

• PLAYSTATION • JAGUAR • 3DO • NEO•GEO • PORTABLES • ARCADE

**FREE KICK-ASS  
PULLOUT!**

# VIDEO GAMES



**BATTLE OF THE CRITTERS: SONIC VS CRASH!**

**HOT NEWS!**  
VIRTUA FIGHTER 3  
JUMPING FLASH 2  
N64 TUROK  
ARMED  
ROBO PIT  
SNOW JOB  
SHREDFEST  
TOMB RAIDERS  
GENESIS SONIC

**STUNNING REVIEWS:  
ULTIMATE MK3!**

TEKKEN 2  
MAGIC CARPET  
BAKU BAKU  
WILLIAMS ARCADE  
CLASSICS  
DARKSTALKERS 2  
PRIMAL RAGE  
TOY STORY  
POCAHONTAS  
SHELLSHOCK  
IN THE HUNT  
AND LOADS MORE!

**FREE! DIE HARD TRILOGY PULLOUT!**

**HOT TIPS AND TRICKS:**  
TOSHINDEN REMIX  
CAPTAIN QUAZAR  
ALIEN TRILOGY  
DOOM

**BIG SQUARESOFT FEATURE INSIDE!**

June 1996 U.S.A. \$4.99  
Canada \$5.99 U.K. £2.95  
Display until June 18th 1996

06 >

74666 50080 8

# You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-bashing Mario



adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most



You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a classic Mario adventure. Plus, meet the mental challenge as the story unfolds in

this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the



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

Grate Guy's Casino. And, in between, you'll have to test your brains on mind-mushing riddles and new action-



Finding Froggucious is a wise move if you want to know more about your future quest.

puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help



in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also



bump into all kinds of new bad-

dies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready



for all kinds of new Nintendo action and brain-bending Square Soft adventure. Remember, running and jumping is a great start.



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

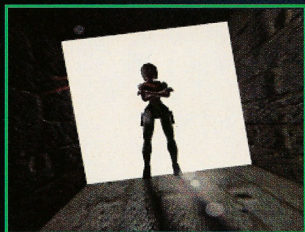
But this time around you'll also

need plenty of brains to finish.





AOI @ keyword: NOA  
[www.nintendo.com](http://www.nintendo.com)



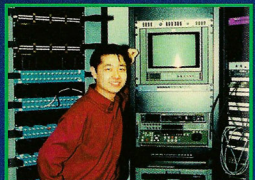
# CONTENTS:

## News

p10

The news. Your link to the moving and shaking that's ever present in this fast-paced industry. This month we learn about the move to bring the cult favorite, **AEON FLUX**, to the console. Sega and Sony go head-to-head with their brand new game characters. Except for Sega's, which is getting on for six years old. **CRASH BANDICOOT** for PlayStation vs, **SONIC** for Saturn. Find out how all this is mysteriously connected to the structures on the Moon and their relation to the man on the Grassy Knoll.

Also: Konami gives us some insight on its plans for M2. Then: **RAYMAN 2** proves that the French have something more to offer the world apart than rudeness, garlic breath and Concorde. Plus: You can enter a contest to design your own computer game. Now that's news with integrity!



## Tips & Tricks

p20

Wanna see the boneship in **ALIEN TRILOGY**? Now you can, with the new level cheat Chris B. has unearthed. Heck, if you want, cruise all the way to the end of the game and square off against the Queen.



Also in this issue, we've got the best codes for **HANG ON GP**, **TOSHINDEN REMIX**, **SPIDER MAN: WEB OF FIRE**, **CAPTAIN QUAZAR** and many more! Did I mention that we have the nudality codes for **UMK3** in this issue? If I did, then I'd be lying, so it's probably a good idea that I left it out.

**DOOM**

**Capt Quazar/Hang On GP**

**Descent**

P 20

P 22

P 23

**Night Warriors**

**Clockwork Knight**

**Alien Trilogy**

P 26

P 30

P 32

## Soundboard

p12

Enter Cowboy Gabe: A drifter from New Mexico, he has sauntered nonchalantly into our lives, smokin' his Luckies. "Soundboard ain't big enough for the both of us," he growls, fingering his trigger, and Swami Gabe heads forlornly into the sunset.

# First Look

# p38

**Aaaah! Big pictures, lots of information, exciting titles, wild promises and a whole lot of chesse:** Yes, it's the **First Look** section. VIDEOGAMES magazine has spent all month collecting the coolest information on the hottest upcoming games, so show us some appreciation and read every single one. Please? If you don't, we'll have to send round the information police, and they're a whole lot less forgiving than we are. Don't say you weren't warned.

- Disruptor:** Universal Interactive is developing one of the coolest first-person shooters yet! P 49
- Fade To Black:** No, not the movie. The developers of *Flashback* are at it again. P 53
- Shockwave:** The popular space shooter comes to the Saturn. P 57
- Snob Job:** A new look at FMV in an interesting game for the 3DO. P 56
- Robopit:** Jumping Flash with boxing gloves. P 48
- Turok:** You get to kill dinosaurs in this N64 game. P 51
- Mohawk & Headphone Jack:** Who said 16-bit was dead? Mohawk didn't. P 59
- Tomb Raiders:** A marvellous-looking 3D adventure game in the vein of *Resident Evil*. P 46
- Armed:** A side-scrolling shooter for the 32-bit. Could be the next cool thing? P 58
- Shredfest:** Warren Miller's paradise. Hit the slopes and find yourself waist-deep in powder. P 44
- Virtua Fighter 3:** Need I say more?

# RPG Attack p66

Wataru Maruyama, our resident RPG expert, brings you the best and latest news from the world of sorcery, magic and little numbers that flash above your head. This month we have all the latest on brand-new RPGs for Saturn, PlayStation and even a couple of blasts from the past, courtesy of the kind folks at Working Designs.

# PC Zone p 34

John Patterson lets his fingers do the walking, all over that nasty-looking keyboard he's always bent over like an embalmer working on a corpse. This month: STRIFE, the best DOOM clone in many a moon; searching for the Holy Grail with the Monty Python team; BARRACK, a shareware gem, and the usual peripherals and PC-related toys. Mmm.

# Reviews

# p60

**In this issue, we review:**

- |                                 |      |   |      |
|---------------------------------|------|---|------|
| <b>Baku Baku</b>                | P 63 | <b>Magic Carpet</b>                         | P 62 |
| <b>Williams Arcade Classics</b> | P 63 | <b>Pocahontas</b>                           | P 61 |
| <b>Ultimate MK3</b>             | P 61 | <b>Arcade Classics</b>                      | P 60 |
| <b>Toy Story</b>                | P 61 | <b>NightWarriors</b>                        | P 60 |
| <b>Toshinden 2</b>              | P 60 | <b>PLUS: Our awesome Game of the Month:</b> |      |
| <b>In The Hunt</b>              | P 62 | <b>Tekken 2</b>                             | P 64 |
| <b>Shellshock</b>               | P 62 |   |      |

# Sportswire

# p73

School's out and it's time to hand out the report cards. The Sports Hound grades the industry's biggest sports players on their performances this year. Also, check out the Scouting Report on Sony's new baseball game and find out what I thought of THQ's new bass fishing game. All this and a look at KEN GRIFFEY BASEBALL, the best Super NES sports game yet? The real deal on the sports video-game world.

- |                                  |      |                              |      |
|----------------------------------|------|------------------------------|------|
| <b>NHL All-Star Game</b>         | P 73 | <b>Live '96</b>              | P 77 |
| <b>BoxScore Report</b>           | P 74 | <b>Ken Griffey Baseball</b>  | P 77 |
| <b>SCOUTING REPORTS</b>          |      | <b>Hardball 5</b>            | P 78 |
| <b>ABC Monday Night Football</b> | P 76 | <b>Slam 'N Jam</b>           | P 78 |
| <b>Pennant Race</b>              | P 76 | <b>NBA Shoot Out</b>         | P 78 |
| <b>REVIEWS</b>                   |      | <b>Unnecessary Roughness</b> | P 78 |
| <b>Bass Master:Pro Edition</b>   | P 76 |                              |      |

# 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, **KILLER INSTINCT 2** and **DIE HARD TRILOGY** are the featured images.

# June 1996

**NEW HEIGHTS!  
NEW DIMENSIONS!**

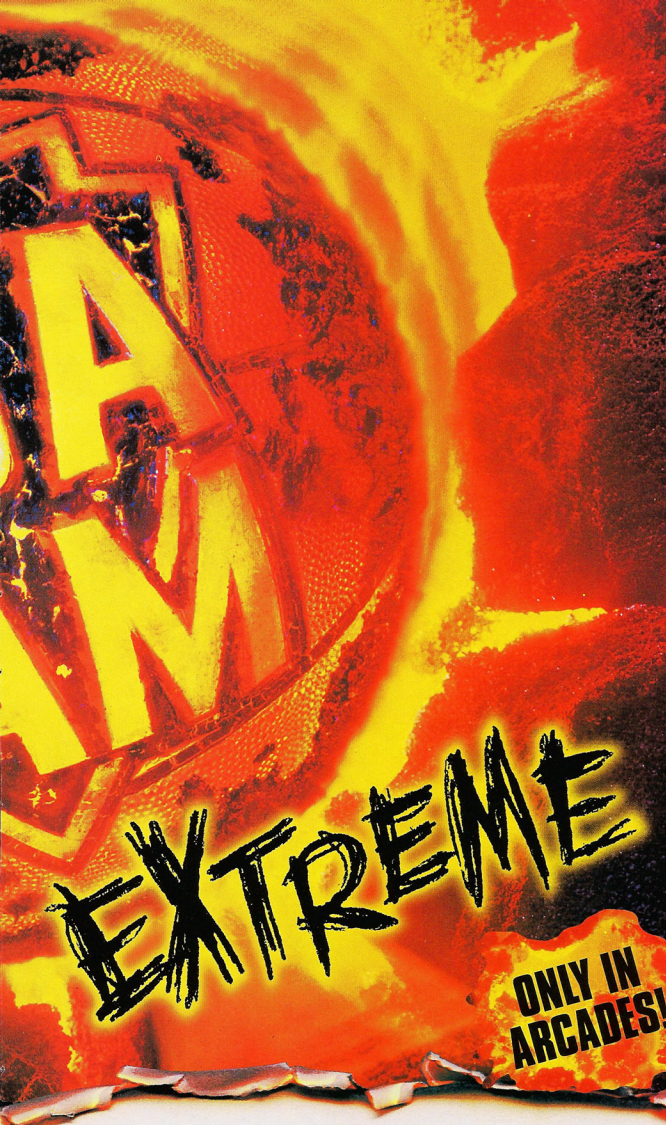
**AN  
ALL  
NEW  
3-D  
JAM!**

When you cradle the rock in your polygon hands and lay down a stone-cold elevator jam... from three flights up and through the hoop...then you know you're playing Extreme! No rules. No limits. No messin'. Just the ultimate arcade experience. An all-new 3-D Jam for a new generation.

With all the skills and moves of NBA All-Star Juwan Howard captured and digitized and with the voice of Marv Albert calling the play-by-play, NBA Jam Extreme is bringing home the goods!

You and 170 polygonal NBA superstars taking it to the next level with a sky-kissing thunderstorm of over 30 outrageous new dunks, hosts





# EXTREME

**ONLY IN  
ARCADES!**



**MULTIPLE CAMERA ANGLES  
AND INSTANT REPLAYS!**



**BIG HEAD MODE AND TONS OF OTHER  
SECRET CODES AND HIDDEN PLAYERS!**



**ALL-NEW "EXTREME" BUTTON--  
TRIPLE SPEED RUNNING, PASSING AND  
A WHOLE NEW LEVEL OF JAMS!**



of hidden players and more intense new features in every silky-smooth pixel than you ever dreamed of.

**NBA JAM EXTREME  
IN ARCADES NOW!**

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams, and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. Acclaim Coin-Operated Entertainment is a division of Acclaim Entertainment, Inc. Acclaim is a registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

OFFICIAL  
NBA  
PRODUCT

**Acclaim**<sup>®</sup>  
entertainment inc.

# INPUT

means

# This of course And you thought last Christmas was hard-fought? War!



Frank O'Connor - Editor in Chief



Geoff Higgins - Associate Editor



Gabe Soria - Associate Editor



Wataru Maruyama - Player Of The Year



John Patterson - Copy Editor



Kent Bancroft - Craquel Editor

Send all editorial materials for review to:

VideoGames  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211

COPY CHIEF

SHERYL FARBER

EDITORIAL CONSULTANT

CHRIS BIENIK

EXECUTIVE VICE-PRESIDENT

THOMAS CANDY

Sega has just announced in Japan that its Saturn video-games machine has been reduced to a Japanese price roughly equivalent to \$199. The new machine has a few differences that make it cheaper to manufacture, a saving that's been passed on to the Japanese consumer. The new, creamy-colored Saturn, backed up by titles like *Virtua Fighter 2* and *Darkstalkers*, has been flying off Japanese shelves like a thing possessed. Sega is emerging as a clear winner in the 32-bit war in Japan. Sony however, will clearly not stand still.

An announcement concerning a drop in the Japanese retail price is expected any day. Sony cannot and will not stand by while Sega of Japan takes an irretrievably large market share. If Sony acts quickly enough, it may not lose any more ground, but its system must cost, at least (at most?) the \$199 proposed by Sega.

So who else does this affect? Well, the, ahem, Jaguar is currently being cleared off shelves around the country at the bargain-basement price of \$49.99, almost a good deal, but remember that there are only a few good games for that system. Sega's 32X is also super-cheap right now, but it's no better supported than the Jag. No, the company most affected by these announcements is Nintendo.

The Ultra 64 has been presented in the past as the fastest, most powerful and best-priced machine in the next-generation wars. Now it appears that at the pro-

posed \$250, it would also be the most expensive. Even 3DO, which debuted at a massive \$700, would be cheaper than Nintendo 64, giving the lie to the claim that a CD drive would force the price of the machine through the roof.

While it's true that Sega, Sony (and especially 3DO) et al will lose money on hardware sales, they apparently still see that a profit can still be made on software and associated licensing. So what does Nintendo have to say about this remarkable state of affairs? Nothing. Not a peep. As usual, the inscrutable visage that Nintendo presents to the world suggests that the company is unworried and unperturbed by the situation.

But perhaps they *should* worry. *Final Fantasy VII* for PlayStation will make the biggest difference of all in the looming battle. It may even take the PlayStation ahead of Saturn in Japan. If it does, Nintendo may find that its market share and brand loyalty no longer exist.

And in the US, where the consumer looks at so many different factors, the battle will be even tougher.

And M2. Where will Matsushita be while all this is going on? Nowhere. Its Power PC-based "Multimedia Console" has been delayed until 1997. Nope, all hell is going to break loose very soon and there will be casualties aplenty. We should see the opening salvos at E'.

—Frank O'Connor: Editor in Chief

PUBLISHER  
LARRY FLYNT

EDITORIAL ASSISTANT  
DEBORAH LOCKHART

ADVERTISING COORDINATOR  
MICHELLE ANDERSON

NETWORK SYSTEMS MANAGER

ANDREA LANDRUM

NETWORK SYSTEMS  
ADMINISTRATOR  
BRANDON PHILLIPS

PRESIDENT  
JIM KOHLIS

NETWORK SYSTEMS OPERATORS  
SHERMAN JORDAN  
MARIE B. QUIROS

PRODUCTION MANAGER  
KRISTINA ETCHISON

PRODUCTION COORDINATOR  
MICHELLE JEWORSKI

PRODUCTION ASSISTANT  
ARCHIE LEE

VICE-PRESIDENT, ADVERTISING  
PERRY GRAYSON

CORPORATE VICE-PRESIDENT  
DONNA HAFNER

NATIONAL ADVERTISING  
DIRECTOR  
RANDY BROWN

(213) 651-7966  
FAX: (213) 651-0651

ADVERTISING PRODUCTION  
DIRECTOR  
MAGGIE CHUN

ADVERTISING PRODUCTION  
COORDINATOR  
JOSE SANCHEZ

SUBSCRIPTIONS DIRECTOR  
TRISH HAMM



VICE-PRESIDENT, FINANCE  
DAVID WOLINSKY



# DEATH.

It's what they live for.

## BATTLE ARENA TOSHINDEN 2



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

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

<http://www.playmatestoy.com>



PlayStation.



**TAKARA**®

Battle Arena Toshinden-2 and its characters are trademarks of Takara Co., Ltd. ©Takara Co., Ltd. 1996 Programmed ©Tamssoft 1996. All rights reserved. PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment.



16200 Trojan Way  
La Mirada, CA 90638  
(714) 562-1745

# NEWS

## Capcom Gets Busy in '96

If gamers know one thing about Capcom, it's that they can depend on the Japanese company to really kick out the jams with a fighting game. *Marvel Super Heroes* anyone? *Street Fighter Turbo*? You know you love 'em. Capcom has also made quite a name for itself as a quality producer of games for home platforms, and *VideoGames* has got the scoop on what it's got planned for the rest of 1996.

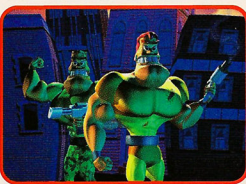
*Major Damage* is the first planned release from



Capcom Digital Studios, the company's America-based development wing. Basically, it's like a next-generation *Gunstar Heroes*, hopped up on

about a pound of chocolate-covered espresso beans. If you've never eaten a pound of chocolate covered espresso beans, I don't suggest you try it; your head just might explode. *Major Damage* is the name of Retro City's number-one superhero and, not to put too fine a point on it, he's not called *Major Damage* for nothing.

Unless you've been living under a very heavy rock for the past



six months, you've probably heard about Capcom Japan's horrific *Resident Evil*. Yes, we've been hyping the hell out of it, but once you get your hands on a PlayStation controller, you'll know why. What you might not know about is Capcom's other foray into the world of horror, *Werewolf: The Apocalypse*.

Based on the role-playing game of the same name by White Wolf Game Studio and developed by Capcom Digital Studios, *Werewolf* places you in a world of corruption, a world quite similar to ours, but a lot darker and much deadlier. You (and three friends, if you desire) play a pack of Garou,



or werewolves, charged with fighting the encroaching influence of the Wyrm, the source of corruption in the world. The game takes you and your pack to locations all over the world, and uses an interface that only be described as stunning. *Werewolf: The Apocalypse* should be out by Fall and Gabe is very excited.



1996 will also witness the release of a couple of Capcom's 16-bit stalwarts on 32-bit systems. RPG fans will probably pitch a fit when they see *Breath of Fire 3*, the latest installment in the (drum roll please...) *Breath of Fire* series! Another popular Capcom franchise getting a 32-bit overhaul is the ever-popular and long running *Mega Man* series. Two separate titles (one for the PlayStation and another for the Saturn) will be released by the end of the year.

Unlike most companies, Capcom hasn't completely abandoned the 16-bit realm, either. Continuing its association with Marvel Comics, it's releasing *Marvel Super Heroes: War of the Gems* for the SNES in July. Strangely enough, this platform game loosely follows the plot of

Capcom's *Marvel Super Heroes* fighting game! Playing as either Spider-Man, the Hulk, Captain America, Iron Man, or Wolverine, players must find five powerful magic gems and keep them out of the clutches of Thanos, brother of Adam Warlock and interstellar mischief maker. *Marvel Super Heroes: War of the Gems* will mark the first video-game appearance of Puck, the midget from *Alpha Flight*. Yay!

And if that wasn't enough already (whew!) Capcom is also planning to release 32-bit home versions of all of its fighting games currently including the two *Darkstalkers* games, *Marvel Super Heroes*, and (hopefully!) *Street Fighter Alpha 2*. Excited yet? You should be.



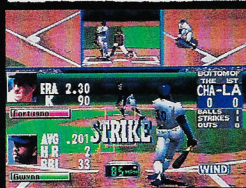


**KONAMI**  
XXL  
SPORTS SERIES™



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

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

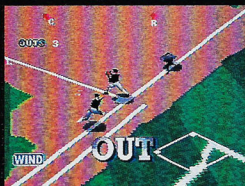


**SIGNATURE MOVES**  
**TRADES**  
**FULL SEASON  
AND PLAYOFF MODES**  
**VOCAL UMP'S  
ERRORS**



Coming soon on  
Sega Saturn:

[www.konami.com](http://www.konami.com)



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



## "BOTTOM OF THE 9TH"



**KONAMI.**

©1998 Konami. All rights reserved. Konami, the Konami logo, and the Konami "K" logo are trademarks of Konami. Major League Baseball, the MLB logo, and the names of the Major League Baseball teams are trademarks of Major League Baseball. All other trademarks are the property of their respective owners.

