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THE ULTIMATE GAMING MAGAZINE

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Sky combat on Ultra 64  
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# Super Mario World 2<sup>®</sup>

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## Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



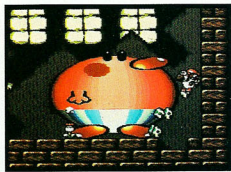


**This baby's outta control.**

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...

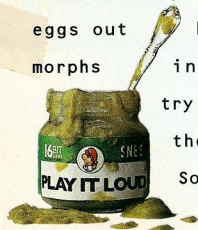


This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average Lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



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# CONTENTS:



## Press Start

p06

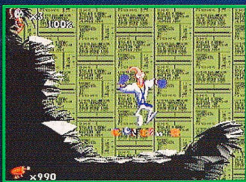
Can you believe it? Ten years ago Mario made his debut (sort of) on the NES in the first SUPER MARIO BROS. A decade later, he's the king of the swankiest video-game empire in the world and about to bust out on the scene again with his new Ultra 64 game. We take a look at the phenomenon in this month's edition of Press Start. As if that wasn't worth the price of the magazine alone, Swami Gabe answers readers letters in the dank, dark pit known as Soundboard. Yikes! After you've finished witnessing the depths of depravity our readers can stoop to, check out the groovy articles about the secret link between PCs and PSXs, learn all about the sequel to JUMPING FLASH, and enter our newest contest and win snazzy prizes with Mario's face all over them. Wow! Whatta way to begin!



## Tips & Tricks

p22

Need a clue like Scooby Doo needs a Scooby Snack? Banging your head against the wall because you just can't figure out how to get past the Tenth Palace Of Krill? Well, take a chill-pill, baby, because in this month's edition of Tips & Tricks, you'll find valuable cheats for EARTHWORM JIM 2, DOOM, KILLER INSTINCT, BASES LOADED, GARY COLEMAN, HIGH VELOCITY, ZERO DIVIDE, NHL ALL-STAR HOCKEY, and more. Now how cool is that? (Whatchyoo talkin' bout, Gabe? —Ed)



## Soundboard

p12

Uh, we know we've already mentioned the Soundboard section in the Press Start blurbs, but we couldn't resist pumping it up again. Swami Gabe knows all, so you'd better watch your back.



# First Look

p40

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

**Killer Instinct 2:** The amazing sequel to the arcade hit is here and it'll kill ya.

**In The Hunt:** Check out this crazy PlayStation version of the arcade hit and be amazed..

**Earthworm Jim 2:** You've played the 16-bit versions, now check out EWJ2 on Saturn.

**Tokyo Highway:** Some have called this a Ridge Racer clone, but if it is, it's a good one.

**Casper:** The "friendly ghost" gets angry in this adaptation of last summer's hit movie.

**The Need For Speed:** No, not a Top Gun reference, a cool driving sim.

**Bubsy 3-D:** Two-dimensions wasn't enough for this guy, the squirrel gets 3-D, boy.

**Shokendo:** Holy heck, Shokendo is a crazy game filled with nutty stuff that'll impress you.

**Top Gun:** You can ride Maverick's tail anytime in this late adaptation of the Tony Scott film.

**Toshinden 2:** One of the most anticipated sequels of '96 is coming soon. Don't deny it.

**D&D Tower of Doom:** Relive the magic days of grade school D&D obsessions.

**Alien Virus:** A puzzle-solving game involving some aliens... and a virus... and lots of "mood".



# Reviews

p60

Do you like you criticism served with a witticism? Then look no further, Mr. Peepers, our review section has what you want: to-the-point examinations of the latest and greatest (and sometimes lamest) games to come down the pike along with funny jokes to amuse you. We play these games for you, so you can trust us.



# Sportswire

p73

The best section of the magazine just got better! Geoff has decided to devote the whole section to the exciting sport of golf. Well,

that's not exactly true, but it does seem as though those are the only games he's getting lately. Along with another soccer game, an update on the highly anticipated Konami baseball title, MLBPA BOTTOM OF THE 9TH, and a trip to the Lakers game, Sportswire will have you begging for more. Oh, did we mention golf?



# April 1996



# HAPPY BIRT

## World's most famous plumber

**A**s Nintendo gears up for the launch of the Ultra 64 and (hopefully) another decade at the forefront of video games, it's a celebration. Yes ladies and germs, a celebration of one whole decade of Brooklyn's most famous export, the world's most adventurous (and possibly cheapest) plumber, and one of the greatest lovers of our time. Let us all take a moment to wish Mario a very happy birthday.

Yes, the diminutive, but powerful plumber has been with us (the world) for exactly ten years.

Unless of course you figure it all out and realize it's more like 15. Nintendo has, in its infinite wisdom, decided to measure Mario's age from his 8-bit NES debut in *Super Mario Bros.* Of course Mario fans know full well that he first appeared in *Donkey Kong*, five years beforehand. Well, to all of you we say: Shut up, and enjoy the celebration. Other stars get

to lie about

their age (and their hair—Burt Reynolds, Elton John, Michael Jackson). So why shouldn't Mario?

Now if I was a shareholder at Nintendo, I would have several spectacular reasons to celebrate Mario's birthday, not least of which would be the gigantic pile of money preventing my fridge door from closing. Mario is the single most successful video-game character ever cre-

ated and continues to earn his creators a fortune. And it's to his creator we must turn, for in order to truly understand Mario, we must first know his true father, Mr. Shigeru Miyamoto.

Mr. Miyamoto has given us so much joy over the years that we feel it only fitting to somehow repay the favor, ahem, by giving him approximately 50 bucks every time he comes up with a new idea. Nobody knows quite how much money Mr. Miyamoto earns, but it's probably a lot. Any of Nintendo's rivals would pay a king's ransom to snatch Mr. Miyamoto away.

Rumor has it that Mr. Miyamoto is slightly bonkers, but in a cool, sophisticated, game-genius kind of a way. Rumor also has it that without Mr. Miyamoto, Nintendo would almost certainly be a smaller, weaker entity. As a matter of fact, every single Nintendo hardware launch, up to and including Ultra 64 has included a Mario game. The list goes something like this:

Now, all of these systems (apart from the Virtual

1. NES	<i>Super Mario Bros.</i>
2. Super Nintendo	<i>Super Mario World</i>
3. Game Boy	<i>Super Mario Land</i>
4. Virtual Boy	<i>Mario Tennis</i>
5. Ultra 64	<i>Super Mario 64</i>
6. Hyper 128	<i>Hyper Mario Star</i> (probably)

Boy and the one we made up and possibly the Ultra 64) have been huge smash hits all over the world. Why? One word: Mario. Others may disagree. You'll hear cries of "Pilotwings", "Mega Man" or "Super Bazooka Bang-Bang Cheesebomber". All nonsense. The driving force behind all these systems was a platform hero from Brooklyn.

Sega loved Mario so much that it tried to emu-





# H DAY TO YA!

## celebrates a decade at the top

late his success with its own platform hero, Sonic. Now Sonic the Hedgehog has a lot of original and enjoyable features, but only the most die-hard Sega fan would deny that he was influenced by Mario. True, there was never a mustache, or even overalls, but he ran, he jumped, he did all kinds of crazy stuff.

Rip-off? Perhaps, but the point is that Sonic was a testament to the beauty of the *Super Mario Bros* game style. Mr. Miyamoto created not just a game, but a work of art. To this day, there hasn't been a character on any system who has evolved to the same degree of sophistication.

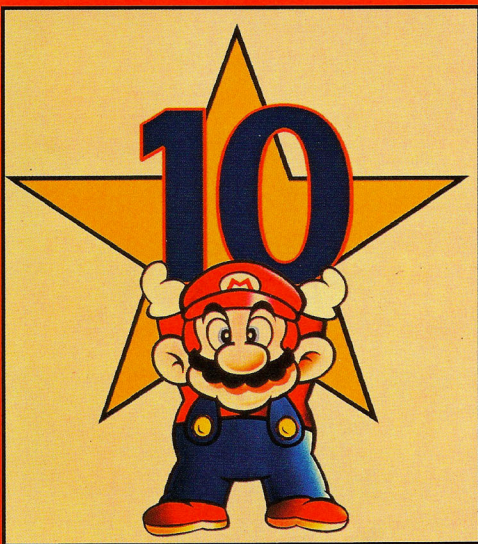
But Mario wasn't always so sophisticated. As a matter of fact, he wasn't always Mario. His first appearance, in the *Donkey Kong* coin-op was all the way back in 1981, before some of you guys were even born. Back then, he was called Jumpman, and his arch enemy was Donkey Kong. Since then, Kong and Mario have taken separate

paths, but who knows, they may eventually meet again. *Donkey Kong Jr.*, was Mario's next appearance, though this time he was pretty much asleep, guarding Donkey Kong Jr.'s famous dad. Next up, he

and his brother Luigi, were given starring roles in *Mario Bros.*, a simple, but enormously addictive platform game. If you want to play the original *Mario Bros.* game, you'll find it hidden in the *Super Mario All Stars* cart.

*Super Mario Bros.* marked an evolution for both Mario and the platform genre as a whole. Mario as a whole. Gone were the simple, one screen levels, replaced instead by complex, beautiful, scrolling worlds. Not only did this increase the play area, but it allowed the developers to make Mario a more three-dimensional character. He could walk, run, jump and swim.

Mario's gameplay appeal evolved to its highest level in 1991 with the launch of *Super Mario World* for

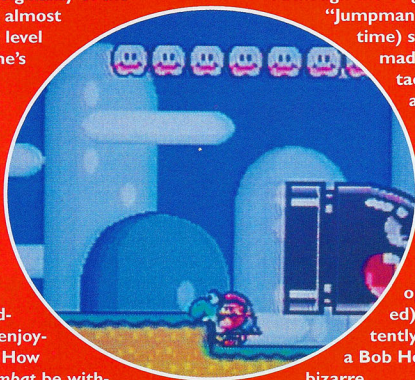


Mario has become the single most recognizable face in video-gaming. In America, more kids recognize Nintendo's Italian plumber, than Walt Disney's big-eared mouse. Mario has appeared in more video game sequels than any other character, including the once unstoppable Pac Man. Scary stuff, huh?



the Super NES, giving Mario 99 levels (exits) to try out and abilities unlike any other video-game character. It was the depth and originality of the gameplay, combined with an almost obsessively anal attention to level design, that ensured the game's success.

Mario has also been responsible for a number of features many people take for granted in their video games. Secret levels? Hidden power-ups? Although not the sole domain of the Mario series of games, even back then, Shigeru Miyamoto went a long way towards making hidden goodies a standard and enjoyable feature in video games. How interesting would *Mortal Kombat* be without the secret moves or characters? The answer is, of course, about as enjoyable as having your feet eaten by a shark.



colors and virtually no definition, it was going to be tough to make Mario actually look like a person.

Although the original intention was to have "Jumpman" (as he was called at the time) smiling, the lack of resolution made his mouth look like a mustache. They liked the effect and kept it. The overalls are similarly the result of trying to distinguish his arms from the rest of his body. And the cap? Well, they didn't like the first attempts to give him hair, so he wears a cap.

And so, in 1980, the developers (Mr. Miyamoto included) of *Donkey Kong* inadvertently put the finishing touches to a Bob Hoskins lookalike. All very bizarre.

I was once lucky enough to interview Mr. Miyamoto several years ago at Nintendo's Japanese headquarters, and he said something so weird that

# "Every single Nintendo hardware launch, up to and

Mario's life hasn't always been so dreamy though, there have been a couple of very low points. Perhaps the lowest was the *Super Mario Bros.* movie in 1993. This rather dismal big screen effort starred the suitably chubby Bob Hoskins, but other than that, didn't really have too much going for it. A dreadful plot, stupid special effects and none of the atmosphere or charm so fondly remembered from the series of games.

Mario also showed up in a couple of cartoon shows, most notably CBS' *Saturday Supercade* in 1983 and much later, his very own show, the *Super Mario Super Show*, which was as mad as a small village in Canada.

Mario's appearance and general demeanor have been the subject of many exaggerations and misapprehensions. *VIDEOGAMES* Magazine will now put the record straight once and for all. Mario looks the way he does largely thanks to the technical limitations of the original *Donkey Kong* coin-op.

Mr. Miyamoto realized very quickly that with four

it made me feel all nervous and shifty. He said, and I swear this is true, "When I was a small boy, I often used to wonder if invisible things were hidden, just out of reach above our heads, such as valuable treasure." Now, when I was just a small boy, I occasionally used to wonder if monsters lived in my closet, or if Santa Claus was real.

But at no point in my formative years did I ever believe that the sky was packed full of potentially dangerous, invisible blobs.

So where does he go from here? Years of platform games have left the genre a little stretched. The latest incarnation, *Yoshi's Island*, is an absolutely incredible piece of work, but it nevertheless leaves the player with an uncanny sense of déjà vu. *Mario 64*, on the other hand, could well mark the true resurrection of the character. Even from our brief spell

playing the game at Shoshinkai, we came away feeling that the Ultra 64 Mario could turn out to be the best gameplay experience of all time.

Mario lives!





## A Brief History of Mario

To date, there have been 19 Mario games! The list looks a little like this:

1. Donkey Kong	1981
2. Donkey Kong Jr.	1982
3. Mario Bros.	1983
4. Super Mario Bros.	1985
5. Super Mario Bros. 2	1988
6. Super Mario Land	1989
7. Super Mario Bros. 3	1990
8. Dr. Mario	1990
9. Super Mario World	1991
10. Super Mario Land 2	1992
11. Super Mario Kart	1992
12. Mario Paint	1992
13. Super Mario All Stars	1993
14. Mario And Wario	1993
15. Yoshi's Safari	1993
16. Mario's Picross	1995
17. Mario's Tennis	1995
18. Yoshi's Island	1995
19. Mario Clash	1995



### Mario Factoid:

Mario was named after Mr. Mario Segali, the owner of Nintendo's first American warehouse.

including Ultra 64, has included a Mario game"

## Mario's Many Loves...



Hmm. Mario appears to have been a little badly behaved over the years, especially when it comes to the rather delicate subject of ladies. Yes, our Latin Lover has had more than his fair share of fair maidens.

To date, Mario has "helped" at least four different ladies, all of whom look and act in pretty

much the same manner. Pauline was the first, trapped by a monkey (now known as Donkey Kong) at the top of a construction site. Then came Princess Toadstool, Mario's paramour in the phenomenally successful *Super Mario Bros.* The tricky thing with Ms. Toadstool was that each time you thought you'd rescued her, it turned out that the "real" princess was in another castle. Doh!

After that, things were even more complicated. Difficult times with Princess Daisy, a completely dysfunctional relationship with Princess Mushroom...things were very bad for Mario. Rumors that Mario was seen with Princess Diana have been strongly denied.

### Mario Factoid:

**SUPER MARIO BROS. 2, was never released as a Mario game in Japan. It started life with the name "DOKI DOKI PANIC" and was altered to cash in quickly on the Mario phenomenon in the US. The actual SUPER MARIO BROS. 2 can be found on the ALL STARS cart.**





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# isn't Suicide Painless

**Or how the games industry keeps killing itself.**

**T**he games industry is a young and irresponsible creature. After nearly six years as a magazine editor and more than 20 as a games player, it never ceases to amaze me how short-sighted this industry can be. Christmas 1995 proved that for a fact.

Yet again, in another cycle of self-destructive ignorance, most software companies failed to support the largest market and in doing so, missed out on huge sales. The 16-bit market should have been healthy, thriving and prosperous for every one concerned. Instead, it became a free-for-all for Nintendo, the company which has stated, time and time again, that the days of 16-bit console gaming are far from over.

It could have been worse. At least the 32-bit consoles had a good time. PlayStation certainly did. Over 800,000 units were sold over the Christmas period, more impressive still was the sheer volume of software sold on that system. Over four million titles. That means that, on average, every PlayStation owner bought five games. These figures will come under a lot of examination and criticism, but even with exaggeration, it's a hell of an impressive statistic.

What was less than impressive though, was the way that Super NES and Genesis were effectively dropped in the run-up to the festive season. Artificially, the machines were pushed firmly and quickly towards an empty grave. Third-party

support dwindled, and Nintendo cleaned house.

The company released a batch of games, including *Killer Instinct*, *Donkey Kong Country 2* and *Yoshi's Island*. These were and are the pinnacle of Super Nintendo gaming, but the fact is, if you didn't like them, there wasn't an awful lot left to choose from. Sega too, scored bigger sales than they had anticipated, with titles like *Vectorman* flying from the shelves.

So do we blame the bad, irresponsible third-party software companies? Do we point fingers at the greed and avarice at companies like Acclaim, or Interplay? No. The fact is, we asked for this. We wanted games that were bigger and better and bolder, and we couldn't wait another second. And Nintendo and Sega? Both companies benefited from surprising 16-bit sales. Both companies have been charging third party licensees a fortune to build cartridges. But you can hardly blame them for grasping the cheaper, easier media of CD and clinging to it for dear life.

But to recap: Sony sold 800,000 PlayStation, Sega sold a few hundred thousand Saturns, but Nintendo sold an unholy two million 16-bit consoles over the last year. Ultra 64 may not be in stores right now, but guess who's laughing all the way to the bank?

—Frank O'Connor: Editor In Chief

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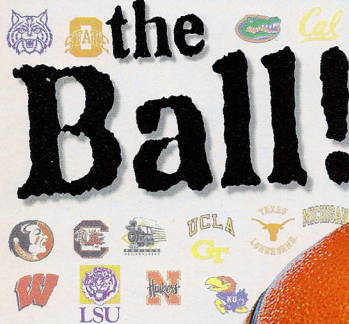
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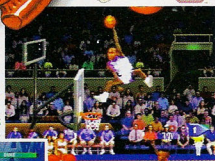


ALLEY-OOPS!

VIRGINIA



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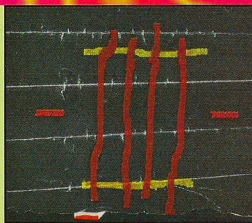
As each issue passes, Soundboard becomes bigger, your letters become weirder, and Swami Gabe's legion of fans grows and swells like a malignant cancer. Ha ha ha! Before the century's out, we shall be millions strong, and no one will be able to stop us...oh, excuse me there. Swami Gabe's getting over a vicious bout with the flu and is still having flashback hallucinations. I'd like you all to know that I have no designs on world conquest, I only want to listen to Rocket From the Crypt's latest album, *Scream, Dracula, Scream* for days on end and receive your letters at the following address:

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

### I DITCHED LATIN CLASS

Dear VIDEOGAMES,

This is an idea for the MK4 logo. I'm not saying to make it the MK4 logo, I'm just giving you an idea.



—Anonymous  
Kenton, TN

Thanks for your proposed logo for the next *Mortal Kombat*, Mr. Anonymous. Unfortunately, though, you made a couple of mistakes which I hope we can help you correct. First of all, you sent it to the wrong people. The folks at Midway should be the ones seeing this little bit of speculation. We have no impact on the content (or logos) of the *Mortal Kombat* games. Secondly, the Roman numeral you have for four is wrong, wrong, wrong. The whole point of Roman numerals is to use the least amount of available digits, so, using this scheme, the proper way to write four would be "IV", or the numeral representing five preceded by the numeral representing one, which, for all intents and purposes, means four. Go back to school, "G".

### WE'VE GOT BAD TASTE

Dear VIDEOGAMES,

I just received a Sony PlayStation for my birthday the other day, along with some games, and I have to admit, I'm impressed with the system.

Then I decided to go through some back issues of your magazine to see if there were any reviews of PlayStation games in any of them and I found the review of *Kileak: The DNA Imperative* in the October issue.

Chris Bieniek, Gabe Soria, Geoff Higgins, you're all entitled to your opinions, but, from your views of the game, I can pretty much guess what sort of movies you don't like. You three miss the whole point of *Kileak* by wanting it to be a high-energy shoot-'em-up!

*Kileak* is meant to be spooky, not overly violent. I've rented the game, so I've played it a number of times myself. The plot has your character wandering

through an abandoned base, not knowing what to expect, and wondering what could be around the next corner, when suddenly something confronts your character, bent on destroying you!

So what does this have to do with movies? Well, from your opinions, I can tell that you're into splatter/gore-type movies. Unlike you, but like me, Betty Hallock goes more for horror movies, where the point is to try and scare the viewer, instead of disgust him or her.

Oh, a hearty "Hi!" to the good-taste-having Betty and to oh-so-cool Zach from this 24-year-old gamer.

