NEW LOOK! NEW SYSTEMS! NO AFTERTASTE!

ISSUE 72

GAME PLAYERS

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

FINALLY: The TRUTH About

SATURN

Sega's U.S. Plans Revealed!

The facts, the specs, the rumors — PLUS jaw-dropping games like Panzer Dragoon!

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All the characters!

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JUNE 1995 Vol. 8, No.6

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AT LAST! A NEW STREET FIGHTER GAME! pg. 19

NIGHT WARRIORS
DARKSTALKERS REVENGE

The sequel to Darkstalkers is here, and it's even crazier than the first! pg. 84

TEKKEN

Tired of getting your butt kicked by those pesky little kids at the arcade? Just check out our massive list of murderous special attacks! pg. 98

BATMAN FOREVER

Batman's newest movie is also Acclaim's latest videogame blockbuster! Check out our special preview on pg. 29*!*

MORTAL KOMBAT 3

The game that everyone's been dying for is here — but was it worth the wait? You might be surprised by your own responses... pg. 20

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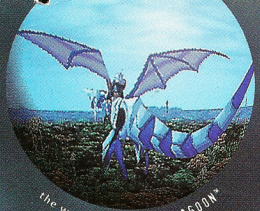
READY...

SET...



HEAD FOR SATURN

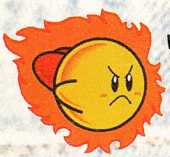
To really understand what life is like on Saturn, look inside your head. There, in the inner realm of rods and cones, of optic nerves and ear drums, is where the Sega Saturn experience breathes. Three 32-bit orchestrated processors, 16.7 million colors, lightning-quick texture mapping, connoisseur-class surround sound, and amazing first-person perspectives immerse you in worlds of entertainment you've never experienced. Sega Saturn is like nothing else on Earth.

For more information on Sega Saturn, please email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on Compuserve at GO SEGA

SEGA SATURN™

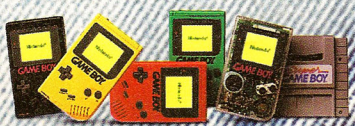
IT'S OUT THERE.

Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt. Sizzling, **scorched** and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is **Kirby's Dream Land 2®** for Game Boy® and Super Game Boy®, and you're in the **hot seat.** Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby **deadlier** than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up **white-hot** spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.

Nintendo®



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GAME BOY
KIRBY'S DREAM LAND 2
PLAY IT LOUD

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MARVEL COMICS

Game Championship Returns June 14.

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Welcome to GAME PLAYERS

Greetings! Let me be the first to welcome you to the NEW *GAME PLAYERS!* We've been planning numerous changes for months, and we finally got around to doing almost all of them in this issue. Our goal was, and still is, to bring you the most exciting, informative, and just plain fun videogame magazine anywhere. Plus, we wanted to reaffirm our position as a game magazine that covers all videogame consoles, not just the ones from Sega and Nintendo. We've been reporting on 3DO, Jaguar, and all the next generation machines for some time now, so it only makes sense that we have now incorporated them into our title.

So let us know what you think! This has always been, and always will be, *your* magazine.

Chris

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

- GENESIS
- SUPER NES
- SEGA CD
- 32X
- GAME BOY
- GAME GEAR
- JAGUAR
- 3DO

INFOTRAK 18
Cram your cranium with our cool crap!

InfoTrak 18
We know what they're up to... Do you?

Mit List 28
What you like, what they like... Plus, what we make up!

Game Gossip 22
Who did what to who, and why!

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You put money in it and it beats you. Kinda like life...

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We supply the rose-colored glasses!

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Nostradamus was a relative of ours!

READER'S SAY 10
More twisted ramblings from the asylum

Reader's Network 10
OK, who's sicker — you guys or us? Hmm, it's a tie!

Back Talk 114
Who is this Gazuga guy, anyway?

SUBSCRIBE 82
Do it now, or we send Bill to your house!

BACK ISSUES 113
Buy or Die!!

JUDGE DREDD

First he was a comic book hero, then Stallone played him in a movie. Now, Judge Dredd is an action game! See our story on page 29.

MEET THE TEAM

What advice have you got for Patrick, our newest team member?

Chris
Work hard! Work your ass off! And then kick back half of your salary to me! That's what I say!

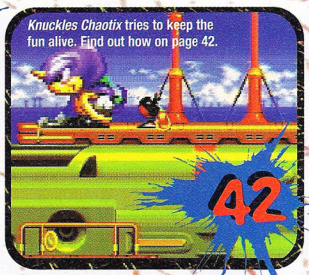
Jeff
Drink lots of coffee. I used to drink lots of coffee, but now I just snort it! Why dilute the stuff with water?

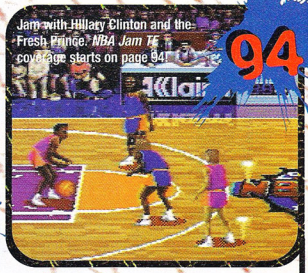
Doug
Dress for success, that's my motto! A snappy tie will always get you through times of no inspiration! You bet!

Mike
You want to be like Mike! Me, that is. And I've got a special deal on Mike lessons this month. Only 50 bucks!

Trent
Drink will get you through times of no hope better than hope will get you through times of no drink! Believe it!!!

Darrell
If they give you a cool leather suit and tell you to sit in a big box, don't listen! Can I come out now? Please... Hello? Hello?





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Don't write the answers on your hand, use this handy strategy section instead!

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Now Playing 78

More than a dictionary, less than an encyclopedia... Huh?

Cover Story 36

Fly the unfriendly skies! It's just you and your trusty dragon against the beautiful but deadly world of *Panzer Dragoon*! Check it out on page 36!

Bill
Do your eldritch dances from the highest minaret and keep your Skullbat handy at all times!

Patrick
Hey, come on, you guys! Let me outa this box! This damn suit is too hot! Hey, is anybody out there? Hey, who's in here?!?

Gazuga
Heathens! Release my faithful from the asylums or you shall suffer all the torments of The Cleansing! I shall not warn thee again!!!

READERS' NETWORK

Just when you thought it was safe to read this magazine, along comes Readers' Network. This month we tell you how to be one of us, discover Gamer X's true identity (or not), and take a few dancing lessons.

PIG OUT!

Uh, dudes, your magazine rules supreme and all, but I'm thinking Game Players should make a special section for this question — I want to become one of you guys, y'know, playing games and getting paid for it. How do I get in? How much do you get paid? And do you do this most of your life, or just until you're ready for something else? Us fellow gamers would like to know.

Paul Medenwaldt
Abbotsford, WI

CHRIS: We get a lot of questions like this, so I thought it would be a good idea to print a set of step-by-step instructions to become a Game Players writer:

1: Play lots and lots of games and get really, really good.

2: For those of you who weren't born with writing super-powers, take some classes.

3: Go to Arizona and visit the Great Wolf atop the highest peak. Bring some saccharine.

4: Find and retrieve the seven golden keys the wolf mentioned, and remember to baste them in garlic and virgin olive oil BEFORE inserting them in the piglet.

5: Go to the crossroad (you know, the one by the Seven-Eleven). Make sure the piglet still has those keys in him. Say the words the Great Wolf told you.

6: The gate will open. Take the piglet inside the Seven-Eleven and baptize him in Cherry Slurpee.

7: Wear the pig, bring the keys and 500 bucks in small bills to either me or Bill. However, if you give Bill the money, I can't guarantee you'll get the job. He runs this scam two or three times a month.

WATTA WUSS!

To Chris: I read your April '95 issue, and I think that you shouldn't make fun of people for saying what they think about things. I don't care if you print this in your crappy magazine, I just think you shouldn't make fun of people. If you do print this in your magazine and make fun of me, I will come down there and rip out your nuts and shove them down your damn throat. I also think that you are a ****ing-crappy Editor.

A Pissed-Off Reader
Hackensack, NJ

CHRIS: If you really think I'm a crappy Editor, just take a look at the job I did on your pathetic letter — I oughtta get a damn medal for salvaging that unreadable piece of dung.

A BIG SURPRISE

How come your team of writers changes each issue? It's like, I see Karie's mug in one issue, and then she's gone the next. Why? Do you not like her enough? Do you only put her in sometimes, when you have enough room and feel like it? Yeah, yeah — cough it up! You do, don't you? It's as if she isn't as important as Mike Salmon or Jeff Lundrigan. You could be more nice to her. One day she could sneak up and kill you all! Beware!

Marilyn Spradlin
Sacramento, CA

CHRIS: Marilyn... the truth, and I'm not even sure if I should be telling you this, is that 'Karie' is actually 'Karl' — that's right, she is a he. So don't worry, there's no sexism going on here.

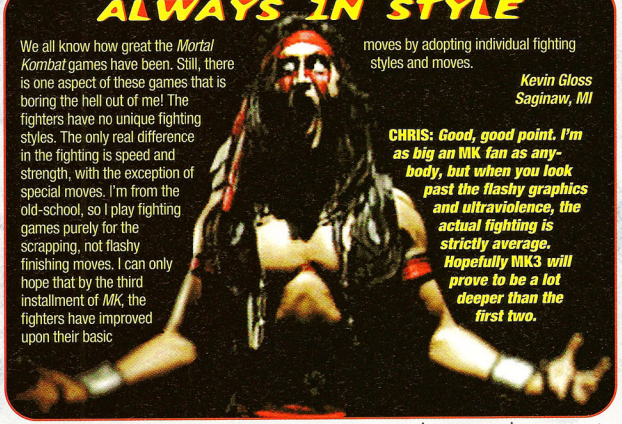
TRENT: WHAT?!?

BILL: I always thought her name was Kareem, like the basketball player.

ALWAYS IN STYLE

We all know how great the *Mortal Kombat* games have been. Still, there is one aspect of these games that is boring the hell out of me! The fighters have no unique fighting styles. The only real difference in the fighting is speed and strength, with the exception of special moves. I'm from the old-school, so I play fighting games purely for the scrapping, not flashy finishing moves. I can only hope that by the third installment of *MK*, the fighters have improved upon their basic moves by adopting individual fighting styles and moves.

Kevin Gloss
Saginaw, MI



CHRIS: Good, good point. I'm as big an MK fan as anybody, but when you look past the flashy graphics and ultraviolence, the actual fighting is strictly average. Hopefully MK3 will prove to be a lot deeper than the first two.

GAMER X

Ever since the mysterious Gamer X started appearing in the magazine, he's caused quite a stir! It seems that everyone has their own idea as to his true identity. Here are a few of your letters...

Your Star Profile interview with Gamer X was good — too good (see the April Subscriber's Newsletter — CHRIS). You said too much and now I know who he is. You can't fool a trained professional in the OCCULT! The man behind the mystery is none other than Jeff Lundrigan! P.S. Blessed me!

John Putnam
Chester, VT

I know who you are Gamer X. Hee, hee. I will destroy you if you don't kill Sonic.

The Soldier Of Death
Minneapolis, MN

He's here, he's there, he's everywhere, so beware. Gamer X could even be disguised as the copy of *Game Players* you're reading right now!

I know the secret identity of Gamer X! I'll tell you who he is if you send me $5,000,000 in small unmarked bills (or a Jaguar with all its games). Gamer X is actually Jeff!!! Hey Jeff, your secret is out! HA HA HA HA HA HA HA HA HA!!! Yes, Gamer X, it is I — your arch-enemy, Gamer Z. Your comrades Gamer W and Gamer Y have been destroyed. Now nobody can stop me from enslaving all videogame players' minds. HA HA HA HA HA HA HA HA HA HA!!!!!!

Gamer Z
Gonzales, CA

Who the hell is this Gamer X guy? If he's so all-powerful, how come he doesn't do something? The power hasn't gone out lately, and the local playground hasn't been bombed since last week! Come on Gamer X, do something! Or are you too much of a sissy?

Austin Lethbridge
Huntsville, AL

Dear Gamer X: Ha, ha, ha! Oh how I pity you, for I know who you really are! You might find this to be a mindless threat, but I mean business. My friends in the underground have discovered some dirt on you that will for sure make your identity known to the public. Ha, ha, ha! Well, now we get down to business. I only want two small things. One is Chris' job, and the other is for you to teach me and the boys how to do that fancy ninjitsu garbage you know. And by the way, that diplomat's daughter was my mom, you sick puppy!

Lord Douglas
Hardin, MT

GAMER X: Fools! I scoff at your puny attempts to discover me. None of you are even close to guessing my true identity. It is true that Jeff's shadow was used in my portrait, but only because no real picture of me exists. I could be anyone, anything, anywhere... I could be the shirt on your back even as you read this... BEWARE!

MERCY KILLING

I am writing in regards to your September '94 issue, which contained a preview of an Akira game. I haven't heard anything about this game since then. Can you tell me when it is supposed to come out?

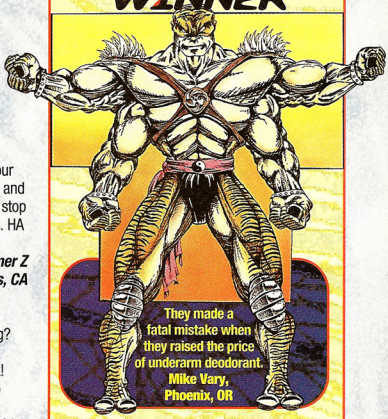
Raymond Gomez
Corcoran, CA

CHRIS: I hate to have to be the one to tell you, but as the #1 Akira fan, I feel it is my duty — the game has been canceled. THQ, after evaluating the near-final product, decided to pull the plug rather than put out an inferior game. While its a shame that the game had to be pulled, one must applaud THQ for not just throwing a license out on the market to make a quick buck. However, the company didn't rule out the possibility of a reworked Akira game appearing sometime in the future.

READER ART

Always on the lookout for Gazuga, Bill Donohue risked certain death by taking time out to check out your art.

WINNER



They made a fatal mistake when they raised the price of underarm deodorant.
Mike Vary, Phoenix, OR

His friends always split after he has chili for lunch.
Jen Ta Wang, Burke, VA

Jorge Roman, Brooklyn, NY

Dear Roman, If I were as stupid as you, I'd be dead by now!
Ouch!
Ouch!
Ouch

THE BURNING QUESTION: APRIL

Do you want a Virtual Boy?

I don't think Virtual Boy is a very good idea. In fact, it will hurt Nintendo. Since most people can only afford one new gaming system, they will see the incredible (color!) graphics of the Ultra 64 which costs a mere $50 more, and ignore the one-color, awkward-looking Virtual Boy. C'mon Nintendo, get your act together. Cancel Virtual Boy, because you're about to make a virtual mistake.

Gabe Green
Walnut Creek, CA

I don't know if you could say that I want a Virtual Boy, but I am curious. I don't even know if I'm going to have enough money for both the Ultra 64 and V-Boy.

Scott Beck
Fond du Lac, WI

No. Right now I'm too busy playing RPG's on my Genesis and Super NES. Besides, the monochrome color is definitely a turn-off for me.

Kathy Cramer
Heath, OH

OF COURSE! Who wouldn't want a Virtual Boy? You don't see Sega coming up with virtual reality games. I can't wait for it to come out. Same goes for Ultra 64. Uh, oh — here comes the warden. I better get off his computer before he catches me.

Jason 'The Ripper' Connor
Harvest, AL

I definitely do not want a Virtual Boy! Why should I pay Nintendo $200 for a so-called 'portable' gaming machine that displays only one color over a black background? I do like the controller, but other than that, it's crap. How the hell could they call that piece of **** a portable when its held up by a tripod?

Sanjay Hegde
Seminole, FL

The technology is awesome, but only one color? Again?!? Next thing you know, there will be be an "Ultra Virtual Boy" adaptor to play the games on the Ultra 64, in color! $200 is too much (unless it has color). Maybe this is my opportunity to get rich by suing Nintendo for neck injuries from using Virtual Boy. Its design really sucks! Those folks trying it out at CES looked really uncomfortable!

Louis Rios
Stanford, FL

Virtual Boy is gonna be cool! So, it only has one color — big whoop. That's still one more color than Game Boy had! Besides, the ultra-cool 3-D effect more than makes up for that! In fact, it doesn't just look 3-D, it is 3-D, and that's more 'D' than any other system comin' out! No, Nintendo's not paying me.

Andy Wright
Bowling Green, KY

Virtual Boy has more than one color. It has several different shades of red. You are committing a sin to Lord Slippy.

Zane Merritt
Dubuque, IA

I think $200 is way too much to spend on a semi-portable, red-screen lookin', soon-outdated piece of crap. By the way, if I don't get this letter printed, I'll staple cats to my face and bungee-jump into an active volcano using your small intestine.

Jason Frash
Cheshire, OH

I don't know if you could say that I want a Virtual Boy, but I am curious. I don't even know if I'm going to have enough money for both the Ultra 64 and V-Boy.

Scott Beck
Fond du Lac, WI

I do not want a Virtual Boy! I don't think it's all that great. Instead of getting a Virtual Boy, why not wait for something better? Maybe something with color!

Josh Estrada
Romance, AR

Virtual Boy sounds like a good thing to have. It's 3-D, and it will probably have good games. But before I buy it, that stand has got to go. If I play, my neck will be hurting for weeks.

Keith York
Monrovia, CA

I want the Virtual Boy, even though it may just be the color red. Sure making it color would be even better, but just think about all those colors flashing into your eyeballs.

Jasen Arndt
Rochester, NY

Hell no! The Virtual Boy isn't portable, has only one color, and how the **** do you use that controller? At only $50 cheaper than Ultra 64, I'd be surprised if it sells four copies. Let's just say I ain't buying one!

Stephen Mullins
Indian Head, MD

No, I don't want a Virtual Boy. Why? Because I want a Virtual Girl. Why is it called Virtual Boy and not Virtual Girl? Or just Virtual Portable Player? Hello! Girls play videogames, too! Plus it goes on a tripod and you can't even put it on your head!

Bethany Stagliano
Scotia, NY

Do I want a Virtual Boy? Well... yeah, are you giving them out?

Andrew Ahern
Acton, MA

SAVE THE LAST DANCE...

Hello, I am HABEEB THE TORTURER and I have a little story to tell you. It all started one day when I bought *Doom*. The game seemed fun at first but after a while it got boring. This boredom drove me a little bit 'insane'. I found myself trying to find more rewarding ways of killing zombies in *Doom*. Here's how I'd do it: first I'd shoot them about a hundred times, then I'd chop off their heads and do my ancient HABEEB dance. That's not all — I have a little game I play with zombies' decapitated heads. First I hang the heads from my ceiling, then I pull out a baseball bat and take a few swings at 'em. The first head to hit the ground wins! Now the trouble comes into my story. One day while I was playing my little game, my mom walked in and threatened to take away my *Doom* because she somehow noticed the heads hanging from my ceiling. So naturally I had to kill her. So I did, then I played my game with her head, too. Then my dad walks in and sends over some guys in white and they locked me up in this big, white, padded room with nothing in it but my computer and a baseball bat! I'm still in here and I have no zombie heads from *Doom* to play my little game with because they took it away. So could you guys send me *Doom* so that I can carry on with my harmless little game?

Habeeb The Torturer
Littleton, CO

BILL (aka Moogoo The Mangler) : Finally! One of my kind!!! Habeeb, my brother, my hourly prayers to Gazuga go out to you in your hour of pain and imprisonment. I will dance the eldritch Moogoo dance on the highest minaret every full moon until the heathen sees the error of his ways and releases all of our brethren from the asylums. Soon will come The Cleansing and when the sky turns hell-fire red, Gazuga will return. Until that moment, dance and dream of the many heads that shall hang from our shrines and how the crack of the Skullbats shall echo across all the realms of the 13 dimensions!

24 HOURS IS THE BEST WE CAN DO.

SM/TM

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Welcome to Sega Channel. The all day, all night video game channel. It's up to 50 games a month pumped into your humble abode. Get secret codes, insider tips and test drives of the newest games around. Play what you want, when you want, for as long as you want, for one low monthly price. Call your cable company or (402) 573-3637. About time, don't you think?

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This Month's Burning Question

With new brawlers like *Mortal Kombat 3* and the *Street Fighter* movie game currently hitting the arcades, does the fighting game genre seem as exciting as ever, or is it beginning to lose a little steam? Will digitized and animated titles still rule? Will 3-D fighters like *Toh Shin Den* and *Tekken* take over? Or will fighting games just fade away altogether?

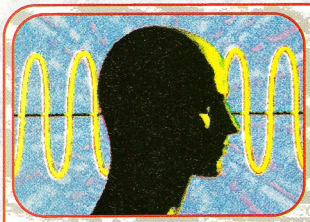
BONUS QUESTION: The technology to cross the genetic patterns of a Bass and a Monkey DOES exist, but does Man have a right to exploit it? Is it scientific advancement or playing God?

WE DID SOMETHING RIGHT!

My son Brendan is serving a 12-month sentence at Echo Glen Children's Center (a detention facility). He's 13 years old. I want you all to know that he is reading your publication cover-to-cover and loves it. He passes copies to all the boys and has gotten them interested in something other than criminal activities. I'm very surprised to see all these non-academic, streetwise kids taking such an interest in Game Players. If his progress continues he'll be home by summer. It's my hope that his interest continues to be focused on the kind of excitement Game Players has awakened.

Greyling Huskey
(parts unknown)

CHRIS: It's not often that our supreme power is used for good, but it's always rewarding when it is. It's great to hear that your son is doing well, and we're all pulling for him here at Game Players. When he gets home, tell him to keep on gamin' and to drop us a line sometime.



GAME IDEAS!

WINNER

The Holy One Who Seeks The Secrets Of Monkey Crap is the name of this Fun-For-The-Whole-Family game. Your mission would be to find out what the secret of monkey crap is. What you do is go around town, asking what the secret of monkey crap is... The best part is that when they look at you in a weird way, or when they call the mental health place — like they always do to me — you can shoot them! Bam! Hee, hee, hee!!! Next time you'll tell me what the secret of monkey crap is! Die!!! Hee, hee, hee!!! P.S. I love crap! P.P.S. I own a Genesis.

Byron Wallace,
Leyden, MA

BILL: No, no, Byron! You've got the wrong idea. You want to get in the mental health place — the food is great, the drugs are free, the walls are nice and soft, and — best of all — you get to ride the lightning every couple of weeks!

My game idea is *The Mighty Butt Pirate.* The game stars Eddie, the Eternal Flame. You see, Eddie was in a toxic accident ten years ago, and now he has to cut the cheese wherever he goes. His worst enemy is the evil Noseplug. Eddie has to make his way to the animal testing center where Noseplug is creating vicious dogbirds and beavercats to take over the world. Eddie's weapons are his Butt and his pet snake Willy, which he whips around. In the last level, Noseplug tries to stick a cork up your butt. If you win, you take out his noseplugs. I hope it was worth getting a detention for writing this during my Math class.

Justin Dornetto
Gibsonia, PA

BILL: Don't you realize that if you miss too many math classes, the only job you'll be able to get is Production Editor for a video game magazine? Think of the horror and shame this will cause your family and friends! You'll be a pariah!

My game is called *Wizz Star.* You are a cute little star with, of course, bladder problems! You have only two minutes to go with the flow! If you take more than two minutes several things could happen. A fat cop could beat you up for wizzing on private property or you could just hold it in and explode. I'm sorry, but cheese won't fit in the envelope. This is not a bribe.

Paul Fahrenkrug,
Neenah, WI

Bill: You had your chance to win and you blew it! Had you put the cheese in the envelope, you would have won over 50 Super Nintendo games! But now, you get nothing... Ha, ha, ha, ha!!!

My game is called *Brain Suckers Fom The Middle Of The Earth.*You are a Brain Sucker disguised as a lawyer. The idea is to bribe a Senator with whiskey and a hooker in order to get your show on TV. The show brainwashes people to worship the Brain Suckers!

Jeffrey Guthrie,
Stockton, CA

Bill: Gee, Jeff, your game idea is the first one in this column not to mention smelly bodily functions. Just what the hell is wrong with you? Next time, try bribing me with whiskey and a hooker!

CONNECTIONS

I'm 16 and would like to trade tips and codes on NES, SNES or Genesis. I'll write back to each person.
Holly Jarrat
1418 Independence Church Rd.
Emporia, VA 23847

Amanda always writes us the nicest letters every month. You guys should be her pen pals So write to her, OK?
Amanda Hooker
PO Box 776
Nunda, NY 14517

I'm 12 and always bored. I'd like anybody between the ages of 10-14. I have a SNES and a Game Boy.
Brian Cameron
1044 SE 6th ST.
Forest Lake, MN 55025

I'm 10 and would like a pen pal to share tips for SNES and Game Boy. I like fighting games.
Christopher Ratliff
291 Orange AVE.
Irvington, NJ 07111

I'm a 12 year old boy and would like to start a Genesis RPG club.
Brett Forrest
8184 Midhaven Rd.
Baltimore, MD 21222

I'm a 15 year old dude looking for a girl pen pal but boys also taken.
Matthew J Goode
909 Kenwood Dr.
Clarksville, IN 37043

I'm 11 and I'd like to get in touch with a boy or girl of any age.
Ryan Conferido
9829 Parrot Ave.
Downey, CA 90240

I'm 13 and I will write back to anyone. I own a SNES.
Bethany Stagliano
10 Jane DR.
Scotia, NY 12302

I would like to get a pen pal.
Justin Thiemig
6752 W. Kings Estate Dr.
West Valley City, UT 84120

I'm 14. I like sports, music and video games. I want a pen pal between the ages of 13-17.
Mark Askinas
816 Hampshire Rd.
Bay Shore, NY 11706

I am 13 and looking for a pen pal from the ages of 14-18. I have a Sega Genesis.
Adam Daley
9 Gateway Dr.
Bay Shore, NY 11706

I'm 12 and I'd like to talk to someone who enjoys video games as much as I do. Racing and fighting games are my specialty.
Evan Price
4490 Hunters Ridge Ln.
Greenwood, IN 46143

I am a 13 year old girl looking for a pen pal between the ages of 12-14. I will answer all letters.
Alexandria Heinemann
8218 Calmosa Ave.
Whittier, CA 90602

I want a pen pal and so do you. I'm 14 and looking for someone between 13-15 to write about anything.
Mike Wagner
17946 Sun Hill Dr.
Yorba Linda, CA 92686

I'm 14 and own a Genesis. I would like a pen pal between the ages of 13-?.
Brent Hodson
PO Box 1974
Fort Nelson, B.C.
V0C1R0, Canada

I'm 21 and would like to get in touch with someone with tips for *Terminator 2* to rSega Genesis.
Tricia Solomon
2290 S. Delsea Dr.
Vineland, NJ 08360

I'd like a pen pal who is sick of all the *Street Fighter II* Sequels. I'm 13 and own nearly every system made.
Sam Stinson
5301 Scottsville Rd. #178
Bowling Green, KY 42104

GET OFF YOUR @$$!

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 contact us online at:
jtflucky@netcom.com

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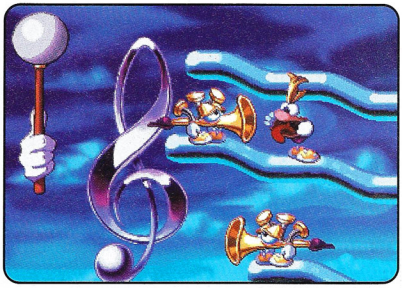

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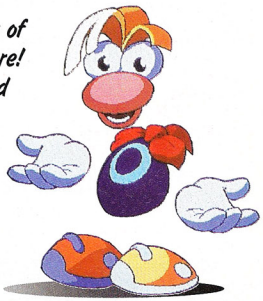

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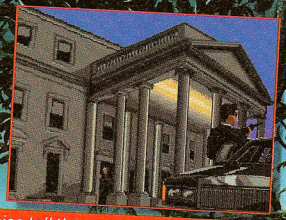
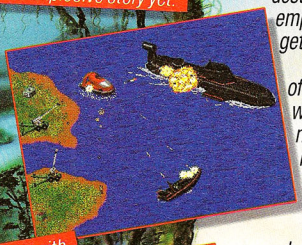
WELCOME TO THE JUNGLE.



Massive cinematics tell the most explosive story yet.



There's added firepower with four new vehicles like the Attack Hovercraft.

All-new terrains from Washington D.C. to the Amazon to the snowcapped Andes.

So you think you earned your stripes by blowing away the Desert Madman? Don't be so sure.

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You've got a whole arsenal of vehicles to help you blast your way through nine new levels - night campaigns, high speed river chases and jungle hide-outs. But the enemy's packing more firepower too, with 26 new vehicles and weapons.

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For more information, visit "The EPIcenter", the Electronic Arts Product Information Center at http://www.ea.com.

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INFO TRAK

Here we go again. Get ready for all the hot news you can handle! This month we've got coverage on **Mortal Kombat 3**, *Konami's latest games and some new stuff for the 32X, including...* **Virtua Hamster?**

Game Boy Hits Daytona Beach

Beautiful Daytona Beach models' do the old brush and roll to fifty Daytona Beach Spring Breakers, part of Nintendo's roll-out for the Play It Loud Game Boy collection.

As part of their ongoing, image-shifting, 'Play It Loud' campaign, Nintendo threw — and we're not making this up — a body-painting party at Daytona Beach this Spring Break. Nintendo's Play It Loud Game Boy Series Presents: Painted Bodies of Spring Break was held March 20 at the Howard Johnson's on North Atlantic Avenue.

And to the victor goes the spoils. Lucky revelers take home one of Nintendo's new colorful Game Boys.

Featuring 'beautiful Daytona Beach male and female models,' the one-hour event saw as many as a hundred tipsy Spring Breakers throwing themselves into a reckless orgy of primary-color abandon. Pigment flew everywhere, and the first fifty lucky Spring Breakers who could paint themselves head-to-toe in green, red, black, yellow, and/or white got to take home a prized Play It Loud Game Boy in the color of their choice.

The result — a colorful, jumbled mess. Draw your own conclusions.

Don't you wish you'd been there? It looks like it was a very messy, but very fun time!

Cruis'n Goes Head-2-Head

Fans of *Cruis'n USA* can look forward to racing against another human player in *Cruis'n USA Head-2-Head.*

Midway has announced a soon to be released 'linking' kit for *Cruis'n USA*, which allows two players to go one-on-one and drive against each other. *Cruis'n USA Head-2-Head* follows the formula for success set by Namco's *Ridge Racer* and Sega's *Daytona USA*, because you never get bored of slamming your best friend into the wall at 150 mph.

The kit is a series of cables and a new chip set for existing arcade machines, and it works with any version, whether stand up or sit down. But wait, there's more! *Head-2-Head* also upgrades the existing game to include five new cars and some new secret vehicles, so folks who are tired of driving that big yellow school bus can have a shot at something else. Sound like a good time?

Konami Spills Its Guts

At a time when everyone's tight-lipped about future plans, Konami is more than willing to chat about its new products. The company has a nice bag of goodies in store, covering everything from hard-core violent action to a new line of 3-D sports titles. In addition to the following titles, Konami is also close to inking a deal with the NBA for an original 3-D polygon basketball game for the PlayStation, and a *Contra* game is rumored to be in the works as well. So let's take a look at the list:

Project Overkill: A hyper-violent action game featuring a three-quarter perspective and 3-D rendered graphics, this is also the first US-developed title for Konami. The gameplay is said to be totally non-linear, with a military setting. Hmm... sounds kind of like a revamped *Metal Gear...*

Castlevania: Dracula X: A Super NES translation of the Japanese PC Engine hit. Look for this one in September.

A 'New' ***Castlevania:*** A yet-unnamed brand-new *Castlevania* adventure, coming first for the PlayStation, then the Saturn. It's unknown if these two versions will be the same or two totally different games.

Parodius: The wackiest shooter ever to hit Japanese arcades comes to the PlayStation and Saturn.

International Superstar Soccer 2: More soccer goodness for the Super NES.

'Original Soccer Game': A yet-unnamed 3-D polygon soccer title for the PlayStation.

'MLBPA-Licensed Baseball': A yet-unnamed 3-D polygon baseball game for the PlayStation and Saturn using the players' license.

'Golf': A yet-unnamed 3-D polygon golf game for the PlayStation.

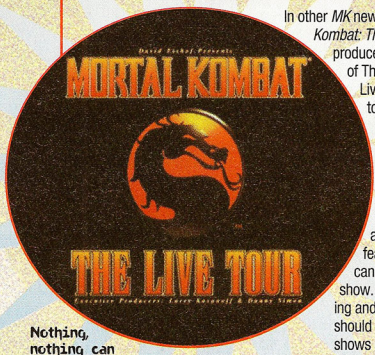
Run 'N' Gun: The smash arcade hit finally comes into your front room for the Super NES. Hey, it's even got a new NBA license to boot!

Acclaim Takes a Bigger Bite

Gaming powerhouse Acclaim, who, thanks to licenses like *Mortal Kombat* and *NBA Jam* now have more money than God, have carved themselves an even bigger chunk of the electronic entertainment pie. Acclaim Entertainment Inc. has acquired Lazer-Tron, a major coin-op designer. Lazer-Tron specializes in games of skill, including *Pogger* and *Ribbit Racin'*, which dot the major arcades. You know, the kind that invite hapless customers to risk their tokens for the chance to win enough tickets to purchase little stuffed animals and *Power Rangers* stickers. This fits in pretty neatly with Acclaim's Coin-Op division, and only increases the number of Acclaim owned machines you're likely to see at your local Putt-Putt.

In addition, Acclaim has reached a major new distribution deal with Sunsoft, designers of the *Aero* series and the still upcoming *Justice League Task Force*. Acclaim Distribution Inc., who's known for their ability to get product onto almost every store shelf in the known universe, will now make the effort on behalf of Sunsoft. The agreement includes a sub-licensing arrangement as well, which may mean you'll be seeing some Acclaim-designed DC and Warner Brothers cartoon games some time soon.

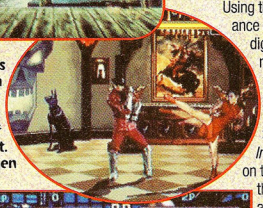
Mortal Kombat on Broadway?



Nothing, nothing can prepare you for the spectacle of *Mortal Kombat: The Live Tour* — certainly not that wimpy Power Rangers show.

In other *MK* news, get ready for *Mortal Kombat: The Live Tour*. Touring producer David Fishof, creator of The American Gladiators Live Tour, is putting together a $2.5 million, 150+ city world-wide tour. The show will feature state of the art special effects, martial arts, and, thanks to modern technology, an audience participation feature, so spectators can affect the course of the show. Currently in final casting and rehearsal, the tour should kick off with eight shows at Radio City Music Hall, September 15-17. What's next — *Mortal Kombat On Ice?*

Street Fighter Battles On



And here's the Saturn version. See much difference? Of course not. All next-gen machines use 24-bit color, which means that digitized graphics look about the same on any system.

After a somewhat disappointing run of *Street Fighter the Movie* at the box office, a game based on it failed to materialize in the arcades. Now the long-waited-on *Street Fighter the Movie* fighting game has been announced for Playstation and Saturn.

Using the actual actors from the movie (which sort of makes this Raul Julia's last appearance on any screen anywhere — let's hope his spirit rests easy), the game uses digitized graphics to bring you most of the classic *Street Fighter* characters and moves, plus it adds a new character, Captain Sawada, and gives a new move or two to everyone.

