest action on the PlayStation was seen in the third-party booths, which were represented in



force. Psygnosis and Namco had a lot of great titles that followed up on previous hits like Tekken, Wipeout and Ridge Racer.

Tomb Raiders from U.S. Gold was one of those games that had people talking, as was *Aeon Flux* from Viacom and *War Gods* from Williams. There certainly won't be any shortage of games for the PSX come this Christmas.



MORE SPORTS

Sports games have been the bread and butter of Sony's success and the company is gearing up its fall and winter line-ups in order to stay atop the heap. *MLB Baseball* was on display, as was *NCAA Gamebreaker: College Football*. *MLB* was pretty nice, but *Triple Play '96* from EA looks like the PSX baseball game to beat this fall. *Gamebreakers* looks like a tweaked version of *Gameday*, which isn't such a bad thing, but let's hope *Gameday '97* takes it to that next level instead of being a rehash. The new *Sony Hockey* is also being kept secret for now, but one would also expect improvements in graphics and computer intelligence. There won't be any shortage from third parties like Konami, Data East, Interplay and countless others.

THE MYSTICAL BLACK PLAYSTATION

Hidden under one of the stair walkways was an enclosed glass case with a Black PlayStation. Careful examination revealed that it was the new development system (no more dorky blue ones), but could also be a special Internet PSX. Although it was technically on display, no one at Sony seemed to know why.

SONY TRUDGES ONWARD

Overall, one got the impression that Sony is here for a while and will spread across the globe like a virus. It will be interesting to see if Sony continues to make the kind of moves it's been making lately. Sega is hungry and finally has the right utensils to cut into Sony's share, and Nintendo is confident that it can take the whole cake and eat it too. As long as the corporate side of Sony stays out of decision-making, the PSX will be the favorite to win the U.S. market.



SOUNDBOARD

BIG DADDY wants to know what makes you tick, and **BILL ZEEBUB** then wants to use it against you.

Send your letters to:

SOUNDBOARD

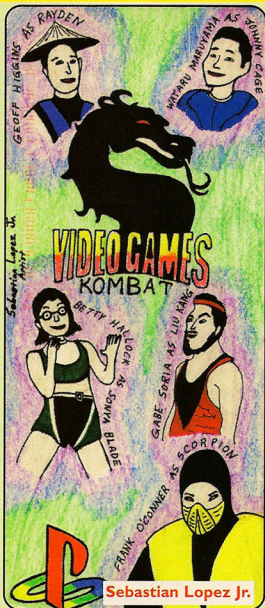
c/o VIDEOGAMES Magazine
8484 Wilshire Blvd., suite 900
Beverly Hills, CA 90211

Welcome to a new era in SoundBoard! Cowboy Gabe has moved his cattle to greener pastures, so taking over will be none other than Big Daddy (the cool guy in the sport coat) and the mysterious Bill Zeebub! Bill, who won't tell us his real name, says he's on sabbatical from his regular job and is making it his personal mission to be the most frightening and unpleasant-looking Bill in the business.



VAMPIRES LIKE RPGS TOO

Dear Wataru Maruyama, My name is Monica Castellanos. I'm 20 years old and I was born in El Salvador. I just recently moved here. I just discovered your great magazine. I love your RPG Attack section the best. I'm very intrigued by how Japanese animation dominates RPGs. I am a big Japanese animation fan, especially the motion picture *Akira*, which I heard they were going to make a game out of. Well, congrats for your magazine.



Keep up the good work. A lot of people enjoy it.

—Monica (Vampire)
Ligonier, PA

Thanks for the kind words, Monica. The Japanese animation influence in RPGs is a simple by-product of the games' being made in Japan and tailored to suit their tastes. This is great for all us anime fans who play RPGs! *Akira* was originally planned for the SNES, but has been cancelled for a long time now. Make sure to write again because we love to hear from vampires, as well as from any other creatures of the night.

I HAVE DEMANDS!

Dear VIDEOGAMES,

Hi VIDEOGAMES! You all are the best! I am 11 years old and live in Chesapeake, Virginia. I sent you this letter to ask you a few questions. First of all, I would like to ask why you took the Strategy Guides out. Second, I would like to know what happened to the Dear Betty page. And third, I would like to know why you guys always favor SNES and PlayStation.

Here's an idea for a new section: Instead of having one big chunk of reviews, why not have a review section for every system? I really like Betty and Geoff, but I'm not so sure about Gabe. Are you sure he's okay?

Okay, so I didn't mean that about Gabe, but he does seem a little strange. Could you guys please print this in your next issue?

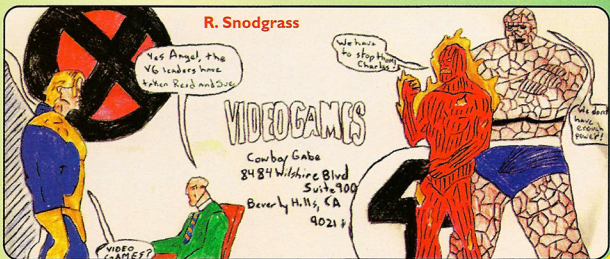
—Tyler Noel
Chesapeake VA

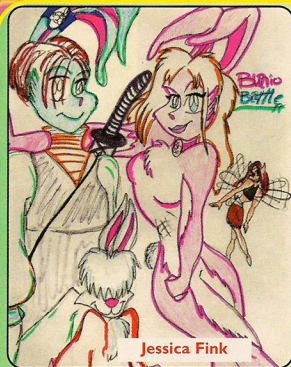
First of all Tyler, the Strategy Guides are back, but not every issue. You'll have to check out Tips & Tricks Magazine for cover-to-cover Strategy goodies. The Dear Betty section is back! The Big Daddy has convinced our resident idol to speak to her fans once again. We don't favor any game system over another, and we try hard to have balanced coverage, but that all depends on what games come in for review or preview. We've had complaints about Gabe so we gave him the boot! Just kidding! We all love Gabe and wish him luck in his new endeavors.

RPG 4 1 1

Dear VIDEOGAMES,

Hello. I was wondering if you could give





Jessica Fink

me some information on *Samurai Showdown RPG*? Do you know when it will be on the market, and what systems it is used for? Is there a chance it will be for SNES? And is there possibly going to be a *Chrono Trigger 2*?

Could you also give me the address of the SquareSoft company, who made *Chrono Trigger*? Thank you.

—Joey Patterson Steedman, MO

SS RPG is set for release on the Neo Geo CD in Japan, Joey, and there are rumblings that it could be en route to the PlayStation and Saturn. Unfortunately, there are no plans—or even rumors—that point to a SNES version of SS RPG. There is definitely going to be some follow-up to *Chrono Trigger*, although it won't be on the SNES. And here's Square's address: SQUARE, 4640 Admiralty Way, Ste. 1200, Marina Del Rey, CA 90292.

ANIME WANNABE

Dear VIDEOGAMES,

I have been trying very hard for weeks to conquer the art of Japanese cartooning. You know, that kind of drawing with those bug-eyed people, like those *Samurai Showdown* characters on your Jan '95 issue, but back to the point. I was wondering if you could send me a couple of Japanese character pictures, so that I could get the proportions on their faces right. Please send me some pictures. You guys are my last hope of learning how to draw this cool way of cartooning, so please, if you

could round up a few pictures from your old issues.

—Colin Fleming Whittier, CA

Sorry Colin, we can't send pictures, but we can give advice on perfecting this type of drawing. First of all, good anime drawings are not all about big eyes and small mouths. Before you go on about "super-deforming" bodies, you should know that most all good anime artists are very skilled at drawing realistically (when they want to). With this knowledge, it becomes easier to make the bodies and faces look like anything you want (shrinking, enlarging). So go out and draw from life and check out some anatomy books at the library and you'll be taking the first steps of this long journey, good luck!

VIOLENCE MONGER

Dear VIDEOGAMES,

My name is Sara. I am a girl but I love fighting games. Could you recommend a really good fighting game for the Super NES? I already have *Super Street Fighter Turbo* and *Doom*.

I love your magazine. Make the game you recommend extra brutal!

—Sara Rainey Hattiesbury, MS

I don't condone violence. May the banks of the river Styx overflow and consume the entire world....

BE ALL THAT YOU CAN BE, MK3

Dear VIDEOGAMES,

I am a UH-60 "Black Hawk" crew chief stationed in Tuzla, Bosnia. Life here is interesting to say the least, and a bit boring at times when off duty. I've got a Sega 32x (ha ha, I know) set up in my company's tent. I have an unusual request, I suppose. My bunk-mates and I play a lot of *MKII* on 32x but tire of it too often. I would like to know if it would be possible to get a copy of *MK3* (new or used) and a "cheat" book for it? If not, could I have the address for Acclaim or Midway (or whoever makes it).

My wife is faithfully sending me my subscription of VIDEOGAMES every month. I've been a subscriber for a while and



would appreciate a response. Thanks, and I hope you like the photos from here. (poor quality, sorry).

—Specialist Marcus Williams Tuzla, Bosnia

Did you know that I am responsible for that conflict? Anyway, I'm sorry to inform you that there's no MK3 for the 32X, and we only have one Genesis copy for ourselves. But I see no reason at all why the good folks at Williams shouldn't help out a uniformed compatriot in need of some in-tent entertainment. The address is:

1800 South Business Way
Corsicana, Texas 75110

P.S. These pictures are very cool. Even though I'm supposed to be unbiasedly evil to all, I have always had a soft spot in my blackened heart for Americans. Hope you get home soon.

MR. IMPATIENT PANTS

Dear VIDEOGAMES,

I have one question which has baffled me for a long time: WHY DO SOFTWARE STORES WASTE THEIR TIME POSTING RELEASE DATES FOR NEW GAMES?

Posting release dates is the most ludicrous aspect of the gaming industry. Very rarely do the games ever come out on



Randy Solena

"Available Now" for the past four months.

—John P. Falcon
Fords, NJ

Well John, I can empathize with your frustration. Warhammer, if you remember our E! issue last year, was originally slated to come out this past Christmas; so in fact that game has been delayed even more than you realize. The fact is that it's much easier to gauge the time of development for a movie or album because these things have more clearly defined parameters. Movies, for example, have a beginning, middle and end, and albums can only hold a certain number of tunes. Video games are much more difficult to work with because they're constantly changing as they get developed. There is a continual quest to enhance the look of a game and to give the game the proper amount of tweaking so that it plays better. Working under conditions like this, it makes it very hard for developers to be able to know when a game will be finished. It is an uncertain world, this world of video games—much like my own world, a place where decadence reigns supreme and imps dance to the sounds of the Pipes of Pan.

LAGGING BEHIND THE PACK

Dear VIDEOGAMES, I wrote you because I have one minor complaint. Not a lot of people have most of the games you have in VIDEOGAMES. I use to have regular "Nintendo" until this Christmas, when I got "Sega Genesis," and I've noticed that most of the information is for PlayStation or Sega Saturn. While not a lot of people have them, I think your Tips & Tricks is great! You include everything! I hope you read this letter and try and add more of the things I mentioned.

—Ryan Cuppernall
Pipersville, PA

No. I am Bill Zeebub, demon prince of the 666 planes of Hades and all-around unpleasant fellow.

DEEPEST, DARKEST SECRET

Dear VIDEOGAMES, One day I took a girl out in the shed and we were kissing and I got caught by the girl's mother. I was running and she was chasing me down with a cutting board.

—Bobby Lafferty
Cocoa, FL

Well Bobby, I hope you feel better for telling us your secret, instead of going to Jerry Springer. If any of you have deep, dark secrets, send them to Betty because the Bandito doesn't give a hoot. Big Daddy on the other hand has been in many similar situations and feels a connection with you.

Dear VIDEOGAMES, I have a 3DO and I want to know if there are any WWF games for it or not.

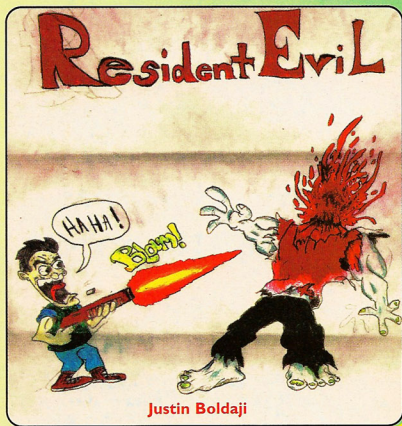
And what are the best games on 3DO and the M2?

Please! Tell me which is better, the M2 or the PlayStation?

And thanks for everything.

—M. Ali
Dasman, Kuwait

I'm sorry to say that there are no WWF titles available for the 3DO. In fact, as far as I can tell, there aren't even any generic ones. Now, as to whether or not M2 is better than PlayStation, I don't know. M2 is shrouded in such secrecy that even I, Bill Zeebub, Lord of the Nether Region and Viceroy of the ninth ring of Hell, cannot learn of its secrets. You're just gonna have to wait and see, young Ali.



Justin Boldaji

time. I sometimes wonder what kind of fools work at these various game companies when they constantly under-estimate when a game will be available.

As of this writing (5/5/96) I'm still awaiting the arrival of *Iron Storm* for Saturn. The following release dates were posted for this game: April 12, 17, 19, 24, 26, 29, and May 3. I'm now told that it is scheduled for release on May 6 or 10.

Yeah right.

Warhammer for Playstation had an April release date posted during the winter but once spring came around, it was wiped off the board. Now it's to be a summer release.

Yeah right.

At least EA had the decency to print an open statement regarding the release of *Madden 96* and the reason for the delay, but consider how maddening it was prior to this when the release date for *Madden 96* changed with the regularity of a stock-market report.

It is interesting to note that the record and video markets do not have the same problem. Whether it be the *Beatles Anthology* or *Forrest Gump*, when you see a release date, you're confident that it's correct. Delays do occur but they're the exception, not the rule. With video games, the exception is when a game actually appears on its announced release date. The rule is that release dates are a joke.

Compounding the confusion are the advertisements in all gaming magazines which taunt us with the phrase "Available Now." Available where? In Zimbabwe? *Hardball 5* for the PlayStation has been

READER'S MOST WANTED

These are the games we received the most mail and phone calls about during the course of last month. They are listed in (approximately) the order of popularity, and the big surprise is that everyone wants N64 games. Genesis and Super NES rate a brief mention and the rest is split evenly between PlayStation and Saturn. Nobody cares about M2 out there?

Super Mario 64
Mortal Kombat Trilogy
Tobal no.1
Nights
Sonic Extreme
Killer Instinct 64
Crash Bandicoot
Final Fantasy VII
Donkey Kong Country 3
Vectorman 2

Nintendo
Williams
Square
Sega
Sega
Nintendo
Universal
Square
Nintendo
Sega

Nintendo 64
Nintendo 64
PlayStation
Saturn
Saturn
Nintendo 64
PlayStation
PlayStation
Super NES
Genesis

HIGH SCORES

TEKKEN 2 (Survival mode)
VIRTUA FIGHTER(regular game)
MORTAL KOMBAT 2 (regular game)
MORTAL KOMBAT 3 (VS mode)
RIDGE RACER (regular)
STREET FIGHTER 32
BUST A MOVE 2 (VS mode)
KING OF FIGHTERS '95
FIGHTING VIPERS (1p)
PAC MAN Jr.

25 wins
1st place "Ranking Mode"
Beat "hard" mode
38 matches unbeaten
All cars plus Galaxian 13
Highest difficulty no continues
50 straight wins
Unbeaten >200 games
5'09":70 seconds
Many, many points

Geoff Higgins (Jack2)
Wataru Maruyama
Frank O'Connor
Betty Halloek
Chris Bieniek
Erik Suzuki
Deborah Lockhart
Mark Larson
Jorge "George" Perez
Tommy Tallarico

SPECIAL THANKS TO:

All the nice software companies who, after slogging their guts out at a tough show (E) were mostly fantastic with their follow-up, apart from one or two who went on vacation (they know who they are). We appreciate all your help.

Every month, we'll be printing the most impressive scores we receive, scouring the nation to find the leading video-game heroes. To enter, simply put your name, address and high score on the form below and send it to the following address:

High Scores
VIDEOGAMES Magazine
Suite 900
8484 Wilshire Blvd.
Beverly Hills
California
90211

Name:
Address:
Game:
Score/Achievement:
Unusual circumstances/comments:



TIPS & TRICKS

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



"Classic" Chun-Li

To play as "Classic" Chun-Li, highlight Chun-Li at the character-select screen and hold the **START** button for at least four seconds, then press any action button to select her before you release the **START** button. Note that her costume has changed; she looks and plays like the Chun-Li from *Super Street Fighter II Turbo*. Remember, her Kikoken fireball is a "charged" move now.



Highlight Chun-Li, hold **START** for four seconds and press a button to choose her before releasing **START**.

Stage Select + Secret Stages

In two-player mode, press **START** to enter the character selection screen and release. Next, highlight the character who corresponds to the stage you wish to fight in, then press and hold **START** for four seconds. Release the button, then highlight the player you wish to fight as and select him or her as usual; when the battle begins, you'll be fighting against the background you chose.

