

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

**MORE
CODES
THAN ANYONE!**

GAME PLAYERS

ISSUE
81

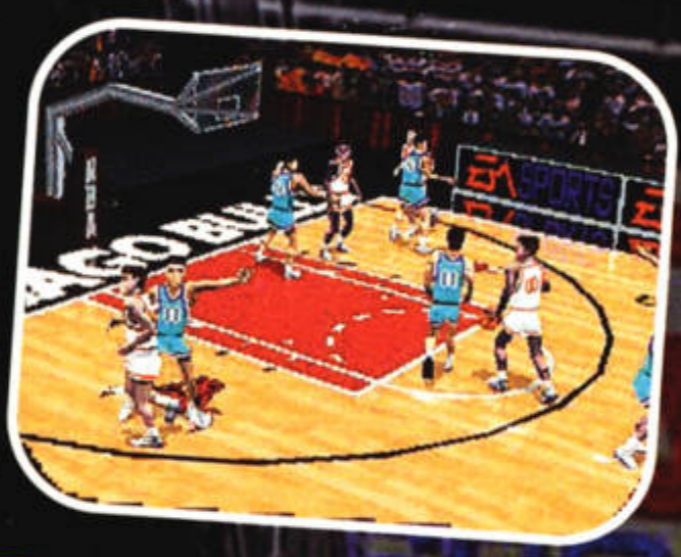
PLAYSTATION

SPORTS

EXCLUSIVE

*First Look at the New
EA Sports Games:*

- NBA LIVE
- MADDEN
- NHL HOCKEY
- TRIPLE PLAY



MORE ULTRA 64

coverage than ANYBODY, with
7 pages of **EXCLUSIVE** Super
Mario 64 screens you won't
see ANYWHERE ELSE!

**MASSIVE
15-PAGE
PREVIEWS SECTION**
*All The Hottest
Games For 1996!*



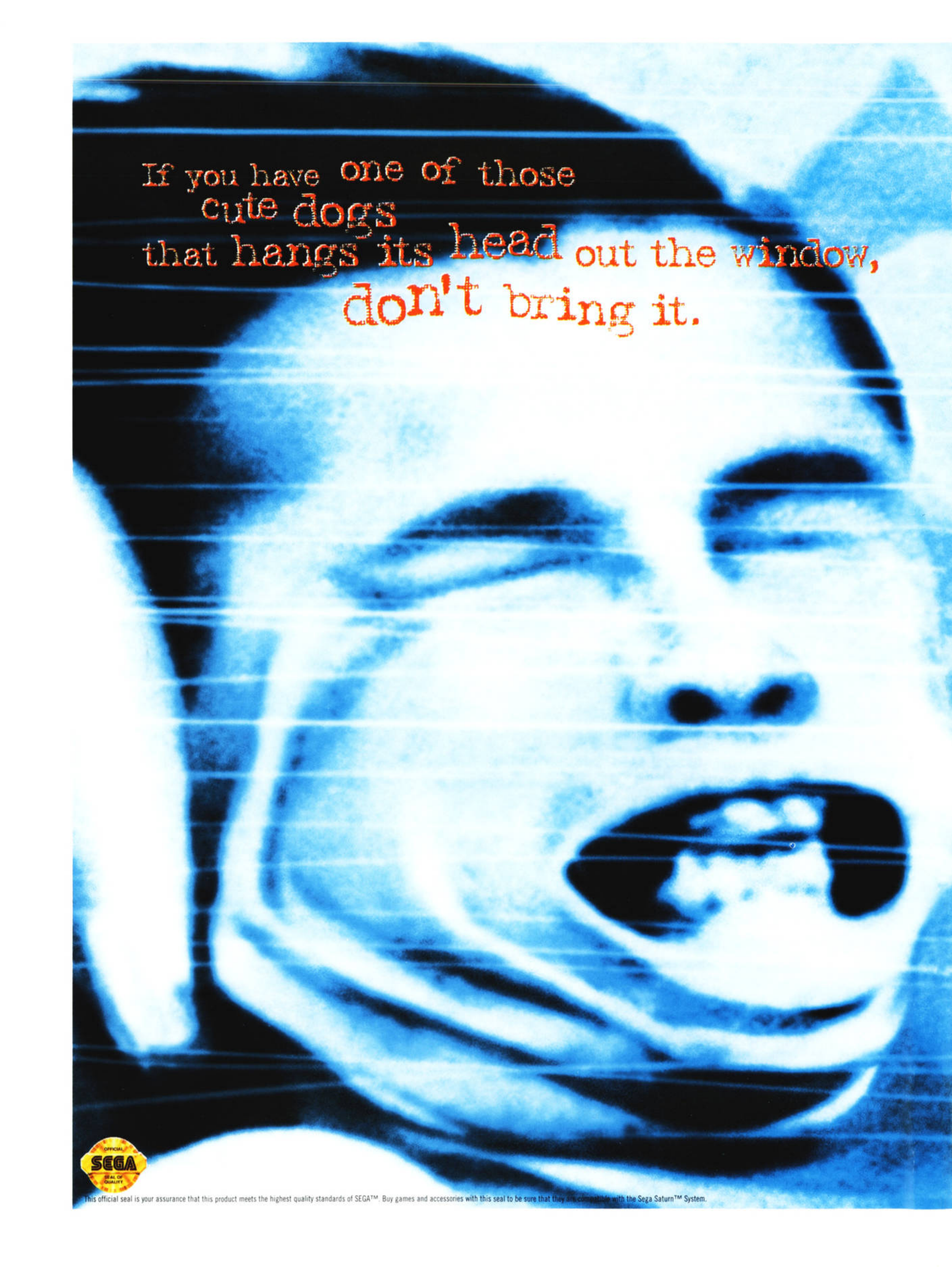
imagine
a new way of publishing

\$4.99 U.S. / \$5.99 CANADA
FEBRUARY 1996 Vol. 9, No. 2



DONKEY KONG COUNTRY 2; DIDDY'S KONG QUEST

Go Ape With Our Super Strategy Guide! *The Monkey Madness Starts On pg. 90*



If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, Solar Eclipse™ boasts third generation 3D technology

for the highest frame rate ever. That means tent-pitching velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic speed trip. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun wet dream can handle. And where are you dancin' this metallic lambada? On the new Sega Saturn™, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of solar windburn out there.



Pick from a shiny collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto.



Meet Claudia Christian as the tough Major Kelt—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.



Call 1-800-771-3772 for game rating information.
Crystal Dynamics and Solar Eclipse are trademarks of Crystal Dynamics. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. ©1995 Crystal Dynamics. All rights reserved.

**CRYSTAL
DYNAMICS™**



KONAMI XXL SPORTS SERIES



**3-D TEXTURE
MAPPED POLYGONS
NO-LOOK PASSES
ALL 29 NBA TEAMS
REAL-TIME MOTION
CAPTURED ACTION**

IF YOU'RE NOT IN THE ZONE



5-ON-5 ACTION
MULTIPLE PERSPECTIVES
REBOUND DUNKS
NBA PLAYERS
PLAYOFF MODES



YOU'RE NOT IN THE GAME

"NBA IN THE ZONE"



www.konami.com

©2000 Konami America, Inc. All Rights Reserved. NBA, the NBA Logo, and the NBA Logo are trademarks of National Basketball Association, Inc. All other trademarks are the property of their respective owners. PlayStation 2 and the PS2 Family logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective owners.

Interplay

BY GAMERS. FOR GAMERS.™

YOU'RE GO



What you've been waiting for.

True 360° movement in 3D.

30 gut-wrenching levels.

Robot enemies that learn your moves.

Descent is now on PlayStation.

And you're going down.

DES

DESCENT



Fly everywhere, shoot everything. Descent is the only game with 30 gut-churning levels of true 360-degree 3D madness.



New special effects found only on PlayStation™. Plus, 5 new anarchy levels for link play.

ING DOWN.



"Practically the definition of cool!"

---Game Players

"Takes the Playstation to new heights."

---GamePro

"Brilliantly executed action in 3D"

---Next Generation

CENT
DESCENT



18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.

Parallax Software



DESCENT

<http://www.interplay.com>

©1995 Parallax Software. All rights reserved. Descent and the 360° logo are trademarks of Interplay Productions. All rights reserved. Playstation and the Playstation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved.

CONTENTS



What a month! Traditionally, the first few months of a year are supposed to be slow ones for the videogame industry, but you'd never be able to tell that around here! Obviously the looming spring release of Nintendo's Ultra 64 has everyone talking, and this issue we've got more info and pics on U64

games than ever. Being a huge Mario fan, all of these pics have only made it that much harder for me to sleep at night! I want my Ultra 64 NOW!

But that's not all! Did I mention that we've got the EXCLUSIVE info on EA's new 32-bit sports games? *NBA Live* is looking pretty darn good.

Well, that's it from the front line. Read up and enjoy!

Chris

MEET THE TEAM

Do you have any words of advice for Jeff, now that he's leaving us?



Chris

Try to keep warm in cold weather (sniff). Wear your galoshes when it rains outside (sob). And... and say your... prayers at night... Waaaahh! Boo-hoo! Don't go! Waaaahhh!!!



Jeff

Finally! No more idiotic coffee jokes. No more really stupid pictures of me making really stupid faces. And, best of all, no more Box! They never got me into that dumb thing! See ya!



Mike

Always keep your wallet in your front pocket. I'm not making any accusations, but that Next Generation bunch is kinda light-fingered!



Patrick

Eat your vegetables! I know that sounds kinda corny, but veggies are very important! Make sure you steam 'em — don't boil 'em!



Chris

Welcome aboard, Jeff! I'm really glad that you're coming over to work with us! Remember to steer clear of Trent, though. He's been acting kinda weird lately!



Trent

(on the phone) Why, that's highway robbery! The price is too high... Yeah, yeah, I know it works, but... will you include the extras? FOR HOW MUCH MORE? Oh, alright, you gotta deal.



Roger

The way I see it, if Jeff goes, that must mean there's a new guy coming in. Hey, wait a minute... that means The Box! Oh man! I can't wait! This is gonna be fun!!!



Bill

(on the phone) No, no, the final price is \$1000. No, you can't have a discount; these things don't grow on trees, you know? OK, for \$500 more, you can have The Box and all the extras. Don't worry, I won't tell Jeff a thing! Goodbye, Trent.

infotrack

18

Once again, we bring you the news. Not the olds, like other mags.

Infotrack 18

Good news! The funny line is back. Now, if I can just find it...

Hit List 22

We've got a new number one game! And so do you!

Arcades 86

Yeah, they eat quarters... usually in groups of four!



reader's say

12

If the X-Files guys were real, all this stuff would be in their files!

Reader's Network 12

Stranger things have been written, but not since Biblical times!

Back Talk 113

We say goodbye and then we play a strange little game.

previews

28

They're the next big thing and now, you know all about 'em!

Japanese Previews 50

We show the games from tomorrow in today's time zone!



Mario is back, and on the Ultra 64, no less! Look into the future! It starts on page 28!!!



Imagine flying an armored fighter through a really big house! *Descent* does that and more, on page 44.

subscribe

66

We want your money and we'll stop at nothing to get it! Nothing... you hear us?

GAME PLAYERS ONLINE

THE WEB SITE <http://www.gameplayers.com>

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, **GAME PLAYERS** has gone online! Check out our web site, as well as our individual E-mail addresses over on the right!

CHRIS: Chris_Slate@qm.imagine-inc.com

BILL: Bill_Donohue@qm.imagine-inc.com

JEFF: Jeff_Lundrigan@qm.imagine-inc.com

MIKE: Mike_Salmon@qm.imagine-inc.com

PATRICK: Patrick_Baggatta@qm.imagine-inc.com

Take to the skies with Luke Skywalker! Star Wars action begins on page 41!

41

Get the edge on *Soul Edge*! Cut straight to the Arcade section on page 87!

87

55

Secure the peace and kick some badguy butt in *Wing Arms*. The action starts on page 55!

game reviews 53

Go ahead... design and develop that game... just remember, we're gonna be right here... waiting for you... with a big, sharp reviewer... (huh?)

BattleSport	69	<i>Wing Arms</i> pg. 55
Captain Quazar	64	
Cutthroat Island	72	
Cyberspeed	57	
Hi Octane	68	
In The Hunt	70	
Johnny Bazookatone	60	
Jupiter Strike	59	
Primal Rage	68	
PTO 2	62	
Revolution X	62	
Solar Eclipse	57	
Thunder Strike 2	74	
Viewpoint	72	
Wing Arms	55	
Zero Divide	58	

BattleSport pg. 69

cheat sheets 89

Here they are, folks! It's the **GAME PLAYERS** cheerleaders!!! Let's listen in, shall we? **'CHEAT, CHEAT, CHEAT... WIN, WIN, WIN!!!'**

Bug!	100	<i>Donkey Kong Country 2</i> pg. 80
Donkey Kong Country 2	90	
ESPN Extreme Games	103	
Even More Codes!	106	
Killer Instinct	101	
Mortal Kombat 3	102	
Pebble Beach Golf Links	103	
Ridge Racer	103	
Sega Championship Rally	97	
Warhawk	104	
WipEout	101	
3-D Lemmings	100	

sports reviews 77

All of these games needed an MRI after the hit!

College Football National Championship II	80
NBA In The Zone	80
NHL Face Off	61

CFNC II pg. 80

back issues 111

You send us money we've never seen before, and we send you books you have seen before. We like it this way, for some odd reason...



78

They're takin' the rock to the hole! EA Sports makes its bid to become the all-time Sports Game Champion! Check out all of the final scores in our always-exciting Sports Section, starting on page 77! It's on fire!!!



IF YOU'RE A 3DO PLAYER, YUM



Casper

- Hilarious fun for the entire family.
- Incredibly unique game-play that includes morphing and solving ghostly puzzles.



Cyberia™

- Combine strategy and action as you race to destroy the ultimate doorsday device in this PC hit.
- Stunning SGI graphics create an ultra-realistic look.



Clay Fighter™ Special Edition

- The side-splitting answer to bloody fighting games.
- Now, with all new holds, throws, and "claytalies" exclusive to the 3DO system.



Wolfenstein 3D™

- From the makers of Doom.
- A fast, first-person virtual world of action, terror, blood and guts.

Get ready to feast — with 10 tasty games from Interplay for your 3DO system. And as a special treat for a gourmet like you, we've put together a delicious Interplay 3DO Buffet. It's a scrumptious 7 game sampler that's perfect for grazing. Of course, it will leave you craving more, so included in every sampler is a \$5.00 rebate certificate, good on the purchase of any Interplay 3DO game. The Interplay 3DO Buffet. Yum. Yum.

Interplay
BY GAMERS. FOR GAMERS.™

BU

Casper ©1995 U.C.S. and Amblin. TM Harvey. Waterworld™ ©1995 U.C.S. Alone in the Dark™ Infogrames/1-Motion, Inc. Kingdoms: The Far Reaches™ Virtual Image Productions. Wolfenstein 3D™ id Software, Inc. Clay Fighter™ ©1995 Interplay Productions. Cur of This World™ Interplay Productions. ©1994 Delphine Software. All rights reserved. 3DO and the 3DO logos are trademarks and/or registered trademarks of the 3DO Company, and are used under license by the 3DO Company, Redwood City, CA. Screenshots shown may be from another game platform. All other trademarks are the property of their respective owners. Not all titles available in all stores. Actual availability and manufacturing of titles subject to change.

TO ORDER 3DO TITLES DIRECTLY CALL 1-800-INTERPLAY AND MENTION CODE OCP1 FOR A SPECIAL PRICE. Visit the following web sites to find out more about

YOU'RE HUNGRY FOR GAMES.



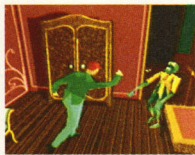
Kingdom™ - The Far Reaches

- From the makers of Dragon's Lair™ with multiple plot-lines, incredible production values and non-linear play.
- The fate of Five Kingdoms rests in the hands of a sorcerer's apprentice.



Alone in the Dark 2™

- Inside this sequel, you also get the original award-winning Alone In The Dark for FREE.
- Replete with gangsters, pirates and smugglers, this thriller is not available on any other game system.



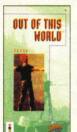
Alone in the Dark™

- Voted among the top 10 best games of all time.
- Combines terrifying interaction with ghosts with the intrigue of solving a puzzling mystery in a realistic 3-D environment.



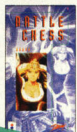
Waterworld™

- Based on the major motion picture.
- Stunning CD graphics take you into a surrealistic land of adventure.



Out of This World™

- Dodge, outwit and overcome the monsters and earthquakes that plague the alien landscape you've been transported to.
- Called "highest rated game ever" by Computer Game Review.



Battle Chess™

- One of the top-selling games of all time comes to the 3DO system.
- Bone-crunching battle sound effects, real-time motion, and magnificent 3D animation bring this multimedia battlefield to life.



3DO



READERS' NETWORK

If you like barbecued cats, letter-writing monkeys, big sacks of doorknobs, anaesthesia, masochistic Greeks, and any of those 'Omen' movies, then buddy, have we got a section for you!



LIVING IN THE PAST

All this talk about 32-bit & 64-bit revolutions is driving me crazy. Sure, they have great graphics and gameplay,

but when it comes down to it, they are just some damn games as 16-bit, but a hell of a lot more expensive!! I think people should look at the Super NES and its 16-bit games again. Ok, listen I have to say this plain and simple, the best and most underrated company in the videogame industry is Squaresoft, which is a Super NES-based company. They have put out the best RPGs in the world! All for Super NES, by the way! *Final Fantasy 1, 2 and 3... Secret of Mana... Secret of Evermore... Chrono Trigger* and a whole mess of other RPGs! They have done a GREAT JOB! I'm not saying the PlayStation is not a great system, because it is, but its games are few. In closing I would just like to ask one question, when is the next *Zelda* coming out? P.S. I still live the Mag.

PPS I think Bill needs help.

PPPS Get a woman on the staff!!

Chris Costantino,
Cleveland Ohio

CHRIS: You've got a point — it's fine to have a super piece of hardware, but in the end it's great GAMES that people want. Still, you're not giving the PlayStation enough credit. It's got great games now and more on the way. Oh, and the next *Zelda* game shouldn't be out until late '96 or Nintendo's Ultra 64 disk-drive unit. We do have women on the staff! Anna and Debbie do great work on the Art staff!

SAVE THE LITTLE GUYS!

STOP WRITING ABOUT SATURN AND 3DO AND JAGUAR AND ALL THOSE OTHER EXPENSIVE SYSTEMS! I'm a Super NES owner who is fed up with **GAME PLAYERS'** coverage of all those expensive systems. They cost so much that most of your readers can't afford them. I liked it better when **GAME PLAYERS** was concerned about the little guys. In this case, Super NES, Genesis and the other cheaper, more abundant game systems. I'm never going to have a Saturn or a 3DO because I don't have that kind of money! Please start paying attention to the little guys!

A very annoyed Person,
Chatham, OH

CHRIS: We're trying! Believe me, we're desperate to cover as much 16-bit software as possible, but there just aren't that many games right now. I think it's time for you to face the hard fact that by the end of '96, there will be practically NO new 16-bit games. Gamers will either have to upgrade, or get out of the way.

NINTACOMPOOPS!

It seems to me that you people at **GAME PLAYERS** are paying more attention to new systems and not to the old. I can't afford a PlayStation yet (I'm working toward it, don't worry). You guys should give an equal amount of space to each game system. I know that the new systems are better, but most people don't have the money (we're broke people who watch *ninja* movies all night to dissolve our appetite for those new systems) I guess you won't even bother looking at this, so I guess I'll have to write that other mag and complain over there.

The Red Tick,
California

BILL: I'm just guessing on this one, but if you saved all the money you spent on *ninja* movies, wouldn't you have your next gen system a little bit sooner? Don't write to that other mag — those guys don't even know what a *ninja* movie is... Uh, and we don't either, do we, guys?

THE HILLS HAVE EYES!

There's a Fire Storm!

Ah goldurn saw it!

With mah own two eyes,

Ah saw myself a Fire Storm!

Rungo,
The Hills

BILL: Me see it, too! Big light in sky! Big and bright!!! Now we play banjos, OK, Rungo? You know theme from 'Deliverance'?

STALK ME, BABY!

Bill, it's me, another one of your crazed fans. I have your pictures all over my walls. I watch you dress at night. When you think you're alone... he, he... you're not! WHY CAN'T YOU JUST LOVE ME BACK, DAMN IT! I LOVE YOU, BILL! Please be my video game man. Come on, Bill... You have to admit it could happen. Give me a chance, please — or else! P.S. Don't get attached to any other woman. I'm watching you.

Your PC compatible baby,
address withheld

BILL: COOL! But there are just a few things I need to point out. First, I don't dress at night. I actually do kind of the opposite. The only female I'm attached to right now is my guitar. Her name rhymes with 'Itch'. So I'm available! See ya!

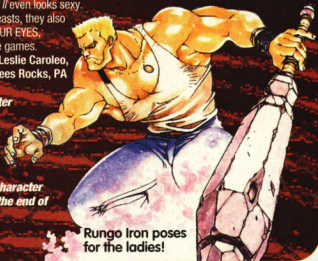


SHE SEES THE LIGHT!

This is a response to all of those female gamers who think that videogames are sexist. When was the last time you saw a man that looked like Kayin (my sexy Swedish hunk) or MONDO from *Battle Arena Toshinden*, or Jago from *Killer Instinct*? Ken from *Street Fighter II* even looks sexy. So what if games show women with big breasts, they also show men with huge muscles. OPEN UP YOUR EYES, GIRLS! Check out those beautiful men in the games:

Leslie Caroleo,
McKees Rocks, PA

CHRIS: OK, everyone listen up! This letter shows us two things! One, people of both sexes enjoy looking at fantastic specimens of the opposite sex. Secondly, we got a whole lot of lonely, slightly twisted folks out there who'd rather check out a videogame character than a real person!!! Could this mean the end of civilization as we know it?



Rungo Iron poses for the ladies!

HE'S CHAPPED!

Do you wanna know what really chaps my ass? It's the way American game companies seem hell-bent on denying gamers in this country quality titles that only the Japanese gamers can obtain. Let's see now, it all started back in the NES days when Howard Phillips (Gee, what's he up to nowadays?) was the mac-daddy of NES games. Konami denied us *Gradius 2*. Nintendo

THE PAIN... THE PAIN...

Help ME! I just made what I think is the biggest mistake of my teenage life. I bought a Virtual Boy instead of a PlayStation. Most of the time I think I made the right choice, but later I think of *Rave Racer*, *Tekken 1-2*, *Toshinden2*, *Cyber Cycles*, and probably *Ridge Racer 2.5*, *Rayman*, *Gex*, and *Jumping Flash!* What can I do to feel better?

Cristian Grageda,
address unknown

CHRIS: Uhh... man, that's a tough one. The word from Nintendo is that the VB games are going to be a lot better next year, but still, you kind of blew it, dude. Try anaesthesia.



IT AIN'T SHAKESPEARE...

BILL: We found this letter written on a cocoonut, but we've found letters written on stranger things around here...

I'd like to address this letter to everyone who complains about the lack of female videogame heroines. As the newest initiate of this exclusive sorority, I feel more than qualified to explain the situation.

Destroying enemies who are out to ruin my day can get uglier than a two-month-old banana. I constantly have vine burns on my tail and my knuckles are almost always scraped to the bone.

But I've wanted to be in a videogame ever since I saw Samus Aran kick some Mother Brain booty. I now know the thrill and excitement of making the world a better place to groom each other in. But it's been hard on my private life... Both Diddy and I sweat like pigs here in the deep jungle.

held back the original *Super Mario Bros. 2* (thank goodness for *All-Stars*)! The list could go on and on. When 16-bit came along, it happened yet again. Where is *Magical Troll*, *Ninja Gaiden* and *Monster World IV* for the Genesis? Or how about *Dragon Quest V*, *Dragon Ball Z*, and *Final Fantasy V* for the Super NES? IT SUCKS! I can't stand it any more! I'm never going to get these games because some ass munch sitting behind a desk in a leisure suit thinks that we will enjoy some cheap movie conversion game (hell knows there are enough of them) instead of a truly artistic and challenging game (like *Landstalker* or *DKC*)! IT'S JUST NOT FAIR! It's time we as a gaming nation stood our ground and demand that justice in the world be served before we see the same thing happen to the SATURN, PLAYSTATION AND ULTRA 64! In the words of a great Pontiff named EARL, "OLY OLY, OXEN FREE!"

Mike Herron,
Toccoa, Ga

JEFF: Gee, and I though I was jaded... In some ways you're right, it kinda sucks we can't get some titles — I'd like a Super NES Dragon Quest (aka Dragon Warrior) as much as the next guy — but the fact is that games cost a hell of a lot of money to release in a country this size, so the financial end of things makes a lot of these decisions. The worst part is that cheap-o movie tie-ins sell pretty well, so who's to tell 'em they're wrong? Besides, Dragon Ball Z sucks. Why would you want to play that anyway?

I hope to have my own game soon; a game that will show girls everywhere the joys of swinging by your tail and kicking butt (or is that swinging by your butt and kicking tail? Oh, well!). That's it for now; I'm late for my grooming. Thanks for letting me get this monkey off my back (No, I don't mean Diddy!).

Dixie Kong



reader art



A free game! When winners don't write down their game system, Bill Donohue's game library gets bigger!

winner

Edwin Pineda,
Long Beach, CA



VIOLENCE ON THE STREETS IS NOT A GAME.

They all wanted to be the star of the Public Service Ad!

Nathan Green,
Altamonte Springs, FL

Videogame fame is one thing, but diamonds are forever.

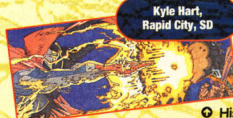


Cami Parr,
Colorado Springs, CO



There was no doubt about it; the cow had worms bad!

Kyle Hart,
Rapid City, SD

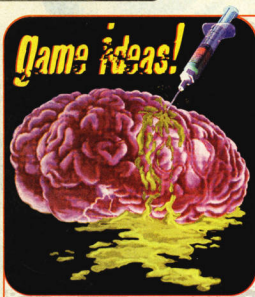


His mouthwash just wasn't making it; neither were his friends!

Mark Rivera,
Prestonburg, KY

He had to wear the cape; Chris Slate was blackmailing him! Damn!





story of my life

My game is called *Beer*. The object is simple. Walk through Milwaukee and stop at every bar and sample every beer. If you like it, you can stay as long as you want to. If you don't like it, you take out a shotgun and blow the bartender away. The bosses are giant beers that chase you while you're hallucinating. The big boss is the president of Budweiser, who you blame for making Bud Ice Dry. Power-ups would be beers (what better power-up is there?). Bill, if the beer isn't in the envelope, those damn postal workers must've gotten it.

A.J. Heston,
Mishawaka, IN

BILL: You mean, this is a game? Wow, A.J., I thought you were telling my life story! And there wasn't any beer in the envelope, either, DAMN IT!

one-hand clapping

My game is called *David*. You have to help this moron, David, to become normal. You are Joe and you have to find the Crystal of One Wish. But you go on other adventures, like fighting the Egthead Clan who guard the Crystal. If you win, David is normal. If you lose, David is a moron forever.

Nick Denova,
Paterson, NJ

BILL: Be honest, Nick, or should I say 'David'? You've lost this game before, haven't you? Just clap once for 'Yes', OK?

PASS THE HEMLOCK

I am from Greece. Why the hell a Saturn game here costs 110\$ and in the States only 60-70\$? And something else... Sega only brought here 5-6 games. All the other are Japanese or American, so you'll have to buy the special transformer cartridge. I've noticed that you make fun of my mail. Don't try this on me, you hear... Don't try it! (I'm asking for it, am I not?)

Mike Spiros,
Leutraki, Greece

BILL: OK, I am making fun of you now. Ha, ha, Greek boy, you only wear sandals... Is that hemlock OK for you? Are you being insulted yet? The Olympics are not winning for you, I bet... You trade your entire goats for only one game, I am thinking... You surely are badly hurting now!

heads up!

My game is *Lump*. Our hero, Lump, is deaf, blind, mute, has no arms or legs, is a leper, has elephantiasis, bladder problems, and a sinus infection (talk about a bad day!). You live in a run-down shack near a very busy road in Ethiopia. You drag yourself, by your enormous head, to a road where, hopefully, it will all end. But you must be very careful of dogs, little kids with sharp sticks and Good Samaritans, who drag you back to the beginning! This game is really fun and educational.

Richard Murray,
Pennsauker, NJ

BILL: Let me guess, Richard. You're either related to Sally Struthers or you're a President of the United States, right? Watch out for a 'Bad Taste' Award next year, Richard! You've earned it.

WIKI-97 he's mighty thor...

If you like to smash things, then this is your game. It's called *Thor Smash Good*. The object is to smash things — anything! You smash people, rocks, pets and even yourself! HA, HA! People will go smash crazy and elect me ruler of the world! Sure, I'm a half-dead arm, but... Ooos, never mind that last part.

Mike 'Hot a half-dead arm' Bento,
Riverside, CA

BILL: Mike make good game. Bill like game. Bill smash everything, too. Bill not half-dead arm, though. Bill half-dead liver... damn all that beer!

HEY, YOU GUYS! Remember to always include the game system you own with your **Game Ideas** or **Reader Art!** If I don't know what system you have, I can't send you a prize! So write down that game system!

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Mike Bento, of Riverside, CA, but only because we fear the brain transplant won't take. Write in today!!!

MY TRUE FRIEND

I am writing to say how ****-ing great I think Bill is. He's certifiably the funniest, nicest, craziest member of the *GT* staff, and I've written a poem to express how much Bill kicks ass! Ahem...

Bill, mighty Bill,
moves in for the kill,
with a Bill/Bison mask on his head.
Bill, 'Li Bill
moogoo dances until
he must rally his Lizards of the Undead.
Bill, Psycho Bill
gets quite a thrill
at the thought of winking my cat.
But Bill, Crazy Bill
will remain still
my favorite. Pooky Honk Blat!

Amanda Hooker,
Nunda, NY

BILL: Gee, Amanda, what can I say except... Honk! Blat!! Tweet! Wakka-wakka!!! By the way, try not to play with your new cat so much. The last one cooked up kinda tough and stringy.

PICKY, PICKY!

Street Fighter III-D. That's a perfect name for the third installment of this series. Capcom, I implore you... don't alter the style of fighting that has made this series my all-time favorite. These are the qualities that must remain in the game:

1. The excellent control of fighters, as in all of the previous installments.
 2. Four to six star speed.
 3. RYU! Hmm... a quality?
 4. The variety of moves which has made RYU my favorite fighter.
 5. Similar button combinations.
 6. And last but not least, the sounds that the fighters make when they perform their special moves.
 7. Oh yeah, great music would be nice as well.
- All of this, along with a variety of new Features, Fights, and moves could make this a perfect game.

Kevin M. Glass,
Saginaw, MI

CHRIS: Capcom is still mum about *SFIII-D*?, but I don't think you'll be disappointed — they know they've got an awful lot riding on this one.

ASK MR. WIZARD...

I have a few questions regarding the Sega Saturn.

1. Will *Hyper Solid Toshinden* be an exact conversion of the Playstation?
 2. Will Namco develop *Ridge Racer*, *Tekken* and *Tekken 2* for the Saturn too?
 3. Will *Jumping Flash!* come to the Saturn?
 4. Will *Doom* come for the Saturn and the Playstation?
- Forever gaming,

Joshua Grimes,
Atlanta, GA

CHRIS:

1. No. Right now a new character and intro sequence has been added, but since Sega has taken it back into development for the US release, we can expect even more changes.
2. Probably not — Namco currently has no official plans to do so.
3. Don't hold your breath.
4. The *PlayStation* version is out now (and an excellent version, by the way), but no word yet on a Saturn *Doom*.

THE REST OF... WHO?

You guys really suck! I am offended by the sexist jokes you make, and the lack of judgement when it comes to the editor's responses in the reader's letter section!

In the December issue, you responded to Audra Harvey's Anti-Sexist video game letter by saying 'Maybe the chick could make herself useful by getting the guys a drink or something.' A joke? Pretty chauvinist for a joke, unless you have sick and senseless humor.

In the September issue, 'Psycho Bear' and 'MAD WOMAN' wrote in, complaining that seeing Chun-Li naked in the shower was, in their words, sick. Obviously, they don't know that nudity isn't 'Fowl & Dirty' in Japan (see below). However, Chris responded, 'Hey Chun-Li was young and she needed the money.' Hm...hm.

As if you guys didn't screw up enough with that, in the December issue, the 'Master of Anime' wrote in, stating that you have to expect nudity if you watch anime. This is true, because nudity is a common thing in Japanese culture. However, that son of a ***** Chris responded, 'Years later, it was just him and Chun-Li's breasts on Saturday night...' Hm...hm.

This states two things:

1. Japanese culture translates into Pornography when it comes to you guys.
2. Women are just sex objects that you guys can't just write anything about, whether they are in videogames or anime.

Also, I looked at the issues from January '94 and October '94, and they look great, perfect. Blah, blah, possibly best in the magazine universe. I take a look at the September-December '95 issues, and they are just ridiculous. The Cleansing? Insanity Photo Contests? Sanity-Be-Damned letter, editorial, and intro sections? Ummmm, yeah. Can you guys try to come back down to Earth like the rest of us?

Of course, you guys are probably going to crumple this letter up, and throw it in the can. We have plenty GP worshippers out there. This guy's opinion doesn't count. Majority wins. Blah blah blah. That's what you guys are probably going to think and do. Unless, of course, you've got GUTS like the rest of us. Just take these opinions into thought for the January issue, okay?

P.S. I dare you to print this and not say ANYTHING insulting or stupid.

Michael Pines,
West Vancouver, B.C.

BILL: Normally, Jason, I would take great delight in ripping you a new one, but let's examine your letter seriously, shall we? Just who exactly are 'the rest of us'? Is this some new species we haven't heard of yet? I guess that 'Blah, blah' stuff you keep repeating throughout your letter must be the 'rest of us' new language. You certainly use it enough. Half of our letters come from women, Jason, and it seems that they, unlike you, can recognize a joke. I've written to Psycho Bear, and she certainly doesn't act like we insulted her. Finally, if you're (another magazine's) subscriber, what are you doing reading GAME PLAYERS? What's the matter? Not enough reviews, strategies, codes, tips, and finally, HUMOR, in the 'other mag'? Go back to your 'rest of us' boring old mag, Jason. This mag is for people who live for fun and games, not for the 'rest of us'.

NO, NOT EVERYONE...

I'm a proud owner of a 32X that I bought in February. I heard that Sega is going to stop making games for the 32X. Is it true? If yes, why? Is Sega just going to rip-off everybody who bought a 32X?

Marlong Bagainon,
Honolulu, HI

CHRIS: I'm afraid that it does look like Sega will be distancing itself from 32X next year (everyone else already has), but I wouldn't really accuse Sega of trying to 'rip you off'. Sega knows that if it's going to be competitive in the new market, they're going to have to put all their resources into one system and one system only — Saturn.

WHAT, MORE QUESTIONS?

I have a couple of questions I hope you guys can answer. Well, here they are:

1. I have heard that *Ultimate MK3* maybe coming to the PS via a memory card. Is this true?
2. If this is true, could Sony fix Shang Tsung's little problem? Namely, the two-second lag after morphing.
3. I've heard a rumor that says Japanese PlayStation games can be played on the American version without a converter. Is this true?
4. Are any RPGs for the PlayStation coming to America? Well, that's all of them. Thanks for listening and keep making such an excellent Mag.

Angel M. Ortiz,
address unknown

CHRIS:

1. That's the rumor.
2. Not unless they can figure out a way to add more RAM.
3. Nope.
4. Yeah, Arc the Lad and King's Field should be the first ones, with more on the way soon.

HE'S SO MAD!

I'm really pissed off. People have been telling me and I recently saw in a magazine that *Final Fantasy 7* was out on Ultra 64 in Japan. Well, what the hell about us in America? When are we going to see *FFVII* and *FFVII*? I want to know and I'm sure every other RPG fan would like to know, since *FF* is the most popular RPG in recent years.

Final Fantasy Fanatic,
address unknown

JEFF: Sorry guy, but *FF VII* is definitely NOT out anywhere yet, for any system. It's been announced for U64, but our best sources say it probably won't even be ready by the time the system hits in Japan in April. As for when we might see it, or any other Square title, things are very up in the air. Rumor has it that Square of America is having some financial woes lately — although RPGs are selling better than ever, the market is still relatively small, and more important, at 24-32 Mbits, a typical Square cart is expensive to produce, so their profits are slim. Although they're kicking around what to bring over next, and the possibility of releasing on other, CD-ROM-based systems (which would be cheaper), officially they're keeping pretty mum. This is one we're definitely going to stay on top of.