But the *Street Fighter* saga hasn't ended yet. Also coming for Playstation, Saturn, and most likely 3DO is the *Street Fighter Interactive Movie*, based not on the live-action US film but the Japanese anime. This animated film remains officially unreleased in any form here in the States, but it was a hit in Japan, and imports (and bootlegs) have been circulating among anime fans for several months now. Exactly what form this game will take hasn't been decided on yet (a *Dragon's Lair*-style 'watch the video, push a button' game is the most likely candidate), but the karma surrounding a game based on a movie based on a game has to be a little skewed.

This is the Playstation version of *Street Fighter the Movie*. The game uses digitized actors and sets from the film, and adds a move or two to each character.

The *Street Fighter Interactive Movie* game is based on the Japanese anime *Street Fighter*. No format or release date has been set yet.

FRONT PAGE

Mortal Kombat 3 Update

At press time, *MK3* has officially been playtested at Diversions in Chicago (Chitown is home to Williams Entertainment), and unveiled at the Acme arcade trade show, with official arcade launch in mid-April. Now let's meet the characters, both new and old:

Cyrax - Gold robo-ninja. One of three prototypes built by the Lieu Kei (the same ninja clan Sub-Zero is from).
Jax - Returns from *MKII*, now outfitted with cybernetic arms (like he needed 'em).
Kabal - Strange looking warrior in a mask. He's apparently a survivor of Shao Khan's death squads.
Kano - He's back in a new red and black costume. He now works for Shao Khan.
Kung Lao - Same guy, same hat, pretty much the same outfit.
Liu Kang - Same guy but with longer hair.

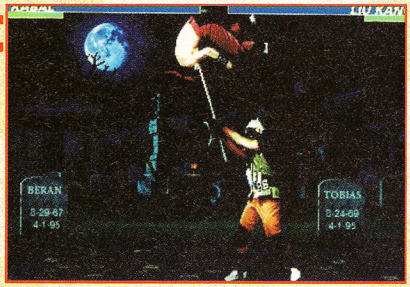
Sheeva stands firm while Jax demonstrates the new RUN button. She bleeds green — really.

Nightwolf - Native American warrior in a very modern costume. He's trying to protect his tribal lands against Shao Khan's invasion.
Sektor - A red robo-ninja. He looks just like Cyrax except for the different palette.
Shang Tsung - Same character. His hat is gone and his hair is longer.
Sheeva - Goro's daughter? A woman with four arms.
Sindel - Shao Khan's queen. Scary looking woman with long white and black hair.
Sonya Blade - Having been rescued by Jax, she's back for more. Roughly the same outfit.
Stryker - A SWAT team member who fights with a police baton and grenades.
Sub-Zero - He's quit the Lieu Kei, so now his mask is gone.

Some additional surprises — at the bottom of the two player match-up screen there are six boxes, three controlled by each player. By hitting certain buttons, you can change the symbols in the boxes, and certain combinations result in codes that affect game play in different ways. There are nine symbols and six boxes, which means *MK3* might just have more codes than any other arcade game ever made.

Also, the usual *MK* controls now sport a RUN button. At press time, no running moves had been found, but they are rumored to exist.

The Sektor Fatality — a gizmo comes of his chest and squashes his opponent into a bloody pulp.



Newbie slayer Kabal shows Liu Kang another good use for crowbars. Note the names on the headstones.

Does this arcane series of symbols from an *MK3* ad reveal a workable *MK3* code? Hmm, could be...

All is not well in the Outworld...

Thanks to modern communication technology, folks in the greater Chicago area who got a chance to drop by Diversions and play the pre-release version of *MK3* got to tell the world what they thought, through the Internet and the alt.games.mk newsgroup. Here's a sample (edited for clarity and brevity — the Net is functional anarchy at best) of postings between March 25th and April 5th — keep in mind though, that the opinions expressed here are not those of the Game Players staff, and that all these folks are spouting off about the PROTOTYPE *MK3*, which could differ significantly from the release version. Here's what folks in the Windy City thought:

'*MK3* characters are dinky. The new stands are choppier than *MK1*. And the RUN-BUTTON!!! Me and my buds call it the CHEESE button.'

'... Speaking of tension levels, and feeling like you're in danger of being attacked at any moment, *MK3* does this VERY well... the RUN button definitely keeps you on your toes, not to mention it seems like the game speed is faster...'

'Does anyone else think the characters looked bigger and much better in *MK1*? Also, *MK* was cool when the characters seemed MORTAL. I'd rather be Johnny Cage than some robo-ninja, or some guy in a Sandman Raider outfit right out of Star Wars (Kabal)!'

'When an opponent explodes, no silly guts (three hips and seven hands). We're talking a WHOLE arm, a WHOLE leg, etc'

'...the idea of a female Goro (Sheeva) was pretty cool, but she should be HUGE! She's the same size as everyone else!'

'Is anyone else annoyed by John Tobias and Ed Boon constantly referring to themselves in this game? Noob Saibot was a pretty cool character in *MKII*, but the Boonyard?? Tobias Tower? I can understand putting the names on tombstones, that sounded pretty funny, but naming whole stages after themselves is just dumb.'

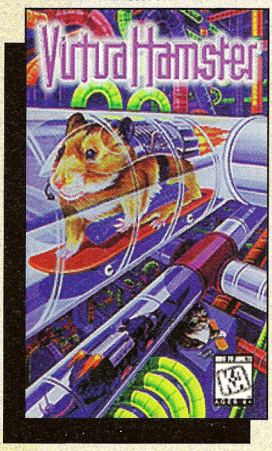
'I was at Diversions today (3/30), and Midway came in and put in a new board, not chip, a whole board... Those goofy stage names were left out. The new ones go like this: The Temple, Pit III, The Subway, The Graveyard, Shao Khan's Tower, The Bank, The Bridge, Soul Chamber...'

'*MK3* looks like *Way of the Warrior 2* or something. At least the backgrounds look *WOTW*-ish and the characters look stiff.'

'The backgrounds have no variety. The only ones that are original are the Graveyard, Soul Chamber and the church stage... I hate how some of the new characters suck. At least in my area, we all hate Sektor, Cyrax, and Kabal. The cool new characters like Sheeva and Sindel don't have many moves, so they're weak, and that stinks... It's still a good game, but not as good a game as it could have been. Any thoughts?'

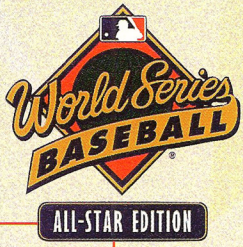
Released box art for upcoming 32X titles shows a wide range of subject matter and game styles, from the space-combat simulation *Shadow Squadron* to the rodent sim *Virtua Hamster* — *Virtua Hamster?*

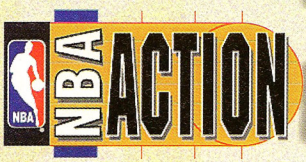
32X-plosion



Sega of America just keeps churning out 32X software. At least eleven new games have been announced. So far there's little to go on except titles, some box art, and Sega's assurance that most of these will be out before the end of the year. The list:

Virtua Fighter: That's right, the coin-op classic and Saturn hit (in Japan anyway) will most likely (barring accidents) arrive for 32X.
32 Xtreme: A cart for fans of MTV Sports, it includes such 'extreme' pastimes as snowboarding, roller blade hockey, jet ski racing, and ultimate frisbee.
Kolibri: A mysterious new action adventure title featuring a humming bird.
Zaxxon's Motherbase 2000: A direct sequel to the venerable arcade classic, using polygon-based ships.
Ratchet and Bolt: The adventures of a pair of robots.
VR Troopers: A title based on the kid's action show, a Power Rangers clone.
Shadow Squadron: A polygon based 3-D space flight simulator.





Other games we have titles for are *World Series Baseball All-Star Edition, NBA Action, Atomic Knight,* and *Virtua Hamster* — that's right, *Virtua Hamster* (again, we are NOT making this up).

Ultra 64 Designer Added

The slim and exclusive list of 'Dream Team' studios and publishers whom Nintendo has deemed worthy of designing for Ultra 64 — Acclaim, DMA Design, Sierra On-Line, Angel Studios, GameTek, Williams, Rare Ltd., Spectrum Holobyte, and Paradigm Simulation — has recently been expanded by one. Virgin Interactive, publishers of *The Lion King* for Super NES and Genesis, and the best-selling *7th Guest* for PC CD-ROM have inked the deal with Nintendo to develop for the U64.

Their first project is an as yet untitled, 'Innovative action game possessing real-time, three-dimensionality and benchmark play mechanics,' whatever that means. Hopefully things will get less vague as the U64 nears release — we are committed to keeping you posted.

Samsung Sings Again

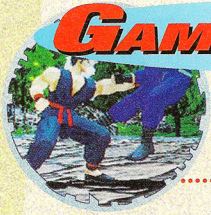
As we reported in our April issue, Nintendo was in the process of suing Samsung over the manufacture of counterfeit *Donkey Kong Country* carts, which in turn caused Samsung to counter-sue, claiming defamation of character and that Nintendo was trying to interfere with Samsung's other business relationships. Well, as it happens so often in the world of legalities and litigation, the battle is over before it's been joined, and things are even less clear now than they were before.

Both cases have been dismissed 'with prejudice' and with no damages paid either way. Nintendo has acknowledged that the game software encoded in the counterfeit *DKC*'s didn't originate with Samsung, who legitimately manufacture many of the 32-bit ROMS used in Super NES cartridges. Samsung, for its part, has pledged to step up their efforts to detect counterfeit software, using screening tools provided by Nintendo.

It would seem it was all a big corporate misunderstanding, but with both companies refusing to comment, then going back to business as usual, who knows? That's what the legal system is all about.

CHATTER

GAME GOSSIP



Hidee-ho, gamers! We're back with the world's most kickin' game gossip, so put in your mouth-piece and get ready for the punch!

Nintendo: In Development

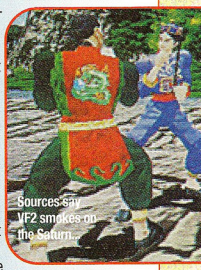
Nintendo continues to flex its marketing muscle with *Donkey Kong*-licensed goods that include toys, Saturday morning cartoons, and breakfast cereals. Also look for a ***Donkey Kong* pinball machine** from Williams and a possible meal tie-in with McDonalds or Burger King. • Nintendo is also working on another Donkey Kong title tentatively called ***Diddy's World***. The SGI-rendered adventure will be a 64-meg Rare-produced game for the Super NES. • Expect to see a Super NES **64-meg *Yoshi* game** that is rumored to be the first true Mario-type game in years, and 'will have a bigger impact than *Donkey Kong Country*' according to some inside sources. Nintendo is already advising its close friends to 'get out of the way' and hold back on products that are planned for release around October, Yoshi's targeted release date. • Also look for a **new *Zelda* game**, and ***Ultra Mario Kart***. •

Just what *is* the future of the Virtual Boy? Does it even have one?

Nintendo continues its platform-exclusive dance with licensees who want to develop for the Ultra 64. Potential licensees must sign an exclusive one-year contract, and even then Nintendo has remained very choosy. This has reportedly soured Nintendo's relationship with many of its former supporters, including such big guns as Capcom. What is Nintendo thinkin'? Sure, exclusive games are a great thing if you can get 'em, but Nintendo can't afford to just toss away heavy-hitters like that. Oh, well... • Late-breaking rumors point to the possibility of a **$160 Virtual Boy**. This would be a great move considering that practically 90% of the public's response to the machine has been 'no way'. At the original price of $200, it's only marginally cheaper than the $250 tag for Ultra 64 (and there's still a chance the U64 could come in as low as $150). Which would YOU rather buy? While all this negative press supposedly has Nintendo of America thinking twice about the V-Boy, Nintendo of Japan is pushing hard to get NOA to support it. Expect a formal announcement on the whole deal at the E3 show. • Finally, while only a select few licensees have **Ultra 64 development kits**, other companies that have been rumored to have kits include Evans and Sutherland, and two other aerospace firms who develop **virtual reality flight-sims.**

Saturn Gets Sega's Full Attention

While some rumored shake-ups at Sega caused some 350 lay-offs worldwide and reportedly prompted many of Sega's Redwood City R&D guys to high-tail it over to Sony, Sega continues to forge ahead with its Saturn plans. ***Virtua Fighter 2*** is rumored to be very impressive on the machine, as well as the Saturn-original ***Astal***, both of which will be Saturn exclusives. It has also been rumored that Sega has been calling developers and asking them to turn their attention away from 16-bit development and towards Saturn. Since plenty of Genesis games will be heading down the pipe anyway, Sega wants to make sure that Saturn is well-supported with tons of software.



Sources say VF2 smokes on the Saturn...

This and That

Enix of Japan, the creators of Actraiser and Soul Blazer, are currently working on **a game called *Genesis*** that will mix the elements of both of the forementioned games with more of an RPG flavor. Enix may bring the title stateside along with ***7th Saga 2***, a 32-megger for the Super NES. • Early indications show that ***MK3*** may end up suffering from Street Fighter syndrome. Already the game is getting thrashed on-line with netters complaining that it varies too much from the original premise. • Following right along with Sony Imagesoft's plans for ***Spawn***, Playmates is readying another Image comics title, Jim Lee's ***Wild C.A.T.S.*** Those who got an early peek at the title say it'll be one of the hottest titles of the year. • Finally, just for the record, while other game mags are 'breaking' the news with their 'exclusive' info on the **PlayStation 2**, a friendly reminder that GAME PLAYERS broke the same story SIX MONTHS AGO right here in this section. The PS2 will offer gamers extra memory and additional video features not included in the first rev of the PlayStation. This shouldn't stop you from getting a PlayStation now — the **PS2 won't be out for another few years.**

Sony Vs Sony

First up is the rumor that several American **Sony CE execs have threatened to quit** their jobs if Sony of Japan won't allow them to bring the PlayStation into the states for less than $300. • There are still discussions of a **PlayStation name change** rumored, and so far the leading candidate is '**PS-X**', the machine's original code-name in Japan. But while many insiders say that a name-change is imminent, **Sony CE has officially stated that there will be no change** at all. I guess we'll find out once and for all at E3. • No matter what the console is called, it's been rumored that the final version of the U.S. PlayStation will be housed in the exact same casing as the Japanese model, except it will be painted **black**. • The latest word from those in the know still pins the pins the machine's price somewhere **between $249 and $299**, that is, unless Sony of Japan decides not to allow it. They'd better...

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The night has
a thousand eyes,
And the day
but one;
Yet the light
of the bright
world dies,
With the dying sun.

-Bourdillon

#7

MK3. The Arcade Game.

GOODIES

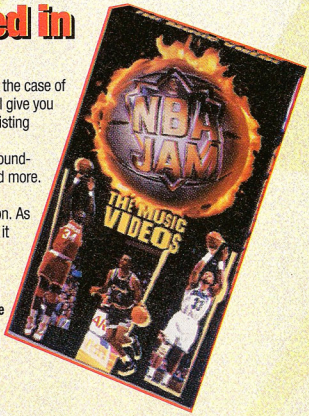
In Related News...

For years we've been delivering the finest in gaming information and we will continue to do so long into the future. So from here on out, we decided to dig a little deeper into this crazy thing we call civilization. So sit back, take a deep breath of clean air, and enjoy the news from the rest of the world.

NBA JAM TE Codes Featured in New Video

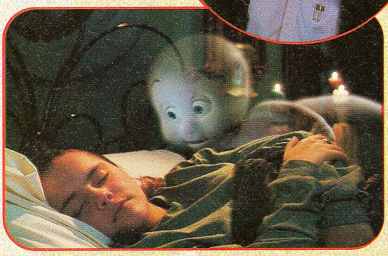
Sometimes it's difficult to pinpoint what makes a video game become a hit, but in the case of a monster-smash like *NBA Jam*, it's usually easy enough to track it down. OK, I'll give you this one — it's the dunks, the fabulous behind-the-back, flying, spinning and twisting slams that made the game such a success.

Now from CBS FOX comes *NBA Jam: The Video*, a 45 minute dunk-fest with a sound-track including beat-driven numbers from Da Brat, Gloria Estefan, Luther Vandross and more. See all the exciting signature dunks from today's greatest players, including Grant Hill, Patrick Ewing, Chris Webber and Reggie Miller. Sometimes fact is GREATER than fiction. As a special bonus to gamers, the video also includes a list of codes for the game. Check it out — it's gotta rock.



Whether you watch it for the action or the codes, this video is sure to deliver the goods!

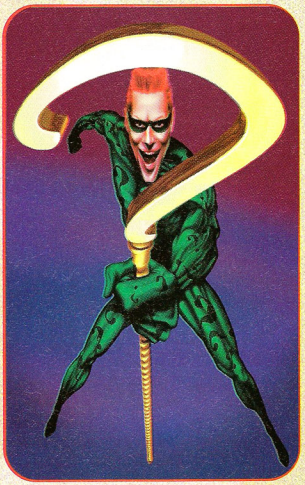
Is that really Casper? Looks more like the Sta-Puft Marshmallow man. Either way, there's some great fun coming this summer.



Fleer Readies New Cards for Summer Blockbusters

Summer's here and what would the sun and surf be without the big summer releases of the motion picture industry. This year promises to be a big one with movies like *Batman Forever*, and *Casper* (that's right, *Casper*) topping the list. Before the video games hit the market, Hollywood has some memorabilia to whet the appetite of movie-lovers.

Trading cards from *Batman Forever* and *Casper* give a taste of that silver screen magic that fits in the average shirt pocket. Get a look at the great special effects and magical creatures created deep in the heart of dream land. Collect them all (I love saying that).



Check out the great art for the Riddler on the newest release from Fleer!

New Music

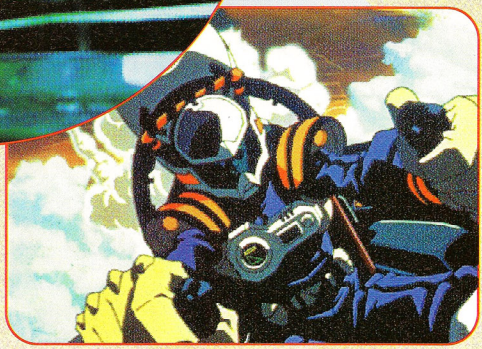
You know, it would be hard to say, with a straight face anyway, that video game music is usually the stuff from which rock operas are made. With that in mind, perhaps we can offer an alternative form of listening bliss. So turn down that 'beep-beep, waka-waka' nonsense and let us choose the next disc for you.

Archers of Loaf, a band out of Chapel Hill, NC are currently burning their way up the college music charts with their latest release *Vee Vee* on Alias Records. Look for them on MTV's *120 Minutes*. Know them now before they're huge in Afghanistan!

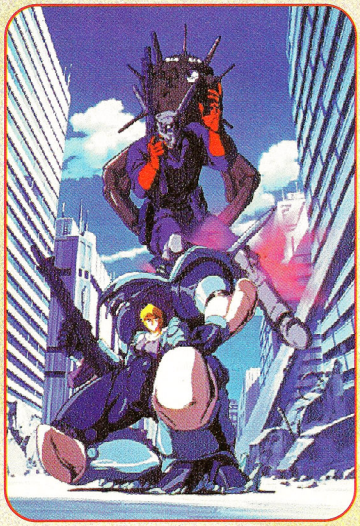
Check your local record stores (oops, just showed my age), make that 'Disc Shop' for this and many other great titles being released this year.

Manga Makes Big Splash in US Anime Market

Some of the greatest video games already come from Japan. Perhaps not quite so popular as video games in the past, Anime (Japanese Animation) has recently seen dramatic growth in its already consistent position in the U.S. underground marketplace.



Japanese anime is blasting its way to a VCR near you soon! Keep watching the skies!



Due to efforts in the industry to translate more of the movies and comics into English, anime is gaining strength in the mainstream marketplace. Leading the way is Manga (loosely translated into 'comics'), a Chicago based company devoted to bringing this art form to the States. Titles like *Macross Plus* and *Appleseed* are already well known. With titles such as *The New Dominion Tank Police Vol. 3* and *Mad Bull* slated for release in the near future, it's sure to be an exciting year. Contact Manga Entertainment, Inc. (312) 751-0020.

Anime action — the hottest visuals to hit the States!

Release Schedule For Manga Entertainment

May:	Macross Plus Vol. 2, Devilman #1, Devilman #2
June:	Giant Robo Vol. 2, Wings of Honneamise, Ninja Scroll, Orguss 02 Vol. 2
July:	New Dominion Tank Police Vol. 2, Patlabor 1 (Movie), Angel Cop
Aug:	Macross Plus Vol. 3, Giant Robo Vol. 3
Sept:	New Dominion Tank Police Vol. 3, Orguss 02 Vol. 3
Oct:	Macross Plus Vol. 4, Giant Robo Vol. 4, Mad Bull
Nov:	Macross II CD-ROM, Macross II (Movie)

TECH TALK

HARDWARE

3DO throws its hat into the next-gen hardware wars with an expansion kit to boost the power of its existing video game system.

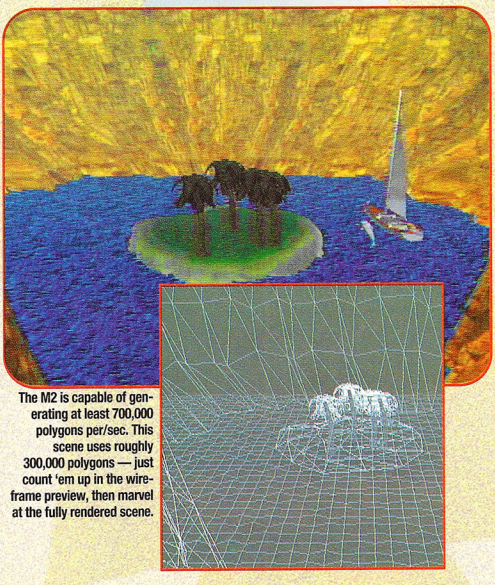
M2: The Next 3DO

The first company to bring out a 32-bit system, 3DO was stalled only by a daunting $699 price tag and a lack of quality titles. However, there's been a lot of water under the bridge since then, and it seems to have learned its lessons well. Priced more realistically at $299, and with an ever-growing stable of quality titles like *Road Rash*, *Super Street Fighter II X*, and the upcoming *Wing Commander III*, the company showed surprisingly strong sales during the '94 Christmas season.

However, with technology that's already a year and a half old, it's clear that the 3DO is going to be outclassed by the likes of Saturn, Playstation, and Ultra 64. Enter the M2 project.

In an interesting parallel to the Nintendo/Silicon Graphics alliance working on the U64, 3DO has courted and won a very strong relationship with both Motorola and Apple computing, bringing its manufacturing and development costs down to a mass-market level. 3DO is diving head first into the 'more/ better/ faster' world of polygon-based game engines, and the M2 gets most of its power from an extremely efficient Power PC 602 Motorola CPU, running at 66Mhz, with many of the software development tools being written by Apple.

'Bossie the Cow' demonstrates the M2's abilities. The cow on the top doesn't use any mip mapping or filtering, which leaves her looking blocky and ugly. The lucky bovine on the bottom has been smoothed, and the electric fence she will not touch has been blurred the way you would expect to see through a camera or your own eyes.



The M2 is capable of generating at least 700,000 polygons per/sec. This scene uses roughly 300,000 polygons — just count 'em up in the wireframe preview, then marvel at the fully rendered scene.

UNDER THE HOOD

Processor
Main CPU: Motorola 64-bit Power PC 602
CPU Speed: 66Mhz RISC, 132 MFLOPS
Main Memory: 48 Mbits
Memory bus: 64-bit

Graphics
Resolution: 640x480
Colors: 16.7 million
Speed: 100 Million pixels/sec
1 Million polygons/sec
700,000 texture-mapped, shaded, filtered polygons/sec

Co-Processors
10 custom co-processors:
Texture mapping
Hardware texture decompression
Linear, bi-linear, tri-linear, and point-sampled filtering
Mip Mapping
Gouraud Shading
3-D Perspective correction
Hardware Z buffering
Alpha Channel

Audio
Digital Signal Processor Speed: 66Mhz
32 Channels

Expansion
PCMCIA-derived expansion slot for networking

TECH TALK

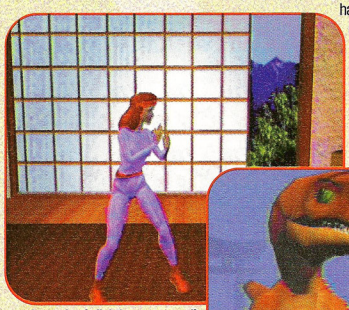
This scene is running on an M2 emulator, not on the actual machine, but the amount of detail is still impressive.

Another hardware trick — Alpha Channel filtering allows for transparent texturing, so you can see the ship through the leaves of the palm tree without having to add extra polygons and render each leaf separately.

However, as with almost any gaming system, the true power lies in its co-processing. The M2 has a total of ten graphics, sound, and math co-processors, giving the machine some really amazing capabilities. It can decode MPEG-1 standard full motion video, which is roughly the quality of a VHS video tape, without the use of extra cards (did anyone out there ever buy the MPEG decoding module for the CD-I?), and its audio Digital Signal Processor clocks at a speedy 66Mhz — the same speed as the CPU, notice — and offers an incredible 32 channels of audio.

However, most 'gee-whiz' features are the unit's polygon rendering hardware. While it offers the usual Gouraud shading and texture mapping found in all the next-gen machines, including the original 3DO, the designers have upgraded it to render even more polygons and more highly detailed textures.

But wait, there's more. The M2 includes hardware texture filtering and hardwired 'Mip Mapping.' If you've ever played *Doom*, you know how textures may look fine from a distance, but not much better than Atari 2600 graphics when you get close. Mip Mapping allows for multiple levels of texture detail, using less detail when the object is far away, and more as you get close. Other types of filters smooth the jagged edges and blend the edges of objects with the background, so the texture never gets blocky no matter how close you are.



A couple of slightly more complicated figures, Sheena and the Dinosaur, show off some more uses of texture-mapped polygons.

Notice that no matter how close you get to old Dino', his skin stays smooth and every scale shows clear.

But a machine is only as good as the games that run on it. 3DO is courting some very big-name developers, and while it's keeping things very close to its chest, it will say that there should be two or three 'Very hot and highly anticipated,' arcade ports at launch, another ten to fifteen titles within ninety days of M2 hitting the shelves. What titles, you ask? 3DO isn't saying.

At its initial launch, expected sometime in later this year, M2 will arrive as an expansion kit for existing 3DO units and plug into the expansion slot at the back of the machine, with a stand alone unit available early next year. No price has been officially set, and the few totally unreliable rumors we've chased down put the cost anywhere from $150-$400 — quite a spread.

Whether 3DO can continue to hang on in the great Hardware Wars of '95-'96 will no doubt depend a lot on the power, and price, of M2. We wish 'em luck.

Sheena battles the Dinosaur, and shows off M2's fogging effects — the haze builds up as you get farther away, adding realism and depth (hey, I live in San Francisco — this is my reality).

CHARTS

HIT LISTS

The first responses are in for our 'Write Yer Own Darn List' chart and the results are posted below! Every game listed on the reader's chart received a ton of votes and the difference between first and second place was only two votes! Whether or not these ratios change is up to you, so keep sending in those postcards with your top five favorite games! See ya!

OUR READER'S TOP TEN!

Based on our reader mail!

	GAME	SYSTEM	PUBLISHER
1	Donkey Kong Country	Super NES	Nintendo
2	Killer Instinct	Arcade	Nintendo
3	Final Fantasy III	Super NES	Square Soft
4	NBA Jam T.E.	Super NES	Acclaim
5	Mortal Kombat II	Super NES	Acclaim
6	Doom	32X	Sega
7	Secret of Mana	Super NES	Square Soft
8	Earthworm Jim	Gen/SNES	Playmates
9	Sonic & Knuckles	Genesis	Sega
10	Virtua Fighter	Arcade	Sega

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	Tekken	PlayStation	Namco
2	Toh Shin Den	PlayStation	Takara
3	Panzer Dragoon	Saturn	Sega
4	Daytona USA	Saturn	Sega
5	Super Bomberman 2	Super NES	Hudson Soft
6	Mortal Kombat III	Arcade	Midway
7	Air Combat	PlayStation	Namco
8	Killer Instinct	Arcade	Nintendo/Midway
9	Deadelus	Saturn	Sega
10	Tetris	Game Boy	Interplay

TOP TEN FROM THE USA

	GAME	SYSTEM	PUBLISHER
1	Donkey Kong Country	Super NES	Nintendo
2	Sonic & Knuckles	Genesis	Sega
3	Doom	32X	Sega
4	Madden NFL '95	Genesis	Electronic Arts
5	Madden NFL '95	Super NES	Electronic Arts
6	NBA Live '95	Super NES	Electronic Arts
7	Star Wars Arcade	32X	Sega
8	NBA Live '95	Genesis	Electronic Arts
9	NFL Football '95	Genesis	Sega
10	NHL Hockey '95	Genesis	Electronic Arts

WRITE YER OWN DARN LIST!

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. Please don't send it in a letter 'cuz we won't have time to open letters with all the mail we're expecting! Send your postcard to: Write Yer Own Darn 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 darn list today!

TOP TEN FROM THE U.K.

	GAME	SYSTEM	PUBLISHER
1	Cannon Fodder	Super NES	Virgin
2	Micro Machines 2	Genesis	Codemasters
3	Jimmy White's Snooker	Genesis	Electronic Arts
4	Earthworm Jim	Super NES	Virgin
5	FIFA Soccer '95	Genesis	Electronic Arts
6	Donkey Kong Country	Super NES	Nintendo
7	The Lion King	Super NES	Virgin
8	Stunt Race FX	Super NES	Nintendo
9	Super Return of the Jedi	Super NES	Virgin
10	Secret of Mana	Super NES	Nintendo

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	Chrono Trigger	S. Famicom	Square Soft
2	Virtual Fighter	Saturn	Sega
3	Toh Shin Den	PlayStation	Takara
4	Mario's Picross	Game Boy	Nintendo
5	Panzer Dragoon	Saturn	Sega
6	J-League Super Soccer '95	S. Famicom	Jaleco
7	Air Combat	PlayStation	Namco
8	Super Baseball 4	S. Famicom	Koei
9	Front Mission	S. Famicom	Square Soft
10	Donkey Kong Country	S. Famicom	Nintendo

PREVIEWS

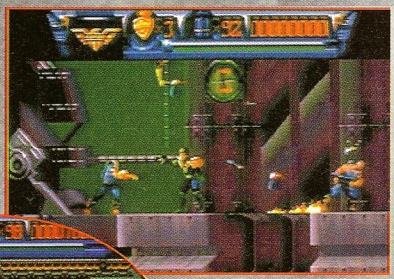
When farmers plant their crops each spring, they can't really be sure of how things are gonna turn out — there could be floods or frosts that ruin the crop and result in famine, or there could be a bumper crop and food for all. It's kinda the same way with the games in our Previews section — will it be feast... or famine?

Judge Dredd

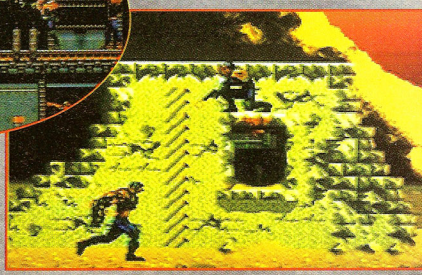
Acclaim for Super NES, Genesis, Game Boy, Game Gear

From the masters of side-scrolling movie tie-ins comes *Judge Dredd*, based on the Stallone action picture, and if everything goes according to plan, Acclaim should grab an industry first by releasing the game at the SAME TIME as the movie. However, they've also put a slightly different spin on things by basing the game not only on the movie, but on the original comic book as well.

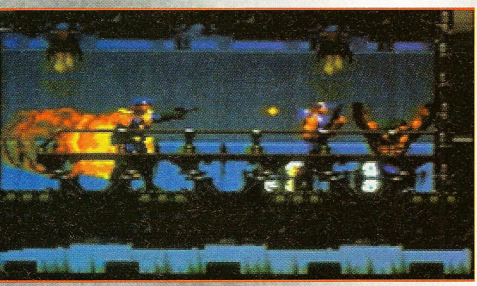
It begins with seven levels taken from scenes in the movie, as Dredd blasts his way through the mega-cities of the future, where the streets are overrun with crime, and he is judge, jury, and executioner. Players can grab up any of eight different kinds of ammo for Dredd's little Lawgiver sidearm, or choose to arrest the perps, rather than simply leave little smoking holes.

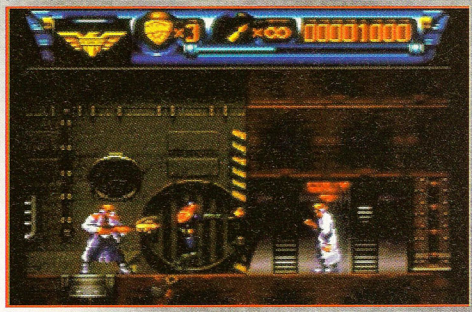


And here's the game — side-scrolling action and lots of stuff to shoot at.



Then, the pace picks up a little with five additional levels, where Dredd travels to the Deathworld and takes on the Death Judges. These guys are really mean. With a multi-million dollar ad campaign and a a lot of promotional tie-ins, you won't be able to get away from this one.





And here's even more of the game. Who are the guys in white trench coats? You got me, but it's the future, and it's twisted.

Tekken

Namco For Playstation

So you love the sharp Gouraud shading of the *Toh Shin Den* fighters, but want the realistic hand-to-hand combat of *Virtua Fighter*? Well, *Tekken* could be the answer.

The arcade version of *Tekken* ran on a System 11 PlayStation board and Namco claimed it would be arcade-perfect when it came home. They were completely wrong. The PlayStation version of *Tekken* is much better than the paler arcade version. The sound is crisper, the graphics clearer, the controls more responsive, and they've added a rendered ending sequence for each character. This is exactly the reason that arcade operators have scary nightmares about next-gen machines.

Tekken features eight totally unique fighters with their own array of realistic special moves. From martial law expert Law to demon spirit Yoshimitsu and his dizzying combos, this game has balance and variety. The eight characters are Nina, Michelle, Paul, Law, Kazuya, Yoshimitsu, King, and Jack, all with their own strengths and personalities. The game is from the same perspective as *Virtua Fighter*, but you can change the angle of the camera for variety. There's none of the 3-D movement of *Toh Shin Den*, but some of the best throw-moves ever make up for it.

To win the one-player game, each character must defeat all eight, their own personal sub-boss, and the main boss. If you do this, you're treated to some of the coolest and most wicked ending scenes ever.

From turning on the machine and playing *Galaga* (rumor has it that if you beat enough levels, you get to play as the bosses) while the game loads, *Tekken*'s got it all. Namco has taken a solid arcade game and made it even better for the home. When this one arrives we'll carry-on even more about how juicy it is.