—Wayne Gardner  
Kenner, LA

Thanks for the letter Wayne, but no thanks for the smug suggestion that Chris, Geoff and I have no taste. We'll have you know that we enjoy a wide selection of movies including, but definitely not exclusively, horror films and gore films. In fact Swami Gabe's favorite film is Richard Linklater's 1991 opus *Slacker*, Chris' is *Willy Wonka and the Chocolate Factory*, and Geoff's is *Star Wars*. And Betty says she loves Peter Jackson's gore-fest *Dead Alive*. Very perceptive, Wayne. By the way, if you're so interested in *Kileak*, you should know that its creators are busy creating a sequel as we speak. Whoopie.

### MK3 RUMORS AND INNUENDOS

Dear VIDEOGAMES,

I'm writing to ask you a question about MK3 for Genesis. I've heard that Sonya has a finishing move called a "Nudality". Is this true? My friend says that he knows how to do it, but won't tell me. I've also seen an Internet address where this information is available, but after seeing it once and forgetting to write it down, I can't find it again. Do you know this move or the Internet address where I can get it from?

—Bryan and Casey  
Mesa, Arizona

Get your minds out of the gutter, you little perverts. We've talked to messrs. Boon and Tobias about this same subject on a previous occasion and they swore up and down that there was no such thing as a "Nudality". Your



friend's a liar, he's fronting on you, he's giving you the gas face, and your only option is to goad him into showing the nudality. Pester him so much that he'll break down and start crying. "There is no such thing! I was fibbing! I'm a miserable liar! Leave me alone to rot in my horrible lying stench!" That should do it.

## AN OFFER WE COULDN'T REFUSE

Dear VIDEOGAMES,

I gotta have a copy of NBA Jam: Tournament Edition for Sega Genesis. I will do anything to get it since my mom or dad refuse me every time I ask for a new game because they think Sega fries my brain. So I gotta beg you guys. I'll do anything to get that game! I'll roll in piles of cow manure, I'll eat fried worms and I'll even send you pictures of it. So how about it?

PS. You guys kick ass!

—Alex Pearce  
Bernalillo, NY

*Alex, if you can fly out to California and wash Swami Gabe's beautiful (but dusty) 1974*



*Plymouth Brougham, then you've got yourself a deal.*

## CRYPTIC LETTER OF THE MONTH

The following letter arrived without a return address or name, but as far we can figure, it came from somewhere in North Dakota. Oooh, spooky....

See I cut out Sonic and Stuff happened. Then Tails came along. Then I cut out Sonic.

That's all and that's it. Weird, huh?

## TECMO BOWL REVISITED

Dear VIDEOGAMES,

I was reading the Soundboard in my newest VG issue when I came across a letter from Organ Man from Garner, NC, wanting to know the sound and music code for Tecmo Super Bowl. Well, a friend and I figured it out. If you're reading this, Organ Man, it's like this: Half-circle back (right, down, left) and then press B.

—Jason and Scott  
Kent, WA

*Shucks! Who would've thought that the readership of VG was so helpful, so kind, so scout-like? I've underestimated you guys for the last time. You're all champs in my book. I think I'm gonna cry now.*

## KING SNITCH CONFESSES HIS CRIMES

Dear VIDEOGAMES,

I finally sent off for my game books. How come it takes so long to get the magazines? My friend Chad Spergin brought a book to school and I accidentally ripped it and he told on me. So me and my friends spied on him and we saw some bad pictures. So I snitched on him. He had to go to the office.

—Justin Mace  
Tulsa, OK

*And you're proud of yourself? Swami Gabe appreciates it when his readers tell the truth and try to be fair and honest to each other, but when they start snitching things start to get rotten. You'd better hope that Chad and his gang of toughs don't come over after school someday. Justin. Save the snitching for occasions when it can actually help instead of hurt and you'll be considered a true hero instead of a little tattle-tale.*

## SATURN RISING

To the Editors of VIDEOGAMES,

Y'know, there are few things in life more satisfying than a hearty "I told you so" and I am so glad that I get to enjoy this

one. Back on May 12th, I eagerly snapped up one of the first Sega Saturns. I already owned a Genesis, Sega CD and 32X, so the Saturn was a definite must-buy. Silly me, I expected the gaming press to be as excited as I was. Instead, all I read was a bunch of whining and complaining. It seems that many gaming mags were upset about the surprise launch because they thought it made their September predictions seem foolish. So they've been taking it out on Sega by ripping them a new hole at every possible opportunity. "The Saturn isn't as good as the PlayStation," I read. "PlayStation games are better than Saturn games," I read. But through it all I remained faithful. "This is Sega," I cried aloud. Honestly, I don't know how so many people could look at Sega's track record of producing superior games and not be convinced that they would come through on the Saturn.

Then came Virtua Fighter 2.

I told you so, I told you so, I told you so [repeats 30 times] I TOLD YOU SO!

Virtua Fighter 2, Game of Power, following hot on the heels of Sega Rally Championship and Virtua Cop, has proved beyond any shadow of a doubt that Sega is King! I don't know how many times I've read that the Saturn's dual processing chip-set would only slow games down. Well thank goodness for that! If VF2 moved any faster than 60 fps the human mind could not keep up with it! How often have I heard it said that the Saturn can't do 3-D as well as the PlayStation? VF2 makes Toshinden look like Street Fighter! Face it folks, Sega has done with the Saturn what no one will ever be able to do with the PlayStation. I have seen the future, and it is Sega's. Maybe next time you'll listen. But I doubt it.

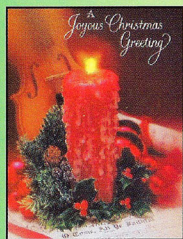
—Gary O'Neal  
Murfreesboro, TN

Hey Gary, chill out brother. The staff of VIDEOGAMES tries its hardest to be dispassionate and fair. If we've ever said, "PlayStation games are better than Saturn games," it's probably because that was our honest, critical opinion, gosh darn it. The Saturn has taken its sweet time living up to its potential and we'll be the first to give



kudos where kudos is due. Virtua Cop is excellent. Sega Rally is a darn tootin' good time, and Virtua Fighter 2 is pretty darn fun (as we noted when we featured it as Game of the Month in our February issue). We're on the level and we respond to quality games. What we don't do, however, is adhere to some sort of party line about a game system or company, like you seem to do. It's not worth it and it hurts our credibility. So yes, we'll admit that the Saturn finally has some really great games (but then again, it had some great ones at beginning), but when it comes down to it, the office fighting tournaments are still fought with Tekken.

## HO-HO-HO (IT'S GOOD TO BE LOVED)



We got this Christmas card from a reader. Wotta pal.

Dear VIDEOGAMES,

Everybody knows that your mag's the only thing that could make an ordinary person into the Ultimate Gamer! So, I just wrote to say.... "Wishing you a beautiful Holiday Season with every happiness in the coming year."

Keep up the good work, guys! And more power to all you staff and your ultimate creation...VIDEOGAMES magazine!

—Christian C.  
Los Angeles, CA

Thanks for the thoughtful card, Christian. If you got any coal in your stocking last Christmas, let Swami Gabe know and he'll personally go after the responsible parties and whup their behinds.

## MAY THE FORCE BE WITH YOU, ALWAYS

Dear VIDEOGAMES,

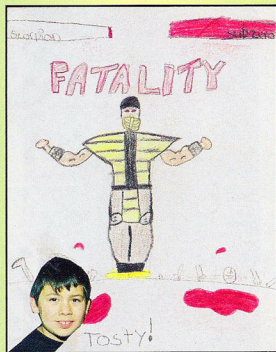
I have had an idea for so long. You see, I

love fighting games and I also love Star Wars. Star Wars has to be the best movie ever. OK, this is what I'm getting at: A Star Wars fighting game! That would kick beans! [?—Ed.] I mean, you would have, you know, Luke, Darth Vader, Han, Chewbacca. But you could also have Boba Fett and IG-88. You know, a whole bunch of bounty hunters. Do you think they could do it?

—Matt Falusi  
Corning, N.Y.

You know, what, Matt? That's actually a good idea. I'm serious, man, a Star Wars fighting game would be pretty odd, but it has the potential to be awesome. You could have the whole shebang: Stormtroopers, Tusken Raiders, force powers, light sabers, the Emperor as a boss...everything! Ah, who are we kidding, they'll never do it.

## MY NAME IS MARK



His name is Mark and he is seven, so forgive him if he misspells "Toasty!"

Hello  
My name is Mark and I am seven and I like all the MKs.

## SWAMI GABE IS A COOL CAT

Dear VIDEOGAMES,

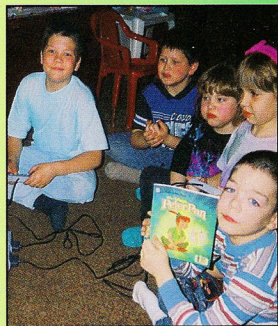
I'm a loyal Playstation owner. I'd like to know a few things. First I want you to know I'm not like other people who write and ask for free stuff. Also, I'm not crazy about Betty. I think you're all equally cool (except for Gabe, he's really cool.) The real reason I wrote was I need to

ask you for the mailing address of the Twisted Metal production team. Also, I'd like to add that you're doing a great job and to keep it up!

—Kevin Bonham  
Mt. Holly, NJ

Thanks for the vote of confidence, Kev. The staff of VideoGames always likes to be reminded that we put this magazine together for a reason. Hopefully, one of these days we'll be able to hang out and you'll be able to see just how cool Swami Gabe really is. He's got some stories; just ask Geoff Higgins and all those rodeo clowns. You can write the fine folks at Single Trac (the development house responsible for Twisted Metal and Warhawk) at: Single Trac, c/o Sony Computer Entertainment, 919 Hills Blvd., 2nd Floor, Foster City, CA 94404  
Just don't bug 'em, dig?

## THANKS FOR THE KONG



Darlene Kuczmariski or Parma, Ohio sent us this picture of her little moppets enjoying their recently won Super NES and Donkey Kong Country cartridge from VIDEOGAMES. Can you spot the kids whose older siblings haven't let them play yet?

## WHERE OH WHERE DOES THE BLOOD GO?

Dear VIDEOGAMES,

In MKII and MK3, when a character uppercuts another character, blood flies everywhere, then the blood disappears. Where does the blood go? Does it evaporate because of the Outworld's atmosphere?

—Harrison Geddes



Oromodo, New Brunswick

Actually, Harrison, the *Outworld* is home to a vicious little bacteria called "El Vampiro" by the locals. Due to the massive amounts of blood spilled on the surface of the *Outworld* in the past ten thousand years, this little bugger has evolved from your garden-variety flu germ into a lean, mean blood-eating machine. Whenever they smell hemoglobin, millions of 'em swarm down and suck up a little bit of the red stuff, hence the rapid "evaporation" of the blood on the ground in the *Mortal Kombat* games. Pretty nifty, huh? Gotta love that forced evolution.

## THE DEBATE RAGES ON

Dear VIDEOGAMES,

I've noticed that *NBA Jam* and *Mortal Kombat II* and *III* versions on the SNES are better than the Sega versions. Could this mean that Sega isn't doing good developing famous games? Can't they do better? And yes, I know that Sega's games don't stink, there are some pretty good graphics for those games I mentioned on the Genesis.

—Tim Cadwell  
Woodbury, MN

Well, Tim, you've noticed what a lot of gamers have been wondering about for years. The SNES seems to be able to handle the demands that arcade conversions put on it better than the Genesis. Why is this? First of all, the machines are different, so they have different strengths and weaknesses. The Genesis has traditionally had the worse sound of the two machines, and the SNES also seems to have an edge in the handling of color. But you know, certain games on the Genesis have superb sound and color (*Vectorman*, for instance) and certain games on the SNES simply look and sound bad. When it comes down to it, it's what the developer does with the machine that determines how "good" a game looks and plays, dig?

## HEY MISTER, WANNA HOT TIP?

Dear VIDEOGAMES,

I think every system you guys came out with is really, really awesome. I'm a kid that is

really crazy about video games. I sent some pictures of *Mortal Kombat* and *Killer Instinct* pictures of what I've drawn, these pictures took me about 2 minutes to draw. I am a really good artist. I've seen some of the pictures in my video game books, none of them compare to mine. Will you send me a PlayStation or Sega Saturn? I really want one but I do not want to buy one, so can you send me one? I've read about your *Ultra 64* coming out in '96. I know all about it. I went to Japan and seen it previewed on a trip in October 1995. It's going to be a pretty neat system. I want *Killer Instinct* and *Mortal Kombat 3*. If you send me these things I listed here you will get a very big tip from me only if I get these things. No tip if I do not get these things listed.

—Gene Faulkner  
Watseka, IL

Oh yeah, Gene the Dancing Machine? What type of tip would that be? Would it happen to be a tip to the police that you're obviously nuts and should be committed to an insane asylum? Or maybe your tip will tell us exactly why you think that VIDEOGAMES magazine produces the PlayStation, the Saturn and the Ultra 64. Gee whiz, Swami Gabe has got to know what your tip is. He's dancing around, practically wetting his pants, wondering about your "hot tip" is all about. Your systems are in the mail...not.

## DRAGONBALL Z FOREVER!

Ricardo Bernal of our home city of Los Angeles sent us this great envelope art featuring some of the characters from *Dragonball Z*. Unfortunately, he didn't send us a letter, so we have no idea about what makes his little head tick. Drag.

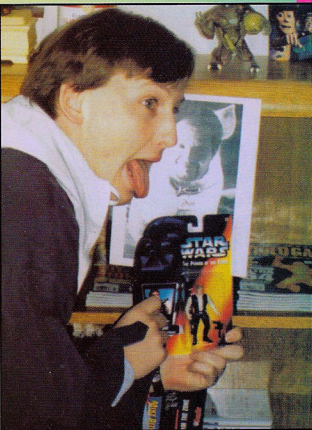


## MORE STAR WARS (BECAUSE WE SAY SO)

Dear Swami Gabe,

Does anyone in the VG staff like *Star Wars*? I just go crazy over it! I have been buying the new Kenner action figures! I have been wondering if the *Star Wars* games for the SNES are any good. I've heard about them but I wasn't sure if they were worth buying. Also, I want you guys to know that you are the coolest out there and that you are doing a really good job on the mag. I really like all of the improvements that you have been making lately. Keep it up.

—Jon Davidenas  
Troy, IL



Geoff couldn't work unless his Han Solo figure was at his side.

Like *Star Wars*? Man, we're on *Star Wars* like white on rice, my friend. The adventures of Luke Skywalker and all his pals are like mana from heaven to us. About your question: the *Star Wars* games for the SNES are great; if you're a fan then I would heartily recommend them. They're kind of difficult, but they rock. We appreciate the kind comments about the mag. The fact that readers are responding favorably to the changes warms the cockles of our hearts. Really.



# How to turn your PC...

**S**ince Bill Gates and his cavalier band of devil-may-care vagabonds first set out on the road to fame and fortune, the IBM PC platform has been a gigantic pain in the rear. No offense, but there has never been a clean, operational, bug-free, intuitive or friendly PC in the history of computing. They're all very bad and very naughty. Why? Because essentially, even a Pentium-based PC is a teetering tower built atop the shaky foundations of the earliest 286 PC. In order to maintain compatibility and software stability, every new generation has been a fattened up, slightly polished reincarnation of the previous model.

Of course, change was bound to come sooner or later. More than ten years later, in fact. Windows 95, combined with Pentium, almost clears away the debris from the past, making the PC a true 32-bit computer at last, complete with a 32-bit operating system.

Now, Windows 95, which has been presented as everything from a neat new thing to the salvation of the Universe, is in fact a workmanlike, icon-driven alternative to DOS, and about as friendly as a Rottweiler licking vinegar from a cactus. What it does do fairly well however, is eliminate the need for constant switching between DOS and Windows. This helps speed up graphics a fair old bit too. But not it seems, enough for a games-hungry public. Enter the

# ...into a PSX and why that's a good idea in the first place

3D  
card.

If you've ever tried to install a PC game, you'll be familiar with, and possibly upset by, the mention of arcane terms like Gravis, Adlib, Soundblaster and AWE. The good news (depending entirely upon how sarcastic you can be) is that there are yet more nightmarish set-ups on the horizon. Prepare to deal with the glamour and magic of terms such as; 3D Blaster, Diamond Edge, Matrox MGA and Philips Tasmania. Yup, a whole new hardware upgrade possibility has arrived.

Last year, these new graphic accelerator cards were a mindless pipe dream, scorned by anyone who had seen the mess already present inside a PC case. "Why would we need better graphics?" they cried, "We already have Doom and Descent, and they look better and chunkier than real life". But the children in the arcades and the fellows with 32-bit consoles



Namco already plans to support the new 3-D boards with Ridge Racer.



PC Toshinden is already on its way from Playmates.



disagreed.

"You sir, are a moron!" they would cry. "While you stumble around in your heavily bitmapped dungeons, I can race fluidly through the streets of Neo Tokyo, thanks to my PlayStation and its wonderful 3-D graphics. And it only cost me \$299."

Of course, this unconstructive banter would eventually lead to fistcuffs and there would be tears before bedtime. However, the problem remained unsolved. The Pentium processor, with all its power and, erm, stuff, was still incapable of matching even the shoddiest PlayStation or Saturn game for sheer fluidity and speed. And so the powers that be, in the form of PC hardware manufacturers, decided that the only recourse was yet another upgrade. Messy, expensive and difficult, but still the only way to match wits and power with Sony and Sega.

One of the big drawbacks when considering the purchase of a 3-D card is price. The cheapest viable contender is the Tasmania 3-D from Philips at a less than reasonable \$250. Next most affordable is Diamond Edge 3-D, clocking in at the sub-Saturn sum of \$299. After that, Creative Labs' 3-D Blaster pops up at the post-PlayStation price of \$349. Not cheap, especially when you consider that a PlayStation or a Saturn both come with CD drive, sound chip, 32-bit cpu, joystick, power supply, and all for around the same price. Since both PlayStation and Saturn both appear to be receiving the same big titles as PC (*Magic Carpet*, *Descent 2* etc), a console has to be a consideration for even the most ardent PC gamer.

The main reason for choosing an upgrade rather

than a new system though, has to be flexibility. All of the cards available have been designed very much with games in mind, but are capable of much, much more. In fact, you'll notice a big difference in screen update when using any graphic-heavy application, game or not.

If you really just want to play games, then a PlayStation or a Saturn makes an infinitely more sensible choice. The fact is though, that PC owners want a lot more from their machine than a closed gaming system. They want connectivity (to the Internet) and expandability and flexibility.

All the systems use different hardware. This is going to create a bunch of problems similar to those encountered with the competing soundcard standards.

At the moment, all of the cards featured in our table have unique selling points. 3D Blaster looks like scooping up the most third-party support, Diamond Edge

3D has a good combination of brilliant technology and that all-important Sega link-up. It may prove to be the biggest selling point of all, giving PC owners immediate access to games like *Virtua Fighter* and *Panzer Dragoon*, as well as the ever growing number of Saturn joystick accessories.

Whichever board you decide on, you should always remember that this is a very temporary measure. A couple of years from now, that technology will be outdated and outclassed by new and better alternatives. But right now, it looks like the only way to go, in order to avoid embarrassing confrontations with your console owning chums.



Wanna play *Virtua Fighter*? Buy a Diamond Edge board.

# The pros and cons of 3-D cards

## FOR

1. Turns PC into a viable games machine.
2. Enhances overall performance of your machine.
3. Creates a useful platform for graphic artists and creative PC users.
4. All cards interface with Windows 95.
5. Makes PC/console ports much simpler.
6. Gives 486 users identical benefits.
7. Improves 2-D graphics performance.

## AGAINST

1. Creates competition for a standard.
2. Does nothing to improve sound, control options or music.
3. Cost as much as, if not more than, the consoles they compete with.
4. Difficult for amateurs to install.
5. Threatens life of VGA-equipped machines.
6. Creates further market confusion.
7. Encourages lazy programming.



# PRESS START

## Sony and SNK seal a deal

It was only a couple of months ago that SNK and Sega had reached an agreement to cross-license some of each other's games. Now the word is that Sony has signed a similar agreement with the arcade giant, so PlayStation owners will have a shot at their favorite quarter-crunchers in the comfort of their abode.

What's unusual is that it seems SNK will port games to the PSX as a third party, rather than in an exchange, like its deal with Sega. Another funny thing is that the titles announced for the PSX are the newest hits from SNK. Sega will receive *King of Fighters '95* and *Fatal Fury 3*, while the PSX will also get *KOF '95*, in addition to *Samurai Showdown 3* and *Real Bout: Fatal Fury*, which is actually *Fatal Fury 4*.

Saturn owners can still take comfort in the fact that they will receive their games ahead of PSX owners (*KOF '95* comes



in March/April in Japan and soon after in the U.S.) and that there are more SNK games forthcoming to their system, which may or may not include the newer PSX announced titles.

