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GAME PLAYERS

ISSUE
79

**Special Holiday
EXTRAVAGANZA!**

VF2: GAME OF THE YEAR
Don't miss any of our Award Winners!

MEGA BUYER'S GUIDE
Over 200 games reviewed and rated!

SUPER 1996 PREVIEW
Next year's biggest games!

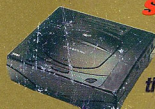
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playing games!



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The ones no fan
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ISSUE!**

Which system should you buy?
*A no-holds-barred comparison
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SATURN
Can Sega
make it
back to
the top?



PLAYSTATION
Does Sony
REALLY
know what
it's doing?



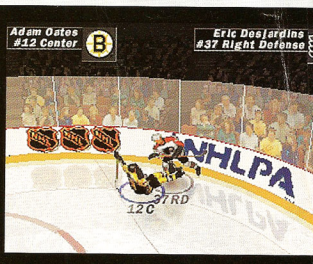
ULTRA 64
Even if it's
THAT great,
is it worth
waiting for?

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a new way of publishing

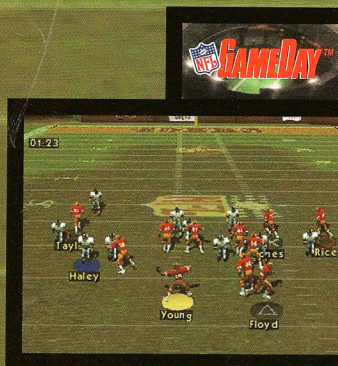
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HOLIDAY 1995 Vol. 8, No. 13



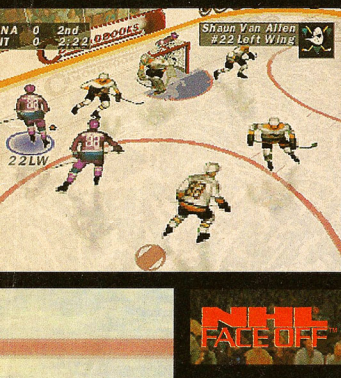
PlayStation.



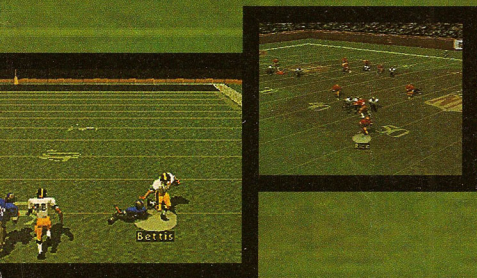
You know that dream you've always had of playing professional



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sports? Well, it's not a dream anymore. It's a nightmare.



U R NOT

SONY



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL[®] FACE OFF[™] and you're on the field with NFL GAMEDAY[™]. The Sony[®] PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

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I played tennis with a toad. I was set adrift in the



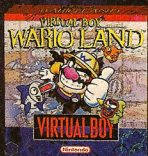
Virtual Boy
presents
more games from

the Third Dimension. Stick your
head in Virtual Boy
and you won't be
the same when you
pull it out. The



action comes at you from
places you've never dreamed of.

See things you've never
seen before like Red Alarm™



TetraBoxer™, Galactic Pinball™,
Wario Land™, and included with every
Virtual Boy, Mario's Tennis™

and more titles to come.

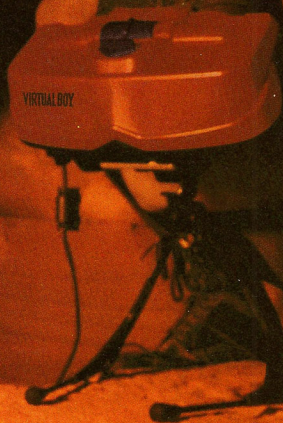
Jump into the Third Dimension
and see what it feels like
to be inside the game.



AOL® keyword: NOA
www.nintendo.com

System includes Mario's Tennis. Other games sold separately. Batteries not included. © 1995 Nintendo of America Inc.™ and ® are trademarks of Nintendo of America Inc. Red Alarm™,™ and © 1995 T&E Soft Inc. Licensed to Nintendo.

cosmos. I flew into the mouth of a beast.
It
was just
another
day
in the
third dimension.



PLAY IT
LOUD

Virtual Boy™

A 3-D game for a 3-D world.

Nintendo®

And they said it couldn't be done.*

* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }



For Sega™ Genesis™ and Super NES®

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Chris says 'Howdy!', but only because it's his 'Word of the Month'.

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More codes than you can shake a stick at! Why you'd want to shake a stick in the first place is beyond us, but hey, it's your life.

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The future is now... or at least it will be, by the time you read this!

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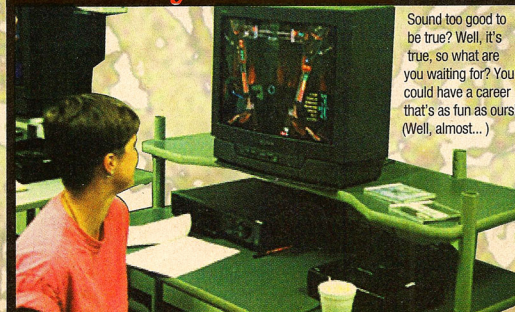
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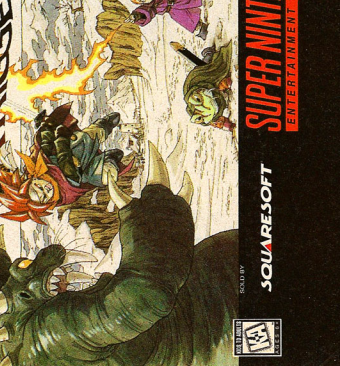
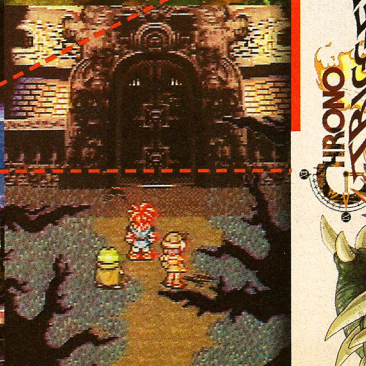
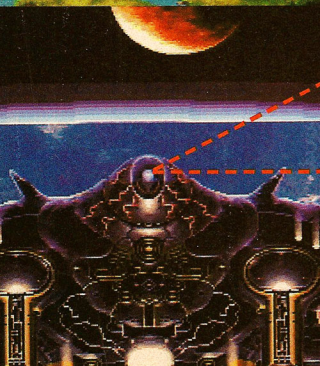
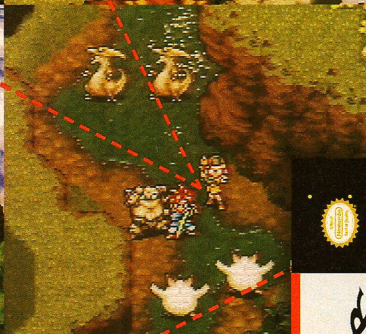
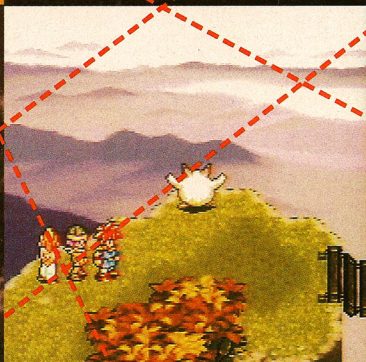
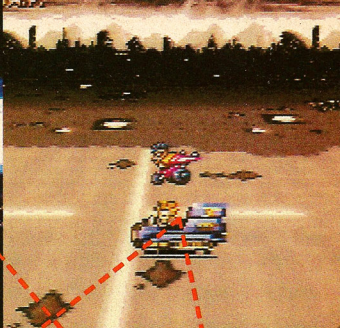
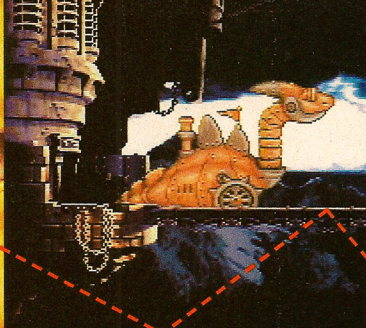
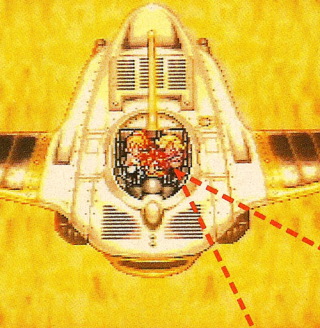


Sound too good to be true? Well, it's true, so what are you waiting for? You could have a career that's as fun as ours! (Well, almost...)

YOU'VE GOT IT ON YOUR HANDS. YOU
DON'T HAVE ENOUGH OF IT. YOU'VE GOT
IT ON YOUR SIDE. YOU'RE PRESSED FOR
IT. YOU SPEND IT. YOU WASTE IT. IT'S
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S
RUNNING OUT. IT'S DRAWING NEAR.
CHRONO TRIGGER™. IT'S ABOUT TIME.



Chrono Trigger. From the creators of the acclaimed **Final Fantasy®** series. Character designs by Akira Toriyama. **32 Megs, 10 endings, 70 plus hours of game play.** Sept. '95. © 1995 Square Co., Ltd. Characters: ©1995 Square Co., Ltd. ©1995 Bird Studio/Shantoku. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America. All rights reserved.



CHRONO
TRIGGER™



SUPER NINTENDO
ENTERTAINMENT SYSTEM

SQUARESOFT



BEEN THERE, DONE THAT 1995

Chris Seiz:

This was the year that videogaming was to go through its most important transition in history, with the 'changing of the guard' from 16-bit to the new 32-bit machines. There was so much pre-hype, so many rumors tossed around, that it's hard to imagine that the new games could've possibly lived up to such incredibly high expectations. Unbelievably, they did.

Sega struck first, with an early sneak-attack launch in mid-May. Unfortunately, Sega caught itself by surprise as much as the competition, and the result was a great piece of hardware left to sit on the shelves with just a handful of mostly-mediocre games. It would stay this way until development caught up months later with worthy titles.

Despite many doom-sayer's 'Sony only knows TVs' attitude, the megacorp stunned the world by launching a system that not only had some definite must-have games, but managed to sell (through pre-orders) 100,000 units on the first DAY. Pretty good for a company who 'has no clue what it's getting into', huh?

But the real trump-card has yet to be played. If there was one disappointment this year, it was the postponement of Nintendo's Ultra 64. Touted as the 'system to beat all systems' by developers and analysts everywhere, it's becoming more of a legend as time goes by. When the world finally gets its first look at the U64 at this fall's Shoshinkai show in Japan, it had better be pretty damn impressive after all this build-up.

1995 got the ball rolling but, (as cliché as it may sound), 1996 should be the biggest year in videogame history. With the impending release of Ultra 64 and 3DO's M2, and developers gaining experience programming for Saturn and PlayStation, there should be more great games than ever! And you can bet that your friendly neighborhood **GAME PLAYERS** will be here to report on all the action directly from the front lines. So what are ya waitin' for? Get to gaming!! — Chris

Jeff Seiz:

Geez, what happened? 1995 was some kind of year. Sega released Saturn way ahead of schedule, catching us all by surprise, then we get hit with a one-two punch when Nintendo delayed the Ultra 64 until 1996 (although skeptic that I am, I was less surprised than most). On the up side, PlayStation lived up to expectations, and left me wanting more and more, and my favorite genre, RPGs, finally seem to be catching on in a big, big way.

But the thing about 1995 is that while the next-generation wars are finally underway, and what I see is amazing, we're going to have to wait until this time NEXT year to see who's hurting and who gets to pound on their chest — the three-way battle (or even four or five way, depending on who you want to believe in) I was expecting for this holiday season has been postponed by delays in U64 and 3DO's M2. I'm getting tired of all this waiting around! I don't need '96 to be as full of guessing games as '95! WHERE'S MY THORAZINE???

Mike Seiz:

This has been the most exciting year in video game history, as the 16-bit market starts to fade and the 32-bit market starts to carve its own niche. Just the quality of games that have come and are coming for the PlayStation, Saturn, and (soon hopefully) Ultra 64 can't help but excite even the most jaded gamer.

Personally, the growing sports market is the most interesting to me. In the past, EA Sports dominated the market with some real quality games but now, companies like Sony Interactive, Konami, Interplay, Crystal Dynamics, Acclaim, and Virgin are joining EA and Sega in dedicating whole divisions to sports. What this is producing are a wide variety of some of the most realistic sports games. Games like *NBA in the Zone* (Konami), *NFL Blitz* (EA), *Madden '96* (EA), *WFL* (Gameday/Sony), and *World Series Baseball* (Sega) are already breaking barriers never thought possible. Since the next round of games are only sure to get better, there are plenty of reasons for sports fans and gamers alike to break into an unpurged celebratory fervor.

Patrick Seiz:

Being out of the video game industry for the past three years, I found this an extremely exciting time to make my return to **Game Players**. Gone are the days when sprite-based side-scrollers like *Sonic* and *Mario* were turning heads in amazement. Suddenly, it's all about 3-D environments, polygon-fighters, and the ultra-fast action of games like *WipEout* and *Virtua Fighter 2*. Truly, this year has seen yet another re-birth of video games with the release of the Saturn and PlayStation, and it's been an extremely fun ride.

I've always been one to encourage the constant advancement of technology and, though I'll save a spot in my heart for the days of sprite-flicker and tear, floating platforms, and 2-D fighting games that were still fun, I can't honestly say that I'll miss any of it. In a perfect world, the video game industry sets the standard for technological innovation, and I like it that way. Who needs a new system? I do, and lots of them.

As for 1995, with continuing 32-bit development and the upcoming release of the Ultra 64, and M2, I feel certain that we're due for even more surprises in an industry that seems ready to explode once again. Until then, I'll just keep my eyes peeled for the next mind-blowing game that's never more than a Fed-Ex delivery away.

Bill Seiz:

What? WHAT??? Oh, yeah... the intro thing. Well, let's see... This has been a great year for games. We've seen a lot of innovation in the old gaming arena. *Rocket Dogs* brought insanity to a new level, while *Weet Fighter* made a WK2 look like a Sunday afternoon in The Old Fols Home. And speaking of innovation, how about *The Plumber's Hero*'s title that you don't even need a game console to play! Just grab that old plumber's helper and head downtown!!! Man, talk about your thrills and spills...

It's a real kick reading all of your twisted, sick and morally bankrupt game ideas and I hope you'll keep having those nightmares, writing 'em down and sending 'em in. After all, any old developer can churn out a *WipEout*, or a *Virtua Fighter 2*, or even a *Mario's Dream Tennis*, but it takes a special type of gaming wacko to come up with what I like to think of as the 'next wave of gaming goodness'. Anyway, enjoy the issue! I like to think of it as a very 'special' issue and, as soon as we get it out of its wheel chair and get its drool bit tied on, it'll be twitchin' its way into your hearts. Now get readin'!!! HEY, WHO BLEW SNOT ALL OVER THIS PAGE, ANYWAY???



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Doom.

The **Sony Playstation Custom Edition.**

Over **50 levels** of madness and mayhem

from **Doom I and II.**

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All the weapons, monsters,

and painful **surprises** you loved before.

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really, really **nasty.**

here

DOOM
on the
Sony Playstation



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THE

1995
ANNUAL
GAMEPLAYERS
AWARDS

Hey, is it that time of the year again already? Since our very first awards special decades ago (well, almost), this one was by far our toughest yet. With so many great games releasing in the second half of the year, many of them wowing us with new 32-bit wizardry, there were dozens of worthy titles in every category. In fact, the voting for many awards was so close that some members of the **GP** Team still aren't speaking to each other. It's a shame, but... ah, screw it — it's all in the name of science.

When you think about it, 1995 really was a landmark year for videogames. We witnessed the release of not one, but TWO eagerly-awaited systems with Saturn and PlayStation. These new machines represent much more than the 'prettier side-scrollers' given to us by the 16-bit generation. With dedicated 3-D horsepower pounding away under the hood, gamers can now lose themselves in immense worlds with endless possibilities for interaction — a far cry from the tired shooters and platformers that seem more and more outdated every day. That's not to say that our old favorites like Mario and Sonic won't have a place in videogaming's 'new world order', but it's nice to know that all this new technology can translate successfully into exciting new gaming experiences that were previously impossible. Like, if you wanted to ride a flying cow through rings of fire in a fully-interactive, realtime 3-D environment, you could do it. And with CD-sound, even the 'moo' would be perfect.

Now that we've preached the 32-bit gospel, it'll come as no surprise that the majority of the awards went to 32-bit games. This isn't favoritism, just a sign of the times. Better hardware doesn't always mean better games, but MAN, we've sure been given a good supply of those, too. So take a look at our 1995 Award-Winners and make sure they're all on your holiday wish-list — you definitely won't want to miss any of these babies!

OUR SELECTION PROCESS

First of all, it should be made absolutely clear that our awards choices are just that — OUR choices. This isn't a popularity contest, and we certainly aren't doing anyone any favors. Here are the main things we consider when picking each award winner:

- How far does the game push the hardware? Did it squeeze more out of its platform than previously thought possible?
- How good is the game when judged beside others of the same type? Does it stretch its genre to new limits?
- Finally, the most important question of them all — how much fun did we have with the game? The winners were all titles that we lined up to play after hours — games so addictive that they almost caused us to miss our ship dates; the games that we all fight over for weekend rights.
- Also, it should be noted that the game with the highest review score doesn't always win the award. This is due to the fact that each review represents one writer's opinion, while the awards are voted on by the entire **GP** Team.

BEST
GAMES

Game of the Year

17

SYSTEMS

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Shooter	36
Special GP Awards	41
Sports	32
Technical	40

Mark Davis'

The Fishing Master™

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Serious Fun™

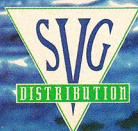
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GAME OF THE YEAR



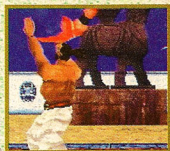
Virtua Fighter 2

Sega for Saturn

Man... videogames just don't get any sweeter than *Virtua Fighter 2*. It should come as no surprise that with so many worthy contenders, Game of the Year was an excruciatingly tough one to pick — near impossible, in fact. But after hours upon hours of the silky-smooth fighting perfection, we could come to no other conclusion.

In the end, perhaps the best thing about VF2 is that it finally gives proof of the machine's power. When you consider that the original *Virtua Fighter* was just released a little over half a year ago, the sequel's technical superiority is a sigh of relief for the Sega faithful.

What else can be said? *Virtua Fighter 2* is an excellent brawler, an excellent example of 'next-generation' power, and just a flat-out excellent game. Can't wait to see Saturn do VF3.



RUNNERS-UP

WipeOut

Battle Arena Toshinden
Jumping Flash



JEFF SEZ: 'The two awesome new characters push this one over the top. But the Wolf sucks.'

BILL SEZ: 'As Production Editor, I can't appreciate a game that grinds work to a halt. And I'm sick of hearing about 'The Wolf.'

MIKE SEZ: '3-D fighting perfection — it gives me fever. But that Wolf's gotta go.'

PATRICK SEZ: 'It makes me care not for other fighting games. But I still hate the Wolf.'

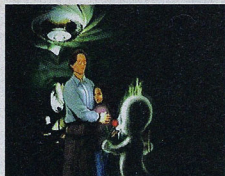
CHRIS SEZ: 'AAAUUUUUUUUU!!!'

IF YOU'RE A 3DO® PLAYER, Y



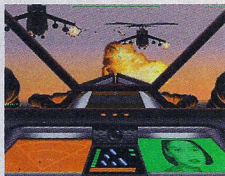
Get ready to feast — with 10 tasty games from Interplay for your 3DO system. And as a special treat for a gourmet like you, we've put together a delicious Interplay 3DO Buffet. It's a scrumptious 7 game sampler that's perfect for grazing. Of course, it will leave you craving more, so included in every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

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



Cyberia™

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



Clay Fighter™ Special Edition

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



Wolfenstein 3D™

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

BU

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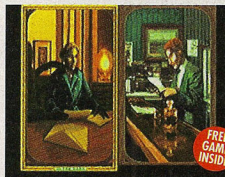
TO ORDER 3DO TITLES DIRECTLY CALL 1-800-INTERPLAY AND MENTION CODE OCP1 FOR A SPECIAL PRICE. Visit the following web sites to find out more about

YOU'RE HUNGRY FOR GAMES.



Kingdom™ - The Far Reaches

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



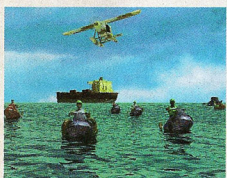
Alone in the Dark 2™

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



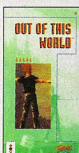
Alone in the Dark™

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



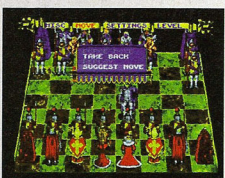
Waterworld™

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



Out of this World™

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

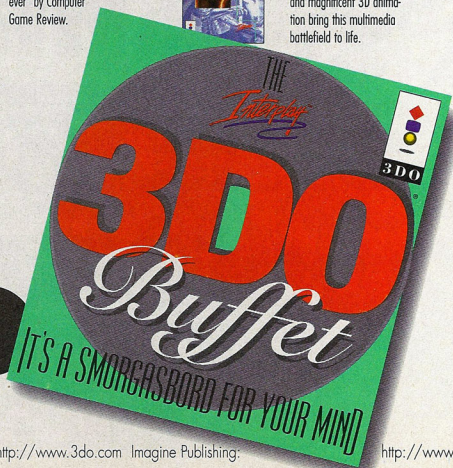


Battle Chess™

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



rp.



BEST PLAYSTATION GAME



Wipeout Sony Interactive

As good as *Wipeout* looked during its early development stages, no one could have predicted that this game would turn out to be one of the best games ever. No other racing game, arcade-style or sim, can compare with *Wipeout*'s super-fast action and breathtaking visuals. When you add in weapons and the two-player link-up mode, you're in for some grade-A gamin' fun.

RUNNERS-UP

Battle Arena:
Toshinden
Jumping Flash
Twisted Metal

JEFF SEZ: 'I really love the accuracy of those guided missiles. They blow my mind!'

BILL SEZ: 'Damn! Hit the wall again! Damn!'

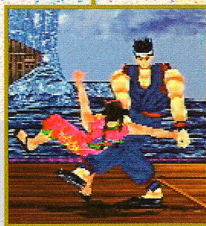
MIKE SEZ: 'The sense of speed after hitting a triple turbo is very, very amazing!'

PATRICK SEZ: 'The graphics have to be seen to be believed!'

CHRIS SEZ: 'I like racing against Bill. He keeps hitting the wall.'

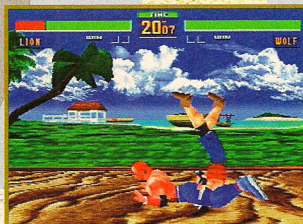


BEST SATURN GAME



Virtua Fighter 2 Sega

When you compare the Saturn versions of *Virtua Fighter 2* and the original *Virtua Fighter*, it's amazing at how far the software has come in such a short time. This game was a runaway winner in this category because, aside from simply being an incredibly fun, incredibly deep game, it proved once and for all that Saturn means business.



RUNNERS-UP

Daytona USA
World Series Baseball
Wing Arms

JEFF SEZ: 'VF2's graphics remind me of coffee — hot and sweet.'

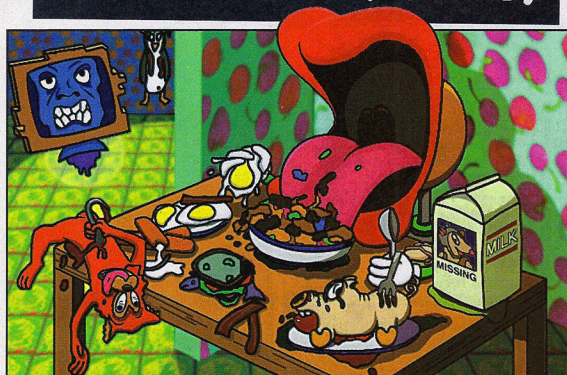
BILL SEZ: 'I don't play fighting games, but if I did, I'd play *Virtua Fighter 2*.'

MIKE SEZ: 'VF2 has great gameplay!'

PATRICK SEZ: 'VF2 is pure joy to play!'

CHRIS SEZ: 'It's no contest. *Virtua Fighter 2* is the best Saturn game ever!'

"GROSS, NASTY,
DISGUSTING,



SICKENING
AND SLIMY.
I LOVE IT!"

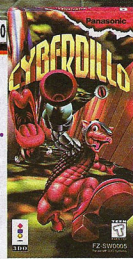
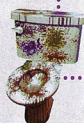
An Experience from the REAL 3DO Zone™, Mikey "BogenBoy", VA

CYBERDILLO



"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hulin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later." ■

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5368



Panasonic
Software Company

BEST SUPER NES GAME

Donkey Kong Country 2: Diddy's Conquest Nintendo



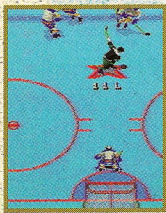
Nintendo could have easily whipped together a *DKC* sequel without really putting anything into it, and still sold millions of copies. But the gaming gods at Ranch Mario gave developers Rare the extra time they needed to make the sequel even better than the first, and they pulled through with flying colors. Gotta love those monkeys!