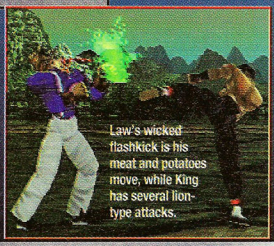
The Ravers

Eight incredibly unique fighters plus sub-bosses

Paul's elbow to the forehead is vicious, but give Yoshimitsu a chance to pull off his spinning combos and you get dizzy.

Jack's enormous torso and tiny legs may remind you of Mr. Potato Head. If that's the case, Kazuya is planning on some mashed potatoes for dinner.

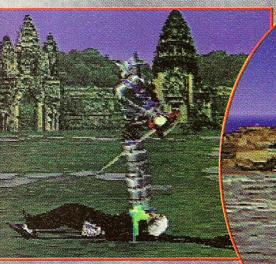
The blonde and the brunette are both suited in skin tight spandex. Nina and Michelle may be frail, but they have some vicious moves.

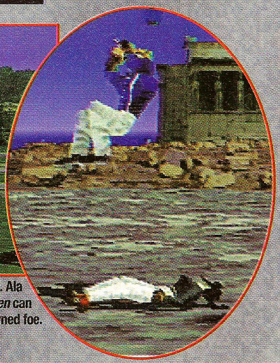


Law's wicked flashkick is his meat and potatoes move, while King has several lion-type attacks.

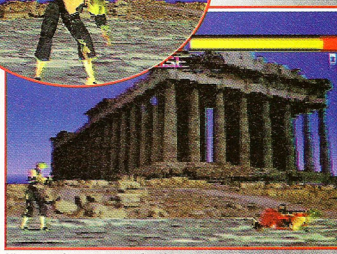
Throwback

The throw moves MAKE this game





Get 'em while they're down. Ala *Virtua Fighter*, anyone in *Tekken* can pounce on a downed foe.



Nina's tossing opponents for distance looks to be a real pain in the neck, but it's an awesome move.

Law's 'Death From Above' is one of the sweetest throw moves ever.

King's vicious pile driver is another example of a great move. Every character has at least two throw moves.

The evil smiles of the ending rendered sequences make your long battle to victory well worth it.

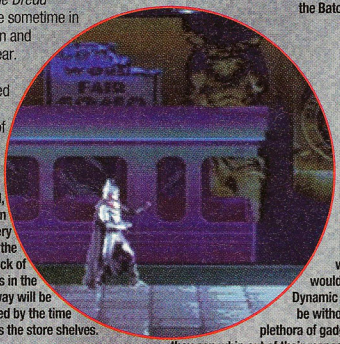
Batman Forever

Acclaim for Super NES, Genesis, Game Boy, Game Gear

Although not quite as timely as their *Judge Dredd* release, you can expect this Acclaim title sometime in September, with 32X, Playstation, Saturn and possibly Ultra 64 versions due out early next year.

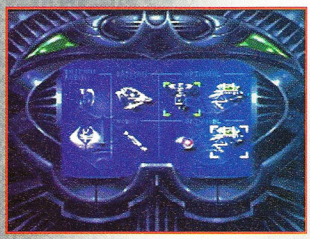
This time around, it's a *Final Fight*-style side-scrolling fighting game, in which the Caped Crusader and Robin the Boy Wonder use their fists and handy utility belts against the forces of evil in the personas of the Riddler and Two-Face. In a nifty bonus, the game uses digitized actors instead of hand-drawn pixel animation, and clocks in at 24 Megs and eight levels.

This one is still really early and pretty far off, but the tiny little bit of action they gave us a peek at during Acclaim's massive press day looked mighty nice to us. Let's just hope that the final product lives up to its advance publicity.



As we said, this version is still very early — the total lack of criminals in the subway will be remedied by the time this hits the store shelves.

The Dark Knight is ever vigilant — notice how he won't even let down his guard while in the relative safety of the Batcave.



And what would the Dynamic Duo be without a plethora of gadgets they can whip out of their respective utility belts at a moment's notice.

OK, now keep in mind that the screen shots supplied to us by 3DO have been 'enhanced' a little — the actual game won't have those dramatic bolts of laser fire criss-crossing the screen.

Blade Force

Studio 3DO for 3DO

Set in yet another crime-ridden future, *Blade Force* puts a slightly different spin on things — literally — by equipping the player with their own Personal HeliPak Flight Suit. Now, if the idea of having a big rotating blade strapped to your back appeals to you, then by golly, so should this game.

The Personal HeliPak Flight Suit is a first for us — we've seen guys in rocket suits and anti-grav boots, but we've never seen a guy with a Ronco blender strapped to his back before.

It actually looks pretty cool — goofy, but cool. The idea is to apprehend seven different super criminals, hiding in seven different levels of the city. The game combines a lot of action with a lot of strategy — you can fly anywhere, but like the *Desert Strike* series, there are things you're going to have to blow up in a certain order to make things easier.

Fully polygon-rendered and texture-mapped, the early beta we saw flew very smoothly. You can expect this, oh, any time now.

Zhadnost: The People's Party

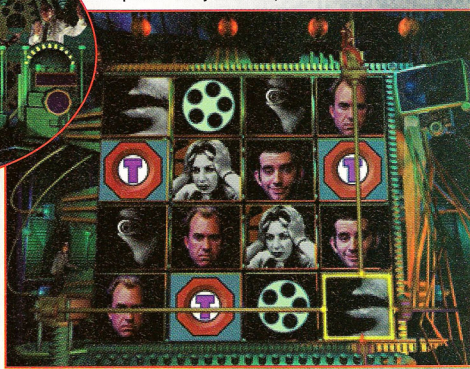
Studio 3DO for 3DO

Zhadnost is Russian for Greed, and the 3DO reps wouldn't let us forget it. If you liked Twisted, that unapologetically wacky game show that helped put 3DO on the map, then *Zhadnost* should really float your boat.

Set in the fictional totalitarian regime of Bizernia, which, like many totalitarian regimes, has crumbled into a more mass-market frame of mind. Hence, 'The People's Game Show,' where contestants compete in games of skill and knowledge for the privilege of seeing their wildest capitalistic fantasies come true.

Loaded with tons o' full motion video and more off-the-wall humor than you can shake a rubber chicken at, *Zhadnost* could be the kind of game that would be the life of any party — including those parties that believe in red flags, tractor factories and (no way!) world domination.

Players face The Grid, a strangely combative system that lets contestants battle each other to decide which game they'll compete in for BIG BIG PRIZES!



Zhadnost features the same kind of offbeat contestants found in 3DO's previous 'Wacky Game Show,' *Twisted*.

Also Coming

ESPN Extreme

Sony Imagesoft For Playstation

Rad racing in a 3-D world is what *Extreme* is promising. Compete with in-line skates, mountain bikes, skateboards, and street luge. Shred over 20 courses from around the world. Go aggro against a friend in the split-screen two-player race. You can even compete in an entire season. Back that all up with some cutting-edge Sony Music artists, and you have what could be a fast-paced rockin' title.

However, considering the history of ESPN/Sony Imagesoft products, we'll be keeping our fingers crossed.

***Road Rash* on blades — with sharp-looking graphics like this, *ESPN Extreme* could be a decent title.**

WarHawk: The Red Mercury Missions

Sony Imagesoft For Playstation

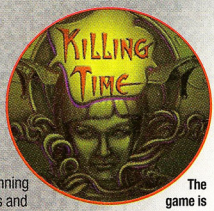
This game combines 3-D flight simulation with arcade-style air-to-air and air-to-ground combat. SingleTrac Entertainment Technologies designed this game. They are the same people that developed real-time 3-D simulations for NASA's space shuttle.

As of yet we don't know if this game is a free-moving air combat game or just a *Starblade*-type shooter.

Rendered 3-D canyons look smooth — hopefully the gameplay will match up to screens like this.

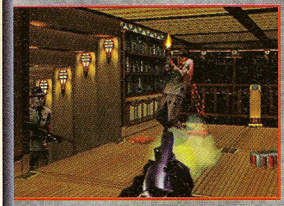
Killing Time

Studio 3DO for 3DO



The game is ghastly right down to its logo — awful isn't it?

Another *Doom*-style first-person shooter, but this time with a few graphic adventure and mystery elements. You're trapped on an island mansion, the site of an out-of-control 1920's party where all the guests wound up dead, and now their ghosts are not only undead and still around, but pretty darn angry about the whole thing too.



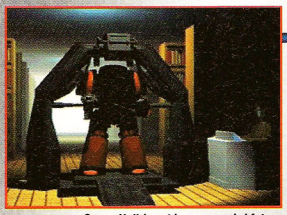
Oh yeah, blast 'em to smithereens. Like any good *Doom* clone, you get the chance to pick up all kinds of interesting — and extremely lethal — weapons along the way.

In between running through the corridors and blasting anything that moves, you'll also have to pick up clues to who killed the woman who owns the mansion, and how to free the spirits trapped inside.

It features digitized graphics of numerous bizarre characters, including a gang of ghostly duck hunters (hey, I'm not making this up). Full motion video and lots of splattering gore round out the game's key elements. Might be worth a look.

Space Hulk

Electronic Arts for 3DO



***Space Hulk* is set in some weird future where mystic cults are apparently as important as high-end military technology.**

OK, here's yet another *Doom*-style first person shooter, but all indications are that this is one of the faster paced and better designed ones coming down the pipe. Based on the PC game (which was actually based on the pen-and-paper game *Warhammer*), it pits you and an entire squad of soldiers in powered armor against an army of nasty mutant demons infesting your clan's space stations.

Even in the late beta version we were given for preview, the action was intense — I mean, the blood even spatters up on the WALLS for cryin' out loud — and the fact that you have a squad of buddies backing you up was a neat twist. You can't control them directly, but you can give 'em orders and make them guard where you came from.

However, your comrades-in-arms also had an annoying habit of breaking in every two seconds with a digitized, 'There's something on the scanner Captain!' Hopefully, the constant background chatter will be cleaned up for the final version — the rest of it sounded so cool, I'd hate to have to turn off the sound.

And who's THIS guy? Again, strange things are always popping up in what could otherwise have been a straightforward shoot-'em-up.

Uh-oh. One thing you can say about this game that you can't say about many *Doom* copies is that its mutant demons even look good up close — not that I'd ever want to get this close.

Iron Angel of the Apocalypse

Synergy Inc. for 3DO

This scary oddball is either a brilliant scientist or Lord of the Dead.

This was originally called *Tetsujin* in Japan — it's another *Doom* clone (is anyone else out there keeping count? I'm running out of fingers). This one features some of the trippiest opening sequences and exciting cut scenes we've ever run across.

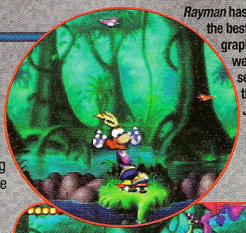
It begins (I think), with your body being resurrected by some freaky guy speaking in subtitled Japanese. In between mouthfuls of philosophy, he armors you up in a robotic combat suit and gives you a tower to storm.

Although it moves a little less smoothly than some *Doom* clones, the surrounding weirdness made us look twice. Stay tuned for a full report.

Although not the smoothest *Doom* rip-off we've ever seen, *Iron Angel of the Apocalypse* might make up for with its weird head-trip graphics, like these explosions — woo, look at the trials!

Rayman

UBI Soft for Jaguar



Rayman has some of the best graphics we've ever seen on the Jaguar.

The popular wisdom is that every gaming platform needs a side-scrolling action mascot, and Rayman would just love to do for the Jaguar what Sonic did for the Genesis. From what we've seen, it might at least come close.

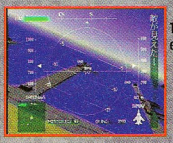
The humor is pretty cool too — Rayman triggers a continue point by standing behind a cutout and getting a snapshot taken.

This may well be the best-looking title yet for the Jaguar. Rayman is the virtual alter-ego of a young boy, trapped in a world he designed but never got control of. The game play in our preliminary copy was fairly smooth, and there were enough cute touches of humor to make us want to see more of this one.

Best of all, the game plays just as good as it looks. This could be one of the Jaguar's best titles — we will keep you posted.

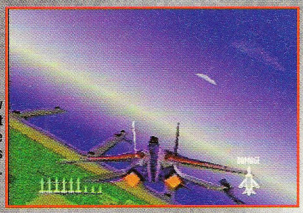
Air Combat

Namco For Playstation



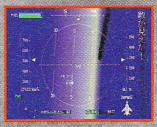
The in-cockpit view is complete with all the gauges necessary to make this a flier's dream.

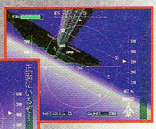
The first aerial combat game to come home on a next generation system will be *Air Combat*. It's detailed gauges and total freedom of movement make one think of a flight sim, while the constant enemy attack is likely to keep action fans playing as well.

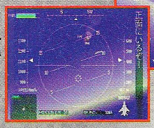


The out-of-plane view isn't complete, but will be by the time the game reaches the PlayStation.

The version we played was less than 40% complete and only had one mission up and running. Eventually, there will be 22 detailed and intense missions to complete. The one mission we did play was long, tough, and exhilarating. With the bank turns, dog fights, spins, and ground targets, *Aerial Combat* promises to be another solid title for the Playstation.

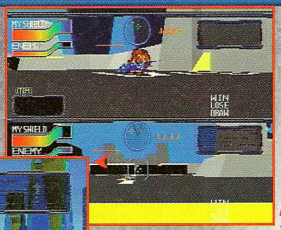


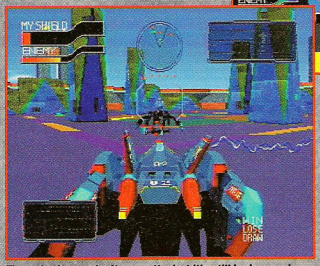




Bank turns, flying upside-down, and dogfighting are all the things that are going to make *Air Combat* something special.

The sharp rendered intro sequences tease you with beautiful graphics.





The split-screen two-player mode just makes the screen too small. Too bad.

The actual game isn't as pretty, but it's still looks good.

Cybersled

Namco For Playstation

An arcade translation by Namco for the Playstation (anything sound familiar here). *Cybersled* was a hot arcade title last year, mostly because of it's two player mode. The home version has a split screen two-player mode, but experience tells us that won't be quite the same.

Still, Namco has added rendered intros, texture mapped the sleds and put a little more effort into the one-player game. Some changes are planned for the U.S. version, let's hope they're for the good. Overall, this is still another solid PlayStation title that we will check out in an upcoming issue.

Also Coming

Battle morph

Atari For Jaguar CD

The high-tech sequel to the first Jaguar game, *Cybermorph, Battlemorph* hopes to use more of the Jag hardware to make a game worth getting the CD player for.

All we've seen is this one screen, so no opinion can be formed yet. But when we get a copy of this disk in we'll give it a whirl and give you the low-down.

Looks decent, but so did screens of *Cybermorph* and that wasn't much of a game. Hopefully, they've learned from their many mistakes.

Dragons Lair

Atari for Jaguar CD

The animated classic is coming to the Jag CD, so if you haven't played any of the other many versions, and you have a Jaguar CD, you may want to check out the point and click action (not really) of the eleven year-old arcade classic. After all, what would a CD system be without *Dragons Lair* (we hope to find out someday).

In the coming months, we'll let you know if it's time to slay this dinosaur or just give it a ride.

Dragon's Lair has that dastardly Dirk in the starring role again.

SEGA SATURN

Here And Now!

Could it be? Is it possible? A next generation game platform actually about to be released here in the U.S.? Hallelujah! After months — even years — of anticipation, the Saturn is almost in our grasp. And it's about time, too — our poor hearts just can't take much more waiting!

The U.S. Saturn, dressed to kill in its sexy black case. Will it succeed? Will it fail? Will it enslave all our minds and make us unwilling pawns of its own evil, twisted plan?

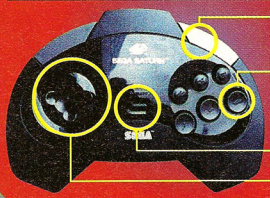
It Came From Japan

Rumors of the 'Sega' Saturn (as it will be officially titled in the U.S) were circulating back before the company had even begun work on the 32X, but details remained sketchy until last November, when Sega launched the machine to a legion of eager Japanese gamers. Many U.S. players were left to wonder why Japan got the machine so early. And while there is no single, official answer, a number of factors doubtlessly played a part in the delay. First of all, the Mega Drive (Genesis) was a distance second to the Super Famicom (Super NES) in Japan. Sega needed a really big gun to fight back, and they needed it as soon as possible. Meanwhile, the Genesis was doing fine in the U.S., so Sega could afford to sit back and take more time to create the perfect launch. And that's one way that the excruciating wait actually helped U.S. gamers. With nearly another year's worth of time to develop games, Sega will have a much stronger library to support the U.S. Saturn when it's launched. In Japan, the only real game that they had for the first couple months was *Virtua Fighter*, which sold at an amazing 1:1 ratio with the Saturn itself.

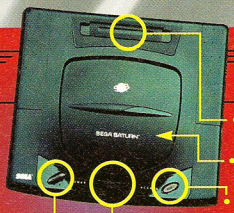
So far, the Saturn is still smoking up the charts in Japan, and has managed to keep the PlayStation at bay despite a slightly-higher price tag and the mighty *Toh Shin Den*'s number-one ranking in software sells. Get this; the Saturn sold 500,000 units in the first month alone. And Sega estimates that they'll sell 2 million Saturns in Japan by the end of the year. All of this just has Sega pumped more than ever about their chances here in the U.S.

Up-Close And Personal

Control Pad



Top View



Bring It On Home

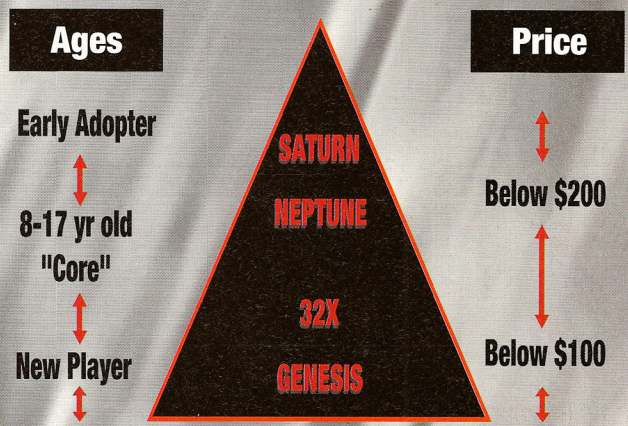
Now the Saturn is on its way stateside. On November 2nd, 'Saturnday', red-blooded American game players will be able to soar through alien skies on dragon-back, try a few laps at Daytona, and bust polygon knuckles on polygon jaws... for a price. And that's where trouble comes into paradise — the price. Sega has stated that Saturn will be 'between $350 and $450' — that puts it out of many players' reach. However, Sega has also hinted that their price range could slide slightly lower, so hopes are high that Sega will find a way to cut costs. Either way, Sega may try to warm-up to gamers with more pack-in games. The company is rumored to have considered putting up to three titles in the box, since CDs only cost about $2 to manufacture.

Sega has announced about 20 games at launch, both in-house and third-party titles, and claims to have around 100 more ready by Christmas. These figures may seem ambitious, but with more than 100 third-party publishers and developers currently creating software world-wide, they just might have the muscle to pull it off. Sega also claims that Saturn will benefit from the company's 'most ambitious marketing effort ever'. For the Japanese launch, this included spokespeople who looked just like the Coneheads. And while Sega isn't talking about its top-secret U.S. ad campaign, they haven't ruled-out using the Coneheads once again (*shudder*). But no matter what route Sega decides to take, you can bet they'll be going full-steam ahead come September.

Sega's Triple-Play Strategy

Sega's plethora of platforms has some players baffled. Does Saturn mean the end of the Genesis and the still-growing 32X? Nope. Instead, Sega offers its 'Triple-Play' strategy to show how so many roosters can live in the same hen-house. However, note the sobering exception of the Sega CD in Sega's marketing strategy. While Sega states that they will continue support for the fledgling system, many developers predict that only a few token-titles will trickle onto the platform from here on, which may result in the system being left to wither 'on the vine'.

SEGA'S TRIPLE PLAY



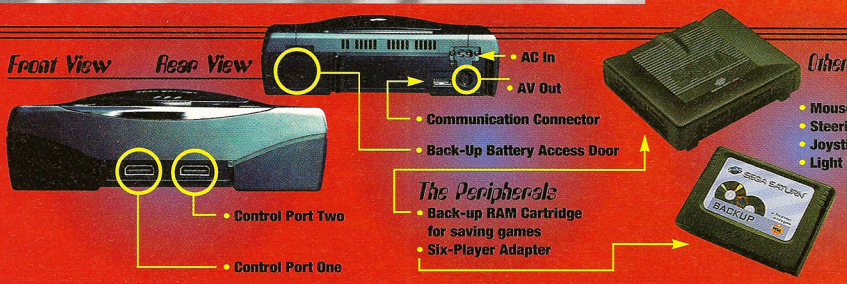
Under The Hood

CPU
- 2 x SH-2 32bit @ 28Mhz

MEMORY
- VRAM: 12Mbits
- Main RAM: 16Mbits
- Sound RAM: 512K
- Buffer RAM: 512K
- Boot RAM: 512K
- Battery RAM: 32K

GRAPHICS
- Resolution: 352 x 224 (or 640 x 224)
- Colors: 24bit palette, 32,000 on-screen
- Sprites/Polygons: VDP1 chip, dual-frame buffer
- Backgrounds: VDP2 chip, 5 planes, 2 rotation planes

CD-ROM DRIVE
- Double-Speed



The A-List

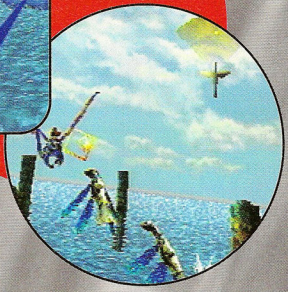
What about the games? Will the first batch of titles win players over, or stir memories of early 32X carts? Here's a brief scouting report on Sega's flagship games:

Panzer Dragoon

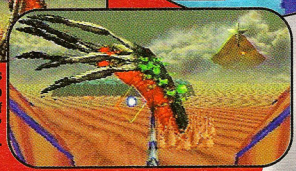
Sega's top Saturn-original, with breath-taking graphics and heart-pounding gameplay. Watch for big things from this one.

You have three different views to choose from in *Panzer*.

The opening cinema screens set up a cool, unique world that you've just gotta explore.



You can fire a full 360° around you!



The sand worms in stage two really show off the games' amazing graphics.

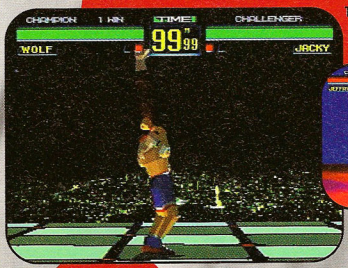
Virtua Fighter

The top Saturn title in Japan, and a key game for the Saturn's U.S. success.

All of the characters and moves have been faithfully ported over.

A great-playing game, but there's little 3-D actually involved.

Each scene melts into the next smoothly, with quick access time.



The fighting is designed around real styles — no fireballs here.

The only real 3-D look at the game comes in the Replay Mode.

Pebble Beach Golf Links

Not at the top of most players' list, but everyone owns at least one golf game.

The movements in *Virtua Fighter* are still the smoothest ever.

Daytona USA

One of the hottest arcade games ever hits the Saturn, but can the hardware handle the action?

Only three tracks? Home players may wear this one out too quick...

Like most *'Virtua'* games, *Daytona* gives you several different views of the action.

The game's only real weak spot is the slow-loading scenery. Graphics just 'pop' out of nowhere.

Clockwork Knight

Sega's only platformer for launch. Will next-gen players still support the side-scroller?

The 3-D backgrounds are pretty, but it's just your typical side-scroller.

Toys playing with toys? Older players may be turned off by the game's childish approach.

This 'transformer' boss is one of the only polygon-based graphics in the game.

Believe it or not, the Bonus game is actually more addictive than the action.

Blackfire

A flight-sim/action game that promises to woo the PC crowd.

Bug

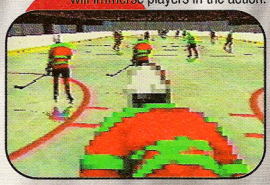
An altogether new kind of game that takes advantage of the Saturn's capabilities. Isn't that what the machine was made for?

World-Wide Soccer

This will be a real bench-mark for Sega, since players can compare it with 3DO's *FIFA*.

NHL Hockey

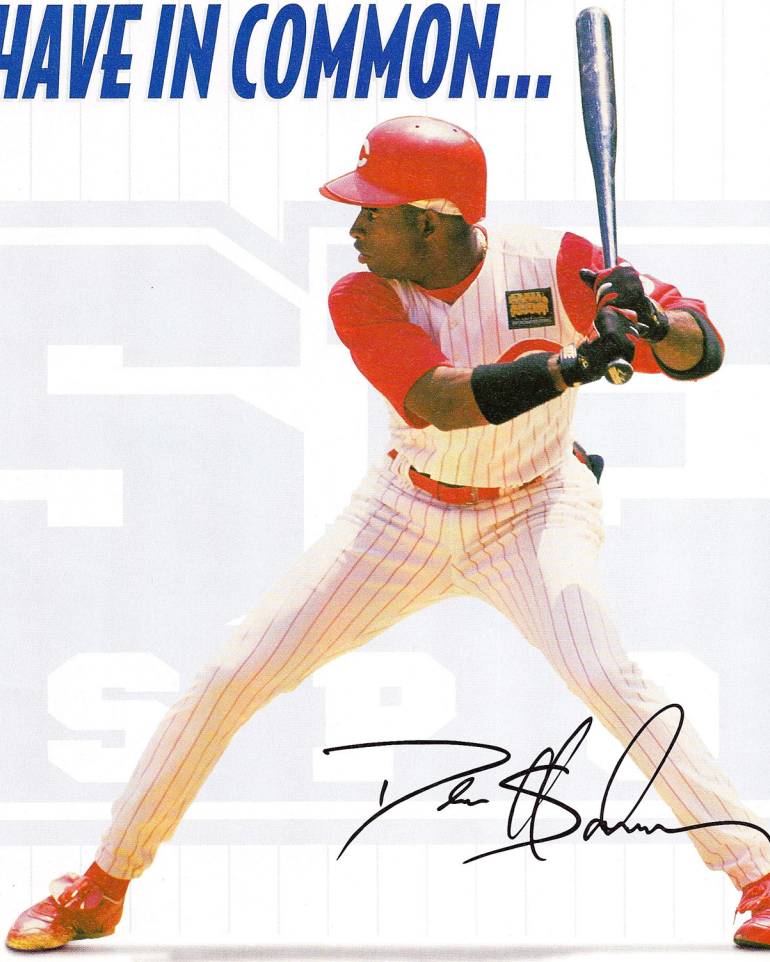
Sega promises that several camera angles will immerse players in the action.



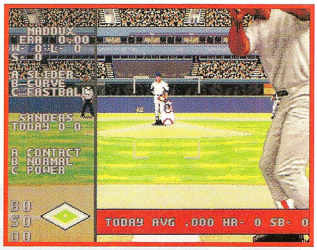
Also On The Horizon:

Baseball	Sega
Virtua Fighter II	Sega
Virtua Cop	Sega
Myst	Sega
Ooze	Sega
X-Men	Capcom
Street Fighter: The Movie game	Capcom
Street Fighter: The Animated game	Capcom
Street Fighter Legends	Capcom
Darkstalkers	Capcom
Batman Forever	Acclaim
NBA Jam: TE	Acclaim
Frank Thomas Big Hurt Baseball	Acclaim
Alien Trilogy	Acclaim
Shanghai: Triple Threat	Activision
Basketball '95	Crystal Dynamics
3-D Baseball '95	Crystal Dynamics
Solar Eclipse	Crystal Dynamics
Legacy of Kain: Blood Omen	Crystal Dynamics
Dragons of the Square Table	Crystal Dynamics
Incredible Toons	Capcom
Virtua Racing	Time Warner
Primal Rage	Time Warner
Berserk	Domark
Tank Commander	Domark
Apache	Domark
Madden	Electronic Arts
Road Rash	Electronic Arts
Rugby	Electronic Arts
PGA Tour Golf	Electronic Arts
Pool Master	Data East
Cyber-Sled	Namco
Brutal 2210	GameTek
Indy Car	Papyrus
The Journeyman Project	Sanctuary Woods
Rayman	UBI Soft
Way of the Warrior	Naughty Dog
Tomb Raiders	U.S. Gold
Virtual Golf	U.S. Gold
1996 Summer Olympic Games	U.S. Gold

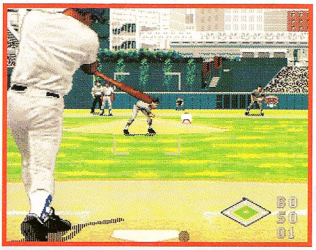
WHAT DO DEION SANDERS AND WORLD SERIES® BASEBALL '95 HAVE IN COMMON...



THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!

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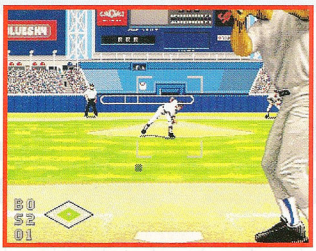

Roberto Alomar faces Jack McDowell in all-star batting mode.

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REVIEWS

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We told you things were gonna change and you didn't believe us... Oh no... You thought we were just a little deranged, didn't you? Well, now things have changed. No matter where you run, we'll be there... waiting for you...

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 *We give you this on a need-to-know basis, so obviously, you need to know!*

REVIEWER *To read him is to know him. To sit next to him at the office is pure living hell.*

OPINION *Whose opinion do ya trust — ours or some guy who won't use his real name?*

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:	This category is weighted by eight.
Replay Value:	This category is weighted by a factor of six.

SCORE *This is what it's worth, so you know if it's worth it!*

100%	Flawless	90%	Excellent
80%	Good	50%	So-So
75%	Very Good	30%	Total Crap!!!

KNUCKLES' CHAOTIX

KIDS TO ADULTS K-A AGES 6+

32X

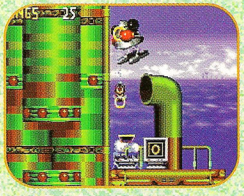
GENRE / action
PLAYERS / 1 or 2
SIZE / 24 Megs
SAVE FEATURE / after each level
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.95

Typically stimulated by colorful geometric shapes, Patrick Baggatta was heard to cry out 'Somebody bring me something pale and squishy, quick!'

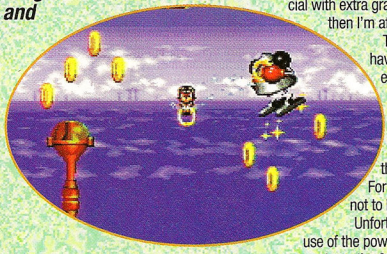
As the 32X library continues to grow at a sluggish pace, it's difficult to accept a game such as *Knuckles' Chaotix* without a great deal of disappointment. Conspicuously missing from the title (and the game) is Sonic, however it won't take long to recognize the format as yet another in a series of Sonic games. As in all the Sonic titles, the object is to collect gold rings in a land of brightly-colored geometric shapes. If that's enough for you (and dear God, I hope it's not), then this game delivers a re-heated, blue-plate special with extra gravy. If you're looking for more, however, then I'm afraid you gotta look elsewhere.

The only innovation here is the action of having two characters connected by an elastic band of twinkling stars. The problem with this particular feature is that coincidentally, it is the single-most annoying thing in the game. If you are able to accomplish anything through this forced pairing, it is often by mistake. For the most part, the best you can do is try not to let it screw you up.

Unfortunately, this game makes precious little use of the power of the 32X and it makes me think perhaps the 32X might be better applied to fresh gaming ideas. In fact, other than a few color-enhanced backgrounds, you're gonna wonder why this isn't a Genesis title. **GP**



Who says TV has nothing good to offer? Find yourself some good stuff here.

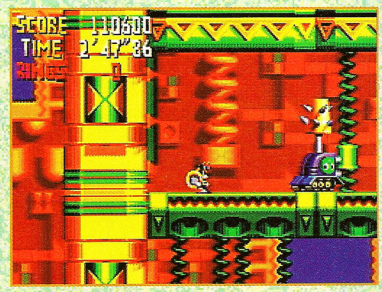


DON'T I KNOW YOU FROM SOMEWHERE?

If you don't recognize these features already, then at least pay attention so you can recognize them next time they come out in a 'new' game.

This is the famous Sonic Spin-dash. It still works.

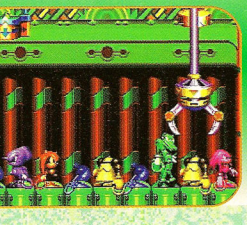
Elevators, flying platforms — Jane get me off this crazy thing! Now! I'm not kidding!



The enemies are few and far between, but if you should see any, I'm sure you know what to do.

CHOICES, CHOICES, SO MANY CHOICES.

There are a fair amount of choices available in this game, but please don't get too excited until you see what little difference they make in the end.



Choosing your partner is less consequential than you might think. Most of the characters share the same awkward feel.

There is a limited amount of control in choosing which level you wanna play.

Picking your lead character is perhaps your most important option, though there still is very little in the way of big differences.

WHERE'S THE POWER?

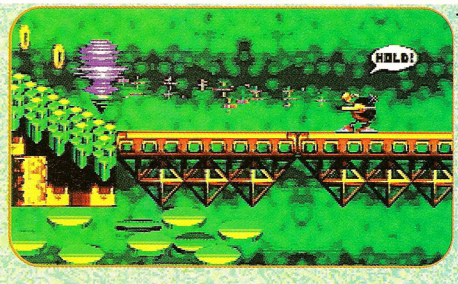
What does 32X really do for this game that Genesis couldn't?

This feature was probably meant to show off the scaling of the 32X, but it's a bit on the blocky side.

Hey, get that crazy giant pixel maker out of here!

Where are the fabulous colors of the 32X?

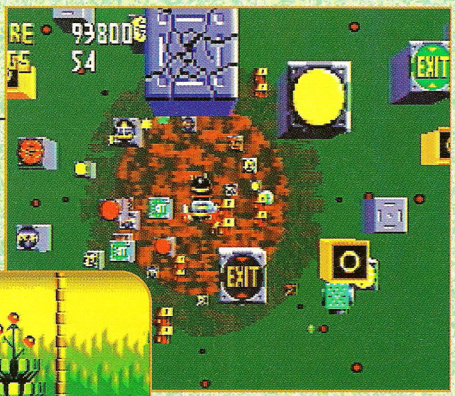
This screen in-between levels shows how many stages you've put away. Thanks a lot.



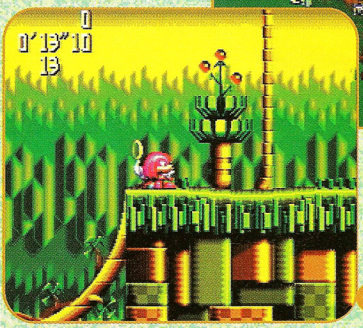
The 'hold' feature allows you to stretch the elastic band between the two characters and send them flying off in either direction. It works fine, but so does the spin dash.

