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# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

FDC 50080

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First look at Saturn

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# It couldn't happen Here!

## Games that suck. How did they get so far?

**W**e get more than our fair share of filthy, disgusting, despicable games every month. You guys get off pretty easy by comparison. Sure, you've rented or bought the odd stinker, but judging by the sales figures, most of the games you buy are games we recommend. Sadly, we have to plow through dozens of dreadful games every month.

Every month we ask ourselves the same question: How did this nasty pile of so-called game ever make it past the drawing board? The answer, unfortunately, is money. It costs a lot of dough to create and release a game. And it costs almost as much again to market and advertise that game.

Often, game companies realize a game sucks long before it is finished, but they continue the production process anyway. The theory is that it's more expensive to cancel the game completely. In the days when cartridge software ruled (till just before Christmas, in fact) the carts had to be ordered from Sega or Nintendo well in advance and they had to be paid for.

It takes a long time to manufacture and ship a cartridge, so the game companies were constantly struggling to get approval, bug-testing and the game itself completed. Often, sacrifices are made. And that's when the stinky game is born.

Classic stinkers come and go, but every now and then you'll see a game that wasn't even a good idea in the first place. I mean, you can often tell, just by

plugging the darned thing in that it was never going to be good. Examples? You want examples? OK, what about *Bartman vs Radioactive Man*? Or the slightly-more-than-odious *Bram Stoker's Dracula*? And who could forget the despicable, oops, it's really boring, *Ghen War*? Hmm. At what point did everyone realize these games were stinky? And then the game companies responsible had the bare-faced cheek to come to our office and tell us how "cool" they were.

So is there an end to this nonsense in sight? Thankfully, yes. The introduction of 32-bit technology and, perhaps more importantly, CDs, as a game-storage medium. This means companies are less preoccupied by the process of manufacturing carts and have more time to spend on improving quality.

Since the launch of the Saturn and the PlayStation, we've seen a huge increase in the overall quality of games, something that makes us very happy indeed. Better still, increased competition means that quality standards will continue to climb. The flexibility and sheer power of 32-bit combined with CD means that games will get bigger, faster, smoother and better. So who's complaining?

—Frank O'Connor: Editor-in-Chief

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## Press Start

p06

All kinds of stuff going on this month, including the further delay of the Nintendo 64, hot new arcade and Saturn titles from Sega and a big rumor regarding a possible portable system from Nintendo. If that wasn't enough, why not check out our hot info and pics on Sega's FIGHTING VIPERS conversion for Saturn? Our four-page report on the fate and the current state of the Nintendo 64 makes gripping reading, with some interesting insights on how the industry will shape up towards the end of this year.

We also dish the dirt on Sega's Internet intentions, with a look at a sub-\$500 Internet solution, with a Saturn at its heart. Nintendo enters into discussions with Netscape, and the whole world goes online-gaming nuts. Only in this issue's PRESS START.



## Tips & Tricks

p20

Chris B., the man who needs no introduction, once again delivers to you the best cheats out there. This month he'll open new doors

of consciousness and understanding on such games as DARIUS GAIDEN, DONKEY KONG COUNTRY 2, and EARTHWORM JIM 2. Also, as if that wasn't enough, the Guru of the Gaming Industry has managed to infiltrate the "corridors of power" and escaped with some tasty tips for such sports games as GOAL STORM and GIVE N Go.



## Soundboard

p12

Swami Gabe is no more. Your chance to have your questions addressed and ridiculed by his replacement. Who is he? You'll have to read Soundboard to find out.



# First Look p38

**Aaaaah!** So many games, so little time. This month we're serving up another delicious plateful of the industry's newest, coolest games. Did you think that the 32-bit games just couldn't get any better? Think again. This month we have proof-positive that the proverbial ceiling has yet to be hit. Also get a peek at the bygone days of video-gaming with a new collection of classics that will sent you hurtling down memory lane (that is, if you were actually alive when these games came out).

**Fighting Vipers:** Virtua Fighter with weapons and a chain-link fence. Not bad.

**Magic Carpet:** Hop on your magical bearskin rug and travel the lands.

**Darkstalkers Revenge:** Part two's here for you.

**Marsupalami:** Who says 16-bit is dead? This long-tailed twerp doesn't.

**Williams Arcade Classics:** Old-time greats like Joust and Robotron.

**Project Overkill:** Honami's bloody answer to Lode Runner

**Iron Reign:** Big mechs and nasty weapons. Originality is not an issue.

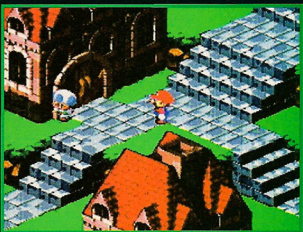
**Panzer Dragoon 2:** Leapin' lizards Cleetus! That reptile rides again.

**Batman Forever:** Reclaim takes the arcades by storm with this action opus.

**Baku Baku:** More addictive than Tennis! Match the food with the animal and you win.

**Ultimate Mortal Kombat:** More characters, more blood, more fun.

**F1:** Formula 1 racing is the name of the game. Got what it takes for the checkered flag?

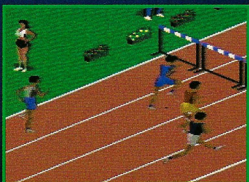


# Reviews p60

**We are the best, we are the best.** Consistently accurate reviews ensure that you'll never walk away with a terrible game. We also pack our review section with mirth and malarkey so profound that special incontinence trousers are required before reading commences. This month we check out hot titles like RISE OF THE ROBOTS 2 and DIE HARD TRILOGY.

# Sportswire p73

**Geoff Higgins is so packed full of sporting trivia that he had to "dump a chunk of long-term memory."** The memory he decided to junk was his entire ability to perform acts of personal hygiene. As a result, we have had to give Geoff his own office in order to maintain a level of breathable oxygen. Geoff will be allowed back into the office when this season of Basketball ends and he can dump all his hoop-stats, thus making room for tooth-brushing and armpit-cleaning.



# May 1996



# Better late th

**Nintendo** has changed the name twice, and changed the release date more times than it cares to remember.

**Project Reality** proved to be less than real, and **Ultra 64** now becomes **Nintendo 64**. The question is: will **September 30 1996** be the start of something big, or a long, cold Autumn

**for Nintendo?**

Report by Frank O'Connor



# man ever?

**L**ate doesn't even begin to describe the situation Nintendo now finds itself in. Two years after unveiling the Ultra 64 arcade technology, Nintendo has (again) finally fixed a release date for the machine.

Things have never gone smoothly for the Ultra 64. From its inception as the mysteriously code-named "Project Reality" to its present-day incarnation as "Nintendo 64," the 64-bit console has been a slow starter. Many industry insiders believe that Nintendo has finally learned (the hard way) that the computer hardware business is nowhere near as agile or mobile as the video-games industry.

The alliance with a number of American hardware companies, including Silicon Graphics and Rambus, has led to a number of disputes over cost, shipping dates and manufacturing capabilities. Howard Lincoln, Nintendo Of America's head honcho has been quoted as saying, "the official reason for the Nintendo 64's delay is a simple question of manufacturing capability."

This may or may not be true, but one of the factors which has contributed most heavily to an American launch delay is the supply of software. The Nintendo 64 was expected to ship in April in Japan (but that date now looks more like July), perhaps with as few as three games available at launch. This may be enough to fuel a Mario-hungry Japanese market, but

the American consumer demands more.

## SPORT HURTS

Of all the games currently showing on the initial release schedule, only two, *Frank Thomas Big Hurt Baseball* and *Monster Dunk*, have even the slightest sports leaning—and sports is by far the biggest gaming genre in America.

If Nintendo hopes to capture the hearts of American youth, it's going to have to find a stronger base of games, especially now that Sony and Sega both have large software libraries. A PlayStation owner, at the time of going to press, can choose from around 80 different titles. Not altogether a bad selection, especially this early in a machine's life.

This brings up another point: The reason there are so many games available is that software companies want to ship as much product as possible, since the manufacturing process is much quicker and cheaper on the CD format. Gone are the big risks that companies used to take on carts. Now, if a game starts to exceed expectations, new copies can be made in next to no time. Carts take months to manufacture.

Now Nintendo has said a great deal about the storage capacity of its new carts, but they're still carts, and at present, the standard size is expected to be roughly 64 megabits, double the size of a *Donkey Kong Country* cart. It's a big improvement, but doesn't even come close to a CD's potential storage. An uncompressed CD

can store over 80 times more data than one of Nintendo's new cartridges, and is a lot less expensive to manufacture.

## STORAGE STALLING

So why cartridge, even in the face of reason? Nintendo's claim is speed. And they're right. Even the fastest CD-ROM drives suffer from lag. *Street Fighter Alpha* for PlayStation takes around 50 seconds to load the main game. That may not sound like much, but it does get frustrating sometimes. Nintendo has been quick to point out that carts suffer no such delay and that nothing can get in the way of your gameplaying experience.

So what is Nintendo doing to combat the disappointment felt by many loyal Nintendo customers (and potential customers) in the face of this delay?

They will continue to support the Super NES and Game Boy, and a new push is planned for the Virtual Boy, but none of these things helps to bring their much-vaunted 64-bit console any closer. In the meantime, both Sony and Sega can continue to build upon their ever-growing armies of fans and converts.

## TWO-YEAR TRAUMA

At this point, with worldwide sales of Saturn and PlayStation in the millions, Sony and Sega will both have garnered a two-year lead on Nintendo. Two years is an awfully long time. Some cynics point out that Nintendo's 64-bit technology darn well should be better than



32-bit, and that instead of leapfrogging the competition, Nintendo is simply playing catch-up.

Two years is very, very late. When Nintendo unveiled its Super NES one year after the Genesis, Sega had already built up a commanding lead and Nintendo took a long time to get back to even a 16-bit market share. Even now that battle is being fought on an even playing field.

Two years gives Sony and Sega a long time to build up software catalogs and a long time to fully exploit the potential of their machines. Sega has already proven that the Saturn is a capable 3D machine, and Sony is about to unveil the fruits of its own research, boosting the 3D capabilities of the PlayStation.

One of the real dangers for Nintendo is that its games may

not look that different from Sony's enhanced PlayStation software. Although the games shown at Shoshinkai last year had many features missing, (MIP-Mapping for example) this only puts the Ultra 64 ahead in terms of resolution and frame rate. So far, the machine hasn't shown any features which couldn't at least be mimicked by the PlayStation or Saturn.

With companies like Scavenger

## Ultra 64: The system you'll never own.

**D**on't panic though, since you'll still be able to buy the newly named and utterly identical "Nintendo 64," the new brand for the machine. Nintendo 64 will arrive in September, with the colorful (some might say childish) 3D "N" logo replacing the cooler "Ultra 64" symbol.

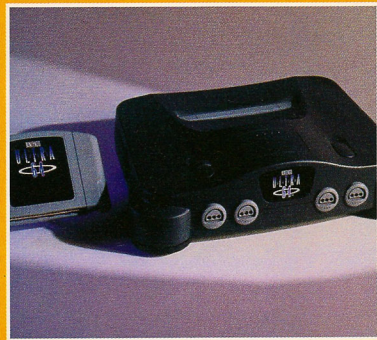
Nintendo felt that the machine would have a surer footing if the branding remained the same all over the world. It's also a great deal cheaper. If you

think about it, even making decals for this number of systems will run into the millions eventually.

A couple of mean-spirited critics have pointed out, quite accurately, that this is the second "64" machine to be launched in the US. Does anyone remember Commodore's much loved home computer, the Commodore 64?

Here's your last chance to see the machine that could have been.

Rest In  
Peace.





proving that the existing 32-bit machines have still barely been stretched, Nintendo is going to have to come up with some (exceptionally) impressive finished product. Mario is good, but it doesn't look that good. Sure it's fast and slick and smooth, but "Project Reality" is looking more and more like hyperbole under the current circumstances.

That's easy enough for us to say without seeing the finished games though, and we still have to remember that it has taken Saturn and PlayStation two years to get to the point where they are now. Presumably, two years after Nintendo 64 is released, it too will see the benefits of improved programming and graphics techniques. The problem is that the learning

## Fighting Back

**N**intendo isn't taking all these blows lying down. As a matter of fact, the Japanese behemoth is grinding gears and kicking ass in preparation for the biggest onslaught in video-game history.

A strange advertising campaign is running in national newspapers (as well as our in own magazine) telling players to wait until September, when "Dinosaurs will Fly" and "the world starts spin-

ning at 64 bits" Hype and spoiling tactics perhaps, but the level of Ultra or Nintendo 64 awareness and anticipation is higher than you might think.

That magazine, for the first time in two years, now gets more mail about the N64 than it does about MORTAL KOMBAT.

Nintendo also promises to have a number of surprises up its sleeve when September 30th finally does roll around, giving Sega and Sony something to plan for and worry about.

Late or not, Nintendo always makes an impression when it arrives at a party.

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of over a million units, Nintendo has just barely crept past the halfway mark. The retail stores must have started to lose some confidence in what was until recently, a license to print money.

And Virtual Boy software did nothing to meet Nintendo's

## "I don't think you're going to see 60 third-party publishers for Nintendo 64" —Howard Lincoln

curve is always a long one when it comes to getting the most from a video-games system.

And while Nintendo is ramping up for the launch of the Nintendo 64, Matsushita, with the help of the 3DO Company, is putting the finishing touches to the M2 system. A multi-purpose console

petition.

There can be no doubt that not only does Nintendo have a lot of ground to make up, it is already in trouble. The poor sales of Virtual Boy, both at home and abroad, have led to a slump in profits for the Kyoto-based behemoth. After predicting initial sales

claims about revolutionary gameplay, being largely 2D games with very vague or non-existent 3D elements. All in all, the machine was something of a catastrophe. Nintendo does plan to relaunch the thing in the US this year, but some have accused them of flogging a dead horse. It would probably be better to concentrate on the launch of the Nintendo 64.

So you guys have to wait (again) until September to play on the machine of your dreams. In the coming months, neither Sega nor Sony will stand still for a second. They will improve the quality and quantity of their games and when Nintendo 64 does finally arrive, the situation will be even more complex and difficult than it is now. Can they do it? Ask us in September.

## Squaring Off.

**T**he mighty SquareSoft corporation, creator and publisher of the hugely (in Japan at least) successful FINAL FANTASY series, has recently announced the cancellation/postponement of its long-awaited Nintendo 64 FINAL FANTASY project.

Square also announced that it plans to develop software for the Sony PlayStation system, giving that machine a huge software advantage in the valuable

Japanese market. No plans for Sega at the moment, meaning both Saturn and Nintendo 64 lose out on one of the biggest RPG goldmines around.

Ironically, in the wake of this deal, Nintendo is about to publish SUPER MARIO RPG, a Square-developed MARIO title which, if nothing else, seemed to prove that an unbreakable bond existed between the two companies. That bond looks not only fractured, but perhaps beyond repair at this time.

Speculation surrounds the break up of the deal, pointing at cart size and manufacturing costs.





# PRESS START

## VIRTUA FIGHTER 3 UNVEILED

Sega's coin-op division recently unveiled *Virtua Fighter 3* at the recent AOU arcade show in Japan. The new incarnation of *Virtua Fighter* has been created by Yu Suzuki and his AM2 team using the brand new (and untried)



Model 3 system board. This machine apparently has polygon handling like nothing else on Earth and was developed in conjunction with Martin

Marrietta, the professional fight-sim experts. The new characters look more like pre-rendered intros than live game fighters and the overall effect is staggering. The graphics do more than tart-up a jaded game style, they give life to the exceptionally realistic characters. Yu Suzuki, the team leader has continued to research actual martial arts, and the results are fabulous. Each

character behaves exactly like their real-life counterpart, using highly convincing martial

arts techniques.

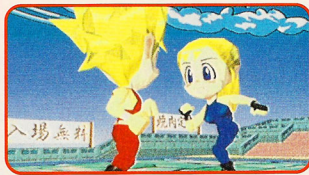
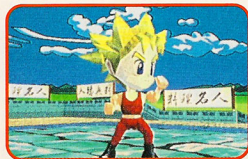
There are two (possibly with another one hidden) new characters in the VF3 line-up, as well as your old favorites, all of whom have been updated with new moves and more subtle strategies. Two new characters may not sound like a whole lot, but the Japanese audience that made the game so popular in the first place will lap 'em up. *Virtua Fighter 3* is due to ship into American arcades late in Summer and may well give Capcom and SNK something to worry about. Right now, the AM2 team is looking at using the same technology for the upcoming *Daytona 2* coin-op.



## VIRTUA FIGHTER KIDS ARE KOOL

Harnessing the technology used for *Virtua Fighter 2*, Sega has taken a comedy slant on their latest coin-op. *Virtua Fighter Kids* is the loosely translated title of the company's new game. It features the characters from *Virtua Fighter 2*, 'Super-Deformed' (basically given big heads and small bodies) and set against cartoony versions of the original backgrounds. Although the gameplay remains virtually identical, the differences apply to the new size and shapes of the bodies.

Some bugs have been removed from the last incarnation of the game engine and, all in all, this is a funny and appealing title. The game is being squarely targeted at Japanese children, giving them a cuter and somehow less violent alternative to the country's most popular arcade title. A cutesy *Sonic* fighting game is also well under development.





OH, MY SOD IT'S...

# EARTHWORM JIM

WORMING HIS WAY ONTO VIDEOCASSETTE!

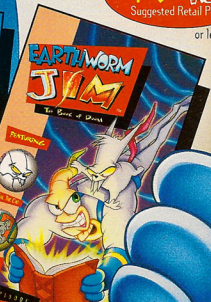
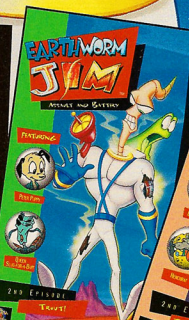
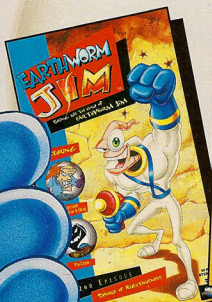
He's the stylishly slim star of the galaxy's most radical video game hit and he's coming to home video! Now, the hippest hero ever to slip into a cyber-powered super-suit is about to romp onto the small screen in four exciting new tapes. Each videocassette features two outrageous animated adventures. So worm your way into your favorite store and collect the entire groundbreaking, dirt-cheap, ray-gun-blazin' new series.

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# SOUNDBOARD

## Cowboy Gabe

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

Send them to:

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**Yee-ha!** Time for another edition of the rootinest tootinest letters column this side of the Mississippi! As you might have noticed from the picture above, Swami Gabe has taken his leave from VIDEOGAMES magazine. Yes, it's sad, but the Swami decided that he needed to hone the vision in his "third eye," so he's taking an indefinite sabbatical in the mountains of Tibet to give his powers a tune-up. That's where I come in: Cowboy Gabe, Swami Gabe's ornery cousin from the hill country of Central Texas. I don't have any psychic abilities like my amazing cuz, but I know quite a bit about video games, in addition to my extensive knowledge of barbecue, punk rock, and guns. Ask me anything you want, and send your missives to (if you've forgotten):

Soundboard (or Cowboy Gabe)  
c/o VIDEOGAMES  
8484 Wilshire Blvd. Suite 900  
Beverly Hills, CA 90211

## MR. MISPLACED ANGER

Dear VIDEOGAMES, What the hell is wrong with you guys! I just finished reading the February issue, with the coverage of the NU64. So here I am, reading about this great system and I come to a sentence that says the release date for the NU64 is set for September and not April. I was pissed. I think for a minute and say, "Wait, it's gotta be a mistake." So I call Nintendo and guess what? The nice guy at the other end of the line says it's wrong, he said the NU64 will be in the U.S. at the end of April of beginning of May.

I don't know where you guys got this information, or whether you were buzzed on something when you were given the information and just weren't listening right. But please don't make that mistake again. You scared last night's dinner out of me.

—Israel Gutierrez  
Pomona, CA

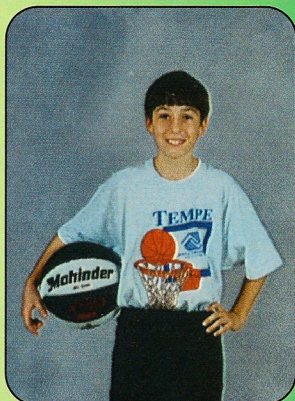
*Au contraire, pardner! While we've been known to make mistakes in the past, we beg to differ on this one. The Ultra 64 is slated to be released in Japan in April with one game, namely Super Mario 64. The system will bow in the US on or close to September 30th. If you don't believe me, search this issue for the Nintendo ad which says the exact same thing. It seems as if your pal at Nintendo was the guy who was buzzed on something because what he told you just wasn't true...unless Nintendo's getting ready to pull a Sega and release the Ultra 64 by the time of the next E<sup>3</sup> show! Naw, it ain't gonna happen. By*

*the way: I see you hail from the fine city of Pomona! Some of Cowboy Gabe's favorite bands are from Pomona. Have you ever heard Crimson Baloney, Anthems of Carnea, or Bladder? They rock, plain and simple.*

## THE MVP SPEAKS!

Hi There Ultimate Video Game Magazine, My name is Jason McCaless, a pretty hard name to pronounce, huh? I love drawing. It's a hobby. I think your magazine has great tips and tricks and also great drawings I can get ideas from! Hey, I wanted to know if you could send a copy of *Mortal Kombat III* for my birthday! I just turned 12. Well, thanks for answering my letter.