With all these hot games coming to the 32-bit systems, what is SNK going to do about the single-speed drive CD system that it released very quietly during the Christmas season? SNK has already released a new double-speed machine in Japan called the Neo Geo CDZ, which has been colored grey and shrunk down, but which uses the same controllers. It's highly unlikely that people will opt for the single- or double-speed Geo CD machine when they can play those same games on their PSX or Saturn.

Whenever SNK decides to release its long-awaited 32/64-bit arcade machines, we can at least rest assured that the company will convert some titles that utilize the capabilities of the Sega and Sony 3-D machines.





# PRESS START

## JUMP BACK!

**Sony's long awaited sequel sees the light of day: JUMPING FLASH 2!**

One of the most original and intense games of the past few years is *Jumping Flash*. The good news for PlayStation owners is that work is currently being finished on the sequel. The beautifully challenging and absorbing gameplay has been tweaked, refined and improved. *Jumping Flash 2* should ensure this game's place in history.

Weirdly enough, the original game, despite incredible critical acclaim, failed to set PlayStation-owning gamers' imagination afire. The sequel however, has addressed many of the off-putting features of the original. The somewhat simplistic graphics, have been thoroughly honed and tuned to take advantage of better PlayStation programming techniques. The new game looks twice as sharp and crisp as the original.

*Jumping Flash* featured 3-D texture-mapped polygon graphics, combined with rather simpler polygon

shapes. Now, virtually the whole game has been texture-mapped, making the bad guys, the backgrounds and the game world a whole lot more convincing.

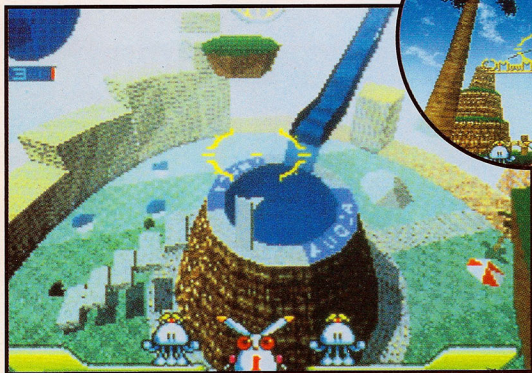
Gone are the simplistic ground and air creatures, to be replaced with beautifully detailed and wonderfully animated visual treats.

This style of 3-D platform game is particularly important in the run-up to the release of Super Mario 64.

Xing, a company previously noted for its conversion of *In The Hunt*, is also putting the finishing touches to its 3-D platformer, *Floating Runner*, a game which looks like it falls somewhere between *Super Mario 64* and *Jumping Flash 2*.

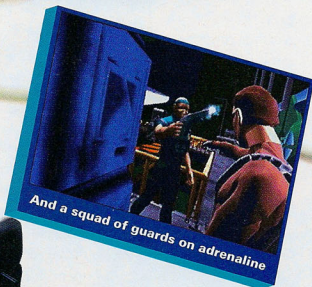
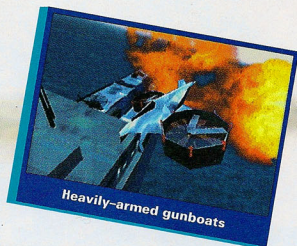
Nice to see the softcos applying 3-D technology to something other than driving or shooting games.

We'll have a full preview of both *Jumping Flash 2* and *Floating Runner* in the very next issue of VIDEOGAMES and, with any luck at all, a much more in-depth peek at the brand new Ultra 64 Mario game. This is of course in an ideal world, but the world is very far from ideal as we all know. So, we'll see you there next month.





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# WIN! WIN! WIN! Mario's Birthday Bash CONTEST

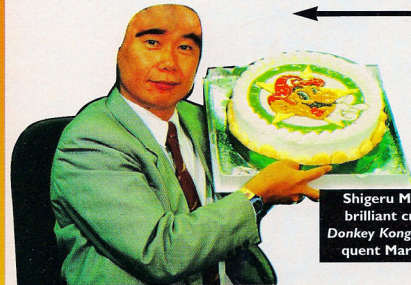
Mario fans, prepare yourself for the chance to win the prize of a lifetime. Every single important Mario game ever made, as well as the machines to play them on. One lucky reader will walk away with all these incredible prizes: One Super Nintendo Entertainment System, one copy of SUPER MARIO ALL STARS, one copy of SUPER MARIO WORLD, and one copy of SUPER MARIO WORLD 2: YOSHI'S ISLAND, as well as: One Nintendo Game Boy, one copy of SUPER MARIO LAND, one copy of SUPER MARIO LAND 2 and one copy of SUPER MARIO LAND 3: SUPER WARIO LAND! Why? To celebrate the birthday of the world's most successful video-game character and the anniversary of the best series of games ever made. And it's easy! All you have to do is design a new hair "do" for Mario's genius creator, Mr. Shigeru Miyamoto. Everyone should have a haircut on their birthday



Insert new hair  
here...



Shigeru Miyamoto,  
brilliant creator of  
Donkey Kong and subse-  
quent Mario games



No purchase necessary. Limit one entry per person. Contest open to residents of the United States and its territories and possessions and Canada (Residents of Quebec not eligible). To be eligible for the drawing, an entry must contain the best "do" (as determined by VideoGames Magazine's sole discretion), plus entrant's name and address.

One winner will be selected from the drawing of all eligible entries and will be awarded one Super NES, one copy of *Super Mario All Stars*, one copy of *Super Mario World*, one copy of *Super Mario World 2: Yoshi's Island*, one Nintendo Game Boy, one copy of *Super Mario Land*, one copy of *Super Mario Land 2*, one copy of *Super Mario Land 3: Super Wario Land*. Total approximate retail value of prize package: \$365.00.

All prizes will be awarded to one lucky winner. No substitutions or transfer of prizes is permitted. The winning entry will be notified by VideoGames Magazine, via the U.S. mail, and will also be announced in the July 1996 edition of VideoGames Magazine. Winners will receive their prizes via U.S. mail by VideoGames Magazine. By accepting the prizes, the winner consents to the use of his or her name or other likeness without further consideration for purposes of advertisement and promotions on behalf of Nintendo. Odds of winning depend on the total number of eligible entries received by VideoGames Magazine.

Contest void where prohibited by law. Employees (and their immediate family members) of VideoGames Magazine, Nintendo of America Inc., Golin/Harris and any of their affiliates or agencies are not eligible to enter. Contest is subject to all federal, state and local laws, regulations and restrictions. Prize winner is responsible for all applicable taxes and fees associated with receiving the prizes. Within five days of receiving notification by U.S. mail, winner must contact VideoGames Magazine in writing (either facsimile or mail) to collect the prizes; appropriate fax number or address will be furnished in the prize notification.

By accepting prizes, winner releases Nintendo and VideoGames Magazine from any responsibility or liability in connection with the awarded prizes. By entering the contest the participant agrees to abide by the contest rules.

Contest sponsored by VideoGames Magazine, Post Office Box 17379, Beverly Hills, California 90209-3379. Nintendo is a registered trademark of Nintendo of America Inc.

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Design, cut out and send your "do" with your name, address and age to:  
**MARIO HAIRCUT CONTEST**  
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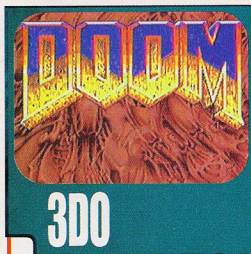
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# TIPS & TRICKS



## The Usual Cheats

What's *Doom* without a bunch of secret cheats? Here's the scoop on all the hidden stuff in the 3DO version—and yes, we're still working on getting some SNES *Doom* codes.

During the game, hold **B** and press **P** to access the map. Next, input one of the following

cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence:

See the entire map—**L, R, R, A, Left, Left, Up, A, C**.

See all of the items on the map—**L, R, R, Right, Up, B, B, Left, R**.

God Mode (invincibility)—**Up, Right, A, B, A, Down, A, L, L**.

All weapons and keys—**A, Left, A, B, A, Right, A, C, A**.

Start at any level—**L, Up, C, C, R, Down, A, Left, Left**. (Once

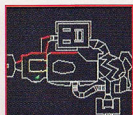
you've entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you'll be able to access all 23 missions.)

Two extra screen sizes—**Up, Right, L, Up, Right, Right, R, A, Left**. (Once you've entered this cheat, press the **X** button and access the "screen size" function at the option menu; you'll find that there are two additional screen sizes to choose from, both of which are larger than the largest default setting.)

The "start at any level" and "extra screen sizes" cheats will both be saved to your 3DO system's internal memory as soon as they are entered, so you'll never have to input those codes again. Also, be careful when entering these cheats! Even though you're at the map screen, the game is still running and the buttons you're pressing are causing other things to happen. Let's say you're a big dummy and you're running around with a loaded BFG 9000. If you're facing a wall when you decide to access the map and put in, say, "see the entire map" cheat—well, you have to hit the **A** (Fire) button twice during that code, so you'd better turn away from the wall or you'll blow yourself to bits when your weapon goes off!



Hold **B** and press **P** to access the map screen.



Press **L, R, R, A, Left, Left, Up, A, C** to see the entire map.



Press **L, R, R, Right, Up, B, B, Left, R** to see all of the items on the map.



Press **Up, Right, A, B, A, Down, A, L, L** at the map screen to become invincible.



Press **A, Left, A, B, A, Right, A, C, A** at the map screen to get all of the weapons and keys.



Press **L, Up, C, C, R, Down, A, Left, Left** at the map screen, then return to the main menu to start at any stage.



Press **Up, Right, L, Up, Right, Right, R, A, Left** at the map screen to get two additional screen sizes.

## HINT HOT LINES!

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

### Nintendo of America Inc. (206) 885-PLAY

**HOURS:** Monday through Saturday—4 a.m. to midnight (Pacific Standard Time). Sunday—6 a.m. to 7 p.m. (Pacific Standard Time).  
**COST:** Standard long-distance rates to Redmond, Washington, apply.  
**TIPS:** Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

### Sega of America Inc. (415) 591-PLAY

**HOURS:** 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week.  
**COST:** Standard long-distance rates to Redwood City, California, apply.  
**TIPS:** Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

### Atari Corp.

#### (900) 377-ATARI

**HOURS:** 24 hours a day, 7 days a week.  
**COST:** 95¢ per minute.  
**TIPS:** Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc. (310) 337-6916

**HOURS:** Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time).  
**COST:** Standard long-distance rates to Los Angeles, California, apply.  
**TIPS:** TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

### Electronic Arts (900) 288-HINT

**HOURS:** 24 hours a day, seven days a week.  
**COST:** 95¢ for the first minute, 75¢ each additional minute.  
**TIPS:** Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

### U.S. Gold (Flashback Gameline) (900) 288-GAME

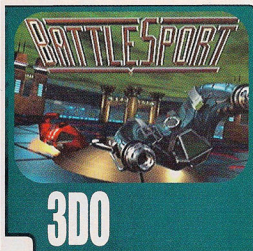
**HOURS:** 24 hours a day, seven days a week.  
**COST:** 85¢ per minute.  
**TIPS:** Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

### Data East (900) 4545-HELP

**HOURS:** 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance.  
**COST:** 95¢ for the first minute, 75¢ each additional minute.  
**TIPS:** Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.



## Secret Character



At the title screen—when the words “Press Start to Continue” are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now choose an exhibition match or the “instant action setup” and you’ll find a powerful secret character named Kubo who can be chosen as your opponent.

Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**.



Now you can access a secret character, Kubo, as your opponent



His skill ratings are extremely high and his tank—the “Repulse”—has a quick and deadly release.



## Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now start the game in any mode; when it’s time to choose a vehicle, you’ll find a new tank called the Invader. It has a top speed that’s equal to the Runner and its acceleration is better than any other available tank.



Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**.



Now you can choose the powerful Invader as your tank.

# Boss Code

To play as the two-headed goon, Eyedol, just choose any character. Then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**. You’ll hear a sound to confirm that the code has been entered properly. Now you’re playing as the boss-man, Eyedol!



Choose any character, then, at the match-up screen...



...hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

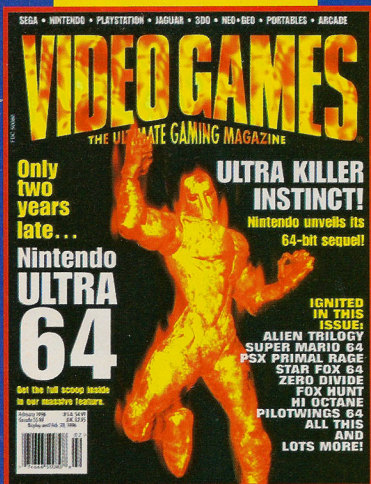


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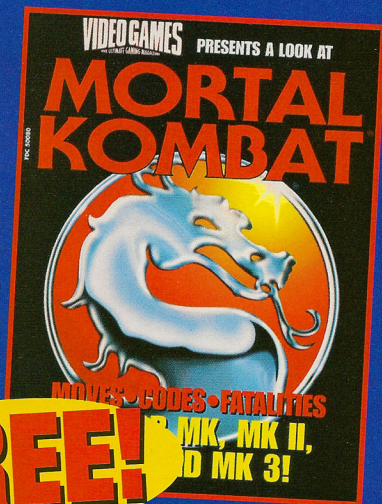
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## Skip Innings



Press **START** to pause, then press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$  and  $\times$  on Controller 2.



Change the inning number with Controller 2's  $\times$  button.



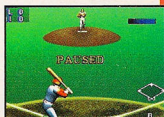
It's a scoreless tie in the top of the 18th!

## TIPS & TRICKS Automatic Home Runs

During a game of *Double Header*, press the **START** button to pause, then grab Controller 2 and press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$ . You'll hear a piano sound. Next, press the **L1** button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt! To disable this cheat, simply enter the code again; when you press **L1**, you'll hear the word, "Safe!"

Press **START** to pause, then press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$  and **L1** on Controller 2.

You'll hit a dinger every time your batter connects with the ball!



To advance through a game more quickly, press the **START** button to pause, then press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$  on Controller 2. You'll hear a piano sound. Next, press the  $\times$  button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press  $\times$  on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

## Computer Control

To give the computer control over your team, pause the game and press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$  on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.



Press **START** to pause, then press  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\circ$ ,  $\circ$  and **L2** on Controller 2.



Now the computer is controlling your team; maybe it'll do a better job.

## Hidden Game

If you're tired of 3-D fighting games and would like to pass the time with a good old-fashioned 2-D shoot-'em-up, try this trick: Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter! Use Controller 2 to play the game.



You'll find this hidden game, a classic scrolling shoot-'em-up!



Use Controller 2 to play *Tiny Phalanx*; you'll hear music and sound effects from *Zero Divide*.



Hold **SELECT+START** on Controller 2 when you turn the power on





Hold the **C** button and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up.**

## Secret Cheat Code

If you've already beaten *Virtua Cop*, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up.** You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo!

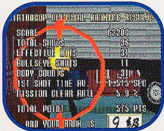
Note: If you're using the Sega Stunner gun to play the game, you can enter the cheat code at the white SEGA logo by shooting at the edges of the screen in the proper order. In other words, instead of holding the **C** button and pressing **Up, Down, Left, Right**, etc. on the D-pad, just shoot at the top of the screen, then the bottom, then the left side, then the right side, etc. However, entering the code with the D-pad is easier and more reliable—and because the effects of the code are automatically stored in the Saturn's internal memory, you only have to enter it once anyway.



You must finish entering the code before the AM2 logo fades away.



Now you have access to the "Ranking Mode" from the main menu.



Ranking Mode gives you just one life; when you're killed, the computer generates a very sophisticated analysis of your performance.



The cheat code also gives you six new difficulty settings and a "Free Play" option—or choose the flashing arrows to find...



...the top-secret "Option Plus" menu. Unfortunately, the Language option can't be changed.



"Mirror Mode" lets you see a reverse camera angle; enemies and objects are "fopped" to the opposite sides of the screen.



"Book Keep" lets you see statistics that track previously-played games.



With the "Gun Select" option turned on, press **START** during the game to pause, then press the **Reload** button.



Press **Reload** repeatedly while paused to cycle through the different weapons.



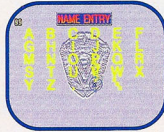
The "Special" gun is an auto-fire weapon that never runs out of ammo; hold the **Fire** button to blast away!

## Extra Time

Let's say you're so excited about getting a high score that you forget what your initials are when you reach the "Name Entry" screen. (Hey, it can happen.) If you need more time, simply shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials. (Does this trick lead to some other cheat? We're not telling... 'cause we don't know!)

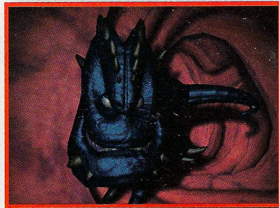
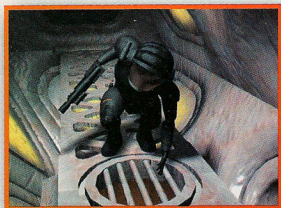


Shoot the backspace icon quickly and repeatedly.

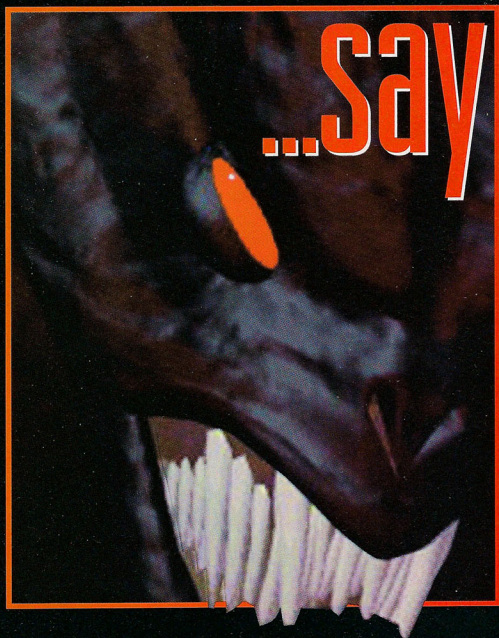


After a few seconds, you'll hear someone yell "Aaargh!" as the timer resets to 99.





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



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# TIPS & TRICKS

## Super Cheat Code!



**SUPER NES  
GENESIS**

## Secret Move

**Y**ou may already have triggered this one by accident—or seen it in the game's demo—but it's not listed in the instruction manual. To trigger the Manta shield, just press **Up+X** (on the Super NES) or **Up+A+B** (on the Genesis). This move makes Jim invincible for a few seconds; a valuable trick that comes in handy against foes like Pedro Pupa.

Press **Up+X** (on the SNES) or **Up+A+B** (on the Genesis).

You'll hear Jim yell, "Manta!"; now he's temporarily invincible.



**E**arthworm Jim 2 may be easier than the first Jim game, but it's still nice to have a juicy cheat code to become invincible, warp to any stage or listen to Tommy Tallarico's tantalizing tunes. During the game, press the **START** button to pause, then enter the following code while the game is paused:

**Super NES**—Press **SELECT**, **Left**, **Right**, **A**, **X**, **Left**, **Right**.

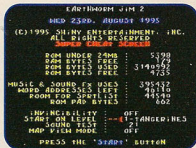
**Genesis**—Press **A**, **C**, **C**, **A**, **B**, **A**, **B**, **Left**.

The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item. You can also activate "Map View" mode; when you turn this option on, you'll be able to move to any location in the stage you chose, invisibly flying through walls, floors and ceilings until you find the place where you'd like to begin. Once you've chosen a spot, press the **A** button to make Jim appear.

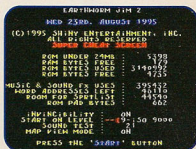
Pause the game, then press **SELECT**. **Left**, **Right**, **A**, **X**, **Left**, **Right** (on the Super NES) or **A**, **C**, **C**, **A**, **B**, **A**, **B**, **Left** (on the Genesis).



You are fortunate; you've discovered the top-secret "Super Cheat Screen"!



Turn "Cheat Mode" on to become invincible, choose a starting stage, or check out the sound test.



The "Map View" allows you to choose any spot in your favorite stage.



When you've decided where to begin, press **A** to make Jim appear on the screen.



## Secret Stage

**A**bout halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked." There are two things that are very special about "Forked": First, it's filled with power-up items. Second, the background music in this stage was composed not by Jim 2's master musician Tommy Tallarico, but by his father.