FEATURES, I SAY... FEATURES.

Here are the few features that you won't recognize right away.



This 3-D bonus stage is one of the best features. I'm sorry.



Occasionally you are penalized, and temporarily lose your partner. Pray for this penalty!

A SECOND OPINION

Let's kill the platform game before somebody gets hurt. A couple of years ago, *Knuckles' Chaotix* on the Genesis may have been a solid game. However, it isn't two years ago, this isn't the Genesis, and this game just isn't much fun. The most annoying part of *Chaotix* is the blatant attempt to show off the 32X's power by scaling your partner to the foreground for no reason. The result is quite laughable. As much as I hate to agree with Patrick, he's right on with this review. — *Mike*

GRAPHICS 6

- There are some really nice background textures.
- You've seen them all before in just about every *Sonic* game.

MUSIC & SOUND FX 4

- The music just might keep your toes tapping.
- There is little difference from stage to stage.

INNOVATION 3

- What we have here is *Sonic* without Sonic.
- This format was old even before this game recreated it.

GAMEPLAY 4

- Most of the basic actions are at least easy to master.
- The two-character feature is cumbersome with very little payoff.

REPLAY VALUE 4

- Run, jump, collect stuff. Somehow it always sucks you in.
- It's so easy, you're likely to see it all the first time you play.

41%

OVERALL GP RATING

SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / puzzle
PLAYERS / 1 or 2
SIZE / 8 Megs
SAVE FEATURE / none
PUBLISHER / Taito
DEVELOPER / Taito
AVAILABLE / now
PRICE / $59.99

BUST-A-MOVE

*We always wondered why **Darrell Sasagawa** had a puzzled look on his face all the time, and after he turned in this review, we found out why.*

This guy here is Bob.

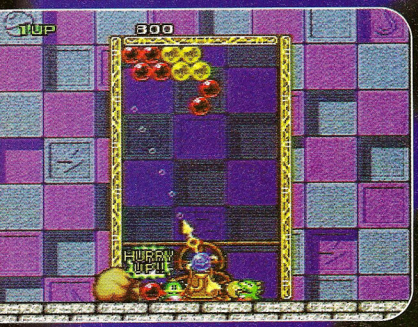
Do you remember the first time you played *Tetris?* Do you remember how you couldn't put it down? Well, since then a lot of manufacturers have tried to cash in on puzzle-mania. Personally, I think life is like a box of puzzles: you never know what you're gonna get.

In *Bust-A-Move*, you help Bub and Bob shoot colorful bubbles from a cannon sort of contraption — the object being to connect the bubbles to like-colored ones which hang from the ceiling. When three bubbles of the same color connect, they explode off your screen, and on to your opponent's.

Time and gravity work against you as well. It's not a race against time literally, but when you go up against the computer, time waits for no one, and gravity... well, you know what they say about gravity...

The variety of playing options in this game is a welcome change. You can play against your pals, the computer, or other characters. Honestly though, the only real challenge I found was going for the record, otherwise, the game gets old pretty fast. **GP**

So that means this is Bub.



In the first few levels, the game shows you exactly where your bubbles will end up.

In the Head-to-Head Mode, it takes two victories to move on to the next level.

It's important to see what color bubble is coming up next.

The record challenge mode is by far the most fun.

7 GRAPHICS

- Colorful bubbles and cute little characters abound in this game.
- Most of the screen is background.

7 MUSIC & SOUND FX

- Catchy tunes make you snap your fingers!
- Most of the characters have a case of laryngitis.

5 INNOVATION

- The ability to challenge the record is cool.
- There's not much originality here.

8 GAMEPLAY

- This game is so simple to learn and easy to play...
- ...that it's almost kinda boring.

8 REPLAY VALUE

- The Record-Challenge Mode keeps you playing this game.
- Or you may just quit after five minutes.

77%

OVERALL GP RATING

TWO YOU CAN KEEP!

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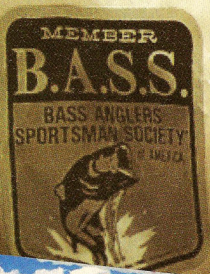

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other angler. Calls bass "dogg[illegible]

Super NES screens shown

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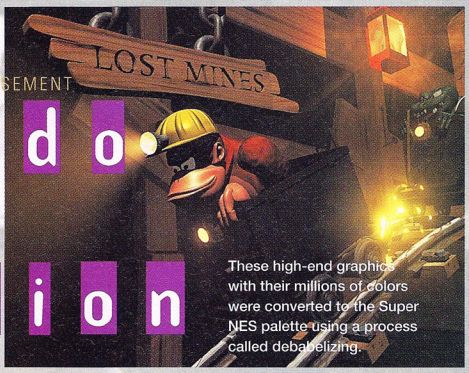
Nintendo & the Innovation leader



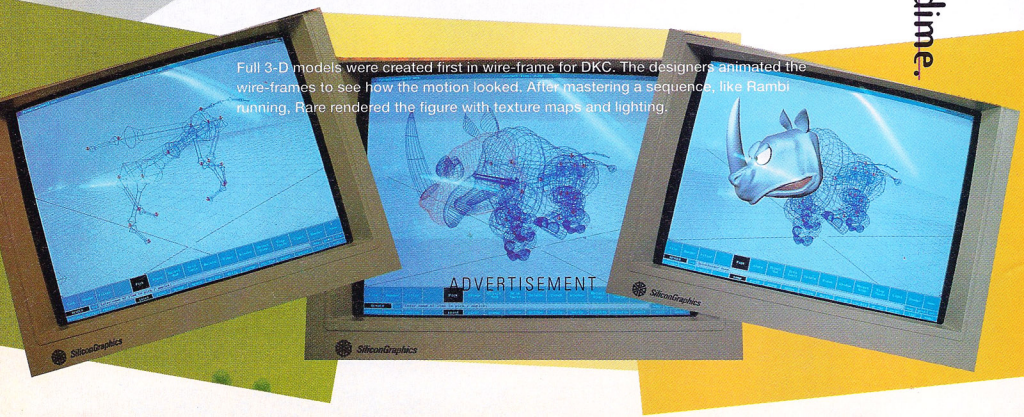
These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your video game system without spending a dime.

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming techniques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them, either. In fact, with games using ACM, or the FX^2 and SA1, gamers won't have to pay an extra dime for the innovations.

ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."



Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, like Rambi running, Rare rendered the figure with texture maps and lighting.

ADVERTISEMENT

SUPER FX2

In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX² can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.

The latest upgrade of the Super FX chip—the FX²—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX², but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking $150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better **games** today for the systems they already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX² and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / fishing
PLAYERS / 1
SIZE / 12 Megs
SAVE FEATURE / password
PUBLISHER / Malibu
DEVELOPER / Malibu
AVAILABLE / now
PRICE / $65.95

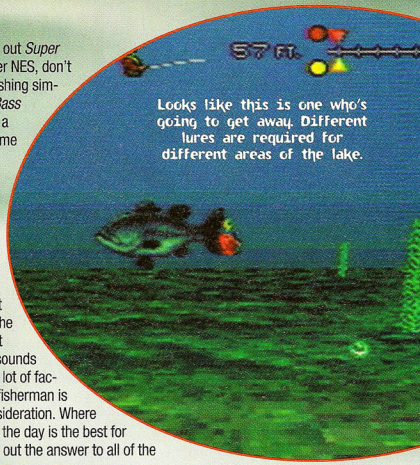
BASS MASTER Classic

When we told Trent Ward to 'Go fish!', he pulled out his deck of Old Maid cards and started shuffling.

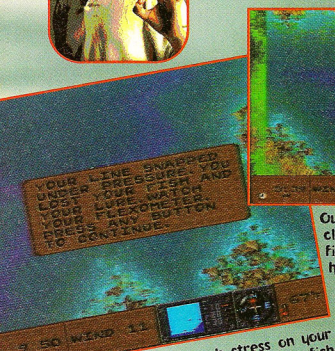
Hey, if you've never tried out *Super Black Bass* for the Super NES, don't laugh at the idea of a fishing simulator. Like it's predecessor, *Bass Master Classic* is a pretty strange game concept that has been turned into an extremely addictive cart.

The idea is pretty simple — get out on the starter lake and catch the biggest fish of the day. The catch here is that while the game sounds easy, there are a lot of factors that a good fisherman is going to have to take into consideration. Where do the fish hide? What time of the day is the best for catching big fish? If you figure out the answer to all of the questions, you win the local tourney and move on to another lake where you have to sort the whole mess out again.

Bass Master Classic has some very impressive graphics for a 16-bit cart, but the views chosen for actual fishing aren't as realistic as the original game. How many times have you ever gotten to see whether or not a fish was going to bite your line from under the water? If you're not too picky about such details, this cart can be as addictive as the original, otherwise you probably should pass on this one. **GP**

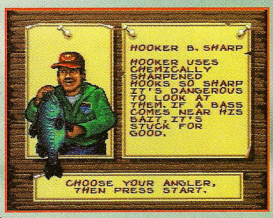


Looks like this is one who's going to get away. Different lures are required for different areas of the lake.



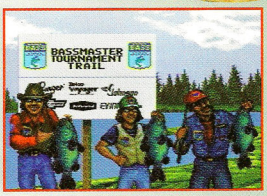
If you put too much stress on your line, it snaps and you lose the fish and your lure.

Out on the lake, keep a close eye on your fish-finder to spot areas of high activity.



At the beginning of the game you want to pick a fisherman (or woman) who has the skills that you need work on.

In the bait shop you can buy bigger and better equipment or just ask for some advice.



At the end of the day, all fish are weighed and the winners are declared.

10 GRAPHICS

- Great scaling FX make it look like you're underwater.
- Still shots are crisp and very, very detailed.

7 MUSIC & SOUND FX

- Plenty of good sound effects and a pleasant little theme song.
- Fishing games don't need a lot of effects.

8 INNOVATION

- It's a fishing game with all the extras...
- In many ways it's still a lot like playing *Super Black Bass*.

8 GAMEPLAY

- You can loose many a day searching for that monster bass...
- Learning the nuances can be confusing.

8 REPLAY VALUE

- Since it's really a simulation, every game is different.
- After a while it can lose its challenge.

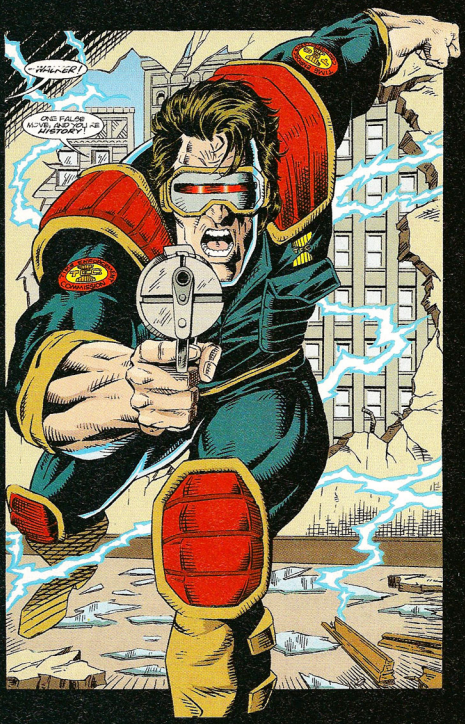
82%

OVERALL GP RATING

You can either save history or be history.

TIMECOP

Excuse me... Do you know what year it is? Just like the comic and the movie, TIMECOP the new action game puts you in the midst of time travel to eliminate your enemies that have traveled in time before you. Enjoy the many challenging stages of time travel that are offered. And remember, don't die, but if you do make sure it's not before the date you were born. Coming soon for Super NES and Sega CD.



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JVC
JVC MUSICAL INDUSTRIES, INC.

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA CD™

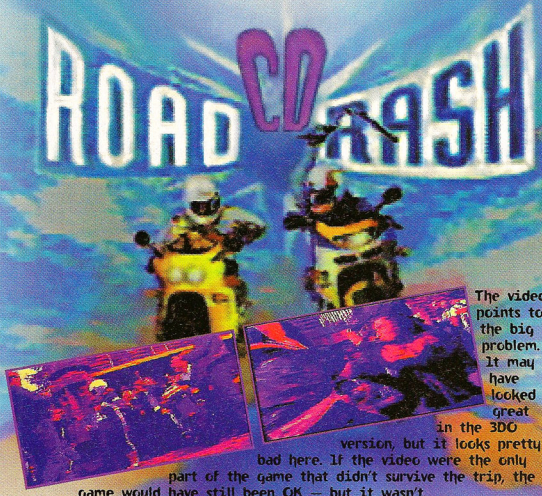
ROAD CD RASH

SEGA CD

MATURE M AGES 17+

GENRE / racing
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / after every race
PUBLISHER / Electronic Arts
DEVELOPER / Electronic Arts
AVAILABLE / now
PRICE / $59.99

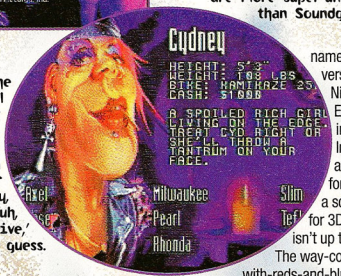
Why improve on something when you can make a mess out of it instead? This is the kind of thing Jeff Lundrigan has been doing since his early childhood years.



The video points to the big problem. It may have looked great in the 3DO version, but it looks pretty bad here. If the video were the only part of the game that didn't survive the trip, the game would have still been OK — but it wasn't.

OK, see those tiny little houses kind of scattered over the landscape? Well folks, in the world of *Road Rash CD*, this is what passes for a 'city.' I live in San Francisco, and trust me, this ain't it.

The game still includes its kickin' soundtrack, including a couple of tunes by Soundgarden and a lot more tunes by some other guys called Hammerbox, who are more super-unknown than Soundgarden.



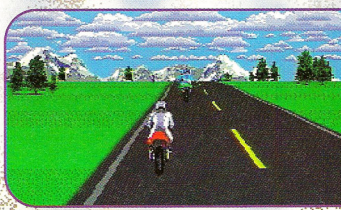
And the game still has that bizarre, vaguely disturbing character art. Very, very, uh, 'alternative,' I guess.

Well, I never thought I'd see this happen. The name *Road Rash* has always meant 'good times comin',' all the way back to those incredible half-mile tumbles you took after a crash in *Road Rash I*. Things only got better from there, and last year's 3DO version was one of the titles that helped put that machine on the video-gaming map.

So why in the name of all that's holy is the Sega CD version such a letdown? What in the Nine Hells could have gone wrong? Easy — the designers got too impressed with their own design. Instead of making *Road Rash CD* an improved version of *Road Rash* for Genesis, they decided to make it a scaled-down version of *Road Rash* for 3DO, and the poor little Sega CD isn't up to it.

The way-cool, MTV-style, over-saturated-with-reds-and-blues digitized video, which looked just stylin' on 3DO, basically looks like crap when squeezed down to Genesis color levels. Worse, although the bike controls fine, there isn't enough scenery shooting by to give you any sense of speed — one level, ludicrously called 'The City', has a tiny Lego block of a building whizz by from time to time. There was more to look at in *Road Rash 3* for Genesis.

Stick to your carts gang, or shell out another four hundred bucks and pick up a 3DO. This version just doesn't cut it. **GP**



Come on — LOOK at this! For the latest entry in the *Road Rash* series, it's pretty thin stuff. It drives OK, but just OK, and it doesn't look good at all.

GRAPHICS — 7

- Well, the bikes and road look just fine.
- The video and road-side scenery look pretty bad.

MUSIC & SOUND FX — 9

- Yeah! Soundgarden eases the pain.
- Who the hell is Hammerbox, and why are they on my CD?

INNOVATION — 4

- Video cut scenes are new to a Sega platform.
- Seen it before, and done better.

GAMEPLAY — 6

- It's still *Road Rash*, and good for a kick.
- Oh, how the mighty have fallen.

REPLAY VALUE — 6

- There's plenty of new bikes to shoot for, and the races keep getting faster.
- The horror... the horror...

62%

OVERALL GP RATING

Minnesota Fats THE POOL MASTER

KIDS TO ADULTS AGES 6+

GENESIS

Pool / GENRE
1 or 2 / PLAYERS
8 Megs / SIZE
password / SAVE FEATURE
Data East / PUBLISHER
Data East Technologies / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

Pool isn't just a game, it's a way of life. To those who worship the soft green felt, there is no escape from a lifetime in a smokey bar. But now, with *Pool Master* you can sit in a nice air-conditioned (or heated) home, plug in your Genesis and sit down to some of the best pool video game ever for a home system.

Pool Master is essentially the sequel to Data East's first pool game *Side Pocket* and, while the two are graphically indistinguishable, the heavy increase in options and gameplay make *Pool Master* a far superior product than the original.

On the upside you can choose any one of seven authentic billiards games, including: 8-ball, 9-ball, One Pocket, Rotation, 14.1 Continuous, Cut Throat, and 3-ball. You can also pick from the Story, Tournament, Trick, or Versus Modes. The wide selection of games, choice of english, savvy computer opponents, and helpful cursor make *Pool Master* a game far superior to any pool game to date.

However, *Pool Master* does have its downside. There is a lack of shot angles, which means it is impossible to make some easy shots. And the slow pace of the game may turn off some short-attention-span players.

While *Pool Master* may not be everyone's game, anyone who likes pool should put down their cue and buy this game before the banks close. **GP**

TRICKY

Go airborne to make shots. If you can do it in pool, you can do it in *Pool Master*.

He's not a Pool Master, but ***Mike Salmon*** *did spend three summers as the chief skimmer at Mister Pool. We figured that was close enough.*

The Trick Mode allows you to impress and dazzle your friends with shots like this.

A nice, solid break is a fine way to start the best game of 8-ball ever.

The taunting computer opponent is really slow, but very tough to beat.

The extending cue ball cursor makes picking your shot easy — maybe too easy.

GRAPHICS 7

- Yep, looks like a pool table.
- However, the small and pixelly balls can be confusing.

MUSIC & SOUND FX 7

- Full selection of swinging tunes from the jukebox.
- You need some *Alice In Chains* to get any aural pleasure.

INNOVATION 6

- Wide selection of games and options make this top notch.
- Nothing earth-shattering, just a quality game.

GAMEPLAY 8

- Best billiards game yet and it's one great party game.
- The lack of angles is sure to leave pool fanatics frustrated.

REPLAY VALUE 7

- The story mode will keep you playing.
- Some frustrating control could keep this cart collecting dust.

74% OVERALL GP RATING

FATAL FURY SPECIAL

SUPER NES

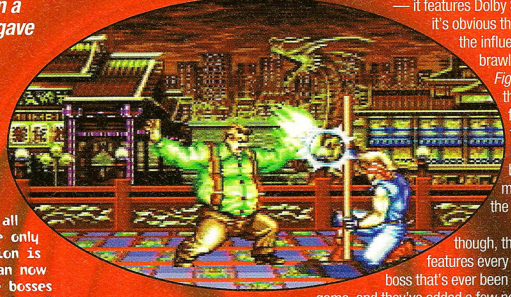
GENRE / fighting
PLAYERS / 1 or 2
SIZE / 32 Mbit
SAVE FEATURE / none
PUBLISHER / Takara
DEVELOPER / Takara/SNK
AVAILABLE / now
PRICE / $69.99

TEEN T AGES 13+

If there's one thing Jeff Lundrigan enjoys, it's a unique, innovative fighting game — but he's been a bad boy lately, so we gave him this one instead.

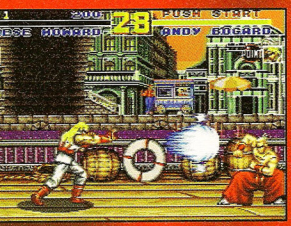
Well, the Bogard brothers are back for another installment. At 32 Megs, this is a near-perfect arcade translation, and diehard fighting fans are sure to be drooling over it. But at this point, anybody else is likely to take a look and say, 'So what?'.

This version offers a couple of improvements — it features Dolby Surround, and it's obvious that SNK is feeling the influence of 3-D brawlers like *Virtua Fighter*, because the two-level fighting that the series is known for has been integrated more fully into the action.



Otherwise, though, that's it. The cart features every character and boss that's ever been in a *Fatal Fury* game, and they've added a few new moves, but there are no new characters, and no particular improvements to game play.

While that still leaves you with a solidly-constructed, enjoyable fighting game, sprite-based, side-on brawlers are dime-a-dozen these days. Lacking any freaky new hook or a different approach to the action, *Fatal Fury Special* is yesterday's news. **GP**



There are fifteen characters in *Fatal Fury Special*, and you've seen them all before. The only real addition is that you can now play as the bosses from *Fatal Fury 2*.

I have to admit that many of the moves in the *Fatal Fury* series are impressive and cool to look at. But then, with four years of work [if you go back to *Fatal Fury 1*], it would be a bigger surprise if they weren't.

At least the backgrounds look good. It seems a lot of the cart's 32 Megs has gone just into stuff that moves — snow-storms, bull rings, ships and trains — it's cool, but it doesn't add much to gameplay.

Overall, there's nothing especially wrong with the game, but there's nothing new, interesting, or different about it either.

8 GRAPHICS

- Huge, well-animated characters and lots of background animation.
- They're still the same old characters.

8 MUSIC & SOUND FX

- Dolby Surround makes everything sound real great.
- Without it, everything sounds flat.

4 INNOVATION

- Some of the characters are kind of strange.
- Aw, who are we kiddin — nothin' new here.

8 GAMEPLAY

- Control is snappy and responsive.
- It's just another fighting game.

7 REPLAY VALUE

- Two-player games almost never get old.
- You've seen it before, so why play it again?

74%
OVERALL GP RATING

SUPERMAN vs BATMAN

FLASH vs FLASH

AQUAMAN vs WONDER WOMAN

BATMAN vs FLASH

WONDER WOMAN vs BATMAN

SUPERMAN vs SUPERMAN

GREEN ARROW vs AQUAMAN

FLASH vs SUPERMAN

WONDER W

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Can anyone match The Flash's speed?

JUSTICE LEAGUE™ TASK FORCE

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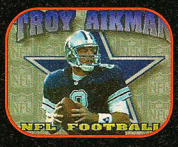
"It has tantalizing innovations and a well-prepared collection of features." –GamePro



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"Jaguar strategy fans should be stoked. One of the best Jaguar games."–Game Players

"More than 50 missions of mayhem and mob activity." –GamePro

Tempest 2000™

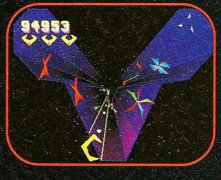
"One of the most intense video gaming experiences ever."–Next Generation

"Further proof that the next level of gaming has arrived."

"This game sets a new standard for intensity."–Die Hard Game Fan

"10–Editor's Choice Gold Award."–EGM

"Best sound and best shooter–all platforms."–Game Informer



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Best system.
Best get off your butt and get one.

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"AVP's graphics are stunning." –GamePro

"Best Jaguar action adventure game." –Die Hard Game Fan

"Jaguar game of the year" –Game Informer & Game Players

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"Blows Sega's 32X version away!"

"The best version of DOOM for any home system."–VideoGames

"Doom is a gaming milestone."

"10–a mega hit!" –GamePro

Zool 2™

"Features superior level design... the visuals are truly gorgeous."–Die Hard Game Fan.

"Zool has everything... once you play, you're hooked." –EGM

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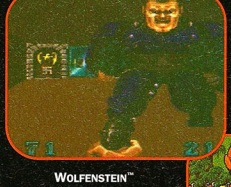
"My adrenaline is pumping–I'm blown away!"

"The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun."–VideoGames

"Graphically, the art is right on." –Die Hard Game Fan



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"It's candy for your senses." –GamePro

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"...a sardonic strategy game that honors the unique design of SimCity and Populus."

"It's worth the price of admission."–GamePro

"Anyone who enjoys designing things is gonna love this game." –Game Players

"Recommended." –VideoGames

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"Detailed and ultra colorful...original and just plain fun to play."–Die Hard Game Fan

"War has never been so much fun!" –EGM

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DO+THE MATH

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JAGUAR

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 8 Megs
SAVE FEATURE / battery backup
PUBLISHER / Atari
DEVELOPER / Virgin/Sensible
AVAILABLE / now
PRICE / $69.99

CANNON FODDER

After playing this game for sixteen straight hours, Trent Ward ran around the office pinching people, just to hear the screams of pain and anguish.

Virgin's new *Cannon Fodder* takes adrenaline-pumped action and combines it with just enough strategy to offer long-term challenge to even the most die-hard arcade gamers. With your own personal army, you land in beautiful, unblemished landscapes, discover scores of delightful new friends, and kill them all.

Using a simple two-button interface, you steer your team through the jungle while blasting your enemies.

As you advance through the game, more draftees show up to replace your dead.

Starting with your small team of draftees, you have to navigate your way through level after level of jungle, arctic, and desert stages and send your dim-witted (but heavily-armed) foes to a screaming death. A level won't end until either every single one of your enemies, or your squad, is wasted.

When it's all over, there's a quick award ceremony for those soldiers who showed true valor in the fight, and an equally brief funeral for those who showed true stupidity. The action is fast and furious, and each level requires a different approach if you want to make it through with your team intact.

Graphics, sound, and control are all excellent, and do a fantastic job of pulling you into this strange world of missiles, mirth and mayhem. Simply put, this is the best Jaguar title released to date, and if you don't have it already, go buy it now! **GP**

Grenades are useful for destroying those pesky enemy hideouts.

When you need to get your bearings, just bring up this handy overhead map.

The funeral screen gives you a list of the guys who didn't make it.

When you wound an enemy, you're treated to a barrage of pain-filled screams as he slowly bleeds to death.

GRAPHICS — 8

- Animation is smooth, and explosions and effects are vivid.
- The characters are a bit too small.

MUSIC & SOUND FX — 9

- Great music for both combat and funerals.
- Incredible death screams! Wait until you wound somebody!

INNOVATION — 9

- There's nothing like this game available on the market.
- You should go and buy this game!

GAMEPLAY — 9

- Death, destruction, and tons of gore equal entertaining play.
- The game was designed for a mouse.

REPLAY VALUE — 9

- Lots of levels, and each one can be played using different tactics.
- Sooner or later, you figure this game out.

89%

OVERALL GP RATING

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GENESIS

TEEN T AGES 13+

GENRE / action
PLAYERS / 1 or 2
SIZE / 8 Megs
SAVE FEATURE / password
PUBLISHER / Playmates
DEVELOPER / Novotrade
AVAILABLE / now
PRICE / $69.95

EXO SQUAD

*At first glance, **Darrell Sasagawa** appeared to be a mild-mannered reviewer, but later we found that he was the lesser-known fourth member of the ExoSquad.*

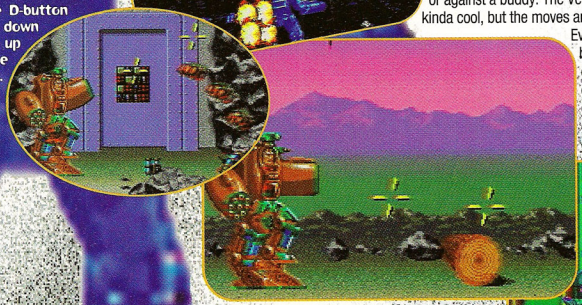
Every so often a game comes out that just blows your mind — too bad this ain't one of them. *ExoSquad* is just another example of a game that aims high, shoots low, and plays bad!!!

You're a Time Cop whose duty is to go back in time and battle all kinds of weird robots. But it's not always robots that pose the biggest threat. There are a few zones where you fly through space shooting at alien space craft and other assorted phenomenon, while meteors absolutely pummel you. The worst thing is there's no way to avoid the onslaught of punishment from the meteors. It truly is ridiculous.

You can play this game against the computer or against a buddy. The Versus Mode is actually kinda cool, but the moves are relatively awkward.

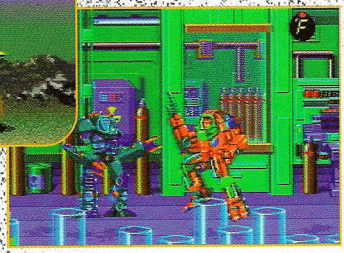
Even if you can tolerate the bad music, the game does little to keep you entertained. *ExoSquad* falls short in every category — there's very little incentive for a true gamer to want to play more than once. The game seems to be in need of a tune-up or an oil change. **GP**

At the beginning of this zone, you are provided with very valuable information.



Press the D-button to squat down and pick up these power-ups.

When you press the A-button, you protect yourself with a shield.



In the Duel Mode, you can fight mano-a-mano.

4 GRAPHICS

- In Duel Mode, the fighting moves are kinda cool.
- In Arcade Mode, the graphics stink.

3 MUSIC & SOUND FX

- The mechanical sounds when characters walk around are OK.
- The music is enough to make you sick.

5 INNOVATION

- The two modes make for gaming variety.
- The only problem is that neither mode is very fun.

4 GAMEPLAY

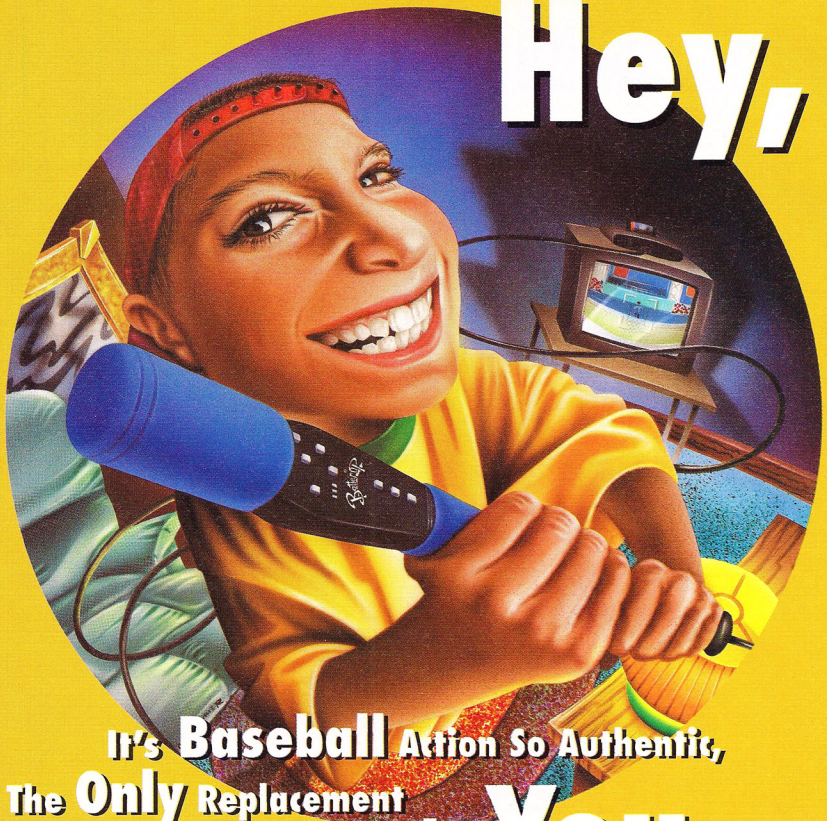
- The Duel Mode allows you to compete mano-a-mano.
- However, it gets old pretty fast.

2 REPLAY VALUE

- The tunes are so awful, you want to mute your TV.
- There is no need to play it more than once.

34%
OVERALL GP RATING

Hey,



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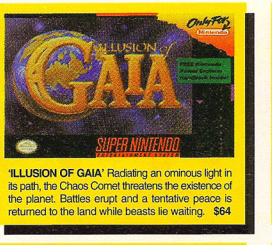
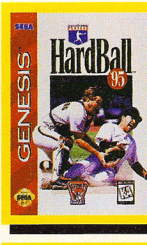


'ILLUSION OF GAIA' Radiating an ominous light in its path, the Chaos Comet threatens the existence of the planet. Battles erupt and a tentative peace is returned to the land while beasts lie waiting. **$64**



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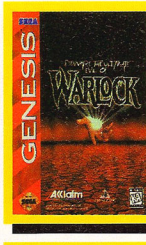

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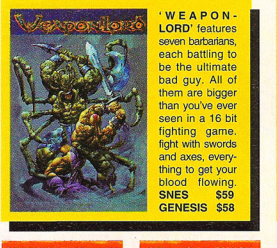

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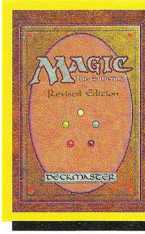

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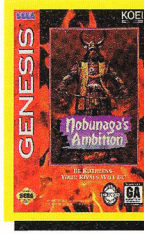

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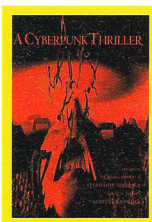
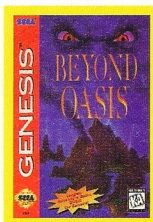
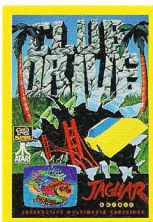


'HELL' To the pits of a man's fears, lies a new breed of evil. Its 2095, and you are a fugitive for sins against the state. Unlock the secrets of the underworld to prove your innocence. Offers lavish high resolution graphics & full motion video. **3DO $39**



' B E Y O N D OASIS' On the mystical island of Oasis, Prince Ali embarks on a crusade against evil. The warrior prince must unleash the powers of the four wild spirits to stop the resurrection of a ruthless sorcerer and save the empire. 24 MEG, one player game. **$68**



' CLUB DRIVE' Sure you've always wanted to blaze down the streets of San Francisco in a souped up hot rod, just like in the action movies. Well now you can! Or plow through an old western town. Strap in and join the 64-bit club. **JAG $39**

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KIDS TO ADULTS K-A AGES 6+

GENESIS

GENRE / action
PLAYERS / 1
SIZE / 4 Megs
SAVE FEATURE / password
PUBLISHER / Playmates
DEVELOPER / Novotrade
AVAILABLE / now
PRICE / $59.99

DEEP SPACE NINE

When he was eight years old, Trent Ward boldly went where no man had gone before. Then the principal dragged him, kicking and screaming, out of the girls' restroom.

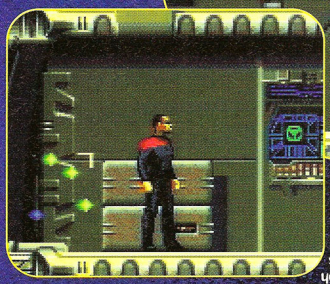
After the swarm of *Star Trek: Next Generation* titles released for the console system, it was inevitable that someone would rush in and pick up the somewhat less exciting *Deep Space Nine* license. In Playmates' newest action game for the Genesis, you take on the roles of the space station crew in an attempt to stop the destruction of the peace-keeping outpost.

The station and crew look pretty good, with crisp background graphics and smooth character animation featured throughout the game. Players can stroll around the station talking with the different members of the crew, or get to work right away looking to solve the mystery of the injured crewmen. Sound is pretty straightforward with some fairly good effects for tricorder and phaser use. Unfortunately, none of this has much impact on the actual play of the game.