—Jason McCaless  
Tempe, Arizona



**This is Jason, hear him roar.**

Sorry Jason, ixnay on the amegay if you know what I'm getting at. Our offices aren't exactly bubbling over with extra games, so don't hold your breath waiting for MK III to arrive. Hey, if it were up to



me, every lil' whippersnapper in the good ol' U.S. of A would have every video game their little hearts desired, but it's not. It's up to the mega-corporations, and you'll get a free game from them when you can pry their cold, dead fingers off of it.

## I LOVE BETTY (BUT GABE IS SCARY)

Dear *VideoGames*,  
Your magazine rules! I've seen all the other mags and so far you definitely rule. OK, here is my question: What the heck happened to the Dear Betty column? I LOVE BETTY and her column. You guys aren't ugly, Betty is definitely not, and the rest of you are cool, except Gabe...he scares me.

—Jake Gallagher  
Merrimack, NH

What? Gabe scares you? What'd I do? Is it the bizarre photos, the weird, psychotic ramblings, the obvious schizophrenia? I'm just a pussycat at heart, my man, with love enough for the whole world twice over.

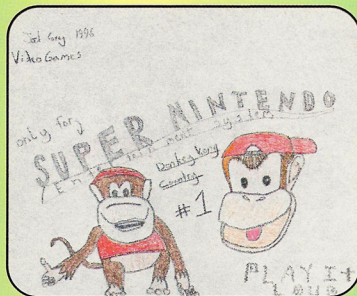
Speaking of Betty...yup, we love her too. It's a pleasure sharing an office with somebody so sweet, smart and funny, but BLAME HER for the absence of Dear Betty from these pages. Every month I ask her if she's going to write her column, and every month she says, "Sure." But come ship day on the magazine, is there any sign of "Dear Betty"? Nooooo. That crumb.

## THE BOY WITH A HANDLE ON HIS BACK

Dear *VIDEOGAMES*,  
I love your magazine. You're a lot better than *Game Pro*. I'm a portable person. I have a Game Boy and a

Game Gear. I'm thinking about selling my Game Boy. Do you think I should? I want to get a Super NES. I can't wait until I get to play *Donkey King Country*. It looks sweet.

—Joel Gray  
Hinckley, Minnesota



### Donkey Kong plays a major role in Joel's fantasies.

You wouldn't happen to be Joel Gray of Cabaret fame, would you? No, that's impossible. Cowboy Gabe knows for a fact that Joel Gray only reads cigar magazines. Anyway, back to your question: Should you sell your Game Boy? Cowboy Gabe took an informal straw poll around the office and everybody answered with a resounding, "No!" A Game Boy might turn out to be your only friend some lonely night in the future when your girlfriend leaves you, or you flunk out of law school, or you discover they've finally cancelled 60 Minutes, so hang on to it. It might be your only crutch in rough times.

## ALL PRAISE GEOFF HIGGINS

*VIDEOGAMES* Magazine,  
I'm usually not the type to write to video-game mags, and "dear" won't be used either, as we are not that intimate, but I have to tell you that you have a hell of a sports writer on

your staff. It's great to read commentary that's down and dirty from a reviewer who has a love for sports. Many times you'll read a review in a magazine that'll give a game like *Wayne Gretzky Hockey* a passing grade, but a true hard-core sports

game player/reviewer knows that the game blows big time. I'm glad to see that *VIDEOGAMES* magazine has enough sense to have a writer that gives in-depth coverage and, like Howard Cosell, tells it like it is. We sports fanatics out here appreciate it. Keep it up, Homeboy!

—Gonzo  
U.S. Army  
Landstuhl, Germany

P.S.—Gabe: Listen holmes, I'm also from the Los Angeles area and I'm sorry you graduated from the wrong university (Way to go Betty!). What was that football score between USC and UCLA again?

P.P.S.—While I'm at it, I'd like to request 300 copies of *Killer Instinct* for my unit. Please don't say no, we all know karate.

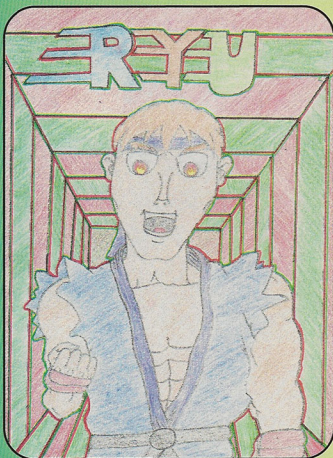
Wow! Shoowee Howdy Shucks, the first positive notice Geoff Higgins has ever gotten for all of his efforts in remaking the Sportswire section into the leanest, meanest sports game section in the video-game kingdom. He appreciates the positive nod, "Gonzo." By the way: I hated college and I hate both USC and UCLA, so your little jab bounced off of my skin like I was made of teflon, and if you're in the Army, why don't you just invade a Nintendo warehouse and point your M-16s at the employees? I'll bet you dollars to donuts that they'll give you whatever you want.



## I AM ON FIRE

Dear VIDEOGAMES,  
I have a problem. I got a PlayStation for Christmas. I had 80 dollars so I decided to to buy a memory card and a game. I wasn't sure what game to buy, so I rented. The problem is that every game I rented I beat and after beating them so many times, they got boring. I beat Gex, ESPN Extreme, Ridge Racer, Warhawk, Twisted Metal, Wipeout, Destruction Derby and Mortal Kombat III. Can you recommend some PlayStation games with the following characteristics: challenging, long, and fun. Please help me.

—Frankie J, Saez  
Bethlehem, PA



**Frankie drew this picture.  
Frankie's on fire.**

Frank, I don't know if there's anything Cowboy Gabe can do for you because it sounds like you just weren't made to play video games. They're just not challenging enough for you. Perhaps you should try something really difficult, like swimming across the English Channel, or rolling around on a hill of fire ants with your entire body covered in chocolate. Hey, it's a start.

## TOYS IN THE ATTIC

Dear VG,  
One day I got a great idea. I thought that some toy maker could make Donkey Kong Country toys, like bad-dies, the monkeys and play sets. Could you find some info about where I could find a toy company that would do that for me?

—Jake Levernier  
Mead, VA

Gez whiz, man, that's actually a good idea. Really, it's actually a great idea. No word from Nintendo on whether or not DKC toys are going to be produced, but hey, that's a darn nifty idea at any rate. As one editor at VIDEOGAMES succinctly put it, "Nintendo could stand to make a lot of scratch." Scratch means money. Heh heh. That's funny.

.....

## AHMED AND HUSSEIN FIGHT IT OUT

Dear VIDEOGAMES,  
Hi, our names are Ahmed and Hussein. I [Ahmed] am 11 and Hussein's 10. We have been fighting over PlayStation and Saturn and we practically killed each other. Well anyway, we would like your help because we're buying one of them but we don't want any other system. We heard of the 64 and the others. Just in case you want to know, we read last month's lamest problem.

—Ahmed and Hussein  
Fond du Lac, WI



**Hussein and Ahmed illustrate their conflict.**

You boys have to chill, dig? A videogame system is no reason to commit fratricide, y'hear? People have to learn to get along and enjoy what they have instead of what they want. That said, Cowboy Gabe would have to side with Ahmed in this argument. If it came down to making the hard decision between a Saturn and the PlayStation, I'd plunk down my hard-earned dough for a PSX. But I reckon that your parents are going to be paying for your system and, if I were them and I saw you two brothers fighting, I'd tell y'all to read a book and forget about video games for a long time. They're making you loopy.

.....

## THE OFFICE IS ALIVE WITH THE SOUND OF MUSIC

Sebastian Lopez' letter was a bit too long to reprint in its entirety, but he asked a question that stroked our egos, so we had to answer it. His query? "What is the music of choice for the VIDEOGAMES editors?" If you want to be cool like us, then follow this handy list of our recent favorite bands and albums.

**Frank:** Room to Roam by The Waterboys, Faith by George Michael, The Gold Album by Prince  
**Gabe:** Scream, Dracula, Scream by Rocket From The Crypt (Interscope), Cinco Años, Various Artists (Trance



Syndicate), *Hard Times* by the Laughing Hyenas (Touch and Go)  
**Geoff:** *The Banana Splits Complete Collection* by The Banana Splits, *Through The Past Darkly* by The Rolling Stones (Abkco), *Chronicle* by Creedence Clearwater Revival (Fantasy)

**Wat:** *The Sound of Music* by Pizzicato Five (Matador), *Labcabin/california* by The Pharcyde (Delicious Vinyl), *EZ Do Dance* by The TRF

**Kent:** *I Should Coco* by Supergrass (Capitol), *Only Heaven* by The Young Gods (Interscope), *Funhouse* by The Stooges (Elektra)

**Betty:** *What Is Bhanga?*, Various Artists

**John:** *Pink Moon* by Nick Drake (Hannibal), *You Can't Hide Your Love Forever* by Orange Juice (Polydor), *Bizarro* by The Wedding Present (RCA)

As you can see, we have eclectic tastes, but our obsession for gaming brings all together in an office of love. Oh baby.

.....

## BABY, SCRATCH MY BACK

Dear VG,  
I really love your magazine. I had your magazine for a year. I love your magazine. Please show this. Me and my friends have a bet. They say you won't print this. But I have faith in VG. Please print this.

—Vincent Lackey  
Mobile, AL

P.S. Swami Gabe rules.

Okay Vince, here's your letter, but my cousin Swami Gabe expects his kick-backs in the mail any day now.

.....

## MO' CRITICISM

Dear VIDEOGAMES,

There are a lot of things wrong with your skimpy little magazine...or should I call it a pamphlet?

Well, I think I'll start with the Soundboard. When was the last time someone wrote to you idiots and you didn't make fun of them? What happened to the Dear Betty section? I remember reading that once (I don't know how long ago) and it was kind of interesting. And you make your Soundboard two pages long! Is that half the magazine? Oh well, I suppose it's probably the most interesting part anyway.

Another thing I definitely wanted to ask you about was your obvious favoritism for Nintendo. It isn't often that I find a review for a Sega game. Sega is by far better than Nintendo. All Sega's games are better than Nintendo's slo-mo, constipated monkey sensation.

What about computers? Why don't ya have computer game reviews? You dinosaur technology-assed people don't even have an E-mail address! A lot of the magazines have web addresses, if you know what that means, but I guess that's too much to ask of VIDEOGAMES magazine.

—Eric Thiem  
Granger, IN

*Hmmm, after giving serious thought to an appropriate rebuttal to your letter, Cowboy Gabe came up with the following: We're rubber and you're glue, whatever you say bounces off of us and sticks to you. So there.*

.....

## RUNNING WITH THE DEVIL

Austin, Texas punk rock stars Jesus Christ Superfly recently paid a visit to the VIDEOGAMES offices. The boys played *King of Fighters '95* with us and kindly posed for a few snapshots. Check out their new album, *Texas Toast*, on Austin label No Lie, at your local indie music emporium.



Jesus Christ Superfly



# PRESS START



## THE Game Shark IS GONNA GET YA!



### AND IT'S ON THE PLAYSTATION, TOO!

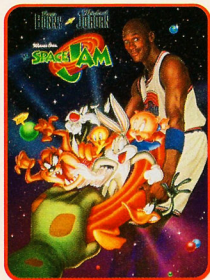
Let all the PlayStation fanatics out there get their undies in a bundle over the good fortune of Saturn owners. InterAct is releasing a PSX version of the Game Shark too, but this time around, the Shark fits into the parallel/io slot of the console, but that's pretty much the only difference. Gamers will be able to do all the fancy tricks they desire with the PlayStation Game Shark, including controlling the unsuspecting minds of cretins the world over.

**W**ho-eee! Another game-busting device from the shores of England! If you thought that nifty cartridge-based game-crackers like the Game Genie and the Pro Action Replay were going suffer the same fate as the 16-bit gaming industry, you were dead wrong. The crafty little elves at InterAct (what is it about the British and cheating anyway?) have devised the Game Shark, a sleek CIA-type device that takes advantage of the Saturn's cartridge-based memory system to allow you play like a Shaolin Master without ever having entered the 36th chamber.

Unlike the Pro Action Replay and the Game Genie, the Game Shark doesn't require you to enter an arcane series of letters and numbers every time you play to make a code work. Enter a code once and it stays in the Shark's memory forever (or until you reach the 9999 code limit). It's an entirely menu-driven device, so it's a lot easier to use than the aforementioned code-breakers. As a bonus, the Game Shark also serves as a memory backup, which enables you to save games, plus it utilizes "flash memory technology," which requires no battery backup. What this means is that you can take your saved game with you anywhere you darn well choose, as well as your arsenal of killer codes. Check out future issues of VIDEOGAMES for the newest Game Shark codes, but remember this admonition: cheaters never prosper, they just feel smug and superior.

## Looney Tunes, Space Jam, Playmates: Crafty New Ways to Loosen Your Purse Strings

**P**laymates Toys rock. We've all seen their cool Earthworm Jim action figures and their great WildC.A.T.S. collectibles (both of which are video games too...hmm, I smell a conspiracy here). Now they've signed a deal with Warner Bros. which gives them the rights to produce toys based on classic Looney Tunes cartoons, as well as the upcoming feature film *Space Jam*, which stars two of the greatest actors to ever grace the planet: Michael Jordan and Bugs Bunny. I'm drooling already. Imagine: you'll be able to pit Pepe LePew against Marvin the Martian; Daffy Duck and Foghorn Leghorn can share wacky barnyard adventures under your strong but benevolent control. Any permutation of any Warner Bros. cartoon you can imagine will be realized when you buy these toys. Look for the film *Space Jam* in your local Googolplex later this year and look for the *Space Jam* and classic Looney Tunes figures on the shelves of your local toy shoppe. You'll finally be able to find out how thrilling it must be to be Robert McKimson or Chuck Jones.





# PRESS START



# COOL STUFF

## Primal Rage Action Figures

Gaming fans drooled all over themselves at the annual Toy Fair in New York this February when Playmates (yes, Playmates once again) unveiled its latest video-game license, *Primal Rage*. Known for its groovy *Earthworm Jim*, *Skeleton Warriors* and *Exo-Squad* action figures, Playmates



obviously hopes that dinosaur fever is still raging across the nation, since the figures are due to be on the racks of your local toy emporium as you read this. The figures are based on characters from the Atari arcade fighter which featured stop-motion animated dinosaurs brutally beating the blood out of each other's skulls in a contest to determine the "über-reptile" of the new Urth. *Primal Rage* has subsequently made its bow on numerous home gaming systems thanks to the soldiering efforts of Time Warner Interactive.

Buy yourselves a bunch of 'em and simulate, if you dare, the vicious battles of the video game. If you desire to make your pretend battles a bit more "realistic," just roll on down to your local McDonalds and grab a handful of ketchup packets to use as fake blood for your duels. I've tried it. It's fun.

ties). The set will encompass 363 cards and will naturally be similar to the arcade game, but at the same time, will be a wholly different sort of experience. Look for the *KI* collectible card game on sale at your favorite pop culture shoppe in April.



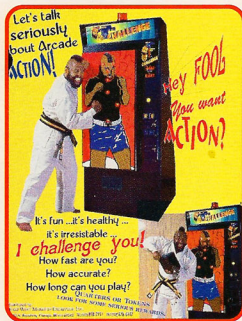
## We Pity You Fools!

Ah, the *A-Team*. Who could forget the weekly adventures of Colonel Hannibal and his three wacky military commandos, who travelled around the States doing good deeds for underdogs while trying to clear their names of a wrongful conviction in an Army trial. The show made a star of Mr. T, a strangely-coiffed tough guy who previously stole the show in *Rocky III* as the brutal boxer Clubber Lang. Since the *A-Team*, Mr. T has inspired a multitude of products for consumers

to enjoy, from a delicious Cap'n Crunch knockoff cereal which you could eat while watching his animated series, to guest spots on *Diff'rent Strokes* and comic books. T's latest venture is *Mr. T's Challenge*, a sort-of upright update on *Whac-A-Mole*, in which you try to punch the lights on a simulated "T" as they light up. Can you take the strain? As the ad copy says, "It's fun...it's healthy...it's irresistible..." Cool. We have no idea if the machine actually fights back, so watch yourselves.

## Killer Instinct: The Gathering?

If you're a fan of collectible card games like *Magic: The Gathering*, *Vampire: The Masquerade* or *Rage* and also happen to be a devotee of Nintendo's *Killer Instinct*, then we've got some news for you: Topps, Nintendo and Rareware have joined unholy forces to create the *Killer Instinct* collectible card game. Like other games of its ilk, the *KI* game will be available in starter decks (decks of around 60 cards which allow you to begin playing immediately) and booster packs (packs of around ten cards which allow you to customize your deck with other cards of different abil-





# PRESS START



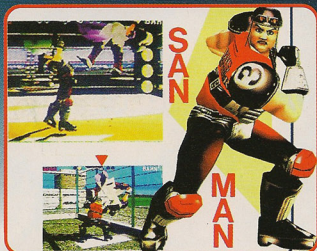
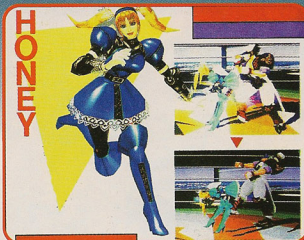
## FIGHTING VIPERS FOR SATURN

Sega is currently hard at work converting its awesome new fighting game, *Fighting Vipers*, for the Saturn system. The game will be managed and completed by the same team that did such a sterling job with the *Virtua Fighter 2* conversion.

Sega promises that advances in the 3D graphics library will mean that *Fighting Vipers* will be even more visually stunning than the VF2 conversion. The gameplay, for those of you who haven't checked out the arcade game, is very similar to *Virtua Fighter*, but

the addition of walled-in fighting arenas means that bashing people off the boundaries plays an important part in the gameplay.

The characters are a motley bunch, including radical skaters, weird punkers and a rather odd French maid called "Honey." It's all very odd and very violent and the game is beginning to gather quite a following in the arcades. We're looking forward to the final version, due in the States in late Summer, as part of Sega's big Christmas build-up.





# PRESS START

## NINTENDO TO REVEAL NEW PORTABLE SYSTEM?

**B**iggest rumor around: That Nintendo is planning to introduce a new portable successor to the Game Boy, featuring a 32-bit processor and a color screen. These kind of rumors have been around before, but this time it isn't going away. Nintendo, of course, was denying everything at

the time of going to press, but it denied the Virtual Boy as well. The theorized machine would retail for less than \$200 and as yet, there are no valid theories on compatibility with existing Nintendo product (like Super NES).

## SEGA SATURN RUNS RINGS ROUND THE NET

**I**nternet access is fast becoming a big issue in the world of video games. X-Band has already given us on-line gaming for consoles (a Saturn version is planned) but Sega wants to go one step further and introduce full Internet access for Saturn owners this year. Currently, discussions are being held with both AT&T and with Netscape (currently the Internet leader), and an Internet package for Saturn is planned for the Fall of this year. The package will certainly include Web Browsing software, a disk drive and a modem. A keyboard accessory is also planned and this package should be available to Saturn owners for less than \$200.

A bundle deal featuring a Saturn, as well as the stuff described above, will retail at less than \$500, presenting the Saturn to Net-curious consumers as a PC alternative.

Since no printing or mass storage options have been announced, the value of the information you can get while browsing the Web is called into question, but hey, what do we know?



## SATURN AT \$199?

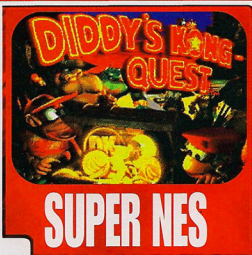
**Y**up, the rumor mill keeps turning and many predict that Sega will launch a last-ditch onslaught, aimed squarely at PlayStation, by announcing a \$199 price-point for the Saturn system. Sega is denying all at present, but the next few weeks should prove the story one way or another. Since Sega already loses

money on hardware sales, this would represent a very drastic strategy indeed, with perhaps a \$150 loss per unit sold. No company on Earth can afford that, and to make that kind of money back, Sega would have to sell more than ten games per customer—something that is at the moment, statistically impossible.



# 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!



## MUSIC TEST

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times. The Music Test will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.

Press **Down** very quickly five times.