RUNNERS-UP

Killer Instinct
Yoshi's Island
Chrono Trigger

JEFF SEZ: "A marked improvement in gameplay over last year's *DKC*!"
BILL SEZ: "Well, I'll be a monkey's uncle!!!"
MIKE SEZ: "*DKC2* brings out the animal in me! plus way more!"
CHRIS SEZ: "It's amazing to see these graphics on Super NES!"

BEST GENESIS GAME



NHL Hockey '96 Electronic Arts

This is the only sports series that actually improves each year, and if you played *NHL '95*, you know that it couldn't have been an easy chore to make the '96 edition the best ever. EA has done it by including all the updated stats and players while also improving the graphics and gameplay. It's got all the depth of a full simulation, with all the fast action that no true sports fan can deny. Gotta love those squids!

RUNNERS-UP

Vectorman
Earthworm Jim 2
NBA Live '96

JEFF SEZ: "The best in a series that keeps getting better!"

BILL SEZ: "Any game with ice really makes my day!"

MIKE SEZ: "*NHL Hockey '96* rocks the house!"

PATRICK SEZ: "It only gets better on the Nomad!"

CHRIS SEZ: "I've loved this game from the beginning and this is the best version yet!"



NEWS FROM THE ZONE

M2 Accelerator Is Coming!

M2 It's a mega 64-bit adapter that'll supercharge your Panasonic REAL™ 3DO™ System into a 64-bit monster. And check this out! You can still play your 32-bit library!



Hot New Titles! Mortal Kombat 3

is coming in April! Updated with new locations, characters and carnage. And it's new for 3DO - exclusively from Panasonic.

GOOOOOOAAALLL!!

Olympic Soccer Scores Big! Pick a country and battle the best for the gold. First in a series of Olympic titles coming soon. Olympic Basketball and Olympic Games Volumes I and II are also on their way!



Panasonic
Software Company

"I'M GONNA
FORCE FEED



THESE CLOWNS
A FEW TASTY
MISSILES."

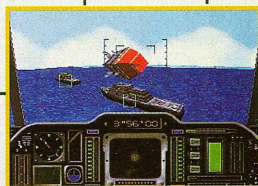
An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5368

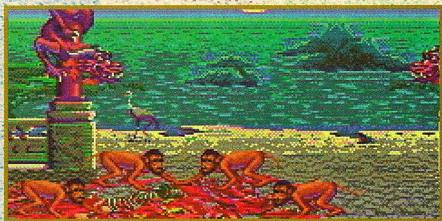


Panasonic
Software Company

BEST SEGA CD GAME

Eternal Champions: Challenge From the Darkside Sega

Well, it wasn't like there was very much competition in the Sega CD category this year, what with hardly any new games being released. Still, *Eternal Champions CD* (as it is more commonly known) honestly deserves special recognition, no matter what the competition is. If for nothing else, this is the sickest, bloodiest videogame ever made, and while that may be an instant turn-off for some players, you've got to respect the sheer amount of gore Sega managed to squeeze in. Sega even took the extra step and put some cool gameplay in there, too. Playing this game really makes you wish Sega hadn't scrapped the Saturn version.



RUNNERS-UP

**Lunar
Snatcher
Surgical Strike**

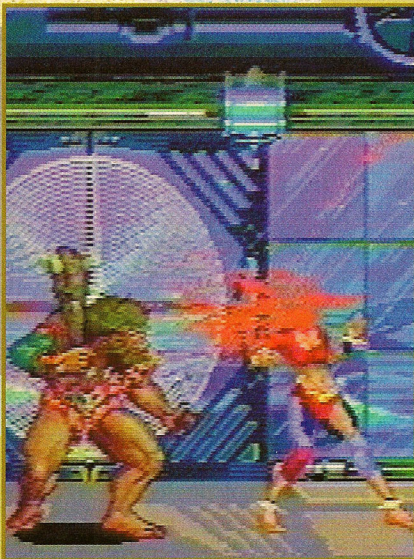
JEFF SEZ: 'The goriest game I ever played; I loved it.'

BILL SEZ: 'The sky is blood red in my world... Ha, ha, ha, ha!'

MIKE SEZ: 'The best part of *Eternal Champions* are the Cinekills, Gory!'

PATRICK SEZ: 'So much hidden stuff, I'm still finding it!'

CHRIS SEZ: 'Even though *Eternal Champions* gives me really bad nightmares, I still play it!'



BEST 32X GAME



WINNER

Virtua Fighter Sega

Forget for a moment that the Saturn versions of *VF Remix* and *VF2* look infinitely better, and you can really appreciate the simple fact that 32X does a damn good version of the original *Virtua Fighter* that Genesis and Super NES couldn't come close to. And even if you have the Saturn versions, there's enough new options and features built into the 32X one to warrant buying it, too. With a library of titles that is spotty at best, *VF* is just the kind of game Sega needs to prove 32X's case to a skeptical crowd of gamers.



RUNNERS-UP

**Mortal Kombat II
NBA Jam Tournament Edition
Shadow Squadron**

JEFF SEZ: 'Surprisingly good!'

BILL SEZ: 'I don't like fighting games and I'm too short for basketball. Oh, well...'

MIKE SEZ: 'It was close, but I gotta go with *Virtua Fighter*. It rocks!'

PATRICK SEZ: 'And I thought 32X was just for sissies!'

CHRIS SEZ: 'There's nothing like a good, old fashioned brawler to really get the old adrenaline flowing!'

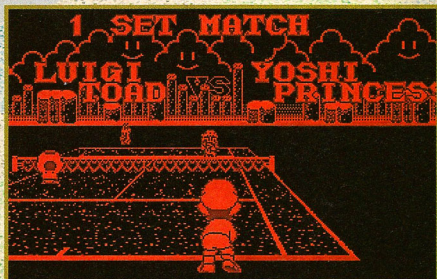
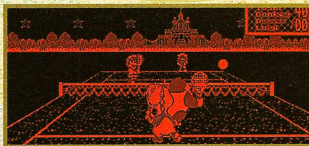


BEST VIRTUAL BOY GAME

Mario's Dream Tennis

While playing a game of tennis with Mario and Donkey Kong may not have been your first thought of what 3-D 'Virtual' gaming would be like, it's hard to deny the title's 'just-plain-fun' gameplay.

It's by no means a good tennis *sim*, but it's simply a great game for gaming's sake. Ease of control, addictive gameplay, and a genuinely cool (if not very necessary) 3-D effect make *Mario's Dream Tennis* a real winner.



RUNNERS-UP

**Mario Clash
Teleroboxer
Virtual League Baseball**

JEFF SEIZ: 'Hey, this is the pack-in. Cool!'

BILL SEIZ: 'Looks nice on any table!'

MIKE SEIZ: 'You feel like you're on the court!'

PATRICK SEIZ: 'Donkey has a real mean serve!'

CHRIS SEIZ: 'My dreams look just like this.'



Cap-n-hand S

"Prepare for complete testosterone pumping maxhem."

— Diehard Game Fan

When I find E.U.B.
I'm gonna plunder
his liver and
pump his
scurvy

belly full o' gunshot...

just after I
make him
swap the deck
with his tongue.

15 Enormous
Levels To Explore

What Good Is A Sony® Playstation™ If It Isn't

Create Huge Explosions!



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BY GAMERS. FOR GAMERS.™



WEAPON OF CHOICE: Flintlocks
SUPER WEAPON: Buckshot
KILLER TIP: Fire up double shotguns and keep enemies at bay with long range attack.

BEST GAME BOY GAME

Nintendo's Arcade Classics Series



This award is split between the four titles in Nintendo's Arcade collection, each featuring two classic games: *Asteroids/Missile Command*, *Centipede/Millipede*, *Galaga/Galaxian*, and *Defender/Joust*. These games may be ancient, but they're still a barrel of fun. They're also a perfect match for Game Boy — these games don't require fancy graphics, they're easy to just pick up and play, and they're simple yet addictive gameplay is just what you need to pass the time on a long trip. Bravo, Nintendo!

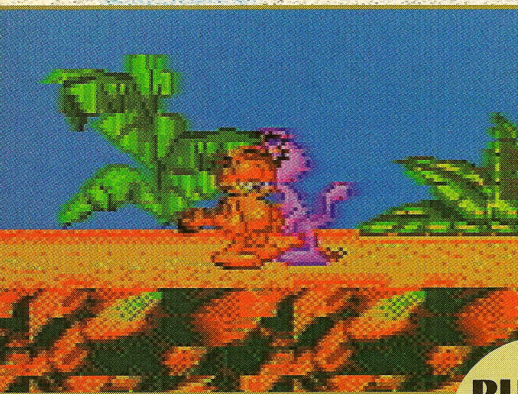
RUNNERS-UP

Street Fighter II **JEFF SEZ:** 'Wow! Two classic arcade games in one cartridge! Watta deal!'
DK Land **BILL SEZ:** This is cool! Now, I can hold these great games in two hands! That leaves me a free hand to do other stuff!

Mike SEZ: 'What a trip! It takes you back to the days of disco balls and bell bottoms!'

Patrick SEZ: 'They're even better than you remembered! This tried and true gameplay is ideal for the Game Boy.'

Chris SEZ: 'Finally, a reason to take *Tetris* out of my Game Boy after all these years!'



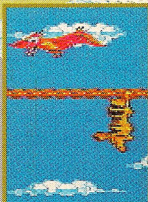
BEST GAME GEAR GAME

What can you say about *Garfield*... I mean, this cat's done it all. Comics, books,

Garfield Sega

movies, and now his very own Game Gear game.

And what a game it is! While the side-scrolling, platform-jumping format is hardly new, the game's simple, easy-to-get-into structure is a perfect match for a portable. When you think of all the



RUNNERS-UP

Primal Rage
Ristar
Solitaire Funpak

JEFF SEZ: 'Oooh, that crazy cat... can't get enough of his zany antics!'

BILL SEZ: 'It's a good thing Garfield doesn't act like my cat, Genghis. The game would have to have an R rating!'

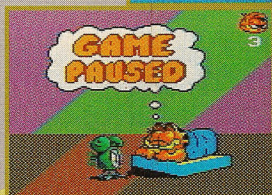
MIKE SEZ: 'He runs, he jumps, he throws things, he sleeps... what more could you want?'

Patrick SEZ: 'If you love the cartoon, you'll love the game. It's got it all!'

Chris SEZ: 'I can't believe it took this long for someone to develop a *Garfield* game!'

licenses that have become videogames, it's really amazing that it took this

long for *Garfield* to make the translation. Thankfully, it was well worth the wait.



BEST JAGUAR GAME



What's this? A cute little character runs from the left to the right, collecting items and bopping bad guys? I THINK I'M GONNA HUR... hey wait — this is good... REALLY good! UBI Soft may not have started *Rayman* with the intention of revolutionizing the way we

Rayman UBI Soft

think about videogames, but the end result is a game that makes the most of its genre. The control is well-done, the graphics lavishly beautiful, and the action top-notch. Even if you've lost interest in this type of game, *Rayman* is worth checking out. One play and you're hooked.

RUNNERS-UP

Super Burnout
Cannon Fodder
Ultra Vortek

JEFF SEZ: 'I actually enjoyed this game quite a bit. It's funny, it controls well, and boy, is it pretty!'

BILL SEZ: 'This game is so colorful, I had to put on some sunglasses!'

MIKE SEZ: 'Viva le Rayman! The best thing from France since the French fry!'

PATRICK SEZ: 'The colors alone in this game set it apart from the crowd.'

CHRIS SEZ: 'No glitzy 3-D stuff, but a whole lot of old school gaming goodness. Hurrah!'

When I find E.J.B.
I'll be performing
a little number
called "Death
Shrill in E Minor."
I hope he enjoys it
the first time because
nobody gets to
hear it twice.



For 1 or 2 Players



3D Morphing Terrain

"A thoroughly
enjoyable
splatterfest. Now!"

— Game Players

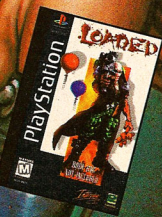
What Good Is A Sony® Playstation™ If It Isn't

LOADED



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WEAPON OF CHOICE: Hail Flail
SOUND WEAPON: Sonic Blast
KILLER TIP: Use speed to grab power ups, light armor vulnerable in heavy conflict.

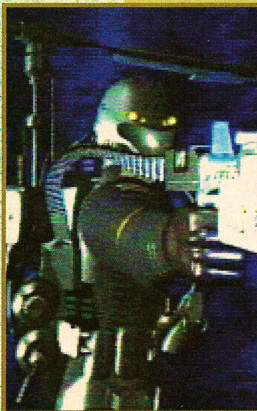
BEST 3DO GAME

Blade Force Studio 3DO

RUNNERS- UP

Return Fire
Slam 'N' Jam '95
Panzer General

Question: What does 3DO need more than anything to compete in today's market? Answer: Hot, EXCLUSIVE, games. Enter *Blade Force* from Studio 3DO — it's got excellent gameplay, cool flying effects in a full 3-D environment, and graphics to rival the Saturn and PlayStation. THIS is what 3DO was ment to do. If you already own a 3DO, this is finally justification for your purchase. And, for perhaps the first time ever, a major reason to go out and buy a 3DO.



JEFF SEZ: 'The 'bungee cam' is so realistic, you'll be reaching for the airsick bag.

BILL SEZ: 'Fly and kill, and fly and blow stuff up, and fly and shoot! This is too much!'

MIKE SEZ: 'Any game where you blow up lots of stuff is OK by me!'

PATRICK SEZ: 'Frankly, I didn't think the 3DO had it in it. Gorgeous graphics and ultra-fast gameplay make *Blade Force* a game to be reckoned with.'

CHRIS SEZ: 'Wow, 3DO is a gaming machine!'

ICE Cube ON SATURN:

"MAYBE YOU THINK YOU

People are always coming up to us at Sega and asking,

KNOW WHO I AM. "why are you so angry?"

Okay, no one's ever asked us that. But CHECK IT:

Sega Saturn is new. **HOW I SEE THINGS.**

So if you think you know what it's like,

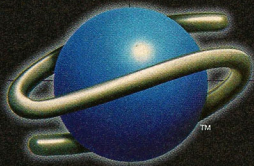
OR HOW I FEEL. IT'S NOT LIKE THAT.

It shares the same architecture as \$20,000 arcade systems,

MAYBE IF I WRITE IT, OR

but Sega Saturn pumps the hottest arcade titles straight to

your reflexes for a fraction of the cost.



You're welcome. With a gameplay experience

GET ON THE MIKE, that grabs you and

pulls you in, it's no wonder the best games are

YOU'LL UNDERSTAND only on Sega Saturn.

Like intense sports titles with everything but the jock itch.

And this Christmas, **EXACTLY**

Sega Saturn will have the most electrifying library of EXCLUSIVE

WHAT I'M LIKE... games on the planet.

Games no one else has. So don't go thinking you know what

I DON'T THINK SO."

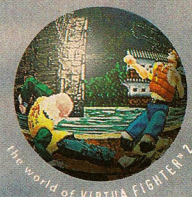
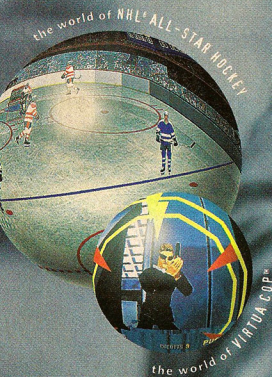
Sega Saturn is like before you've even experienced it.

And never judge a package by its rapper.

SEGA SATURN™

GO THERE.

HEAD FOR SATURN

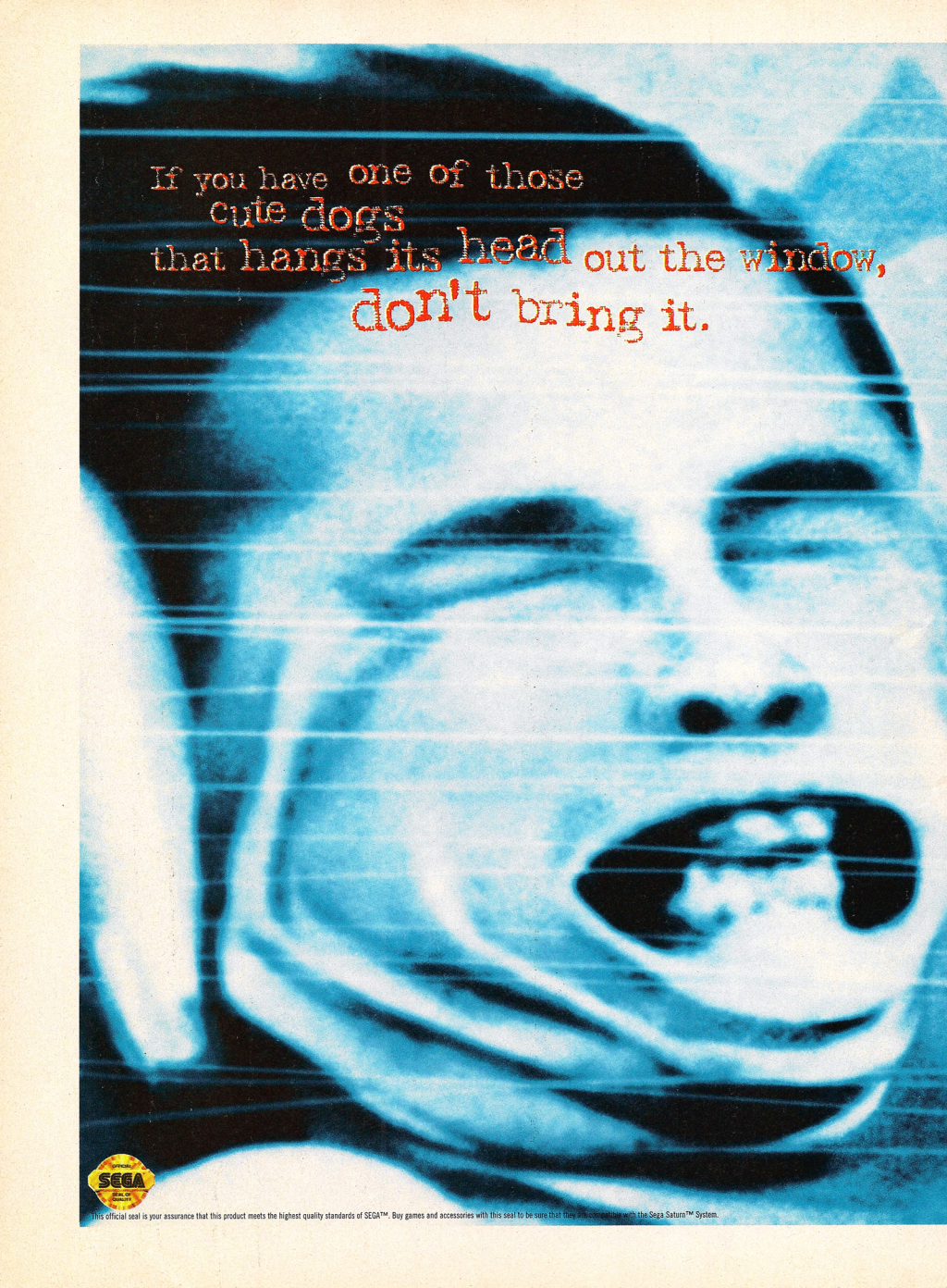


THE ULTIMATE GAMING SYSTEM



For more information on Sega Saturn, call 1-800-seg-saturn or email segasaturn@segaaa.com or on the world-wide web at <http://www.segaaa.com> or on CompuServe at GO SEGA. For game play help, call 1-900-260-sega in the USA (\$1.95/min. or \$1.95/min [live]) Call 1-900-451-5252 in Canada (\$1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required. Sega, Sega Saturn and all game titles are trademarks of SEGA unless otherwise noted below. NHL and the Stanley Cup are registered trademarks of the National Hockey League. Team names and logos depicted are officially Licensed Trademarks of the National Hockey League, National Hockey League Players Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by SEGA. © 1995 SEGA. P.O. Box 8007, Redwood City, CA 94063. All Rights Reserved.

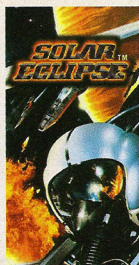




If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.



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



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

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



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



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



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



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



Call 1-800-771-3772 for game rating information.
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CRYSTAL DYNAMICS™

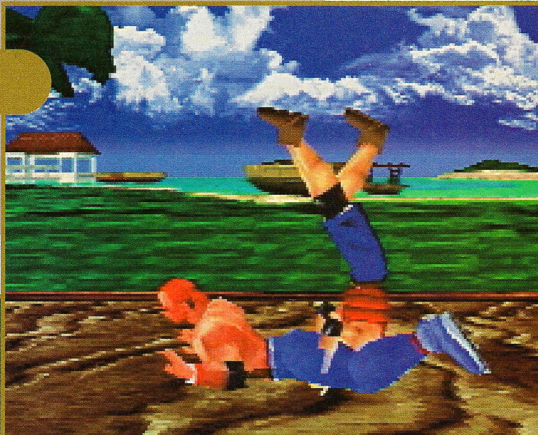
GENRE AWARDS

Best Fighting Game

VIRTUA FIGHTER II (Saturn)

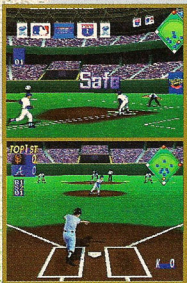
FIGHTING: Any game that is based strictly around one-on-one combat, where the only goal is simply to stomp your opponent.

What else can we say about this game? It makes us all weep, it's so good. It's like we've spent our whole life just to get to this game. Like the original VF and VF Remix, VF2 offers a different style of fighting action, concentrating more on more realistic martial arts, with the deepest fighting strategy around. Blood-hungry MK fans may not agree now, but give it a decent shot and you'll become a believer!



SPORTS:

This category is pretty self-explanatory. However, it should be noted that we do not include wrestling titles, racing games (unless they're strictly simulations of an existing type of racing), or any new made-up 'sport'.



Aside from Game of the Year, this one was our toughest pick. It was basically a

WORLD SERIES BASEBALL (Saturn)

dozen EA games versus World Series Baseball, and what do ya know — WSB won out. Everything about this game is done to perfection, that is, if you don't mind swapping just a little bit of the realism for great arcade action. This game's so fun, Bill even likes it — and he HATES baseball!

Best Sports Game



Best Role-Playing Game

ROLE-PLAYING GAME (RPG):

An RPG can generally be spotted with a few key guidelines: you've got hit points and other stats out the wazoo; there's no actual 'action' in the fight scenes; you wander the countryside looking for hidden items; and so forth.

Square Soft — the name just rings RPG joy, don't it? While Chrono Trigger may fall just a hair short of last year's nigh-unbeatable Final Fantasy III, graphics, the time-trekking setup will have you spellbound for weeks. For a Square Soft game the characters could've had a little more personality, but it's still good stuff. Overall, another fine classic from the masters of RPG.

CHRONO TRIGGER (Super NES)





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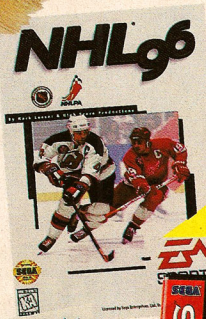
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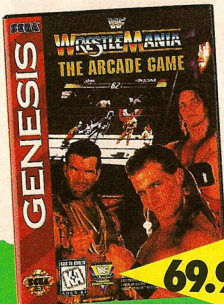
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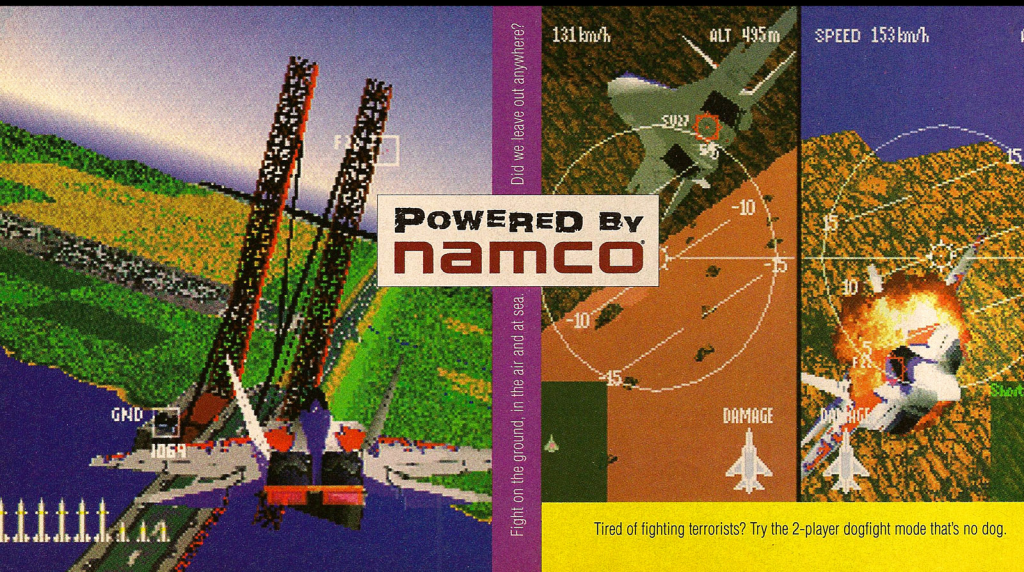


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SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME



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Did we leave out anywhere?