Also in two-player mode, press and hold **START** to enter the character selection screen—you must continue to hold **START** as the character-select screen appears. Move the cursor to M.Bison and leave it there for four seconds, then release the **START** button and select your fighter normally. This hidden stage looks like the waterfall background from *King of Fighters '95*.

Also in two-player mode, press and hold **START** to enter the character selection screen—you must continue to hold **START** as the character-select screen appears. Highlight Sagat for four seconds, then release the **START** button and select your fighter normally. This hidden stage looks like the grassy field from the opening scene of *Street Fighter: The Animated Movie*.



Follow the instructions to choose your stage at the character-select screen.



You can choose any stage, including the two secret stages.



The differences between "new" Chun-Li and the "Classic" version will become obvious!

HINT HOTLINES!

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

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

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

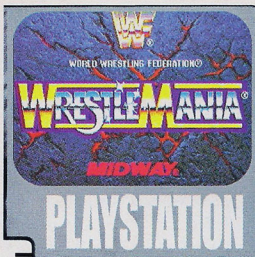
Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game-Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

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

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

U.S. Gold (Flashback Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

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



Invincibility

At any time during the game, press the **START** button to pause, then press **X, Δ, R2, Up**. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible!



Press **START** to pause, then press **X, Δ, R2, Up**



You are now totally invincible!

Stop the Timer

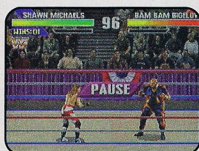
At any time during the game, press the **START** button to pause, then press **X, Δ, R2, Left**. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.



Press **START** to pause, then press **X, Δ, R2, Left**.



The timer has been frozen.



Press **START** to pause, then press **X, Δ, L2, Down**.



Now your attacks will do more damage.

Super Strength

At any time during the game, press the **START** button to pause, then press **X, Δ, L2, Down**. You'll see the screen flash for an instant. When you unpause, your wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the **START** button to pause, then press **X, Δ, L2, Right**. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.



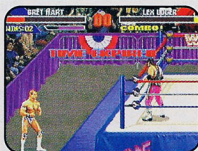
Press **START** to pause, then press **X, Δ, L2, Right**.



Now your opponent's attacks will be weaker.



Press **START** to pause, then press **□, ○, Δ, X**.



All of the cheats have been switched off.

Cancel Cheats

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press **□, ○, Δ, X**. You'll see the screen flash for an instant; now all of the cheats have been disabled.

Combo Code

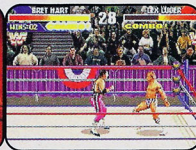
At the player select menu, hold the **L1** and **R2** buttons and press **□, X, ○, Δ**. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo! Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.



Hold **L1+R2** and press **□, X, ○, Δ**.



The word "Combo!" will appear.



Now your Combo meter is always maxed out!

WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words 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						
		E					
	P	I	N	C	H	W	
		R					
	S						

M Y S T E R Y W O R D

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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Secret Cheats

The Saturn version of *Slam 'N Jam* has the same cheats as the PlayStation and 3DO versions. Here's how to do them: Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the **X** button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the **Z** button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the **L** button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in. If your shot registers a 15%, you'd better get ready to nab the rebound; if it's 90% you might as well head to the other end of the court. You'll find that certain players will regularly get high percentage marks from certain areas of the court; experiment with each player by using the shot percentage indicator to find where his "hot spots" are.



Press **START** or **C**, then immediately enter the code...



...until the tip-off.



Now pause the game and unpause. The now feature the game.



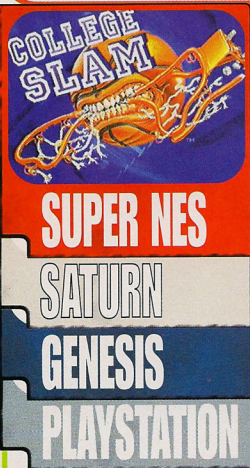
If you pressed **X** repeatedly, you'd be seeing these big heads.



If you pressed **Z** repeatedly, you'd see these tiny players.



If you held down the **L** button, you should have this shot indicator.



Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—enter one of the following codes:

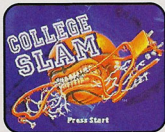
Super NES: **Up, Down, Left, Right, Up, Down, Left, Right.**

Genesis: **Up, Down, Left, Right, Up, Down, Left, Right.**

Saturn: **Left, Up, B, Up, Down, Up, Right, C.**

PlayStation: **Left, Up, O, Up, Down, Up, Right, △.**

You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.



Enter the appropriate code for the version of *College Slam* you have.



Now you have access to nine hidden fraternity and "spring break" teams.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams.

When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑ → ↓ ↓ ← ← ↑ → ↓ ↓ ← ← ↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them!



Quickly rotate the D-pad 720° clockwise, starting and ending in the **Up** position.



Your character is now a freakin' tornado who can knock the other players down.

Hidden Tracks

To unlock tons of secret features in *The Need for Speed*, just choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas"!

What's more, if you're a fan of the dirt tracks in *Sega Rally*, you can use this cheat to get a similar "slippery" feel out of the tracks in *Need for Speed*. With the cheat password in place, highlight any track and hold the **LI** and **RI** buttons; you'll see the name of the track change to "Rally" (e.g. "Alpine" changes to "Alpine Rally"; "Vertigo Ridge" changes to "Vertigo Rally", etc.). Better yet, if you hold **LI+RI** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs"!



Choose Tournament mode, enter the password "TSYBNS" and press **START**.



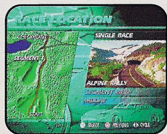
You'll find a hidden course called "Lost Vegas".



Race through Sin City in the black of night!



With the password in place, highlight any course and hold **LI+RI**.



You'll see the name of the course change to "Rally".



Now the track you chose has become a dirt road!



Or, highlight "Rusty Springs" and hold **RI+LI**.



You've found another hidden track, "Oasis Springs".



This one's a scorching hot trip through the bone-dry desert.

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **LI+RI**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat! This sucker has a top speed of over 260 mph; take it out on the Lost Vegas course and you'll be catching some air!



With the cheat password in place, highlight any car and hold **LI+RI**.



You'll be able to choose the hidden "Warrior" machine.



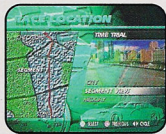
Check out the futuristic dash and heads-up display!



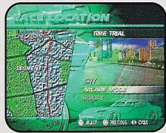
Unfortunately, it's very light, so your crashes will be spectacular!

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **LI+RI** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.



Highlight the "Segment View" (or lap-select) box and hold **LI+RI**.



The words "Arcade Mode" will appear



Now the game plays less like a simulator and more like an arcade racer.

Boss Code

To play as the boss character, enter the following code on either controller at the character-select screen: **Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**. Vitriol will appear as your chosen fighter! The term "vitriol" generally refers to a caustic or bitter quality—and this boss is certainly abrasive to its enemies!—but the proper definition of the word as "a sulfate of any of various metals" may also be appropriate in this case, since the guy is a robot. Just thought you'd like to know.



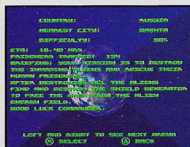
Press **Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**.

The boss, Vitriol, will appear at the center of the screen.

He's a powerful fighter with several caustic combos (ouch!).

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press **X** + **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. Unfortunately, you won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.



Press **→**, then quickly press and hold **↵** + **X**



You'll see the globe bouncing through the different arenas.

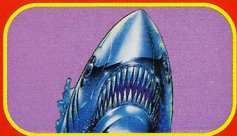


Release the buttons when the mission you want is facing you.



You can start on any of the stages that were previously off-limits!

TIPS & TRICKS



GAME SHARK

CODES

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

Galactic Attack Saturn

F6000914-C305 +
B6002800-0000—Master code (must be entered)
160EAC30-0003—Infinite lives, Player 1

Iron Storm Saturn

F6000914-C305 +
B6002800-0000—Master code (must be entered)
1603BCB2-FFFF—Infinite cash

Wing Arms Saturn

F6000914-C305 +
B6002800-0000—Master code (must be entered)
16065936-0035—Infinite armor
16065932-0064—Infinite missiles

NBA Shoot Out PlayStation

80096ed4-0000 +
800b4e68-0000—Away team scores 0
80096ed4-0000 +
8004e640-0000—Home team scores 0

P.O.'ed PlayStation

80075c40-0064 +
8009aba0-0064—Infinite energy
8009abba-0101—Have drill
8009abc2-0001—Have missile cam
8009abb4-03e7—Infinite rockets

Resident Evil PlayStation

800c51ac-0060—Infinite health
800c8784-f0a—Rocket launcher
800c8784-f06—Flamethrower

Shell Shock PlayStation

80087c1e-0300—Infinite armor
800855ba-0004—Reloader
800855b4-0004—Air support

Secret Room Entrances

There are seven different secret rooms in *Area 51*. However, one of the rooms—called “Shake Your Booda”—was removed from the game in the middle of its production run because of its potentially controversial religious content. Only 2,137 *Area 51* machines exist with this secret room in them; games with a serial number of 2,138 or higher have just six secret rooms. To find the secret rooms, you must shoot at specific objects, often in a specific sequence. Here are three of the secret room entrances to get you started:



To find the secret room called “Tank Top”, you must shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all.



This room has only one entry, and it's the hardest secret room to get into. There are 28 pieces to this room, so only one player can reach the maximum multiplier. However, the streak works normally, so you can score over 35,000 points in this room.



To find the secret room called “X Marks the Spot,” shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts.



This room contains a puzzle with 44 pieces. When you shoot the pieces away, they reveal a female STAAR Team member in a sexy pose. Two players can score over 45,000 points in this room.



To find the secret room called “Head Quarters,” you must shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully.



In this secret room, you'll find six aliens taking a latrine break. In addition to the aliens, there are also 30 items to shoot in “Head Quarters.” Hit everything and you'll score over 40,000 points.



CODES

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

Tetris Blast Game Boy

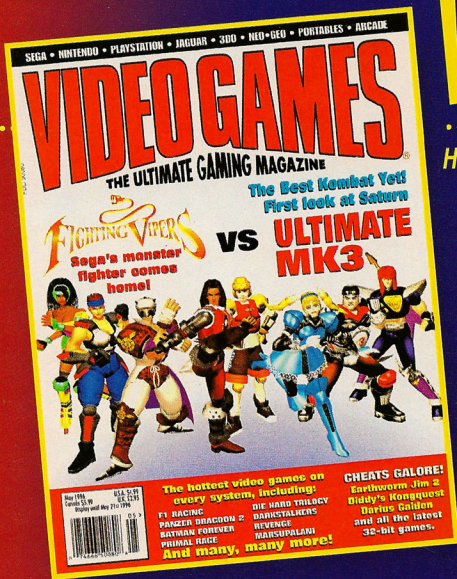
- 3E6-9FA-C45 +
- xx6-A0A-4CB +
- 006-B1A-08F—Replace “xx” to choose a starting level
- 000-67A-6E2—The same block always drops; disable to change blocks
- AF0-66A-802—Always drops a square
- xx2-07A-7FA—Replace “xx” to change the number of blocks dropped before the level speeds up
- C92-08A-C49—Game level never speeds up
- 002-08A-C49—Ultra-fast game

Cutthroat Island Super NES

- C92C-47D8—Infinite energy
- 50C7-3DD8—One-hit kills
- C22B-C71F—Collect all aggression and keep it

College Slam Super NES

- 3C35-B774 +
- 3C35-B754—Infinite power when designing players
- CBC9-0D07—No shot clock violations

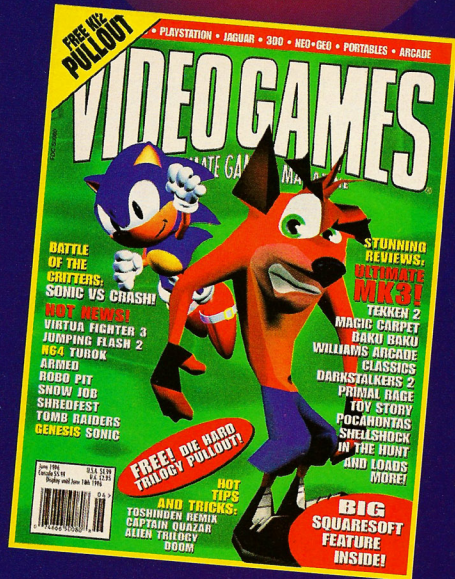


VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

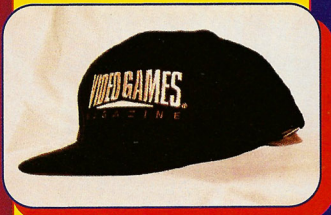
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Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear! Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.



Press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously.



The Character Select menu will appear.



Choose any of nine different characters.



You'll still see Bubby at the map screen, but when the game starts...



...you'll be playing as the character you chose!



CODES

Codes for use with the 3DO Game Guru Video Game Enhancer

Corpse Killer 3DO

IUMVCF—99 health
JDDICXF—255 Datura bullets
IDDHCF—255 Armor-piercing bullets
HDDGCF—255 Armor-piercing datura bullets

Cyberia 3DO

IXXXXXXXXXXXXXXXXXX +
WXXXXXXXXXMMSSXXF +
KXXXXXXXXXUXXXHXFX +
GXXXXXXXXXWXCXXF +
TWXWXWXWXWXWXWXF +
MXXXXXXXXXWXXWFX +
GWXWXWXWXWXDXWF +
VXXXXXXXXXWXXUVXF +
JWXWXWXWXWXJXVF +
GXXXXXXXXXWXXEVXF +
TWXWXWXWXWXUVXF +
LXXXXXXXXXWXXKXF +
XWXWXWXWXWXFUXF +
QVXUWFX—Activate all levels

"Fight 2" Mode

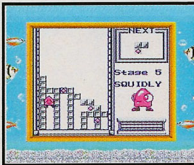
For an extra challenge in Tetriz Blast, press the **B** button five times at the first title screen, then press **START**. You'll find that the "Fight 2" option now has the number 2 next to it. The Fight 2 mode is more difficult than the normal Fight mode, so you'll have to use all of your Tetriz skills to succeed!



Press **B, B, B, B, B**, then press **START**.



You've discovered the hidden "Fight 2" mode.



It's a more difficult version of the normal Fight mode.

Killing Time 3DO

GDDGVXF +
PHHGGFFEEDDLXVF—All winged vessels
SDSVXF +
HHHGGFFEEDDXVXF—All keys



Effective Items and Weapons

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.



KAIN BLADE

Firestorm: $\rightarrow \downarrow \downarrow \rightarrow$
 $\nearrow + X, Y$ or Z



MILAN FLARE

Bloody Tempest: Hold
 \downarrow , then $\searrow \rightarrow \nearrow + A, B$
 or C . Press $\downarrow + X, Y$
 or Z on the way down.



GILLIUS ROCKHEAD

Jaw Break: $\rightarrow \searrow \downarrow \downarrow$
 $\nearrow + X, Y$ or Z



ZOMA

Dark Carnival: $\downarrow \searrow \rightarrow$
 $\downarrow \searrow \rightarrow + X, Y$ or Z



JAMM

Spirit Summons: Hold
 \leftarrow , then $\downarrow \searrow \rightarrow + X,$
 Y or Z



DOC

Shockwave: $\rightarrow \searrow \downarrow \downarrow$
 $\leftarrow \rightarrow + X, Y$ or Z



PANCHOS

Blast Wave: $\leftarrow \leftarrow \downarrow \downarrow$
 $\searrow \rightarrow \nearrow +$ any Kick
 button



GREEN

Mammoth Slam: \rightarrow
 $\searrow \downarrow \downarrow + Z$ (while
 jumping in)



KEEL

Insanity Winds: $\downarrow \searrow$
 $\leftarrow \downarrow \leftarrow + X, Y$
 or Z



DEATH ADDER

Falling Sky: $\downarrow + C$
 (in the air)

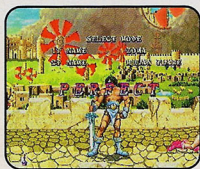
Vs. Mode Shortcut

When playing *Golden Axe: The Duel* in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the **L** button. A small

menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu!



At the end of the final round, pause the game and press **L**.



Choose your characters, then press **L** again and unpause.



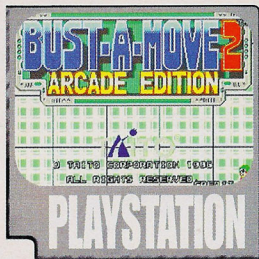
The game will start to load again, but instead of the character-select menu...



...you'll jump straight into the next match with the characters you picked!

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the **X** button as quickly as you can. Pressing **X** four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the **X** button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it! You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.



Press **Left, Right, R1, R2, L2, L1, Up, Down**.



A green timer will appear in the corner of the screen.



Quickly highlight "Credits" and tap the **X** button rapidly.



You can earn up to 30 credits if you're quick!

Another World

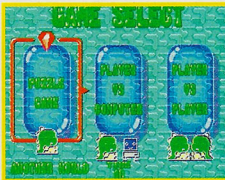
At the title screen—while the words "Press Start" are flashing—press **R1, Up, L2, Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.



Press **R1, Up, L2, Down**.