Press **Left** or **Right** to listen to different tunes.



## Cheat Mode

Access the Music Test as described above, then press **Down** very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

**"YA SAD LAD"**—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives!

**"BARRAL AX"**—Highlight "Cheat Mode" and press **B, A,**

Press **Down** very quickly five more times.

With the Cheat Mode highlighted, you can enter different cheats.



**Right, Right, A, Left, A, X**; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game!

Enter **Y, A, SELECT, A, Down, Left, A, Down** ("YA SAD LAD") to start with 50 lives.

Or try **B, A, Right, Right, A, Left, A, X** ("BARRAL AX") to play a more difficult game with all of the "DK" barrels removed.



## HINT HOT LINES!

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

### Nintendo of America Inc.

**(206) 885-PLAY**  
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)

Sunday—5 a.m. to 7 p.m. (Pacific Standard Time)

**COST:** Standard long-distance rates to Redmond, Washington, apply.  
**TIPS:** Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

### Sega of America Inc.

**(415) 591-PLAY**  
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

**COST:** Standard long-distance rates to Redwood City, California, apply.

**TIPS:** Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

### Atari Corp.

**(900) 737-ATARI**

HOURS: 24 hours a day, 7 days a week

**COST:** 95¢ per minute  
**TIPS:** Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc.

**(310) 337-6916**

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

**COST:** Standard long-distance rates to Los Angeles, California, apply.

**TIPS:** TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

### Electronic Arts

**(900) 288-HINT**

HOURS: 24 hours a day, seven days a week

**COST:** 95¢ for the first minute, 75¢ each additional minute

**TIPS:** Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

### U.S. Gold (Flashback Gameline)

**(900) 288-GAME**

HOURS: 24 hours a day, seven days a week

**COST:** 85¢ per minute

**TIPS:** Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

### Data East

**(900) 4545-HELP**

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time)

Monday through Friday for optional game counselor assistance  
**COST:** 95¢ for the first minute, 75¢ each additional minute

**TIPS:** Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for plenty of other Data East titles.



## Extra Credits



At the "Game Start/Option" screen, press **X, A, L, R**. **Left**, then hold **L** and press **X, C, Z, A**. **Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three!



Press **X, A, L, R**. **Left**, then hold **L** and press **X, C, Z, A**. **Right, Right**.



Now both players have nine credits instead of three.

## Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and you'll have super rapid-fire capability!



Hold **B**, then press **Y, Right, Left, X, Z, L, R**.



Hold the fire button down for super rapid-fire.

## Extra Difficulty Settings

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and you'll have super rapid-fire capability!



Hold **X**, then press **Z, C, L, B**. **Left, R, L**.



You'll find two new difficulty settings, "Very Easy" and "Abnormal".

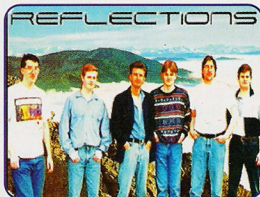


At the "piracy" warning screen at the beginning of the game, press and hold **L1 + Left + O**. After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

## Hidden Photo

The unauthorised reproduction of all or any part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence.

PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this product is an unauthorised copy or have any other information about pirate product, please call your local Customer Service number given in the manual.

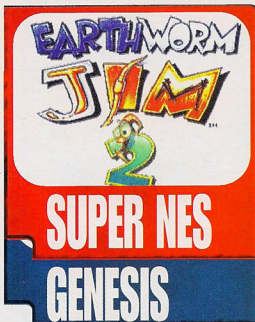


Press and hold **L1 + Left + O**.

You'll see the creators of Destruction Derby.



# Cheat Codes



Just like the first *Jim* game, *Earthworm Jim 2* is loaded with secret codes. To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (\*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

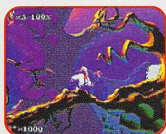
- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press the **A** button to

make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

- The Super NES "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.



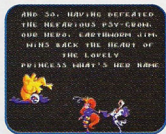
**Bright "Pause" Screen**  
Super NES—A, A, A, A, A, A, A, A  
Genesis—A, A, A, A, B, B, B, B



**Secret Cheat Menu**  
Super NES—SELECT, Left, Right, A, X, X, Left, Right  
Genesis—A, C, C, A, B, A, B, Left



**Warp to End of Current Level**  
Super NES—SELECT, B, X, A, A, X, B, SELECT  
Genesis—A, B, B, A, C, B, B, Right



**Warp to End of Game**  
Super NES—SELECT, Left, Right, L, R, Left, Right, SELECT  
Genesis—C, A, C, A, B, A, A, Up



**Invincibility**  
Super NES—A, A, X, A, Left, Right, Right, Left  
Genesis—A, A, A, A, Left, Right, Right, Left



**Map View Mode**  
Super NES—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B  
Genesis—A, C, C, B, A, A, B, Up



**Energy Refill \***  
Super NES—A, B, X, B, SELECT, SELECT, X, B, A  
Genesis—A, B, C, A, B, C, A, B



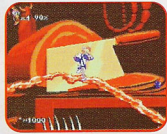
**Energy Refill**  
Super NES—X, SELECT, X, B, X, SELECT, X, A  
Genesis—A, B, C, A, B, C, A, A



**Ammo Refill \***  
Super NES—X, X, X, X, X, X, X, X, SELECT  
Genesis—C, B, B, A, C, B, B, A



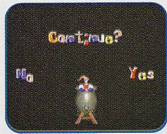
**Ammo Refill**  
Super NES—SELECT, X, X, X, X, X, X, X, SELECT  
Genesis—C, B, B, A, C, B, A, A



**Extra Life \***  
Super NES—SELECT, Left, SELECT, Right, SELECT, Left, SELECT, Right  
Genesis—A, B, C, C, C, A, A, A



**Extra Life**  
Super NES—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT  
Genesis—A, B, C, C, C, A, A, B



**Extra Continue \***  
Super NES—A, A, A, A, A, A, A, A  
Genesis—A, A, C, C, B, A, Left, Left



**Extra Continue**  
Super NES—A, SELECT, A, B, X, Y, X, Y  
Genesis—A, A, C, C, B, A, Left, Right



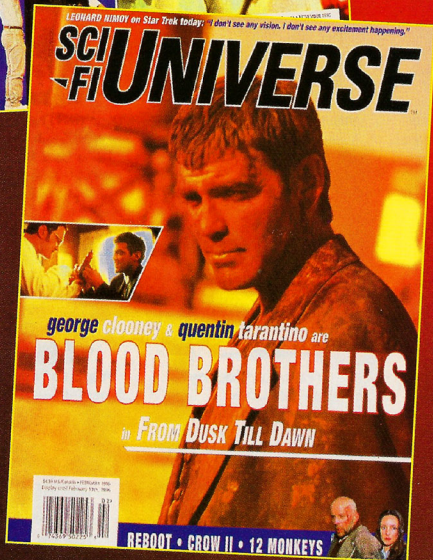
**10 Extra Meal Worms \***  
Super NES—A, A, B, A, A, Y, B, Y  
Genesis—C, A, C, A, C, A, C, A







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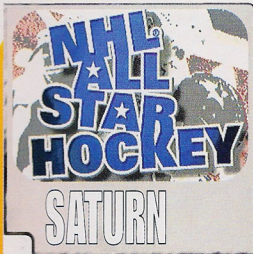
OFFER EXPIRES SEPTEMBER 23, 1996

TAVG95



## Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the **A**, **B**, **C**, **X**, **Y** and **Z** buttons down and press **Up**; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players!



ROSTER: PLAYER CONSTRUCTION		
MIRACLE BOY		
POINT POOL: 0225		
OVERALL	DEPENDENT ATTRIBUTES	60
DEFENSE	POOR MARKING	60
SPEED	STRENGTH	60
WINDUP	CHOCKING	60
SLAPSHOT	STAMINA	60
SHOT ACCURACY	AGILITY	60
POWER POSITIONING	PERSEVERANCE	60
DEFENSIVE AWARENESS	RESILIENCE	60

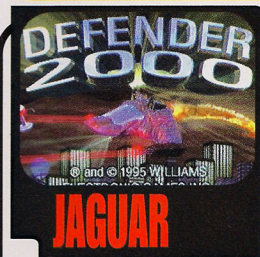
Hold **A+B+C+X+Y+Z** and press **Up**

ROSTER: PLAYER CONSTRUCTION		
MIRACLE BOY		
POINT POOL: 0600		
OVERALL	DEPENDENT ATTRIBUTES	100
DEFENSE	POOR MARKING	100
SPEED	STRENGTH	100
WINDUP	CHOCKING	100
SLAPSHOT	STAMINA	100
SHOT ACCURACY	AGILITY	100
POWER POSITIONING	PERSEVERANCE	100
DEFENSIVE AWARENESS	RESILIENCE	100

You'll see the point pool jump to 600

ROSTER: PLAYER CONSTRUCTION		
MIRACLE BOY		
POINT POOL: 0600		
OVERALL	DEPENDENT ATTRIBUTES	100
DEFENSE	POOR MARKING	100
SPEED	STRENGTH	100
WINDUP	CHOCKING	100
SLAPSHOT	STAMINA	100
SHOT ACCURACY	AGILITY	100
POWER POSITIONING	PERSEVERANCE	100
DEFENSIVE AWARENESS	RESILIENCE	100

Use the extra points to create a perfect player!



## Hidden Game: Plasma Pong

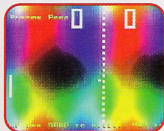
To play a hidden game called "Plasma Pong" (known around the office as *Pong 2000*) just play *Defender 2000* in any game mode until you've earned a score that's good enough for a spot on the high score table. Enter your name as "NOLAN" (after Atari co-founder Nolan Bushnell) and exit; you'll hear a sheep bleating to confirm the code. Now when you cycle through the game modes by pressing **Up** and **Down** on the D-pad, you'll see a fourth choice called "Plasma Pong".



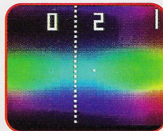
Enter your name as "NOLAN" at the high score table.



With the name in place, go to the *Classic Defender* screen and press **Up**.



You'll see the hidden "Plasma Pong" game.



"Avoid missing ball for high score."

## Hidden Game: Flossie's Revenge

As above, play the game in any mode until you've earned a score that's good enough for a spot on the high score table. Enter your name as "OVINE" (yes, it's a word; look it up) and exit; you'll hear a sheep bleating to confirm the code. Now go to the *Defender Plus* screen and press **B**; then, at the "Select Play Op-

tions" screen, start the game with the **A** button instead of **B**. You'll be playing a twisted version of *Defender Plus* in which you control a rocket powered version of Flossie, beloved sheep of *Defender 2000* developer Jeff Minter. Note that each human has been replaced by a llama—among other humorous adjustments.



Enter your name as "OVINE" at the high score table.



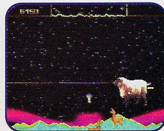
With the name in place, go to the *Defender Plus* screen and press **B**.



Next, start the game with the **A** button instead of **B**.



You've found the second hidden game, "Flossie's Revenge".



Save the llama!



## Cheat Codes



**A**gile Warrior has ton of cheats and secrets which can be activated during gameplay. Just press the **START** button to pause, and enter any of the codes shown here to get different effects.



**INVINCIBILITY**—Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your fighter cannot be harmed.



**MAXIMUM FUEL AND ARMOR**—Pause the game and press **Left**, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○. Power-up your plane whenever you need it.



**ALL WEAPONS=999**—Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **RI**, **RI**, **RI**, **RI**, **LI**, **LI**, **LI**, **LI**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.



**TOGGLE MINIMUM SPEED**—Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your minimum speed is zero; hold **L1** to hover.



**HIDDEN CAMERA ANGLES**—Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left**, **Right**. Enter this code repeatedly for new views.



**MISSION COMPLETE**—Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.

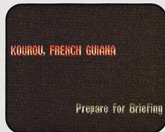
## “Dancer” Cheat

**I**f you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video “R & R,” courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**,

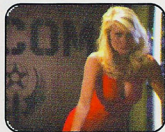
□, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.



Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×.



Now abort the game and start a new one; the first mission briefing will be quite different!



The dancer's name is Cheryl Marie Boudreau.



She appears to be a bit of an “agile warrior” herself.

## Play Your Own CD

**R**idge Racer fans, take note: During a game of *Agile Warrior*, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. (John Botti, the game's co-creator, recommends a bit of Led Zeppelin or Pearl Jam, but we like it best with Tank's *This Means War LP*.) Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment.



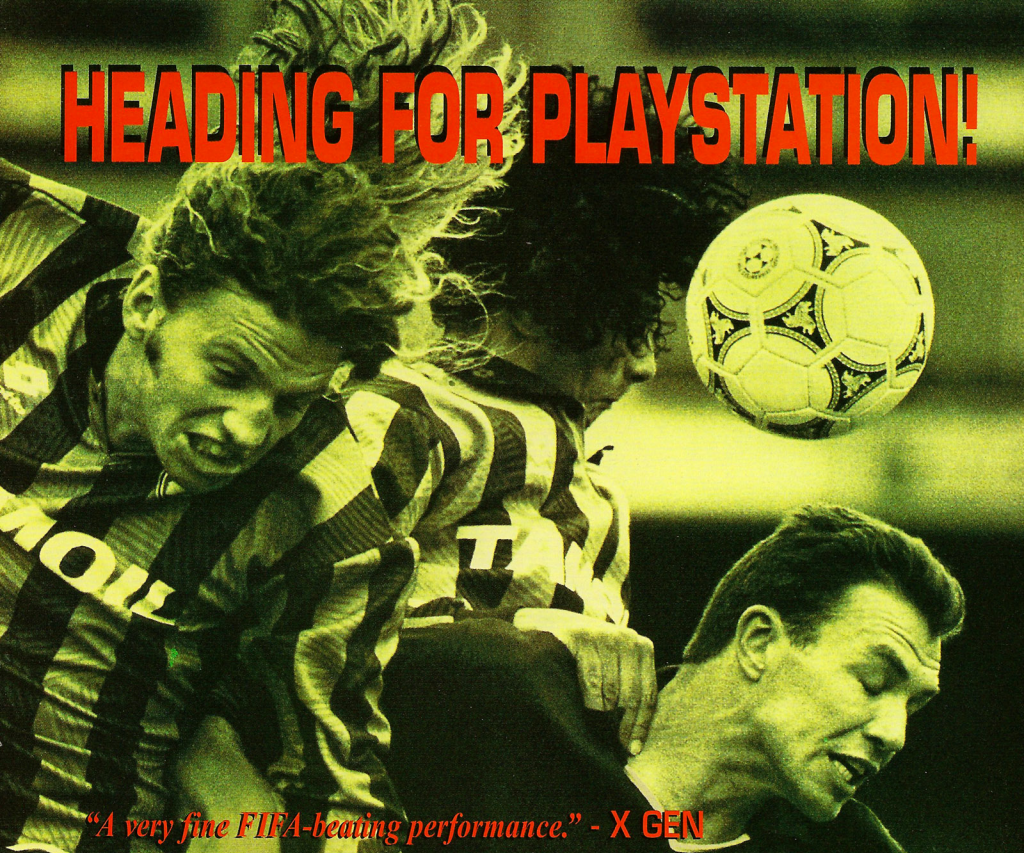
Press **OPEN** to replace the *Agile Warrior* CD with your own music disc; you can even choose a track and adjust the volume.



Once you've used this feature, an extra photo of the game's creators will appear under “Credits” at the option menu.



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## STRIKER 96™





## Full Power-Up + 99 Lives



**D**uring the game, press the **START** button to pause, then enter the following code very carefully: Press and hold **L2**, then **R1**, then **L1**, then **R2**. Next, release **L1**, then **L2**, then **R2**, then **R1**. Now press and release **○**, then press and hold **Left**, then **○**, then **□**, then **△**. Finally, release **Left**, then **△**, then **□**, then **○**. You'll see your energy meter boosted and your lives counter will jump to 99! Repeat this code whenever necessary to fly through the game.



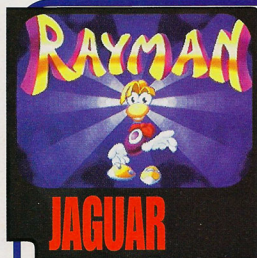
Press **START** to pause the game, then press and hold the buttons in this order: **L2, R1, L1, R2**. Then release the buttons in this order: **L1, L2, R2, R1**.



Next, press and release **○**, then press and hold the buttons in this order: **Left, ○, □, △**. Finally, release the buttons in this order: **Left, △, □, ○**.



Now your health and lives are maxed out!!

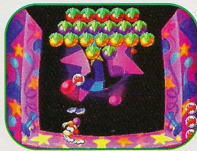


## Hidden Game

**D**uring the introduction sequence, press **1, 3, 6, 4**. A hidden version of *Breakout* will appear; move Rayman left or right with the D-pad to keep the ball going. If you finish the game, you'll be able to play Rayman with infinite lives!



Press **1, 3, 6, 4** on the keypad.



The hidden game will appear!

## 50 Lives

**A**lso during the introductory animation, press **5, 1, 5, 2, 5, 3** on the keypad. You'll start the game with 50 lives in reserve!



Press **5, 1, 5, 2, 5, 3** on the keypad.



You'll start the game with 50 lives!

## All Special Abilities

**A**gain, during the introduction scene, press **1, 3, 5, 7, 9** on the keypad. Now you can start the game with all of Rayman's special abilities—punching, flying, hanging on ledges, etc.—without having to earn them as you progress through the game.



Press **1, 3, 5, 7, 9** on the keypad.



Now you'll start with all of Rayman's special abilities.



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## Access All Weapons



**D**uring the game, quickly press **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down**. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game, including the awesome guided missiles. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo!



During the game, press **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down**.

You'll see this message to confirm the code.

Now you have a full supply of all of the game's weapons!

## Invincibility

**A**lso during the game, quickly press **Left, X, Left, X, Left, Left, X, Right, X, Right, X, X**. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

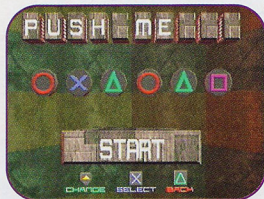


During the game, press **Left, X, Left, X, Left, Left, X, Right, X, Right, X, X**.

You'll see this message to confirm the fact that you are, indeed, invincible!

## Level Codes

- |                            |                            |
|----------------------------|----------------------------|
| 1. Welcome—○ ○ ○ ○ ○ ○     | 22. Park A Lot—□ □ △ ○ □ △ |
| 2. Next Gen—□ × □ × □ ×    | 23. ZamCam—○ × × × × ×     |
| 3. This Way—△ ○ ○ ○ ○ △    | 24. Shootme—△ □ □ □ △ △    |
| 4. JoyJoy—△ □ △ △ ○ △      | 25. Wild—△ ○ △ ○ △ ○       |
| 5. Noddy—□ △ ○ ○ × ×       | 26. Oil Rig—○ ○ ○ × □ ×    |
| 6. Wastelands—△ ○ ○ ○ × □  | 27. Rightway—× ○ ○ □ □ △   |
| 7. Vertigo—× ○ ○ ○ ○ △     | 28. Waste2—○ ○ ○ □ □ △     |
| 8. Gem Tower—△ ○ × □ △ △   | 29. Dodge—△ ○ ○ × ○ ○      |
| 9. Bridge—□ △ × × × ×      | 30. Air—□ ○ × ○ × □        |
| 10. Obliterate—△ △ ○ ○ × □ | 31. Jump—○ □ × ○ △ △       |
| 11. Arena—△ △ × △ ○ □      | 32. Room 101—△ ○ × ○ □ ×   |
| 12. PBM—○ ○ △ △ △ ○        | 33. Firepower—× × △ × × □  |
| 13. Ramps—△ ○ ○ × □ □      | 34. Wave—× ○ ○ ○ ○ ○       |
| 14. Oasis—△ △ × □ □ ×      | 35. Push Off—○ ○ × △ × △   |
| 15. Halls—○ × △ △ △ △      | 36. Perimeter—× △ △ × × △  |
| 16. Coaster—○ □ ○ ○ □ □    | 37. Spiral—× △ × △ × □     |
| 17. Mine—△ △ △ ○ △ △       | 38. Bounce—○ × △ △ △ △     |
| 18. Look-Up—□ ○ □ × △ △    | 39. The Castle—□ △ △ △ □ × |
| 19. Deadline—× × □ × △ ○   | 40. Fortress—□ × △ × × △   |
| 20. Fort—× □ × △ △ △       | 41. Lifts Ahoy—△ × ○ ○ □ × |
| 21. Stairway—△ △ △ □ △ △   | 42. Push Me—○ × △ ○ △ △    |



Enter a code at the password screen to start at any stage in the one-player game.



## Infinite Weapons + Fuel

**A**t the *Black Fire* title screen—while the words “Press Start Button” are flashing—press **L, A, Z, Y, A, Down, Down**. You’ll hear a voice say, “There she is! Beans and bullets on the way!” With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out!