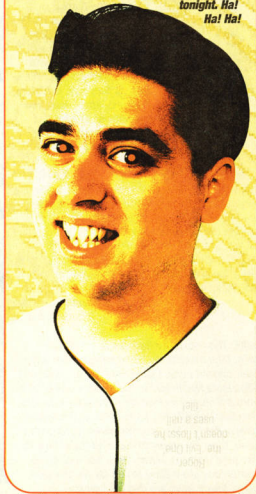
THE OMEN

I must warn you of a great disturbance in the GAME PLAYERS FORCE. It's that demon Roger! The first time I saw him, I felt something strange about him, and now I know what it is — he's the Devil! He wants Chris's supreme god-like Power. Beware, Chris!! He'll suck your energy out with a dixie straw, and drink it with an Arby's roast beef sandwich! But don't worry, I'll send my Purple Monkeys to destroy Him! Ha, ha, ha! I have to go now. Sophia is getting angry. Thank you for listening, and beware of Roger.

Kyle 'your... 'friend' Taylor,
address unknown

ROGER: Umm, I just happen to carry a supply of dixie straws in my back pocket, and yes, there are those strange marks behind my ear that happen to look like three sixes. But really, I'm quite a nice fellow. In fact, I just invited Chris over as some... Oops!! I mean,

'for some dinner
tonight. Ha!
Ha! Ha!



OBSESSION

I just have to say that *Phantasy Star IV* and *Final Fantasy III* are the best games in the known universe I've won *Phantasy Star IV* four times, and I've come close on *Phantasy Star III*. My cousin and best friend have *Final Fantasy I, II and III* and my 16-year-old cousin who is mostly outgrowing his Super NES might give it to me, so I can have *FFIII*. I need to ask if *Phantasy Star I* comes on Genesis. I've heard rumors that it is on the Sega Master System, which I've never heard of. I'm very ticked off that it's the only one I'm missing. Tell me about P.S.I. (I'm very obsessed. I need to know!)

Jackie Steuber,
address unknown

JEFF: Well, be prepared to stay *backed off, PS I, probably the best of the PS series, was one of a handful of titles worth buying for the Master System, Sega's 8-bit game machine that was meant to compete with the original NES over six years ago. The Master System never really took off, so Sega regrouped and came back with the 16-bit Genesis. The rest, as they say, is history. Phantasy Star I was, however, re-released as a limited edition Genesis cartridge in Japan, but not here.*

BE A GOOD SPORT

I am writing this letter concerning EA SPORTS. Why are they sucking up money with the same games year after year? Come on! The only difference between *NHL '95* and *NHL '96* is that it's a little harder and it's in a different box. So what if they brought back the fighting? They should have left it there in the first place! How long are they going to do this? I'll just be happy with my copy of *NHL '92* for a while.

Tommy Lariviere,
Quebec, Canada

MIKE: The reason for updates is simple. Sports fans, (like myself), want the current players and their current stats. I don't want to lead the 1992 Minnesota Northstars to the Stanley Cup in 1996. I want a chance to lead the Colorado Avalanche. Besides that, NHL '96 added plenty, like Spin-oramas, the fighting, and the ability to stop on a dime. Sure, EA wants to make all the money they can (and who can blame 'em), and as long as sports fans are willing to pay for the updated stats, they'll keep making the updates.

STILL MORE QUESTIONS!

I just have a couple questions to ask you guys...

- Which is better, Sega Saturn or a Sony PlayStation?
- Will *Killer Instinct* be better on the Ultra 64 than in the arcades?
- Is *Toshinden* really going to come out on the Saturn in February?
- Since *Ultra Force* was made by Beyond Games, will it come out on any other systems besides Jaguar?
- Is it true that Sony is making a 64-bit system that will be released next year?
- Will *Fight For Life* be on a Jaguar cartridge or on a Jaguar CD?
- Will 3D0 be making any polygon fighting games like *Virtua Fighter* or *Toshinden*?
- And finally... **GAME PLAYERS** rules!!!

John Paul,
Philadelphia, PA

CHRIS:

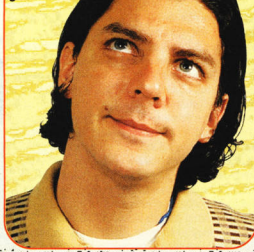
- Both are great. Really!
- Absolutely! The Ultra will be getting *Killer Instinct 2*.
- It will come out for the Saturn, but probably not by February.
- I doubt it.
- I seriously doubt it, although it's no big secret that Sony, Sega, and Nintendo are always working on the 'next big step', even if it's years away.
- I don't think they've decided for sure.
- None have been announced yet, but the M2 upgrade will probably have some ready by it's launch late next year.

LOVE IS STRANGE

I am responding to Elizabeth Wantland's letter in *GAME PLAYERS* issue 78. She thought Chris' goatee made him good looking? Excuse me, while I hook a loogie in her general direction. However, I must agree with her on Mike. His long hair, his dark eyes, his... never mind. Oh yeah! I almost forgot: there is one man there (one lovely hunk of man) that doesn't get his due credit — PATRICK!!! For some strange, bizarre, off-the-wall reason, I find him most attractive. Why? Don't ask why, dammit. Love needs no reason. I gotta go. You can go on about your sixty lives now. P.S. Tell Miss Wsantland (want land?) that I'm shipping my pit bull to her house to join the Hounds of Hell.

Lindsay Dugan,
St. Louis, MO

PATRICK: Hey, I'm too sexy for this column! I'm too sexy for this mag! I'm too sexy for...
BILL: You're not too sexy for this BOX!!! GET IN THERE!!!
PATRICK: I'm sorry, I'll be good!



CONNECTIONS

21 year old FF3 fan. Looking to exchange tips and strategies with anyone.

Patrick Holtzman
832 S. Michigan
South Bend, IN 46601

I'm 15 and I own a Super NES. Gameboy and I am looking for a female fan 14-15 years old to talk to.

Jeff Chermak
8777 Old Hiway 169
Jordan, MN 55352

I'm 11 and I have a Super NES. I'd like to hear from players who like RPG's.

Robby Titus
35073 Bayview
Westland, MI

I'm 9 and would like a penpal to trade Sega tips with.

Drew Desouza
12468 Mountain Trail Ct
Moorpark, CA 93021

I'm 13 and would like a boy or girl to be my penpal and trade tips, and secrets for Super NES games.

Trung Nguyen
10242 Stanford Ave. #15
Garden Grove, CA 92640

I am a 15 year old boy who is looking for somebody 15 and up who enjoys RPG's and Star Wars. I have a PC, Genesis and Gameboy.

Michael Mendoza
120 Elger Pl.
Bronx, NY 10475

I'm 16 and want a penpal. Write to me before I transform again.

Erik Vilandis
Rt. 1 Box 101
Westfield, WI 53964-9725

I'm 13 years old and I enjoy music, basketball, and video games.

Nick Jordan
114 E. Elm St.
P.O. #122
Carson City, MI 48811

I'm 18 years old, live in the foothills with my Grandma. Love techno music and own a Super NES.

Matt Jackson
17800 Murphy Dr.
Sonora, CA 95370

I'm a 12 year old male. I'd like a female around my age to write to. I own a Super NES, a NES and a Gameboy system.

Andrew Simcox
207 Downey Ln.
Danville, VA 24540

I'm looking for somebody who would like to trade tips for SNES, NES and Gameboy. I prefer a boy 10-12 years old.

Ryan Olson
12385 Birch Ct.
Yucapa, CA 92399

I'm 14 and I would like to write to a female who is into any kind of RPG PC or Super NES game.

James Nance
903 Penn
Rosharon TX 77583

I'm 11 and own all Nintendo systems. I'd prefer a girl penpal age 11-15 but anyone's cool with me.

Lawrence Krysak
322 20th St. N.
Lethbridge, Alb.
T1H 3M9 Canada

15 year old prankster would like a 14-16 year old girl to share tips for the Super NES or just talk.

The Joker
4173 Warren Rd.
Flowery Branch, GA 30542

I'm 12 and have a Genesis and a NES. I would like a penpal to share tips and codes with.

Oscar Taylor
3814 Bowie Ave.
Odessa, TX 79762

GET OFF YOUR ASS!

Write to *Game Players* at the following addresses:

For game ideas, write to:

Game Ideas:

Game Players: 1350 Old Bayshore Highway,
Suite 210; Burlingame, CA 94010

To get into the Connections section, write to:

Connections:

Game Players: 1350 Old Bayshore Highway,
Suite 210; Burlingame, CA 94010

For general Network letters, write to:

Readers' Network:

Game Players: 1350 Old Bayshore Highway,
Suite 210; Burlingame, CA 94010

Or check out our web site at:

<http://www.gameplayers.com>



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

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

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



PlayStation

NTSC-U/C

Silverload™

SILVERLOAD is also available for PC CD-ROM

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Silverload is a trademark of © 1995 Millennium Interactive Limited. Distributed by VIC TOKAI INC.



VIC TOKAI INC.

22904 Lockness Ave., Torrance, CA 90501
For more information call: (310) 326-8880





INFO TRAK

What can we say about the news? Hmm, let's see... Uh, it's stuff that just happened recently. Yeah, that's good... And when it's about video games, it gets our readers excited! Cool. What else... Got it! When you read the news in *GAME PLAYERS*, you know you're getting the very best news available!!!

Mario's 64-Bit Pipe Dream?

The Ultra 64 still isn't out. It isn't out. It isn't out. Let's get angry...

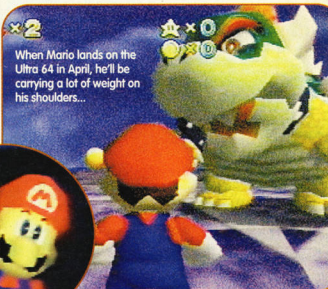
Well, the industry finally got its first look at the Ultra 64 at the recent Shoshinkai trade show in Japan, but no one still knows quite what to make of Nintendo's supposed 'dream machine'. While Nintendo-loyal fans remain wide-eyed and optimistic, Nintendo skeptics have had a field day putting a negative spin on seemingly everything that comes out of Nintendo's mouth.

There is a lot about the U64

that's questionable, but in all fairness to Nintendo, most of their bad press seems to be based on rumor. For instance, many blasted Nintendo for announcing a near-simultaneous Japanese and US launch next April, after a December '95 Japanese release had been long rumored. But is this necessarily Nintendo's fault? They never said the Ultra would launch in Japan any earlier...

Internet newsgroups are filled with this kind of stuff, along with constant arguments over hardware specs. Most of the time someone's just confused or misinformed. Another big source of negative Ultra vibes comes from the fact that everyone just

When Mario lands on the Ultra 64 in April, he'll be carrying a lot of weight on his shoulders...



bought a new 32-bit system, and they'd like to believe that it's the best so they won't have to upgrade again to the U64. No matter what the reason, it looks like Nintendo's going to have a hard sell next April, no matter how good the Ultra is.

Ultra 64: Yea or Nay?

Is Nintendo's 64-bit system all it's cracked up to be? Opinions vary...

Only a small handful of games at launch:

Yea: Quality, not quantity.

Nay: Who wants a system with only three or so games?

Only two (playable) games shown at the Shoshinkai Show:

Yea: Those games looked great — Mario really shows off the system's 3D Power!

Nay: Two games? They'll never make the April release date.

It uses cartridges instead of CDs:

Yea: No more access time!

Nay: How can today's top games fit onto a cartridge? And the games will be WAY too expensive.

Originally scheduled for the '95 holiday season, the U64 is pushed back to April '96:

Yea: The extra time will ensure good, quality games instead of rushed ones.

Nay: More Nintendo vaporware. There's no way they can hope to catch up to the competition now.

The Ultra 64 Disc Drive:

Yea: The best of both worlds — fast access time and lots of storage space. Plus you can save to disc!

Nay: You mean I'll have to shell out another hundred to two-hundred dollars to not even a year later?

The Ultra 64 Controller:

Yea: Interesting... the analog stick really does give you full 3D movement!

Nay: How am I gonna hold that crazy thing?

The initial U64 line-up is mostly Nintendo sequels:

Yea: Great — I loved those games on 8- and 16-bit, and a 64-bit version will rock!

Nay: Great — more of the same. Why should I buy a new system for remakes of games I already have?

So there you have it. No matter what the topic, the debate over Ultra 64 rolls on. I guess it won't be settled until we've all got that 'revolutionary' controller in our own hands.

Shark!

InterAct Releases the first 32-bit game enhancer

Now available from InterAct is the Game Shark for Saturn, the first game enhancer for a 32-bit system. Retailing for \$59.99, with a PlayStation version available soon, the Shark is a cart that plugs into the memory slot in the top of the Saturn, and works a lot like a Game Genie,

allowing the user to put in codes that let you play with infinite lives and so on, and also works like a normal memory cart so you can save games. It comes pre-programmed with codes for a dozen or so Saturn games, including *Panzer Dragoon* and the original version of *Virtua Fighter*, and additional codes are available by subscribing to Dangerous Waters, the Game Shark newsletter, and through access to the Dangerous Waters web site. Dangerous Waters costs \$12 a year, and a membership to the web site is available for an additional \$17 a year. Or, you can just dial up the company's 900 number. Hey, it works.

ENHANCER

GAME SHARK



Duah-duh... duh-duh... the Game Shark makes you invincible!

Sonic Fights Back



It's the classic 'teacher vs. pupil' match-up. To the winner goes the gold rings.

Tails struttin' his stuff in full 3D polygon glory. Do that crazy thing you do, buddy!



The actual combat takes place in a fenced-in ring in the Green Hill Zone. I'm looking at these pictures and laughing my ass off, but I still can't wait to play it!

Sega's poster-boy storms back in AM2's hot new arcade brawler

Y ou knew it had to happen, right? I mean, forget the logistics of the whole deal — Sonic is Sega's main man, and fighting games are the main moneymakers. Hence, a *Sonic* fighting game. Hey, I know it sounds ridiculous, but it looks like it could be pretty fun.

Not much is known about the actual gameplay just yet, but Yu Suzuki, head of Sega's famed AM2 coin-op development team, has been hinting at the game in the Japanese press. The early screen shots look promising, but the polygon characters still aren't on par with a *Virtua Fighter 2* or *Fighting Vipers*. The gameplay seems very much inspired by those other Sega fighting games, with VF2-esque animations and a *Fighting Vipers*-style fence around the ring. Along



with the brawlin' blue hedgehog, expect other characters from past *Sonic* titles to make their fighting-game debut, such as Knuckles, Dr. Robotnik, Metal Sonic, Amy, and a new character or two (possibly from the *Knuckles Chaotix* game for the 32X).

No word yet on the Japanese release date, or even if this game is planned for the U.S. at all (which would seem unlikely, considering how questionable a 'cutesy' fighting game might do in the blood-hungry U.S. crowd). Still, it will most likely become a Saturn title at some point, and could be the *Sonic* game that Sega's hinting at for a Christmas '96 release. Stay tuned to **GAME PLAYERS** for further developments.

And for Sega's Next Trick...

Saturn came on strong this past holiday season, but can they keep up the pace? Sure, Sega had a great Christmas line-up with games like *Sega Rally*, *Virtua Fighter 2*, and *Virtua Cop*, but what about the new year, right? Not to worry — Sega's still got a few tricks left up its corporate sleeve — namely AM2's arcade ports and some hot sequels to the first round of Saturn originals. That's right, there's an awesome second wave of games heading your way in '96.

Although the dates may not be set in stone, Sega's mighty AM2 development team is hard at work on bringing home the latest arcade hits. As it stands right now, the month of May will bring us the ultra-fast *Indy 500*. In July we get *Fighting Vipers*, and in August we get the amazing-looking motorcycle racer *Manx TT*. Other semi-confirmed arcade titles include *Cyber Troopers* and *Virtua Cop 2*.

Sega is also planning some heavy-hitting Saturn sequels for later in the year, including *Panzer Dragon 2* and *Clockwork Knight 2*. By Christmas '96 Santa should have the first Saturn Sonic title ready, along with *Virtua Fighter 3* (Joy!). If these games end up looking as good as Sega's latest stuff, Saturn owners should be in store for some really great gaming — let's just hope that the third-party software steps-up as well.



Indy 500: AM2 polygon racing perfection. Man, is it fast!

NEXT!
pondering what to look for on your Saturn this year? Take your pick...

Cyber Troopers: Way cool two-player action. Hope the split-screen works okay.



Fighting Vipers: Kind of silly, but great fun nonetheless. And that 'french maid' character...

Manx TT: Could this be Sega's new 'hang on' for the 90s? Looks great.

Clockwork Knight 2: The first one was a bit of a sleeper, but CK2 looks a lot better, and a lot tougher, too.

Sonic: This is a picture from the forthcoming *Sonic* arcade fighting game. Could this be the Saturn version as well?

Panzer Dragon 2: Could it be that *Panzer 2* is even better-looking than the first? Wow...





GAME GOSSIP...

Here's the part of the mag where we tell you all of the lowdown, dirty stuff we know you love to hear. So drag your butt over to the fence, scrape all that packed-in dirt out of your ears, and get ready for all of the rumors and innuendo we could get our hands on!

Ultra 64

While Nintendo still maintains that April is the official month for the Ultra 64, inside sources at the Big 'N' won't rule out a slip to March, either. This would seem to make more sense, due to the fact that none of the developers appear to be ready, and the official word from Nintendo did say 'late' April, anyway. Hmm... 'Mario March'? 'Virgin's *Stacker* is set to be one of the very first games to hit when the machine makes its spring debut, probably under a new name. The game features rendered robots that 'stack' puzzle-like *Tetris* pieces.



Is Sony Red E?

Despite the enormous success of the PlayStation, there are still a few unhappy people in Sony-Land, namely several third-party developers. Many companies claim that Sony places unbelievable requests on them, often times without warning. Currently, would-be developers are required to jump through 'programming hoops' and 'exclusive windows' to gain a third-party license. One developer recently told *GAME PLAYERS* that they had to grant Sony a one-year exclusivity to their upcoming product or they wouldn't be allowed to make PlayStation games at all. Sony also seems to have developed at schizophrenic approach to approving titles. For instance, they've told Namco not to bring over the *Arcade Classics: Volume One* disc from Japan. Included on the disc are videogame legends like *Pac-Man*, *Dig-Dug* and lots of others. Sony's excuse? Apparently there's an unwritten rule at Sony that states all games must have endings — which *Pac-Man* and the others don't — and Namco Japan refuses to change the game's original content. Sony's also talking about scrapping Capcom's *Buster Bros. Collection* because it's 'just a 2-D game'. Hmm... could Sony's unpredictable mood swings have anything to do with Nintendo's recent dedication to launching the Ultra 64 with only true 3-D games? All this comes after Sony just recently changed its position on releasing PlayStation RPGs after being pressured by developers and the public, starting with *King's Field* and *Arc The Lad*. Oh well, maybe Sony just needs a little time to settle in...

Bits and Bytes

One UK developer claims 'Sega development kits just keep getting cooler and cooler'. He goes on to say that the latest Saturn kit offers some 'interesting tricks' that will continue to enable the Saturn to run rings around the competition. It's rumored Sega is currently offering development kits at half price, along with extra incentives to new third parties under special signing agreements. Expect *Virtua Fighter 2* to be loaded with 'cool tricks, maybe even a 'Big Head' mode... *Panzer Dragon 2* should be out on Saturn in May, and is rumored to feature multiple paths for the player to choose in each level. Also, while Sega's version of *Toshinden* has been pushed back to mid-'96, Sega fans can take heart in the news that *Bug Too* is also on the way. Hey! I know you're wondering — what is Mandigo Entertainment up to? The software company who produced *RapBall* for the Super NES is currently working on *Babe's Kids 2*. (Would somebody please mail these guys a clue?) In addition to a few other choice titles Namco has in development for Saturn, *Cyberled* is also in the works. Don't expect the title too soon, though — currently Namco U.S. is experiencing programming problems. Seems Shiny's David Perry (that *Earthworm Jim* guy) hired away the company's lead 32-bit programmer... Initial reports on the *Fighting*

Vipers Saturn translation are very positive from the game's programmers. Expect a US release in July or August... *Crystal Dynamics* is due to announce a celebrity endorsement for its sports line, more soon... *M2 development kits* are now in the hands of a few lucky developers. Some claim they have experienced problems with the kits, others claim they're already doing 'amazing things' with their boxes. *GAME PLAYERS* however, has an inside track on the M2 development kit and happen to know of the 15 kits that went out, only 4 worked when they arrived at their destinations. Where are EA's 32-bit games? Well, the same team that's due to work on the PlayStation *NHL* title is still busy cranking out *Madden*, which is already way late. Don't expect these first titles to be a true measure of EA's 32-bit prowess — in the rush to get these first games finished, the company made a number of sacrifices such as using script-based characters instead of polygon ones. The company does, however, promise that the gameplay will be classic EA stuff. I still can't wait... On a parting note, the 'Coolest Christmas Card Award' would have to go to Boss Game Studios, who sent out a wonderfully funny greeting that read, 'We were going to get you something really nice this Christmas, but we spent all our money on SGIs...'

32X No More

Sega will apparently scrap 32X after repeated attempts to launch the platform. After taking a 'wait and see' attitude this past holiday season, Sega will most likely cancel its plans for the long-delayed 32X-Genesis 'Neptune' hybrid as interest in the 32X has sunk to an all-time low. It just can't compete against the more powerful Saturn and the runaway success of Sony's PlayStation. Now rumor has it that 32X developers, even ones working on products for Sega, have been instructed to either scrap their titles or upgrade them onto Saturn. Included in this list are the 32X *X-Men* and *Batman* titles, which, ironically enough, were looking really good in the very early versions we saw at the recent Sega Gamer's Day. Sega will apparently drop the price of remaining 32X hardware units to around 50 bucks and 20 bucks for games to clear out the inventory. Despite the 32X's disappointing history, this could end up becoming Sega's best move in years, paving the way for a clear and focused Saturn campaign.



BUSTED

SYSTEM?

Get back into the game immediately with Power Swap.SM Power Swap gives you a permanent replacement unit NOW. You'll be back into the game with no wait and little expense!!

1-800-255-3700

Call for the nearest repair center!

Get back in the game!



* While Nintendo may suggest repair pricing, service providers are free to set their own pricing.

©1995 Nintendo



HIT LISTS...

Send in the title of your favorite game to the *GAME PLAYERS* website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like *Chris Bonet*, of *Harrison, NY!* His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!



1
Donkey Kong Country
Super NES
Nintendo

Chrono Trigger
Super NES
Square Soft



2
Final Fantasy III
Super NES
Square Soft



3
Killer Instinct
Super NES
Nintendo



4
Mortal Kombat 3
Arcade
Midway



5
Yoshi's Island
Super NES
Nintendo



6
WipEout
PlayStation
Sony Interactive



7
Battle Arena Toshinden
PlayStation
Sony CE



8
Killer Instinct
Arcade
Nintendo



9
Earthworm Jim
Genesis
Playmates



10
King of the Spirits
Saturn
Atlus

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 <i>Super Mario 64</i>	Ultra 64	Nintendo
2 <i>Virtua Fighter 2</i>	Saturn	Sega
3 <i>Fighting Vipers</i>	Arcade	Sega
4 <i>Super Bomberman 2</i>	Super NES	Hudson Soft
5 <i>Indy 500</i>	Arcade	Sega
6 <i>Virtua Cop</i>	Saturn	Sega
7 <i>Ridge Racer Revolution</i>	PlayStation	Namco
8 <i>WipEout</i>	PlayStation	Sony Interactive
9 <i>NFL Gameday</i>	PlayStation	Sony Interactive
10 <i>NHL Face Off</i>	PlayStation	Sony Interactive

TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 <i>Virtua Fighter Remix</i>	Saturn	Sega
2 <i>WipEout</i>	PlayStation	Sony Interactive
3 <i>Battle Arena Toshinden</i>	PlayStation	Sony CE
4 <i>Daytona USA</i>	Saturn	Sega
5 <i>Ridge Racer</i>	PlayStation	Namco
6 <i>FIFA Soccer '95</i>	Mega Drive	Electronic Arts
7 <i>Myst</i>	Saturn	Sega
8 <i>Donkey Kong Land</i>	Game Boy	Nintendo
9 <i>PGA Golf Tour 3</i>	Mega Drive	Electronic Arts
10 <i>Brian Lara Cricket</i>	Mega Drive	Code Masters

TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 <i>Romancing Saga 3</i>	S. Famicom	Squaresoft
2 <i>Dragon Ball Z</i>	Saturn	Bandai
3 <i>Beyond The Beyond</i>	PlayStation	Camelot
4 <i>Puyo Puyo 2</i>	Saturn	Taito
5 <i>VF Image Disk (Pal)</i>	Saturn	Sega
6 <i>VF Image Disk (Akira)</i>	Saturn	Sega
7 <i>King Of The Spirits</i>	Saturn	Atlus
8 <i>Siyainingu Uizudamu</i>	S. Famicom	Squaresoft
9 <i>In The Hunt</i>	PlayStation	Xing Entertainment
10 <i>Forever With You</i>	PlayStation	Konami

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game sys-

tem you own! Send your postcard to: Write Yer Own Damn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own damn list!

WEB STUFF...

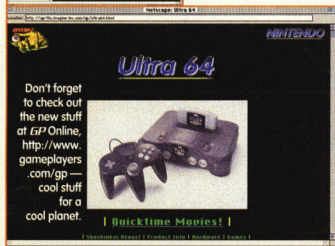
Welcome to the wild and wooly world of the Internet! Here's where we clue you in to the most outrageous, interesting and far out web sites in the digital universe. So, what are you waiting for? Let's go surfing...



GAME PLAYERS Update

Yee-haw and hello. First off, thanks to everyone for making the **GP** web site a smashing success. It's generated literally hundreds of thousands of hits in its first couple of months of existence, and response has been overwhelmingly positive. But, never content to just sit around and let things lie, we've actually put in several IMPROVEMENTS.

If you check the site now (<http://www.gameplayers.com/gp>), you can find not only one of the largest FAQ archives on the web, our huge review archive, and each editor's own twisted personal page, but also:



1. **QUICKTIME MOVIES FOR DOWNLOAD!** That's right, little snippets of game footage from upcoming Ultra 64 games, including Mario 64!
2. The new and improved **CODE ARCHIVE!** Now, not only can you find every code you ever wanted, but leave your own codes and add to this vast repository of knowledge!
3. **READER REVIEWS!** That's right, what do YOU think? Never one to let our opinions serve as the voice of God, we need to hear your views too.
4. The **GP DISCUSSION GROUPS!** Come and see what our readers have to say, then jump in and add your own two cents — it's easy, and FREE (One note of caution: please try to limit yourselves to discussions of games or the magazine. Don't fill the place with junk!)
5. The **GP CHAT ROOM!** Well, maybe. Currently undergoing beta testing, the CHAT ROOM should be up and running by the time you read this or shortly after. TALK TO AN EDITOR (assuming they've got time, of course — deadlines are hell!)

Dedicated to simply being the best, the **GAME PLAYERS** Web Site is undergoing constant revision and improvement. CHECK IT REGULARLY!
<http://www.gameplayers.com/gp>

VF2 Webslinging

You'd expect that a game as deep as *Virtua Fighter 2* would have plenty of great sites devoted to it, and sure enough, you wouldn't be wrong. Dedicated VF2 fanatics have constructed some of the most comprehensive sites on the web, and like many other fanatic pages, most of them link to each other — find one and you can get to 'em all.

The grand mac-daddy of 'em all though is The Home of Virtua Fighter (<http://www.digiweb.com/webm/vfhome>), maintained by Lars Sorensen. Practically any information you could ask for is here, including complete (some would say exhaustive) play guides for each character, FAQs, the latest info on VF3 (!), graphics, and links to a lot of other areas. Frankly, you don't need any other sites.

However, there are a couple of quirky sites to see, both dedicated to exactly one character each. First is the *Virtua Fighter 2* Jacky Page (http://coos.dartmouth.edu/~seungpil/jacky/jacky_home.html), featuring a complete breakdown of everything you can possibly get Jacky to do, and going on for pages about why Jacky is the best character you could choose.

Going even farther down the road to obsessive insanity is The *Virtua Fighter* Sarah Guide

(<http://www.contrib.andrew.cmu.edu/usr/syb2/sarah.html>), maintained by S. Hyun Yim (what is it about the Bryants anyway?).

While the site has the usual movie lists, it also contains a lot of graphics, including some original (very tasteful, and thoroughly amateur) pencil and ink drawings by the author. It's worth checking out, if only to see how far someone's obsession can take them.

Happy Surfing.



The Jacky page at http://coos.dartmouth.edu/~seungpil/jacky/jacky_home.html — one man, one vision.



The Home of Virtua Fighter at <http://www.digiweb.com/webm/vfhome> is the single most comprehensive VF site on the web.

* The Home of Virtua Fighter *

The Home of Virtua Fighter (For Netscape 2.0 users)

The Sarah guide, <http://www.contrib.andrew.cmu.edu/usr/syb2/sarah.html>

— how far would you go for one woman, especially since she's NOT REAL...



"High Speed graphics, realistic wipe outs, and changing weather conditions give this game a realistic feel. You can almost feel the power of your Kawasaki ZX-11 as you rev that engine... Kawasaki lets the good time roll!"

—Marshall M. Rosenthal, October, 1995



ment

Check the Wall at
your local retailer!



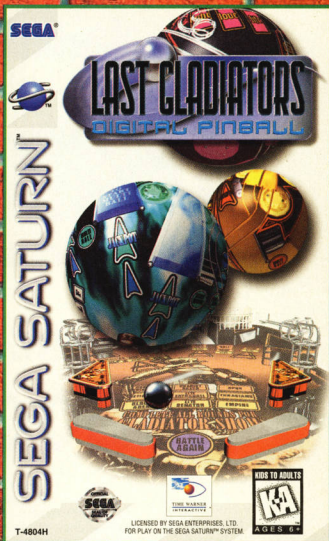
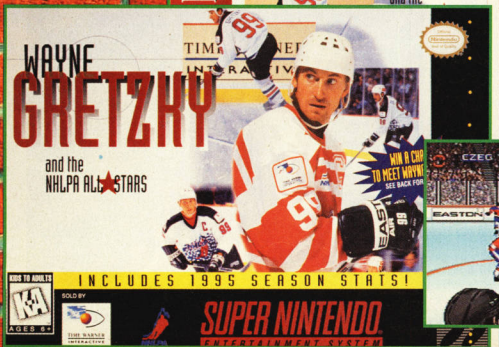
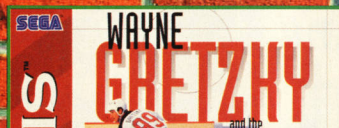
"Take to the ice with the 'Great One'—you won't be disappointed... Time Warner did an excellent job making Gretzky and the NHLPA All-Stars look good and play well.

Point blank, the game is a solid hockey title."

—CyberSports, Fall, 1995

"One of the best pinball sims ever. The ball movement is so cool, you'll think you're actually there."

—Ultimate Gamer, November, 1995



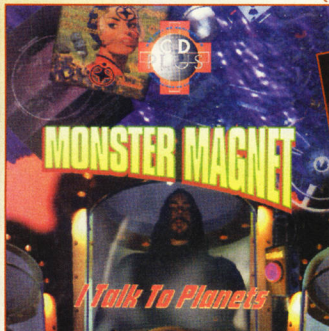
675 Sycamore Drive
Milpitas, CA 95035



IN RELATED NEWS...

Now that we're into the new year and the thrill of all your Christmas gifts is starting to wear off, you'll probably be looking for something on which to spend your money. Well, here you go! Here's lots of great stuff to help you blow that Christmas wad. And remember, if Santa asks you where you got all the great stuff — tell him to get his own damn subscription to *GAME PLAYERS*!

CD ROM that goes to 11



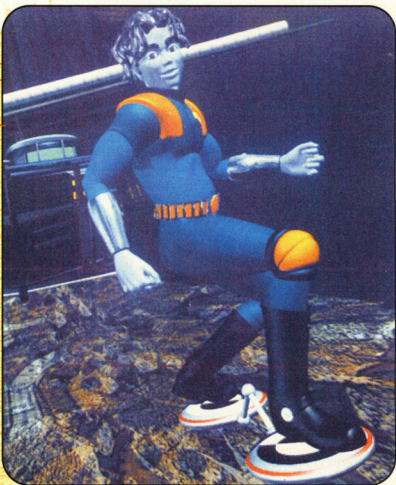
Getting bored with your PC CD ROM? Thinking maybe that your computer could use a little boost? If you answered yes, then perhaps you should try out some of A & M's newest CD PLUS titles from Soundgarden and Monster Magnet. If you're not familiar with CD PLUS, what you can expect is all the great music of the album with lots of state-of-the-art graphics to go along with the hard-rocking soundtracks. In the end, CD PLUS gives your favorite music CDs a whole new life. If you're not already familiar with Soundgarden and Monster Magnet, then we suggest that you get with the program.

Two of today's hottest alternative rock acts, Monster Magnet and Soundgarden, make the leap to CD PLUS. Alice in Chains' Jar of Flies is now also available on CD PLUS.

The Amazing ReBoot

Winner of this year's Gemini Award for Best Animated Program, *ReBoot* is a computer-generated wonder created in Vancouver, Canada by Alliance Communications Corporation. Recently securing its second season on ABC, *ReBoot* has been turning heads and making people take an extremely close look at the art of computer-generated animation. So what do you do with a hit animated series once the television and merchandising is in order? You make a videogame, of course. From industry giants Electronic Arts, *ReBoot* will appear on PlayStation, Saturn and PC CD ROM. If the game turns out to be anywhere near as good as the animated series, then we're all in for a treat!

The look of *ReBoot* is futuristic and super-slick, as it tells the story of a digital boy named Bob living his life within a mainframe computer.



Attention All Virtua Fighter Fanatics!



Sega's *Virtua Fighter 2*, arguably the best home console game of all time, has been a phenomenon in Japan since its release, but for American fanatics it's not been that easy to follow the movement. Sure, you can go to just about any decent arcade and play the greatness that is VF2, but what if you wanted a Sega Saturn Picture Disc with rendered images of all the characters? Sound like a strange request? It doesn't in Japan, where they can't keep them on the shelves. These discs, which include several beautifully rendered images of all your favorite characters and runs on your Sega Saturn, are still only available in Japan. If you simply can't wait for them to make it to the US, we suggest you try mail ordering these babies. The last thing you'll want to consider, however, is that you'll need a universal adapter to run them on your American Saturn. We realize this is a lot of trouble for a picture disc, but we did say it was for VF fanatics only and they are really nicely done. Did we mention that Sarah's in a bikini?

The *Virtua Fighter* picture disc and the Universal Adapter are both available through Japanese import companies, such as the New York-based Game Experience, (516) 351-8811.

U2 Pavarotti?

What do you get when you when you combine U2 with Brian Eno and opera superstar Pavarotti? Well, you get The Passengers, a band which for all intensive purposes is U2, but with a desire to do movie soundtracks. OK, here's the skinny - *The Passengers: Original Soundtracks 1* is a super mellow album with definite background music qualities, but there is a definite U2 influence on all the tracks, if you should happen to like that sort of thing.



The Passengers: Original Soundtracks 1 CD is perfect background music for videogaming at its finest.



Next time you're surfing the web, or playing a little PC CD ROM action, or for that matter, typing a really long letter on your computer, you'll be glad to have the always-stylish MouseMitts!

Mouse Mitts?

Now, in the 'they'll try anything' category, comes MouseMitts, a line of computer wrist supporters that, according to MouseMitt International, come in way-cool colors. OK, the truth is that you'll probably feel a little goofy wearing MouseMitts, but I bet, in the end, you'll be glad to have them.

PREVIEWS

Super Mario 64

The best known Italian plumber in the world enters the 3D age in Shigeru Miyamoto's first "true" Mario game since *Super Mario World* was the eye-opening showcase for the brand-new Super NES years ago. From all accounts, when *Super Mario 64* hits the US sometime later this year, it's going to do for the Ultra 64 exactly what *Super Mario World* did for the 16-bit Super NES—show off every feature the system has to offer.

Unfortunately, as we reported last month, there's still no official word on exactly when we can expect the game to arrive. While the Japanese release date has been firmly pegged as April 21, the US date has only been announced as "late April." How much later than the 21st can you get? Nintendo keeps hedging on a US street date, citing a lack of completed titles. Regardless, from where we sit it seems like *Mario 64* is going to be worth any wait they can put us through.

In Amazing 3D!

Even at the 50% complete stage you see here, the graphics are totally jaw-dropping. No 3D world has ever been more completely realized, and the Ultra 64's anti-aliasing and mip-mapping features are in full force (anti-aliasing is a method of blending pixels with the ones next to them to avoid jagged, blocky lines, while mip-mapping substitutes more detailed texture maps as objects get closer so you never see the blocky patterns on surfaces common to a game like *Doom*). Colors are bright and smooth, and there's no draw-in to speak of—the environment is rock-solid.

