



SPORTS SERIES







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IN-YOUR-FACE SPORTS GAMES THIS SIDE OF THE REAL THING. WE'VE COMBINED THUNDERING AUDIO WITH 3-D TEXTURED POLYGON GRAPHICS AND MOTION CAPTURED ACTION TO

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COMING SOON



CIRCLE #102 ON READER SERVICE CARD.

The flying is so realistic, it'll actually create

a sonicic a serios de

boom. Shorts (In your shorts.)









PlayStation

Get ready to blow through barrel
rolls faster than a bad burrito blows through
you. Because you're strapped into
the cockpit of WARHAWK, the only
fighter plane that gives you true 360°
movement. It's just you, your

Sony PlayStation" and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag

not included.) Your mission

PlayStation

should you choose to accept it is to battle the madman Kree

through six different 3-D worlds before he grabs

universe. With Swarmer missiles, Plasma

cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming

all over you in the air. Just don't throttle back too fast. Or you'll wish

you'd brought along an extra pair of boxers.







"The New Editor Speaks"

VG has a new editor-in-chief and he's Scottish! Find out what he has to say about the state of gaming today.



PRESS START

The Ultra 64 is poised to be released in Japan and we've got the scoop! As if that wasn't worth the price of the magazine, VG checks out ReBoot, the colol Satuday morning TV show, lays down the law about the SNK/Sega connection. and unveils a goody bag full of info!



We are a guiding light in the darkness. We're here to help.

If you own MK3 on the PlaySation, SNES, or Genesis, then look no further: the codes you need are in here! If that wasn't enough for you, we've also got tips for Astal, Shinobi, Street Fighter: The Movie and NBA Jam. Try not to fill your trousers!



SOUNDBOARD

Expanded to an immense four pages so we can answer more questions! Wow.

All the regular wackiness, which means that you'll get letters from kids dressed like Sub-Zero, meaningless missives from t he strange youth of the South, requests for free games galore, and a special message from Betty to all of her fans.





ENTS

FIRST LOOK

Criswell predicts that these games are coming soon!

Take a time machine into the future of gaming

esident Evil, Jupiter Strike, Theme Park, Buster Bros, mpact Racing, Cyberia, Road Rash, Shell Shock **PLAYSTATION**

Toshinden Remix, Galactic Attack, Sega Rally, Hi-Octane, Pretty Fighter X, D, Thundersrtrike 2

SATURN

Toy Story, Maui Mallard

GENESIS

BC Racers, Shockwave 2, Bust-A-Move, Scramble Cobra

3D0

Spider-Man: Web Of Fire

32X

Atari Karts

JAGUAR

POWER REVIEWS

What's hot, what's not, and some stuff we're not sure should even exist.

This month we've got Loaded, Last Galdiators, Aero Fighters, PTO2, Space Griffon, Wing Arms, Pulstar, Mystaria, NBA Jam, Killer Instinct, I-War, Missile Command 3-D, Baldies, Battlemorph, and Attack Of The Mutant Penguins.

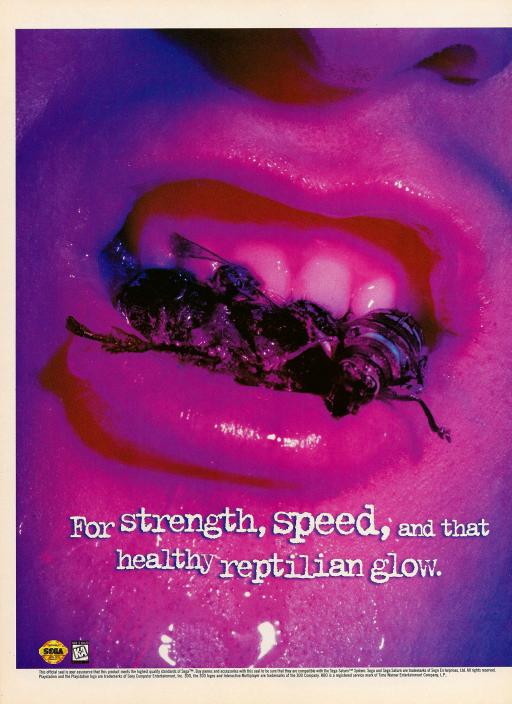
SPORTSWIRE (9

Get a box seat, order some peanuts and check out the world of sports gaming.

You'll find, hidden inside the pages of Sportswire, tasty tidbits to tantalize your sports cravings. We're talkin' Madden for PlayStation, NHL Face-Off and Konami's amazing NFL Full Contact. Can I get a wave?







Get ready for one serious See-Food Cocktail.

It's GEX, your bug-munching,
tongue-lashing alter-ego. Oh yeah, we got
Hungry-Man portions of pop-culture
cheese all right. With late night TV freaks
like Gamera and Flatulence Man. But
it's our special sauce—over 300 hilarious
one-liners and sound effects from HBO

comedian Dana Gould—that give

GEX major attitude.

So forget about good taste. And go with the skanky bug du jour instead.





o not adjust your horizontal hold, 450 frames of GE



Frank N. Steintown (Tegal weasels require we be vago



rry jumping, tan-windping & race-stream; to discover secuple/horuse stages that only try in Engineering knows also



Electronic Gaming Monthly "Editors' Choice Gold Awa

NEW for Sega Saturn™ and the PlayStation™

game console.









THE SPICE OF LIFE Since when did variety become a bad thing?

Thy does there have to be one dominant game platform? Right now, the battle seems to be for complete domination of the video games market. Why all of a sudden do we feel that one platform has to win? If there were only one

brand of car, or one type of breakfast cereal, we'd all get bored and the company making it would probably charge too much.

Competition is a very healthy thing, It keeps game makers on their toes and helps prevent them from releasing the complete crap we've gotten used to.

Competition made Sega reduce the price of its Saturn console to try and grab a share back from the massively successful PlayStation.

Competition made Williams put all those neat features in Mortal Kombat and competition made Sega release Sonic the Hedgehog to try and counter Mario's success. If there were no competition, the games world would die a gruesome and horrible

death, drowning in a sea of poor hardware and terrible game clones.

Wouldn't it be nice if there were two, three or even four healthy competing game systems? Well, that situation looks like it might happen early next

year when Sega, Sony, 3DO and Nintendo all have competing and technically fabulous systems on the market.

Each machine is going to be positioned in a slightly different manner. The Sega machine will be aimed at the mainstream, but with a special emphasis on Japanese arcade games, especially with the Neo Geo titles

they'll be getting hold of. Sony will go for the 3-D game market as well as the audience who think all Sony stuff is cool (from Walkman to TV sets). 3DO will continue to gather a popular following and Nintendo, well Nintendo may just buy the whole market with a massive media blitz and a brand-new 64-bit system. 1996 may bode well for everyone.



"If there were only

one brand of cereal,

we'd all get bored"

EXECUTIVE VICE-PRESIDENT THOMAS CANDY

ASSOCIATE ART DIRECTOR IONE FLORES SPECIAL THANKS TO ANDREA VASALLO MARK DAY RIGHT TURN CLYDE

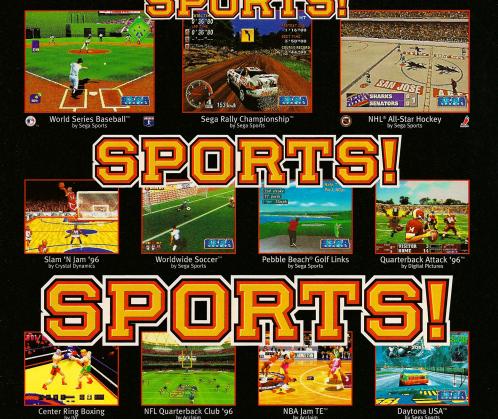
VICE-PRESIDENT, MARKETING GREGORY DUMAS

PRODUCTION COORDINATOR MICHELLE JEWORSKI RANDY BROWN (213) 651-5400 EXT. 7906 VICE-PRESIDENT, ADVERTISING PERRY GRAYSON

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IS THAT ALL YOU EVER THINK ABOUT?

SEGA SATURN IS THE ULTIMATE SPORTS MACHINE FOR YOUR ONE-TRACK MIND.

FORGET THE SATELLITE DISH. TO GET THE GAMES YOU REALLY WANT, YOU JUST NEED SEGA SATURN. 17 ADRENALINE-JACKING GAMES IN SEVEN DIFFERENT SPORTS, INCLUDING SIX INTENSELY AUTHENTIC, EXCLUSIVE SEGA



SATURN TITLES YOU CAN'T PLAY ANYWHERE ELSE! THE SPORTS EXPERIENCE IS SO REAL, YOU'LL THINK YOU'VE DIED AND GONE TO SATURN! SO GET YOUR NOSE OUT OF THIS MAGAZINE AND GET YOUR HEAD IN THE GAME!

SEGA SATURN





As Act of Young and mining Automatic was not in proper of the Mining Act of the Mini





ULTRA 64 ARRIVES!

Is this the answer to Nintendo's prayers?

intendo has finally made some decent official announcements regarding its impending 64-bit games machine. The Ultra 64, or Nintendo 64 was due to be debuted at the Shoshinkai show in Tokyo on November 23rd.

So is this the machine we've really been waiting all this time for? A cartridge-only 3DO lookalike? Yup, 'fraid so. Disappointing as it looks, the Ultra 64 has a few rather

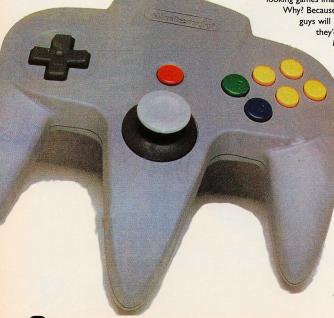
amazing features that you can't see just by looking at the casing. For example, to date, this is by far the most powerful games system ever made. As a matter of fact, the basic Ultra 64 console is far more powerful than say, a Pentium based PC.

PC owners may well hit the roof when they read that statement, but it's true. The Ultra 64's graphic power is matched only by the Silicon Graphics Indigo machine it's based on. What does that mean to you and me? The best looking games imaginable. Only we can't show you them.

Why? Because Nintendo doesn't seem to think you guys will be interested in seeing Ultra 64 games, they'd rather show you pictures of say, Donkey

Kong Country 2, or Killer Instinct.

The secrecy surrounding the Ultra 64 is among the tightest we've ever seen. With PlayStation, Saturn, and even Virtual Boy, we found out tons of things the evil corporations didn't want us to, but with this baby, we've been genuinely stumped. VIDEOGAMES has described the revolutionary U64 controllers before, but now we're giving you the chance to see them for yourselves. As you can plainly see, the design of the controller owes more than a little bit to the Sony PlayStation pads, but with a third "arm." This allows two very distinct modes of play. If you were playing Killer Instinct 2 (one of the games scheduled for release) you would use the normal arrow key to control your player. If you wanted to use the pad to play, say, Cruis'n USA (another scheduled U64 title) then you



BESS START



BIG IN JAPAN!

Nintendo's launch of the Ultra 64 in Japan will be a lot simpler than in the U.S. Although PlayStation and Sega Saturn are both doing great business in the Land of the Rising Sun, the Nintendo machine stands a far greater chance of success thanks to huge and loyal support of the Nintendo brand.

The machine will be called the Nintendo 64 in Japan, although it had been pencilled as the Ultra Famicom until recently. Excitement and demand for the machine are already mounting, and Nintendo is giving Japanese kids a special sneak preview of the machine in late November, when it unveils the console at Shoshinkai. Three hundred lucky kids will also be given a surprise gift, and I bet they all hope it's a Nintendo 64.

Games like Final Fantasy and Dragon Quest are expected to ensure the machine's success, eclipsing both Sega and Sony competition.

would use the middle arm and the rather nifty analog joystick located at the top of it. The analog (as opposed to digital) controller allows for differences in degrees of movement. So, if you move the

onscreen car (or any other character) will respond quickly. The technology has been around for more than a decade now, but this is the first time a major games company has used it for the standard control method.

Nintendo has taken this route because the new kinds of 3-D games, like racers,

shoot-'em-ups and *Doom*-style action games, require a lot more control and finesse than the average platform game. Also Nintendo is using it as a bit of a gimmick. Still, it

looks groovy, so who are we to complain? Better still, the controller won't ever get lonely, since the Ultra 64 machine happily accepts four of them at once, without

the need for a four-player adaptor.

Sharp eyed readers may well have spotted something a little odd about both the controller and the Ultra 64 console.

They're both completely different colors. Even sharper eyed readers may have noticed that the controllers do match the color of the control ports on the front of the Ultra 64. What does this mean? Well. we

Shat we the

haven't the slightest idea, but we do think it looks a bit silly, so we thought we had better point it out. Tune in next month for the full scoop.

Saturday Gets Wired with ReBoot

The Coolest Show on Saturday Mornings is Coming To Your Next Generation System Next Year!

aturday morning cartoons have come a long way since the glory days of Hanna-Barbera. These days, the coolest stuff on the tube is computer generated, and the neatest bit of eye candy to come across the television waves in recent memory is ReBoot, the first allcomputer generat-

ed tele-

show It

debuted

in the

vision

Dot Matrix, the intrepid defender of Mainframe.

1994 fall season on ABC and quickly became a cult favorite, and it almost instantly became ABC's top-rated Saturday program and it's still going strong. Next year you'll be able to play ReBoot: The Game courtesy of Electronic Arts.

ReBoot was created ten years ago by a British creative brain trust called The Hub. Three members of The Hub, lan Pearson, Gavin Blair and Phil Mitchell moved to Vancouver, British Columbia, to ensure that ReBoot would eventually become a reality. Remember that old Dire Straits video, Money For Nothing? It was created by Ian and Phil. ReBoot, though, is their masterpiece.

> The insane Hexadecimal.

The show is set in the computer world of Mainframe, a city inside a CPU populated by characters called sprites that either come

in robotic-looking binome form, or human-looking data sprites. Mainframe is controlled by an unseen human entity called The

User, When The User decides to play a game on his computer, the program engulfs a section of Mainframe, and the citizens in that section can "reboot" and become characters in the games. If the user wins, it

means that their section of Mainframe is gone forever

Mainframe is not without its heroes. though. The main character in the series is the Guardian Program Bob, who hails from the advanced Super Computer. Being an advanced program, Bob is Mainframe's chief protector and he serves as mentor to a young Data Sprite named Enzo and friend to Enzo's older sister Dot Matrix. When they aren't busy fending off games, they have to deal with the presence of two mad viruses which regularly cause trouble for Mainframe, Megabyte is the smooth megalomaniac who is constantly scheming to take control of Mainframe, and Hexadecimal is a chaos virus who is programmed to create trouble from her lair in the city of Lost Angles.

As if an ultra-cool TV series wasn't enough, Alliance Communications has

here's what we know about what EA's plans for ReBoot: the games might take the

form of the "games" within the show. You might control familiar characters like Bob and Dot through the various games. The User downloads into Mainframe, or you might have to defend Mainframe against the dastardly machinations of Megabyte and Hexadecimal. What we know for sure

is this: EA will be incorporating animation directly from

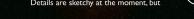
the show, and the producers of ReBoot have invested just under \$1 million (Canadian) to create its own games division to help EA. What that means

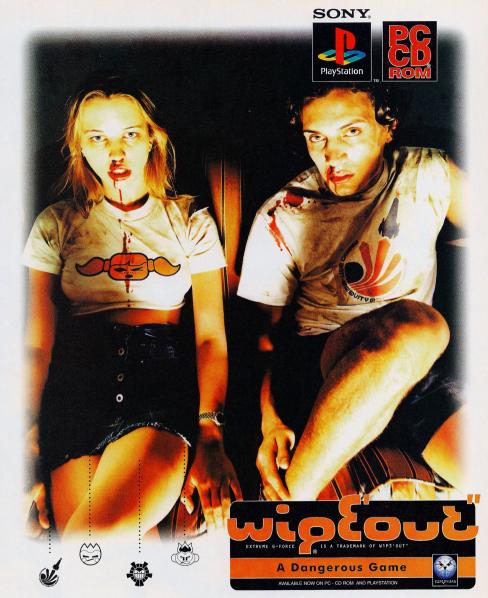
is that the EA games wont be your typical licensed crap. They'll probably be proper games! How do ya like that? Keep reading VideoGames for the latest news on the game.

Enzo, the kid

hero of ReBoot.







"This is the single best racing game for the home that I have ever played, period!"

— Game Players 96%

"More flash and substance than most games were ever meant to have" - Next Generation 5/5 $^{\prime\prime}$

"Will leave you drenched in sweat and grinning"

— Game Pro

"The best reason to own a PlayStation"

– Die Hard Game Fan 93%

"Best home racing game ever" — Ultimate Gamer 9/10



SATURN'S NEW WORLD





Geo? Soon! When is



oftware giants Sega and SNK are teaming up in a deal which should give Sega a big advantage over rival Sony. SNK is famous for both its arcade fighting games and its (expensive) Neo•Geo home system. The recent software licensing agreement drawn

up by the Japanese parent companies gives Sega the exclusive Saturn rights to certain key SNK games and in a cross-licensing agreement, Sega will publish some of its hits for the Neo•Geo CD system.