Press **L, A, Z, Y, A, Down, Down** and listen for the voice confirmation.



Now, when you’re low on fuel or ammo, just press **START**.



When you unpause, you’ll have full supplies of both!

## Invincibility

**A**lso at the *Black Fire* title screen—while the words “Press Start Button” are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You’ll hear a voice say, “You are on the wrong team.” With this code in place, start the game and you’ll find that your helicopter is invincible!



Hold **A**, then **B**, then **C**; release **C**, then **B**, then **A**; press **B, A, B, Y**, hold **X**, press **Up**, hold **Down** and release **X**.



Now your chopper will never be shot down.

## Stage Skip

**A**gain, at the *Black Fire* title screen—while the words “Press Start Button” are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You’ll hear a voice say, “Black

hole engaged.” With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.



Hold **A**, then **B**, then **C**; release **C**, then **B**, then **A**; press **B, A, B, Y**, hold **X**, press **Up**, hold **Down** and release **X**.



Now during the game, hold **A+B+C+Up** and press **L**.



You’ll skip to the mission briefing for the next stage!





## GIVE 'N GO

### SUPER NES

## Super Difficulty Level

**W**hen the words "PRESS START" appear on the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. (Hmmm...it's that Konami code again!) You'll hear the sound of the ball hitting the rim to confirm the code. Now access the difficulty setting at the Options menu and you'll find a new difficulty option called "S" for "Super."

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

You now have access to a super-hard difficulty level called "S."



## GIVE 'N GO

PRESS START

DO NOT TOUCH ALL THESE BUTTONS

STAGES	1	2	3	4	5	6	7	8	9	10
STAGE 1	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 2	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 3	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 4	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 5	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 6	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 7	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 8	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 9	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000
STAGE 10	000000	000000	000000	000000	000000	000000	000000	000000	000000	000000

## GOAL STORM

### PLAYSTATION

## "Easter Island" Code

**W**hen the words "PRESS START" appear on the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, □, ○**. (Gee, that sounds familiar...) You'll hear the crowd cheer to confirm the code. Now start the game and you'll find that all of the players on your team have giant Easter Island heads of stone! Note: If both players enter the code, both teams will get the funky heads.

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

Now your players have wacky stone heads!



If both players do the code, both teams get the weird heads.

## Jumping Flash!

Options Screen  
TIME ATTACK  
LOAD  
SAVE  
CONTROLS

### PLAYSTATION

## Stage Select!

**A**t the *Jumping Flash!* title screen, press **Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, △, X, △**. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game; when the World Map appears, press **Right** repeatedly to skip to different stages!

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

The color of the text box will change if you've done the code correctly.

When the World Map appears, press **Right** repeatedly to choose your starting stage.

You can skip all the way to the final battle with Baron Aloha!





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OFFER EXPIRES SEPTEMBER 23, 1996

TAVG95



# PC ZONE

BY JOHN PATTERSON

PREVIEWS . . .

## Desktop Toshinden

*Battle Arena Toshinden*, one of the hottest titles so far released for the PlayStation—and a particular favorite around these offices—is about to be released for the PC, and it promises to revolutionize the way home PC gamers look at 3-D fighting games. Set in three-dimensional fighting arenas, this enhanced version of the PSX unit-shifting sensation offers 360-degree movement, different “camera angles,” a variety of biffing locales, eye-poppin’ graphics and network-linked play for one or two players. It also lets you configure your game options, such as skill level, auto defense, control



type, bout lengths, camera action and sound type. This PC version also has a new feature: a “coin-up” option, allowing players to announce that they’ll challenge the winner of the current battle. So get ready to kick eight kinds of ass!

## Taxi to the Apocalypse

Into the über-fast lane of the increasingly crowded—some might say gridlocked—driving-sim superhighway comes GameTek’s newest addition to the genre: *Road Warrior*. Combining elements of *Escape from New York* with *Taxi Driver* and any number of futuristic speed-freak road movies, *Road Warrior* has you playing Drake Edgewater, Hovercab hack and escapee from the prison city of Kemo, whose task it is to survive in the wildly hostile outside world



while trying to destroy the evil and vicious ruling Omnicorp Empire. In this action-jammed first-person 3-D sim, you’ll have to navigate



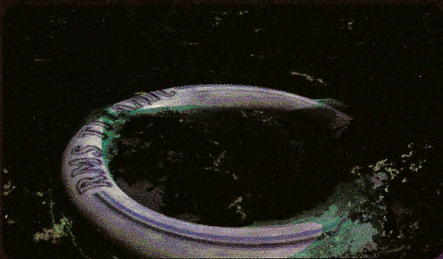
through urban jungles, rolling farmland, factories, deserts, airports and (my fave) theme-parks. The range of weapons at your disposal is awesome and ferocious in its destructive capabilities: carve up opponents with your

horrifying retractable spikes; barbecue ‘em with your toasty flame thrower, and blow ‘em to meaty pieces with your landmines and missiles. You can test your mettle in over 50 types of vee-hickle, over the course of more than a dozen kinds of mission. Weird and surreal elements will occasionally hurt you, too; you’ll need to stick pigs; enter a murderous bumper-car rally; use... erm, “Bovine Technology” (search me...) to tip cows; engage airborne attackers with your anti-aircraft guns, and hunt monster mutant balloons. Kill ‘em all! They’re gonna need a new organization to combat the likes of you: How about M.A.D.D.D? Moms Against Deadly, Deranged Drivers? I like it!

## That Sinking Feeling...

When the *R.M.S. Titanic* set sail from Southampton on her maiden voyage in 1912, she was considered a technological marvel and a monument to Anglo-American genius and cooperation. The ship was billed as unsinkable, as the finest luxury liner ever launched, and as the acme of classiness. Then, in a moral lesson about man’s presumptuousness and arrogance unmatched since the destruction of the Tower of Babel, she struck an iceberg and sank. To this day, the *Titanic*’s fate is emblematic of incompetence, shortsightedness and doom. She was “unsinkable”, but she sank. She was “unsinkable”; therefore there was no need for lifeboats. Although she took





several hours to go down, there was only room in the lifeboats for 700 of its 2,200 passengers. Vanderbilts and Carnegies were only some of the names of the great and good who followed her to the bottom of the freezing North Atlantic, where she remained, undis-



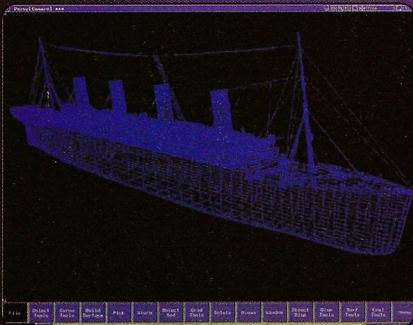
encounter pirates, the Spanish Main and the high seas. The title features over 20 games, puzzles and activities which offer endless fun and gameplay for your moppets. Search for treasure, explore the seven seas, discover new lands and buckle many a swash against nefarious and smelly pirates in an action-packed journey. *Muppet Treasure Island* blends two hours of live-action footage (in 800 video sequences) and 45 highly stylized 3-D backgrounds (developed on Quantel software) which allow kids to hang with their fave characters in a truly immersive environment full of high adventure, intrigue, thrills and piratical hi-jinks. Kermit, Miss Piggy, Gonzo and actor Tim Curry lead the way in this companion piece to the forthcoming movie of the same name. But will Captain Hoghtrob be making a terrestrial appearance? We hope so.



## Open Pandora's Box

Fans of *The X-Files* and of *Under a Killing Moon* should know that the new Tex Murphy Interactive movie, *The Pandora Directive*, from ACCESS Software, will be upon us in the twinkling of an eye. The game revolves around two themes: the mysterious disappearance of the ancient Mayan civilization and the reputed UFO crash at Roswell, New Mexico in 1947. From these two events, *The Pandora Directive* builds a dark, exciting and pulse-pounding interactive thriller: shot through with the same hard-as-nails gumshoe cynicism and humour that gamers saw in *Under a Killing Moon*. It's April, 2043, and a typical \$500-a-day-plus-expenses gig for Tex Murphy

start to turn into a world-threatening labyrinth, in which everyone's menacing and no one's to be trusted. Hired by a strange and slightly batty older client (Kevin McCarthy, star of the original



turbed until her position was located a few years ago. Now however, Knoxville, Tennessee-based Cyberflix is planning to relaunch the ill-starred ship once again. Currently, the company's CD-ROM adventure *Titanic* is in digital dry-dock in Utah, being welded and riveted into shape on high-end workstations by a team of 3-D artists headed by Eric Merritt of Zygotte Media. After constructing digitized 3-D wireframe versions of all areas of the ship—engine room, ballroom, telegraph office, etc.—the liner's components are then sent on DAT cassettes to Cyberflix H.Q. in Knoxville, where the wire frames are sealed with hundreds of textures representing different surfaces, like metal, wood, and wallpaper.

Gamers will be passengers on the fateful maiden voyage on April 14, 1912. You'll be able to roam and explore the length and breadth of the ship's decks in real time. You can gather objects and clues, talk to passengers and crew. Included is an amazing array of true stories and facts about the doomed passengers and the ship itself. Your objective, of course, will be to attempt to alter the course of history on this "night to remember." We wish you smooth sailing....

**Titanic will be available fourth quarter 1996.**

## Kermit Walks the Plank

In VG's Kiddie Korner this month, we feature Activision's *Muppet Treasure Island*, which offers your rugrats a new, entertaining and educational way of interacting with their favorite characters from the legendary show created by the late Jim Henson, and lets them



## PC ZONE

*Invasion of the Bodysnatchers* to track down an old friend (John Agar—ex-husband of Shirley Temple, no less!). Joining forces with a mysterious and beautiful woman (Tanya Roberts), Tex finds himself dogged at every



turn by a murderous NSA agent (Barry Corbin). As the game unfolds, you'll solve puzzles, collect clues, and track down a number of boxes, each containing a component of the so-called "Pandora Device." UFOs and the Yucatan peninsula feature heavily in the gameplay, and the tight script, wonderful graphics, rendered environments and challenging gameplay will take you through three possible narrative threads, each with its own unique scenes, plot twists and character developments. Finally, the game's replay value is comprehensively enhanced by the inclusion of no less than seven different endings, allowing you to replay the game several times, each time encountering new locales, puzzles and conversations. With all these features, *The Pandora Directive* promises to take the Interactive movie genre to a new level of sophistication.

## Pocket Full of Universes

Fans of Hugo and Nebula winner Roger Zelazny will be happy to learn that the writer, who's been called "the finest writer of his generation in science fiction," is responsible for the script of *Chronomaster*, a new graphic sci-fi/fantasy adventure for PC CD-ROM, from Capstone. A non-linear story and environment that lets the gamer roam at will through six "man-made Pocket Universes", each of which has its own variations on the laws of physics. You play Korda, the Chronomaster, an expert in the construction of Pocket Universes and the use of "Bottled Time" (gimme a fifth of that!). You've been sent by the office of the Terran Regional Representative to investigate why certain PUs have been shut down or



time-locked. In each of the six PUs, where science and magic co-exist, you'll encounter puzzles, witches, cyborgs and pirates, amongst others, witness the deleterious effects of Bottled Time (with a beer chaser, please!) on characters and

objects, and follow flexible plotlines to a variety of possible conclusions. Excellent 3-D rendered graphics, full-motion animation and an ingenious and intuitive interface allow you to explore and control Korda's virtual world.

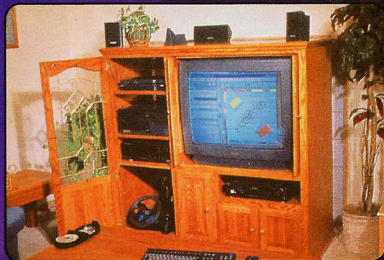


Zelazny and co-author Jane Liskold's zany and unpredictable universe should keep you preoccupied for several "crates" of time. Barkeep! More Time for my friends!

## PERIPHERALS . . .

## Gamers Merge with Couch Potatoes

One of those obvious ideas that plagues PC gamers occasionally is how to get yourself out of the study or office in your house, where gaming can sometimes feel a tad too much like actual work (ugh...). Well, now South Dakota-based Gateway 2000 has developed the means by which home gamers can park their cheeks on the couch



in the rec room and game away to their hearts' content. The Destination —is the product of 18 months of research into the way people use their PCs. It features a 31" TV and a casing unit that fits into a standard stereo wall-unit. In fact, to all intents and purposes, it looks just like a regular TV, but it incorporates much more than that. Called a "broadcast-enabled PC entertainment system" by Gateway, the unit houses a high-end Pentium PC with a large (and upgradeable) hard drive with 120 Mhz and 16 megs of RAM, an RF keyboard, a three-disc CD-changer, a speaker system comparable to a top-of-the-line home stereo setup, a modem, and a software bundle (including *Windows 95*). The keyboard will incorporate mouse, volume-control and channel-changing technology, and the TV remote will also hold a mouse facility. With all these features, and with the maximum capacity for future upgrades, the Destination promises to make a full and comfortable transition from the office or bedroom to the family room or den. Your basic couch potato can now lounge with his Doritos and beer and browse the Net whilst happily horizontal. The kids and the folks can now sit together and play *Earthworm Jim 2* together. Then they can all switch to *Jeopardy* or crank the tunes on the CD player. I've done years of in-depth, sedentary research into the restorative properties of full-on couch-potatohood, children, and I can assure you that *everything* looks better when viewed from a comfy chair or



sofa. How better, then, to improve the state of end-of-the-century relaxation than with an invention such as this? Answer me now!

The Destination will retail at \$3,999 and \$4,999.

## Look MA! No Wires!

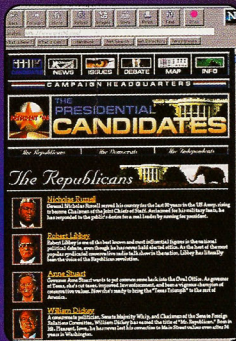
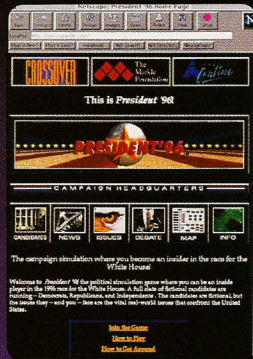
Approaching the joystick question from an innovative angle is the latest 'stick from Vivitar, which offers wireless play, saving you the hassle of tangling yourself up in a million leads and tripping over. A freespace pistol-grip device, the WJ2000 uses innovative attitude-sensing technology to register player movements and communicates with the host computer through a non-directional infrared link. Compatible with all PC hardware and software, it should increase your freedom and accuracy in gaming, it lowers muscle stress during hours of gaming, and requires no software drivers or special installation—it just plugs into the standard joystick outlet. With moving parts ditched in favor of precision microcontrollers, the system never needs recalibration or readjustment of its center position, because its electronic centering remains spot-on no matter how much you brutalize it. Sims for driving, flying, space or 3D will all come under its precise control. So unknit yourself from the tangle of your Stone-Age joystick and get ready to enjoy total freedom of movement!

For more information, call Vivitar at (805) 498-7008

## President '96

Well, Primary season is upon us once again, but if you have to get involved in politics, take my advice, the way to have the most fun is to be the campaign manager. Sure, you'll get fired if the polling numbers take a dive, but you'll be largely invisible, you can fling all the mud you want, and the candidate will have to take most of the heat. The best way to enjoy this experience is to play the new Online interactive political simulation game from Crossover Technologies and The Markle Foundation, *President '96*, which is available on the World Wide Web and America Online until November 16th at <http://www.pres96.com> (America Online Keyword: President 96). You'll take on the role of campaign manager for one of ten political candidates and it'll be your responsibility to shape their political platform. The game will closely mirror the electoral process and contain real-life and fictitious events, as well as embarrassing political (and, we hope, sexual) scandals. This totally interactive parallel political universe will be constantly updated and the final outcome will be directly controlled by the players themselves. And since it's on the Web and America Online, it (kinda, sorta) creates an electronic democracy in which millions of cyber-voters

can participate. The candidates in the game are really veiled versions of real campaigners, or composites of various real figures. For instance, there's a corpulent, fascistic TV political commentator, a much-admired retired Chairman of the Joint Chiefs of Staff, an AI Gore/Clinton amalgam, an Ann Richards-like Texas governor and numerous others. From the *President '96* Home Page, players can visit candidates' campaign HQs, survey bios, check out clips of debates and commercials, listen to soundbites and campaign songs, examine election charts, political cartoons and more. Also,



check out the latest mud-slinging, rumors and simmering political scandals and read posted Newsgroup messages to keep informed. Gather a large enough constituency and your candidate will be elected. The game will be augmented—and its serious side enhanced immeasurably—by weekly chat sessions involving real-life political and business figures (e.g. Mario Cuomo) and organizations. This may turn out to be more fun than the real thing. Vote! Vote! Vote!

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

### 1. *Myst* by Broderbund

2. *Warcraft II: Tides of Darkness* by Davidson
3. *Star Wars Rebel Assault* by LucasArts
4. *Gabriel Knight 2: Beast Within* by Sierra Online
5. *Doom II* by GT Interactive
6. *Ultimate Doom: Thy Flesh Consumed* by GT Interactive
7. *Mechwarrior II* by Activision
8. *Command & Conquer* by Virgin
9. *Microsoft Flight Simulator* by Microsoft
10. *Hexen* by GT Interactive
11. *Master Levels of Doom* by GT Interactive
12. *11th Hour* by Virgin
13. *Need for Speed* by Electronic Arts
14. *Police Quest 5: SWAT* by Sierra Online
15. *Fury 3* by Microsoft
16. *Monopoly Multimedia* by Virgin
17. *The Dig* by LucasArts
18. *Sim City 2000 Collection* by Maxis
19. *You Don't Know Jack* by Berkeley
20. *NASCAR Racing* by Papyrus

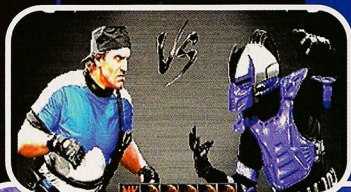


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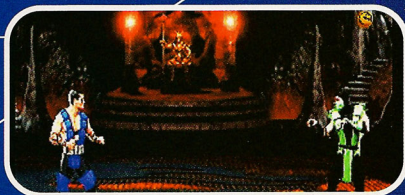
# Saturn

# Ultimate

# MK3



Are you perchance a bloodthirsty butcher? Well, chances are you will be after you play *Ultimate MK III*.



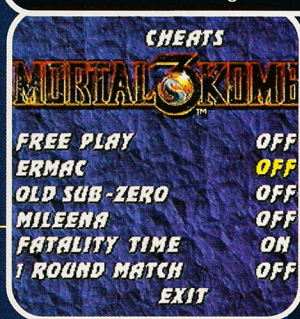




**1 or 2 Player Fighting Game**  
**Developed by Eurocom**  
**Published by Williams**  
**Available Spring 1996**



Reptile will probably have to lick Sub-Zero's icky boots before he's granted mercy.



**S**o for the past few months you've been blowing your mind playing the arcade version of *Ultimate Mortal Kombat III*, but lately, your supply of quarters has been dwindling. Your pockets are almost bare and you still need that fix that only *UMK III* can provide. What, oh, what do you do, my friends? Well, if you're smart, you rush to your local gaming shop and rustle up a copy of *Ultimate Mortal Kombat III*.

The kind folks from Williams Entertainment recently showed the staff of VIDEOGAMES the work-in-progress version of *UMK III*, and even at this early stage it looks much better than the flawed Saturn version of *Mortal Kombat II*. All of the characters and secrets from the arcade version

of *UMK III* have been packed into the disc, so you can calm down now. Do you want to play Noob Saibot, the human Smoke, Ermac, Mileena, or the classic Sub-Zero? Does the idea of checking out some new moves for your favorite characters get your temperature rising? Well, how do you think we feel?

While not "arcade-perfect", *UMK III* is pretty darn close. From what we saw, the delay in Shang Tsung's morphs, which have been bedeviling home players, is gone. The *Ultimate Mortal Kombat* codes are still in place and have in fact been expanded. The new backgrounds remain intact as well. What else is there to say? You know you want it, we know you want it, and Williams knows you want it, so you're gonna get it. And hey, if you don't own a Saturn, don't rule out the possibility of an eventual 16-bit release. Wait, did I say 16-bit? I must be nuts! Or maybe not....