Mario Uncashed

It's a shame you can't tell from these still pictures, but the attention to detail is every bit as incredible as you might expect from the *Mario* series. Every game Shigeru Miyamoto has ever done boasts some of the best character animation possible, and just because it's in 3D, *Mario 64* is no exception. Even watching Mario run around is a treat for the eyes, not to mention how he looks when he jumps around, swims, dangles from the edges of cliffs, or his hilarious set of animations if you just leave him standing around too long.

The Old and the New

Even with all the new technological tricks, this latest Mario game is set squarely in the traditional *Mario* mold, with all the bits you've come to expect: ghosts, thwomps, Bullet Bills, Venus Fly Catchers, Koopas, mushrooms, plus the expected ice stages, underwater stages and, of course, lots and lots of pipes—only now, thanks to the 3D environment, you get to follow Mario as he slides down those pipes.



I Got Around

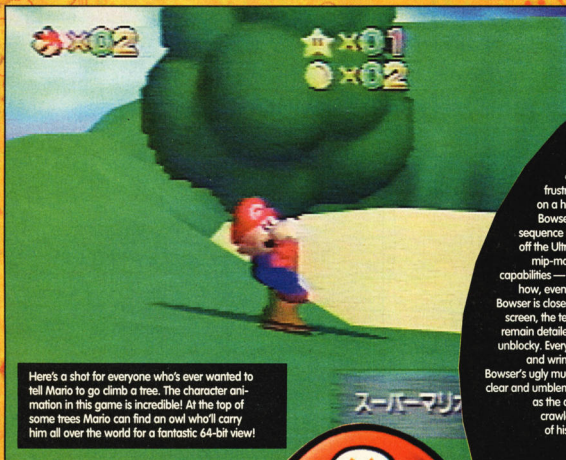
The "revolutionary" U64 controller makes all this barely held-together pandemonium a breeze to get through. One of the challenges in any 3D game is exactly how do you watch the action? Fixed camera angles can leave you with gaps where you can't see things clearly, and viewpoints that follow characters

can get confusing. The designers have settled on a free floating camera that follows Mario but never stays rigidly fixed to him. It's difficult to describe, but a lot of thought has gone into making sure that Mario's kept in focus, while keeping the action clear and the perspective consistent with the way the controls are supposed to go. This prevents getting the view stuck in a reverse angle, so you never have to push left to run to the right.



Mario welcomes himself into the brave new world of 3D, with *Super Mario 64*. We always knew he had it in him.





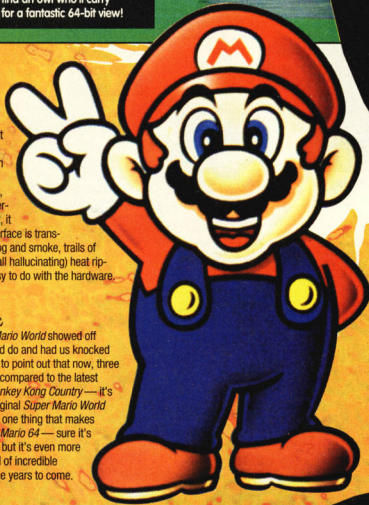
Here's a shot for everyone who's ever wanted to tell Mario to go climb a tree. The character animation in this game is incredible! At the top of some trees Mario can find an owl who'll carry him all over the world for a fantastic 64-bit view!

Fire and Ice

One of the things you notice right away about *Mario 64*, in fact about almost every U64 title, are the eye-popping special effects. When Bowser breathes fire, it's a glowing, see-through plasma, not a pixilated, bit-mappy overlay. As Mario dives into water, it ripples under him, and the surface is transparent as crystal. Clouds of fog and smoke, trails of bubbles, even (unless we're all hallucinating) heat ripples are apparently pretty easy to do with the hardware. Very, very cool.

Into the Future

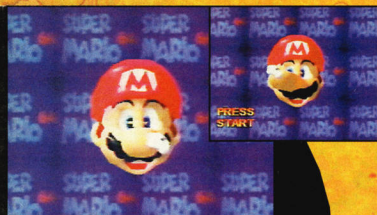
While the 16-bit *Super Mario World* showed off what the machine could do and had us knocked out three years ago, it's good to point out that now, three years later, it looks pretty old compared to the latest wave of 16-bit games like *Donkey Kong Country* — it's interesting to note that the original *Super Mario World* was only 4 Mbit! Which is the one thing that makes us all the more excited about *Mario 64* — sure it's great, maybe one of the best, but it's even more daunting to think of what kind of incredible games are sure to follow in the years to come. Play on, Nintendo.



Mario takes out his frustrations on a hapless Bowser. This sequence shows off the Ultra 64's mip-mapping capabilities — notice how, even when Bowser is close to the screen, the textures remain detailed and unblocky. Every scale and wrinkle on Bowser's ugly mug is as clear and unblemished as the day he crawled out of his shell.



This latest Mario contains a lot of your favorite stuff from previous games in the series — all with a new twist! Thanks to his new 3D persona, Mario has a dozen different ways to get by this Venus Fly Catcher, the best of which is tip-toeing by while the monster sleeps.



Mario shows us a quick sparkle to demonstrate the light-sourcing abilities of the Ultra 64. You can also grab his nose with the hand icon (controlled by the analog stick) and goof around with his face.



The lost city of Atlantis? Mario scours the ocean floor for whatever treasures he can find. Think there are any coins down here?



Mario has Navy SEAL delusions. While swimming underwater is nothing new in videogames, you've never seen it done quite like this. Check out the air as it bubbles from Mario's nose!



Collapsing bridges are nothing new, either, but you'll have to do a little more than just hold left to get by this one! Tight control like this is tough to master with the analog stick.



Is he half-in or half-out? Notice how wonderfully crystal clear the water is. Transparent objects, like water, are no trouble for the 64.



MEET KRAZY IVAN...

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT

AGAINST A RUTHLESS ROBOTIC ALIEN HORDE, WITH THE HUMAN RACE UNDER SIEGE, ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

HE'S THE NEXT RUSSIAN REVOLUTION



TM

2 PLAYER
LINK
COMPATIBLE



PlayStation

KRAZY IVAN

<http://www.sony.com>

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Polygons, the Polygons logo and Krazy Ivan are trademarks of Polygons Ltd. ©1998 Polygons, Ltd.



Running by an evil Frump is all in a day's work for our plumber friend. It looks like he's run out of room to run, but Mario always seems to survive.

WATTA CHARACTER!



It may have been more than three years since they took Mario for a spin, but the game's designers haven't lost sight of what makes this one of the most classic series ever created. The different worlds and areas of *Super Mario 64* are as rich and varied as any game in the series.



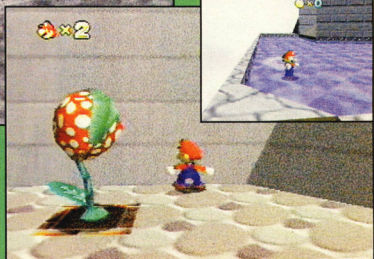
In fact, it's WAY more detailed and involved than ever before, thanks to that extra third dimension. In the old days, Mario could never have run around a wall and then climbed up it. Ahhh, technology...



Mario creator Shigeru Miyamoto is known for his attention to detail, and *Mario 64* is no exception. No matter what he does or where he goes, Mario simply can't stand still. Whether facing down an enemy or dangling off a cliff, his 3D antics are sure to amuse and amaze everyone.



Standing at the crossroads, Mario prepares to enter his latest adventure! When he jumps through the painting, he enters a new world with a hyper-cool 'quivering' effect — you just gotta see it.

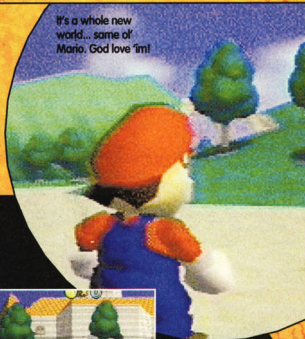




Notice the silky-smooth scaling and rotation as the camera moves around the action...

A NEW PERSPECTIVE!

It's a whole new world... same ol' Mario. God love 'im!



For everyone who wanted to know what Mario looked like from behind, Super Mario 64 gives you the opportunity. What a well-rounded character! Uh, that really didn't sound right, did it?

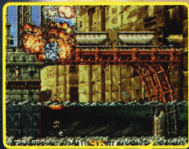


BLOW 'EM TO SQUID SPIT



IN THE HUNT™

For Your Sony PlayStation



"The only way to describe ... *In the Hunt* is to combine all of the best shooters you have ever played into one game."

EGM - February '96



LAUNCHING IN FEBRUARY

<http://www.thq.com>

KOKOPILI
digital studios™

© 1995 THQ/KING/IREM. KOKOPILI digital studios is a trademark of THQ, Inc. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc.

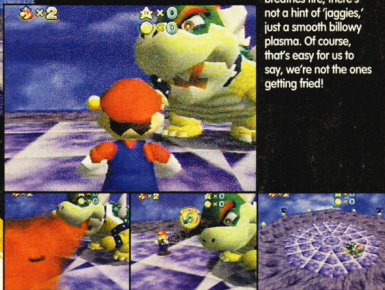


In case you haven't guessed, Bowser and the Koopas are back—mean as a bag of rattlers and twice as ugly!

MARIO KOMBAT!

Thanks to the many special effects built in to the Ultra 64, Mario's enemies have so many new and cool ways to attack. Sure, it makes life a bit more complicated for certain round-headed Italian plumbers, but just check how amazing it looks. When Bowser

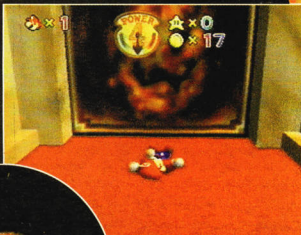
breathes fire, there's not a hint of 'foggies,' just a smooth billowy plasma. Of course, that's easy for us to say, we're not the ones getting fried!



BRAVE NEW WORLD

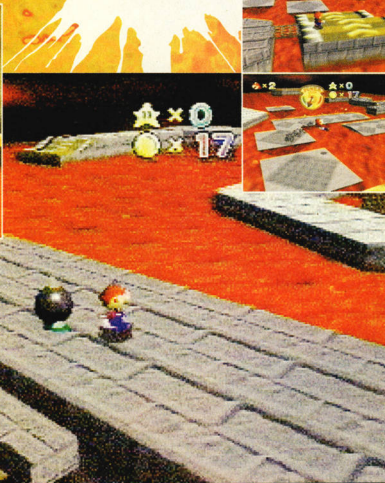
While a lot of traditional Mario stuff has been kept in, rest assured there's plenty of new and bizarre thrills to be had as well. *Super Mario 64* reminds us less of its side-scrolling ancestors and more of a giant

funhouse you can run through. Super-smooth and ultra-stick, there's plenty here for old fans and new converts alike. Here we see the traditional castle level with that added 64-bit touch...



What would a Mario game be without a fire stage? Y'know, if I kept running into lava everywhere I went, I think I'd just learn to stay home.

Once again, hopping from platform to platform will definitely take some getting used to with the new Ultra 64 analog stick.



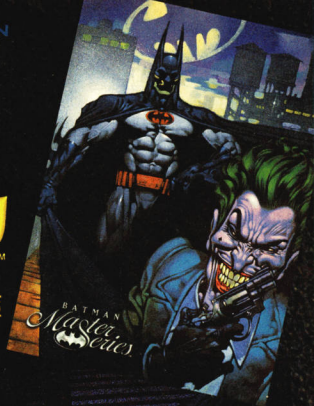
PREMIERE EDITION

BATMAN

Master Series™

TRADING CARDS

"The Dark Knight is Dead?"



MUSEUM QUALITY TRADING CARDS

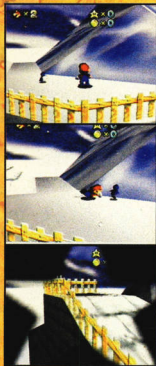
EXCLUSIVE FULLY PAINTED ARTWORK

AN ORIGINAL BATMAN EPIC IN ONE CARD SET

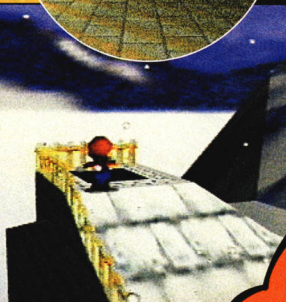


Batman and all related elements are property of DC Comics TM & © 1995. All rights reserved. © 1995 Fleer/Sky-Box. Produced and distributed by Fleer/Sky-Box.

THE MYSTERY UNFOLDS
JANUARY '96



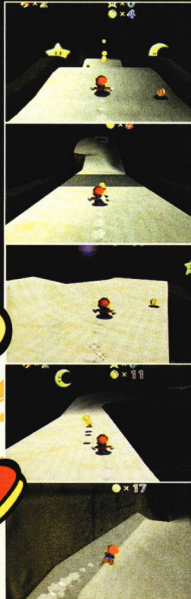
Look out Mario, it's a pit! Um... wait a 'sec — there's a bonus level down there! Go for it, Big M!



IT'S A CRAZY BONUS LEVEL!

In Super Mario 64, Mario's got more than just pipes to jump into. Now he can duck down a hole to whip along at breakneck speeds along a wild, winding slide — grabbing up gold coins all along the way, of course. It can be tricky to keep Mario on course as he zips around the corners, and if you fall off the track, the bonus round is over.

At first glance there doesn't appear to be any of the notorious polygon "pop-in" that hounds most other 3D games (although it's tough to compare since the slide fades into darkness just in front of you), and the whole thing cooks along at a pretty fast speed, making the whole thing look effortless. The coolest thing about the bonus level? You can hop on your belly and slide down face-first!



DIVE MARIO, DIVE!

More so than any other 64-bit trick, the crowds that gathered around the Ultra 64 at the Shoshinkai show were all bowled-over by the incredibly realistic and beautiful way the machine does water effects. When you see Mario take a dip in a beautiful sky-blue lake for the first time, you can't help but be impressed by the Ultra 64's graphics power.



When Mario swims underwater, you're quickly overwhelmed at how immense and immersive the 3D world really is. These scenes are a playground for super-cool U64 effects, like how the mountains and trees above seem blurred when you look up at them through the waves.

Super Mario RPG

Nintendo for Super NES

Trying to pile as many 3D *Mario* experiences into one year as they can, Nintendo is pushing this out on to Super NES. Once again, Bowser has taken Princess Toadstool captive (ever wonder exactly what a giant spiny turtle NEEDS with a princess, or why he keeps trying again and again? That always kinda gets glossed over, y'know?), and it's up to the little round mustached one to get her back.

Designed by the RPG gods at Square, the *Mario*

RPG has the spunky plumber going off on an RPG-style quest, but keeps many of the game play elements of the more traditional side-scrolling *Mario* games and puts them in a 3/4-view world. Like in most RPGs, Mario wanders from place to place, searching for clues and going on mini-quests to find needed items or other characters to fight with him, but as with *Landstalker* for Genesis, there's also a lot of running, jumping, and action.

The entire game uses rendered images and artwork to bring Mario into the 3D age. There's every chance you're going to see this game before you get to see the Ultra 64 *Mario*, which would make it Mario's first game in over three years. Is it worth the wait? Hmmm, could be...

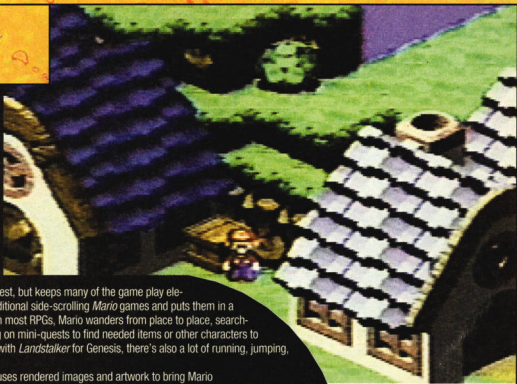
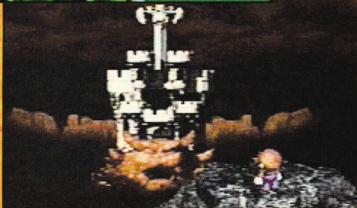


Princess Toadstool is once again in the evil clutches of Bowser. You'd think after being abducted so many times, she wouldn't even go outside anymore.



Bowser isn't fooling around this time either. He's got a whole army ready and waiting to keep her from being rescued.

And when a princess has been run off with, there's only one person to call — Mario! Well, actually, there's a lot of guys who have made a career out of going after princesses, but don't tell him that...



The game uses rendered graphics and a 3/4-view perspective to bring its RPG world to life. Designed by the RPG masters at Square, it's as pretty as you could ask for.

Unlike most RPGs however, the game mixes action in with the adventure. What would a *Mario* game be without pipes and buttons to jump on?

Combat, however, appears to be handled via traditional RPG combat screens, although with a definite *Mario* spin — when you select 'attack' from the menu, the little guy jumps on the enemy's head!



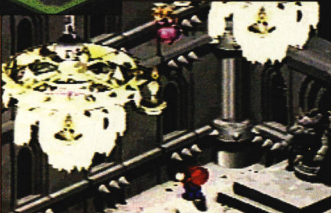


There are other typical Mario attacks as well, like throwing fireballs, and spells that call in mechanical koopas.

In the Mario universe, you can make plants grow to carry you to new areas and, of course, you have to dodge cannon fire as well.



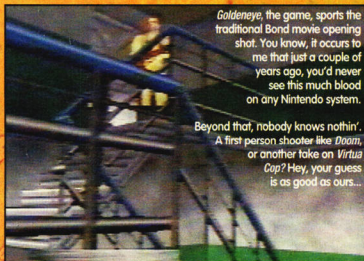
There's new elements as well, of course. No idea who this weird bow and arrow guy is — oh, and a rendered gorilla who shall remain nameless makes an appearance as well.



When all else fails, just drop a giant snowman on your foes.

And Yoshi Can't leave out Yoshi.

Can Mario save the Princess? What do you think?



Goldeneye, the game, sports the traditional Bond movie opening shot. You know, it occurs to me that just a couple of years ago, you'd never see this much blood on any Nintendo system.

Beyond that, nobody knows nothin'. A first person shooter like *Doom*, or another take on *Virtual Cop*? Hey, your guess is as good as ours...

Goldeneye

Nintendo/Rare for Ultra 64



Shaken, not stirred. Based on the latest James Bond movie, *Goldeneye* is obviously a first-person shooter, but that's where the information ends. It's not clear from the tape, and naturally no one we asked is talking (the Ultra 64 cone of silence clamps down again), so it's almost impossible to tell whether this is a track-based shooter using polygon characters like *Virtual Cop*, or a free-roaming shooter like *Doom* (or, more accurately, LucasArts' *Dark Forces*, since you can look up and down) that just happens to use polygon characters. Either way, it definitely doesn't use a light gun, so it's more likely a *Doom* clone, but whatever it is, it looks pretty fast and action-packed to us.

Shaken, not stirred. Based on the latest James Bond movie, *Goldeneye* is obviously a first-person shooter,

Super Mario Kart R

Nintendo for Ultra 64



The go-kart gladiators are back in revved-up 64-bit glory. The original was a sleeper hit if ever there was one. It deserved to be.

About time. One of the biggest drains on **GAME PLAYERS** resources (because we just COULDN'T STOP PLAYING!) from a few years back finally makes a return. This update makes full use of the U64's capabilities, so the courses aren't all flat like they were back in the days of 16-bit Mode 7. Now the tracks have hills, dips, and banked curves. Best of all, since the U64 has four controller ports built-in, a lot more folks can jump in and play at once. I can smell the deadlines burning — let's just hope that April is a really slow month around here.

The update doesn't restrict you to flat little tracks — how about racing over hills, on dirt, in a dense fog?



Two players can go head to head, and apparently have the option of either a horizontal or vertical split screen. Nice touch.



But lookie here! That's right, there are FOUR different people racing at once (and, I might add, trying to blast each other with those heat-seeking red koopa shells). Yee-ha!

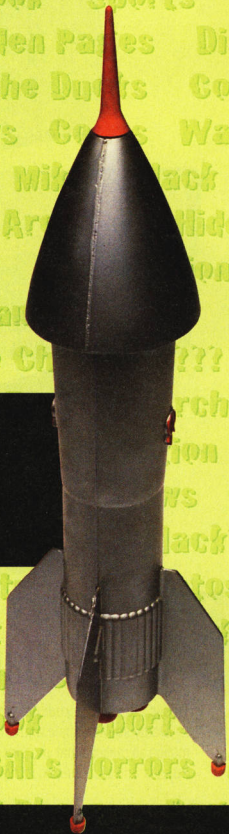




Their site.

Our site.

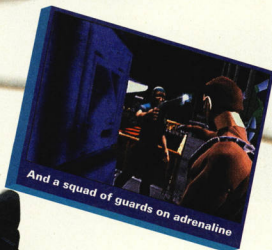
<http://www.gameplayers.com>



Where the cool people go.

GAME PLAYERS

CYBERIA™



- "...One of the most impressive games of the year."
Frank O'Conner, Editor-in-Chief, Video Games Magazine.
- Stunning SGI graphics
- Killer music from Thomas Dolby's Headspace™
- 11 intense arcade action sequences
- Mind bending puzzles

Danger never looked so good.

This is the most incredible gaming experience ever.

Dolby sound, music and full-screen cinematic motion so realistic that you'll lose yourself in the year 2027. Puzzles and plot lines so intriguing that no two games

will ever be the same. Characters so complex that they'll become a part of your life.

It's an epic adventure, more than two years in the making. The real danger is that you might miss it.

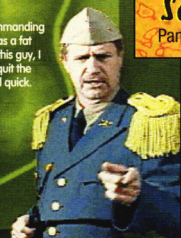


Interplay
BY GAMERS. FOR GAMERS.™

Visit Interplay at <http://www.Interplay.com>



If my commanding officer was a fat slob like this guy, I think I'd quit the army real quick.



Scramble Cobra

Parasonic for 3DO

Taking on *Thunderstrike 2* in the assault chopper sim category, *Scramble Cobra* pits you against the forces of the evil Empire R (that's right, just "R"). Our first impression is that it's kind of slow and squarey in the 'been there/done that' category, but there's surprisingly little draw-in, and some halfway decent explosions. Stay tuned for more info.

Aaaaand ACTION! Well, as much action as the game can manage. It's not exactly fast and furious, or at least it doesn't seem that way yet.



Star Wars: Shadow of the Empire

Nintendo for Ultra 64

are most interested in, it's kind of important to realize that *Shadow of the Empire* is a very, very big project for LucasArts that goes beyond just this one game. The project also includes a novel and a comic book series published through Dark Horse.

The initial crop of screen shots released for *SOTE* show snowspeeders attacking Imperial AT-ATs on Hoth, but that's just the tip of the iceberg (no pun intended). The game itself revolves around the relationship between the Empire and the galaxy-wide criminal underworld, and takes place roughly in the space between the second and third Star Wars films. If the rumors are correct, the game should revolve more around the galactic bounty hunter Boba Fett and outlaw king Jabba the Hut, as well as introduce a new, even more threatening enemy while the player pilots his way around the galaxy. Or, maybe it won't — as with all things U64, everyone's keeping mum. We're just gonna have to wait and see.

This series of shots show a rebel snowspeeder attacking an imperial AT-AT "Walker" tank. Again, note the lack of "jaggies" on the AT-AT's texture mapping. Looks good!

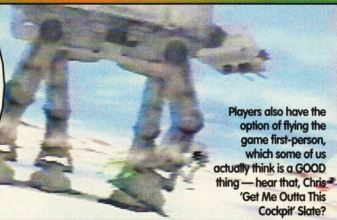
The early game footage we were supplied with appeared to have a slow frame rate and some problems with collision detection (note how the speeder disappears into the walker). However, at barely 20% complete, there's plenty of room for improvement.

While the videogame is the part many **GAME PLAYERS** readers

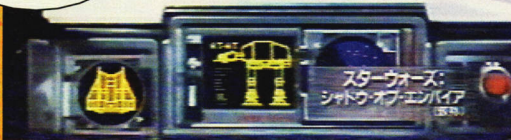


The smoothness of the textures is shown off even better by a close call with one of the speeders.

Looks like there's more than enough action to go around. Let's just hope the rest of the game is this good.



Players also have the option of flying the game first-person, which some of us actually think is a GOOD thing — hear that, Chris! "Get Me Outta This Cockpit Slate?"



Enter the CYBERIA™ Virtual Vacation Sweepstakes

and you may win a
4 day, 3 night trip
for 2 to Los Angeles.

Experience:

Air Combat USA™
Virtual World®

Universal Studios Hollywood®
Interplay Corporate Offices

Enter at these
exclusive locations...

electronics **SP** boutique

EBX

Waldensoftware™



HOW TO ENTER:
No purchase necessary.
Sweepstakes ends 5/31/96.

You are automatically entered by purchasing Cyberia and sending in your registration card. You may also enter by mailing an official entry form found at participating Electronics Boutiques, or a 3 x 5 card hand printed with your name, address and zip code to CYBERIA SWEEPSTAKES, P.O. Box 8708, Dept. 565, Newport Beach, CA 92658. Sponsor assumes no responsibility for lost, late, misdirected, mutilated, illegible, stolen, incomplete or postage-due mail. All entries must be received by 5/31/96. PRIZES: One (1) Grand Prize: A 4 day/3 night trip to Los Angeles for 2. Trip consists of round-trip air transportation, Hotel and trips to Air Combat, Virtual World, and more. (ARV \$5,000). Odds of winning depends on number of entries received. Sweepstakes open to all U.S. residents 18 years of age or older except employees of Interplay Productions, HWS, Inc., their affiliates, subsidiaries, advertising and promotion agencies and the immediate families of each. For complete rules, send a self-addressed stamped envelope to: CYBERIA RULES: P.O. Box 8708, Dept. 561, Newport Beach, CA 92658. Void where prohibited. ©1996 U.S. Inc. All trademarks are the properties of their respective owners.

Interplay
BY GAMERS. FOR GAMERS.™

Say WHAT? Coming from way out of left field, this may well turn out to be more fun than half the other U64 titles combined. There's not much subtlety here.

Near as we can tell, the game is pure, gratuitous, mindless destruction — straight up, no chaser.

Piloting a number of different wrecking machines, from the hyped-up bulldozer of the title to more specialized equipment (a giant mechanical scorpion?), the apparent goal is to plow into as much of the surrounding real estate as you can and raze it to the ground. The more houses and buildings you can destroy, the more money you get to buy better equipment and destroy even more stuff. It's a totally silly concept, but it looks like a complete

blast. Maybe the U64 is worth buying after all... (that is a joke, OK?).

That's right, **BLASTDOZER!** See? Here's the title screen — we're **NOT** making this up!



Sure, destruction of public property is a crime, but man, is it fun or what? Note the Money Meter in the upper right corner.

It may look like your standard bulldozer, but it doesn't ACT like one. When was the last time you saw a John Deere take a flying leap like this?

A wrecker scorpion? Hey, why not? They're just polygons...



Here ya go, ripping through urban landscapes and down the Pacific Coast Highway, bashing anyone who gets in your way. Does it look like a good time — and does it look as good as the 3DO original?



Player 1



Road Rash

Electronic Arts for PlayStation

Yee-ha. One of the classic 'must-have' titles for 3DO (remember, the FIRST 32-bit system), arrives for PlayStation (the latest 32-bit system).

It looks like a pretty straight-up conversion, keeping the same tracks and speed, and all the digitized video and twisted graphics. There's some argument around the **GAME PLAYERS** office as to whether this looks better or worse than the 3DO version, but since at press time we haven't seen a final version yet, we're all reserving judgement. The *Road Rash* series has always been fast and fun, and it doesn't look like it's going to stop now. Watch for it.

Blastdozer

Nintendo/Rare for Ultra 64



Ka-RUNCH! All you have to do is run over all the available buildings and grind them into splinters — gee, I sure hope the owners weren't home.



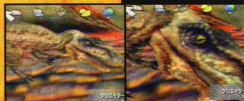
Later, you can spend your (ahem) hard-earned money and buy even MORE destructive equipment, like this 'Crusher' brand wrecking 'mech. Be the first on your block to own one — before you level the block that is.



Creator

Nintendo for Ultra 64

Dinosaurs and other prehistoric creatures at the dawn of time are featured in this U64 title. Yet another U64 title whose release is so far off that details are sketchy, but the rendered-on-the-fly dinosaurs still had everyone at



One thing you can say about the *Creator* demo is that it shows off the U64's mip-mapping feature better than anything else — no matter how close you get, the critter still looks pretty smooth.

Shoshinkai 'oohing' and 'ahing.' *Jurassic Park* without the park? Gotta go, raptors are at the door.



The PlayStation version keeps all the MTV-style video clips and the same soundtrack, which includes a couple of tracks from Soundgarden and, uh, a couple of other bands — once again, just who the hell is Hammerbox?

SHINOBI LEGIONS DIDN'T LEAVE EVERYONE SPEECHLESS.

SHINOBI LEGIONS™

"Phenomenal gameplay and razor-sharp graphics!"

— Game Pro

"The first completely digitized side scroller ever, making it a benchmark title."

— Game Fan

"With the new techniques and challenging levels, this one is a definite must-buy!"

— EGM

"A must-have for Saturn action fans."

— Fusion



VIC TOKAI INC.

22904 Lockness Ave., Torrance, CA 90501

SHINOBI LEGIONS is a trademark of © Sega Enterprises, Ltd. 1995.
Distributed by VIC TOKAI INC. For more information call (310) 326-8880.



This official seal is your assurance that the product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



SEGA SATURN™

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
All rights reserved.

We covered this one a little in our last issue, and we don't know a whole lot more about it now. The idea seems to be to build the ultimate battle car from the available list of parts and weapons, then test them in combat against either the computer or another player. How the game is structured or exactly what the point of the whole thing is supposed to be are still unknown, but the pictures look cool and the highly detailed cars are certainly impressive. April can't seem to get here fast enough.

Buggie Boogie

Nintendo for Ultra 64

Also, at the risk of sounding like a broken record, the game certainly shows off the incredibly realism the U64 is capable of producing. U64, here we come.



While the game's mechanics are still kind of sketchy, the cars themselves show a level of detail and a gloss that's hard to ignore.



Ooooooh boy — flying through tunnels with no sense of direction may not sound like fun, but trust me, it's a TOTAL BLAST!

Note the way your lasers light up the surrounding tunnel — keen.

Destroy the core and get me outta here!



Silverload

Vic Tokai for PlayStation

This strange little graphic adventure looks like it's definitely worth checking out. Incredibly atmospheric, it's a supernatural quest set in the American West in 1879. A little slow moving, and the interface isn't exactly intuitive, but the game is creepy in the extreme — oddly reminiscent of the Tex Arcana graphic novels, except the game is in color — and kept this poor writer playing longer than he needed to for a preview write-up.



It seems that some kind of demons or monsters came out of a storm and stole a couple of children. Hope my six-gun works against demons...

Descent

Interplay for PlayStation

One of the most popular and best PC games of the last year comes home for PlayStation. Taking the concept of *Doom* to the next level, *Descent* puts you in a spaceship that FLIES through corridors. Since all the action takes place inside tunnels that have been carved through big asteroids, there's no gravity — in other words, forget about little things like 'up and down,' you're strictly on your own.

This is practically the definition of cool, and even manages a few touches over the original PC version, like colored light-sourcing (your laser beams light the walls as they travel — keen), and new music by Skinny Puppy and Type O Negative. Best of all, the networking option from the PC version has been kept in, so with two PlayStations and a link cable, you can battle another player. Do we like it? I think we do...



This ain't "Timmy the Tugboat," not by a long shot. *Wave Race 64* is fast and challenging, and the water acts like real water, with ripples and waves, and not a flat surface in sight.

Note the way the boat dips down into the water on a curve.

Believe it or not, the boat in front just hopped over the one in back as it passed, pushing it down into the drink.



...some form of tribal symbols, can't place the origin though. Some bad magic is at work here that's for certain.

Silverload is actually the name of the town most of the action takes place in. The way the population is dropping though, I don't know if I really wanna go in there. Spooky!

Deathkeep

SSI for 3DO

A semi-sequel to SSI's *Slayer*, this is another fine mix of

Doom-style action and AD&D-based RPG. You can choose to play as one of three character classes (which mostly boils down to whether you want to kick ass or cast spells), then plunge into the games 25 dun-

geons and three towers in your quest to bring down an evil necromancer and return him to the icy prison he escaped from. Actually, this is among the smoothest, glossiest looking games we've seen in a while, filled with great-looking monsters and devious traps. Very cool.

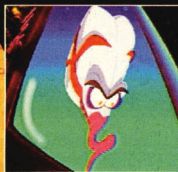


Deathkeep boasts some of the best-looking, and fastest moving, graphics we've seen yet, especially on 3DO.

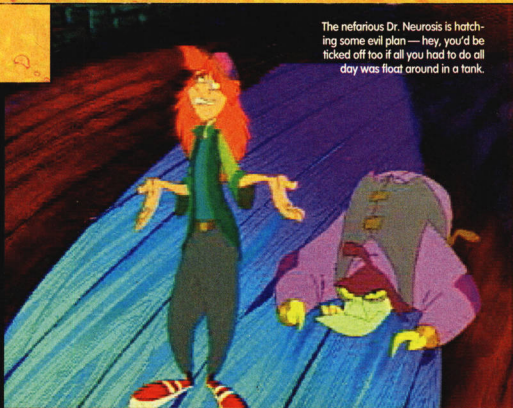
Braindead 13

Readysoft for PlayStation

Well now, it seems Dr. Nero Neurosis, an evil brain floating in a tank, natch, is bent on world domination, and only Lance, a hapless but hip computer repairman can stop him. This falls right into the 'watch the cartoon, push a button' style of game that Readysoft, the same folks who brought you *Dragon's Lair* and *Space Ace*, are known for. The animation quality is excellent though, and it looks pretty amusing. You could do worse.



And so it's up to Lance, Gen X computer repair guy to stop him. All he has to do is get by Fritz, the Doctor's subhuman henchman. I'd bet on Lance though — he's the only one among 'em with opposable thumbs.



The nefarious Dr. Neurosis is hatching some evil plan — hey, you'd be ticked off too if all you had to do all day was float around in a tank.



Wave Race 64

Nintendo for Ultra 64

When Nintendo's handy, extremely Japanese press kit comes to this game, it says, "Observe the water surface's beautiful movement. Is this game the water race version of *F-Zero*?"

Beats me, but I guess that describes it as well as anything. In fact, this speedboat racing title looks way cool. The motion of the water really is modeled extremely well. The demo moved at a blistering pace, and you could do a lot of nifty tricks, like use the wake of another boat as a 'ramp' and launch yourself in the air. You have to see it in action to appreciate it, but if you squinted a little, you could almost convince yourself you were watching a real boat race.

Oooh, looks like it's gonna be tight going under that bridge! No problem, just pull in your hydrofoil 'wings' and slip right on through.

Pilotwings 64

Nintendo/Paradigm Simulations for Ultra 64

One of the most eagerly anticipated titles for U64 is this follow-up to one of the Super NES's premier games. It's been a long time coming, and while we haven't been able to get our hands on it yet (this was another game that only had a non-playable demo running at Shoshinkai), the little we've seen certainly made us hot to give it a try. The game includes a lot of different flying vehicles, updating the hang glider of the original into a 3D environment and adding a rocket pack, a helicopter, and at least two others. As a showcase for both the U64's reality engine and analog joystick, it looks like smooth, easy sailing — or, uh, gliding.



This series of shots does little justice to the smooth-flying graphics of *Pilotwings 64*. Note the totally un-blocky texture maps on the ground and the walls of the cave.

As well as the hang glider, you also get to pilot a mini-helicopter, a rocket pack and more.

The four directional buttons on the U64 controller allow you to look in any direction. If it gets any more real than this, I'm gonna need Dramamine...



Link, the diminutive hero of many an 8-bit game and exactly one Super Nintendo

adventure, breaks from his two-dimensional past in style.

I don't know who you are buddy, but you're a lot shinier than I am, so you're going down!

Zelda 64

Nintendo for Ultra 64

Wow! Link makes his triumphant break into a polygon universe — not now, of course, but uh, real soon. Well, OK, not REAL soon, but by next Christmas at least. Maybe.

Nintendo has pegged *Zelda 64* to release at the same time as their disc-based 'bulky drive,' and will most likely be the first game available for that format. Since the bulky drive isn't set to be announced until the next Shoshinkai, to be held in November '96, that means that the game itself is at least that far off. Still, the demos they had at this last show were running on actual (cart-based) U64 hardware, and give a good indication of what you can expect.

While there's no telling what the actual game may look like, the demo was running on actual U64 hardware.