Fight on the ground, in the air and at sea.

Tired of fighting terrorists? Try the 2-player dogfight mode that's no dog.

PREDICT THE ULTIMATE AERIAL
WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING
MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat™. The action fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air



force, buying and selling 13 different types of fighter jets. Increase your chances of victory, not to mention survival, by hiring extra wingmen. Then depart on any of 17 deadly missions, all without going anywhere near the Middle East.

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Best Action Game

ACTION: Quite simply, any quick-fix arcade-style game that relies almost entirely on fast reflexes and really intense button mashing.

This game flat-out blew us away. We were totally unprepared for the truckload of gaming goodness that's packed into *Jumping Flash!*, and months later, we're still awestruck. Sure, the game's a little short for the advanced player, but it's so great you'll come back and play it again and again. Finally — a *Doom*-inspired game with some originality! Yee-haw!

JUMPING FLASH! (PlayStation)



Best Shooter

SHOOTER: Whether you're using a gun or a control-pad, all you basically do is aim and shoot. This category covers everything from light-gun games to traditional spaceship zap-'em-ups.

VIRTUA COP (Saturn)

Every time I cap a bad guy in *Virtua Cop*, a little piece of my soul heals itself. I mean, this game is way beyond entertaining — it's therapeutic. There was some skepticism when Sega introduced a polygon-based shooting game into a genre where digitized realism was the norm, but no one's laughing now. 'Take that! And that! Oh, you want some? There, how's that knee-cap feel? Hee-heee-heee-HA! HA! HAAA!!! This is one cool game.



Best Racing Game

RACING: Any game where you... well, race. You don't necessarily have to be driving a car — the goal of the game must simply be to reach the finish before your opponent(s) finish you.

WIPEOUT (PlayStation)

Fast, fast, FAST! And damn does that track move smooth! Take away the breathtaking visuals and you've still got a grade-A game, with excellent blast-'em-up action.

Everything about this game — from the adrenaline-packed techno soundtrack to the mile-high jumps and cool cast of characters — totally rocks! This is one of those elite PlayStation games that might even get Sonic to fork over his \$299!



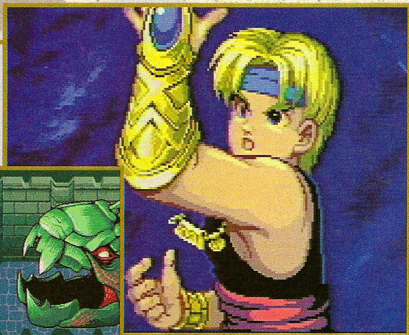
Best Adventure Game

ADVENTURE: This category is best described as a cross between Action and Role-Playing. The gameplay is based around arcade-style action, but the game is much longer and broader than the typical Action title, so much so that a save feature is imperative.

Brilliant 16-bit graphics, huge boss enemies, and mind-bending puzzles make

Sega's *Beyond Oasis* THE Adventure game of choice for '95. Sure, the game's graphics and storyline may come uncomfortably close to a Disney lawsuit, but hey, it's still great gamin'. There's also tons of hidden stuff and a cool surprise ending. A sequel is already in the works for Saturn a Japan release sometime before the end of the year. Hopefully we'll see it on our shores soon!

BEYOND OASIS (Genesis)



Best Flight Sim

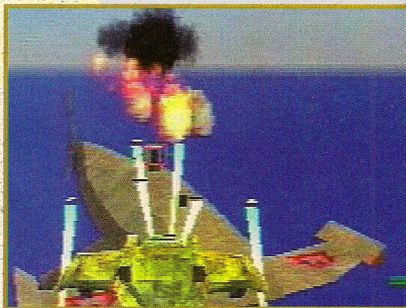
FLIGHT SIM: This is a pretty catch-all category for all types of flight games, not just the strictly realistic simulators PC fans are used to. We only ask that the game features the ability to fly in a full non-linear 3-D environment.



WARHAWK (PlayStation)

'ooh's and 'ahhh's have worn off, you'll still be enthralled by the game's rich depth of play. As if the flyin' and shootin' action wasn't enough, each level offers totally new challenges instead of rehashing the same-old stuff. Fun to the last drop.

Now THIS is 32-bit gaming! Warhawk couldn't have been done on a 16-bit system, no way, no how. And even after the initial



Best Arcade Game

ARCADE GAME: Any coin-op that's in an arcade. Duh. Actually though, there is a hitch — since so many coin-ops come home to 16-bit and 32-bit systems, innovation is a big factor here. We look for the kinds of experiences that you still can't get at home.

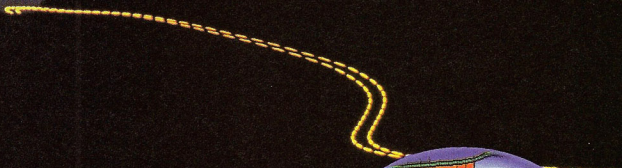
Unless you've got a real big base-ment and an extra \$20,000 lying around, there's no way you can ever get an experience like *Alpine Racer* at home. The ultra-impressive polygon graphics race along at an amazing clip as you ski down a treacherous mountain. That alone would be good

ALPINE RACER

enough, but in *Alpine Racer* you control the skier by standing on a pair of skis complete with edges.

The novelty aspect may be a lot stronger than the replay value, but this is a game you simply must play.





***"If your opponent doesn't
kill you, the road will."***



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What's next?

It's the asphalt-melting, head-to-head

(split screen) combat race game with mini guns.

Missile launchers. And a track that morphs in real

time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware. It'll hit back.

HI
OCTANE
THE TRACK FIGHTS BACK
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SEGA SATURN
P C - C D
<http://www.epa.com/bullfrog.html> (for more information)

TECHNICAL AWARDS

Best Original Soundtrack

From the dark, sadistic version of a Christmas tune to the wild electric guitar solos

and pumpin' techno tracks, *Twisted Metal*'s soundtrack is a thing of pure musical genius. Not only is the music great on its own, but it really fits the action on the screen. Too many games match explosions and action to sappy elevator-pop jingles. Not *Twisted Metal*! We can't wait to see, and hear, what *Twisted Metal 2* has in store — oops, we weren't supposed to say that... Anyway this is one you'll want to take out and listen to on your audio CD player!

TWISTED METAL (PlayStation)



Best Intro Sequence

Fancy story intros have become a common and expected feature in videogames,

and these two titles do it better than most. I mean, I almost cried at that dramatic moment when the original *Panzer* rider was killed. And the massive warship assault at the beginning of *Criticom* is a sight to behold. Great job, guys!

PANZER DRAGON (Saturn) / CRITICOM (PlayStation/Saturn)



Best Graphics

16-BIT: DONKEY KONG COUNTRY 2: DIDDY'S CONQUEST

32-BIT: VIRTUA FIGHTER 2

Sure, it's gameplay that really counts, but great graphics sure go a long way towards making the whole gaming experience a helluva lot better! Our appreciation for the original Saturn *Virtua Fighter* went way up when the new textures were added in the 'Remix' version. And then *VF2* blew them both away! And can you believe Nintendo's doing those *DKC2* graphics on a Super NES? Can't wait to see U64...



Best Arcade-To-Home Translation

TEKKEN / MORTAL KOMBAT 3 (PlayStation)



These games really went above and beyond the call of duty. I mean, put even a half-assed versions of these arcade hits on a home system and they'll still sell like hotcakes. *Mortal Kombat 3* showed us just how powerful a sprite engine the PlayStation is, while *Tekken* is even better than the coin-op, with new rendered intros added to the arcade-perfect gameplay!

SPECIAL AWARDS

Bloodiest Game



Hey, MK3, eat your heart out! Actually, I think that's somewhere in this game... Anyway, if it's gore you're a-lookin' for, then it doesn't get any messier than *Eternal Champions: Challenge From the Darkside*. I mean, this game is just plain sick. I'm a hard-core gore monger, but some of those Overkills... (shudder) ...the horror!

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

Special Achievement Award:

COSMIC RACE

Itell ya, a game this bad is no accident. It takes special planning, long, hard work, and a dedicated group of evil geniuses. From the opening gun, you're totally and hopelessly lost. Even if you manage to stick it out long enough to learn what's supposed to be going on, you'll still be just as lost. What this game needs is to be set to 'fun' on the options screen.

Thank your lucky stars you won't be playing this Japanese PlayStation bomb.



Best Victory Taunt

SOFIA'S INFURIATING LAUGH (BATTLE ARENA TOSHINDEN)

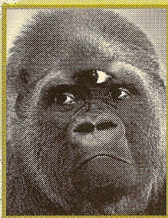


Talk about FRUSTRATING! There's nothing worse than losing to your buddy or the CPU in *Toshinden*, and then having to hear Sofia's mocking laugh! AAARRRGH!!!

Best Would-Be Ruler Of Our World, Earth:

GAZUGA B. YERULER

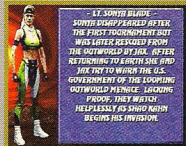
Ah, Gazuga. This just isn't your millennium. First you barely escape Mars before it explodes, then you lose out to those pesky Earthlings in the Cleansing. Oh, well — congrats on the award, wherever you are...



Best Videogame Babe

SONYA BLADE (MORTAL KOMBAT 3)

Those lips, those eyes... it can only be Uber-Babe Kerri Hoskins! Formerly of Playboy fame, the dazzling Ms. Hoskins is the one filling out Sonya Blade's sexy new suit in MK3.



Best Videogame Hunk

MONDO

We asked one of our graphic artists, Anna Cobb, who she thought was the best looking videogame hunk. Anna blushed, and then she said, 'That Mondo guy really gets me hot! Just look at that long hair and those cheekbones! Why, I'd take a bullet for Mondo. Oh Mondo, please marry me! Now that we've got her sedated, things are back to normal around here.'



Best And Worst Dressed Videogame Character

KING/SLOPPY

They say a picture is worth a thousand words, and boy, they weren't kidding! While King looks stunning in his neo-yuppie trendy look, Slippy just looks plain stupid in his combination 'golf pants and beads' outfit. It has been rumored around here that Slippy borrowed his threads from Chris. Hm, could be...



Best Half-Animal, Half-Human Character

CENTAUR BILL: THE CANEMASTER

Technically, at least one-half of a creature should be human to win this award, but in this case we're making an exception. For those of you who don't subscribe, Centaur Bill was the one who led the initial invasion of Earth during the Cleansing (as chronicled on the Subscriber's Newsletter). Holding his mighty SkullBat high, he took his loyal Billobytes into glorious battle, only to meet ultimate defeat at the hands of Earth's dancing faithful. Rest well, mighty warrior — you've earned it.

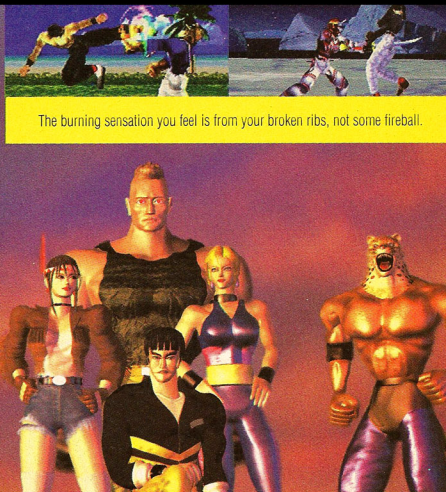


SAVE HUNDREDS OF DOLL

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The burning sensation you feel is from your broken ribs, not some fireball.

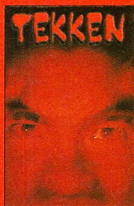


Eight fighters plus nine bosses equal a lot of people to fight.

ARS ON FIGHTING GAMES.

BUY THE RIGHT ONE.

The one with enough phenomenal reviews to take down an entire forest. The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at



60 frames per second. The one with four points

of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough,

it even knocks out the arcade version. Tekken™.

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THE 1995 READER GAME IDEA AWARDS

You all know by now that, here at *GAME PLAYERS*, we're not all seriousness and drudgery. In fact, the exact opposite is the case. Keeping that in mind, we'd now like to present our awards for the Reader's Game Ideas of the Year. That's right... all of those twisted, sick, perverse, totally great ideas you've all worked so hard on all year are being given awards by me, El Twisto himself, *Bill Donohue*. Alright, stop your barfing and listen up! Here's the good stuff...

Best 'Hasn't Got a Clue' Game:

IT CAME FROM THE GRAVEYARD

My game is called *It Came From The Graveyard*. In this game you can be either a vampire or a zombie. The bad guys are cops, undertakers who try to rebury you and escaped mental patients who stick underwear on your head and laugh at you. The point is to prevent the evil werewolf colonies from taking over every graveyard in the whole world.

Aaron Speed,
Hartsburg, MO.

BILL: I spoke with Aaron to inform him that his game was being given this award. He said he WAS wearing underwear on his head, but his voice didn't sound muffled to me. Get a clue, buddy. We all wear underwear on our heads here in GAME PLAYERS; so do all of our readers! Get with the program, pal.

The 'Richard Gere Lifetime Achievement Award' Game:

WEET FIGHTER

I've got a game that will blow your mind. It's called *Weet Fighter*, 'cuz that's the noise my guinea pig makes when it's mad. The fighters would be guinea pigs. The fatalities would be very bloody. THEY WOULD BE SWIMMING IN BLOOD! Sorry, I got a bit carried away there...

P.S. Woah, gotta go now. One of my dead corpses seems to be moving!

Jamie Smith,
Mapleton, ME

BILL: I'm sorry to report that this award has to be given posthumously. Somehow, Jamie got his fingers trapped in that little spinning wheel that's in every gerbil cage. The police say that neighbors for miles around heard horrible screams that sounded like 'Weet! Strangely enough, Jamie was found wrapped in duct tape at the scene of the crime...

Best Game Idea of the Year:

ROCKET DOGS

I have a real cool idea for a game — even the name is cool — *Rocket Dogs*. It would be about this cannibalistic, masochistic clown. He would run around the city killing pedestrians (old ladies, little kids). Then you would collect their meat for your big barbecue at the end of the game. But that's not all. Occasionally you will see a mime. When you do, you kill it and take his blood for your fat vampire friend. If you collect enough blood for the fat vampire, you get sent to a special level, where you do good deeds and get spanked by the fat vampire. In the end, you and your fat vampire friend sit back and enjoy a well-deserved meal.

Josh Cottingham,
Santa Paula, CA

BILL: What can I say? Since this game came in, it's all we ever talk about around here! I checked up on Josh and, since the shock treatments, he's doing much better. He's a vegetarian now and as soon as he gets over the habit of spanking his potatoes, he'll be up for release. Way to go, Josh!

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

Best 'Low Self Esteem' Game:

THE HOLY ONE WHO SEEKS THE SECRETS OF MONKEY CRAP

Byron Wallace,
Leyden, MA

BILL: I think we all agree that we feel a whole lot safer now that Byron got a job working at the Leyden Municipal Sewage Treatment Plant. His supervisor says that if Byron starts acting a little weird, all they have to do is tell him that there's a monkey swimming in Tank 3. That seems to have a calming effect on him. Get well soon, Byron, or don't take any vacations, OK?

Best 'Cutting Edge' Game:

MR. SURGEON INTERACTIVE

My game is called *Mr. Surgeon Interactive*. The object is to 'try' and do surgery on people. If you make a mistake (here comes the fun part), you can just go insane and do anything you want! You can stuff him full of peat moss, for all I care! I'd remove the lungs and sell 'em for Geo airbags!

Devin Waterbury,
Newcastle, Canada

BILL: We weren't able to contact Devin to inform him that he'd won this award. It seems that his latest money-making scheme — The Devin Waterbury Veterinarian School and Take-Out Barbecue Joint — ran into a little trouble after one of his customers recognized the choke chain on her burrito, and pressed charges, forcing Devin to take the money and run. Good luck, Devin!

Best 'Low Calorie' Game:

THAT AIN'T BUTTER!

My game is called *That Ain't Butter*. You are a dis-turbed boy named Keith who finds various liquids and puts them in jars. Once you collect 12 different substances, you lure winos and pimps into your outhouse by dressing as a grease-covered Slim Jim and shouting "Oy, my giblets!" When you capture someone, you force them to drink a liquid. Then the fun starts. Depending on what they drink, an assortment of gory deaths occurs. And for the bonus round, you become a roll of toilet paper and wait...

Jason Dixon,
Kingsberg, CA

BILL: It seems that Jason has been in trouble since we printed his idea. He was disguised as a roll of TP when a gang of thrill-seekers grabbed him and used him to TP their probation officer's house. Jason was blamed and is currently serving time in the Big House. Don't eat the bread, Jason, we baked a file in it!

That's all I can stand... I mean, that's all there is for this year's awards! Keep sending in all your weird, twisted game ideas. Maybe next year, your idea will be picked for these really cheap... I mean, great... awards! Until then, look out for the big spiders... GET 'EM OFF ME!!!

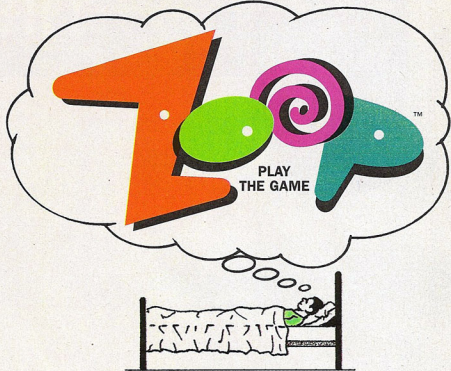


AMERICA'S LARGEST KILLER OF TIME™

ZOOP - IF YOU START YOU MAY NEVER STOP



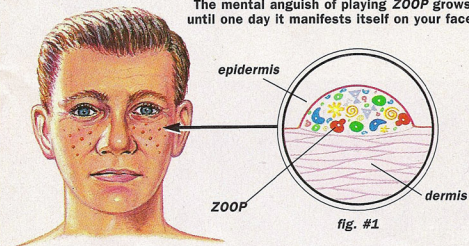
(Dream cycle of a normal and healthy teen)



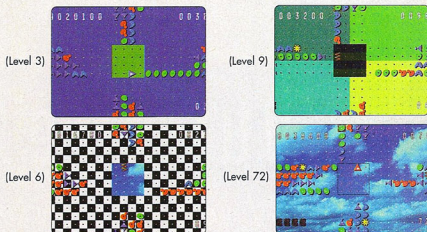
(Dream cycle of a teen who plays ZOOP)

Warning! ZOOP looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.

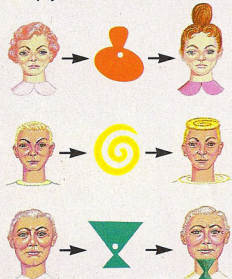
The mental anguish of playing ZOOP grows until one day it manifests itself on your face.



THE DEPTHS OF ZOOP



Research has shown the longer you play ZOOP, the more you actually start taking on the physical characteristics of ZOOP.



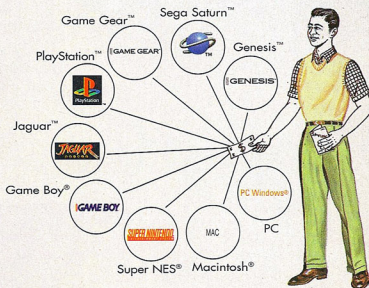
(Prolonged psychological effects are still under study.)

MONEY SPENDING PATTERNS.

before ZOOP:



after ZOOP:



Developed By



SEGA SATURN



GAME BOY



SEGA SATURN

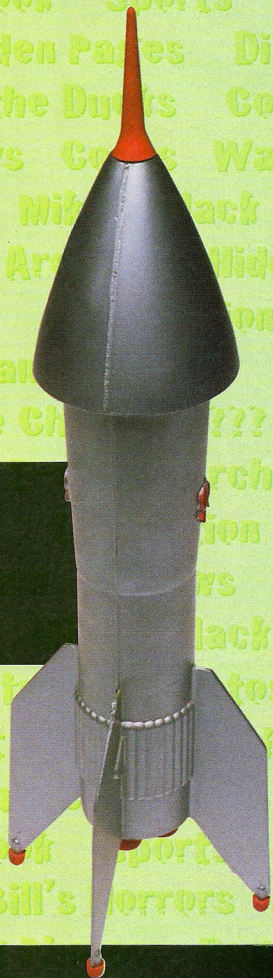
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Their site.

Our site.

<http://www.gameplayers.com>



Where the cool people go.

GAME PLAYERS

SYSTEM ANALYSIS

Not since the transition from 8- to 16-bit hardware has the videogame industry felt such a monumental shot in the arm. Now, more than ever, players are getting the kind of games once thought impossible. With new hardware systems like the Sega Saturn and Sony PlayStation pushing their way into the 32-bit market once dominated by 3DO, and mythical systems like Nintendo's Ultra 64 and 3DO's M2—upgrade just waiting to join in the fun, it's time to start opening your wallets.

Make no mistake about it though, this is not going to be an easy decision. Even we can't tell you exactly which system is going to be the best for you. What we *can* provide, however, is a detailed and honest evaluation of each of the major systems on the market. In doing so, we may, at times, say less than positive things about some of your choices out there, but to be of any service we have to call them as we see them.

Finally, it's important to note that in the technological market-place, some systems must die to provide room for new blood, and we'll be providing the straight scoop on which of the systems are due funeral services and which ones are still kicking. In general, however, this has been an extremely exciting year for gamers. There truly are some excellent choices out there. **GP**



32X	52
3DO	70
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Game Gear	56
Genesis	50
Jaguar	68
M2	70
Nomad	50
PlayStation	60
Saturn	64
Sega CD	54
Sega CDX	54
Super NES	48
Ultra 64	71
Virtual Boy	58

SUPER NES

ANALYSIS

MSRP: \$99/\$150

Pack-ins: None/*DKC* or *Killer Instinct*

Release Date: October '91

Installed Base: 17 million

Number of Games: 700+

TECH SPECS

- CPU: Custom 16-bit 3.6MHz 65816
- Format: cartridge
- Memory: 128 Kbytes
- Maximum Colors: 256
- Hardware sprite scaling and rotation
- Transparent colors
- 8-bit custom sound chip



Nintendo waited almost two years after the release of the Genesis to produce their own 16-bit platform, hanging onto their

What are the system's weaknesses?

The slow CPU has dogged the system ever since its release, making it the lesser platform for games where speed makes the difference (EA's *Strike* Series, for example). More importantly though, the handwriting is on the wall for all 16-bit systems, and the Super NES is no exception. While the delayed release of Nintendo's Ultra 64 has meant that Nintendo is supporting the platform for at least one more holiday season, the number of titles is clearly dwindling, and it won't get any better.

How long will it be supported?

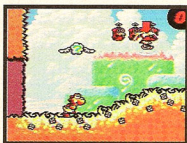
While Nintendo has made a pledge to continue releasing 16-bit titles, very few other companies are. A quick glance over any software list for 1996 shows a decided lack of Super NES entries from every third party except Acclaim. The 8-bit NES actually showed some market strength for over a year after the 16-bit revolution, but the major difference between 16-bit and 32-bit is CD-ROM storage versus cartridges. Cartridges are much more expensive to manufacture than CDs, which means that there's actually more risk, and in many cases less money to be made designing for a cartridge system. Expect the Super NES to be dead as a doornail by the end of '96.

How strong is the software library?

The Super NES boasts one of the strongest game libraries in history. There are literally hundreds of games available, and fully two-thirds are at least worth a rental. The very first game ever released for the system, *Super Mario World*, still easily ranks as one of the best titles ever made.

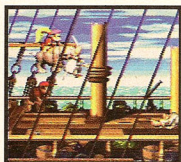
Chrono Trigger—No list of Super NES games for the season would be complete without an RPG from Squaresoft, and this year is no exception. It's big, it's gorgeous, and no RPG fan should be without a copy of it.

it arcade perfect, this cart is as complete as they come. Wow!



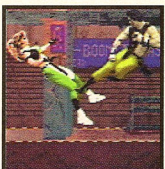
Yoshi's Island: Super Mario World 2—Yoshi finally gets a chance to headline his own title. The first Mario-style game in five years, it's everything you could hope for.

NHL '96—There are few Super NES sports games that can compete with their Genesis counterparts, but *NHL '96* comes extremely close. Far and away the best Super NES sports title.



Donkey Kong Country 2: Diddy's Conquest—While the original *DKC* never quite had the substance to go with its CGI flash, an extra year of development has allowed the sequel to surpass the original in almost every category. Great stuff.