While the title is backed up by some nice graphics and animation, *Deep Space Nine* is a typical run from left to right conversion game that never picks up enough to deliver real entertainment. Fans who like the cranial feel to the television show will find the run-and-jump antics of Sisko ridiculous, and those who are looking for an action game will be bored senseless by the hard-to-follow plot and lackluster performance of the game. **GP**

In the first few levels, Sisko has to find hidden grenades and get them off the station.

Transmissions from your crew give you hints on how to proceed.



If you hold on to these explosions too long, you and the station are blown to bits.

Like the TV show, *DS9* is filled with all kinds of alien creatures.

All of the DS9 crew can be found somewhere around the station.

Once you find Odo, he tells you about the injured worker in the docking bay.

8 GRAPHICS

- It's a good look at the insides of Deep Space Nine.
- A lot of the levels look pretty similar.

7 MUSIC & SOUND FX

- The phaser and tricorder sounds are really excellent.
- The soundtrack is a little lackluster.

3 INNOVATION

- There's a small puzzle element in using the ship's computers.
- It's another left-to-right platform game.

5 GAMEPLAY

- Game controls are easy and character response is smooth.
- Actual play is dull and repetitive.

4 REPLAY VALUE

- The password does allow you to pick up where you left off.
- You won't want to play this game for long.

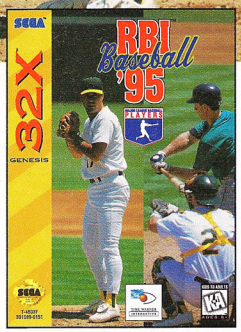
50%

OVERALL GP RATING

NEW FOR SEGA 32X!™

THE MOST POPULAR BASEBALL GAME RETURNS FOR ANOTHER SEASON.

Step up to the plate and drive one into the cheap seats! Crisp color graphics and realistic gameplay make RBI Baseball '95 the latest, greatest installment in the best-selling RBI Baseball video game series. Improved artificial intelligence enhances computer opponent strategies like base stealing, bunting and runner pick-off attempts. Experience an incredible view of those fastballs, curve-balls, and sliders with the large, realistic batter/catcher playing view. State-of-the-art digital video, displayed in 256 colors, provides a fantastic look and feel at the plate. Jumping and diving catches...stolen bases...powerful home runs...you'll find it all and more in RBI Baseball '95.



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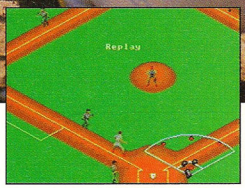
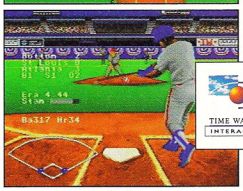
* Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prizes plus equipment cost





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JAGUAR

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1 or 2
SIZE / 32 Mbit
SAVE FEATURE / between missions
PUBLISHER / Atari
DEVELOPER / Atari
AVAILABLE / now
PRICE / $59.99

HOVER STRIKE

*Armed with only some Dramamine and an air-sickness bag, **Jeff Lundrigan** set out to review this game.*

There's a pretty wide variety of planets to scoot around on.

Hover Strike has a nice, dark, gritty look to it, which is kind of cool.

Most of the texture maps look blocky and confusing if you get close to them, which you do a lot of the time.

You spend a lot of your time sliding sideways, which might be kind of cool, except that when you actually want to go in a particular direction, it takes forever to maneuver that way.

And, as you bounce over the surface of each planet, your view is mostly taken up by a really close look at the ground, or sometimes the sky. Keep an air-sickness bag handy — you're gonna need it.

This sounds much better than it actually is: You're the pilot of an attack hovercraft, which skims along the surface of planets on anti-grav pads, and comes equipped with all the usual photon cannons and missiles to shoot at stuff with.

But because your craft hovers, it doesn't stop going in a straight line just because you turn. You have to swivel around in the direction you want to go and accelerate the way you're pointing — eventually the craft changes direction. Maneuvering like this means you're sliding sideways half the time, and makes it a different experience than, say, driving a tank.

This might be kind of strange and cool, but it doesn't work out that way. For one, your craft must be roughly as heavy as the Chrysler building, because when it drifts, it really DRIFTS. Turning takes forever, and if you think this slows things down a lot, you're absolutely right.

What's even worse is that your view is locked in a straight line from the cockpit, so as you bounce over each planet's bumpy surface, your view is mostly limited to patches of sky and ground, and not much else. Not every planet is that lumpy, but a lot of them are, and playing this on a big-screen TV was literally nausea-inducing.

If you're looking for something different, you could do worse — otherwise, steer clear. **GP**

Even on level planets, the experience is less exciting than it is frustrating. It's possible to get the hang of things, but it's not really worth it.

GRAPHICS — 6

- Everything looks kinda OK, but...
- ...a lot of the texture maps could use some work.

MUSIC & SOUND FX — 7

- Some of the music, especially during cut scenes, is pretty good.
- The sound FX are repetitive and grating.

INNOVATION — 8

- The idea of a hovercraft is unique.
- The idea of driving around and blowing stuff up sure isn't.

GAMEPLAY — 6

- If you stick with it, you do get better at it.
- You're liable to not stick with it that long.

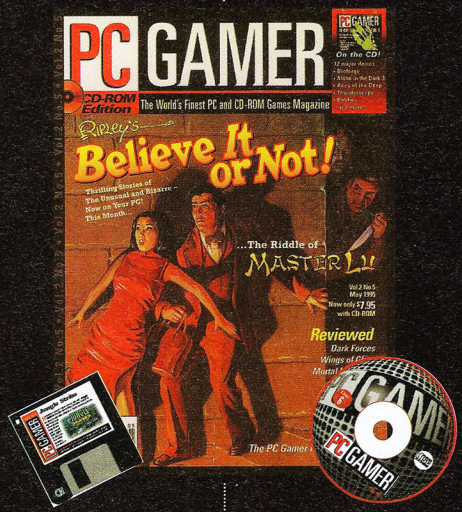
REPLAY VALUE — 7

- It's different enough that you might keep at it a while.
- But then again, maybe not.

65%

OVERALL GP RATING

Are you serious about PC gaming?



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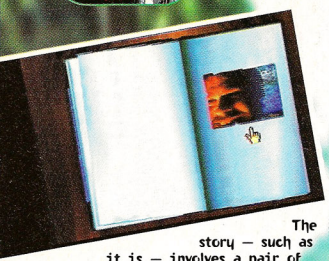
MYST

3DO

KIDS TO ADULTS
AGES 6+

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / Sunsoft
DEVELOPER / Cyan/Micro Cabin
AVAILABLE / now
PRICE / $49.99

When we told Jeff Lundrigan that he'd have to play Myst-y for us, he grabbed a letter opener and started slashing!



The story — such as it is — involves a pair of psycho brothers trapped inside two mystic books. You're supposed to free them [ahem], by finding the missing pages, located somewhere in the game's four areas.

There's one page for each brother in each area. Trouble is, for no good reason, you can only carry one page at a time, so you have to go back at least once, and there's never anything different the second time around.

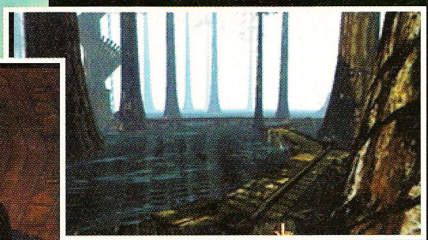
This is the best-selling PC CD-ROM title of all time, but I can't for the life of me figure out why. I've been playing huge graphic adventures ever since the days of the text parser. I've seen them all, I've played them all, and *Myst* just doesn't pass muster. It looks great, no doubt about it, but don't get suckered by the gloss. It's gorgeous yes, but dull.

OK, OK, I know *Myst* is gorgeous, and the look of the game is pretty unique, but keep in mind that almost nothing moves — ever.

What really brings *Myst* down is that all the puzzles are deliberately put together to be as obscure and difficult as possible. The fact is that the puzzles really aren't that tough — it's just that the information you need to solve them is buried under tons of information you don't need, and more often than not, has to be found by trial and error.

Challenging is one thing, but simply not giving people enough to go on is something else again. When you finally solve a puzzle, you don't congratulate yourself for being clever, you curse the designers for being unfair.

This is NOT the way to design a game. In addition to being obscure, it's crushingly repetitive, and terribly self-impressed with how 'meaningful' it's supposed to be. The ending is awful too — no answers, no resolution, just a set-up for the sequel. **GP**



The game keeps trying to convince you that it's very mystical and deep, when in fact the game's puzzles are just too obscure for words — not difficult to solve, just put together so you don't have enough to go on.

9 GRAPHICS

- The graphic design really looks amazing.
- You sort of wish something would move every now and then.

8 MUSIC & SOUND FX

- What music it has is pretty, and the sound FX are always clear.
- Very little music — the FX are annoying.

6 INNOVATION

- A couple of puzzles are interesting.
- Not much new here once you dig beneath the surface.

5 GAMEPLAY

- The gameplay is odd and different...
- ...and obscure and pointlessly difficult.

5 REPLAY VALUE

- You're gonna come back, if you just paid $0 bucks for it.
- There's no real reason to go back.

57%
OVERALL GP RATING

IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!

Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

TAITO™
Taito America Corporation

Quarantine

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save anytime
PUBLISHER / GameTek
DEVELOPER / Imagexel
AVAILABLE / now
PRICE / $59.99

Driving too fast, picking up strangers and shooting anyone who gets in his path sounds like the way ***Jeff Lundrigan*** *gets to work every morning.*

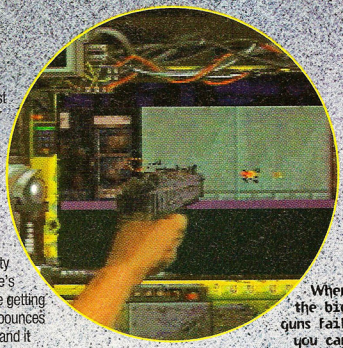
Kemo is a pretty dark and nasty place, but even though it looks pretty good as you're whizzing by, the texture maps the city is plastered with could have used a little more... well, texture.

Well, here it is, *Quarantine* is another 3DO game, like *Immercenary* (reviewed last month) and the upcoming *Blade Force* (see our preview section), which takes place in a fully laid-out, three-dimensional city.

It's also enthusiastically violent. The gist of the game is that you're a cab driver, shut up in the walled prison city of Kemo. The game's controls take some getting used to. Your cab bounces off anything it hits, and it bumps into a lot of stuff.

It also takes a while to find your way around Kemo. You've got a map, but plenty of alleys, parking lots, and other places you can't drive aren't shown, and the streets are such a maze that the fastest way from point A to point B isn't always clear.

However, at its heart this is a very simple game — drive around and shoot anything that gets in your way. It moves well, looks pretty good, and if a little blood on your windshield doesn't bother you, you're gonna enjoy it as much as I did. **GP**



When the big guns fail, you can always point your trusty Uzi out the window and hose the helpless passersby — or not so helpless, as is more usually the case.

Of course, your main job is to pick up and deliver pedestrians. Most of the time they just want to get where they're going, but there are a lot of homicidal maniacs running around Kemo these days, y'know?

Break Out the Big Guns

You're very well-armed, even more so than most cabbies.

Oh yeah! Flamethrowers, chain guns, rotating anti-personnel blades — if it can blow something up or set something on fire, you're better-off having it strapped to your car. Trust me, you need it.

Once in a while you get a chance to get off the freeway and drive somewhere else — like inside this mall, for example. Hey, variety is the spice of life.

Scattered around Kemo are these mainte-nance shops places where you can buy guns and armor. They're cool, but a greater variety of weapons would have been nice.

GRAPHICS 8

- Kemo looks nice and dark and nasty.
- Too many texture maps look extremely blocky up-close.

MUSIC & SOUND FX 8

- The soundtrack includes a couple of kickin' tunes.
- Trouble is, the rest of it just lies there.

INNOVATION 8

- Never seen a game with a cab-driving avenger before.
- It's mostly still a first-person shooter.

GAMEPLAY 8

- Control is smooth, and the action is simple but addictive.
- It takes a while to get used to the control.

REPLAY VALUE 8

- You wanna go back to the bad neighborhoods.
- The action is so simple, it gets repetitive after a while.

80%
OVERALL GP RATING

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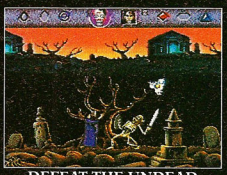

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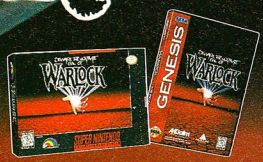

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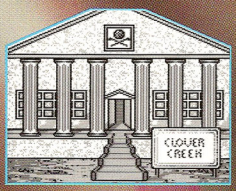
SMALL SCREENS

Once again, it's time to squint at the latest hand-held games to hit the shelves! Remember — if you cross your eyes just right and stare at this page, you'll see a 3-D picture of a flock of ducks.

Sports Illustrated Golf Classic

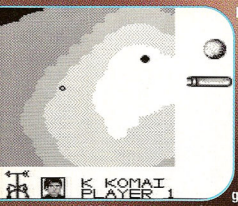
System: Game Boy *Publisher:* Malibu Games
Developer: Unexpected Development • now available • $39.99



The game offers a choice of two courses, 'Country Oaks,' and 'Clover Creek,' which isn't bad for a hand-held golf game.

When you feel the need for some portable golf, you could do worse than give this one a try, but you could do better, too. This tiny cart actually offers two whole courses, and gives the option of two-player stroke or match play (you trade the Game Boy back and forth between strokes). However, the power meter is represented by an animated, tiny little golfer taking a swing. You get used to it, sort of, but this ain't the clearest thing to gauge your shot by.

The ball also has a nasty habit of smacking into trees that you could easily lob a ball over in real life, which is annoying as hell, but still, when you gotta golf, you gotta golf, and as long as you aren't too much of a stickler for realism, this is kinda OK.



During one-player rounds, the game is pretty generous with mulligans (a free shot given to a golfer who has played a prior shot poorly) — after all, there aren't any caddies nearby, so who's gonna know what you did? This lets you practice your game without getting too fed up.

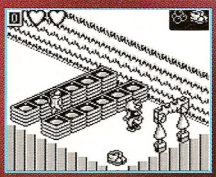
Note the itsy-bitsy golfer in the lower right corner. Watching him or her swing is how you're supposed to judge the strength of your shot. Good luck figuring this one out.

The game shafts you on players. You can only choose from a list of pre-supplied golfers, which means you can't enter your own name.

8 GRAPHICS
6 MUSIC & SOUND
6 INNOVATION
7 GAMEPLAY
7 REPLAY VALUE
OVERALL 70%

Monster Max

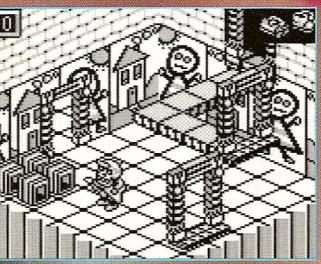
System: Game Boy *Publisher:* Titus
Developer: Rare • now available • $39.99



Most of the game involves finding objects and figuring out how to use them. In the upper-right corner of the screen you can see your inventory, which holds all of two items.

Believe it or not, this is a three-quarter view action game, like *Solstice* (if you can remember back to the 8-bit days), or *Equinox* (if you can't). Generally, this combination of action, puzzle, and 'exactly where in the room is that block'-style of game can be pretty cool, but on Game Boy?

Hey, these things are tough enough to figure out on even a good-sized TV set. On a tiny LCD screen, the squint factor almost makes it not worth it. They've almost been able to put things together so it's clear anyway, and it's worth noting that, if you can figure out what's going on, a lot of the puzzles are challenging and clever. However, this kind of game needs precise control and sharp graphics, and it isn't working here.



This kind of three-quarter view, action/puzzle game can be kind of cool, but the Game Boy's tiny screen is letting this one down.

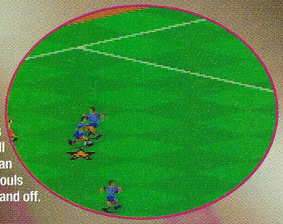
From the game's starting point you can choose to explore a number of different areas, each of which has its own goal — destroy a monster somewhere in the maze.

7 GRAPHICS
6 MUSIC & SOUND
7 INNOVATION
6 GAMEPLAY
6 REPLAY VALUE
OVERALL 62%

FIFA INTERNATIONAL SOCCER

System: Game Gear
Publisher: EA Sports • *Developer:* Tiertex
now available • $39.99

All the international teams from the *FIFA* league are included, plus the 'EA All-Stars', made up of the best players from around the world.



Dribbling, tackling, passing, it's pretty much all here. You can even turn the fouls on and off.

Oh yeah! The *FIFA* line of soccer games are among the best sports titles we've ever seen, and the Game Gear version is no exception. Of course you're not going to find everything here that's in the Genesis or especially the 3DO versions, but to complain about what little is missing is strictly nit-picking and a waste of time.

And frankly, it isn't even stripped down all that much. The beauty of the game is its simplicity — the controls only used a couple of buttons to start with — and that serves up well on Game Gear. It looks great, plays extremely well once you get the hang of it, and even the music is pretty darn cool.

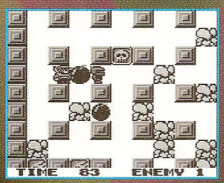
Some of the flashier elements of the Genesis and 3DO versions won't be here, of course, but game play and control are pretty much the same.

And when you score that winning goal in the world championship, it all seems worthwhile.

9	GRAPHICS
8	MUSIC & SOUND
8	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE
OVERALL	88%

WARIO BLAST

System: Game Boy
Publisher: Nintendo
Developer: Nintendo
now available • $29.99



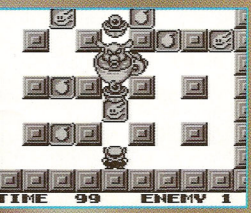
This is what the game is actually like. It kind of, well... it kinda blows.

The game actually has the gall to 'guest star' Bomberman. Is this the first time a character has gotten second billing in his own game?

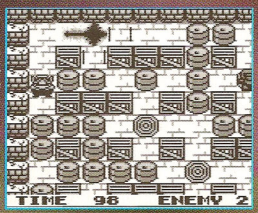
This is just like *Bomberman*, except it isn't good. If you can imagine playing the 'vs' mode of *Bomberman* (a favorite pastime at the *Game Players* office), only not having the option to play against any other human opponents, you've got the idea.

The game is played in rounds, and at the end of every four rounds you face a boss creature. By defeating the boss, you gain the usual bonus items *Bomberman* fans would recognize — being able to kick bombs away, jump over obstacles, and so on.

There are a number of different playing fields, but they all share one basic feature — they're all desperately DULL. You do have the option of using a Super Game Boy and playing against other human opponents, but why not just buy *Super Bomberman 2* for the Super NES instead? It would cost less than buying a Super Game Boy and *Wario Blast*, and then you can play using the full screen and 16-bit color. Our guess is Wario needed the money. This just sucks.



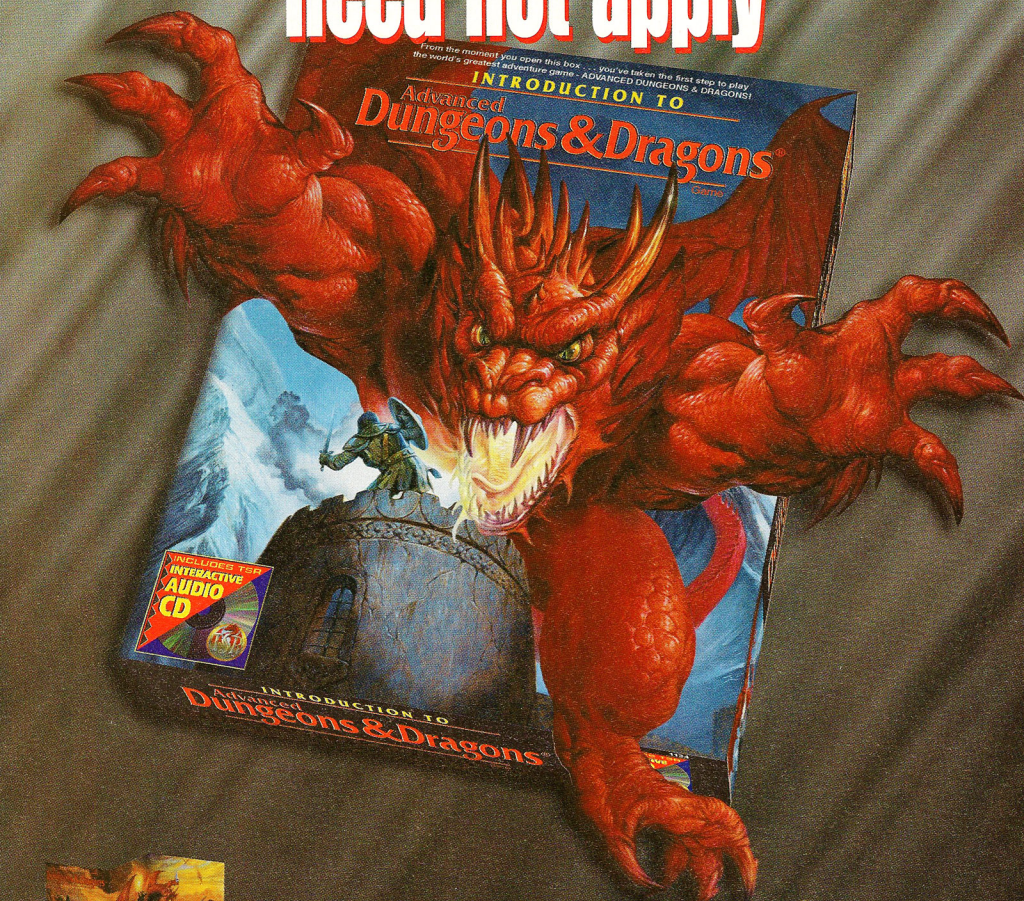
At the end of every four stages you get to fight a boss creature. This is much more like the Story mode of *Super Bomberman 2*, except it's not as good. Watta bummer!



And get this — if you use a Super Game Boy, you can actually play against other human opponents. If you think this is better, or even anywhere near as good, as playing SNES *Bomberman*, please turn in your head for a new one.

5	GRAPHICS
4	MUSIC & SOUND
2	INNOVATION
3	GAMEPLAY
2	REPLAY VALUE
OVERALL	29%

Wimps & Wannabe's need not apply



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HAVE NO FEAR, KYLE PETTY'S HERE

Nitros for a NASCAR race? Can it be true? Yes it can, at least in *Kyle Petty's No Fear Racing* for Super NES. This 24-bit game from Williams was designed with the help of Silicon Graphic workstations and it even allows you to create your own tracks right down to the location of the infield warning signs. But by now you're wondering, 'How does it play?' We'll tell you next month.

SCORE CARD

Despite the Major League Baseball player strike that shortened the '94 season and brought replacement (scab?) players to spring training in '95, game developers and publishers are still cranking out the baseball titles. This month we've got *Jaleco's Super Bases Loaded 3: License to Steal*, and be on the lookout next month for the lowdown on Time Warner's *Super R.B.I. Baseball* for SNES and Sega's *World Series Baseball '95* for the Genesis.

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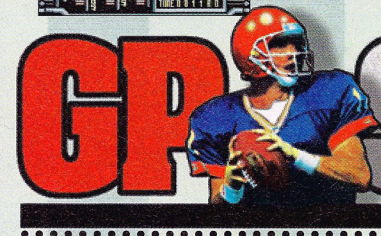


GP SPORTS

Doug Brumley, Editor

INTERNATIONAL SUPER STAR SOCCER

Publisher: Konami
Developer: Konami
now available • $55-60

You need plenty of practice to beat the game's strong artificial intelligence. It's hard enough just to get through the defense, much less score.

As we approach the one-year anniversary of World Cup '94, it's amazing to see how dramatically the number of soccer titles being released has dropped since last June. But the games that are coming out now, like Konami's *International Super Star Soccer* for Super NES, aren't merely trying to capitalize on the hype and make a quick buck. The sport of soccer has always struggled in America, and in order for a soccer game to sell well at this time, it has to be good.

You get a great perspective of the game's penalty kick sequence and the detailed animations it features.

You can't change a team's formation, but you can substitute players (each is rated in four categories) and adjust the team's overall strategy.

While *International Super Star Soccer* looks a lot like soccer games of the past, it is a good game in its own right. It combines well-animated graphics with fairly basic controls to create a very exciting and playable soccer game. A lively crowd, realistic soccer animations, and the shouts of 'Goal, goal, gooooooooooaal!' help to replicate the international soccer experience. A variety of international teams are represented, with each team having its own unique attributes and athletes. The horizontal alignment of the field can be a hindrance when it comes to seeing teammates, but the perspective shows just enough of the playing area around the ball and a radar at the bottom of the screen sort of makes up for the rest.

Aside from the usual play modes of a soccer game like exhibitions and tournaments, this cartridge offers some unique options as well. A scenario mode lets you choose one of nine situations of varying difficulty and see if you can play your way out of it. The training mode tests your skills in every aspect from dribbling to corner kicks, but in the form of a competition where you can challenge a friend's results or go for a personal best while mastering the control system.

Tackling from behind or after the ball has been kicked often earns red cards and leaves your team shorthanded.

8	GRAPHICS
8	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE
OVERALL	79%

SUPER BASES LOADED 3: LICENSE TO STEAL

Publisher: **Jaleco**
Developer: **Jaleco**
now available • $59.95

On the battery screen, which has become fairly standardized in video games, the animations are a bit choppy, but the pitching and batting controls are good.

Before we go any further, let's have a moment of silence for baseball video game fans. Not only has their favorite sport been torn up by labor troubles, but Jaleco has announced that *Super Bases Loaded 3: License to Steal* is gonna probably be the last in the series for Super NES. But cheer up — the designers are turning their eyes towards the Sony PlayStation and negotiations are underway with the Major League Players Association (boy, that sounds familiar!).

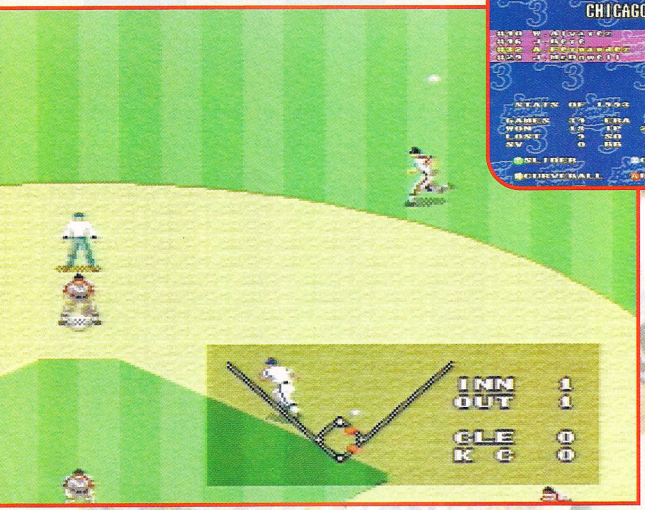
Super Bases Loaded 3 also shows the effects of a shortened 1994 season. Only the complete 1993 stats are included for each player, since the 1994 numbers aren't complete. *SBL 3* combines an arcade quality with touches of realism, but the result is more like a bloop single than a bases-loaded home run.

While batting, pitching, and base-running are all fairly standard for a baseball video game, defense is a nightmare. Once a ball is roped into the outfield, you have to cycle through defenders to get to the intended fielder — there's no helpful switch to the closest player. Options allow you to turn fielding (as well as batting and running) from manual to auto, but that doesn't totally solve the problem, as the artificial intelligence even has trouble switching to the best man to make the play.

The graphics are above average but nothing to write home about, and even the ballpark sounds grow a bit repetitive after a while. But if you can get past the fielding errors, *Super Bases Loaded 3* offers a small taste of the type of game play that made *Ken Griffey Presents: Major League Baseball* so much fun.

Seasonal play is only one of four game modes. Exhibitions, championship series, and all-star contests add to the mix while a battery back up lets you continue seasons or series.

No official team names or logos are included, but a MLBPA license means your games include all the big-leaguers.



Control problems makes selecting a fielder (and hence, fielding) incredibly frustrating. You must cycle through a series of fielders rather than immediately controlling the one in the best position to make the play.

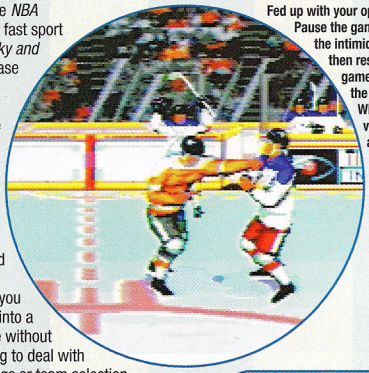
6	GRAPHICS
7	MUSIC & SOUND
4	INNOVATION
7	GAMEPLAY
7	REPLAY VALUE
OVERALL	67%

WAYNE GRETZKY AND THE NHLPA ALL-STARS

Publisher: Time Warner Interactive
Developer: Time Warner • now available • $54.95

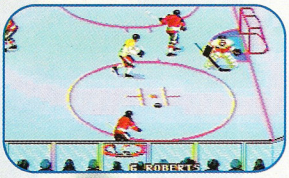
What do you get when you combine *NBA Jam*-style arcade action with the fast sport of hockey? You get *Wayne Gretzky and the NHLPA All-Stars* for Genesis. This release from Time Warner Interactive features the 'Great One' along with all the other members of the NHL Players Association. While there are both arcade and simulation modes of play, this is not a simulation: it's flat out end-to-end arcade-style hockey with a bit of rough stuff thrown in as well. That makes for a fun strap-on-the-skates combination.

Simple controls give the game a good first impression — just pick up and play. There's even a 'just play' option that puts you right into a game without having to deal with settings or team selection. Other choices include exhibition, practice (fight practice, too!), tournament, and seasonal play. There are all 26 NHL teams and six international all-star teams to choose from. The game has it all — from fights to shootouts — when it comes to the elements of the sport.



Fed up with your opponents? Pause the game, choose the intimidate option, then restart the game and watch the gloves fly! Who says video games are violent?

The team selection screen is really unique. Choose teams by skating to their logo at the top or bottom of the screen, or choose international teams by skating over their star on the map.



The skaters may be small, but they are crisply animated and move very smoothly. That, along with simple controls, makes commanding the action a breeze.

8	GRAPHICS
7	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE
OVERALL	79%

BARKLEY SHUT UP AND JAM 2

Publisher: Accolade • **Developer:** Accolade • now available • $59.95

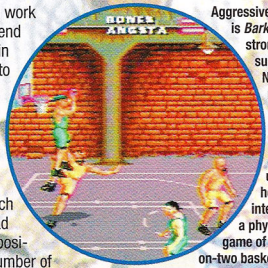
When last season ended in the NBA, no one was certain whether or not Charles Barkley would ever play basketball again. Well, back trouble couldn't hold him down and much to the chagrin of other forwards around the league, he's back for more. He's back again for Genesis video game hoop fans as well with *Barkley Shut Up and Jam 2*. And while the sequel offers more than the original, that's not saying a whole lot.

Last year we whistled fouls on the Genesis original for poor control, choppy graphics, horrible artificial intelligence, and the lack of a shot clock. Those areas have seen slight improvements in the past year. While the graphics still suffer from jerky movements, new dunk animations have been added. The improved artificial intelligence's defense also makes you work harder on the offensive end of the court. But the main thrust of *Barkley 2* was to bottle the elements that made *NBA Jam* such a huge hit: secret character codes and gravity-defying dunks.

Barkley 2 features more than 25 jams, which are determined by joypad combinations and your position on the court. The number of available street characters has dropped from 16 to ten for the sequel, but secret codes can bump that total all the way up to 22. Game options include single games and tournaments, during which a battery backup saves your progress.

Each street player has his own unique abilities, but there aren't any ratings to let you know their strengths and weaknesses.

A selection of new dunks are the most noticeable addition to the sequel. Score three hanging dunks while keeping your opponent scoreless and you do your best Shaq impression.



Aggressiveness is *Barkley 2*'s strong suit. Neither refs nor fouls rear their ugly head to interrupt a physical game of two-on-two basketball.

6	GRAPHICS
7	MUSIC & SOUND
6	INNOVATION
5	GAMEPLAY
7	REPLAY VALUE
OVERALL	59%

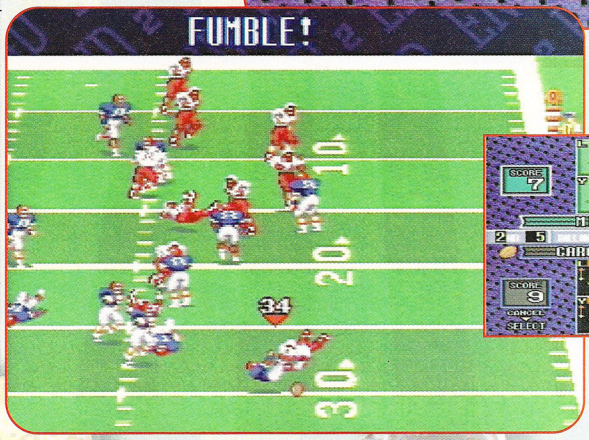
STERLING SHARPE: END 2 END

Publisher: Jaleco
Developer: Jaleco Entertainment
now available • $59.99

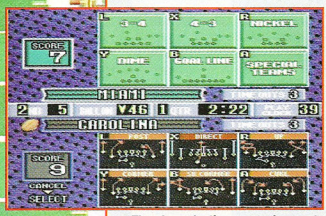
While Sterling Sharpe's football career is up in the air due to injury, the four-time Pro Bowl selection steps in to help out with team selection. No official teams or player names are included — just city names and the actual jersey numbers of players.

Has anyone else noticed that football simulations have begun to follow a cookie-cutter mold? Sure, they each have their own unique qualities, but for the most part they all have similar perspectives, play selection screens, and controls — mostly patterned after the EA Sports' popular *Madden* football series.

Such is the case with *Sterling Sharpe: End 2 End* for Super NES. While the game is a fairly enjoyable game in its own right, the gameplay just doesn't match up to the competition. Fairly simple controls — which are rather logically positioned on the joypad — give you good command of the action, and the graphics and sound combine to emphasize big hits. But you can forget about forward progress. The ball is marked where the ball-carrier lands after a hit, which is usually about five yards behind the point of impact. And good luck catching a ball-carrier from behind — this becomes very frustrating by about the third time you helplessly watch a player run 80 yards for the score. The artificial intelligence is fairly solid (lineman break through the line to make shoestring tackles behind the line of scrimmage), but it has its weak spots (quarterbacks can easily gain big yards by running on passing plays).

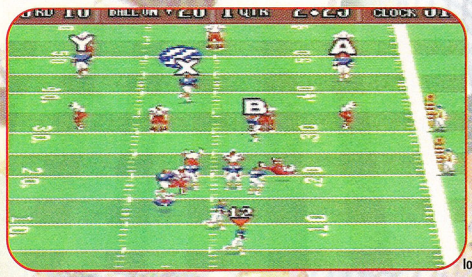


The computer's defense is so quick that you often don't have a chance to react with a spin move before you're tackled for a loss.



The play selection screen is easy to understand. There may not be quite as many plays available as in *Madden*, but there's a little bit of everything — even a direct snap to the running back.