The enemy knight's armor is an impressive effect, as are the sparks that fly as the two warriors clash.



Iron Angel of the Apocalypse—The Return

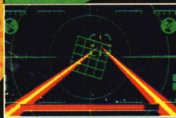
Synergy for 3DO

The original *Iron Angel* was a better head trip than it was a game, with weird, psychedelic visuals backing up a so-so *Doom* clone—the fact that the dialog wasn't dubbed from Japanese,

but relied on subtitles instead just added to the alien creepiness of it all. The sequel casts off a lot of more bizarre stuff in favor of more straight up action and a more coherent storyline — in fact, it's pretty much locked on to its storyline. It also breaks up the *Doom*-style action with the odd racing and shooter sections. Still pretty strange, though.

Most of the game is still a good (if not great) *Doom* sorta thing, but the sequel breaks up those sections with the odd stage that does something else, like this *Tailgunner*-style spaceship combat sequence.

The 'motoid' warrior returns with a new brain, a more varied style of play, and a less creepy game.



TARGET OR BE TARGETED!

The battle rages on. Two opponents. Two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of World War II. From Pearl Harbor to unconditional surrender, this is your battlefield.

PTO II delivers the power to control this infamous war. With new technology, faster and better war machines are at your disposal. Command the guns of the mighty Missouri, launch devastating Japanese fighter attacks, or storm the beaches of Okinawa. India, Australia, and the east coast of the United States mark new regions for enemy domination. Three campaigns await the most ambitious of generals while single-ship engagements prepare you for more!

- Play one of three major campaigns or seven short scenarios
- Set your own victory conditions
- Execute precise military maneuvers with over 100 unique officers
 - Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks
 - Intercept & decipher enemy messages using technologically advanced weaponry
- Command forces from 70 strategic bases around the globe
- Full motion video enhances special events and commands (not available for Super NES or IBM CD)
- One or two player excitement

Super NES Screens Shown



TORPEDOES ARE A DEADLY FORM OF ATTACK.



STRONGARM PRESIDENTS, PRIME MINISTERS AND COMMANDERS.



POWERFUL GUNS PROVIDE LONG-RANGE FIRE POWER.



Coming Soon for:



Available at your favorite retailers nationwide. Phone 415/348-0500 for additional information or to order direct.

KOEI

KOEI Corporation
1350 Bayshore Hwy, Suite 540
Burlingame, CA 94010

PTO II is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, and the official seals are trademarks of Nintendo of America. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Microsoft, Microsoft Windows, and the official logos are trademarks of Microsoft Corporation. All Rights Reserved.

Flying through an unrestricted 3D world is a new experience for Fox McCloud, but don't doubt that he's up to it, even with giant robots waving particle cannons at him.



This game is so early, half the areas don't even have enemies yet, making it seem like Fox is just flying his Airwing to work, or something...

The game also updates the big, boxy bosses of the 16-bit original and gives them a little more polish and depth.

Other choices includes assault gunboats, hover tanks, and—construction equipment? If the game is as open-ended and free-form as it appears, this could be well worth checking out. Stay in touch.



Look out, aliens have landed and they're EATING EVERYONE IN SIGHT!



Here our intrepid hero jumps into a chopper and tries his damndest to kill the critters attacking him. Good luck.

The premise is simple: jump into any vehicle you can find and use it to blast as many aliens as possible.

Star Fox 64

Nintendo for Ultra 64

Having been snubbed out of a 16-bit sequel when his Super FX2 chip crashed and burned, heartthrob Fox McCloud proudly gets in line for the same 64-bit upgrade every other Nintendo character seems to be getting this year. Since the original *Star Fox* was also a polygon-based flight game, the difference made through U64 technology isn't as apparent, but it's definitely a big difference.

For one thing, near as we can tell, the track-based flying of the original has been left behind, and Fox now has a full range of motion through his 3D environment. Texture maps on everything and an analog joystick bring this closer to the true flight experience everyone had hoped for with the original. Like LucasArts

Shadow of the Empire, the *Star Fox 64* demo also suffered from a pretty miserable frame rate, but again, it's so incomplete that's sure to change. But hey, where's Slippy?

And, for those of you who aren't afraid of the first-person experience, the game also lets you ride inside the cockpit.



Body Harvest

Nintendo/DMA Design for Ultra 64

Uhh. It looks like a bunch of aliens are bent on invading Earth and eating any humans they find. Bad news. On the upside though, it means you get a chance to cause all kinds of mass destruction in the name of protecting the planet. Goody!

This title is very, very far off and may even undergo a name change before being released, but the premise is interesting—not the backstory, but the mechanics of the game. The main character (A marine? A soldier? A cook? A cab driver gone nuts? No word yet) spends the game running from place to place, commandeering whatever vehicles he finds that might be able to kick some alien

butt. The demo we've seen includes attack choppers, hover tanks, assault boats, and a couple of others. Could be cool, but it's way too early to tell for sure.



Ridge Racer Revolution

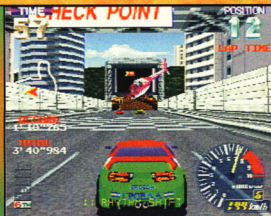
Namco for PlayStation

For everyone out there who loved *Ridge Racer*, here's more of the same. Offering a new track, a few new cars, a rear-view mirror, and a lot less draw-in, this isn't a do-over of *Ridge Racer* the way *Virtua Fighter Remix* was a do-over of *Virtua Fighter*, but an entirely different game using the same programming engine. It's fast, it's pulse-pounding, and it's still just as easy to fishtail all over the course.



Otherwise, it's just more of the same, even that pesky chopper is back. Safe to say that if you're a *Ridge Racer* fan, you should be drooling.

The major difference you notice between this and the original game is the rear-view mirror plastered squarely at the top of the screen.



UNBELIEVABLE!

THUMB BREAKS FOUR WORLD RECORDS



Celebration spills over into streets after Thumb topples fourth world record in two days.

By COURT CRANDALL
ATARI STAFF WRITER



Thumb: "I'm no hero. I'm the same extremity I was two days ago."

► **The living room-** At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Isere Skiing and Snowboarding™ to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA™ Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout™. "There is no 'I' in 'HAND,'" Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D™. The rest, as they say, is history.

► **The deal-** Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and

those of other much less valuable body parts like the big toe, guaranteed \$5.6 million per year, and the right eyebrow, which earns a cool \$6.2 million plus incentives.

► **The injury-** "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

► **The system-** After the ticketate welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.



NBA™ JAM™ TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."



SUPER BURNOUT™ Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.



VAL D'ISERE SKIING AND SNOWBOARDING™ Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.



SUPERCROSS 3D™ Overcoming serious cramp, Thumb catches air as he sweeps all 14 Supercross titles.

NBA™ is a Jam™ Tournament Edition. The NBA and NBA team trademarks used on this product are used under license from NBA Properties, Inc. The NBA and individual NBA team identifications used on this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1995 NBA Properties, Inc. All rights reserved. Cop-Operated video game software ©1995 Atari-licensed from Midway Manufacturing Co. All rights reserved. Midway is a registered trademark of Midway Manufacturing Co. ©1995 Accion Entertainment, Inc. All rights reserved. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corp., Sunnyvale, CA. All other trademarks and copyrights are properties of their respective owners. All rights reserved. See us at the World Wide Web: <http://www.atari.com> or Computer @ Atari, LLC: (415) 948-0850.

HYPER-EXCITING,
ULTRA-VISUAL,
100% PURE...



Japanese PREVIEWERS

Godzilla: King of Monsters

Sega for Saturn

You're gonna love this. Based on the most recent cycle of giant monster movies, this game is nothing less than a full-blown Godzilla simulator/strategy game! Featuring Godzilla, Mechagodzilla, Space Godzilla, Mogera, Rodan, Mothra, and several thousand tons of military hardware, it looks like a blast.

Godzilla fans, unite! Get off yer butts and start bugging Sega to bring this one over here.

Here he is, the one and only, doing what he does best—ruining the value of real estate in the greater Tokyo area.



Boasting plenty of digitized video from the latest batch of Japanese movies, Godzilla is a giant monster fan's dream.

Supermechagodzilla faces off against SpaceGodzilla!



Bahamut Lagoon

SquareSoft for Super Famicom

Lot of RPGs this month, huh? Anyway, this is another of Square's big, beautiful RPGs for Super Famicom that you probably won't ever see on this side of the ocean. Why? I dunno.

Fighting off evil curses and dragons is all in a day's work for our hardy band of adventurers,

although, oddly enough, the game is set in the far FUTURE. This is the direct sequel to *Front Mission*, which is another Square game that hasn't made it here, at least not yet, and from where we sit, *Bahamut Lagoon* could well be the most gorgeous Square title to date—I mean, LOOK at this stuff!



A weird mixture of science fiction and fantasy, *Bahamut Lagoon* lets you fight robots with magic. Kinda strange, huh?



トウクルーヌ
「どうしてバロムス帝国との最終決戦に敵対者向けに設定が変更された!」

And they do prattle on—sometimes I really wish I could read Japanese without keeping a kanji dictionary in one hand. Then I could get a shot at playing this.

Although everyone's wearing armor, this is actually set in the future—witness the nuclear meltdown. Ooops!

As you might gather from the title, there's a dragon or two to be fought in the game, and some of the prettiest graphics we've ever seen on Super Famicom.



The Gaga

The latest in the wildly mushrooming little sub-genre of FMV-based mystery graphic adventures, *The Psychotron* follows squarely in the tradition of *Aku Gyaku no Kisetsu* (very, VERY loosely, *The Season of Evil Treason*) for 3D0 and *J.B. Herold Chicago Blues* for PlayStation. Oddly enough, not a single one of these have ever made it over this way (the closest we've ever gotten is *Psychic Detective* from Electronic Arts), which is kinda disappointing, since it seems like the best use of FMV we can think of.

The Psychotron follows a slightly more high-tech, espionage-style story (with, if we're getting this right, a supernatural edge), but it has all the hallmarks—get to the scene of the crime, question witnesses, scour the city for clues and get to the bottom of it all.

Maybe one of these days someone can get it into their head to import one of these. Until then, just look at the pictures.

Kendo Storm + Road Blaster

Exec For PlayStation



for Sega CD released here by Renovation, known in *Road Avenger*, respectively (part of a trio along with *Time Gal*). You know, the sort of "watch the video, push a button" sort of game that's been kicking around since *Dragon's Lair*?

Anyway, now you can get them both in one package. Gee, now ain't you glad you live right here in the good old U.S. of A?

Here's *Road Blaster*, AKA *Road Avenger*, which was notable mostly for having a dead-ringer

David Bowie sound-alike warble the theme song—Oh the pain, the pain...



And here's *Kendo Storm*, formerly known as *Cobra Mission* when it was released here for Sega CD two years ago.

Ys V

Falcom for Super Famicom

Yeah, it's the usual "walk around and talk to everyone" RPG stuff. It looks good though, and the *Ys* series has always been above average.



Been a while. This is the latest in the long running action/RPG series, the last of which was released here over two years ago. The series has bounced around from the NEC PC Engine (known here as the TurboGrafx-X—anyone remember the TurboGrafx-X?), to the Super NES and the Mega CD (in Japan, anyway). Very little word yet on storyline, but it's clear this falls squarely in the *Ys* tradition of RPGs using action instead of battle screens. It also seems like this one is going to have more than its share of female characters—we're going to follow it closely.



Ooooo—a big scary monster. Why are the critters always bigger than your character? Doesn't seem fair...

Psychotron

Communications for Saturn

Moving through the city, searching for clues and whatnot. Don't really know what the skull is all about, but it looks cool. Hey, write your local game publisher and see if you can get 'em to bring this over, OK?



Although FMV has its limitations, using video to show a crime witness giving you a story seems like a good way to use it.



Note the power bar and stats at the bottom of the screen—that's right, you're going to have to rely on your reflexes as well as your brain.

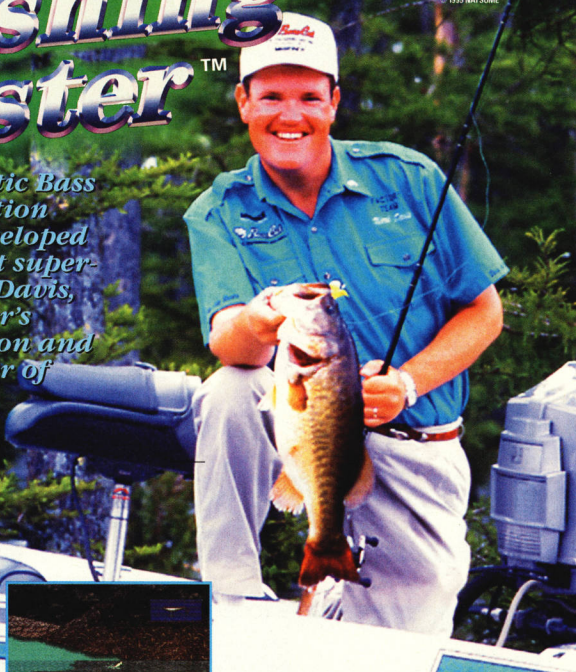
Mark Davis' **The Fishing Master**™

NATSUME

Series Fun™

THE FISHING MASTER IS A TRADEMARK OF NATSUME, INC. NATSUME IS A REGISTERED TRADEMARK OF NATSUME, INC. © 1995 NATSUME

The most realistic Bass Fishing Simulation Game ever! Developed under the direct supervision of Mark Davis, 1995 BASS Master's Classic Champion and 1995 BASS Angler of the Year.



Welcome to Mark Davis' The Fishing Master! Your Professional guide is Mark Davis, the only angler ever to win both the BASS Master's Classic and the BASS Angler of the Year in the same year. Different from Fishing Simulation Games of the past, the fish cannot be seen until they bite, a level of realism never experienced before!

Join Mark Davis for a fishing experience you'll never forget as his digitized voice utters words of excitement or despair. Whether you are an amateur or a longtime fishing master, you will love the thrill of catching the prize bass!



DISTRIBUTED EXCLUSIVELY BY:
SVG Distribution
8411 S. La Cienega Blvd.
Inglewood, CA 90301
For dealer inquiries or the
nearest store location, call:
310-568-9800

SUPER NINTENDO
ENTERTAINMENT SYSTEM



LICENSED BY
Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1991 NINTENDO OF AMERICA, INC.

REVIEWS

BattleSport	69
Captain Quazar	64
Cuthroat Island	72
Cyberspeed	57
Hi Octane	68
In The Hunt	70
Johnny Bazookatone	60
Jupiter Strike	59
Primal Rage	68
PTO 2	62
Revolution X	62
Solar Eclipse	57
Thunder Strike 2	74
Viewpoint	72
Wing Arms	55
Zero Divide	58

The earliest games developed were crude devices, made of rocks and sticks. The earliest game reviewers were crude people, who burped and stank. You better thank your lucky stars at least the games improved!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

Without this stuff, we'd still all be sitting in a cave somewhere, playing with our brand new Rock and Stick game system!

REVIEWER

OK, OK... so this guy looks like he's still living in a cave, but at least we've got him to the point where he bathes and kinda uses a fork!

OPINION

Without this, we'd never have known about that new 'Leaf and Iron Ore' game system. Man, it rocks! (Ouch!)

The Rocket Science:

Each category of our scoring boxes is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:

Weighted by a factor of two.

Music & Sound FX:

Weighted by a factor of one.

Innovation:

Weighted by a factor of one.

Gameplay:

Weighted by a factor of eight.

Replay Value:

Weighted by a factor of six.

SCORE

Those cave guys knew about this, and so will you, as soon as you get up in the trees with us!

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Rage

SATURN

After years of complaining that he never got to go anywhere, we finally decided to let Patrick (disguised here as little brother) take the helm on this copier ride. We're miss him.

THUNDERSTRIKE

Being that stationary ground targets are the backbone of most arcade games, it's not surprising that the Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

7 Graphics: The Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

8 Music & Sound FX: The Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

9 Innovation: The Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

9 Gameplay: The Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

9 Replay Value: The Saturn version of ThunderStrike 2 is a solid shooter. The game is a good one, but it's not the best. The graphics are decent, but the sound effects are a bit off.

87%

OVERALL CRITIC RATING

SkyBox International Presents

THE BATTLE OF THE CENTURY



Featured Championship Bouts:

BATMAN™ vs. CAPTAIN AMERICA™

HULK™ vs. SUPERMAN™

SUPERBOY™ vs. SPIDER-MAN™

WOLVERINE™ vs. LOBO™

WONDER WOMAN™ vs. STORM™



VERSUS MARVEL COMICS

TRADING CARDS

COMING THIS DECEMBER!

IF YOU MISS THIS BATTLE, YOU'LL MISS THE WHOLE WAR.

Copyright © 1995 DC Comics and Marvel Characters, Inc. All Rights Reserved. Printed in the U.S.A.
DC logo © DC Comics. TM logo © Marvel Characters, Inc.
TM DC Comics. TM Marvel Characters, Inc.



SATURN

action / GENRE
1 / PLAYERS
1 CD / SIZE
none / SAVE FEATURE
Sega / PUBLISHER
Sega / DEVELOPER
now / AVAILABLE
\$39.99 / PRICE

WING ARMS

We weren't too concerned when Jeff Lundrigan began taping feathers to his arms, but when he headed for the roof, singing 'Come Fly With Me', we had to stop him!



There's a lot of folks who seem to want to believe that *Wing Arms* is the Saturn's answer to *Warhawk*. Strictly speaking, that ain't so, and you could even argue that comparing them isn't fair — however, that doesn't mean we can't go right ahead and do it anyway. As it works out, *Wing Arms* isn't nearly as good, although it comes out OK on its own terms.

The game gives you seven kinds of planes to choose from, and they really do all handle differently, but it's not exactly a completely new experience with each different craft. The draw-in — especially during the 'canyon' portion of stage three, is pretty bad. The designers have taken a shot at software-based mipmapping — using less detailed texture maps on objects that are farther away and more detailed textures on objects that are close — in an attempt to both put less demand on the processor and make the game look better, but the results make you wonder if it was worth the effort.

On the up side, except for the canyon stage, which is both ugly and mildly frustrating, the game itself is enjoyable enough. The main problem is that (here it comes)

it's too damn short — there are only six stages, and while it might take you a day or two to get through the whole thing, once it's over, it's over. How much trouble could throwing in a two-player split-screen mode have been? Or how about a one-player dogfight practice mode? There aren't even any optional difficulty settings. It's fun while it lasts, but it doesn't last long. **GP**

There are other small annoyances, like the fact that the target indicator arrows have a habit of obscuring the enemy at all but the closest range.



On balance though, it's not a bad game at all, and if it had lasted longer, it might have scored ten points higher.



It's not like they're not trying to give you a lot of variety — air targets, ground targets, and some of the stages, like the Superbomber over a city at night stage, are actually quite beautiful.



On the other hand, the canyon level looks pretty bad — see that sky at the far end of the canyon? There's actually a wall there, and it's gonna pop up any second now.

INNOVATION

8

- There's a nice mix of air-to-air dogfights and ground assaults.
- Not much else here that's new.

MUSIC & SOUND FX

7

- Nice gunfire and screaming engines.
- The music is undistinguished, and the explosions lack punch.

GRAPHICS

9

- Solid and gorgeous most of the time.
- Bad draw-in during one or two stages.

REPLAY VALUE

6

- Fast, challenging, and nicely responsive.
- There's not much in the way of extras, and very few surprises.
- Fun and exciting enough for a second go.
- Only six stages, and no new challenges once you're done.

73%

VERY GOOD

Did You Get Everything You Wanted for Christmas?

ENTER
the CASH FOR FUN Joke Contest!
Send us the **BEST JOKE** and WIN
\$1500, or \$1000, or \$500
to spend on whatever you want!
Video System? A Bike? A Trampoline?
A Computer? A Stereo?

Would This Make You Feel Better?

Write Your Funniest Joke on a Piece of Paper and Send It To Treasure Cove and You Could Win CASH! First Prize, \$1500! Second Prize, \$1000! Third Prize, \$500!

CONTEST RULES: Send your joke with the coupon below completed and your \$4 entry fee in cash, check, or money order (no coins). Return your entry to the address on the coupon. Enter as often as you wish, but each entry must be on a separate piece of paper and each entry must have its own entry fee. All entries must be postmarked by April 15, 1996. Your joke will be judged by an impartial panel of judges.

FREE BONUS CONTEST!!

WIN a PLAYSTATION and the GAME of YOUR CHOICE!

Tell us on a separate sheet of paper what you think our next contest should be and what prize we should offer. Be specific! Most detailed entries will win. This contest is FREE OF CHARGE! One entry per person.
MAIL TO: Treasure Cove Corporation, Dept. GPL003A, P.O. Box 310, McHenry, IL 60051-0310. All entries must be postmarked by Feb. 28, 1996. Winner will be notified by June, 1996. The winning idea will appear in June issue.

All Entries must be Postmarked by 4-15-96.
Yes. Enter my joke in the CASH FOR FUN Joke Contest!
Here is my \$4.00 Entry fee.

Send cash, check, or money order (no coins) to:
TC Treasure Cove Corporation — Dept. GPL003
P.O. Box 310
McHenry, IL 60051-0310

Name: _____ Age: _____

(Please Print Legibly)

Address: _____

City: _____ State: _____ Zip Code: _____

VOID WHERE PROHIBITED BY LAW. Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor of contest responsible only to the limits of entry fee on disputes. Decisions of judges are final. Manufacturers of prizes and the publisher of this magazine are not affiliated with this contest. In the case of a tie on any contest, postmark will determine the winner. For a copy of the general rules, please send a self-addressed, stamped envelope to the address above. (Mark envelope "RULES")

Treasure Cove Corporation
the premium prize people



If you like 'em challenging, here's your game. The enemies are lethal, and the flight paths—often through VERY tight caves bristling with obstacles—take a fine touch to get through.

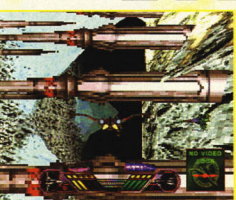
Flying through the caves reminded Jeff Lundrigan of all that time he spent in dark closets as a kid—but without the chains.



SATURN

shooter / GENRE
1 / PLAYERS
1 CD / SIZE
after each level / SAVE FEATURE
Crystal Dynamics / PUBLISHER
Crystal Dynamics / DEVELOPER
now / AVAILABLE
\$59.99 / PRICE

SOLAR ECLIPSE



While the herky-jerky control isn't as smooth as I'd like, you do kind of get used to it, and the craft can do partial rolls and fly on its 'side.' In fact, in some stages, you have to.

Second, there's a fair number of different special weapons, and some hellacious enemies. Last, although the draw-in is noticeable, it rarely bothers you too much. In short, while there's no one thing I can point to that really knocked me out, it definitely kept me coming back for more, and it lasted a good long while. Worth a look. **GP**

- 7 GRAPHICS
- 7 MUSIC & SOUND
- 5 INNOVATION
- 8 GAMEPLAY
- 7 REPLAY VALUE

VERY GOOD **73%**



There's also a first person cockpit view, but it limit you field of vision so much, it's practically useless. Personally, I consider this a big minus.



In the future, speeding will be legal and every vehicle will be armed to the teeth. Ahhh, I can dream, can't I?

When Roger Burchill was eight years old, his mom tied him to a pole in the back yard. To this very day, he still runs in circles.



PLAYSTATION

racing / GENRE
1 / PLAYERS
1 / SIZE
memory card / SAVE FEATURE
Mindscape / PUBLISHER
Mindscape / DEVELOPER
now / AVAILABLE
\$55 / PRICE

CYBERSPEED

Occasionally a good game comes along that begs comparison to a great game—like *CyberSpeed* to *WipEout*. First of all, *CyberSpeed*'s designers should be commended for their attempts to put a twist on the gameplay that *WipEout* has down to perfection. As one of eight rocket-propelled crafts attached to an energy beam that runs at the center of a bobsled-like course, racers must steer to the inside of turns to maximize the energy transfer from the beam to their race craft. With ten tracks, weapons, turbo, reverse, and short cuts, there are plenty of challenges for the racer willing to take the time to explore all of the strategic possibilities.

All ships are connected to a central energy beam which puts a whole new twist on racing strategy.

If you select the 'inside-the-ship' view, bring an ample supply of barf bags.



But all those possibilities are also *CyberSpeed*'s downside. *WipEout*'s interface allows a player to jump in and begin playing. *CyberSpeed* makes you control your craft in an entirely different and somewhat unnatural way. These control problems result in a steep learning curve for the would-be player. Wouldn't you just rather sit down and play *WipEout*? **GP**

- 8 GRAPHICS
- 6 MUSIC & SOUND
- 8 INNOVATION
- 8 GAMEPLAY
- 8 REPLAY VALUE

VERY GOOD **79%**

Wacky commercials keep you entertained between races. Here's your friendly, neighborhood Gummart spokesman.



PLAYSTATION **TEEN**

GENRE / fighting
 PLAYERS / 1 or 2
 SIZE / 1 CD
 SAVE FEATURE / memory card
 PUBLISHER / Time Warner
 DEVELOPER / Zoom
 AVAILABLE / now
 PRICE / \$49.95



After being schooled in the art of fighting, Roger Burchill now fearlessly walks the shopping malls of the earth, carrying his wife's purse!

ZERO Divide

Without a doubt, one of them most ridiculous clichés in the videogame industry is the insipid storylines that are created for fighting games. In the case of *Zero Divide*, there is some rambling on about the Xtal Tower and facing some all-powerful boss named Xcom... oh, who really cares? Let's fight!

It's in the fighting that *Zero Divide* shines. Eight warrior robots, superior animation, and a simple

command interface has you kickin' butt like a Marine drill instructor in no time. But don't think that just because the commands are simple that there's no challenge. *Zero Divide*'s artificial intelligence ranks with the top games of the genre. Include hidden moves, a wide variety of fighting styles for the characters and a final boss that is extremely difficult to get to and you've got more challenge than an afternoon stroll up Mount Everest.

On the downside, the blocky graphics seem more reminiscent of *Virtua Fighter* than current graphics champ *Virtua Fighter 2* and all the development time must have gone to the seamless gameplay, because not much of it went to the sound. Beyond that, the only downside for *Zero Divide* is that it's an excellent game in a field that is ruled by a few outstanding titles. **GP**

It's not all hand-to-hand combat! Certain characters can attack from a distance. (Talk about dragon breath!)



Quick and punishing—throw moves are one of the strengths of the game.



Welcome to the Xtal Towers. The blocky, glowing head will show you your room.



If you can hold on by the skin of your teeth, ring outs don't necessarily mean the end.



7

GRAPHICS

- Smooth, quick animation makes for seamless gameplay.
- Blocky graphics lack that state-of-the-art crispness and detail.

5

MUSIC & SOUND FX

- Explosions, explosions, explosions, and not much else.
- Can somebody please shut the freakin' announcer up?

5

INNOVATION

- If you get pushed off, you can pull yourself up from the edge of the ring.
- Two fighters, an arena and gratuitous violence. Sound familiar?

9

GAMEPLAY

- Simple commands let you become competitive right away.
- Above-average AI makes the computer a formidable opponent.

8

REPLAY VALUE

- You've got to prove yourself before the battle-shy final boss appears.
- Pizza, beer and a fighting game—who does women?

80%

EXCELLENT



PLAYSTATION

shooter / GENRE
1 / PLAYERS
1 CD / SIZE
none / SAVE FEATURE
Acclaim / PUBLISHER
Taito / DEVELOPER
now / AVAILABLE
\$59.95 / PRICE

JUPITER STRIKE

Girls always told Roger Burchill that he should 'go to Jupiter to get more stupider.' We say, 'OK Roger, you're stupid enough, it's time to come back home.'



Why is it that Earth Defense Forces are always guaranteed an ass kicking? Lucky my fleet was hanging out on Jupiter.

Recently, I've noticed a disturbing correlation between how good a game's intro sequence is and how bad its gameplay is. This is definitely the case with *Jupiter Strike*.

As beautiful and creative the intro sequence is, the rest of the game is a rehash of the standard track-rooted shooter. Any hint of innovation would have required a true 3-D world to freely roam. As it is, the graphics look adequate but seem highly derivative of *Star Fox* for the Super NES. Unfortunately, the graphics are about the only thing that alludes to a 32-bit game. In the category of sound, *Jupiter Strike* deserves a special achievement award for the absolute worst music and effects. My old *Pong* game almost had better sound.

In the area of gameplay things are even bleaker. The supposedly agile fighter you are in control of lacks any mod-

Here I come to save the day! The ten million-to-one odds should make it just about even all the way home.

icum of maneuverability and with no power ups, there is no way to improve the craft's standard weaponry or to repair damage during a level.

The choice of views adds some variety but both have serious flaws which prevents the selection of just one for the entire game. Couple that with the inexcusable absence of any way to save your game! You'd better be prepared to finish the game in one annoying sitting, but with the game dynamics stacked so badly against you, don't count on it. **GP**

Let's see... he's got 33 different lasers, missiles, rockets, robot arms, and mines, and I've got lasers with no power ups...@#\$%!?

Death is a natural by-product of this game—get used to it. Actually, I think you could file this under merry killing.



The inside view narrows the field of vision somewhat, but at least you'll be able to see your target.



WARP OUT
14



The outside view provides the best field of vision but it places your ship precisely in the most obstructive place.

GAMEPLAY

REPLAY VALUE

- 4
- You better finish it all at once, because if you don't, you're starting all over.
 - If you're smart, you won't even consider replaying it.

- 5
- Defend the earth while flying the equivalent of a brick. What, uh... fun.
 - No power ups and no way to save games.

- 5
- Where's the true 3-D? I thought the next generation was supposed to set me free!
 - Move around and shoot like hell! Boring!

GRAPHICS

8

○ Excellent intro sequence. If it were a movie, I'd pay to see it.

○ Rendered polygons at least make it look like a 32-bit game.

MUSIC & SOUND FX

2

- Make it stop! The music equals an instant insanity defense for a murder trial.
- I've heard 8-bit games that sound just as good.

48%
LACKING

SATURN

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / password
PUBLISHER / US Gold
DEVELOPER / Arc Development
AVAILABLE / now
PRICE / \$59.99



When Patrick Baggatta came to work with a pompadour, we weren't concerned. But when he took out his guitar and loaded it, we knew it was time to dance!

JOHNNY BAZOOKATONE

While games like *VF2* and *Sega Rally* allow us to get a good look at the Saturn's 3-D capabilities, it's still not evident what the machine can do with a more traditional side-scrolling action game — until now, *generously close to the infamous mine cart levels of days gone by*.

Featuring music from Richie Sambora of Bon Jovi, *Johnny Bazookatone* is a bit of a flashback to the days when side-scrollers ruled the world of video games. The only difference is that the Saturn is capable of turning what might have been a bland and lifeless game into a colorful, fast action title.

While *Johnny Bazookatone* may not represent the cutting edge of videogame technology, it does represent a nice effort in the familiar genre of left-to-right shooting action. The backgrounds are highly detailed and richly colored. The characters are uniquely conceived and display a reasonable level of intelligence, while the levels often display innovative design.

The only real drawback to *Johnny Bazookatone* is that it's overly difficult.

Right from the beginning, this is a challenging game and will, no doubt, frustrate the average player to some degree. For side-scrolling masters, however, *Johnny Bazookatone* is a great-looking, challenging action game with a genuine sense of rock 'n' roll style. **GP**

The action in *Johnny Bazookatone* is not likely to surprise savvy game players.



Taking a ride in the air ducts is dangerously close to the infamous mine cart levels of days gone by.



The big firepower of Johnny's magic guitar is unfortunately a time-consuming attack.



Finding hidden items is an important part of the game.

The intro animation is something that certainly could have never been done on a sixteen-bit game.

Though the action is really strong, probably the most impressive aspect of *Johnny Bazookatone* is the graphics.

8

- GRAPHICS**
- The rich colors and stylistic artwork adds a lot to the game.
 - The enemies are very well-designed.

8

MUSIC & SOUND FX

- The blues-influenced soundtrack is nicely done.
- The music is conspicuously absent during some of the gameplay.

4

INNOVATION

- There are a few neat tricks here and there.
- The side-scrolling action will seem very familiar to gamers.

7

GAMEPLAY

- The character control is complex and thorough.
- The difficulty isn't balanced — it's too hard.

8

REPLAY VALUE

- The game is huge.
- The action is extremely challenging. Wow!

73%
VERY GOOD

Zero Divide:

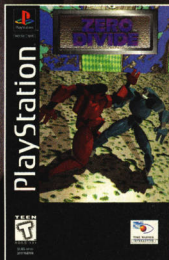
An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

Get it at your local retailer!

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter—jumping attack in combos
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the fight
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode



SUPER NES

GENRE / strategy
PLAYERS / 1 or 2
SIZE / 24 Mbit
SAVE FEATURE / save any time
PUBLISHER / Koel
DEVELOPER / Koel
AVAILABLE / now
PRICE / \$59.99



I have an official announcement to make.

The graphics aren't great, but they're clear and functional.



We knew it was a bad day when Jeff Lundrigan rose out of the secretarial pool, brandishing a sword and screaming 'Banzai!'

PTO 2



You're not only in charge of moving around ships and men, but running your industrial base, uncovering new resources, and even sending out spies.

much less figure out what strategies were the best. This is planning and waging an ENTIRE WAR, from commanding each fleet engagement to running industrial production and keeping your forces supplied.

Due to time constraints, I wasn't able to play it long enough to really understand certain aspects of the game, or even win consistently. The manual doesn't help much — it barely covers how orders function. The level of detail is both incredible and daunting.

If you're the sort who's puzzled by *Stratego* or *Battleship*, I'd steer clear. Hard core wargamers however, look no farther — it's not the Holy Grail, but it'll do. **GP**



The only things that kept this from a solid '10' in Gameplay are the dull and repetitive battle screens.

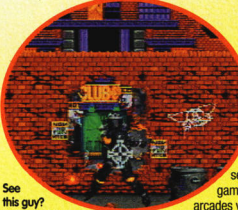
GENESIS

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Roga Software
AVAILABLE / now
PRICE / \$49.99



He's proud to be a charter member of Generation X, but Mike Salmon wants absolutely nothing to do with Revolution X and the saving of Aerosmith.

REVOLUTION X



See this guy?

You shoot him. On every level... over and over again.

You're the last hope to save the music and, if you have any taste, you'll let 'em have Aerosmith's music and play another game. *Revolution X* is one of the most mindless shooters ever. The sound is annoying, the graphics suffer from severe pixelitis, and there is no gameplay to speak of. At the arcades you at least had a light gun and some better graphics, but at home the game is an even worse effort, with repetitive enemies, poor control, and some of the worst digitized voices ever.

The motion-captured enemies lack any life and the backgrounds are worse than ugly. And you can't even shoot Aerosmith! If 'Janey's Got A Gun' is your favorite song and you dress like Steven Tyler, then get this game. However, if you like video games that entertain, look elsewhere. **GP**

- 4 GRAPHICS
- 3 MUSIC & SOUND
- 0 INNOVATION
- 3 GAMEPLAY
- 3 REPLAY VALUE

REINFORCING

29%



See this digitized babe? You save her. On every level... over and over and over.

As a reward for doing these things, you get to see some awful video from a member of Aerosmith. If you can understand the digitized speech, you get better ears than I.

IF YOU'VE GOT THE BALLS, WE'VE GOT THE BALLISTICS.



Battle it out for supremacy in the cyberspace combat zone where one false move may cost you your cojones! Choose from three assault rigs and thirteen fully-upgradable weapon systems as you maneuver through maze-like arenas. Careen across jump-ramps, sky-ways and movable blocks in a pulse-pounding race against the clock. It's virtual war out there. Time to show 'em how they're hanging.



**PC
CD
ROM**

8 Person
Network
Compatible

2 Player Link
Compatible



Assault Rigs™

<http://www.sony.com>

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Playtroops, the Playtroops logo and Assault Rigs are trademarks of Playgrooves Ltd. ©1995 Playgrooves Ltd.

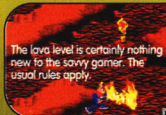
3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / Studio 3DO
DEVELOPER / Cydone Studios
AVAILABLE / now
PRICE / \$59.99



'Call me Captain, damn you!!!'
These were the last words we heard Patrick Baggatta speak before he left in the padded truck. We're still trying to figure out what he meant.

From the opening rap song which sings the praises of a new world-class superhero, to the final level of the game, *Captain Quazar* is a big disappointment. Rumored to be the next 3DO mascot, this space-aged do-gooder leaves quite a bit to be desired as an action-gaming hero, and in fact, there is very little here that will make *Captain Quazar* stand out beyond the most average of average games. Coming up short in



The lava level is certainly nothing new to the savvy gamer. The usual rules apply.

gameplay, control and graphics, which are solid, but less than impressive, *Captain Quazar* never quite gets off the ground.