Mortal Kombat 3—Not the best in the series, but it's sure to be on everyone's wish list this season. The conversion is every bit as good as the blockbuster *Super NES MKII* of last year, and nothing really says 'Happy Holidays' like ripping out someone's spine.



RECOMMENDATION

The future of the Super NES isn't bright. If you want the latest games, you've got no business buying one. The system is effectively dead after April.

However, right now the Super NES console is incredibly cheap, and over the next year, the price is likely to drop farther. Considering that the majority of this super-strong game library is available at bargain prices—used, they can be had for as little as \$20—it's a great investment for a casual gamer. **GP**





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GARGOYLES

VIDEO GAME

AVAILABLE AFTER OCTOBER 31 ON SEGA GENESIS® AND SUPER NES™

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GENESIS NOMAD



ANALYSIS

MSRP: \$99/\$179

Pack-Ins: Anything from *Sonic Spinball* to *Eternal Champions*

Nomad Pack-ins: none.

Release Date: GENESIS: August '89

NOMAD: October '95

Install Base: GENESIS: 16 million+

NOMAD: N/A

Number Of Games: 500+

TECH SPECS

- CPU: 16-bit, 7.8MHz, Motorola 68000 chip
- Co-Processors: None
- Memory: 64Kb
- Maximum Colors: 64

Official Line On Genesis

'The Genesis is targeted towards the core gamer who is either just getting into games or wants to take advantage of the vast game library of over 500 titles' — *Sega Communications Specialist*

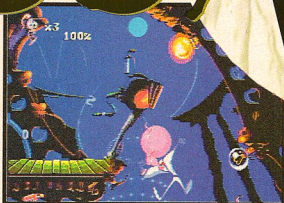
We at *Game Players* have put the Genesis through its paces for some six-odd years and have been pleasantly surprised at nearly every turn. *Sonic* brought depth, speed, and the necessary mascot for the system, but what the Genesis does best are sports games. When *Madden* hit the Genesis, a whole new audience of game players started mashing buttons. The Genesis has earned its place in videogame lore, but its best years are clearly in the past.

The Nomad is a portable Genesis that you can also plug into your TV at home. Anything you can put in a Genesis you can put in a Nomad, therefore all that applies to Genesis goes for Nomad as well. The obvious added benefit of the Nomad is the ability to play Genesis-quality games on a portable system.

What does this system have that the others don't?

Because of its 68000 processor, early Genesis games were faster and had better AI than competitive systems. Nowhere is that more prevalent than in the mass amounts of Genesis sports games. Sega and Electronic Arts both provided the Genesis with the absolute best sports games on the market. EA published sports games for the Super NES too, but because of its slower processor, they never equalled those of the Genesis. The Genesis also has achieved 'coolness', while Nintendo was considered a kid's toy. Sega's brilliant ads have kept it as 'the' 16-bit machine.

Unfortunately, all that Genesis glory is in the past. The system is nowhere near as fast as the Saturn, PlayStation, or 3DO. As EA and other companies start to bring out sports games for those systems, the Genesis console is certainly not



Earthworm Jim 2 is one of the few new games for the Genesis that really shines.

going to hold onto the 'sports-leader title' much longer. There are new champions waiting in the wings.

What are the system's weaknesses?

The Genesis can only display 64 colors at one time on the screen, making it the least colorful console still on the market. Another big flaw is its lack of role-playing games. While Super NES pushed out *Final Fantasy* and its sequels, Sega almost entirely ignored the role-playing audience.

How long will it be supported?

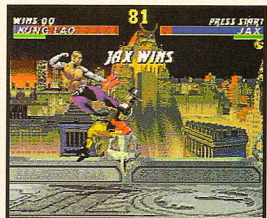
Sega's attention has turned to 32X and now Saturn, leaving the Genesis behind. *Genesis* is still making movie-licensed games and EA's sports updates are still coming, for now. By 1996, finding a new Genesis game won't be easy, and with the extreme jump in quality to the next generation systems, the Genesis looks a bit like a dinosaur.

How strong is the software library?

Some good action titles, like *Vectorman* and the *Sonic* games, are only available on the Genesis. It also does sports titles like *NHL '96*, *NBA Live '96* and *FIFA '96* better than Super NES. Unfortunately, software support will only get worse, leaving 16-bit gamers in the cold.



Sega's hottest in-house game this Christmas is the smooth-moving *Vectorman*.



The Genesis was the first system to let the blood flow on *Mortal Kombat*. This holiday season, *MK3* is on the Genesis to fill stockings full of body parts. However, it's also on other systems, and done a lot better, too.

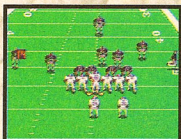
Genesis Sports

It's the best reason to play a Genesis.

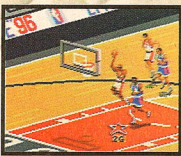


NHL '96 is THE hockey game, and it's great on the Genesis (until the PlayStation version comes out).

NBA Live '96—Basketball fans won't want to miss the unbeatable Genesis version.



Madden '96—*Madden's* immense popularity sold more Genesis machines than any game—other than *Sonic*. This latest update is right on par with the rest of the series.



FIFA '96—Soccer fans will enjoy the realism and solid gameplay.

RECOMMENDATION

The main strength of the Genesis is obviously the sports library—for \$99 you and your buddies can sit down and play some of the best sports games around. If you own a Genesis, it's definitely worth holding on to for some good games, but if you're looking to eventually buy a new system, you might as well make the jump to a 32-bit machine now.

The \$179 price of the Nomad may be a bit steep, but the ability to play all of the Genesis games on a portable is a great idea. If you've already bought a next-gen machine and you still have a couple hundred dollars left, the Nomad is easily the best portable available. **GP**

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the government tries to cover up a sudden
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behavior all over the
world, a "horrific meteor
shower" and hordes of
reeking, belching mon-
sters turn up. • You'll travel to different towns,
across new worlds, and through time to face
Giygas, the evil, time-traveling alien who is to
blame for all the mess. Each EarthBound Game
Pak comes with a free 128-page Player's



*The monsters aren't the only ones who
can reek. Maybe one of your friends
boiled off some bad air.*

Guide loaded with info about where
the best grub is, who to
hang with, and what you
need to avoid. Keep it

nearby though, because
the lowdown on all those heinous monsters will
come in quite handy. If they get too close, open a
window fast, because some of 'em are more than
ripe. • But the adventure
doesn't start until you do.
Grab some air freshener
and start sniffing around for
an EarthBound Game Pak.



*Sell out your allowance for a burger
or slice of pepperoni pizza when
you need a boost of energy.*

It's the first Role-Playing Game that stinks.



Nintendo®

3 2 X

ANALYSIS

MSRP: \$99 or \$139 with Pack-in
Pack-Ins: *Star Wars Arcade*
Release Date: November '94
Install Base: Over 400,000 U.S.
Number Of Games: 25+

TECH SPECS

- CPU: 2 32-bit RISC processors, 23 MHz
- Co-Processors: 16-bit, 7.8MHz, Motorola 68000
- Memory: 64Kb
- Maximum Colors: 32,768

Official Line On 32X

'The 32X is the most affordable way to upgrade into arcade gaming. With *Virtua Fighter* available now, the 32X is a steal at just \$99.'

— Sega Communications Specialist

Almost one year ago to date, Sega released a curious little plug-in titled 32X. Sega called it the "inexpensive way to enter the 32-bit arena", and after several disappointing games, it started to reveal itself as a stop-gap between Genesis and Saturn. The original batch of software (*Doom*, *Virtua Racing Deluxe*, and *Star Wars Arcade*) was solid if unspectacular, but since then there have only been a few bright spots. The launch of Saturn and lack of third-party support have doomed 32X to an even shorter life than Sega CD.

What does

this system have that the others don't?

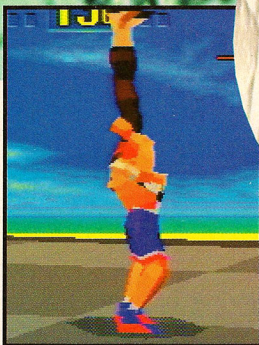
The original appeal of the 32X was that you could still play your Genesis games on it, and then add 32-bit games to your library. Genesis owners are able to get a 32-bit system for only \$99, which is nearly \$200 cheaper than the PlayStation and Saturn. However, you get what you pay for. The 32X doesn't have much software that isn't available for every other system and, in most cases, offers little more over those versions.

What are the system's weaknesses?

The 32X has never gained full software support from any third parties. Even Sega's games mostly seem to come from the 'C team' of developers. The A team is working on Saturn games. We'll never know what kind of potential the 32X possesses because of its short life. It falls so remarkably short of the Saturn and PlayStation as a 32-bit machine that, even at \$200 cheaper, it's no bargain.



World Series Baseball — If 32X had made more sports games, it might have a better place in the gaming world. *World Series Baseball* is looking great, but can't compare to the Saturn version.



How long will it be supported?

Sega claims they are going to support the 32X with several top titles in '96, if the first year of the 32X is any clue, but that sounds overly optimistic, especially with Saturn. Originally Sega had lined up over 30 third-party companies that were going to make games for the 32X, but in the end they all scrapped their plans and gave what they had done to Sega to finish up. Finding new 32X games in 1996 is going to be even harder than it was in 1995.

How strong is the software library?

There are only two games on the 32X that couldn't be done on the Super NES as well — *MKII* and *Virtua Fighter*. These two brawlers really use the power of the 32X to its fullest extent. Other than those two, the 32X doesn't have any software that justifies its purchase. There are a whole bunch of klunkers like *Cosmic Carnage*, *Zaxxon's Motherbase 2000*, and *Motorcross Championship* that leave a real bad taste in your mouth. Overall, the lack of quality software is the 32X's crucial flaw.

Primal Rage — A much-improved look, compared to the Genesis or Super NES versions, makes *Primal Rage* a good 32X choice. Still, you can play this on every other system, too.



Virtua Fighter — Easily the cream of the 32X crop, *Virtua Fighter* is a one of the most playable brawlers around. But with *VF Remix* and *VF2* on Saturn, it's not a great reason to buy into the add-on.



T-Mek — This title is on the way and it features armored combat in a hostile terrain. The graphics rock!



Kolibri — A hummingbird with a missile launcher on his back? It's pretty, but the gameplay leaves quite a bit to be desired.

66 P RECOMMENDATION

There really isn't a good reason to buy a 32X. The lack of support, good games, and the release of Saturn make the 32X a system that never was. GP

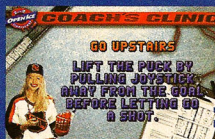
PLAYER	POS.	SHOTS	GOALS	ASSTS.
HAWERCHUK, DALE	C	HH	I	///
CICCARELLI, DINO	R	///	II	I
YZERMAN, STEVE	C	////	///	II
VANBIESBROUCK, JOHN G			///	///
KRAVTSCHOUK, IGOR	D	II	I	II
FEDOROV, SERGEI	C	HHH	II	I
BRIND'AMOUR, ROD	C	HHH III	I	HHH
DEJARDINS, ERIC	D	HHH HH	II	I
DAMPHOUSSE, VINCENT	L	///	II	I
YASHIN, ALEXEI	C	////	///	///
DAIGLE, ALEXANDRE	C	HHH	II	///
NEDVED, PETR	C	///	II	///
BONK, RADEK	C	///	I	HHH
MAKAROV, SERGEI	R	HHH I	I	I
OZOLINSH, SANDIS	D	HHH II	///	///
SWITZ, JOHN	C	///	///	I

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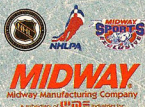
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ANALYSIS

system: Sega CD/CDX

MSRP: \$99

pack-in: None

Release Date: November '92

Installed Base: 1.5 Million

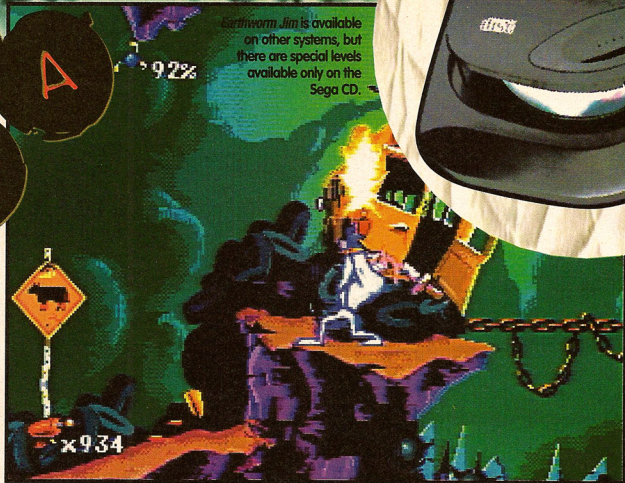
Number of games: 100+

TECH SPECS

• 120 Kb CD Cache Memory

• 6 Mb RAM

• Format: CD



The Sega CD was released close to four years ago, when its only competition was the

were never very good due to a limited color palette and slow drive speed, that the machine quickly became known as a sub-par Full-Motion Video machine.

How long will it be supported?

Software support for the Sega CD, and therefore CDX, is effectively over.

How strong is the existing software library?

The existing software library is less than impressive on almost every level. There are almost no must-have titles on the Sega CD that haven't been done nearly as well, or even better, on some other system. If you like FMV, this machine might offer a little more.

Pitfall: The Mayan Adventure is a great example of the smooth action possible on the Sega CD. Unfortunately, it's also on every other system.

Eternal Champions CD, with its bloody Overkills and Cinekills, takes an extra step in brutality.



CD peripheral for the Turbo Grafx-16. There was much talk at the time that CD was the format of the future with its near endless storage possibilities, but with the Sega CD's single-speed drive and its high initial price-point, the system simply did not supply the right experience for the consumer at the time.

What does this system have that others don't?

By today's standards, Sega CD offers nothing that can't be found elsewhere, but at the time it was the only system that offered Full-Motion Video, CD-quality sound, and an impressive amount of storage space which, for example, could have been used to make enormous RPGs. It also added both scaling and rotation, which the Genesis hardware could not do.

What are the system's weaknesses?

The most notable weakness of the Sega CD is that the system was under utilized. The massive storage space was never really taken advantage of, nor were the CD sound capabilities. There was also such a heavy emphasis placed on the video capabilities, which



RECOMMENDATION

Sega CD and the CDX are, quite simply, hardware units of a bygone era. There is no evidence that there will be any support for the Sega CD format. There has been so little to get excited about over the past two years that it would be senseless to invest in a Sega CD now. Aside from the fact that the console never really proved itself a worthwhile purchase with one disappointing title after another, there have also been strong rumors about the official end of software support come this Christmas. If you already have a Sega CD, look for cut-rate software coming to an outlet near you. GP

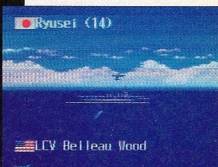
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- Execute precise military maneuvers with over 100 unique officers
 - Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks
 - Intercept & decipher enemy messages using technologically advanced weaponry
- Command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

SUPER NES SCREEN SHOWN



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GAMEBOY

ANALYSIS

MSRP: \$54.95

Pack-ins: None

Release Date: November, '89

Est. Installed Base: 18 Million

Est Number of Games: 420

TECH SPECS

- CPU: Z80 @ 1 Mhz
- 16-color grayscale
- Two-inch LCD screen
- Format: cartridge

When it hit the market

in 1989, the Game Boy was the world's only hand-held video game system. Bundled with *Tetris*, the quintessential and perfect Game Boy game, it flew off the shelves, and remains a steady seller to this day. Granted,

a two-inch, unlit, black and white LCD screen isn't exactly the premier showcase for groundbreaking games, but portable gaming was a hit. Suddenly you saw folks playing games in airports, dentist's offices, and of course, the back of classrooms.

What does this system offer that others don't?

Of much. Game Boy seems to get mostly on its low cost (it can be had for as little as \$40 in some stores), and the quantity (although not exactly quality) of its software library.

What are the system's weaknesses?

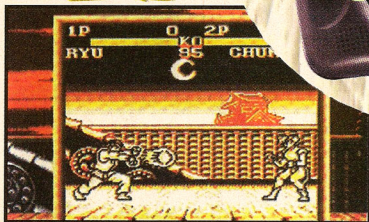
The screen is tiny, black and white, and unlit. Also, while there are lots of titles available, only a handful are worth playing on the system.

How long will it be supported?

The outlook doesn't look good long term. The flow of titles has fallen off to a trickle in recent years, and now only Nintendo and THQ release new games with any regularity, although most of these are excellent.

How strong is the software library?

Road but not deep. There are a lot of different kinds of games available, from action to RPGs, but besides being portable, few are noteworthy on their own.



Street Fighter II—Yup. Somehow they've squeezed those trusty old World Warriors down

to the small screen. It features eight characters, and if you just can't go anywhere without a copy of *SFII*, you can jump for joy.



Donkey Kong Land—Not a cut-down version of *DKC*, but a whole new game. This actually features rendered graphics, although at 16-color grayscale, it's tough to tell. It's a great game, though.

GP RECOMMENDATION

With the exception of *Tetris* and perhaps a few others, playing anything on Game Boy is like eating spaghetti without the sauce—it comes close to what you want, and it does the job, but it's not really what you're after. The portability and low cost of the system make it attractive, but squinting at the screen is enough to put off all but the most dedicated fans. Of course, if *Tetris* is your thing, you can't go wrong. **GP**

GAMEGEAR

ANALYSIS

MSRP: \$99

Pack-ins: *Super Columns*,*Lion King*, or *Sports Trivia*

Release Date: April, 1991

Install Base: 4 million+

Number Of Games: 200+

TECH SPECS

- CPU: Z80A @ 3.5 Mhz
- Memory: 64 Kb
- Maximum Colors: 32
- Format: cartridge

What does this system have that the others don't?

The only color handheld (well, kind of) until Sega released Nomad. And it's the only handheld system that has Sonic games on it.

What are the system's weaknesses?

Well, it's slow, it's small, and it lacks any real good games. It's pricier than the Game Boy and it doesn't have *Tetris*. Very few games are coming out for it now and, with the Nomad coming, support could get even worse. There is virtually no third-party support other than THQ.

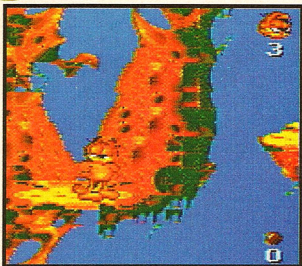
How long will it be supported?

With the sizeable install base, Sega will most likely keep a slow, steady amount of games coming. Unfortunately, the third-party support is so limited that there's likely to be only six or seven games a year.

Jungle Strike—THQ's conversion of EA's *Jungle Strike* makes one of the better Game Gear games of the year.

How strong is the software library?

Games like *Sonic*, *Ristar*, and *Garfield* are solid side-scrollers that are easily better than most Game Boy side-scrollers. However, there isn't one game that gives the Game Gear the kind of value that *Tetris* gives Game Boy. If Sega could get just one killer-app for the Game Gear it would be just as valuable as the GB, but the lack of support from Sega and third-parties isn't going to let that happen at all.



Garfield—*Garfield* is one of the newer Game Gear games. It's another pleasant side-scroller without any real depth.

GP RECOMMENDS

As a system, the Game Gear is far superior to the Game Boy technologically. However, the lack of good software makes Game Gear a second or third choice (behind Nomad and Game Boy) in the hand-held market. **GP**



Now with 50% more beef, pork, and puppies.

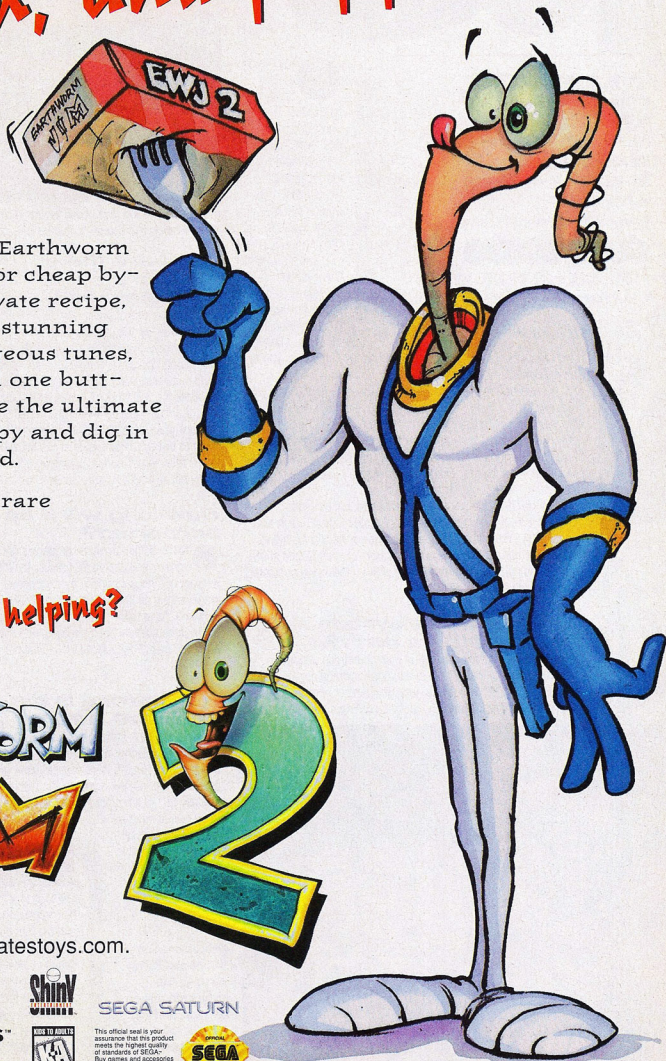
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SEGA SATURN



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VIRTUAL BOY

ANALYSIS

MSRP: \$179

Pack-ins: *Mario's Dream Tennis*

Release Date: August '95

Est. Installed Base: 100,000 (in-store, in-home N/A)

Estimated Number of Games: 10

TECH SPECS

- CPU: 10MHz 32-bit NEC V810
- 16-bit sound • Format: cartridge

Previewed amid much fanfare at the Shoshinkai show in late 1994, Nintendo has attempted to introduce the world's first mass-market virtual reality system. Utilizing a single LED and a series of linear arrays developed by the American-based company, Reflection Technology, it delivers

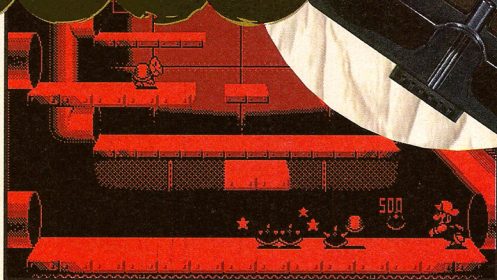
a red monochrome 3-D display to immerse the player in a virtual gaming world.

However, the system's Japanese launch in June of this year went over with a hush. A less-than-stellar number of units were sold, and rumors persist that as many as half of the VBs bought in Japan were brought back to stores within two weeks of purchase. This is almost certainly an exaggeration, but the true facts can't be far behind — in the four months following the launch, the price of the system had dropped by almost half.

In the US, sales weren't quite that bad, but Nintendo's claims of 100,000 units sold during the system's first month are based solely on the number shipped to stores. As of this writing, there's little hard data on the actual number of units placed in US homes, and neither Nintendo nor any of the retailers we contacted would provide sales figures.

What does this system have that the others don't?

QOutside of PC headsets costing many hundreds of dollars, Virtual Boy is the only system to offer anything approaching a VR experience. The unique dual-joypad controller certainly shows the promise of some interesting and very different gaming.



Mario Clash—The first game to star Mario all by himself in four years. Although the 3-D experience is rudimentary, the simple, addictive gameplay puts this one at the top.

What are the system's weaknesses?

While the idea of mass-market VR is promising, the gaming public at large seems largely unaware of the potential, and the first crop of games for the system has done little to showcase what the VB may be capable of. While the 3-D worked, it was largely used as a gimmicky special effect, and added little to gameplay. Also, while Nintendo claims eleven VB titles out by Christmas, after the initial half-dozen released at launch, no further titles have materialized in videogame stores.

How long will it be supported?

Unclear. Although eight companies had signed on to design VB games, the total number of titles announced by third parties would barely double the amount of available software. As of this writing, not a single third party game actually been released, and even Nintendo hasn't announced any additional new titles.

How strong is the software library?

Well, not very. Although *Mario Clash*, *Mario's Tennis*, and *Teleroboxer* were all pretty good, certainly none of them were great, and none offered much you couldn't have seen on other systems. The use of 3-D amounted to little more than a special effect for what was at heart a 2-D experience. The system may be capable of more, but so far the software hasn't shown it.

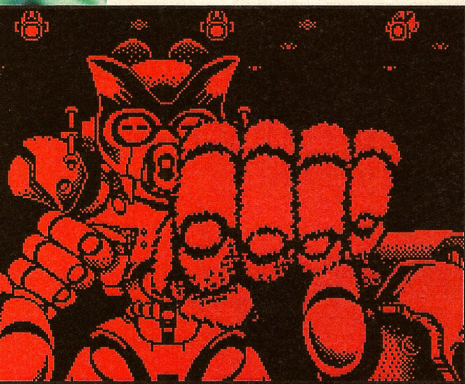
Teleroboxer—Sort of a first person *Punch Out* in 3-D. The graphics are amazingly crisp, and the boxing action includes everything from blocks and ducks to jobs and uppercuts.