You'll see this green guy in the corner of the screen.



Now the "Puzzle Game" mode says "Another World".



You'll be playing against some freaky backdrops like this one!



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TAV068

Ultimate MK3 Exclusive Strategy Guide

By Tyrone Rodriguez

Think of UMK3 for the Saturn as Williams' way of saying sorry for its pitiful conversion of MK2 (even though it wasn't responsible for that tragedy). To put it simply, UMK3 utterly destroys its closest competitor: *Mortal Kombat 3* for the PlayStation. This version should hold most MK fans until the definitive *MK—MK Trilogy* for the N64. Until then, have fun with UMK3. Although written with the Saturn version in mind, all this information should hold true for Panasonic's 3DO version. Flawless Victory.

Notes: Due to space restrictions some instructions may be condensed without affecting their accuracy.

Legend

Up: U
High Punch: HP
High Kick: HK
Forward: F
Block: BI
Down: D
Low Punch: LP
Low Kick: LK
Back: B
Run: Run
Jump Kick: JK

For movement:

Down, Forward, High Punch+Low Punch means Down, then forward, then hit High Punch and Low Punch at the same time.

"Hold button" stuff:

"Hold Low Punch (Down, Forward, Down, Forward) High Kick" means:

"Hold Low Punch, then tap Down, Forward, Down, Forward, then let go of Low Punch, then hit High Kick, release High Kick"

A word about "Hold button."

Sometimes you have to hold the button for a certain amount of time. If something doesn't work that involves holding a button, hold it longer.

If something requires UP, it helps to hold block, but it is not necessary.



Throws:

To throw, you only need to hit Low Punch while you are up close. You **DO NOT** need to hit any direction on the joystick. In fact, you can even push back on the joystick and you can still throw, provided you're still close enough.

To block a throw, hold BACK or DOWN+BACK. No block required. This works even if you're getting up, or stunned (frozen, spinning, etc). It has been this way since MK.

Friendships/ Babalities:

Don't hit block during the winning round
You can be anywhere on the screen (unless otherwise specified) You can do a friendship/babality after a doing a mercy (optional)

Stage Fatalities:

Scorpion's Lair
Shao Kahn's Tower
The Subway
The Pit III

(see "Stage:" to see how to do these for each character) (the distance is always "up close")

Crispy!!!

If you hold both run buttons after you do the stage fatality on Scorpion's Lair, you can hear Shao Kahn say "Crispy." If you hold both High Punch buttons, Dan Forden will pop out and say "Crispy." You can hold both run buttons AND both High Punch buttons, and you will hear both Shao Kahn and Dan Forden say "Crispy."

Mercy: Hold RUN (Down, Down, Down, Down)

This gives your opponent a little bit of energy back after you beat them. You have to hold RUN a certain amount of



time. Say two or three seconds. Your opponent needs to have won one round. You can be anywhere on the screen except close. You have to do this if you want to do an Animality. After the mercy has been done, and it says "Finish him/her" again, anyone can perform an animality.

You can't do more than one mercy per match. You may do any finisher (Fatality, Friendship, Stage or Babality) after the mercy. This does not mean you HAVE TO do the mercy first.

Random Select: Just like MK2.

Up, Start at the select screen. The default players have to be selected for this to work.

Frosty!!
Sometimes the guy doesn't say "toasty." Freeze your opponent while he/she is in danger. To prove this, do the mercy with Sub-Zero, then just keep freezing your opponent.

Ending codes

After you beat Shao Kahn, you can choose a symbol. The higher the skill level that you choose, the more symbols you can pick from.

Novice: 1, 4
Warrior: 5, 6
Master: 7, 8
Master: 9, 12 (The higher Master level)

- 1 MK Dragon: See the character's ending
- 2 MK Logo: Shooting Game
- 3 Yin, Yang: Fight Ermac
- 4 Number three: Fight Noob Saibot
- 5 Question Mark: Random select (selects another code)
- 6 Lightning Bolt: Fatality Demonstration #1
- 7 Goro : Fatality Demonstration #2
- 8 Raiden: Fatality Demonstration #3
- 9 Shao Kahn: Fight Noob and Ermac
- 10 Skull: Fight Classic Sub, Zero and Noob
- 11 Question Mark: Fight Noob, Ermac, Human Smoke, Classic Sub, Zero, Mileena
- 12 Question Mark: Supreme Demonstration

Play as Human Smoke

Choose Smoke. When any round is starting, hold High Punch+High Kick+Block+Run and hold the joystick back.

So if you're player 1, hold it left, and player 2 should hold it right.

Characters (in alphabetical order) Classic Sub-Zero

Freeze: Down, Forward+ Low Punch
Freeze ground: Down, Back+ Low Kick
Slide: Back+ Low Punch+ Block+ Low Kick
Fatality (close): Down, Down, Down, Down, Down, Forward+ High Punch
Stage: Forward, Down, Forward, Forward, High Punch

Standard Combo: HP, HP, LK, B+ HK, F+LK

Ultimate Kombos
Sub-Zero's Basic Ground Combos

- 1) HP, HP, D+LP, D+HP
- 2) HP, HP, B+LK, B+HK

Here's some more ambitious combos

- 1) Freeze your opponent, JK, Ground Ice. Now jump in with HP, HP, HP, D+LP, D+HP, JK, Slide
- 2) Freeze your opponent, Jump in with HP, HP, HP, B+LK, B+HK

Cyrax

Grenade Close: Hold Low Kick, Back, Back+ High Kick
Grenade Far: Hold Low Kick, Forward, Forward, High Kick

- Net: Back, Back+ Low Kick
- Teleport (can be done in air): Forward, Down+ Block
- Air throw (opponent must be in air): Down, Forward+ Block, then Low Punch
- Fatality (anywhere): Down, Down, Up, Down, High Punch
- Fatality (close): Down, Down, Forward, Up, Run
- Animality (close): Up, Up, Down, Down
- Friendship: Run, Run, Run, Up
- Babality: Forward, Forward, Back, High Punch
- Stage: Run, Block, Run

Standard Combo: HP, HP, HK, HP, HK, B+HK

Ultimate Kombos

- 1) HP, HP, LP
- 2) LK, HK, B+HK
- 3) Two consecutive bomb drops, Uppercut
- 4) Green Net, HP, HP, HK, HP, HK, B+HK

Ermac

Fireball: Down, Back+ Low Punch
Exploding Teleport Punch: Down, Back, High Punch
Telekinetic Slam: Back, Down, Back, High Kick
Fatality (close): Run, Block, Run, Run, High Kick
Fatality (sweep): Down, Up, Down, Down, Down, Block
Stage: Run, Run, Run, Run, Low Kick



Standard Combo: HP, HP, B+LP, HK, B+LK

Ultimate Kombos

- 1) HK, LP (LK, LP also works)
- 2) HK, HK, LK, B+HK
- 3) HP, HP, B+LP, B+HK, F+LK
- 4) HP, HP, B+LP, B,D,F+LP, Telekinetic Slam, HP, HP, Fireball
- 5) HP, HP, B+LP, B,D,F+LP, Telekinetic Slam, HP, Uppercut

Human Smoke

Spear: Back, Back, Low Punch
Teleport Punch: Down, Back, High Punch
Throw (in air): Block
Fatality (close): Run, Block, Run, Run, High Kick
Babality: Down, Back, Back, Forward, High Punch
Stage: Forward, Up, Up, Low Punch

Standard Combo: HP, HP, HK B+HK

Ultimate Kombos

- 1) LK, LP
- 2) HP, HP, U+LP
- 3) LK, D+LP, D+HP
- 4) HK, HK, LK B+HK
- 5) HP, HP, HK, B+HK
- 6) Spear, LK, LP, Teleport, Spear, LK, LP, JK, Sweep

Jade

High Boomerang: Back, Forward, High Punch
Middle Boomerang: Back, Forward, Low Punch
Low Boomerang: Back, Forward, Low Kick
Returning Low Boomerang: Back, Back, Forward, Low Punch (will only return if your opponent is a human and if they duck the boomerang)
Projectile Invincibility: Back, Forward, High Kick
Glow Kick: Down, Forward, Low Kick
Fatality (close): Up, Up, Down, Forward, High Punch
Fatality (close): Run, Run, Run, Block, Run
Animality (close): Forward, Down, Forward, Forward, Low Kick
Friendship (anywhere): Back, Down, Back, Back, High Kick
Babality: Down, Down, Forward, Down, High Kick

Standard Combo: HP, HP, D+LP, LK, HK, B+LK, B+HK

Ultimate Kombos

- 1) HP, HP, D+LP, D+HP
- 2) HK, HK, D+LK, D+HK
- 3) HP, HP, D+LP, LK, HK, B+LK, B+HK
- 4) JK, Shadow Kick

Jax

1 Missile: Back, Forward, High Punch
2 Missiles: Forward, Forward, Back, Back, High Punch
Gotcha Grab: Forward, Forward, Low Punch (tap Low Punch to keep punching)
Backbreaker (in air): Block
Quad Slam (after starting a throw): tap High Punch



Ground

Pound:

Hold Low

Kick, release

Dashing Punch:

Forward, Forward, High Kick

Fatality (close): Hold Block (Up, Down, Forward, Up)

Fatality (far): Run, Block, Run, Run, Low Kick

Animality (close): Hold Low Punch (Forward, Forward, Down, Forward)

Friendship: Low Kick, Run, Run, Low Kick

Babality: Down, Down, Down, Low Kick

Stage: Down, Forward, Down, Low Punch

Standard Combo: HK HK, D+HP, HP, Bl, LP, B+HP

Ultimate Kombos

- 1) LK, HK, B+HK
- 2) HP, HP, Back + LP, B+HP
- 3) JK, Gotcha Grab
- 4) JK, Run, Quad Slam

Kabal

Top Spin: Back, Forward, Low Kick
Eye Spark (can be done in air): Back, Back, High Punch
Ground Saw: Back, Back, Back, Run
Fatality (outside sweep): Down, Down, Back, Forward, Block
Fatality (close): Run, Block, Block, Block, High Kick
Animality (close): Hold High Punch (Forward, Forward, Down, Forward)
Friendship (anywhere except closer than sweep): Run, Low Kick, Run, Run, Up
Babality: Run, Run, Low Kick
Stage: Block, Block, High Kick

Standard Combo: LK, LK, HP, HP, D+HP

Ultimate Kombos

- 1) HP, HP, D+LP, D+HP
- 2) HP, HP, D+HP
- 3) LK, LK, HK, B+HK
- 4) JK, Air Fireball
- 5) JK, Tornado Spin, LK, LK, HP, HP, D+HP, JK, Air Fireball

Kano

Knife Throw: Down, Back, High Punch
Knife Uppercut: Down, Forward, High Punch
Cannon Ball: Hold Low Kick
Diagonal Cannonball: Forward, Down, Forward, High Kick

Grab and Shake: Down, Forward, Low Punch
Throw (in air): Block
Fatality (close): Hold Low Punch (Forward, Down, Down, Forward)
Fatality (sweep): Low Punch, Block, Block, High Kick
Animality (close): Hold High Punch (Block, Block, Block)
Friendship: Low Kick, Run, Run, High Kick
Babality: Forward, Forward, Down, Down, Low Kick
Stage: Up, Up, Back, Low Kick

Standard Combo: HP, HP, HK, LK, B+HK

Ultimate Kombos

- 1) LK, HK, LK, B+HK
- 2) HP, HP, D+LP, D+HP
- 3) HP, HP, HK, LK, B+HK
- 4) HP, HP, D+LP, D+HP, Cannonball Roll
- 5) HP, HP, LP, Knife Toss
- 6) High Punch, High Punch, Down+Low Punch, Down+High Punch, Jump Kick, Knife Uppercut

Kitana

Fan Lift: Back, Back, Back, High Punch
Fan Throw: Forward, Forward, High Punch+Low Punch
Square Wave Punch: Down, Back, High Punch
Fatality (close): Run, Run, Block, Block, Low Kick
Fatality (far): Back, Down, Forward, Forward, High Kick
Animality (between close and sweep): Down, Down, Down, Down, Run
Friendship: Down, Back, Forward, Forward, Low Punch
Babality: Forward, Forward, Down, Forward, High Kick
Stage: Forward, Down, Down, Low Kick

Standard Combo: HP, HP, B+LP, F+HP

Ultimate Kombos

- 1) HP, HP, B+LP, F+HP
- 2) HK, HK, D+LK, D+HK
- 3) Fan Lift, JK, Fan Throw, Run, HP, JK, Sweep
- 5) Jump Kick, Fan Throw, Run, JK, Sweep

Kung Lao

Hat Throw: Back, Forward, Low Punch
Teleport: Down, Up, Punch
Flying Kick (in air): Up, Down, High Kick
Spin: Forward, Down, Forward, Run (tap Run)
Fatality (anywhere): Run, Block, Run, Block, Down
Fatality (inside sweep, but not up close): Forward, Forward, Back, Down, High Punch
Animality (close): Run, Run, Run, Run, Block
Friendship (over sweep): Run, Low Punch, Run, Low Kick
Babality: Down, Forward, Forward, High Punch
Stage: Down, Down, Forward, Forward, Low Kick

Standard Combo: HP, LP, HP, LP, LK, LK, B+HK

Ultimate Kombos

- 1) Teleport Punch, HP, LP, HP, LP, LK, LK, B+HK
- 2) LK, LK, B+HK
- 3) JK, Air Kick
- 4) HP, LP, HK, HP, LP, LK, LK, B+HK

Liu Kang

Fireball High: Forward, Forward, High Punch
Fireball Low: Forward, Forward, Low Punch
Flying Kick: Forward, Forward, High Kick
Bicycle Kick: Hold Low Kick
Fatality (anywhere): Forward, Forward, Down, Down, Low Kick
Fatality (anywhere): Up, Down, Up, Up, Block+Run
Animality (sweep): Down, Down, Up
Friendship: Run, Run, Run, Down+Run
Babality: Down, Down, Down, High Kick
Stage: Run, Block, Block, Low Kick

Standard Combo: HP, HP, BI, LK, LK, HK, LK

Ultimate Kombos

- 1) HP, HP, B+LP
- 2) HP, HP, B+LP, JK, High Fireball, Flying Kick
- 3) HP, HP, BI, LK, LK, HK, B+LK
- 4) JK, High Fireball

Mileena

Sai Throw: Hold High Punch, release
Warp kick: Forward, Forward, Low Kick
Roll: Back, Back, Down, High Kick
Fatality (far): Back, Back, Back, Forward, Low Kick
Fatality (close): Down, Forward, Down, Forward, Low Punch
Animality (close): Forward, Down, Down, Forward, High Kick
Friendship: Down, Down, Back, Forward, High Punch
Babality: Down, Down, Forward, Forward, High Punch
Stage: Down, Down, Down, Low Punch

Standard Combo: HP, HP, HK, HK, U+LK, U+HK

Ultimate Kombos

- 1) HP, HP, HK, HK, D,F+LK
- 2) Roll, HP, Roll, HK
- 3) JK, Roll

Nightwolf

Arrow: Down, Back, Low Punch (can be done really fast after a combo)
Tomahawk: Down, Forward, High Punch
Green Dash: Forward, Forward, Low Kick
Glow (reflects missiles): Back, Back, Back, High Kick
Fatality (close): Up, Up, Back, Forward, Block
Fatality (far): Back, Back, Down, High Punch
Animality (close): Forward, Forward, Down, Down
Friendship (anywhere outside sweep): Run, Run, Run, Down
Babality: Forward, Back, Forward, Back, Low Punch
Stage: Run, Run, Block

Standard Combo: LK, HP, HP, LP, Hatchet, Hatchet

Ultimate Kombos

- 1) LK, HP, HP, LP, HK
- 2) HK, HP, HP, LP, Tomahawk, JK, Green Dash
- 3) HK, HK, B+HK
- 4) JK, Green dash
- 5) JK, HP, Arrow

Reptile

Acid Spit: Forward, Forward, High Punch
Slow Force Ball: Back, Back, High Punch+Low Punch
Fast Force Ball: Forward, Forward, High Punch+Low Punch
Slide: Back+Low Punch+Block+Low Kick
Invisibility: Up, Down, High Kick
Running Elbow: Back, Forward, Low Kick
Fatality (jump distance): Back, Forward, Down, Block
Fatality (sweep): Forward, Forward, Up, Up, High Kick
Animality (close): Down, Down, Down, Up, High Kick
Friendship (close): Down, Forward, Forward, Back, High Kick
Babality: Forward, Forward, Back, Down, Low Kick
Stage: Block, Run, Block, Block

Standard Combo: HP, HP, HK, B+HK

Ultimate Kombos

- 1) HP, HP, D+LP
- 2) HP, HP, HK, B+HK
- 3) HP, HP, D+LP, Fast Forceball, HP, HP, Running Elbow, HP, HP, Running Elbow, crouching LP, Uppercut
- 4) Slow Forceball, HP, HP, Fast Forceball, HP, HP, JK, B+LK (Sweep)
- 5) Fast Forceball, Slow Forceball, JK