This all sounds pretty neat, but both companies are trying hard to protect their best games. In this

respect Sega has the upper hand. The Neo Geo CD just isn't powerful enough to handle a conversion of Virtua Fighter or Daytona USA, and Sega won't be interested in any of SNK's older titles. So what Neo•Geo games will you be able to play on your Saturn? Well,

neither company is willing to say at this point, but look out for conversions of King Of Fighters '95, Fatal Fury Special and possibly Samurai Shodown. On the flipside, Neo•Geo fans can expect conversions of Sega's top 2-D stuff, like Shinobi, Sonic and em, well that's it really. Oh, except for Golden Axe.



AGE GIHOS

very once in awhile, the staff of VideoGames likes to unwind from a hard day of playing the latest games by turning on the tube and vegging out. Instead of watching tired sitcoms like Home Improvement and Roseanne, we

like to flip on the Cartoon Network and



Bach, who played Daisy Duke on The Dukes of Hazzard.

catch a new episode of the talk show, Space Ghost Coast-to-Coast. Yeah, we know this has nothing to do with the world of gaming per se, but it's one of the things that VG thinks is cool.

The show is hosted by Space Ghost, recently brought out of retirement in the land of cartoon obscurity to star in the show. Those of you with longer memories might recall Space Ghost's Hanna-Barbera action series that ran originally in the '60s and has been repeated in syndication ad nauseam since. Well, this is a Space Ghost for the '90s. Aided by his old enemies Zorak (who's still an evil, mutant praying mantis, but is now the show's bandleader) and Moltar (who fills the producer's role), Space Ghost jockeys a smart-looking desk and interviews the hip and pseudo-hip. Unlike most talk shows, Space Ghost will actually make you laugh, as evidenced from this exchange with musician Matthew Sweet:

Space Ghost: What would you eat with a bio-dip?

Matthew Sweet: A bio-chip.

Now that's comedy. Well, maybe it wasn't the best





If PlayStation's Your Vessel...



Earth invasion! Earth invasion! Annihilation is imminent! Deploy Jupiter Strike... Survival of the human race boils down to you! You're in the cockpit for the most realistic 3-D intergalactic war of all time! Through blackest space, raging asteroid belts with deadly





robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strike!



NOW YOU'RE REALLY IN DEEP S#?T!



This is more than intergalactic warfare. This is the future of mankind! They come from the bowels of a million hostile planets. Buggin' turbocharged enemy warships! Big ones! And they want you...dead! This is high density combat of galactic proportions! Your only hope...lock-on lasers, explosive tracking missiles, lightning-quick reflexes and a soft spot for the human race!



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THESS START

TOY STORY TIME

Disney's movie breaks box office records, while the game breaks technical boundaries!

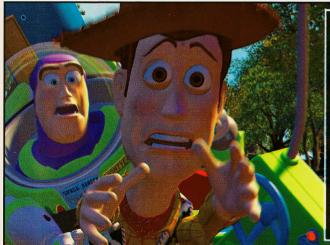
isney and computer graphics innovators
Pixar have teamed up to produce what is
easily the most visually amazing movie since
Jurassic Park. Toy Story is the result of years of
development and millions of dollars in computer
technology. It's also one of the funniest movies of
the year and stars Tom Hanks and Tim Allen. Well, it
stars their voices, anyway.

Pixar have already won an Academy Award for their short film Luxor Junior, and may well repeat that Oscar success with Toy Story. The movie is the first to feature entirely computer animated characters and scenes, with not a single second of real film footage used. Every movement, every sparkle of light, every single thing you see on the screen was rendered on a Silicon Graphics computer.

The movie was released to much critical acclaim, as well as a very favorable reception from movie-goers. Disney Interactive, who have been working closely with the guys and girls from Pixar, were right on time with the Genesis conversion of the movie.

Toy Story will probably be one of the last great stands on the sixteen bit consoles and ironically enough, this looks a heck of a lot better than anything on the 32X. The graphics look more like Clockwork Knight on the Saturn than any Genesis game, and the 3D sections are an embarassment to the people who said Doom couldn't be done on the Geneis, and all this without the aid of any special chips.

If you want to find out more about Toy Story the game, turn to our in depth First look on page 44 where you'll get the whole scoop.



3D-Oops!

Video Games magazine seldom makes a boo-boo, but when we do, we're the first to admit it. In our November issue we ran a contest where the Grand Prize was an M2 game console. There were two problems there. One, the M2 doesn't exist yet and two, the grand prize was supposed to be a brand new 32 bit 3DO, supplied by the good (and annoyed) folks at Studio 3DO. We humbly offer our apologies and blame the whole sorry mess on the little monkey-demons that sometimes infest our computers. A second chance to win the originally intended prize is offered on page 54, so get out your special thinking pants and enter now! Oh and Video Games magazine will honor the original prize.





"It's the most impressive PlayStation game yet" Next Generation

"A carnage-filed crunch fest" Die Hard Game Fan

"The most realistic crashes we've ever seen" Game Players

"This is stock car racing on steroids" Electronic Gaming Monthly



PlayStation

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GABE'S DREAM GAME GALLERY

The museum of video games that never were, but just might be.

ad news, dream gamers. Dan the Man has left the building! Yes, the most hirsute member of the VG clan moved on last month to pursue other job opportunities. He wants you all to know that in his stead, I, Gabe have his permission to curate the Gallery. Basically, the only thing that's going to change is the name. The Dream Gallery still wants your wackiest and weirdest ideas for original games-as long as they're not new Mortal Kombat characters. We like the game, but geez, this is ridiculous! This month we have possibly the best crop of dream games yet. We started this page out cynically, thinking that American kids had lost all of their imagination to the numbing influence of bad sitcoms, but you guys are coming through! 'Nuff said-on with the games!

This month's opening dream game was sent to us by Wyatt Elliott of Rockford, IL. Robots, violence, and sports are Wyatt's pet obsessions and he's combined the three into a game called Future Hockey League. The player controls a team of robot brutes that fly around on jet skates 500 feet above the ground. Guns, knives and explosions are the rule of the day. Cool.



Wyatt's drawing was so colorful, we just had to print it big. Say, I wonder if he's played EA's Mutant League Hockey?.

The Dream Game Gallery prides itself on being a Bazaar of the Bizarre and an Emporium of the Eclectic, but sometimes, some game ideas just throw us for a loop and make us wonder if reality is actually what we assume it to be Well, I'm being over dramatic, but Eddie Wang's whale hunting:game kinda creeped us out. You are a whaler and your mission is to kill whales, sink Greenpeace ships and club seals. Whoa. Then we read the back of Eddie's picture where he had written, "Whale hunting on video only. Leave the real ones alone." It's good to know that people with a social conscience read our mag.



Arr, it's the white whale! Moby Dick! Give me my harpoon!

Power Boy looks like the mutant offspring of Bomberman and Vectorman (er, woman). According to creator Ayris Alcala of West New York, NJ, "Power Boy was given special powers, now he must fight his way top the evil mad scientist to save his family and the Gem of Mystery." Heavy duty load to bear for a little boy, wouldn't you say?



Power Boy faces off against a gang of dragons that want to "jump him."

The Three Zodiacs might sound like a singing and dancing group from 1971, but it's actually an RPG created by Darian Girard. According to Darian, "You live in a magical world where there are giants, goblins and insects are unusually big You are a dwarf." Bummer. Everybody else is a giant and you're a dwarf. That really sucks.



Darian answers the burning question on everybody's mind: "In case you are wondering what a Zodiac is, it's a symbol that people say is in heaven."

We missed the original Killer Kid, but Colin Hultman of Sylmar, CA is already hard at work on the sequel, Killer Kid 2. Non-stop, action-packed fun is how Colin describes his fighting game. He admits that the concept is simple: all you have to do is knock out the other kid, but it's kind of cool to know that adults aren't the only ones having all the fun by beating the stuffing out of each other in fighting games.



Electro-Kid says "perfect", Fire-Kid says, "Ha ha ha" and the cow goes, "Mooo!"





"Every bit as clever as the original." - Game Players

"An immersive, satisfying and original experience." - Ultimate Gamer

"The only complaint I have is that I wish I had more time to play the game...3D Lemmings is a winner." — Electronic Gaming Monthly (Editor's Choice Gold)



The

Industry News You Can Trust

layStation seems to be the console of choice in the run up to Christmas and some stores report that the Sony machine is outselling the Sega Saturn by a factor of two to one. This is a pretty strong position for Sony to be in so early in the game, and in the run up to Christmas, it could be a decidng factor in the battle for final dominance of the 32 bit market.

Sony claims to have sold more than 300,000 PlayStations in the period from the September 9th launch up to the end of October. If you do some simple arithmetic, you'll see that they should have sold at least double that number by Christmas. If you do some slightly more complicated math, you'll see that since everyone buys Christmas presents in December, they may well sell more than a million.

Sega has been quck to point out that they too have sold in more than 300,000 units to stores, but according to them, only 130,000 of those have been sold through to customers. Sony has sold 300,000 machines to stores in less than half the time it took Sega to do the same thing.

Sony also has good news on the games front, more than one million games have been sold for the PlayStation, a remarkable feat meaning that every PlayStation owner already has three or four games for their machine. Ridge Racer and Toshinden are believed to have sold on a one game for every machine basis. Not too shabby.

'Does this mean it's all over for Sega? Far from it. The Saturn's sales are also picking up in the build up to Christmas, and their new line up of games, including Virtua Fighter 2, Sega Rally and Virtua Cop should give them a much needed boost.

ULTRA 64 LIVE

Nintendo is currently finalizing technical details on a project that should beam the Ultra 64 into thousands of homes all across the USA. The Ultra 64 will be launched with much pomp and circumstance at the upcoming Shoshinkal show.

A satellite uplink will beam pictures and information to Nintendo's web site, and anyone who's logged on will get to see the pictures there first. However, if you want to see a full, unbiased and more in-depth report on the launch, check out the very next issue of Video Games Magazine, when we bring you the full scoop on the biggest story of the decade.

TOTAL ECLIPSE FOR SEGA

The funny men at Sega have got a lot of codenames for a lot of projects. One codename we heard a lot was Eclipse. Sega may or may not be calling its new console Eclipse in-house, but that's kind of beside the point. The fact is that Sega has a new 64 bit machine under development and it may as well be called Frootloop for all the difference that would make.

The machine is going to be compatible with the new Digital Video Disc format, which allows you to watch an entire movie with Digital Sound on a normal sized compact disc. Sega is supporting the format and it's believed its new machine will also be Saturn compatible.

None of this is confirmed as yet, but Sega has admitted that it is working on the technology and it has been provisionally pencilled in for a 1997 release date. It's not clear at the moment if the new machine is designed to replace or complement the Saturn, but it may well be targetted at a totally different market.

BIG FRANK'S BULL-O METER

This is where we decide how much of the stuff we hear is true and how much is bull. The games industry has more than its fair share of complete nonsense.

ULTRA 64

More crap has been spread around the Ultra 64 than any other machine in the history of gaming. Here are a few of the rumors that have since been proven untrue.

- 1. It would be a Virtual Reality machine, complete with wacky headset.
- 2. It would be CD based.
- 3. It would launch in late '94.
- 4. It would launch in late '95.
- 5. It would be compatible with Virtual Boy.

M2

Not too guilty, the M2 has been surrounded by a bit of bull, but now that the technology has been bought from 3DO by Matsushita, things are settling down. Matsushita will produce a 64 bit console based on the technology, but it's not clear yet if it will be a part of the 3DO family.

128-BIT

Now 128 bit technology does exist, but it's already pushing the limits of what can be achieved with a conventional microchip. And 128 bit doesn't necessarily mean better. At the moment, scientists are concentrating on new ways to compute, new materials to make chips from and new mathematics to make them work better. A couple of companies have demonstrated 128 bit graphics boards for PCs, but they weren't any better than SGI machines in terms of quality..

256 BIT

So far, nobody has even mentioned 256 bit, so maybe we'll start something. Yeah, I heard that Atari....

WIN! WIN! WIN!

Goodies!

To celebrate the launch of their brand-new PlayStation conversion of Gex, the good folks at Crystal Dynamics are giving copies of the game away. Yes, ten lucky readers will walk away with a brand-new copy of the PlayStation platform-game-de-resistance, Gex. However, only one incredibly lucky reader will win a PlayStation to play it on! And if that isn't enough, ten runners up will be walking away with a fabulous, grabulous, zip-zoop-zabulous Gex T-Shirt. We're excited. We're all but ready to wet ourselves, that's how excited we are.

To stand a chance of winning one of these impossibly arousing prizes, you're going to have to answer the following three questions:

- 1. What kind of lizard is Gex?
- 2. How many "bits" do you need to play Gex?
- 3. Which video games machine did Gex first appear on?

TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to:

GEX CONTEST

c/o VIDEOGAMES Magazine

PO Box 17379

Beverly Hills, CA 90209-3379

Entries must be received by March 31, 1996. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for

late, lost, postage due or misdirected entries.

ELICIBILITY AND LEGAL CRAP: Contest is open to residents of the United States and Canada. Employees of Crystal Dynamics, its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the June '96 Issue of Vibezofames.













haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at



Play as Smoke!

During the opening demo-anytime after the copyright screen appears-rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing RI once, six times, six times and I nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes!



Rotate the D-pad 360° clockwise.



Press RI once, s six times, 5 six times and nine times.



get this message and Shao Kahn will say, "Outstanding!"



Now you can choose Smoke as a playable character.

Secret Cheat Mode

During the opening demo, quickly press 5, 1, 1, RI, RI, R2, R2, R1, RI. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stageincluding the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press 5, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.



Quickly press 5, 1, s, RI, RI, R2. R2. R1. R1. You'll hear Shao Kahn say, "Outstanding!"



Next, at the main menu screen, press Up.



When you see this mysterious question mark, press any button...



...to access this cheat menu.



Turn "Fatality Time" off and your opponent will stagger like this for hours, waiting for you to finish him!

Nintendo of America Inc. (206) 885-PLAY HOURS: Monday through Saturday—4

a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

OST: Standard long-distance rates to

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

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

Turbo Technologies Inc. (310) 337-6916

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

Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a

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

messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East (900) 4545-HELP

week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game coun-

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

Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles.



TIPS & TRICKS

Play as Smoke!

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold until the *MK3* logo appears; Smoke will walk into the screen and you'll hear buttons and knowledge that one of the screen and you'll hear that say, "Outstanding!" Now Smoke is a playable character in both the one- and two-player modes.



Hold Left and A.



Release Left and A, then hold Right and B.



Release Right and B, then hold X and Y.



Keep holding X and Y until youesee Smoke.



Now Smoke is a selectable fighter in the game.

Stealth Select

At the character-select screen, very quickly rotate the D-pad 360° in a smooth circular motion. Player I must do this in a counter-clockwise direction, but Player 2 must spin the pad clockwise. The words "Stealth Select" will appear in place of your character; now you can choose a fighter without your opponent knowing who you've picked until the fight starts! Just listen for the sound of your invisible cursor moving around the screen and count the squares to choose the fighter you want-but don't press any of the buttons, because your opponent will see your character flash. Also, choosing Smoke is tricky; you'll know you've got him if the dragon logo stops flipping over his face (but then, your opponent will know, too!)



Very quickly rotate the D-pad counter-clockwise (or clockwise if you're Player 2.)



Now you can choose your fighter without your opponent knowing which one you've picked.

Tournament Mode

At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Use Left and Right on the D-pad to choose a fighter for each box in the line-up, or hold Up and press START at the first box for a random selection of characters.



Hold L+R and press



You've found the hidden Tournament Mode



represent "surprise" characters chosen at



Your first fighter will start the Endurance battle.



When a fighter is defeated, an explosion will signal the entry of a new combatant.

Secret Cheat Menus

At the main menu—the one with the spinning dragon logo—press A, Y, B, X. A new menu item called "Sound Test" will appear. This lets you listen to all of the sound effects and music from the game.

Also at the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. Another new menu item called "Kool Stuff" will appear. Here you can disable the timer, disable the fatality time limit (infinite time to try fatalities!), play the hidden shooter game, pick any stage, enable a "pause" feature or see the ending credits.

Another cheat code that can be entered at the main menu is **SELECT**, **A**, **B**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**, which gives you a "Kooler stuff" menu."2X Health" and "2X Damage" allow you to double the amount of energy you have of the amount of damage you do, "Quick Finish" lets you perform finishing moves *in every round* with just one button (**Y** for Fatality 1, **B** for Fatality 2, **A** for Friendship, **X** for Animality, **R** for Babality or **L** for stage-specific fatality in the Pit III, Subway or Shao Kahn Tower stages), "Enable Smoke" lets you play as Smoke without the hassle of entering the "Play as Smoke" code described above, "Enable Motaro" lets one player control Motaro (only in two-player battles), "Enable Power Kode" makes your fighters take very little damage, "Health Recovery" makes your energy bars refill slowly if you're not getting hit and "30 'Credits" gives you 30 continues in one-player mode. Whew!