Use the Snott Parachute to float through this gap



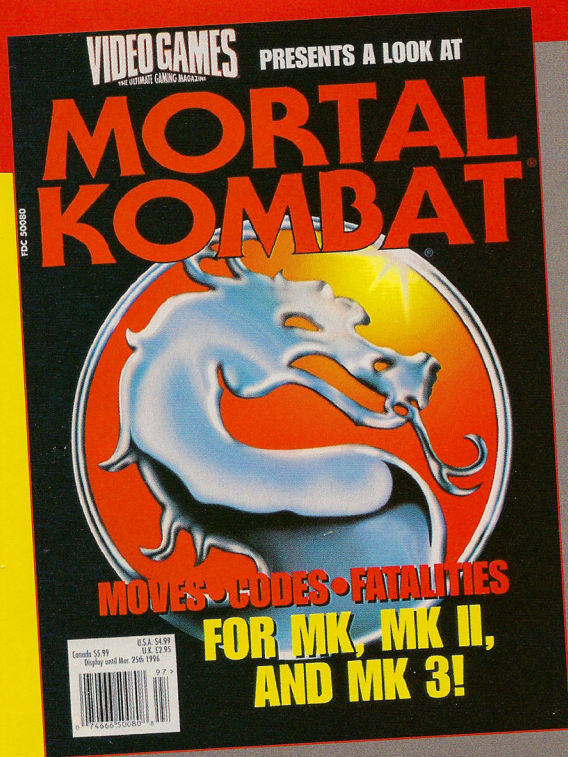
You've discovered the bonus level, "Forked"!



Free weapons and power-ups—get 'em while they're hot!



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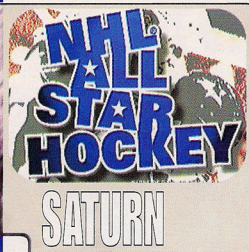
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## Crazy Codes



To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press **L+R** during the national anthem for giant players.
- Press **A+B** during the national anthem for short players.
- Press **A+Y+Z** during the national anthem for upside-down players.
- Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)



During the player introductions, press **L+R+X+Y+Z** to activate the cheat mode.



Then, during the national anthem, press **L+R** for giant players.



Try **A+B** during the national anthem for short players.



Pressing **A+Y+Z** during the anthem will make all of the players skate on their heads!



You can also use **X+Y+R** or **A+X** to make the puck bounce high or get sucked into center ice.



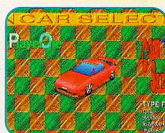
## Secret Vehicles

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

But what if you're too lazy to finish all 36 heats? No problem. To find the cheater's path to the Porsche, just go to the car select screen and highlight car type "F", then hold the **L, R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work.

Better yet, if you're at the car select screen with the Porsche highlighted, hold **L, R** and **Y** again and press **Right** to find yet another secret vehicle. Incredibly, this one is a diesel truck!

Hold **L+R+Y** and press **Right**.



You'll get this top-secret Porsche. Hold **L+R+Y** and press **Right** again...



...to choose this delivery truck as your vehicle!



## Secret Course

At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish! Weave your way through the brightly-colored traffic pylons and "imagine your own course". The background scenery will match that of the track you highlighted at the "Course Select" menu.



Highlight each of the available options and press **B** at each one.



You'll see all of the options flash.



Next, enter the "Time Trial" option. Highlight any course, hold **X** and press **A**.



Notice that you're locked in and can't choose "Turn Left".



You've found the top-secret "Imagine Your Own" course!



You can race this arena with three different backgrounds.



Press the **Y** button to get a pop-up window with an overhead view!



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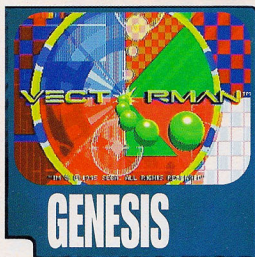


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## Ultimate Cheat Code!

**T**ons of Vectorman cheats have appeared in these pages in past issues, but none has been more powerful than this amazing cheat code: Go to the game's "Options" menu and press **A, B, B, A, Down, A, B, B, A**. "Refus Q. Orbot's Private Option Screen" will appear—now you can start the game at any stage with any weapon and equip yourself with up to 99 lives and up to 10 hits on your energy bar! If you wish to return to the standard options menu before you start the game, just enter the "abbadabba" code again.



Press **A, B, B, A, Down, A, B, B, A**.



You've found the secret cheat menu!



Now you can start with maximum lives and health at any stage with any weapon.

## Secret Course

**A**t the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode.



Hold **X+Y** and start a game in any mode except Arcade Championship



Now you can choose the hidden Lakeside course! (Time Attack course menu shown.)



Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.

## Secret Car

**A**t the main menu, press **X, Y, Z, Y, X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos.



Press **X, Y, Z, Y, X** at the main menu.



The keys to the Lancia Stratos are in your hands! (Time Attack car select menu shown.)



Press **Left** find the automatic Stratos at the Arcade car-select menu...

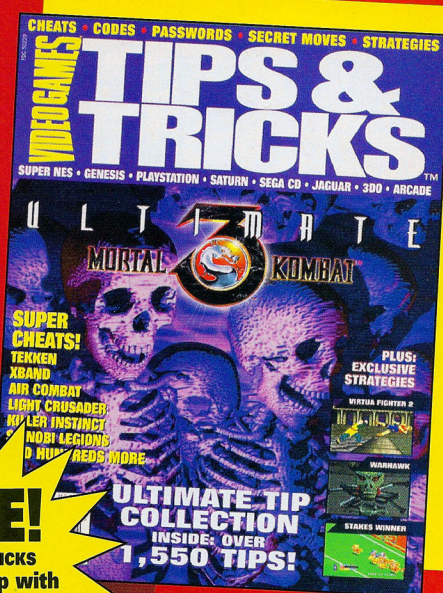


...or press **Right** to choose a Stratos with manual transmission.



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## Play as Akuma

### SATURN:

**Player 1**—Hold the **L** button and press **Left, Left, Left, Down, Down, Down**, then **X+Y** simultaneously.

**Player 2**—Hold the **L** button and press **Right, Right, Right, Down, Down, Down**, then **X+Y** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.

### PLAYSTATION:

**Player 1**—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down**, then  $\square+\triangle$  simultaneously.

**Player 2**—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down**, then  $\square+\triangle$  simultaneously.

To choose the alternate-color Akuma, end the code by pressing **X+O** simultaneously instead of  $\square+\triangle$ .

To choose a secret character, highlight the "???" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again.

## Play as M. Bison

### SATURN:

**Player 1**—Hold the **L** button and press **Left, Left, Down, Down, Left, Down, Down**, then **X+Y** simultaneously.

**Player 2**—Hold the **L** button and press **Right, Right, Down, Down, Right, Down, Down**, then **X+Y** simultaneously.

To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.

### PLAYSTATION:

**Player 1**—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down**, then  $\square+\triangle$  simultaneously.

**Player 2**—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down**, then  $\square+\triangle$  simultaneously.

To choose the alternate-color Bison, end the code by pressing **X+O** simultaneously instead of  $\square+\triangle$ .

Highlight the "???" box, hold the **L** (or **L2**) button and press **Left, Left, Down, Down, Left, Down, Down, JAB+STRONG**.



Now you're playing as M. Bison! Change the "left" commands to "right" to do this trick on the Player 2 side.



End the code with the first two Kick buttons (**SHORT+FORWARD**) instead of **JAB+STRONG** to choose the alternate-color Bison.



Highlight the "???" box, hold the **L** (or **L2**) button and press **Left, Left, Left, Down, Down, Down, JAB+STRONG**.



Now you're playing as Akuma! Change the "left" commands to "right" to do this trick on the Player 2 side.



End the code with the first two Kick buttons (**SHORT+FORWARD**) instead of **JAB+STRONG** to choose the alternate-color Akuma.

## Play as Dan

### SATURN:

**Both Players**—Hold the **L** and **R** buttons and press **Y, X, A, B, Y**.

To choose the alternate-color Dan, press **Y, B, A, X, Y**.

### PLAYSTATION:

**Both Players**—Hold the **L2** and **R2** buttons and press  $\triangle, \square, X, O, \triangle$ .

To choose the alternate-color Dan, press  $\triangle, O, X, \square, \triangle$ .



Highlight the "???" box, hold the **L** and **R** (or **L2** and **R2**) buttons and press **STRONG, JAB, SHORT, FORWARD, STRONG**.



Now you're playing as Dan! This code works exactly the same way on the Player 2 side.



Press the same buttons in clockwise order (**STRONG, FORWARD, SHORT, JAB, STRONG**) to choose the alternate-color Dan.



The bitch is on PlayStation...  
and she doesn't feel like playing!



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# ALIEN TRILOGY



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# PC ZONE

BY JOHN PATTERSON

## PREVIEWS . . .

### Life's a Riot With Spy vs. Spy

Ever wondered what became of all those spooks and operatives who, at the height of the Cold War, used to haunt the highways and byways of international espionage, the shabby-genteel figures who flit mysteriously through the novels of Graham Greene, John Le Carré and Robert Ludlum? What do they do with their days now that the New World Order is upon us? Well, Activision has a few good ideas and they're all integrated into a forthcoming game called *Spycraft*, due for release this Spring. You'll play a rookie C.I.A. operative whose task is to infiltrate the "Wilderness of Mirrors" that makes up the



labyrinthine world of contemporary spookdom. Yup, the Great Game is a whole different proposition these days: The Wall, double agents, eastern European spy rings and 007-style ejector seats are out, and in their place we have international drug traffickers, nuclear device smugglers and their nefarious ilk. Most amazing of all, in the eyes of those old hands of Berlin Station and the "cultural" sections of Russian consulates worldwide, the two superpowers aren't at each other's throats these days; they're in league with each other's security services, the better to combat this new breed of villains, whom they now perceive as a common enemy. What's really impressive about *Spycraft* is the heavyweight talent behind the project. The script is by James Adams, a novelist and espionage expert who is Washington Bureau Chief for the London *Sunday Times*. Better yet, the technical advisors for the project were none other than two former heads of the C.I.A. and the K.G.B. Richard Colby and Oleg Kalugin, who, in something of a casting coup, actually play themselves!

So, with authenticity pretty much guaranteed, the game unfolds as follows. As a C.I.A. novice, you'll first be sent to "The Farm", the special training facility that the Company runs at its HQ in Langley, Virginia, to pick up the skills that'll sustain you in the field. Then you're off on your missions. You'll lead special forces, analyze satel-

lite photos, intercept radio communications and, just to stay in shape, eliminate the occasional double agent. Forget the license to kill, the legions of foxy chicks and the Aston Martin DB5; the scenarios in *Spycraft* are complex, intriguing, challenging, and authentic.

As far as gameplay's concerned, you'll travel to London, Moscow, Tunis, Heidelberg and New York, all captured in amazing 35mm film sequences, state-of-the-art cinematic effects, digital video footage, still photographs and actual stock footage from the C.I.A. archives. Thanks to 3-D imagery, 2-D art, matte paintings and superb sound effects from Soundelux Media Labs, you'll soon find yourself caught up in a world of deception, ambiguity and betrayal.

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

### Down Those Mean Streets a Man Must Go...

Cast your mind back to classic postwar Los Angeles, the netherworld of shadows, paranoia, multiple murders, cynical, down-at-heel private dicks and glamorous, but possibly deadly, femmes fatales. One of the greatest and darkest of all movie genres, *Film Noir* reflected the anxieties and neuroses of an America nervously contemplating the (old) new world order that victory had built. Now, Cyberdreams is set to bring us *NOIR*, a new whodunit for PC and Mac.

Created entirely in the monochromatic, shadowy black-&-white tones that characterized classic movies like *The Killers*, *The Big Combo*, *T-Men*, and *Out of the Past*, and unfolding in the depraved and corrupt Los Angeles familiar to readers of Raymond Chandler and James M. Cain, *NOIR* puts you in the wing-tips of a lone PI, who must solve a labyrinthine mystery surrounding the disappearance of a colleague. You'll track down your clues through back alleys, a corrupt city hall, smoke-filled gangsters' lairs, posh mansions and the like. Eighteen famous landmarks of postwar-era L.A.,



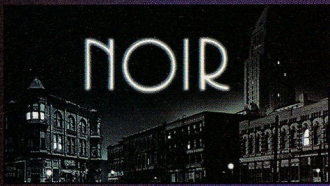
like the Bradbury Building and Griffith Park Observatory, come alive for the player, thanks to period photographs and contemporary film clips integrated with special live-action





footage shot especially for the game. The plot comes together

with the aid of over 1600 photographs, 75 cinematic sequences and a musical score that draws heavily on the great noir movie



in Hollywood cinema. You'll need street smarts, deductive skills, and of course, a trenchcoat, a fedora, a gun, and dozens of Lucky Strikes to solve the five deceptive and heavily layered mysteries the game contains, ranging in locale from corrupt Chinatown to degenerate Hollywood. Have you got the right stuff, the juice, the moxie, to walk these mean streets like a white knight in world of darkness? Find out this spring....

For more information, call CyberDreams at 518. 223-9990

## Kingdom Come!

Had a visit the other day from a big noise in the industry. Rick Dyer, the creator of *Space Ace* and *Dragon's Lair* (one of only two video games on display in the Smithsonian Institute). Rick came by to show us an almost complete demo of his newest animated fantasy/adventure game, *Kingdom II: Shadoan*, which he says is the achievement he's most proud of. Like its predecessor, *Shadoan* follows the adventures of young Lathan Kandor as he searches for the last two remaining relics in the Kingdom of Shadoan, and culminates in a showdown with the wicked wizard Torlok in what will become their final confrontation. 300 animators worked night and day for nine months to get the 70,000 hand-painted cells of feature-film-quality animation just right, and from what I've seen, I can tell you that their labors weren't in vain. Exquisite backgrounds, fluid character movement (not to mention split-second, barely detectable loading times) come hand-in-hand



scores. *NOIR* is designed by Jeff Blythe, who created Disney's CircleVision 360-degree films, and will recreate the dark, cynical and shadowy underworld of this classic and influential period

with 30 original musical tracks by composers who worked on *Beauty and the Beast* and *Pocahontas* and an interface that's friendlier than Casper. The game automatically configures itself to the computer platform, making it conveniently



(we're talking PG, reducible to G, folks, so you viscera-phobes can stop covering your eyes). Also available for the PC version is a closed caption option for the hard of hearing. With spells, special weapons, numerous maps and multiple storylines, plus hundreds of clues and challenging puzzles, *Kingdom II: Shadoan* promises to be a sterling contender in the fantasy/strategy field this spring.

For more information please call  
Virtual Image  
Productions at 619  
765-1363.

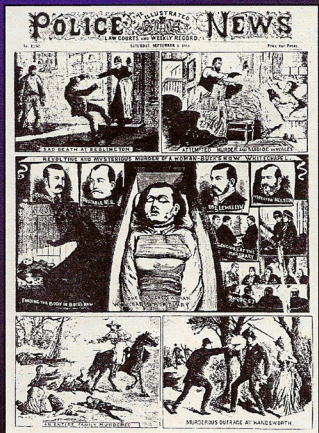


accessible to kids and their parents. The folks will also have access to a special Parental Guidance feature which adjusts the level of violence in the game

## Rip Trip

The exploits of London's most notorious serial killer, Jack the Ripper (who else?) have been the object of fascination, speculation and plain old revulsion for over a century now, with suspects ranging from an insane American surgeon all the way up to the top of the British Royal Family (the eldest son of King Edward VII has long been a prime candidate). Computer and video games designers have long since joined in the hunt for clues: This

spring will see the release of *Take 2 Interactive's Ripper*, which extrapolates elements of the gruesome saga and sets them in a futuristic cyberspace environment, to considerable effect. But for the more literal-minded gamer, the actual case has now been given new life as a mystery game for PC CD-ROM, *Jack the Ripper: Solve the Mystery*, from GameTek, presents the gamer





with the actual circumstances, real locations and hundreds of clues that were garnered in the original investigations and in the century

## POLICE NOTICE.

### TO THE OCCUPIER.

On the morning of Friday, 21st August, (Saturday 8th, and Sunday 20th September, 1888, Women were murdered in or near Whitechapel, by some man residing in the immediate neighborhood. Should you know of any person to whom suspicion is attached, you are earnestly requested to communicate at once with the nearest Police Station.

Illustration: John Hays  
The Ripper Club, Ltd.

these crimes. If you start the game over, the clues will reconfigure and the mystery will take a different course. So get out your magnifying glass and make like Sherlock.

For more information, call Intergalactic Development Incorporated at (800) 999-91D!

## Finally, Rollerball!

One of the old movies I've always thought would make a cool game is *Rollerball*, the 1974 sci-fi classic starring James Caan and John Houseman in which Football meets Roller Derby in a no-holds-barred, regulation-free...well, war, in which it's ok to flip off your opponent's helmet and beat him to death. Well, Activision has come up with a pretty good cybersport equivalent, *HyperBlade*, a high-speed 3-D multiplayer sim scheduled for release in April.

It's the 21st Century and *HyperBlade* is an insanely fast, highly dangerous "battle sport" with (and we like this...) no rules. Choose one of 12 international teams (or custom-build your own three-person squad from a selection of over 30 players) and prepare to compete in one of 12 3-D drome arenas, each with its own array of nasty obstacles—trenches, traps and ramps. Tool up with your "jak" and "rok" (catalyst and projectile to you and me), pull on your speedy blades and your protective suit, and prepare to knock the stuffing out of

your opponents, trying all the while to penetrate their zone and avoid their body-slammin' offense. Bonus points are available to players who can master

numerous special moves. *HyperBlade* also features "Smart Cam" technology which means the "camera" can rotate around the mayhem and keep the ball more or less in the center of the screen/drome. This also allows you to zoom in and out, and to view the game from an over-the-shoulder, a first- or a third-person perspective. With tournament, league play or exhibition modes, and featuring network and modem play, *HyperBlade* incorporates thousands of frames of motion-capture animation, awesome graphics, and texture-mapped 3-D environments to put you in the heart of the mêlée. If that's not enough, you also get the *HyperBlade* Desktop Theme, which lets you customize your Windows 95 desktop with art and sound from the game. So start practicing your elbow swipes and head-butts. *Rollerball* is just around the corner



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

## PERIPHERALS . . .

## Geared-up, Headwise

You might need to save your allowance for a decade or knock over a gas station to afford it, but the VFX1 Headgear Virtual Reality system from Forte Technologies is probably the state of the art in PC-compatible VR systems these days. Lightweight in



feel and adjustable to fit noggins of all dimensions, the VFX1 totally engages the gamer's vision, hearing and movement, which means it's several steps ahead of your garden-variety head-mounted display unit, and it includes Forte's cyberpuck handheld controller for further interactive VR control. It incorporates stereoscopic imaging, stereo sound and patented, quick-response

head tracking in an ergonomically designed unit that's comfy, user-friendly and—that gaming buzzword du jour—immersive. Compatible with games like *MechWarrior II*, *Flight Unlimited* and *Dark Forces*, Forte's interface standard can be used with a wide range of previously released games. Just plug it into your PC like any regular peripheral, then strap it on your head like a crash helmet. And about that suggested retail price, \$995, well, just get another job.

For more information, call Forte Technologies at 716. 427-8595



up with your "jak" and "rok" (catalyst and projectile to you and me), pull on your speedy blades and your protective suit, and prepare to knock the stuffing out of



# THE GAMES JOHN WANTS TO SEE

**Y**ou know, when trying to choose worthwhile games for inclusion in the news section every month, I have to wade eyebrow-deep through a torrent of garbage—unimaginative platformers, tedious *Tetris* wannabes, dumb *Doom* clones, sims without stim, and limitless numbers of sad and downright crappy games. As a result, in my down time, I try to dream up the kinds of games I'd *really* like to see. So, c'mon, you game developers, if you can't get started, here's a few ideas from the dumpster I like to call my brain.

## 1: Klan Fighters (Arcade-style shooter)

**W**e all know that there's nothing more fulfilling than shooting Nazis, but most of the time, say in *Wolfenstein 3D* and *Rise of the Triad*, they're the World War II, kraut kind, and they're just old hat, now that we have an overdose of the dimwitted, homegrown, all-American variety. This game offers swarms of 'em, comin' at ya from all sides. You'll encounter all kinds of nasty nazis: The Ku Klux Klan, the batty, bomb-flinging Minutemen of the 1960s, American Nazi Party members, or those murderous thugs of the '80s, The Order. Throw in the white-trash Aryan Brotherhood and there should be gore aplenty flooding your monitor screen in no time flat. You'll need a bunch o' guns though, since these idiots spend most of their time stockpiling formidable arsenals of weaponry with calibers as high as their owners' IQs are low. Start out with a crossbow, move on up through handguns and rifles to semi-automatic machine-pistols and AK-47s. They'll come at you with grenades and car-bombs, so you'd better practice hard. Different Nazis will earn you different scores: lowly, brain-dead skinheads are only five points, cell leaders are ten; national figures (i.e., anyone with his own compound) will net you a tasty 25 points, and any Nazis who've ever been on *Gerald* or *Nightline* earn you 50 big ones, or 100 points if you shoot 'em in the Hitler mustache. When a swastika appears on the screen, shoot at it to earn more juice for your lifebar. Strap on the serious artillery and start blazing away!