# SOUNDBOARD

## Cowboy Gabe

wants to know your deepest, darkest secrets and exploit them for cash!  
Send them to:

### Soundboard

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



**T**he votes are in and the people have spoken! Cowboy Gabe is a hit amongst young and old alike, so I'm gonna keep answering these letters until y'all retire me off to the great arcade in the sky. It's been a great month here at the VIDEOGAMES homestead; more and more letters pour in every day, and the content of these letters ranges from the regular ("Can you get me in touch with Boon and Tobias? I've got some great ideas for MK 4.") to the ridiculous ("Since you guys are so rich, why don't you send me one of every system?"). Har har! Whatta riot! But seriously, folks, we appreciate your correspondence and we're damn glad that you'd take time out of your busy lives to drop us a line. I've just got a few suggestions for y'all: proof-read your letters! It's bad enough getting missives full of mistakes from seven-year-olds, but when they're from a 20-year-old, it undermines my faith in the American educational system. But enough of Cowboy Gabe's cowboy-related rantings, let's get on to the letters. If you want to be a part of the loving commu-

nity that is VIDEOGAMES' Soundboard, write Cowboy Gabe care of the following address:

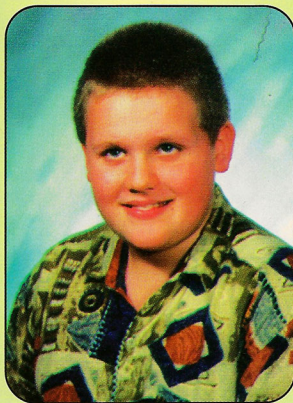
VIDEOGAMES Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211

## WE RULE! WE RULE!

Dear VIDEOGAMES,

Your magazines rule! I can do all the codes on MK III, *Killer Instinct* and *Twisted Metal*. I wanted to know when you will be selling the *Ultimate MK III* video-games magazine. When you do, let me know.

—Nicholas Rine  
Oceana, West Virginia



### We don't rule. Nick does!

*Nothing makes Cowboy Gabe's day like opening a letter with nothing but good things to say. It almost makes the staff feel like we're doing something right for a change. Hey, wait a minute—maybe we are! Thanks for the vote of confidence, Nick. By the way, there aren't any plans for a VIDEOGAMES special issue about Ultimate MK III, but if you've been watching the newsstands, you'll have noticed that UMK III was on the cover of the April issue of TIPS & TRICKS, our sister mag. Want to know something about UMK III? They're your source.*

## JOB MARKET BLUES

Dear VG,

I would like to take the opportunity to ask you how one gets a job on the staff of VG. From a previous issue I gather that most of you majored in literature. How did you end up playing video games for a living? And without putting too fine a point on it, do you guys feel accomplished [sic] by your jobs? Don't get me wrong, I think you guys rock and I would kill for your positions, but I took advanced English classes and know that my attitude is not the major consensus and was curious to know how y'all felt about it.

—Max Fierro  
Raleigh, North Carolina

Well, Max, the road to VIDEOGAMES was different for us all. Personally, I got my job here through Cathy Rundell, one of our previous Art Directors. I worked with Cathy on a music magazine called Fizz. She told me about the job opening, I met Chris Gore and boom! I had a job. Luckily, I had a portfolio of previously published work that I could show. My advice to aspiring scribes like yourself would be to write and write and write some more while you're at it. Check out your favorite magazines, try to emulate their format, have people read your stuff, start your own fanzine and read something besides gaming mags. Broaden your horizons, by crickey! And good luck!

## COWBOY GABE VS. LETTERMAN?

Dear VIDEOGAMES,

I subscribe to numerous video-game magazines because I do game reviews for a local bulletin board system. I just want to say that your magazine is always #1 on my list. The others just don't give me the flavor that your magazine does. I can always rely on your spectacular, eye-popping game reviews and amazing critiques on new video games. But the best thing about VIDEOGAMES is your Soundboard Q&A section. Your comments are not only informative and comprehensive, but they are also downright hilarious. I crack up every time I read your responses to the letters. I suggest you quit your job and become a comedian. You can

replace Jay Leno on the *Tonight Show*. Maybe even take over Jerry Seinfeld's place. Or why not go higher and take over David Letterman? Well, I hope I kissed up enough to get my letter posted in your magazine. Keep up the good work 'cause I'll keep on buying VIDEOGAMES Magazine!

—Anson Chi  
Plano, Texas

*Yes, Anson, that was just about the right amount of kissing up to get your letter printed in Soundboard. Thanks for the kind comments, but if you see any comedians, kick their butts for Cowboy Gabe. I hate "professional" comedians.*

## STATIC ELECTRICITY AND YOU

Dear VIDEOGAMES,

The other night my boyfriend and I were playing SNES. While holding the controller he touched the TV with the other hand and got a static shock that zapped the controller (I guess) and it wouldn't work anymore. The next day, we plugged it back in and it worked. All was good...until it started to get warm and a somewhat "barbecued" odor came out of it. We decided to use another controller, but a few questions remain in our minds. 1) What exactly happened to the controller? 2) Is it safe to use it? 3) If the answer to number 2 is no, what could happen if we still try to use it?

Hopefully, with your superior video-game knowledge you can educate us on the subject of zapped controllers. We're very curious.

—Erika Saboe and Tim Radley  
Jenkintown, Pennsylvania

*That's unlike anything we've ever heard of, Erika and Tim, but let me see if I can puzzle out what could have happened. It's certainly possible that Tim could have built up a big enough static charge that when he touched the television the controller acted as a "ground." Instead of just shocking the heck out of Tim, the controller got the brunt of the charge. But heck, that would have to be a mighty big electrical charge to fry a controller, so, either you guys have got the shaggiest of shag rugs, or I just don't know what*

*in the Sam Hill is going on. I'd advise you to not use the offending controller and thank your lucky stars that this didn't happen in the middle of a lightning storm.*

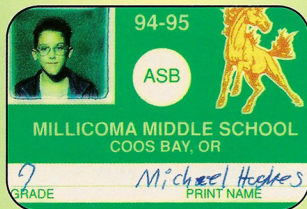
## WHO DOESN'T LIKE BETTY?

Dear VIDEOGAMES,

I really like Betty. I think she's cool. I'd really like to have a picture of Betty. And one more thing: Are you going to have any more codes for *Killer Instinct*? I looked in every video-game store and haven't been able to find *Mortal Kombat III*. Where can I find it?

P.S. This is what I look like. You can keep this picture. I look better now.

—Michael Hughes  
Coos Bay, Oregon



## Would you trust this JD with your sister?

You know, Mike, everybody here at the office thinks that Betty's pretty darn cool too. She took one look at your picture and said that you were cute, but too young for her. Sorry buddy. As for *Killer Instinct* and *Mortal Kombat*: We've probably published all the KI codes that are fit to print, so don't hold your breath for more. And if none of your local stores carry MK III, then all I can say about them is that they're lame. Lame lame lame! Or they might just be out of stock.

## DONKEY KONG COUNTRY 2 PLAYERS BEWARE!

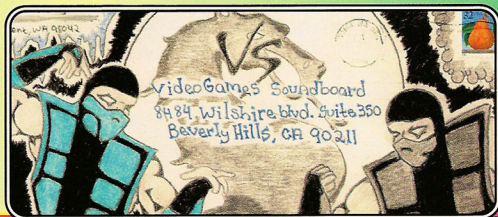
Dear VIDEOGAMES,

I've got *Donkey Kong Country 2* for SNES and when I saw the Game Genie codes in the March issue I was so excited! I went right to my room to try them, but to my surprise, after I punched the codes in and tried to start the game, the screen just went blank! I tried a few more times, but without any progress. Then I tried the game without the Game Genie, but a warning about using a device to copy the game appeared and I couldn't get it off. I took out the game and unplugged the system and then tried again. It only worked without the game enhancer, but I found my saved game was erased. So if you've got DKC2 and Game Genie, beware!

—Chris Stromberg  
Shorewood, Minnesota

*Now that's a scary tale, Chris. Could it be that Nintendo is freaking out so severely that they're somehow encoding their games to resist game enhancers like the Game Genie and the ProAction Replay? That sucks! Game-copying is one thing, but when you mess with a cheater's rights, then you've gone too far! If anybody else out there has experienced this same sort of problem, let us know. We'll organize a demonstration in the streets or something like that. That said, neither Game Genie nor Action Replay are officially licensed Nintendo products, so there was never a guarantee that they would work with any game!*

**Scott Cleary's letter wasn't too illuminating, but his cool envelope art featuring Smoke vs. Sub-Zero was. Nifty, eh?**



## 2-D OR NOT 2-D?

Dear VIDEOGAMES,

I'm writing in response to all the letters and articles I've read about the death of 2-D fighting games. I personally think they're still going strong. I can't seem to get into the 3-D fighting games. Games like *Mortal Kombat III* seem like they have some strategy to them than games like *Virtua Fighter*. I'm sorry, but that "ring out" stuff's just gotta go. Just look at *Killer Instinct* in the arcades. It scrolls in and out but it's still basically a 2-D game, and a damn good one! Don't get me wrong, 3-D games are great, I just think 2-D games still have a long way to go. Long live MK4!

—Randy Solem  
Wenonah, New Jersey



### An example of Randy's fine computer art. You go Randy!

Thanks for the letter, Randy. It's always nice to hear from somebody with an opinion that's contrary to practically everybody else's. While I may not agree with you about the inferiority of 3-D fighting games to their 2-D counterparts, I still admire the fact that you

would open yourself up to ridicule. By the way: Nice picture, hoss. Keep 'em coming.

## C'MON DOWN TO THE GRUNGE HOLE

Dear VIDEOGAMES,

I don't touch another video mag for fear of you hunting me down and killing me in the night. What kind of music (if any) do you guys tune into at the office? I'm a lead singer of my band Pyiright. We play grunge. Maybe you've heard of us? Yeah, right! We just let out our first album, *Grunge-Hole*. It was just released in [a] New York underground deal. I find myself playing a lot of video games when I have time. My favorite games are *Doom*, *Twisted Metal* and *Virtua Cop*. And a little advice

to anyone planning on buying a new system: the Jaguar is it!

—Glenn Prior  
Plymouth, New York

Glenn, Glenn, Glenn. We would never hunt you down in the night and kill you if we suspected that you were reading another magazine. We'd just hunt you down and scare the bejesus out of you. You know, we'd cover you in cow's blood and dangle you over a pit full of hungry attack dogs, or drag you into a biker bar and force you to yell, "Hell's Angels are all mama's boys!" Something like that. By the way, I'm going to be honest here: Your band name sucks; your band's album title sucks. You have to rethink this whole "grunge" thing, man. And just in case you're still wondering, at this moment I'm lis-

tening to Ain't My Lookout, the new album by The Grifters on Sub Pop Records. (I thought the band was really "neat"—Ed.)

## TECMO BOWL XIII

Dear VG,

I love your magazine. I have been reading it for the past two years. I subscribed last October.

Anyway, I was reading the Soundboard in your Jan. '96 issue when I came across a request for a code to Nintendo's *Tecmo Super Bowl*, so I thought I'd help you out. I know the code. Try holding left and pressing B and then start to exit.

—W.E.S.  
Guyton, Georgia

Thanks a bunch, W.E.S. The legions of *Tecmo Super Bowl* players out there are surely saluting you for your kindness.

## BIG FAT DORKS

Dear VIDEOGAMES,

I personally think you guys are fat dorks. You guys think you're so bad but you really don't know a thing.

Why do you guys have to make fun of everybody who does something wrong?

—Daniel Gorman  
Martinez, California

Daniel, Cowboy Gabe has to make fun of everybody because he's really an insecure little guy who makes up for his own shortcomings by pointing out and ridiculing the fail-ures of others. Weep not for yourself, weep for him, because he deserves and desires your pity...you loser.

## MK SEVEN?

Dear VIDEOGAMES,

I think you guys are the coolest. I've compared your mag to others and you guys always come out the best. There is one question that I have. Is it true that Japan they have made it all the way to MK 7? A lot of people like Danny Gojer (my friend) are telling me that.

—Shane Crawford  
Columbus, Ohio

That is a complete and utter falsehood. *Mortal Kombat 7* is not out in Japan, and why would it be? Midway is an American company, bub. Sorry to say this, Shane, but your friend Danny Gojer is a liar. Either that or he's mislead. But don't give him the benefit of the doubt, assume that he's a liar and

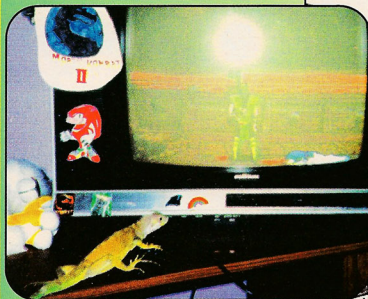
treat him like a liar deserves to be treated! (Gee whiz, what type of lessons am I teaching you little kids?)

## I WANNA IGUANA

Dear VIDEOGAMES,

You guys are pretty cool! Your magazine rules too. Anyways, I sent you a picture of my multitalented iguana while he pulls off Reptile's finishing move in *Mortal Kombat II*. He loves to watch my friends and me play video games, and this time he actually joined in on the fun. I showed the picture to all my friends and they thought it was cool. Please print it in your next magazine because it would be neat, and I think all the people who buy this magazine would think it's cool. Also, I kind of promised all my friends that it would be in one of the upcoming issues. So please print it. Thanks! My iguana says thanks too!

—Jennifer Paulin  
Royal Palm Beach, Florida



**I am the lizard king, I can do anything!**

*Jennifer: That's one damn smart iguana you've got there. Keep him close to your heart and he'll bring you luck.*

## ART WARS

Dear VG,

All right, let's get down to business! Do you remember in the last February issue, page 15, a boy named Gene Faulkner from Watseka, Illinois, wrote this sentence: "I've seen some of the pictures in my video-game books, and none of them compares to mine." Well, let me tell him if he ever saw what I could draw, he'd be

whimpering like a baby for his bottle! Oh, and I want to say thanks for dissing him, Swami. I mean, what tip? Well, anyway, here's a picture. What do you think?

—John Kennerly  
Newbern, North Carolina

*John, son, friend...what makes you think that I'm not going to dis you too? Just because I'm a cowboy doesn't mean that I can't be cruel. You're drawing is okay, but if you want to compete with the big boys, then you're going to need a lot of practice, kid. Whoever said that Cowboy Gabe wasn't an equal opportunity blue meanie?*

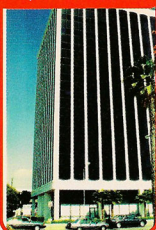


# Here Comes SQUARE!

## Square opens L.A. offices and broadens its focus

The company behind such hits as *Secret of Mana*, *Chrono Trigger* and the *Final Fantasy* series has opened a new West Coast headquarters in Marina Del Rey, California, to take advantage of new technologies and the unique local talent pool.

The Square L.A. Offices!

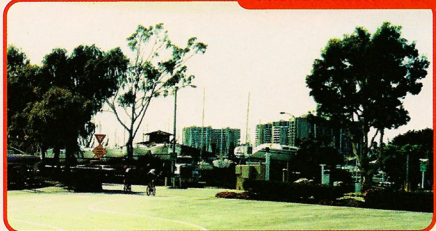


Coming so soon after the news of Square's break with Nintendo, this is further evidence of the wider approach the company is taking, one that begins with PlayStation development and which will move on to systems yet to be created.

This means that Square will release product for any machine



Situated in the scenic Marina



with the graphic capabilities and storage capacity the company's games require, providing the system is a viable one, market-wise (which means the Jaguar won't ever see the likes of the Chocobos). Some of the

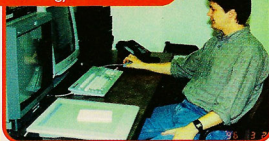
Art Director Darnell Williams, busy drawing 'n' stuff



systems up for consideration are the Saturn, M2, and PC CD-ROM.

Square L.A. will have game development, but the main focus will be developing technology

Paul Ashdown, VP of Technology, hard at work



crap with bad acting. Instead, the result should be the trademark Square experience; dramatic stories and sound, plus incredibly slick graphics.

The "Local Talent" is comprised of veterans responsible for some of the more memorable graphic achievements in movies such as *Batman Returns* and *Batman Forever*, *Jurassic Park*, *Waterworld*, *True Lies*, and PC games like *Mech Warrior 2* and *Viper*. The coolest thing about these guys is that they're gamers themselves, eager to make the best games possible.

*Final Fantasy VII* will be the first game to take advantage of this alliance, with the next big project due around the summer of '97. This looks like the start of something very big and exciting.

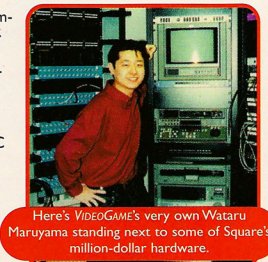
### SQUARE L.A.

Look, it's some Square folks.



and tools to help their games achieve unrivaled looks and production values.

Although Square puts heavy emphasis Hollywood-style cinematics, they say we won't be seeing any FMV



Here's VIDEOGAME's very own Wataru Maruyama standing next to some of Square's million-dollar hardware.



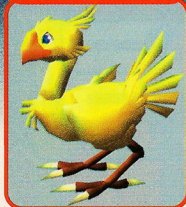
I wonder if they could spare me an SGI machine?



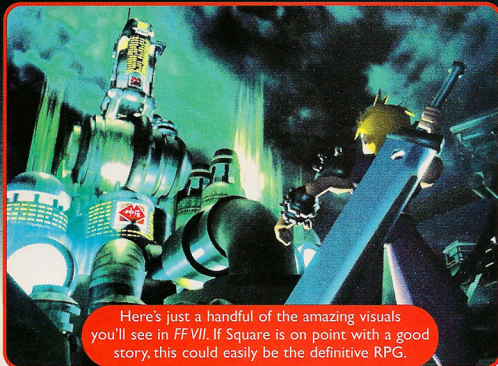
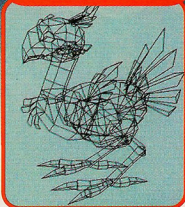
# NEWS

## The Games

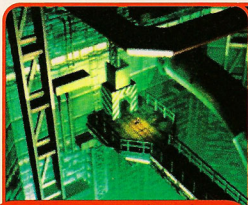
The Chocobos make the jump to 32-bit



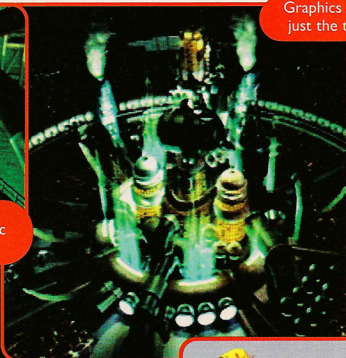
Wireframes like this are used to create detailed 3D structures



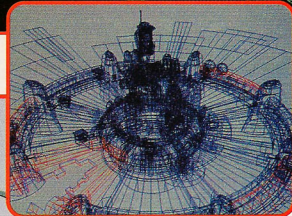
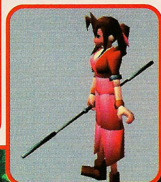
Here's just a handful of the amazing visuals you'll see in FF VII. If Square is on point with a good story, this could easily be the definitive RPG.



As you can see, this is the odds-on favorite for best graphic achievement in an RPG.



Graphics like these are the just the tip of the iceberg

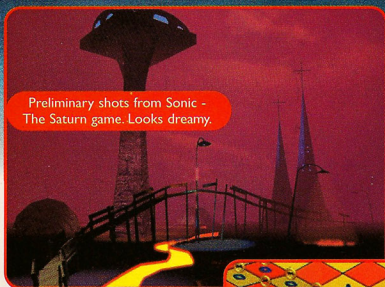


The graphic richness of the FF world will be unbelievable

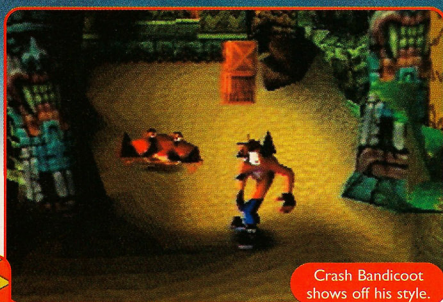


# NEWS

## CRASH VS SONIC



Preliminary shots from Sonic - The Saturn game. Looks dreamy.



Crash Bandicoot shows off his style.

**S**ony and Sega are all set to go head to head in a giant character war.

Sonic the Hedgehog is back on both Saturn and Genesis, while Crash Bandicoot is Sony's newcomer, developed by Universal Interactive.

The need for a mascot, or at least an identifiable game character has risen as the price, and average age of the people playing the machines has dropped. Sony however, sees the PlayStation as an icon in itself - Crash Bandicoot is simply an exceptional game - not a company mascot.

Crash Bandicoot owes a lot to Sonic the Hedgehog in terms of history and gameplay. This is a platform game, albeit a 3D one and like Sonic, Crash is a super-powered animal with "an attitude".

Apparently having "an attitude" is very important for video game characters.

Sonic's return is long-awaited. The Genesis game is fairly conventional Sonic-stuff and the Saturn game uses the 32 bit



The new Genesis Sonic game uses a forced 3D perspective.



machine's power to its fullest potential.