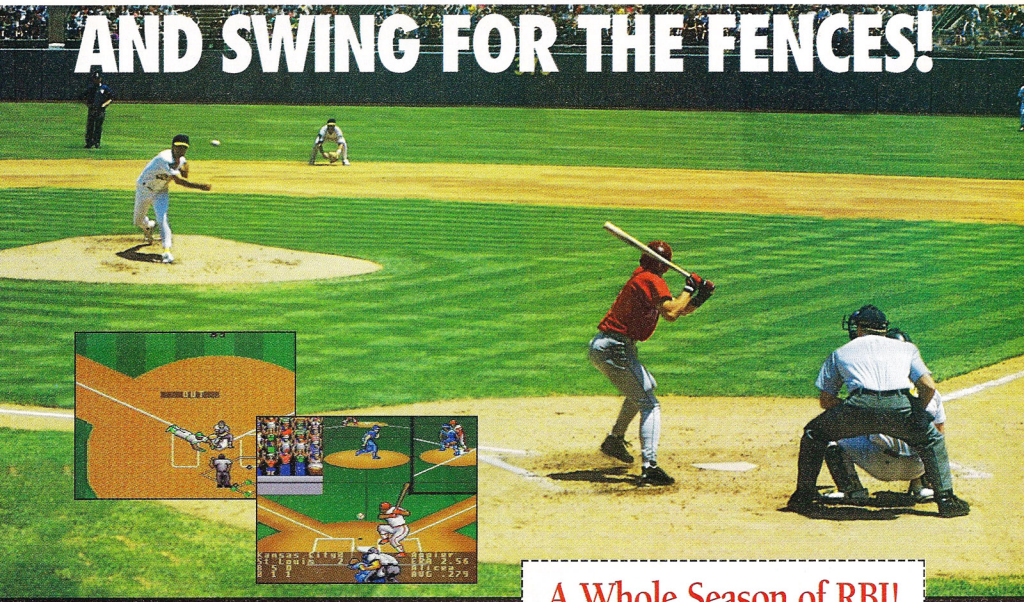
While *End 2 End* offers features such as multi-player compatibility and playoffs that are saved by passwords, the absence of seasonal play really puts a dent into replay value. The inclusion of Jacksonville and Charlotte brings the total of teams to 30, and two all-star teams can battle it out in a pro bowl option. Mr. Sharpe even shows up to offer his comments on each of the squads. But aside from the license, *End 2 End* doesn't offer gridiron fans anything they haven't seen before.



Windowless passing is the new addition in many of this year's football games: *End 2 End* offers it and gives you a nice long look downfield.

7	GRAPHICS
7	MUSIC & SOUND
3	INNOVATION
7	GAMEPLAY
6	REPLAY VALUE
OVERALL	64%

TAKE ON THE PROS
AND SWING FOR THE FENCES!



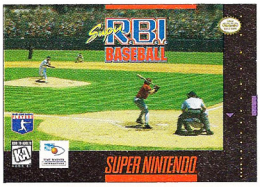
Super R.B.I. BASEBALL

A GRAND SLAM FOR YOUR SUPER NES

The most popular baseball game series ever comes to the Super NES for the first time, as Time Warner Interactive introduces *Super RBI Baseball!* With nearly 700 real professional league baseball players from all 28 Big League rosters, you can take the field in every city – from Chicago's friendly confines to the Big Green Monster in Boston. Step up to the plate as Barry Bonds or Juan Gonzales and drive one into the upper deck, or see what it feels like to stare down the barrel of a loaded cannon when Randy Johnson or Roger Clemens lights up the radar at over 90 MPH. Create your own Dream Team with superstars like Frank Thomas in Florida teal, or Ken Griffey, Jr. in Yankee pinstripes. Try the Defense Practice mode as Roberto Alomar to polish your fielding skills, or play Homerun Derby as Jeff Bagwell and drive the ball deep and out of the park!

TIME WARNER INTERACTIVE

MAJOR LEAGUE BASEBALL PLAYERS



A Whole Season of RBI!

Just fill out the form below and return to: A Whole Season of RBI Sweepstakes, P.O. Box 8095, Grand Rapids, MN, 55745-8095 and you could be a winner of one of the following prizes:

(1)	GRAND PRIZE:	An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform".*
(8)	FIRST PRIZES:	An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES.
(25)	SECOND PRIZES:	RBI Baseball '95 hat and watch.
(100)	THIRD PRIZES:	RBI Baseball '95 hat.

NAME

ADDRESS

CITY STATE ZIP

AGE PHONE

To enter: complete an official entry form or, on a plain 3"x5" paper, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095, Grand Rapids, Minnesota 55745-8095. Enter as often as you wish, but each entry must be mailed separately and be received by 5/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1): An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform"* Retail Value**: Baseball – $27.50; Bat – $90.00; Team Jacket – $100; Jersey – $110; Hat – $20. First Prize (8): An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES. Retail Value**: $27.50 each. Second Prize (25): RBI Baseball '95 hat and watch. Retail Value: $25.00 each set. Third Prize (100): RBI Baseball '95 hat. Retail Value: $10.00 each. Total Prize Pool Values: $2,192.50. Winners will be selected in a random drawing, on or about 6/15/95, from among all eligible entries received. Drawing will be conducted by Marden-Kane, Inc., and independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Marden-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to all Federal, state and local laws and regulations. Winners list: For a list of major prize winners, available after 10/1/95, send a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08871-0712. * Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost

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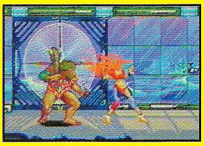
NOW PLAYING

When it's time to rent or buy a game, check out this section first! We've done all the brain work for you! Well, OK, maybe not ALL the brain work. You've still got to remember to breathe, among other things!

ETERNAL CHAMPIONS

SEGA FOR SEGA CD
Review, 8#2



This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!

OVERALL 95%

RETURN FIRE

PROLIFIC PUBLISHING FOR 3DO
Review, 8#4

Grab a tank and crush the screaming enemy hordes under your treads, while classical music blasts your ears off! This game is major cool! Destroy!!!

OVERALL 90%

FIFA SOCCER '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2

Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion.

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players;* 1350 Old Bayshore 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

COACH K COLLEGE BASKETBALL

Electronic Arts for Genesis; sports,8#4

Let's put it this way — the only thing lacking from this game is a steal button. This game has got it all. No, wait, I take that back. This game doesn't have Coach K's infamous bad back, either. But it's got everything else!

OVERALL 94%

THE FLINTSTONES

Ocean for Super NES; review, 8#3

Here's yet another attempt by corporate America to leech the last dollars out of all of us by publishing a substandard game that's based on a big summer movie! Let's put it this way — Yabba Dabba Don't bother with this piece of crap!

OVERALL 53%

THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, 8#4

Once again, the Caped Crusader and his sidekick Robin swing into action over Gotham City — and this time the game's even more boring and repetitious. This game will develop your thumb muscles through hours of tiresome button-mashing.

OVERALL 43%

WHAT YOU THINK

I think you should have given Blackthorne a better rating. This game kicks butt! This game should have got between a 93% and a 96%. Again, this game kicks butt!
— Robert Vinai, Bethlehem, PA

THE IGNITION FACTOR

Jaleco for Super NES; review, 8#2

While the graphics have some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a lot alike kinda spray water all over what could have been a hot game.

OVERALL 76%

AERO THE ACROBAT 11

Sunsoft for Genesis; review, 8#3

That cute, spunky little flying mammal is back, but you gotta ask yourself — why did he bother? There's 45 levels of astounding mediocrity that's sure to bore all but the incredibly simple minded. You might wanna rent this one or maybe not!

OVERALL 70%

● 1MG INTERNATIONAL TOUR TENNIS

EA Sports for Genesis; sports, 8#5

Realistic animations and a whole slew of big-time tennis pros aren't enough to compensate for the real poor control that this game offers. It should be noted that you can play this game with a four-way adapter.

OVERALL 73%

BASSIN'S BLACK BASS

Hot B for Super NES; review, 8#2

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

OVERALL 84%

CRUSADE OF CENTY

Atlus for Genesis; 8#4

This RPG is The Legend of Zelda for the Genesis. Your hero wears a purple hat and hacks down shrubs for money. Sonic makes a brief appearance and the game is filled with with lots of action, puzzles and RPG goodness. Go for it!

OVERALL 80%

● IMMERCENARY

Electronic Arts for 3DO; review, 8#5

This highly addictive game has an unusual story line — in the future, everyone exists in virtual reality run by an evil systems operator. It's your job to travel into the future and try to knock off the sysop in order to free all the people of the future.

OVERALL 81%

BEYOND OASIS

Sega for Genesis; review, 8#4

A huge RPG from the folks at Sega. While the control is a little bit wonky, and there aren't any shops or towns, and your family never seem to get off the throne, this game did keep our reviewer playing for hours. It was fun. Give it a shot!

OVERALL 75%

DESERT DEMOLITION

Sega for Genesis; review, 8#4

You can be either the Roadrunner or Wiley Coyote in this action-packed game. While it might play too easily for some, the experience is tons of fun! So get out your rocket powered skates and slap that bird on the barbeque!

OVERALL 79%

IRON HELIX

Spectrum Holobyte for Sega CD; review, 8#2

This is a game that requires a lot, repeat, a lot, of patience and time. This space age search-for-the-damn-clues game has some very nice graphics, but the music and sound effects really suck. Be bored — be very bored!

OVERALL 48%

BOUNCERS

Sega for Sega CD; review, 8#3

Basketball with a weird twist — you're the ball! These little guys invade your TV with some killer graphics and serious attitude, not to mention some real great humor! This game works best in the two player mode, so grab a friend and dribble!

OVERALL 81%

● DUNGEON EXPLORER

Hudson Soft for Sega CD ; review, 8#5

Does everybody out there remember *Gauntlet?* Well, guess what? This is almost exactly like that hack 'n' slasher, right down to those damn monster generators. This time there is an ending to the game and a place to upgrade your character's armor.

OVERALL 76%

THE ITCHY AND SCRATCHY GAME

Acclaim for Super NES; review, 8#3

You'd think that this would have been a really great game, right? You could have hours of fun making either Itchy or Scratchy bash the hell outa each other, right? Well, forget it! There's no controlling Scratchy and the game just ain't fun!

OVERALL 35%

● BRUTAL UNLEASHED

GameTek for 32X; review, 8#5

This game is a kick — literally. It's possible to win any fight by using the same kick move over and over. Other than that, there are two new characters and the gameplay has been speeded up! So pick your favorite furry creature and start kicking butt!

OVERALL 79%

ESPN NATIONAL HOCKEY NIGHT

Sony Imagesoft for Sega CD; sports, 8#3

Just about the only thing that's gonna save this hockey sim is the fact that the NHL is still on strike, so some folks might be tempted to fix their puck habit with this game. Poor gameplay and loose control guarantee that this won't cut it!

OVERALL 40%

● IZZY'S QUEST

US Gold for Genesis; review, 8#5

The only fun part of this game is trying to figure out just what the hell this Izzy character is! The game is slow and boring, with absolutely no replay value whatsoever. Remember, this is the game that ended Vinny DiMiceli's career!

OVERALL 34%

CHAVEZ 11

American Softworks for Super NES; sports, 8#4

Oh boy... another boxing sim... yawn. The big difference here is that the text is primarily in Espanol. That means Spanish, for those of you who have trouble with English as a first language. If you like pushing buttons, get this game.

OVERALL 66%

● FIGHT FOR LIFE

Atari for Jaguar; review, 8#5

OK, everybody, let's do the math! This game doesn't look very realistic. The fighting isn't very realistic. Sometimes you knock down your opponent without knowing how you did it. Control is horrible. So now let's do the math. Hmmm, this game sucks!

OVERALL 30%

JURASSIC PARK 11: THE CHAOS CONTINUES

Ocean for Super NES; review, 8#3

This game looks and plays great! Unfortunately, there's not much of anything new going on here. You can be either Dr. Grant or a Velociraptor. Wow, big surprise! If you want real dino-blasting action, stick with the original *Jurassic Park!*

OVERALL 77%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

NBA Jam Tournament Edition

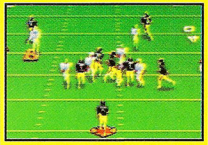
ACCLAIM FOR GENESIS AND SUPER NES
Review, 8#3

While this might upset die-hard b-ball purists, this game has all the high-flying action folks have come to expect from this action title!

Super NES 92% · Gen 88%

Madden NFL '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2



This is the Genesis version of a great football game. The only advantage this version has is that the stats screen has the player's names, not just numbers.

Overall 92%

Ogre Battle

ENIX FOR SUPER NES
Review, 8#3

This is a huge RPG, with an intricate storyline, complex characters and lots and lots of territory to explore. There's even a bookkeeping feature to chart your costs!

Overall 93%

NHL '95

ELECTRONIC ARTS FOR SUPER NES
Review, 8#2

The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

Overall 90%

• Keio Flying Squadron

JVC for Sega CD; review, 8#5

OK, here are the facts. There are no airplanes in this game and what flying there is really bites. There is one good thing about this strange action game: you get to shoot puppies and kitties! Oh yeah, the hero is an armed-to-the-teeth Playboy bunny type. Yawn.

Overall 28%

• Lords Of Thunder

Sega for Sega CD; review, 8#5

Here's a shooter that thinks it's an RPG. Or is it an RPG that thinks it's a shooter. Who knows? Who cares? You go around killing stuff and collecting gems to buy bigger guns and better armor, so you can go around killing more stuff. The metal sound track is cool.

Overall 64%

Metal Head

Sega for 32X; review, 8#4

If the designers of this game had built in a two-player mode, this game wouldn't stink as much as it does. Poor graphics, useless *Virtua Fighter*-type views, and explosions that rival a wet firecracker's put this game on the scrap heap.

Overall 60%

Metal Warriors

Konami for Super NES; review, 8#4

Oh no! Another mech game! What's this? It's got a two player mode? And the graphics look kinda cool? And there's even some real tough missions? Wow! You know, this one might be worth a shot! Try this on a rental basis first! It's OK!

Overall 74%

Michael Andretti's Indycar Challenge

Bullet Proof for Super NES; sports, 8#3

This one is kinda like cruisin' the strip, but you're in your Dad's car and your Mom is riding shotgun. Choppy animation and poor control confine this game to the pits, out of gas, with a blown transmission. Boring!

Overall 65%

Midnight Raiders

Sega for Sega CD; review, 8#2

If you're one of those strange people who really liked *Tomcat Alley*, then this game is for you. There's not much to do except center the cursor and push the fire button. Wow! The only real good thing here are the sound effects. There's no fun here.

Overall 58%

Mighty Morphin Power Rangers

Sega of America for Sega CD; review, 8#2

Hey, if you're six years old or younger, you're really gonna love seeing your favorite super heroes take on Rita Repulsa and her evil henchmen in a battle for world domination. If you're older, you're not gonna give a rat's ass! Be sure to miss this one.

Overall 76%

Mortal Kombat II

Acclaim for 32X; review, 8#4

While this version of the spine-ripping, eye-gouging classic shows just how neat a 32X game can be, everyone we know is waiting for Mortal Kombat III. So, it's real nice, but it got here just a little bit late. If you snooze, you lose!

Overall 76%

Motocross Championship

Sega for 32X; review, 8#3

Here's one of those new racing games for that really modern 32X! But wait! How come these graphics look like they came from an 8-bit game? And where's all those 32,000 plus colors? Hey, what's going on here? Well, certainly not excitement!

Overall 50%

What You Think

I bought Earthworm Jim, Mickey Mania and The Lion King for the Genesis because of your recommendations. You guys were right on the mark about those games! They all are must-haves for any home arcade!
— Dan Lee, Albany, NY

NBA Live '95

Electronic Arts for Genesis; review, 8#2

Once again, the Genesis version of another Electronic Arts sports game just doesn't quite measure up to the SNES version, even though this is a very playable game in its own right. Trying to steal the ball can be a problem, though.

Overall 89%

• NCAA Final Four Basketball

Mindscape for Super NES; sports, 8#5

Incredibly realistic characters, animations and renderings can't save this game. The poor control system and lack of entertaining game play pretty much keep this game sitting on the bench. Shop around before buying this one.

Overall 47%

New Horizons

Koei for Genesis; review, 8#3

If our ancestors' voyages to America had been anything like this game, the Indians would still own this country and there'd be huge herds of buffalo everywhere. Stay home and suck on a lime — playing this game could bring on the scurvy!

Overall 35%

NFL Quarterback Club

LJN for Super NES and Genesis; sports, 8#2

While there's not a whole lot of football strategy involved here, the extra stages that represent the annual quarterback competition are fun. The controls handle well and you're gonna want to play this over and over again.

SNES 84%; Gen 81%

NHL All-Star Hockey '95

Sega for Genesis; review, 8#4

Here's a game that really emphasizes the sportsmanship, the ethics, and the true to life beauty of hockey. That's right — the fights are the best thing this game has got! Build a big enforcer line and beat the crap outa your opponent!

Overall 75%

• Pac In Time

Namco for Super NES; review, 8#5

Pac-Man is back and in this, his latest adventure, an evil witch has sent him back in time. It's up to you to get the little yellow guy through over 50 levels and back to his own time. If you like side-scrolling action, this game is for you!

Overall 82%

Pieces

Atlus for Super NES; review, 8#3

If you like spending hours putting jigsaw puzzles together, then you're gonna love this game! While its fast action isn't exactly as relaxing as the old standby, this is a game the whole family can get into for hours of fun!

Overall 81%

Popful Mail

Working Designs for Sega CD; review, 8#2

We can't figure out just what the heck this game's name means, but the game itself is full of goofy humor. Besides, how many other games have a girl as the main hero... or is that heroine? Worth checking out, if you like RPGs.

Overall 78%

Power Instinct

Atlus for Super NES; review, 8#2

There's a couple of things that make this game worthy of your fighting game dollars. First, the game controls extremely easily and the fighting looks good. Secondly, there's Grandma's Flying Denture Attack — a sure sign of a great game!

Overall 73%

• RDF: Global Conflict

Absolute for Sega CD; review, 8#5

There aren't too many really good military simulations out there and, while this game isn't the king of the hill, there's still a lot of great gameplay and strategy to keep this one from getting boring. The video footage ain't too slick, but the action rocks!

Overall 71%

The Ren & Stimpy Show: Time Warp

T*HQ for Super NES; review, 8#3

Stop Muddy Mudskipper from destroying history as we know it with the help of Ren and Stimpy. Find 47 million Gritty Kitty proofs of purchase and score a free time machine, then man the toast guns as you hurtle through time.

Overall 47%

Ristar

Sega of America for Genesis; review, 8#2

Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they all? This game is fun, so maybe you might wanna give it a try.

Overall 79%

Ristar

Sega of America for Game Gear ; review, 8#5

Ristar's special skills are plenty of reason to get your Game Gear out of the closet and back in your hot little hands. Even though the sound does have a lot of that annoying beeping quality, the game play makes this a great choice for the small screen.

Overall 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

•KIRBY'S AVALANCHE

NINTENDO OF AMERICA FOR SUPER NES
Review, 8#5

If you wanna help Pac-Man get back to his own time by fighting your way through 50-plus levels of challenging fun, then this game is for you!

OVERALL 93%

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 necessary, 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 trading 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 advertising let us know by writing to: Customer Service; 1350 Old Bayshore Highway; Suite 210; Burlingame; CA, 94010. We don't want to deal with disreputable companies any more than you.

RISE OF THE ROBOTS

Acclaim for Super NES; review,8#2

Yow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds — it looks like you're right there. Huh? you mean this is a game? I thought it was a screen saver. This is a clunker.

OVERALL 46%

RUGBY WORLD CUP '95

EA Sports for Genesis; sports, 8#4

While most Americans aren't as familiar with this game as the English are, its rough and tumble action, great animations, and roaring crowds are sure to make this a big hit. So get into the ruck (or is that the scrum?) and give this game a try!

OVERALL 90%

THE SHADOW

Ocean for Super NES; review, 8#3

Who knows what evil lurks in the heart of this game? This Final Fight clone is great, if you like level after boring, repetitive level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game!

OVERALL 62%

SHADOW OF THE BEAST II

Psygnosis Limited for Sega CD; review, 8#3

This addictive little game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to (gasp!) think! Give this one a rent!

OVERALL 63%

•SHINING FORCE CD

Sega for Sega CD; review, 8#5

The children of the original Shining Force are back to do battle in this completely new game that's chock full of new monsters, puzzles, wonders and excitement. There are also 20 new spells to use on the way. This one should definitely be checked out!

OVERALL 83%

SLAM CITY WITH SCOTTIE PIPPEN

Digital Pictures for Sega CD; review, 8#3

Face it, you're probably never gonna get the chance to face Scottie Pippen on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play.

OVERALL 58%

•SPIDER-MAN

LJN for Super NES; review, 8#5

Spider-Man is back, trying to round up all of the evil arch-villains who have escaped from the asylum for the criminally insane. Does this sound kind of familiar? Well, there's a good reason for that. All this was done before (and better, too) in another game.

OVERALL 50%

•STARGATE

Acclaim for Genesis; review, 8#5

If you loved the movie, then you're probably gonna enjoy the game as well. The action follows the plot of the film pretty closely, and the animations are kinda neat also. If you didn't like the movie, then you should probably skip this one.

OVERALL 52%

SPACE INVADERS

Nintendo for Game Boy; review, 8#2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it is kinda mindless, but it's also kinda fun! Take that, space creep!

OVERALL 80%

WHAT YOU THINK

I'm mad at your review for Mortal Kombat for the Game Boy. It doesn't suck or bite; to me it is one of the best games ever for the Game Boy. You gave it a 40%; it deserves over 60%.

— Kevin Huffman, Crawford, VA

SYNDICATE

Atari for Jaguar; review, 8#4

Everything you ever heard about major corporations being bloodthirsty is true and this game proves it! Kill your enemies (and hapless innocents) with guns and bombs — the effects are killer! Possibly the best game made for the Jaguar!

OVERALL 78%

TECMO SUPER HOCKEY

Tecmo, Inc. for Genesis; sports, 8#4

While most hockey games use a vertical approach to portraying the rink, this one gives it a go with the horizontal viewpoint. This makes the players kinda small. Think of this as an arcade game and you'll be fine, but a hockey sim it ain't!

OVERALL 73%

TECMO SUPER BOWL II: SPECIAL EDITION

Tecmo for SNES; sports, 8#3

This sports game is kinda like what this year's Super Bowl will be like — with TSBIISE playing the part of the San Diego Chargers. There are other SNES football games that just massacre this attempt at a sequel.

OVERALL 71%

•TEMPO

Sega for 32X; review, 8#5

Everybody knows that grasshoppers love music and travel all over the world collecting musical notes and CDs. They also like to dance at the drop of a hat. Huh? You mean, in real life grasshoppers aren't like that? In that case, this game hurts the 32X platform.

OVERALL 47%

TIN STAR

Nintendo for SNES; review, 8#2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovative deal here is that this game is mouse compatible, making sighting and shooting a real breeze.

OVERALL 80%

•TOUGHMAN CONTEST

Electronic Arts for Genesis: review, 8#5

If you've ever wanted to step into the ring and get your brains beat out by a 300-pound giant, then this is the game for you. If, on the other hand, you like fighting games with good graphics, long fights and real combination moves, then this game isn't for you.

OVERALL 68%

TRUE LIES

Acclaim for Super NES; review, 8#4

You are Arnold. You and your muscles and a whole bunch of weapons charge through this overpriced ($74.95) game version of the hit movie. One problem — Arnold's aim isn't all that hot, but still, for blood and guts action, this is the one!

OVERALL 74%

WARLOCK

Trimark Interactive for Super NES; review, 8#4

The movie stunk and I don't mean of evil! Now you can have the same stink in your very own home with this loser. Find the Runestones and use them to stop the Devil's kid. It would be more advisable to plug your nose with 'em, though! Barf!

OVERALL 43%

WARIO'S WOODS

Nintendo for Super NES; review, 8#4

This Tetris-like puzzle game has a bit of an added twist — you control the falling objects at the bottom of the screen, instead of at the top. Play against the computer or a friend. Help stop Wario's evil quest for world domination.

OVERALL 81%

•WILDSNAKE

Spectrum Holobyte for Game Boy; review, 8#5

Just possibly the best hand held game of all time (alright, *Tetris* fans, don't soil your pants), the action is fierce and furious as you try to clear one of ten different grids from the curse of the falling snakes. Kinda like the plagues of Egypt, huh?

OVERALL 80%

WWF RAW

Acclaim for Game Gear and Game Boy; review, 8#3

LJN for SNES and Genesis; review, 8#2

There's nothing new here, either for the big screens or the little. The SNES and Genesis versions are palatable; the small screen versions are vampires — they want to suck your wallet.

GN 71% SNES 71% GG 50% GB 40%

X-MEN 2: CLONE WARS

Sega for Genesis; review, 8#4

Can everyone's favorite mutants put an end to the deadly Phalanx virus, before it takes over the world? Even though some of the jump moves are a bit jerky, this game boasts impressive graphics and some unique hidden levels. Flame on!!!

OVERALL 76%

YOGI BEAR'S GOLDRUSH

GameTek for Game Boy; review, 8#4

Here's another game with everyone's favorite bear! OK, so we lied. This game sucks even more than his first outing. Go from left to right collecting things (hey, that sounds a lot like real life!). Again, we repeat, this game sucks!

OVERALL 54%

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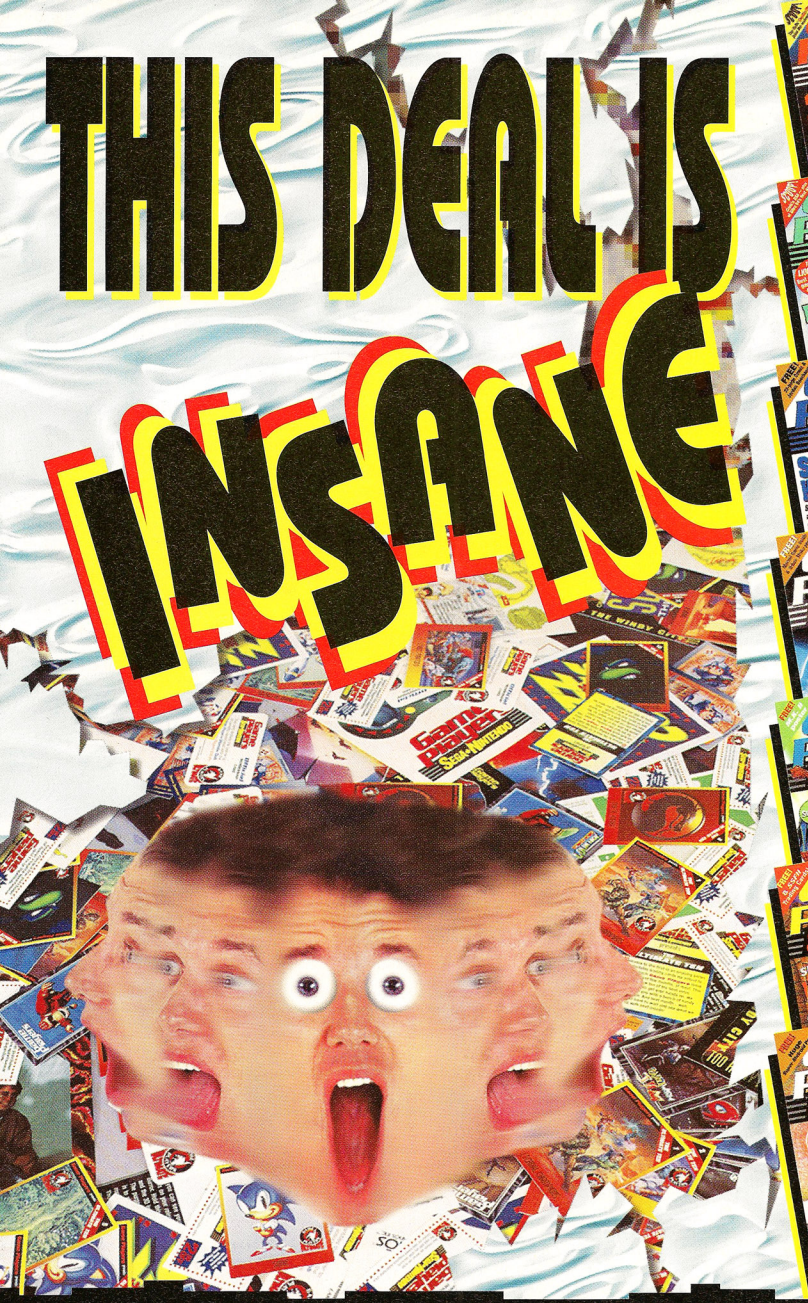
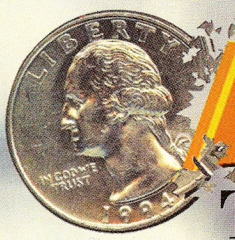


newsletter exclusively for subscribers

Fight, fight, fight! Kill, kill, kill! No, this isn't what happens at a Game Players editorial meeting (although it's close) — it's just the kind of action your gonna find at the...



ARCADES

The only thing more exciting than the anticipated arrival of the Sony Playstation, Sega Saturn, Ultra 64, and the 3DO's M2 is all the action going on at the arcades, right now.

Tekken, Virtua Fighter 2, Killer Instinct, Street Fighter: The Movie Game, X-Men: Children Of The Atom, Night Warriors and *Mortal Kombat III* are all at the local arcades. This batch of big-time brawlers is undoubtedly the best to ever appear at an arcade at the same time. The best thing about these games is that, in a couple months, they'll all be available for a home system, and they'll look almost as good as they do on the big machines. So if you want to know what the next generation of fighting games are gonna be and how they're gonna look, your best bet is to grab some quarters and head for the arcades.

It's not just fighting games that are flooding the arcades. The racing game has reached new levels and is easily the most enjoyable arcade format available. *Daytona, Cruisin', Ridge Racer 1* and *2*, and *Sega Rally* are just a few of the racing games that are linked up at the arcades for some great competitive racing. And once again these games are sure to head home to the new systems.

And let's not forget that other titles like Namco's new aerial combat game *Air Combat 2* will be coming soon, so there are more than enough reasons to head to your local arcade with a ton of quarters. We're gonna be there — in fact, the line starts right behind us!

Night Warriors: Darkstalkers' Revenge

Once again, the ***Game Players*** crew was unchained from their desks and sent off to Capcom USA's headquarters in cloudy Sunnyvale, CA. This time around we were able to see some more of the animated fighting magic that has made Capcom what it is today.

Using the brilliant *Street Fighter* engine, Capcom has put together one of the best fighting sequels since their own *Street Fighter II. Night Warriors: Darkstalkers Revenge* uses the familiar fireball, dragon-punch controls to unleash some of the wildest special moves to date.

The original ten characters are back with some new moves. The two boss characters, Huitzil and Pyron, can now be chosen, and two new characters, Hsien-Ko and Donovan Baine, have been added to the roster. That totals up to a choice of 14 unique and well-balanced nocturnal warriors. Very cool!

The characters are larger, better shaded, have six different outfits, and have even more special moves than in the original. *Night Warriors* isn't just another animated fighting game. The insane moves and characters make it one of the best ever. Definitely worth some quarters.

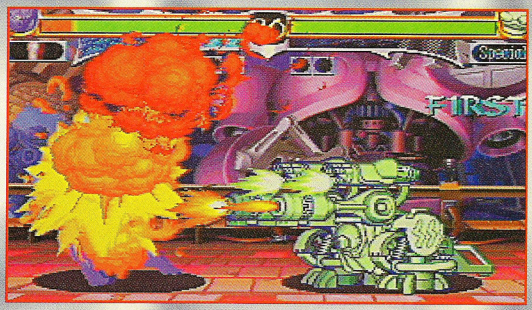
With smooth animation and wild moves like this, *Night Warriors* is a visual feast.

The original ten Nightstalkers are back, and moves such as this wave from Rikuo are a few more reasons to give this game a play.

With 14 characters to choose from, there are plenty of reasons to start saving quarters.

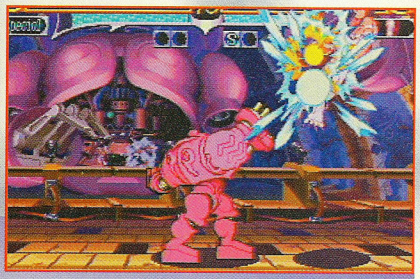
One of the wackier moves is this one by Sasquatch. He shoots out an ice pond, then the character slips and falls through the ice. Then a whale eats him. Crazy, but cool.

Meet The New Nightstalkers!



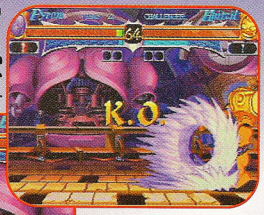
HUITZIL

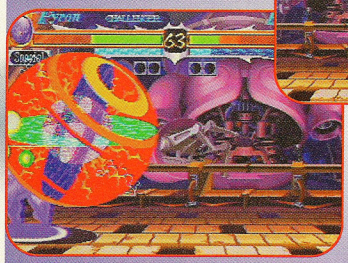
The Killer Machine was a boss character last time around. This time you can harness special moves like these and go on to victory.



PYRON

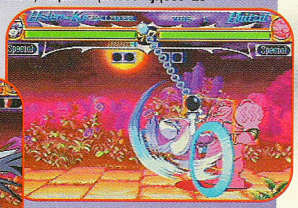
The ruler of Space, Pyron has a complete arsenal of arson-like moves. Here are a couple.

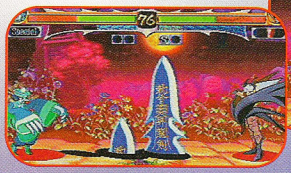




HSIEN-KO

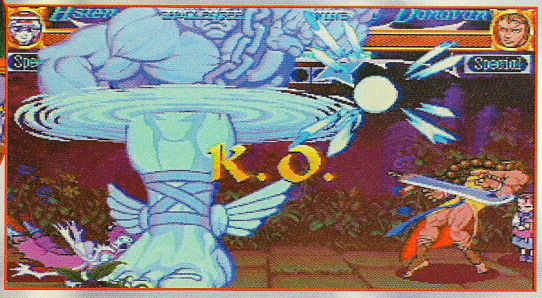
With her odd collection of hardware, this Chinese ghost is one of the toughest fighters.





DONOVAN BAINE

This Dark Hunter is the protector of a little girl who stands by his side the entire fight. Can't figure how to finish the little girl, but when Donovan calls on his god he gets more than a hand.



World View

Welcome once again to the section of the magazine where the games have an exotic flavor and you can't exactly order them to go just yet, either.

Seeing Is Believing

So you're not excited about the next generation systems? Don't be a fool! Two minutes in a room with any of these ten games and you'd sell your sister to the highest bidder so you could buy a new system.

Ten Import Games You Have To See!