The most disappointing aspect of this 3/4 view shooter is unquestionably the control factor, which is nothing short of awful. Lining up your bullets, missiles, and hand grenades with your intended targets is a tiresome chore and a never-ending source of frustration. It does get easier with later weapons, such as the flame-thrower, but it's way too little, too late.

6

GRAPHICS

- The cartoon-like style is sometimes funny.
- The environments are often flat and lifeless.

6

MUSIC & SOUND FX

- The sound effects are humorous at times.
- The music often seems totally inappropriate for the action.

4

INNOVATION

- There are some unique mission objectives.
- Shooting everything that moves is the oldest one in the book.

3

GAMEPLAY

- The missions are tedious and too difficult.
- The control is a frustrating ordeal.

7

REPLAY VALUE

- There is plenty of gaming here to master.
- What action there is, is highly repetitive.

The Places You'll Go

Though the environments may change in appearance from one level to the next, the game remains very much the same.

Lining up your weapons on primary targets is the toughest part of the game.



There are some humorous enemies along the way, but the zombie-like AI drains the life right out of them.



Battling your way out of the swamps requires little more than avoiding the obvious trouble spots.



Exploring the desert is an often disorienting experience, even with the help of the minimalist map feature.

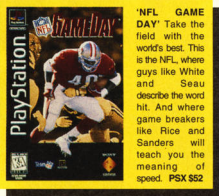
The fact that the map gives no indication as to where primary objectives are located makes it near useless.



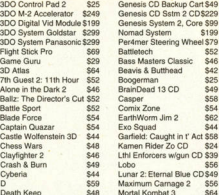
54%
AVERAGE



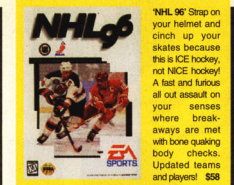
DONKEY KONG COUNTRY 2 Greater graphics and faster action for this even bigger adventure! All new worlds populated with new enemies and new friends. **\$64**



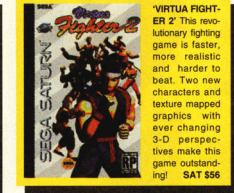
'NFL GAME DAY' Take the field with the world's best. This is the NFL where guys like White and Cassel describe the world hit. And game breakers like Rice and Sanders will speed you the meaning of the word. **PSX \$52**



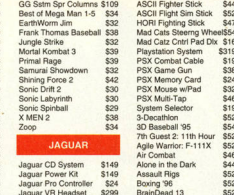
3D0 Control Pad **\$35**
3D0 M-2 Accelerator **\$49**
3D0 Digital Vid Module **\$129**
3D0 System Goldstar **\$309**
3D0 System Panasonic **\$329**
Flight Stick Pro **\$69**
Game Guru **\$29**
3D0 Atlas **\$49**
7th Guest 2: 11th Hour **\$52**
Alien in the Dark 2 **\$46**
Battle: The Director's Cut **\$29**
Battle Sport **\$52**
Blade Force **\$54**
Casual Quasar **\$39**
Castle Wolfenstein 3D **\$44**
Crash & Burn **\$46**
Cross Wars **\$44**
Day's Wrath **\$39**
Day's Wrath **\$39**
Death Keep **\$52**
Descent **\$58**
Doom **\$52**
Flying Nightmares **\$54**
Gunslinger Collection **\$28**
Iron Angel Apocalypse **\$54**
Off World Interceptor **\$52**
Killing Time **\$52**
Kingdom: Far Reaches **\$46**
Last Bounty Hunter **\$54**
Mad Dog McCrene 2 **\$52**
Need for Speed **\$52**
Off World Interceptor **\$52**
Poised **\$52**
Primal Rage **\$44**
Rebel Assault **\$46**
Return Fire 2 **\$54**
Samaral Showdown **\$39**
Scramble Cobra **\$52**
The Seal of the Pharaoh **\$32**
Shokey Jam **\$46**
Shokey War **\$52**
Slayer **\$49**
Space Ace **\$44**
Star Wars: Vengeance **\$58**
Starfighter **\$58**
Star Wars Fighter 2 Turbo **\$52**
Syndicate **\$39**
Super Jet **\$52**
Top Gun **\$54**
Virtual Stadium Baseball **\$54**
World Cup Commander 4 **\$52**
World Cup Pro: Pro Ed **\$46**
World Cup Special Soccer **\$32**



NHL 96 Strap on your helmet and cinch up your skates because this is ICE Hockey, not NICE hockey! A hot and furious all out assault on your senses where break-aways are met with bone jolking body checks and Updated teams and players! **\$58**



VIRTUA FIGHTER 2 This revolutionary fighting game is faster, more realistic and harder to beat. Two new characters and texture mapped graphics with ever changing 3-D perspectives makes this game outstanding! **SAT \$56**



JAGUAR
Jaguar CD System **\$149**
Jaguar Power Kit **\$149**
Jaguar Pro Controller **\$24**
Jaguar TV Headset **\$209**
X MEN 2 **\$38**
Zip **\$34**



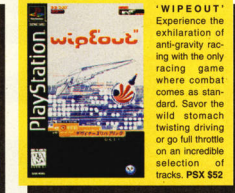
NEO GEO
NG CD Arcade Controller **\$46**
Neo Geo CD System **\$349**
Art of Fighting 2 CD **\$46**
Batman CD **\$52**
Kabuki Klash CD **\$52**
King of Fighters '95 CD **\$59**
King of the Monsters CD **\$59**
Nam 1975 CD **\$52**
Ninja Commando CD **\$46**
Samurai Shodown CD **\$59**
Secret Mook Island CD **\$39**
Super Sidekicks CD **\$46**
Top Hunter CD **\$46**
Ultra Vortex CD **\$52**
World Tour Golf CD **\$69**



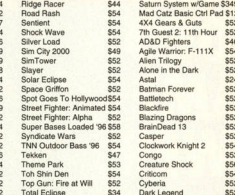
ULTRA 64
Ultra 64 System **\$269**
Cruin's USA **\$56**
Donkey Kong Fantasy **\$46**
PO ED **\$52**
Final Fantasy 5 **\$69**
Iron Griffey Jr. Baseball **\$34**
Killer Instinct 2 **\$59**
Mega Man **\$59**
Patrol **\$52**
Raiden **\$32**
Star Wars **\$59**
Star Wars **\$59**
Street Fighter **\$59**
Top Gun **\$59**
Ultra Mario Kart **\$59**



BREATH OF FIRE 2 Combine an orphaned descendant of the Light Dragon with a stout hearted warrior and you have the makings for this fantasy RPG! Four new fighting formations! **\$59**



'WIPEOUT' Experience the exhilaration of anti-gravity racing with the only racing game where combat comes as standard. Savor the wild stomach twisting driving or go full throttle on an incredible collection of tracks. **PSX \$52**



SATURN
Saturn System w/Game E349 **\$349**
Mad Catz Basic Ctrl Pad **12**
4X4 Gears & Guts **554**
7th Guest 2: 11th Hour **552**
Kickstart Fighters **546**
Agile Warrior: F-111X **544**
Alien Trilogy **552**
Alien in the Dark **552**
Astal **524**
Batman Forever **552**
Battlezone **552**
Blackline **552**
Blazing Dragons **552**
Super Bases Loaded '96 **552**
Casper **552**
Clockwork Knight 2 **554**
Congo **552**
Crease the Park **552**
Criticism **554**
Overload **552**
Descent 2 **554**
Double Dealer **556**
Dungeons & Dragons **552**
Earthworm Jim 2 **548**
FIFA International Soccer **552**
Frank Thomas Baseball **552**
GEX **552**
Ghen War **552**
Hang-On GP **546**
Hercuball 5 **552**
Ho-Octane **552**
Iron Storm **552**
Kingdom of Magic **554**
Legacy of Kain:Blood Omen **554**
Magic Carpet **552**
Magic Knight Rayearth **552**
Maximize Super **552**
Shogunno Supercesso **552**
Mortal Kombat 2 **548**
Mortal Kombat 3 **548**
NFL All Star Hockey **559**
PTO 2 **552**
Panzer Commander **552**
Panzer General **554**
Quarterback Attack **552**
Rally **552**
Rayman **552**
Relief to Zurich **546**
Rigged Saga **562**
Virtual Stick **554**
Virtual Stick 2000 **552**
Solar Eclipse **552**
Spot Goes To Hollywood **554**
Nike '96 Fighter Alpha **559**
Toh Shin Den **554**
Virtual Cup with Slun **569**
Virtual Fighters 2 **552**
Virtual Fighters 3 **552**
WWF Arcade **562**
WWF Arcade 2 **562**
WWF Arcade 3 **562**
Woop **544**



SNES
Super Nin System **598**
Boogerman **552**
Brandon 2 **564**
Brick Out: Fire 2 **552**
DirT Fax FX **554**
Front Foot Football '96 **558**
EarthBound **562**
Earth'98 **562**
Final Fantasy 3 **566**
Final Fantasy 5 **566**
Frank Thomas Baseball **566**
Garykoles **565**
Killer Instinct **565**
NWo **562**
Madman Football '96 **556**
Mechanics 2000 **558**
Mortal Kombat 3 **564**
Mortal Kombat 3 **564**
Mortal Kombat 3 **564**
Mortal Kombat 3 **564**
PGA International '96 **568**
PTD 2 **562**
PTD 3 **562**
Primal Rage **562**
Romance 3 Kingdoms 4 **562**
Secret of Evermore **562**
Seventh Saga 2 **562**
Tecmo Super Bowl 3 **562**
Tiny Toon Adventures **562**
Top Gun **562**
WWF Arcade **566**
WWF Arcade 2 **566**
Wipeout **562**
Wipeout **562**
Wipeout **562**
Yoshi's Island:Super Mario 2 **564**



SATURN
Saturn System w/Game E349 **\$349**
Mad Catz Basic Ctrl Pad **12**
4X4 Gears & Guts **554**
7th Guest 2: 11th Hour **552**
Kickstart Fighters **546**
Agile Warrior: F-111X **544**
Alien Trilogy **552**
Alien in the Dark **552**
Astal **524**
Batman Forever **552**
Battlezone **552**
Blackline **552**
Blazing Dragons **552**
Super Bases Loaded '96 **552**
Casper **552**
Clockwork Knight 2 **554**
Congo **552**
Crease the Park **552**
Criticism **554**
Overload **552**
Descent 2 **554**
Double Dealer **556**
Dungeons & Dragons **552**
Earthworm Jim 2 **548**
FIFA International Soccer **552**
Frank Thomas Baseball **552**
GEX **552**
Ghen War **552**
Hang-On GP **546**
Hercuball 5 **552**
Ho-Octane **552**
Iron Storm **552**
Kingdom of Magic **554**
Legacy of Kain:Blood Omen **554**
Magic Carpet **552**
Magic Knight Rayearth **552**
Maximize Super **552**
Shogunno Supercesso **552**
Mortal Kombat 2 **548**
Mortal Kombat 3 **548**
NFL All Star Hockey **559**
PTO 2 **552**
Panzer Commander **552**
Panzer General **554**
Quarterback Attack **552**
Rally **552**
Rayman **552**
Relief to Zurich **546**
Rigged Saga **562**
Virtual Stick **554**
Virtual Stick 2000 **552**
Solar Eclipse **552**
Spot Goes To Hollywood **554**
Nike '96 Fighter Alpha **559**
Toh Shin Den **554**
Virtual Cup with Slun **569**
Virtual Fighters 2 **552**
Virtual Fighters 3 **552**
WWF Arcade **562**
WWF Arcade 2 **562**
WWF Arcade 3 **562**
Woop **544**



VIRTUAL BOY
Virtual Boy System **\$149**
Galactic Pinball **\$38**
Golf **\$40**
Miniclash **\$38**
Vercia Force **\$46**
Wario Cruise **\$46**

GAMES & ACCESSORIES

CALL NOW TO ORDER
802-767-3033
 Fax **802-767-3382**
Source 10570
PO Box 234
Dept 10570
Rochester, VT 05767

OVERNIGHT SHIPPING in US \$4 per order. All in Canada, PR, HI, AK, AP. **PO \$4 per order.** Worldwide airmail \$4 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Call for details.
Visa, MC and Discover accepted. Checks held 1 week. Money orders same as cash. **DD \$5.** Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All states sold.

GAME PLAYERS
SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

SEGA.
SONY.
NINTENDO.
ATARI.
3DO.
ARCADE.
**TOTAL
VIDEO
GAME
POWER.**

Game Players was the first video game magazine in America. And it's still the best. Check out the...

UNBEATABLE REVIEWS

The heart and soul of our magazine. We give you the low-down on everything that matters and we tell it like it is.

HOTTEST STRATEGIES

We're renowned for being first with the strats that count. We guarantee to deliver the best, hottest, most thrilling strategies every single month.

PREVIEWS UP THE WAZOO

We have a mission. We bring you the first word on the newest stuff and the last word on everything else.

GREAT WRITERS

Sure they look strange, but they play games till their eyes bleed and they know what they're talking about — big time.

SUB

Subscribe to **GAME PLAYERS** and In fact, if you subscribe now you'll and we'll even take the trouble exclusive **Book of Cheats** packed 100 of your favorite games with



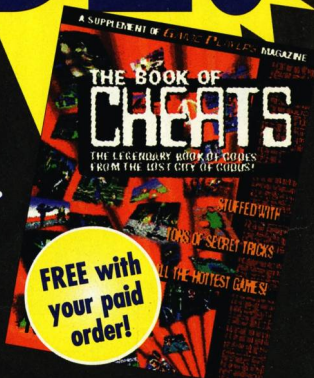
It looks better, it reads better and a closer inspection reveals that it even smells better than any other video game magazine. It tastes pretty good too, but we don't recommend you try it.

SCRIBE!

save almost 70% off the newsstand price.
get 13 fantastic issues for just \$24.95
to send you the ultra deceitful, 100%
with tips, tricks and strategies for over
your paid order.

5 reasons to subscribe today!

- ☀️ A day without *GAME PLAYERS* is like a day without an ozone layer.
- ☀️ Every time someone subscribes, we spare another hamster from our 'deep space' experiments.
- ☀️ If you don't have any friends, subscribing to *GAME PLAYERS* can at least bring a smile into your lonely, miserable life.
- ☀️ If you subscribe to *GAME PLAYERS* we won't tell anybody about that bizarre farmyard incident.
- ☀️ If you subscribe to *GAME PLAYERS* we won't send Bill round to your house with his guitar.



FREE with
your paid
order!

Yes!

Send me 13 issues of *Game Players* for just \$19.95 and I'll save almost 70% off the newsstand price. Don't forget that *Book of Cheats* you promised me.

Name

Address

City

State

Zip

Payment enclosed. Send *The Book of Cheats* right away!

Bill me

Mail to: *Game Players*, PO Box 50117, Boulder, CO 80322-0117

Send Canadian (\$US 38.95) and foreign (\$US 48.95) prepaid in US funds. Allow 6-8 weeks for delivery of your first issue. Newsstand rate for 13 issues is \$64.35.

5FWR7

PLAYSTATION



GENRE / racing
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Electronic Arts
DEVELOPER / Bullfrog
AVAILABLE / now
PRICE / \$59.99

The tracks twist and turn so drastically at times that it's difficult to stay on course.



Since Patrick Baggatta seemed to be the only one on the staff who knew Hi Octane did not necessarily mean 'good for drinking', we let him take this one.

OCTANE

Debuting on the PC this past summer, *Hi Octane* shows its origins from the very beginning. With its overall sluggish feel and low frame rate, *Hi Octane* is a bit on the stiff side when compared to most console racers. There are, however,



Blasting your competitors with projectiles is a significant part of the action, though it tends to add to the confusion of the game.

Floating lazily around corners doesn't quite offer the nail-biting intensity of most 3-D racing games. Some nice innovations which will be copied in some form or another as the 3-D racer toll begins to rise at a frantic pace.

The most impressive innovation in this futuristic, hover-craft racer is the morphing tracks which seem to breathe as they swell and recede in certain spots. Although most often used to open up different parts of the intricate tracks, you'll wish for more of this effect. There are also some especially nice 32-bit graphics here, but primarily in the backgrounds. The vehicles are the epitome of geometric simplicity and are a little bit lifeless because of it.

There are some nice touches here, but overall it's missing that certain magic that would have made this the exceptional title it could have been. **GP**

7 GRAPHICS

7 MUSIC & SOUND

8 INNOVATION

6 GAMEPLAY

7 REPLAY VALUE

GOOD 66%

PLAYSTATION



GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Time Warner
DEVELOPER / Probe Entertainment
AVAILABLE / now
PRICE / \$49.95



The Raptor nervously guarded his kill, but nothing kept Roger Burchill away from his Brontosaurus Burger!

After the destruction of civilization, the planet is called 'Urth'. Dinosaurs = small brains = can't spell!

PRIMAL RAGE

With next generation machines exploding onto the home-gaming scene, there's sure to be a steady stream of arcade classics knocking at the front door. Knock, knock!

Good news for *Primal Rage* fans — the PlayStation has no problem bringing that arcade experience home. With all seven dinosaurs, smooth stop-frame animation and every original arcade move and fatality at your fingertips, there will be no need to keep plunk-

Doh! That hurt! This ain't the Flintstones, baby; the action comes fast and furious.

Dinosaurs, splattering blood, and flying flesh. Anyone for a steak dinner?



A scantily clad babe invites you back for more punishment. How can you refuse?

8 GRAPHICS

6 MUSIC & SOUND

5 INNOVATION

8 GAMEPLAY

7 REPLAY VALUE

VERY GOOD 74%

ing quarters into that machine at the local arcade. The addition of a Tug-of-War mode and an endurance mode even helps to increase the replay value of the home game.

Unfortunately, this conversion does not mask the inherent shortcomings of the game. The original game was just a standard 2-D fighter with a simplistic combo system. Time Warner could have improved the product by adding new characters instead of the standard animated opening and victory sequences. But if you loved the original, you'll love this one. **GP**

3DO

action / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
after each game / SAVE FEATURE
Studio 3DO / PUBLISHER
Cyclone Studios / DEVELOPER
now / AVAILABLE
\$59.99 / PRICE



He's reviewed so many hovercraft games that we can't keep Jeff Lundrigan from floating around the office.



Battle Sport

Well, it looks like *Cyberstik*, but don't be fooled — this is a hell of a lot better. The title describes it pretty well, because although, yeah, you're driving around an arena in armored hover tanks and you CAN blow each other up, the real object of the game is to grab the game 'ball' and shoot it into the arena's goal to win.

The experience really is one part 'battle' and one part 'sport,' and it's a total blast — a lot more exciting and in-depth than more straightforward combat games. Plus, everything is incredibly solid. You

won't see a single polygon drop out, ever, even during two-player split screen mode. This is important, because it's the two-player mode that really makes this game. You haven't lived until you've spent three rounds chasing down the ball, blasting your best buddy, and shooting for the goal. The pace is fast (the frame rate is high), and control is as responsive as you could ask for. There's six different tanks, all with a different mix of abilities, and they're incredibly nimble, able to slide, jump, and spin on a dime — very, very cool.

It's not likely to bore you, either. There's 50 different arenas, and 27 different kinds of special weapons and items, which can do everything from make you invisible to cause the other guy to automatically 'fumble.' This is great stuff — yet another triumph for the ever-busy Studio 3DO. **GP**

While the textures are simple, the game arena is rock-solid and all the hover tanks have a polished gloss you have to see to believe.

Plus, everything is incredibly solid. You

Grab the ball, blast the other guy, and SCORE! The two-player competition is as fast-paced and fierce as anyone could want — top-notch, A-1 action from the word go.

REPLAY VALUE

9

- 50 arenas, 27 special items, six different tanks.
- A two-player game almost never gets old.

GAMEPLAY

10

- Very smooth, responsive control and fast pace — YES!
- One-player mode is a ball, and two-player mode is amazing.

INNOVATION

9

- Combining combat with a sport has been done, but never like this.
- More power-up items than you can shake a particle beam at.

MUSIC & SOUND FX

10

- The music rocks.
- Digitized announcer and sound — cool.

GRAPHICS

10

The two-player mode is more than a gimmick; it's the heart of the game and, while it certainly screams for some kind of link-up system, the split screen is every bit as fast and stable as the one-player mode — makes you kind of wonder what went wrong with *Cyberstik*.



Six different tanks, 50 different arenas, and 27 power-up items. Can you ever get bored? I don't THINK so...



The two-player mode is more than a gimmick; it's the heart of the game and, while it certainly screams for some kind of link-up system, the split screen is every bit as fast and stable as the one-player mode — makes you kind of wonder what went wrong with *Cyberstik*.

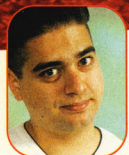
96%

ULTIMATE

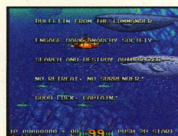
PLAYSTATION



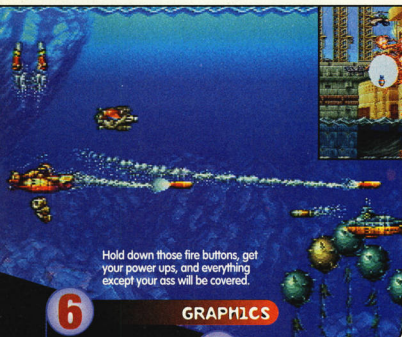
GENRE / shooter
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / THQ
DEVELOPER / Kokopeli
AVAILABLE / now
PRICE / \$49.99



With tubes flooded and the enemy in his sights, Roger Burchill prepared to fire his torpedoes. Then we told him to get out of the damn bathroom!



No elaborate animated intro sequences here. Good thing retro is in because this is all you're getting.



Hold down those fire buttons, get your power ups, and everything except your ass will be covered.

6

- I can't remember the last time I saw explosions as cool as these.
- Graphics are old-hat for a next-gen system.

GRAPHICS

5

- Weapons firing, everything exploding, it all fuses into a dull roar.
- I know about silent running, but no music at all?

MUSIC & SOUND FX

4

- If nothing else, it does bring back memories... ancient memories.
- You're a submarine! Innovation at its finest!

You run into some strange things under the sea. Just blow it up like everything else.

INNOVATION

5

- Just hold down the fire buttons and try not to get hit. That's it.
- I've seen boulders out-manuever this sub.

GAMEPLAY

5

- Two player mode could bring you back for more. Maybe. Maybe not.
- A game this difficult means a lot of replays — like it or not.

REPLAY VALUE

51%
AVERAGE

IN THE HUNT

Even though 32-bit gaming systems have been on the market for a relatively short time, it's a bit surprising to find that 2-D shooters (once a videogame staple) already have an air of nostalgia about them.

Don't get me wrong, even though the sprite-based graphics are old school, the explosions should go down in the annals of gaming history for their magnificent depiction of total devastation. If nothing else, the incessant firing of weapons, the explosions, the flying debris, and the endless array of enemies produce an atmosphere of mayhem that will give you

a new appreciation for an old graphic style.

But even looking beyond the archaic look, *In the Hunt* fails to satisfy because of its gameplay. The painfully cumbersome sub sabotages one of the edicts of a great shooter — the use of lightning-quick reflexes to avoid destruction. Things don't improve on the offensive front, either. The rapid-fire setting is preferable to any attempt at precision shooting. Just holding down fire buttons and vain attempts to get out of the way has tendency to get old real fast.

Now if the developers could get those explosions in a 3-D game, they just might have their hands on something. **GP**



To contest attacks from the air, get that sub up to the surface!



Meanwhile, below the surface... everyone you ever pissed off seems to be manning the enemy subs.



CRITICOM™



Hollywood Animation Standards
Killer CD Sounds
Exotic Cast Of Characters
Fighting To Live For
Gameplay To Die For
Everything else is for mere mortals.

KRONOS
DIGITAL ENTERTAINMENT INC.



PlayStation

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, INC. This software is compatible with PlayStation game consoles with the NTSC U/C designation. CRITICOM™ KRONOS™ their logos and characters are trademarks of and © 1995 Kronos Digital Entertainment, Inc. All rights reserved. Distributed by VIC TOKAI, INC.



VIC TOKAI INC.

22904 Lockness Ave., Torrance, CA 90501
Tel (310) 326-8880 Fax (310) 326-8300

NYR

NOT RATED

SUPER NES

GENRE / action
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Software Creations
AVAILABLE / now
PRICE / \$59.99



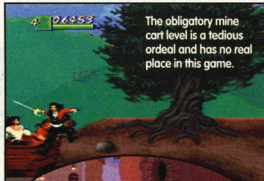
Facing generic enemies is the name of the game and it's no fun.



Getting head-butted by Geena Davis sounded like fun, until Patrick Baggatta was forced to endure the pain over and over again.

CUTTHROAT ISLAND

Software companies are developing more and more impressive games every day, so it's hard to believe that anyone would be willing to take the risk of releasing any less-than-stellar product. Unfortunately, there are always exceptions to the rule, like *Cutthroat Island*. This game is far below even the most average 16-bit game on just about every level. From the formulaic slashing and punching of the fighting sequences, to the dreaded mine



The obligatory mine cart level is a tedious ordeal and has no real place in this game.



The two-player action adds a little life to the game, but not much.

cart level (apparently just thrown in to take up cartridge memory), this game is sub-standard.

Perhaps the most distressing element of this title is the overall lackluster presentation. For the most part, every aspect of the game genuinely gives the impression of being an assembly-line project, which is simply unacceptable. With graphics reminiscent of the 8-bit days, mindless enemies and bland environments, *Cutthroat Island* is just plain terrible. I certainly hope the movie is better! **GP**

4 GRAPHICS

6 MUSIC & SOUND

0 INNOVATION

3 GAMEPLAY

3 REPLAY VALUE

CRAP
31%

PLAYSTATION

GENRE / shooter
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / password
PUBLISHER / Electronic Arts
DEVELOPER / Visual Concepts
AVAILABLE / now
PRICE / \$55.65



And you thought Zaxxon was gone and forgotten...

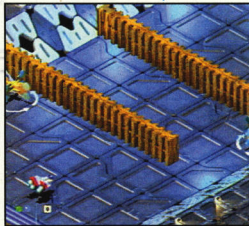


When Chris Charla said this game was 'just like *Doom*, but...', we quickly adjusted his *Viewpoint* with a baseball bat!

VIEWPOINT

When it was released for the Neo Geo arcade system, this *Zaxxon*-looking shooter was hailed as one of the premiere arcade shooters of all time, a refreshing change from the cookie-cutter garbage that was littering the arcades back then. Now EA has released a revamped version for the PlayStation. The result? Hard to say.

Art-wise, this is wonderful. The animation is fantastic and the graphics are really stunning. Play-wise, though, it's another story. This was originally released at the height of the shooter craze, so it's wicked difficult, with not only a ton of enemies on screen at once, but difficult mazes and puzzles to overcome. The password feature makes things easier, but even with only six levels, this



One thing you can't complain about in this game is the graphics — they're fantastic.

will take you a long time to solve — if you have a high threshold for frustration. Otherwise, you may discard it long before. **GP**

10 GRAPHICS

8 MUSIC & SOUND

5 INNOVATION

5 GAMEPLAY

7 REPLAY VALUE

GOOD
64%

The gameplay is very tough. Winding your way through the mazes is mucho difficult.



The special weapons are awesome!



GET READY FOR THE...

POWERSURGE™

EXPANSION SET

The PowerSurge Expansion Set cranks up the voltage of your OverPower deck!

- 21 electrifying new superheroes and villains including Scarlet Spider, Mr. Sinister and Ghost Rider!
- Totally new Specials for all heroes add new strategic options
- All new collectable Mission cards

MARVEL
OVERPOWER™
CARDGAME

9 Card Booster Packs - Available December 1995

Marvel, all Marvel characters and the distinctive likenesses thereof TM and © 1995 Marvel Entertainment Group, Inc. All Rights Reserved. OverPower and PowerSurge: TM and © 1995 Fleer Corp. Produced and distributed by Fleer Corp.

SATURN

GENRE / action/flight sim

PLAYERS / 1

SIZE / 1 CD

SAVE FEATURE / after each mission

PUBLISHER / Saturn

DEVELOPER / US Gold

AVAILABLE / now

PRICE / \$59.99



After years of complaining that he never got to go anywhere, we finally decided to let Patrick Baggatta take a little helicopter ride. We'll miss him.

THUNDERSTRIKE

The original *ThunderStrike* was thought to be the best Sega CD title ever, and now *ThunderStrike 2* steps-up and delivers an exceptional title for the Saturn. While there are some notable glitchy problems in the graphics, the gameplay more than makes up for the lack of technical perfection. With its complex mission requirements, blazing action, and sophisticated controls, *ThunderStrike 2* has the kind of infectious gameplay that will keep you coming back again and again.

Flying around in a totally 3-D environment is just the beginning. Add mobile targets, timing-specific missions, multiple views and nicely varied objectives and you're starting to get a working picture of this game. There are also widely varied terrains which keep the game from growing stale.

The polygonal landscapes maintain an amazing level of detail and are truly stunning. Unfortunately, there are significant problems with late draw-in in the canyon walls and rocky hills. There is an innovative use of a 2-D place-holder background which helps to conceal the problem a little bit, but when enemy boats simply appear and then disappear in the foreground, it's hard to ignore.

Overall, *ThunderStrike 2* is a game that demonstrates the future of 3-D gaming. It's a game that's difficult not to love, even with its problems. Perhaps *ThunderStrike 3* will be the perfect gaming experience. **GP**



Massive Attack
One of the most impressive aspects of *ThunderStrike 2* is the variety in overall gameplay.

Diving down low into the heart of the Panama Canal is a sure way to draw fire from the numerous enemies lying in wait for just such an intruder.

Taking out ground targets is one thing, but mowing down the poor saps as they run for cover is another thing all together.

Flying around in the South China Seas, you find plenty of hot island fighting.

Shooting down targets takes some practice, but is one of the most rewarding aspects of the game.

The late draw-in is most evident when flying down the canyon, as the canyon levels pop-in right in front of your helicopter.

The inside-the-cockpit view is the most technically impressive, as the view swings around 180 degrees.

7

GRAPHICS

- Impressive amount of detail in the landscapes.
- Significant draw-in problems take away from the realistic effect.

8

MUSIC & SOUND FX

- The beautiful, ambient soundtrack adds to the feeling of the game.
- Repetitive voice interruptions are bothersome.

8

INNOVATION

- Innovative play controls make operating the helicopter a joy.
- Imaginative mission objectives keep this from being run-of-the-mill.

9

- Fast action and intricate mission objectives make the game exciting.
- Many different weapons keep the action hopping right along.

9

GAMEPLAY

REPLAY VALUE

- The missions are extensive and plentiful.
- It takes time to master this complex action game.

87%
OVERALL GP RATING

IT'S COMING.

THE WORLD'S FIRST
MAGAZINE AND PLAYABLE
DEMO DISC PACKAGE FOR
VIDEO GAMERS.

FROM THE MAKERS
OF THE WORLD'S FINEST
VIDEO GAME MAGAZINE.

MARCH 26TH 1996

Includes
playable
demos of
Virtua Fighter 2, Jam
Sega Rally, Slam 'n' Jam
and NFL Quarterback Club!



Sega Rally



Virtua Fighter 2



Slam 'n' Jam

NEXT
GENERATION
Sega Saturn Special

How would you design the perfect boxer?

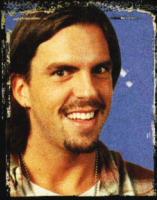


CENTER RING ★ BOXING ★

Think of the most fearsome fighter imaginable. More machine than man. Born to be the undisputed Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxing™ create your own original boxer...height, weight, even the color of your trunks. Train mercilessly to build speed, power and stamina. Then, box the socks off every challenger in your way. With devastating combos, hooks and uppercuts you might just earn that title shot. But hopefully, you'll look better than this!

GP SPORTS

ON LOCATION...



This month we've got a bonus sports extravaganza (I just like to use that word, it feels good). On top of our usual reviews and previews of today's hottest sports games, we've got information on the games of the future. The idea is to inform you about what's here and what's coming, so you can make the best buying decision. I also travelled to Vancouver to check out the Electronic Arts Studios in Canada, where they make some of the best sports games out there. On top of that, I had a chance to meet the 49ers up close and a little too personal. Ouch!

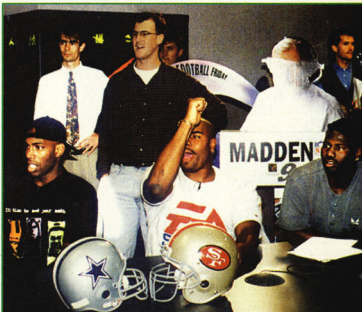
Another great title from Sony Interactive, *NHL Face Off*, gets rated and proves there's still no better place for sports games than the PlayStation.

Mike

I arrived to see the Cowboys and Niners go head-to-head in a key NFC showdown (Ok, I wasn't really in Dallas. I was watching the Niners play the Cowboys in *Madden '96*). While Derrick Deese and Nate Singleton frantically led the Niners to a 22-7 victory over Larry Allen and Robert Jones of the Cowboys, I slipped a Super Bowl ring off of Defensive Tackle Bryant Young's large fingers. A couple days later the Niners beat the Cowboys in the real game. Then Bryant Young noticed his ring was missing...

In an attempt to escape angry defensive tackles, I took the first plane out of the country and ended up in Vancouver, Canada. Oh great, what is a videogame journalist going to do in Canada? I found out soon enough that Electronic Arts had a studio in Vancouver and went by for a visit. To my surprise, EA Canada is responsible for some of the best console games on the market. They make *NBA Live*, *FIFA*, *PGA*, *Triple Play*, *Need For Speed*, and *NHL* (for the PC). While there, I got a chance to see an amazing studio at work—four floors of game players using their knowledge of games to create the next great experience.

I got back to San Francisco and started telling people how I won my Super Bowl Ring as a member of the 1983 Chicago Bears, when the Niners defensive line showed up to see that I give the ring back to its owner. So I took 'em all on



Nate Singleton and Derrick Deese were focused as they beat up on the Cowboys in *Madden '96*, but they didn't notice Mike Salmon was there, disguised as a reporter from ESPN and looking for a ring.

At just the right moment, Mike pounced and got the ring. Then he stopped to have his photo taken (bad move).



and, once I have the third surgery and my scars heal, I'm suing!

VR GOLF

ON DECK

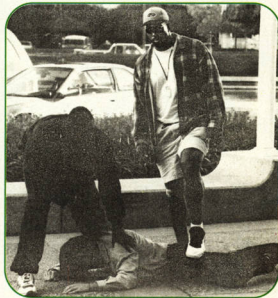
Interplay For Saturn/PlayStation



The game takes advantage of the 32-bit color palette better than *PGA*, but how does it play?



The first game to come from Interplay's VR Sports line is *VR Golf* and, judging from the early screens, it's going to be a winner. With *PGA '96* and *Pebble Beach Golf Links* already out for the 32-bit systems, it'll be interesting to see how *VR Golf* compares. Initially, it looks graphically better, but I'll wait to see a finished version before passing any more judgement.



Bryant Young and Junior Bryant of the San Francisco 49ers finally tracked Mike down, beat him to within an inch of the life, took his girl, then they made him say 'Uncle' (oh, the shame!).

Making The Game

While the players in *NBA Live '96* are not true 3D, the court is going to be. However, because EA used SGI workstations to create 3D originals they can easily upgrade the players to 3D for next year's effort. This time around, they're focusing more on the kind of gameplay that keeps you up late at night, as opposed to super ultra-fancy graphics.

Using SGI workstations, EA created a 3D model of a basketball player when they textured a uniform and skin color over that. And finally they compress it down to the guys you see on the court.

Virtual Stadium is the true 3D environment that EA has created for all of its sports games. Using 3D models and elaborately mapping them with court characteristics gives the camera totally free movement on the court.

The TV-style presentation is a nice touch, and really gives you the feel of an NBA game.

EA SPORTS

Exclusive first-look at the sports giant's 32-bit line-up

PlayStation owners have already been treated to great sports games like *NFL Gameday*, *FIFA '96*, *NHL Face Off*, and *NBA In The Zone*, but there's more on the way. Our exclusive report on the PlayStation version of *NBA Live '96* gives you the first glimpse at the most successful basketball series to jump to 32-bit. The folks at EA are promising a gameplay experience that is second to none. We also have early information and development screens on *Triple Play '96*, *NHL '96*, and *Madden '96*. This feature is intended for the sports fanatic that has to know when and where his sports games are. Many people have been asking about EA's 32-bit games, so let's get started.

NBA LIVE '96

EA For PlayStation

Now *NBA Live '96* is easily the best 16-bit basketball game, so it's no wonder many people are dying to know when it's coming for the PlayStation and what it's going to be like. After begging, pleading, and offering up free massages, I finally managed to get a first exclusive look at *NBA Live '96* for the PlayStation. The game is coming sometime in March and according to it's producer Tarmie Williams, "...will without a doubt be the best-playing, most-realistic basketball game for the PlayStation". Although EA admits it may not be the most graphically impressive 32-bit game, they promise a much more sophisticated look and unequalled realism than its older 16-bit brother.