Crash Bandicoot is a visual treat. Smooth graphics make this a playable and appealing alternative to both Jumping Flash and the upcoming Super Mario 64. The usual selection of power ups and hidden items makes this nice and simple to play too.



In case you were wondering, a Bandicoot is an Australian rodent. It probably eats Vegemite sandwiches and it certainly comes from a land down under.

Little is known at this point about Sonic for Saturn and the game is quite some way off. Sonic's creator has been hard at work on another project called "Nights" which you can read about elsewhere in this section.



## RAYMAN 2: UBISOFT'S MASCOT RETURNS IN CREATIVELY TITLED SEQUEL

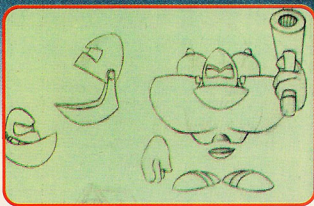


Questions about what Rayman is aside, you can't begrudge the guy this: He's darn cute, and his eponymous, 32-bit platform game was one of the most sumptuous-looking games to hit the market last year. Heck, it was even challenging to boot. Accordingly, UbiSoft has announced a sequel to *Rayman* entitled, appropriately, *Rayman 2*.

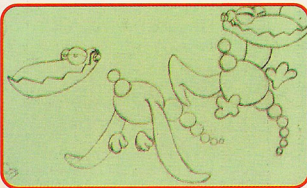
In the sequel, Rayman's planet has been beset by an invasion of robots from outer space. Naturally, being evil space robots, they want to destroy everything good in Rayman's world. Plants, trees,

mountains, music, candy; you name it, they hate it and they won't stop until they pave the world. Who can put the clamp down on this heinous plot? Only Rayman, of course.

*Rayman 2* will incorporate much more varied and complex gameplay than the



first game, and will include, but not be limited to: new abilities for Rayman himself, new worlds to explore, new enemies to bust a cap into, and new music. Wow, everything you'd expect in a sequel. Look for more on *Rayman 2* in our E3 issue and expect it to hit the stores by Christmas of this year.



## MTV'S AEON FLUX GOES DIGITAL

Connoisseurs of cool will no doubt recognize the name Aeon Flux, the super-bad female secret agent who's the star of her very own program on MTV. The brainchild of animator Peter Chung, she began as a regular feature on the sadly departed animation anthology show *Liquid Television*. Aeon's early adventures were violent, futuristic, stream-of-consciousness, dadaist spy fantasies (say that five times fast), and the ongoing

series is a bit more coherent, but still delightfully bizarre. Viacom New Media is hoping to capitalize on Aeon Flux's popularity with a 32-bit game based on her exploits.

According to sketchy early reports, the Aeon Flux game will be a fast-paced, third-person action shooter similar to games like *Loaded* and

*Project Overkill*, but with its own distinct flavor: Gamers will control the scantily clad agent as she tries her best to throw a spanner into the works of the sinister hegemony run by Trevor Goodchild. Expect *Aeon Flux: The Game* to deliver all the sci-fi weirdness of the TV series directly to your PSX and Saturn this fall.



## PRICEWAR EXPLODES

Sega's Saturn is now \$249, exactly one dollar less than the proposed pricepoint for the forthcoming Nintendo 64. This shocking news was predicted last month by Video Games, but as of April 1st, 1996 the Saturn had fifty dollars hacked from the recommended retail price. Sony has yet to make a price announcement, but that may have changed before you read this.



# 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 of Genesis, courtesy of STD Entertainment!

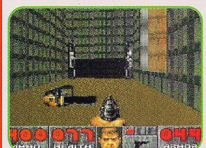
BY THE EDITORS OF TIPS & TRICKS MAGAZINE



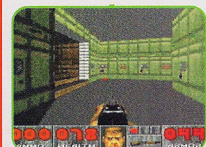
## CHAINSAW TRICK

**S**orry, but there are no cheats in the Super NES version of Doom. No stage-select, no "God mode," no free power-ups. However, there is an interesting programming "bug" involving the weapons which can be used to your advantage. First, you need to find a chainsaw. With the chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake!

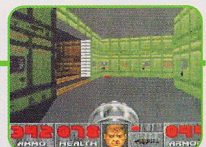
Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you're walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead," which has no plasma rifle to be found! Experiment with this sneaky trick to learn how to make it useful in different situations; it's likely to be the only Super NES Doom tip you'll ever find.



First, you need to find a chainsaw. This handy model appears in a secret room in Level 2, "Nuclear Plant".



With the chainsaw in your inventory, fire off all of the ammo in one of your weapons. When the ammo counter is at "000," fire one more shot.



Instead of downgrading to a lesser weapon in your current inventory, you'll automatically get the next best weapon; in this case, the shotgun magically changes to a chain gun!



In this example, we had a chainsaw, shotgun and chain gun. When we fired off the last bullet in the standard pistol...



...we were suddenly given a rocket launcher! This trick can have unpredictable results, but sometimes it can be a real blessing.

## 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.**  
(216) 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.**  
(909) 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**  
(909) 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)**  
(909) 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**  
(909) 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.

Be careful what you  
say to her,  
she's hiding a crossbow  
under that dress.

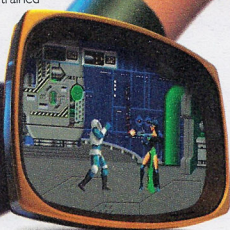


And for the few who aren't impressed,  
let's not forget Shadow's **black belt**  
in Ninjitsu, Ph.D. in computer  
science, and the two other  
X-PERTS fighting along-  
side who can do just  
as much damage.

And all three of  
these trained

government specialists are just  
waiting for you to control them...

pounding terrorists, **torturing**  
the ones who



won't cooperate, hacking Aqua's

computer system. All for the sake of National Security. And while  
you wield your X-PERTS against the bad guys, you'll be doing so with  
**motion captured SGI rendered graphics**, which means saving the  
free world will look better than ever... after all, just look how she  
turned out.



1-800-248-8128



Sega and Genesis are registered in the US Patent and Trademark Office. X-PERTS is a trademark of Sega. ©1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All Rights Reserved.

U.S.: 1-900-200-SEGA \$85/min (recorded), \$1.95/min (live) \*Must  
be 18 or have parental permission. TDD Phone required. Sega of  
America/Canada 1-900-451-5252 US\$1.25/min (recorded/live).



For more info, visit Sega's web site at <http://www.segaa.com>  
or on CompuServe at GO SEGA.



## Walk Through Walls

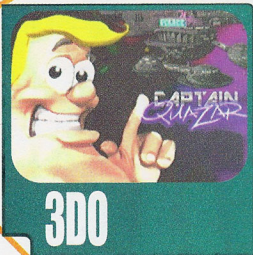
If you're a lazy monkey who doesn't have the patience to play through *Captain Quazar* without cheating, here's a shortcut: At any time during the game, press **P** to pause, then press **R, L, B, B, B, R, L, Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through! Use this cheat whenever you need it to skip through mazes or objects that are in your way.



Pause the game and press **R, L, B, B, B, R, L, Up**.

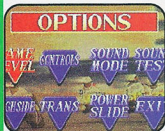


Any walls or obstacles that are nearby will temporarily disappear!

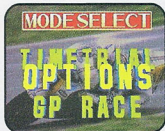


## Access All Courses

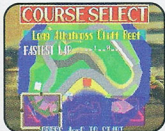
Ordinarily, *Hang-On GP* doesn't allow you to race on the longer, more difficult courses 4, 5 and 6 until you've placed on each of the first three tracks in a GP race. Here's a code that gives you immediate access to all six courses in either "GP Race" or "Time Trial" mode. First, access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously unavailable courses without having mastered the first three!



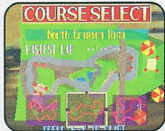
Highlight any option and exit by pressing the **B** button.



Now press **R, R, L, R, R**; you'll hear a sound to confirm the code.



This gives you access to all three "Long" courses, including Long Albatross Cliff Feet...



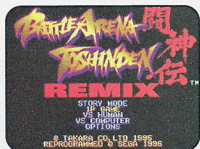
...North Crimson Wing...



...and Long New Dwells.

## Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads!



Hold **L+R** and choose any game mode.



Now you and your opponent are big-brained monstrosities!



Hey, who needs *Virtua Fighter Kids*?

## Turbo Mode

At any time during gameplay—not while the game is paused—press  $\square, \triangle, \circ, \square, \circ, \times, \square, \times, \circ, \triangle, \square, \times$ . You'll hear a woman's voice say, "Cheater!" and the words "Turbo Mode On" will appear at the top of the screen. Now the gameplay is much faster! To turn Turbo Mode off, simply enter the code again.



Press  $\square, \triangle, \circ, \square, \circ, \times, \square, \times, \circ, \triangle, \square, \times$ .



You've activated "Turbo Mode."



Zip through the corridors at super-high speed!

## Shield Recharge

Also during gameplay—not while paused—press  $\triangle, \triangle, \times, \square, \triangle, \circ, \triangle, \times, \square, \times, \triangle, \times$ . You'll hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, indicating that all damage to your shields has been repaired. Repeat this code whenever necessary to keep yourself alive.



Press  $\triangle, \triangle, \times, \square, \triangle, \circ, \triangle, \times, \square, \times, \triangle, \times$ .



Your shields have been miraculously recharged!

## Bright Display

If you're having trouble seeing in the darkness of Descent's corridors, try this code during gameplay (not while paused):  $\square, \triangle, \circ, \square, \times, \circ, \triangle, \square, \circ, \times, \triangle$ . You'll see the screen colors change dramatically, giving you a better look at your surroundings.



Press  $\square, \triangle, \circ, \square, \times, \circ, \triangle, \square, \circ, \times, \triangle$ .



You might need shades to play the game now!

## GAME GENIE CODES

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

### Earthworm Jim 2 Super NES

CBF0-7464—Infinite lives  
7B9E-54B4—Start with 9,000 bullets  
7950-770B—Start with 500% energy  
7550-770B—Start with 700% energy  
7B50-770B—Start with 900% energy

### Final Fight 3 Super NES

CBB5-5D07 + 46B5-5D67 + DDB5-5DA7 + 4BB5-5F07—Instant super energy  
3C6C-84AF—Infinite lives

### Tails Adventure Game Gear

99D-707-A2A—Start with 99 rings  
FF9-66C-08B—Flash a lot more when you get hit  
219-A06-91D + C9D-24D-2A2—Don't have to hit the ground for fly meter to be recharged

### Foreman For Real Game Gear

056-BB9-6E7—Everyone starts with very little energy  
506-BB9-6E7—Everyone starts with 3/4 energy  
153-72D-E66—Rounds are 15 minutes long  
003-4FD-E6E—Infinite round time

# WIN! The Ultimate Gaming Rig!!

OVER \$20,000<sup>00</sup> 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!

**Computer Contest.** Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

**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 going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

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

## Mystery Word Grid

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

**WORD LIST and LETTER CODE chart**

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

**MYSTERY WORD CLUE:**  
**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

## Yes!

**ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**SEND CASH, M.O., OR CHECK TO:**  
**PANDEMONIUM, P.O. BOX 26247**  
**MINNEAPOLIS, MN 55426-0247**

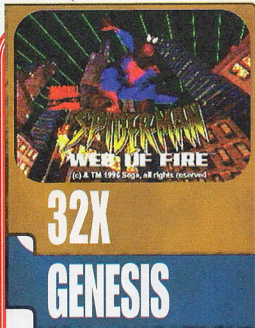
VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY Aug. 17TH, 1996 • ENTRY FEE MUST BE INCLUDED Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the U.S. its territories and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who, along with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.

CLIP AND MAIL



## Super Cheat Mode

If you thought that the best thing about *Web of Fire* was the box art, you're wrong—it also has a cool cheat mode. Unfortunately, you need a six-button controller to activate it and to use it when it's active. Here goes: When the Sega logo appears at the start of the game, press **Up, Right, Left, A, Z, Y**. You'll hear the sound of breaking glass to confirm that the code has been entered properly. Now you can access a top-secret cheat menu by pressing the **X** button at any time! The cheat menu lets you jump to any stage, see any of the game's intermissions or ending and even access a sound test. If you press the **Y** button during the game, you can see the programmers' debugging coordinates on the screen. Best of all, if you press **Z**, it will completely refill your health and web fluid and give you nine lives and nine Daredevil symbols!



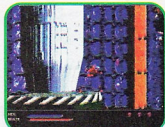
Spell "U R lazy" on the controller by pressing **Up, Right, Left, A, Z, Y**. You'll hear glass breaking.



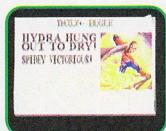
With the code in place, just press the **X** button at any time...



...to find this top-secret cheater's menu.



Use the cheat menu to warp to any stage in the game!



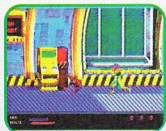
You can also see any intermission or check out the game's ending.



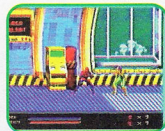
A sound test is available for the 32X audiophile



Press the **Y** button to freeze the action and see the programmers' debug coordinates.



With the cheat code in place, press the **Z** button during the game...



...to refill your health, web fluid, lives and Daredevil symbols!

## Custom Camera

The PlayStation *Toshinden* had some funky camera cheats, and most of them have been included in the Saturn *Remix* as well. To access the custom camera controls, simply press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

- L**—Rotate the playfield clockwise
- R**—Rotate the playfield counter-clockwise
- D-pad**—Pan the camera up, down, left or right
- Y**—Zoom in
- X**—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.



Press **START** to pause, then access the options menu.



Hold the **L** button, then highlight "EXIT" and press **R**



Now you can use the **L, R, X** or **Y** buttons...



...to see the characters from any angle.

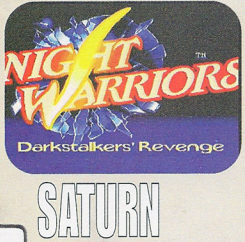


Note that if you get too close to one of the fighters...



...his or her polygons will start to disappear!

## Extra Turbo Speed



If the four-star turbo speed setting in *Night Warriors* isn't fast enough for you, try this trick: At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars for outrageously fast action!

## Secret "Appendix" Menu



Highlight "Turbo Speed" and quickly press **X, X, Right, A, Z**.



You'll find that the number of Turbo Speed settings has doubled!

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B, X, Down, A, Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic"

- *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game!
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Animation" controls the length of the fight scenes that appear in the game's demo mode. The default "Cut" setting shows battles that last for just a few moments, but the "Full" setting lets each demo run until one of the characters has been defeated.
- "BGM Test" lets you listen to the game's music.



Highlight "Configuration" and quickly press **B, X, Down, A, Y**.



The "Appendix" option will appear at the bottom of the screen.



Lots of cool new options are available for fans of the original *Darkstalkers*.



Check out the characters in their original *Darkstalkers* colors.



See the opening sequence from the original arcade game



You can even fight for five rounds instead of three!

## "Pause" Code

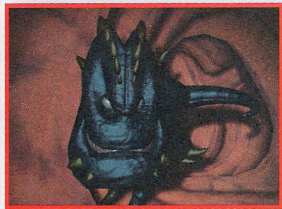
At the "Option Mode" menu, highlight "Screen Size" and quickly press **A, C, Y, Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.



Highlight "Screen Size" and quickly press **A, C, Y, Up**.

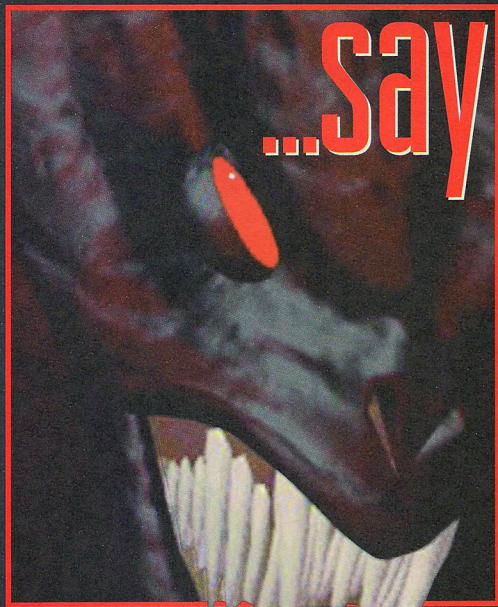


Now you can get a closer look at the characters while the game is paused.



You may be able to handle these guys, but...

...say hello to  
mama!



- Spectacular, *full-screen 3-D rendered, ray-traced animation.*
- 2 full CDs *crammed with mutant creatures and cyberspace action adventure!*
- Rocket through the *new and unique labyrinth of flying levels!*

Reach us on the World Wide Web at: [www.dataeast.com](http://www.dataeast.com) or reach us on-line at CompuServe: VID PUB A Forum (GO DATA-EAST).

Learn all the latest tricks and hidden moves! Call the Data East tipline at 1-900-454-5435 (.85 min. average)



CREATURE  
SHOCK  
SPECIAL  
EDITION

Data East USA, Inc. 1850 Little Orchard Street, San Jose, California 95125

PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. Creature Shock is a copy-right of Argonaut Software LTD licensed to Data East USA, Inc. Data East is a registered trademark of Data East USA, Inc. © 1996 All Rights Reserved. Call 1-900-771-3772 for Game Rating Information.



# TIPS & TRICKS



## Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the **○** button. A stage-select menu will appear at the top of the screen! Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game!



Hold **↶** on the D-pad, hold **SELECT** and press **○**.



Now you can choose your starting stage!



Choose "Vs Fight" for a special two-player game.



You can also check out the different endings.

## Infinite Continues



Hold **△** + **SELECT** and press **START**.



You'll get five extra continues!

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the **△** and **SELECT** buttons and press **START**. You'll get five additional continues! Repeat this code whenever you run out of credits and you'll be able to finish the game in no time at all.

## Stage Skip Stage Select!

To make your way through this challenging Super NES game without any trouble, just visit the Option menu, highlight "Exit", hold the **L** button and press **START** to return to the title screen. Next, highlight "Game Start", hold the **R** button and press **START**. With this code in place, you can skip to the end of the current stage at any time if you press and hold the **SELECT** button. To bring up a stage-select menu, just press the **START** button to pause, then hit **SELECT**.



Highlight "Exit", hold **L** and press **START**.



Then highlight "Game Start", hold **R** and press **START**.



Once you're in the game, hold **SELECT** to skip to the next stage!

Or press **START** to pause, then hit **SELECT** to find the hidden stage-select menu!



# GAME SHARK

## CODES

Codes for use with Galoob's Game Genie  
Video-Game Enhancer

### NFL Quarterback Club Saturn

F60290D0-C305 + B6002800-00000—Master code (must be entered)  
1603EC54-0000—Player 2 never scores

### Mortal Kombat II Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160BDB70-00A1—Infinite energy, Player 1  
160BDD04-0000—Opponent has no energy

### Hang-On GP Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1604BCE2-003C—Infinite time

### "D" Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1601F80A-1A60—Infinite Mirror Hints

### Twisted Metal PlayStation

801A1C00-0002—Infinite Fire Missiles  
801A1C02-0002—Infinite Freeze Missiles  
801A1C0C-0002—Infinite Catapults

### Street Fighter Alpha PlayStation

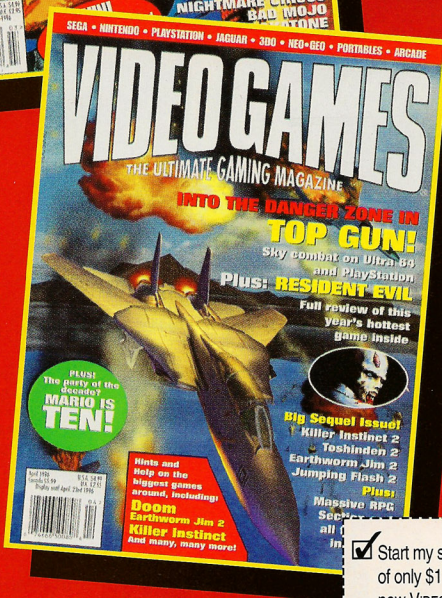
8018710C-0090—Invulnerability (Player 1)

### King's Field PlayStation

80199440-C350—Loads of Gold

### Alien Trilogy PlayStation

8009A05A-0001—Infinite Batteries



# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

**\$1.66**  
Per Copy

# FREE!

ALL NEW  
VIDEOGAMES  
baseball cap with  
your 12-issue  
subscription.

**-Only \$19.95-**



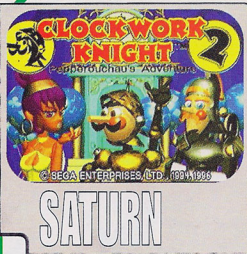
**HOT NEW GAME  
REVIEWS, PLUS  
INSIDER SECRETS!**

VIDEO GAMES, P.O. Box 575, Mt. Morris, IL 61054  
 Start my subscription to **VIDEOGAMES Magazine** at the amazing low price of only \$1.66 per copy (12 issues for \$19.95), and send my **FREE** hot new VIDEOGAMES baseball cap right away!