Finally, if you press X, B, A, Y, Up, Left, Down, Right, Down at the main menu, you'll get another menu called "Scotts Stuff". The options for "Throws", "Blocks", "Sweeps" and "Combos" allow you to disable each of those elements, "Dark Fighting" will light up the screen only when a character is hit, "Switcheroo" makes both fighters morph into different characters at random during a battle, "Unlimited Run" and "Quick Uppercut Recovery" do just what they say, "Hyper Fighting" is a superspeed mode, "Enable Shao Kahn" lets one player control Shao Kahn (only in two-player battles) and "Play Slots" lets you play a weird slot machine; if you win, you get to see a "Kombat Code" for the match-up screen.



Press A, Y, B, X; you'll get access to the game's "Sound Test" menu.



Press Up, Up, Down, Down, Left, Right, A, B, A for a new menu item called "Kool Stuff".



Use SELECT, A, B, Right, Left, Down, Down, Up, Up to earn the "Kooler Stuff" cheat menu.



Use X, B, A, Y, Up, Left, Down, Right, Down to get the "Scott's Stuff" cheat menu.



These codes let you play the hidden slot machine....



...activate all kinds of Kombat Codes....



...or even choose the bosses as playable characters!

FEE THE AFTER ALL,

NOVASTORM

The 3DO version was Die Hard Game Fan's 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!















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TIPS & TRICKS



99 LIVES

To start the game with dozens of extra lives, try this code: Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.



Press A, Z, B, Y, C, X, START.



Note the big number 99 in the corner of the screen!

PAUSE 0,000 200 1000

Press A, B, A, B, C while the game is paused.

999 Shurikens

Every Shinobi game has an "extra shuriken" cheat, and Legions is no exception. To earn a huge supply of these deadly throwing stars, just visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999, more than you'll ever need.



Highlight "Shurikens," hold L+R and press C, A, B.



You'll start the game with 999 Shurikens in reserve.

Expert Mode

If you're so good at Shinobi Legions that you can beat the game with your eyes closed and one hand tied behind your back, try this code, tough guy: Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar!



Press A, B, C, B, A,



Notice the energy bar and life counter.



This is what happens if you get hit just once.

Stage Select

The stage-select code in *Shinobi Legions* is so simple, we wouldn't be surprised if some of you have already found it just by messing around with the buttons on the controller. However, for those of you who insist on having every cheat handed to you on a silver platter, here goes: Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1." To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it!



The current stage number appears in the corner of the screen.



Press **Left** or **Right** to choose a different stage, then press **START**.



You'll warp immediately to the stage you chose!



VICIOUS WHOOPS!

30 2.09 LAPS 15T

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CIRCLE #107 ON BEADER SERVICE CARD

AKlaim

TIPS & TRIENS



PLAY AS AKUMA!

Have you been wondering why the boss character, Akuma, is a selectable fighter in the arcade version of Street Fighter: The Movie but is not included in the home editions? We don't know either, but we do have secret codes that will allow you to find him in both the PlayStation and Saturn versions of the same.

The cheat works in all modes except the "Movie Battle." To do it, you must enter the following button code as fast as humanly possible at the character-select screen. If it doesn't work, it's because you dight do it fast enough, so try again:

PLAYSTATION: Press Up, RI, Down, L2, Right, LI, Left, R2.

SATURN: Press Up, B, Down, Z, Right, X, Left, Y.

If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter Akuma is at your command!



On the PlayStation, quickly enter the code Up, RI, Down, L2, Right, LI, Left, R2.



If you're a Saturn owner, use the code Up, B, Down, Z, Right, X, Left, Y.

AKUMA'S' MOVES'



You'll see an evil silhouette on the screen where your fighter's face should be.



Enter the code on both controllers for two-player "Akuma vs. Akuma" battles.



Fireball: ↓≒→ +



Double Fireball: ↓ ↓ → + any two

PUNCH buttons simultaneously





Air Fireball: Jump, then

↓ ↓→ + PUNCH

(or ↓ ↓→ ħ + PUNCH)



Dragon Punch:

→ ↓ ¾ + PUNCH



Hurricane Kick: ↓ ∠ ← + KICK



Stationary Hurricane Kick: ↓ ∠ ← + any two KICK buttons simultaneously



Flying Hurricane Kick: ↓ ∠ ← 下 + KICK



Teleport Forward: → ↓ ¾ + any two

PUNCH buttons simultaneously

(or use any two KICK buttons for a

short teleport)



Teleport Backward: ← ↓ 🗠 + any two
PUNCH buttons simultaneously
(or use any two KICK buttons for a
short teleport)



Super Combo Fireball (with "Super" indicator lit): サンナリンナ+



Super Combo Dragon
Punch (with "Super"
indicator lit):

\$\psi \cong + \psi \cong +
\$PUNCH\$

TIPS OF TRIES

Extended Roster

Each of the NBA teams in Igm T.E. has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER": now you'll see extra players as you toggle through the lineups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team.



Hold the SELECT button and rotate the D-pad counter-clockwise.



The "Extended Roster" card will appear.



Now you'll have more players to choose from.



This trick also works at the "Substitution" screen!

ower-Up Codes

lust like all of the other versions of NBA JAM, the PlayStation Tournament Edition offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.



be entered at the "Tonight's Match-Up" screen before the words.



Display Shot Percentage: $\uparrow \uparrow \downarrow \downarrow \Delta$



Power-up Dunks: ← → XOOX



Power-up 3-Pointers: $\uparrow \downarrow \leftarrow \rightarrow$ < ↓ ↑







Power-up Fire: ↓ → → O A ←











Baby Mode:





Big Head: OXO ATXO

Push one oppo-

nent and only his

 $\uparrow\uparrow\uparrow\leftarrow\leftarrow\leftarrow$

← O ∧



Mammoth Head: OX JAOXI AOXUA OXDA

TPS&TREKS

SIMIRN

Invincibility

If you're too lazy to keep entering the "Restore Energy" code, try this one: Press **START** to pause the game, then quickly press **Up, Y, Left, A, Down, B, Right, C.** You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible, passing right through your enemies without a scratch!



Pause, then quickly press Up,Y, Left, A, Down, B, Right, C.



Now you are completely invincible!

Restore Energy

If you are near death in the middle of a game of Astal, just press **START** to pause, then quickly tap **Down**, **R**, **Up**, **L**, **X**, **A**, **Y**, **B**, **Z**, **C**, **Right**, **Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled! Repeat the code whenever necessary to remain in perfect health.



Pause, then quickly press Down, R, Up, L, X,A,Y, B, Z, C, Right, Left.



Your health meter will be refilled!

Sudden Death

If, for any reason, you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L**, **A**, **R**, **C**, **B**. You'll hear Astal moan; when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.



Pause, then quickly press L, A, R, C, B.



This "suicide" code costs you one life.

Secret Mode + 99 Lives

To enter the game's Secret Mode, just visit the "Options" menu and press Left, Right, Left, Right, Up, Down, L, R, START on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press Right; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99!



Press Left, Right, Left, Right, Up, Down, L, R, START on Controller 2.



Now you're in the "Secret Mode."



Start the game with up to 99 lives!

STAGE SELECT

Astal's final cheat allows you to start at any stage, including the boss battles. To do this one, you must first enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press Up, Down, Left, Right, L, R,A,Y,C,Z,B,X on Controller I while the words "Game Start" and "Options" are visible. You'll hear a most triumphant exclamation from Astal to confirm the code and a new option called "Stage Select" will appear! Choose this item to select your starting level.



First, enter the "Secret Mode" cheat.



Return to the title screen and tap Up, Down, Left, Right, L, R, A, Y, C, Z, B, X on Controller I.



The top-secret "Stage Select" option will appear!



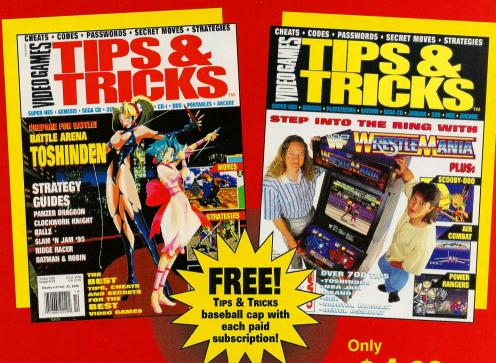
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TPS&TREES



Endurance Mode

At the main menu, highlight the words "Start Game," hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the lineup. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate!



Hold A+C and press START.



hidden Endurance Mode menu!



Choose your fighters carefully, or go with a random selection.



Your first fighter will start the Endurance



When a fighter is defeated, an explosion will signal the entry of a new combatant.

Use C, Right, A, Left, A, Up, C, Right, A, Left, A, Up to earn the "Killer Codes" menu

Play as Smoke!

Unlike the arcade version of MK3, there's no Ultimate Kombat Kode prompt in the Genesis conversion. So how do you play as the gray robo-ninja, Smoke? Simple: When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say, "Smoke," and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.



Press A, B, B, A, Down, A, B, B, A, Down, Up, Up.



You'll hear Shao Kahn say, "Smoke," and the background will turn red.



Now Smoke is a selectable fighter in the game.

ecret Cheat N

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a oneplayer game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc., with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships," you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters-but only in twoplayer mode, "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.



"Cheats."



Press A, C, Up, B, Up, B, A, Down; you'll get a new menu item called



Press B, A, Down, Left, A, Down, C, Right, Up, Down for a new menu item called "Secrets."









...play the hidden shooter game....



or even choose the bosses as playable characters!

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TOYS'A'US

Name Address

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Primary Player Age

Sex: MUFU

Store Purchased

Game System Owned (Circle All that Apply): Super NES, Genesis, Game Boy, Game Gear, Sega Saturn, Sony Playstation, 3DO, Nintendo Virtual Boy, Sega Nomad

OFFER EXPIRES 2.29.96

SOULIDISOLISO

SWAMI GABE knows all! Send your letters to:

VideoGames Soundboard 8484 Wilshire Blvd. Suite 350 Beverly Hills, CA 90211



Swami Gabe will answer your questions!

WELCOME TO THE CRUEL WORLD

Video Games,

I recently purchased the Sony PlayStation. I just had to have the best 32-bit system until the Ultra 64 comes out. The system and games are awesome but the \$299 price may be misleading. First of all, there is no pack-in, so I bought Ridge Racer and NBA Jam T.E. at \$49 each. A second controller is a must-have when your friends come over and that's another \$24. But worst of all I have no audio/video jacks on my TV, so I had to buy a \$29 dollar RFU Sony adaptor. The final price is now \$430, more than \$100 over the original price. I really like the system, but video game companies need to have better deals on their prices. I mean, my Super NES and NES both came with everything needed to play without dishing out more cash.

Hopefully the NU64 will learn from these mistakes and include at least two controllers, a game, and an RF switch. Not including an RF switch is pretty low. I got home with the PlayStation not having one and I felt cheated. I relate this to Sega's sorry Saturn going for \$400. Hitachi chips? Give me a break!

> VG Reader, Shane Birkbine

Welcome to the real world, Shane. The only reason that the PlayStation is so cheap is the fact that it's pretty bare bones. Here's an analogy for you: When you buy a new car, the list price may sound super attractive, but then you realize that you only get AM radio and a paper fan with it. If you want a boomin' stereo and chilly air conditioning, you gotta pay. This is new technology, son, and it ain't cheap. If I ruled the world, the PlayStation would be a flat \$100, but I don't, so until then it's going to cost real dollars. By the way: get a new TV. The RF adaptor is going the way of the dinosaur.

I AM IRON MAN! NO, I'M SUB-ZERO!

Dear VG.

I have had a subscription to your magazine since the Mortal Kombat uproar began. I have every little detail about every Mortal Kombat game that you guys have published. You guys rule!!! I have enclosed a picture of me dressed up as Sub-Zero last Halloween. What do you guys think?

Steven Seebode Baltimore, MD

Steve, we think you should have left poor mister scarecrow alone.



Steven "Sub-Zero" Seebode.

He's one cold-hearted kid.

HEAD SCRATCHER OF THE MONTH

It all starts when Mario (okay, so I cut and pasted Mario onto the paper) takes the wrong Warp Zone and winds up in Floating Island.

The above is the entire text of a letter sent to VG. It arrived from somewhere in Texas, according to the postmark, but there was no return address, thank God.

BEGGAR'S BANQUET

I bought the last five issues of your magazine. I also ordered a subscription this month. In other words, your magazine rocks! Can you please send me a copy of Uniracers from Super Nintendo? I love the game and I only get a two dollar allowance, so I'm broke. If you do, I'll renew my subscription.

Thanks a ton!

P.S.—Your staff is so cool!

Your Friend, Brian DeLeeuw St. Joseph, MI

Two dollars?! Your parents only give you

two measly bucks a week? What do they expect you to buy with that, half a hamburger? (Actually McDonald's is doing that two for two deal right now—Ed) It might be the right time for you to get a job, Brian, because there's no way in hell we're going to give you a game unless you earn it by washing our cars or mowing our lawns. Sorry, but that's life. It is nice to know that you think we're cool, though. We've got somebody fooled.

ANIME FREAK

Dear VG Staff,

The Japanese video game giant, Banpresto, has done a great job cranking out a lot of excellent anime-based arcade machines like Super-Space Fortress Macross, Dragon Ball ZI and 2, Gundam Ex Revue, Mazinger Z and Ultra X Weapons. Is there anyway you can get me the address there? I am so impressed by the quality of their games that I would do anything to work there! Before I go, can you send me a picture of Betty? She is a goddess in my book! Autographed! I will be eternally gratefu!!

Tetsuyin-X Duarte, CA

Swami Gabe humbly turns this question over to our resident expert on Japanese gaming, Wataru Maruyama:

To help you on the road to getting in touch with these people, I suggest trying to contact Bandai since they release Banpresto developed stuff over here. You can reach Bandai at the following address:

12851 East 166th St. Cerritos, CA. 90703.

Good luck!

SOUR GRAPES WILL GET YOU NOWHERE

VideoGames,

I want to take the time and share my appreciation that VideoGames magazine prioritizes professional editorial values with quality reporting, It is clear that your unbiased focus on video gaming has been checked and rechecked and you sustain that high level of dependable reporting in each and every issue. You know that you build integrity with the public when mistakes are minimized. Readers know that obviously wrong information never gets past your proofreaders and the occasional buried error that does get by is promptly followed by a fair and equitable correction.

I cannot speak as a typical reader in my position in the industry, but I can express my gratitude for your dedicated coverage to the Jaguar gamer. Thank you for consistently fair reviews and the time that has to be taken to assure they are accurate and of benefit to the purchasers of our products.

By the way, on page 80 of your September '95 issue, Atari's Customer Service phone number is not 1-800-USA-SEGA.

Regards,
Donald A. Thomas, Jr.
Director, Customer Service
Marketing
Atari

Okay, Don. We're sorry. Sorry, sorry, sorry, sorry. But did you have to be such a smartass about the whole thing? VG has consistently covered the Jaguar and all things Atari, and it really hurts us to know that you're mad at us. In fact, Gabe Soria is inconsolable right now. He's crying in a corner and sucking his thumb. In case you're wondering, dear readers. Atari's Customer Service num-

ber is (800) GO-ATARI. We hope that we haven't confused you.

GIMME GIMME GIMME

Dear VG.

I love your magazine. It is great. I was wondering if I could have a Mortal Kombat II SNES game cartridge. Because I dream of an MK II game cartridge and I have it stuck in my head.

Kevin Kim Westminster, CA

Kevin, we suggest that you take a cold shower and then read a good book. It'll get MK II right out of your brain.

WE GOOFED!

Dear VG.

Yikes! What's the deal with the October '95 issue? Pages 20 and 22 are the same in my copy! I turned the page and thought I had an embolism or something. Was there to be an advertisement or article? Or are you into freaking you readers out? And why does Chris Bieniek look like Dr. John? Why does Dan Vebber look like Richard Moll? Why do I suddenly want to watch the Smurfs? Argh!

Sam James III Anadarko, OK

You've caught on to our plot! We are actually twisted space fiends intent on confusing the minds of puny earthlings! Our plan has failed. Back to the mothership!

ITHINK I'M GOING BLIND

Dear VideoGames.

First off, I'd like to say your magazine is the best in the biz and your staff is the coolest around. Anyway, down to business. This Christmas I've asked for a Virtual Boy but my parents are concerned about the effects, if any, this thing would have on a person. So I'm asking you to lay all the cards you've got on the side effects from the Virtual Boy on the table.

P.S.—Tell Betty I said hi.

Matt Fitting Steelton, PA

Bad news, Matt. The Virtual Boy will destroy your rods and cones and smash your corneas. Just kidding. Nintendo did a lot of careful research before releasing the Virtual Boy, and the worst effect I've heard of is a slight headache. However, this is America and if a woman can successfully sue McDonald's for having hot coffee, then I'm sure Nintendo can get sued for giving people slight headaches.



Intrepid Art Director Kent tries out the device in question....



He's cock-eyed!



We're joking! He's peachy (and had a great time playing Mario Clash, too.)