## 2: Nixon (Platform/Strategy)

**T**hat's right: Richard Milhous Nixon. You play our most controversial President as he claws, fights, slanders, smears, bugs and burgles his way to the summit of world political power. Remember: Dirty fighting is the only kind you know. Smear your congressional opponents, and hobnob with the loathsome Joe McCarthy. Duck accusations of political corruption by fibbing on TV, and weather Eisenhower's patronizing remarks about you (your "thick skin" power-up will prove invaluable here). Finally, return to the White House in 1968, but try to



curb your paranoia and egomania or your achievements in office will turn to ashes in your hands. Bomb Vietnam and peace-loving Cambodia back to the Stone Age, open up to those commies in China and the Kremlin, tape everyone in the White House, bug everyone outside, compile lists of your enemies and start ordering burglaries and smear campaigns. Finally, divide the nation you said in 1968 you were gonna bring together and, as a bonus, force it to the edge of the worst constitutional crisis in its history! Rad! Game developers of America! Where is this game? C'mon!

## 3: Ex-Presidents vs. Dead Rock Stars (Fighting Game)

**T**his *Mortal Kombat*-style fighting game should test your fighting skills and your ability to perform special moves to the limit. On one team, you've got former White House occupants of every political stripe: Jack Kennedy, with a deadly Bay of Pigs special move (easily defeated if you're smart); Lyndon Johnson, slow on his feet, but quick to deliver a carpet-bombing campaign that'll send you back to the Stone Age; Eisenhower, who'll come after you with his number three wood or something equally terrifying from his pigskin golfbag. Richard Nixon, by contrast, will make your rockin' head swim with his Orwellian truth-manipulation techniques, before dealing you a scorchingly hostile IRS audit that'll put you out of the game good and proper. Harry S. Truman will just cuss at you till you explode. Facing up to these dastardly characters are the Martyrs of Rock: Can Jim Morrison spike Nixon's drink with LSD and put him out of action before the Trickster sidelines him with a jumped-up corruption of public morals charge? Gape and gasp as Elvis performs his multiple cheeseburger special move on fellow Southerner Jimmy Carter, leaving the latter caked in ketchup, mustard and double-fried onions, too nauseated to retaliate. Janis Joplin's bone-freezing, superhuman wails and grunts drive Gerald R. Ford screaming from the arena in agony. John Lennon uses nuclear-strength sarcasm to keep his presidential tormentors at bay. So which will you be? A booze-marinated, drug-addled O.D. case dreaming of a perfect world, or a cynical power-hungry pol with the world's largest nuclear arsenal at his disposal? You decide!

**Alright, Game-design dudes, if I can dream these up in my spare time, then what am I paying you guys for? Back to the drawing board with you! Start earning your money!**

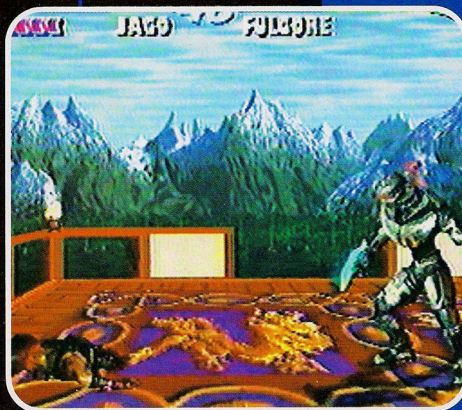


# First Look Ultra 64/Arcade

# KILLER INSTINCT 2



Although the new characters and combos are totally cool, what really impresses is the way the 3-D backgrounds interact with the onscreen action. Fatalities will never be the same again.







**1-2 Players Fighting Game**  
**Developed by Rare**  
**Published by Nintendo**  
**Available Spring 1996**



Cool new intros tell us a little more about the characters.



**I**f you thought that the *Killer Instinct* fever which seemed to grip the youth of this country was dying out, well, you were never so wrong. This spring, at an arcade near you, *Killer Instinct 2* machines will be popping up, ready to take your quarters. With better graphics, new characters and a bunch of other cool stuff, *KI2* will undoubtedly top its predecessor as the new craze in fighting games.

I didn't like *Killer Instinct* that much, but this game looks way cool! Three new characters have been added to the bunch: Tusk, Maya and Kim Wu. On top of that, seven of the original eight have returned. The only fighter that's not coming back is Cinder, but I'm sure he's in the game somewhere, even though he isn't a playable character at first. The three newcomers have a plethora of tasty moves and, to keep things spiced up, the original characters have been given a bunch more new moves for you to master. Also, you'll find powered-up ultra combos and millions (yes, millions) of normal combos to work. The developers have also made it

possible to interact with the backgrounds which I'm sure means that there'll be some cool stage fatalities. Other additions are the abilities to grab while in mid-air and use grabs as part of larger combos. To top it off, a Power-Up Bar has been implemented to award aggressive players with special moves.

Several other upgrades have been made to improve on the overall quality of the game. *KI2* will have much more gaming depth and more intelligent opponents in one-player competitions. Combos have also been made more difficult to find, challenging the most seasoned of vets to discover them. Technical upgrades can be found in the form of an improved sound system, larger hard drive and improved mounting of the hard drive. It shouldn't matter to you what all that means, but rest assured, it will make *KI2* more butt-kicking than the first one.

You should all be very excited about this sweetest of fighting sequels. Just imagine when this baby hits the Ultra 64; there may very well be rioting in the streets.

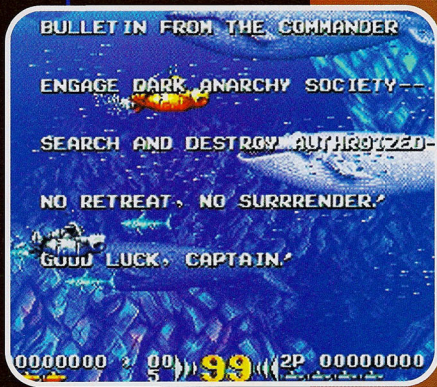


# First Look Sony PlayStation

# In The Hunt



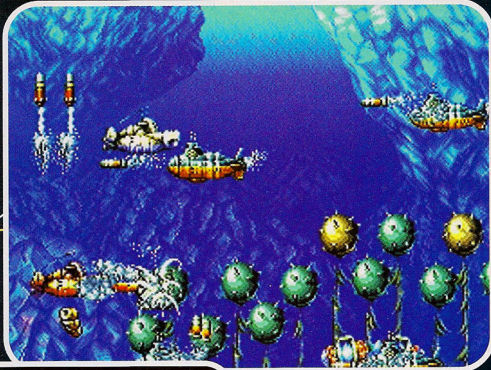
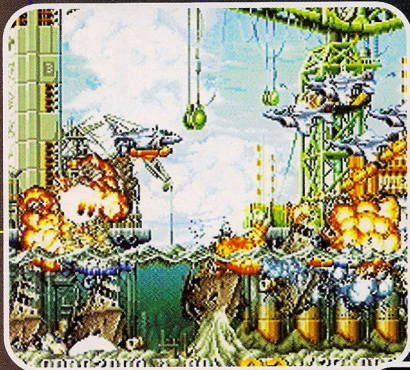
*In the Hunt* features some incredibly devious boss monsters. Some of the attack patterns will leave you reeling and wondering why, after two months at sea, your only reward is a face full of torpedoes.



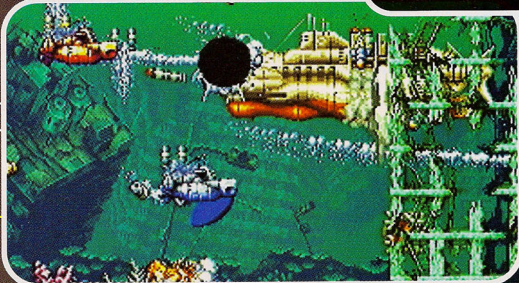




**1-2 Players Shooting Game**  
**Developed by XING Ent.**  
**Published by THQ**  
**Available Feb 1996**



*In the Hunt is as simple as they make 'em. Nothing too complex.*



**I**t seems that the 32-bit gaming machines have revived the genre known as the shooter.

*In the Hunt* was an arcade favorite a while back, and now a perfect translation is coming to the PlayStation. Back when the Genesis was getting its start, it was the recipient of many a fine shooter. Unfortunately, it also hosted a lot of clunkers, which caused a disgruntled backlash. All of a sudden, shooters were a dying breed. But, defying critics and logic, the demand for 2-D shooters has once again started to rise.

The graphics of *In the Hunt* don't look very impressive in still shots, but when they're moving is another story. The detail in the game is amazing, but nothing compared to the animation of those details. You navigate your submarine through enemy territory (I should hope so, since you're blowing everything up!) which has nasties coming from all directions, including vehicles and planes above the surface of the water. Occasionally you'll run into buildings that can be

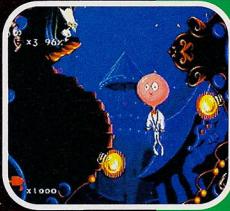
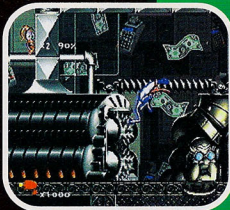
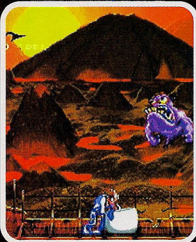
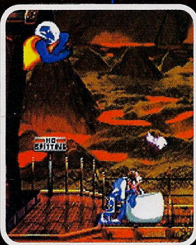
blown to small little bits, and huge rock creatures who wake from arcade obscurity to a starring role in a rediscovered gem.

*In the Hunt* features 2-player simultaneous action as well as the option to go solo and six battle zones of varying difficulty to wreak havoc in. You can have different weapon combinations, including surface-to-air missiles, depth charges, floating mines and supersonic torpedoes which leave a devastating wake. The game gives you the option of choosing from the original arcade tunes that were all the rage back then or a new Playstation music track. You can also choose between Arcade-play mode and a special Playstation version. You start out fighting it out through snow drifts and icebergs and move your way through to Mr. Rock Monster Guy (not his real name) and progress through various inventive and stimulating levels.

I hope this trend of resurrecting classic shooters continues and that some company would do an updated version of *Scramble*, with the original version playable. How cool would that be?



# First Look Saturn Earthworm Jim 2



Jim trudges through an accountant's nightmare! This is what life is like, kids.



**W**ay cool! Jim's finally made it onto a next-generation platform! For those of you who were cursing yourselves for not getting *Earthworm Jim 2* on a 16-bit system, have no fear; the world's most violent worm is almost ready to take his bow on the Saturn.

*Earthworm Jim 2* is a direct sequel to Shiny's mega-hit, *Earthworm Jim*. If you've played the first game, then you'll have some sort of idea of what to expect; insane, "wacky" humor; fiendish puzzles, and a heck of a lot of gameplay for your gaming buck. This time around, Jim's missions are even weirder. How else would you explain the Dadaist missions Jim's sent on? They range from having to bounce puppies off of a marshmallow to safety (if he fails, the puppies go splat) to fever-pitch battles against rampaging file cabinets.

The Saturn version of *Earthworm Jim 2* features enhanced graphics and music, as well as the possibility of secret levels and even more cheat codes. Keep in mind, though, that these are only vicious rumors, and we can neither confirm or deny them. You'll have to see for yourselves when the game is released this Spring.



**1 Player Action Game**  
**Developed by Screaming Pink**  
**Published by Interplay**  
**Available Spring 1996**

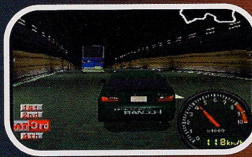
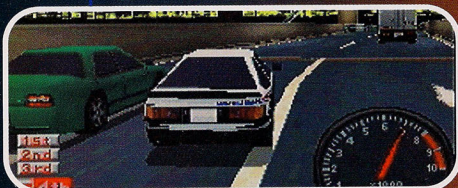


# First Look **PLAYSTATION**

# TOKYO Highway Battle



Better than Ridge Racer? Some kind of mistake, surely?



It was a year ago that I got my first glimpse of *Ridge Racer* for the PlayStation. I hadn't been with the magazine too long at that time, so that jaded feeling which eventually smites all of us in the video-games business had yet to settle in. I was amazed. Namco had managed to create the best driving sim ever.

Looking at first sight like a *Ridge Racer* rip-off from Jaleco, *Tokyo Highway Battle* is actually a superior racing game that has you tear-assing down the highways of Godzilla's favorite stomping ground. As of now, there are three cars to choose from and three tracks to race on, although this might change. In addition, there are multiple play modes, saving capability, and the ability to customize your wheels.

The control is top-notch; as good as that in *Ridge Racer*. The clipping is amazing as are the graphics, which feature some nice backgrounds and bunch of different types of cars (and trucks) on the road around you. *Tokyo Highway Battle* looks like the next big thing in racing games.

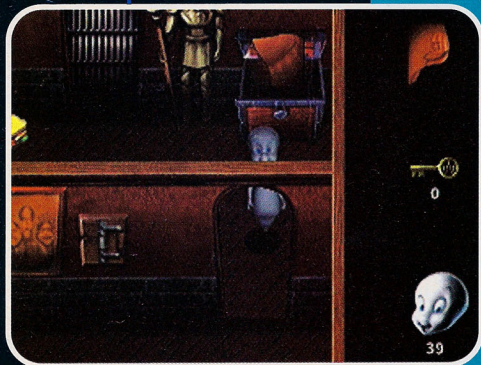


**1-2 Players Driving Game**  
**Developed by Jaleco**  
**Published by Jaleco**  
**Available Spring 1996**

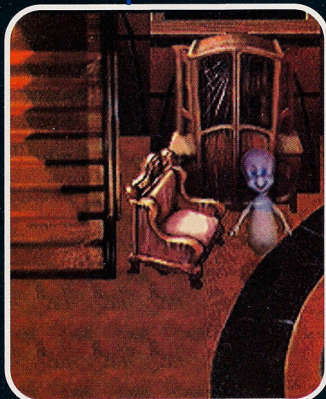


**First Look** PS-X/Saturn/3DO

# CASPER



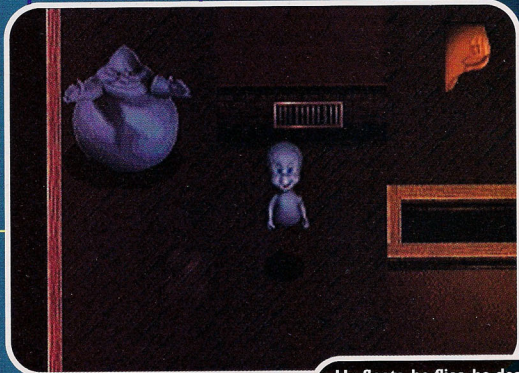
Although *Casper* has a similar visual theme to *Zombies Ate My Neighbors*, the game itself is a lot more taxing on the old brain cells, requiring a fair amount of thought.



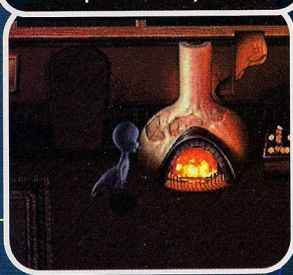




**1 Player Adventure Game**  
**Developed by FunCom**  
**Published by Interplay**  
**Available Spring '96 (all versions)**



**He floats, he flies, he death-defies.  
Casper is definitely cool.**



**I**f there's one thing you can count on from a movie hit, it's that someone is going to make a video-game out of it. When we talk about the Bill Pullman vehicle, *Casper*, you should already know what we're talking about since this title is about a year late. It's finally here and available on PlayStation, 3DO, and Saturn.

It's Casper the friendly ghost. He's probably the friendliest ghost, you know. I know he's the friendliest I've ever met, except for maybe the poltergeist in that Bangkok massage parlor.... *Casper* is your basic adventure game (although Interplay would like to categorize it as an action/strategy) which takes place in Whipstaff Manor. There, Casper must find all the pieces of the Lazarus Machine that his father built many, many years ago. Apparently it brings people back from the dead, or something like that. I dunno because I didn't ever see the film.

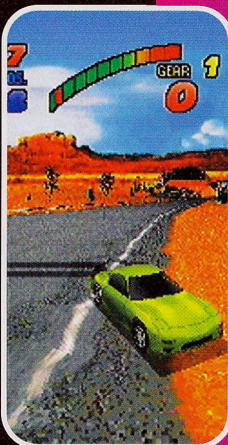
The game's all about puzzle-solving. There are numerous doors, chests, suits of armor, and so on, that need to be unlocked or maneuvered in order to trigger the appropriate reactions. You travel around the mansion looking for keys, food and items to help you with your task. Watch out, though, because your three uncles are out to stop you from reassembling the machine, because they're lazy jerks.

This title is aimed at younger gamers, but will appeal to all, thanks to good graphics and general nuttiness. It moves along at a fairly good pace and doesn't contain any puzzle that's too hard. Casper can do some pretty neat stuff, like carry heavy objects, which strikes me as weird, because he's made out of ethereal material. Another unusual aspect of the game is the fact that he can turn into smoke to travel through heating ducts, but can't enter rooms closed off by gates or rickety boards. Oh well.



# First Look PlayStation

# NEED for Speed



A little slower in pace than Ridge Racer, but great fun all the same.

One of the many highlights of my trip to EA's offices in Vancouver was the chance to see this on the big screen with full sound. *Need For Speed* for the PlayStation looks a mighty bit better than its 3DO counterpart—great news for racing fans everywhere.

The major differences between this version and the 3DO one are in the graphics and sound. Both of these facets have been upgraded considerably, making an already great driving experience that much better. Also, expect much smoother scrolling and better control, making *Need For Speed* a worthy competitor against *Ridge Racer* and *Tokyo Highway Battle*.

The sound, if you're lucky enough to have a Surround sound system in your home, will blow you away. You'll be able to hear cars coming up behind you, stuff bumping and scraping different areas of your car, and the different sounds created by your wheels on different surfaces. A truly immersive experience.

Electronic Arts is very proud of this title, as they should be. A lot of time and effort went into this title, and it looks as though their sweat has paid off.

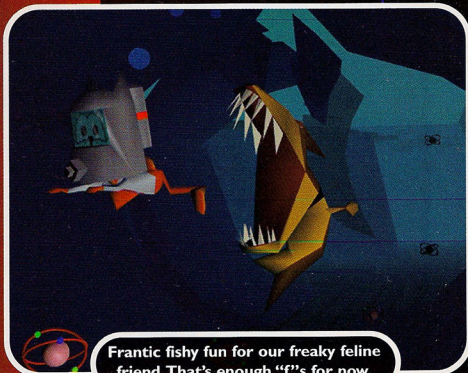
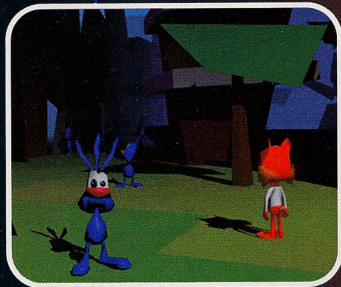


**1 Player Driving Game**  
**Developed by Electronic Arts**  
**Published by Electronic Arts**  
**Available Spring 1996**



# First Look PLAYSTATION

# Bubsy 3D



Frantic fishy fun for our freaky feline friend. That's enough "f's for now.

**R**emember that feisty little furball Bubsy? That mascot wannabe for the Genesis has finally found a home on 32-bit. This smart-looking platform game for the PlayStation incorporates many elements that the much-anticipated *Ultra Mario* will have on the *Ultra 64*.

Not having played the game, it's unclear to me whether or not the developers of this game have learned anything from *Bug!*, the first of the 3-D platform games, which had little merit or play value. What is clear, by looking at the screen shots, is that *Bubsy* has enough graphic pizzazz and mirth to keep even the ornierist of gamers happy.

Rumor has it that one scene in the game has Bubsy captured by Mary K cosmetic scientists, who then test an assortment of new eye-liners on our fuzzy friend. Don't worry though kids, because the boys at Accolade insist that no Bubsies were hurt in the making of this game. It's good to see that some companies don't take part in experimental testing on mascots, unlike others in the industry.



**1 Player Platform/Adventure Game**  
**Developed by Accolade**  
**Published by Accolade**  
**Available Spring 1996**



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720	5		Terminator	13

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ACROSS

2. Japanese NES

2. Japanese NES

4. Emperor of Outworld.

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5. Desert wanderer.

DOWN

1. *Upper limbs and feet not as close as legs*

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1. He has hands and feet but no arms or legs.
3. Mario Bros. Movie star Bob \_\_\_\_\_.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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No purchase necessary to enter. Complete the crossword puzzle, cut it out and  
with your name, address and phone number to:

Mail Order Contest, Funco, Inc., 10120 W. 76th Street, Mpls., MN 55344

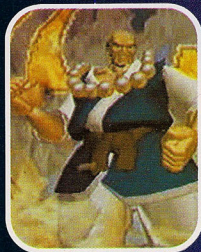
All Correct Entries Will Be Entered in a Drawing.  
*Entries must be postmarked no later than April 30, 1996.*

Entries must be postmarked no later than April 30, 1990



First Look PlayStation

# Shokendo



Yes, exactly what the PlayStation needs. More 3-D fighting.