Scorpion

Spear: Back, Back, Low Punch
Teleport Punch: Down, Back, High Punch
Throw (in air): Block
Fatality (jump distance): Down, Down, Up, High Kick
Fatality (close): Forward, Forward, Down, Up, Run
Animality (close): Forward, Up, Up, High Kick
Friendship (close): Back, Forward, Forward, Back, Low Kick
Babality: Down, Back, Back, Forward, High Punch
Stage: Forward, Up, Up, Low Punch

Standard Combo: HP, HP, HK, B+HK

Ultimate Kombos

- 1) HP, HP, U+LP
- 2) HP, HP, HK, B+HK
- 3) HK, HK, LK, LK
- 4) Teleport Punch, Spear, HP, HP, HK, B+HK
- 5) JK, Spear, Uppercut

Sektor

Teleport Uppercut (can do in air): Forward, Forward, Low Kick
Missile: Forward, Forward, Low Punch

Seeker Missile: Forward, Down, Back, High Punch

Fatality (sweep): Low Punch, Run, Run, Block

Fatality (over half screen): Forward, Forward, Forward, Back, Block

Animality (close): Forward, Forward, Down, Up
Friendship (half screen): Run, Run,

Run, Run, Down
Babality: Back, Down, Down, Down, High Kick
Stage: Run, Run, Run, Down

Standard Combo: HP, HP, HK, HK, B+HK

Ultimate Kombos

- 1) HP, HP, D+LP, JK, B+LK (Sweep)
- 2) HP, HP, HK, HK, B+HK
- 3) LK, HK, B+HK
- 4) JK, Teleport Uppercut, HP, JK
- 5) JK, Missile

Shang Tsung

1 Fireball: Back, Back, High Punch
2 Fireballs: Back, Back, Forward, High Punch
3 Fireballs: Back, Back, Forward, Forward, High Punch
Volcanic Eruption: Forward, Back, Back, Low Kick

Morphs

Classic Sub-Zero: Block, Block, Run, Run
Cyrax: Block, Block, Block
Ermac: Down, Down, Up
Jade: Forward, Forward, Down, Down+Block
Jax: Forward, Forward, Down, Low Punch
Kabal: Low Punch, Block, High Kick (Must be performed quickly)
Kano: Back, Forward, Block (Must be done quickly)
Kitana: Forward, Down, Forward, Run
Kung Lao: Run, Run, Block, Run
Liu Kang: Forward, Down, Back, Up, Forward
Mileena: Run, Block, High Kick
Nightwolf: Up, Up, Up
Reptile: Run, Block, Block, High Kick
Sektor: Down, Forward, Back, Run
Scorpion: Down, Down, Forward, Low Punch
Sheeva: Hold Low Kick(Forward, Down, Forward) or Forward, Down, Forward, Low Kick, Low Kick
Sindel: Back, Down, Back, Low Kick
Sonya: Down+Run+Low Punch+Block
Stryker: Forward, Forward, Forward, High Kick
Sub-Zero: Forward, Down, Forward, High Punch

Fatality (close): Hold Low Punch (Down, Forward, Forward, Down)

Fatality (close): Hold Low Punch (Run, Block, Run, Block)

Animality (sweep): Hold High Punch (Run, Run, Run)

Friendship: Low Kick, Run, Run, Down

Babality: Run, Run, Run, Low Kick

Stage: Up, Up, Back, Low Punch

Standard Combo: LK, HP, HP, LP, B+HK

Ultimate Kombos

- 1) LK, B+HK
- 2) HP, HP, LP, HK
- 3) Jump in with HP, LK, HP, HP, LP, B+HK
- 4) JK, 3 Fireballs





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THE ULTIMATE PLAYERS

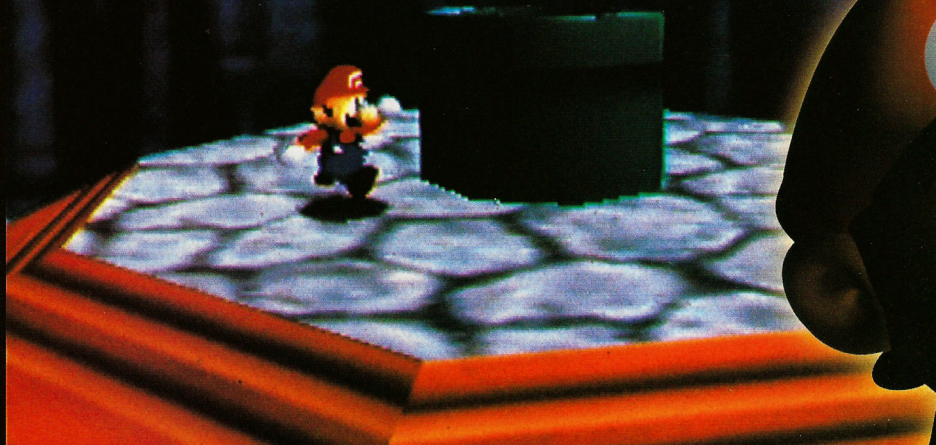
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Super Mario 64



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Sheeva

Teleport Stomp: Down, Up

Stomp: Back, Down, Back, High Kick

Fireball: Down, Forward, High Punch

Fatality (close): Forward, Down, Down, Forward, Low Punch

Fatality (close): Hold High Kick (Back, Forward, Forward)

Animality (close): Run, Block, Block, Block, Block

Friendship: Forward, Forward, Down, Forward, pause, High Punch (pause is to prevent fireball. Or you can Hold High Punch(Forward, Forward, Down, Forward) release High Punch, then hit High Punch.)

Babality: Down, Down, Down, Back, High Kick

Stage: Down, Forward, Down, Forward, Low Punch

Standard Combo: HP, HP, LP, HK, HK, LK, B+HK

Ultimate Kombos

1) Jump in with HP, HK, HK, LK, B+HK

2) HP, HP, LP, HK, HK, LK, B+HK

3) HP, HP, LP, F+HP, Fireball

4) JK, Fireball

Sindel

Fireball: Forward, Forward, Low Punch

Fireball (in air): Down, Forward, Low Kick

Fly: Back, Back, Forward, High Kick (press Block to land)

Scream: Forward, Forward, Forward, High Punch

Fatality (sweep): Run, Run, Block, Run, Block

Fatality (close): Run, Block, Block, Run+Block

Animality (anywhere): Forward, Forward, Up, High Punch

Friendship: Run, Run, Run, Run, Run, Up

Babality: Run, Run, Run, Up

Stage: Down, Down, Down, Low Punch

Standard Combo: HK, HP, HP, LP, HK

Ultimate Kombos

1) LK, HK, B+HK

2) HP, HP, D+HP

3) HK, HP, HP, LP, HK

4) LK, HP, HP, D+HP, JK, Air Fireball

Smoke

Spear: Back, Back, Low Punch

Teleport Uppercut (can do in air): Forward, Forward, Low Kick

Invisibility: Up, Up, Run (do while invisible, and you will reappear)

Throw (in air): Block

Fatality (across screen): Up, Up, Forward, Down

Fatality (sweep): Hold Run+Block (Down, Down, Forward, Up)

Animality (outside sweep): Down, Forward, Forward, Block

Friendship (across screen): Run, Run, Run, High Kick

Babality: Down, Down, Back, Back, High Kick

Stage: Forward, Forward, Down, Low Kick

Standard Combo: HP, HP, LK, HK, LP

Ultimate Kombos

1) HP, HP, LP

2) JK, Teleport Uppercut, Spear, HP, HP, LP

3) JK, Teleport Uppercut, JK

4) Spear, Uppercut

Sonya

Wave Rings: Down, Forward, Low Punch

Leg Grab: Down+Low Punch+Block

Square Wave Punch: Forward, Back, High Punch

Bicycle Kick: Back, Back, Down, High Kick

Fatality (more than half screen): Hold Block+Run (Up, Up, Back, Down)

Fatality (anywhere): Back, Forward, Down, Down, Run

Animality (close): Hold Low Punch (Back, Forward, Down, Forward)

Friendship: Back, Forward, Back, Down, Run (they've changed what it does in *Ultimate*)

Babality: Down, Down, Forward, Low Kick

Stage: Forward, Forward, Down, High Punch

Standard Combo: HK, HK, HP, HP, LP, B+HP

Ultimate Kombos

1) HP, HP, U+LP

2) Jump in with HP, HP, HP, U+LP, JK, Leg Grab

3) LK, HK, B+HK

4) Jump in with HP, HK, HK, HP, HP, LP, B+HP

5) JK, Leg Grab

Stryker

Gun: Back, Forward, High Punch

High Grenade Grenade: Down, Back, High Punch

Low Grenade Grenade: Down, Back, Low Punch

Baton Trip: Forward, Back, Low Punch

Baton Toss: Forward, Forward, High Kick

Fatality (close): Down, Forward, Down, Forward, Block

Fatality (a tiny bit closer than full screen): Forward, Forward, Forward, Low Kick

Animality (sweep): Run, Run, Run, Block

Friendship: Low Punch, Run, Run, Low Punch

Babality: Down, Forward, Forward, Back, High Punch

Stage: Forward, Up, Up, High Kick

Standard Combo: LK, HP, HP, LP

Ultimate Kombos

1) LK, HK, B+HK

2) HK, HP, HP, LP, Baton Toss

3) HP, HP, LP, High Grenade Toss

4) Gun, Run, 2 Standing HPs, JK, Sweep

5) HP, HP, D+LP

Sub-Zero

Freeze: Down, Forward, Low Punch

Air Freeze: Down, Forward, High Punch

Ice Shower (in front): Down, Forward, Back, High Punch

Ice Shower (behind): Down, Back, Forward, High Punch

Ice Statue: Down, Back, Low Punch

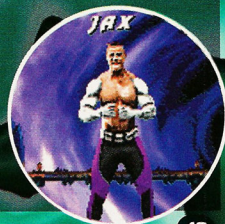
Slide: Back+Low

Punch+Block+Low Kick

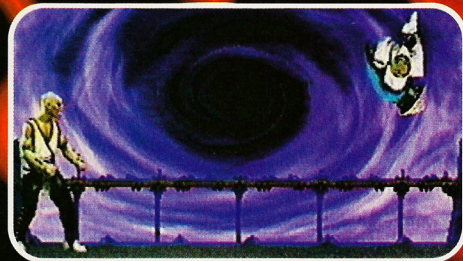
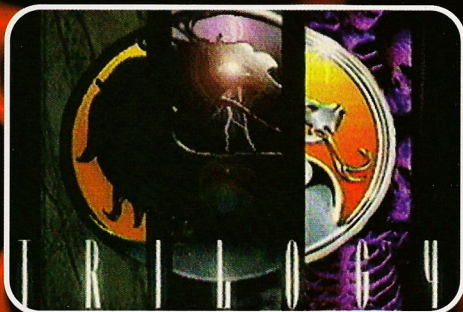
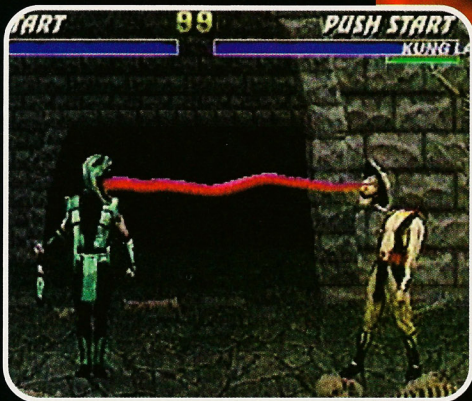
Fatality (close): Block, Block, Run, Block, Run

Fatality (outside of sweep): Back, Back, Down, Back, Run

Animality (close): Forward, Up, Up



First Look PSX/N64 Mortal Kombat Trilogy



Mortal Kombat Trilogy is our featured cover game, and probably the biggest reason ever to buy a new console. If you're still languishing in the 16-bit doldrums, you've gotta get yourself a new machine, just in order to play this. Williams has taken the best of all the previous MK games and combined them into one gigantic monster of a game, for both PlayStation and Nintendo 64.

Every single character ever featured is here, with the exception of Johnny Cage (see report in last issue) as well as a couple of new hidden characters and all the hidden bosses from the first three games. Not content with packing this cart/CD full to bursting, Williams has also promised some secret treats that didn't even appear in the first games.

You'll already be familiar with the controls, and they'll be enhanced by the addition of a couple of new secret moves. Rumor has it that a completely new style of fatality will be included for all you gore-hungry fiends. Yup, you can face Baraka off against Sindel, or Sub-Zero against Scorpion. Take your pick—they're all here! Awesome, awesome stuff.



First Look PlayStation Dark Net



What do you get when you cross the movie *Virtuosity* with the TV program, *Reboot*? Answer: *Dark Net*. In the future, the world is run by a highly sophisticated computer network. Apparently, a famous scientist is in trouble and some young go-getters decide to bail him out. Unfortunately, these kids get sucked into cyberspace and are forced to deal with some big, bad viruses so that they can save the world.

This souped-up platform game has you taking on the persona of four cyberknights who must work their way through five different cyberworlds, each containing five sub-levels. Neutralize the viruses and avoid all the deadly traps and you're home free. The gameplay view is an isometric three-quarter view and contains the standard secret rooms and power-ups. Each of these cyberknights has his or her own unique weaponry and abilities. Learning which character best suits which levels is the key to finishing this game.

Although I'm not sure about the Saturn and PlayStation versions, you will be able to network on the PC version.

First Look

Saturn

Nights



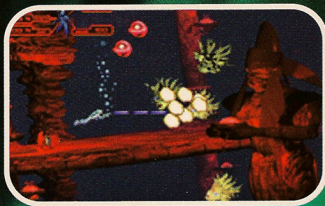
I'm not sure how Sega is going to accurately describe this game because the levels of zaniness pretty much defy description. I heard many rumors about *Nights*, but actually seeing the thing gives you mixed feelings. You're definitely delighted to see some sharp graphics and great 3D objects flying about, but how do you control this madness?

Of course that's what you probably said the first time you saw *Sonic the Hedgehog* on the Genesis. Fortunately, *Nights* is also pretty easy to control and will have you flying about like a nutty fairy in no time flat. The 3D controller Sega will pack in with the game also adds to the experience that is *Nights*. The first levels consist of simple flying through loops and similar tasks, but later stages reveal a vast array of different challenges and perspectives.

So far, the music is simply brilliant, with happy *Sonic* tunes along with more serious-sounding arrangements. Sound effects are also neat, but aren't incredibly noteworthy. They aren't aggravating or poorly done so that's definitely a check in the plus column. When completed, the world of *Nights* will be large and somewhere you'll want to be.



First Look PSX/PC



STORM

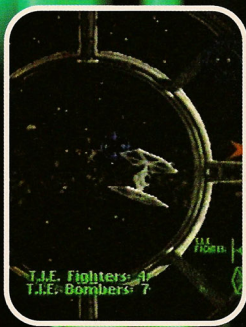
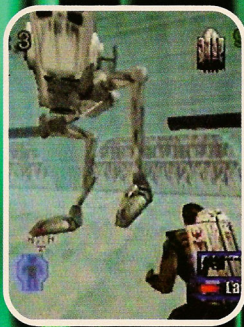
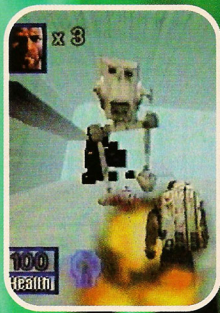


Guess what? It's the future and all of our natural resources are gone! I wouldn't kid you about something like that. You can imagine the problems that it would cause, can't you? Global conflict, war, no more drag-racing....

Well, this is what happens in S.T.O.R.M., but in this game, they find a new energy source called PRAXILLIUM that can solve the crisis. Only problem is that it's located at the bottom of the ocean and the first underwater drill site has mysteriously exploded (I'd blame it on the French). Your job is to hop into a new, high-tech sub, code-named S.T.O.R.M., and investigate.

The ocean is inhabited by a lot of bad stuff, and you spend the majority of the game killing those very creatures. S.T.O.R.M. boasts some beautiful SVGA graphics and multiple parallax background scrolling. The game also mixes up play perspectives, and what you do in the early stages of the game will change the final outcome (if you ever reach that far). There are, of course, many challenges, secrets and all-round bad things to intensify gameplay. There's also the Underwater Princess named Selena (so she really wasn't killed!) to get you all hot and bothered.

First Look Nintendo 64 Shadows of the Empire

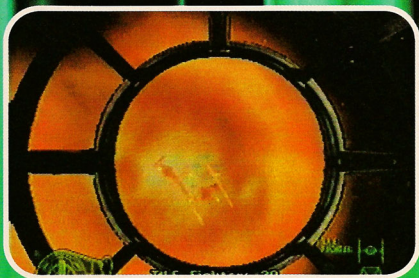


LucasArts, which brought you *Monkey Island*, *Dark Forces* and *Rebel Assault*, to name just a few of the company's games, is all set to unleash its biggest and perhaps most important game to date. Sure, LucasArts can make a bundle of money selling copies of *Shadows Of the Empire* to N64 kids, but this game could affect the sales of the actual hardware.