Mario's Dream Tennis—Little more than a 3-D update of Nintendo's old 8-bit title, it still duplicates that game's excellent sense of movement and gameplay. Very nice.



RECOMMENDATION

The idea of a low-cost VR system is certainly attractive, and we'd love to give it a hearty thumbs-up, but the lack of quality games and the fact that few more seem to be coming means that not only is the system failing to live up to its potential, but there's a chance it never will. Nintendo has pulled off miracles before — we all laughed at the idea of a black and white hand held system with a two-inch screen, but today there are nearly twenty million Game Boys out there. However, the simple fact that there's literally no way we can show you, in the pages of this magazine, what the games really look like, points out the difficulties in marketing a 3-D product. Play this one kind of cagey — wait and see how it develops before sinking any cash into it. **GP**



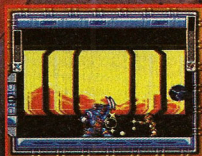
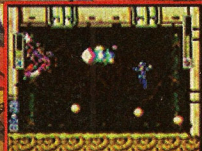
THIS ONE IS TOTALLY INFECTIOUS!



The utopia of Doppler Town has been invaded by a killer virus. This virus, however, only infects robots and turns them into renegade Mavericks. Now Mega Man X and the Maverick Hunter Units must find the source of this outbreak before they too succumb to the deadly robotic disease.

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PLAYSTATION



ANALYSIS

MSRP: \$299 / \$349

Pack-in: *Ridge Racer* (\$349)

Release date: September '95

Est. installed base: 200,000

Est. number of games: 50

TECHNICAL

SPECS:

- CPU: R3000A 32bit RISC CPU @ 33MHz

- 3-D Geometry Engine (High-Speed matrix calculator)
- Clearing capacity: 66 MIPS 1.5 million flat-shaded polygons per second; 500,000 texture-mapped and light-sourced polygons per second

- Data Engine: Clearing capacity: 80 MIPS

- Sound: ADPCM, 24 channels

- Graphics: 16.7 million colors

- Resolution: 256x224 -

640x480

- 4,000 8x8 pixel sprites with individual scaling and rotation.

- Main RAM: 16 Mbits

- VRAM: 8 Mbits

- Sound RAM: 4 Mbits

- CD-ROM buffer: 256K

- Operating System ROM:

4 Mbits RAM cards for

data saving

- Format: CD



Easily the most impressive console racer of all time, *Wipeout* sets a new standard in overall quality.

'Our goal is to bring the arcade experience into the home. The PlayStation gives consumers the value and quality of Sony technology in a gaming console that provides 3D-graphics with CD-quality sound. The PlayStation delivers the most realistic, immersive entertainment in gaming. PlayStation has lived up to the pre-launch excitement, making good on the promise to bring a wide variety of exclusive, exciting games like *Battle Arena Toshinden*, Namco's *Ridge Racer*, ESPN *Extreme Games* and *MK3*.'

— Sony Public Relations Manager

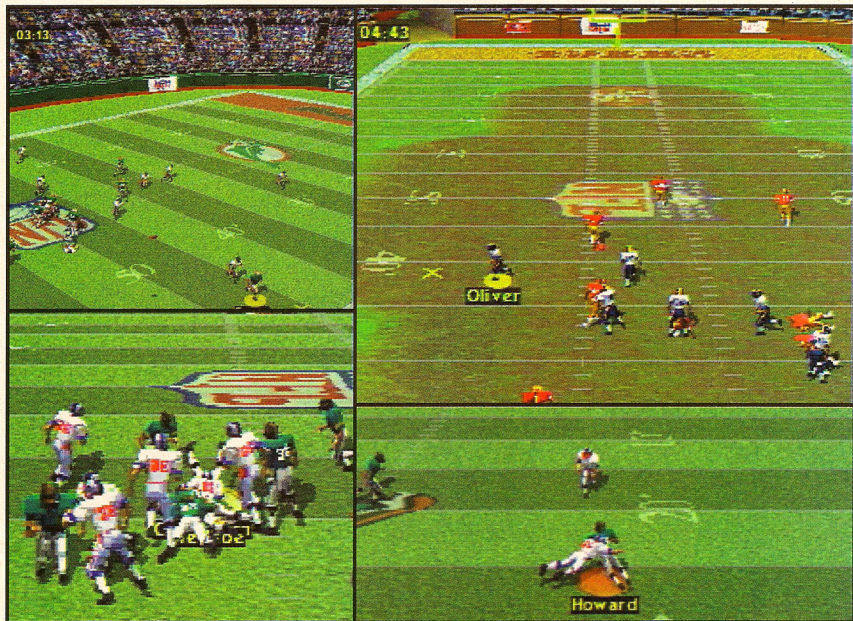
What does the system have that others don't?

The PlayStation has what has been described as a very simple architecture which makes programming for the system a painless procedure. Sony is also enjoying an early jump on third-party support with a six-month, 32-bit exclusive for *MK3* as well as significantly earlier releases of titles like *Madden '96* and *Road Rash* from EA, *Tekken* and *Ridge Racer* from Namco and *Loaded* from Interplay. Finally, Sony has years of experiences with consumer electronics and plenty of cash to support the PlayStation.

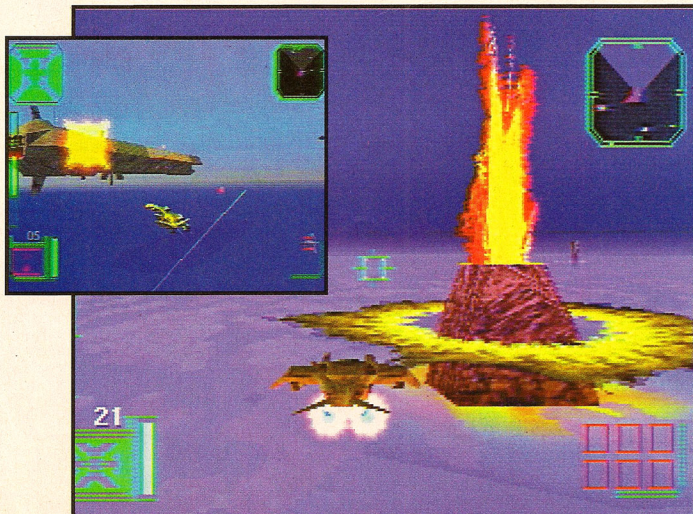
With one of the most highly-anticipated videogame hardware launches of all time, consumer electronics giant, Sony, redefined the 32-bit market with the heavy-hitting PlayStation. Perceived by many to be the best system on the market, the PlayStation has already proved its worth with games like *Battle Arena Toshinden*, *Wipeout* and *Twisted Metal*. With just about every third-party developer working on upcoming releases for the machine, there is sure to be a steady flow of impressive software to come. There are concerns within the industry about the fact that Sony has no experience in the video game market, but if there's one thing Sony does have, it's *money* and baby, that can buy you all the experience you need.

In one of the most innovative games of all time, *Jumping Flash!* creates a whole a new gaming genre, with its unusual perspectives, quadruple jumps, and enemy ducks, bugs and frogs.





Yep, it does play as good as it looks, and it's from Sony Interactive. *NFL Gameday* is set to give *Madden* a run for the money.



Warhawk is one of the most innovative flight games to show up on any platform.

What are the system's weaknesses?

The PlayStation's simple architecture could signify a limited amount of growth potential for game design. Another potential shortcoming for the PlayStation is the lack of a strong arcade division making exclusive games for the PlayStation, though Namco has promised a certain number of exclusives for Sony. While in-house development has certainly made an impression with games like *WipEout*, *Warhawk* and *Jumping Flash!*, there is still the question as to whether they will be able to maintain that level of performance for the second and third round of titles. Finally, Sony doesn't have the videogame legacy of Sega and Nintendo and thus has a long way to go before it earns the trust of many die-hard gamers.

How Strong is the Software library?

The initial batch of PlayStation games is, for the most part, extremely impressive with games like *Destruction Derby*, *WipEout* and *NFL Game Day*. There are, of course, a few clunkers in the group, but definitely more good than bad. The real question is: how many great titles will be in the second wave? Only time will tell.

How long will it be supported?

With the amount of support Sony has already given to the PlayStation, there is every indication that the system is going to be around for quite some time to come. Keep an eye out for a Sony tips and codes helpline sometime in the near future.



Battle Arena Toshinden is simply a great 3-D fighting game. With its smooth animation, beautiful backgrounds and killer sound effects, this is one 'tough-to-beat' game (please excuse the pun).



Also from Sony Interactive, *Twisted Metal* is an amazing action game with tons of depth.

GP RECOMMENDS

The PlayStation is an awesome gaming machine and, if Sony continues to handle its new baby with care, there's no reason why it won't be a huge success and a welcome addition to the world of quality videogame products. The most important thing to remember when buying a new system, though, is which one has the games you want to play. The PlayStation has quite a few of them and they all look great. While it's impossible to say for sure if Sony will come out on top in the race for video game domination, we have already seen enough to make the future of the PlayStation an exciting one. **GP**

RAYMAN



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SATURN

'Sega Saturn delivers a true arcade experience with exclusive titles not found on any other platform, including *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally Championship*.'

— Sega Communications Specialist

ANALYSIS

MSRP: \$299 or \$349 with pack-in

Pack-in: *Virtua Fighter Remix*

Release Date: May '95

Estimated installed base: 120,000

(in-store, in-homes: N/A)

Estimated number of games: 25-30

TECH SPECS

- CPU: Two Hitachi SH2 32bit RISC chips running at 27MHz/50 MIPS
- Co-processing: Hitachi SH1, 24bit DSP, Motorola 68000, video processor
- Memory: 36 Mbits
- Color: A true 16.7 million color palette
- Graphics: 900,000 polygons/sec;
- Gouraud shading
- texture mapping
- Custom sprites and scrolling engine
- scaling and rotation
- Sound: 16bit 68EC000 • PCM 32 channels • FM eight channels
- Format: CD (300k/sec)

Shinobi Legends brings great ninja action to the Saturn. While it doesn't exactly push any technical envelopes, it offers great-looking and great-playing action.

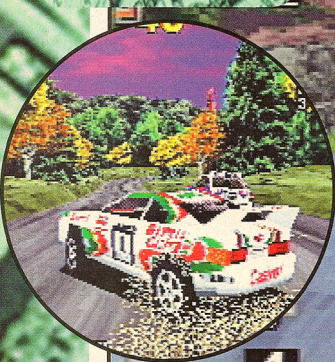


Following the surprise US release of the Saturn in May of 1995, many were disappointed by the mediocre technical performance of key games like *Virtua Fighter* and *Daytona USA*. In the following months, a slow stream of slightly more impressive titles started to emerge on the Saturn, including *Bug!*, *Cyber Speedway* and *World Series Baseball*. These games display what Sega referred to as the learning curve of programming a complex hardware unit. By the time the convincing *Virtua Fighter Remix* hit the system, people were once again beginning to believe in the power of the machine. Now, with an ultra-impressive holiday line-up just around the corner, including amazing arcade

translations of *Sega Rally*, *Virtua Cop* and the phenomenal *Virtua Fighter 2*, the Saturn is quickly becoming, in the minds of many, a must-have gaming machine.

What does the system have that others don't?

The biggest advantage to owning a Saturn is its exclusive rights to the Arcade Hits of Sega's Arcade division. This means that titles like *Virtua Fighter 2* & 3, *Sega Rally*, *Virtua Cop 1* & 2, *Indy 500*, *Fighting Vipers* and *Virtua Striker* will all be available on the Saturn and nowhere else. Sega has also enjoyed a long and prosperous relationship with



Sega Rally Championship shows that the Saturn is capable of handling an arcade-quality racer. And you can only play it on a Saturn.



almost every third-party developer in the industry which means, other than games exclusively developed by Sony, 3DO or Nintendo, you will be able to play almost all of your favorite games on a Saturn. Saturn's final major advantage is its multi-processor architecture which, although a hindrance to inexperienced programmers, creates the potential for experienced developers to exploit the system in ways that other more streamlined machines will not allow.

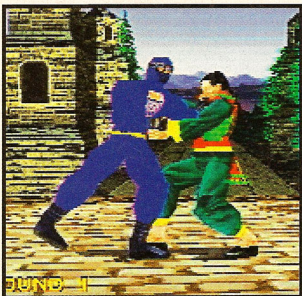
What are the system's weaknesses?

The Saturn's biggest weakness is in its complex architecture, which also creates trouble for third-party designers not yet familiar with its nuances. Another initial problem is that delays in getting development kits to third-party developers will mean a lag in multi-platform titles. In other words, you'll be able to buy *Madden '96* on a PlayStation before you can on a Saturn.

How long will it be supported?

Sega's reputation for putting out one hardware unit after another should certainly not be ignored, but every indication from Sega today is that the Saturn is the machine of its future and therefore should be expected to be around for a long while.

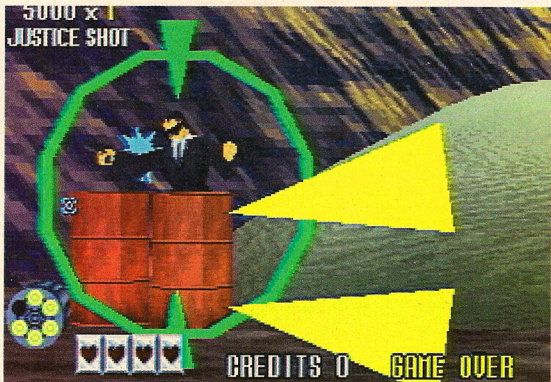
Virtua Fighter 2 is quite simply the best fighting game ever made for a home system and you'll never be able to play it on a PlayStation, Ultra 64 or 3DO.



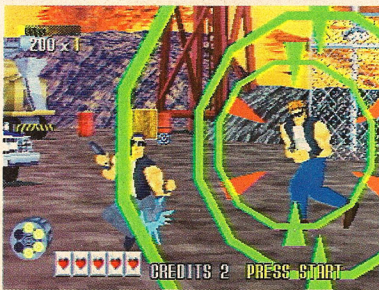
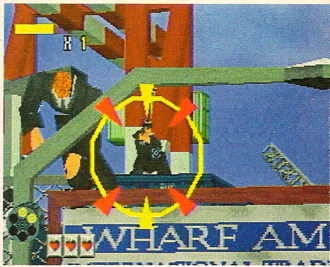
How strong is the software library?

The initial launch titles, including the original *Virtua Fighter* and *Daytona USA*, display a certain inconsistent quality in programming, but are still quite a bit of fun. Beyond the arcade titles, there are some pretty good Saturn-original games, such as *Bug!*, *Cyber Speedway* and *Shinobi Legends*, that are certainly worth checking out. However, the newest games available for the system — *VF 2*, *World Series Baseball*, *Sega Rally*, *Virtua Cop* and *Wing Arms* — represent a whole new class of incredible console games. With Sega's arcade division now working around the clock on Saturn titles, the Saturn game library is on a major upswing.

Wing Arms — This Saturn-original is a hot new WWII-style flight game with awesome graphics and super-fast action.



Virtua Cop, with its pack-in light gun, is a great example of how Sega plans to bring the arcade experience home on the Saturn. Gamers can expect to get their hands on just about every Sega arcade game that's available in the near future, thanks to the power of the Saturn.

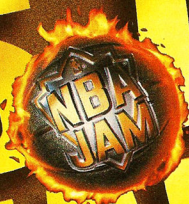


GP RECOMMENDATION

There is little doubt that the Saturn made a less-than-stellar showing with its initial releases, but with its latest batch of in-house games, Sega has shown that the Saturn has what it takes to be a great gaming machine. With Sega's incredible arcade division working on Saturn development, there is little doubt that in-house games will continue to improve. Another consideration, however, is that the third-party development for the Saturn is still not quite up to par, but Sega assures us that it's helping third-parties with more advanced development kits and special training. In the end, there are only a small few great systems out there to choose from, and the Sega Saturn is definitely one of the contenders. **GP**

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

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JAGUAR CD



Atari Corporation's mission is to deliver the best home video game experience with the world's most advanced, yet affordable, interactive entertainment systems and software. At a suggested retail price of \$149, Jaguar is truly the affordable, advanced Home Video Game System. The new Jaguar CD, in combination with the Jaguar 64-bit console, adds 790 Megabytes of raw data storage, to dramatically enhance Jaguar owner's gaming experience with full-screen, true color, full-motion video and Red Book audio.

— Ron Beltramo, Vice-President of Advertising and Merchandising

ANALYSIS

MSRP: \$149

pack-in: None

release date: December '93

estimated installed base: 150,000 — 200,000 machines

estimated number of games:

75 — 100

Jaguar CD

MSRP: \$149.99

pack-ins: Blue Lightning, Tempest

Soundtrack, MYST Demo, Vid-Grid

release date: October 1995

estimated installed base: 35,000

estimated number of games: 15-30

TECH SPECS

• CPU: Motorola MC68000

• Graphics: Two custom-built 64bit RISC processors; high speed Blitter GFX chip with hardware support for Z-buffering and Gouraud shading; custom graphics processor with 27 MIPS

• Memory: 16 Mbits RAM

• Colors: True Color palette of 16.7 million

• Sound: DSP with 16bit DAC

• Resolution: Up to 720 x 576

• Format: Cartridge with 8X JPEG compression.

Jaguar CD

• Double-Speed CD ROM Drive

• 790 Megabytes of storage

• Transfer Speed: 350K/Sec

• Average Access: 250ms

The Jaguar was released in limited markets for Christmas of 1993 and has enjoyed only a limited success since. Hitting the market at roughly the same time as the 3DO, it quickly became the second choice of gamers eager to jump up to the next level, though the lower price point made it an attractive buy for those not willing to pay \$700 for the first 3DOs. The original price-point of under \$300 combined with Atari's name recognition was just enough to secure a solid niche in the market, but has still yet to catch on with most. With the recent addition of the Jaguar CD peripheral, Atari's next-gen gaming machine has stepped up to a more versatile format, promising bigger, more in-depth games.

What does this system have that others don't?

The Jaguar offers graphics capabilities above and beyond what any of the 16-bit machines can produce and at a very affordable price.

What are the system's weaknesses?

The Jaguar suffers from several problems, most importantly the lack of good software. This is in large part due to the absence of third-party support. There are also problems with the bulky controller and limited storage space of a cartridge-based game system.

How long will it be supported?

There is every indication that, in spite of a shaky start, Atari will continue to support the Jaguar for some time to come. There are also

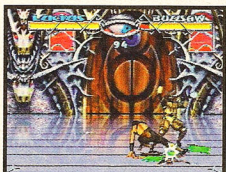


Ray Man—Easily the best looking and best playing Jaguar game available.

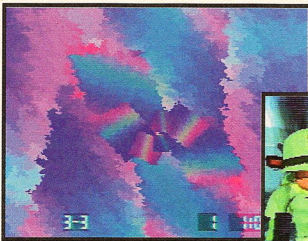
some indicators that point to the possibility of increased numbers of third party developers. With the addition of the CD drive, there are sure to be plenty of new games to come.

How strong is the software library?

The software library for the Jaguar is not without some bright spots, but on the whole, there's not much to get excited about.



Ultra Vortek is one of the best games for the system. Sure, it's a blatant MK clone, but it's still a fun game.



The built-in (Jaguar CD) Virtual Light Machine gives you audio CDs a whole new life.



Cannon Fodder—War has never been so much fun! The game really rocks on the Jaguar!

RECOMMENDATION

The Jaguar, which sells for a reasonable \$149, boasts a 64bit graphics processor and suggests that you would have to be crazy to pay more for a 32bit system. The only problem with that logic is that the Jaguar simply can't compare with any of the three 32-bit systems on the market, namely 3DO, Saturn and PlayStation. Technically speaking, the problem is not in the 64bit graphics processor, but rather in the 16bit CPU which powers the system. If you simply can't see paying more than \$149 for a game system, then you could do worse than the Jaguar, but for only a little more money, you could do considerably better with a Saturn, PlayStation, 3DO or Ultra 64, even with the additional storage space of the Jaguar CD. **GP**

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ANALYSIS

MSRP: 3DO — \$299, M2 — ?

Pack-ins: Panasonic model — *Gex Gold Star* — *FIFA Soccer* or *Shockwave*

Release Date: 3DO — March '93

M2 — N/A

Est. Installed Base: 700,000 units worldwide

Est. number of Games: 200+

TECH SPECS

3DO

- CPU: Arm 60 32-bit 12.5 Mhz RISC
 - CO-Processors: Two 32-bit animation engines
 - Memory: 3Mbytes
 - Palette: 16.7 Million colors
 - Sound: 16-bit DSP (CD quality)
- #### M2
- CPU: PowerPC 602 64-bit 66Mhz
 - RISC, 132 MFLOPS
 - Co-Processor: 10 custom coprocessors
 - Memory: 8Mbytes, 64-bit bus
 - Palette: 16.7 Million colors
 - Format: CD
 - Graphics Engine: 1 million polygons/second
 - Hardware texture decomposition
 - Bi-linear, tri-linear and point-sampled filtering
 - Mip mapping
 - Gouraud shading
 - 3-D perspective correction
 - Hardware Z buffering
 - Alpha Channel Texturing

The history of 3DO is filled with promise, disappointment, and hope. Launched in late 1993, the most advanced gaming system available at the time met with overwhelming indifference thanks to a \$700 price tag and a series of software that included putrid non-games like Shelly Duval's *It's a Bird's Life*.

Since then, things have gotten better. Now priced at \$299 with a growing body of solid titles, 3DO's sales were rising steadily until the competing systems were released this fall.

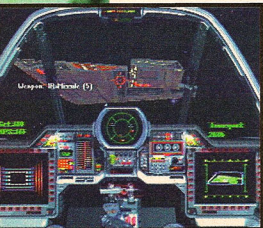
To stay in the game, 3DO designed a new 64-bit system, the M2, boasting a CPU and graphics processor which easily beats the power of any 32-bit console, and, if specs are to be believed, even outperforms Nintendo's U64. However, while the hardware is final, 3DO has yet to announce a partner to manufacture M2 consoles.

What does this system have that the others don't?

The M2 is the most powerful gaming platform in the works, with more raw horsepower and features than even Nintendo's U64. If you own a 3DO player, the route to the high-powered M2 could possibly cost less than any other next-gen machine, and offers the possibility of upgrading farther in the future.

Also, 3DO is the only system that places no restrictions on content, making it the platform to watch for edgy, envelope-pushing, eyebrow-raising games. So far, though, (with the exception of a handful of non-game XXX FMV discs from Vivid and the uncensored Nazi

Wing Commander III — This game comes within a hair of tying *BladeForce* as the best 3DO game ever. This is a first-rate space combat sim, enhanced by some of the most impressive FMV sequences ever made, but it's not 3DO exclusive.



symbols in *Wolfenstein 3-D*) there's very little content in mainstream 3DO games you couldn't find elsewhere.

What are the system's weaknesses?

The 3DO's single biggest problem is its lack of major software support. When 3DO flourished in its first year, a lot of developers became convinced that the system had no future. The public won't buy the system without seeing a few must-have titles, and developers won't produce 'A' titles unless enough folks have bought the system to justify the investment.

The other major weakness is the system itself, which is underpowered compared to current 32-bit platforms. M2, however, should fly with the best of them, and probably outperform anything, but its price and availability are unknown.

How long will it be supported?

This is 3DO's BIG question since few major companies have ever supported the platform. Still, in addition to 3DO-original titles, a number of interesting PC games continue to be ported over because the system is cheap to develop for.

The sheer power of M2 is making developers take notice. However, if 3DO can't do something about consumer awareness, this potential could be squandered, and drive off developers again.

How strong is the software library?

While the 3DO's initial software was a disappointment, things have improved. The 3DO now boasts a number of games that are among the best available for any system. While we haven't actually played the M2 yet, demo versions of *Ironblood*, *Clayfighter 3*, and *D2* looked very, very impressive.

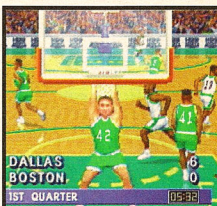
BladeForce — Possibly the best 3DO game ever, *BladeForce* is a hell-pak sim that MOVES. A pure demonstration of what the 3DO is capable of, it just happens to kick serious ass at the same time.



Return Fire — Get ready to blow stuff up and bring a friend. A combination of strategy and explosive action, this is capture the flag game tanks.



Slam 'N' Jam — Basketball that's faster, louder, and more in your face than any other. Control is super smooth, the play is flashy as it gets, and the game announcer is even punchier than the one in NBA Jam.



GP RECOMMENDATION

3DO dug a number of deep holes during their miserable first year in 1994, but it showed a surprising surge when the base price of the unit was dropped to \$299 earlier this year (outselling the \$399 Saturn in some places). As 1995 drew to a close, a half-dozen truly impressive titles were released.