**J**aleco enters the bloody arena of fighting games and introduces us to *Shokendo*. Not much is known about the game at this point, but it looks like it has some promise. The characters are an interesting-looking bunch and appear to be 3-D rendered characters fighting in 2-D, similar to *Killer Instinct*.

Jaleco has previously entered the side-scrolling fighting genre with games like *Brawl Brothers* and *Peacekeepers*. Those were fairly decent rip-offs of *Final Fight* (*Peacekeepers* was actually really good), and *Shokendo* will hopefully borrow the good elements from earlier fighting games and combine them with fresh new techniques and play mechanics that will entice gamers. More than that, we'll tell you at review stage.

We'll keep you updated on the latest developments on this new brawler.



**1-2 Players Fighting Game**  
**Developed by Jaleco**  
**Published by Jaleco**  
**Available May 1996**

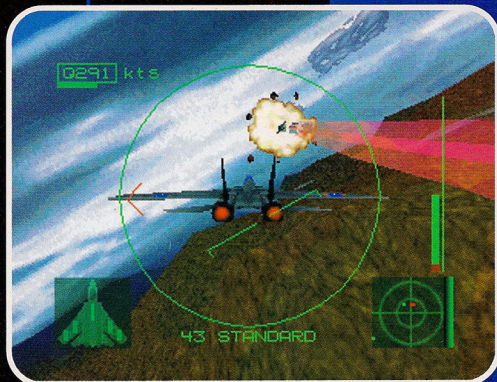


# First Look PlayStation

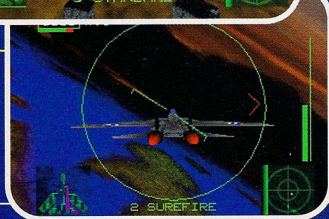
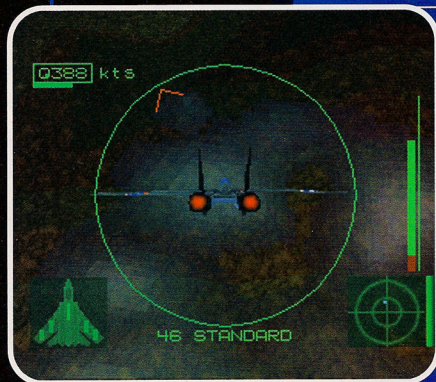
# TOP GUN

## Fire at Will

The simulation aspect is tempered by some pretty fast action.



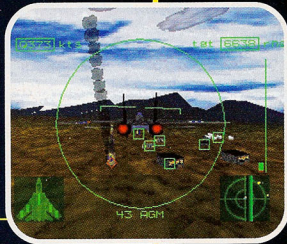
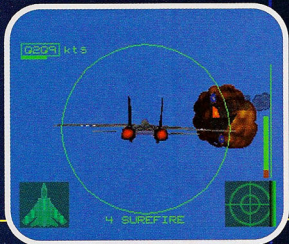
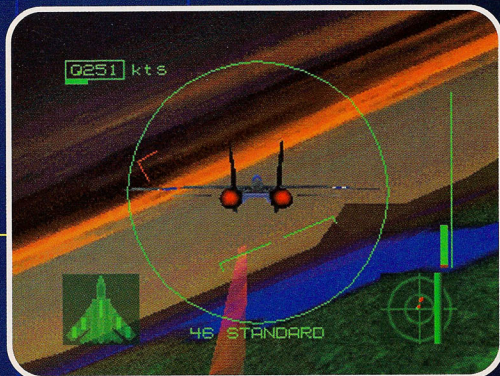
*Top Gun: Fire at Will* is a mission-based action flight sim, similar to Namco's *Air Combat*, but the developers promise more fun and less pointless meandering.







**1 Player Flight Simulator Game**  
**Developed by Spectrum Holobyte**  
**Published by Spectrum Holobyte**  
**Available Spring 1996**



**H**ave a yearning for an action game with a little more spice? Like your shooting mixed in with a touch of strategy? It could be that *Top Gun: Fire at Will* is the game for you. Spectrum Holobyte has been famous for producing some of the finest PC flight simulations around, but this marks something of a departure for that company. An action shooter for the PlayStation, and soon for the Ultra 64.

Of course, the initial premise of *Top Gun* may seem more than a little familiar: Fans of Namco PlayStation games may recognize this as looking more than a tad similar to *Air Combat*. It also bears a striking resemblance to the less well-received *Agile Warrior*.

The action is very much mission-based. At the start of each level you are given a specific objective, or often, a specific number of targets to "acquire". After that, the game becomes pretty much a free-for-all in the skies as you tear through enemy airspace, making impossible turns and generally having a lot of fun. Where *Top Gun* differs from the other games mentioned is in its attention to detail in both back-

grounds and enemy animation. The planes are huge, detailed and impressive.

The ground targets, while very difficult to destroy, are a lot more interesting in gameplay terms than the aerial vehicles, requiring more skill, patience and strategy to attack.

The action-orientation is enhanced by the inclusion of "boss" planes at the end of each section. These behave in a very aggressive manner, spewing missiles and death in a very uncomfortable fashion.

FMV scenes help generate a movie-like atmosphere, helped along by the dulcet tones of James Tolkan, the commander-guy in the original *Top Gun* movie, as well as a few characters who pop in and out of the action (largely to tell you how dumb you are).

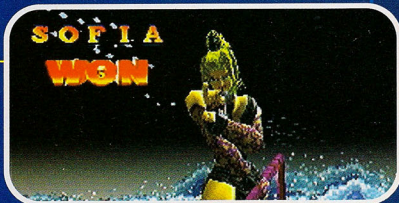
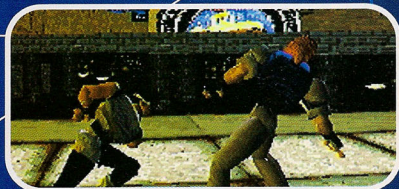
All in all, an exciting and impressive release, and we're looking forward to a finished version.



# First Look Sony PlayStation Toshinden 2



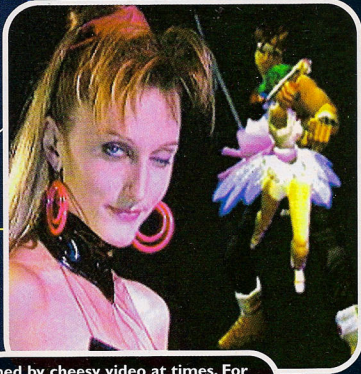
Considered by many to be the best fighting game ever created, Toshinden certainly set new standards in graphical incredulity. If you thought that looked good, wait until you get a load of Toshinden 2!







**1-2 Players Fighting Game**  
**Developed by Takara**  
**Published by Playmates Interactive Entertainment**  
**Available Spring 1996**



Cool animated intros are ruined by cheesy video at times. For example, this chick (above right) looks decidedly drunk.



**T**oshinden is a rather odd Japanese term which loosely translated, means, "Legend of the gods of combat". *Toshinden 2*, when translated with similar skill, means "Legend of the gods of combat 2". Now, while the staff at VIDEOGAMES Magazine will never win any prizes for their linguistic skills (you should hear Frank speaking French), their grasp of fighting games is beyond compare. Tremble then, and know that *Toshinden 2* is impossibly cool.

Now, in this age of 32-bit gaming, it is very easy to get carried away with terms such as "incredibly smooth" or "fantastic gameplay", but in order to describe just how exciting *Toshinden 2* is, we've had to invent exactly five brand new words. These are: Gnnf, Fnnich, Aaark, Hnnf and Begorrah. We may have to check with the Irish on that last one, but each of those new words means, approximately at least, "Oh my gosh, this game is unbelievably good".

Why? Try a couple of new characters, playable bosses and a whole new fighting system. Try the new moves for each of

the old characters. Try the smoothly rendered intros and amusing endings. Try the all-new sampled speech, but most of all, try to keep us away from the PlayStation.

Takara has saved over this conversion and is pushing the PlayStation to new heights (no limits) in terms of graphical performance. The backgrounds are all animated, with the fire and water levels being easily the most impressive graphical motifs we've seen in a fighting game.

The character animation and detail has also been enhanced, with smoother shading, better texture-mapping and far more detail than the first incarnation. Gaia fans will be pleased to note that he is pretty handsome under all that armor, kind of like me, but not as tough.

Thankfully for PlayStation-owning pugilists, Playmates (the publisher of *Earthworm Jim* and *Skeleton Warriors*) has had the brilliant sense to snap this one up and rush it headlong toward American shores.

Bear in mind that *Toshinden* is the fastest-selling game on the PlayStation to date, and you have to wonder why Sony didn't take care of the sequel itself. Crazy man, crazy.



# First Look Sony PlayStation

## Dungeons & Dragons TOWER OF DOOM



It's been said (and often by this very magazine) that there are far too many side-scrolling beat-'em-ups in the mold of *Golden Axe* or *Final Fight*, and yes, this is yet another one.



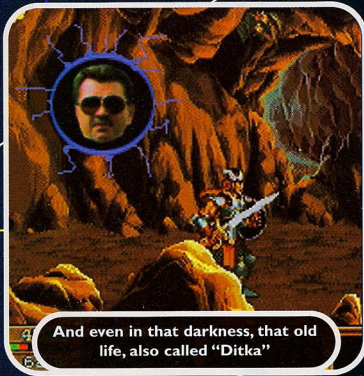




**1-4 Players Action Game**  
**Developed by Capcom**  
**Published by Capcom**  
**Available Spring 1996**



"See anything you like?"  
Erm, yes, I do actually.



And even in that darkness, that old life, also called "Ditka"



**A** couple of issues back we previewed a Capcom game called *Warriors Of Fate*, a side-scrolling action game based on the popular arcade game. Once again, it looks as though Capcom has successfully ported one of its coin-ops to the Saturn and PlayStation. *D&D: Tower Of Doom*, which fuses the developing skills of Capcom with the fantasy world of TSR, looks like a cross between *Gauntlet* and *Golden Axe* and is sure to draw hordes of new followers into the world of *Dungeons & Dragons*.

Although only in the early stages of development, *D&D: Tower Of Doom* looks great. With animation that looks even better than the arcade game, plus all of the game depth which made this coin-op so popular, *Tower Of Doom* is sure to maintain the high level of quality that we've come to expect from Capcom.

The story is a simple one: Join a band of adventurers who are trying to restore peace to the Republic of Darokin.

Move from one area to the next, vanquishing all evil and rescuing all those in distress. On your way, pick up many items which can help you, from potions and scrolls to throwing knives and war hammers. Collect as much gold and silver as possible, because you will need it when you visit item shops.

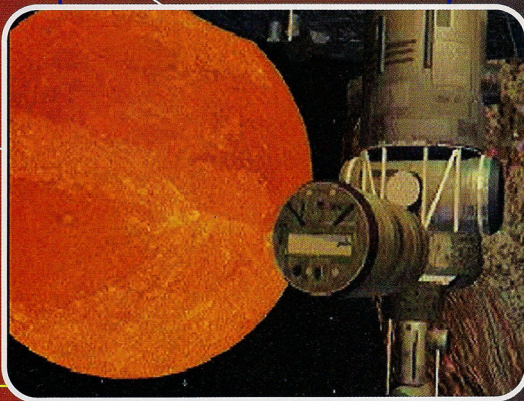
Up to four people can play simultaneously with a multi-tap. Each character—dwarf, elf, fighter and cleric—has his own abilities, from powerful magic to healing powers. Like *Warriors of Fate*, the characters in *Tower Of Doom* also have different fighting styles, with over 24 individual moves, setting them apart from the others. At this time, we can only use the fighter during gameplay, but if the other three play as well as him, then this will be a truly enjoyable beat-'em-up.

Capcom also says that the adventure will evolve differently each time you play, based on what you do and choose, as well as how you perform. This will result in many hours of great gameplay. Next issue, we'll let you know if *D&D: Tower of Doom* is really as good as it initially looks.

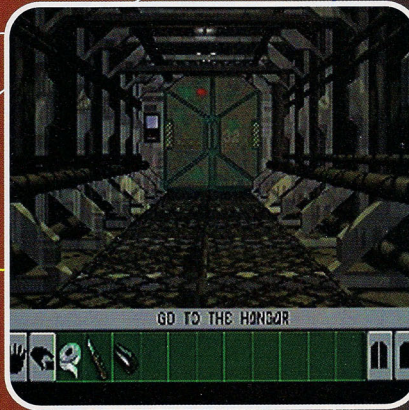
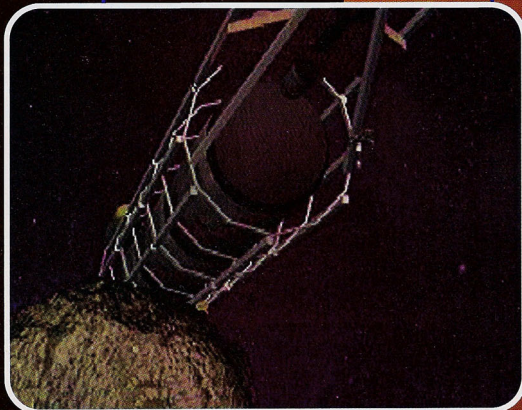


# First Look Sony PlayStation

# Alien Virus



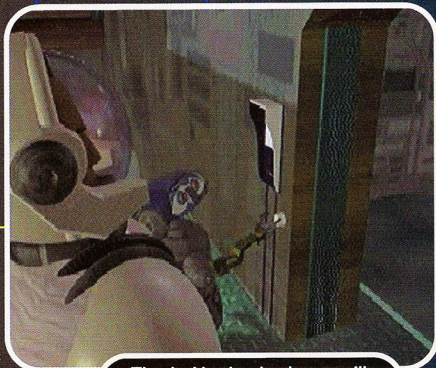
"Be vawy, vawy quiet, I'm huntin' awiens. Huh, huh, huh, huh, huh." Space-varmints aside, the atmosphere generated in *Alien Virus* has to be felt to be believed.



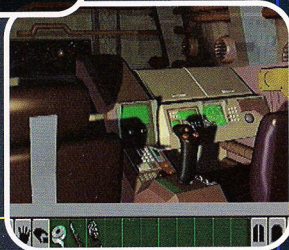
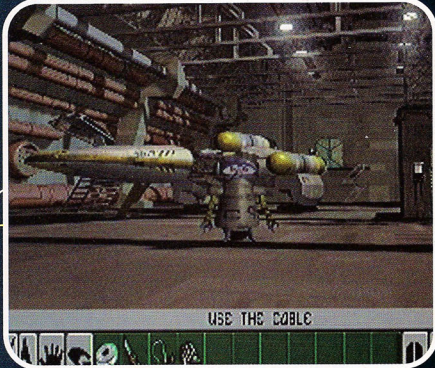




**1 Player Adventure Game**  
**Developed by Vic Tokai**  
**Published by Vic Tokai**  
**Available Spring 1996**



The docking bay is where you'll start your adventure.



**I**f Adventure games are your thing, if you think *Hell and Lost Eden* are a good reason to get out of the bed in the morning, if icon clicking makes you feel kinda tingly, then this game is most likely for you. *Alien Virus*, Vic Tokai's latest opus, is the PlayStation's answer to *Zork*. Or maybe not. One thing's for sure, it looks real nice.

*Alien Virus* is another game in a long line of move-and-click titles that have you puzzle-solving your way through hours of gameplay. The story has you investigating some mystery that has taken place on a space station. I'm not the swiftest of people, but I bet it has something to do with aliens.

Once in the docking bay, you must start your problem-solving. Using your powers of logic, you'll have to figure out ways of charging batteries, fixing robots and unlocking doors, using only a couple of items strewn about the docking bay. It is this type of puzzle-solving that drives *Alien Virus*. Much like *7th Guest*, you move the crosshair around the screen and

click on certain objects. The commands you use are minimal, sticking with your basic Open, Close, Use and Take. This makes for a very easy interface.

The overall look of the game is nice. The developers are trying for an atmosphere of the creepiest kind. Not only that, but each area is highly detailed, allowing the player to really scrutinize the surroundings. Other than that, though, *Alien Virus* falls right in with a dozen other adventure titles, moving along at a sluggish pace and following the same formula. In a review of *Cyberia* last month, we mentioned that that game managed to set itself apart by changing styles of gameplay for different parts of the story. It's ideas like these that make adventure games more interesting to the gamer. It looks, however, as though *Alien Virus* sticks to the same format as its predecessors, opting to keep the gamer plodding through room after room of point-and-click "action".

Looks can be deceiving. *Alien Virus*'s story just might unfold into a gripping adventure, riveting the player to his or her seat. The genre, after all, relies more on plot than action, and its players look for that as the sign of a good adventure.



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

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

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

## THIS ISSUE:

As usual, there are a lot of PlayStation titles out there and they seem to be getting better and better. That Saturn software is picking up too, but sadly, everything else seems to be on the decline. Where have all the SNES and Genesis games gone? There are about fifteen million 16-bit consoles out there and only a couple of new titles available. Times are changing folks, 32-bit is firmly establishing itself, faster and better than any consoles that have gone before.

## Graphics

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

## Sound/FX

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

## Gameplay

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

## Rating

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

## Assault Rigs \* PlayStation \* Sony \* \$50



You might remember these guys as Psygnosis, the minds behind the popular Destruction Derby and Wipeout titles. Assault Rigs is the company's newest opus, and it certainly maintains the high standards its predecessors established.

Assault Rigs resembles a 3-D version of the Atari 2600 classic, Combat. Drive around an arena in one of three tanks, blowing up stuff and collecting more powerful weapons as you battle the computer or a friend. The scrolling in this game is top-notch, but the control could have been a little better. And the tanks need to be a little "heavier". Another great game for the PlayStation.

## Graphics

8

## Sound/FX

7

## Gameplay

8

## Rating

8

## Shockwave 2 \* 3DO \* Electronic Arts \* \$50



Another Shockwave. Some of you are excited, some of you are indifferent; I'm not really sure where I should stand. Shockwave 2: Beyond the Jumpgate is the newest 3DO space shooter, and has you battling a mess o' bad guys. This time, to supplement the game, the developers have decided to steal the plot from Stargate. Find an artifact to operate the jumpgate for interstellar travel.

This is a fine game, with much improved scrolling and some nifty graphics. The increase in battlefield size, the addition of 45 minutes of full-motion story and the ability to customize your ship put Shockwave 2 a cut above the competition.

## Graphics

8

## Sound/FX

7

## Gameplay

7

## Rating

7



## Street Fighter Alpha\* PlayStation \* Capcom \* \$54.99



It seems like only last week that *Alpha* came out at the arcades, and here it is on the PlayStation (and Saturn soon). The graphics are exactly like the original's, with the same animation and detail in the characters. You can choose between the original arcade music or a newly arranged version for your listening pleasure.

It's a lot of fun and new characters add to some extended playing pleasure, but the basic gameplay is unchanged from previous outings and makes you yearn for new challenges. *Street Fighter* nuts should add another point to that rating.

Graphics 8

Sound/FX 9

Gameplay 8

Rating 8

## Lost Eden \* 3DO \* Virgin \* \$50



It's very far into the future. The world is inhabited by man and dinosaur. Once they lived together in a peaceful, symbiotic relationship, but were eventually driven apart. Now, they must work together again in order to eliminate a mad warrior and his fiendish hordes.

*Lost Eden* features three things that make an adventure great: a good story, beautiful graphics and a sweeping soundtrack. Add an easy interface and a bunch of nasty-looking ogres and dinosaurs and what you've got is an adventure game that's a cut above the rest. This game will pull you in and keep you playing for hours.

Graphics 8

Sound/FX 8

Gameplay 5

Rating 7

## Fever Pitch Soccer \* Jaguar \* Atari \* \$50



Super Nintendo owners out there should recognize this one. *Fever Pitch Soccer* was originally released for the SNES as *Head-On Soccer* and was manufactured by U.S. Gold. While it's not the most stellar example of 64-bit technology out there, it remains a great soccer game.

The main reason why *Fever-Pitch Soccer* succeeds is because it distills the essence of soccer (breakneck gameplay) and doesn't waste its time on needless "accuracy". It's simply great fun to play. The graphics are serviceable and the sound is average, but it's challenging, uncomplicated, and a great way to let off steam.