Shadows is an all-encompassing title, with a variety of graphic and play styles included on one cartridge. The one we've shown most in past issues is the 3D flight-sim/shooter set above the icy wastes of planet Hoth. Revealed at E³ were a couple of new levels, including a *Doom*-style corridor shooter and the incredibly impressive asteroid level. This is what *Star Wars* games should really be about.

All the action will be interspersed with some ham-handed blah about the *Empire*. One of the problems with setting this game between *Empire* and *Jedi* is that we already know what happens, and you don't get to kill *Darth Vader* or the *Emperor*. Personally, I reckon the Emperor survived his fall into the death chasm and needs killing. LucasArts should concentrate its resources on a game where you get to kill the *Emperor*.

Anyway, spectacular graphics and some of the best music we've ever heard combine to make *Shadows of the Empire* one of the most exciting Nintendo 64 games in the pipeline.



First Look Nintendo 64 Pilotwings 64



If you're wondering why Nintendo never released a sequel to *Pilotwings* (one of the best Super NES games ever), then wonder no more. Apparently it was waiting for a machine with the power to handle the most lovingly rendered backdrops you could ever imagine. Graphically speaking, *Pilotwings* is simply the most beautiful game ever designed for the home—and it's playable too.

This is the brainchild of Shigeru Miyamoto who, as I'm sure you're tired of hearing, was the genius behind *Donkey Kong*, *Super Mario*, etc. This time, though, Mr. Miyamoto had the help of a clever band of American programmers, in the shape of Paradigm Simulations. The combination of gameplay and technical achievement is awesome. *Pilotwings* looks and feels like one of those exhilarating flying dreams, only this is one you never wake up from.

It's your chance to soar through the skies in a variety of contraptions, ranging from a quiet and soothing hang glider, to the fraught chaos of a gyrocopter. There's also a parachute, a rocketbelt, a birdsuit and even a human-firing cannon to choose from. Typically for a Miyamoto game, *Pilotwings 64* is packed full of hidden surprises, all of which have to be accessed through near-impossible feats of skill (try landing the gyrocopter on the roof of a cruiseship).

The smooth graphics and realistic sound effects combine nicely with the analog controller to create an absorbing and, again, dream-like experience. If you want something a little more action-packed, *Killer Instinct* may be more your thing, but for a nice relaxing game, nothing is going to beat *Pilotwings 64*.

Nintendo		SNES		SEGA		PlayStation		GameBoy											
1242	5	Mirrors Secret Castle	5	7th Saga	42	NBA Live 96	59	After Burner 2	29	NBA Showdown	9	Aphe Warrior-F11	45	Loaded	39	Aladdin	33	NBA All Star 2	17
1243	5	Mission Imp	5	Act Raiser	38	NBA Showdown	13	After Burner 2	29	NBA Showdown	9	Aphe Warrior-F11	45	Loaded	39	Aladdin	33	NBA All Star 2	17
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DOWN

1. Maximum state of military readiness. _____ 5.

2. Member of Major RPG gang. _____

3. Sonics favorite side kick. _____

ACROSS

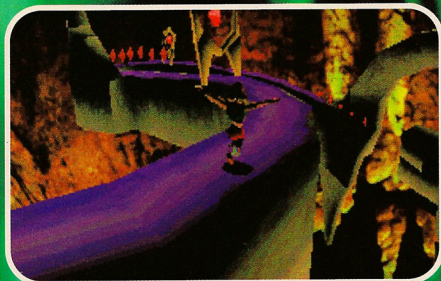
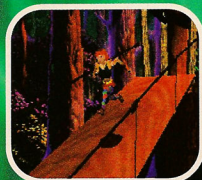
4. Indian princess. _____

5. Name of the games in Lunar. _____

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and mail, along with your name and address and phone number to: August Mail Order Contest, Funco, Inc., 10120 West 76th Street, Suite 105, MN 55434. All correct entries will be entered in a drawing. Entries must be postmarked no later than August 30, 1998.

First Look PlayStation

Pandemonium



It's got the speed of Sonic, the wit of Gex and the zaniness of Hermie Hopperhead. What could it possibly be, you ask? Well, folks, it's total **Pandemonium!**, that's what it is, the new supercharged platform adventure from Crystal Dynamics.

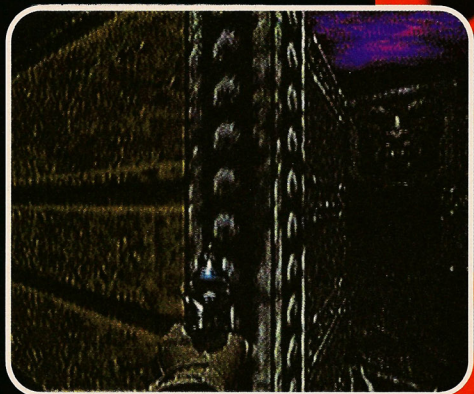
There are three main characters: Nikki, Fargus and Sid. Nikki is an apprentice wizard with fast reflexes and an intense personality. Fargus is a jester whose cheekiness is surpassed only by the sharp tongue of his wise-cracking puppet sidekick, Sid.

Pandemonium! has major speed and intense action. It resembles a cross between *Sonic* and *Uniracers*. You can play either Fargus or Nikki, who will both entertain you with zany one-liners (over 300 in all) supplied by the voices of two of the country's hottest comedians. As of now, we don't know who they are, but you can pretty much rule out Rita Rudner and Sinbad if they're supposed to be hot. These two couldn't book a gig at the local shriners' club.

We're still not too sure why these three nuts are maniacally running about, but I'm sure there's a pretty good reason.

First Look Nintendo 64

DOOM 64



Doom is one of the biggest-selling games ever made, and it seems only natural that a conversion of the creepy 3D classic should emerge on Nintendo 64. The good news, for Doom and N64 fans alike, is that this should represent the definitive version of the game. The programmers at Williams have been working on this for a very long time, in an effort to ensure it blows all the other versions away.

One of the first things you'll notice about the N64 game is that the textures are all completely new. Although the latest version shows echoes of the former Doom style, the new look makes the game even creepier and more atmospheric. The increased resolution also helps get rid of that nasty blocky effect we saw in all the previous incarnations.

The gameplay, thankfully, remains the same. You take control of a lone soldier as he makes his way through a demon-infested planet, on a quest to destroy the evil controlling force. This game will literally take you to hell and back as you wage war on the unholy legions of the undead. Fortunately, you have lots of big guns to aid you in your task.



PSX/Saturn First Look

Kirby's Dream Bowl

OK, so it looks almost sickeningly cute, but hey, it is a Kirby game, so you should be used to that by now. The good people over at HAL laboratories have been building this up from the frankly rather lackluster demo that we saw at the Shoshinkai show last year, and the game looks a whole lot better for it.

This game is essentially a snowboarding simulation with some rather tripalicious graphics tacked onto it, as well as the now notoriously omnipotent Kirby character. He can fly gracefully through the air, eat half the obstacles in his path, and basically do anything.

All this, of course, within the confines of a rather fun (and surreal) snowboarding park. Do a mess o' tricks, acquire a bunch o' points, avoid all the obstacles, and have fun.



First Look Nintendo 64

Contra: Legacy of War

Konami's *Contra* series of games have always been thoroughly action-packed and exciting, and now, fans of the series should prepare themselves for a very nice surprise. *Contra: Legacy of War* is, quite simply, one of the most graphically impressive shooters around.

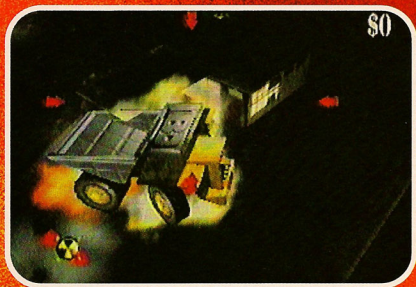
The actual gameplay is fairly predictable: You take on the role of either Lance or Bill Gryzor as they embark upon a merciless rampage of death and destruction through a war-torn and alien-riddled landscape.

All of the action happens in 3D, but the perspective of the game switches from a *Loaded*-type view, through *Clackwork Knight* and *Doom*-style scenarios. Lots of vicious and dangerous-looking weapons add to the action and the overall effect of *Contra: Legacy of War* is one of absolutely epic mayhem.



First Look Nintendo 64

Blast Corps



Now this is what gameplay is all about. Destroying things. Imagine a game whose only objective is to wreak as much havoc and destruction as possible. Sounds pretty cool, huh? Well, that's *Blast Corps* in a nutshell. This is one of the earliest N64 games, and it's been in development for more than a year.

It also comes to you from Rare, the company behind *Killer Instinct* and *Donkey Kong Country*, so you know you can expect something special. The graphics are fully rendered, light-sourced and texture-mapped. Virtually every catchphrase ever associated with computer graphics can be applied to *Blast Corps*. This has to be one of the smoothest-looking games around.

You can control a fairly wide variety of destructive vehicles, from a giant robot to a Tonka-style truck, each with its own specific way of wreaking untold devastation on the 3D environment. Learning to control the various craft is what the game is all about; that and a race against time to destroy entire cities.

Music and sound effects are suitably bonkers, as are the extremely convincing explosions; the buildings and structures collapse into satisfyingly big piles of rubble. If you have no respect for property or architecture, then this is the game for you. Look out for it later this year.



Other than *Mortal Kombat*, what words could someone utter in a crowd of kids that would turn them into a pack of lunatics? Stumped? Well if you are, you're not very bright. The other words are *Donkey Kong Country*.

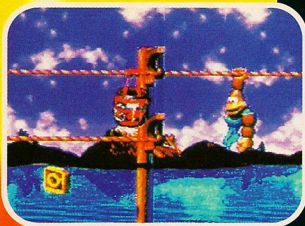
That's right, *Donkey Kong Country* is spawning a second sequel, entitled *Donkey Kong Country 3: Dixie's Double Trouble*. Once again, our favorite simians are on the prowl, messin' with bad guys and goblin' bananas. This time, you play Dixie and your mission is to save Diddy and Donkey (why don't these guys just move or something!) from the clutches of a newer, bigger, badder and meaner Kremling boss.

DKC3 utilizes the same ACM technology as the first two games, and Nintendo has bulked up the game for even more hours of playtime. New areas of *Donkey Kong Island* are revealed, and guess what? They too are full of evil critters and secret areas. In addition, there are new ways to travel, special moves and goodies aplenty to spice up the gameplay. We here at VG are as eager to get hold of a copy of this game as you are.

SNES

First Look

Donkey Kong Country 3: Dixie's Double Trouble



First Look PlayStation Major Damage

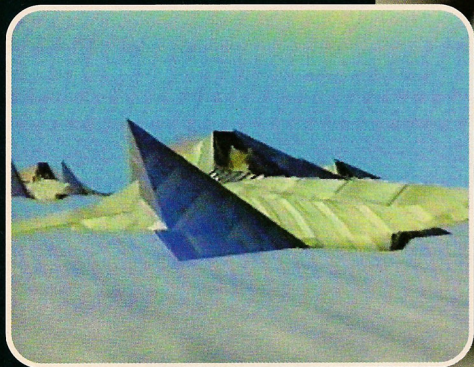


Question: What do you get when you take two Dudley Doorights, put 'em on 'roids and then tool them up with indescribably lethal and destructive guns, and then issue them a license to demolish everything between here to the horizon?

Answer: *Major Damage*.

Why these guys look like Captain Quazar is beyond me. I guess big chins are hip these days. You play *Major Damage* himself, onetime sidekick of Colonel Carnage and protector of the city. Your job is to keep the streets clean and the city's construction workers constantly employed. This side-scrolling destruction-fest has you blowing up everything on the screen and the background. Don't worry, though, you're not really responsible for the mess you make, just as long as you get your man.

First Look Nintendo 64 StarFox 64

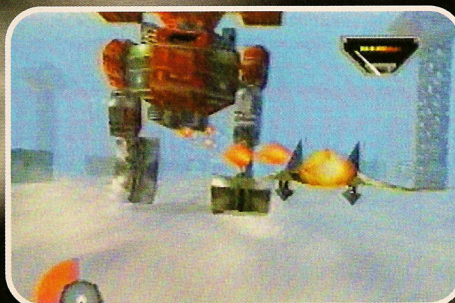
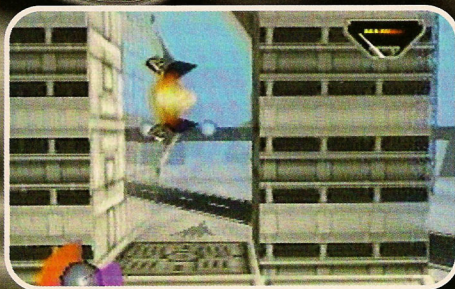


It's pretty difficult to try and keep our excitement about this title in perspective. I mean, *StarFox* for the Super NES was one of the greatest video games ever, and only the slow, 16-bit polygon rate kept it from being the ultimate masterpiece. Now that a 64-bit version is on its way, we're all pretty much having conniptions at the thought of it.

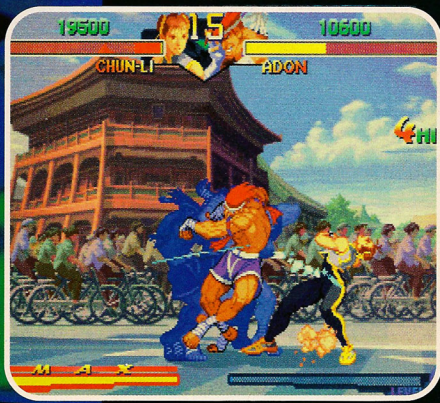
The new, updated version features all the characters and gameplay from the first game, but with a brand-new, fully texture-mapped appearance. Although we've only seen video of this game, what we have seen is enough to start the strongest of us drooling like fools.

Fox McCloud is back, of course, and his mission is uncannily similar to the last one. Shoot a bunch of filthy aliens and rescue the Universe from certain doom. Accompanying him are a bunch of animalistic misfits, all of whom can be called upon to help in a deep-space emergency.

The Nintendo 64 relies heavily on fog and other effects to keep the clipping area invisible, but there's a lot of depth here, and these are among the smoothest N64 graphics around. Sound and music are nowhere near completion, so we'll just have to imagine them. Whoomp, Zarj and Frnffkaa are all noises we expect to hear in the final version. Looking incredible.



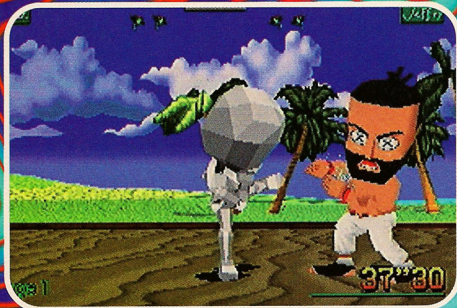
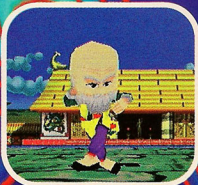
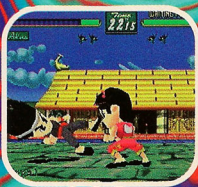
First Look PSX/Saturn Street Fighter Alpha 2



2D fighting games will never die! Or so it seems, and with the likes of *Street Fighter Alpha 2*, it could be a long time indeed. Back again are all the regulars from the first *Alpha*, with some new tricks up their sleeves, plus a cast of newcomers, old favorites, previously hidden characters and bosses.

You probably heard all this before in our arcade preview, but guess what? Just like the first installment, *SF Alpha 2* will be heading to the Saturn and PlayStation this Christmas season! There should be the usual array of custom options, like round time and difficulty select, and I hope we'll see the practice mode return, as well as some nifty extras. Capcom is making sure that the games will look as good on the home systems as they did in the arcade, and you can't doubt the results so far, with outstanding conversions of *Night Warriors* and the first *Alpha* already under its belt.

First Look Saturn Virtua Fighter KIDS



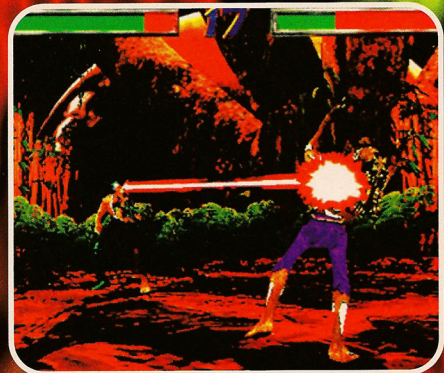
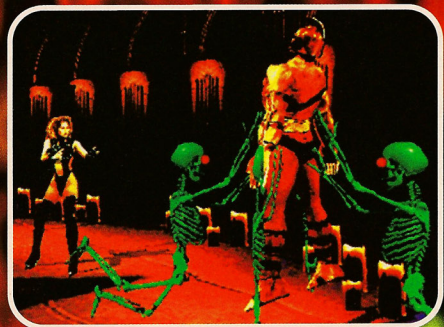
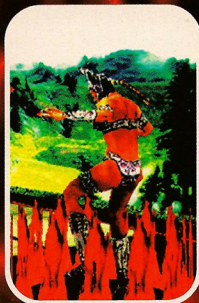
What could be better than kicking some butt in an awesome 3D fighting game, you ask? The answer is kicking butt playing as shrunken-down, big-headed versions of the Virtua Fighters! You get to do all the aforementioned in the upcoming *Virtua Fighter Kids* for the Saturn.