COOL ENVELOPE, KID

Dear Video Games magazine,

I've noticed your magazine is starting to publish readers' envelope art. I like this idea! With that I must say...please print my art! I told all my friends you were going to. I know now how stupid that was.

Wyatt Elliott Rockford, IL

Have no fear, Wyatt. We loved your envelope art and its funny skewering of NBA Jam.



This guy can really draw!

STREET FIGHTER ANIME

Dear Video Games,

A few issues back you guys mentioned that the Street Fighter II animated movie was coming out for sale, but when? A couple of my friends and me really want to know when we can get it. We really would like it and appreciate it if you could give an address or phone number where we can call or write to get info. Thanks for your time.

P.S.—Say hi to Betty.

Ajax & Cheeta Los Angeles, CA

As far as we know, there are no plans as of yet to release the Japanese Street Fighter animated movies in the U.S. This does not mean, however, that you can't see them. Los Angeles has a ton of Japanese video rental stores in its Little Tokyo neighborhood, so beg your parents to take you down there. You just might be able to find it (i'll be in Japanese, but you'll probably still

enjoy it.) In the meantime, take a look at the domestically produced Street Fighter animated series on the cable network USA

REID RATHBUN MUST KNOW!

Dear Video Games,

My name is Reid Rathbun. I need to know some things. Can I get a photo of all you guys (and gals.) I see you have a mini-arcade in the employee cafeteria. I was wondering if you would sell some of them. If so, what ones. Can you send me the address of the people who played in MK II and MK 33

Your Fan, Reid Rathbun

Here's a picture of the whole crew. Cool, huh? What you so coyly call the "employee cafeteria" is actually our game room and nothing's for sale. Lastly, you can write your favorite Mortal Kombat actors care of the following address:

Midway 3401 North California Avenue Chicago, IL 60618



Not quite the VG staff, but close.

Huh?

Dear VideoGames,

I'm a big fan of yours. Has Mortal Kombat 3 come to Washington yet? If so, if it isn't too much trouble, can you send me some codes for Mortal Kombat 3? I use them in all my games: Donkey Kong and Clay Fighter 2. I'm thinking of buying Mortal Kombat 3. I want to know if it's worth buying for SNES. I go by the mail boxes every day to get a magazine that I ordered. Also, instead of VideoGames, I ordered Tips & Tricks. That has more codes.

Your Fan, Nick Thorp

If you're such a big fan of VG, Nick, then why do you order Tips & Tricks instead of us? You should be buying both.

GETTING "IN TOUCH" WITH IAX

Dear VG,

Ever since MK 3 came out, I always use Jax because he is my favorite player you can get in touch with.

Chris Cherry Norwalk, CT

I know how you feel, Chris. I'm in touch with Jax too.

TECMO BOWL REVISITED

Dear Video Games.

I am in big trouble. I have had a Nintendo for about 6 or 7 years. I have a game for it called Tecmo Super Bowl. I've looked all over for a code for it but could not find one. One day I was pressing buttons and for a brief second I saw a screen that said sound and music on it. Then I pressed a button and it went away. Do you know a code for that game? I was hoping you could help me.

Organ Man Garner, NC As much as we hate to admit that we are fallible, we couldn't find the tip you needed for Tecmo Bowl. Rats! But if anybody out there reading this knows the code, Organ Man needs your help! Send it to us and we'll print it, along with our drooling thanks.

YET ANOTHER REQUEST FOR A FREE GAME

.

Dear VG,

I like playing SNES games; they're cool! I especially like to read your issues. I also like playing Killer Instinct. So can you guys send me my first, very own fighting game? Can you please send me a Killer Instinct game cartridge for SNES. I hope you guys send me Killer Instinct for the SNES. I entered the KI giveaway but my postcard got messed up. Since you guys are nice, I was willing to ask you. Well, I hope my wish for my own Killer Instinct game comes true.

Your Loyal Fan, Ayris R.

Ayris mentioned Killer Instinct so many times, Swami Gabe went into a trance and almost sent him one until Editor Frank told him to, "Snap out of it, you fakir!" Sorry Ayris. Blame Frank. Ayris also sent us this cute picture of Baby Mario.



Goo goo goo....

James Davis from New Orleans sent us this picture of Taz. No explanation, no letter, just this picture. Pretty darn swell of him to do so, if you ask us



Love is all around, says Taz.

BETTY SAYS,



Betty says hi right back to all the people who sent their greetings this issue.

First Look Sega Saturn

Toshinden Remix









The fighters all display the same techniques, moves and style that their PlayStation compadres did, albeit with sligthtly fewer polygons and some funny looking shadows.

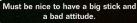




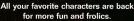




2 Player Fighting Game Developed by Takara Available First Quarter 1996













ega has had quite a hard time convincing beat 'em up fans that the only game they need is Virtua Fighter. Of course they did have Virtua Fighter Remix and Virtua Fighter 2. Now though, Sega also has some third party ammunition. That ammunition couldn't have come at a better time, with Sony's arsenal of high quality games and low prices dealing Sega a staggering blow. It's no secret that the PlayStation is outselling the Saturn by a fairly substantial margin. They need this a lot.

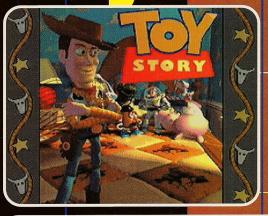
Fortunately, the Saturn version of Toshinden is a sure-fire winner, it even has a couple of features you won't find in the original PlayStation version of the game, such as animated sequences, a few different moves and at least one brand new character. Add to that the highly detailed and colorful graphics and you have what appears to be a

There are a couple of teeny weeny problems though. For one thing, the Saturn is nowhere near as godd as the PlayStation when it comes to things like lighting and visual effects. The pay-off for this lack of power is unfortunately some pretty ropey looking effects. The shadows of the characters for example, are made up of crosshatched dots, like something you might expect to see on a Genesis. The polygon build (the number of objects that make up a fighter) has been greatly reduced too, making Toshinden Remix look a little bit less detailed than

Sega are happy however, as awill Saturn owners be, but this does mark the start of an unavoidable glut of nearidentical 3D fighting games. Still, when they're as good as Toshinden Remix, who cares? The music, sound effects and speech have all been tweaked to suit the Saturn and rumor has it that there are going to be a couple of very nice surprises hidden on the disc. The question is, are you good enough to find them?

First LOOK Genesis/SNES

Toy Story









The variety and style of the movie are reflected in the amazing gameplay and graphics.



















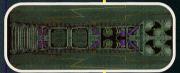


Manufacturer: Disney Interactive Developer: Travellers Tales, Psygnosis Size: 32 Megs Players: I Available: November









hen is a toy not just a toy? When it's alive, that's when. That's the premise behind Toy Story, the new animated feature film from Disney Studios and new video game from Disney Interactive. Last issue we took a first look at DI's Gargoyles, their adaptation of the Disney syndicated cartoon. We were amazed by Gargoyles' fluid animation and beautiful sprites and wondered if Disney Interactive could ever top that amazing cart. Imagine our surprise a few weeks later when we got a peek at Toy Story! Travellers Tales, the development house behind last year's incredible Mickey Mania has joined forces with Psygnosis to create another eye-popper. It looks so hot, everybody will think you're playing a next generation machine when you're only using a humble 16-bit platform. When we told you that 16-bit gaming wasn't dead we meant it—Toy Story uses just about every trick in the book to redefine what you thought was possible graphically on the Genesis (the game will also be released on the SNES, in case you were curious.)

Toy Story is the tale of two dolls: Woody is a drawstring cowboy, an old veteran of children's rooms, and Buzz Lightyear is a interactive toward and the company of the plant o

Toy Story is the tale of two dolls: Woody is a drawstring cowboy, an old veteran of children's rooms, and Buzz Lightyear is a jazzy new spaceman toy who doesn't realize that he isn't a real person. Woody and Buzz begin the game as rivals, but must band together and become friends once they venture into the "outside world" and encounter its many dangers, including hostile toys, an evil Claw Machine, and Sid, the sadly misguided neighbor boy who makes a habit out of torturing toys. He's a cruel lad and he has a hankering to do some damage to Woody and Buzz, but he's only one of many adversaries that you, as Woody, must face.

Toy Story begins as a platform adventure that's remarkably similar in concept to Clockwork Knight. Woody must make his way through a child's room in order to activate a baby monitor so that he and the other toys can tune in to their owner's birthday party and find out what new toys he's received. The old toys soon meet Buzz, a shiny new Space Ranger toy who doesn't realize what he truly is. Woody competes against Buzz in a fast-paced race across the room in which Woody uses his drawstring as a lasso to swing from hooks, and the game unfolds from there as Woody and Buzz go to the outside world. But don't think it's your average platform game; the play mechanics shift occasionally from the standard platform mold. At certain points, Woody must drive a wildly careening radio controlled car, ride a rampaging Tyrannosaurus and even navigate through a 3-D maze on a quest to free Buzz from the evil Claw of the, er, evil Claw Machine.

The laundry list of features packed into this 32-megabyte monster should make any gamer salivate. The sprites in *Toy Story* are made up of 96 pixels. Translated, that means they're double-sized, which means the characters are ultra-detailed, right down to their goofy grins. Woody and Buzz, along with the rest of their toy crew, look just as impressive as the rendered characters from the 3-D milestone *Donkey Kong Country*. They should look great—the animators at Pixar (the computer animation house that helped develop the film) contributed to the game's animation.

Exclusive Interactive Sweepstakes!

...That'll Sort Out the Cutthroats from the Cabin Boys!



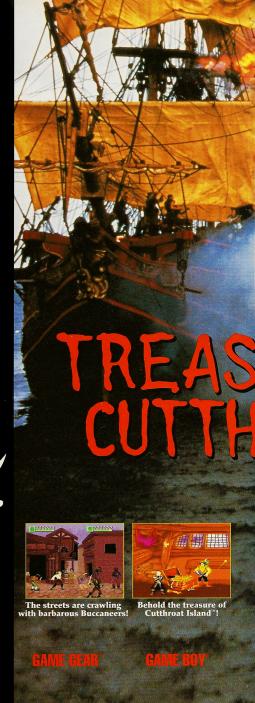
The Bounty

Play for gold! Hidden among the many torrid levels of Cutthroat Island are five real treasure chests! Find them...if you dare! Then correctly answer three sweepstakes questions to be eligible for the drawing, and you could sail away with one of a treasure trove of prizes!



SUPER NES°

GENESIS"





(if you survive)



Watch your backs with cooperative two-player action!



Battle atop a runaway carriage!

Sharpen your long swords for the ultimate high seas battle! In plundering two-player action, team up as Morgan and Shaw to uncover a treasure trove of priceless gems and gold bullion! Battle bloodthirsty pirates with knives, pistols and flaming torches! Chart your course through the treacherous locales, but think twice before you leave-a new world may await upon your return! And remember...dead men tell no tales on Cutthroat Island™!



FIFST LOOK Sega Saturn

Galactic Attack











ext generation developers are offering quite a few "next generation" titles—flashy games that show off the capabilities of the system—and that's just great, but what happens when the casual gamer wants to get a little retro flavor going on with his amped-up new system? What if you're looking for a brainless shoot-'em-up to spend some time with? If you're looking for a game with the feel of old Atari games like Xevious, but want the look and sound that only today's machines can provide, feast your eyes upon Galactic Attack, Acclaim's new shooter for the Sega Saturn.

Galactic Attack—notice the nice plain retro sounding name that brings to mind 1982 vintage Atari games like Vanguard, and wearing your custom Vans to the local arcade—is a shooter, plain and simple, but it's a shooter that could only have been realized on a 32-bit machine. It features beautiful 3-D backgrounds, loads of snazzy colors to dazzle the eye, breakneck speed in either one or two player modes, and a host of power-ups and super power-ups, as well as big, burly weapons, including nifty little lock-on lasers and tracking missiles. My brain is twitching and my thumbs are blistering just thinking about it.





1 or 2 Players Shooter Developed by Taito Available Winter Tilt Your Brain and Let the Flippers Fly!



No more crowded arcades! No more token machines! No more smoke-filled bowling alleys! Digital pinball is now in your hands...with all the fluid ball movement, realistic sounds and control you'd find in a real pinball machine. Cradle the ball on the flipper, fire at your target and nudge both sides of the machine as you rack up billions of points. Nail the right targets and

experience Multiball sessions with as many as five pinballs shooting up ramps, flying off bumpers or bearing down on your overwhelmed flippers. All this great pinball action is accompanied with everchanging, hard-driving rock-n-roll music. So put your feet up, crank up the volume and let the flippers fly! Get it at your favorite retailer!









TIME WARNER

First Look Sony PlayStation

Resident Evil







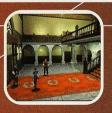


Resident Evil's interface is similar to Alone In The Dark, but much more advanced.





















1 Player Fighting Game Developed by Capcom Available Spring '96









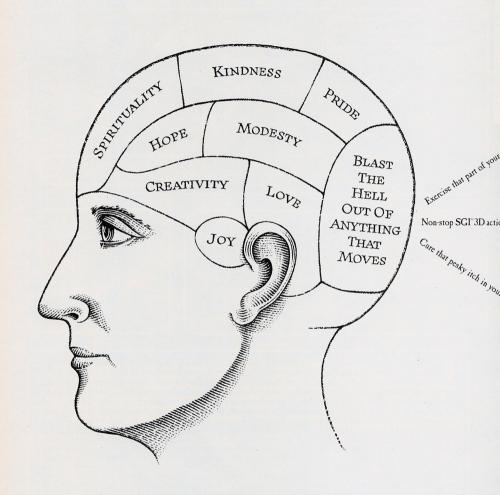
ast issue we hipped you to Capcom's upcoming blood and guts fest *Resident Evil*.

Even though the game was hardly 20% complete, we were absolutely blown away by its nothing short of amazing graphics, movie quality sound and innovative interface. This month, we've gotten our hands on a newer version of the game that has more areas to explore, more characters to interact with, and more weapons to blow away zombles with, so we just had to give you another glimpse of what we think is going to be one of the hottest games of 1996.

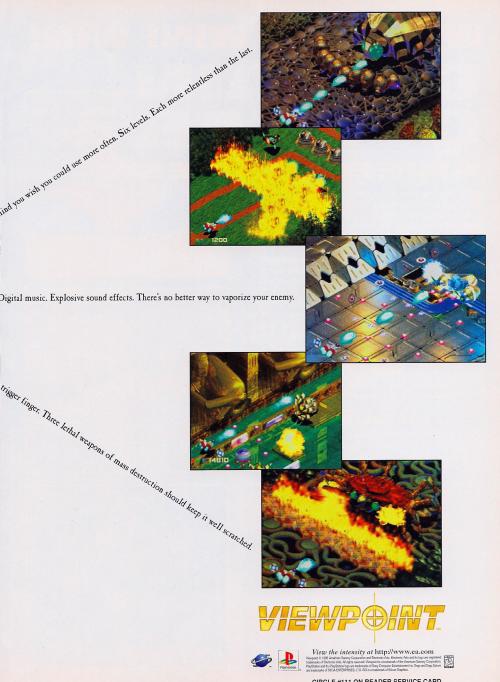
Resident Evil takes place in and around a mysterious mansion that housed the headquarters of a secret government lab charged with the development of a top-secret new biological warfare device. True to Murphy's Law, the worst possible thing has happened: total loss of contact with the facility. In the game, you take on the role of an operative sent by the government to investigate what went wrong. Upon arrival, you find the house deserted, and as you explore it, you discover that it has been overrun by an army of zombies, giant spiders, vicious frog mutants, and much, much worse. Using your wits (and weapons) you have to run the terrifying gauntlet of the mansion, it's sub-houses, a cemetery, and more to find out how to keep the horror from spreading to the outside world. If you're lucky, you might even find the escape helicopter and get out of there with your sanity intact.

The new version of Resident Evil includes a playable female character in addition to the first's male character. It also has a host of new rooms and outside locations to explore. In addition, graphic tricks—like the use of mirrors—have been added to up the game's "wow-cool" factor. One of the most interesting new developments is the addition of an inventory screen. It doesn't sound too exciting, but it looks great. The main reason it's so cool is the fact that whenever you select a weapon for your character to use, you can look at a 3-D modeled version of it at your leisure. Cool.

Keep in mind that this is still a far from complete version of the game, so it stands to reason that much will be changed before it hits the shelves. Keep reading VG so you can get the scoop.







WIN! WIN! WIN!

CAPTAIN QUAZAR

He's the hottest hero this side of the Galaxy. He's a crime-fighting goon with a lantern jaw and a nice line in gags. He's Captain Quazar and he's the star of the most frenetic 3DO game to date.

This is the second chance to win the amazing prizes offered by 3D0 in our November issue and the second chance to walk away with a 3D0 console and a bunch of Captain Quazar goodies.

But how do you win these fabulous prizes? Well, all you have to do is send a postcard to the address below and we'll select the winners at random from all the received entries. Couldn't be simpler.

Grand Prize

A Panasonic 3D0 - 32-bits of blood-pumping power and a copy of Captain Quazar!

10 First Prizes

A copy of Captain Quazar, the fastest shooter in the Galaxy, for 3D0!