Graphics 7

Sound/FX 7

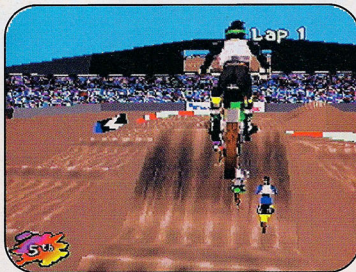
Gameplay 9

Rating 8



# VIDEO GAMES THE ULTIMATE GAMING MAGAZINE Reviews

## Supercross 3D \* Jaguar \* Atari \* \$59.99



If you're looking for a true simulation of the bone-crunching wonder that is Mickey Thompson's Off-Road Grand Prix, then keep searching. Supercross 3D fails to deliver the Moto-X goods.

Customizable riders are a plus, but changing your racer's name does nothing to affect the gameplay. The riders are huge (a plus) but the irritating gameplay and unimaginative track designs are a big negative. A practice mode will help you get used to not being able to see where the track ends and death begins, but it won't help you to actually enjoy playing. Supercross 3D is for serious fans of dirt-bike racing only. This sport is still waiting to have justice done to it.

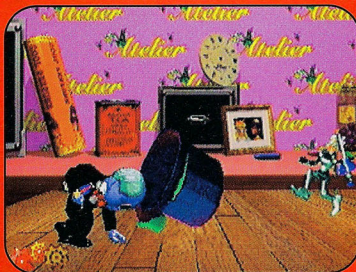
Graphics 7

Sound/FX 6

Gameplay 5

Rating 5

## Clockwork Knight 2 \* Saturn \* Sega \* \$59.99



Clockwork Knight was a great game, even though it was a bit too simple and a tad too short. It had the distinction of being one of the first games to really show off the Saturn's capabilities, and Clockwork Knight 2: Pepperochau's Adventure does the same. The game's much longer this time, and a lot more challenging. Those expecting a cakewalk will be pleasantly surprised by the sequel. In addition to the new challenges, CK2 has dozens more graphic tricks up its sleeve and more varied gameplay than the original. Fans of the first game and of platform games like Gex will certainly dig this.

Graphics 9

Sound/FX 8

Gameplay 7

Rating 8

## X-Men \* Saturn \* Capcom \* \$59.99



Many hard-core gamers out there in video-game lollipop land had a low opinion of Capcom's arcade fighter X-Men: Children of the Atom, but I'm one reviewer who thought it was the bee's knees. Your reaction to the arcade version will determine how much you like the Saturn adaptation because it's virtually identical to its arcade pappy.

An assortment of X-Men and a handful of their enemies are at your beck and call. Yes, the action is quite similar to the Street Fighter series, but the animation is really great, the moves are spectacular, the backgrounds are interesting, and hey, it's the X-Men, man.

Graphics 8

Sound/FX 8

Gameplay 9

Rating 8



## Resident Evil \* PlayStation \* Capcom \* \$59.99



The rating you see to your right is not a misprint and we haven't taken leave of our senses. The hype is real and the horror is indescribable: *Resident Evil* lives up to its advance word and emerges as one of the most amazing video games that we've ever come across.

This small space can't do the game justice. Everything about *Resident Evil* screams "classic". It's a challenging, brain-twisting, shock ride filled with sudden scares, fiendish puzzles, and more atmosphere than a dozen planets. People will actually stop in their tracks and watch while you play this one, because it's better than most flicks. Be afraid, be very afraid.

Graphics 10

Sound/FX 10

Gameplay 10

Rating 10

## Return Fire \* PlayStation \* Time Warner \* \$60



One of the best games to ever come out for the 3DO, *Return Fire* was the biggest reason, at one point, to purchase one of these machines. Time Warner has now made it possible for us to play this masterpiece on our PlayStation.

Drive tanks, jeeps and helicopters around and blow stuff up in a quest to capture the enemy's flag; that's what this game is all about. *Return Fire* plays like a cross between *Desert Strike* and "capture the flag". If you want, play against a friend for maximum carnage.

*Return Fire* is a brilliant game with some kickin' sound and tasty graphics. A must for your PlayStation library.

Graphics 8

Sound/FX 10

Gameplay 8

Rating 8

## Johnny Bazookatone \* Saturn \* U.S. Gold \* \$59.99



Are you ready to take a trip to hell in order to save rock 'n' roll and all that grooves on the planet? Well, jump into the skin of Johnny Bazookatone and get your butt on down to Hades, because the devil has left Georgia and he's got your guitar. The fiend!

Johnny Bazookatone is a pretty average platform/action-game with your requisite sumptuous backgrounds and killer sound. Hell has never looked so appealing, actually.

The gameplay isn't all that innovative, but the very fact that you use a guitar as a weapon is enough to win me over.

Graphics 8

Sound/FX 8

Gameplay 7

Rating 7



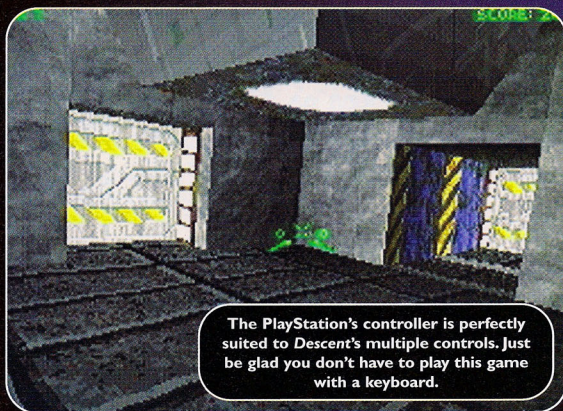
## Game Of The Month

# DeScEnt

Interplay - PlayStation - \$60



After blowing up the main objective in each level, it's a race to get your butt out of the fire. For some reason, I'm reminded of that spooky voice in the Haunted Mansion at Disneyland: "Find a way out!"



The PlayStation's controller is perfectly suited to Descent's multiple controls. Just be glad you don't have to play this game with a keyboard.

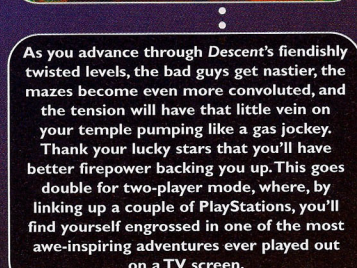
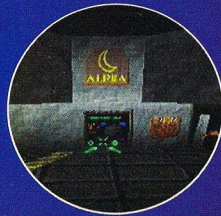
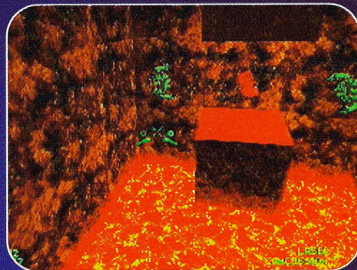
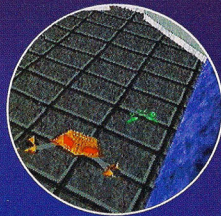
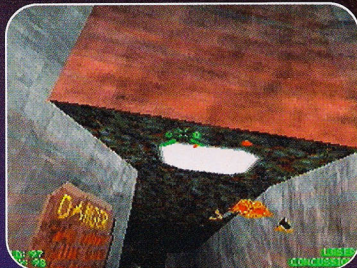


Descent has a variety of different weapons for you to find, including concussion missiles (useful for taking out inscrutable enemies), the three-way split laser cannon, and laser level power-ups, which increase the damage that your laser inflicts on your foes. These are but a few of the many weapons of destruction at your fingertips. Now they may be violent, and they may be dangerous in the wrong hands, but surely you're the man with the right hands? Have a nice day in the catacombs.



# Reviews VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE



As you advance through *Descent*'s fiendishly twisted levels, the bad guys get nastier, the mazes become even more convoluted, and the tension will have that little vein on your temple pumping like a gas jockey. Thank your lucky stars that you'll have better firepower backing you up. This goes double for two-player mode, where, by linking up a couple of PlayStations, you'll find yourself engrossed in one of the most awe-inspiring adventures ever played out on a TV screen.

**Y**our friends with computers are done teasing you. They can no longer boast that they can play games like *Descent* on their PCs while you're stuck playing yet another fighting game on your console system. *Descent* for the PlayStation is here—and it will blow your mind.

Why the hubbub over a new "Doom Clone"? Well, because it isn't a clone. *Descent* is a full 360-degree experience. Not only can you wander as freely through its mazes as you can in *Doom*, you're also "flying", so you have unlimited movement in a million directions (well, "unlimited" as defined by the cramped quarters you'll be exploring here).

In *Descent*, you must travel from outpost to outpost on different planets, rescuing hostages from an alien infestation and destroying anything that tries to stop you. Your craft is initially armed only with lasers and a few missiles, but hidden in the depths of each area are guns and new types of missiles to aid you.

In addition to rescuing hostages, you must also set chain-reactions in motion in order to render the locations useless to the invaders. This adds a new dimension of devilish difficulty to the game, as it's almost impossible to find your way out in time.

This game is simply amazing. Try not to drool, kids.

Graphics **10**

Sound/FX **8**

Gameplay **9**

Rating **9**



# RPG ATTACK

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

by Wataru Maruyama

## NEW SQUARE RPG's FOR '96

In Japan, Square has revealed its RPG line-up for the rest of 1996. We already know about *Bahamut Lagoon*, *Gun Hazard*, and *Mario RPG*, due for release early this year, but the company also has its third- and fourth-quarter games ready. They are *Dynasties Tracers*, *Koi (love) wa Balance*, *Treasure Conflicts* and *Logical Dreamers*.

*Mario RPG* is slated for U.S. release, but there's no telling whether the others mentioned will surface. With the SNES outselling everything else this past Christmas season, Square should consider releasing more of its games state-side and cash in on a hungry audience.

What about Square development for the Ultra, you ask? Well, the company is definitely hard at work on a 64-bit RPG, but it won't be *Final Fantasy VII*. It'll be a new title with new characters, but you can kind of still consider it *Final Fantasy*, since usually the FF games are not really connected in storyline anyway; rather they share the same world and Chocobos!

## WORKING DESIGNS CREATES RPG MAGIC ON THE SATURN

The great folks at Working Designs have revealed their plan to bring quality RPGs to the Sega Saturn system. Of course, it's not that big a surprise, but boy, are we happy. WD is currently planning to release *Iron Storm*, *Shining Wisdom*, *Magic Knight Ray Earth*, and *Lunar Remix*!



The first games are going to be *Iron Storm* (Feb/Mar) and *Shining Wisdom* (April). Although *Iron Storm* is a military simulation, RPG fans will have no trouble getting into it, especially those familiar with games like *Shining*



## KONAMI STUFF

*Force*, *Magic Knight Ray Earth* is scheduled to appear sometime this summer, while *Lunar Remix* will be worked on as soon as it's finished by Game Arts in Japan.

Konami has recently struck gold with its amazing sports line-up, but it's also sitting on a gold mine of Adventure/RPG-type games. You may remember the game *Snatcher*, which was released a while back on the Sega CD (and the Turbo Duo in Japan) and now it's been graphically redone and is available for the PlayStation and Saturn in Japan. The "next generation" or sequel of *Snatcher* is *Policaughts*, which has also been released for both machines and the 3DO in Japan.

*Snatcher* was known for its mature content, but what really impressed me was the drama and emotion the game made you feel while identifying with the characters. Konami did a great translation job for the U.S. Sega CD version, with good voice acting and lots of hidden messages and scenes. *Policaughts* continues that tradition, and the remixed version of *Snatcher* for the PS and Saturn should prove to be a worthy addition.

American gamers would die for these games, and Konami would become a leader in the still leaderless 32-bit area. RPG and Sports games are the biggest growth area and Konami has a potential one-two punch that can knock gamers senseless with joy.

If you want Konami to release the games you want to see, write them at: Konami (America) Inc. 900 Deerfield Pkwy, Buffalo Grove, IL 60089-4510.

## A MESSAGE

The term "Role-playing game" should not apply to just Dragons-and-Magic-type games, but to a wide variety of immersive, story-rich games like *Snatcher*, and some variations we haven't seen yet. A good role-playing game is almost as good as a great book and a hundred times better than a good movie.

Diverse games create a diverse market and RPGs are the epicenter (if not, they should be) of the shifting of video games into the mainstream. Lower prices, more variety and availability are just some of benefits of this shift, not to mention attracting top talent (I mean artistic, music etc, not Hollywood people, who don't know games). Companies and developers take note.



# DUNGEONS AND DRAGONS 2



The detail level is incredible

Wow! Capcom has made a sequel to its first D&D adventure and, man, does it look good! I'd almost bet my life that it plays great, since Capcom's been making this type of game for years and is the best at it as well.

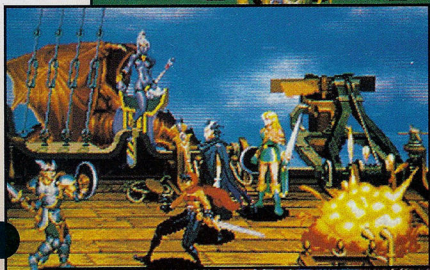
Final Fight fans will recognize this as...well, *Final Fight* with more story, magic and monsters. The game still has the original four adventurers, but has now added a bunch of cool characters, including a thief and magic users. Fans of the first arcade hit may recall that you could have four players compete at the same time, and this sequel is no different.

The details in the game look astounding, with rich color and small touches. Everything, from the clothes of the characters, the weapons of the enemies and the shading of leaves, has been given equal attention. Magic looks like it's more useful, and attack methods are also more numerous for both characters and enemies.

The first D&D game is available for the PSX and Saturn, so hopefully we can count on this latest Capcom masterpiece to appear in time for Christmas.

System: Arcade  
Players: 1-4  
CAPCOM

Prepare for a  
Capcom revival





# DEVIL SUMMONER



Devil Summoner is officially on its way to U.S. shores! We can look forward to this cool RPG for the Saturn sometime this summer. The great thing about this title is that the theme isn't your run-of-the-mill Swords-and-Ogres adventure. It involves tons and tons of demons, spirits and all-round evil stuff.

In *Devil Summoner*, you have the unique ability to speak to the monsters before you fight, which occasionally allows you to talk your way out of battles. This awesome feature hasn't been used in an RPG game since the classic *Phantasy Star I* on the Sega Master system! You can recruit monsters to join you and combine different attacks with magic and monsters, as well as creating new monsters. You navigate your character in first-person 3-D and battle in the traditional monster lineup formation.

It would be nice if you could see your onscreen character during battles and whilst walking about. Also, the monsters could use more animation, but the detailed way they're drawn makes up for this shortcoming.

It looks like the majority of the controversial stuff will be retained, as well as the dark nature of the story (You can do it, Brian!). We'll keep an eye on this gem and update you with the latest developments.

Developer: Atlus

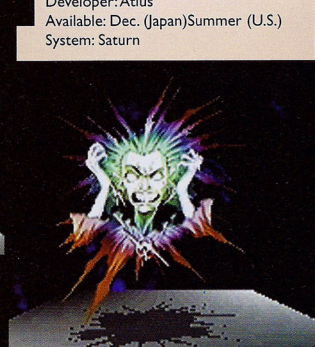
Available: Dec. (Japan)/Summer (U.S.)

System: Saturn



クエスト: 何とやら?

2 身合体  
3 身合体  
合体記憶の見方  
合体新装  
ステータスを見る  
画へもどる





# SHINING WISDOM



If you were a fan of *Zelda* and possess a Sega Saturn system, rejoice! You'll soon be treated to the world of *Shining Wisdom*. Control the main character, known as "Mars" (whom you can rename) and prepare to fight against

the evil known as the "four terrors".

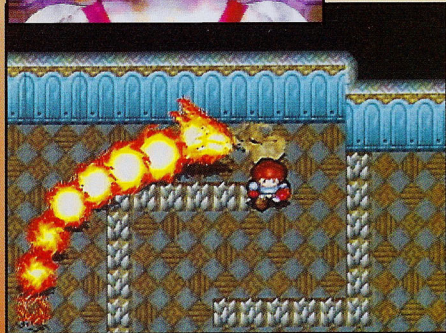
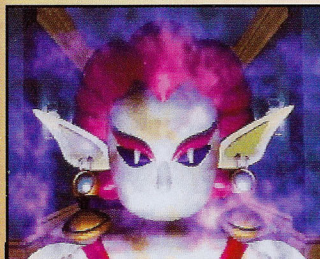
All the characters are cool-looking, 3-D rendered, super-deformed things that animate fluidly. There's also lots of neat items, such as a shell that will allow you to talk to trees, a magic suit that transforms you into a monkey, or boots that create earthquakes. There are supposedly 25 items to be found, and some of those will be hidden in secret areas.

Combat occurs real time and you have full control over the battles. You'll have menus to

guide you through your equipment and general inventory. Another menu is for crests that let you unleash new magic, and lastly, there's one for item tools such as the monkey suit.

*Shining Wisdom* is being translated by the folks at Working Designs and was originally programmed by Sonic team in Japan. The game will get the deluxe translation, complete with graphic and musical enhancements, and a full-color, foil-stamped cover and instruction manuals. Look for this puppy in April.

Developer: Sonic Team  
Available: April  
System: Saturn





# LUCIENNE'S QUEST

**3DO**

3-D action RPG | Player  
Publisher: Panasonic  
Developer: MicroCabin

If I could make one wish, it would be for someone to release this game on PlayStation and Saturn. In a nutshell, *Lucienne's Quest* is one of the finest, most enjoyable RPGs I've ever played. Coupled with great sound and graphics, the story is engrossing and the action non-stop.

The story follows a young wizard's apprentice, Lucienne, as she helps Ago find a cure for the hideous affliction of lycanthropy that has infested his town. Much like *Breath of Fire* or *Final Fantasy*, there are two modes of action: World and Battle. The world view is nothing spectacular; just another overhead view of terrain and little "bubbly" characters. The battle scenes, however, take place on a 3-D-modeled landscape where the terrain (like trees and rocks) can be used as weapons or defensive pieces.

Another great facet of the game is "Spirits". Spirits can be found throughout Lucienne's world. Each spirit can perform a certain action, most of which are offensive attacks, but also included is a spirit which heals injury and even a spirit that will lend you money so you can buy more weapons! Add these to the already numerous spells and items that you can use during gameplay, and you've got some major depth.

Only two things mar this near-perfect RPG. One is that there isn't enough variety in monsters. All you really have to do is change the name and color of an already existing creature and, bam, you've got another monster. Also, once you've conquered an area, if you leave and come back, you have to re-fight the monsters. This makes dungeon-delving a major pain in the butt.

All in all, this is an exemplary RPG that all 3DO owners should jump on. *Lucienne's Quest* is a startling glimpse at what we can expect from RPGs in the 32-bit future.

**8**





# GUARDIAN HEROES

**System:** Saturn  
**Available:** Now (Japan)  
**Developers:** Treasure

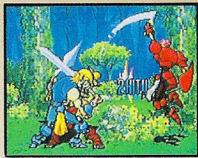
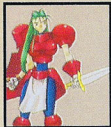


This cool action RPG is like a combination of side-scrolling fighter with the graphic style of *Darkstalkers*, a neat story, sprinkled with common RPG trappings like magic, experience level and items.

You'd normally expect advanced 3-D graphics from a 32-bit machine, but I really like this anime feel.

You can use the Sega multi-tap and have up to six fighters at once or go it alone. The most amazing thing is the gameplay which mimics the play mechanics and combos of *Street Fighter!* The wacky art style is patented Treasure and has real personality.

This game may sneak over here, but it looks grim. Pick up a pad and pen and send some letters!

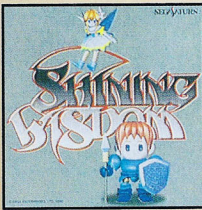


A little bonus  
 for all the RPG  
 folks out there

## Extra RPG Stuff

### RPG MUSIC

The music CD for *Shining Wisdom* has been released in Japan and so has the *Riglord Soga* disc—known as *Mystaria* around these parts. Square sells game music over here for titles like *Final Fantasy III*, *Secret of Mana*, and *Secret of Evermore*. Check with your favorite RPG maker and inquire about those hot tunes!



### FANZINES!

I started in the fanzine field and quickly made my way inside the industry. There's a good number of quality fanzines out there focusing on different areas, and many more can be found on the net. One fanzine RPG that players should not overlook is *Shining Forth* by Robert Schmitz. It's a great source of RPG info and reviews which are usually entertaining and informative. Send for info: *Shining Forth*, P.O. Box 98, Yorkville, NY, 13495.



### NEAT IDEAS POP QUIZ

Wouldn't it be cool if there was an RPG that put you in control of...

- A. A S.W.A.T. team
- B. The A-Team
- C. Teamsters
- D. A team of dancing chicks
- E. All of the above

Answer: All of the above, preferably in the same game.



### Y'S U

I don't really have any information to tell you except that it's available for the Super Famicom in Japan, but I thought the art was really beautiful and you shouldn't be deprived of it. Enjoy!