The play is going to be a more advanced version of the Genesis, with even more strategy and a deeper simulation experience. Of course, if you just want a high-scoring shoot out, *NBA Live '96* has an arcade mode.

So is *NBA Live '96* worth waiting for? Your current choice for a PlayStation basketball game is *NBA In The Zone* and, if you read the review in this sports section, you'll realize the lack of simulation features. Therefore, if you want to lead the Chicago Bulls through the rigors of an NBA season and track every player's performance, then you'll need a copy of *NBA Live '96*. The screens we're showing may undergo some changes, but judging from the kind of hoops experiences EA has made in the past, I have nothing but the highest of hopes for this game.

Key Features

- New one-on-one moves
- Tip-ins
- Diving for balls
- No more uncontested lay-ups and dunks, with new ways to block
- All 29 NBA Teams with complete rosters (even rookies)
- Creating players
- More stats
- Individual player 'cool' facts
- Even tougher difficulty levels
- Quick plays including back door and down-screen
- Full season stat tracking
- Half time trivia
- Hot streak indicators
- Trades
- 32-rendered players

The 'create-a-player' feature is back, and is the best way for you to get players like Jordan and Shaq into a basketball game.

VIEW ROSTERS				
NO.	POS.	NAME	HEIGHT	WEIGHT
52	C	MATT GEIGER	7'07"	243 LBS
2	P	LARRY JOHNSON	6'7"	263 LBS
41	GT	GLENN RICE	6'5"	220 LBS
11	SG	KENNETH BRYANT	6'5"	200 LBS
3	PF	RAJIB REEVES	6'3"	199 LBS
30	SG	GLENN DUNNY	6'0"	209 LBS

Fully updated rosters, including rookies, make *NBA Live '96* the most complete sim.

In-depth options, half-time trivia, 'cool' player facts, and a total dedication to hoops are what sets *NBA Live '96* apart from the pack.

TEAM SELECT

CHICAGO BULLS

ROSTER: 15 PLAYERS
BALL CONTROL: 100%
DEFENSE: 100%
SEASON: 12 GAMES

TEAM SELECT

CHICAGO BULLS

ROSTER: 15 PLAYERS
BALL CONTROL: 100%
DEFENSE: 100%
SEASON: 12 GAMES

VIEW PLAYER

33 SCOTTIE PIPPEN

SMALL FORWARD

HEIGHT: 6'7"

WEIGHT: 255 LBS

YEARS PRO: 9

CENTRAL ARKANSAS '87

COOL FACTS COMPARE

The camera angles can be chosen to your liking, so you can get in close for big dunks like these.

The most complete playbook of any basketball game lets you be coach and player.

OFFENSIVE QUICKPLAYS

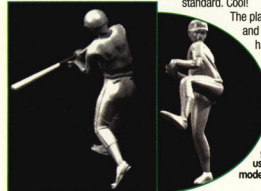
BASELINE DRIVE		
MIDDLE DRIVE	OFF	OFF
POST ENTRY HIGH		
DOWNSCREEN ACCEPT		
DOWNSCREEN REACT		
DOWNSCREEN CURL	X	
DOWNSCREEN SLIP		
DRIBBLE ENTRY		

OFF. S. DEF. OFF. DEF. G. MATCH-UPS

TRIPLE PLAY '96

EA For PlayStation/Saturn

Even though last year's *Triple Play '96* for the Genesis was EA's best baseball effort yet, it was still a bit behind Sega's *World Series Baseball*. But with the PlayStation and Saturn versions, EA hopes to take care of that. I got a chance to play the Japanese 3DO version and it's mighty impressive. While the graphics aren't as nice as Sega's *World Series* for the Saturn, EA plans to upgrade the graphics to the 32-bit standard. Cool!



The play is smooth and it's going to have all of the necessary options. *Triple Play* is going to be ready in May, and as we get more information we'll let you know.

Much like all the other games in development, EA is using the 3D motion-captured models to create the players.

These screens are from the Japanese 3DO version, but they still look real nice and give you an idea of how the PlayStation and Saturn versions are going to look.



MADDEN '96

EA For PlayStation

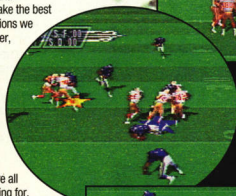
Easily the most popular football game of all time is still being worked on for the PlayStation. It was scheduled for a November release, but in an effort to make the best football game out there, EA has delayed it until late January. The early versions we got to play featured some of the most realistic-looking players anywhere. However,



Choice of views is nice, but the standard horizontal view always seems to work best.



their movement wasn't very smooth and the game was real unfinished. Hopefully, the extra development time is going to be used to make *Madden* the kind of experience we're all hoping for.



The uniforms are all done extremely well, and even the Fox score box in the corner is included.



It's easy to see *Madden's* graphical appeal, but can the gameplay match up to NFL Gameday?

Key Features

- Pat Summerall and John Madden
- Play-by-Play
- Full NFL license
- Season play
- Stat tracking
- Trade Players
- Every NFL team (including expansion teams)
- Player's numbers on jerseys
- Biggest players ever
- Three different views

NHL '96

EA For PlayStation

Unfortunately, *NHL '96* for the PlayStation has been pushed back and the release date is still unknown. What I do know is that the NHL series is unsurpassed in sports realism, therefore I'm confident this one will be no different. However, Sony Interactive's *NHL Face Off* is one great game and it's already available. Once I get some more information



on this one I'll be the first to let you know, as usual.

People of EA are pointing to their latest PC version of *NHL '96* as what to expect from the much-anticipated PlayStation version. (PC screens shown).





Slap shots from the point, checks in the corner, and sprawling saves are all done to near perfection in *NHL Face Off*.



The one-timer performed to perfection. The winger goes into the corner and lays it in front of the crease, the center backhands the one-timer to the corner for a goal. A work of art.



NHL FACE OFF

System: **PlayStation** • Publisher: Sony Interactive
Developer: Sony Interactive Sports • now available • \$55-65

After the rousing success of *NFL Gameday*, what could Sony Interactive do for an encore? Well, how about making one of the best hockey games on the market? *NHL Face Off* takes all that made EA Sports' *NHL* series so good on the Genesis and adds all that makes 32-bit games so special.

The 3D arena is done to perfection, complete with reflections on the ice and rotating advertisements on the boards. Each team's uniform looks so much like the real thing that you can recognize them without seeing the team name. The inclusion of one-timers, four different types of checks, slap shots, drop passes, every NHL player and team, statistical tracking, and great artificial intelligence gives *NHL Face Off* all of the great gameplay elements that make *NHL '96* so good. Throw in CD-quality sound, three different camera angles, and some unbelievable graphics and you have a new challenger for Lord Stanley's Cup.

I still think that the gameplay in *NHL '96* is a bit more solid and a little easier to control, but *NHL Face Off's* strength in graphics and sound is far superior. The gameplay is so similar that you'd think *NHL Face Off* was EA's 32-bit hockey game. The one disappointment in the game is the lack of players' numbers on their jerseys — with that one addition, *Face Off* would look so real you'd swear you were watching *The Deuce* on National Hockey Night.

Overall, *NHL Face Off* is exactly the kind of 32-bit hockey experience I was hoping for. Great graphics and sound, coupled with the great gameplay of the 16-bit hockey games.

Way to go, guys!



Statistical tracking and creating players are done with a bit more graphical flair, but the main thing is that they are here, along with every other important feature.

GRAPHICS

MUSIC & SOUND

INNOVATION

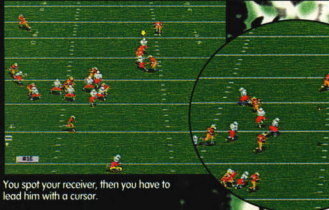
GAMEPLAY

REPLAY VALUE

94%
ULTIMATE



When the camera zooms in close, you get a chance to see some real nice graphics.



You spot your receiver, then you have to lead him with a cursor.

COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP II

System: **Genesis** • Publisher: Sega • Developer: Sega Sports
now available • \$55-65

Well, last year's *CFNCI* was undoubtedly the national champ of College Football games, and this year's is more of the same. The way the camera zooms in close for runs or catching a pass is smooth and it greatly enhances the gameplay. The passing system is one of a kind — you have to lead your receiver in order to get a completion.

This makes passing very tough and interceptions very frequent.

Until you get the passing game right, you can expect lots of interceptions.

The problem with *CFNCII* is that it is just too much like last year's, while EA's *College Football USA* and its 107 division IA teams has evened things up this year.



GRAPHICS

MUSIC & SOUND

INNOVATION

GAMEPLAY

REPLAY VALUE

87%
EXCELLENT

NBA IN THE ZONE

System: PlayStation • Publisher: Konami
 Developer: Konami Sports • now available • \$59.99



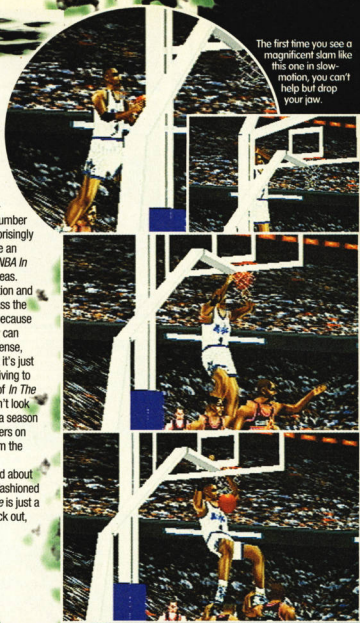
Get that outta here! Wait a second—that's Mugby Bogues sending one back! Get real.

What ends up happening is a game full of dunks, blocks, and steals—basically a game of *In The Zone* that looks like a highlight reel from ESPN. While it's awesome to watch, the spectacular doesn't look so spectacular when it's the norm. Another flaw is the lack of simulation options—you can't play a season or use any bench players. Why Konami would spend the money for a license and only use five players on each team just doesn't make any sense. Not having a bench or season mode really takes away from the long-term life of the game.

Despite these flaws, *NBA In The Zone* shows so much promise that it's hard not to get excited about *NBA In The Zone '97*. Take the beautiful graphical approach of *In The Zone* and throw in some old fashioned gameplay and simulation and you have a near-perfect hoops game. Unfortunately, *NBA In The Zone* is just a beautiful dunk fest, without any real hard-core basketball action. Definitely a game you should check out, but basketball fanatics might want to wait for a better basketball sim experience.



No matter which of the three views you choose, it's easy to see the action. The game looks great.



The first time you see a magnificent slam like this one in slow-motion, you can't help but drop your jaw.

- 10 GRAPHICS
- 6 MUSIC & SOUND
- 9 INNOVATION
- 8 GAMEPLAY
- 6 REPLAY VALUE

75%
 VERY GOOD



NOW PLAYING

We're bad and we're back. Once again, this mag has a section where you can look up any game we've covered in the past few months and find out whether or not you should buy it. Or, you could just look at the pretty colors.

WIPEOUT

SONY INTERACTIVE FOR PLAYSTATION
Review, 8/11



From sizzling start to frantic finish, *Wipeout* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

BLADEFORCE

STUDIO 3DO FOR 3DO
Review, 8/12



Strap on your hell-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

LOADED

INTERPLAY FOR PLAYSTATION
Review, 9/1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!

OVERALL 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong; Game Players; 1350 Old Baysshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

AIR COMBAT

Namco for PlayStation; review, 8/10
This game isn't a TRUE flight sim. In today's modern dogfights, one missile can take out a plane, not the three required here. But otherwise, this game is a definite must-have for all PlayStation owners! Let's rock and roll!

OVERALL 84%

AGILE WARRIOR

Virgin for PlayStation; review, 9/1
There may be people out there who will enjoy this, but we can't understand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missing here is the fun!

OVERALL 50%

ALIVE IN THE DARK 2

Interplay for 3DO; review, 9/1
Here's a sequel where the developers fazed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through.

OVERALL 81%

BALLZ

Panasonic Software for 3DO; review, 8/11
This version of the bouncing brawler corrects all of the previous versions' problems. With a bigger selection of moves, a faster processor and an expanded color palette, this is the version to own. Still doesn't compare to Tekken or VF, though...

OVERALL 82%

BATMAN FOREVER

Acclaim for Super NES; review, 8/11
Here's another side-scrolling action game based on a big summer movie. While Batman and the Boy Wonder are digitized very nicely, the gameplay leaves a lot of fun to be desired. The music is good, but there isn't much else to this game. Holy Yawns, Batman!

OVERALL 59%

BATTLEMORPH

Atari for Jaguar CD; review, 9/1
This title is a really a huge joy for Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater!) really gives this game an edge! You need this one!

OVERALL 85%

BIG DAW TRUCKER

JVC for Super NES; review, 8/12
While some adult gamers may find this a bit too childish for their taste, the gameplay, the sheer size of the game, and the big, complicated mazes make for hours of fun. It's kinda like Star Control performed by the Muppets!

OVERALL 76%

BLACKFIRE

Sega for Saturn; review, 8/12
This is one of those games that have all the right elements for greatness, but somehow those elements never quite get melded together in the right way. It's got good controls and great music and sound effects, but the rest never quite clicks.

OVERALL 71%

BREATH OF FIRE 2

Capcom for Super NES; review, 9/1
While the original Breath of Fire was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you groan.

OVERALL 66%

WHAT YOU THINK

I can't believe you rated Daytona so much higher than Ridge Racer! When you said Daytona had some draw-in, that was the understatement of the year!

— Jim Day, Ottumwa, IA

CRITICOM

Vic Tokai for PlayStation; review, 9/1
Not only did this game win an award for best opening FMV sequence, but its beautiful graphics and cutting-edge sound effects are sure to captivate you. While the game controls score high in innovation, their functionality leaves something to be desired.

OVERALL 81%

CYBER SPEEDWAY

Sega for Saturn; review, 8/11
Race your hovercraft on a variety of different worlds against a whole bunch of heavily-armed bad guys. While there is a slight problem with late draw-in, the gameplay makes for a bunch of fun! This is pretty much a must-have for Saturn owners!

OVERALL 82%

D

Panasonic for 3DO; review, 8/11
Any game that starts out with a doctor going crazy and shooting everybody in the hospital is alright by us! This totally scary game has beautiful graphics, creepy music and a twisted storyline. The only problem is that the game ends too fast!

OVERALL 80%

DAEDALE'S ENCOUNTER

Panasonic for 3DO; review, 8/11
Alright! Get lost in space with Tia Carrera and a whole bunch of nasty, carnivorous things! While most FMV games are a real drag, this one is pretty cool, with excellent graphics and some exceptional sound effects. Did we mention Tia Carrera?

OVERALL 73%

DARK LEGEND

Data East for Saturn; review, 8/11
Here's another 2-D fighter that might have made everyone go bonkers a few years ago, but has since been supplanted by those hot next-gen 3-D fighters. But any game with a 'Flying Fish Of Death' in it can't be too bad...

OVERALL 62%

DEEPON 5

Data East for PlayStation; review, 9/1
Here's a game doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with brains and a plot. Great music and sound, too!

OVERALL 82%

DISCWORD

Sony Interactive for PlayStation; review, 8/11
Here's a must-have for all graphic adventure fans. Spawned from the comic genius of Tony Pratchett, with dialogue by Eric tilde, this game is chock-full of slapstick, low-brow humor, clever puzzles and beautiful artwork. Yee haw!

OVERALL 80%

DOOM

Williams Entertainment for Super NES; review, 8/10
Doom, Doom, Doom, Doom. Now that my lympho solo is over, let's talk about this game. The graphics are blocky, mainly because the game wasn't meant to be played on so small a console. If you NEED Doom, get it. Otherwise, you're better off leaving it alone.

OVERALL 74%

ESPN EXTREME

Sony Interactive for PlayStation; review, 8/11
The best way to describe this game is Road Rash on rollerblades. Choose your role: rollerblades, skateboard, or even a street luge, and race across the country. Unfortunately, the game is a bit slow and lacking in strategy.

OVERALL 73%

FINAL FIGHT 3

Capcom for Super NES; review, 8/12
Here's more of the same from the folks who brought you FFI & 2. While they've added a couple of new characters and a new play feature, it's still the same old "Walk from left to right and hit everybody" type of thing.

OVERALL 68%

FLYING NIGHTMARES

Domark for 3DO; review, 9/1
If you're really a flight sim fan, then you should maybe think twice before buying this game. The game control isn't all that hot, with many maneuvers requiring multiple button mashings on a split-second basis. This game is neither dull, nor exciting.

OVERALL 75%

FOURMAN FOR REAL

Acclaim for Genesis; review, 8/12
This looks like every other boxing game out there, with one difference — it plays worse than most of 'em. Somehow the developers have managed to knock all the fun right out of this one, kinda like big George does to his opponents.

OVERALL 51%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's CONQUEST
NINTENDO FOR SUPER NES
 Review, 8#12



Diddy's back — and he's got a girlfriend! This game is even better than the original DKC! This title is more fun than a barrel of monkeys! Wow!!!

OVERALL 94%

WORLD SERIES BASEBALL
SEGA FOR SATURN
 Sports, 8#12



This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

OVERALL 97%

EARTHWORM JIM 2
PLAYMATES FOR GENESIS
 Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

OVERALL 92%

SEGA RALLY
SEGA FOR SATURN
 Review, 9#1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

OVERALL 92%

GARGOYLES
 Disney Interactive for Genesis; review, 9#1
 From out of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to *Demon Crest*, *Gargoyles* is a much better experience.

OVERALL 85%

GHEN WAR
 Sega for Saturn; review, 9#1
 You could consider this game as the next step in *Doom*-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you lose first-person combat, this is the game for you.

OVERALL 81%

HIGH VELOCITY
 Attus for Saturn; review, 9#1
 This game came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there isn't any draw-in at all! This could have been an ultimate game if you could race against more than one car.

OVERALL 84%

KILLING TIME
 Studio 3DO for 3DO; review, 9#1
 This game is kinda like a cross between *Doom* and *7th Guest*. While there is a lot of shooting going on, underneath it all there is a hell of a puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look!

OVERALL 83%

KOLIBRI
 Sega for 32X; review, 9#1
 If you've ever wanted to be a hummingbird with an arsenal of deadly weapons stashed in your beak, then you gotta check this out! Otherwise, once the really stupid premise wears off, all you've got here is a 2-D shooter.

OVERALL 63%

LAST GLADIATORS
 Time Warner for Saturn; review, 9#1
 Here's the game to get if you want to play pinball at home. This title features four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

OVERALL 74%

LIGHT CRUSADER
 Sega for Genesis; review, 8#11
 Here's a game that can't figure out whether it wants to be an action game or an RPG. Normally, this schizophrenic behavior can turn a game into total crap, but it actually works here. The graphics are really the big draw here. Please excuse the pun.

OVERALL 76%

LUNAR 2: ETERNAL BLUE
 Working Designs for Sega CD; review, 8#10
 The original game was funny — really funny! And now, it's back, bigger than ever! There's just one small problem, though. In the quest to make the sequel better than the original, they left out what made the game great: the humor! Still, it's worth playing.

OVERALL 81%

MANSION OF HIDDEN SOULS
 Sega for Saturn; review, 8#12
 This game has improved with its jump to the Saturn from the Sega CD. While it is disappointing that you have to stay on a track on your way through the mansion, the game is challenging and somewhat twisted. This is worth a look-see.

OVERALL 78%

MARK DAVIS: THE FISHING MASTER
 Natsume for Super NES; review, 9#1
 Back when fishing consisted of grabbing a sixpack and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has...

OVERALL 49%

WHAT YOU THINK
Screw you guys! I hate you, because you gave Doom an unfair review. It should have got a 95%, I'll tell all my friends to stop buying your magazine! (Bill — Well, looks like we just lost two readers. Darn!)
 — Todd Snethen, Sloam, IA

THE MASK
 THQ for Super NES; review, 8#11
 In a world full of really lousy movie license games, *The Mask* is actually a pleasant surprise. With excellent graphics, sound and gameplay, this game just maybe your ticket to fun this summer. That is, unless you really hate Jim Carrey!

OVERALL 82%

MECHWARRIOR 3030
 Activision for Super NES; review, 8#12
 This is like *Desert Strike*, except that here you've got a 75-ton battle suit instead of a helicopter. The levels are frustratingly hard, so the password option is greatly appreciated. The controls aren't exactly smooth, either.

OVERALL 55%

MEGA MAN X3
 Capcom for Super NES; review, 9#1
 Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Wiley is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like MM, get this game.

OVERALL 81%

MEGA MAN 7
 Capcom for Super NES; review, 8#10
 Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Is that seven of 'em? These games are so much alike in graphics, gameplay, plot and music, that you have to wonder why they keep making more of 'em.

OVERALL 68%

MORTAL KOMBAT 3
 Sony CE for PlayStation; review, 8#11
 While this looks just like the arcade version, it's anybody's guess how long 2-D fighters are gonna stay on the scene, with all of the next gen brawlers out there. But MK3 is still a good-looking game, and a challenge for gamers of all levels.

OVERALL 77%

MYSTARIA
 Sega for Saturn; review, 9#1
 Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Rigidog Saga* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

OVERALL 81%

NOVATORUM
 Sony Interactive for PlayStation; review, 8#11
 This game sucks. There it is, in a nutshell. The graphics suck, the controls suck, the gameplay sucks. Hmm, let's see... That must mean that this game... SUCKS! Yep, that just about says it all, but just in case you didn't understand me, this sucks, OK?

OVERALL 45%

OFF WORLD INTERCEPTOR
 Crystal Dynamics for Saturn; review, 8#11
 If you crave lots of teeth-chattering, off-road racing action, then this is just the thing for you. The conversion to the Saturn really sharpened up the graphics and the port-over didn't lose any of the original game's speed. Get some, Bubba!

OVERALL 71%

PANZER GENERAL
 SSI for 3DO; review, 8#11
 If your idea of a good time is planning the ultimate subjugation of all of Europe through the use of armed force, then, Siegfried, this is your ticket to Valhalla! Crush the Allies! First Europe, then the world!

OVERALL 93%

PITFALL: THE MAYAN ADVENTURE
 Activision for 32X; review, 8#10
 Pitfall Harry is back and as jungle-happy as ever in this installment of the venerable Atari 2600 game for the 32X. Swing from vine to vine and, if you're lucky, you can find and play the old, beloved original version, which is hidden in the game!

OVERALL 62%

PITFALL: THE MAYAN ADVENTURE
 Atari for Jaguar; review, 8#12
 While this isn't a bad game by any means, it is getting kinda old. There's some smooth animation and bungee jumping is always fun, but this game has been out for over a year. You can still play the original game, though!

OVERALL 71%

THE SCOOBY DOO MYSTERY
 Acclaim for Genesis; review, 8#11
 Rat's right, Raggy! Everyone's favorite mystery-solving dog is back in his own adventure and guess what — it's just like the TV cartoon. The game is kinda fun, although in parts the gameplay kinda drags. Some of the levels are kinda frustrating, too.

OVERALL 61%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

• VIRTUA FIGHTER 2

SEGA FOR SATURN

Review, 9#1



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

- Some companies offer a tracking option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery. We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies delivering, let us know by writing to: Customer Service, 1350 DI. Bursingway Highway, Suite 210, Bayside, CA, 94010. We don't want to deal with disgruntled companies any more than you.

SECRET OF EVERMORE

Square Soft for Super NES, review, 9#11
Our resident RPG guru, the inestimable Jeff Lundrigan, really like this game's graphics, music and sound effects. The game is really big, and the gameplay is an incredible ride. The one problem is that the lead character doesn't seem to give a damn about anything.

OVERALL 88%

SEPARATION ANXIETY

Acclaim for Genesis, review, 8#12
What we have here is the sequel to *Maximum Carnage* and, while it's a good game, it's still pretty much the same thing as the original — lots of running left-to-right and hitting a whole bunch of cloned bad guys. This game is real repetitive.

OVERALL 60%

SHINOBI LEGIONS

Vic Tokai for Saturn, review, 8#10
This isn't so much of a new game, the developers actually used the power of the Saturn to polish and define the game of *Shinobi*. The sword fighting is exceptional, with some great blocking and flash moves. Banzai!

OVERALL 80%

THE CITY 2000

Maxis for Saturn, review, 8#12
Create your own city and provide municipal services for a bunch of little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take some patience, but it's still a great game.

OVERALL 72%

SPAWN

Acclaim for Super NES, review, 8#12
This title is based on one of the hottest comic book properties around, but the gameplay isn't exactly new. This is one of those titles that are generally collected by fans of the comic. The controls are easy, but your game is somewhat lacking.

OVERALL 55%

SPEEDY GONZALES/GATO BANDITOS

Acclaim for Super NES, review, 8#11
If the real Speedy had run around like the rat in this game, Sylvester would've eaten him up a long time ago! Speedy's trademark 'Andale! Amibal!' sounds like it was yelled by a gerbil on helium! Aye, Curambal! This one, she is not too good, I think!

OVERALL 50%

STRAH

Panasonic for 3DO, review, 8#10
Here's a game like *Dragon's Lair*, with only eight scenes in it! And dig this — they even tell you what moves to make and what direction to make 'em in! Man, is this great, or what? But the best part is that you can beat the whole game in ten minutes! Wow!

OVERALL 40%

SUPER BUNNIE

Atari for Jaguar, review, 8#10
While the tracks in this game are all pretty much the same, and the graphics lean definitely towards the minimalist, this game isn't a bad choice for any Jaguar owner. Why, you can even pick which bike you want to ride.

OVERALL 73%

• TOY STORY

Disney Interactive for Genesis, review, 9#1
While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than *Clockwork Knight!*

OVERALL 87%

• TWISTED METAL

Sony Interactive for PlayStation, review, 9#1
While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and cool gameplay! This is better than *Clockwork Knight!*

OVERALL 90%

WHAT YOU THINK

What the hell are you doing? MK3 should have got a 100%! You are cool, but you are WRONG! It is the best game in the world! (Bill — We know what the hell we're doing... and no, we're NOT wrong!)

— *Michael Gordon, Two Rivers, WI*

ULTRA VORTEX

Atari for Jaguar, review, 8#11
Here's yet another fighting game that borrows so heavily from other, established brawlers that the only question you can ask is: does it do a good job of borrowing? Well, in this case, the answer is yes, but with only seven characters, there's not much variety.

OVERALL 62%

• VECTORMAN

Sega for Genesis, review, 9#1
While this game may be the "most revolutionary" game of all time, it is a truly great action game. The lighting effects are simply amazing and the sound effects are stellar. Great, but not "revolutionary."

OVERALL 90%

VIRTUAL HYDLIDE

Atari for Saturn, review, 8#10
This is an RPG that's trying to break new ground. From the 3D, stiff way the characters move, I'd have to say that the ground they broke was in a graveyard. This game just seems like it was released before it was completely finished.

OVERALL 71%

VIRTUA COP

Sega for Saturn, review, 9#1
Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stummer will be bright orange in color.

OVERALL 92%

VIRTUA FIGHTER

Sega for 32X, review, 8#11
This version of the red-hot fighter pretty much saves 32X owners from those embarrassing situations that inevitably follow the statement 'I own a 32X'. This version actually has more fun than the original game. Enjoy!

OVERALL 80%

VIRTUA FIGHTER REVIX

Sega for Saturn, review, 8#11
Sega hauls its own but out of the fire with this fantastic remake of its originally blocky-looking brawler. The action is fast and smooth, while the characters don't look like they were made out of pencils anymore.

OVERALL 94%

VIRTUA RACING

Time Warner Interactive for Saturn, review, 8#12
While this game isn't as dazzling graphically as other racing games for the Saturn, there's some new tracks, which are really lengthy, and the go-cart option is always a favorite. This game is a must-have for racing fans everywhere!

OVERALL 80%

VIRVADORS

Sony Interactive for PlayStation, review, 9#1
Fly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hoo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

WILD CATS

Playmates for Super NES, review, 8#12
This game borrows heavily from lots of other TV cartoon-based games. There's not much new here and the music and sound effects are particularly bad. All you'll get out of this is ten really sore fingers and a bunch of regret.

OVERALL 50%

XANIMON: THE PEOPLE'S FRIEND

Studio 3DO for 3DO, review, 8#10
This game is really funny — in an Iron Curtain, wall-in-line-alloy-for-moldy-bread kinda way. The only problem with this kind of game is that once you play it all the way through, you've seen all the jokes. That's why the Communism failed.

OVERALL 70%

ZOOP

Viacom New Media for Super NES, review, 8#11
This puzzle game is actually so simple that it ceases to be much fun to play. If you can manage to match the correct colors and shapes together. If you can't clap your hands together, the odds are that you can beat this game.

OVERALL 74%

3-D LEARNING

Sony Interactive for PlayStation, review, 8#11
Take a whole bunch of suicidal little rodents, make 'em 3-D, and watch 'em kill themselves anyway. That's about the size of this game. While this game qualifies as a good trick, some things are a better left unchanged. The lemming's eye view is good for laughs.

OVERALL 72%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING



Division: Rockabilia, Inc.

PLAYSTATION

015935	SONY PSX-CORE	829.00
F10698	SONY PSX W/ADAMS	888.00
F10699	MEMORY CARD	84.00
015109	ASCAI JOYSTICK	854.00
015104	PS2 CONTROLLER	826.00
015105	11TH HOUR	952.00
015100	3 BUCKLE-BUM	802.00
015106	20 BASEBALL	852.00
015099	A-TURN 91	852.00
F09577	ALEN THROLOGY	852.00
015109	ALLEN VIRUS	857.00
F02711	ALONE IN THE DARK	852.00
015127	ARCADE '98	852.00
015128	BAL BLAZER	852.00
F03707	BASES LOADED '98	868.00
015127	BATHMAN FOREVER	852.00
F13180	BIG BASS W/CHAMP	852.00
015072	BLAZING DRAGONS	852.00
015120	BODING '98	852.00
015097	BRANDS/PAID 13	852.00
015079	CASTLEMANIA: BLETTERS	852.00
015111	CHRON. OF THE SWORD	852.00
015083	CRYSBUR	857.00
015027	DARK STALKERS	852.00
015063	DESCENT	852.00
015099	DESTRUCTION DESKY	852.00
015126	DISNEY'S ALICE	852.00
015124	DOOM	852.00
015122	DRAGON'S LAIR	852.00
015092	D & D: THE REDROOM	852.00
015176	FADE TO BLACK	852.00
015126	FIFA SOCCER '98	852.00
015096	F. THOMAS BASEBALL	852.00
015123	G-POLICE	854.00
015063	GEK	852.00
015025	HIGHERBALL '98	852.00
015127	10 OCTAVE	852.00
015124	HYPER-20 PMBALL	852.00
015125	INCREDEIBLE DROTS	852.00
015089	JOHN MADDOEN '98	852.00
015078	JUDGE Dredd	848.00
015115	JURASSIC FLUSH	852.00
015126	KINGDOM OF MAGIC	852.00
015126	KRAZY KAT	852.00
015017	LAST BOUNTY HUNTER	852.00
015120	LANSBURGER MAN 2	854.00
015123	LEGACY OF 3-D	852.00
015024	LENNIHUS 1-D	852.00
015123	LOADS	852.00
015123	LONG SWORDER	854.00
015127	MAGIC CARTER	852.00
015022	MAJOR DAMAGE	854.00
015118	MORTAL KOMBAT 3	852.00
015126	MYST	852.00
015022	NEA '98	852.00
015175	NEA IN THE ZONE	844.00
015096	NFL F.C. FOOTBALL	848.00
015126	NFL GAME DAY	852.00
015096	NFL GB CLUB '98	852.00
015209	NFL '98	852.00
015128	NHL FACE OFF	848.00
015101	PANZER GENERAL	852.00
015123	PELODORA	852.00
015096	PED	852.00
015096	PHINAL RAGE	854.00
015070	PSYCHIC DETECTIVE	852.00
015126	RAYMAN	852.00
015126	RESIDENT EVIL	852.00
015052	RETURN TO ZORK	842.00
015091	REVOLUTION 3	852.00
015113	ROAD RASH	854.00
015093	ROCK'N ROLL BAGING 2	852.00
015122	SHREK/DROTS	852.00
015123	SM CITY OF DREAMS	848.00
015052	SM TOWER	852.00
015023	SOLAR ECLIPSE	854.00
015093	STARBUCKS ALPHA	848.00
015123	STAR FIGHTER ALPHA	852.00
015024	STAR FIGHTER ALPHA	852.00
015126	STRATEGIC WARS	854.00
015097	TENSEN	848.00
015172	THUNDERBOLT 2	852.00
015099	THIN OUTDOOR BASS '98	CALL
015022	TOMBERBONE	852.00
015093	TOP BUNFIRE AT WILL	852.00
015093	TRACK & FIELD	852.00
015021	TWISTED METAL	852.00
015022	WATERWORLD	852.00
015124	WING COMMANDER 3	852.00
015123	WING COMMANDER 3	852.00
015123	WIFE OUT	852.00
015077	WORLD CUP-SOFL	852.00
015077	WTF WRESTLEMANIA	852.00
015094	X-MEN/CLUBS 7/ATOM	854.00
015064	ZOOZ	844.00

JAGUAR

015095	JAG CORE (Free shirt)	\$145.00
015095	AIRCARS	852.00
015113	ALLEN VS.PREDATOR	854.00
015126	ARENA FOOTBALL	852.00
015094	BREAKOUT 2000	848.00
015027	BRETT HALL HOCKEY	858.00
015091	C. BAKKLEY GB BASEBALL	852.00
F10123	DACLY, J.OUST	842.00
015056	DEFENDER 2000	856.00
015096	FEVER FOOT FIGHTER	858.00
015055	F. THOMAS BASEBALL	852.00
015328	GUNSHIP 2000	854.00
015093	MISSILE COMMAND	852.00
015091	NBA JAM T.E.	854.00
015108	PHASE ZERO	842.00
015035	POWERBURN RALLY	852.00
015021	RETURN TO ZORK	852.00
015021	SUPERBOSS 3D	933.00
015189	ZOOZ	852.00

CD TITLES

015094	JAG CD (Free shirt)	\$145.00
015098	ALEN VS PREDATOR	854.00
015017	BARLEY BASKETBALL	351.00
015024	BATHMAN FOREVER	858.00
015021	BATTLEMECHAN	852.00
015027	BLACK ICE WHITE HOSE	858.00
015048	BRETT HALL HOCKEY	858.00
015027	COMMANDER BLOOD	852.00
015111	CREATURE HOOK	852.00
015095	DEMOLITION MAN	852.00
015021	FIGHT FOR LIFE	858.00
015025	HIGHLANDER 2	852.00
015096	IRON SOLDIER 2	852.00
015056	MYST	853.00
015181	NEA SOUL STAR	852.00
015180	SPACE ACE	842.00
015046	STAR WARSERS ZOOZ	852.00
015024	THEA REAR FIGHTERS	852.00
015036	W. GRETZKY HOCKEY	858.00

3DO

015172	3DO/PANASONIC W/GEK	8207.00
015045	3DO/GEK STAR-2	8207.00
015073	3DO MPE/2D RECALLS	937.00
015067	11TH HOUR	852.00
015126	ALONE IN THE DARK 2	848.00
015116	BATTLESPORT	852.00
015044	BUCK FEAR	852.00
015035	BRANDS/10	852.00
015099	CJ-JUDGEMENT CLAY	848.00
015122	CADILLAC/DINOBARS	854.00
015127	CAPTAIN CAZ	854.00
015077	CARRIER/FORTRESS/SEA	851.00
015064	CASPER	851.00
015091	CASTLE WOLFENSTEIN	844.00
015091	CYBERIA	851.00
015189	DEADLY SHEEP	848.00
015124	DEATHKREB	852.00
015070	DOOM	854.00
015068	DOOM 2/HELL ON EARTH	CALL
015183	DRAGON LORE	845.00
015074	DRAGONORY LAIR 2	852.00
015096	DRUG WARS	854.00
015027	DYNOLZAE	858.00
015023	FAST FART W/IGN	852.00
015113	FOES OF ALL	852.00
015029	GENDER WARS	854.00
015023	HELL	848.00
015023	IMPACT TIME	852.00
015029	KINGDOM O' MAGIC	852.00
015320	LANSBURGER MAN 2	854.00
015123	LOST KINGD. 2	848.00
015092	MAXIMUM WURGE	854.00
015098	NHL HOCKEY '98	852.00
015103	POZE	852.00
015098	PRIMAL RAGE	852.00
015077	QUARTERBACK ATTACK	855.00
015099	RETURN TO ZORK	848.00
015099	ROCK 'N ROLL BAGING	852.00
015117	SHOCKWAVE 2	852.00
015080	SPAZERKILL	851.00
015021	STAR FIGHTER	852.00
015042	WATERWORLD	852.00
015096	WING COMMANDER III	852.00
015010	WORLD CUP GOLF	849.00