# FIGHTING





# VIPERS



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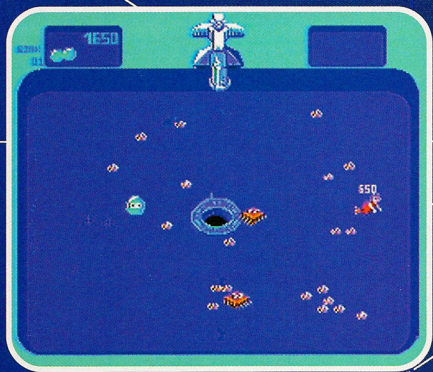
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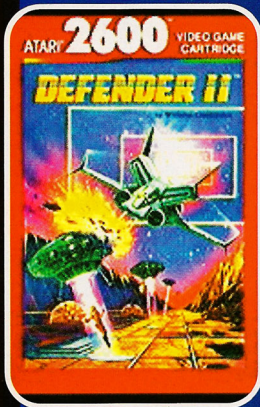
# First Look

# PlayStation

# Williams Arcade Classics



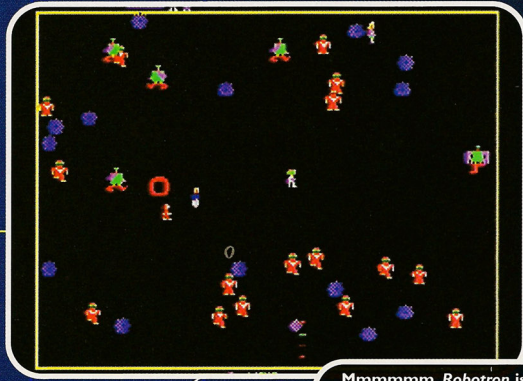
*Defender, Joust and Defender 2* may well be incredibly famous classics, but *Bubbles* just doesn't make the grade. It's a good game, and fans of *Crystal Quest* will love it, but it ain't famous.



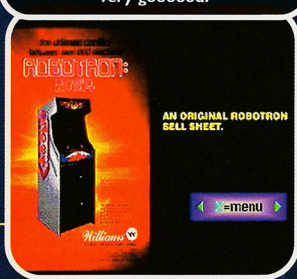




**1-2 Players Anthology of Games  
Developed by Williams  
Published by Williams  
Available Summer 1996**



Mmmmmm. Robotron is goooood.  
Very goooood.



**G**ood gravy! If this isn't one of those collections of old games rather like *Namco Museum Piece!* Why, back in my day, we had no such thing. Yes, I'm from a generation where video games went, "Bloop!" and children were seen and not heard. Why, I remember it like it was just yesterday. I would wander down to my local gaming emporium—right by the soda jerk it was—and pop a couple of farthings into an old-time slot-gaming-machine, as we were wont to call them in those days. My favorite was *Defender*.

OK, so admittedly, I'm actually in my early twenties, but I still remember *Defender* when it was "new." The best thing about Williams' old games was their sheer originality, and that's something PlayStation owners now have the chance to experience first-hand. Every one of the "classic" Williams' coin-ops has been translated perfectly, and I mean perfectly, to the colossally powerful 32-bit machine. The PlayStation runs a clever emulator which effectively fools your machine

into thinking it's a ten-year-old arcade cabinet.

The graphics, sounds, even bugs, have all been translated flawlessly, and in the case of *Defender* and *Robotron*, improved slightly by function of the PlayStation's excellent joypad. The games at your disposal are all (with one exception) benchmark standards for their genre. The list reads like a video-game Hall of Fame: *Defender*, *Defender 2* (also known as *Stargate*), *Joust*, *Bubbles* (the possible exception) *Sinistar* and *Robotron!* Any one of these games will set the pulses pounding in your geriatric gaming chums. And all of them play quite beautifully as well.

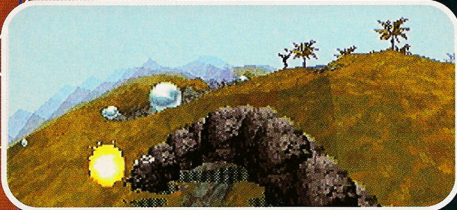
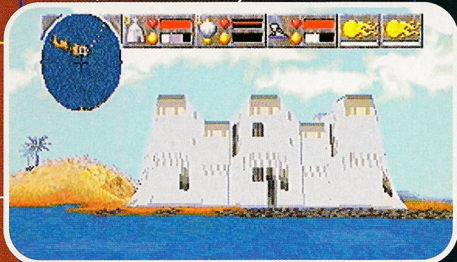
An argument exists that video games have gotten much better and much more enjoyable since these games first did the rounds, but these (again, with the exception of *Bubbles*) have never been bettered. If you want to play some old-style games, this collection could be even better than Namco's. Instead of the 3D museum found in that game, you have a chance to watch full-motion video interviews with the creators of the games, something that no self-respecting game fan should miss. In fact, some of the spazzier, more paranoid people who work here thought that the interview section was actually more fun than the games themselves.



# First Look

# Magic Carpet

Saturn



**S**o you say you're tired of all the run-of-the-mill 3D Doom clones currently clogging the shelves, and that you need something fresh to keep your attention span from imploding upon itself? If it's fast-paced action in a new mold you desire, then look no further than *Magic Carpet*.

If you haven't been living under a rock for the last year, you'll recognize the name *Magic Carpet* from the incredible amount of well-deserved press that it and its sequel, *Magic Carpet 2: The Netherworlds*, have been receiving. In the Saturn version of *Magic Carpet*, you take on the role of a maverick wizard intent on restoring the balance of magic in a series of enchanted worlds. This would be all fine and dandy, were it not for the fact that a cadre of unlike-minded wizards are using every spell in their arsenal to shut you down.

The coolest thing about *Magic Carpet* is its interface: instead of simply walking along, as in most games, you actually fly around islands and have great freedom of movement. The game also requires a lot of strategy and, as the levels progress, becomes quite difficult, thereby ensuring *Magic Carpet's* play value.

Jeez, I sound like an accountant, don't I? Bottom line: is the game fun? Heck yeah it is.



**1 Player Action Game**  
**Developed by Bullfrog**  
**Published by EA**  
**Available Spring 1996**



First Look Sony PlayStation

# PO'ed



**N**owadays, when you develop a first-person action game, everyone will undoubtedly compare it to *Doom*. Is it as gory? Does it have the same eerie atmosphere and wild cast of characters? Are the weapons punishing enough? Why not compare? Anyone who isn't trapped in a third-world country (and some who are) has played it. So what better reference-point could a lover of this genre want than the almighty *Doom*?

If you're a *Doom* nut, chances are you've seen this game on the 3DO. *PO'ed*, like all members of this genre, is full of rude, crude and disgusting creatures that, when dying, will give you a baptism of blood and carnage. You play this guy who, armed only with a frying pan, must vanquish hordes of beasties from mobile rear-ends to the foulest of Lovecraftian evils.

For the PlayStation, the scrolling has been smoothed out, as have some of the graphics. Also, there are dozens of cool weapons ranging from the finest of Corning's dinnerware to rocket-launchers and meat cleavers. These, along with numerous health and body aids, can be found scattered about 25 levels of over-the-top carnage.

A nice feature in *PO'ed*, which hasn't been seen in other games like this, is a jet-pack which allows you to fly above the world you're in, adding an ariel attack to your battling options. This is especially nice, because it gives you a fresh look at what's becoming one of the most uninspired and repetitive formats in the gaming industry.

At this juncture, The graphics of *PO'ed* are still inferior to *Doom* for the PlayStation, but the game's not finished yet. As with *Cyberdillo*, *Killing Time*, and *Castle Wolfenstein*, *PO'ed* will surely have enough gusto (and guts-o) for those of you who can't seem to see anything beyond the world of *Doom*.

**1 Player Action Game**  
**Developed by Any Channel**  
**Published by Accolade**  
**Available Spring 1996**

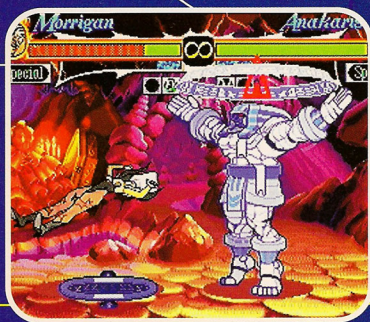
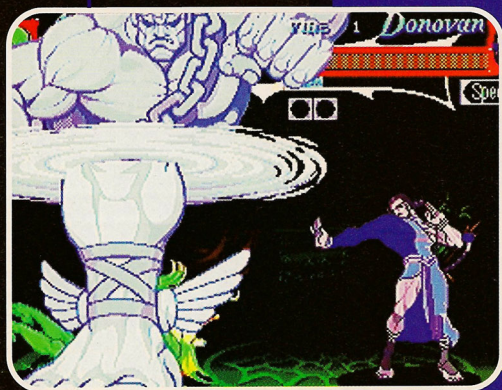




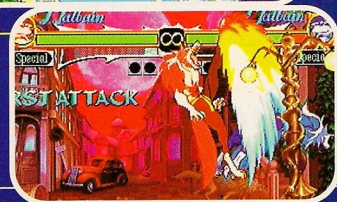
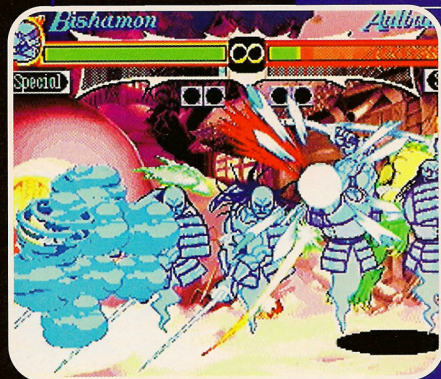
First Look

Saturn

# Night Warriors: Darkstalkers Revenge



More supernatural street fighter-esque shenanigans.



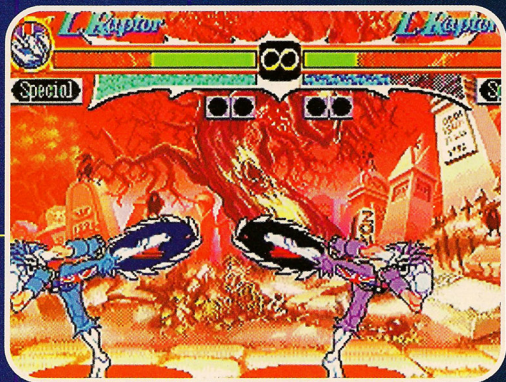




**1-2 Players Fighting Game**  
**Developed by Capcom**

**Published by Capcom**

**Available March 1996**



Capcom's been on quite a roll lately, with good translations of *X-Men* and *Street Fighter Alpha*. Now, the third entry in this fighting fest is *Night Warriors: Darkstalkers Revenge* which is the little-seen sequel to the original *Darkstalkers*. For some reason, *Part Two* was never officially released here in the States, but it enjoyed great popularity in Japan. Two new characters have joined the action and you now have the ability to play as Heitzil and Pyron, the two bosses from *Part One*. Hsien-Ko is a Chinese ghost-chick while Donovan is a Dark Hunter who tracks down people like her and the rest of the *DarkStalker* cast.

The original *DarkStalkers* was the first game in the series of animation-style graphic fighting games from Capcom, which, apart from strong play mechanics, is their specialty. *Night Warrior* continues the tradition and the Saturn version seems to be an almost exact replica of the arcade graphics. When you first look at *NW*, you'll be amazed by how fluid

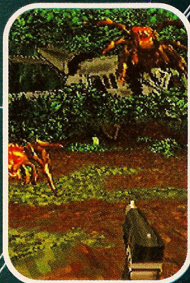
it looks, and by the tight control. Trademark Capcom features include a power-up meter, chain combos and guard reversals which preceded *Alpha* counters and which require no power-meter energy.

The music is simply amazing, with coolly arranged versions of the arcade tunes which you'll find yourself instantly enjoying. The sound samples are a bit off and sound a bit distant, but much better than the sound quality in *X-Men*, though not as good as *S.F. Alpha*. There are 14 characters to select from and all are armed with a huge array of moves and specials. At first, it will appear that some characters haven't changed much from *Part One*, but once you sit down with it for a while, you'll find it hard to go back to *Part One*. Among the improvements are the ability to stomp on your opponent on the ground à la *Virtua Fighter* and the ability to charge up your super meter almost endlessly. The number will indicate that the highest number is nine, but you can continue past that, although you can only release one level of super meter power at any given time. This game will be available by the time you read this and we'll have a review next month, but I can safely say that this is going in my Saturn collection.



# First Look Saturn

# CONGO



**1 Player Action/Adventure Game**  
**Developed by Jumpin' Jack**  
**Published by Sega**  
**Available Spring 1996**

I'm not too big on games that have you shooting monkeys, but since it took them so much time to put this game together, I thought it might be worth a look.

*Congo: The Lost City of Zinj* is a first-person shooter that has you traipsing through the African jungle on a quest for the highly prized blue diamonds. It won't be easy though; the Dark Continent is filled with mean and savage beasts that would love to have you for lunch.

From a first look, it is clear that the video game resembles its parent movie in many areas. For one thing, it took a lot of time and money to put together. Also, despite the time and money, the overall product is less than spectacular. The graphics aren't up to snuff and the scrolling, at this early stage, is quite choppy.

Those aforementioned beasts look a little ridiculous and the biggest surprise is that the game looks remarkably like another Saturn title, *Ghen War*. Let's hope that the developers don't take quite so long to tweak this game and that they manage to correct the many flaws that seem painfully apparent in the preview copy.



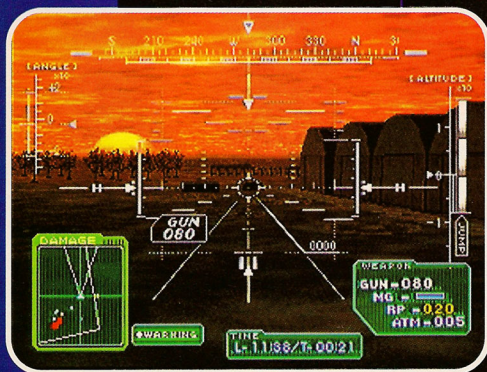
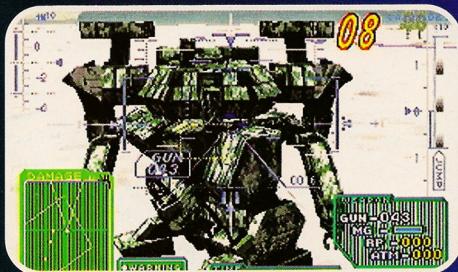
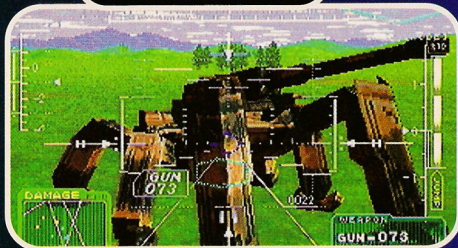


# First Look Saturn

# IRON REIGN



This cool night mission is very realistic.



**A** while back, there was a game called *Metal Head* for the 32X which featured a 'mech battle-droid antagonist. That game showed a lot of promise, but failed in too many areas, including fun. Now, *Iron Rain* is here to wash away the bad taste of that game and deliver a kick-ass 'mech game.

First of all, I must point out that the graphics are unbelievable and laced with great details on the 'mechs and other vehicles. The mission areas are graphically diverse, as are the missions themselves, the coolest being one that takes place after dark, in which you can utilize your special night-vision goggles. The controls are somewhat complex, but training missions allow you to get accustomed to them and will prepare you for the tough missions ahead. Don't let the controls scare you away because they really do become second nature after a time, and games of this type would suffer tremendously if they were crippled with overly simplistic controls.

*Iron Rain* is something to look forward to and one of the stronger titles in the Saturn Spring line-up.

**1 Player 'Mech Battle Sim Game**  
**Developed by Game Arts**  
**Published by Sega**  
**Available May 1996**



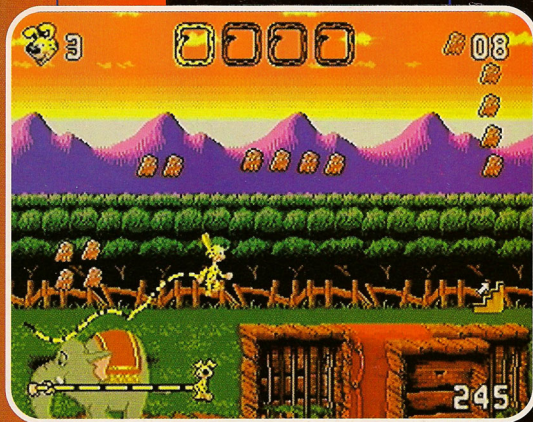
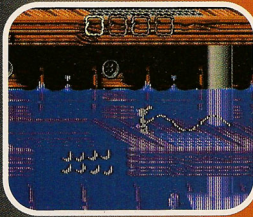
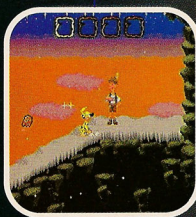






# First Look Genesis

# Marsupilami



**M**arsupilami is another one of those lovable, if annoying, Disney critters that looks more like a drunken hallucination than a kid's plaything.

This platform game has Marsupilami and his elephant sidekick wandering from one wacky, circus-type scene to another. Operating much like the Peter Puppy level in *Earthworm Jim*, Marsupilami must get his elephant from point A to point B using an assortment of tricks and special abilities. These abilities range from using Marsupilami's long, prehensile tail as a set of stairs to frightening the elephant with a fake mouse.

*Marsupilami* is aimed at the younger gaming crowd and contains enough jovial music and mirth to keep those young 'uns busy. Older gamers will no doubt find this game nauseatingly cutesy, but who knows? The situations do get fairly challenging.

The question that should be on everybody's mind is whether or not the Marsupilami character will end up as the name and logo of another brutally commercial sports team. I figure, why stop at making a mockery of just hockey? Why not embarrass another perfectly good sport, like baseball or basketball. Just think, the Orlando Marsupilamis; it has a nice ring, doesn't it?

**1 Player Platform/Adventure Game**  
**Developed by Disney Interactive**  
**Published by Sega**  
**Available Spring 1996**

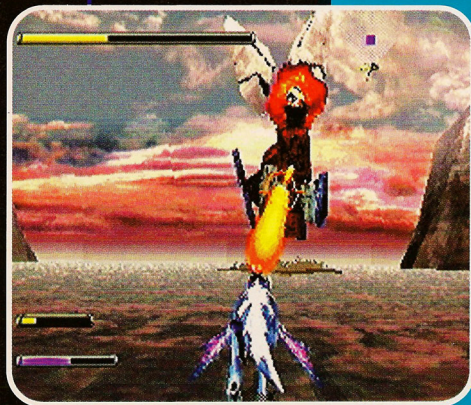




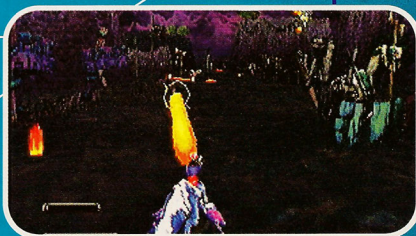
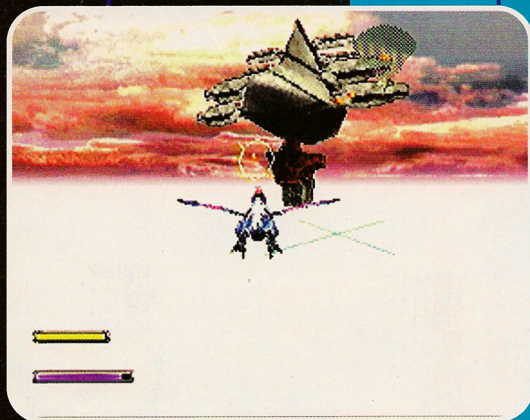
# First Look

# Saturn

# PANZER Dragoon II



If you enjoyed the first *Panzer Dragoon*, then *Panzer Dragoon Zwei* will blow your eyeballs out of the back of your skull.

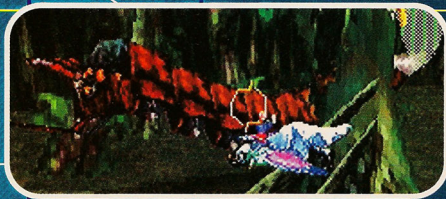
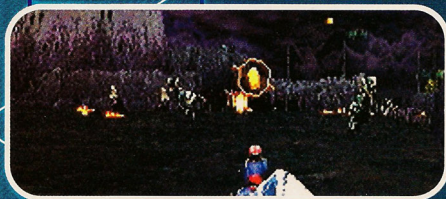




**1 Player Action Game**  
**Developed by SEGA**  
**Published by SEGA**  
**Available Spring 1996**



Nasties abound, fill them with rounds.



One of the most impressive titles released for the Saturn upon its launch was the superb fantasy/action game *Panzer Dragoon*. Its combination of traditional shooter archetypes with 32-bit technology, characters designed by master French fantasy artist Moebius, and healthy *Dragonriders of Pern* (Famous book series by Anne McCaffrey. Look it up, kid.) references made for quite an enjoyable time behind the old control pad.