Any fan of *Virtua Fighter 2* will slide easily into the play mechanics, which don't deviate too far from those of the second installment. But you'll have to make adjustments in judging distance. This is due to the short reach of the Kids and their more limited range of attacks. All the levels are redone with new objects and brighter pastel colors, along with remixed "happy" tunes that reinforce the wacky appeal of the title.

Other treats include a *Fighting Vipers*-style replay of attacks during the match and a new "Kids" setting, available at the character select screen. This mode makes it easy to do Special moves and actually seems to execute moves at random. The changing facial expressions are the coolest feature of the game. The characters laugh and smile, grit their teeth, stick their tongues out when you miss and close their eyes when knocked out! Fun stuff.

First Look PSX/N64/SATURN

WAR GODS



It would probably be unfair to describe *War Gods* as a 3D version of *Mortal Kombat*, but do we look like we care? No, so here goes: *War Gods* is very much like a 3D version of *Mortal Kombat*, and that's no bad thing. All the atmosphere of the daddy of all beat-'em-ups is in here, with creepy music and lots of unnecessary blood. All that and some of the coolest new characters around ensure that this will be the hottest coin-op of the year.

The home versions are coming along nicely, with PlayStation and Nintendo 64 versions going through roughly the same development process as the arcade machine's. Porting the custom arcade graphics to the home systems will be quite a task, but nothing the good folks at Williams can't deal with.

For all you *Mortal Kombat* fans out there (I believe there are more than 12 of you) the good news is that the play mechanics are almost identical when it comes to using special moves: Staccato taps on the joystick, combined with blocks and strikes to unleash some of the coolest (magical) moves you've ever seen.

The *Tashiinden*-style rolling to avoid blows is a little unnecessary and tends to confuse you rather than help, but it does (literally) add another dimension to the fighting. *Tekken*'s plane-shifting works better, and games like *Street Fighter* prove that it isn't even necessary. Still, if you're going to have 3D, you might as well have it all the way. *War Gods* has a number of changes to go through before it hits the streets, including new characters, tweaked gameplay and improved mechanics. We'll reserve judgement until it's finished.

BUGS BUNNY: IN DOUBLE TROUBLE

GENESIS SEGA OF AMERICA
REVIEW Price: \$49.99

Why, that wascally wabbit is at it again, along with pal Daffy Duck, against villains like Elmer Fudd, Yosemite Sam and the big red furry guy. It seems Yosemite Sam has hatched a wily scheme and wants Bugs Bunny's brain! With Gosemer in hot pursuit, our favorite rabbit must complete different tasks and do what Bugs does best; that's to say, make his pursuers look like the bumbling oafs they are.

The graphics are colorful, but the overall color and look of the game seem a bit bland. The characters are well animated and are



about par for what's expected of cartoon-licensed games. That also means Bugs suffers from the pitfall of smooth animation in fast action games, which results in tougher controls. You'll get adjusted to it, but it causes a lot of deaths early on.

There are no continues in Bugs Bunny, which makes it a welcome

challenge. The tasks Bugs has to complete are interesting, but towards the later levels, it all seems a bit strained and somewhat predictable. The music is the standard Merry Melodies riffs, with some original level music, but what I wanted more of was voice. With 16 megs, you'd expect the bushy-tailed one to spew out



some witty retorts, or Daffy to sound like a loon. What about some menacing sound snippets from the bad guys? I guess that Sega would probably have to pay more to use the real voices and that the cost would be passed on to consumers. Hey, it's a brand new, 16-meg game for \$49.95, so a little compromise isn't too bad.

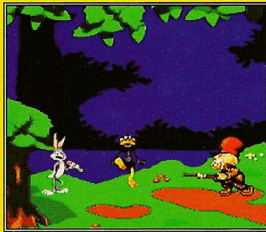
The bottom line is the fun factor of a game, and I must say that



VIDEOGAMES HYPERHINT

THE ULTIMATE GAMING MAGAZINE

In the first stage, it's important to know how fast Daffy moves and when to jump in relation to his (incredibly high) speed. This way you can avoid getting hit. The best way to gauge this is to wait for Daffy's



upper body to streak across and then jump straight up, then immediately pushing in the direction he came from. This way, you're travelling upward in the opposite direction, taking you as far away from him as possible.

the old grey hare has still got plenty of charm left—enough to elevate a game with its fair share of problems into something enjoyable. I liked this game and I would be more than happy to add Bugs Bunny in Double Trouble to my ever-growing Genesis platform game collection.



Graphics 7

Sound/FX 8

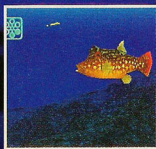
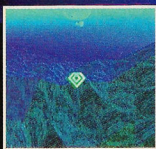
Gameplay 7

Rating 7

Aquanaut's HOLIDAY

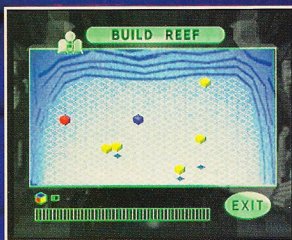
PLAYSTATION SCEA/ARTDINK
REVIEW Price: \$49.99

Underwater antics are the order of the day in the surreal, soothing and ultimately absorbing *Aquanaut's Holiday*. Sony has released this Japanese hit in the US in an attempt to give PlayStation owners a little more than action and sports titles to cut their teeth on. *Aquanaut's Holiday* gives you the chance to build and manage a complete undersea



environment. The graphics are smooth and detailed, but it has to be said that there isn't a whole lot going on most of the time. This is a slow and taxing title. It can best be described as a

damp version of *Sim City*, er, or perhaps an undersea *Populous*? OK, we don't know how to describe it, but we'll tell you this much: It's enjoyable, entertaining and relaxing stuff. Physically moving your *Aquanaut* around the reef is almost as much fun as building and planning. And yes, you will have to read the instruction manual, or you'll be in trouble.



Graphics 6

Sound/FX 6

Gameplay 7

Rating 7

Sega seems to have had a lot of success with *Virtua Cop*. What started life as a decent coin-op has turned into one of the most enjoyable Saturn games around. Finally, however, the PlayStation has a superb, gun-based shooting game too. *Horned*



Owl from Sony is the first game to take advantage of Konami's superb light-gun accessory.

The graphics are the main selling point, and they're basically a cross between *Virtua Cop* and an anime movie. Polygons portray

the constantly shifting background as you move through the dangerous futuristic city, while more conventional sprites take care of the bad guys.

Although the game is fun and exciting, one small, but fairly serious, flaw is the fact that most bad guys take three shots to kill. This makes the game tiring rather than tough and that gun-hand fatigue sets in very quickly indeed. Having said that, the gun itself (sold separately by Konami) is one of the best ever designed. Comfortable and accurate. Two



HORNED OWL

PLAYSTATION SONY (SCEA)
REVIEW Price: \$49.99

guns and the game would be a great, if expensive, purchase.

Graphics 8

Sound/FX 8

Gameplay 8

Rating 8

Golden Axe: The Duel

SATURN SEGA REVIEW Price: \$54.95

Attention, *Golden Axe* fans, the side-scrolling beat-'em-up you loved is now a one-on-one fighter. Was this a wise move on Sega's part or was it a humongous booboo of epic proportions? The answer mainly depends on how big a fighting game fan you are.

It would be futile to argue the virtues of side-scrolling beat-'em-ups over fighting games and vice-versa, so let's judge the game as it is. There are 12 characters to choose from, but no end boss. You have Kain the

barbarian, and Gilius, who's the classic dwarf fighter. The rest of the cast is composed of a former boss, a warrior woman, a madman and a giant green guy. The game itself is very challenging and will have you playing to see all the endings. Of course, there are certain characters, like

those moves is with the standard *Street Fighter* joystick movements, combined with timely button presses. The actual gameplay mimics *Samurai Shodown* more than *Street Fighter*, but *Golden Axe* doesn't have the same timing as either of those games. The oddest thing about the game is the weird music played during Keel's and Pancho's stage. There's nothing wrong with the melody, but the volume of the music rises inexplicably. It drowns out all the sound effects and gets rather irritating. This doesn't happen in any other stage and could be a bug of some sort that wasn't corrected.

The game itself is very challenging and will have you playing to see all the endings. Of course, there are certain characters, like



barbarian, and Gilius, who's the classic dwarf fighter. The rest of the cast is composed of a former boss, a warrior woman, a madman and a giant green guy.

The graphics are very sharp and the character details look very polished. The special moves range from the spectacular to the uninspired. The way you execute



VIDEO GAMING MAGAZINE HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

To get the maximum enjoyment out of the game, put the speed setting on slow. The higher speed settings reveal more of the gameplay flaws and make the animation look choppy. Also, you can select a character during vs. mode without going to the character select screen. After you win the match, pause the game and press the L and R shift buttons. Highlight the character, unpause and you'll skip a screen.



Kain, who have an easier time than others. Which brings me to character balance. Characters like Jamm, Keel, and Green are very weak and could use some more animation, as well as some effective special moves.

Golden Axe is enjoyable, but misses the mark by a hair. It's still a great fighter with good depth, but the Capcom fighters for the Saturn rule this category.



Graphics 8

Sound/FX 6

Gameplay 7

Rating 7

HYPER 3D PINBALL

SATURN VIRGIN I.E.
REVIEW Price: \$49.99

Any true lover of video games knows that the best gaming is not to be found on the console or coin-op, but on the table of a pinball machine. A pinball game not only requires a great deal more skill than a video game, it also has a much higher replay value—no game is ever the same.

It's refreshing to see pinball finally hitting the console. There have been pinball games on home machines before, but none has ever been able to emulate the pinball experience properly. Now, with games crossing over into the 32- and 64-bit arena,



developers can finally simulate the lights, sounds and ball physics that make pinball a game unique unto itself.

Hyper 3D Pinball is another example of what can now be accomplished on the 32-bit. Seen on the Saturn, *Hyper Pinball* has six different tables, each with its own artistic style and design. All

of the machines look great, and the lights and sounds are perfect. A nice feature is the addition of cut-away scenes of the ball itself, inside the machine—kinda resembling that Sesame Street 1-2-3-4-5...6-7-8-9-10...11-12 routine (remember that?).

The most important part of a pinball game is ball physics. *Hyper*



Pinball does a pretty good job. While not wrong, the physics seem to emulate those of a poorly tuned machine, with higher elasticity and lower gravity. Not a big deal, though.

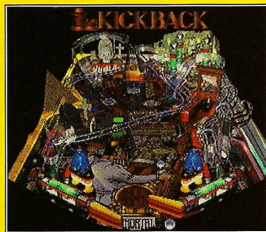
The game's biggest problem is playing view. With the exception of multiball, which switches to a different angle, you never see the whole board at once. This makes it extremely difficult to hit preci-



VIDEO GAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

To gain the highest scores in pinball, you must properly play the multi-ball. Don't lose your head when you see three or four balls shooting down at you. The key is to hold down both flippers and try to catch a couple of



the balls on one side. Then, use the other flipper to juggle the remaining ball(s). This will cut down on confusion and allow you to play your game and control the introduction of more balls.

tion shots and work up a good rhythm with your ramps and drop chutes. And the multiball is tough to play, because the angle change also brings a different ball speed, which will really throw you out of whack if you're not prepared. If they'd bothered to clean up these two problems, this game would have been as good as *Last Gladiators*.



Graphics 8

Sound/FX 9

Gameplay 7

Rating 7

FORMULA ONE

SATURN VIRGIN I.E. REVIEW Price: \$49.99

If, like me, you're a big racing-game fan and you own a Saturn, you probably own the Saturn racing controller. No doubt you've also played or own *Daytona USA*, *High Velocity*, *Virtua Racing*, and *Sega Rally*. So what's next, you ask? A *Formula One* racing game, of course!

Formula One is from the same mold as *Daytona* and *Rally*, in the sense that they're both arcade-style racers. Those looking for accurate handling and car physics will be disappointed here. There is also no season mode or race-to-race continuity in the traditional race protocol.



There's definitely a learning curve for this game, but it's relatively simple. Unlike such games as *Daytona* and *Ridge Racer*, sliding isn't a good thing in *Formula One*. You'll need to use your brakes well and often.

You can choose between the in-cockpit view or outside view, with the latter being easier. A

time-attack mode is the only other choice besides the default arcade mode, which limits replay value.



There are six courses to choose from, each with varying degrees of difficulty. The first three tracks are real F1 courses like Monaco, while the others are special "Neo" city courses which exist somewhere in the Sega universe. The overall graphics are good, and a step up from *Daytona*, but they're not as polished as those in *Sega Rally*. The music is standard racing fare with a nod toward soft rock.

Strictly as an arcade racer,



VIDEOGAMES HYPERHINT: THE ULTIMATE GAMING MAGAZINE

Some turns are very hard to see, so memorizing tracks is crucial. Use the time attack to familiarize yourself with the courses. Some tight turns are near buildings or grandstands, so you know you'll have to turn when approaching them. The Monaco track and the third Neo City track have tricky hairpin turns that require near-stops and downshifting. Watch out for opposing cars in the rearview mirror when slowing down.



Formula One

is pretty good. The tracks are tough enough to keep you interested for a while. The variety of locales is satisfactory, and the bonus you get for track completion is also nice. This is an officially licensed game so there are real cars and drivers, along with matching advertisements.

With a couple more extras, this could have been a must-have racer. But as things stand, Virgin has a competent title on its hands and quite a good game for racing-controller owners.

Graphics 7

Sound/FX 7

Gameplay 8

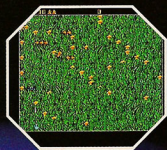
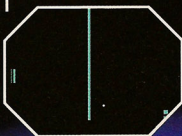
Rating 7

ARCADE CLASSICS

GENESIS SEGA OF AMERICA
REVIEW Price: \$49.99

I'm as nostalgic as the next guy, but I can't figure out why this game was made. I realize that, with the release of the *Williams Arcade Classics* and the *Namco Museum*, there may be some urgency (albeit misplaced) to pump out some of the old-time classics. But if you're gonna do it, do it right.

Last time I checked, the Genesis could handle games of the caliber

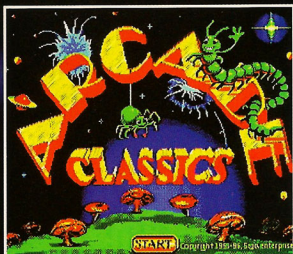


cutting it. And that's only three games (one of which, I'll remind you, is *Pong*) on the cart. Actually, there are six: three are the newer "Sega" versions, which look just as bad and have even less of a nostalgic feel. That's not exactly a lot of bang for your buck.

If you haven't figured it out yet, let me spell it out: Don't go near this game.

of *EWJ2* and *Vectorman*; some pretty cool stuff. Why is it then that this cart can't even properly emulate a couple of ancient 8-bit games? OK, they got *Pong* right, but *Missile Command* and

Centipede just aren't



Graphics **1**

Sound/FX **2**

Gameplay **4**

Rating **3**

Power Piggs of the Dark Ages. It's wacky, it's mirthtastic and I would say it's completely ridiculous...that is, were it not for the fact that this game is aimed at kindergardeners.

Power Piggs tells the story of a group of medieval hogs that must



defend all that is good (to eat) from the evil Wizzard, bent on seeing you them like bacon.

This is your basic platform game and it works well for the audience that it's targeting. The puzzles and difficulty of the game

are challenging, but not overly tough for the kiddies. And for those of you out there who are (or have) small children who haven't yet been warped by the MK mentality of video gaming, this will be an enjoyable little adventure.

There are plenty of wacky shenanigans and cutesy goings-on to keep 'em laughing and, hopefully, attentive. Also, the pigs have a variety of weapons at their disposal, so that should keep gamers excited.

A good time for those still young enough to enjoy it.



POWER PIGGS

of the Dark Ages

Super NES TITUS
REVIEW Price: \$54.95

Graphics **7**

Sound/FX **6**

Gameplay **6**

Rating **6**

WWF WRESTLEMANIA

**SATURN SEGA OF AMERICA
REVIEW Price: \$49.99**

So as not to forget those of you out there that own a Saturn, Acclaim has finally released the popular arcade game, *Wrestlemania*, for the Sega console.

The same eight wrestlers are back and they look as glorious as ever in this port. You've got Yokozuna, Razor Ramon, Undertaker, Lex Luger, Doink, Shawn Michaels, Bam Bam Bigelow and Bret Hart pounding away on each other with numerous incredible moves and deadly combos.

The differences between this version and the PlayStation one are

negligible. As far as we

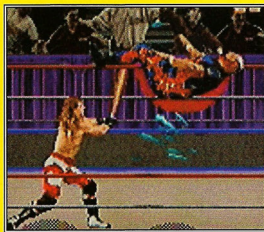
can tell, they're exactly the same, right down to the wrestlers' moves. You'll also notice that no new options are available and the combo system is unchanged.

So, if you liked the coin-op and have seen what this baby looks like on the 32-bit, you should go pick up this game. Sweet graphics, fantastic sound and some solid playability still make *Wrestlemania* one of the most enjoyable fighting games on the market.