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City/State/Zip \_\_\_\_\_  
 Payment Enclosed  Charge My  VISA  MasterCard  
 Credit Card # \_\_\_\_\_ Exp. \_\_\_\_\_  
 Signature \_\_\_\_\_

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! Foreign add \$10 per year. Where applicable, sales tax is included in stated price. YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS.  
 OFFER EXPIRES OCTOBER 21, 1996. A66500

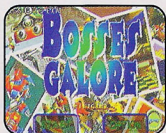
## 7 Hidden Mini-Games!



**Y**es, you read it right: *Clockwork Knight 2* has seven mini-games hidden on the spinning CD. To find them, just choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen!



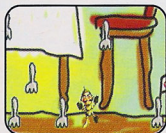
Press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**.



You'll hear a tune and the word "Minigame" will appear.



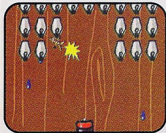
You've found the top-secret mini-game bonus menu!



"Forks!" is a funny little game for *Earthworm Jim* 2 fans.



"Jump!!" challenges your platform-jumping skills.



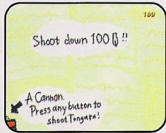
"Cannon 1!" plays like a super-fast version of *Space Invaders*!



Stick to the left side of the screen to win the "Swim!!" game.



"Jump 2!" has smaller platforms and more of those pesky mosquitoes.



"Cannon 2!" is similar to *Kaboom!*; try to score a perfect 100.



"Horsey" is a crazy driving game starring *BaroBaro!*

## 999 Lives!

**C**hoose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve!



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



The words "Player 999" will appear on the screen.



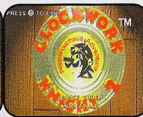
Now you have more lives than you'll ever need!

## Stage Select!

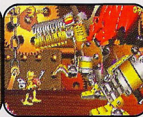
**C**hoose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear! Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.



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



The stage-select option will appear!



Start at any stage, even the final boss battle!

## See the Ending

**C**hoose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.



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



The word "Ending" will appear on the screen.



Now you can see the ending of the game!

## Secret Screens

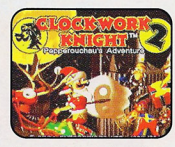
*Clockwork Knight 2* uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens!



You'll get this secret screen if you play *Clockwork Knight 2* on New Year's Day.



Load the game on Valentine's Day to see this special greeting.



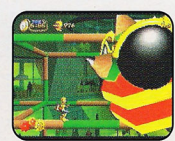
Season's Greetings from Pepperouchau and the gang!

## Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2! Here are the controller commands:  
 D-pad **Left, Right**—Move the boss left or right  
 D-Pad **Up, Down**—Move the boss closer or farther away  
**Z, C**—Move the boss up or down  
**A, B, Y, L, R**—Make boss noises  
**X**—Toggle the room light on or off  
 If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.



Quickly press **Left, Right+B+C, Right+B+C** on Controller 2 while the spotlight is on.



Now you're controlling the boss with Controller 2!

## Control the Level 2 Boss

**Y**ou can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2! Here are the controller commands:  
 D-pad **Left, Right**—Make the boss face left or right  
**A**—Make the monkey beat his chest  
**B**—Pick up Pepperouchau and slam him to the ground (if you're close enough)  
**C**—Jump into the air and land on Pepperouchau  
 Try these funky boss codes; they're fun!



Quickly press **START** on Controller 2 and hold it until the boss is finished grunting.



Now you're controlling the boss with Controller 2!

## ALIEN TRILOGY PLAYSTATION

### Level Skip

Here's a simple password trick that will allow you to start on any level of *Alien Trilogy*. Just go to the password screen and enter the password "G0LV1" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LV134.") Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LV135," you'll see the video sequence from the end of the game!



Enter a "G0LV1" password as described to start at any level.



You'll see this message to confirm the code.



Now you get to warp to the stage you chose!



Try the password "G0LV135" to see the game's ending scene!

## Power Passwords

So, the "G0LV1" cheat isn't good enough for you, eh? OK, weakling—the following list of passwords will take you to any level *plus* you'll start with maximum weapons and health. Put on your pink acid boots and blast away!

#### Level 2: Outer Complex

RGBBBBNNF7BB94BD  
CLBTLBLMCGB494BM

#### Level 3: Ammunition Dump

TQBBBNNJ3BB94BJ  
CLBTLBLMCGCM94BM

#### Level 4: Recreation Rooms

4VBBBNNW3BB94BQ  
CLBTLBLMCGC494BM

#### Level 5: Med Lab

97BJLBBZWBB94BX  
QVBTBLMCGDM94BM

#### Level 6: Ammunition Dump 2

?BBJLBBZWLBB94BX  
QVBTBLMCGD494BM

#### Level 7: Garage

?BBJLBBZWBB94BZ  
QVBTBLMCGFM94BM

#### Level 8: Ammunition Dump 3

BZBI LBBZZ3BB94B9  
QVBTBLMCGF494BM

#### Level 9: Atmosphere Processor

DBBI LBBZ1VBB94CB  
QVBTBLMCGGM94BM

#### Level 10: Security Catwalks

4B BBBNN4LBB9VWV  
QVBTBLMCGG494BM

#### Level 11: Atmosphere Basement

47BQVBBN2BB94BN  
QVBTBLMCGHM94BM

#### Level 12: Queen's Lair

5GBQVBBN3BB94BO  
QVBTBLMCGH494BM

#### Level 13: Living Quarters

QVBBBNN8VBBZHGB  
QVBTBLMCGJH94BM

#### Level 14: Canteen

77BQVBBN7BB94B9  
QVBTBLMCGJ094BM

#### Level 15: Meeting Tower

9GBQVBBN9VBB94CB  
QVBTBLMCGKM94BM

#### Level 16: Leadworks

?BBQVBBN7VBB94CB  
QVBTBLMCGK494BM

#### Level 17: Tunnels and Ducts 1

BVB7VBFGBBB94CQ  
QVBTBLMCGLM94BM

#### Level 18: Mining and Smelting

CQB7VBFGLTBB94CS  
QVBTBLMCGL494BM

#### Level 19: Furnace Controls

C7B7VBFVZBB94CZ  
QVBTBLMCGMM94BM

#### Level 20: Tunnels and Ducts 2

DLB7VBFVZBB94C7  
QVBTBLMCGM494BM

#### Level 21: Lead Mould

FLB7VBFVYBB94C9  
QVBTBLMCGNM94BM

#### Level 22: Queen's Lair

KGB7VBFGT3BB94DB  
QVBTBLMCGNO94BM

#### Level 23: Tunnels

LBB7VBFV3BB94DB  
QVBTBLMCGPH94BM

#### Level 24: Pilot's Chambers 1

WQB7VBFV5LBB94DB  
QVBTBLMCGP094BM

#### Level 25: Canyons and Catacombs

XZB7VBFVGFZBB94DB  
QVBTBLMCGQM94BM

#### Level 26: Pilot's Chambers 2

XZB7VBFV63BB94DB  
QVBTBLMCGQ094BM

#### Level 27: Secrets

Y7B7VBFVHGBB94DB  
QVBTBLMCGRM94BM

#### Level 28: Inorganics 1

I3B7VBFVGBZBB94DG  
QVBTBLMCGR094BM

#### Level 29: Pilot's Chambers 3

SVBQVBFVJGBB9VWV  
QVBTBLMCGSC94BM

#### Level 30: Droplifts

4ZB7VBFVHVB94DX  
QVBTBLMCGSO94BM

#### Level 31: Inorganics 2

6GBQVBFV93BB91V5  
QVBTBLMCGTH94BM

#### Level 32: Pilot's Chambers 4

6ZB7VBFVMLBB94D9  
QVBTBLMCGT094BM

#### Level 33: Egg Chambers

6ZB7VBFVWQBB94D9  
QVBTBLMCGVM94BM

#### Level 34: Pilot's Chambers 5

9BB7VBFVZGBB94FB  
QVBTBLMCGV494BM

#### Level 35: Queen's Lair

97B7VBFV0GBB94FB  
QVBTBLMCGWM94BM

#### End Cinema

?GB7VBFVGRBB94FB  
QVBTBLML-  
CGW094BM



Enter the passwords exactly as shown.



You'll start at your favorite stage with maximum weapons and health.

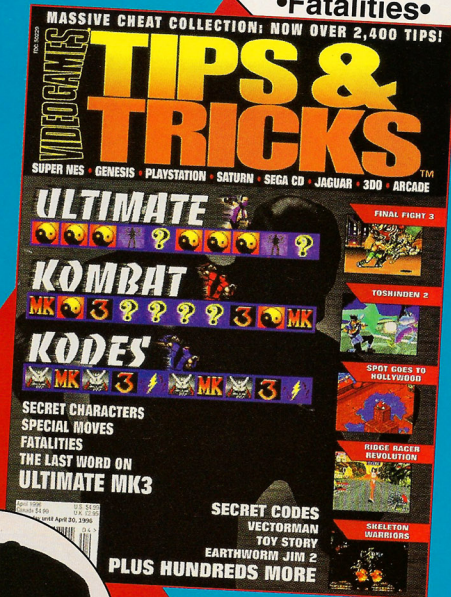


# EXCELLENT!

Every month you'll get over 2,000  
cheats, secrets and hidden  
moves from the video-  
game pros!

- Moves •
- Cheats •

- Codes •
- Fatalities •



# FREE!



TIPS & TRICKS  
baseball cap with each  
paid subscription!

Only  
**\$1.66**  
per copy.

12  
issues  
only  
**\$19.95!**

Start my 12-issue **TIPS & TRICKS** subscription for only \$19.95, and send my **FREE** baseball cap!

Tips & Tricks, P.O. Box 469070, Escondido, CA 92046

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Payment Enclosed  Charge My  VISA  MasterCard

Credit Card # \_\_\_\_\_ Exp. \_\_\_\_\_

Signature \_\_\_\_\_

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! Foreign add \$10 per year. YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS. Where applicable, sales tax is included in stated price.

OFFER EXPIRES OCTOBER 21, 1996

TAVG66

# PC ZONE

BY JOHN PATTERSON

## PREVIEWS . . .

### Trouble and Strife

If you've played *Doom* until you're bleary-eyed and your CD-ROM drive's begging for mercy, if you're bored of waiting for id to release *Quake*, then it's probably time for you to check out *Strife*, a new twist on the *Doom* engine from Velocity. Written using the enhanced id 3-D engine, *Strife* adds a couple of new dimensions to



the first-person shooter game. For a start, *Strife* has a real storyline, strong plot elements, and a variety of different paths and endings, each depending on the decisions you make throughout the game. You will join the Movement in their fight to overthrow the tyrannical Order, the evil rulers of the universe (it ain't pretty, folks...). The game unfolds within a virtual world of over 200 square miles and 28 different levels of gameplay, each representing various states of technological development, from medieval times to a futuristic alien spaceship. Superimposed over the essentially *Doom*-like, shooter elements is the information-gathering narrative



structure of an RPG. You'll interact with members of the Movement to pick up keys, clues and weapons; you'll encounter vicious, venal and ultra-destructive adversaries, including the Entity, which thrives on violence, bloodshed and destruction. Weapons include a flamethrower, a grenade launcher, a crossbow, a micro missile launcher, and sundry other weapons of mass destruction. With non-linear plotlines, complete dialogue interface with every character, sumptuous graphics, a fully interactive environment of vast cities and legions of mechanical enemies, up to 100 hours of blood-drenched gameplay and the capacity for network and modem play for up to eight players, *Strife* promises to bolster a genre that has started to flag a little lately.

Demo versions of *Strife* can be downloaded from Velocity's website at <http://www.velocitygames.com>. For more information, call 800.VLOCITY.

### Confined to Barrack

A tiny little company called Ambrosia has spent the last couple of years dreaming up simple and brilliant shareware games for the Mac. The best of these so far has been *Apeiron*, which had its hooks in me big-time for several months last year. Now, Ambrosia brings us the almost criminally addictive *Barrack*. Just like *Apeiron*, *Barrack*'s gameplay is the very definition of simplicity: A number of balls, from two upwards, appear on your screen, and your job is to use your



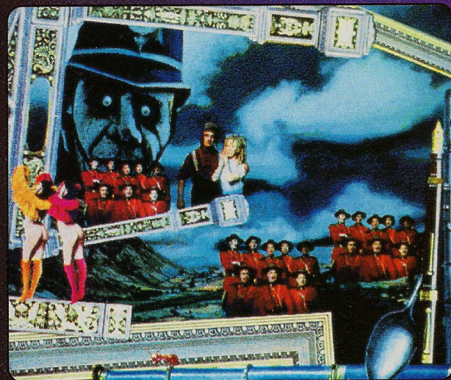
"barrier gun" to isolate each ball in a separate area, by dividing the screen into sections. Then you need to start reducing the screen area to 20 percent or less of its original size, taking care to prevent the balls from hitting your barriers as they cut across the screen. Bonus points are awarded for isolating as many balls as possible,

and for each percentage point over 80. On the way, you can pick up power, speed and lives. Also available is a multiplier, which appears from time to time to double or quadruple your score. The bitch about that is that it can also halve it, and as it does so, the soundtrack gives you a nauseatingly smug "tee-hee." After this happened a few times to me, I nearly mutated into a mad freeway sniper or a psychotic postal worker. *Barrack* also features one of Ambrosia's most endearing qualities, superb little soundbites, each linked to certain event in the game; yoo-hoos, tee-hees, and "you disgust me!" when you get knocked out early with an especially crappy low score. And there's also a vicious sharkfin called Bosco, who starts to appear after about ten levels, backed by a Jaws-y signature tune. Stay away from this guy. Ambrosia's nickname for games like *Barrack* is "anti-productivity software." Yeah, we know, we know.

For more information, call Ambrosia at (716) 427-2577

## Monty Python, Siphoned...

Hard on the heels of last year's well-received *Monty Python's Complete Waste of Time* comes the CD-ROM adaptation of the legendary British comedy troupe's best and funniest film, *Monty Python and the Holy Grail*. The Pythons have partially reunited to add new material to the game (The no-shows are John Cleese and the late, lamented Graham Chapman, who played Arthur himself in the movie). So, it's your job to find the Grail, as you pass through an assortment of logic- and strategy-based puzzles and games, with clues secreted throughout a bewildering number of pythonized medieval scenarios. Those who fight their way through the game's various scenarios will be rewarded with a peek at "King Brian the Wild," a scene from the original script which was never used and which has never been seen before. The game contains a motherlode of original animation, also never seen before. But you don't have to play the game to enjoy the clips from the original movie. Check out the sex-starved ladies of Castle Anthrax, play Spank the Virgin, and see the Black Knight stage a limb-by-limb



retreat from bodily wholeness, as you carve the truculent bastard into his constituent elements ("Pah! 'Tis but a flesh-wound!" he scoffs after the subtraction of one of his arms). In addition, you can play new arcade games such as Drop Dead, Catch the Cow and Burn the Witch ("Build a bridge out of 'er!!!"). There's loads of Terry Gilliam's brilliantly schizoid and loopy animation and new voice material performed by Gilliam, Eric Idle, Michael Palin and Terry Jones. As a recovering Python Quoter, I can't resist the temptation to share with you my own favorite line from the movie, from the foul mouth of the taunting Frenchman: "I wave my private parts at you, you sons of a second-hand electric donkey-bottom biter!" In 21 years, I've never been able to envisage a "donkey-bottom biter," but it always makes me laugh.

For more information, call 7th Level at (214) 498-8100

## Time Bandit

Activision isn't happy merely to bring us a superlative action/adventure game; it's decided that the mechanics and engine for its latest game should also be eye-popping and mind-blowing. *Time Commando* has the gamer taking on the role of a futuristic computer repairman who's been somehow sucked into a computer-generated time warp by some powerful and terrible virus. You'll need to kick the butts of nearly 100 historical opponents, master 50 different weapons (coz there ain't gonna be any rocket-launchers lying around when you have to plug a dinosaur), while negotiating your way through nine historic eras in 18 levels. Among the time periods will be the Prehistoric Age, ancient Rome, Feudal Japan, the America of the Conquistadors, the Wild West, 20th-century battlefields, the far future and the innards of the computer itself. In each of these historical arenas, players must take on opponents representative of their eras, with weapons of the period. As you get nearer the present day, the opponents become steadily more fearsome, and so



## PC ZONE

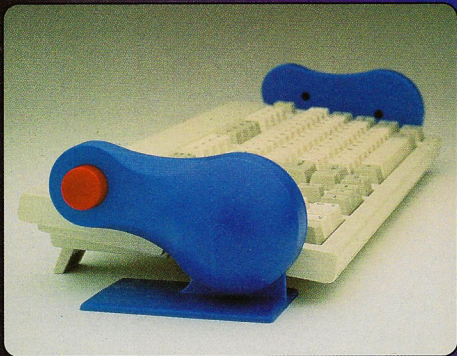
on. On the aforementioned technical side, *Time Commando* is one of the first games to use a roving camera to give a third-person, over-the-shoulder view for hugely realistic gameplay. Also, *Time Commando* showcases a new engine technique called "angular in-betweening," which interpolates frames of animation in order to calculate characters' movements more realistically. You've also got your high polygon-count characters with full texture-mapping and an optimized frame-rate to deliver top of the line smooth-chaining animation. Look for it this month.

For more information, call Activision at (310) 473-9200.

## PERIPHERALS . . .

### Tilt!

With all the PC pinball simulators currently on the home PC-gaming market, it's a surprise to realize that no one has yet dreamed up the idea of a home flipper controller. Thrustmaster comes to the rescue, however, with its simple but obvious Wizzard Pinball Controller, which consists of two flipper controls which attach to either side of a player's keyboard. Each control features dual-stage buttons which activate the upper and lower flippers independently in supported titles. The Wizzard also features easy plug-'n'-play installation and a custom-designed optical potentiometer that senses table-nudging and relays that information to the software. And if he hits the controls too hard, the player will tilt. So, no more relying



on the Ctrl and Shift keys; realism is on the way. Also included in the package is the classic pinball sim *Royal Flush*, with its original table design, sounds, and both stationary and scrolling playfields. Prepare to have your wrists seize up!

For more information, call ThrustMaster at (503) 639-3200.

### Good Vibrations...

If you're looking for a state-of-the-art pilot's chair to enhance the realism of your favorite flight sim, then you really want to talk to the folks at ThunderSeat (a splendid name, *n'est-ce pas?*). The



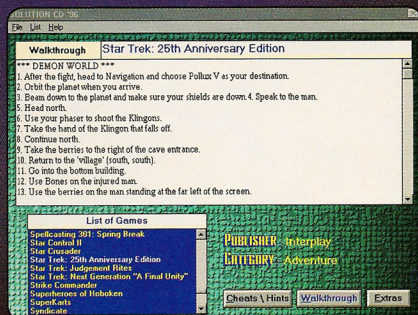
ThunderSeat Ace is affordably priced (\$159.95), but has been built to the same exacting standards as the military sim-seats that ThunderSeat has been designing and constructing for its Pentagon customers for years now. It has a comfortable, contoured shape and a jet-like, reclining seating position. Simply plug it into your favorite soundcard. A subwoofer built into the base of the 'Seat is coupled to the wave-chamber inside the hollow chair. As the diaphragm of the speaker expands, it compresses the air inside the ThunderSeat, generating vibrations in the tuned resonant panels, and turns the whole seat into a speaker! Feel the recoil of your guns; understand how it feels to have your craft strafed with bullets. It's not limited to flight sims, either; it'll add a whole new sensory aspect to driving sims like *NASCAR Racing* and *Indy Car*, and *Doom* will never be the same again. You can upgrade it too, with accessories like ThunderSeat's retractable Keyboard Holder, ThunderFlight Rudders, Side Consoles (seen here) for cockpit-like placement of your joystick and mouse. The ThunderSeat has garnered plaudits from professionals in all areas of the Air Force and from gaming experts nationwide. And if it's good enough for them, it's gotta be good news for your butt!

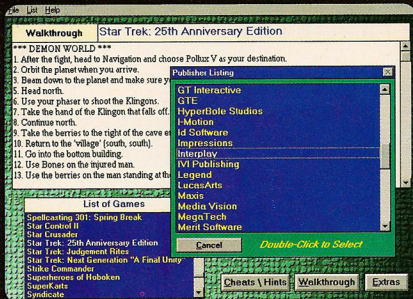
For more information, call ThunderSeat at (800) 8-THUNDER

## PUBLICATIONS

### Your Cheatin' Heart...

Cheats, clues, tips, tricks, infinite power-ups, infinite lives and everything the gamer could possibly desire for over 200 of the most popular PC games can be yours for the asking, thanks to the 1996 version of Microforum's *Solution CD*. From *Alone in the Dark* to





*Zephyr*, from *BlackThorne* to *Virtual Pool*, and from *Civilization* to *Quarantine*, *Solution CD* will take you through, show you strategies, let you in on cheat codes, and generally enable you to kick monumental booty in no end of tight gaming situations. With a friendly Windows interface, a search engine for quick access by publisher or category, *Solution CD* also has a Hex editor to manipulate game environments, and even offers an overview of gaming and graphic concepts for most games, a feature which incidentally helps you get an idea of games you may be planning to purchase. A feast of stuff, in short, but remember, children, cheaters only cheat themselves.