So, naturally, the powers that be have produced a sequel for public consumption. *Panzer Dragoon Zwei* takes place

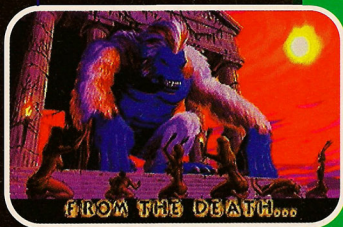
years before the first game and tells the tale of a young boy who flees an Empire attack on his village with the aid of a young dragon. Alone and without guidance, you and the dragon must grow together while passing through the harrowing gauntlet of battle.

Being a sequel (well, prequel) *Panzer Dragoon Zwei* has made quite a few improvements on its predecessor. To begin with, the gameplay is more varied, and includes both flying and running sequences. The 360-degree battle view is still present, but it's much more refined this time around. One of the most anticipated improvements is the ability to choose paths, something which you couldn't do in the original *Panzer Dragoon*.



First Look Saturn

# Primal Rage



Eat my prehistoric power, you pathetic primordial punk.



**F**ighting games come and go. There's always a theme, the fighters are nearly always from different countries and for some reason they can all throw fireballs. *Primal Rage* is no exception. A bunch of dinosaurs (and a big sasquatch-type creature named Blizzard) have assembled in the ruins of some post-apocalyptic Earth to battle for some kind of thing. A prize, probably. If I sound like I don't care about the plot, then you're very astute. What I do care about is levels and levels of extremely playable violence.

In the best tradition of a *Street Fighter*-style rip-off, *Primal Rage* has all the usual special moves and hidden cheats. The mechanics of the game feel very much like *Street Fighter*, but the moves are reminiscent of *Mortal Kombat*. Lots of staccato left/right combos. Once you get over the dinosaur-related novelty, you'll find a challenging and fairly fast-paced fighter. The Saturn version is especially pleasing in terms of graphics and loading times, but the samples could have been better and the music is cheesy anyway. Fans should look out for the cool *Primal Rage* toys from PlayMates.



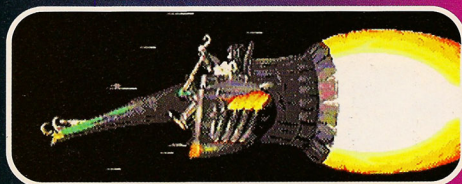
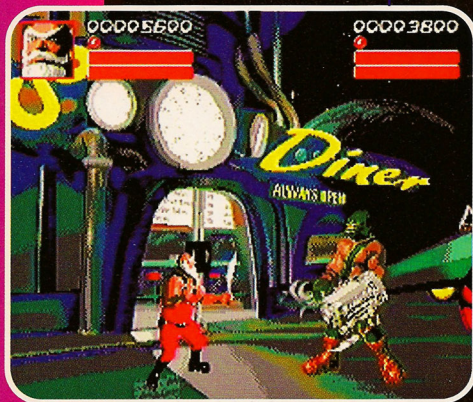
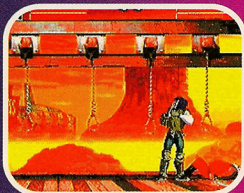
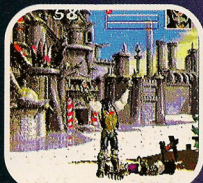
**1-2 Player Fighting Game**  
Developed by Time Warner  
Published by Time Warner  
Available Spring 1996





# First Look GENESIS

# Lobo



**E**ver since he first reared his ugly head in the DC universe, Lobo's been one of the most popular characters on the comic scene. For some odd reason, fans identify with the exploits of this extraterrestrial psychopath with a heart of lead, and Ocean is releasing a fighting game based on his adventures.

Nowadays, the staff at VIDEOGAMES gets unreasonably excited whenever we get wind of a new Genesis game, and a license this cool raised more than one set of eyebrows around the office. The version that we saw was far from complete, but so far it looks as if Ocean is on the right track.

The characters are all computer-rendered and number only six at the moment, including Lobo, Kringle, Dox, Shaola, Nitro, and Foo. Like most fighting games, all of the characters have your typical assortment of nasty moves to perpetrate on their opponents. A tournament mode is available for the more competitive of you out there, and, if you so desire, you can utilize the practice mode to hone your martial skills. Heck, even the backgrounds look good. So, does this unexpected 16-bit offering mean Ocean might finally release their long delayed platform game? We can only hope.

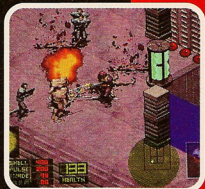
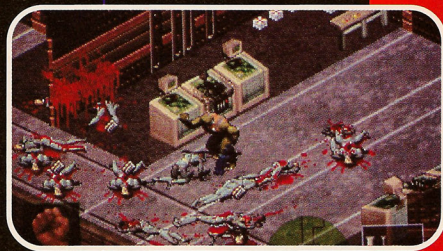


**1 or 2 Player Fighting Game**  
**Developed by Ocean**  
**Published by Ocean**  
**Available May 1996**



# First Look PlayStation

# Project OVERKILL

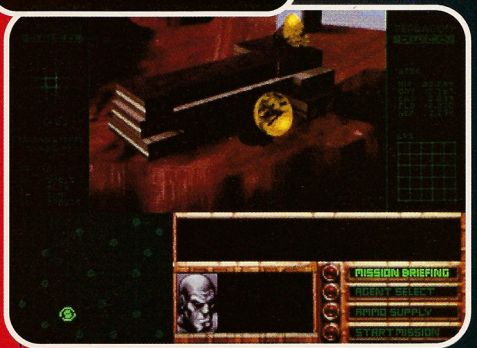


A game that is actually more brutal than *Loaded*!

**W**hen Interplay first subjected us to the horrors of its scrolling shooter *Loaded*, little did we suspect that it was to be the first in a long line of incredibly gratuitous and violent blasters. How happy we are to discover that it's true. Konami's *Project Overkill* looks like it's going to be even more fun and violent than *Loaded*. If you like your action with an extremely heavy side order of organic ketchup, then this game should have you in stitches.

You play the part of a futuristic mercenary as he hunts down bad guys in a future gone nuts. Fortunately you're equipped with the latest in tracking devices, laser guns, bazookas and anything else you can think of that wouldn't be good for your cat.

Although the gameplay is heavily action-oriented, there are also puzzles for you to solve and a little brainpower is required to get from level to level. But there's also plenty of scope for blasting your way out of situations that you're finding uncomfortable. The sheer amount of blood splattered on the screen is enough to have concerned parents running for cover and Tipper Gore's phone number. Hurrah!

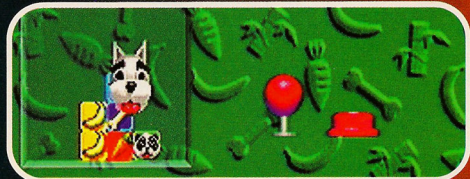
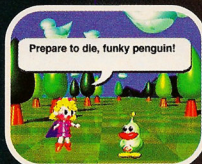


**1-2 Player Shooting Game**  
**Developed by Konami**  
**Published by Konami**  
**Available Summer 1996**



# First Look Saturn

# Baku-Baku



**C**ute! *Baku Baku* screams, "Cute!" A game this adorable, this infectious, this fun, this outrageous, this...well, cute, could only come from the land of Hello Kitty and the Milky girl. That's right, *Baku Baku* is straight outta Japan.

*Baku Baku* is quite similar to *Puyo Puyo*, the Japanese puzzle game to beat all Japanese puzzle games, but it definitely manages to mine some new territory with its unique gameplay and its bizarre premise.

As in most puzzle games, you must deal with various objects falling down a "well." You must rearrange them so that you can eliminate them from the screen, while hoping your opponent's as thick as a brick and can't think as fast as you can. If the objects stack up to the lip of the well, it's all over for you, buster. Sounds ordinary? It isn't. The objects you have to match up are animals and food. Random sets of two objects drop from the sky, and they can either be animals, like rabbits, monkeys, dogs, or pandas, or food, like carrots, bananas, bones, and bamboo. Match an animal with its favorite food and you'll see the critter come to life and munch away. Mondo bizarro, my friends, but it's a riot!



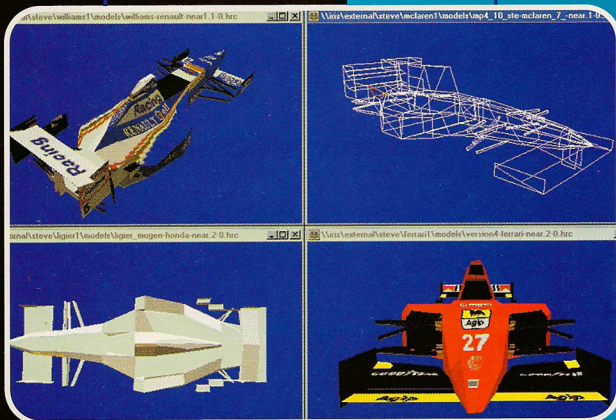
**1 Player Puzzle Game**  
Developed by Sega  
Published by Sega  
Available May 1996



# First Look Sony PlayStation Formula One



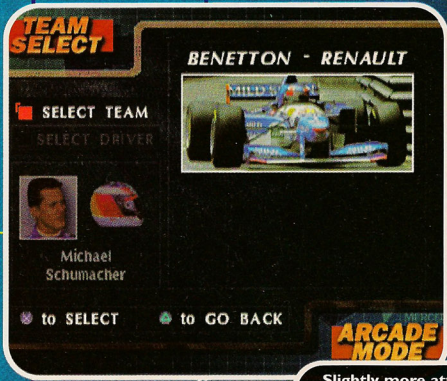
Although the simulation mode is a lot of fun, you're probably going to enjoy the hugely playable arcade mode just as much. In fact, Ridge Racer fans will probably enjoy it a lot more.



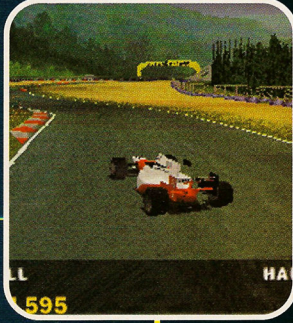
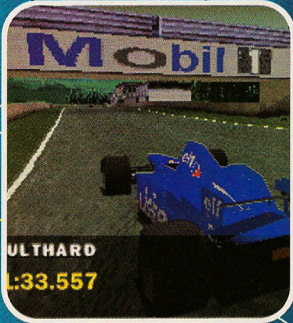




**1-2 Player Driving Game**  
**Developed by Bizarre Creations**  
**Published by Psygnosis**  
**Available Summer 1996**



Slightly more attention to detail than you're used to.



**F**or Viking warriors, it was Valhalla. For ancient Greeks, it was Mount Olympus. For Homer Simpson, it was Moe's Tavern. Every one of us has a special place, a pinnacle that must be climbed, a goal that must be reached. For driving fans, it's *Formula One*. The absolute paradigm of car, driver and technique. The very apex of skill and judgement. To drive *Formula One* is to know the truth. The truth about your soul. the truth about the steel that girds you and the truth about how full your pants will get when someone overtakes you on a bend at nearly 200 miles-per-hour.

Psygnosis has had an excellent track (Har, har. Oh, I crack myself up sometimes with those impossibly funny puns. Hardy, har, har...aack...I broke a rib.) record when it comes to PlayStation games. I mean, even *Krazy Ivan* looked nice. But to date, all the games that have emerged from the PlayStation labs at Psygnosis, have been either ordered from on high, the result

of experimentation, or the obvious evolution of an existing license. *F1*, however, is a labor of love.

It's said that someone very high up at Psygnosis decreed, in a booming voice, no doubt, "You shall create the ultimate simulation of Formula One racing. It shall contain every single detail, every living driver and every car and track in the sport. It shall run at 30 frames-per-second and look better than any home racing game ever made. These things shall come to pass or much blood shall be spilled."

"OK, lan," came the reply "We'll have it done in a few months, just stop shouting all the time"

"Don't mention my name again, or I'll have you killed," came the retort from the faceless one.

And that's the way things get done. So, after our sneak peek a couple of weeks ago, this magazine came away convinced that *F1* was indeed the most impressively detailed and playable racing sim ever made. Better still, we got to try it with the Mad Katz Steering wheel, which turned a realistic racing game into an adrenaline-charged nightmare at close to 250 miles-per-hour.



One of the really cool things about reviewing games for a video-games magazine is that you get 'em for free. We're totally spoiled. However, that doesn't mean that we forget how much they cost.

The average price for a new game is around 50 bucks. That's a lot of dough. So our reviewers are extremely careful to keep that in mind when they play.

We play 'em, where possible, all they way to completion, and only then do we make our decisions, so you can be sure that you're getting an unbiased, accurate rating. Enjoy.

## THIS ISSUE:

Goodness gracious me. There are just too many groovy racing games out there. We have *Ridge Racer Revolution*, *Tokyo Highway Battle* and even the driving section from *Die Hard Trilogy*. Actually, *Die Hard Trilogy* merits special mention for representing perhaps the best value of any game since *Super Mario All-Stars*. You get three impossibly cool games for the price of one impossibly cool game. And they say that this industry is full of sharks. Hah.

**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.

## Ridge Racer Revolution • PSX • Namco • \$49.99



**R**idge Racer was a breakthrough title for the PlayStation, and that has raised high expectations for the sequel. You'd expect a leap in graphics and added gameplay on top of the features so beloved in the original.

Namco succeeds in touching up gameplay and adds new music, plus remixes of the original tunes. The graphics differ a little bit from the original, but they certainly aren't better. *Ridge Racer Revolution* definitely has a lot more extras now, and it lasts longer than the original. It still packs a lot of fun though, especially with the Mad Catz steering wheel, and is a must purchase for racing fans.

**Graphics**

8

**Sound/FX**

8

**Gameplay**

8

**Rating**

8

## Tokyo Highway Battle • PSX • Jaleco • \$49.99



I've been waiting a long time for a street racing game set in Tokyo with this type of graphics. The highways look just like the ones in Japan, complete with very authentic vehicles.

Part of the thrill you get from racing is the cool scenery that transports you to another place, and the exotic cars you get to drive. *THB* delivers these two essential elements and doesn't skimp on gameplay and excitement. The music is pretty good, although the car's handling could be better, but the overall package is a very impressive effort from Jaleco. If *THB* had analog control support, it would get a 9.

**Graphics**

8

**Sound/FX**

8

**Gameplay**

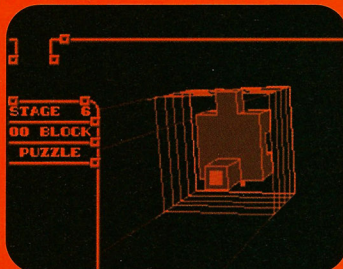
8

**Rating**

8



## 3D Tetris • Virtual Boy • Nintendo • \$39.99



**T**etris doesn't really need to be 3D. It's a perfectly absorbing game as it is. Making it 3D only makes a simple concept that little bit more complicated, and perhaps less appealing.

This conversion has been handled by the good folks at T&E Soft, a company perhaps more famous for its golfing sims than anything else. Now, *Tetris 3D* does have a very convincing 3D aspect, and the new perspective does add a little intrigue and difficulty.

One of the only things that really counts against this is the annoying sound. Most Virtual Boy sounds are annoyingly tinnny, but this is just poor.

Graphics 7

Sound/FX 6

Gameplay 8

Rating 8

## Panzer Dragoon 2 • Saturn • Sega • \$59.99



**T**he original *Panzer Dragoon* was impressive enough, but Sega has pulled out all the stops with this thoroughly entertaining and worthy sequel.

Actually, *Panzer Dragoon Zwei* is a prequel. It takes place years before the original game and this time, a young boy and a young dragon are charged with defending their planet.

Although your dragon's course is still on a "track," this time around you have more control over where the track leads you. The graphics have been tweaked to the point that they're almost distractingly beautiful, and the game is much longer and much more challenging.

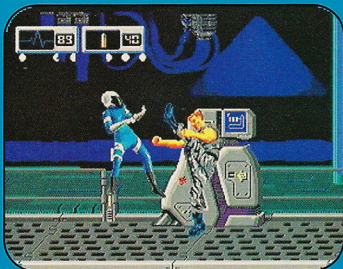
Graphics 9

Sound/FX 9

Gameplay 9

Rating 9

## X-Perts • Genesis • Sega • \$69.99



**I**t's a shame that some of the most amazing-looking 16-bit games, like *Vector Man* and *X-Perts*, have arrived when many people have moved on to other systems.

While the graphic appeal of *X-perts* is something that more people should see, the game itself is average at best. This is your run-of-the-mill beat-'em-up, with mission objectives thrown in to keep it interesting. The sound and music are without question the most irritating and disappointing factor in the game.

With more development time, this could have been a monumental game. It's still a recommendable rental though.

Graphics 9

Sound/FX 6

Gameplay 7

Rating 7



# VIDEO GAMES Reviews

THE ULTIMATE GAMING MAGAZINE

## Earthworm Jim 2 • Saturn • Interplay • \$59.99



You know him, you love him; he has his own TV show. Earthworm Jim is at the top of his game. Things are going smoothly for the pop icon as he decides to take on the world of 32-bit.

EJ2, for the Saturn, remains one of the freshest, most enjoyable games ever made. Don't expect to find anything new in this edition of the game, though. Unlike the special edition of the first game for the Sega CD, EJ2 will enjoy no new material on Saturn. What it does have, though, are much better graphics and sound, which make him brighter, louder and well worth playing all over again.

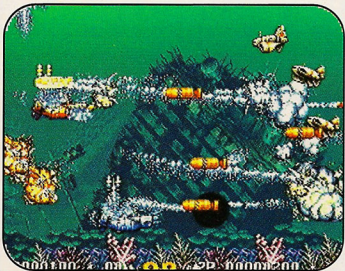
Graphics 9

Sound/FX 10

Gameplay 9

Rating 9

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



This arcade shooter is now on the PlayStation and will definitely fulfill all of your shooter needs.

In *The Hunt* you have cruisin' through the water blasting a myriad of bad guys. Fire torpedoes at oncoming enemies, drop bombs on bottom-dwellers, and launch rockets at aerial attackers. Danger lurks at every corner, and you're the sub which has to deal.

The graphics aren't great, and neither is the sound, but the action is non-stop. The playability is also quite good, with quick response time and those aforementioned several attack angles. A solid shooter, sure to entertain.

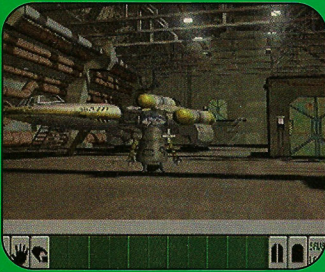
Graphics 6

Sound/FX 7

Gameplay 7

Rating 7

## Alien Virus • PlayStation • Vic Tokai • \$59.99



That "Seven" rating is a happy medium.

Lovers of adventure games will relish *AV*, whereas action mongers will no doubt find it slow and extremely tedious.

In the tradition of *Planetfall*, *AV* has you exploring a deserted space station; deserted, that is, except for the aliens. An icon-based, point-and-click interface makes playing *AV* easy and fun. Each room is meticulously detailed and full of things to do, from killing aliens to basic problem-solving. Pick up items on the way and figure out how they can be used alone, or in conjunction, to overcome the numerous obstacles that lay in your way. *AV* is an engrossing adventure, well worth its price for enthusiasts of the genre.

Graphics 8

Sound/FX 5

Gameplay 7

Rating 7



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



**B**ullfrog! Bullfrog! Remember that name, you PSX gamers, because you'll soon be trying to explain to your friends just how good this company's games are.

In *Magic Carpet* you quite obviously fly around on a magic carpet, but this isn't a pleasure cruise. Utilizing a flying first-person perspective, your mission is to cruise around different worlds, trying to restore the balance of "mana," or magical energy.

You can find new spells to help you defeat monsters and other wizards, erect castles to store your mana, and marvel at the wondrous vistas of other worlds. It's a Magical Mystery Tour, but with fireballs.

Graphics 8

Sound/FX 8

Gameplay 9

Rating 8

## Rise 2 • PlayStation • Acclaim • \$59.99



**A** confident people in the world, because the concept of releasing a sequel to the odious *Rise of the Robots* seemed to come from the mind of a nut. But surprisingly, *Rise 2* is actually quite enjoyable.

Instead of the original's one selectable robot (That's right, one!), *Rise 2* has 18 initially selectable robotic proxies, plus the promise of hidden ones. The 'bots themselves look great and have a cool variety of moves. You can even customize their colors! While it's not the most advanced battle simulator out there, *Rise 2* is a worthy addition to the fighting game canon.