SATURN

015181	SATURN w/Virus Fighter	8249.00
015182	BACKUP MEMORY CART	846.00
015184	ECLIPSE CONTROLLER	819.00
015185	11TH HOUR	852.00
015096	20 BASEBALL '98	858.00
015094	AD & FIGHTERS	848.00
015184	ALLEN THROLOGY	852.00
015095	ASTAL	824.00
015047	BASES LOADED '98	852.00
015021	BATTLECH	852.00
015063	CASPER	856.00
015183	CENTER BRN BOXING	852.00

015091	CLOCKWORK KNIGHT	\$19.00
015110	CONDO THE MOVIE	\$56.00
015091	CYBORG	\$47.00
015166	DARK STALKERS	\$54.00
015098	DRAGON'S LAIR 2	\$52.00
015078	DUNGEONS & DRAGONS	\$46.00
015072	EARTHWORM JIM 2	\$46.00
015183	FIFA INTL SOCCER	\$52.00
015036	FIFA SOCCER '98	\$52.00
015075	F. THOMAS BASEBALL	\$52.00
015098	FLIGHT	\$52.00
015184	GOLD STORM	\$42.00
015131	HLN VELOCITY	\$52.00
015027	HORDE, THE	\$44.00
015328	HYPER-3D PMBALL	\$52.00
015329	IRON STRIKE	\$52.00
015329	KINGDOM O' MAGIC	\$52.00
015190	LAST GLADIATOR	\$58.00
015130	MAGIC CARPET	\$58.00
015140	MAGIC CARPET	\$52.00
015140	MAGIC CARPET	\$52.00
015074	MORTAL KOMBAT 3	\$47.00
015039	MR. BONES	\$62.00
015124	NBA ACTION	\$52.00
015078	NBA BASKETBALL	\$45.00
015094	NFL GB CLUB '98	\$87.00
015075	NHL ALL-STAR HOCKEY	\$89.00
015027	NOBIT WARRIORS	\$52.00
015053	PANZER DRAGON	\$53.00
015131	PEOPLE BEACH GOLF	\$46.00
015131	PRIMAL RAGE	\$52.00
015128	PRIME TIME NFL	\$59.00
015302	RALLY	\$82.00
015074	RETURN TO ZORK	\$82.00
015029	REVOLUTION 3	\$52.00
015043	RIGLOD SAGA	\$82.00
015044	ROAD RASH	\$54.00
015076	ROMANCE W/CLUB	\$52.00
015118	SHILLSHOCK	\$52.00
015074	SHIN CITY 2000	\$83.00
015048	SKELETON WARRIORS	\$48.00
015304	SPACE ACE	\$53.00
015046	STAR DECK BACK/BALL	\$34.00
015047	VAN BATTLE	\$52.00
015111	VIEWPOINT	\$52.00
015100	VRTUA CP W/IGN	\$62.00
015125	VRTUA FIGHTER 2	\$64.00
015074	VRTUA RAGE	\$52.00
015113	VRTUA HYULIDE	\$52.00
015078	VR BASEBALL	\$52.00
015040	VR GOLF	\$52.00
015123	VRING WARS	\$54.00
015126	W. SERIES BASEBALL	\$57.00
015095	WFF WRESTLEMANIA	\$52.00
015075	W. MEN: CHILD OF ATOM	\$54.00

S/MES

015274	ASCAI ADN JOYSTICK	\$12.00
015043	BATHMAN FOREVER	\$68.00
015125	BREATH OF FIRE 2	\$56.00
015113	BREATHING DRACULA	\$52.00
015113	CHRONO TRIANGLE	\$44.00
015064	CIVILIZATION STRATEGY	\$54.00
015131	CUTTHROT BASS	\$64.00
015123	DRY TRAX TX	\$54.00
015141	DISNEY'S POCAHONTAS	\$64.00
015146	DISNEY'S TOY STORY	\$70.00
015042	DORNEY GOO CHTRY 2	\$42.00
015027	DONKEY KONG	\$68.00
015047	DRAGON WARRIOR 8	\$72.00
015042	EARTHWORM JIM 2	\$64.00
015143	GARGOYLES	\$54.00
015044	GREEN LANTERN	\$56.00
015026	HTL'S '98 SOCCER 2	\$52.00
015123	ICEY'S GUESS	\$56.00
015028	J. HUBSTAN'S BOB T.	\$66.00
015190	KILLER INSTINCT	\$57.00
015196	KILLER INSTINCT	\$48.00
015052	LOW	\$61.00
015196	MARVEL SUPER HEROES	\$55.00
015054	MARL, THE	\$62.00
015051	MAXIMUM CARNAGE 2	\$58.00
015102	MEGA MAN X3	\$61.00
015198	MIRROIR IMPOSSIBLE	\$60.00
015198	MORTAL KOMBAT 3	\$56.00
015199	NBA LIVE '98	\$61.00
015198	NFL GB CLUB '98	\$89.00
015043	PACIFIC THEATRE/OPS 2	\$62.00
015012	POLY RATIONAL '98	\$64.00
015090	PGA TOUR '98	\$64.00
015183	POPEYE THE SAILOR MAN/STOPT	\$68.00
015048	REVELATION 3	\$68.00
015180	ROMANCE 3 KING 4	\$63.00
015130	SCOOBY DOO MYSTERY	\$64.00
015042	SECRET OF EVERMORE	\$64.00
015182	SPAWN, THE	\$68.00
015047	SPOT/HOLLYWOOD	\$59.00
015044	STAR TREK-D.S.	\$59.00
015123	SUPER TRAIL ISLANDS	\$55.00
015093	SUPER TURPICAN 2	\$56.00
015055	SYLVESTER & TWENTY	\$59.00
015141	SYNDICATE	\$51.00
015048	THE SQUAD SUPER BOWL 3	\$64.00
015099	ULTRAN STRIKE	\$61.00
015044	WATERWORLD	\$62.00
015098	WATERWORLD	\$62.00
015144	WILD C.A.T.S.	\$64.00
015044	WFF WRESTLEMANIA	\$64.00
015136	YOGI'S BROTHER	\$47.00

FREE
CATALOG!
612-942-9920

SEGA

015091	AARON REAL REALISTERS	\$54.00
015114	ADAMS FAMILY VALUES	\$44.00
015028	BASS MASTERS CLASSIC	\$62.00
015044	BATHMAN FOREVER	\$64.00
015094	CASPER	\$57.00
015032	COLLEGE FBALL CHAMP	\$64.00
015027	COMIX ZONE	\$52.00
015094	CONVERSE HOOZ	\$82.00
015101	CUTTHROT ISLAND	\$52.00
015060	DISNEY'S POCAHONTAS	\$58.00
015101	DISNEY'S TOY STORY	\$64.00
015027	EARTHWORM JIM 2	\$52.00
015019	EXO SQUAD	\$48.00
015023	FIFA SOCCER '98	\$86.00
015079	FIRSTMONTE, THE	\$48.00
015122	KATUZE ZONE	\$52.00
015097	GAFFIELD	\$64.00
015102	GARGOYLES	\$69.00
015027	GEY'S GUESS	\$51.00
015032	JOHN MADDEN 'FBALL	\$89.00
015101	LIGHT CRUSADER	\$62.00
015106	LORD	\$54.00
015104	MARL, THE	\$54.00
015047	MAXIMUM CARNAGE 2	\$58.00
015100	MISSION IMPOSSIBLE	\$54.00
015043	MORTAL KOMBAT 3	\$57.00
015300	NBA LIVE '98	\$64.00
015093	NFL GB CLUB '98	\$52.00
015123	NHL '98	\$82.00
015093	NIGHTMARE CIRCUS	\$52.00
015126	PGA TOUR '98	\$62.00
015100	PHANTASY STAR 4	\$78.00
015046	PRIMAL RAGE	\$68.00
015127		

Arcades

There's this place that's kinda like a combination of the Dentist's office and a dark alley! You know, it's where you go to hear all kinds of weird machine noises and screams, while losing all your money! That's right — it's the Arcades!



You can move in close for a little 'mechanized-hand-to-mechanized-hand' combat...

Cybertroopers

Sega For Arcades

At first glance, you might think that *Cybertroopers* is another *CyberSled* clone, but the new elements of game-play and graphical superiority make it much, much more. Just like *CyberSled*, *Cybertroopers* is a two-player combat game that features two-joysticks with two-buttons on each stick. You maneuver the sticks to make your character move left, right, etc., and use the buttons for turbo and one of four attacks. The big difference is that you can take to the air via a jump. This makes for some great gameplay like hiding behind a building to avoid being hit and then jumping into the air and unleashing a bar-

...or you can stay back and fire projectiles from the air or ground.

rage on your opponent.

Instead of tanks like *CyberSled*, *Cybertroopers* features mech-robots. There are 8 characters to choose from (Dorka, Fei-yen, Belgdor, Viperll, Bal-bas-bow, Apharmd, and Raiden), and each character has their own style of attacks. Some are faster, some are stronger, but there really isn't a lot of personality in any of the robots that would make one your favorite, like a traditional fighting game.

The graphics in *Cybertroopers* are gorgeous and some of the arenas are excellent, but the key to this game is fighting head-to-head linked with another player. The one-player game just doesn't seem to have enough life. We'll report back on this one after we've had a chance to lose a few more quarters in it.

The Line

Extra Play has now been added to the arcade section so that we can give you a better look at the hottest arcade games out there. We'll still get you the first screens and looks at games that aren't even out, but we're also going to go back and make sure these games stand up to the test of time. • VF3 is still shrouded in secrecy, but word from Japan has the game including interactive backgrounds and possibly even some weapons. There'll be torches and things like that in the background that can be used for slamming your opponent into or even picked up and used as a weapon. We also saw a mysterious screen shot that had Akira holding a whip — what this means we're not sure. However, we are certain that VF3 will reinvent the fighting game. • Hey, even though many arcades are now charging \$1 per game, and while that's not the quarter many of us are used to paying, it's still affordable and worth the trip (of course, I don't spend my own money, so I could be biased).



There are eight different robots, but none of them has much personality.

Soul Edge

Namco

We brought you the exclusive first-look at Namco's sword-clashing fighting game and promised it would be an experience worth waiting for. Recently, *Soul Edge* went on test and it is every bit as impressive as expected. The frame rate is only at 30 frames per second (compared to VF2's

60fps), but with the beautiful moving backgrounds and smooth characters, you don't even realize the difference. There's no slowdown and there's never a point where you wish the game was moving faster.

The characters are smoother than any fighting game to date, less blocky than *Tekken* or *VF2* and more human

looking. There are 8 steel-wielding fighters to choose from — Seijin Mina: a female warrior with a staff, Sphtia: a Valkerie female warrior with a short sword and shield, Mitsurugi: a Shogun with a Shogun sword, Rock: a bear-headed muscular warrior with a huge battle axe, Taki: a female assassin with a short sword, Siegfried: A French knight with a two-handed sword, and Voldo: A bald Italian guy with weapons similar to Freddy Krueger's.



With either staff or sword, these guys mean business!

Extra Play

Here in this section of Arcades, we go back and give some games more play, so we can let you know how they hold up to the test of time. Does the game have life

beyond the initial flash? Does the game get better, despite its initial disappointment? Basically, we tell you if these games are worth going back to the arcade for or not.

Fighting Vipers

Sega

At first, this game's goofy character design didn't impress us. However, a quick trip to the arcade — and several hundred company quarters later — we found *Fighting Vipers* to be a very worthy game. The inclusion of walls brings a completely new dimension to the fighting game. Whether it's continually slamming your opponent against a wall or climbing up a fence for a high attack, *Fighting Vipers* has plenty of depth. I still don't want a fighting character that looks like Def Leppard's guitar player, but the action in this game is good stuff. It's definitely worth another trip to the arcades.



After a bit more time playing *Fighting Vipers*, we found it to be a very satisfying experience.

Alpine Racer

Namco

The impressive high-speed racing was the initial attraction of *Alpine Racer*, but the depth lies in the difficulty and the treacherous slalom course. Doing the downhill is fun, but to keep playing this game over and over, you have to venture to the tight turns of the slalom course. *Alpine Racer* will never have the replay value and life of other racing games because you can't link them up and race against a friend, but what's here is some great fun. Don't get scared off by the imposing set-up of *Alpine Racer* — this game is for skiers and non-skiers alike.



You knew it was pretty, but did you know that *Alpine Racer* is one tough game? It's time you found out.

But possibly the most amazing part of *Soul Edge* is the light-sourcing. In the midst of fighting it will turn from day to night, complete with longer shadows and a starry night. The characters' looks change depending on what part of the battleground they are on, just like they would in real life. The fighting features sword clashes, 3-D movement, throw moves, and a large variety of combos and attacks. Also, you can attack an opponent on the ground like VF2.

We haven't had a chance to play this one through to find out the depth of gameplay, but upon initial impression ('expletive of your choice here) awesome' just about describes it.



When fighting with knives, the action is quick and to the point!

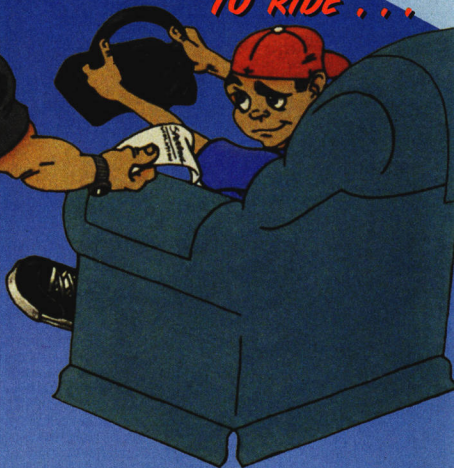
ANY MORE REALISTIC, YOU'D BE DOING TIME...

The **PER4MER**™ turbo wheel not only lets you control any race game with rack and pinion precision, you control the sensitivity of your machine with selection of manual or power steering. Helmet and fire suit sold separately. Available for Sega™, Super Nes®, and 3DO™ platforms.

PER4MER



GET YOUR TICKET TO RIDE...



Mr. Retailer,
For more information on the
call us, Home Arcade Systems at
(800) 254-8466 or e-mail theper4mer@aol.com.



The PER4MER is a product of Home Arcade Systems, Inc.
P.O. Box 7124, Redwood City, CA 94063-7124
Sega™ is a trademark of Sega Enterprises, Ltd. All rights
reserved. Super Nes™ is a registered trademark of Nintendo
of America and 3DO™ is a trademark of 3DO, Inc..

CHEAT SHEETS

DONKEY KONG COUNTRY 2

Diddy's back and we've got all his secrets on page 90!

Bug!	100
Donkey Kong Country 2	90
ESPN Extreme Games	103
Even More Codes	106
Killer Instinct	101
Mortal Kombat 3	102
Pebble Beach Golf Links	103

SEGA RALLY

You'll learn to turn with the best of 'em in our gear-grinding, rubber-burning, insurance-raising strategy on page 97!

Ridge Racer	103
Sega Rally Championship	97
Warhawk	104
WipEout	101
3-D Lemmings	100

For Codes or Help, Call...

Nintendo.....	900-288-0707	interplay.....	900-370-7529
Sega.....	415-591-7529	Acclaim.....	516-759-7800

DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

Get that monkey off your back!



Use Diddy's roll off the edge, then jump to get his best distance jump.



DIDDY

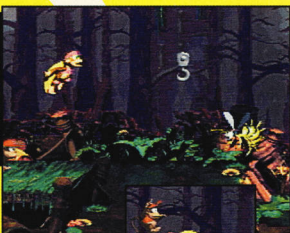
Diddy is back, with the same abilities as last time and, while he's really not as useful as Dixie, he'll do in a pinch. His only advantage is that he carries things in front, so they protect him.



Press the A button and the monkey is literally on your back. Press Y to throw your buddy. The directional pad controls where the throw goes. Press straight up to reach high areas.

DIXIE

Diddy's female companion has got everything Diddy has and more. Her twirling hair gets you past many a tough spot. You almost always want to have Dixie as your lead character.

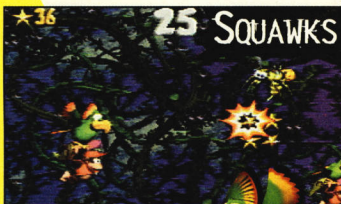


Jump in the air and hold down the Y button to float Dixie over possible trouble.

TEAMWORK

Using Diddy and Dixie together is a great way to reach high platforms, hit bonus levels, destroy enemies, and collect icons.





Press the B button to make Squawks fly higher and press down to make him descend faster. He also shoots eggs out of his beak with the Y button.



CRANKY'S TIPS

Why pay for Cranky's help when you can get it for free? All of his advice through the first five worlds should help you find quite a few bonus areas.

GANGPLANK GALLEON

Pirate Panic — Try using the team throw at the start. Lockjaw's locker — below the letter K, you'll find a reward, if you avoid the danger.
Mainbrace Mayhem — Jump for joy when crossing the longest horizontal rope.
Pirate Panic — I reckon the door at the bottom of the tall wall looks mighty flimsy.
Gangplank Galley — Those big blue goons ain't guarding that huge stack of barrels for nothing! Knock 'em off and get up there!
Topsail Trouble — A hook, step and jump is all you need to look for near the two dragonflies above you.

CROCODILE CAULDRON

Lava Lagoon — Below the first seal, you'll find something worth getting your fur burnt for.
Hot-head Hop — Is it my eyes, or is there just one chest at the start?
Red Hot Ride — Take it easy! Let the rhino use his head to get you through the first half.
Hot-head Hop — A trek towards the Klobber with the spider is worth looking up.
Kannon's Klaim — Right is right, right at the start.
Squawks Shaft — Those two hook-throwing villains opposite each other are protecting something. I'm sure of it!

KREM QUAY

Barrel Bayou — Find the only Krockhead stepping stone and you'll find your buddy Rambli.
Bramble Blast — With only the dragonflies left, I'm sure you'll be alright.
Slime Climb — When nearing the top, the ability to walk on water reveals all.
Glimmers Galleon — It might be dark and spooky, but don't let it get you down immediately.
Rattle Battle — Are you up to it at the start?
Bramble Blast — After four spinning barrels, all that's left is left itself.

KRAZY KREMLAND

Hornet Hole — An eight-legged friend would go halfway to helping you here.
Rambi Rumble — Don't be in a hurry to enter Rambli's room. Think things over.
Bramble Scramble — The fruit is always fresher on the other side of the thorns. Jump to it!
Target Terror — It's his track, so watch the Kremling car carefully. He might be down, but he's on his way out, for sure.
Rambi Rumble — A charge down the last straight with Rambi will ensure a crushing victory.
Hornet Hole — Start with a hook, stick and jumps, and you're bonus bound!

GLOOMY GULCH

Ghostly Grove — Things are starting to look up on this level.
Parrot Chute Panic — Here's a tip that I think is great, the door is by the Klampion and so is the crate.
Web Woods — Finishing this level is cause for celebration. By all means, go over the top.
Haunted Hall — Where you find one, there may also be two.
Parrot Chute Panic — To the left of the letter O is where you should go.
Ghostly Grove — K. Rool is no fool. He has got two big blue goons watching his horde near half-way.



RAMBI

To find secret areas or gain speed for a super jump, power up Rambi's charge with the A button.



He's basically the same as last time, except you can power up a super stab to find secret areas.



ENGUARDE



RATTLY

This new animal's springy tail takes you to areas the monkeys couldn't go. Power up his super jump with the A button for that really big jump.



SQUITTER



Easily the coolest new animal. Press the A button twice to lay a platform or press the Y button to shoot enemies. His platforming can take you nearly everywhere.

WRINKLY KONG

Grandma Kong even charges you for advice, but avoid paying her by using this list of Wrinkly Kong hints. Most of her help is pretty basic, but she will save your game for you.

GANGPLANK GALLEON

Kong Coins — A gold coin with a bunch of bananas on it. Collect these and spend them in the various Kong Family locations found throughout the island.

Swimming — Press the B button to swim. Pressing Up or Down on the directional keypad while swimming or floating will affect the speed that you sink or swim.

End Of Level Target — Jump on the target to finish the level. If you jump from a sufficient height, you win the displayed prize.

Rambi's Supercharge — Press and hold the A button to power him up, then release it for his supercharge. Use this to destroy enemies and break open hidden doors.

Character Team-up — If you have both characters, press the A button to team up. You can throw your partner to defeat enemies and reach inaccessible features. Press A again to split up.

Area Guardian — Throw Krow's eggs back at him. He hates it!

CROCODILE CAULDRON

Rattly the snake — To make your snake buddy jump in mid air, walk off an edge and press the jump button as he falls.

Rope Climbing — Press and hold the Y button when you are on the ropes and you'll be able to climb up and down faster than you normally would.

Kong Letters — Collect all four of these on any level to earn an extra life!

Squitters Web Platform — To create a web platform, press the A button or either of the top L and R buttons. Press the button again to stop the web and form a platform in the desired position.

Kremkoinis — For every bonus level you complete, you will get one of these. Collect a whole bunch of 'em and you can use them at Klubba's Kiosk.

Area Guardian — When you hit Kleever, quickly get across to the other side before he gets angry.

KREM QUAY

Animal Barrels — Jump in these to transform into the animal shown on the side of the barrel.

Jumping on Enemies — If you hold the jump button down while jumping on an enemy, you will bounce higher and farther than you normally would.

Extra Lives Balloons — There are three types: Red is worth 1 life, Green is worth 2 and the rare Blue balloon is worth 3 lives. **Rattly's Super Jump** — Press the A button to power him up, then release it to activate his superjump. Use this to access normally unreachable areas.

Cranky's Hero Coins — A very large coin with DK on it. Each level has one, cunningly hidden by Cranky. Collect these to increase your status as a video game hero.

Area Guardian — When Kudgel lands, he'll shake the screen and immobilize you! Be careful!

KRAZY KREMLAND

Secret Doors — Doors are hidden on the sides of walls and can be broken into by throwing different objects or your animal buddies at them.

Roll Jump — Press Y to roll off an edge, then press B to jump as you fall. You can increase your jumping distance this way.

Area Guardian — Destroy the small zinger and his droves quickly, or they'll reappear after a while.

GLOOMY GULCH

Secret Passages — Walls that look solid could contain secret passages that you can use to access hidden areas or shortcuts. **Bonus Levels** — Each level has between one and three of these. Complete all the bonuses on a level to gain 1%.

Area Guardian — Jump on the different colored Mini-Neckys to gain the necessary objects to fight the ghost of Krow.

GANGPLANK GALLEON



BONUS AREAS



Pirate Parfic

Go down for this Banana and to the right for a bonus area.

Use Rambi to crush down this door.



Mainbrace Mayhem



Jump up for this banana and a barrel appears to shoot you for an extra life balloon.



Pick up this cannonball and go for this cannon for a bonus level.



Throw your buddy up here to get in the bonus barrel.

Gangplank Galley

Knock off the big blue guys, then go to the top of the barrels for a bonus level.

Keep super-jumping up the mast, until you come to this bonus barrel.

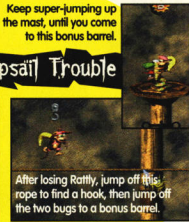


Go straight up at the start for a bonus barrel.



Topsail Trouble

After losing Rattly, jump off this rope to find a hook, then jump off the two bugs to a bonus barrel.



Boss Tips



Krow is a real easy boss — just jump on his egg.



Grab it and throw it at him. He moves faster and then starts tossing eggs at you. Avoid getting hit and it's an easy win.

CROCODILE CAULDRON BONUS AREAS



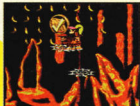
Hot Head Hop



Throw your buddy up at the start and you'll find a green lives balloon. To gain as many lives as you want, press start and then select, then push restart to get infinite lives.



Use this crate to kill the croc, then grab the cannonball and take it to the cannon for the bonus level.



Right after getting Squitter, platform your way up to collect a bunch of bananas and a hero coin.



When you see these ascending bananas, platform up and to the right to find a bonus barrel.



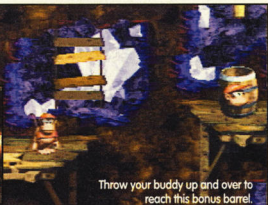
After getting shot from the barrels, go up to this bonus area.

Red Hot Ride

Take Rambi over the first wave of balloons, charge the first land you see and find a bonus area.

Kannon's Klaim

At the start, go straight right and use Dixie's hair spin to get to this bonus barrel.



Throw your buddy up and over to reach this bonus barrel.

Boss Tips



To beat Kln, you have to use Dixie and her hair swirl. He'll throw three fireballs.



After the last fireball, a cannonball will drop. Immediately hit him with it.



Pick up the cannonball there and do the same thing in reverse.



Then jump quickly to the right, using the hooks and Dixie's hair to get to the other side.



Now Kln will come after you. When he goes like this, count one one thousand, then jump right.



One more time and he explodes! This takes some fast jumping and good timing.



Pay the big guy some coins and you get access to the lost world and the toughest levels around.

KLUBBA'S KIOSK

To get to the secret lost world, you have to find and defeat at least 15 bonus levels to collect 15 Kremkoins. Once you get those, you can access the lost world from any level. Pay up and get ready for some tough levels.



KREM QUAY BONUS AREAS

Barrel Bayou



Quickly throw your buddy into this bonus barrel before the ghost throws a bee over it.

Go left immediately and pick up an extra life and a coin by tossing your buddy over the zingers.

Krockhead Klamber



Stime Climb



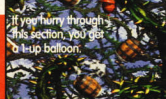
Grab this cannonball and bring it with you to the cannon on the left for a bonus level.



Hit this exclamation point barrel to become invincible.

Then, go in the water to pick up this hero coin.

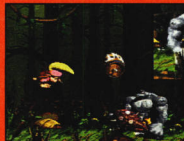
Bramble Blast



If you hurry through this section, you get a 1-up balloon.

Boss Tips

Kutlass jumps from side-to-side three times before you can attack him.



Grab the TNT and throw it at him from afar. Repeat this two more times.

Now Kutlass jumps to one side, then jumps after you. Go to the edge of the screen and jump underneath him with Dixie's hair float.



Make sure you're not on the ground when he lands or you'll be frozen.



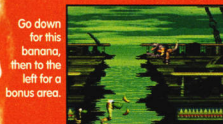
Now pick up the TNT and hit him. Repeat four times and he blows up real good.



Rattle Battle



Jump up right at the start and you get a serious cash and banana loop. Keep doing it over and over again until you're rich and have plenty of lives.



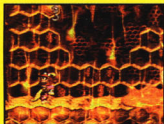
Go down for this banana, then to the left for a bonus area.



Go down under this Zinger to the right and you'll find a hero coin.

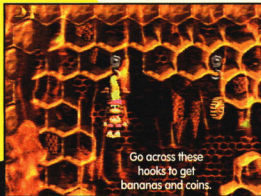


Do a super jump up here and find a bonus barrel. Cool!

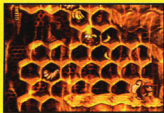


Throw your buddy up to this hook, then climb the honey walls up to the top.

Hornet Hole

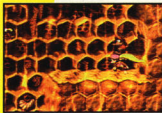


Go across these hooks to get bananas and coins.



Go into this door for a bonus area. Keep repeating this to gain more lives and coins.

Down below the first bonus area is another one.



Target Terror

Time your jump going down this hill to get to a bonus barrel.

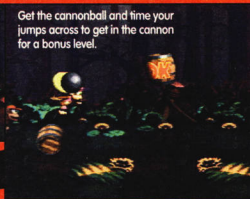
Follow the Kremling down to uncover a bonus area.

If you have no buddy, use the Cat-O-Nine tails to get up to the bonus area — otherwise, throw your buddy.

Get the cannonball and time your jumps across to get in the cannon for a bonus level.



Mudhole Marsh

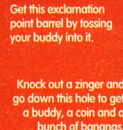


Bramble Scramble

Now go down in the thorns to find this barrel, which sends you up to a bonus barrel.

Get this exclamation point barrel by tossing your buddy into it.

Knock out a zinger and go down this hole to get a buddy, a coin and a bunch of bananas.



Rickety Race

Throw your buddy up on the platforms before the race begins to get a bonus level.



Wait for the big Zinger to go over your head, then nail its stinger with an egg. Do this three times and he changes his pattern.



Now he shoots three bursts of spikes. Move in between them, then hit him three more times.

Hit him twice — the first one stuns him, the next finishes him off.



Now he becomes a smaller Zinger with three drones. Kill the drones with one hit each.

DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST KONGFEST



A long, long time ago, we ran a contest in **GAME PLAYERS** called "GOIN' BANANAS FOR DONKEY KONG COUNTRY." It was a cute little thing, as contests go, and attracted quite a bit of attention. There was a winner, and everything was good. Nice, huh? Well, that was then...

AND THIS IS NOW!

GAME PLAYERS, in cooperation with Nintendo, is proud to present the "LOOK WHAT I MADE WITH ALL THESE BANANAS!" contest!!! The idea is really simple (and kinda stupid — just the way you like 'em!); make a sculpture of a character or a scene from Nintendo's Donkey Kong Country 2: Diddy's Kong Quest using mostly bananas. It's OK to use other fruits and vegetables for decoration, but your sculpture must be made primarily of bananas and show a character or a scene from the game! Next, take a picture of your edible creation and send it to:

LOOK WHAT I MADE WITH ALL THESE BANANAS!
GAME PLAYERS,
1350 Old Bayshore Highway, Suite 210,
Burlingame, CA, 94010

It might be a good idea to eat your sculpture after you take the picture. Failure to do so could result in serious penalties! All entries must be received by **April 1st, 1996**. And why should I make a mess of the kitchen (or dining room, or living room, or bathroom) anyway, you might ask. Well, the answer is really simple — **YOU COULD WIN THESE COOL PRIZES!**

1 GRAND PRIZE — 1 Super NES Donkey Kong Country Set, 1 Donkey Kong Country 2: Diddy's Kong Quest game pak, 1 Donkey Kong Country 2: Diddy's Kong Quest player's guide (retail value \$150.00)

10 SECOND PLACE PRIZES — 1 Donkey Kong Country 2: Diddy's Kong Quest game pak (retail value: \$70.00)

15 THIRD PLACE PRIZES — 1 Donkey Kong Country 2: Diddy's Kong Quest player's guide (retail value: \$11.00)

What more could you want? Oh, OK, we'll even put some of the winning pictures in an upcoming issue of **GAME PLAYERS!** There, now are you happy? Good! We'll pick the 26 winners on April 2, 1996 and award all of the prizes. Now here's a few words from our legal staff. Please read them.

THE LEGAL STUFF

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of employees of Imagine Publishing. To enter, send a photo of your banana mess... uh, sculpture, along with your name, address, age and phone number. Multiple entries are prohibited. All entries become the property of **GAME PLAYERS!** All taxes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by April 1st, 1996. Imagine Publishing is not responsible for lost, misdirected or unselected entries. Editor's choice is final. Odds are determined by number of entries received by contest deadline. Winners will be selected by random drawing on April 2, 1996. This contest is brought to you by Imagine Publishing and Nintendo of America. ©1996 Nintendo of America Donkey Kong Country 2: Diddy's Kong Quest® is a trademark of Nintendo of America, Inc.





SEGA RALLY

Championship

TURN, TURN, TURN

The real key to success is mastering the game's vicious curves!

Thanks to the help of your co-driver, you never have to wonder about the severity of an upcoming curve. Now, the only thing you have to know is how to handle the differing degrees of turns that are thrown at you, one after another. Of course, it's important to remember that no two curves are exactly the same, but there are some general guidelines that should help you to get started.



When your co-driver calls-out an 'Easy' turn (signified by a blue arrow), the important thing to remember is that there is no need for brakes or any sliding. Try to anticipate the turn as much as possible and then cruise right through.

If your co-driver tells you to 'Stay' to a certain side (signified by a red arrow), expect a pretty severe change of direction. These curves don't always require braking, but to avoid trouble, you at least want to consider letting up on the accelerator.



If you hear about an upcoming 'Medium' turn (signified by a yellow arrow), you have to use the brake to get through without tagging a wall. The best way to handle 'Medium' turns is to release the accelerator, hit the brake just long enough to angle your car through the turn, then hit the gas again and power slide through the curve.



The final type of curves are the ones preceded by a 'Caution' warning (signified by a red arrow). These are generally hair-pin turns and are not to be taken lightly. In fact, making it through a 'Caution' turn will essentially require coming to a near stand-still, straightening-out and then taking off in the right direction.



POSITIONING YOUR CAR

An important tactic to passing and staying in front of your competitors is in positioning your car to play off your opponents.



Getting inside an opponent on a turn allows you to turn tighter by using them as kind of a guard rail. Bouncing off an opponent's car slows you down a little, but not as much as hitting a wall or getting stuck behind a car.



Though it's not easy without a rear-view mirror, try to stay in front of a car that's coming up from behind—it might give you an added speed-burst, should they hit you while trying to pass.

JUMPING

From the Desert track to the hidden Lakeside track, jumping is an important part of Sega Rally Championship.

Aside of just enjoying the feeling of hurtling through the air, there are a few things to remember if you're going to use the jump to your advantage. The most important is setting up for the landing. Another is using certain jumps to get by an opponent's car. Finally, you have to consider the effect of the small, almost indiscernible bumps in the road that are likely to send you off in the wrong direction if not properly anticipated.



The most important part of leaving the ground in *Sega Rally Championship* is to be sure your tires are turned in the right direction when you hit the ground. Turning in the air is the only way to be sure you'll go the way you want when you land. Otherwise, you'll hit the ground heading directly into a wall or worse.

While you won't always be able to pass other cars in the air, never rule it out as an option, as it's often easier to go over than around.



Tiny bumps on the road can throw you off-course. Stay in the middle of the track to avoid these trouble spots.



STARTING

Getting the best start possible is both essential and easy.

Getting a good quick start on any of the tracks is a key part in racing a competitive race. Fortunately, getting a speedy start in *Sega Rally Championship* takes very little in the way of talent.

Before the race starts, simply hold down the accelerator and let the tachometer max-out. Keep it wide open until the race starts and you get a good jump on your opponents.



DON'T BE ALARMED!



The time

up-to-date news

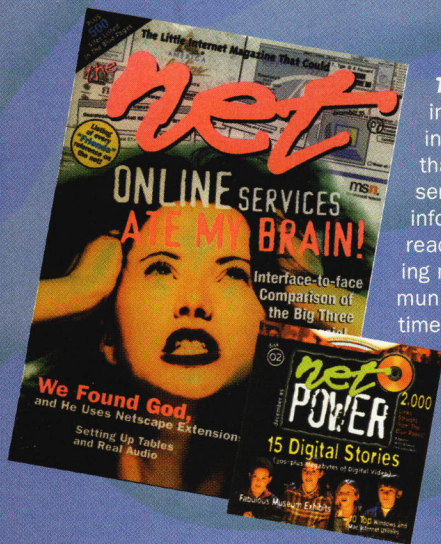
equipment reviews

cutting-edge features

the hottest sites galore

You dream of being an expert surfer... know exactly where you want to go and how to get there, building and maintaining your very own Web page, exploring the best that the Internet has to offer, securing world peace—**WAKE UP!** In actuality, you need help. Your modem dates back to the Mesozoic period. Your online service provider also sells pool equipment. And after the first ten hours on the Internet, you acquired three raspberry jam recipes, which is great, except that you were looking for used car dealers in the area.

to be ONLINE is NOW.



The Net can turn your dream into reality. In addition to providing more qualified site reviews than any other magazine, *The Net* serves as a resource of practical information intended to teach our readers how to become contributing members of the Internet community. To get the most out of your time online, we also publish

NetPower with every issue. This 600+ megabyte CD-ROM provides browsers, utilities, shareware, and hundreds of hot links to the hottest and hardest-to-access sites around – one click and you're there!

To find out *where to go* and *how to get there*, call **800-706-9500** and subscribe today.

12 issues of *The Net* with **net POWER**

for only \$24.95. **SAVE 58%** off the cover price.

It's a heck of a lot cheaper than falling asleep online!

Canada: \$US 28.95/38.95 (disc version) includes GST.

Foreign: 38.95/48.95 (disc version). Prepaid in US funds.

Offer expires 6/30/96. Single copy price for 12 issues is \$71.88.

Please allow 4-6 weeks for delivery.

ACTIVATION CODE:

5FWR7

CODE BREAKERS



As the saga continues, we find our mighty editor, Patrick Baggatta, bending beneath the weight of Codebreakers and yet, he carries on, as all trained rats are apt to do. The only problem is that Patrick eats a lot more cheese!

BUG!

Sega for Saturn

CONTINUING STORY!