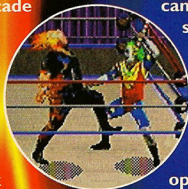
VIDEO GAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

Guess what folks? The Whirlwind Spin, one of Yokozuna's coolest moves, does not work on Doink or Razor Ramon. The reason for this is that the Whirlwind Spin was added as one of his moves after all of



the work with Doink and Razor Ramon was finished. As a result, the animations for that move were not included, so don't bother trying, because it just won't work!

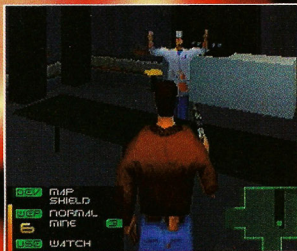


Graphics	8
Sound/FX	8
Gameplay	8
Rating	8

FADE TO BLACK

PLAYSTATION DELPHINE/EA
REVIEW Price: \$49.99

Those Frenchies at Delphine are at it again! This time, the fruit of their labors is *Fade To Black*. In *Fade To*



Black, you play a guy named Conrad, woken from a hyper-sleep by some nasty space critters. Now, make your way to freedom from the cell they've tossed you into; oh, and by the way,



shoot as many of your reptilian captors as you can on the way.

You may remember Conrad from the popular 16-bit title, *Flashback*, in which you were on a

mission to save the Earth. Now it's not just your butt that needs saving, but for the most part, this is equally important.

Fade To Black plays in much the same way as *Flashback*, but with a 3D spin. You watch the action from an over-the-shoulder view that will shift as Conrad moves about. Fast-paced, button-pounding action does not take place; instead, you must use your wits. Charging headlong into a situation in this game will leave you dead. Plan each one of your moves with



the utmost care if you're aiming to succeed.

The controls of this game are a little difficult to learn, since they utilize all of the PlayStation's buttons, but once you're



VIDEOGAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

Readiness is the name of the game. Expect to be shot at in every room you enter. To keep from becoming such an easy target, get into the practice of always entering a room with your gun ready to shoot. It's also



a good idea to hug the wall and shimmy in using the L2 and R2 buttons. If there are lots of objects in the room, try entering in a crouch. That'll make you next to impossible to hit at the get-go.

familiar, your gameplay will be rewarded. *Fade To Black* doesn't boast the best sound or graphics for this type of adventure, but they're still above par and, with the addition of a pretty strong story, help propel this gem along very nicely.

Fade To Black is definitely worth taking a look at. While not up to the same level as, say, *Resident Evil*, fans of that game will surely find this one extremely entertaining.



Graphics 7

Sound/FX 6

Gameplay 8

Rating 8

Bust A Move 2

game. On top of that, it features even better sound and graphics than the original. This game is loud, seething with energy and—did I mention it?—oozing with cuteness.

Now, cuteness isn't always a good thing to be oozing. Most of the time, actually, cuteness will induce acute projectile-vomiting from he who is exposed to it. In *Bust-A-Move*, though, the cuteness works and helps set the light-hearted, playful tone that the game feeds off of. Still a classic, *Bust-A-Move* is a must-have.



PLAYSTATION TAITO
REVIEW Price: \$49.99

It's *Bust-A-Move 2*! That's right, the super-duper, oozing-with-cuteness puzzle classic is now available on your PlayStation! Yippee!

I'm excited, you're excited, hell, we're *all* excited. And rightly so. *Bust-A-Move* is one of the truly great games, and to see it, finally, on a platform that someone in the U.S. actually owns, is a blessing.

Bust-A-Move 2 features the same solid, addictive gameplay that made its predecessor such a popular

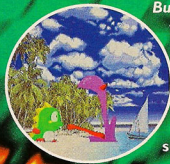


Graphics 7

Sound/FX 9

Gameplay 10

Rating 9



We were pretty lenient (OK, very lenient) when grading this puppy on the PlayStation; it was such an improvement over the first one, with all of those new, playable characters, the ability to jump over your opponent and change color palates; we were feeling pretty



generous. No more. The game just isn't that good. The Saturn version is the same as the PlayStation version and, although it's still leaps and

RISE 2

SATURN SCULPTURE
REVIEW Price: \$49.99



bounds ahead of its predecessor, it doesn't show any improvements that would make us any less critical. This is still a game that's so impressed with its own rendered characters that it completely fails to give us any solid fighting enjoyment. Don't bother, folks.

Graphics 8

Sound/FX 7

Gameplay 4

Rating 5

DRAGONHEART

GAMEBOY ACCLAIM ENT.
REVIEW Price: \$30

What do you get if you cross *Street Fighter* with *Final Fight* and an RPG? *Dragonheart*, the latest Game Boy film license from the good people at Acclaim. Yup, it's



your turn to battle the forces of evil using Bowen, a good sir knight and Draco, a Dragon.

The combat system is fairly conventional. Walk from left to right, battling soldiers, bad dragons and the

like. But the RPG elements, such as exploring towns and talking to villagers, give the game an unexpected twist, and help extend its playability. Graphically, the game looks pretty cool and even the soundtrack is pretty nice. Recommended for



action and adventure fans alike. This is one solid game.

Graphics 7

Sound/FX 8

Gameplay 7

Rating 7

Metal guys make a lot of noise when they fight, so you can imagine how much noise they make when they team up. Acclaim Entertainment, Marvel, and Acclaim Comics have teamed up to bring us a comic and a game, based on the antics

of danger and intrigue. It's also full of explosions and bad guys. Making combinations of both is pretty much the point of the game.

There are regular footsoldiers to deal with, as well as medium-sized boss creatures and a lot of jumping (flying?) around.

The graphics are OK, but nothing to write home about, and the sound effects are only marginally better. *Iron Man* fans would be better off waiting for the cool-looking 32-bit versions.

IRON MAN XO/MAN O' WAR

GAMEGEAR ACCLAIM ENT.
REVIEW Price: \$30

There's only so much you can accomplish with a Game Gear.

Graphics 6

Sound/FX 7

Gameplay 6

Rating 6



of Iron Man and *XO Man O' War*. Sadly, the game itself isn't quite as exciting as the comic book.

You do get the chance to control your favorite heroes as they make their way through (you guessed it) a side-scrolling world

RPG ATTACK

by Wataru Maruyama

RPG NEWS

This month, we expose all the RPG goodies that were hiding at the E³ show, as well as some news from across the Pacific.

KONAMI DELIVERS!

Gamers have been pleading in relentless hordes and Konami has finally answered their cries with the planned release of *Suikoden* for the PlayStation and *Policenauts* for the Saturn! Unfortunately,



POLICENAUGHTS



SUIKODEN

the Sega CD version of *Snatcher* looks like it'll be the only English-text version available, since there are no plans to bring either the PlayStation or Saturn revs to these shores. In addition, the PS *Policenauts* seems in doubt as well, so if you want to play this gem, you'll need a Saturn.

MORE LUNAR MADNESS TO COME ON THE SATURN

The bad news is that the U.S. translation of *Lunar the Silver Star* for the Saturn appears to be heading for an early '97 release (instead of the planned Christmas '96) due to delays in the Japanese version. The good news is that Game Arts, the Japanese developer of the series, is also working on a remix of Part Two, which is to be followed by a brand-new third installment! If all goes well, we could see three new *Lunar* games on the U.S. Saturn next year! Oh yes!

NINTENDO 64 RPG SURPRISE

Nintendo announced that *Zelda 64* is coming along well, but didn't show any footage at the E³ show, due to the fact that it will use the Bulky Drive, which isn't ready to be shown yet. The big news is another game that was also not shown, only rather quietly announced. The game is none other than *Mario RPG 64!* What?! You heard correctly, and I know which question is leaping into your head this very moment: Who's developing it? Is Square developing on the N64? More answers next month!

BREATH OF FIRE RUMBLINGS

Previously announced for both the PSX and Saturn, *Breath of Fire III* will now be exclusive to the PlayStation. The reason behind this move is the lukewarm response the early version of the game was receiving. In order to maximize the look of the game, they wanted to use PS-specific pizzazz which means, "Let's make it look kind of like *Final Fantasy*." The Saturn *Breath of Fire III* is still possible, but would come a little while after the PS game.

OGRE BATTLE 32

Many of you are fans of, or at least familiar with, *Ogre Battle* on the SNES. Well, the people behind this wondrous title have signed on to make their titles on the Saturn and PlayStation. The sequel to *Ogre Battle*, *Tactics Ogre*, was only released on the Super Famicom in Japan, but there are indications that it could make its way to the States through another third party.



STEEL HARBINGER

Here's an extra shot of *Steel Harbinger* from the E³ show. More next issue!



WARHAMMER



ALBERT ODYSSEY

Albert Odyssey for the Saturn has been confirmed for U.S. release, and top people are working on it as we speak! Look for a fall release and a huge preview soon.



"Albert Odyssey"



"Albert Odyssey"

Legacy of Kain

1 Player
Action/ Adventure/RPG
System: Saturn, PlayStation
Developer: Crystal Dynamics
Publisher: Crystal Dynamics
Available: September/October

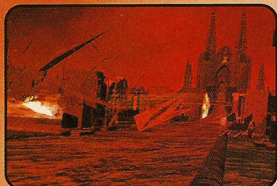
Boy, has this puppy been in the oven for a long time! *Legacy of Kain* looks like it'll definitely be

worth the wait, promising a huge world of exploration and an ungodly number of characters. Lurking within the game are an estimated 100 hours of playing time, complemented by a mature storyline that has you drinking the blood of your victims to survive! Your character has the ability to morph into three forms, which include a bat, a wolf and the ever-elusive mist! I just love

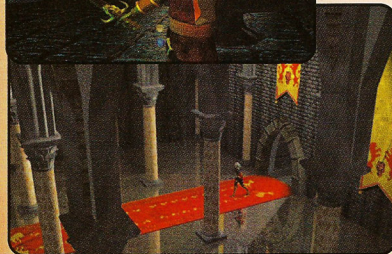
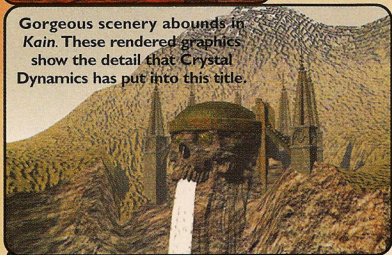
games that allow me to assume the role of a free-roaming vapor!

All the action is real-time, including spell-casting, which you can view with your on-demand zooming camera.

There's also over 20 minutes of cool 3D full-motion animation to further the story. We should have one more update pre-view coming up before the big review!

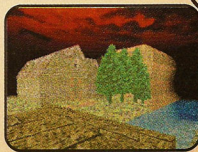


Gorgeous scenery abounds in *Kain*. These rendered graphics show the detail that Crystal Dynamics has put into this title.



KING'S FIELD II

Here comes the follow up to the first 3D RPG for the PlayStation, and it looks to be much improved. Some of the refinements include a bigger world and quest, more detailed texture-mapping, more characters, more story, and intimidating enemies. Sounds good! Look for a preview soon.



"Get ready for more 3D exploration"

SILVERLOAD



1 Player
Graphic Adventure
System: PlayStation
Developer:
Millennium
Publisher: Vic Tokai
Available: Summer

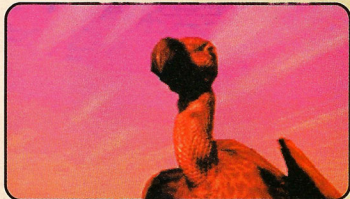
The hot, suffocating wind kicks up a stinging dust cloud that blurs your



vision and whips your body. You step into the corner store for shelter and ask for something cold to wrap your chapped lips around, something to quench the burning desert in your throat. The clerk looks at you suspiciously and annoyingly informs you that you're inside a video-game store and you'd better buy something or get the heck out of Dodge. You



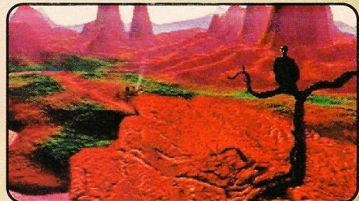
look around and find a box marked "Silver Load." "What is this game about?" you ask hoarsely. The clerk



cackles and smiles evilly, then he begins his story. "Stranger, you'll find yourself on the outskirts of a town called Silver Load, hired by some settlers with moderate-to-bad western accents who claim their children were kid-



napped by the monsters who reside there. There is a sinister secret to be discovered there and an evil that's so evil that it deserves to be called evil! There's a mysterious preacher who has a sinister plan, sinister mind and, although I've never seen him, I'm



sure he has a sinister appearance! Hahahahaha!" You have a choice of starting your adventure by buying the game now or waiting for the RPG Attack review coming next issue! Hahaha!



DRAGON FORCE



1 Player
System: PlayStation
Graphic Adventure
Available: Now
Developer: Crystal Dynamics
Publisher: Crystal Dynamics



If you're a PlayStation owner who enjoyed *Discworld*, then you need serious psychiatric help. Seriously, this type of game is highly amusing and has enjoyed success and popularity on the PC, and now on the PSX. After the dreadfully campy voice-acting in *Resident Evil*, you'll really appreciate the excellent voice talents displayed here, which include Cheech Marin, Harry Shearer (a highly underrated comedian), and Terry Jones. *Blazing Dragons* packs in a lot more than *Discworld*, but still suffers from the non-replayability factor, although it does give you the option of being able to skip voice sequences you might've heard already. *Blazing Dragons* is great fun, but you should probably rent it first.



PERSONA



1 Player
System: PlayStation
RPG
Available: June
Developer: Camelot/SCE Japan
Publisher: SCE U.S.

PlayStation-owning RPG fans will finally see an end to their suffering with the release of *Beyond the Beyond* from Sony. It's not a very remarkable game, but seems like a gem, thanks to the dearth of similar games. The graphics look pretty nice and screen-shots really can't convey the zooming and movement in the game. The characters and enemies look a tad pixelly due to zooming, but it doesn't detract horribly. The story's nothing special, but the final U.S. version may be improved from the original, so you never know....





SCOUTING REPORT

NINTENDO 64 SPORTS!

Gretzky Hockey on the 16-bit sucked. Having just come back from E¹, I can tell you that his new game for the N64 is a lot more promising.

Entitled *The NHLPA Presents Wayne Gretzky's 3D Hockey*, this game looks intriguing. Not a sim, *Gretzky Hockey* will feature blistering three-on-three action with the best that the NHLPA has to offer (which no longer includes The Great—really old—One). Totally 3D and using motion-capture, this hockey game will allow you to view play from any camera angle. A nice feature is that the camera will zoom in on the more important plays during gameplay. When you lay that check on the puck carrier in the corner, expect a nice close-up of the action.

N64 has the exclusive rights to this coin-op, so don't wait around for it to appear on the other systems. Don't worry, though, Williams will be giving the rest of you *NHL Open Ice* soon enough.



MINDSCAPE GOLF

Everybody's gotta have a golf game on the market. It seems like that's an unwritten rule. The only problem is that, other than graphics and sound, there isn't much you can do with a golf title to set it apart from the rest.

MSA will try, however, with *Mindscape Golf* for the PlayStation. At this point, I don't see much in the way of originality, but there are a few points of interest. For starters, you can choose from an interesting array of golfers who can best be described as eclectic. If that's not your cup of tea, though, you can customize. Each hole of *Mindscape Golf* is one unto itself. Instead of copying some golf course nestled in the deserts of Arizona or the countryside of South Carolina, each hole here takes place in some exotic location, be it on an island, or in a Japanese garden. This will be a nice change of pace. Next month, hopefully, I'll have something to play and I'll be able to tell you if this is enough to separate *Mindscape Golf* from its competitors.

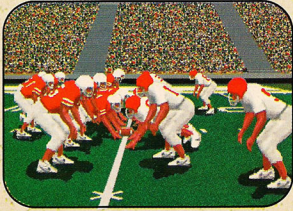


This month in Sportswire, we've had to cut down on all the extraneous stuff and stick with just reviews and previews. E¹ was this month, and let me tell you, I feel swamped. Everyone and their mother (including mine) is getting into the sports arena; what's a sports editor to do? There was actually too much to show you, so I trimmed the fat.

NCAA FOOTBALL: SATURDAY SHOWDOWN

MSA's second college title, *Saturday Showdown*, will try to bring the college football experience to the 32-bit. Like its sister project, *Final Four '97*, *Saturday Showdown* will have all Division One teams, motion-capture and fight songs. Also included will be weekly and seasonal tracking and the ability to play as coach.

MSA has gone to great lengths to make sure that the team match-ups are as realistic as possible, individualizing playbooks for each school, based on their known playing styles. Also, an option not seen since the forgettable *Emmett Smith Football* for the SNES, *Saturday Showdown* will allow you to diagram your own plays and customize your own playbook.



COOL BOARDERS

I predict that we'll see a lot more games like this hitting the console before long. EA's working on its *Shredfest*, and Namco's got *Alpine Racer* in an arcade near you. Tapping into this exciting genre is UEP.