Graphics 8

Sound/FX 7

Gameplay 7

Rating 7

## Darius Gaiden • Saturn • Acclaim • \$59.99



**T**here's just something eminently playable about games like *Darius Gaiden*, an X-factor which accounts for the shooter genre's inability to die any sort of dignified death.

When I play a shooter, I look for one thing: mass destruction. I want to see nuclear bombs thrown with the casualness of firecrackers, I want to see my enemies wiped off the face of the map like so much dust, and *Darius Gaiden* delivers the goods.

This side-scroller has 28 levels of weird bosses, bizarre special weapons, exciting power-ups, and, if you so desire, two-player action so a buddy can join in the world-busting fun.

Graphics 7

Sound/FX 7

Gameplay 7

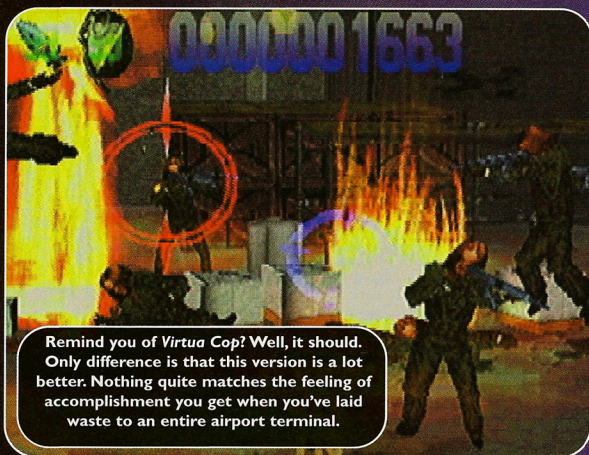
Rating 7



## Game Of The Month

# DieHard Trilogy

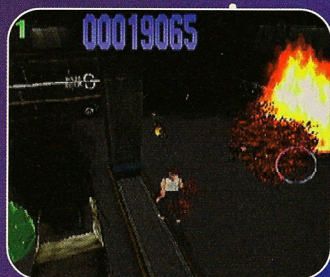
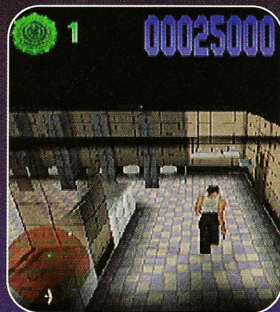
Interplay - PlayStation - \$60



Remind you of *Virtua Cop*? Well, it should. Only difference is that this version is a lot better. Nothing quite matches the feeling of accomplishment you get when you've laid waste to an entire airport terminal.

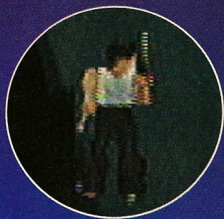


Just look at this explosion! And you'll be even more impressed when you see it in all its animated glory. But, whoa, these things are kinetic!



One of the greatest aspects of the game is the amount of permanent damage that you can inflict. Whenever you hit or shoot anything in the game, you will leave some kind of a mark, whether it be in the form of bullet holes, shattered glass or burst sprinkler systems. And you know what? You just can't ask for anything better than that.





In *Die Hard: With A Vengeance*, you must track down bombs that are planted throughout New York City. If it's in a car, then watch out, because these babies are mobile and they'll go off whether the thing is driving over 50 mph or not.

More fun than actually finding the bombs, is hitting pedestrians. When playing from "cockpit" view, watch your wipers clear away gallons of blood from your windshield.

The number-one film worldwide last year was *Die Hard: With A Vengeance*. The three *Die Hard* films combined have grossed over a billion dollars. Someone has finally figured out that this most supercharged of trilogies is a license to print money on the gaming platform. That is, if it's done well.

Finally, a game has been developed that's truly as good as the film it's based on. *Die Hard Trilogy* is one of the finest titles I've seen since I started in this business over a year ago. Fox has gone out and hired Probe to develop a game so amazing that every PlayStation owner on God's Earth will undoubtedly buy it.

The game gets a 10 not so much for any revolutionary developments in gaming, but for its revolutionary ideas about giving consumers more for their money. *Trilogy* packs three completely separate adventures onto one disc. The first part, *Die Hard*, is a shooter, like *Loaded*, that has you running amok in the Nakatomi building, saving hostages and wasting German terrorists. *Die Harder*, the second game, is a change of format that actually does *Virtua Cop* better than *Virtua Cop* itself did. Maneuver through the Dulles Airport, shooting bad guys and making a general mess of the terminals. The third installment, *With A Vengeance*, plays a lot like *Twisted Metal* and has you racing through the streets of New York trying to get to bombs before they explode.

Each of the three parts could easily stand on its own, but have instead been packed into this one outstanding game. Let's just hope all the blood and carnage I saw makes it into the final cut.

**Graphics** 9

**Sound/FX** 9

**Gameplay** 9

**Rating** 10



# RPG ATTACK

by Wataru Maruyama

A monthly guide to the world of RPGs. We have six pages of RPG goodies, so lets dig in.

## SQUARE AND NINTENDO CALL IT QUITS!

In an unusual turn of events, second-party software developer Square has announced that it will no longer make games for Nintendo. This means that the scheduled RPG for the Ultra 64 is cancelled, as is continued support for the SNES.

Supposedly, a falling-out between the top brass of the two companies has led them to sever business ties. So who will Square support now? The answer is Sony, and the first game to appear for the PlayStation is *Final Fantasy: FF*, it's rumored, will be released in Japan in September, and here in the States by Christmas.

Another factor that might have played into Square's decision may well have been a lack of faith in the success of the Ultra 64. I highly doubt this scenario, but it's a valid assumption, and one that would worry any potential Ultra 64 owner.

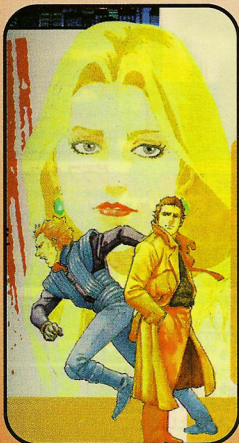
Will Square develop for other platforms like the Saturn or PC? So far the answer is no, and there's the possibility that Square will be a second-party (exclusive developer) to Sony. I'm sure Sony will do all it can to make that happen, since its own RPG development has been less than stellar.

## SNATCHER SET FOR THE ULTRA 64

The hit game *Snatcher*, which we talked about last issue, is set to make an appearance on the Ultra 64 in Japan. *Snatcher* was released on the Duo, Saturn, and PlayStation in Japan, and on the Sega CD in America by Konami. These are all CD-format machines so how will the Ultra handle *Snatcher*? The answer is the Bulky drive that *Zelda* and the Square RPG are supposed to use!

I mentioned in a previous installment of *RPG Attack* that the Ultra could become the RPG dream machine, and with the announcement of such quality titles as *Snatcher*, that's now almost a forgone conclusion.

Will Konami convert *Snatcher* and release it for the U.S. Ultra? It's a good bet that it will, because there will



undoubtedly be a shortage of games available for the Ultra 64, and even less for the new Bulky drive attachment. Then again, Konami has been slow in releasing *Snatcher* for the 32-bit CD systems, but this could part of be an effort to wait until the U64 version is done. The Bulky drive device is due for release by Christmas '96, so I'd imagine that *Snatcher* will be one of those "launch" titles, so to speak.

## LEGACY OF KAIN DELAYED!

This incredible-looking action RPG from Crystal Dynamics has been postponed until later this year. *Legacy of Kain* was one of the titles that stood out at the E! show last year and created a lot of anticipation, especially among PlayStation owners, who are very dry on RPGs.

This continues a disturbing trend of big delays that started with the postponement of the Ultra 64 and continued with the cancellation of almost the entire EA sports 32-bit '96 line up, which is being retooled for a '97 debut. Hopefully this delay will ensure a better game. Judging by what Crystal Dynamics already had, I'd say that we can look forward to an epic adventure.

## SONY TO SUPPORT THE U.S. RPG MARKET

Sony has recognized the loyal RPG following here in America and is bringing out some of its more popular RPGs from Japan. The first two are *Beyond the Beyond* and *Arc the Lad*, which were released last year to much enthusiasm, and which should have no trouble finding an audience here in the States.

With a big player like Sony releasing RPGs, other companies should also soon realize that this market can't be ignored. This is good news for PlayStation owners and, indirectly, good news for Saturn owners, who might see an increase in RPG output on their system to compete with Sony.

*Beyond the Beyond* will be the first to arrive and is expected in June, with *Arc the Lad* a little bit afterwards. Let's hope this means quick translations of any and all Square products.

## KING'S FIELD III

The third part of *King's Field* will arrive in Japan sometime in late spring or summer from the people who brought you the first two installments. American gamers don't need to feel left out, because the KF that was released here is actually *Part Two* in Japan. Later this year, we can look forward to *Part Three*, which will be called *Part Two* in the States. Thank our lucky stars we didn't have to suffer through the *Part One* that was released in Japan. Confused? Me too.



# SUPER MARIO RPG



Mario searches for a place to spend the night

Imagine playing *Final Fantasy* set in the wonderful world of Mario. Well, imagine no more, because now you can take control of Mario and friends in menu-driven battle, complete with special attacks and magic. The graphics are nothing short of stellar, with SGI-rendered characters and settings. Combine that with SNES lighting effects made famous by *Ogre Battle* and *Final Fantasy III*, and ambient tunes (occasionally interrupted by happy Mario sounds), and you have a formula for an entertaining game.

Of course, with the genius of Square (responsible for the *Final Fantasy* series, among others) behind *Mario RPG*, it's virtually guaranteed that you're in for a wild ride.

So what's wrong with it? Well, nothing if you're a fan of Mario, but what about the average RPG fan? Will he or she get into playing as the Italian plumber? It's hard to speak for everybody, but I found it somewhat annoying. It's an enjoyable game with first-rate production, but I didn't take to the Mario concept. I enjoyed *Yoshi's Island* tremendously and look forward to *Mario 64*, but this particular marriage didn't quite work for me.

It's still very entertaining however, so if you're not scared away by Mario, dive in and prepare to enter his world.

System: SNES  
Release: May

8



Star Pieces



Defense  
Run away



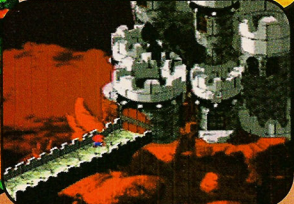
He's the real thing!  
But he doesn't look anything like  
I thought he would...



Forest Maze



CHANCELLOR: Mario!  
Thank goodness you're here!





# Treasure Hunter G



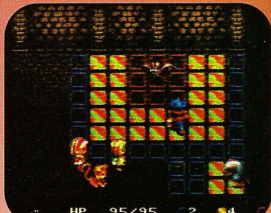
The next big RPG from Square blends SGI rendered characters with traditional-looking environments. The result is *Treasure Hunter G*, which is set to follow Square's other monster titles, including *Mario RPG* and *Bahamut Lagoon*.

Square is almost like a monstrous RPG factory that cranks out great games with surprising frequency. They are somewhat formulaic (except for *Chrono Trigger*), but the production is top-notch, with beautiful art and music, topped off by a good story.

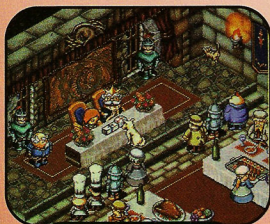
It's not known how long Square will support the U.S. SNES market for, but I can't see why they would abandon a lucrative market in need of games such as the ones Square make.

Are you a SNES owner waiting for the next Square game? Don't just sit there and hope for some translated RPGs; pick up a pen and write to: Square Soft, Inc., 835 154th Ave. N.E., Redmond, WA 98052. Tell them you want *Bahamut Lagoon*, *Front Mission*, *Gun Hazard*, the sequel to *Secret of Mana* and *Treasure Hunter G*—and tell them I sent you! Companies will listen to gamers like you, so make your feelings known!

System: SNES (Japan)  
Release: Second Quarter



## POPOLOCROIS



Neat pudgy characters do battle



The newest RPG from Sony Computer Entertainment is *Popolocrois*. As you can see, the graphics are richly detailed, but maintain a cool, goofy look that puts it above earlier releases like *Beyond the Beyond*.

The battles are your traditional menu-driven battle, viewed with your line of guys against theirs. Sony is bringing over its more popular titles from Japan, so I'd be very surprised if they were to pass this one up. If all goes well, I'll have a preview for you in an upcoming issue.

System: PlayStation  
Release: Second Quarter (Japan)



# Wrinkle River Story



**W**rinkle River Story is the latest RPG announced by Sega. Not much is known at this time, but it looks like an Action/RPG, so who knows? You control a party of characters with animal characteristics, like Robin, who has the ears and tail of a fox, or Lalala, who has the attributes of a bunny rabbit.

The graphics look great, with nice details and colors, plus neat-looking enemies and environments. It looks like this title will get picked up and brought over here by either Sega or another company.

System: Saturn (Japan)  
Release: Second Quarter



## DARK SAVIOR



**L**andStalker for the Genesis system was one of the best action RPGs since Zelda, and now it receives a much-deserved sequel on the Saturn. Developed by the same people who made the original, this will no doubt be one of the best games for the Saturn. The 3D presented in the game is very impressive, as are the challenges that are sure to be lurking.

In the meantime, if you have a Genesis and somehow missed LandStalker, treat yourself and track down a copy. You should be able to find it used or discounted, but don't hesitate. The only drawback to LS was its lackluster ending, but it's one heck of a ride.

System: Saturn  
Release: TBA (Japan)



LandStalker on the Saturn!

## CyberDoll

**Y**ou say you're looking for a futuristic RPG with cyberpunk-style characters? Well, look no further than Cyber Doll from Imax. Usually, futuristic settings resemble something from Blade Runner, but CB manages to add an evil, Hellraiser look to the atmosphere and characters. This title has a lot of potential and I'll update you on any interesting developments, such as a possible U.S. release.

System: Saturn  
Release: Second Quarter (Japan)





# IRON STORM

**SATURN**

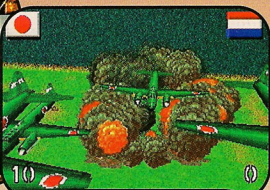
Release: May

For some reason, it takes years for war simulations to appear for any given platform, while some systems never receive one at all. So when a good one comes along, it's definitely cause for celebration.

Saturn owners are in for a treat as one of the hottest war sims in Japan makes its way here, courtesy of Working Designs. *Iron Storm* is set during World War II and tries to stay historically accurate, up to a point, even though you can alter history. You can play set battles or take on a whole campaign as either Germany, Japan or the United States.

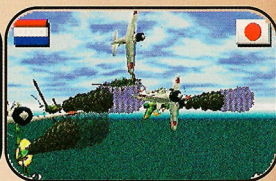
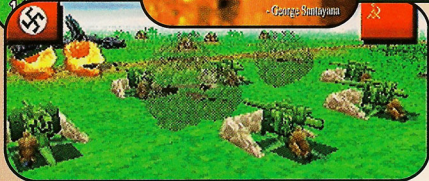
You move your units around standard hexagon maps and watch graphically stunning scenes of battle which you can skip if you get tired of them (but that won't happen any time soon). As soon as a reviewable copy comes my way, you'll find out if this is the mother of all battles or just a small skirmish. Judging by what's on view here though, this is definitely something to look forward to.

Oh by the way, for every copy of *IS* sold, 50 cents will be donated to the Holocaust Museum.



Those who cannot remember the past are condemned to repeat it.

- George Santayana



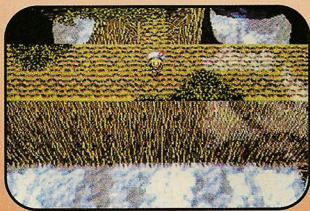
# SWORD & SORCERY

**SATURN**

Release: Second Quarter (Japan)

The hit RPG on the 3DO system comes to the Saturn! The U.S. version was called *Lucine's Quest* and was brought over by Panasonic, so expect Sega or a third party to convert the Saturn title. *S&S* is easily the best RPG for the 3DO and will fit in nicely with the list of quality RPGs coming out for the Saturn.

*S&S* is developed by MicroCabin, who were responsible for *Guardian Wars* (3DO) and *Mystaria* (known as *Riglord Saga* in Japan) for the Saturn. *S&S* is easily the best game yet for MicroCabin and will be a real treat for Saturn owners and 3DO people. I'll be back with a preview as soon as a U.S. version is announced.









*next month in*

# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE<sup>®</sup>

Hot gossip from the halls of

**NINTENDO**

Strange things afoot in the dungeons of

**SEGA OF AMERICA**

Creepy goes on at

**SONY**

And whatever happened to

**THE 3DO COMPANY?**

All this in our eerily attractive June issue (yoinks!)

On Sale: June 21 1996





# SPORTS WIRE

## NBA ALL-STAR WEEKEND

I had just gotten back from a trip to London. I was tired and looking forward to some time off, but fate had something else planned for me. I was to go to San Antonio to take part in All-Star Weekend. I should have been excited, but it was 5 o'clock in the morning and I had to brave LAX completely unarmed. You could

say I was in a pissy mood and that I needed a stiff drink a whole lot more than another

dose of jet lag. I had a job to do though, and in the gaming industry, the story always comes first.

As is usual when I travel by air, no sooner had the plane had taken off, than a distinct strangeness settled in. I sat next to a surly old sea-dog who was no stranger to the drink. After sharing a story of his merchant

marine days, our conversation broke down into a fierce arm-wrestling match. I lost, but that was OK, because the pretty stewardess saw the match and was so impressed by me, she inquired if I had ever heard about the Mile High Club.... At this point, I was awakened by voice of the captain informing me that we were about to arrive at San Antonio.

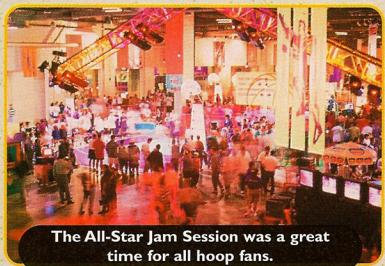
Once off the plane, I made my way to the Acclaim guys and headed for my hotel. Arriving there, I made my way to my (very nice) room and got ready for the weekend ahead.



**NBA legend Hal Lanier and the Jam guys**



**Anyone for a blanket party?**

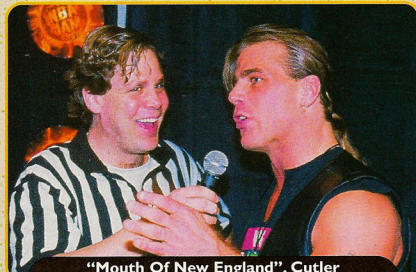


**The All-Star Jam Session was a great time for all hoop fans.**

that I have ever seen. In high school I had applied to attend college at Trinity in San Antonio. Only now did I realize just how righteously boned I got when they Heismaned me for admission.

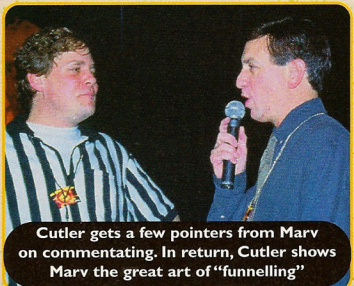
The food and company were fine, as was the ever-flowing, bottomless decanter of nectar that has trapped me so many times before. At the end of the evening, I made my way back to my room where I immediately fell asleep. I was tired and, well... let's just say I shouldn't have been operating any heavy machinery.

Friday. Today was a lovely, warm day full of food, drink and the merriment which inevitably ensues from such goings-on. Dan



**"Mouth Of New England", Cutler Whitman raps with Shawn Michaels.**

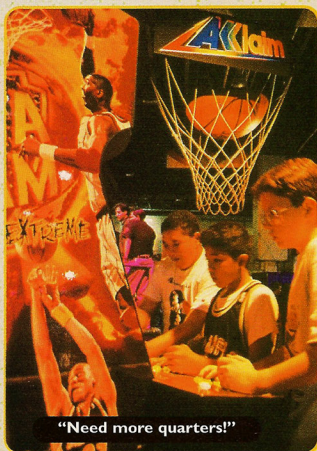
Downstairs I met Dan and Allen, my Acclaim P.R. dudes. They explained to me all the cool stuff that they had planned for the press, and it started off with a nice dinner party at a local restaurant. The eating establishment was in the River District, one of the most beautiful areas



**Cutler gets a few pointers from Marv on commentating. In return, Cutler shows Marv the great art of "funnelling"**



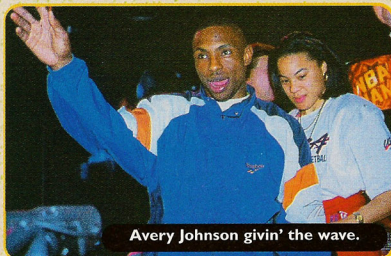
# ALL-STAR WEEKEND CONT.



"Need more quarters!"