1.	Toh Shin Den	Playstation
2.	Tekken	Playstation
3.	Virtua Fighter	Saturn
4.	Ridge Racer	Playstation
5.	Daytona	Saturn
6.	Panzer Dragoon	Saturn
7.	X-Men	Saturn / Playstation
8.	Motor Toon G P	Playstation
9.	Kileak The Blood	Playstation
10.	Daedulus	Saturn

Travelin' Man

We sent Mike Salmon off to England to the ECTS, in an effort to keep up our coverage of world-wide gaming (and because we wanted to get rid of him for a week). The ECTS is Europe's CES, where all the new games and systems are displayed. We're all praying that Mike will see more than pubs and rain while he tours the English countryside. If he ever comes back, we'll have a complete report on all the overseas activities next month.

Raiden Project includes both *Raiden* games and has enough shooting action to satisfy all.

Raiden Project

Seibu Kaihatsu for PlayStation

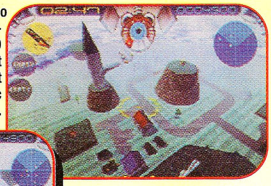
This classic shooter packs in both *Raiden* games in their entirety, has several views and modes, and is every bit as tough as the original arcade version. Fans of the shooter can smile again.

Jumping Flash

Sony for Playstation

A 3-D polygon platformer that promises to bring a new look to a well-worn genre. This game was one of the original graphic demos for the Playstation and is finally being released in Japan. If it's as good as promised, it'll be sure to show up on our shores soon enough.

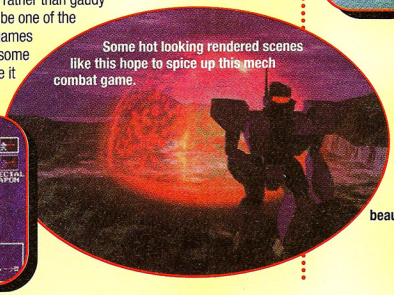
Platformers are no longer side-scrollers as 3-D movement invades the most archaic of genres.



Metal Jacket

Pony Canyon For Playstation

Another Mech combat game that is surprisingly lacking in color. Pony Canyon decided to focus on gameplay rather than gaudy graphics. The result is sure to be one of the most playable mech combat games yet. And maybe they can add some of those gaudy graphics before it hits the U.S.

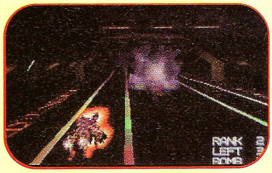


Some hot looking rendered scenes like this hope to spice up this mech combat game.

Philosoma

Sony For Playstation

A visually stunning shooter with some awesome cinemas to link the shooting stages. *Philosoma* has shifting viewpoints and enough beautiful graphics to make you forget that it's just a fancy shooter.



Fast-paced and beautiful, but it's still just a shooter.

GRAND CHASER

Sega For Saturn

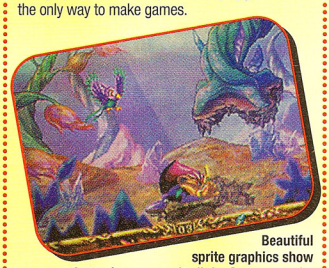
Grand Chaser is an adaptation of CyberDreams' PC racer, *CyberRace* — an average space-race game bloated with unnecessary story sequences. Some great-looking tracks give hope that the Saturn version will be an improvement, but the lack of texture maps on the cars could be a big disappointment (it's still not clear if they will be texture mapped in the finished version).

High-tech futuristic racing that's sure to get hearts pumping.

ASTAL

Sega Saturn

This one or two player action game is prepped to bring back the sprite-based action game. With the Saturn's power, *Astal* shows off some real impressive graphics that could prove that polygons aren't the only way to make games.



Beautiful sprite graphics show that polygons aren't all the Saturn can do. Will this be the only one of its kind or are more spite games in the works?

VAN BATTLE

Sega for Saturn

Digitized graphics, spooky backgrounds, and eerie music put *Van Battle* in a different class. The bloodied carcasses remind you of a *Mortal Kombat*, while the rendered-looking creatures bring *Killer Instinct* to mind. But can this side-to-side fighter fight in the same arena as a *Toh Shin Den?* Tough call, but we're still looking forward to giving this game a full play.

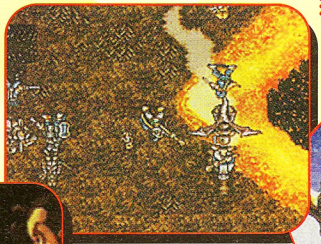
Rendered, bloody, 2-D fighting isn't dead yet. *Van Battle* and *MKIII* are on their their way to your home.

16-BIT LIVES!

Not all hot new import games are for the 32-bit arena — there are still plenty of Super Famicom and Mega Drive games coming out, although the number is getting smaller every day. These screens give you a brief look at the newest 16-bit titles in Japan.

Super Famicom

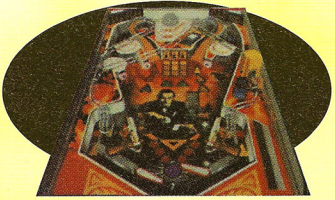
Sim City 2000 for Super Famicom



Bounty Sword for Super Famicom

Chinese Fighter for Super Famicom

Super Pinball II for Super Famicom



Alien Soldier for Mega Drive

Mega Drive

Surging Aura for Mega Drive

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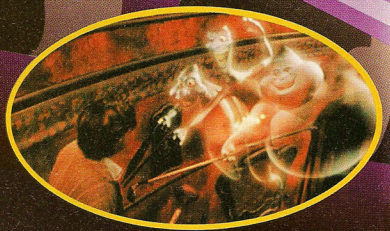

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BRUTAL 32X

We show you how to talk to the animals and kick their furry butts, if needed!

Alien vs. Predator 108
Animaniacs 101
Brutal 32X 90
Bubsy 106
Cadillacs And Dinosaurs 107
Cosmic Carnage 105
Demolition Man 105

FIGHT FOR LIFE

We tell you how to battle your way out of Hell!

Demon's Crest 107
Doom 102
Fight For Life 93
Final Fantasy III 101
NBA Jam: Tournament Edition 94
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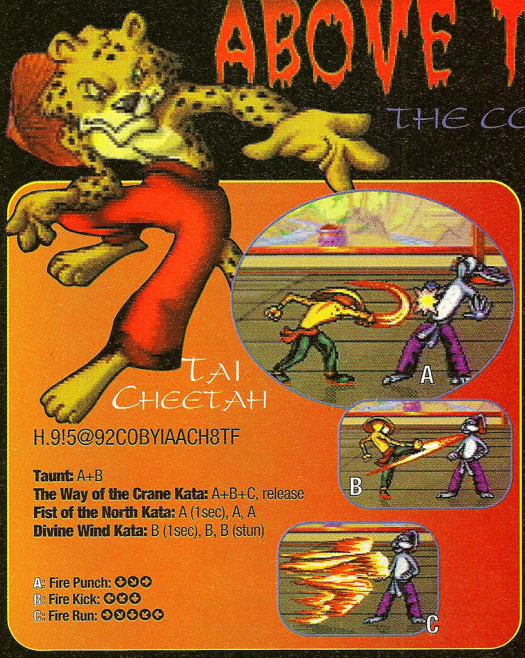


TAI CHEETAH

H.9!5@92C0BYIAACH8TF

Taunt: A+B
The Way of the Crane Kata: A+B+C, release
Fist of the North Kata: A (1sec), A, A
Divine Wind Kata: B (1sec), B, B (stun)

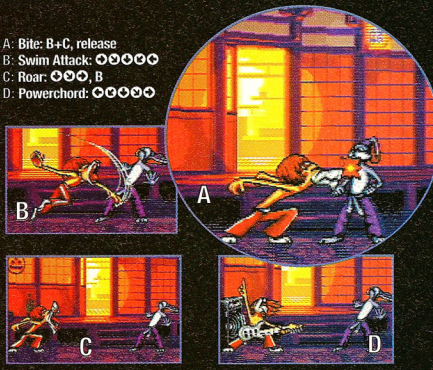
A: **Fire Punch:** ❂❂❂
B: **Fire Kick:** ❂❂❂
C: **Fire Run:** ❂❂❂❂❂

PRINCE LEON

H.9!5@92CNCEIAACL8DE

Taunt: A+B
Wild Side Kata: A (1sec), A, A (stun)
Rage Within Kata: B, while holding A+C (1sec), (stun)
Leon Experience Kata: B (1sec), C, C, C, C (stun)

A: **Bite: B+C, release**
B: **Swim Attack:** ❂❂❂❂❂
C: **Roar:** ❂❂❂, **B**
D: **Powerchord:** ❂❂❂❂❂

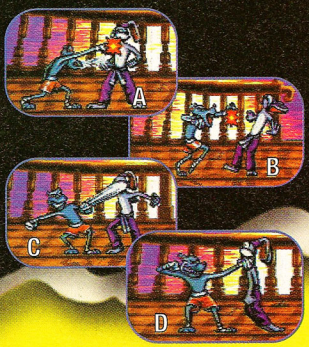


RHEI RAT

H.9!5@92CPCEEAACL8BE

Taunt: A+B
Tsumai Kata: C (1 sec), B, B (stun)
Lighting Fury Kata: A (1 sec), A, A
Berserk! Kata: B (1 sec), A, B (stun)

A: **Knockout Punch: A+B+C, release**
B: **Frenzy Attack:** ❂❂❂, **C**
C: **Face Pull:** ❂❂❂ **(close)**
D: **Neck Choke: B+C, release (close)**



KEY

- Note that all moves are given for a character facing right.
- Passwords rank you at Grand Master with access to all of the moves.
- Player vs. player allows you to use all moves without passwords.
- The @ symbol represents the Ying-Yang symbol.

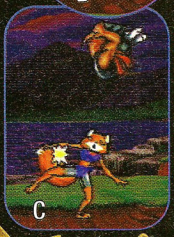
A+B = hit buttons at the same time
A, B = tap A, then B
A (1sec) = hold button for 1 second
(close) = must be performed while standing close
(stun) = move leaves the player stunned after performing it

Kendo Coyote

H.9!5@92GNCADAACK83D

Taunt: A+B
The Five Rings Kata: ◓◒◓◒◓,B
Ki Force Kata: A (1 sec), C, C
Hapkido Kata: B (1 sec), A, A

A: Slam Punch: A+B+C, release
B: Headbutt: B+C, release (close)
C: Cannonball: ◓, ◓, ◓+◓, B
D: Spinball: ◓◒◓

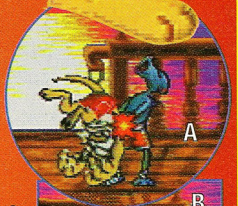


Psycho Kitty

H.9!5@92KPCICAACL8LE

Taunt: A+B
Too Much Whiskers Kata: B (1 sec), B, C
Face Gouge Kata: C (1 sec), B, A (stun)
Nine Lives Kata: A (1 sec), A, A
Hacker Kata: ◓ (1 sec), A+B, while holding ◓ (stun)

A: Fur Ball: ◓◒◓◒◓
B: Catfight: ◓◒◓◒◓
C: Toshidan: A+C, release



Pantha

H.9!5@92GMCMGQACH8YF

Taunt: A+B
The Gentle Path Kata: C (1 sec), C, C
Serpent's Kiss Kata: B (1 sec), C, C (stun)
Summon Chi Kata: A+C (1 sec), C, C (stun)

A: Fireball: Back, ◓, ◓
B: Energy Drain: ◓ (2 sec), A, A, A
C: Cloak Attack: B+C, release

Ivan the Bear

H.9!5@92GPCACAACF8ZD

Taunt: A+B
Strength of the North Kata: ◓◒◓, B
Jab Al Nar Kata: C (1 sec), A, A
Rage of the World Kata: B+C (1 sec), A+C (stun)

A: Big Belly Attack: ◓◒◓◒◓
B: Earthquake: ◓◒◓◒◓

Foxy Roxy

H.9!5@92GOBYCAACF8PE

Taunt: A+B
Kuntao Kata: A+B+C
Call of the Lotus Kata: C (1sec), C, C (stun)
Pentjak Silat Mind Throw: ◓◒◓◒◓, C

A: Whiplash Kick: B+C, release
B: Spinning Attack: ◓, ◓, C
C: Rolling Attack: ◓◒◓

Karate Croc

H.9!5@92KMCAEQACH8OE

Taunt: A+B
Escrima Kata: A (1 sec), A, A, A
The Swallow Kata: A+B+C, release (stun)
The Path of the Empty Hand: B+C (1 sec), C, C

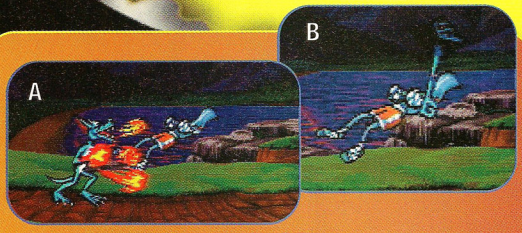
A: Tail Whip: ◯+B+C
B: Torpedo Attack: ◯ (2 sec), A, B, C, while holding ◯
C: Flying Tail whip: ◯+◯ (2 sec), ◯+B+C

Chung Poe

H.9!5@92KOCECAACL8GE

Taunt: A+B
Hate of the Ancients Kata: B (1 sec), B, A (stun)
The Dark Kata: A (2 sec), A, C (stun)
Winter Storm Kata: C (2 sec), A, C (stun)
Famine Wind Kata:
B+C (1 sec), ◯ (while holding B+C) (stun)

A: Fists of Death: ◯◯◯
B: Space Warp: ◯◯◯
C: Makron Overpower: ◯◯◯

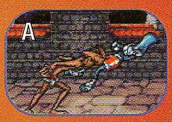


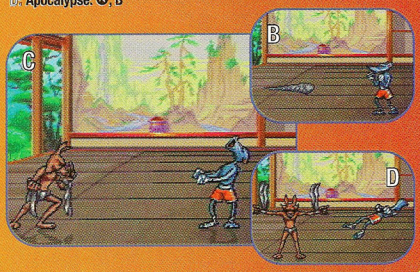
Dali Llama

H.9!5@92KNBYBAACE8QF

Taunt: A+B

A: Headbutt: B+C, release
B: Smoke Attack: ◯◯◯◯◯
C: Mind of the Gods: ◯◯◯◯◯
D: Apocalypse: S, B



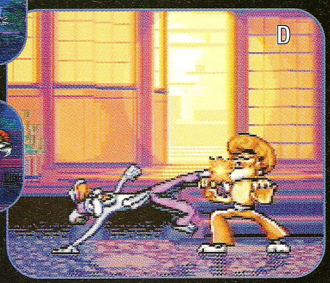


Kung Fu Bunny

H.9!5@92CMC2GAACL8YF

Taunt: A+B
Dance of Death Kata: A (1sec), A, A
Iron Fist Kata: C (1sec), C, C
Devil's Kiss Kata: ◯◯◯◯◯ (stun)

A: Hi Flash Kick: B, B, while holding ◯
B: Flash Kick: C, C, while holding B
C: Double Flash Kick: ◯◯◯◯◯, B
D: Scissors Kick: B+C, release



Fight For Life

LIFE-SAVING MOVES!

Enter the code **IWANTPOWER** at the character-select screen and you have access to all their moves. Another odd thing in this game is that each time you beat a character in the one player game, you get a choice of two of their moves to use. After beating all of the characters you will have a massive 19 moves.

You can also watch the Jaguar fight with itself if you enter **JAGUARTIME** as the password. While the game is paused the camera can be controlled with buttons one through six. Enjoy!

KARA

External Kick: ↓,↑+B
Rotative Elbow: ↓,←+C
Low Kick: ↓,←+B
Jump Kick: ←,↑+B
Leg Grab: →,↓+A
(distance dependent)

By far Kara's sweetest move is the Leg Grabbing.

KIMURA

Super Jump: A+↑
Jump Kick: ←,↑+B
Shove: →,C,→
Flip-Flop Kick: ←,→+B
Head Breaker: ↓,→+A
(distance dependent)

Kimura's unique move is the Head Breaker and it does serious damage.

JENNY

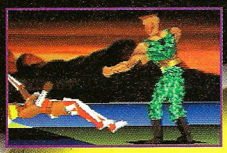
Sweep: ↓,→+B
Double Punch: ←,↓+C
Sandwich Punch: ←,→+C
Sidekick: ←,→+B
Roll Back: ←,↓,↑+B

Jenny's Roll Back isn't the best unique move but it's all her own.

IAN

Axe Kick: →,↑+B
Elbow Punch: ↓,→+C
Hammer Punch: ↑,→+C
Head Kick: →,↓,→+B
(distance dependent)
Bear Hug: ↑,→,↓+A
(distance dependent)

Ian's Bear Hug is a grizzly attack you'll want to master.



POG

Headbutt: →,→+C
Strangle: ←,←+A
(distance dependent)
Killer Knee: →,↓+B
(distance dependent)
Sun Punch: ↓,→+C
Slide: ←,↓,←+A

Pog's slide is very effective at taking your foe to the ground, and is a good combo starter.

M.J.

Uppercut: ←,↑+C
Elbow: ↑,↓+C
Right Punch: CC
Multiple Punch: ←,←+C
(distance dependent)
Grab Punch: →,↓+C

M.J.'s Grab Punch is a vicious attack and simple to pull off.

LUN

Mawashigeri: →,←+B
Judo Throw: ←,↑+A
Plexus Kick: ↓,↓+B
Flying kick: ↑,→+B
Slam Down: →,↑,←+A

Lun's Slam Down, when perfected, is a great way to slam down the competition.

MUHALI

Knee Kick: →,→,←+B
Sweep and Kick: ↓,←+B
Aikido Throw: ←,↓+A
(distance dependent)
Back Slap: ←,←+C
Tackle: ↓,→+A

Muhali's tackle may not be good enough for the NFL, but it sure works fine in *Fight For Life*.

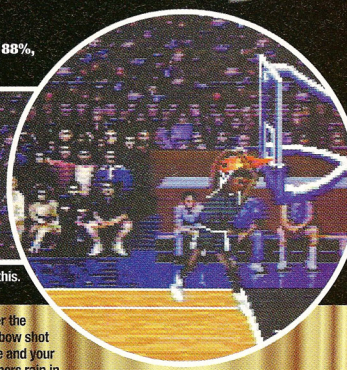
GENERAL MOVEMENTS

→ = Forward
← = Backward
↑ = Up
↓ = Down
→,→ or A+→ = Run Forward
←,←,← or A+← = Backward Flip
4 = Step Left
6 = Step Right
A+↑ = Jump Over Opponent

NBA JAM TOURNAMENT EDITION

ALL THE SECRETS!

REVIEWED: 8#3
SCORE: GENESIS: 88%,
SUPER NES: 92%



Use the power-up dunk code and get even more high-flying slams like this.

Power-Ups

You enter all power-ups at the 'Tonight's Match-Up' screen, and they must be entered quickly. No Super NES shoulder buttons (L and R) are used for the direction on the keypad.

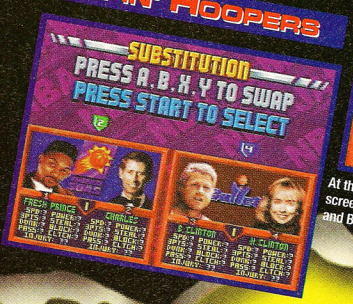
Power Up	Code
Goal Tending	RUDRDU
Dunks	LRABBA
Threes	UDLRLDU
Turbo	BBBADDUL
Fire	DRRBAL
Offense	ABUABUD
Push	DRABARD
Quick Hands	LLLLAR
Max Power	RRLRBBR
Teleport Pass	URRLADLLRB
Rainbow Shots	UDUDRUAAAAD
Super Speed	UUUULLLLBA
Slippery Court	AAAAARRRRR
Shot % Indicator	UUDDB
Knock Down Teammate	UUUULLLLAB
Knock Down Both Opponents	UUUULLLLAA

Enter the rainbow shot code and your jumpers rain in from the sky.

Enter the shot % code and you see this indicator each time you shoot.

Enter UUUULLLLAA and when you push down one player, both take the fall.

Swappin' Hoopers



Voila! You've swapped teams and are ready for action.

At the substitution screen press and hold U and B for three seconds.

Hidden Hoopers

To get the hidden characters in *T.E.* simply follow these explicit instructions. EX. Air Dog AIR/Y*Y - Move the cursor to A, hold Down, Start and press Y, then move cursor to I and press any button, now move the cursor to R, hold down Start and press Y. The words 'secret player' appear and you know you've done it correctly. To recap, every time there is an * you press any button, every time there is a letter (Y,A,B) hold Down, Start and press that letter. Now if anybody calls in confused, we're going to be forced to start passing out the 'Beats Me — I'm A Pinata' T-shirts.

Also, Genesis owners just substitute a C for Y and the codes are sure to work. Now, at long last, the revealing of the hidden hoopers...

Acclaim/Iguana Developers

KSK/*BY
Kid Silk

RAY/BA*
Weasel

JAY/*AB
Jay Moon

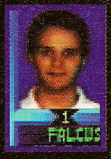
HTP/A*Y
Scooter Pie

LGN/AB*
Brutah

GDF/AYB
Steve Snake

MPF/BY*
Moosekat

DAN/*BA
Kabuki



JF /A*Y
Jason Falcus

AMX/*AY
Chow Chow

XYZ/BBA
Facime

MCM/BBY
Mad Mike Muskett

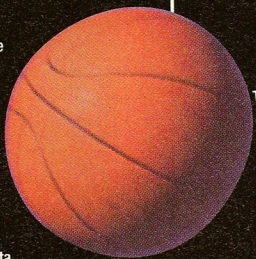
Team Mascots

BNY/B*Y
Benny (Chicago Bulls)

HGO/*YA
Hugo (Charlotte Hornets)

GOR/*BB
Gorilla (Pheonix Suns)

CRN/AB*
Crunch (Minnesota Timberwolves)

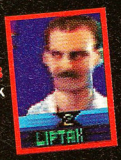


Williams/Midway Developers

MJT/A*A
Mark Turmell

RJR/*AY
Jamie Rivitt

SAL/AY*
Sal Divita



SL /*BB
Shawn Liptak

TWG/B*A
Tony Goskie

JMC/YYB
John Carlton

THE CLINTONS

CIC/A*B Bill Clinton

HC_/*B* Hillary Clinton

ROYALTY

ROY/BA* Prince Charles

WIL/YB* Fresh Prince

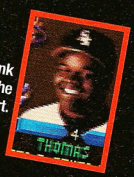
OTHER NOTABLES

BLZ/Y*Y Carol Blazekowski (Just who the hell is this?)

JAZ/YAA Jazzy Jeff - unfresh sidekick.

BRD/AYA Larry Bird - still playing.

SOX/B*A Frank Thomas - the big hurt.



HVY/A*B Heavy D - big rap star. (big meaning he's fat)

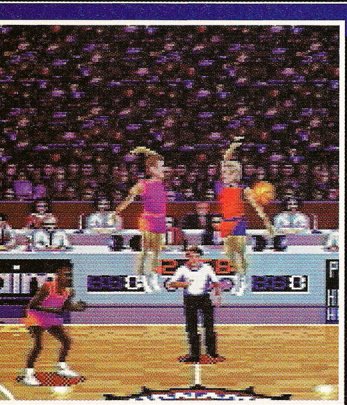
PHI/*AY Randall Cunningham - Uh, doesn't he play football?

THE BEASTIE BOYS

MKD/Y*Y Mike D

MCA/BB* MCA

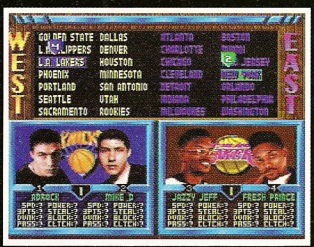
ADR/*YB Ad Rok



Royalty vs. Democracy, the Princes vs. the Presidents. Battle it out for supremacy, but watch out for Hillary's elbows.

DREAM TEAM

All the hidden characters have mystery ratings, but we figured out a few strengths. Mike D of the Beastie Boys has a dead-eye from three. Experiment and find out what players can help you win. Then get some far out four-player games like these.

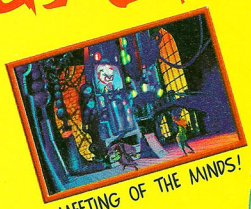


The Beastie Boys taking on DJ Jazzy Jeff and the Fresh Prince! Can white men jump? After all, they can rap.

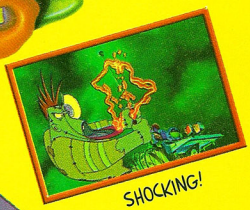
The Gorilla and Hugo the Hornet vs. Randall Cunningham and Larry Bird. A couple of wannabes vs. a couple of has-beens.

Get the game or the short, fat, green guy buys it!

BRAIN DEAD 13™

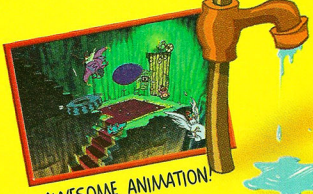


MEETING OF THE MINDS!



SHOCKING!

SUSPENSE, DRAMA, INTRIGUE!



AWESOME ANIMATION!

THE LADY IS A VAMP!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

WARNING:
Extreme Cartoon Violence!

No cartoon characters were maimed or mutilated during the making of this game.

READYSOFT

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Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

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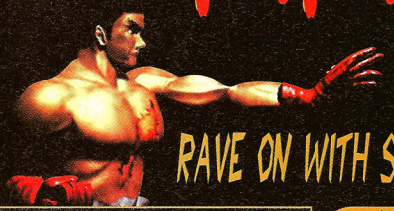
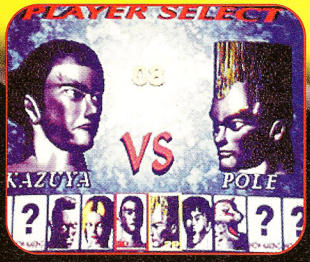
TAKING IT TO TEKKEN!



RAVE ON WITH SOME NEW MOVES!



MOVE KEY

- Tap Forward
- Tap Back
- Tap Up
- Tap Down
- Tap Down/Back-diagonal
- Tap Down/Forward-diagonal
- Tap Up/Forward-diagonal
- Tap Up/Backward-diagonal
- Half-circle Back
- Half-circle Forward
- Red arrows indicate that you must hold the joystick in that direction

MOVES FOR THE MASSES

These moves work for all characters, although each character does their own type of attack.

Kick while rising	+LK+RK
Roll attack while rising	+LP+RP, +LP+RP
Attack enemy on ground	+RP
Slide Kick	RK (while running)
Diving Attack	LP+RP (while running)
Throws	RP+RK (in close) LP+LK (in close)

JACK

Sub-Boss

P.Jack — Jack 'beneath the skin' (eew!).

Megaton Blast	,,,+RP
Cross Cut Saw	,+LP+RP
Jack Hammer	LP,LP,LP
Pancake Press	+LK+RK
Backbreaker	,+RP
Overhead Lift	RP+RK
Big Splash	LP+LK
Five-hit Low Punches	+LP+RP (X4)
Punch/Elbow	RP, LP
Power Bomb	+LP
Sit	+LK+RK
Sitting punches	LP+RP (X4) (while sitting)
Overhead Hammer	+LP+RP
Machine Gun Punches	+LP+RP (X3)
Windmill Punches	,,+LP+RP (X3)

MICHELLE

Sub-Boss

Kunimitsu — Yoshimitsu in purple with kinai.

G-clef Cannon	LP (beat repeatedly)
Razor's Edge	RK,LP (while sitting down)
Skyscraper Kick	RK (while getting up)
Tequila Sunrise	RP (while getting up)
Double Low Kick	+LK,+LK
Standing Kick or Double Low Kick	RK,+LK,+LK
Low Kick/High Kick	+RK,+RK
Standing Low and High Kick	RK,+RK,+RK
Sweep	+RK
Sweep/Jump Kick	+RK,LK
Big Boot	,,+RK
Uppercut	,,+LP
Jump Kick	,+LK+RK
Suplex	LP+LK
Another Suplex	RP+RK
Suplex from behind	LP+RP
Go behind	RP,LP (RP must hit enemy)

LAW

Sub-Boss

Wang — Old, wise, tough guy.

Rave War Combo	+RP,RP,RP
Shaolin Spin Kick	RK,LK,RK
Catapault Kick	+RK
Rainbow Kick	+RK+LK
Jump Kick	+LK
Flip	
Dash Punch	,,+LP+RP (unblockable)
Death From Above	LP+LK
Face Punch	RP+RK
Knee Bash	+LK+RK

PAUL

Sub-Boss

Kuma-Big Bear/Turtle with moves like Jack.

Bone Breaker	RK,RP (while sitting)
Shredder	↗+LK,RK
Jaw Breaker	↓+RP (while crouching)
Front Scissors	→,→+RK
Forward Jump Kick	→,→+LK+RK
Two-hit Forward Jump Kick	→,→+LK+RK,LK+RK
Hammer Punch	↓+LP
Hammer Punch/ Power Punch	↓+LP,→,→+RP
Ground Punch One	↘+RP
Ground Punch Two	↙+RP
Sweep	↓+RK
Sweep/Elbow	↓+RK,RP
Power Punch	↓↘→+RP
Arm Throw	LP+LK
Leg-push Throw	RP+RK
Rollback Throw	←+LP+LK
Power-Punch Throw	→,→+LP+RP

NINA

Sub-Boss

Anna — Nina in a red dress.

Bermuda Triangle	LP,RP,LK
Flash Kicks	↘+LK,LK,LK,LK
Knee Jerk	→,→+RK
Can Opener	↗+RK,LK,RK
Flash Kick/Slap	↘+LK,LK,LK,LK,LP
Flash Kick	↘+LK,LK,LK,LK,RK
Punch/Roundhouse	RP,RK
Straight kick	↘+LK,RK
Two-handed attack	→,→+LP+RP
Jump Kick	→,→+LK+RK
Five-hit Punches	LP+RP (x5)
Crane Punch	←,←,↙+LP+RP
Arm Throw	LP+RP
Shoulder Toss	RP+RK
Flip Throw	→+LP+RP
Chin Punch	↓↘→+LP+RP

YOSHIMITSU

Sub-Boss

Ganryu — Sumo Wrestler with Jack-like moves.

Solar Kick	→,→+RK+LK
Shark Attack	RP+LP (while air is shimmering)
Stone Fist	←+LP (beat repeatedly)
Poison Wind	↗+RK+LK
Backhand	→+RP
Two Spin Punches	←+LP,LP
Two Spin Sweeps	↙+LK,LK
Knee	→,→+RK
Triple Kick	RK,RK,RK
Spin Kick/Straight Kick	LK,RK
Flip Kick/Corkscrew	→,→+LK+RK,→,→+LP+RP
Sword Stab	←,←,←+LP
Flying Body-Slam	LP+LK
Sword Bash	RP+RK

KAZUYA

Sub-Boss

Law in black w/white hair, moves of Paul & Law.

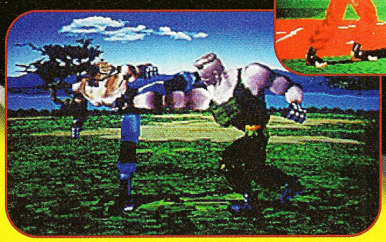
Flash-Punch Combo	LP,LP,RP
Demon Slayer	LP,RP,RP
Rising Sun	↗+RK,RK
Tsunami Kick	RK,RK (while getting up)
Dragon Punch	→,↓,↘,+LP+RP
Spin Punch	→+RP
Axe Kick	→+LK (RK when close)
Jump Kick	→,→+LK+RK
Backward Spin-Kick	↖+RK
Forward Spin-Kick	↗+RK
Upward Spin-Kick	↑+RK
Double-Kick Hold	LP+LK
Hiptoss	RP+RK
Headbutt	→,→+LP+RP

KING

Sub-Boss

Armor King — King with Armor.

Exploder	→,→+LK+RK
Capital Punishment	↗+RP+LP
Deep Sleep	RP+RK (while Jumping)
Konvict Kick	→,→+RK
Low Jab	→,→+RP
Sliding Kicks	↘+LK+RK,LK+RK (x3) (If all kicks hit opponent will be dizzied)
Knee Drop	↗+LK+RK
Knee Bash	LP+LK
Suplex	RP+RK
Power Bomb	↓,↘,→+LP
Leg Swing	↓,↘,→,↗+LP
Leg Grab	↘+LK+RK



GAME SLAYERS

The huge, rectangular shape floated in space. The space pod maneuvered closer, inches away from the gigantic game cart. 'My God!', screamed Jeff Lundrigan, 'It's full of stars!' And the journey began.

Well, once again, *Final Fantasy III* refuses to go away, although by now, most of the letters I'm getting aren't asking for help — they're twenty page manifestoes on every single secret you can find. At this point, you folks don't need my help, and I'm only printing Christy's letter because it's good for a chuckle. Besides, in the RPG department, I've got enough *Shining Force II* letters to more than keep me occupied.

Oh yeah, and the *Doom* letters have been piling up, and every single one of them are asking about the 32X version — any Jaguar *Doom*ers out there?

And one more time, thanks for all the e-mail. I've said it before and I'll say it again — I know it might take a while for a reply, but keep 'em coming. We've made a lot of changes this month, and I'd like to know what you think. Take care until next time - jfflucky@netcom.com

Jeff

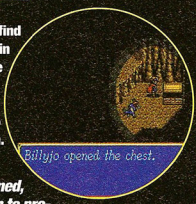
SHINING FORCE II

Sega of America for Genesis

I have a few questions — What item do you need to promote Chester to a Pegasus Knight, and where is it? What item do you need to promote Sarah to a Master Monk, and where is it? What are the Silver Tank and Mithril used for? How do you fight Taros in the Shrine?

Warren and Daniel Clements
Smyrna, TN

Warrior Pride - This one's pretty easy to find. In the armory room in New Granseal castle, where your Shining Force hangs out until you find the caravan. Just search the shield on the wall.



Silver Tank - You find this inside a chest in the dark cave where the Hobgoblin attacks you on your way to see Volcanon.

As far as Shining Force II is concerned, 'Where is the item to promote so-and-so,' is the $64,000 question. There are five items that can be used to promote characters to a better fighting class. Here they are, and how to find 'em:

This tiny speck of strange-colored woods, just over from where you rescue Elric from the harpies, hides the Elven village, home to both the Secret Book and the Vigor Ball.

Secret Book - In the largest building in the village, search the left hand bookshelf on the second floor.

Warrior Pride - Promotes a Warrior into a Baron, which makes Jaha so tough it's almost scary.

Silver Tank - promotes an Archer into a Brass Gunner, although this is the class that Dr. Rhode automatically becomes when he finally decides to join you. It's also worth noting that it can't be used to promote the Ranger, May.

Secret Book — Promotes a Mage into a Sorcerer.

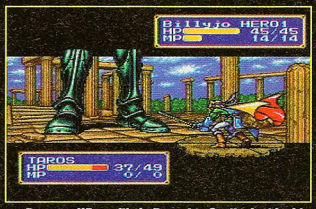
Vigor Ball - this promotes a Priest into a Master Monk, which means Sarah can kick some serious butt (however, she still doesn't have a very high defense, at least not at first, so send her in to 'finish off' enemies who are down to one or two HP. This tactic gives weaker characters maximum experience point gain with minimum risk).