25 Runner-Up Prizes

Groovy, psychedelic Captain Quazar T-Shirts!

TO ENTER:

Send a postcard (no envelopes, please) with your name, address and

CAPTAIN QUAZAR SWEEPSTAKES

c/o VIDEOGAMES Magazine

PO Box 17379

Beverly Hills, CA 90209-3379

Entries must be received by March 31, 1996. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

ELIGIBILITY AND LEGAL CRAP: Contest is open to residents of the United States and Canada. Employees of Studio 3Do, The 3DO Company, its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the June '96 issue of VOSEOBAMES.







Sony PlayStation Sega Saturn

Theme Parl

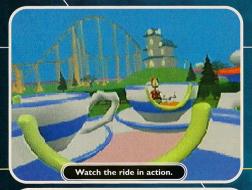












Player Simulation
Developed by Bullfreg
Publisher: Electronic Arts **Available Now**





treehouse is so fab."

ow this excellent game is available for the Saturn and PlayStation. The eye for detail and ease of interface is what made this title such a joy to play, and it appears that neither of these facets has n compromised in the 32-bit versions.

Unfortunately, from first look, it doesn't seem as though anything has been added to improve. There are no new rides, that I've seen, and the icon-based interface is intact. The PlayStation version does feature a 3-D walk-through, but it's non-interactive

One thing that I did see, that I was surprised by, was the fact that the scrolling in this version is still choppy. More time should have been spent in assuring that a little thing like this was fixed. I mean, 32-bit scrolling should be smooth, shouldn't it? All in all, though, it looks as though this Bullfrog classic will satisfy fans of the earlier versions.

First Look Sega Saturn Sega









The level of detail on the cars is phenomenal. Better still is the fact that you can see through the windows of the car which isn't much use, but looks very nice.





















System: Saturn Manufacturer: Sega

Developer: AM2 Size: 1 CD Players: 1 or 2

Available: December







There are loads of options to keep you occupied.











aturn owners are finally going to be able to play a racing game that they'll be proud of with the release of Sego Championship Rally, Sega's conversion of the hit arcade game. While the company's Daytona game was good, it wasn't as great as it could have been. It showed signs of being rushed for release, particularly in its horrendous clipping problem. All that's been changed this time around.

The hot development house AM2 (of Virtua Fighter fame) is intent on showing the gaming community that the second time is definitely a charm with Sega Championship Rally. In the 75% complete version we got a peek at, players could choose from five vehicles (three automatics and two manual transmissions) and race on three tracks in a variety of modes, including Time Trial, Arcade and 2-Player head to head, in which players compete on a horizontal split screen. The tracks themselves, which run the gamut from Desert, Mountain and Forest, are beautiful and complex, chock-full of challenging (but scenic) terrain and nerve-racking hairpin turns. If you've played Daytona and were let down by it, you'll be pleasantly surprised by how good Rally looks and plays. If you thought that Daytona was the best thing since 'margarine-in-a-tub,' you should be prepared to be blown away. One last point, though: since when do rallies have laps? We always thought that rally was one continuous race and were surprised to start seeing repeat scenery. Oh well, maybe that problem will be addressed in Sega Championship Rally 2. As it stands, though, this adaptation looks excellent.

First Look Genesis 32X Spider-mal











eb slinging on home video game consoles has a long tradition, (VG has even done a cover story on the history of Spider-Man in video games.) This month we have a new entry into the "Spider-game" sub-genre, Spider-Man: Web Of Fire for the Genesis 32X.

Hydra, the craziest (and worst dressed) terrorist group in the word Universe, has taken over New York City by throwing a laser "Web Of Fire" across the sky, Office buildings are burning to the ground, chaos reigns, and if the city doesn't pay Hydra a \$1 billion ransom, New York will be burned to the ground. Some would say that might be an improvement, but not Spider-Man. As usual, there's only one superhero around who can save the day. This time around it's your friendly neighborhood wall crawler. Apparently The Avengers are out of town, the Hulk's at sensitivity training and The Fantastic Four are getting closer on a weekend camping trip.

In this platform game, you must guide Spider-Man through level after level of beating up terrorist flunkies and swinging from phantom flag poles on an ultimate quest to destroy Hydra's grip on the city. Unfortunately from what we've seen, though, Web Of Fire isn't shaping up well. In the 35% complete version we saw, the animation was choppy, the sprites were blocky and small, and the sound was like rain beating on a tin can. Will the developers pull off an amazing trick and give this game a much needed overhaul, or will it be yet another disappointing Spider-Game? Our spider sense is tingling....







Player Action/Platform Game Manufactured by Sega Developed by Blue Sky Available January 1996

Sony PlayStation Sega Saturn











hat'd you say? This game doesn't look like something for 32-bit? Well, it is. Capcom is releasing the three Buster Brothers games, Buster Brothers, Super Buster Brothers and Buster Brothers 3, here in the States. Up until now, only the original, Buster Brothers, was seen in arcades over here. Through the magic of 32-bit and the generosity of Capcom, we are now able to get our hands on these superaddictive shooters.

All you do in these games is shoot balloons, a la Pooyan. Stay alive long enough and goodies will start to rain down from the heavens, giving you such upgrades as stronger guns and faster feet. Watch out for falling dynamite, though: that's one bang that you don't want to be a part of. As I mentioned formerly, Buster Brothers is addictive. These games will become one major monkey on your back, so if you think you've seen the worst with Tetris, Columns and Zoop, you haven't seen them all.

True, this game doesn't maximize the ability of the 32-bit machine, but it still looks to be a ton of time-killing fun. Good ol' fashioned simplicity is sometimes all you need.







I-2 Players Shooting Game
Developed/Published by Capcom
Web: Only Spidey Knows
Available February 1996

Sony PlayStation Sony PlayStation Control Con













uturistic racing games are rapidly becoming the biggest cliche of the '90s, but as they say, if it ain't broke, don't fix it. Impact Racing is JVC's first game for a next generation system, and suffice it to say, they've brought along the chops they earned on 16-bit games like the Star Wars Trilogy, Indiana Jones Greatest Adventures, and Ghoul Patrol, and translated them to the PlayStation.

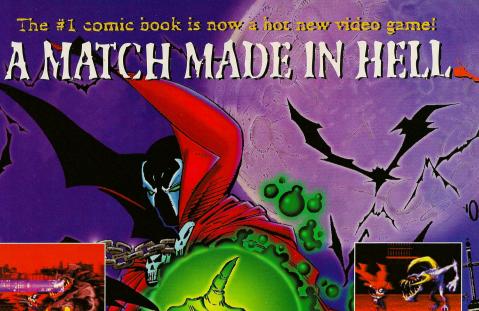
In Impact Racing, your only goal is to get to the end of the track you're racing on while survivng the slings and arrows (and guns and bombs) of the competition. Players can choose from a total of six cars and race on three different tracks. It might not sound exciting (or challenging, for that matter) but simple descriptions can be deceiving. Impact Racing is certainly tough to master, as the enemies are crafty and devious, there are a host of power-ups to discover, and the gameplay is retinaburning fast. Will it be able to compete with the powerhouse that is Wipeout? When we get a final copy, you'll be the first to know.







1 Player Racing Game
Developed by Funcom
Available February 1996



A new breed of evil!



Escape Spirit Knight's vengeance: Teleport!



Overtkill™is unstoppable!



THE VIDEO GAME



Spawn[™] vs. Violator[™]: **Eternal Enemies!**



Unleash the fury of the full force blast!



Rooftop vengeance!

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One and the Lord of Darkness! Your enemies—Violator, Redeemer Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!



A«laim

First Look Sega Genesis MAUI MALLARD









The world of Maui Mallard is filled with beautiful, deatiled levels, groovy bonus rounds, great sound effects, and a big dose of hunor. Try not to be overwhelmed.





















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











isney video games have always maintained a standard of quality that must be the envy of licensees everywhere. While there may have been a few misfires in the past, quality games like Mickey Mania, Aladdin, The Lion King and Quackshot, among others, have successfully translated the tradition of great storytelling and beautiful artwork that Disney is famous for. Maui Mallard, an original title from Disney Interactive, looks to be another feather in the cap of the Mouse.

Maui Mallard is a new character to the Disney universe and he's played by Donald Duck. He's what they call a "Quack Detective," a hardboiled duck with a Hawaiian print shirt, a smart bill and a trusty bug gun that gets him out of tight situations. His latest case takes him on a quest for the missing idol of Shabuhm Shabuhm, an ancient artifact that protects the island from evil "mojo spirits." He has three days to find it; if he fails, the island is doomed. If he succeeds, he'll be a hero.

Maui Mallard is set up like a traditional platform game, but unlike most carts in this genre, it actually has a ton of creativity on its side. The folks at Disney Interactive have made a new universe for Donald to inhabit, and it's a beauty. The game's visual design is highly reminiscent of 1940's-era cartoons, 1920's surrealism and 1990's nostalgia. As you maneuver Donald through the colorful detailed world of the island, something will strike you immediately: Maui Mallard has hours of gameplay to offer due to its huge levels and that it's not just a game for kids; it's challenging enough for older gamers to play and enjoy and has enough humor and detail to fascinate fans and non-fans of the world of Disney.

First Look Sega Saturn Cylock Sega Saturn













ome gamers out there might recognize the name *Gyberia* from reading about it in computer magazines. Interplay had a serious hit on its hands earlier this year with this futuristic action RPG and before you know it, you'll be able to take part in the action on your Sega Saturn.

The year is 2027 and it's five years after the global economic collapse (what took it so long?). You are Zak, a hacker who's about to pay the ultimate debt for his crimes: he's on death row, awaiting execution. As if that weren't a heavy enough load to bear, you must travel through cyberspace to the secret installation known as Cyberia. There you must find a secret weapon, a weapon so powerful it might just usher in the end of the world. Great. Not only are you about to get fried for "information crime" you have to save the world too.

Cyberia is a combination of straight-ahead role playing and arcade action. As Zak, you must interact with other characters in a dangerous future world as well as fly combat missions interplay has done a fine job porting over its PC game, so Saturn owners should prepare themselves: We've seen the future and it looks really grim (but grim in a cool, next-generation-videogame-system kind of way).







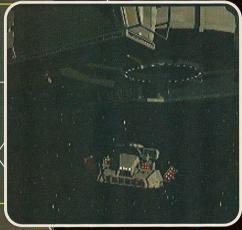
1 Player Action RPG Developed by Interplay Available January 1996



SHOCKWAVE 2: BEYOND THE GATE















1 Player Shooter Game Developed by Electronic Arts Available December 1995 ne popular Shockwave series just got one bigger. If you've mastered the original Shockwave; if you've laid waste to Shockwave: Operation Jumpgate; then you are now ready to take on the missions of Shockwave 2: Beyond the Gate.

The first thing you'll notice is how much better the scrolling/clipping is; you'd think you were looking at a PlayStation game. On top of that, the graphics look cleaner, without that grittiness that was common to both of the previous *Shockwave* titles. As a result, the overall look of the game is much more appealing than in former entries in the series.

Like the other titles, you can expect mission-based levels where you must seek out and disable radars, military installations and the like. Each mission is crawling with enemy units just waiting to blast you to pieces, so expect exciting gameplay and some formidable tasks.

From first glance, Shockwave 2: Beyond the Gate looks to be another solid entry into this popular 3DO series. Watch for my review of this pup next issue.

SCRAMBLE COBRA

*





"I love the smell of napalm in the morning!"







1 Player HELICOPTER SIM Developed by Genki Available Spring '96

Look how the sky is bristling with enemy activity.

ission-based copter sim.
Ever play one? If you're
over the age of five, I
should imagine so. Lord knows
there are enough of them out
there. Scramble Cobra is another
in a long line of copter sims that
will ultimately have you yawning.

The missions have you doing everything from blowing up certain objectives, to protecting friendly caravans from marauding bad guys. Apparently, every mission has a time limit of eight minutes; kinda cuts down on the playing time, doesn't it.

As you can see, the graphics leave a lot to be desired and the enemies are sparse. I found myself attacking my own stuff more often than not because it was amusing to hear my commander bellowing at me to stop.

From the looks of it, this is another cookie-cutter sim that offers little in variation from other titles. If you are a big fan of the genre, you may want to keep an eye out for this one, otherwise, turn the page and forget about it.



First Look 3D0 BC Racers















1-2 Players Racing Game
Developed /Published by Core
Available December 1995
Phone: (400)-473-9400

ere is a game that proves that, just because it's released for a superior platform, doesn't necessarily mean it's any better than before. We first saw this prehistoric motor racer on the Sega CD and 32X. Now, Core has been kind enough to release it on the 3DO for all of those B.C. heads out there. Unfortunately, the 3DO version is not much better and, if I dare say so, even worse than, the former two versions.

True, this version is prettier to look at. The colors are sharp and the backgrounds are much more vibrant. But, the lousy control which plagued the other two, has returned like a chronic sickness. These guys are driving vehicles primarily made of stone; you'd think the control would be a little meatier.

On top of the poor control, is the issue of track visibility. It becomes difficult to discern the course from the out-of-bounds areas. Apparently, these clever Cro-Magnons burned out their brains after inventing a combustion engine 8.000 years ahead of schedule. As a result, they weren't able to properly rope off the racing area.

You should expect more from a game when it shows up on a platform like the 3DO; the power's there. If you really need to whet your caveman craving, pick up an old copy of B.C.'s Quest for Tires for the Apple II: it's more entertaining.

FITST LOOK Sony PlayStation











llectronic Arts doing a straightforward arcade shooter? Some mistake rely? Well, apparently not. ne boys and goils at EA lought it would be jolly nice take American Sammy's clas-

to take American Sammy's classic arcade game and stick it on the PlayStation.

This is pretty good news for PlayStation owners since they now have acces to one of the hardest and yet most fun shoot 'em ups in the history of video games. Viewpoint is a fairly straightforward affair, 'fou fly your craft through an isometric landscape filled with all manner of alien scum. Your mission, should you decide to accept it, is to kill 'em all.

To aid you in your xenophobic rampage, you have an arsenal of constantly upgrading weapons and the essential of all essentials: the smart bomb. The PlayStation game seems initially identical to the arcade and Neo geo original, but take a closer look and you'll see that EA have added some gorgeous light sourcing, a super-slick scrolling routine and a rocking soundtrack.

This is visually way ahead of the original version, but still retains the classic gameplay that made Viewpoint one of the all time classics. The best news of all is that we'll have a full review in the very next issue of Video games.





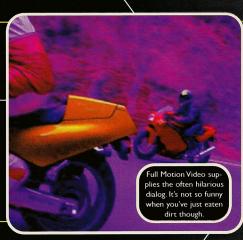


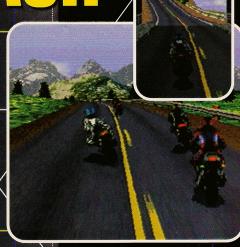
1 to 2 Players Shooter
Developed by Electronic Arts
Published by Electronic Arts
Available December Phone: (415) 513-7000

Sony PlayStation

ROAD RASH







oad Rash has been an incredibly successful series of games for Electronic Arts. APart from sterling Genesis and 3DO games, Road Rash has had a sequel, a groovy soundtrack and a couple of vague rip-offs, including EA's own Skitchin' and Sony's ESPN Extreme Games for the PlayStation. Now however, PlayStation fans get their chance to have a go at the real thing. Road Rash Racing, the single most dangerous pursuit since appearing on the Howard Stern show.

The PlayStation version of the game at first sight appears to be a direct port of the 3DO game. That's a pretty accurate description of what it is. Given time, Electronic Arts could have come up with something a little more visually dynamic than this. In its defense, Road Rash for the PlayStation is the fastest, smoothest version so far, and hey, it comes on a black disc, so it's cooler too.

The problem is that in terms of gameplay, it's exactly the same deal. Drive along, knock people off their motorcycles, earn money, win races, buy a new bike, participate in acts of horrifying violence at high speeds, eat two-lane blacktop for lunch...wait, what am I saying? This is awesome!



Remember kids, don't try this at home, wear a helmet and always bring a clean change of underwear.

I-2 Players Racing Game
Developed by Electronic Arts
Phone: (415) 513-7000
Available February 1996

First Look Sega Saturn PRETTY









I've got it bad, so-o-o-o bad: I'm hot for teacher.

re you a pervert? Do you enjoy games with scantily clad women spanking each other? If you answered yes to these two questions, you may actually enjoy this little import.

Pretty Fighter X is a fighting game consisting of all women. Play as a stewardess, school teacher or nurse; PC is thrown completely out the window on this title. The graphics of this game look good. The backgrounds are bright and colorful. The characters, too, look stunning, jumping right off the screen in their vibrancy. The game-play, however, seems a bit stiff and the moves are less-than-spectacular and few. From what I saw, the special moves, while humorous (the teacher will send you to the corner of the classroom and the stewardess will spank you) are uninspired and don't add any flair to the game. From such a visually stunning game, one would expect a little fireworks.