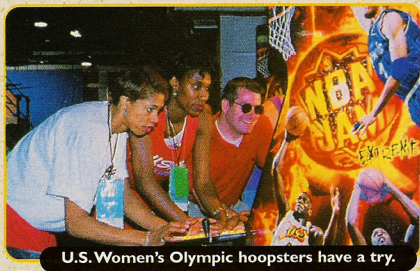
and Allen told us many things about the game we were flown there to see. Then we shared stories of hi-jinks too wacky for the pages of this fine magazine.

The game I saw was *NBA Jam Extreme*, and it was cool (but if you want more



Avery Johnson givin' the wave.

about that, read the review in this issue). Hordes of kids swarmed around the machines that Acclaim had brought to the All-Star Weekend. With the help of a marketing company (including, ironically, one of



U.S. Women's Olympic hoopsters have a try.

my frat brothers from NY). Acclaim kept the kiddies in line, only having to rough up a few rabble-rousers.

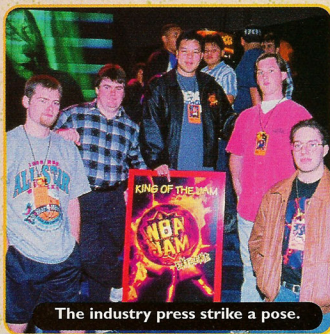
The galaraga that was the "Jam Session," went over very well, leaving me exhausted, but very thirsty. There were ways to remedy this though. Friday night was a little crazy, seeing the whole Acclaim entourage post up at a local watering hole where they intimidated customers and broke furniture. Things really got ugly when a rowdy group of EA Sports guys showed up and said they wanted to rumble. We were hungry for battle, but declined the challenge when the EA guys broke into dance, singing "When you're a Jet, you're a Jet all the way..." Spooky.

The end of the evening found me alone and strung-out on Snack Paks on my bathroom floor. The fast lane can be an ugly place.

Saturday, Geoff pays the piper. Fridays leave me a quivering mass of fever in my bed. Things took a turn for the better though, when I stumbled across a *Godzilla* marathon.

Sunday, All-Star game. After taking part in a press tournament (in which I was pounded) it was Show Time.

Acclaim got us some really good seats and we waited for what was surely going to be an incredible display of hoops. Although the game wasn't as stupendous as I'd hoped (too many turnovers), it was high-lighted by a monster Shaq dunk over The Admiral. Shaq then went on to be totally ripped-off in MVP voting, losing to Jordan despite

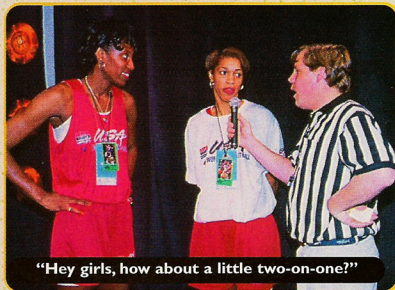


The industry press strike a pose.

scoring more points and carrying the Eastern team in the fourth quarter. The only injury in the game came when Shawn Kemp was crushed under the weight of his own ego in the third quarter.

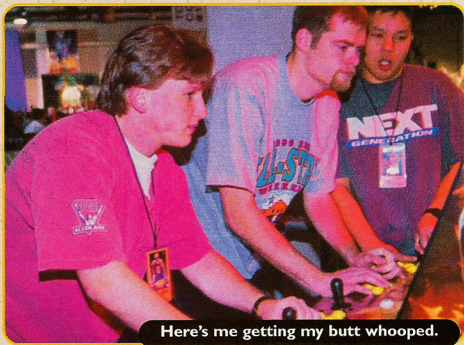
No festivities for Geoff tonight: still a little under the weather from Saturday.

Monday: After a teary farewell, the press boarded the plane and waved goodbye to their comrades, Allen and Dan. It was heartbreaking to see them running beside



"Hey girls, how about a little two-on-one?"

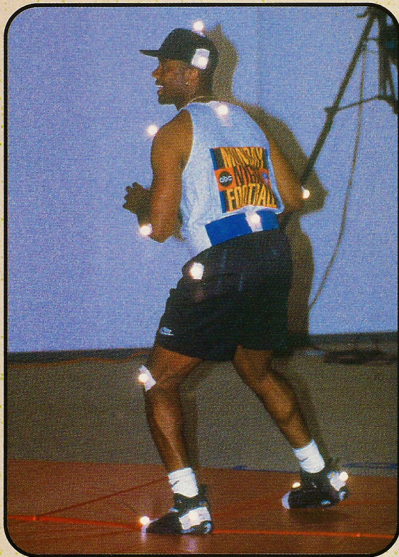
the plane, waving, as we took off. I'll miss those guys, and remember fondly the weekend that I went to the All-Star Game.



Here's me getting my butt whooped.



# OVERTIME SPORTS



## ANOTHER PLAYER

**T**hought there were already too many sports development teams out there? Well, I'm happy (if skeptical) to announce that still another developer is gonna take a shot at making sports titles.

This time, it's Overtime Sports, who'll be developing games tied in with ABC Sports (who, yes, own a sizeable piece of this pie, along with a couple other interested parties). The first title is going to be *Monday Night Football*. OS followed the best of the best to the Pro Bowl, where they managed to get six of the players to assist in the motion-capturing of the player movements.

At this time, that's the best I can do in the information department. Overtime Sports will be developing this title, along with a college football game, for the PlayStation and PC-CD ROM.

## GAMES WE'D LIKE TO SEE

I said last issue I'd print some more of your letters, so here they are:

Lance Powell, from Mississippi (at least I think it's Mississippi; MS was the abbreviation on the letter), writes:

I think I have something you might like [not really]. A college baseball game for the Sega Genesis. We already have a college football, pro football and pro baseball game, but for all the collegiate baseball fans like myself, or just baseball fans in general, I believe this game would be a smash hit... [blah, blah, blah]

Good letter Lance, but I have to disagree. This brings me to this month's topic: college sports games. This is totally wrong. Last time I checked, college sports were amateur competitions. With all of the problems with



recruiting and the shameless exploitation of the players by their colleges and TV stations, is it really necessary to add video-game exposure to the mix? Come on, these kids already think they're superstars, and they haven't even gotten out of school yet. The last thing they need is bigger egos and more under-the-table pay-offs.

College sports games are a bad idea. The purity of this last bastion of amateur sport is already compromised, let's not speed up its total corruption.



Art Direction  
George Simmons



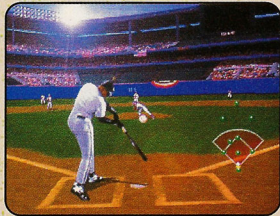


## FRANK THOMAS "BIG HURT" BASEBALL

I'm not a big fan of the "Big Hurt" titles; they just aren't as true to the game as some of the other MLB games on the market. I also don't like the fact that Frank Thomas has his own game, considering his sub-par performance last year (Mo Vaughn was a much better first baseman).

But I must admit that these pictures of the PlayStation version of "Big Hurt" do look quite enticing. The characters at the plate are big and crisp, and the fields look as they should: green and pleasant. At the moment, I don't have all that much information on this game. I can tell you that Acclaim doesn't have a MLB license, so you won't see the team names, just the cities, but that isn't really that important.

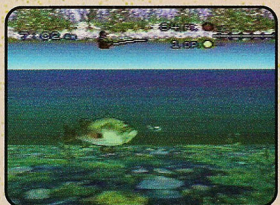
If you love baseball games, you probably already know about the problems with the prior "Big Hurt" titles: poor playability and sub-par graphics. The power of the PlayStation will undoubtedly alleviate some, if not all, of the problems that plagued the 16-bit titles. With baseball season starting, I look forward to getting a chance to play this game.



## BASS MASTERS

There are still many of you out there who probably think this is a ridiculous video game. "Fishing on the SNES—are they kidding?" The fact is that *Super Black Bass* and *Bass Master Classic* are two of the most addictive and enjoyable games I've ever played on the Super NES. Laugh if you like.

For those of you who, like me, crave yet another installment in this queer little genre, brace yourselves. That's right, a new



# SCOUTING REPORT

## SONY HOOPS ARE COMING!

The best 32-bit football game is *NFL Game Day*. The best 32-bit hockey game is *NHL Face-Off*. It would stand to reason that Sony's new basketball game would be the best hoops title, right? It looks as though it might be.

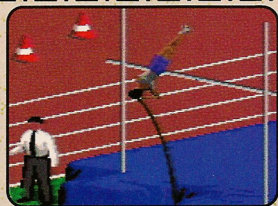
Unlike *In The Zone*, *NBA Shoot Out* will be a simulator. Choose from two play modes: Arcade and Sim; participate in a full season, exhibition, Playoffs and the NBA Finals. Not to compare it to *Live '96*, but *Shoot Out* will have all of the standard goodies that we expect from an EA title, like speed burst, player trades, Alley Oops, and a myriad of dazzling dunks.

Like Sony's other sports titles, *NBA Shoot Out* will be a 3D game with full polygon players and seven camera angles. It will also allow you to utilize your multi-tap—up to eight players can participate in one game of *Shoot Out!* That's nice. At press time, they hadn't yet put in season stat tracking, but they're working on it, so don't worry, stat-mongers.

This looks like it's going to be a major release. The graphics are superb, and you know the playability will be there. Sony only needs to come up with a solid baseball game to complete the circle. *NBA Shoot Out* will be in the stores later this month.



fishing game is on the way. *Bass Master Classic: Pro Edition* will be swimming into view late spring. This version's a step above the rest, with 3D rendered fish, 12 playable characters, and six new lakes to cast your line and lure into. Add a variable difficulty setting and you've got the *River Runs Through It* of video games.



## KEN GRIFFEY... JUNIOR THAT IS

The highest paid player in MLB history has another title on the developer's table for the Super NES.

Pomp and circumstance surround this over-hyped title, but Nintendo is confident it'll be a winner. I, however, am not as confident, remembering how much I disliked the original version. But, these screen shots do show a pretty picture of a game that will have to go up to bat against the likes of *Triple Play* and *WSB '95*.

The U.K. team, Rare, is helming the project, using its spiffy new technology, ACM (Advanced Computer Modeling), to generate the best in rendered Gold Gloves. I don't know though. Do we really need to have people who don't play baseball designing our games? It's hard enough for American developers to produce a good sim, now we have to play a Brit's interpretation? (*Geoff*, how badly do you need this job...? —Ed & Copy Ed)

The new version has added some new animations, humorous and otherwise, and the ability to shift defensive alignments. Also, there are four play modes: League, All-Star, World Series, and Challenge (which plays like *NBA Jam*, having you play all 27 teams according to strength). Lastly, there's a semi-intelligent trade feature which will allow you to trade players with equal value ratings.

This game hits the stores June 3rd. I'll keep you posted.



## OLYMPIC SUMMER GAMES

When the Olympics open this summer, so too will the flood-gates of commercial product tie-ins. One product you should be interested in will be *Olympic Summer Games*. Being developed by T•HQ for the Super NES and by U.S. Gold for the 32-bit platforms, *Summer Games* will feature many of the Olympic track and field events, plus a couple of gamer favorites like skeet shooting and archery.

Although it won't break any new ground in 16-bit gaming, *OSG* will allow up to four players to compete for the gold. Look for more information on U.S. Gold's PlayStation and Saturn versions next issue.



# REVIEWS

## SPORTS RPG!

This will interest some of you, although others will be immediately turned off. Koei, the masters of the historical sim RPG, have just released a horseracing game entitled *Winning Stakes*, for the Saturn.

*Winning Stakes* has you taking on the role of a stable owner who wants to get into the racing business. You must choose jockeys and trainers, buy horses and breed your own champions. The ultimate goal is to get one of your horses entered into the French Grand Prix, and win.

This game, like other Koei games, is slow and lacks action. The enjoyment comes from its realism and your drive to create a racing dynasty. The only action in the game is the actual races, which you can bet on. Nice graphics and the most "easy listening" of soundtracks make this game a treat to look at and play. If you've ever wanted to play a legitimate sports RPG, here's the first to hit the States.

Let me make it, very clear, once again, this is a thinking game, not an action game.

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## NFL QUARTERBACK CLUB

I gave this game a hard time on the 16-bit. It's not so much that it was a terrible game, but that it was a mediocre game in an area where much better stuff was being made. It would appear that Acclaim addressed this problem as they began developing for the 32-bit. *QB Club* has taken some bold new steps and looks to be a big scorer on Saturn and PlayStation.

*QB Club* isn't as good as *NFL Game Day*. Let's just get that right out there so we'll have no misconceptions. However, this *QB Club* is a vast improvement on its 16-bit counterpart, with much improved graphics, sound and playability. What really lifts this

## KONAMI: STEPPING UP TO THE PLATE

I got a letter a few months back from an angry reader (we'll call him "Egbert") saying I was a fool for misleading him into believing that *In The Zone* was a great basketball sim. He didn't like its arcade style of play and berated me for my love of what he thought was a sub-par game. I (along with everyone else on the planet) may not agree with his opinion of that game, but I do apologize for omitting the fact that that game was nothing more than a stellar basketball arcade game. Sorry, Egbert, it'll never happen again. To make up for that, I dedicate this review to you, baby; you're the greatest.

It's baseball season again, kids, and the new team in town is Konami. Following up on their remarkable *In The Zone* and *Goal Storm* sports games, Konami has presented us with another outstanding game, *MLBPA: Bottom Of The 9th*.

For starters, THIS IS A SIMULATION. It has all the real players and true-to-the-game playability that makes you feel as though you're a part of the real thing. The following aspects are what differentiate it from others of its kind:

- 1) **Batting:** The revolutionary batting controls make hitting much more realistic and a good deal harder than in other baseball sims. If you've played *WSB '95* on the Genesis, you'll remember that All-Star batting was extremely difficult, making you put the wood on the ball as it came over the plate. *MLBPA* is much the same, but has elevated it to another level. The "wood" has been replaced by a box which varies in size according to how good a hitter you are. After the pitcher releases, a hash mark appears where the ball will cross the plate. Then you must maneuver the box over that spot and swing. This is a great way to bat, because it allows you to control whether the ball will be a fly ball or a grounder: very important in real baseball. Also, you can go to Power Swing, which makes the box really small, but connecting has much better results.
- 2) **Streak Meter:** That's right, now your

players can streak or slump. A bar shows you whether or not your guy is in a rut or on fire. Now you know when it's time to bench a player who's not delivering the goods. Also, a good hitting streak will make a player catch fire.

3) **Pitching trouble:** Now, thanks to a flashing bar, you can see whether or not your pitcher's about done. You can't tell if he's tired, but a string of hits will send him into a near panic (flashing). Better get an out, or he will totally lose it.

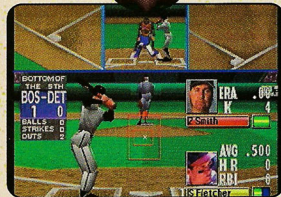
There are several other small features that make this game fantastic, but there's also a couple of low points:

1) **No MLB license:** This is due to stinginess or just plain laziness. Without the MLB license, what you've got are foolish team names and logos, and fictitious AL and NL titles. Unnecessary.

2) **Poor outfield control:** This is tough. You can't see the outfielders when the ball is travelling out there, only markers as to where they are off screen. But, you can use semi-auto fielding, which has the computer controlling the chasing down of outfield balls, and all you have to do is throw them.

I certainly don't have too much of a problem with this, though. For the most part, *MLBPA: Bottom Of The 9th* is a worthy baseball title. How's that, Egbert?

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game is its use of camera angles. As you play, the view will change on the fly. Imagine this: You call a running play and your running back is speeding towards the sideline for extra yardage. The camera will switch and show a sideline view of you running up the field—not bad. Add a bunch of scenarios to play out, and some new options, and you have a solid game.

If you like football games, check out *QB Club*. It's a good game, and the only other option besides *Game Day*.





# NBA JAM EXTREME

It's no secret that I didn't particularly like the earlier versions of this game. I'm a sim fan, not an over-the-top man. The flaws and repetitious play of those games far outweighed the dazzling dunks that were the main attraction. For this very reason, I was skeptical about *Jam Extreme* because I knew nothing about it and assumed the worst.

Never have I been so wrong (well, that's not exactly true, but let's just say so for emphasis). *NBA Jam Extreme* is one of the most enjoyable adventures in the absurd I have ever taken. The developers have really got something to be proud of here.

What makes *Jam Extreme* so much bet-



allows you to pick from six players per team, incorporates 12 attributes per player, and boasts 20 of the nuttiest dunks I've ever seen.

"Oh my God," you say, "What else could they possibly add to make this game any more fun?" Well, let me tell you:

*NBA Jam Extreme* has added another feature in the form of, yes, another button. The "Extreme" button is its name, and total wackiness is its aim. Whenever

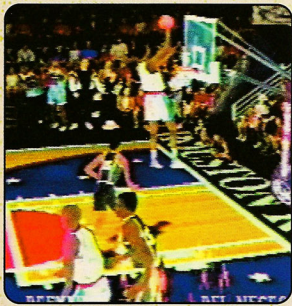


your player needs even more crazy power than can be achieved with just your basic turbo, hit that Extreme button and watch the fireworks.

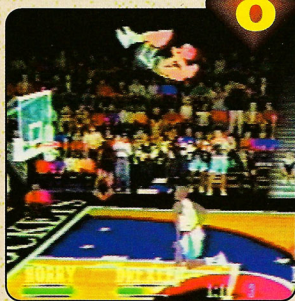
There are other little features that greatly enhance this coin-op, but I'm not going to go into them. I'll leave these for you to discover on your own. *NBA Jam Extreme* is in the arcade right now and will be coming to Saturn and PlayStation in September. By the way, look for me as a secret character in the home version. I'm here, baby.



ter than its predecessors is the introduction of a 3D environment. 123,000 texture-mapped polygons a second, moving camera, and the court depth that results, raise this game to another level. This version also



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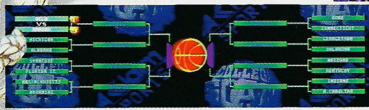
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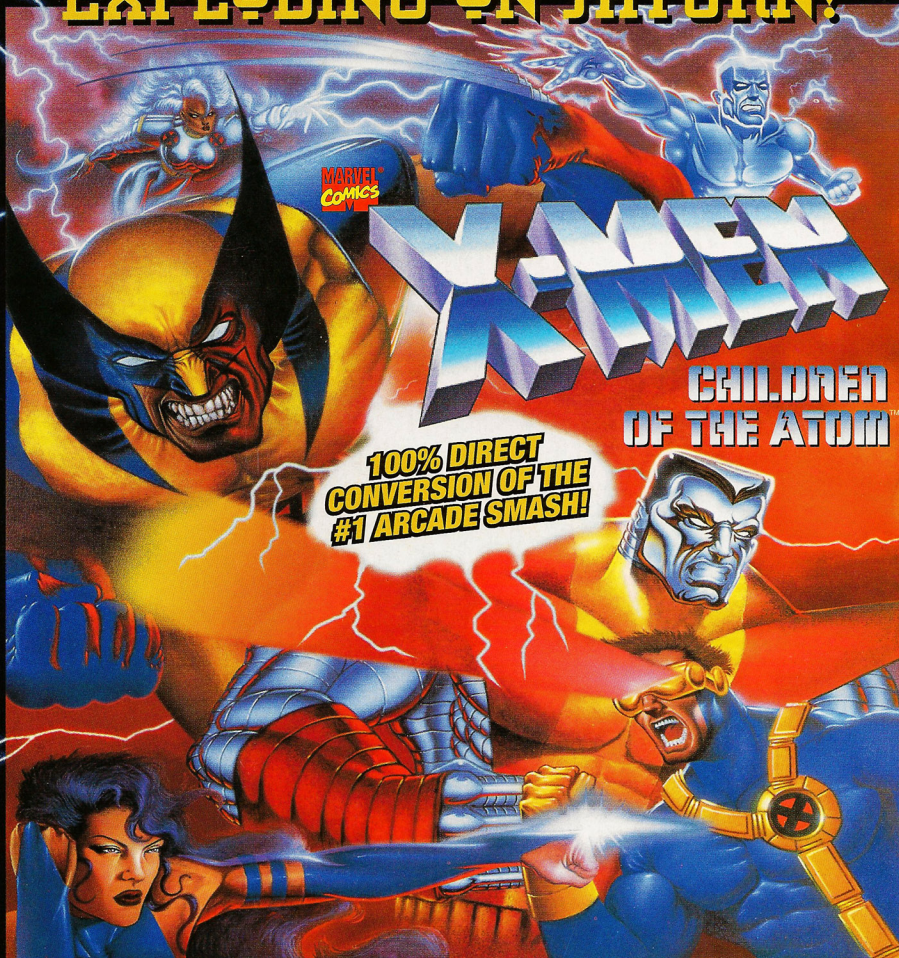


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