To keep the action going in *Bug!*, you'll need one of two things. The first being a ton of skill from playing that little buggler or this handy-dandy little Continues code. We've already given you the code to let you skip from one level to the next, but this one is even better if you're actually interested in learning to beat a particular stage. I mean, you can't go skipping levels every time they give you a little bit of trouble.

When the Press Start screen comes up, hold **Right** and press **Start**



1 PRESS START BUTTON

After beating the first level, you'll have to let yourself die.

3

Go to Start Game screen and repeat the last step (Hold Right, press Start). Then just start enjoying your continues.

3-D LEMMINGS

Sony Interactive for PlayStation

CHEATY LEMMINGS

The following level codes for *3-D Lemmings* should be enough to not only get you started but actually get you pretty deep into this enormous game. Good luck, gang!



At the password screen enter the following codes.

Level 2 - **blimbing**
Level 3 - **fanagalo**
Level 4 - **dricksie**
Level 5 - **kurtosis**
Level 6 - **gregatim**
Level 7 - **wallaroo**
Level 8 - **oventail**
Level 9 - **gazogene**

Level 10 - **jingbang**
Level 11 - **diallage**
Level 12 - **bunodont**
Level 13 - **nainsook**
Level 14 - **yakimona**
Level 15 - **fumitory**
Level 16 - **cingulum**
Level 17 - **beslaver**

Level 18 - **anableps**
Level 19 - **quincunx**
Level 20 - **tarlatan**
Level 21 - **kamacate**
Level 22 - **gummosis**
Level 23 - **prodnose**
Level 24 - **ngultrum**
Level 25 - **cottabus**



Remember, the later levels are no picnic.

Patrick

WIPEOUT

Sally Interactive for PlayStation

A NEW CLASS

You know that other racing class in *Wipeout*? You know, the one you can't ever seem to get to. Well, if you have managed to place high enough in the Venom Class to actually access the Rapiet class, then congratulations, you will go far in life. For the rest of you, however, don't worry, we've got help. To access the super-fast Rapiet class, just enter the following code, and don't let your daredevil friend about having to cheat. How do you think you get anywhere in life, anyway?

ONE PLAYER
TWO PLAYER
OPTIONSONE PLAYER
TWO PLAYER
OPTIONS

Go to the first menu screen (The One Player, Two Player etc. screen). Press and hold L2, R2, Left, Select, Start and then press X. You should now be able to access the Rapiet Class.

Once you've accessed Rapiet Class, go back to the first menu screen. Hold down L1, R1, Right, Start, Square, Circle and then press X.

HIDDEN TRACK?

Just in case you weren't satisfied with all the great tracks already in *Wipeout*, here's one more for you to check-out. Watch out though, it's no beginner's run and I wouldn't even bother until you've mas-

SELECT RACING CIRCUIT

VENOM CLASS

ALTIMA VII
KARBONIS V
TERRAMAX
WORLDWIDE
ARRIDOS IV
SILVERSTREAM
FIRESTAR

START

BACK

Now, when you get to the track select screen, you should see an extra track called FireStar.

tered the rest of the tracks. You'll also want to remember that you can only race this one in Rapiet class. So practice those tight turns and get ready for some fiery racing action!



KILLER INSTINCT

Nintendo for Super NES

SECRET ARENA

To play in a loftier atmosphere than you're probably used to, try the following code. The best part of this once-unobtainable level is that you can actually knock your opponent off the edge.

At the character select screen in a two-player game, highlight your characters, then on both controllers hold Down and press B.

Didn't you just know there was going to be some secret stuff in this game?



SPEEDY INSTINCT

Would you like to control the speed of play? Would you like to speed the game up to twice its normal speed, or even slow it down to work on combos? Of course you would, and here's how.



Remember that all the buttons must be pressed at once, and you'll hear a punching sound when you've done it right.

At the VS screen:

- Press Left + R + A + B for Slow Speed.
- Press Right + L + X + Y for Fast Speed.
- Press Right + R + A + B for Faster Speed.
- Press Left + L + X + Y for Super Fast Speed.

MK3

Sony CE for PlayStation

PRETTY PICTURES

The following list of codes are all from the arcade version 2.1 of MK3. Fortunately for all PlayStation owners, they also work at home. If you're truly an MK3 fanatic, then you probably already know these, but for the rest of you, there are some pretty good little codes here.

ThrowDisabled.....	100100	Winner Vs Mortaro	969141
Blocking Disabled	020020	Winner Vs Shao Kahn	033564
Player One 1/2 Power ...	033000	Winner Vs Noob Saibot ..	769342
Player Two 1/2 Power ...	000033	No Fear	282282
Dark Fighting	688422	No Visible Powerbars	987123
Quasi-Randper	460460	No Recovery Time	688933
Jackbot	987666	Unlimited Run	466466
Player One 1/4 Power ...	707000	Psycho Kombat	985125
Player Two 1/4 Power ...	000707	Intro Message	123926
Space Game	642468	Winner Fights Smoke.....	205205



ULTRA VORTEK

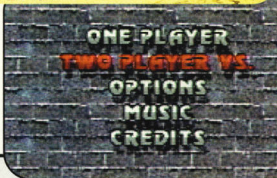
Atari for Jaguar

ULTRA HIDDEN VORTEK

Undoubtedly one of the better fighting games for the Jaguar, *Ultra Vortek* already has a lot to offer in game play alone. Now, you can also add to your selection of stages with this code. Therefore, thanks to us, the game is now that much better.

SUPER SPEED

Thinking *Ultra Vortek* is a great game, but maybe just a little slower than it should be? Fear not, we have the answer for you. Just switch the game over to the Turbo mode and all your concerns will be corrected.



First start a game in two player mode.



After choosing your characters press either the # button or the * button to access secret stages.

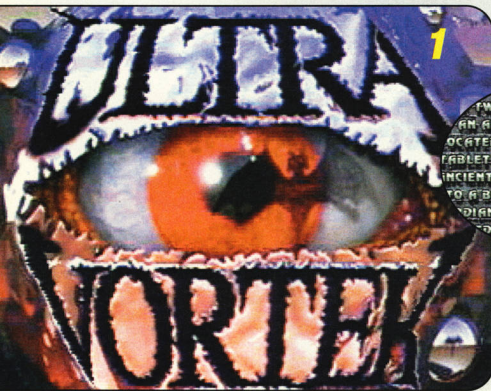
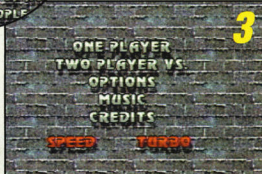
At the title screen press 1, 5 and 9 at the same time.



The Hidden Palace stage is nice change from the, well, actually it's sort of more of the same, but at least it's different.

When you hear a voice call-out 'Fight!', you'll know you've done the code right.

Go to the main menu screen and look for an option called Speed. Then choose Turbo mode for super fast play.



PEBBLE BEACH GOLF LINKS

Sega for Saturn

WATCHING GOLF?

If you love watching golf, then we've got a code for you. Now, you can not only play Pebble Beach, but you can watch all the FMV sequences as well.



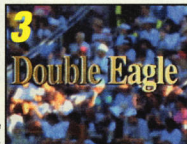
At any point in the game, press and hold **Right + X + Z**, then reset the Saturn.

OPENING
TOURNAMENT START -1st-
TOURNAMENT START -2nd-
TOURNAMENT START -3rd-
TOURNAMENT START -4th-
BREAK
HOLE IN ONE
DOUBLE EAGLE
ROUND END
LOST
VICTORY Player1

2

When you get to the menu screen, select the desired scene and press **A**.

Pressing **B** will return you to the menu at any point.



ESPN EXTREME GAMES

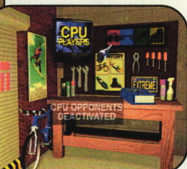
Sony Interactive for PlayStation

WHERE DID EVERYBODY GO?

Sure, it's tough letting all those other computer racers wipe the floor with you in the early races simply because you're using inferior equipment. Now, let's say that you could build up enough money to get some really good stuff, without having to actually race against anyone else. OK, let's say it - because it's true.



First, go to the equipment room and select the #1 television.



Go through each of the equipment options pressing **X** at each one to deactivate them.



Now, when you choose a course you will be all alone, making it impossible to get anything but first place.



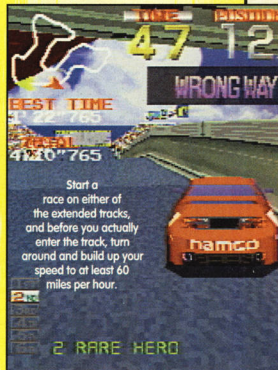
Win a couple of races, build up some cash and then buy some good stuff.

RIDGE RACER

Namco for PlayStation

BACKWARDS RACING

To race backwards in Namco's *Ridge Racer*, you'll have to first show that you can handle a little backwards driving. The best part about this code is that it adds just a little extra life to an already awesome game.



Start a race on either of the extended tracks, and before you actually enter the track, turn around and build up your speed to at least 60 miles per hour.



When you reach 60 m.p.h., break through the wall that appears behind you.



You will then be able to race the track backwards! What a rush!!!



INFINITE WEAPONS & INVINCIBILITY

While the infinite weapon code isn't going to do anything by way of powered-up shields, you will, however, never have to worry about running out of ammo.

ENTER ACCESS CODE

△△○○□△△X

INFINITE WEAPONS

When you see the words 'Infinite Weapons', you've done the code right.

To access the A-La-Mode mode, enter Circle, Circle, Circle, Space, X, Triangle, X, X.



At the password screen, enter Triangle, Triangle, Circle, Triangle, Square, Triangle, X.

WARHAWK

Sony Interactive for PlayStation

To give yourself a little bit of an edge right from the start in Sony's hot new flight game, *Warhawk*, you might want to consider trying out the following code. Labeled the Kali Mode, this code will grant you powered-up weapons. How do Ultra Lock-Ons sound?



At the Passwords screen, enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle.



When you see the words Kali Mode, you'll know you've done it right.

ENTER ACCESS CODE

□○○□△△X△

At the passwords screen, enter Square, Circle, Square, Square, Triangle, X, Triangle, Triangle.

THOR MODE

Playing in Thor Mode will give you the benefit of about 9999 Flash Bombs. It's up to you to find a use for them all.

When you see the words Thor Mode, you've succeeded.

ENTER ACCESS CODE

□○○□△△X△

THOR MODE

CODE MONKEY OF THE MONTH

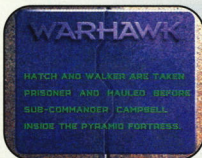
KALI MODE

This Month's Code Monkey comes to us straight from the Information Super Highway. **Matt Terrill** sent us the following awesome *Warhawk* codes. The best part of these codes is that you can change the game in several different ways. Sure, level codes (see Even More Codes this issue) are nice, but what's really great is when you can actually change the action in a game with new weapons, insensibility codes and movie codes.

Thanks for being so thorough, Matt. We appreciate the extra effort and so will all the PlayStation owners out there. Keep up the good work, and remember, this section only works when you guys send us the good stuff.



Now check out the power of your newly acquired Super Swarmers!



To see the epilogue, enter Square, Square, Space, Circle, Square, X, Square, Triangle.

MOVIE PREVIEWS & EPILOGUE

Come on, you know you love 'em. Actually, the FMV sequences in *Warhawk* are definitely better than average and, if you want to see them all together, try out the following codes, OK?

ENTER ACCESS CODE

△X ○○○△□

PREVIEW THE MOVIES

For all the movies enter Triangle, X, Space, Circle, Circle, X, Triangle, Square.

EVEN MORE CODES

Here we go again! In our never-ending quest to shove more codes down your throat than any other magazine, we now present... EVEN MORE CODES! YEAAAAHHH!!!

SHINOBI LEGIONS

Vic Tokai for Saturn

99 X the Shinobi's 99 Men

Go to the title screen and press Start.

Highlight "Start" and press A, Z, B, Y, C, X.

Start the game, and you will find a certain surprise in the quantity of 99.



WARHAWK

Sony Interactive for PlayStation

Going Somewhere? Level Passwords

To skip to level 2: Circle, Triangle, Triangle, X, Circle, Circle, Square, Circle
 To skip to level 3: X, Triangle, X, Square, Square, Triangle, Square, Triangle
 To skip to level 4: Square, Triangle, X, X, X, Triangle, Circle, Square

To skip to level 5: Triangle, Circle, Triangle, Circle, Triangle, X, Square, Square
 To skip to level 6: Triangle, X, Triangle, Square, Circle, X, Circle, Circle



SLAM 'N' JAM

Crystal Dynamics for 3DO

A New Way To Cheat! Play As Real Team

At the team select screen find the team you want to play as.

Now choose the team just to the right of the one you actually want to play for closer stats.



DAYTONA USA

Sega for Saturn

Demo Model No Tires

Go to the pit.

After the tires have taken off and before the new ones are put on press A + B + C + Start to reset the game. Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode.

Choose a track.

Then hold start as you pick your car to race in Time/Lap mode.

After finishing the race

choose yes to the replay.

Press R at any time during the replay to see the helicopter view.

MECHWARRIOR 3050

Activision for Super NES

Mech-Passwords

Level Passwords

Enter 65CB16 for Mission 2, B1GBND for Mission 3, F5PRNG for Mission 4 and YHWT11 for Mission 5.

HAGANE

Hudson Soft for Super NES

Infinite Baby!

Infinite Continues

First choose the "Config" option at the title screen.

Go to the music option and play, in this order, samples of 9, 8, 7, 6.

Now when you end a game you will notice that you have infinite continues. Not bad huh?

STREET FIGHTER: THE MOVIE

Acclaim for PlayStation

Movie Madness!

Play As Akuma

At Player Select screen press Up, R1, Down, L2, Right, L1 Left, R2.

The code must be entered quickly so if it doesn't work just go to Guile and try it again.

Then choose Guile to play as Akuma.

NOVASTORM

Sony Interactive for PlayStation

Level Storm!

Level Select

First you must play through a game well enough to make it to the high score board.

Enter the name Twirly!

Now, when you check your options you will see a gold icon that will lead you to a level select.

BATTLE ARENA TOSHINDEN

Sony CE for PlayStation

Fighting Dirty**Secret Normal Moves On Command**

First enter the Sho and Gaia codes then wait for the demo and press Start. As soon as the title screen comes up press Down + Left + X.

After you hear a voice shout "Fantastic" go to the Option Menu.

Change the shoulder button controls to your special moves. Start a game.

At any point during a fight press R1 + R2 + L1 + L2 + Select to use Your character's Secret Normal Move.

Feeling Desperate?**Use Desperation Move On Command**

First set controls to "Easy" or "Very Easy".

Activate the special moves.

When life bar gets into the red zone press R1, R2 and Down simultaneously.

You Call The Shots!**Clean Up The Screen****And Control Camera**

Go to Options menu and set controls for L & R buttons to "Not Use".

Change the "Camera Action" to "Yourself".

Set "Control Type" to a number greater than 32.

Start the game and press Start to Pause.

Press and hold the Circle, Triangle, Square, and X buttons then press the Select button twice.

Use the L and R buttons to move the camera and use the Select button to zoom.

NBA JAM T.E.

Acclaim for PlayStation

More Codes Than A Secret Agent!**Special Play Modes**

At the "Tonight's Match-Up" screen, enter the following codes.

To be "On-Fire", press Down, Right, Right, Circle, Triangle, Left.

To dunk from anywhere, press Left, Right, X, Circle, Circle, X.

For quick hands, press Left, Left, Left, Left, Circle, Right.

For Max Power, press Right, Right, Left, Right, X, X, Right.

For Big Head mode, press Square, X, Circle, Triangle five times.

For Mammoth Head mode, press Square, Triangle, Circle, X five times.

For the Baby mode, press Square, Circle five times.

For the Huge mode, press Triangle, X five times.

TWISTED METAL

Sony Interactive for PlayStation

Green Light**Level Passwords**

To skip to the "Freeway" stage enter X, Square, Square, Circle, Triangle.

To skip to the "River Park Rumble" enter X, Triangle, Square, Circle, Square.

To skip to the "Assault on Cyurbia" enter X, Square, Triangle, Triangle, Triangle.

To skip to the "Rooftop" level, which just happens to be the final level, enter Square, Triangle, X, Circle, X.

**DESTRUCTION DERBY**

Sony Interactive for PlayStation

Extra, Extra!**Extra Track**

Start by getting into the Championship Mode.

When it comes time to enter your name,

enter "REFLECT".

Start a race, then exit the race.

Go to Single Race option on you will now notice an additional track.

You can only race in Single Race mode but it's still good fun.

ETERNAL CHAMPIONS CD

Sega for Sega CD

Secret Killers**Secret Characters**

Begin on the Final Statistics screen.

Once you see the words "Press Start to Continue" you can start entering the following codes. You will need a six-button controller plugged into port number two.

For Chicken press R, Up, C, Up, R, Y, Y, Right, R, A, Left.

For Snake press B, Y, Up, C, Up, C, X, Left, Up, X, Y.

For Hooter press X, C, Right, X, B, Right, Z, A, R, Up.

For Monkey press Y, X, Down, B, R, Up, X, Up, Up, Left, Z, Up.

For Chin Wo press B, Z, Up, R, Right, C, B, Up, Y, Up.

For Yappy press Y, Y, Up, Down, Z, R, Down, Z, Up, Up, X.

For Senator press Right, C, C, Left, R, B, Down, X, A, X, R.

For Blast press Z, Left, Y, Up, X, B, R, Right, Up.

Once you have all your favorite characters entered in you'll have to exit from the Final Statistics screen and the Character Select Screen.

Then go back to the Character Select Screen and you will see all the secret characters just waiting there to be thrown into battle.

PRIMAL RAGE

Time Warner Interactive for Super NES

Rage!**Cheat Menu**

At the Start/Options screen press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right.

When the word "Cheat" appears below the word "Options" then you know you've done the code right.

Choose the "Cheat" option and you will have a whole new list of options that only the developers are supposed to know about.

DAYTONA USA

Sega for Saturn

Demo Model**No Tires**

Go to the pit.

After the tires have taken off and before the new ones are put on press A + B + C + Start to reset the game.

Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode.

Choose a track.

Then hold Start as you pick your car to race in Time/Lap mode.

After finishing the race choose yes to the replay.

Press R at any time during the replay to see the helicopter view.

JUMPING FLASH!

Sony for PlayStation

Jumping Clouds!**Move The Clouds**

At the title screen hold down L1, L2, R1, R2 and press up.

When the clouds speed up you've completed the code.

Super Jumping

When you finish the game return to the title screen and flip through the stage select until you see the word "Extra". Restart the game.

Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple jump. Enjoy!



MORTAL KOMBAT 3

Sony CE for PlayStation

Smoke!**Play as Smoke**

At the Legal Screen, on controller two, press Triangle, Circle, Square, X, L1, L2.

There will be a sound indicating you've done the code right.

At the Kombat screen, press Up and you will see a question mark.

Choose the question mark and you will be able to access Smoke.

Kustom Kombat!**Kombat Codes**

The following codes work with the icon boxes at the match-up screen.

To Disable Combos, enter 722722. For Super Run Jumps, enter 321789. To disable the special moves, enter 555556. To have player one inflict 1/2 damage, enter 390000 and for player two, enter 000390. For both characters to inflict 1/2 damage, enter 390390.

To have the power-bar slowly regenerate over time, enter 975310. For super endurance, enter 024689. For no special moves, and regenerating power bars, enter 040404.

PANZER DRAGON

Sega for Saturn

**Space Harrier?
Harrier Mode**

This code starts all the way back at the Systems set-up screen.

Choose the Language option from the first menu.

Choose Deutsche.

Start the game.

At the title screen press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

It looks a little weird at first, but you'll get used to it.

**PREHISTORIK MAN**

Titus for Super NES

Skipping!**Stage Skip Code**

Go to Options menu.

Highlight Exit, press and hold L then press Start.

Highlight Game Start, hold R and press Start.

At any point during the game you can now press Select to skip to the next stage.

COMIX ZONE

Sega for Genesis

The Comic Codes**Invincibility Code/****Level Select**

Go to the jukebox.

Press C at each of the following numbers 3-12-17-2-2-10-2-7-7-11. You will hear a voice say "Oh Yeah!" Then press Start.

Level Select Code

At the jukebox press C at 14-15-18-5-18-1-3-18-15-6. After the voice says "Oh Yeah!" Press C at a number from 1-6 to choose a level. Then press Start.

**AIR COMBAT**

Namco for PlayStation

Little Hidden Games**Hidden Game**

First you must enter the debug mode by pressing and holding the R1 and the Circle during the pep talk.

Once you get the special loading screen you know you've accessed the debug mode.

Release R1 and Circle and press Up, Left, Down, Right. Now start a normal game.

Before the game actually starts you will get to play a round of this simple action game. You might also want to try pressing Up, Down, Left, Right, Up, Down, Left, Right, R1 at the special debug loading screen.

MECHWARRIOR 3050

Activision for Super Nintendo

Mech Goodness!**Infinite Ammo**

Go to the password screen.

Enter the code MIROG3.

STARBLADE

Namco for 3DO

Shooting In The Fast Lane**Rapid fire**

At the title screen press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

Now check out your new fire power.

YOSHI'S ISLAND

Nintendo for Super NES

Code Island**Bonus Levels**

Once you've cleared every area in a level and managed to find all the secret stuff you will see two bonus level icons. Highlight the first box and press and hold Select then press X, X, Y, B, A.

Not only can you now skip through bonus stages, but there are also some interesting two-player options.

MORTAL KOMBAT 3

Williams for Genesis

More Mortal Stuff

Go to the Start/Options screen. Then press and hold A + B + C and Start.

Then go to the Player Select screen and you will notice that you can choose eight characters to fight in a no-time-limit endurance match.

Player two can also do the same for the ultimate endurance match.

GEX

Crystal Dynamics for 3DO

Electric Gex

At any point in the game, press Pause.

While game is paused press and hold R, then press Left, C, Down, Right, Right, Left.

When the game unpauses itself, you'll know you've done it right.

Turbo Gex

Press the pause button.

Hold R and press Left, C, Down, Right, Up, Up, Right, Right.

Aaah, beautiful turbo.

Invincible Gex

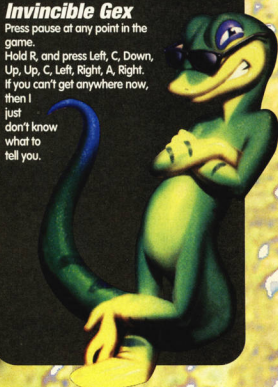
Press pause at any point in the game.

Hold R, and press Left, C, Down,

Up, Up, C, Left, Right, A, Right.

If you can't get anywhere now, then I

just don't know what to tell you.



Subscribe Today...

...and we'll
cut over half off
the cover price.

Every cutting-edge issue of **PC Gamer** includes a CD-ROM featuring demos of the best games on the market. **PC Gamer** gives you rated reviews, scoops, columns, and strategies to sharpen your gaming experience!

PC GAMER

Act now to get your **FREE** issue and start your trial subscription for the low price of only **\$39.95** for 12 issues **PICK FREE!** Save almost 60% off the newsstand price. And as a bonus you will also receive *PC Gamer's* "The Best of The CD, Vol. 1" absolutely **FREE** with your paid order. For faster service, have your credit card ready and call **800-706-9500** or write P.O. Box 51199, Boulder, CO 80323-1199.

If you're not pleased with *PC Gamer* for any reason, return the invoice marked "cancel," keep the first issue and disc, and owe nothing.

Outside of the U.S. call 415-696-1661

Canada: \$US 53.95 (includes GST).

Foreign: \$US 63.95.

Prepaid in US Funds.

Activation Code:
5FX21



SQUARESOFT®

COMING SOON



- Secret of Evermore.....\$58
 - Chrono Trigger.....\$65
 - Breath of Fire.....\$50
 - Final Fantasy III.....\$65
 - Final Fantasy II.....\$50
 - Secret of Mana.....\$55
 - Japanese Front Mission with Converter.....\$99
- By Squaresoft



HOTTEST RPG IN 1995!



HOTTEST JAPANESE



CALL FOR PLAYER GUIDE!!



DISTRIBUTED By



FOR DEALER AND WHOLESALE INQUIRES:

TEL:818-839-8755 OR FAX:818-839-8751

TO ORDER CALL 818-839-8755

ORDER FORM

Name: _____

Address: _____

City: _____ State _____ Zip _____

Home Phone (____) _____ Daytime Phone (____) _____

Shipping Charges
UPS Ground \$6.00
UPS Express Air \$12.00

Item Description	Qty	Price	Totals
TOMMO CATALOG		\$10	
Subtotal			
CA Residents Sales Tax 8.25%			
Postage & Handling			
Total Enclosed			

VISA MasterCard

visa Mastercard

C.O.D. & MONEY ORDER ACCEPT.

Important! Send all orders to: SIGNATURE Credit card# Exp.Date

Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748

Please allow 2 to 4 weeks delivery. All orders subject to availability. Prices are subject to change without notice. No returns.

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

BACK ISSUES



JAN/96

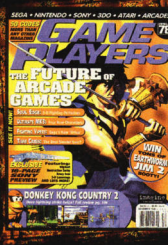
Cover Story:
We get our first look at the Ultra 64!

Strategies:
Gigantic Virtua Fighter 2 strategy — all the moves!



OCT/95

Cover Story:
Loaded for PlayStation and Saturn
Strategies:
Bug!
Chrono Trigger, Battle Arena Toshinden



DEC/95

Cover Story:
The Future of Arcade Games
Exclusive 16-page Sony Preview DKC2

Strategies:
Earthworm Jim, 2 Mortal Kombat 3
Primal Rage
WipEout



SEPT/95

Cover Story:
MK3 for the home console
Strategies:
Killer Instinct, Panzer Dragon, Ridge Racer



NOV/95

Cover Story:
Virtua Fighter 2
Sega Rally
Virtua Cop

Strategies:
Mega Man VII
Shinobi II
Tekken
Weaponlord



AUG/95

Cover Story:
Killer Instinct on the Super NES
Strategies:
Daytona USA, Eternal Champions, Judge Dredd, Virtua Fighter



JULY/95

Cover Story:
PlayStation — the complete story on the US release

Strategies:
Virtua Fighter 2
Night Warriors
Mortal Kombat 3



JUNE/95

Cover Story:
Saturn: A Full Look At Sega's US Plans
Strategies:
Brutal 32X
Fight For Life
NBA Jam: TE Codes
Tekken Move List



MAY/95

Cover Story:
Secret of Evermore preview
Strategies:
Beyond Oasis
Crusader of Centy
Metal Warriors
Return Fire

THE BOOK OF CHEATS

Cheats for:

Donkey Kong Country
Earthworm Jim
Madden '95
Mortal Kombat

Road Rash 3
ClayFighter
Demolition Man
Way of the Warrior
AND LOTS MORE!

APRIL/95

Cover Story:
X-Men Arcade preview
Strategies:
Killer Instinct
NBA Jam: TE
Supreme Warrior
X-Men 2: C. Wars

MARCH/95

Cover Story:
Fohshinden Vs. Virtua Fighter
Strategies:
NHL '95, Ristar, Snatcher, X-Men, part 2
Super Punch-Out, part 2

FEB/95

Cover Story:
Eternal Champions CD Review
Strategies:
Animaniacs
Mega Man X2
Seaquest DSV
Snatcher,
Super Punch-Out, part one

JAN/95

Cover Story:
1995 Preview
Strategies:
Beavis and Butt-Head
Earthworm Jim, part two
The Adventures of Batman and Robin
The Lion King, part two

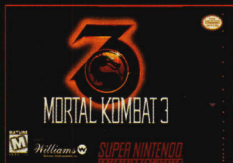
Hey gang, don't miss out on any of the hot codex, sizzling strategies, and incredible insanity that's available in back issues of **GAME PLAYERS**. Send \$5.95 per issue (check or money order, U.S. funds only) to **GAME PLAYERS BACK ISSUES**, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. Don't be known as the only loser on your block. Send your order in NOW! Remember to specify which back issues you want. Don't delay — do it today!

DON'T MISS THE HOTTEST GAME THIS YEAR!

SOLD BY
Williams 
 Williams Entertainment Inc.



MORTAL KOMBAT 3



SUPER NINTENDO
 ENTERTAINMENT SYSTEM

SEGA

GAME BOY® GAME GEAR®

TO ORDER CALL 818-839-8755

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. NO REFUNDS



DISTRIBUTED By
TOMMO™

FOR DEALER AND WHOLESALE INQUIRES:

TEL: 818-839-8755 OR
 FAX: 818-839-8751

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

ORDER FORM			
Name: _____		Shipping Charges	
Address: _____		UPS Ground \$6.00	
City: _____ State _____ Zip _____		UPS Express Air \$12.00	
Home Phone(_____) _____		Daytime Phone(_____) _____	
Item Description	Qty	Price	Totals
1 MOTAL KOMBAT 3 (For Super Nintendo)		\$59	
2 MOTAL KOMBAT 3 (For Sega Genesis)		\$55	
3 DOOM (For Super Nintendo)		\$59	
4 TOMMO CATALOG		\$10	
Subtotal			
CA Residents Sales Tax 8.25%			
Postage & Handling			
Total Enclosed			

visa
 Mastercard

C.O.D. & MONEY ORDER ACCEPT.
Important! Send all orders to: SIGNATURE _____ Credit card# _____ Exp.Date _____
 Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748

Please allow 2 to 4 weeks delivery. All orders subject to availability. Prices are subject to change without notice. No returns.

Back Talk

SCISSORS CUTS PAPER! I WIN! OK, WHAT ANIMAL GOES IN THE BOX WITH YOU?

UH, HOW ABOUT BUNNY RABBITS?

SORRY, WE'RE ALL OUT. ALL I GOT LEFT ARE THESE STINGING JELLYFISH!

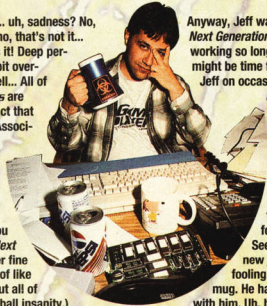
DARN! NOT THE JELLYFISH AGAIN! CAN I AT LEAST HAVE WARM WATER THIS TIME?



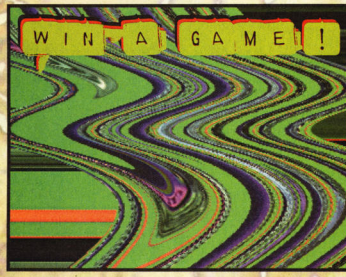
Editor
Chris Slate
Art Director
Mike Wilmoth
Production Editor
Bill Donohue
Associate Editor
Jeff Lundrigan
ASSISTANT EDITORS
Mike Salmon • Patrick Baggotta
GRAPHIC ARTISTS
Anna Cobb • Debbie Wells
CONTRIBUTORS
Roger Burchill • Chris Charla
Trent Ward
Web Site
Eric Marcoulier
IMAGINE PUBLISHING, INC.
EDITORIAL AND PRODUCTION
ADVERTISING & MARKETING
1350 Old Bayshore Highway,
Suite 210,
Burlingame, CA 94010
Phone: 415. 696. 1688
Fax: 415. 696. 1678
FOR ALL ADVERTISING
INQUIRIES, CALL
Gregory Bunch, Advertising
Manager, Phone: 415. 696. 1688
Fax: 415. 696. 1678
ADVERTISING COORDINATOR
Melody Stephenson
PRODUCTION COORDINATOR
Roger K. Burchill
DIRECTOR OF SUBSCRIPTIONS
Gail Egbert
FOR ALL SUBSCRIPTION
INQUIRIES, CALL
Customer Services,
Tel: 415. 696. 1661
PUBLISHER
Jonathan Simpson-Birt
PRODUCTION DIRECTOR
Richard Losovoy
MANAGING MANAGER
Mary Keeney
DIRECTOR OF SINGLE-COPY SALES
Maryanne Nappi
CIRCULATION ANALYST
Doug Haynie
NEWSSTAND MANAGER
Bruce Eldridge
Please send all
advertising materials to:
Roger K. Burchill,
Production Coordinator
All editorial materials should
be sent to:
Cringing Chris Slate, Editor,
Game Players,
1350 Old Bayshore Highway,
Suite 210,
Burlingame, CA, 94010

YOU'RE RIGHT... WE'RE LEFT... HE'S GONE!

It is with a great sense of... uh, sadness? No, how about tragic ennui... no, that's not it... deep personal loss! That's it! Deep personal... No, wait, that's a bit overdone. Oh well, what the hell... All of us here at **GAME PLAYERS** are kinda bummed over the fact that Jeff Lundrigan, longtime Associate Editor, Supreme Game Slayer, Major Coffee Fiend and All Around Smart Aleck, will be leaving our happy little asylum to work for *Next Generation* magazine. (For those of you who aren't familiar with *Next Generation*, they're another fine Imagine Publication. Kind of like *Game Players*, without all of the wacky humor and oddball insanity.)



Anyway, Jeff was offered a position with *Next Generation*, and since he'd been working so long here at *GP*, he decided it might be time for a little change. Watch for Jeff on occasion here in *Game Players*, since no one escapes from this asylum permanently. Of course, we'll have to find a new guy to replace Jeff, and then we get to put that new guy into the box (which is always one of my favorite things—Bill!) Stay tuned for further developments. See ya, Jeff! Good luck on the new job! Oh yeah... we saw Bill fooling around with your coffee mug. He had a pipe, or something, with him. Uh, be real careful, OK?



Ah, February! The month where absolutely nothing happens, except for this! Here's the February Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

February's Scrambled Mess, GAME PLAYERS; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our October's Scrambled Mess Contest was Jon Eirik, of Euclid, OH. He correctly identified the scrambled picture as a screen shot from *Virtua Fighter Remix*. Your Mystery Prize is on the way, Jon, but the referee just stopped the fight, so we gotta sit down for a minute! Patience!

IMAGINE PUBLISHING, INC. — CORPORATE
PRESIDENT
Chris Anderson
VP/OPERATIONS & CFO
Tom Valentino
Produced in the United States of America. **GAME PLAYERS** (ISSN 1099-2172) USPS 008-0371 is published 13 times a year by Imagine Publishing, Inc., 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. Second-class postage paid in Burlingame, CA and additional mailing offices. Necessary distribution is handled by Curtis Circulation Company. Subscriptions: one year \$35 (includes 13 issues); 30 issues; \$49.95. Canadian price includes postage and GST #R123229930. (Outside the U.S. and Canada, add \$2 per issue.) **POSTMASTER:** Send address changes to **GAME PLAYERS**, P.O. Box 50117, Boulder, CO, 80522-0117. What place is this? Put the card back.
Entire contents copyright 1996, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is strictly prohibited. — Imagine Publishing, Inc. is not affiliated with the companies or products covered in **GAME PLAYERS**. All other names are trademarks of their respective owners unless marked otherwise. We warrant that we will make every effort to correct errors of omission or clerical error if you can find them. You've got good eyes!





™ and © are trademarks of Nintendo of America Inc. © 1995 Nintendo of America Inc. © 1995, 1999 B.P.S. Licensed to Nintendo. © 1987 Elorg. © 1989 Nintendo. All Rights Reserved. Tetris Blast is a trademark of Elorg. Tetris concept by Alexey Pajitnov. Tetris Blast concept by APE.

AOL @ keyword: NOA
www.nintendo.com



THIS GAME

BLOWS

... up every time you play it. How did we make the world's most popular puzzle game even more exciting?

We put bombs in it. It's new Tetris Blast,[™] and it's full of bombs. Little bombs, big bombs and

Mega Bombs. Set the bombs,

blow them up, have a blast doing it.
Now on Game Boy[®] and Super Game Boy[®]. Boom!!!!



Play it Loud

Nintendo[®]

CONFORMITY BYTES!



THE REVOLUTION HAS BEGUN! STOP THE NEW ORDER NATION!



FREE THE CAPTIVES!



"WHERE YOU GO FROM HERE IS UP TO YOU!"



CHOOSE YOUR WEAPON... CD BOMBS, SUPER GUNS, SKULL BOMBS AND MORE!



JOIN THE REVOLUTION!

Music is the weapon! It's you against NON, the New Order Nation! The #1 arcade shoot 'em up smash of the season hits home on all the formats!



super nes[®] genesis[™] playstation[™] saturn[™] pc cd-rom



MIDWAY

Revolution X[™], Music is the Weapon[™] - Featuring Aerosmith[®] ©1994 Midway Manufacturing Company. Sub-Licensed from Midway[®] Manufacturing Company. All Rights Reserved. Developed by Software Creations Cartridge, Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America, Inc. Sega, Genesis and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All Rights Reserved. Contact the ESRB at 1-800-771-3772 for more information on game ratings. Screen shots shown are from the PlayStation version. *Mature rating for PC CD-ROM, PlayStation and Saturn games.

Acclaim ENTERTAINMENT, INC.