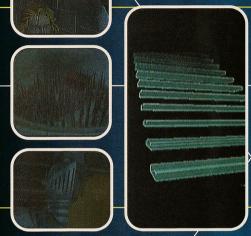
Pretty Fighter X may be worth a look. The concept alone will probably draw a small cult following, but it will remain to be seen if this game has US-Appeal.







1-2 Players Fighter Game Developed by Imagineer Available Now 1995









Player Adventure Game Developed by Warp Publisher to be announced Available Early '96 repare to be sucked into the world of "D." You play the part of Lola and your father, the doctor, appears to have gone over the edge and shot some people in the hospital. You are the only one who can figure out what went wrong. The police and bystanders that are camped outside the hospital watch breathlessly as you walk into the hospital to search for your dad. You walk through the empty hospital and discover the dead hodies and before you can go any further, you suddenly find yourself in a mysterious house filled with deviish traps and puzzles.

Things could be better, it's true. As a matter of fact, anything would be better than the situation you find yourself in now. I love the atmosphere of this game, complete with incredibly spooky music. The play mechanics are similar to 7th Guest, but with the cool added feature of being able to see your character reacting to the events and horrors strewn before her. This is one of the few games to feature a female character who has to use her wits rather than exagerrated physical attributes. The movement is limited, but complements the pace of the game and adds to the suspense. Definitely, one to check out.

St Loo Sony PlayStation Shellshock















anks are always a good place to start when you're developing a video game: they've got built-in play value by their very nature. They weigh 40 tons, can drive over practically anything in their path, and come loaded to bear with the choicest of high-tech weaponry. U.S. Gold has taken this to heart with its new game Shellshock, a first-person tank combat simulator.

Combat simulator.

In the near future, the only thing between the little man and the forces of political and corporate oppression is a mysterious group of clandestine commandoes known as Da Wardenz. They've got right on their side, as well as might: Da Wardenz believe in doing things correct, therefore they drive around in M-13 Predator Battletanks, doing good deeds as they put things right across the globe. On your side is a slammin' hip-hop soundtrack by the San Francisco rapper Bar None, an SGI generated playfield, an evolving storyline, and the ability to call in an air strike or two when things get hectic. Call it urban renewal, Wardenz style.







1 Player Shooting Game
Developed by Core Design
Available January 1996



First Look Sega Saturn THUNDER STRUCE









S.AMERICA ARMS RUNNING









1 Player Shooting Game
Published by U.S. Gold
Available January '96

elicopters often get the shaft in the fast-paced video game world of flight sims. Most gamers would prefer to spend their hours behind the stick of a jet screaming through the sky at 500 mph rather than undertake deadly precision missions in a heavily armed chopper. Thunderstrike II aims to end all that.

This Saturn game is the sequel to AH-3 Thunderstrike, the popular Sega CD game developed by Core, and it plays like a dream. EA's 16-bit Desert Strike series showed that helicopters can be as, if not more exciting than flying a plane around due to the amazing variety of tasks a helicopter can do in the combat arena. U.S. Gold seems to have taken inspiration from the EA example by focusing on fun and inventive missions instead of being a techie's fever dream by focusing on all the dull mechanics of actually flying one of the things.

seems to have taken inspiration from the EA example by focusing on fun and inventive missions instead of being a techie's fever dream by focusing on all the dull mechanics of actually flying one of the things. There are at least 30 missions that you can undertake as a chopper pilot, and happily, they are varied enough to hold one's interest. You can choose different angles to view the action, from the extreme outside camera that lets you see your gyro and all of its surroundings, to a "pilot's-eye view" for maximum reality. In addition to all this, the game is actually action-packed and quite detailed. So if you can't wait for EA's proposed next generation helicopter sims that are supposed to debut late next year, check out Thunderstrike II.

Sony PlayStation















ystal Dyanamic's stellar atform title, *Gex*, will son be available for the PlayStation. The irreverent ko is up to his old tricks as varps from one TV to anoth trying to get back to his **nome.**As in the 3DO version, Gex features some fine graphics and

humorous sound bites which poke fun at many of television's

humorous sound bites which poke fun at many of television's most prolific stars, including Johnny Carson and trusy sidekick, Ed. The clever story and strong replay value are what propelled this little gen on the 3DO, and it looks as though all of the great gameplay and visual style will be included in the conversion. Unfortunately, it looks as though the PlayStation version is an exact conversion, implying that Crystal Dynamics went to no effort to upgrade the inferior system's game to the PlayStation's level. The PlayStation control pad though, is much better and the gameplay is improved as a result. Scrolling and sound have also been tweaked and improved, but there are no additions or subtractions from the level layout.

Either way, Gex is still an enjoyment to play, so keep an eye out for this title. If you haven't played it before, check it out: Gex is still one of the best platform games out there.







1 to 2 Players Fighter
Developed by Crystal Dynamics
Published by Crystal Dynamics
Available December
hone: (415) 473-3400

First Look

3D0

BUST-A-MOVE





These prehistoric bubble bouncers will entertain you until the wee hours of the morning.

ere is one of the most simplistic, straightforward, and highly addictive games ever made. You've probably seen this little gem on coin-op machines all over the place—usually part of those 2-in-1 deals on an SNK machine. Then it showed up on Super NES last year. Now, you can play the game, in all its glory, on the 3D0.

I'd be lying to you if I said that it took the 3DO to do this game justice, because the SNES version was fine. Like Poovan, Bust-A-Move relies not on graphics and speed. but playability; and it's here. What I can't believe, though, is that the graphics weren't better for this version. It's Bust-A-Move, for the love of Christendom: the only thing you can enhance is the graphics. Having seen games such as Ballz: The Director's Cut and Lost Eden, I know how good 3DO graphics can be. The only answer to this is that maybe the developers wanted to maintain the look of the coin-op. Because, if you take a look at these pictures, it's pretty damn close.

If you are a fan of the game, keep a look out for this version, it's fabulous. Same sound, same great gameplay and (to my dismay) same graphics. A perfect conversion of a perfect game.













1-2 Player

Developed by Panasonic

PCZONE

PREVIEWS . . .

Blood 'n Hair on the Walls...

ne of the most eagerly awaited games of early 1996 is sure to be Take 2 Interactive's Ripper, currently in an advanced stage of development at the company's offices in Latrobe, Pennsylvania. The game will be a multi-genre cyberpunk thriller/whodunit in which the player must explore the mean streets of New York City in 2046 to track down a diabolical modern manifestation of Jack the Ripper, the famous serial killer who terrorized London in the 1880s. You'll solve puzzles, track clues, interrogate witnesses and suspects and even engage in a little combat and some shooting. Your range of suspects narrows down to focus on a group of former hackers called the Web Riders, who all used to play a cyberspace game based on the Ripper killings. About a third of the game unfolds in an amazingly conceived and rendered Cyber-universe, and you will find yourself blazing an investigative trail through the "well addresses" (Take 2 cyberspeak for wild and crazy data matrices, like super-advanced web-sites) of the various suspects, each of which is as tripped out and scary as its creator. The climax takes place in a virtual recreation of 1880's Whitechapel, scene of the original killings, where you will have one chance to kill the Ripper-and three chances to die, if you've lasted this far.

The coolest feature of Ripper is that, once you've solved the riddle of the killer's identity—which should take you about 30 or 40 gaming hours—you can return to the middle of the game, the software will reconfigure the narrative elements and you can track down a completely different suspect!

And what suspects! The cast of Ripper is one of the most bizarre and varied ever assembled. Check it out: The Web Riders are Christopher Walken, weirdo character actor David Patrick Kelly (The Warriors, 48 Hrs), Karen Allen (Starman), and Tahnee Welch (Cocoon). Others in the cast include Ossie Davis (Do The Right Thing), 90-year-old Burgess Meredith (the Penguin from the '60s Batman TV show) playing twins, John Rhys-Davis (Sliders, Raiders of the Lost Ark) and Jimmie Walker. Dy-no-mite!!

From what we at VIDEOGAMES have seen of Ripper, we can assure you that the environments are amazing, the FMV sets a new standard, and the gore is, well...gorious.

Ripper will be available for PC in February.







You Can Own That Galaxy

hort of hijacking the next Space Shuttle, the closest you'll get to conquering the universe in the foreseeable future will be Into The Void, the first PC CD-ROM "resource management" strategy game from Playmates. Up to ten people can play together, either by e-mail over the Internet or on a simple Local Area Network, You all agree on the parameters of the game. For instance, the size of your universe can vary from a cou-

ple of solar systems to a couple of hundred. Players must also choose which race they wish to play. Some races are good at diplomacy, some at exploration, colonization or espionage or whatever-and all have their special weaknesses, of course. Starting on a home solar system with a small colony of citizens, players must exploit the agricultural, technological, research, mining, military and espionage resources available to them. Your objectives are to acquire enough resources to build starships, colonize planets, plunder their raw materials, enslave their peoples (Hoo boy!), and finally, to boldly go and kick the intergalactic asses of your enemies in their own star systems. Of course, the occupants of all the other galaxies will be just as remorseless and unforgiving as you. You can incorporate other races and colonies into your own, develop (or just steal) resources and technologies, and stage military assaults or covert operations of sabotage and insurrection. Hey, just like any normal day in the American Empire here on Earth!

You can customize your own spaceships and fleets, which are manifested in fully animated battle and voyage sequences. Super VGA graphics and hi-res, 3-D rendered ships and facilities combine with intuitive menu palettes to make a beautiful and user-friendly interface—and that's a good thing, because the gameplay is so deep that some network games can continue for a month or more! Master the Universe in your spare time. Do it now!

Into the Void is available from Playmates Interactive Entertainment.





And They're Off!

embers of Gamblers Anonymous and those of you who like a little sleazy action at the track but are too young to bet will probably want to take a look at Microleague Hooves of Thunder. This PC horse-racing simulation offers tournament action for one to ten players, who can take part in 125

stakes nationwide as owners and managers of their own Thoroughbred stables. Hooves of Thunder features actual video footage and track sounds, rotoscoped and digitized for the most realistic action possible. Win, show and place are your basic betting types, but the hopelessly addicted bettors among you can also get into Trifectas, exactas, accumulators and daily doubles. Name your donkeys, bet the farm, lose your shirt, sell the kids!

To find out more, call Microleague at (302) 354-2266



Rockin' Your Virtual Booty

amers of the world, are your lumbar regions in need of new and cheap thrills? Do your cheeks yearn for gentle massage and soothing vibrations? Well, a company named Aldrich and Associates may have just what the weary butts of America's gamers are looking for. The Interactor cushion is a new "Virtual Reality Cushion" that can be plugged into the audio output of almost any home entertainment system-TV, CD player, VCR-or home computer. Placed in a chair and leaned against, it triggers a magnetic actuator in the center of the cushion, which in turn converts bass sound waves into pulsating vibrations tailormade to rock your world, booty and all. Thus you can enjoy the roaring thrust of a good flight simulator's engines, or the pounding of gunfire in Doom or Rise of the Triad, not to mention the more conventional thrills of movies on the VCR and rockin' tunes of your own choosing. The process was developed originally for the U.S. military and was used recently in Theme Park Rides at various hotels in Las Vegas. Hey, if it's good enough for Vegas, it's definitely good enough for my ass!

The Interactor Cushion retails for about \$99.To learn more, call! (800) 909-AURA.



Heads up, Swingers!

ere's something to keep addicts of baseball sims swinging all night and day: Batter Up by Sports Sciences is an interactive baseball accessory for the PC that opens up a whole new dimension to baseball sims: a life-size, soft foam bat that's equipped with a motion sensor. The player uses it to swing at the pitch as he or she sees it on the PC monitor. Your shot will go exactly where you hit it — in virtual terms, at least. You can play a whole game or season, playing as the batter or fielder. Already packaged with ESPN Baseball Tonight by Sony Imagesoft, it's also compatible with Microsoft Baseball, Tony LaRussa Baseball II and 3, Hardball III and Front Page Sports Baseball, among others. Now, here's the big question: can it be used to give your opponents a virtual beating around the head? Hmmm, sounds promising....

Available from Sports Sciences, call (216) 963-0660



I Have Ho Mouth and I Must Scream

Have No Mouth and I Must Scream is the title of a 1967 story by Harlan Ellison, one of the greatest writers to come out of the Golden Age of American science fiction, who has been writing for TV and movies for 30 years and more. It tells the depressing tale of the last five people on Earth, who are all trapped inside AM, an evil computer that plans to torture them forever, Now, Ellison has made his first foray into Multimedia gaming with this totally weird adaptation for Cyberdreams. Weird, because Ellison is renowned for the scorn he pours on gaming as a mindless way for kids to pass their time-or waste it.... Well, as you might expect from someone as witty and as cynical as ol' Harl, IHNMAIMS (phew!) is no cakewalk in the gaming department. After the designers talked him out of his original plan to make the game literally unwinnable, Ellison decided to spice up the gameplay by including a number of real, moral dilemmas in the game, instead of the usual assortment of trick strategies and puzzles. AM offers its captives a number of tests which, if tackled successfully, may secure their release from captivity. The tasks, performed using a straightforward point-and-click interface, are of various levels of difficulty, but they can get kinda sticky in the moral area. At one point, your progress through the game will be halted unless you're prepared to sentence a little kid to death or, in another instance, slaughter a whole mess o' cuddly critters. You'll find your ethics and morality are, to a certain extent, on trial. Of course, in these vicious and amoral times, these choices may be easier to make than Ellison suspected. After all, it's only a game.

The dilemmas are the most unusual feature of I Have No Mouth and I Must Scream—they're so unusual, in fact, that I'm hard-pressed to think of a single other game that forces the player to make so many unpleasant decisions. However, the gameplay and the interface in general don't measure up quite as well. The graphics are good-looking and creepy in all the right ways; the puzzles—apart from the moral quandaries—are pretty easy to figure out, and the interface is hardly innovative, although it serves its purpose.

But there are compensations: Ellison has expanded the original as the voice of the evil AM. And the moral/ethical stuff, which can seem a bit sanctimonious on paper, is a genuine innovation. It does away with the notion that good is always balanced by evil and viceversa, a simplistic idea that makes certain kinds of games feel completely implausible. A good start, Harlan. Keep 'em coming.

I Have No Mouth and I Must Scream: Developed by CyberDreams Published by MGM Interactive Price: \$69.65.



First Look Sony PlayStation

HOPPERHEAD









Although HERMY HOPPERHEAD is a pretty conventional platform game, it does have some glorious animation and some of the best parallax scrolling we've ever seen. And a great deal of chicken-related mirth too.

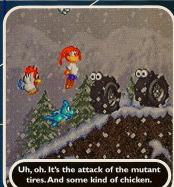






1 Player Platform Game Developed by Sony Available First Quarter '96











ot since the Zelda series of games has so much mirth been derived from the humble chicken. It must be realized that the chicken is a tremendously funny creature. It is a bird, but can only fly distances of a few yards. Apart from its beak, the chicken is almost entirely edible from head to toe. You can't eat the feathers, but you can tickle people with them. Quite how the chicken ever survived in the wild is a bit of a mystery. Not as much of a mystery as the antics going on in Hermy Hopperhead though.

You play the part of Hermy, a hapless chicken herder, as he herds his harem of hens through ancient Japan. Admittedly the plot fails to ignite sparks of logic, or enthusiasm, but you can't fault it for originality. The action gets more and more bonkers as you progress through the game, but suffice to say that you won't be learning anything useful while playing.

The action relies heavily on the use of eggs and their as yet unhatched contents. You can hatch an egg using stars that are dotted around on the various levels. The more stars you collect, the more eggs you'll be able to hatch. Each different colored egg contains a different kind of bird. Some can fly, some can shoot, all of them, however are there to help. You must pick and choose which fowl you want the most, because Hermy can only have three chickens, at any time, following him.

Gameplay is straightforward enough and the real challenge comes with how to utilize your poultry in the most clever manner. These magic leghorns can squish themselves down for you to use as stepping stones; collect stars for you and attack enemies. As in Sonic, as long as you are in the possession of stars, you will not die. When you get hit, your current holdings wil disappear, leaving you vulnerable. Otherwise, don't fret. Don't take these stars for granted, though, because you need 100 of them to hatch your eggs and 400 of them to gain an extra Hermy.

Apart from this, the pics are self-explanatory. Hermy Hopperhead features some pretty graphics, wacky critters and a fair amount of hijinx. Someone as adorable as this could easily find himself employed as a mascot, if he played his cards right. Either way, this is one platform game that you shouldn't miss.

にとしていまり

elcome to the new look
Video Games review section.
Why did we change it? To
make it bigger, brighter and easier to
read, that's why. Everything is nice and
simple and best of all, the reviews are
the most accurate, honest and groovy in
the whole world. Why? Because we play
those games until our fingers bleed.
You'll find us red-eyed and tired from
late nights busting open the hottest new
game titles. So, let's get on with the
show and check out those new games!

THIS ISSUE:

A smorgasbord of game-related fun this month, with some of the finest 16 and 32 bit titles around. Even Atari seems to have pooled its resources for the Christmas period. We have a ton of new games, but our new section, Game OfThe Month highlights Loaded, Interplay's most violent outing yet. You can almost smell the blood as you and a team of escaped nutcases wander around a labyrinth filled with danger and yes, mirth.