Pegasus Wing - promotes a Knight into a Pegasus Knight, which means Chester can fly (very cool). This one's all but impossible to find unless you already know it's there — who thought this was a good idea is beyond me.

As for the Mithril, just check out Ken Bennet's letter. To beat Taros, you have to equip your Hero with the Achilles sword (which I showed you how to find last month) — that's the only weapon that can hurt him. Once you've fought your way up to him (he never moves), have the Hero attack and keep Sarah and a few other folks with Healing Seeds nearby to heal him up between rounds. Be careful though — Taros has a couple of spells with a VERY big area of effect, so keep everyone who isn't needed well back.

To beat Taros, equip the hero with the Achilles sword and keep swinging at his heels (get it?). Just remember to heal your character every chance you get.

Vigor Ball - The Ball is also found in the Elven village, in a chest hidden in some trees, over to the left behind all the houses.



Pegasus Wing - It's in Pascalon Castle, just inside the entrance to the throne room on the right. Walk down the right hand side of the rug, stand so your character is partly hidden behind the wall, and press A.

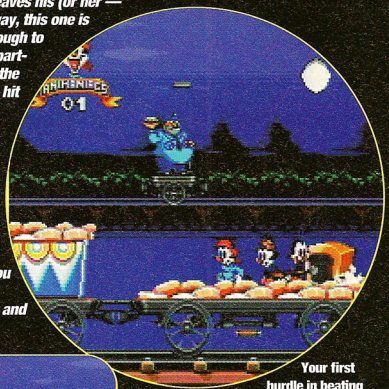
ANIMANIACS

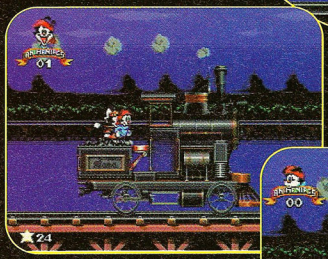
Konami for Genesis

I'm having trouble in the third level. I can't get by the train level. I can beat Ralph in the pie fight, but I don't know what to do next. One more thing, how to you kill Ralph? PLEASE HELP ME!

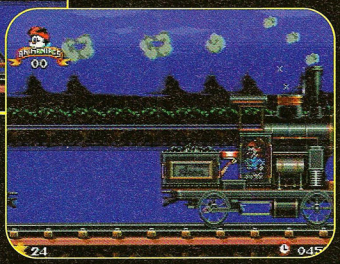
J.M.
Peterborough, NH

Never trust anyone who only leaves his (or her — you never know) initials. Anyway, this one is easy to figure out, but a little tough to pull off. Inside the engine compartment is a switch. Stand inside the compartment and have Wakko hit the switch so that the coal is launched into the engine's smokestack. Timing is everything here. You have to launch the coal into the stack while it's open. Each lump you manage to put in there makes the train go a little faster, and Ralph misses the car when he tries to jump on. However, if you hit it when it's closed, the coal bounces into the compartment and hurts you!



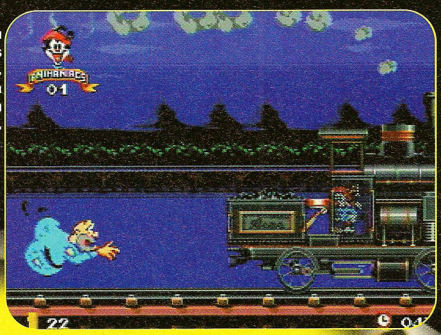


Your first hurdle in beating Ralph is getting through this pie fight. Just stay out of the way of his shots and keep hammering the launcher, and you should get through fine.



Now comes the tricky part. Hop to the engine compartment, and launch lumps of coal so they fall into the open stack. The best time to do this, believe it or not, is just after it closes — it should be open again by the time your shot reaches up there.

The burst of speed you send the engine makes Ralph miss the train. After hitting those rails a half-dozen times, Ralph gives up.



FELLOW SLAYERS

FINAL FANTASY III

Square Soft for Super NES

OK, I know this isn't exactly a tip, and it's not that secret, but it's pretty darn fun. If you go to the Imperial Castle in Vector (provided you can get in without getting kicked out by some soldiers), you can flush the toilets. I'm not kidding. Just walk up to the toilet and press the A button. For some unknown reason, your character has to jump into the toilet to flush it. My cousin says that they're going to the bathroom, but I disagree. Anyway, I spent a very long time in the bathroom. Most people think I'm insane when I tell them this. I hope you don't. Thank you.

Christy DeShong
Kalamazoo, MI

I have no business at all calling anyone insane — not after that incident with the eight cans of whipped cream and the two giant tree sloths. Anyway, you couldn't possibly be spending more time in the bathroom than the last roommate I had.

Well, here it is, the Imperial Castle of Vector, home of the land's only operating flush toilets.

Hey, if you ever wanted to see an RPG hero squat and answer the call of nature, here's your chance. My, isn't technology wonderful?

SHINING FORCE II

Sega of America for Genesis

There are at least 14 pieces of Mithril, located in order as follows:

1) Behind the Tower at Granseal
2) Next to the shrine south of Granseal
3) In the north wall under the cell in Galam
4) In the large crevice after the earthquake in Granseal
5) In the center of the sandbox in Ribble
6) In the chest outside the fence in Hassan
7) In a barrel on the pier in Hassan

8) In a chest in the hidden Elven Village
9) In the cave to Creed's mansion, in a chest in the lowest secret room [as you walk through the cave, keep pressing down along the south wall to find a secret passage - J.L.]
10) In an indention in the wall of mountains east of Creed's
11) In Pascalon dungeon
12) North tip of the mountains east of Moun
13) Chest in Mitula's Shrine
14) Chest in the trees in front of the monastery on Grans.

Weapons can be made from Mithril in the Dwarven village (I put a

You can find Mithril in the strangest places. Try exiting through the secret passage in the west wall of Pascalon Castle, then go downstairs (ever wonder how to get past that locked door?). In the basement is a chest. Guess what's inside.

star by my favorites): Critical Sword, Battle Sword, Heat Axe, Atlus Axe, *Ground Axe, *Gisarme, Katana, Ninja Katana, Supply Staff, *Holy Staff, Great Rod, Halberd, *Valkerie, Mist Javelin, Mist Knuckles, *Giant Knuckles, *Counter Sword, *Mystery Staff, Nazca Cannon, Buster Shot, *Hyper Cannon, Mage Staff, *Freeze Staff, Wish Staff, Goddess Staff, Rune Axe, *Grand Cannon, Holy Lance, *Levanter.

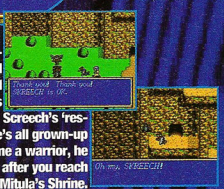
Other spots aren't so obvious. Try searching this sandbox in Ribble.

How to find characters:
Sheela - Behind the monastery on Grans
Claude - In the tunnel south of Roft (get his arm from the northwest corner of Moun).

I have played this game through on all settings but I still haven't found Birdman X. Where is he?

Ken Bennett
Lynden, WA

To find Screech, you first have to talk to his mother, outside on the ledge off the third floor of Bedoe.



Go back downstairs and walk around the bushes until to trigger Screech's 'rescue.' Once he's all grown-up and become a warrior, he joins you after you reach Mitula's Shrine.

DOOM

Sega of America for 32X

I was thrilled when I saw the codes you printed. However, they only worked two outta five times! Aren't there any other ways to become god and get all the weapons?

Another question — I've gotten fried by toxic ooze, had imps set my head on fire, been ripped to shreds by Barons of Heck, and gotten through all seventeen levels. WHERE THE HOLY @*%#! IS THE BFG9000?!

John Tucker
Mattheson, IL

A fair question. Normally I don't run negative answers, but since everybody and their cousin wants to know about the BFG9000, I'll go ahead and respond.

Sorry, but I don't think you can just 'find' one in the 32X version. At least, that's the best information I have, and hours of roaming around haven't proved any different. You CAN find it in the Jaguar version, but from what I can gather, the 32X version was rushed out the door by Sega of America (had to have it out in time for the 32X launch, y'know), and a few items slipped through — not to mention those wonderful bugs where the game locks up and those awful '1) Malloc,' and 'Bus Error,' messages come up. In any case, I know that in the PC and Jaguar versions you don't find a BFG until level 21 — that is, the third level of Mission Three, the Inferno.

However, when you use the 'Happy Ammo' weapon code in the 32X version, the BFG is suddenly, mysteriously there, and I'm pretty sure this is the only way to get one — which really stinks, because you can't finish the game with codes working. If anyone has actually found a BFG while playing, without using the code, let me know.

OK, one more time — to play in God mode, use a 6-button controller and press PAUSE, MODE, X, Z, and Up at EXACTLY the same time. It ain't easy, but it does work.

The Happy Ammo code is similar — using a 6-button controller, press PAUSE, MODE, A, C, and Up at the same time.

This is one case where I'd be happy to be wrong (Lord knows I still haven't heard the end of the infamous 'Johnny Cage Three-Heads Fatality' screw-up).

Just so this isn't a total loss though, I'll break my own rule about codes and talk go over the God and Happy Ammo codes again. These are NOT easy to do, and everyone has trouble getting them to work. Just do what I do — keep hammering at it until they either work or your hand cramps up.

Once the Happy Ammo code is working, hey look! It's the BFG9000! However, this seems to be the only way to find one in the 32X version — sorry folks.

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address

Game Slayers

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prepare yourself.

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The Spacey Brothers™ MOVIE

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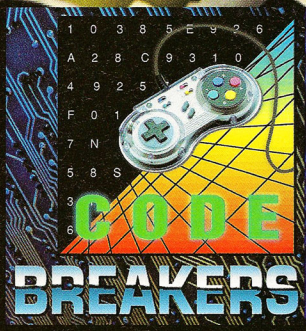
COMING SOON

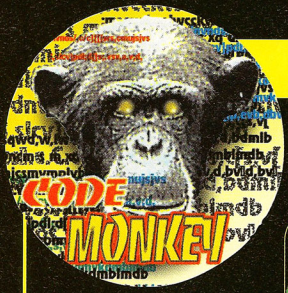


Before you mock and taunt Mike Salmon about this goofy picture, understand that it ain't nothing for him to kick yer butt — at least that's the rumor.

This month we have bundled up a powerful package of codes that is sure to make any man weep (it's okay to cry — it's even okay to express your love for another man — but don't touch). The Jag and 3DO codes keep coming in and no one's making games anymore without at least a couple of hot codes.

On a sour note. I regret to inform you that none of you was stupid enough to be Code Donkey of the month. Come on guys, I know you can do it. Just don't concentrate, stop thinking, and act like an ass. It's not that hard a thing to do — we've all been known to act that way once in a while, except for Bill Donohue, maybe. In fact, Bill was nice enough to pad out this section, after I didn't write enough. Dopey me! I guess I owe Bill fifty bucks! Next month I want to see a lot of stupid mail. If not, I may have to carry through on my promise of kickin' yer butt — and you know it ain't nothing for me to do that.

Mike



Code Monkey Of The Month

Tell Me no lies **Rocel Tsuchiya** of **Aliso Viejo, CA** has been bestowed the dubious honor of Code Monkey. He hustled in these *True Lies* codes weeks after the game hit the stores. How did he do it? He's a Code Monkey and that's what any good Code Monkey would do. Congratulations on rejoining the primate family. But don't come to me for bananas — you gotta get your own bananas!

At this password screen, enter the proper passwords.

Enter **BGLVS** and Arnold has infinite lives, so you can get shot all you want.

Enter **BGWPNS** and Arnold has full ammo and all the weapons. Like the shotgun, grenades, Uzi, and flame thrower.

Enter **BGGRLY** and Arnold has infinite energy which means trouble for the bad guys.

DEMOLITION MAN

Virgin For 3DO

KILL THE DESIGNERS!

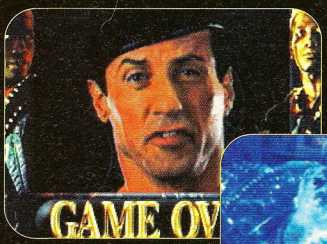
This level select code lets you play any level, see the ending, see the credits, get a sound test, and play five bonus levels in the Virgin Offices. Finally, a chance to roam the halls and destroy the designers of games you didn't like (Virgin hasn't made too many of these, though).

Pause the game at any time and enter **L**, **A**, **Up**, **Down**, **R**, and **Up**.

The passcode box says **#PWR** to show you that you have the teleport ability.

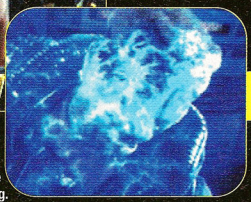
Press and hold **B** to get the level select to appear in the box. Keep holding **B** and press **Up** and **Down** to cycle through the options. When you find the one you want, release **B**.

Pick a shooting level like this one.

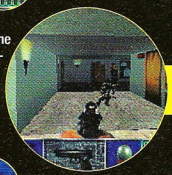


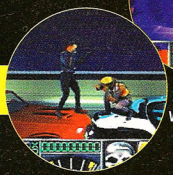
Go to the option **GMOVER** and you can see this loser's ending.

Go to the option **GMWNNR** to see the winners ending.



Or go to the Doom-type levels of roaming the hallways.





Or fight with Wesley Snipes.

Go to **CRDTS** to see the designer credits.

Go to **SCORS** to see the high scores.

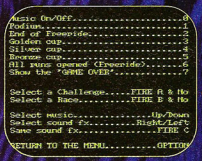
Go to **LSTNG#BTH** to get the sound test menu.

VAL D'ISERE SKIING AND SNOWBOARDING

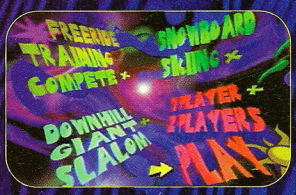
Atari For Jaguar

SNOW SCREEN

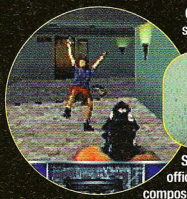
Use this code to get an extra options screen. Plus, you get to use those handy number buttons on the gigantic Jag controller.

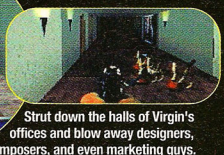


At this main options screen enter **4,0,8,5,7,4,1,4** on the number pad.



If done correctly, you get this screen with some extra options that aren't normally available.





Go to **VRGN1**,**2**,**3**,**4**, and **5** to check out some of the coolest bonus levels ever.

Strut down the halls of Virgin's offices and blow away designers, composers, and even marketing guys.

COSMIC CARNAGE

Sega for 32X

KILLER!

In the same category of the *Rise Of The Robots* code, the game isn't much, but it does have a code. And actually this isn't much of a code, but it does allow gallons of blood to flow.

When your opponent gets near death, perform one of your special moves and you get gory fatalities like this.

WAY OF THE WARRIOR

Naughty Dog For 3DO

SPACIN'

Yet more codes for *Way Of The Warrior*. This time you can play a four-player space battle game. Huh? Ours is not to question, but to inform.

At this game select, pick the versus mode.

The player on the right should select a character and then press **Down-Right**, **A**, **B**, **C**, and **Start**.

Then the player on the left should select a character and press **Up-Left**, **L**, **R**, and **Start**.

Now you can play a four player space battle game — if you have four controllers.

BUBSY

Accolade For Jaguar

LEVELING BUBSY

Bought a Jaguar? Bought *Bubsy*? Well, I feel so sorry for you that I'm going to give you the passwords to all the levels, so you can finish this game and buy a new one. Please.

Level Codes

Level 2 = **392652**
Level 3 = **458227**
Level 4 = **958036**
Level 5 = **739294**
Level 6 = **184792**
Level 7 = **812615**
Level 8 = **781367**
Level 9 = **126712**
Level 10 = **236721**
Level 11 = **673167**
Level 12 = **792323**
Level 13 = **672328**
Level 14 = **782389**
Level 15 = **672345**

LEVEL 7

LEVEL 15

PAC-MAN 2: THE NEW ADVENTURES

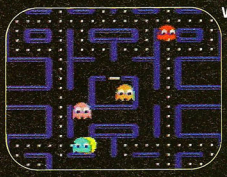
Namco For Genesis and Super NES

ALL IN THE FAMILY

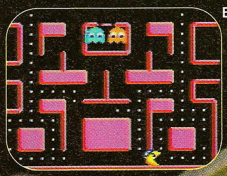
With these cheats for *Pac-Man 2*, you can skip right through the frustrating game to play the arcade goodness that made Pac and his family what they are today (I'm not sure what that is, but it must be good). The Genesis and Super NES codes ensure that owners of either system can enjoy these codes.

Genesis

Enter **PCMNORG** at this password screen.



Voila! The original Pac-Man and all the ghostly goodness.

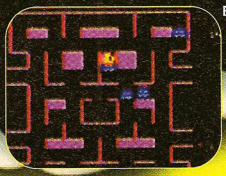


Enter **PCJRDPW** at the password screen and you can give little Pac a try.

Super NES

Enter the password **PCMNDPW** at this password screen.

Now you can play the original Pac on the Super NES.



Enter **MSPCMND** and you're on to the Ms. Pac-Man game.

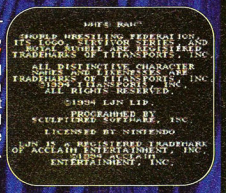
WWF RAW

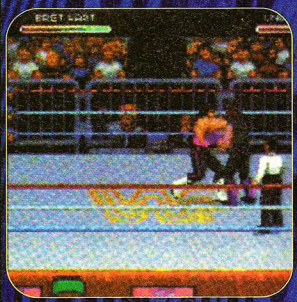
Acclaim For Super NES

RAW POWER

This code allows you to knock out your opponent in two solid punches. Then you can be the ultimate wrestler.

At this copyright screen, press **Up+B+Y** repeatedly and you hear a gunshot sound if the code worked.



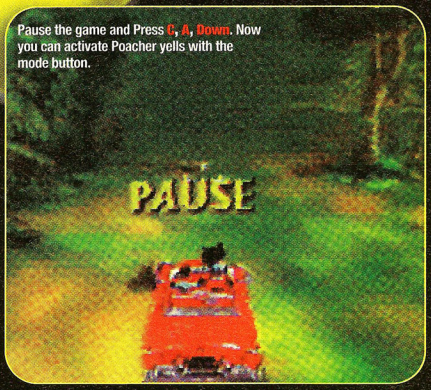


Then take it to the ring and knock the stuffing out of even the toughest foes.

CADILLACS AND DINOSAURS

Rocket Science For Sega CD

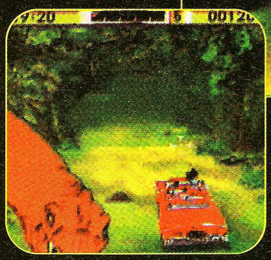
Pause the game and Press C, A, Down. Now you can activate Poacher yells with the mode button.



EXTINCT!

The promise of this game was never lived up to, but hopefully a few of these cheats can keep this game from being extinct — like its namesakes are.

Pause the game and press A, C, A, Down to get more time.



Pause the game and press C, A, Down, A, Left, Left, A, C to get yet another life.

Pause the game and press C, A, Right, B to get two extra lives.

DEMON'S CREST

Capcom For Super NES

SCARY!

This code allows you to play as the ultimate demon. If you're not too scared, this can add some more fun to a great game.

To enter these codes, go to this password screen.

Enter FDQP, QRMB, FGNH, GTKL to get a full life meter and all items so you can easily handle the tough challenges.

For a chapter select, pause the game and press C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B. Then, with the game still paused, hit A+B+C+Start to return to the main menu.

Now you can select any chapter you like.

Enter QFFF, KNRR, DDLR, XGTQ to be the ultimate gargoyle with a full life meter, all items, and a crest of heaven.

RISE OF THE ROBOTS

Acclaim For Super NES

THE SUPERVISOR

This game sucks! There really isn't a nicer way to put it, but if you were unfortunate enough to purchase it, these codes let you play as the boss and pull off some of his formidable moves, as well as giving you invincibility and letting you see the end.

At this options screen press **Up**, **Right**, **Down**, **Left** and **Y**. Pick one or two player mode.

In training or two player mode, fight against or be the Supervisor.

Use his meltdown move to regain energy and add some lost luster to this loser game.

At the options screen, enter **Down**, **B**, **Up**, **B**, **Down**, **Left**, **Right**, **B** and you gain invincibility to dominate the competition.

At the options screen, enter **Left**, **B**, **Right**, **B**, **Down**, **Left**, **Right**, **B** and you can view this ending without wasting your time trying to beat the game.

GIVE US A HAND

You've gotta be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: **Codebreakers; *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010 or call the Codeline at (415) 330-5348.**

ALIEN VS. PREDATOR

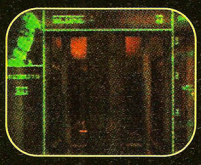
Atari For Jaguar

EASY PREY

Easily the best Jag game yet (not counting *Cannon Fodder*, maybe), *Alien Vs. Predator* is also extremely tough. With these codes you can make things a little easier, whether you're playing as the Predator, Alien, or the Marine.

Hold **Pause** and **Option**, then press **1+3** keys. Release and hold down **2+5+7+9** keys. If you hear the Predator laugh, you have done the code correctly.

After entering the first code, all of these codes will work. Press **Option+1+2+3+4** to recharge all weapons.

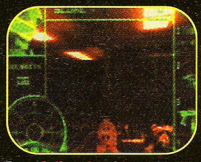


Press **Option+6** to raise security level or **Option+9** to lower it.

Press **Option+8** to toggle motion tracker on and off.

Press **Option+1** to access the Marine's shotgun.

Press **Option+2** for the pulse rifle.

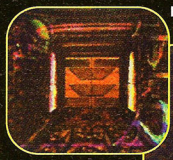


Press **Option+3** and you get to toast some aliens with the flame thrower.

Press **Option+4** to get the smart gun, as opposed to the stupid gun.

There is a second code that helps the Predator and Alien, as well as the Marine. Press **Pause**, **Option**, **6** then **1+3**. Then press **B**, **A**, **9**, **A**, **9**, **A**, *, **Option**, **6**, **#**, *, *, **Option**, **2**, **Option**. If you managed all that, then all of the energy and ammo bars replenish themselves.

A10- Now if you press **Option+A** you raise a level in the base.



Press **Option+8** and you are lowered a level in the base.

Press **Option+5** to toggle the cheat on and off.

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Rocel Tsuchiya**, from **Aliso Viejo, California**, who scores a controller for his *True Lies* codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!

Now there's no reason for you not to send in your codes! The ASCIIPad is the ultimate in controller action!

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				___	MYSTERY
		E			___	
P	O	W	E	R	N	
	R				___	WORD
S					___	

WORD LIST and LETTER CODE chart

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

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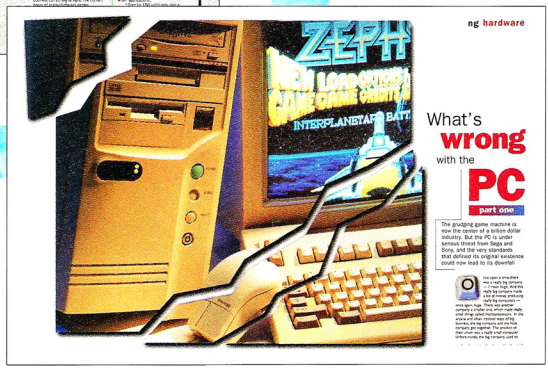

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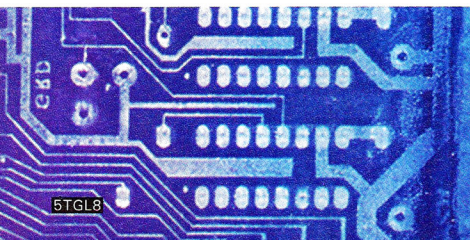

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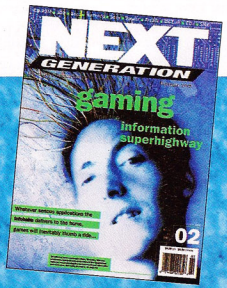

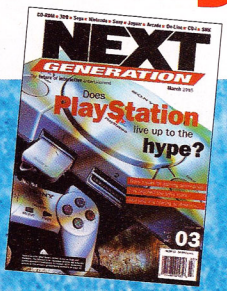

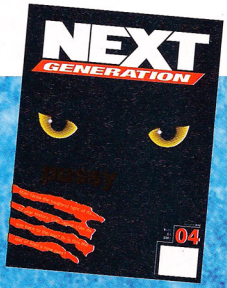

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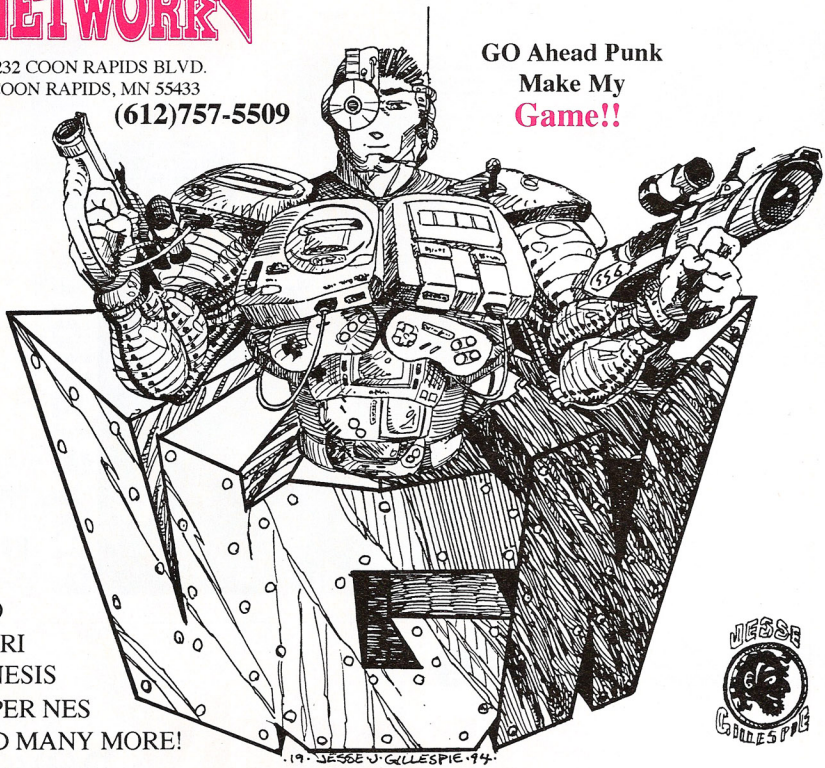

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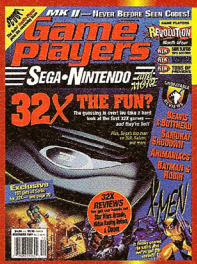

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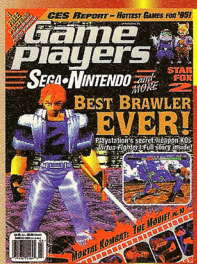

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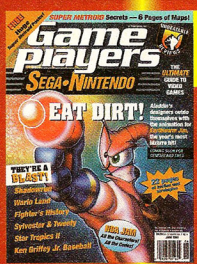

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Back Talk

If you got this far and the top of your head isn't a smoking crater, then you must be brain-dead! Just wait until next month, when we take over the asylum once again. See ya!

THE YOLK'S ON US!

Ahoy, mates! Things have taken a turn for the better on board the good ship ***Game Players***. That Gamer X fellow has turned out to be alright after all. All last month he ran around as a chicken, so the crew had all the omeletes and egg cremes anyone could want. Of course, every once in a while, he and Cap'n Slippy would disappear below decks and we would hear rumors of the dreadful sacrifices to Gazuga, who is lord of the Monkey Men. We don't know what part the Cap'n played in these bizarre rituals, but it is known that all of the bananas on board disappeared and the peels were found, mysteriously mutilated, in the Cap'n's cabin. And then there were the ape-like footprints leading back to Gamer X's cabin. As long as we keep getting our eggs for breakfast, everything will be OK. But if we don't get this monkey off our back...

E^3, BRUTE?

OK, OK, so it isn't a very good pun on Shakespeare. It's seven in the morning, there's no one else in the office, and the damn caffeine hasn't kicked in yet. But it is a kind of cheesy (oops) way to remind you all that next month's issue is gonna be chock-full of next generation gaming goodness! We're sending our own gang of nut-cases down to the E^3 show in La-La land (that's Hell-A for those of you outside of California) to check out all of those miraculous new machines and the killer software that's gonna move us all into the future! So stay tuned to the *Game Players*' channel, 'cuz this is the only place where you'll get the truth, the whole truth and nothing but the truth about the next gen of video gaming.

The last time I saw something like this, there were illegal substances involved! Yow! Here's the June 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: **June'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 February's Scrambled Mess Contest was **Sean Greathouse, of Seaside, OR.** He correctly identified the scrambled picture as a screen shot from *Popful Mail*. Your Mystery Prize is on the way, Sean, but we sent it the slowest way possible, so don't hold your breath!

A CUP OF... TEA?

Cast your bread upon the waters and ye shall receive. I read that somewhere, but all I thought you would get were soggy croutons. I'd just like to take a second to give a quick "thanks!" to Aaron Miller, of Greenfield, IN for the weird, sick

and twisted T-shirt he sent me. It was the very first one I got and boy, is it weird!!! Hey, Aaron, did you go to a parochial school? I used to; I still have the ruler scars on the back of my hands to prove it! Keep up the good work and thanks again!

JUNE 1995

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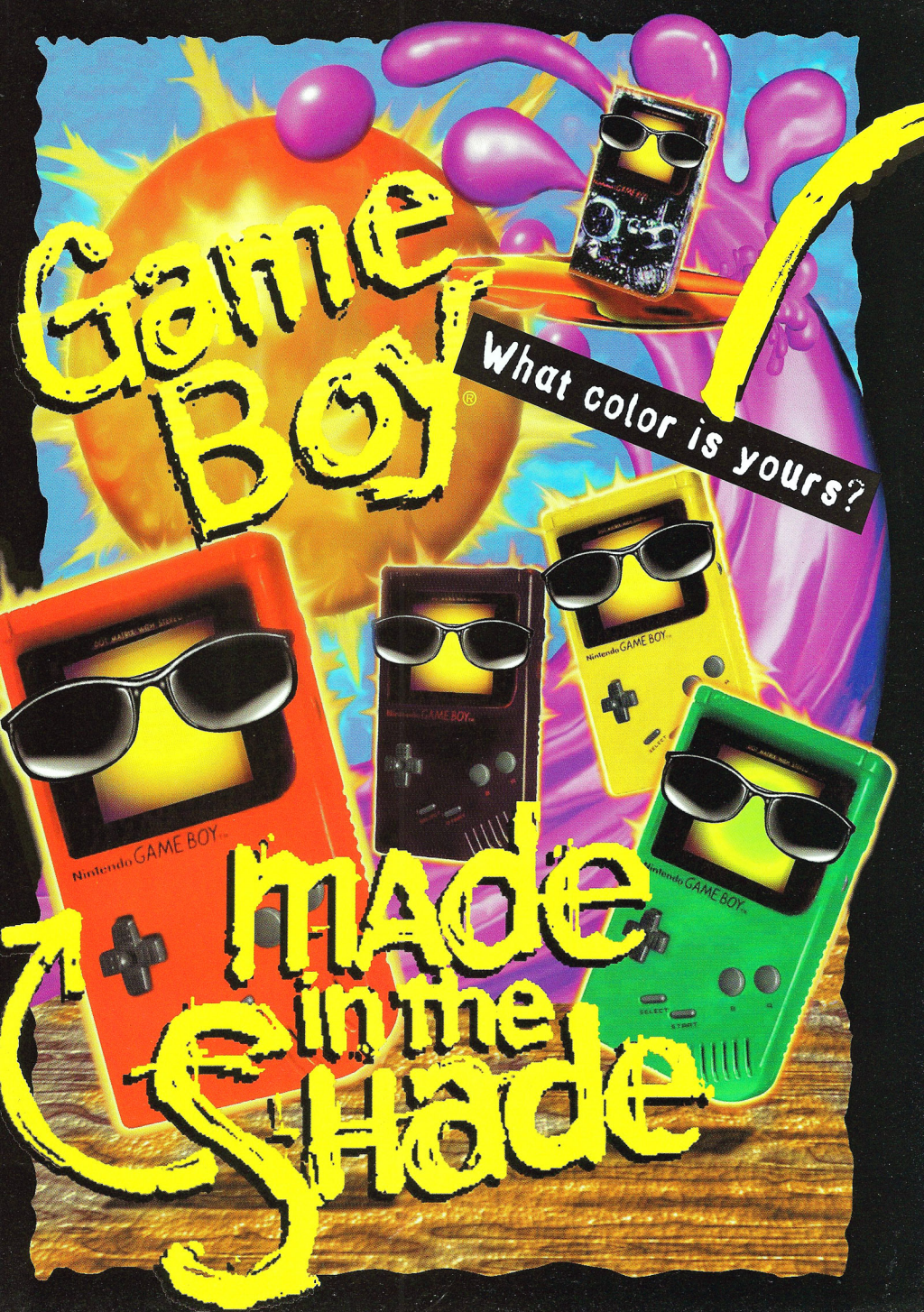
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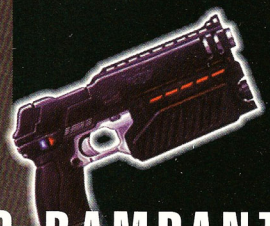

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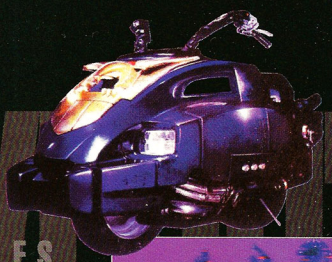

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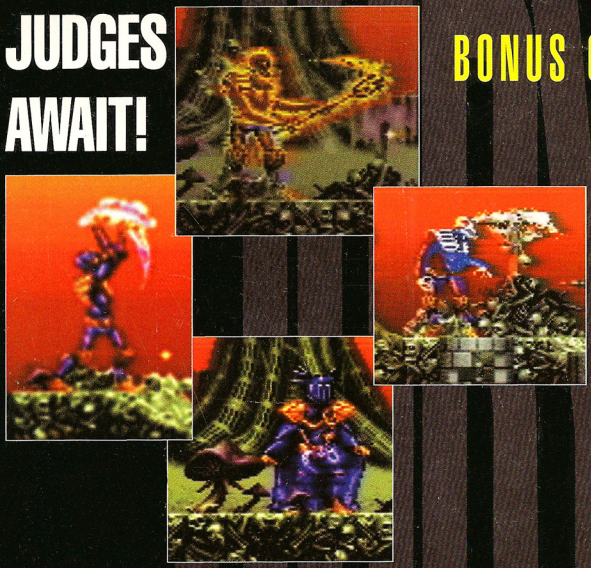
THE DARK JUDGES AWAIT!

MEAN MACHINE AND THE ABC ROBOT

BONUS COMIC BOOK LEVELS



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