This doesn't mean that many developers have changed their minds, and a lot of major companies have yet to take the platform seriously. However, while this means a lot of popular arcade-style games aren't available, 3DO has made an effort to aim itself at the older, more sophisticated gamer. The 3DO game library is full of titles which are often more unique and thoughtful than the glut of side-scrollers and polygon brawlers found elsewhere.

But the future of 3DO resides with M2. 3DO seems to have learned from its past mistakes, making sure there are at least 15 solid games available at launch. With an attractive system price tag and a couple of must-have games, M2 could put 3DO back into contention, but until more is known about M2's price and availability, that's a very big 'if'. With three major contenders, Nintendo, Sony, and Sega, the competition is already fierce and the market close to reaching saturation. A four-way race is difficult to conceive. GP

U L T R A 6 4

ANALYSIS

MSRP: \$250 (includes one pack-in)

Pack-Ins: Unknown

Release Date: April '96

Estimated Installed Base: N/A

Est. Number of Games: 10+ at launch

TECH SPECS

- CPU: 64-bit 100 Mhz custom R4300
- RISC, 100 MFLOPS
- Co-Processors: 64-bit Silicon Graphics 'Reality Engine'
- Memory: 3Mbytes
- Maximum Colors: 16.7 Million
- 16-bit sound (CD quality)
- 600,000 Polygons/sec
- Tri-linear mip map interpolation
- Gouraud shading
- Phong shading
- Load Management
- Scrolling
- Rotation
- Skewing
- Anti-aliasing
- Four controller ports
- Format: cartridge

Back in late 1993,

Nintendo announced a joint venture with American super-computer company Silicon Graphics to produce the most powerful home game system ever made, at the time dubbed Project Reality. It's interesting to point out that Silicon Graphics had originally approached Sega with the idea, but Sega was nearing completion of its own Saturn at the time, and turned them down — how would history have been different if they hadn't? It kinda boggles the mind.

Since then, the traditionally tight-lipped Nintendo has kept the project under wraps, and over

the last two years, details of the Ultra 64 have emerged slowly. If the specs are to be believed, the machine itself is an incredible piece of work. Silicon Graphics is known for making the best graphics engines around, and the U64 is no exception. The overwhelming horsepower and features of the system make it a polygon-generating monster to be reckoned with — Mip-mapping and Load Management should eliminate the draw-in commonly experienced with 32-bit games, and with Nintendo's Shigeru Miyamoto (Mario's Daddy) overseeing nearly every launch title, there's no reason it shouldn't kick.

What does this system have that the others don't?

The Ultra 64 is the single most powerful gaming system available (with the possible exception of 3D0's M2), and at \$250, also one of the least expensive among the new machines. As if that weren't enough, Nintendo is a marketing juggernaut — you can bet there's going to be a marketing blitz the likes of which this planet has rarely seen. Everybody is going to want one.

Not to mention that Nintendo makes some of the best games around. You can bet that most of the titles available at launch are going to be amazing, and things will most likely get better from there. Also, with four controller ports built-in, multi-player games will become more common — always a good thing.

What are the system's weaknesses?

The weaknesses are few, but significant. Nintendo has required licensing arrangements that would make any game released for the system exclusive to U64. It

can be argued that this is a good thing, but it does mean that some hot titles may simply never come to U64. Also, Nintendo's traditionally tight control over licensees has angered more than one company, and between that and the high cost of manufacturing carts for U64, there are a number of major developers who apparently have no interest in developing for the system at all.

Which brings us to the other problem: the system is cartridge-based, a decision based as much on keeping money coming in from cartridge manufacturing fees as with the speedy access of silicon. While Nintendo swears that the first run of U64 carts won't cost any more than current carts, that still means you'll be paying upwards of \$70 for games, with no chance the price will ever come down. Nintendo does have plans for a disc-based 'bulky drive' add-on, but by all accounts, it's a magneto-optical medium, not a CD, which makes them nearly as proprietary (i.e. about as expensive to manufacture) as carts, and the drive itself will likely cost you an extra \$150.

How long will it be supported?

Telling, since it's not even out yet. However, since it's almost beyond imagining that the system would wind up being a dud, you can expect strong support for the life of the machine which, considering how advanced it is, will probably be a long time indeed.

How strong is the software library?

Again, since the Ultra 64 isn't out yet, there's no way to say for sure. However, given the companies that make up Nintendo's 'Dream Team', including Spectrum Holobyte, Williams, LucasArts, and of course, Nintendo themselves, it's a safe bet that practically every game (at least at launch) is gonna really kick-butt. The first U64 titles, *Killer Instinct* and *Cruis'n* (I made so little use of U64 features (because the hardware didn't actually exist yet), that they're being significantly UPGRADED for home release, not cut down and adapted like we've come to expect from other home conversions of arcade classics. All we can say is we can't wait



Final Fantasy — Said to be available in Japan when U64 launches, there's no word at all on when, or if this will come here.

GP RECOMMENDS

As with all things Ultra 64, without having a system in our hands, it's a difficult call. However, given Nintendo's track record and the information that is available, there are a few points that can be made:

First, there's no doubt the hardware is going to be amazing. Nintendo's claims may or may not be exaggerated, but even if U64 were only half as powerful as they say, it would still at least equal any other system you could buy. It's the least expensive at current prices (although there's every chance that Sony, and perhaps Sega, will drop their prices when the U64 is released in April), and the few games we've seen anything on look incredible. Nintendo has a long and impressive track record for great products, and there's no doubt U64 will be any different.

On the other hand, you can expect to pay more for games, and you'll probably also have to shell out another \$150 for the bulky drive add-on within a year. Also, the fact that, for various reasons, many developers simply won't have anything to do with the system can't be discounted. Nintendo's stubbornness even occasionally extends to the public at large — removing the blood and fatalities from the original Super NES version of *Mortal Kombat* sold more Genesis units than Sonic, and there's no telling when the next wild hair will emerge.

It's almost certain the Ultra 64 will be a gamer's dream machine, and everyone here at *Game Players* can't wait to get hold of one. As of this writing, the system's debut at the Shoshinkai show in Tokyo is just around the corner. We'll keep you informed. **GP**

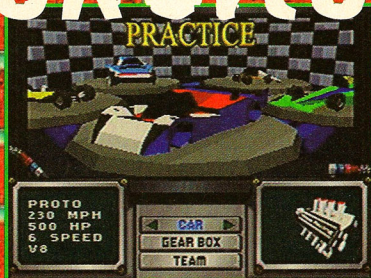
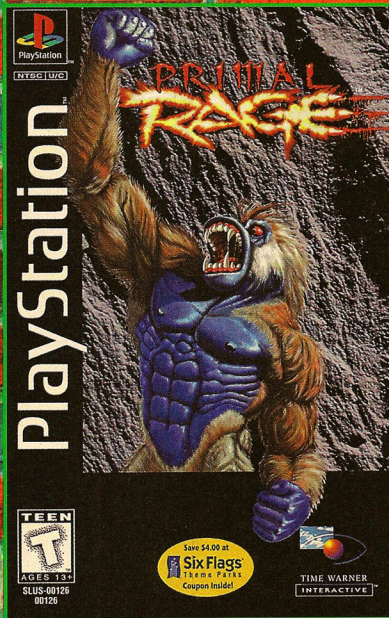


Killer Instinct 2 — Since the final U64 specs are more powerful than they expected, Nintendo is completely reworking it for its U64 release — maybe it's even a real 3-D game this time...

wall to wall excite

"Sauron, Vertigo, and the rest are here with all their arcade moves, combos, and finishing sequences intact. New cinematic intros, victory animations, a training pen, and a tug-a-war mode help make Primal a major rager... Primal Conquers with an impressive list of options and a widely adjustable challenge, this strong conversion of the arcade dino basher will engross fighting fans... Rage!"

—GamePro, September, 1995



"Virtua Racing is everything the arcade was and more. For fun, this even beats Daytona on the 32-bit circuit!"

—GamePro, October, 1995



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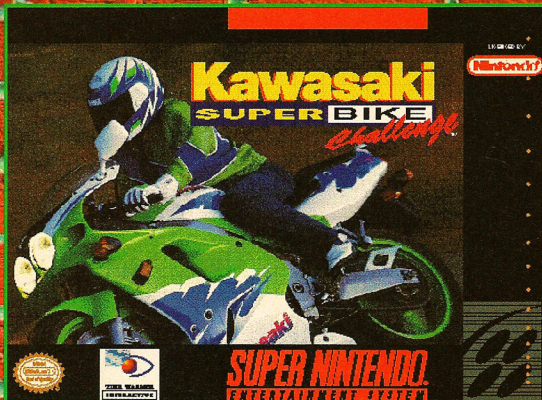
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—Marshall M. Rosenthal, October, 1995



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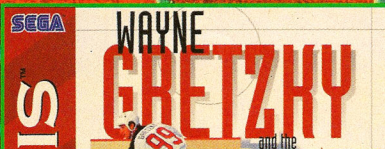


"One of the best pinball sims ever. The ball movement is so cool, you'll think you're actually there."

—Ultimate Gamer, November, 1995

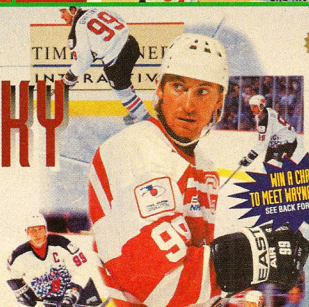
"Take to the ice with the 'Great One'—you won't be disappointed... Time Warner did an excellent job making Gretzky and the NHLPA All-Stars look good and play well. Point Blank, the game is a solid hockey title."

—CyberSports, Fall, 1995



WAYNE GRETZKY

and the NHLPA ALL-STARS



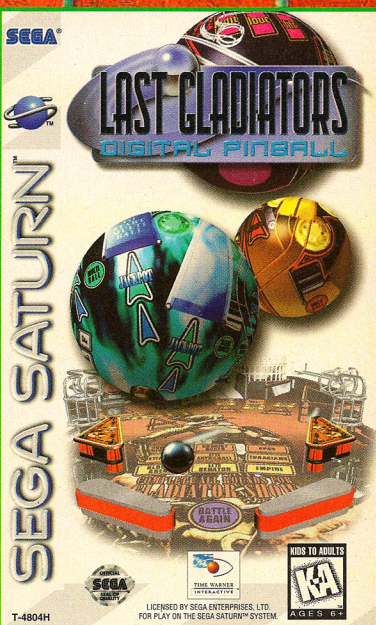
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4th Prize

(Actually more of a penalty than a prize). Fifty "lucky" people will receive an autographed picture of BILL and CHRIS.

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Eligibility: You must be at least 7 years of age to enter (the approximate age at which contestants stop screaming out loud if they don't win). This contest is open to all U.S. residents, except employees and immediate family members of Nintendo and Imagine Publishing, Inc., their affiliates, subsidiaries, sales representatives, distributors, advertising agencies, promotional agencies, printers, and little green men. Selection: Winners will be selected by 3/31/96 and notified by mail or phone.

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SPECIAL YEAR-END REVIEW

WipeOUT

SONY INTERACTIVE
FOR PLAYSTATION
Review, #811



From sizzling start to frantic finish, *WipeOut* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

•BLADEFORCE

STUDIO 3DO FOR 3DO
Review, #812



Strap on your hell-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

CHRONO TRIGGER

SQUARE SOFT FOR
SUPER NES
Review, #89



Travel backwards and forwards in time, creating and correcting paradoxes in the space-time continuum! This is more fun than a *Star Trek* movie, for sure!

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. **GP**

• denotes games reviewed last month

THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, #88

Holy repetition, Batman! The Caped Crusader and the Boy Wonder are back on the attack in Gotham City. And while the Dynamic Duo is looking really good in this outing, the rest of the game is just kinda so-so. After all, how many evil twin villains can there be?

OVERALL 66%

AERO THE ACROBAT II

Sunsoft for Genesis; review, #83

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

OVERALL 70%

AIR CARS

Midnite Entertainment for Jaguar; review, #87

Wow! This is really cool! You get to drive around in a real blocky, polygon landscape, where the trees look like upside-down ice cream cones, and shoot at enemy shoeboxes, while sliding around in a hard-to-control hovercraft thing! Get a life, OK?

OVERALL 48%

WHAT YOU THINK

Did you guys actually play Red Alarm? 35% was way off. Yeah, sure, the wire frame is a bit off, but I think about an 80% would have been better.

— Robert Burnham, Montgomery, WV

AIR COMBAT

Namco for PlayStation; review, #810

This game isn't a TRUE flight sim. In today's modern dogfights, one missile can take out a plane, not the three required here. But otherwise, this game is a definite must-have for all PlayStation owners! Let's rock and roll!

OVERALL 84%

AIR CAVALRY

GameTek for Super NES; review, #87

This game is just like real helicopter warfare — if real helicopter warfare involved flying over the same terrain on the same mission over and over again. There is a two-player option, though, so both you and a friend can be bored.

OVERALL 52%

ANDROID ASSAULT

Sega/Big Fun Games for Sega CD; review, #81

This is a shooter and we all know that means lots of shooting and tons of fast action, right? Well, the fast action is kinda missing from this one, which does make it an excellent choice for very young gamers or folks new to the shooter genre.

OVERALL 71%

ANIMANIACS

Konami for Game Boy; review, #88

Those wacky Animaniacs are back and boy, are they DULL! They're not only dull, but they're sluggish as well! While this is a really fun game on the bigger systems, on the tiny screen they just kinda suck. Save your eyesight for something better!

OVERALL 47%

WHAT YOU THINK

You guys gave DKC a 100% and Earthworm Jim a 93%. I think you guys should decrease ET's rating to 14% because ET is almost one of the worst games in the country. [Bill — We've never given a 100%]

— Graham Finch, Lake Forest, CA

ASTAL

Sega for Saturn; review, #86

This is probably the last game of its kind — a 2-D platform scroller for a next gen system. While the game looks great, the play controls and the lack of any real challenges keep this game from being a really great game. It's worth a look, however.

OVERALL 66%

ASTEROLDS & MISSILE COMMAND

Nintendo for Game Boy; review, #89

This videogame flashbacks are a definite blast! Put some heavy metal or some (barr) disco on the stereo and relive the early days of gaming! These games look and play just like the original games did way back then!

OVERALL 84%

BALLZ

Panasonic Software for 3DO; review, #811

This version of the bouncing brawler corrects all of the previous versions' problems. With a bigger selection of moves, a faster processor and an expanded color palette, this is the version to own. Still doesn't compare to Tekken or VF, though...

OVERALL 82%

BARKLEY SHUT UP AND JAM 2

Accolade for Genesis; sports, #86

A kind of a tuned-up version of the original, and unfortunately, that's not saying much. You'd probably be better off just getting that other street-ball sim and then swearing at whoever's playing with you. Y'know, talk some trash! This game sure is... uh, des!

OVERALL 59%

BASSIN'S BLACK BASS

Hot B for Super NES; review, #82

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

OVERALL 84%

BASS MASTER CLASSIC

Malibu for Super NES; review, #86

Great graphics, stimulating gameplay and just a bunch of overall fun make this a must-have for any game library. Grab a six-pack of your favorite brew (we recommend beer, but then we always recommend beer) and set out to bag the Big One!

OVERALL 82%

BATMAN FOREVER

Accolade for Super NES; review, #811

Here's another side-scrolling action game based on a big summer movie. While Batman and the Boy Wonder are digitized very nicely, the gameplay leaves a lot of fun to be desired. The music is good, but there isn't much else to this game. Holy Yawns, Batman!

OVERALL 59%

BEYOND OASIS

Sega for Genesis; review, #84

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

OVERALL 75%

WHAT YOU THINK

Either I'm going blind or you gave MKII for Game Gear a 45%. It deserves no less than a 75%. [Bill — I dropped a quarter in your tin cup. Your white cane needs a new paint job.]

— Taya Win, Great Barrington, NH

•BIG SKY TROOPER

JVC for Super NES; review, #812

While some adult gamers may find this a bit too childish for their taste, the gameplay, the sheer size of the game, and the big, complicated mazes make for hours of fun. It's kinda like *Star Control* performed by the Muppets!

OVERALL 76%

BIKER MICE FROM MARS

Konami for Super NES; review, #8

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 80%

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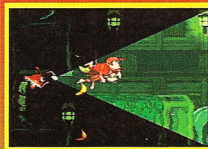
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DKC2: Diddy's CONQUEST

NINTENDO FOR SUPER NES
Review, 8#12



Diddy's back — and he's got a girlfriend! This game is even better than the original DKC! This title is more fun than a barrel of monkeys! Yow!!!

OVERALL 94%

WORLD SERIES BASEBALL

SEGA FOR SATURN
Sports, 8#12

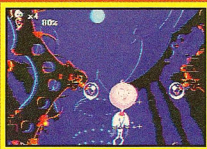


This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

OVERALL 97%

EARTHWORM JIM 2

PLAYMATES FOR GENESIS
Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

OVERALL 92%

TEKKEN

NAMCO FOR PLAYSTATION
Review, 8#10



This home version of the arcade classic is actually better than the original coin-op! If you like fighting games, you definitely need this one!

OVERALL 91%

BLACKFIRE

Sega of America for Saturn; review, 8#12

This is one of those games that have all the right elements for greatness, but somehow those elements never quite get melded together in the right way. It's got good controls and great music and sound effects, but the rest never quite clicks.

OVERALL 71%

BLUE LIGHTNING

Atari for Jaguar; review, 8#9

While this game does look OK, if you keep playing for a while, it feels like you're playing the same level over and over again. There is a variety of jets to fly, but only the A-10 and the F-14 are really any good. If you got a Jag, go for it.

OVERALL 72%

BOUNCERS

Sega for Sega CD; review, 8#3

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

OVERALL 81%

BRETT MULL '95

Accolade for Super NES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea or not.

OVERALL 77%

BUG!

Sega for Saturn; review, 8#9

Well, look here! It's a 2-D side scroller with a third dimension added! Now you can move in and out as well as from left to right, as you jump on floating platforms and collect, uh, things. If you like this kind of thing, give it a shot — otherwise it'll just bug you.

OVERALL 74%

BUST-A-MOVE

Taito for Super NES; review, 8#6

Shoot colored bubbles at other colored bubbles and knock them off the wall. Sounds kinda like taking a bubble bath, but with lots of colors in the soap. Anyway, this is a fun game for lovers of the Tetris genre.

OVERALL 77%

CANNON FODDER

Atari for Jaguar; review, 8#6

This is great — draft a whole bunch of little guys, put 'em in uniform and put 'em out in a landscape that rains steel and is watered with blood! Kill all who oppose your philosophy! Hey, war has never been so much fun! This is one of the best Jag games ever!

OVERALL 89%

CASTLEVANIA: DRACULA X

Konami for Super NES; review, 8#10

This game is older than Dracula himself. If you need a Castlevania fix, play Castlevania IV. Otherwise, get yourself a crucifix, some garlic and a sharpened stake, head out to that old haunted place on the edge of town, and drive that stake through this game!

OVERALL 64%

CHAVEZ 11

American Softworks for Super NES; sports, 8#4

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

OVERALL 66%

CHEESE CAT-ASTROPHE

Sega for Game Gear; review, 8#8

As much as all our readers out there would like to think that some cheese-loving guy invented this game, he didn't. Help Speedy Gonzales through his side-scrolling action game. The only drawback is that there's nothing really new going on here.

OVERALL 63%

WHAT YOU THINK

You guys gave Earthbound a 69% that sucks! It deserves at least a 90%! What happened? [Bill — Uh, I think we played the game.]
— Michael Roller, Merced, CA

CIVILIZATION

Koei for Super NES; review, 8#10

Just possibly the ultimate strategy game, Civilization's blocky graphics are about the only bad thing we can say about this. Take your tribe of cave-dwellers into the future. Keep an eye peeled for those pesky Mongol hordes, though!

OVERALL 89%

CLOCKWORK KNIGHT

Sega for Saturn; review, 8#8

Hey, look everybody! It's the first side-scroller for a next gen system! Wow, it's really... nothing special. Instead of using the Saturn's power to add innovation to this game, they decided everyone wanted 3-D rendered backgrounds instead. Go figure.

OVERALL 56%

WHAT YOU THINK

Your review of Earthbound was really out there. The game is a lot of fun and it's definitely not just for kids! It deserves at least an 85%
— Geoffrey Moses, Williamsport, PA

COACH K COLLEGE BASKETBALL

Electronic Arts for Genesis; sports, 8#4

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

OVERALL 94%

COLLEGE FOOTBALL USA '96

Electronic Arts for Genesis; sports, 8#9

This is the exact same game as last year's *Bill Walsh College Football*, except that they dropped off Bill and added about a million other teams, most of which you never even heard of. So, if you wanna play the East Mudflat Plover Hens, you can.

OVERALL 82%

COMIX ZONE

Sega for Genesis; review, 8#8

Here's your chance to be a hero in a comic book! Run through frames and hit that attack button to kill off the bad guys. While this game is very zippy, the *Final Fight*-like attacks kinda make it a bit stale. Still, it's not bad and worth a try!

OVERALL 72%

CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Games, Robert Plants, and yes, even Kurt Cobain in this boring, uninnovative shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 69%

CRUSADE OF CENTY

Attus for Genesis; review, 8#4

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

OVERALL 80%

CYBERSLED

Namco for PlayStation; review, 8#8

OK, what we got here isn't *TSUT* the arcade game. No, what we got here is a so-so imitation of the arcade game. While the one-player mode is fun, the two-player mode really bites the big one. And we all know how much fun biting the big one is...

OVERALL 71%

CYBER SPEEDWAY

Sega for Saturn; review, 8#11

Here you hovercraft on a variety of different worlds against a whole bunch of heavily-armed bad guys. While there is a slight problem with late draw-in, the gameplay makes for a bunch of fun! This is pretty much a must-have for Saturn owners!

OVERALL 82%

D

Panasonic for 3DO; review, 8#11

Any game that starts out with a doctor going crazy and shooting everybody in the hospital is alright by us! This totally scary game has beautiful graphics, creepy music and a twisted storyline. The only problem is that the game ends too fast!

OVERALL 80%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

HeY Fat BOY,

ThIS YeAR KeEP THE

SOCKS AND GiVe ME

SeGa CHANneL OR

“RUDOLPH BURGERS”

Hi tHe GRiLL

GET Me?

LOVe,

BOBBY



We know how bad you want Sega Channel. So we made it easier for you to get it. OK, put down the rope and chloroform. If you want Sega Channel, tell your parents about our special holiday deal. Get up to 50 slammin' games a month, 24 hours a day, 7 days a week. Get game cheats and test drives. And pay less than 50¢ a day. Besides, getting your parents to call the cable company sure beats committing a felony. It's the coolest way to get your games.



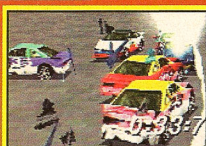
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DEMOLITION DERBY

**SONY INTERACTIVE
FOR PLAYSTATION**
Review, 8/11



If you like to drive recklessly, crashing into everything you can, then this is the game for you! Get this game and raise your insurance rate!

OVERALL 91%**NHL '96**

EA FOR GENESIS
Sports, 8/10



With sharper graphics, new moves, more scoring and FIGHTS, this game is gonna rock your socks off! Grab a stick and kick some serious ass!

OVERALL 96%**ANIMANIACS**

**KONAMI FOR SUPER
NES AND GENESIS**
Review, 7/12



A fantastic cartoon tour-de-force. Excellent graphics, music and game-play combine to make a game that both old and young can enjoy!

SNES 90% - GEN 83%**ALADDIN**

**SEGA OF AMERICA
FOR GENESIS**
Review, 7/5



One of the best action games ever, this has incredible graphics and animation (thanks to the Digital process) and lots of great action!

OVERALL 90%**DAEDULUS ENCOUNTER**

Panasonic for 3DO; review, 8/11

Aright! Get lost in space with Tia Carrera and a whole bunch of nasty, carnivorous things! While most FMV games are a real drag, this one is pretty cool, with excellent graphics and some exceptional sound effects. Did we mention Tia Carrera?

OVERALL 73%**DRAGON: THE BRUCE LEE STORY**

Acclaim for Genesis; review, 8/10

The 2-D side-scrolling fighting game is pretty much dead, isn't it? And Bruce Lee is pretty much dead, isn't he? Take my advice. Forget all about this hard-to-control, boring fighter. Let the dead rest in peace. OK?

OVERALL 55%**ESPN NATIONAL HOCKEY NIGHT**

Sony Imagesoft for Sega CD; sports, 8/3

There's not much going for this game. Poor gameplay and loose control guarantee that this title won't cut it! The game is interrupted constantly by 'relevant' video clips that totally ruin the flow. This one's a disappointment.

OVERALL 40%**DARK LEGEND**

Data East for Saturn; review, 8/11

Here's another 2-D fighter that might have made everyone go bonkers a few years ago, but has since been supplanted by those hot next-gen 3-D fighters. But any game with a 'Flying Fish Of Death' in it can't be too bad...