Yikes! Even stinkier than a big bag of really stinky things. Hopefully nothing will ever get a "one" rating, but you never know, It's all uphill from here.

Now ten is the theoretical perfect game. There have been one or two in the past, notably Teris and Super Mario World, so you get the idea.

AERO FIGHTERS

Shooter I-2 Players
Publisher: SNK Developer: SNK
Phone: (310) 371-7100

Call in the
bombers when
things get tight.

ooking for a shooter? AF3 will do the trick.Although there is nothing new here in the way of graphics, sound or style, AF3 will nonetheless keep you pounding away at the fire button.

Choose from five different nationalities—each with its own types of planes and wacky pilots. Every plane comes equipped with its own unique, smart bomb that it can use to cause mass destruction. Once in the pilot's seat, all you have to think about is hitting the fire button and collecting power-ups.

Looking much like 1941, AF3's biggest plus is its bosses: they're big, tough and everywhere! You won't play for more than a minute at any given time without bumping into some juggernaux war machine bent on wiping you out. Unfortunately, on the weaker side, the bosses, while plentiful, are uninspired. You can only see so many tanks, ATVs, planes and ships before you break into a yawn.

Aero Fighters 3 will surely satisfy your shooter needs, but on the whole, is nothing to cheer about. So, if you're all pumped-up on sugar, AF3 will heal what ails ya. Otherwise, don't waste your quarters.

LAST GLADIATORS

he only thing that kept this from being a 10 is the fact that it isn't a pinball machine. Last Gladiators is a picture perfect pinball sim complete with all of the authentic sounds, colors and ball physics that make pinball what it is.

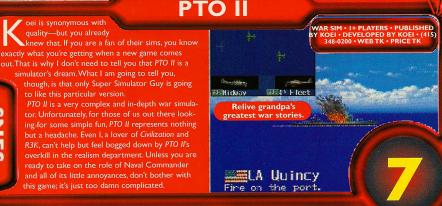
The ball physics need to be touched on more. They are brilliant. Every little nuance of ball movement is properly depicted; you won't be able to see a difference between this version and a real machine.

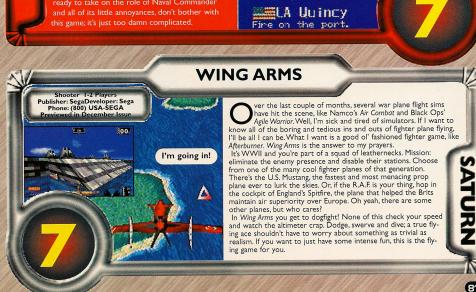
Table design is also done to perfection. The game has four different pinball machines, the hardest being the Samurai table. All of the ramps and drop chutes are placed correctly, and a solid rhythm on the players' part will be rewarded with long, enjoyable games with high scores.

If Kaze were smart, it would take this engine and convert classic tables to disc, like Addams Family, Earthquake, and Cyclone. This is truly a must for pinball fans and Saturn owners.









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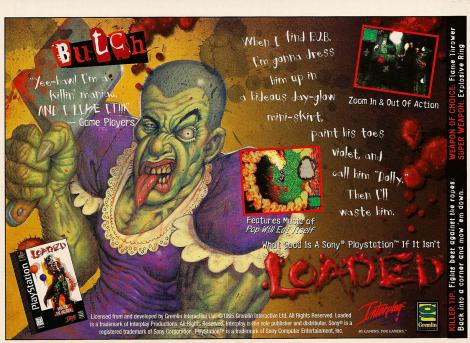
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I Player RPG Strategy

Release- Dec. '95

NEO GEO CD

some, this is a good thing. Those who fear change will be right at home in front of any current Neo Geo game. But for others, like myself, Neo Geo represents the doldrums where only the

most uninspired games dwell. Far be it for SNK to frighten its technophobic fans by drastically changing its games' engines,

If you can believe it, *Pulstar* will be the first Neo Geo game (that I know of) to contain rendered objects. Now, as you pilot your space ship through four levels of intergalactic warfare, you will get to blow up rendered bad guys. Not too shabby. This is, remember, only a baby step.

Visual change is all you'll see, though, because Pulstar plays like all other Neo Geo shooters. Just like the game R-Type. Grab power-ups and hammer away at the fire button



MYSTARIA

he Shining Force series on

the Genesis contains some of my all-time favorites. Mystaria features the same style of battles (Turn-based hex grid), except that you now see the action in 3-D.

Mystaria doesn't have the best story in the world, but it's pretty good, with characters that have some personality to them.

You have at your disposal multiple weapon attacks, magic and even the option of using your bare hands! You start with four characters and steadily increase membership as the adventure progresses. The way you go up in levels is a little slower than I would normally prefer, but doesn't detract too much from the overall experience.

What does take away from the game is the save game system which sometimes forces you to replay long battles, and the camera movements which can cause dizziness and confusion, usually at the same time. Mystaria has its flaws, but still comes out as a must have for Saturn owners looking for an RPG.

NBA JAM: TOURNAMENT EDITION

kay, I know none of you care what I say, because you're still going to buy the game. NBA Jam is a monster hit wherever it springs up despite the fact that the game sucks. Like MK, NBA Jam is a repetitive, and highly flawed exercise in stupidity. This hasn't seemed to stave its increasing popularity, though, so I'll just tell you what you want to hear. NBA Jam:TE for the Saturn is a perfect transla-SATURN tion. All the characters, codes, hot sound and offthe-wall hoop action are here for you to enjoy. The zoom effect is seamless and player faces are distinguishable. All in all, you won't feel ripped off when you pick up your copy of this overrated title. Rest assured that all of the cheap plays, inaccurate player profiles and repetitive, unintelligent strategies are packed into this little disc. That said,

it is addictive as hell.



KEVLEVYS

GAME BOY



The juggernaut of fighting games is now available for Game Boy! This is a game that, release weekend, outsold DKC and Earthworm Jim. I can't imagine why; it is far from the best fighting game. I guess hype goes along way nowadays...

Putting a game, such as this, on Game Boy seems a bit silly to me, but there are many out there who would disagree. This version, while laughable, graphically, does retain most of its playability along with the character moves. So, even though you can't tell what's going on, rest assured that Glacius is throwing his snow ball- or whatever he does.

The question you must ask yourself before buying this game is: Did I like the SNES version because of how good it looked, versus the arcade version, or because of how it played. If the latter is your response, check this out. If not, avoid this one.





CAME OF THE MONTH

t's been a long wait; too long for those of us in the gaming industry who have been teased with early versions of this tasty title. Now, Loaded is out there and the question is: "Why haven't you picked up a copy of it yet?!"Loaded has a little something for everyone: romance, comedy, drama, suspense...oh yeah, it also has a deluge of senseless violence and over-the-top gore. Loaded is a game for those of you out there who thought Road Warrior and Robocop were cinematic masterpieces; it's for those who see Moe, Larry and Curly as gods and find things like rolling grandma down a hill at the height of hilarity.

Let's face it: Loaded is for the teeming masses of morally depraved youth out there who have chewed away at American society and turned it into an MTV/BH 90210-driven culture. That would be you and me.

You play the part of an intergalactic tough guy. You've been wrongly imprisoned (this time) and are bent on finding out who set you up. During this voyage of discovery, a lot of innocent people must die. Choose from one of six killing machines, each equipped with a ridiculously powerful weapon and unique smart bomb. Each of these characters has different traits, from armor strength to speed. You must travel from one area to another, upgrading your weapon and collecting ammo and key cards. All you need to worry about is staying alive and not running out of ammo.

Besides a great concept, Loaded features some remarkable graphics and sound. All of the players, and enemies alike, are beautifully animated and the weapon discharges look like the Fourth of July. The most impressive aspect, though, is what the developers did with lighting. Explosions and other light sources cast shadows and reflections across surrounding surfaces. This effect is really cool.

Consider as well that Loaded plays easily and has a high replay value, and you've got another persuasive reason to buy yourself a PlayStation. You also have a good reason to check yourself into an institution.













Although much of the game takes place in darkness, you'll find that your weapons do a good job of illuminating the surrounding area.

Later in the game, this technique becomes invaluable.

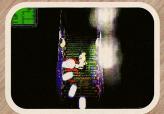


























Baldies

Baldies are a group of very small people with, as you may have guessed, no hair—trying to establish a viable society comprised of workers, builders, soldiers and scientists. That's it. No farmers or teachers or firemen or even heroin abusers. Bald heroin abusers are cute too. You can see that it's sy to let your imagination run away with you when playing this ine, because there isn't a whole lot of excitement involved

ne because there isn't a whole lot of excitement involved otherwise.
Baldies is an action/strategy game for those who like to sit around manipulating tiny people on the television screen, watching them build houses, get old and drown skunks. It's enough to make one yearn for the good old days of Cannon Fodder, What an excellent action/strategy game that was! No facetiousness intended. Probably not a fair comparison either. Hmmm...maybe if the Baldies wielded guns. The game to the comparison of the strategy in the Baldies wielded guns. The game to deep the strategy game that was a strategy game to the game to deep environment. But "observation" isn't what usually attracts me to a game Baldies features over 100 levels in five different worlds, with bonus levels, hidden features, and various contraptions that allow you to attack the bad guys (distinguished by full heads of hair).

Publisher: Atari Developer:TK I playe phone: 800-G0-ATARI The claymation sequences are sort of bleak.

I-War

Publisher: Atari Developer: Atari I or 2 players: I or 2 phone: 800-GO-ATARI

Don't find yourself drafted into the I-War.

ours is an anti-virus tank that's been crafted to destroy mutated databases blocking information that would otherwise travel smoothly through the I-Way, a world information network running from an Override Mainframe Supercomputer. The plot is a less tha original attempt at establishing some sort of postmodern, tech-no-culture reference. Such a shortfall isn't necessarily indicative of gameplay, but in this case, well, it is, I-War comes across as a middling attempt at establishing a genre inspired by Jaguar games like Cyber Morph and Battle Morph

The gameplay and graphics are similar but inferior to both Cyber Morph and Battle Morph, with the added feature of a 2player option. You move around in a 3-D environment, flip a couple of switches, open a few doors, travel through a warp or two, and shoot at enemies that are difficult to distinguish from background objects. Even the crosshairs are difficult to manipulate. The puzzles, the mazes, the texture-mapping, the Gouraud shading...none of it proves to make for a very exciting game, and the five different perspectives on three different anti-virus craft aren't going to make up for that either

Battle Morph

hose who have followed the history of the 64-bit Jaguar will probably remember the game Gyber Morph, one of Atari's initial releases for this system—a game that falls into the action/3-D/flight/sim/shooter category. It wasn't a great game, but it was a promising one that instilled hope into many a Jaguar owner. Battle Morph is its CD successor, offering new worlds, new puzzles, new enemies and new weapons. Battle Morph isn't a groundbreaking game; but overall, the game looks better than Gyber Morph, and it plays better than Cyber Morph. And if you happen to be a Jaguar CD owner. Battle Morph is a solid game worth your consumer consideration.

consumer consideration

The 3-Dipolygon graphics will look very similar to the graphics used in *Gyber Morph*; there doesn't seem to be a whole lot of innovation in that area. But *Battle Morph* does offer a wider variety of enemies, power-ups, and background objects (buildings, trees — more things to blow up). The game controls better and moves faster than Cyber Morph. You can warp to intriguing underwater levels that provide a nice change from the rest of the levels, at least graphically.

What it all amounts to:This is the most entertain-

ing Jaguar game I've played in a while. And if you like this game, you'll also want to check out *Phase Zera.*

Publisher: Atari Developer: Atari I playe Phone: 800-GO-ATARI Hop into your TransmoGriffin, or T-Griffon, to defend Earth from a Pernitian invasion.

Missile Command 3D





The laguar controller needs to loosen up, but otherwise, you can have a lot of fun with this

issile Command—an oldie but a goodie. Missile Command 3D is part of a series of updated Atari classics released for the Jaguar, including Defender 2000, Breadout 2000, and Emplest 2000. Chempest 2000 (the PC version is due out early next year, and yes, Atari is now publishing for the PC) is probably one of the best games available for the Jaguar: the rest of the classic collection looks just as promising, especially for fans of

of the classic collection looks just as promising, especially for fans of those original versions.

The Missile Command 3D cartridge is comprised of three games Original Missile Command 3D Admissile Command and Virual Missile Command are impressive; it's good to see something other than those shattering polygon explosions one sees in games like Cyber Morph. But I thought the lens flare effect looked a little contrived. 3-D worlds include undersea, clouds and space station colonies, are cry from the original backgrounds in the areade versions, are cry from the original backgrounds in the areade versions.

Virtual Missile Command departs from both Original Missile Command and 3D Missile Command in gameplay. The goal is the same: protect your colonies from aliens, But this time you shoot directly at the missiles in order to deter them, instead of strategically causing explosions that block their paths. It's more direct.

Not especially innovative, but Missile Command 3D can provide jaguar owners with ample entertainment.

NBA Jam Tournament Edition

t this point, NBA Jam is practically a household word. There's no doubt that NBA Jam Tournament Edition is a well-designed game that features more players, more secret codes, and faster, as well as more balanced, gameplay. It's already available on just about every other system, so why would you want it for the Jaguar? Surprisingly, the Jaguar version is just as good as, if not better than, both the PlayStation and Saturn versions.Well, except for the music. The music is pretty bad. Somebody real-

ly needs to work on that—that and the controller. NBA Jam Tournament Edition also features updated player rosters, rookie and all-star teams, over 120 NBA stars, including Rodman (my personal favorite), Ewing and Hill, secret codes, hidden players, super power-ups, and the ability to choose from three to five players per team. And wait until you put it into Juice Mode. If you're looking for a fast-paced game with characters who have really big heads, then look no further. Other Jaguar sports games currently available: Charles Barkley Basketball, Brett Hull NHL Hockey, SuperCross 3D, and Fever Pitch



Attack of the Mutant Penguins



Penguins and aliens. They constitute the most outstanding factor of the game. Fivil aliens from the galaxy of Bleurggh tuned into a television program on Earth that happened to be featuring some sort of penguin documentary, the aliens from Bleurggh thus assumed that Earthings were penginus and disguised themselves as such in order to invade and conquer. Random superheroes, Bernard and Rodney, one looks sort of hike a tomato, the other a pearl, have taken it upon themselves to save the Earth and prevent the alien mutant penguins from triggering the Domoscale, some sort of weird contraption that sits in the middle of the screen and will explode if you don't solve that level's puzzle on time. That's right. Puzzles, If you like them, then maybe this game is for you. Each level features a rather involved puzzle. Because the learning curve is sort of high, various prompts will guide you through the game. Fou have to open various treasure chests and collect a certain amount of items before you're equipped with a certain weapon; in order to open the treasure chests you have to coltect penguins, you have to strategically defend the Domoscale from roaming en'l penguins; etc., etc.

There are 20 levels of puzzles in all, plus bonus levels. Other features indude the option of playing in either Normal play areas or Pandemonium play areas, bonus treasure chests, and alen penguins; and the features indude the option of playing in either Normal play areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and alen penguins; areas or Pandemonium play areas, bonus treasure chests, and ale



A monthly guide to the world of RPG's. This month, we take a look at some import RPG's.

SAMURAI SHODOWN RPG

Samurai Shodown, the arcade blockbuster series from SNK, will be appearing in RPG form on the Neo Geo CD in Japan. The game features all your favorite characters from the fighting game starring as either a main character or in a cameo.

The fighting view is very similar to the Final Fantasy side to side character confrontation with the exploration view taking place in the traditional top down view. As you can see from the screens, this is the type of game Neo owners have been craving for. The attention to small details prevalent in their fighting games is carried over to this RPG. The towns have an incredibly detailed look to them and really makes it a more believable world.

Let's hope this game and the Neo CD system appear here soon or perhaps this game will be one of the Neo games ported over to the Saturn as a result of the cross-liscensing agreement between the two companies.

















LEGEND OF ELDEAN

Albert Oddysey first appeared on the super Famicom and now makes its' way to Sega's 32-bit machine. Unfortunately, the Super Famicom game did not make it over here to the Super NES, but the Saturn version has a good chance of being picked up here. The game offers side view battles similar to the Final

SATURN (JPN)



Fantasy series and loads of color. Based on the early screens, it looks like the Saturn is going to be getting another quality RPG. Albert Oddysey is set to be released 1st Quarter 96' in Japan and hopefully soon after here in the states.







F5=D923kVI (10)4H

Super Farmicom

The long awaited sixth installment of the Dragon Quest series is here and expect huge lines and instant sell outs in the Land of the rising sun. The Dragon Quest series is known as Dragon Warrior over here and enjoys a dedicated following. The character designs are done by the God of manga, Akira Toriyama, who is the genius behind Dragon Ball Z and also did the character designs for Chrono Trigger and all the previous Dragon Quest games. If all goes well, we could see this title pop up around spring.



RPG NEWS

The RPG situation seems to be in a decline over here and it's not because they're not popular. Let's take a look at what some U.S. companies are up to.