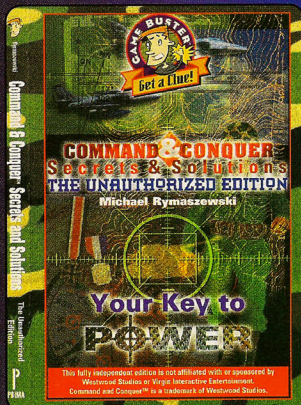
For more information, call Microforum at (416) 656-6406.

## Cheat and Conquer

Hot off the press is *Command and Conquer Secrets and Solutions: The Unauthorized Edition* by Michael Rymaszewski, which will enable players to engineer their ascent to military genius and glory through

special maneuvers and superior battle tactics. The guide will help you in any number of ways, including the best ways to harvest large amounts of Tiberium; how to maximize the impact of cannons, fighter craft and other weapons; how to increase

the strategic and tactical usefulness of detailed battle maps and mission briefings. Also available are a number of dirty tricks to unravel enemy assaults, the cheats that will help you dominate network play and even one super-secret tactic that will render computer-based opponents powerless. Because, you see, conquering your enemies isn't enough; they need to be utterly

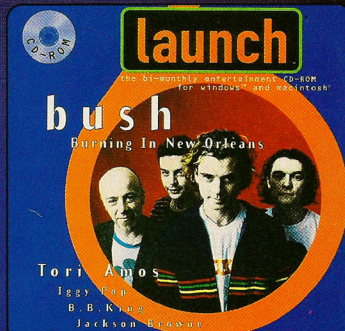


annihilated, and this is your Black Book. Use it well.

For more information, call Prima Publishing at (916) 632-4400

## ROM-'Zine

The latest—and one of the best—in the flood of alternative music and pop culture magazines on CD-ROM is *Launch*. Currently preparing to ship issue number six, *Launch* is a bi-monthly disc that seeks to net that culturally-literate, trend-setting, 18-34 youth demographic with a tasty combination of new music, movies, animation and a solid dose of up-to-the-minute interactive gaming and entertainment. Chock-a-block with interviews with musicians, animators and movie stars, performances, movie sneak previews, game demos and the like, the interface accesses all areas with the minimum of hassle and bother. Past issues have featured Smashing Pumpkins, Tori Amos, Bush, Blind Melon and the rather legendary Edwyn Collins.



Game demos in past issues have included *Hexen*, *Heretic* and others. We like what we see.

For more information, call *Launch* at (310) 260-7786.

## Top 20 IBM PC Games (MS-DOS, Windows)

1. *Wing Commander IV* by Electronic Arts
2. *Myst* by Broderbund
3. *Warcraft II: Tides of Darkness* by Davidson
4. *Doom II* by GT Interactive
5. *Microsoft Flight Simulator* by Microsoft
6. *Ultimate Doom: Thy Flesh Consumed* by GT Interactive
7. *Mechwarrior II* by Activision
8. *Star Wars Rebel Assault II* by LucasArts
9. *Hexen* by GT Interactive
10. *NBA Live* by Electronic Arts
11. *Sim City 2000 Collection* by Maxis
12. *Command & Conquer* by Virgin
13. *Gabriel Knight 2: Beast Within* by Sierra Online
14. *Need for Speed* by Electronic Arts
15. *NASCAR Racing* by Papyrus
16. *11th Hour* by Virgin
17. *You Don't Know Jack* by Berkeley
18. *Mortal Kombat 3* by GT Interactive
19. *Monopoly Multimedia* by Virgin
20. *Phantasmagoria* by Sierra On-Line

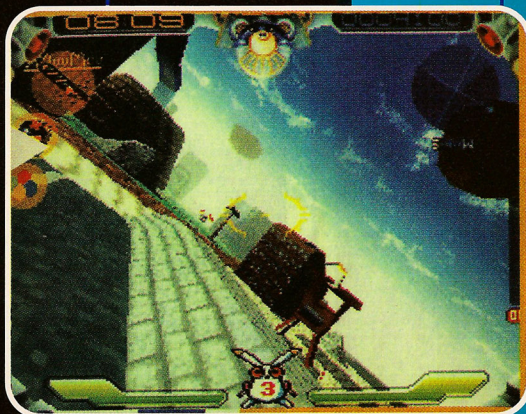
First Look

PlayStation

# Jumping Flash 2



Oh-my-gosh! The fiendish Baron Aloha is back, and this time he's more powerful than before, but things may have changed a little since his last appearance....



# DIE TRILOGY HARD



**VIDEO GAMES**  
THE ULTIMATE GAMING MAGAZINE



**K**

**ILLER**



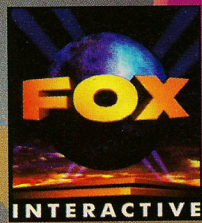


# KILLER INSTINCT 2



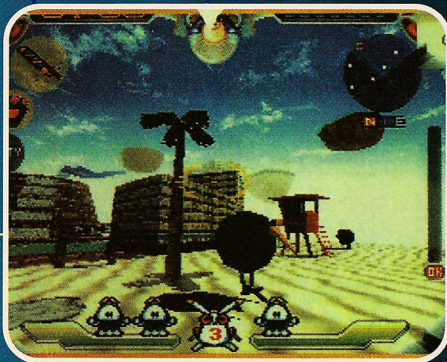
KILLER INSTINCT 2™ is a Trademark  
of Nintendo of America Inc. 1996

**VIDEO GAMES**  
THE ULTIMATE GAMING MAGAZINE

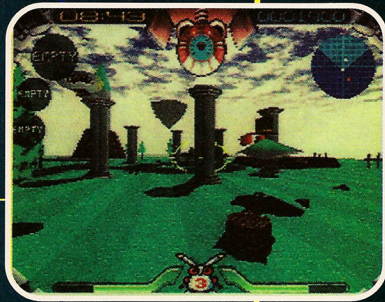




**1-2 Player 3D Platform Game**  
**Developed by Exact**  
**Published by Sony**  
**Available Fall 1996**



Improved graphics, smoother backgrounds—yeeha!



**I**t's no secret that *Jumping Flash* was one of our favorite games of last year. Actually, one of our favorite games of all time. Imagine our delight when our pals at Sony called up and said they were considering releasing the sequel over here. We were stoked! The sequel is somewhat mysteriously entitled *Jumping Flash 2: Save Baron Aloha*. Presumably, Baron Aloha, the twisted fiend from the first game, is in some kind of trouble.

Now this is where we get confused. The Baron is supposed to be a bad guy, so why are you, a notoriously kind and sensitive robo-rabbit, out to save him? OK, so some of the plot details are sketchy at the moment, but the classic gameplay is intact. *Jumping Flash 2* looks like being just as enjoyable, and a whole lot bigger than its predecessor.

If you have played the first game, then you'll know what to expect, but for *Jumping Flash* virgins, here's a little run-down of the physics. Your robot-rabbit can perform a three-stage jump.

The higher he goes, the further he can "drift." This allows you to reach those seemingly inaccessible platforms and goodies that the game revolves around. Although the new game is a little way from completion, there are a lot of new treats to spark your interest.

The graphics have been cleaned up and generally improved. The always smooth scrolling is now even smoother and the impossibly colorful graphics are (impossibly) more colorful. The music is even wackier than before and the gameplay (thankfully) remains intact.

A two-player mode is included and a link facility has been suggested, allowing to players to compete in an arena, sort of like *Joust*. As with the first game, the graphical appearance of the game varies, depending on which location you're in. New locales include ancient Japan, a soaring city and lots of water!

New weapons and power-ups have been added to the fray. These allow our hero to perform even more dangerous stunts. So, all we need is a release date, which Sony won't commit to yet. Which sucks, because this is one of the more exciting releases of the year. Write to 'em, and demand they release it.

First Look

Arcade

# Virtua Fighter 3



Do you like the look of these cool, rendered intros? Well, surprise, surprise...these are game shots.



*Virtua*  
**Fighter 3**

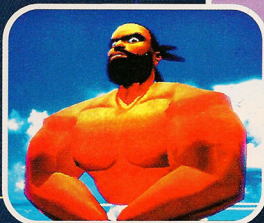


**1-2 Players Fighting Game**  
**Developed by AM2**

**Published by Sega**  
**Available Fall 1996**



The best arcade game  
ever made?



**Y**u Suzuki has been a very, very busy boy. Since the early days of *Space Harrier* and *Hang On*, he has been Sega's leading light when it comes to arcade development. Perhaps his most important games to date have been *Virtua Fighter* and *VF2*. *Virtua Fighter* has never really been huge here in the US, but in Japan, they just can't get enough of it. Sega has just unveiled the first look at *Virtua Fighter 3* and the good news for Sega fans is that it puts almost every other arcade game to shame. As a matter of fact, the gameplay sequences look like high-quality rendered intros rather than live action fighting. Graphics just don't get much better than this.

Running at an awesome (and completely convincing) 60 frames per second, *Virtua Fighter 3* has the most lifelike characters ever seen in a game. Yu Suzuki apparently has a five-stage plan. This is stage three. Stage five is planned to look like film footage rather than graphics. He's almost

there now. If the graphic appeal of the game wasn't enough, the third game in the series promises to offer even more addictive and enjoyable fighting action. Yu Suzuki takes his martial arts very seriously and each character is modeled on an expert in a real fighting style.

The results are among the most impressive displays of motion-capture ever seen. These characters move and look exactly like real human beings, albeit a bit shinier. Yu has added a couple of new characters, but not enough to make this a completely new game. Rather, he has endeavored to hone and perfect the mechanics and characters used in *VF2*.

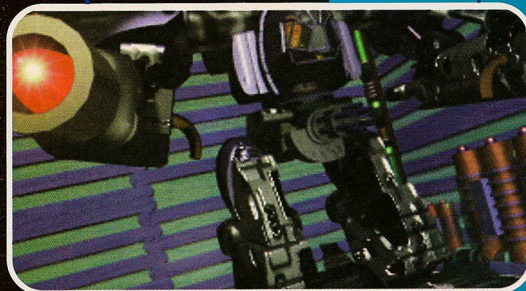
The results of all this hard labor and intensive research have to be seen to be believed. When this game was unveiled (and at a very early stage) to a Japanese arcade convention, the crowd gasped in awe and astonishment. They got to watch a series of early demos (from which these shots are taken) and went away breathless.

The bad news is of course that a Saturn conversion could never hope to look anything like as good as this. The problem with setting yourself such high standards—they're nearly impossible to beat. Look forward to more news on this amazing arcade machine soon.

First Look

PlayStation

# ARMED





**1 Player Shooter Game**  
**Developed by Interplay**  
**Published by Interplay**  
**Available September 1996**



Not what you'd expect from a side-scrolling shooter, is it?



**Y**ou play Vic, a member of a crack commando (or special forces unit—they're pretty much interchangeable) team assigned to kill aliens. To help you complete this mission, you've been equipped with lotsa firepower. You should be very excited up until this point. That is, until you find out it's a side-scrolling shoot-'em-up.

Don't fret, folks. This is Interplay we're talkin' about. They gave us *Loaded* and practically reinvented the first-person shooter with the excellent *Descent*. So, take a look at these tasty screen shots and start lickin' your chops, because this is one shooter that Interplay says is going to kick butt. Judging from its track record, I'd say that's a fairly reliable statement.

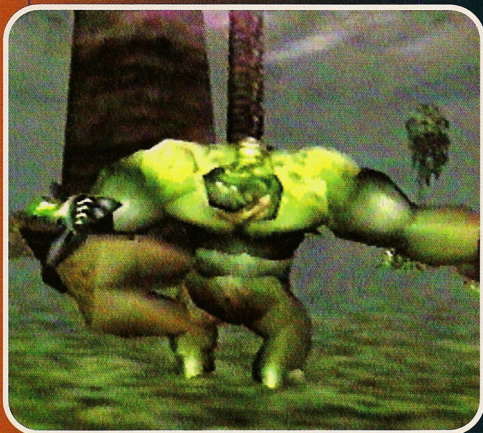
What *Armed* has is some incredible graphics, vats of blood and guts, and some beautiful 3-D levels to explore.

Development is still in the very early stages, but what we do know is that heavy artillery reigns supreme in this carnage-filled game. Apparently, *Loaded* wasn't enough for these violence-mongers. Now, I'm not the brightest bulb on the tree, but even I can tell you that these shots couldn't possibly be part of the gameplay. These must just be the cinematic filler which connects one explosion of violence with another, but they sure look nice. There must be a lot of this stuff too, because *Armed* has 12 huge, maze-like levels for you to hose down. Each one gets increasingly harder, until finally you must do battle with your most formidable opponent, an ex-compadre of yours who has turned traitor.

*Armed* has what appears to be all you're looking for in a shooter: We've got aliens, big guns and betrayal. On top of that, we've got Interplay, which is as good a seal of quality as any you'll find. Look for *Armed* in upcoming issues before its release in September.

First Look Nintendo 64

# TUROK: Dinosaur Hunter



**A**n Indian hunting dinosaurs? It sounds absurd, but it's the basis for one of the weirdest comic books on the stands today. *Turok: Dinosaur Hunter* is published by Acclaim Comics and it will soon be making its game debut on the Ultra 64.

Turok lives in a dangerous yet idyllic place called the Lost Valley. It's inhabited by a plethora of vicious dinosaurs and it stands to be destroyed if the Campaigner, an evil genius obsessed with controlling time, gets his way. He has created a device called the Chronoscepter which, unknown to him, has the ability to destroy the time-stream. When Turok gets wind of the Campaigner's plan, he begins his journey through the Lost Valley to stop him.

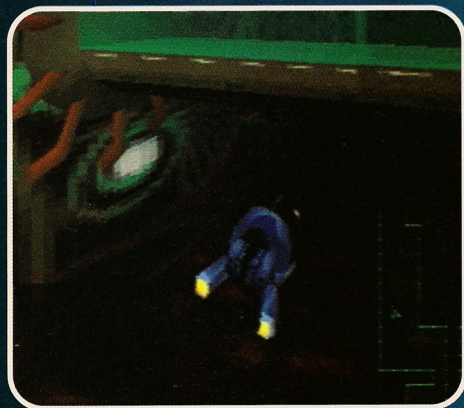
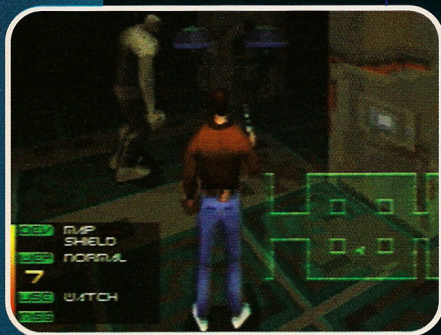
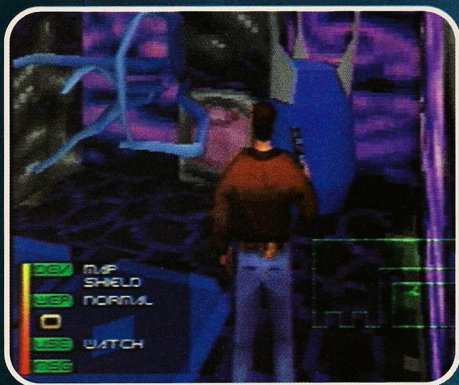
*Turok: Dinosaur Hunter* is a first-person action-adventure which takes advantage of the NU 64's amazing graphics technology. All of the humanoids in the game are motion-captured and all the dinosaurs and environments are computer-rendered. Much like *Doom*, there are a variety of levels in the game, as well as a huge selection of weapons for Turok to use.



**1 Player Action Game**  
**Developed by Acclaim**  
**Published by Acclaim**  
**Available Fall 1996**



# First Look PlayStation Fade to Black



**Y**ou hear a sound and you turn to see who, or what, is behind you. Straining to see through the darkness, you spy something shiny; it's too late; something heavy strikes you in the side of the head. You catch a glimpse of an alien closing in as you fade to black....

Actually, that has nothing to do with the game, but it sounded cool. *Fade To Black* is a new game from the makers of *Flashback*, one of the best 16-bit games ever. You play Conrad, the protagonist from the former title, recently woken from a cryogenic sleep to discover that the Morphs, the aliens from *Flashback*, have taken over the galaxy. They want to enslave the humans next, so it's up to you to stop them.

*Fade To Black* has six enormous levels, each containing endless sub-levels and dangers. In a cross between *Resident Evil* and *Die Hard* (part one of the *Trilogy* game), roam throughout these levels, offing Morphs and restoring peace. A vast array of player animations allow you to do things like duck under fire and peek around corners. Add tons of cinematic sequences and you've got one of the most anticipated titles of the year.

**1 Player Platform/Adventure Game**  
**Developed by Delphine Soft**  
**Published by Electronic Arts**  
**Available Summer 1996**





# First Look SNES MOHAWK & Headphone Jack



**E**verybody knows that kids all across the nation go crazy for that wacky rock 'n' roll stuff, and the young 'uns especially love it when rock is coupled with cute little video-game blobs, as is the case in *Mohawk and Headphone Jack*.

Mohawk and his pal Headphone Jack are members of a race of creatures called Morfs, organisms who can change their shape at will. Their normally lazy and fun lives are disrupted when "the man" puts the screw into them. General Headslot and his robot armies want to shut down the happy-go-lucky Morfs forever, and Mohawk and Headphone Jack see it as their duty to save the world for future party animals.

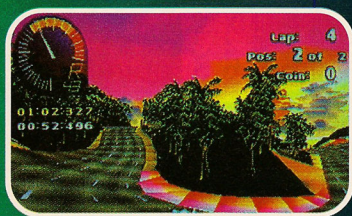
The game is quite similar to many platform classics, including the *Sonic the Hedgehog* series. The world the Morphs live in is a low-gravity, 360-degree carnival, so the screen is constantly shifting, inducing strangely pleasurable feeling of vertigo in players. The Morfs can, with the aid of certain power-ups, change their shape into various vehicles and creatures, as well as use their bodies as lethal weapons.



**1 or 2 Player Platform/Adventure Game**  
**Developed by Solid Software/Studio E**  
**Published by THQ**  
**Available Spring 1996**

# First Look PlayStation

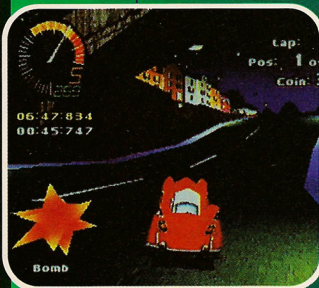
# MOTOR TOON



**F**unny one this. *Motor Toon GP* was never released in the US, largely because the Japanese felt it would be too young and cute for the more sophisticated U.S. market, or something. Anyway, since the first game wasn't released, Sony will now have a tricky job releasing the sequel. *Motor Toon GP 2* must be released at all costs and Sony must make up its mind.

Ranting and raving aside for the moment, *Motor Toon GP 2* is a faster, smoother and more detailed outing than the first game. All your favorite characters have returned and there are now more characters and cars to choose from.

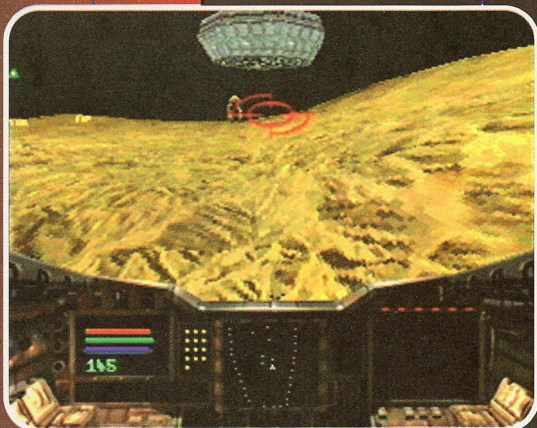
The graphics have also changed pretty dramatically. Gone are the dull, Gouraud-shaded polygons, and instead there are brightly colored and fully texture-mapped backgrounds. New power-ups, completely different tracks and an assortment of hidden surprises complete the round up. This looks like the most enjoyable racing game of the year.



**1-2 Player Driving Game**  
**Developed by Sony**  
**Published by Sony**  
**Available Fall 1996**

First Look Saturn

# Shockwave Assault



**S**hockwave Assault, the thwart-the-alien-invasion-of-Earth-so-we-can-all-sleep-better shooter from EA, has been seen on two platforms and spawned a seemingly endless (actually, there are only about three) line of sequels. Now, all you Saturn owners can give it a whirl.

Originally appearing on 3DO, Shockwave was a cool little number that had you blasting spindly alien machines while watching a cast of Hollywood wannabes during the FMV scenes. A fun romp. On the Saturn, the game has changed little in the way of gameplay. It's the same game as on the 3DO, but has faster, smoother-scrolling graphics and some cleaner FMV.