The Tokyo-based UEP is just starting in the video-games realm and hopes to take the sporting-game world by storm with this nifty little title, *Cool Boarders*. Featuring some excellent graphics and smooth scrolling, *Cool Boarders* will feature four downhill tracks of varying difficulty on which you can perform a variety of tricks and maneuvers. You can choose from a couple of different characters, and three types of snowboards, all of which are designed to perform differently.

At this point the game is about 50 percent complete, and it looks really nice. There are some really nice backgrounds, plus what can only be described as a wacky commentator. *Cool Boarders* will be hitting the stores in Japan this August, and will hopefully be landing on our shores shortly after.



GONE FISHIN'

If you aren't satisfied with the fishing games that are currently on the market, then perhaps this little number will satisfy your needs. *TNN Outdoors Bass Fishing Championship '97* not only has the longest name of any fishing game, but also has commentary by the wacky Fish Fishburn, the voice of the Saturday morning *Go Fish* on TNN.

TNN '97 follows the same basic guidelines as other fishing games: Have the largest livewell at the end of the tourney. If you do this, then you'll win the grand prize. *TNN '97* improves upon its predecessor by enhancing game graphics, adding new lakes and changing weather conditions. To help you in your task, there are more lures and tackle added to the arsenal, so you have the best chance of succeeding.

TNN Outdoors Bass Fishing Championship '97 will be available for both the Saturn and the PlayStation late this year (about the same time as ice-fishing season) so you're gonna have to wait. That's OK, though, because there'll be plenty of NASCAR on the tube to tide you over.



SCOUTING REPORT

I'M AN OFF-ROADING FOOL!

If there's one thing the world probably doesn't need, it's two TNN games in one year. But hey, where's it written that The Nashville Network can't join the video-game-licensing frenzy? This time, they're tapping into another Duelin' Banjo favorite, 4X4 racing.

The game's called *TNN Motor Sports Hardcore 4X4*—another long name, another original game. Race all six tracks, each with its own environmental differences, from weather to terrain. You have six 4X4s to choose from, each with unique controls and racing properties. To make the game as challenging as possible, developers have made sure that smart driving's your only road to victory. My advice is that you stay out of the way of that tree trunk and avoid hitting a woodchuck.

Not to be labeled passé, *TNN 4X4* is a 3-D racing game with different perspectives. Just because they're backwoods peckerwoods doesn't mean they aren't tapped into that main circuit we call gaming technology. *TNN 4X4* will be out sometime this summer for both Sony PlayStation and Sega Saturn. Yee-haw!



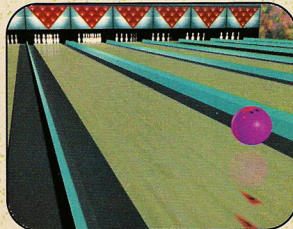
A STRIKE; AND I MEAN THE GOOD KIND

It doesn't seem so long ago that I was talking about how cool it'd be to have a bowling game for the 32-bit. Well, now, if you're a PlayStation owner, you too can bowl for dollars. *Ten Pin Alley* is a sharp-looking virtual bowling game which is fully licensed by the Bowling Hall of Fame and AMF Bowling, Inc.

This looks like a fine title. *Ten Pin Alley* has gone that extra mile to make this game the most fun it could be. There are three bowling alleys that you can visit: the Maui Bowl, a '50s-style joint; Contemporary Lanes; and Futuristic Fun, complete with wacky scoring animations and Midnight Madness.

Realism is key. *Ten Pin* hopes to simulate the bowling experience properly with game physics and realistic options. You can

choose your character, scoring method, play style, gutter set-up and lane conditions. Add trick shots to all this and it looks as though *Ten Pin Alley* may be able to help convert some of today's youth into bowling enthusiasts.



REVIEWS

HIGH-CALIBER COIN-OPS

If there's one thing I noticed at E³, it was that Williams is poised to kick some serious butt down at your local arcade. The coolest game the company showed us was *NHL Open Ice*.

I'll admit up-front that my love for this game stems from my obsession with hockey. Nothing less than *NBA Jam* with a hockey puck, *Open Ice* has the fast-paced, over-the-top action that made the former title so popular. Pick your favorite team, put your favorite players on the ice and then flail away at those buttons.

Everything—from the set-up screen to the button configurations—is the same as in *NBA Jam*. Expect players to catch fire after three goals, watch players do flips during a powered-up slapshot, and laugh as the opposing player is sent flying after you lay into him with a hit. If you love hockey and are hip to *Jam*, then you'll drool over this coin-op. But, if you're tired of *Jam* and are able to see through this thinly-veiled transformation from hoops to hockey, move on. Expect it to hit the console sometime later in the year.



8

OLYMPIC SOCCER

As the 32-bit soccer library seems to grow endlessly, it's beginning to get to the point where we'll need to use the Dewey Decimal system just to keep track. The latest installment is U.S. Gold's *Olympic Soccer*.

A very impressive entry into the soccer genre, *Olympic Soccer* has some of the finest playability of any soccer game around. The polygon count of the players is kept low enough that they're able to maintain a high-level frame rate, resulting in a very realistic look and feel (although up close, the players look laughable). There aren't as many player animations as there are in, say, *FIFA*, but that's OK: you can still head the ball and perform bicycle kicks.

There are dozens of teams to choose from, an average compliment of features, several playable camera angles and some fantastic sound, highlighted by superb color commentary which has the commentator even going off on tangents about his failing eyesight and mistaking players on the field. This is one Olympic product that won't disappoint.



8

NBA ACTION

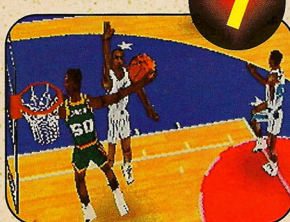
Sega Sports, with the help of Grey Matter, is reasserting itself. One of the titles the company hopes will pull it out of the doldrums is *NBA Action*.

If you read the Scouting Report on this game last issue, you know that *NBA Action* actually looks a lot like what you were expecting from EA. In fact, the set-up screen, options and stats are almost identical. This is a good thing. *NBA Action*, while deficient in some areas, is an all-round better title than any other current hoop sim.

What does this game have? It has several camera angles, of which the up/down is the most playable. It also has up-to-date statistics for the '95-'96 season, the most stats of any 32-bit sports game, and options to set offensive and defensive plays. What else? How about a wide variety of dunks, running jumpers and fade-away shots? Maybe you'd

also like to know that this game's AI is excellent, along with a much more challenging free-throw system and great rebounding. To wrap this nice little package, each *NBA* player has a face texture-mapped onto the character.

The only problem is some grainy graphics, poor ball physics and the fact that it won't be out on PlayStation. A good addition to your Saturn library.



7

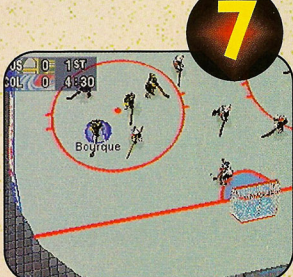
NHL POWERPLAY

I had hoped that, for the rest of my video-gaming life, I would never again have to look upon so a sad a sight as a brilliant game marred by laziness and carelessness. The first time was a couple of months ago, when I played Sony's *NBA Shoot Out* for the first time. Beautiful graphics and motion-capture, all the nuances of the game, and great playability; these were the things that make superb sports games. Unfortunately, that title neglected to include stat-tracking, virtually destroying all of the sim's worth.

That was the low point of my gaming year. Until now, that is. Virgin's *NHL Powerplay*, developed by Radical Entertainment, looked and played better than any hockey game before it. 3D, perfect emulation and top-notch playability made this Saturn game the best buy of the season—or so I thought.

A few games into my season, I went to the game screen to see who the league leaders and goalkeepers were. But wait a minute; there were no stat options. How could this be? How could they go to such painstaking lengths to make a game, and then omit the most important extra feature? Developers take note: THERE ARE NO SPORTS SIMS WITHOUT STAT-TRACKING! PERIOD. Season stat-tracking is as integral a part of a sport sim as any other. To forget to add it is almost as bad as getting the rules wrong.

I've ranted enough. If you don't care about stats, then this is the best hockey game out. For you, this game would be a strong 9. All the players, teams and hockey nuances are in the game. Set up offensive and defensive plays, utilize the speed burst and drop pass and, for the first time in a game, see the goalie play an iced puck properly. *NHL Powerplay* even successfully sets up the powerplay to really put the pressure on the D. The only thing that comes up short is the sub-par sound, which barely informs you when the home team scores a goal. For those of us who've been weaned on EA 16-bit titles, and demand our stats with our sims, this game stumbles to a 7, at best. It is for these latter people that I write this review.



7

KONAMI GOLF

Every sports development team needs its own golf game, or so they seem to think. Konami is no exception and *The Final Round* is its answer to the call.

This game has little to distinguish it from the competition. Changing stances, clubs, and the like, are staples of all golf games, including this one. What *The Final Round* does offer is a slightly different swing meter which has you hitting the button three times for a stroke. This, however, in no way increases the skill level of a swing.

While, for the most part, *The Final Round* is a good golf title, it pales in comparison with some of its competition due to the poor quality of its sound and some pretty ugly colors, which look like they're from a Warhol painting, not a country club.



NBA HANG TIME

Another of Williams' sure-fire winners is *NBA Hangtime*. On the originality scale, it ranks somewhere down there with the "knock-knock" joke, but it definitely has the pizzazz necessary to keep the kids comin' back for more.

As with *Open Ice*, *Hangtime* resembles *NBA Jam* in all respects. A couple of the differences are that the *Hangtime* characters look a little more realistic, and that obnoxious announcer has changed. Essentially, though, this is no more than another *NBA Jam* clone; the up-side being that this means lots of action and dazzling dunks. *NBA Hangtime* and its sister opus, *Open Ice*, will start showing up on the console later this year.



U.S.'S OLYMPIC GOLD

U.S. Gold will have two Olympic sports games available for you this summer: *Olympic Soccer* and *Olympic Summer Games*. After spending some time playing *Olympic Soccer* and developing a love for the game, I was very excited about playing *Summer Games*. I wasn't disappointed.

I don't want to make out that I was let down in any way. I wasn't. *Summer Games* is a very entertaining sports title with solid replay value. My disappointment had to do with the poorer quality of graphics compared to the competition (namely, *Track and Field*). This is the same sacrifice in graphics that can be seen with *Summer Games*' sister project, *Olympic Soccer*.

If you read that review, you'll know that I said that it made room for a higher frame rate, and in no way detracted from the game's playability. *Summer Games* packs in much of the stuff that we look for in a sports game. First off, it has more than a dozen events for you to participate in. Each event has its own controls which require varying degrees of skill to perform properly. The events range from the 100-meter dash and weightlifting to pole-vault, discus, and swimming.

Summer Games also has four different modes of play: Practice, Challenge, Arcade and Olympics. Plus the game contains medal ceremonies and some beefy stat-tracking that will save your scores (and name) for all records and top-ten scores. There is also an overall scorer's table tracking the top ten medal-winners.



TRACK & FIELD

That's right, *Track & Field*. Or, as it's now called: *International Track & Field*. The original button-pounding frenzy of a coin-op is here for the PlayStation and it's great! Konami has taken its '80s classic and put a 3-D twist on it. The result: one of the best multiplayer sports games going. I say multiplayer, because *T&F* has little to no replay value for a single player, because it's so easy to master and there are only ten events.

When one mentions the old *Track & Field* game, inevitably, the first thing out of someone's mouth is how you had to pound away at those run buttons; and how some people went so far as to use pencils or rulers for maximum output. Well, guess what? That same button action is used for this version. Now you can flail away at your controller until your fingers blister because the only buttons you have to worry about are the two run buttons and an action button (I'd recommend configuring it so that the run buttons are Δ and \square and the action button is L1).

If you've played the other 32-bit sports games in Konami's arsenal, then you'll know what the athletes look like, with their distinctive polygon forms and movements. The motion-capture in this game is excellent and really complements the solid playability. The only drawbacks are the aforementioned lack of replay value in solo mode, and a lack of stat-saving. In *T&F* you can save a world record, but it won't list the name of the record-holder. On top of that, there's no Top Ten for the best records in each event (although there's a high score table for all-around winners). This detracts from the multiplayer game and "bragging rights."

All in all, *Track & Field* is worth checking out. It's not a game you'll want to own, but it'll be sure-fire entertainment when you've got friends over.



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next month in

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE[®]

The Next Wave

New consoles and new prices mean big changes for the gaming industry. How will they affect you? Find out in next month's rip-roaring issue of VIDEOGAMES. Plus: We'll take a look at the next batch of Nintendo 64 games, the first few M2 titles and fill you full of more MORTAL KOMBAT information than you can stomach.

On Sale: August 20th 1996

KRAZY GAME KWIZ

Just for fun, here's a video-games trivia quiz. Answers are at the bottom of the page, upside down and in tiny print, so try not to cheat, OK? You're only cheating yourselves. If you get 'em all right, you can pat yourself on the back and point out (quite rightly) to your friends that you are the King of the World.

1. Super Mario, of *Super Mario Bros.* fame, has a noble profession. Is he:

- a) A beekeeper?
- b) An exotic fan dancer?
- c) A plumber?

2. Sonic, star of Sega's series of platform games is:

- a) Blue?
- b) A hedgehog?
- c) Fast?
- d) All of the above

3. Nintendo was once famous for something other than video games. Which of the following products were once associated with the Mario-makers?

- a) Cheese.
- b) Crystal goblets.
- c) Playing Cards.

4. A couple of years ago, Capcom sued Data East for allegedly ripping off the *Street Fighter* games. Data East counter-claimed by saying its earlier game had started the fighting genre anyway. What was that game?

- a) *Karate Champ*.
- b) *Kung Fu Freaks*
- c) *Legend of Eat My Lightning Fists*

5. *Virtua Fighter* is the result of amazing teamwork, but who was the head of the *Virtua Fighter* programming team?

- a) Shigeru Miyamoto
- b) Yu Suzuki
- c) Some guy in the airport restroom.

6. In her sad love song, Whitney Houston sang "I will always love you-oooo-oh-oh-oooo," but she'd have to stop loving you if you were transported to the "Outworld" to battle "Goro" for your very soul. But in what game would you be doing all this?

- a) *Ms. Pac Man*
- b) *Crazy Climber*
- c) **MORTAL KOMBAT!**

7. A global fast-food giant once put its weight behind "Global Gladiators" featuring Mick and Mack, two exceptionally wholesome and comparatively acne-free teenagers. But which global fast-food giant?

- a) Shakey's
- b) The Restaurant formerly known as Sizzler
- c) McDonald's

8. The evil mastermind behind the awesome "Tekken" tournament in Namco's game of the same name is:

- a) Princess Kitty, from Sanrio's "Hello Kitty"
- b) Heihachi Mishima, Kazuya's embittered father.
- c) "Bill" the creepy guy from the Bay Area.

9. Ken and Ryu, of *Street Fighter* fame, are both masters of a specific kind of punch. What kind of punch do they have in common?

- a) Punch and Judy
- b) Fruit Punch
- c) Dragon Punch

10. Mario's greatest foe always seems to return, no matter how often our diminutive Italian hero defeats him, but what is his name?

- a) Andy Rooney—Smiter of "New-fangled" ideas.
- b) Dr. Robotnik—Peril of the Spring Zone
- c) Bowser—King of the Koopa Kids.

11. Which of these games is NOT an ancient and gnarly classic coin-op?

- a) *Moon Patrol*
- b) *Super Bang-Bang Cheesebomber*
- c) *Marble Madness*

12. Sonic, although perfectly content to work on his own, has teamed up with a couple of other characters in his time. Which of the following was NOT a helpful companion?

- a) Tails—the twin-tailed squirrel-type-thing
- b) Knuckles—the impossibly random echidna
- c) Weird Al Yankovic—the zany pop funster of "Eat It" fame

13. Which of the following companies has game guru Trip Hawkins NOT worked for?

- a) Electronic Arts
- b) Sizzler
- c) 3DO

14. *Killer Instinct* was programmed by Rare, the company that also brought you *Donkey Kong Country*. In which European Country is Rare's headquarters located?

- a) England
- b) Italy
- c) Belgium

15. Nintendo was once taken to court for the alleged infringement of a famous movie character copyright. Which movie character was under scrutiny?

- a) Darth Vader
- b) King Kong
- c) Flipper

16. The number-one rated coin-op in Japan last year made quite an impression over here too. Which arcade machine made the biggest splash in the Land of the Rising Sun?

- a) *Sexy Paradius*
- b) *Virtua Fighter 2*
- c) *Mortal Kombat 3*

Krazy E³ Kontest Facts!

Chris Bieniek, and Frank O'Connor, both VIDEOGAMES stalwarts, had a respectable showing in two separate E³ game challenges. Chris won a Game Boy Pocket in the *Tetris* attack, while Frank managed to come second overall in the huge *Tekken* tournament. Chris is upset though, because the Grand Prize in his contest was a Nintendo 64!

Answers:
1. c 2. d 3. c 4. a 5. b 6. c 7. c 8. b 9. c 10. c 11. b 12. c 13. b 14. a 15. b 16. b

DEATH. It's what they live for.



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; Gaia, 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.



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