Sega

The Saturn in Japan has a good amount of cool RPG's that U.S gamers would flip over. The one RPG Sega is definitely releasing is Mystaria, but what about all the others? Sega needs to go back to what they were famous for and remember the glory days of Phantasy Star.

Sony

The RPG situation is pretty bleak for the U.S. Playstation. Arc the Lad could come over, but don't hold your breath. The only hope are 3rd parties like Konami to convert some of their apanese line up.

Nintendo

The Super NES seems to be the only reliable source of RPG's these days. We usually see about 8 RPG's a year which doesn't even come close to the huge amount that comes out in Japan. The Ultra 64 is assumed to be the dominant RPG force, but then again...

Next Month...

We'll have an in depth look at the U.S. RPG scene including a release schedule and some titles to go with it!

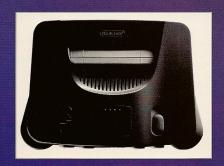
NEXT MONTH...

No more gossip

No more rumors

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

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STOMPT	STANDR	PRESSE	DREAMO			
CRUSHI	SCOREH	SLANTL	CHASEP			
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GENESIS

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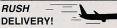


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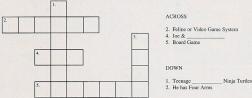
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WWF FEAT

was playing Acclaim's new

Wrestlemania game and it

really hit home how lame



Undertaker, Bam-Bam Bigelow, Lex Luger?! These guys suck. Someone should develop a wrestling game Mean Gene and Hulkster aimed at true wrestling discuss the night's event fans; a game with the the

stars from the Golden Age of wrestling.

Do you remember when wrestling mags were the big seller, not video game mags?

Remember when there were three federations, all of which you could see every Saturday morning on the local independent networks? Names like lunk Yard Dog, limmy "Superfly" Snuka, Ricky Steamboat

"The Brain" Heenan Who didn't hate this guy? and suplex sensation.

Hulk Hogan were marqueed every week. I remember how worried my friends and I were when one of the Von Erich brothers was killed

in the ring (hey, at least we didn't still believe in Santa Clause).

How about the bad guys? I can recall a time when the bad guys had some bite, like Iron Sheik, Nicholai Volkov, Rowdy Roddy, Paul

Orndorff and the shifty Orndorff. Has this guy ever won Cowboy Bob Orton. a match without cheating? These are the true wrestling stars.

Ringside shenanigans were also highlights of every show. Piper's Pit-there's nothing in today's wrestling to match the greatness of this

show-within-a-show. You just knew Roddy was going to piss someone off during his ringside chat. And what about those mischievous managers? Remember when the likes of Captain Lou, Mr. Fuii, and "Mouth of

the South" limmy

My first exposure to what commitment really meant: Macho Man and the Lovely Elizabeth.

Hart could be seen flappin' their gums outside the ring? Those were managers who had it going

So HEY! Developers out there: Buy the rights to these guys and make a wrestling game that my generation would care about. It's not just about flash and show, it's about style and originality, and these putzes, nowadays, have none









RE BOX SCORE

here are two college football series out there that are worth their salt: College Football USA and College Football National Chambs, Both are good, Both have their strong points. The question is, which one do you buy?

I don't want to come right out and say EA's CFU '96 is better than CFNC II. I like it more, personally, but that's not to say it is a superior game. It just seems that CFU '96 has more stuff. which we all know, is what makes a game more desirable

Let's start with the two games' graphics. This is where CFNC II outperforms CFU '96 (what's it with the long names, guys). CFNC II has better graphics, outright. The players as seen from blimp view, while smaller, are crisper. Also when the play zooms in, you are treated to much bigger, smoothly animated players. As a result, you can see what's going on much easier, and the players are much more pleasing to the eye. In CFU '96, expect the same graphics that you've seen in all Madden titles. They aren't great, let's face it. The players look goofy and the animation just isn't that good.

Graphics don't amount to a hill of beans unless the playability is there, though This is an area in which CFU '96 has the upper hand. CFNC II has solid playability that is aided by its "zoom" feature. Whenever the quarterback gives up the ball to a player, the camera zooms in for a closer look at the play. What this means is that now you can more clearly see the play develop. The "zoom" is most helpful when you are running the ball up the middle. Unlike EA's football games, where you can't really tell where to direct your back, in CFNC II, the holes in the defense are clearly visible and easy to shoot.

This "zoom" might not appeal to all, though. A camera change in mid-play might fluster some players. Lord knows I feel a little disoriented when the camera closes in. This usually results in a not-too-pretty run or catch. If the interruption in play doesn't bother you, then don't worry. If it does, you can turn it off, but then you are stuck with "blimp" mode which is harder to see than CFU '96's standard

College Football USA '96 maintains the familiar feel of the Madden series. The graphics aren't very good, but they do get the job done. EA is known for its concentration on playability above all else, so you too should place the

graphics on the back burner when considering one of their titles. What you get here is totally uninterrupted gameplay that has been tweaked by the developers to render the best in football simulation. So, while plays may not always be easy to follow, at least the game's strong playability makes it possible for you to adjust.

In the stat department, both games are running neck and neck. There are so many stats, you can't keep track. Not only will both games keep track of every team's season stats, it also keeps track of national rank, player rank and permanent, all-time records. This will definitely satisfy all of your manly urges to leave your mark. In CFU "96, when you break a record during play, the old record will appear onscreen, followed by the new one you just set.

The area that CFU '96 overtakes CFNC II is in stuff. CFNC II has only 32 teams. CFU '96 has all 108! On top of that, CFU '96 has licensed the bowl games. Now you can match your two favorite teams in the coveted Rose Bowl or Orange Bowl.

In short, both are solid football sims. But, CFU '96 edges out CFNC II in stats and stuff. If you are looking to immerse yourself in a college football sim, College Football USA '96 is the way to go.

CFNCII









CFU







KONAMI FEATURE

hat do you do when a company known for making action/adventure games decides to get involved in the sports arena? Usually you cringe. It takes experienced and dedicated developers to craft a good sports sim. You can't just whip off a title. One company you might think of is Konami. Here is a developer that has given us the Castlevania and Contra series: two entertaining action titles known the world over. This is also the same company that tried to make a sports game for the Genesis; do you remember Double Dribble? Yuck. Naturally, you would be wary if they told you that they were reentering the sports game genre for the release of the 32-bit platforms. The prospect of a 3-D Double Dribble is a bit frightening.

No worries here, because Konami, like Sony and Interplay, is going for the jugular. No pussyfooting around for these guys. This time they are doing it right. The games I refer to are the upcoming NBA In the Zone and NFL Full Contact.

Earlier, Konami released a coin-op hoop game called Run 'N' Gun.'While not as popular as (although infinitely better than) NBA Jam, Run 'N' Gun did make some waves. Incorporating the development team from this game into the squad responsible for In the Zone, Konami hoped to blitzkrieg the sports game industry. They have. This team of Japanese developers has outdome itself. Although they wouldn't tell me the details of how they did it, one thing's for certain: whatever they're doing, it's more sophisticated than anyone else.

It was important that their football sim also, be a benchmark in sports gaming. To accomplish this, Konami hired the creator of the original *John Madden Football* to develop *Full Contact*. The results? Well, I don't really know, but from the looks of it, *Full Contact* will be worthy to sit atop the pile with its sister title, *In the Zone*. One feature of this little number that is sure to turn heads is the ability to play first person as any

player on the field. I bet Ditka is wishing he hadn't hopped into bed with those hammerheads at Digital Pictures so fast.

As if this wasn't enough, Konami's sports guys are releasing a baseball title this coming spring to directly compete with VR Sports' Baseball. I'd say, someone out there has some serious confidence in their products. Hmm....

The sports saga continues, fellow armchair quarterbacks. We've seen the emergence of some heavy hitters over the past six months. Both Sony and VR Sports have stepped up to the

plate, determined to steal away some of EA's market share...that is if Konami doesn't get to it first.



GAMES WE'D LIKE TO SEE

rystal Dynamics can take the credit for this month's column. They have a commercial promoting their new games, featuring some English schoolboys playing dodgeball. Not only is this a very funny promo, it also raises some ideas about possible sports games. Why not do a line of games based on childhood favorites?

Just imagine: Virtual Dodgeball. Anticipate which way the kid is going to run so you can bean him, or heave yourself left or right to avoid an oncoming ball. Watch out though, if the other kid catches the ball, you're outta there!

What about other kid faves, like kick-thecan or suicide? These were some of the best games ever! You can customize you player; is he fast, or does he have a good throwing arm? In kick-the-can, is your guy better at concealing himself than others? The possibilities are endless.

Developers: Look into your own childhoods for game ideas. Some of your favorite weekend activities could translate into super video game fun.









SCOUTING REPORTS

MAD ABOUT

Very waited...and waited...and waited. Where's Madden '96 for the PlayStation? It was scheduled to come out months ago. Why is it late? I can only speculate, but I would imagine that NFL Game Day might have had a hand in it. With the sports wars about to go full-blown, I would make damn sure that my product was top-notch too. Lord knows one look at Game Day is enough to make any developer a little doubtful about its own product.

Well, for whatever reason EA delayed the PlayStation version's release, it's a moot point now. Whatever it did with its little gem during that time seems to have paid off, Feast your 'eyes on these tasty pics from the much anticipated title of the winter season: just in time for the Super Bowl. You know the playability is there. You know your favorite teams, along with the two new expansion teams, are there. The rest is gravy, and it would seem that this boat's over-flowing.

Look for us to review Madden '96 for the PlayStation in our next issue. I'll tell you it straight: Does Madden outplay Game Day, or is there a new sheriff in town?



Sommerall and Madden will give you the lowdown.



It's a sport fan's winter wonderland.

NHL FACE-OFF

PUBLISHER: SONY DEVELOPER: SONY SPORTS

anada's greatest export is lookin' quite purty on the PlayStation, thanks to Sony Sports. Since EA still has nothing to show for itself on the ice, you can forget about 'em (for now, that is, but I'll tell you more about that next issue...). NHL Face-Off looks and plays

First off, check out those graphics: I almost dropped a spike when I saw how crisp the players looked when the camera zoomed in. Also, the animation is really smooth, allowing for a more free-flowing gaming experience. That ain't it, though. The sound is CD quality and kickin' in all the right places. You've got grunts, hits, crazy crowds and a plethora of organ faves. I was so caught up in the moment, I started yelling. "Sit down hamma-head!!" to my friend, Wat, as he got his big head in the way of the TV.

Even in its early stages, NHL Face-Off made me feel tingly and kinda nervous. All my hangups on how great NHL '96 was, for the Genesis, melted away as I brought a new and improved 32-bit Don Sweeney up the ice. Mullet-head pucksters all over the the country will choke on their Iran Griy when they get their hands on this baby. It looks that good.





REVIEWS

FIFA '96

PLAYSTATION

SPORTS
1-8 PLAYERS
PUBLISHER: EA
DEVELOPER: EA SPORTS
PHONE: (415) 571-7171

he first soccer sim to hit the PlayStation is here. Unlike its counterparts on the Genesis and SNES, FIFA '96, on the PlayStation, is actually better than the older versions and cooler than FIFA on the 3DO.

It's an upgrade, folks, whaddaya want me to say about it? It scrolls and zooms in smoother than any other version, and plays much more, fluidly; would you have expected anything else from a PlayStation conversion of a game? Hell, no. Vhat. I can do is give you a run-down of this game's features:

More than 3800 real player names and rat-

ings: Unlimited camera angles, with seven preset ones; commentary amounting to 18,000 different phrases; new moves like the Dummy, Nutmeg and Crossover Fake (maybe these mean something to you, I've never heard of them); 12 international leagues with tons of teams; and multiple skill levels.

What do you think about that, kids? Not too shabby. If you've got a PlayStation, go pick up one of these bad buys, it'll make ya smile.



A bunch of guys you've never heard of, from countries you don't care about.

NBA IN THE ZONE

PLAYSTATION

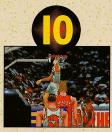
SPORTS 1-2 PLAYERS PUBLISHER: KONAMI DEVELOPER: KONAMI PHONE: (708) 215-5100

hat do you look for in a basketball game? I'd have to say my major we quirements are good graphics, solid playability and an eye for detail. I like to see fade-away jumpers, behind-the-back passes and mid-air pump fakes; the nuances of the Real Thing should be evident in the game. If these are the things you look for (and I imagine they are, unless you've got your head up your butt), then NBA In the Zone is what you've been waiting for.

Last issue I said that World Series Baseball for the Saturn, was probably the best sports title ever. Well, it's a month later and now I must say that NBA In the Zone IS the best sports title to date. When we slapped this baby into the PlayStation, there was a collective gasp in the room. Manly grunts were audible from all who took control of the joypad.

It's 3-D, the playability is flawless and the graphics are sure to astound. You can play this gem from one of three camera angles, but the ever-popular three-quarter FIFA angle is by far the best. You have no idea until you start playing how good a game this is. For the first time ever, I could read a player's name off the back of his jersey! Not that that was necessary, because every player was distinguishable due to the games' incredible graphics.

Forget Run 'n' Gun, push aside NBA Live '96, and throw out NBA Jam: NBA In the Zone is all you need to know.



The only place you'll ever see the Raptors win.

COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP II

GENESIS

SPORTS

1-2 PLAYERS

PUBLISHER: SEGA

DEVELOPER: SEGA SPORTS
PHONE: (800): USA-SEGA
PREVIEWED IN DECEMBER: ISSUE

ollege Football National Championship II is another entry into the newly tasted college scene. Looking a lot like Sega Sports' other football titles, CFNC II starts out all plays with a blimp view showing most of the field. When the ball starts moving, though, the camera zooms in to show the immediate area of the ball carrier. While this close-up view looks nice and makes it easier to make running decisions, the interruption in play and view change can confuse you, causing momentary disorientation. It's only for a split second, but that's all it takes to turn a six-vard play into a two-yard loss. But don't fret because you can turn this off.

CFNC. If has added a bundle of stats to keep you abreast of player contribution throughout the season, a nice touch lacking in some football sims. Another nice addition is your own personal playbook. Take the plays that you like to call and put them in your own playbook. This way you don't have to wade through all of the lame plays that you never use.

CFNC II is a good football sim. Plenty of stats, 32 college teams, several different modes of play and solid gameplay will ensure that you enjoy this title a great deal.



Choose from one of 32 top college teams.

Quarterback Attack with Mike Ditka

SATURN

Publisher: Digital Pictures Developer: Digital Pictures I-2 players phone: (415) 345-5300

Ditka's much anticipated opus is here!
A title which the great seer Himself held so close to His patched-up heart is now available for the teaming masses of Ditka-crazed neophytes that speckle the globe.

In what may be considered the greatest acquisition since the Celtics got Kevin McHale and Robert Parrish from Golden State, Digital Pictures shakes the video game world to its very foundation by signing this self-proclaimed deity. The resulting product from this union, described by some as the Second Coming, is a first-person football game that has you seeing the world through the eyes of a quarterback. The effect that this has on the player is so realistic that I not only wet myself, but when faced with the image of the Man, I felt as though a great burden had been lifted from my spirit, allowing my soul a better understanding of universal harmony.

In all seriousness, *QB Attack* is not good. The only interaction is on passing plays, and the repetitiveness of the film footage is annoying. Ditka should be ashamed. Except of course, He is perfect, and therefore blame-



(10 for Ditka)
...And on the seventh day, God said, "Let
there be Ditka...."

WORLD SERIES BASEBALL

327

SPORTS
1-2 PLAYERS
PUBLISHER: SEGA
DEVELOPER: SEGA SPORTS
PHONE: (800) USA-SEGA

here is one area in sports games that Sega Sports has over EA. Baseball. The WSB series has been nothing short of brilliant. WSB '95 for the Genesis represents the best that 16-bit baseball will ever get. WSB for the Saturn, although not as much of a simulator, is so much fun to play, fat video game geeks can feel like part of the action now too. Well then, you don't need me to tell you that the 32X version is also a homerun. What you do need me to do is give you a reason to cough up the 60 bucks to buy this version when you should already own the Genesis version.

I can't give you a single good reason. Star I can tell you that WSB for the 32X has better graphics—but not that much better. The Genesis version already looks smart as is; why upgrade? You afen't going to find any earth-shattering playability tweaks, the stats are still just stats, and no new teams are in there. Last time I checked, there was no expansion in '95.

Not to detract from the game—it's still a marvellous title—but I can't recommend this game because not enough has been changed to warrant its purchase. Sorry.



So realistic, they even put in the Curse of the Bambino.

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And a squad of guards on adrenaline

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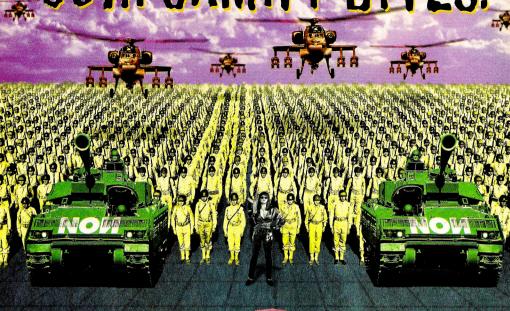






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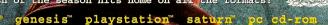
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