OVERALL 62%**DUNGEON EXPLORER**

Hudson Soft for Sega CD; review, 8/5

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

OVERALL 76%**EXOSQUAD**

Playmates for Genesis; review, 8/6

Lousy sound, bad graphics and really boring gameplay pretty much condemn this one to the rental bins, at the very least! As a Time Cop, your sole duty should have been to stop the production of this game! You don't need this one!

OVERALL 34%**DEEP SPACE NINE**

Playmates for Genesis; review, 8/6

Here's one of those rare games that actually mimic the TV show that it's based on! You, too, can be Sisko on yet another boring episode of DS9. Will he save the station? Will he rescue the injured crewman? Will he arrest Quark? Will this be fun? We doubt it.

OVERALL 50%**EARTHBOND**

Nintendo for Super NES; review, 8/7

This game is a lot like an afternoon in Bill's life — your enemies are blue colored, cows come along and tell you jokes, and there's this jazz band that chases away ghosts! This should be a lot of fun for the younger set, but older RPG fans may get bored.

OVERALL 69%**FATAL FURY SPECIAL**

Takara for Super NES; review, 8/6

Here's the second... no, third installment of the Fatal Fury saga and guess what? It's just like the first two! While this may be major fun for some people, most are gonna find this to be yesterday's news. You can flip a coin on this one, but we'd pass on it.

OVERALL 74%**DEMOLITION MAN**

Acclaim for Genesis; review, 8/9

There's no innovation here. Let me repeat that. There is NO innovation here. While the action is intense and the backgrounds nicely done, this game is exactly like any of the 15 or so other games based on action movies that have been released lately. Yawn.

OVERALL 69%**DESERT DEMOLITION**

Sega for Genesis; review, 8/4

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

OVERALL 79%**DISCWORLD**

Sony Interactive for PlayStation; review, 8/11

Here's a must-have for all graphic adventure fans. Spawned from the comic genius of Terry Pratchett, with dialogue by Eric Idle, this game is chock-full of slapstick, low-brow humor, clever puzzles and beautiful artwork. Yee haw!

OVERALL 80%**DONKEY KONG LAND**

Nintendo for Game Boy; review, 8/7

All of the beautiful graphics, incredible sound effects, and the stunningly lifelike interaction between Donkey and Diddy Kong just aren't here in this version, but the gameplay is really what makes this small screen version of DKC stand out.

OVERALL 81%**DOOM**

Williams Entertainment for Super NES; review, 8/10

Doom, Doom, Doom. Now that my tympani solo is over, let's talk about this game. The graphics are blocky, mainly because the game wasn't meant to be played on so small a console. If you NEED Doom, get it. Otherwise, you're better off leaving it alone.

OVERALL 74%**WHAT YOU THINK**

I think the Sega Genesis version of Mortal Kombat II was way better than the Super NES version. The Sega should have got a 98% and the Super NES version should have got a 92%.

— Frankie Surber, Harleton, TX

EARTHWORM JIM

Playmates for Game Gear; review, 8/8

OK, so the screen's a little small and those great graphics have been kinda simplified — this is still a great game! All of the frantic action has been captured very well and you still get to launch a cow into the sky! How can you lose?

OVERALL 76%**ECCO: THE TIDES OF TIME**

Sega for Genesis; review, 8/1

'They called him Flipper... Flipper,' but you'll call this 'boring, boring,' even though there are some really beautiful graphics in the game. If you don't have the first Ecco game, you might wanna pick this one up — otherwise, we'll forget it.

OVERALL 60%**ESPN EXTREME**

Sony Interactive for PlayStation; review, 8/11

The best way to describe this game is Road Rash on rollerblades. Choose your ride: rollerblades, skateboard, or even a street juke, and race across the country. Unfortunately, the game is a bit slow and lacking in strategy.

OVERALL 73%**• FINAL FIGHT 3**

Capcom for Super NES; review, 8/12

Here's more of the same from the folks who brought you FF1 & 2. While they've added a couple of new characters and a new play feature, it's still the same old 'Walk from left to right and hit everybody' type of thing.

OVERALL 68%**THE FLINTSTONES**

Ocean for Super NES; review, 8/3

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

OVERALL 53%**FLIP OUT!**

Atari for Jaguar; review, 8/9

Here's the very first puzzle game for the Jaguar! What, no applause? Come on, this is a totally different kind of puzzle game, with three different puzzles to really bend your brain! Besides, any game with a Cheese World level can't be all bad!

OVERALL 73%**• FOREMAN FOR REAL**

Acclaim for Genesis; review, 8/12

This looks like every other boxing game out there, with one difference — it plays worse than most of 'em. Somehow the developers have managed to knock all the fun right out of this one, kinda like big George does to his opponents.

OVERALL 51%**GEX**

Crystal Dynamics for 3DO; review, 8/7

Take one television-addicted lizard with a penchant for snappy one-liners, add a bunch of interesting-looking levels, and (here's the really cool part, gang), mix in some truly weird bosses, like the Flatulator, and you've got some solid gaming goodness.

OVERALL 81%**NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING**

CONTRA: HARDCORPS

KONAMI OF AMERICA
FOR GENESIS
Review, 7#10



A great assault-type game that lets you blast away at anything that moves! At times you're offered the option to attack or defend! Killer!!!

OVERALL 92%

SLAM 'N' TAM '95

CRYSTAL DYNAMICS
FOR 3DO
Review, 8#7



A unique perspective, really sharp graphics, and fantastic gameplay put this game at the top of the roundball action game league! You need this!!!

OVERALL 91%

TOSHINDEN

SONY CE FOR
PLAYSTATION
Review, 8#8



This game is so damn good, it's almost replaced *Super Bomberman 2* as the favorite game around here! Can't say anything bad about this one! Get it!!!

OVERALL 98%

FIFA SOCCER '95

ELECTRONIC ARTS
FOR GENESIS
Review, 8#2



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

OVERALL 95%

HAGANE

Hudson Soft for Super NES; review, 8#7

Great backgrounds, easy and accurate controls, and plenty of fast and furious gameplay should guarantee a place in any gamer's library for this intense Ninja action game. The only bad parts are the repetitive levels. Oh well, give it a shot.

OVERALL 78%

HEAD ON SOCCER

US Gold for Genesis; sports, 8#9

This isn't a soccer simulation, it's more like a soccer arcade-style action game. There's some colorful characters with some exceptional attributes, but otherwise the true sport sim action ain't there. I still say this is some kind of British plot, but it's still good!

OVERALL 80%

HELL: A CYBERPUNK ADVENTURE

GameTek for 3DO; review, 8#8

Go to The Bad Place and meet Dennis Hopper, Grace Jones and Stephanie Seymour (cmom, you knew they'd all be there). While the game looks good, the action kinda drags and the characters' movements are repetitive. Damned if you do and damned if you don't!

OVERALL 75%

MOVER STRIKE

Atari for Jaguar; review, 8#6

While the idea of driving a hovercraft into a combat situation might sound like a lot of fun to some folks, this isn't the game that really demonstrates how fun this can be. It's OK if you're looking for something different, but otherwise, steer clear of it.

OVERALL 65%

THE IGNITION FACTOR

Jaleco for Super NES; review, 8#2

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

OVERALL 76%

IMG INTERNATIONAL TOUR TENNIS

EA Sports for Genesis; sports, 8#5

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

OVERALL 73%

IRON ANGEL OF THE APOCALYPSE

Synergy, Inc. for 3DO; review, 8#7

If you're looking for a game with really cool intro and cut scenes, horrible controls, really blocky graphics, and movement that emulates the heaviest epileptic seizure ever experienced, then this is the game for you! Otherwise, you should forget this *Doom* clone.

OVERALL 63%

IRON MELIX

Spectrum HoloByte for Sega CD; review, 8#2

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

OVERALL 48%

THE ITCHY AND SCRATCHY GAME

Acclaim for Super NES; review, 8#3

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

OVERALL 35%

IZZY'S QUEST

US Gold for Genesis; review, 8#5

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

OVERALL 34%

WHAT YOU THINK

Your review of PSIV was way off. 90% is more like it. It may not be FF3, but it is a great game. [Bill] 70% is a good score, according to our scoring system! — Jeff Hayes, Camillus, NY

JUDGE DREDD

Acclaim for Super NES; review, 8#7

Here's how you win this one: declare everyone and everything guilty and blast the hell out of it! The different missions that need to be accomplished save this game from the file-and-forget file, but it's still just another side-scrolling shooter.

OVERALL 70%

JUNGLE STRIKE

Electronic Arts for Super NES; review, 8#7

This is a poor imitation, a second-rate facsimile, a cheap-ass copy of the same game that wowwed 'em on the Genesis. If you need this kind of chopper action real bad, you might consider getting a Genesis — this version just don't fly.

OVERALL 58%

JURASSIC PARK II: THE CHAOS CONTINUES

Ocean for Super NES; review, 8#3

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

OVERALL 77%

JUSTICE LEAGUE TASK FORCE

Acclaim/Sunsoft for Super NES; review, 8#7

Let's look at this game from a real-life viewpoint, OK? A powerful bunch of bad guys is out to kick your ass! You need help now! So you call up all your friends, and commence to kicking their collective butts until they agree to help you! HUH? I think NOT!

OVERALL 65%

KEIO FLYING SQUADRON

JVC for Sega CD; review, 8#5

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

OVERALL 28%

KILEAK: THE DNA IMPERATIVE

Sony CE for PlayStation; review, 8#8

Here's yet another *Doom*-style clone, where you wander around shooting stuff. The graphics here really kick some butt, but the rest of the game is slow and very ho-hum. If you don't have a copy of *Doom* and have to have something like it, get this. Otherwise...

OVERALL 67%

KILLER INSTINCT

Nintendo for Super NES; review, 8#8

Here's one port-over from the arcade that looks and plays almost as good as the original! It's got a new combo structure and features some very kickin' tunes. The only drawback is that this was originally intended for the Ultra 64. Oh well...

OVERALL 83%

KIRBY'S DREAMLAND

Nintendo for Game Boy; review, 8#7

OK, usually I don't quote from the original review in these little synopses, but I can't think of any better way to say this. Ready? Here we go: This game is just like Mario, but instead of jumping on heads, you suck and blow. That about covers it. I think.

OVERALL 70%

KNUCKLES' CHAOTIX

Sega for 32X; review, 8#6

The little doesn't make any use of the power of the 32X. It's really not a very solid game at all! Just making your corporate mascot zoom out to the screen is no reason to blow your gaming dollars on this little. Give it a wide berth!

OVERALL 41%

KYLE PETTY'S NO FEAR RACING

Williams Entertainment for Super NES; sports, 8#7

This game is just like a car (Wow, really? What ever made me think of that analogy?) that has a real stylish body, nice shiny wheels, real fat tires, and a squirrel in one of those little circle-running things under the hood. There's no fear if you don't go near it!

OVERALL 52%

LIGHT CRUSADER

Sega for Genesis; review, 8#11

Here's a game that can't figure out whether it wants to be an action game or an RPG. Normally, this schizophrenic behavior can turn a game into total crap, but it actually works here. The graphics are really the big draw here. Please excuse the pun.

OVERALL 76%

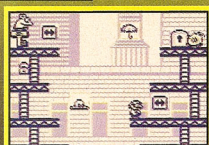
LORDS OF THUNDER

Sega for Sega CD; review, 8#5

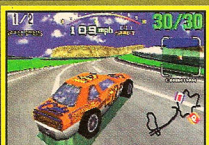
Here's a shooter that thinks it's an RPG. Or is it an RPG that thinks it's a shooter. Who knows? Who cares? You go around killing stuff and collecting gems to buy bigger guns and better armor, so you can go around killing more stuff. The metal sound track is cool.

OVERALL 64%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DONKEY KONGNINTENDO FOR
GAME BOY
Review, 7/95

With 101 levels, great controls and lots of puzzles and action, this game is a must-have! Why this didn't come out on a 16-bit platform is beyond us!

Overall 93%**DAYTONA USA**SEGA FOR SATURN
Review, 8/95

Some of the best racing action we've seen so far! While the background draw-in is a little slow, the fun never stops! You can even race a horse!

Overall 90%**JUMPING FLASH!**SONY FOR
PLAYSTATION
Review, 8/95

Climb into your mechanical bunny suit and prepare to kick some frog ass. Watch out for those bombing ducks, though! You gotta have this game! Get it now!!! Wow!

Overall 94%**NHL '95**ELECTRONIC ARTS
FOR SUPER NES
Review, 8/92

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

Overall 90%**LUNAR 2: ETERNAL BLUE**

Working Designs for Sega CD; review, 8/10

The original game was funny — really funny! And now, it's back, bigger than ever! There's just one small problem, though, in the quest to make the sequel better than the original, they left out what made the game great: the humor! Still, it's worth playing.

Overall 81%**• MANSION OF HIDDEN SOULS**

Sega for Saturn; review, 8/12

This game has improved with its jump to the Saturn from the Sega CD. While it is disappointing that you have to stay on a track on your way through the mansion, the game is challenging and somewhat twisted. This is a work-a-like.

Overall 78%**THE MASK**

THQ for Super NES; review, 8/11

In a world full of really loose movie license games, *The Mask* is actually a pleasant surprise. With excellent graphics, sound and gameplay, this game just maybe your ticket to fun this summer. That is, unless you really hate Jim Carrey!

Overall 82%**• MECHWARRIOR 3050**

Activision for Super NES; review, 8/12

This is like *Desert Strike*, except that here you've got a 75-ton battle suit instead of a helicopter. The levels are frustratingly hard, so the password option is greatly appreciated. The controls aren't exactly smooth, either.

Overall 55%**MEGA MAN 7**

Capcom for Super NES; review, 8/10

Mega Man, Mega Man, Mega Man. Mega Man. Mega Man. Mega Man. Is that seven of 'em? These games are so much alike in graphics, gameplay, plot and music, that you have to wonder why they keep making more of 'em.

Overall 68%**METAL HEAD**

Sega for 32X; review, 8/94

If the designers of this game had built in a two-player mode, this game would have gotten a higher score. Unfortunately, the graphics are a bit poor, there's lots of useless *Virtua Fighter*-type views, and the explosions don't quite cut it. Give it a rent.

Overall 60%**METAL WARRIORS**

Konami for Super NES; review, 8/94

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

Overall 74%**MIDNIGHT RAIDERS**

Sega for Sega CD; review, 8/92

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

Overall 58%**MICHAEL ANDRETTI'S INDYCAR CHALLENGE**

Bullet Proof for Super NES; sports, 8/93

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

Overall 65%**MIGHTY MORPHIN POWER RANGERS**

Sega for Genesis; review, 8/91

If you're a fan of the TV show (and what four to six year old isn't), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well.

Overall 72%**WHAT YOU THINK**

What are you guys on? How could you give GEX an 81%? It deserved a 95% at least. It's one of the best games for the 3DO!

— Ryan Berberich, Mankato, MN

MIGHTY MORPHIN POWER RANGERS

Sega for Sega CD; review, 8/92

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

Overall 76%**MORTAL KOMBAT 11**

Acclaim for 32X; review, 8/94

While this version of the spine-ripping, eye-gouging classic shows just how neat a 32X game can be, everyone we know is waiting for *Mortal Kombat 3*. So, it's real nice, but it got here just a little bit late. If you snooze, you lose!

Overall 76%**MORTAL KOMBAT 3**

Sony CE for PlayStation; review, 8/11

While this looks just like the arcade version, it's anybody's guess how long 2-D fighters are gonna stay on the scene, with all of the next gen brawlers out there. But *MK3* is still a good-looking game, and a challenge for gamers of all levels.

Overall 77%**MOTOCROSS CHAMPIONSHIP**

Sega for 32X; review, 8/93

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

Overall 50%**MYST**

Panasonic for 3DO; review, 8/95

Yes, we know it is really beautiful. Yes, we know it was one of the most popular games ever written for the PC. And yes, we still think it kinda sucks! It takes a lot more than pretty pictures and a so-called 'mystical' story line to make a good game.

Overall 57%**NBA JAM TOURNAMENT EDITION**

Acclaim for 32X; review, 8/97

While the players still look like they've got elephantitis of the head, this game is easily one of the best 32X games on the market today! Take it to the hole!

Overall 88%**NBA LIVE '95**

Electronic Arts for Genesis; review, 8/92

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

Overall 89%**NCAA FINAL FOUR BASKETBALL**

Mindscape for Super NES; sports, 8/95

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

Overall 47%**NEW HORIZONS**

Koel for Genesis; review, 8/93

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

Overall 35%**NEWMAN/HAS INDYCAR W/ NIGEL MANSSELL**

Acclaim for Genesis; review, 8/91

Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

Overall 50%**NFL '95**

Sega for Genesis; sports, 8/91

This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

Overall 88%**NFL QUARTERBACK CLUB**

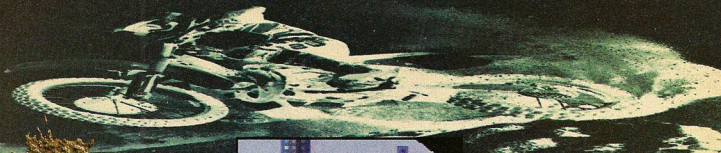
Acclaim for Super NES and Genesis; review, 8/92

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

SNES 84%; GEN 81%**NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING**



VICIOUS WHOOPS!



RUGGED ROAD CONDITIONS
INCLUDING ICE AND MUD!



DIRT TRAX FX

HERE'S MUD IN YOUR EYE!



KISS THE SKY!

Get revved up for 3-D dirt bike action in Dirt Trax FX.™ Wax the competition or crash and burn in the most realistic, moto-cross game of all time! Jump doubles, triples, whoops and tabletops! 22 grueling courses with surprises around every turn! Train on mud and ice in Training Mode! Play dirty as you dare in Tag Mode! It's 3-D moto-cross pumped to the max and Dirt Trax FX makes it dirt real!



2 PLAYER BIKE TAG: YOU'RE IT!









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polygon realism
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SUPER NES®



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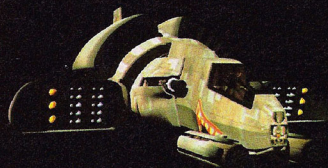
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SHINING FORCE 11 SEGA OF AMERICA FOR GENESIS Review, 7/8   <p>There are more puns, neat weapons, and hidden rooms to discover than before. Battle scenes are a bit repetitive, but this game is a gem.</p> <p>OVERALL 95%</p>	ETERNAL CHAMPIONS SEGA FOR SEGA CD Review, 8/2   <p>This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!</p> <p>OVERALL 95%</p>	RETURN FIRE PROLIFIC PUBLISHING FOR 3DO Review, 8/4   <p>Grab a tank and crush the screaming enemy hordes under your treads, while classical music blasts your ears off! This game is major cool! Destroy!!!</p> <p>OVERALL 90%</p>	SSF 11 CAPCOM FOR SUPER NES Review, 7/7   <p>Four new fighters, each with their own stage, push the number of combatants to 16. The action is the same, but the extras push this to perfection.</p> <p>OVERALL 98%</p>
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R.B.I. BASEBALL '95 Time Warner for 32X; sports, 8/7 While lacking in hardcore stats and realism, this is a good arcade-style baseball game. The colors may not be as bright as they are in 16-bit baseball games, but the gameplay is really very nice. You should give it a try. <p>OVERALL 77%</p>	THE SCOOBY DOO MYSTERY Acclaim for Genesis; review, 8/11 Rat's right, Raggy! Everyone's favorite mystery-solving dog is back in his own adventure and guess what — it's just like the TV cartoon. The game is kinda fun, although in parts the gameplay kinda drags. Some of the levels are kinda frustrating, too. <p>OVERALL 61%</p>	SHINING FORCE CD Sega for Sega CD; review, 8/5 The children of the original Shining Force are back to do battle in this completely new game that's chock full of new monsters, puzzles, wonders and excitement. There are also 20 new spells to use on the way. This one should definitely be checked out! <p>OVERALL 83%</p>
THE REN & STIMPY SHOW: TIME WARP THQ for Super NES; review, 8/3 While the game tries to live up to the outrageous concepts of the TV cartoon show, this title doesn't quite cut the mustard (or the nose goblins) with its gameplay. Unfortunately, there just doesn't seem to be much fun here, at all. <p>OVERALL 47%</p>	SECRET OF EVERMORE Square Soft for Super NES; review, 8/11 Our resident RPG guru, the inestimable Jeff Lundgrin, really like this game's graphics, music and sound effects. The game is really big, and the gameplay is an incredible ride. The one problem is that the lead character doesn't seem to give a damn about anything. <p>OVERALL 88%</p>	SHINOBI LEGIONS Vic Tokai for Saturn; review, 8/10 This isn't so much of a new game; the developers actually used the power of the Saturn to polish and define the game of <i>Shinobi</i> . The sword fighting is exceptional, with some great blocking and flash moves. Banzai! <p>OVERALL 80%</p>
RIDGE RACER Namco for PlayStation; review, 8/8 While this game can be fun, it does have its problems. You only get one track to race on — the "expert" track is the same as the first track, with a little extra road tacked on, and the cars don't handle as well as other racing games. It's not bad, it's just not as cool. <p>OVERALL 70%</p>	WHAT YOU THINK <i>I just read the October issue. I spent most of my time on Civilization and Doom. Both these games should get 100%.</i> — Robert Clarno, Sierra Vista, AZ <p>OVERALL 46%</p>	* SIM CITY 2000 Maxis for Saturn; review, 8/12 Create your own city and provide municipal services for a bunch of little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take some patience, but it's still a great game. <p>OVERALL 72%</p>
RISE OF THE ROBOTS Acclaim for Super NES; review, 8/2 Yow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds — it looks like you're right there. Huh? You mean this is a game? I thought it was a screen saver. This is a clunker. <p>OVERALL 70%</p>	* SEPARATION ANXIETY Acclaim for Genesis; review, 8/12 What we have here is the sequel to <i>Maximum Carnage</i> and, while it's a good game, it's still pretty much the same thing as the original — lots of running left-to-right and hitting a whole bunch of cloned bad guys. This game is real repetitive. <p>OVERALL 60%</p>	SLAM CITY WITH SCOTTY PIPPEN Digital Pictures for Sega CD; review, 8/3 Face it, you're probably never gonna get the chance to face Scottie Pippin on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play. <p>OVERALL 58%</p>

RISTAR Sega for Genesis; review, 8/2 Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they all? This game is fun, so maybe you might wanna give it a try. <p>OVERALL 79%</p>	THE SHADOW Ocean for Super NES; review, 8/3 Who knows what evil lurks in the heart of this game? This Final Fight clone is great, if you like level after boring, repetitive level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game! <p>OVERALL 62%</p>	SNATCHER Konami for Sega CD; review, 8/1 A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it! <p>OVERALL 80%</p>
ROAD RASH CD Electronic Arts for Sega CD; review, 8/6 This bike-ridin', skull-crushing game has always been great fun in the past, so what the hell happened to this version? The low-grade graphics and backgrounds combine with some unknown rock band's music (Hammerbox?) to take a great title to new lows. <p>OVERALL 62%</p>	SHADOW OF THE BEAST 11 Psysnopsis for Sega CD; review, 8/3 This addictive little game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to (gasp!) think! Give this one a rent! <p>OVERALL 63%</p>	THE SPACE ADVENTURE Hudson Soft for Sega, review, 8/9 This graphic adventure isn't very adventurous and it certainly isn't very graphic, unless you're a young boy in the throes of puberty. In which case the game becomes kinda like a National Geographic — you know, lots of semi-covered butts and chests. <p>OVERALL 55%</p>
ROMANCE OF THE THREE KINGDOMS IV Xuei for Super NES; review, 8/8 Once again, take control of over forty characters and determine the fate of ancient China! You, too, can sack and pillage every town and village! And let's not forget about that ancient Chinese ability to call down lightning from the skies! <p>OVERALL 81%</p>	SHADOW SQUADRON Sega for 32X; review, 8/7 While the sound effects and backgrounds sound and look like they were kinda added on at the last minute, this free-flying space shoot-'em-up has got lots of blast-the-bad-guys action, plus your ship isn't stuck on a track; you actually fly the thing. <p>OVERALL 71%</p>	SPACE HULK Electronic Arts for 3DO; review, 8/9 Here's a <i>Doom</i> clone with a difference! You've gotta learn how to control and fight with a whole squad of soldiers instead of just one guy — and believe me, you're gonna need every last one of 'em! And there's blood... lots and lots of blood! <p>OVERALL 81%</p>
RUGBY WORLD CUP '95 EA Sports for Genesis; sports, 8/4 While most Americans aren't as familiar with this game as the English are, its rough and tumble action, great animations, and roaring crowds are sure to make this a hit. So get into the scrum and give this game a try! <p>OVERALL 90%</p>	SPACE INVADERS Nintendo for Game Boy; review, 8/2 This blast from the past is still a guy. Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it's kinda mindless, but it's also kinda fun! Take that, space creep! <p>OVERALL 80%</p>	

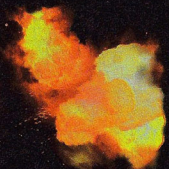
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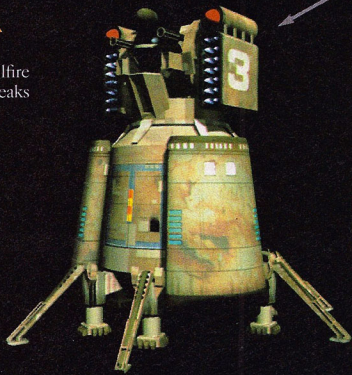
Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.