A little ancient, as far as gaming technology goes, Shockwave seems to make no attempt to utilize much of the Saturn's abilities. From this first look, it looks like little more than a quick port to the Saturn to try to find someone who hasn't already played this game. It remains to be seen if this old girl has enough life left in her to wow the kids one more time.

**1 Player 3D Shooter Game**  
**Developed by Electronic Arts**  
**Published by Electronic Arts**  
**Available June 1996**



First Look

PlayStation

# Disruptor



Many different enemies lie in wait for you. Luckily, you're armed to the teeth with nasty weapons of mass destruction that even Arnie would be envious of.





**1 Player Shooter Game**  
**Developed by Universal Interactive**  
**Published by Universal Interactive**  
**Available Winter 1996**



In *Disruptor*, you can paint with all the colors of the wind.



**A** long time ago, in a galaxy far, far away....

At least that's what it sounds like. *Disruptor* is a first person shooter that has you trying to save the universe. Take on the persona of a Light Stormer (Storm Trooper?), the most elite fighting force (rebellion?) in the galaxy. You have a job, and that is to destroy the tyrannical new government, the NSG, or New Solar Government (Empire!). Guess what. You not only come equipped with the latest in the galaxy's high-tech weaponry, you also have neural implants that give you psionic capabilities. Now, for those of you with a limited vocab, psionics are mental powers, like telekinesis. They resemble, say, the Force, and can really mess up your enemies.... "These aren't the 'droids looking for...."

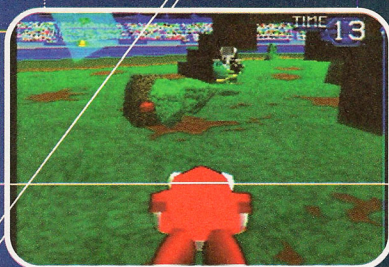
OK, so the concept isn't exactly original. You could do a

lot worse than to rip off the greatest space opera in movie history. In fact, it's familiar stories like this which bring a fair amount of comfort to those of you out there who believe that *Star Wars* is the end-all-be-all of existence. It's pretty cool for everyone else, too. *Disruptor* takes a familiar storyline, adds a familiar game format and creates what looks to be quite an extraordinary title. Tear your way through 14 different environments strewn across the galaxy's colonized systems. Each world is SGI-modeled and distinct. What's more, you'll encounter over 20 different enemies, along with stage bosses that each utilize their own weapons and fighting techniques in an attempt to thwart your progress. In your arsenal are more than ten weapons and five psionic abilities. *Disruptor* looks as though it may be the next *Doom*. Keep an eye out for this title.

# First Look

# PSX / Saturn

# Robo Pit



**L**et's just admit it, shall we? Robots are best when they're beating each other into senseless puddles of scrap metal and oil. Right? Am I right? Of course I am, and like a blessing from above THQ is publishing *Robo Pit*, a whimsical robot war simulator. Oh yes!

Fans of the early PlayStation title *Jumping Flash* will feel a little nostalgic when they see how *Robo Pit* is set up. Basically, you control a cute little death machine from a slightly behind-the-back perspective as he wanders around a playing field looking for another robot to open up a can of whoopass on. Not only does your 'bot have personal weapons at its disposal, it can also use landscape features like rocks and trees to defend itself.

One of *Robo Pit*'s most attractive features is its customize option, which allows you to make a robot according to your own mad plan. Do visions of inscrutable behemoths with motorcycle wheels for transport and two cannons for arms dance through your head? It can be built, my friend, as can legions of other 'bots.

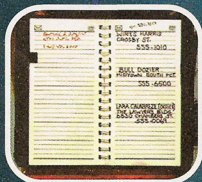


**1 Player Action Game**  
**Developed by Altron**  
**Published by THQ**  
**Available July 1996**



# First Look 3DO

# Snow Job

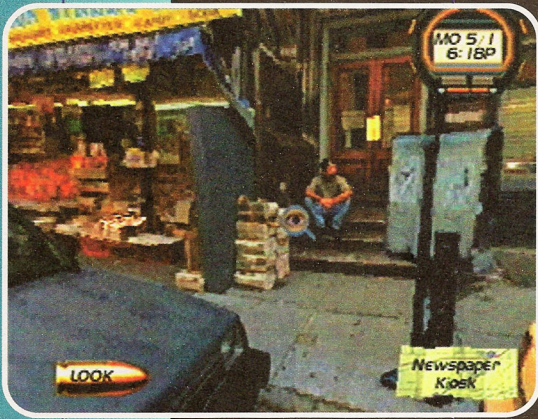
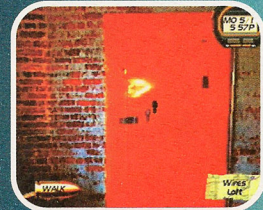
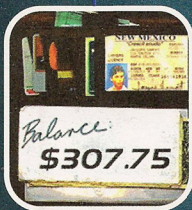
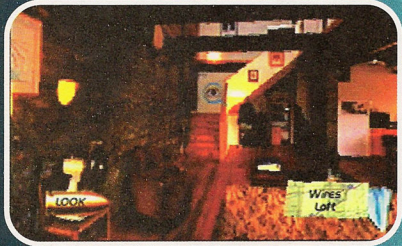
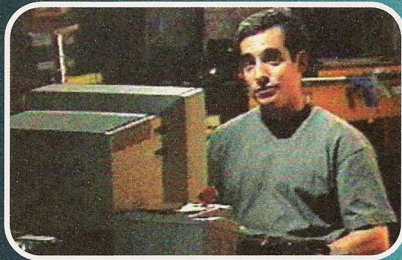


**Youth Shot in Queens**

A teenage boy was fatally shot on Tuesday, August 14th, in Queens, New York. The victim, 17-year-old Joseph J. Santos, III, was shot while walking to school. The shooting occurred in the 65th Street area. The police are looking for a suspect who is believed to be a member of the 'N.Y.C. Bloods' street gang. The victim's family is seeking information from anyone who saw the shooting or has information about the suspect. Contact: Detective Anthony Linares, (718) 224-1234.

**Annette Winkle Grabs Air**

The trial of Annette Winkle continues as a judge ruled on Thursday that she can be held responsible for the death of her husband, a prominent real estate developer. The judge ruled that Winkle's actions in covering up the truth about her husband's activities led to his death. The trial is expected to continue for several more days.



**Y**ou play Jock Lamont, an ex-gumshoe from Santa Fe, drawn into a DEA mess in New York. Lara, your ex-girlfriend, has managed to get entangled and now Snowman, the head of the cartel, wants her dead.

Snowjob definitely rates up there as one of the most interesting and unusual titles we've seen. Looking like an FMV "point-and-click" game, *Snowjob* plays much like the popular *Rise of the Dragon* or *Snatcher*. What really makes *Snowjob* stand out is that it takes place in a totally 3D environment. Move Jock's head in any direction and take in the surroundings.

The commands at your disposal are walk, view, talk and use. The game makes it easy for you by having the pointer icon light up whenever it's on something that can be interacted with. On top of this, *Snowjob* adds some really interesting stuff, like an address book that you can store info in, a map, and the ability to use a computer. Your options at the computer are to surf the Net, use a disk, or hack into some other computer system. With all of these little options and some nifty graphics, *Snowjob* just might be the kind of innovative title the 3DO needs.

**1 Player Adventure Game**  
**Developed by Studio 3DO**  
**Published by Studio 3DO**  
**Available Summer 1996**

First Look

PSX / Saturn

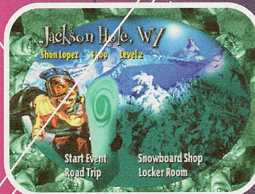
## Shredfest

**G**amers everywhere (well at least those with a good head on their shoulders) got all hot and bothered when they played EA's 32-bit versions of *Road Rash*. The 3DO version was excellent, and both the PlayStation and Saturn versions were superb conversions. *Road Rash II* for 32-bit still seems to be a bit far off, but the little gremlins who developed the first *Road Rash* have been cooking up a little nugget called *Shredfest* for those of you who've been getting itchy joystick fingers.

*Shredfest* is EA's take on the worldwide phenomenon of snowboarding. If you haven't had your head in a bucket for the past ten years, then you'll be familiar with the sport. It involves strapping a board (specially shaped for speed and fear) to your feet and zipping down the face of a snow-covered mountain while doing tricks, or "shredding." Sound fun? Well, in *Shredfest* you can experience all of the perks of snowboarding without any of the drawbacks. Well, not really, but you can still come darn close.

You'll start as a grommet on the slopes, with barely enough money to pay for your lift tickets and an out-of-date board. With practice, you can progress through the ranks and ultimately have enough cash to buy as many tacos as you wish, and your own signature snowboard to boot. To ensure that *Shredfest* gives players the ultimate electronic snowboard experience, EA has given the game a pretty darn good pedigree. There are 15 pro snowboarders in the game, including folks like Shaun Palmer, Megan Pischke and Seth Miller. Snowboard manufacturers Burton, Morrow, Nitro, Palmer and Sims have all lent their good names to *Shredfest*. And what would a "modern sport" video game be like without "alternative" music? It's in there.

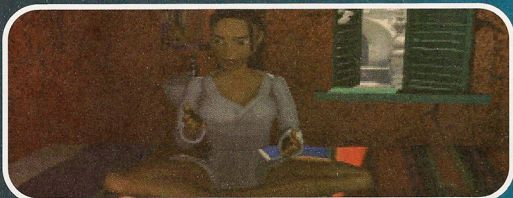
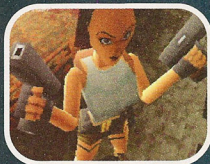
*Shredfest* also features some nifty programming, by the way. The controls are quick and intuitive, the courses detailed to the point of absurdity and the graphics hotter than a Louisiana sidewalk in July. Or cooler, depending entirely on how you look at it. Heck, there's even a helicopter drop-off event in Alaska. How's that for detail? Look for *Shredfest* in your local videogame boutique this summer. And best of all, when you fall on your behind playing this game, you don't require colonic surgery or treatment for hypothermia.



**1 Player Action/Sports Game**  
**Developed by Electronic Arts**  
**Published by Electronic Arts**  
**Available Summer 1996**

# First Look Sony PlayStation

# Tomb RAIDERS



It's May. By now, if you own a PlayStation, you've played *Resident Evil* and insisted it's the best game ever. I'll bet you're saying to yourself, "Wow, I wish there was a sequel, or something, to this really cool game!" I don't know about sequels, and *Tomb Raiders* certainly isn't made by Capcom, but this little number looks as though it'll be another astonishing 3-D adventure experience.

*Tomb Raiders* will be tapping into one of the most exciting and creative plotlines going: Indiana Jones. You play the infamous archeologist Lara Croft, searching the ancient kingdoms of the world for the priceless Scion (whatever that may be). Your search will take you to exotic and dangerous regions like Peru, Egypt and Cambodia. Visit such bygone civilizations as the Incas and ancient Egyptians. Find clues, solve puzzles and blast beasts as you trek onward to your ultimate goal.

*Tomb Raiders*, playfully dubbed the "Indiana Jane" of video games by its developers, boasts gigantic 3-D worlds to explore, as well as an SGI-rendered Lara Croft, whose fluid character movement is the result of a body comprising over 2,000 frames of animation. She runs, she jumps, she climbs, she rides. Hell, she does everything! From this gamer's seat, *Tomb Raiders* looks like a cross between *Resident Evil* and the classic Apple Computer game *Aztec*. Not too shabby.

With any luck, the people at Core and U.S. Gold will be ambitious enough to turn this into a series of treasure-hunting adventures—unless this game turns out to suck, of course, but I highly doubt that will be the case. *Tomb Raiders* is scheduled to be released sometime in late fall/early winter, but don't be surprised if it's released earlier in the year.

Now that I'm thinking about it, you know what would make this game totally awesome? A giant stone boulder rolling after Lara; or maybe a guy who pulls peoples' hearts out. How about some characters that look like cyber-ninjas; or maybe Sub-Zero? Yeah, that would be really cool. Maybe all you kids should write into Gabe's Dream Game Gallery and show them your super-original ideas about what kinds of stuff should be in the game. I know that Gabe really likes it when you do that.

**1 Player Action/Adventure Game**  
**Developed by Core**  
**Published by U.S. Gold**  
**Available Fall 1996**



# Reviews

**H**mm. Seems like the overall quality of games has mysteriously improved.... That's bizarre. I remember when we could always rely on a couple of stinkers coming in, but these days, it's not so easy to blow off steam.

There are of course a couple of stinkers on the way, but they're not reviewed in this issue. Don't worry though, we're waiting for them, with our nasty, big, sharp game-reviewing knives at the ready.

Be sure you pay close attention to our scores now.

## THIS ISSUE:

Guess what? We've got some 16-bit! That's right; this issue we've got a new Super NES game, along with a couple new Game Boy titles. Hooray! That's not to say that we don't have a plethora of Saturn, 3DO and PlayStation games for you. Because we do. Get the scoop on the *Darkstalkers* sequel, *Snow Job*, and our Game of the Month, *Tekken 2*. And for you nostalgic gamers out there, we've got a review of Williams' new *Arcade Classics*.

**Graphics**

The way a game looks is often as important as the way it plays.

**Sound/FX**

Music, sound FX and speech all enhance your gaming experience.

**Gameplay**

Subtle, indefinable and all important: Gameplay is always king.

**Rating**

More than the sum of its parts, our final rating is the one to watch.

## Toshinden 2 • PlayStation • PlayMates • \$59.99



**A**s we all know, with any successful game or movie there is a very good chance for a sequel and *Battle Arena Toshinden* is no different. The entire cast of the first installment has returned, plus two new characters, two new bosses, and a returning former boss, along with two hidden fighters—for a total of 15!

The graphics feature some unbelievably cool light-source shading and detailed arenas. The characters seem a little smaller this time out, and their movements seem a bit jerkier, but that's probably because the action's now so much faster. *BAT 2* isn't as revolutionary as its predecessor, but it's well worth a look.

**Graphics**

8

**Sound/FX**

8

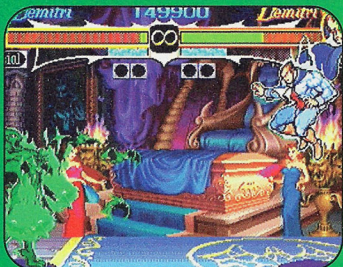
**Gameplay**

8

**Rating**

8

## Night Warriors • Saturn • Capcom • \$54.99



**T**his is a great day for Saturn owners. While those who have a PlayStation are anxiously awaiting *Dark Stalkers*, Saturn folks can ease back with the sequel, *Night Warriors*! The original had ten characters with two unselectable bosses, while the update boasts a total of 14 playable characters, including two brand new fighters and a new super-meter system. Okay, enough comparisons. How does the game itself rate? Fantastic! The animation is amazing and looks arcade-perfect. Gameplay is the tight control you've come to expect from Capcom, which adds up to a must-purchase for fight fans and Saturn owners.

**Graphics**

9

**Sound/FX**

8

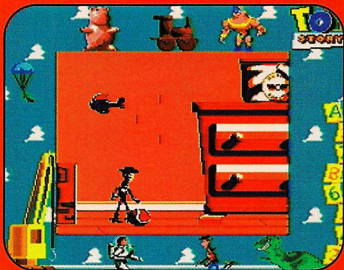
**Gameplay**

9

**Rating**

9

## Toy Story • Game Boy • THQ • \$29.99



**H**ow ironic is this? *Toy Story* (the movie) was the most sophisticated example of computer animation ever, but now it's made a de-evolutionary slide and popped up as a game for Game Boy.

To be fair, the animation in the game is quite good for the Nintendo portable, even though the gameplay suffers incredibly. Woody moves so agonizingly slowly that you'll start yelling at him to lay off the wood glue and get his butt in gear.

*Toy Story* is a port of the 16-bit game of the same name and, as with the *Pocahontas* game reviewed below, it just doesn't cut the mustard in comparison.

Graphics 7

Sound/FX 5

Gameplay 4

Rating 5

## Primal Rage • Saturn • Time/Warner • \$69.99



**H**okey smokes, Bullwinkle! The game that's gone through more incarnations than Black Sabbath has once again decided to make an appearance on a new system, and this time it's the Saturn.

Surprisingly, the Saturn version of *Primal Rage* has somewhat better graphics than its predecessor on the PlayStation. The dinosaurs seem to be much better animated and the game just flows, you know what I'm saying!

All this aside, *Primal Rage* still isn't a great fighting game. None of the previous versions has been able to capture the carnage of the arcade original, and sadly, neither has the Saturn.

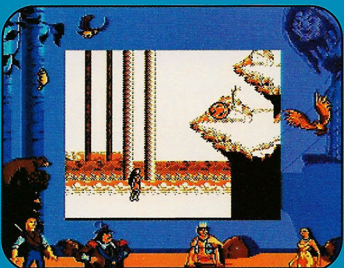
Graphics 8

Sound/FX 6

Gameplay 6

Rating 6

## Pocahontas • Game Boy • THQ • \$29.99



**T**HQ's Game Boy port of the recently released 16-bit *Pocahontas* should please hardcore fans of the film who only own portables, but it shouldn't expect to find much of a wider audience.

The Game Boy version is set up roughly like its 16-bit counterpart. You can play as both Pocahontas and her raccoon companion Meekeo as they try to put a stop to a war between the natives and the white men from across the sea.

The gameplay is slow and stilted, even for a Game Boy game, and after a while you'll start wondering why you aren't playing *Tetris Blast* instead. My advice? Stick to the 16-bit version.

Graphics 6

Sound/FX 5

Gameplay 5

Rating 5

## Shellshock • PlayStation • Core • \$59.99



**A**n game that features an all-black cast of revolutionaries as its heroes is all right by this reviewer, and if it features entertaining gameplay and a great soundtrack, then that's a bonus. *Shellshock* features all three.

The Wardenz are a group of guerrilla warriors fighting the forces of evil, and as their latest recruit, it's your job to drive a tank around and mete out swift justice to the oppressors. *Shellshock* is a tank sim that features a variety of challenging missions, as well as a great hip-hop score to listen to as you wipe out dozens of enemy suckers. The action is fast and furious and the game does more than succeed.

Graphics 8

Sound/FX 9

Gameplay 8

Rating 8

## In The Hunt • Saturn • THQ • \$59.99



**T**he Saturn version of the arcade action hit *In The Hunt* is virtually identical to the recently released PlayStation version, with precious little changed or adjusted.

If there's a plot, it really doesn't matter. The only thing you need to know is that you're the guy in the cool-looking sub and everybody else is the enemy. Like most side-scrolling shooters, you can collect power-ups to make yourself even more indestructible.

Even though the Saturn version retains the look of the original game, it experiences occasional instances of slow-down in certain situations. While that's not a huge problem, it's still distracting at times.

Graphics 7

Sound/FX 7

Gameplay 7

Rating 7

## Magic Carpet • Saturn • EA • \$59.99



**L**ast issue we took a look at the PlayStation version of this popular PC game, and seeing as the two versions are virtually identical, doing a new review is almost redundant, but here goes.

In *Magic Carpet*, you're a young magician charged with restoring the "mana balance" of a host of fantastical realms. To do this, you must fly around beautifully rendered 3-D worlds collecting crazy spells and battling monsters and evil wizards.

*Magic Carpet* is a heck of a game. It's original, incredibly fun, and challenging. The Saturn's graphics are only a slight step down from the PSX version.

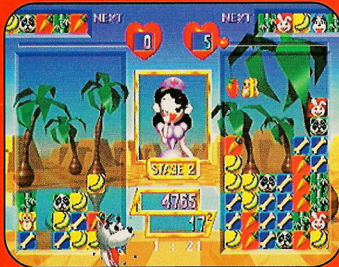
Graphics 7

Sound/FX 8

Gameplay 9

Rating 8

## Baku Baku • Saturn • Sega • \$59.99



**O**K, so it isn't the most original game in the world. *Baku Baku* resembles *Tetris*, *Columns*, *Puyo Puyo* and *Klax*, *Trip'd* and a bunch more puzzle games: Stuff falls from the top and you have to eliminate it. One of the things that these games have in common is a high rate of addiction and some fantastic gameplay.

*Baku Baku* has two types of falling debris: foods and animals. What you have to do is match the food with the creature (ie: monkey and banana; panda and bamboo) and viola, the animal will come to life and eat the food. Fantastic sound and graphics, along with the animal antics, make *Baku Baku* pure enjoyment.

Graphics 9

Sound/FX 8

Gameplay 8

Rating 8

## Ultimate Mortal Kombat 3 • Saturn • Williams • \$59.99



**W**e've been pretty tough on *MK* in the past, harping on its repetitiveness and flawed playability; not this time. *Ultimate MK3* is simply a great game.