***next month in***

# VIDEO GAMES

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

**Incredible news about**

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**Sega's big new line-up reveals**

**MORE SATURN SHOCKS**

**All this in our action-filled May issue (word up)**

**On Sale: April 23rd 1996**





# LAKERS NIGHT OUT

As I descended the ramp into the press room, the irony of the situation occurred to me. The first NBA players I was going to meet were not my heroes in Celtic Green, but rather their cross-coast rivals, Magic Johnson and Kareem Abdul-Jabbar, in purple and gold. The people responsible for putting me in such a blasphemous position were the PR people at Crystal Dynamics. I was there to see *Slam Jam '96*, featuring the two leg-

ends of the Game.

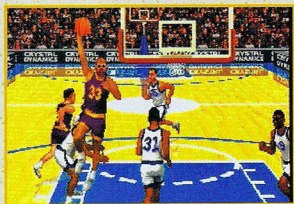
All my thoughts of team treason quickly dissipated when I spied the free food and booze that covered the buffet

table. I maneuvered over to the complimentary foodstuffs and began to mingle with my fellow reporters; Dave, Mike and Trent were there, along with this other stubby game reporter I don't like, for reasons I won't get into. For now, I was happy. I was about to meet Earvin Johnson and Kareem Abdul-Jabbar—not too shabby.

The press conference started routinely



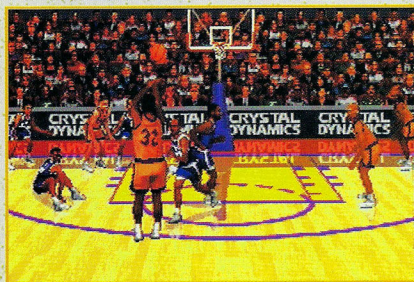
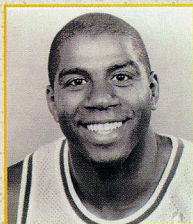
enough, with the presentation of some charity checks for the legends' alma maters, and a standard Q & A session (with some witty questions from yours truly). It was



What questions? I was the only one near

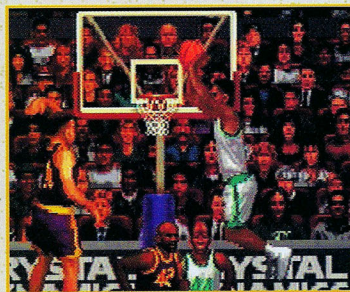
him. What about my questions? Geez, the guy gets a co-starring role in *Airplane!* and all of a sudden he's too good for me.

The press conference over, we made our way to our exec seats for the Lakers/T-Wolves game. At halftime, a couple



during this conference, though, that Magic and Kareem shocked the world by admitting to never having played video games! Can you imagine? A lady in the back of the room actually fainted at this admission.

After the press conference I was treated to a once-in-a-lifetime chance of meeting and taking pictures with





# BOX SCORE

# LAKERS CONTINUED

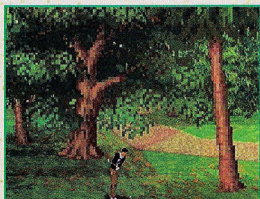
I know it's near the beginning of baseball season but I decided to go with a little golf action: Call it an inspiration resulting from my newfound love for VR Golf.

Having said that, it's not too hard to figure out which game is better. The fact is that *Pebble Beach* just isn't anywhere near



the caliber of VR Golf. For starters, course-generation is much quicker in VR Golf. The lag-time between swings is almost non-existent, cutting way down on the almost omnipresent tedium that pervades golf simulators.

VR Golf is also superior in graphics and sound. With the exception of a few PC courses, VR Golf has the best course graphics around. Is it possible that the screen



actually gives the impression of tranquility and lushness? And the sound: Oh my! That color commentary makes the game so much more pleasing. It's too bad that the English guy will probably be replaced in the U.S. version. Granted, *Pebble Beach* has a whispering strategy guy, but the lack of energy doesn't give the game any life.

*Pebble Beach* is once again one-upped by VR in playability. The way everything's designed in VR Golf means the player is able to accomplish much more by doing much less. Sure, Both games have the swing meter and you can check the grade of the green, but VR Golf goes one step (actually a couple of steps) further: There is the shot arc, the putting arc and the ability to view the shot from any angle on the course—not bad.

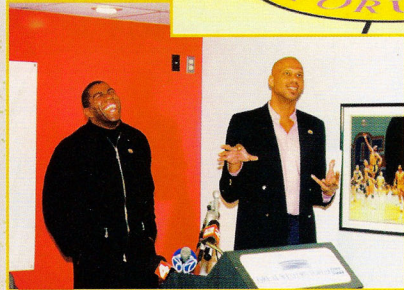
The only area in which *Pebble Beach* tops VR Golf is modes. There are seven modes of play in *Pebble Beach*, from Tourney to skins to Match Play. With all these modes (and a fair amount of tracked stats), *Pebble Beach* manages to salvage at least a little in the comparison. But if you're going to pick up a golf game for the Saturn, make sure it's VR Golf.



of terror when I discovered my wallet was lost. But, luckily, on going back to my seat, I discovered it on the ground amidst some heavily salted peanuts.

I met Magic and Kareem (well, kinda). I watched a Lakers game. That was

of kids got to play *Slam N Jam '96* at center court on the Diamond Vision. In the end, the Lakers pulled off a last second victory over the Timberwolves. That Gugliotta is such a cement-head. The night was a total success, except for the moment



pretty cool. But, the best part of the night came when I asked Magic who he thought was the greatest power forward of all time and he came back with "Kevin McHale, without a doubt."

BOX SCORE	GRAPHICS SOUND REALISM PLAYABILITY CHALLENGE REPLAY VALUE OPTIONS STATS LICENSE TOTAL									
	9	9	9	9	7	8	6	7	8	9
PEBBLE BEACH GOLF LINKS	7	7	7	7	8	6	7	8	6	7



# ART HISTORY

with the Sensitive Sports Guy

**N**orman Todd Tuckwilla here with another fascinating look at the influence of sports on the artistic world. Today we travel to the exciting Yucatan Peninsula, where an astonishing discovery was made in the mid-1800s by English archeologist, Sir Nigel Cummings.

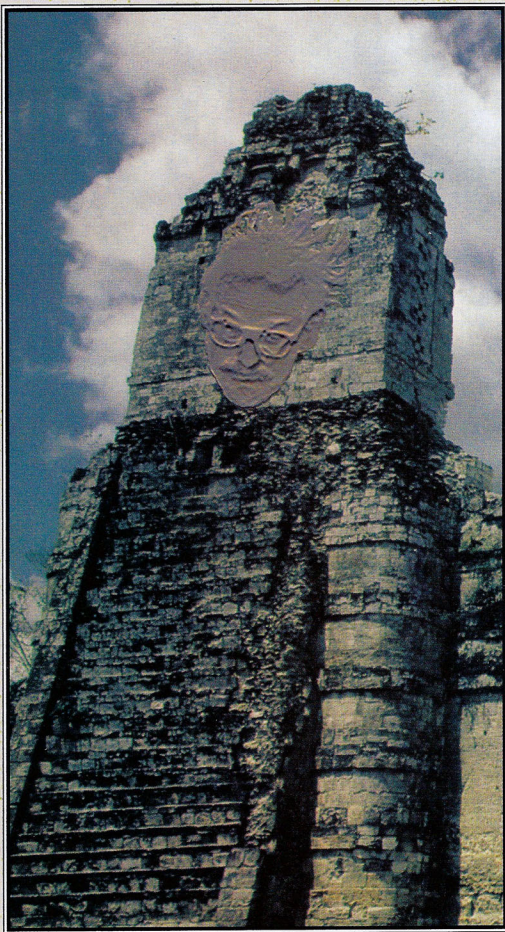
While excavating an ancient Mayan temple, one of Cummings' assistants unearthed a carving of a face in the side of a stone wall. After much study, it was clear that the area around the wall was some sort of early sport-playing surface. The significance of the face was unknown.

Unknown that is, until 1964, when a team of archeology students from the University of Chicago stumbled upon a set of inscriptions in a small antechamber off the side of the same temple. The quest to uncover the meaning of the face could once again begin.

Upon returning to Chicago, the dig students gave a copy of the inscriptions to the college's leading language specialist. He began to work on deciphering the Mayan code. The mystery of the strange face began to unfold.

After many years of diligent work, the professor, a man named Schecky Swanson, finally cracked the code, revealing that the likeness was that of a popular Mayan ballplayer by the name of Tzechequootl Rambis. Apparently this Rambis character was an untalented player, yet he grew in popularity due to his quirky looks and boorish play. The Mayans used to put him into the game to goon it up and incite fights with the opposing team. After years as a player, Rambis was given the job as assistant coach to the Mayan team, despite having a head full of cement and a ridiculous pair of glasses.

Now that's exciting, don't you think? Once again, I'm Norman Todd Tuckwilla, and this is Art History with the Sensitive Sports Guy.



## GAMES WE'D LIKE TO SEE

**O**ne thing that's always bothered me about sports games is the lack of stats we care about; stats that personalize a game. EA has done a pretty good job with its hockey series and *CFU '96*, but never really took it that extra step.

I'd love it if games would start keeping track of your stats, not the team you're using. I want to see *GEOFF's* win/loss record. I want to know how many touchdown *GEOFF* has scored in a single game, or who has thrown for the most yards. How cool would it be if, after winning the Stanley Cup in a hockey game, it engraved your name, the team you used, and you record into the cup. Then,

whenever you wanted to view who had completed a season and won the cup, you could access it and show your friends. This kind of stat-keeping is much more important than team stats (although those are of a high importance also). They encourage more competition between you and your friends.

Developers take note: Game stats are very important, but serious sports players want to see their accomplishments permanently stored in memory, not those of a player who's been designed to perform well. Keep sending me your ideas for games you'd like to see. I'll print some more next issue.



## BOTTOM OF THE 9TH MORE BASEBALL FOR THE MIX

(KONAMI)

### "Konami steps up to the plate"

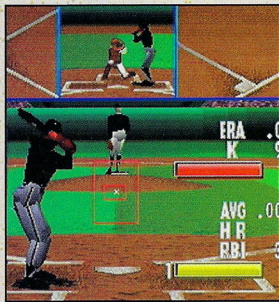
The PlayStation has been the recipient of some of the hottest sports games recently, but one sport that's not had justice done to it is baseball. Yes, there's already a baseball game available for the PSX, but we all know it blows chunks.

But now, Konami answers the pleas of hardball fanatics and unleashes what could be the best baseball game ever. The benchmark right now is *World Series Baseball* for the Saturn, but if this early version of *Bottom of the 9th* is any indication, WSB will have a run for its money.

The graphics are your standard polygon-guy fare, with realistic movements and 3-D stadiums. There may be extra texture-mapping added to flesh out detail, but that's currently up in the air. The options are where *9th* really shines, giving you more control than any other baseball game to date. You have more control before the game and during the pitcher/batter sequences.

My favorite option is the training camp, where you can hone all the skills needed to compete in the majors. All of the real players are here and the announcer is almost as good as the one in WSB.

Look for a review real soon on what I hope will be the definitive PSX baseball game.

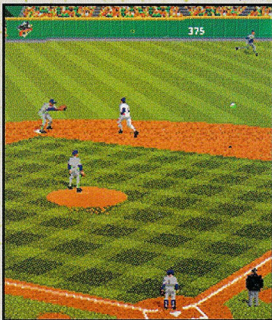


If you love baseball games, then you know all about Accolade. *Hardball* is one of its staple titles, appearing on 16-bit and PC. This popular game will soon be hitting the PlayStation, so if you like Accolade's stuff, you should be pretty happy.

*Hardball 5*, for the PlayStation, is a perfect translation of the game on PC. Same graphics, same high number of statistics,

same playability. As you can see from these pictures, the graphics are good, but nothing to write home about. The biggest hurdle *Hardball 5* faces, though, is the fact that it isn't 3-D. Some of you out there may yearn for the simpler-looking baseball sim, but those of us a little less nostalgic have no time for this ancient look.

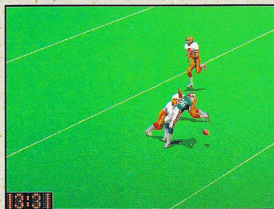
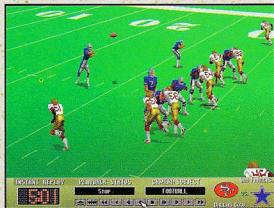
I can't lie to you though; Accolade has managed to supply me with practically no information on the game, so for all I know it could be the next greatest game on the planet. For some reason, I'm not too worried about that happening.



## UNNECESSARY ROUGHNESS HITS THE PLAYSTATION

Accolade brings another one of its popular games, *Unnecessary Roughness*, to the PlayStation. As with *Hardball 5*, UR is a perfect translation of the PC hit. And, as with *Hardball 5*, *Unnecessary Roughness* looks like it'll suffer from the same problems. A non-3-D playing surface will surely turn some players away from this football game. Stat fans will still love it however, as they do other Accolade titles, and I myself find a certain level of enjoyment when playing this game.

Will this game be a hit on PlayStation? Probably not. Will it carve out its own niche in that big pigskin pie? Most definitely. With no *Madden* in sight and a shortage of playable football titles, *Unnecessary Roughness* will fill that void left by the EA gurus. Whether or not this will be satisfying enough—given how early it is—remains to be seen.





# REVIEWS

## ALEXI LAWLESS

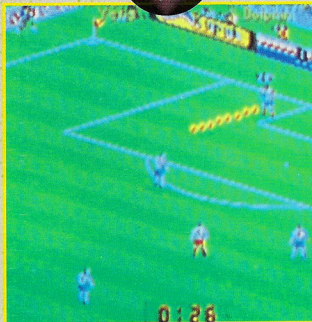
The redheaded wonder from the U.S. soccer team gets to endorse his own game. Sports games have always been problematic on the PC, and this is no exception. You'll probably have to fiddle with the configuration of your PC a couple of times before it's up and running, and when you do get it started, you'll wonder how many more times you'll have to mess with your computer to get it running better.

Running in satisfactory state, *Red Hot Soccer* isn't a bad game and is fairly enjoyable. The playability is good and the control set-up's decent, but what hurts is the graphics, which seem chunky. There aren't a lot of good action-style soccer games for the PC, so it might not be a bad idea to check this one out.

A nice bonus is the inclusion of Alexi Lalas's *Wonder Land* CD which is pretty good. It has a lot of tracks and is enjoyable, but not quite something you'd hear on the radio.

Music CD rating: 7

6



## FEVERISH FUTBALL

Now here's something you don't see every day: a sports game for the Jaguar. Even more surprising is the fact that it's one of the better ones.

*Fever Pitch Soccer*, entitled *Head-On Soccer* on all other platforms, is a great soccer game that has you challenging the world's best soccer squads. For those of you who aren't familiar with this title, *Fever Pitch* sacrifices the simulation aspect of this most boring of sports and replaces it with blistering speed and arcade action.

What separates this soccer game from the rest of the pack is its use of special players. There are eight types of "star" player available. In Exhibition mode, these players are found on all teams, relative to how good that team is in real life (Brazil's whole squad is made up of star players, while Kuwait's only has a couple). In Tournament mode though, you have to earn your stars. Every time you advance, you're allowed to choose from a couple of different types, whether it be a souped-up goaling, a Barger (who knocks people around) or a Striker (who can kick so hard that the ball catches fire).

*Fever Pitch* is a marvellous soccer game that translates well over to the Jaguar. In the wasteland that is the Jaguar title pool, *Fever Pitch* stands above the rest.

8



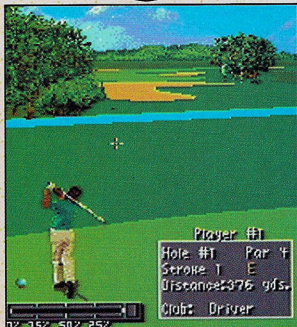
## PGA TOUR: SNES STYLE

If you're a golf fan and you own a SNES, you probably already know that all of the past golf games have sucked. For some reason, golf, like certain other sports titles, has never turned out right on the SNES. The scrolling has always been choppy and the games just looked bad. Well, worry no more because TH-Q has come to the rescue.

With the help of the new SA1 Board, TH-Q has managed to take the great EA Sports golf title, *PGA Tour '96* and spruce it up so that it plays as well on the SNES as it does on the Genesis. What the board does is speed up the calculating ability of the game so that it will generate the course quicker. Smooth gameplay is the result; a refreshing change from prior Super NES golf games.

One thing that distinguishes the SNES *PGA '96* cart from the Genesis one is that the SNES version doesn't have the new swing meter that was present in the new version, *PGA Tour '96* for the SNES looks more like the '95 version. This is alright though, because SNES owners should be happy enough with the vast improvements made in playability.

7





# REVIEWS CONTINUED

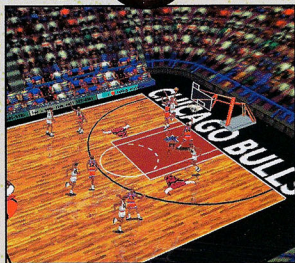
## NBA LIVE '96

PC owners will be happy to know that they're the first recipients of what will be EA's top line-up of 32-bit sports titles, soon to grace the PlayStation and Saturn systems. The first of these was *FIFA '96* and the next one will be the update of *NBA Live '95*, which is *NBA Live '96* (duh!).

*NBA Live* is still the game to beat as far as simulation goes. The realism in how a game is played—including offensive and defensive strategies, play execution and coaching options—is top-notch. The music and sound effects are also good, but play-by-play is noticeably absent. Where EA falls short is in the area of graphics. The bells-and-whistle screens are excellent, as is the 3-D court, but what happened to the players? The real question is, 'what didn't happen to the players?' They look the same as *NBA Live* for the Genesis.

Apart from that one disappointment, this is still the best game available, but the competition's really heating up. Games like *NBA in the Zone* have raised the ante, and though EA can regroup and develop something special for '97, you can bet that everyone else will too.

9



## HOLE IN ONE FOR VR SPORTS

There's a lot of golf games out there—probably more than there should be. On top of that, there really isn't that much of a difference between any of them. They all look pretty; they all have shot arcs and they all have fairly simple interfaces. Needless to say, when I popped *VR Golf* into my PlayStation, I wasn't expecting to be blown out of my seat (or even kept awake).

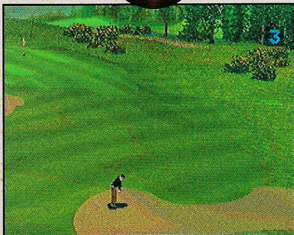
Much to my surprise, *VR Golf* didn't bore me. In fact, *VR Golf* outright excited me. Lo and behold, *VR Golf* turned out to be the best damn golf game I'd ever played! The graphics are beautiful, the commentary is crisp and animated (thanks to some famous British guy, but that's not important), and the golfer doesn't have that heinous stiff look that the other golf games have—you know, where they digitize real people and cut out a whole bunch of frames of animation.

I'll admit it now that, with the exception of EA's *PGA European Tour* for Genesis, I'd never sat through 18 holes of computer golf. I played 18 holes of *VR Golf*; I played 36 holes of *VR Golf*. I couldn't get enough of this game.

Now that I've rambled on about how much I like the game, let me run down the cool stuff: Super-easy interface—the X button is all you ever need to press to play; the option to move the camera to any position on the course while playing (it may not sound so great, but trust me, this is the coolest feature in the game); nice color commentary by a British guy; mind-boggling course generation—so fast it's almost real time.

Have I said enough? I should hope so. If you like golf games, this is a MUST.

9



## COLLEGE SLAM on the 6-bit

It's here. *College Slam* is now available on the Super NES and Genesis. I won't go into how flawed or ridiculous this series is. Obviously none of you are listening, because you continue to go out and buy this drivel. So I might as well tell you what you want to hear.

*College Slam* resembles *NBA Jam* in almost every respect. The major difference is that there are no player names, since that would be illegal. Instead, you can pick which players you want to use by position. There are several modes to keep you busy, including season, head-to-head and tournament. On top of that, there are tons of teams that you can choose among, from U. Mass to FSU.

Both versions are equally good except in terms of graphics. The SNES characters look less rough and have nicer colors, but the colors in the Genesis version make it easier to see what's going on. Other than that, there's no difference.

If, for some reason, you can't live without more *Jam*, then by all means, go pick this game up. But come on, is there any real reason to get this game? By the way, cool title screen, huh?

6



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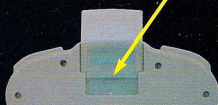
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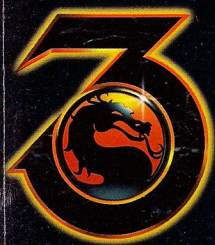
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