An almost perfect translation of the arcade game (a surprise on the Saturn), *UMK3* includes almost all of the past and present competitors, including the secret characters. Over 20 playable fighters are packed in here, so bon appetit. If there was ever a definitive *MK* game, this is it and it's a Saturn exclusive, so don't hold your breath waiting for the PlayStation version.

Graphics 9

Sound/FX 8

Gameplay 8

Rating 8

## Arcade Classics • PlayStation • Williams • \$59.99



**W**illiams *Arcade Classics* is a compilation of some of the most classic coin-ops of the Big '80s. You've got *Robotron*, *Joust*, *Defender*, *Defender 2*, *Bubbles* and *Sinistar*; all perfect emulations of the originals—even down to the bad graphics and lousy sound. But remember, these games are over a decade old.

Also included on the disc is information and history about every one of the games. Learn about the people behind the classics before you play them. *Williams Arcade Classics* is a must for anyone who can remember pumping quarters into the outrageously difficult *Defender* at the local bowling alley. Flashback city, baby.

Graphics 4

Sound/FX 3

Gameplay 9

Rating 7

## Game of the Month

# Tekken 2

Namco - PlayStation - \$TBA



Although there appears to be a drop in the polygon count, the characters are wonderfully light-sourced and even more realistic than in the original game. Best of all, the animation is smoother and more complex.



Brand-new characters and a widely expanded plot mean that Tekken 2 is altogether more involving and interesting than the first incarnation. The new characters also ensure more durable gameplay.



The all-new rendered intro not only reveals a good bit of plot, it also ensures that you'll be hooked into watching the end sequences too. These are even better animated than the ones in Tekken and explain quite a lot about the bizarre range of characters and their previous lives. Of course, some of the endings are completely insane, leaving you with less of a clue than you started out with. But they all look delightful, so get practicing.





There are all kinds of hidden goodies and secrets in *Tekken 2*, not the least of which are secret characters. All of these can be saved onto a memory card for later use. If you don't own a memory card, then we suggest you buy one before you buy this game, since you won't appreciate the full depth and scope of *Tekken 2* without one. Saving the cheats and goodies is imperative, so go on, spend that extra 20 bucks.

**T**ekken is considered by many to be the ultimate fighting game. Many Sega fans will argue that *Virtua Fighter 2* is better, but they said Sonic was better than Mario too. If there was any doubt before about which game was king of the beat-'em-ups, it will be banished forever by the arrival of *Tekken 2*. This is the most value-packed, action-filled game available on PlayStation—or any other machine, for that matter.

Of course, it isn't perfect in every respect. Some of the characters actually look less impressive than they did in the first game. There appear to be less polygons per character and the overall feeling is slightly metallic—if you can dig that. But what it lacks in that tiny respect, it more than makes up for in every other area. *Tekken 2* is glorious.

There are more options than you can deal with, including team battle modes, time attacks and even a top-secret "Super-Deformed" or "Tekken Kids" mode. Just hold down Select when you choose a character! It really doesn't get much better than this. All the boss characters can be selected, including Devil Kazuya and the top secret "Angel."

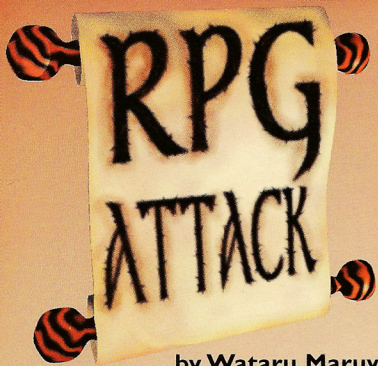
The rendered stuff reveals a lot more plotline than before, and you may discover some things you don't like about the hero of the piece, Kazuya. Without giving too much away, his father, Heihachi, may not be the man you first thought he was. Cool new characters, including a schoolgirl, a dinosaur and a kangaroo add to the value of this gaming feast, and we simply can't recommend it highly enough. We can't stop playing it either.

**Graphics** 10

**Sound/FX** 10

**Gameplay** 10

**Rating** 10



A monthly guide to the world of RPGs and stuff. This month we focus on Working Designs and some hot titles for the PlayStation.

by Wataru Maruyama

# RPG NEWS

## ARC THE LAD 2

Yes, the sequel to the popular original is coming soon in Japan. The U.S. version of *Arc the Lad* is set for release later this year and sources say it looks very likely that it'll be combined with the sequel when it's released here. RPG relief for stateside PS owners is coming toward the end of the year, with titles like *King's Field* and *Legacy of Kain*.

## AMERICAN LASER GAMES ENTERS RPGS

American Laser Games, which was formerly known for making FMV shooting games like *Mad Dog McCree*, is shifting focus big time and developing *Shinning Sword*. This game will feature 3D gameplay which boasts 3D animated figures in a fully 3D world, as opposed to 2D characters in a 3D world. Other neat features include object-spawning and animation which enables effects like collapsing buildings and chopping off body parts! ALG also claims to have created seamless polygonal characters that will not break up or glitch. Look for preview pictures soon.

## BREATH OF FIRE 3

I've had a sneaking suspicion for some time now that Capcom will update its popular *Breath of Fire* series on the 32-bit machines. I was right! *BoF3* is planned for both the PlayStation and Saturn, but there's no release-date yet. I'll have a lot more info in the coming months, but I'm betting that, this time out, the world of *BoF3* will contain 3D fighting screens while traveling in 2D towns and areas. I hope Capcom goes all out and makes everything 3D, or that they make everything look and animate like *Darkstalkers*. Time will tell and so will I!

## ROLE REVERSAL AND RPG OUTLOOK

In the not too distant past, the Genesis was the place to be for sports games, and the SNES was the recipient of many an RPG. Now, with the 32-bit systems, the Sony PlayStation has a definite

edge in the sports category, while the Saturn machine holds the RPG ace in the hole. Of course, things can change, but not any time in the near future.

The Saturn is looking to receive a good RPG every two to three months with a couple of average fillers to bridge the gap in between. Some of the titles that are already available or are set to be released are *Iron Storm*, *Shinning Wisdom*, *Guardian Heroes*, *Devil Summoner*, *Dragon Force*, *Rayearth*, *Legacy of Kain*, and *Lunar*, all confirmed for U.S. release. Some Japanese titles that are sure to be released here are *Dark Saviour*, *Sword and Sorcery*, *Albert Odyssey*, *Beyond Oasis 2* and *Langriser 3*. There are also numerous other titles that may or may not come out, but the majority of good RPGs will make it stateside, after the excision of certain "mature" material.

The PlayStation is picking up and the games scheduled for U.S. release are: *Beyond the Beyond*, *Arc the Lad*, *Legacy of Kain*, *Shinning Sword* and *Final Fantasy VII*. Others that should make it here are *Popolocrois*, *Wild Arms*, and *Crime Crackers 2*. If we're extremely lucky, Konami will release *PoliceNaughts* and *Suikoden* here, but chances are slim.

With the departure of Square, the Nintendo 64's main RPG is *Zelda*. The smaller numbers of developers will equal less RPGs, but they still have Enix, which is certain to develop a *Dragon Quest* game (known as the *Dragon Warrior* series over here) as well as unrevealed support for its bulky drive. The N64 will always be a wild card.

It is uncertain what kind of support the M2 will have in any category, not to mention RPGs. It does use CDs as a storage device, so huge games like *Final Fantasy VII* are possible, and given the power of the M2, it might turn out to resemble the way *FF* would have looked on the N64. If the M2 catches on, Square could be a factor.

The best news is that RPG awareness is growing and companies are aware that this is a strong market in the U.S. (except for Konami). RPGs that are aimed at older audiences will be big, since the average owner of a PlayStation or Saturn is older.

The Saturn should be the RPG king for quite a while, but the PSX isn't very far behind, especially with *Final Fantasy*. Square will support the Saturn if it's in enough homes, so nothing is written in stone. It's definitely going to be very interesting.

# FINAL FANTASY VII

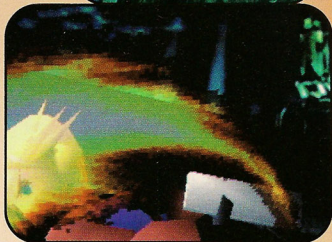


I'm not really sure you can possibly comprehend the epic quest that will be *Final Fantasy VII*. Well, let's start by saying that it will come on two CDs and have, oh...about a 1000 megs or so worth of pure gaming. Of course, a lot of that memory is the graphic muscle used to deliver this saga, and there should also be cinema and a great soundtrack and they're bound to hog a lot of disk space too.

Even so, I'm positive that this is going to be the RPG event of the year, aside from *Lunar* for the Saturn. There isn't much story available, except for character and enemy sketches, but we do know that the *FF* mainstay, the Chocobos, are going to be in *VII*. As you can see from the pictures, the world you navigate through looks unbelievably detailed and bursting with color. The characters themselves don't look as good as the SGI models that were supposedly from the N64, but they get the job done and Square is going to try to put expressions on their faces!

It doesn't look like there'll a simultaneous release for the Japanese and U.S. versions, but I've been assured that the time-lag will be short. I'll keep you updated with any big developments concerning this monster release.

1 Player  
RPG  
Available: Dec. (Japan), 2nd Quarter. (U.S.)



# Working Designs Interview

**F**or those of you who aren't in the know, Working Designs is a US-based company that specializes in converting popular Japanese RPGs and simulation games. They've had success on the Turbo Grafx and Sega CD systems, but now the company is poised to break through on the Saturn. RPG fans take note

**IN THE BEGINNING...**  
**VIDEOGAMES:** When did Working Designs start its operations? Who was the founder?  
**WORKING DESIGNS:** Working Designs began operations as an accounting software designer and publisher for the trucking industry. The company originally started in 1986 and entered the video-game industry in 1991. The company was founded by Todd Mark and Sylvia Schmitt. Upon Mark's untimely death, Victor Ireland took over his position and switched the focus of the company to the video-game industry.

**VG:** What was the concept or the dream, behind WD? What was the catalyst?  
**WD:** The dream behind Working Designs is and always has been a few simple things: Food in each employee's mouth, a paycheck every week, and publishing quality RPG software for popular systems.

**VG:** How many people were on staff in the beginning?  
**WD:** The answer is a big fat ONE! That's right, the president of the company, Victor Ireland, was the one and only (Secretary, Translator, Marketing/PR director, Game Counselor, Sales Manager and all-round love-machine). Did I just say that out loud? As needs arose Victor built the company up staff-member by staff-member, making Working Designs what it is today (We all voted and it's unanimous, Victor did however, make the best janitor).

**VG:** What did you (Victor) do before starting WD?  
**WD:** Before Working Designs, Victor was a lowly apprentice in a print shop, doing odd jobs to feed his 28 foster-children and four dogs. He made only tuppence an hour, but somehow he managed to take care of these responsibilities and to dedicate his spare time to research aimed at curing such illnesses as cancer, AIDS and athlete's foot. But seriously folks, Victor has always been and will always be a gamer first. He spent much of his working hours doing contract programming with programs such as C, Assembly and other general database languages.

**VG:** How did you develop relations with Japanese companies?  
**WD:** Victor was writing reviews for a video-game magazine and in order to get information, he had to maintain contact with a number of these companies. The

relationships developed from there.

**VG:** What were the some of the obstacles you faced when starting WD and maintaining it during the early days?  
**WD:** Money, time, money, time, money, time... oh yeah, did I mention money?

**VG:** And how has your company grown since then?  
**WD:** Since the early days, WD has added department heads, a strong sales team and constantly maintains its desire to publish only quality games. This year alone we plan on releasing five to seven games for the Sega Saturn. The consoles themselves have changed enormously, but fortunately, the quality of the games for these machines has done nothing but increase.

**VG:** WD specializes mostly in RPGs and Sims. What made WD focus on this genre so early on, and then continue through to 32-bit?

**WD:** One simple answer: RPGs are the best games out there. Where else can you get solid gameplay, involving good story-lines and the feeling that you've actually completed something? RPGs and sims are also the most challenging genres on the market. Where else can you spend over 50 hours on one game and still have more to go? These games have experienced major advances in both the audio and visual departments. The Turbo Grafx CD was great, but it's no Sega Saturn.

**VG:** Where do you see this market going in the next two years?  
**WD:** Up, up and away.... It's proven that the RPG market is the only growing market in the industry and we see it growing in leaps and bounds.

**VG:** The Saturn is currently the 32-bit RPG system by default. The Sega machine is receiving some great RPGs but now Sony has wised up and the Nintendo 64 will also become an RPG threat. Will WD react in some way?

**WD:** At E! we will be the ones kicking and screaming in front of Sony's display. We look at any console company expanding its RPG line as a positive move for WD. If there are quality RPGs for any system, we will certainly consider publishing software for that system, whether it's made by Sony, Sega or Nintendo.

**WHAT ABOUT SONY?**  
**VG:** Are you planning to release titles for the PlayStation?  
**WD:** We'd like to. It really is a good system, but until Sony changes a few of its policies, the answer is no.

**VG:** What do you think about Square developing RPGs for Sony?  
**WD:** Good for them! Square has released



Parosol Stars



Cadash



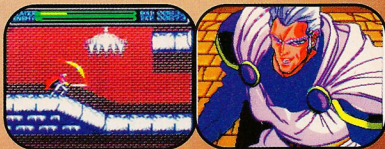
Exile



Cosmic Fantasy 2



VASTEEL



Exile 2

many quality RPGs and will probably continue to do so for the PlayStation. Since we're on the Saturn, the competition is only indirect and, if anything, it'll keep us on our toes, trying that much harder to produce the best games possible.

VG: Do you think it's a good move for Square?

WD: The PlayStation's a good system, and if things are done right they'll be successful. Time will tell.

VG: Are you considering releasing anything for the Nintendo 64?

WD: Definitely not until the bulky drive comes out. We don't want anything to do with cartridges. When the Nintendo 64 and bulky drive come out, ask us then... or perhaps I should say, ask our grandchildren.

VG: How well do you think the Saturn will sell this year?

WD: If Sega markets the system right and continues to lower the price, then it'll sell very well. The system itself, unlike the PlayStation, hasn't been made-out. There's much more to explore on the Saturn and I believe it'll really start to show in the latter part of '96.

VG: There are a lot of rumors about Sega supporting M2 and abandoning the Saturn. What would WD do if this were to come true?

WD: Cry ourselves to sleep every night. At this point it's too hard to worry about "what-ifs." Sega would be foolish to drop the Saturn. It's a good system that needs some time to show people what it can really do. In our dealings with Sega, we've been assured that something like that won't happen. If it does happen, we'll cross that bridge when we get to it. This whole M2 thing is more rumor than fact.

#### HERE COME THE GAMES

VG: By the time people read this, *Shining Wisdom* and *Iron Storm* will be available. How do you think these games will do?

WD: We anticipate these two games breaking some records. In Japan, *Iron Storm* is the second best-selling game after *Virtua Fighter 2*. The vast amount of time and care put into developing a game like this is evident in every facet of the game. As far as *Shining Wisdom* goes, I mean, come on, it's our first RPG for

the Saturn, it's developed by Sega's 'Sonic Team,' and it's a title much anticipated by magazines and RPG fans alike.

VG: Is it possible for you to convert these games for the PlayStation?

WD: Possible, but not probable. Sony has several policy problems which we don't endorse. Besides, since Sega of Japan developed both these games, I'd almost definitely have to say no.

VG: *Magic Knight Rayearth* is the next game in WD's lineup. This should be the breakthrough RPG the Saturn has been waiting for. Why did it take so long to bring it over?

WD: I think you answered your own question. Since it will be a breakthrough, it features things that make the conversion process that much longer. The audio conversion and dubbing are going to take a few months themselves, and then there's the text—lots and lots of text. All in all, *Magic Knight Rayearth* will be one of the biggest—if not the biggest—conversion projects that Working Designs has ever undertaken. We promise it'll be well worth the wait.

WD: Will there be any special promotions for *Rayearth*?

WD: You can almost bet on that. At this point, our focus is on the release of *Iron Storm* and *Shining Wisdom*, but soon enough those will be on the market and we can all focus on *Rayearth*.

VG: When will *Rayearth* be released?

WD: Late summer '96.

WD: The *Lunar* game for the Saturn is one of the most highly anticipated. Will it be ready for release by Christmas?

VG: The plans are to get *Lunar* out right around Christmas. The project is so far off at this point that we can't set any concrete goals, but the plans are to put it out during or before December of 1996.

VG: Can you give some details regarding the storyline and features?

WD: The only thing I can say is that everything you may have thought the original *Lunar* lacked will be included in this one. The game features better graphics, more side-quests, more audio and animation clips, and possibly some added characters. We'll fill you in as it gets closer.



Lunar



Vay



Popful Mail



Lunar 2

VG: Any other titles that WD's working on?

WD: Yup. Am I going to tell you what they are? Nope. When the contracts are signed, then you'll know.

VG: Any last words for the readers?

WD: Hold on tight! It's going to be a bumpy ride!

## Shining Wisdom

1 Player  
Action RPG  
Available: May '96



Bearing more than a passing resemblance to *Zelda*, here comes *Shining Wisdom*, developed by Sonic Team, and translated and released here by Working Designs. This cool action RPG was near in its Japanese form, but lacked an interesting story. That's been remedied by the WD folks, who promise to deliver their patented brand of mischief while retaining as much of the original content as possible. I'll have a review next issue to see if they've been successful.



1 Player  
Military Simulation  
Available: Now

## Iron Storm

*Iron Storm* is Working Designs' first release for the Saturn system, and begins the company's thrust into the 32-bit market. This strategy game takes you back to World War II and allows you to control the destiny of the world! You can choose between Japan, America or Germany to command or play set battles. Historically accurate and graphically stunning, *Iron Storm* is one game Saturn owners won't want to miss. I'll have a review of this massive game next month, but rest assured, you won't be disappointed if you pick it up before then.



# MAGIC KNIGHT RAYEARTH



1 Player  
Action RPG  
Available: Late summer

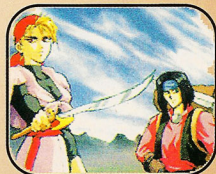
The third game in the WD line up looks to be the best yet. *Magic Knight Rayearth* is a real 32-bit RPG, in both the audio and visual departments. Expect this game to get the full treatment in story and dialogue, as well as all the little extras that make gamers like me so happy. It's still a bit early to say a lot about *Rayearth*, but judging by the Japanese version, Saturn RPG fans are going to have big smiles on their faces.



# DRAGON FORCE

RPG Simulation  
Available: Third Quarter '96

Are you ready to take charge of legions of forces that can fight in groups as large as 100 at a time! Well, prepare yourself for *Dragon Force*, in which battles are fought in a manner similar to *Iron Storm*, but with the story and trappings of an RPG. Of the three previous Working Designs Saturn releases, I like the character art in *Dragon Force* the best. There's no doubt in my mind that this is yet another must for Saturn owners.

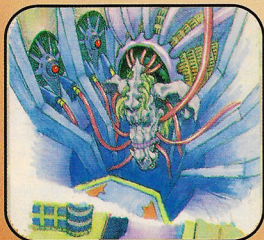


# Lunar Remix (Preliminary title)

1 Player  
Traditional RPG  
Available: Christmas? Let us pray.

The game that RPG-friends like me have been dying for, *Lunar Remix* is the original Sega CD version with brand new graphics, new side quests, expanded story, more cinemas and pretty much anything else they can pile in there. *Lunar* has tra-

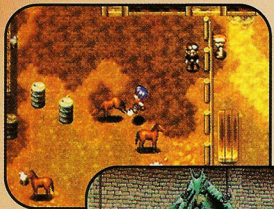
ditional, menu-based battles which can get repetitive, but good RPGs like *Final Fantasy* and *Lunar* make these work nicely which adds to the experience. Hopefully, we can have one dandy of a stocking-stuffer for Christmas!



# Wild Arms

1 Player  
RPG  
Available: Summer (Japan)

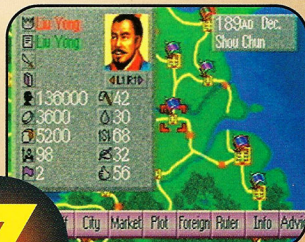
Wow! I thought it would be a while before anyone could release an RPG that resembled *Final Fantasy*, but here comes *Wild Arms* from Sony itself! Of course, only the battles bear any resemblance to the majesty of *Final Fantasy*, and the land-based traveling looks like the norm for 16-bit systems, but this is definitely the sharpest-looking effort from the folks responsible for *Arc the Lad*, *Beyond the Beyond* and the upcoming *Popolocrois*. With Sony's new RPG attitude, I'm sure this title will rear its head stateside.



## Romance of the Three Kingdoms IV

1 Player  
Military Simulation  
Available: Now

Koei is one of my favorite companies. I know I'm not alone in my admiration: our other Koei-head is SportsWire editor Geoff Higgins. The long hours and meticulous planning involved in Koei's games are a nice change from the fast-paced twitch games we're accustomed to. *Romance of the Three Kingdoms IV* continues the tradition with neat bells and whistles. The only thing Koei desperately needs is graphically flashy battles. After playing gems like *Iron Storm*, it's hard to look at little icons taking damage. Still, the historical aspect is great and Koei fans know what to expect. The best 32-bit Koei game so far is *Winning Post* for the Saturn, which I love and would highly recommend, although Geoff rated it rather low in the sports section.



*next month in*

# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

**This time, it's war.**

# E 3

**On Sale: June 18 1996**



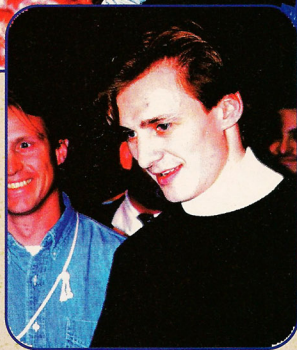
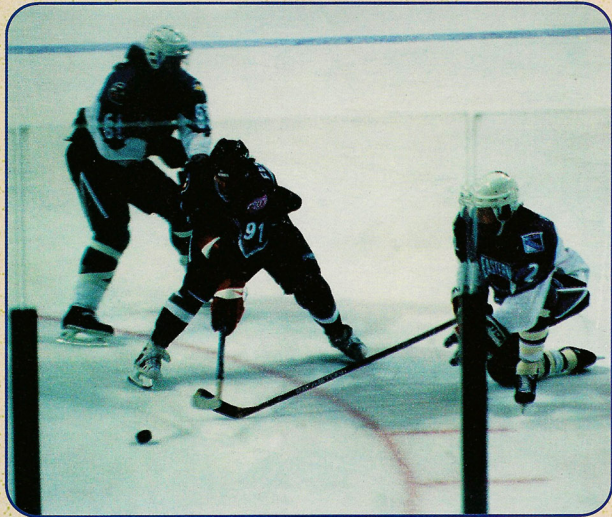


## NHL ALL-STAR GAME

**T**aking a page out of EA's playbook, Sony Sports decided to take its hockey game on the road. Posting up in the Boston Garden for the 1996 NHL All-Star, Sony showed-off NHL *Face-Off* to the crowd and the players.

It's no secret that Jaromir Jagr is a big video-game nut, but who else in the NHL plays games? I dunno, but Sony was able to get Fedorov, one of the game's most prolific stars, to take a gander at the stellar title. Fedorov, who leaves most of the video-gaming to his brother, played *Face-Off* and seemed happy. We say 'seemed,' because no one had any idea what the guy was saying, but he gestured to us that he would trade a pair of his Levis for a PlayStation and a copy of *Face-Off*.

I think it's important to point out right now that Sergei signed a copy of *Face-Off* for my boss Frank, who started us all by saying he had never heard of the guy. What blasphemy.



## CORRECTION

**I**n the April issue of Sportswire, I mistakenly announced that *Unnecessary Roughness*, Accolade's new football title, was coming to the PlayStation. This is not true. UR will be appearing on the PC soon, but there are no current plans to release the title on the PlayStation. Sorry, Accolade.

# BOXSCORE REPORT CARD

**S**chool's out and it's time to get out the final report cards. This year has seen a lot of excellent sports titles appear for both 16-bit and 32-bit. While there were many other sports games available this year, I focused on just

the major sports players in my grading. You may notice that, in some cases, the grades are not the same as in my initial reviews of games. These grades are on a curve and are marked in comparison with the other titles on the market.

## ELECTRONIC ARTS: overall: B+

NBA Live '96	A	
NBA Live '96	B+	(PC)
NBA Live '96	B	(PSX)
Coach K	A-	
Rugby World Cup	A	
PGA Golf	B+	
FIFA '96	A-	(SNES Genesis)
FIFA '96	B+	(PSX)
NHL '96	A	(Genesis)
NHL '96	B+	(SNES)
NHL '96	Inc.	(PSX Saturn)
Madden '96	A	(SNES Genesis)
Madden '96	Inc.	(PSX Saturn)
College Football USA '96	B+	
Foes Of Ali	B	
Toughman Boxing	B+	

Comments: Teacher's Pet needs to step it up a notch. After sailing through the lower grades, EA's having a hard time adjusting to the next level. Expect it to snap out of it shortly.

## SONY SPORTS: overall: A-

NFL Game Day	A-
NHL Face-Off	A-
NBA Shoot-Out	B+

Comments: New to the class, Sony Sports has greatly impressed us with its ability to develop games, and its keen understanding of the material.

## ACCLAIM: overall: B

NBA Jam Extreme	A-	
NBA Jam T.E.	A-	
College Slam	D+	
Striker	B+	
Frank Thomas	Inc.	
NFL Quarterback Club	B+	(PSX)
NFL Quarterback Club	C	(Genesis SNES)

Comments: Acclaim would have gotten the "Most Improved Student" award if it weren't for Konami's surprise performance. Tried to palm off *College Slam* as a new work, but apart from that, solid all around.

## KONAMI: Overall: A-

NBA In The Zone	A-
Goal Storm	A-
MLBPA Bottom of the 9th	A-
NFL Full Contact	Inc.
Give 'N Go	B

Comments: "Most Improved Student" Award goes to Konami, who's moved from the back of the room right up to the front row, making it hard on all the other students by messing up the curve. All that's needed now is a hockey game.

## VR SPORTS: Overall: A-

VR Golf	A+
VR Soccer	B+
VR Baseball	Inc.

Comments: We expect nothing less than the best, considering this group's older brother, Interplay, is the top of its class. A little late with the work, but when it's of such high quality, we can look the other way.

## SEGA SPORTS: Overall: C+

WSB	A	(32X)
WSB	A-	(Genesis)
WSB	B	(Saturn)
NHL All-Star Hockey	F	
NBA Action '95	C+	
Worldwide Soccer	C+	
Prime Time Football	C	
College Football Nat'l Champs	B+	

Comments: Not a good year. A poor showing in just about every category have left us wondering if maybe Sega should be in a "special" school. WSB is the only saving grace here.

## CRYSTAL DYNAMICS: Overall: B

Slam 'N Jam	B
Slam N Jam with Magic & Kareem	B+
Baseball	Inc.

Comments: Consistent student. Still waiting for the newest project.

## ACCOLADE: Overall: B

Hardball 5	B	(PSX)
Hardball 5	B	(32X)
Barkley: Shut Up and Jam	C+	

Comments: This stat-head needs to add a little more color.

# SCOUTING REPORT

## ABC MONDAY NIGHT FOOTBALL

Last month I told you about a new development team out there that was going to bring us a line of ABC Sports games. The first of these games is *Monday Night Football* and from these screenshots it appears that it is, in fact, a football game. That's about all we can tell you right now, though. I haven't played the game, so there's no use in my trying to give you the scoop.

What we do know is that *MNF* will be 3-D, with such football heavies as Al Michaels, Dan Dierdorf and Frank Gifford calling the shots. As if that wasn't enough, Musburger and Swann will be helping with a little additional commentary.

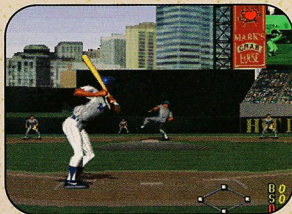
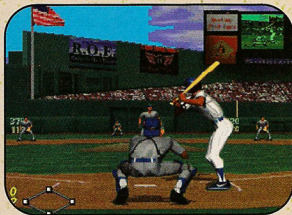
Stat-heads will be pleased to note that all players will be judged on 20 different statistical categories, compiled by STATS, Inc. This, along with numbered jerseys (always a plus), motion-capture, and a plethora of FMV game footage, will help *ABC MNF* be the best it can be. Also be on the lookout for *ABC Sport's College Football* to be released shortly thereafter. I'll tell you more about that later.

## BASEBALL! BASEBALL! BASEBALL!

By now, whenever you hear that Sony is releasing another sports game, you should get very excited. As of yet, they haven't missed a beat in giving us some of the best sports games for the PlayStation. Now, you can add a baseball title to the growing list of Grade-A games from Sony Sports.

Look at these graphics—they're fantastic. On top of that, the game has all 28 stadiums and 700 players. "Eh," you say, "it's been done." Well, what would you say if I told you that all the stadiums were texture-mapped 3-D, and that the players were all motioned-captured, with diving catches, home-run-robbing catches and head-first slides? Not bad. And you can add season tracking stats, real uniforms (right down to the logo), color commentary by Jerry Coleman, an All-Star game and 30 frames of animation per second.

Now, all I haven't told you is the name: *MLB Pennant Race*. This explosive new title will hit the stores shortly. Next issue, I'll tell you whether or not it's worth buying (although I suspect the answer to that is a resounding YES!).



## Gone Fishin'

I love these games. You go out onto the lake, find a nice little spot and cast that lure in. Try to land a lunker, one of those huge bass that linger around the bottom in the muck. My neck's turning red just thinking about it.

*Bass Master: Pro Edition* is the newest fishing title for the Super NES. With better graphics and bigger lakes, *BMPE* will please all. This time around, the people at THQ have managed to land real-life fishing personalities (none of whom I've ever heard of) for you to compete against.

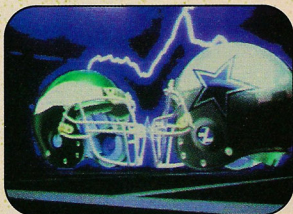
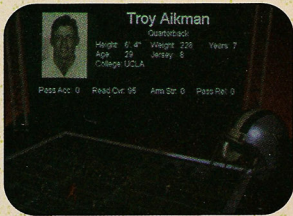
I'd be lying to you if I said it was that much better than its predecessor, because it's not. Sure, it has better graphics, two soundtracks and bigger lakes, but it also has its problems.

The first problem is that if you lose a fish, the line automatically is reeled in and you must cast again. When did this become necessary? Just let the line stay out there until you've reeled it in yourself. Who's to say that that same bass couldn't be coaxled into hitting the lure again?

Another thing I didn't like is the lack of floor vegetation and "stuff". I cast my line right into the thick of the weeds and the underwater view was no different from when I was casting into clear areas. This is just laziness.

Overall, though, lovers of the previous bass-fishing games will undoubtedly enjoy *Bass Master: Pro Edition*. The real question is whether or not they'll do a version for the PlayStation or Saturn.

6



# REVIEWS



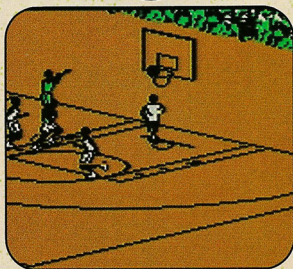
## Gameboy HOOPS

**E**A's *Live '96*, thanks to the guys at THQ, is now available for the portable. Whether or not that's a good thing is entirely dependent on your standards (or your lack thereof) in gaming.

Trying to fit a game like *Live '96* onto two megs of memory is like trying to fit Anna Nicole Smith into a size-seven dress: It's just not possible, not even with a tub of Vaseline and the Jaws of Life. So you have to go into playing this game while keeping that in mind.

Well, even with that in mind, I just can't recommend this game to those who still play Game Boy. Play is slow and sometimes choppy. On top of that, without a Super Game Boy, it's really hard to differentiate between the team jerseys. Add the fact that there is no stat tracking and strategy is just about thrown out the window, *Live '96* for the Game Boy falls well short. I commend the developers for trying, but someone should have seen that this was a lost cause from the beginning.

4



## KEN GRIFFEY BASEBALL

**N**intendo pretty much owns this guy and is making sure that, if they're going to pay him more than the GNP of a small country to play ball for them, they'd sure as hell better milk him for all he's worth.

The first version of this game was released a couple of years ago and wasn't all that good. Then again, until this year, almost all the Super NES's sports games have sucked, and royally. Well, that trend seems to have come to an end. On the tail of some excellent EA Sports titles, *Ken Griffey Jr.'s Winning Run* maintains this new level of quality.

Rare, the guys who gave us *DKC*, were at the center of the development for this title. Using motion-capture and rendering, they were able to bring us the most realistic looking players and stadiums. From the Green Monster of Fenway and the ivy-covered walls of Wrigley to the immense Skydome in Toronto, *Winning Run* looks great. But seeing so many baseball games lately without the MLB license has really begun to annoy me.

There's the game's biggest problem: licensing. It have the MLB, but not the MLBPA. The stats of your favorite players are there, but under pseudonyms. This is the only major flaw, though. The good stuff ranges from the ability to control the ball's direction to the inclusion of stat-tracking.

*Ken Griffey Jr.'s Winning Run* is the best baseball around for the Super NES. While not a perfect sim, it has all the necessary elements to sustain the suspended disbelief of a real game, while not bogging you down in too much little stuff.

7



## HARDBALL 5

**A**ccolade was one of the first companies to start developing baseball titles, dating back to the days of the Apple IIe. That's probably why its titles maintain the highest quality of baseball play, at least from a purist's point of view. What I find confusing is why no one over there has put any effort into developing a good second-generation engine to complement the already brilliant amalgam of stats and simulation, in order to appease the basic baseball fan.

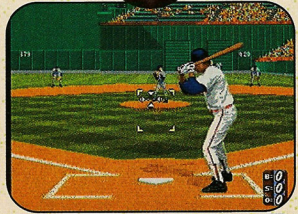
*Hardball 5* remains the best in the categories of stats, realism and overall baseball smarts. You can tell, when you're playing, that the guys who developed this game know baseball. I mean *really* have an understanding for America's favorite pastime. *Hardball 5* contains all of the options and plays that are available to any manager in today's Major Leagues. You've got the hit and run, steal, and intentional walk; you can shift your D all over the place to compensate for a hitter. This game has it all. And stats. What about stats? *Hardball 5's* got everything from running speed and batting averages against RHP and LHP, to arm strength and fielding ability. The depth is there.

Also, the players act and react just like they would in real life. For once, a computer controlled player will throw to the right base, stop mid-way during a fly ball and know where to run, in the field, on every hit. *Hardball 5* is the only baseball game I've seen to date in which you don't start noticing the little play mistakes half a season into it.

Why the 6, you ask? Well, for one, the graphic capabilities of the PlayStation aren't even delved into. The game still plays on a 2-D playing field in which it's super-tough to judge depth. Also, the players look a little grainy, including the pitcher and batter (although I'll admit that the motion-capture is pretty good).

If we could only somehow get the guys at Accolade to show the guys at Konami and Sega how it's done—a joint effort—then we'd really have a game!

6



# REVIEWS CONTINUED

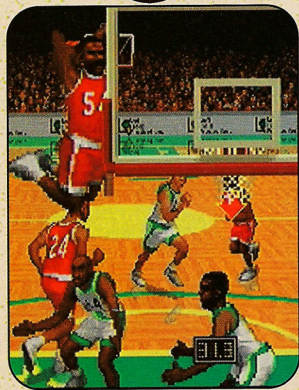
## SLAM N JAM

**C**rystal Dynamics wowed sports gamers with its sleek hoop title, *Slam N Jam*, for the 3DO. In-your-face characters and some cheeky commentary by Van Earl Wright made *Slam N Jam* a real joy to play, despite the game's total lack of licensing.

*Slam N Jam* has now made its way to the PlayStation and Saturn, and has managed to pick up Magic and Kareem along the way (although there's still no licensing in sight). Resembling *NBA Jam* and *In the Zone* more than *NBA Live*, *Slam N Jam* will once again find a nice little niche of followers. I say 'little' because many basketball fans will be turned off by the lack of real players and team logos. This is a hoop game for those who are caught somewhere between the ridiculous, over-the-top antics of *NBA Jam* and the more sluggish simulation of *NBA Live '96*.

Although this game isn't as realistic or as kinetic as some of its main rivals, *Slam N Jam* still harnesses enough energy to be a delight to play. Big dunks, smooth graphics and some fantastic color commentary from Van Earl will make this a very solid addition to any game library.

7



78

## NBA SHOOT-OUT

**S**ony has once again proved its ability to develop fine sports titles.

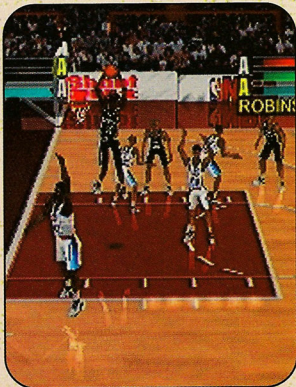
Unfortunately, it's apparent that the developers of this basketball game didn't have the thorough knowledge of the sport that made *Face-Off* and *Game Day* so good.

The problems with *NBA Shoot Out*, while not numerous, are nevertheless extremely careless.

- 1) No pump fake on shots: A big no-no;
- 2) Too many offensive fouls—and sometimes in the wrong places;
- 3) No substitutions without calling a time out;
- 4) The computer will sub wrong players into wrong positions;
- 5) The game sometimes credits you steals even if you don't actually take possession of ball.

Overall, however, *NBA Shoot Out* looks beautiful and plays exquisitely. The motion-capture of the players manages to make them look almost real. And the color commentary, while not very extensive, adds flavor. Other nice additions are smarter rebounding A.I. and some nice pick animation. Throw in a dozen or so dunks and an alley-oop where the commentator will tell you it's possible, and you have the makings of a fantastic game. It's just that the little mistakes transform what should be the perfect hoop sim into, well... just a nice basketball game, showing off the PlayStation's capabilities.

8



## UNNECESSARY ROUGHNESS

**A**colade's football sim, which I mistakenly thought was for the PlayStation, is now one of the few football games available for the PC. *Unnecessary Roughness*, while not stellar, stands out as one of the better titles.

The sound and graphics are above average, and about as good as you're going to get for a sports game on the PC. Playability is another area in which *Unnecessary Roughness*, while competent enough for the PC, isn't up to snuff with the competition from the 32-bit platforms. The players look as though they've been laid on top of the field, making the play painfully 2-D. Also, the player control seems a bit off.

The one area in which *UR* excels, much like *Hardball*, is in the category of stats. This is another game which stat-mongers will undoubtedly enjoy. This restores some of the greatly needed depth that was compromised by the game's graphics and playability.

*Unnecessary Roughness* still ranks as one of the best PC football titles, despite its drawbacks. But if you really want to play sports games, why don't you just go out and buy a Saturn or PlayStation, on which the best sports titles are found!

6



**VIDEOGAMES THE ULTIMATE GAMING MAGAZINE** (ISSN #1074-3774) is published monthly by LFP Inc., 9484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, Volume VIII, Issue 4. Copyright © 1996 All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, discs, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. U.S. subscription: \$19.95 for 12 issues. Foreign subscription: Add \$10 per year. Single copy: \$4.99. These prices represent VideoGames Magazine's standard subscription rate and should not be confused with special subscription offers sometimes advertised. Charge of address six weeks advance notice and both old and new addresses are needed. **POSTMASTER:** Send change of address to VideoGames Magazine, P.O. Box 275, McHenry, IL 61054. For subscription customer service, call (815) 734-1148. Second-class postage paid at Beverly Hills, California, and additional mailing offices. Address all advertising materials to: Ad Production, VideoGames Magazine, 9484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, (310) 651-5400. Printed in the USA.



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

# BUST A-MOVE ARCADE 2 EDITION



TAITO is a registered trademark of TAITO CORPORATION. BUST-A-MOVE 2™ is a trademark of TAITO CORPORATION. © TAITO CORPORATION  
1996. All rights reserved. PlayStation™ and the PS logo are registered trademarks of the Sony Computer Entertainment, Inc. Sega & Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved.  
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the PlayStation version of the videogame.



# The net generation.



**Acclaim**  
entertainment inc.

**"This is the best playing tennis game of all time... Don't even stop to think, just buy V-Tennis. 96 out of 100"**

GameFan Magazine Feb. 96

**"A recommended addition to your Saturn sports library"**

GameFan Magazine Feb. 96



PLAYSTATION™

SELECTABLE CAMERA ANGLES!



HUGE TEXTURE-MAPPED POLYGON SPRITES!



DIVING SHOTS, OVERHEAD SMASHES, AND MUCH MORE!



INSTANT REPLAY FROM ANY PERSPECTIVE!



**V-Tennis™** is "the best playing tennis game of all time" according to GameFan magazine. V-Tennis has all the power, speed and realism of clay, grass, carpet and hard court tennis... captured in incredible texture-mapped polygon graphics! 16 unique players! 10 camera views! Instant replay! In-depth stats from aces to net points! This supreme court comes to PlayStation!

**Virtual Open Tennis™** brings total tennis to adrenaline-pumping, baseline-clipping, virtual-volleying, tiebreaking life on Sega Saturn! 10 unique players! 8 camera views! Instant replay! In-depth stats from service speed to slices! One to four players! Three modes of play! Pump up your polygons for the net generation!

**V-Tennis and Virtual Open Tennis. Two intense tennis challenges. Two high-powered sports games.**



Call 1-800-771-3772 for Game Rating Information.

V-Tennis ©1996 Tonkonhouse. Virtual Open Tennis ©1996 Imagineer Co., Ltd. Sega & Sega Saturn are trademarks of Sega Enterprises, Ltd. PlayStation is a trademark of Sony Computer Entertainment, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