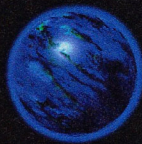
Choose from any one of several starting worlds. But be prepared. It's lethal from all of them.



This is the new Hellfire rocket. The name speaks for itself.



The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.



The battlefield is 400% larger. And doesn't have paths. Which gives you, and your enemy, more room to rumble.

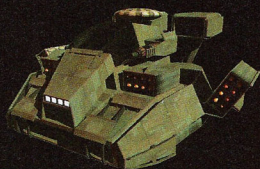


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FOR YOUR TRIGGER FINGER.



This is the new H-3 "Typhoon". A hovercraft. It may be small, but it's highly maneuverable. And the fact that it can carry its own weight in weapons makes it highly efficient in close combat.



Consult your physician before attempting strenuous warfare. Shockwave™ 2 on the 3DO™ system has 50 minutes of full-motion video and even more killing power than its predecessor. Three new vehicles to attack from. Each with its own unique destructive capabilities. Lots of new weapons. And plenty of new aliens firing back. Stretching and warm-ups are advised.



SHOCKWAVE 2
BEYOND THE GATE

For movie demo <http://www.ca.com/castudios.html>

**NBA JAM
TOURNAMENT EDITION**

**ACCLAIM FOR GENESIS
AND SUPER NES**
Review, 8/3



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

SUPER NES 92% · GEN 88%

MADDEN NFL '95

**ELECTRONIC ARTS FOR
GENESIS**
Review, 8/2



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

OVERALL 92%

OGRE BATTLE

**ENIX FOR
SUPER NES**
Review, 8/3



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

OVERALL 93%

SUPER METROID

**NINTENDO FOR
SUPER NES**
Review, 7/5



Easily one of the best action-adventures ever! Six massive zones and tons of hidden areas combine with smooth gameplay and great graphics.

OVERALL 97%

• SPAWN

Acclaim for Super NES; review, 8/12

This title is based on one of the hottest comic book properties around, but the gameplay isn't exactly new. This is one of those titles that are generally collected by fans of the comic. The controls are easy, but the game is somewhat lacking.

OVERALL 55%

SPEEDY GONZALES/GATOS BANDITOS

Acclaim for Super NES; review, 8/11

If the real Speedy had run around like the rat in this game, Sylvester would've eaten him up a long time ago! Speedy's trademark 'Andale! Arriba!' sounds like it was yelled by a gerbil on helium! Aye, Carumba! In this, one, she is not too good, I think!

OVERALL 50%

SPIDER-MAN

LJN for Super NES; review, 8/5

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

OVERALL 50%

THE SPORTING NEWS POWER BASEBALL

Hudson Soft for Super NES; sports, 8/7

This is an OK baseball sim. Actually, it's more of an arcade game and, while it lacks a lot of the extras that other titles might have, this game doesn't disappoint at all. It plays well. It's a solid, entertaining title. Give it a try.

OVERALL 73%

STARGATE

Acclaim for Genesis; review, 8/5

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

OVERALL 52%

STERLING SHARPE: END 2 END

Jaleco for Super NES; sports, 8/6

Here's another one of those football simulations that everyone seems to be coming out with these days. This one isn't in the same league as the Madden series; in fact, if this game were a human being on a football team, he'd be guarding the water bucket.

OVERALL 64%

STRAHL

Panasonic for 3DO; review, 8/10

Here's a game like *Dragon's Lair*, with only eight scenes in it! And dig this — they even tell you what moves to make and what direction to make 'em in!! Man, is this great, or what? But the best part is that you can beat the whole game in ten minutes! Wow!

OVERALL 40%

SUPER BASES LOADED 3

Jaleco for Super NES; sports, 8/6

While the graphics are just above average, and the animations are a bit choppy, this title features some of the worst defensive play ever offered up as game fare. If you can get past the fielding errors, then maybe you can get some fun out of this.

OVERALL 67%

SUPER BURNOUT

Atari for Jaguar; review, 8/10

While the tracks in this game are all pretty much the same, and the graphics lean definitely towards the minimalist, this game isn't a bad choice for any Jaguar owner. Why, you can even pick which bike you want to ride.

OVERALL 73%

SUPER R.B.I. BASEBALL

Time Warner for Super NES; sports, 8/7

This version just doesn't cut it when placed next to its 32X relative. The graphics aren't very good. In fact, they kind of resemble the graphics found on any of your 8-bit gaming systems. You'd be better off with another title.

OVERALL 57%

WHAT YOU THINK

You gave Earthbound a 60%. It deserves about a 90%! Please think it over. [Bill] — Is Earthbound the only game anyone played last month? Gimme a break!

— Steve Bronikowski, Lannon, WI

SUPER-STAR SOCCER

Konami for Super NES; sports, 8/6

Yet another in a never-ending series of soccer games that seem intent on taking over all of the TV sets in America! Is this an Anglican plot? We asked Neil and he said 'Huh?' This game is OK. If you want another soccer game, go for it.

OVERALL 79%

SURGICAL STRIKE

Sega for Sega CD; review, 8/7

Here's another one of those watch-the-movie, push-the-fire-button-into kinda games, but this one's not too bad. You have a limited ability to drive anywhere in the war zone and there's lots of plot involvement. Saddle up and move out!

OVERALL 71%

SWATKATS: THE RADICAL SQUADRON

Hudson Soft for Super NES; review, 8/9

This is one of those titles that just kind of leaves you with an empty feeling. While the game does have some unusual perspectives during the jet fights, the rest of the game isn't anything new. In fact, you've seen it all this before. You might wanna rent it...

OVERALL 60%

SYNDICATE

Electronic Arts for Genesis; review, 8/1

Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

OVERALL 78%

SYNDICATE

Atari for Jaguar; review, 8/4

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

OVERALL 78%

TECMO SUPER HOCKEY

Tecmo for Genesis; sports, 8/4

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

OVERALL 73%

TECMO SUPER BOWL 11: SPECIAL EDITION

Tecmo for Super NES; sports, 8/3

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

OVERALL 71%

TEMPO

Sega for 32X; review, 8/5

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

OVERALL 47%

TIN STAR

Nintendo for Super NES; review, 8/2

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

OVERALL 80%

TOTAL ECLIPSE: TURBO

Crystal Dynamics for PlayStation; review, 8/10

Remember when this game came out for the 3DO? Well, this is almost the same game, with a few extras. You can't really call it a shooter — it's more of a dodger. Your targets become obscured by the big, puffy, colored things that pass for bullets. Forget it!

OVERALL 61%

TOUGHMAN CONTEST

Electronic Arts for Genesis; review, 8/5

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

OVERALL 68%

TRUE LIES

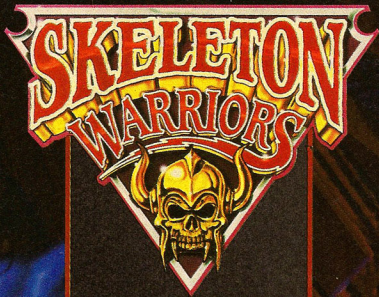
Acclaim for Super NES; review, 8/4

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

OVERALL 74%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

PRAY YOU'RE DREAMING



If you aren't, your next prayer may be swallowed in a gore-choked scream. Because Baron Dark's got a bone-to-pick with the human race. And it's up to you to annihilate his evil Lightstar Crystal and rip apart his legion of Skeleton Warriors™ hurtling at you in over 20 marrow-exterminating, grisly, grueling levels. All in skull-thrashing 3-D. But don't worry. If you don't conquer this evil, at least you can finally rest. In peace.



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SUPER PUNCH-OUT!!

NINTENDO OF AMERICA
FOR SUPER NES
Review, 8/1



This is probably the premier boxing cart in the States today! Start your climb at the top of the heap. Get a trainer and sing the theme to Rocky!

OVERALL 90%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

- Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your check is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Services, 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010. We don't want to deal with disgruntled companies any more than you.

ULTRA VORTEX

Atari for Jaguar; review, 8/11

Here's yet another fighting game that borrows so heavily from other, established brawlers that the only question you can ask is: does it do a good job of borrowing? Well, in this case, the answer is yes, but with only seven characters, there's not much variety.

OVERALL 62%

VIRTUAL HYDLIDE

Atari for Saturn; review, 8/10

This is an RPG that's trying to break new ground. From the slow, stiff way the characters move, I'd have to say that the ground they broke was in a graveyard. This game just seems like it was released before it was completely finished.

OVERALL 71%

VIRTUA FIGHTER

Sega for Saturn; review, 8/8

Lightning quick moves and a rocking soundtrack propel this home version to great heights! And, as Mike Salmon found out, you can actually pose these cutouts in his kinda XXX-rated poses! Leave it to Mike to figure that out! You need this one.

OVERALL 85%

VIRTUA FIGHTER

Sega for 32X; review, 8/11

This version of the red-hot fighting frenzy much saves 32X owners from those embarrassing silences that inevitably follow the statement: I own a 32X. This version actually has more fun than the original. Game. Enjoy!

OVERALL 86%

VIRTUA FIGHTER REMIX

Sega for Saturn; review, 8/11

Sega hauls its own butt out of the fire with this fantastic remake of its originally bloody-looking brawler. The action is fast and smooth, while the characters don't look like they were made out of pencils anymore.

OVERALL 94%

VIRTUA RACING

Time Warner Interactive for Saturn; review, 8/12

While this game isn't as dazzling graphically as other racing games for the Saturn, there's some new tracks, which are really lengthy, and the go-cart action is always a favorite. This game is a must-have for racing fans everywhere!

OVERALL 80%

WARIO'S WOODS

Nintendo for Super NES; review, 8/4

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

OVERALL 81%

WARLOCK

Trimark Interactive for Super NES; review, 8/4

The movie stunk and I don't mean of evil! Now you can have the same stink in your very own home with this loser. Find the Runestones and use them to stop the Devil's kid. It would be more advisable to plug your nose with 'em, though! 8/4!

OVERALL 43%

WEAPON/LORE

Namco for Genesis; review, 8/10

What makes this game worth owning are the remarkable thrusts, blocks and parries that can be achieved once you master your weapons! What makes it so-so is the fact that it's only a 2-D fighter in the long run. You could give it a try.

OVERALL 70%

WHITE MEN CAN'T JUMP

Atari for Jaguar; review, 8/10

Talk that trash! Bet that money! And don't forget to play some basketball, either! This game is loosely based on the movie, which is a good thing. I don't think I can handle any more of Woody Harrelson's 'Gee, I'm dumb!' acting style.

OVERALL 73%

WHAT YOU THINK

You guys were really right on the money with your Earthbound review, just as you are on all of your reviews. You guys are brilliant! Keep up the good work!

— Bill Donohue, Burlingame, CA

WILD C.A.T.S.

Playmates for Super NES; review, 8/12

This game borrows heavily from lots of other TV cartoon-based games. There's not much new here and the music and sound effects are particularly bad. All you'll get out of this is ten really sore fingers and a bunch of regret.

OVERALL 50%

WOLVERINE: ADAMANTIUM RAGE

Sega for Genesis; review, 8/1

Fans of the X-Men are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

OVERALL 85%

WWF RAW

LJN for Super NES and Genesis; review, 8/2

There's nothing new here — it's just another wrestling cart. There are some MegaMobs (wow) that might help you, but the only thing that's gonna be raw is your thumb.

GEN 71%; SNES 71%

WWF RAW

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

These two versions of the latest WWF brawler are a lot like vampires — they exist only to suck more money out of unwary gamers. The tiny screen doesn't do much justice to the big boys of the nation's favorite wrestling league. Count this game out!

GG 50%; GB 40%

WWF RAW

Acclaim for 32X; review, 8/7

This game proves that if you've got a Super NES or a Genesis, you really don't need a 32X. Either version of this mat-masher is better than this week's sister. If this title were a wrestler, it would be just like the guy who the Undertaker beats up every week.

OVERALL 70%

X-MEN 2: CLONE WARS

Sega for Genesis; review, 8/4

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

OVERALL 76%

YOGI BEAR

GameTek for Super NES; review, 8/1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, might like this.

OVERALL 68%

YOGI BEAR'S GOLDRUSH

GameTek for Game Boy; review, 8/4

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

OVERALL 54%

ZAXXON'S MOTHERBASE 2000

Sega for 32X; review, 8/7

Think of this game like a cup of coffee — when it's made right, it can be a tasteful, invigorating start to the day. If watered down, however, it can become an insipid, bitter brew not worth pouring down the sink. Man, they watered this one down — way down!

OVERALL 36%

ZHADNOST: THE PEOPLE'S PARTY

Studio 3DO for 3DO; review, 8/10

This game is really funny — in an Ircun Artcut, wait-in-line-all-day-for-moldy-bread kinda way. The only problem with this kind of game is that once you play it all the way through, you've seen all the jokes. That's why Communism failed.

OVERALL 70%

ZOOP

Viacom New Media for Super NES; review, 8/11

This puzzle game is actually so simple that it ceases to be much fun to play. It's simply a matter of matching the correct colors and shapes together. If you can clap your hands together, the odds are that you can beat this game.

OVERALL 74%

3-D LEMMINGS

Sony Interactive for PlayStation; review, 8/11

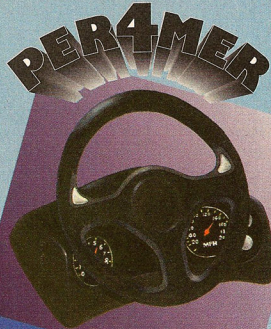
Take a whole bunch of suicidal little rodents, make 'em 3-D, and watch 'em tail themselves away. That's about the size of this game. While this game qualifies as a good kick, some things are better left unchanged. The lemming's-eye view is good for laughs.

OVERALL 72%

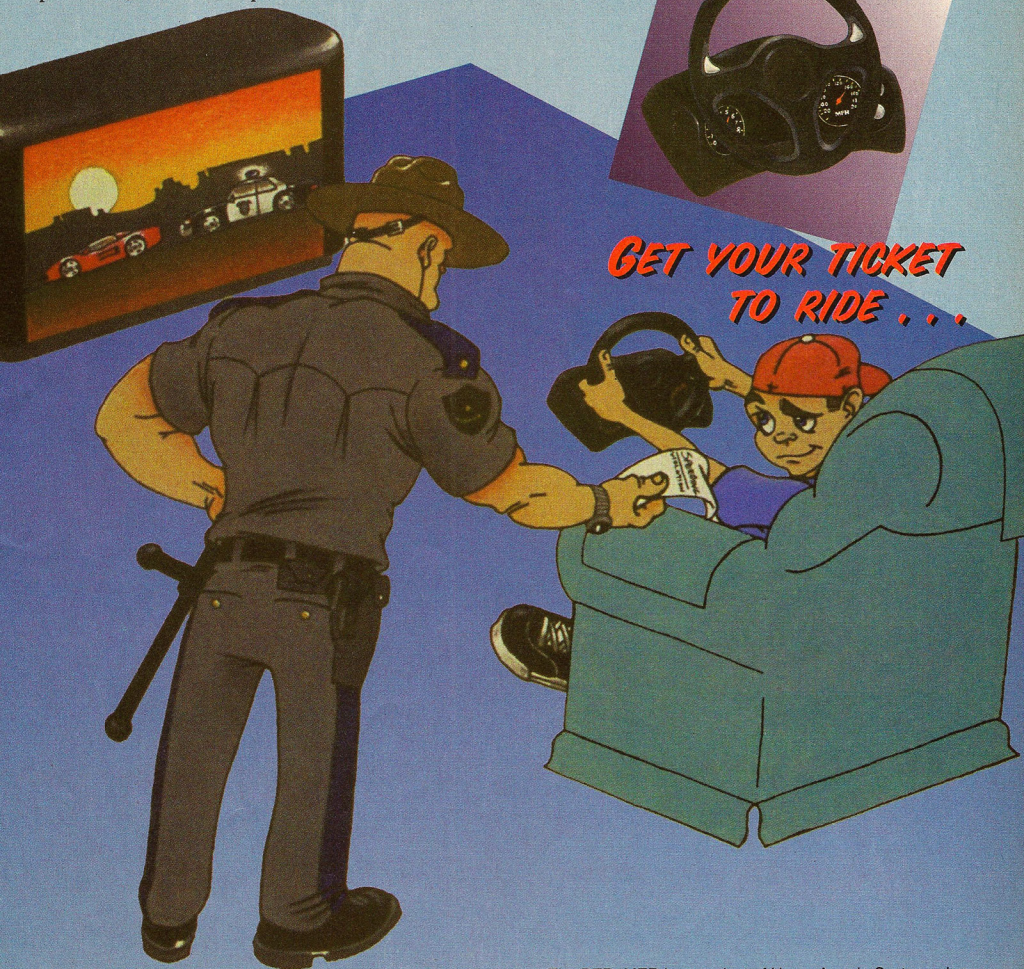
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IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS



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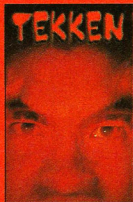


You're looking at the fastest racing game in history. Ridge Racer.

In Air Combat, you're a mercenary on a mission. Make that 17 missions.

TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.

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PERIPHERALS

Sure, we all know the feeling. You've just bought the state-of-the-art in game systems. You've bought the hottest new games.

You've even bought the obligatory second controller and memory card. You've bought the latest and the greatest, but there has to be more. That's right, boys and girls, it's time to discover that the true meaning of Xmas is excess!

And if you're going to do excess right, let's start with the MOTHER of all excess, provided by Sony PlayStation owners by an innocent looking device called the Link Cable. Although it requires an additional television and game console (hey, excess requires expense), the Link Cable

allows head-to-head two-player competition while providing each player with their own game view perspective. The incorporation of this feature on

games such as *WipEout* and *Destruction Derby* raises the home game play experience to new heights.

Sony's holiday line up of peripherals also features what is considered a must-have by all truly competitive, vindictive, obsessive gamers (especially sports nuts) — a Multitap. The four-player Multitap for the PlayStation is the

most efficient and definitive way to prove to your friends that it is they, and not the game system, that

possesses the REAL AI. *NBA Jam* and *NFL Quarterback Club* are two early titles that will allow you to put a hurtin' on those nearest and dearest to you.

Additional peripherals direct from Sony include a mouse that expands the ability to input commands for such games as *Wing Commander III*, *A Train*, *Revolution X* and *Alien Virus*. The Analog Joystick will delight flight sim fans while the S-Video Cable sharpens the image on your television.

Not to be outdone, Sega's Six Player for the Saturn ups the ante on the multitap scene. The Six Player is compatible with all Sega Sports multiplayer games, but especially mind-blowing is the ability to use two Six Players in order to play a twelve-man version of some games, such as Sega's *NHL All-Star Hockey*. But you better hope your friends get Saturn for Christmas, because someone's going to have to come up with those extra controllers you're gonna need!

Sega's arcade experience is evident in the variety of alternative input devices available for the Saturn. The Arcade Racer is the best home interface for driving games — *Daytona USA* was meant to be controlled from behind a steering wheel. But even more exciting is the transfer of true two-player



Link Cable —
OK, OK, so you need a whole other PlayStation and TV. What are waiting for? Go out and make some friends!



The ultimate in gaming decadence — two PlayStations joined as one, through the magic of the Link Cable.

RF Cable — If you want to connect your PlayStation to an older TV, you're gonna need this handy item.

Extra Controller — The extra controller features a revolutionary ergonomic design that makes for hours of fun play without the hand strain.

Link Cable — You'll need this for the ultimate in head-to-head competition. Trust us!

There are a whole bunch of wonderful ways to enhance your PlayStation experience. The items shown here should probably be considered as must-haves by any serious gamer. So start sending Santa those wish lists, because sometimes it's more fun to beat the hell out of your friends than it is to beat the game's AI.

Mouse — Precision control and total accuracy are at your command. Some games just require that special touch. Works with specially-marked PlayStation games.

Multi-tap — A necessary piece of hardware for those two-on-two sports games. Sometimes you want to beat more than just one friend.

Multi-tap — Remember those new friends you made? It's time to humiliate them! When you play *NBA Jam* or *NFL Quarterback Club*, the Multi-tap becomes as indispensable as your athletic supporter. Get the picture? You need this thing!

arcade gameplay in *Virtua Cop* for the Saturn. The purchase of an extra Stunner gun to go along with the one that comes packaged with the *Virtua Cop* game means an even more frenzied elimination of your favorite dirt-bag types. Better yet, you won't have to fork over all those extra quarters for knocking off all the hostages just for fun!

Additional Sega peripherals include the Virtua Stick to simulate arcade joystick control, and the Mission Stick to provide the ultimate in control for flying sims and shooters. The

Mission Stick's excellent design allows the player to flip the controller over to change the stick position to accommodate either left or right-handed players.

For all those total control freaks out there who desire more flexibility than that offered by the manufacturer's standard controller, there are a number of alternative game controllers available. Whether it is the choice between joystick or joy-pad, expanded programmability, improved ergonomics, superior quality or improved value, there is a controller available

to meet the demands of most gamers.

Ascii Entertainment offers a range of new controllers for the Sony PlayStation. The moderately priced asciiPad features ABS-molded hand grips for an ergonomic fit, and a 360-degree directional disk for precise movement and control. The asciiPad PS Special is positioned as an upgrade, a second controller, or a replacement to Sony's original game console controller while the asciiStick PS simulates coin-op arcade game control. Both of these controllers come loaded with turbo speed, automatic turbo fire, slow-motion and a seven-foot cord. These PlayStation accessories are an expansion to

Analog Joystick —

Visions of *Air Combat* and *WipEout* danced in their heads. Sure to delight the air sim fan with its accurate control.



Eclipse Pad, Eclipse Stick, PS Propad, Propad—Saturn, PlayStation or 3DO. Name your system, STD's got it. For those gamers who prefer more features added to their basic controller. Some of the special effects available are slow-motion, turbo-fire, three speeds of auto-fire, and an extra long cord for gaming comfort.



➔ Ascii Entertainment's existing line of peripherals for both 16-bit and those handy portable systems.

STD Entertainment's Eclipse Pad and Eclipse Stick for the Sega Saturn, the Propad for 3DO and the PS Propad for the

Sony PlayStation all offer the ability to expand game control. Independent auto-fire control, programmable synchro-fire, slow motion and an extra-long cord are standard features across the STD product line. STD also offers a wide variety of ➔



PS Propad



Eclipse Pad



3DO Propad

STD

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL



A new breed of evil!



Escape Spirit Knight's
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Overtkill™ is unstoppable!



Spawn™ vs. Violator™:
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Unleash the fury of the
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Rooftop vengeance!

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

SUPER NES®



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

SUB

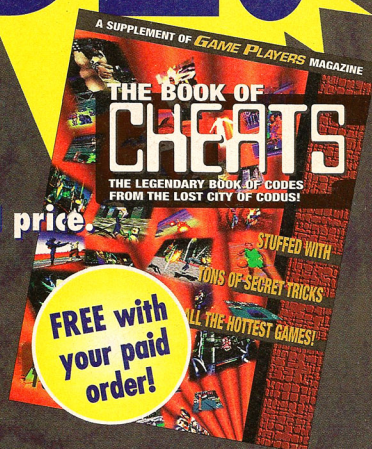
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Sega

Six Player—
Twelve
Player
Hockey!
Sega
shoots, they
score! When
beating the stuffing
out of one friend just
isn't enough! Now you can
take on the whole gang.



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Hey! I'm drivin'
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the right,
you idiot!
The
ultimate
accessory for all
junior Mario Andrettis!



Virtual i-O

Virtual i-O Headset— The
first reasonably afford-
able step into a
brand new virtual
world.



Stunner— Sega brings
home the arcade
experience again with
Virtua Cop. Now you can
act like Clint
Eastwood and
"make my day!"

➔ controllers and
accessories for 16-bit game
systems as well as portable game
systems.

For something a little different, Virtual i-O offers a set of virtual reality glasses that can be considered somewhat affordable. The small, lightweight unit is akin to strapping a small television to each eye and a speaker to each ear. Although the glasses must be upgraded to offer full tracking ability, the full immersion effect of the video images and audio offers a tantalizing

taste of what's to
come in the arena of virtual
reality gaming.

These quality peripherals are but a small part of the products available in the video game market. But it's important to remember that not all products available on the market will meet the expectations of all gamers. In other words, there is some total crap out there. Not every developer sets as high a standard for their product as gamers do. So do yourself a favor and try out a product before you buy it. You'll thank yourself for it! **GP**

asciiPad PS Special—
Adds turbo speed, auto
fire and more, while
maintaining the
ergonomic style
of the original
PlayStation
controller.



asciiStick PS— For
those that demand a
joystick—stick it to them
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plus turbo and more.

Ascii

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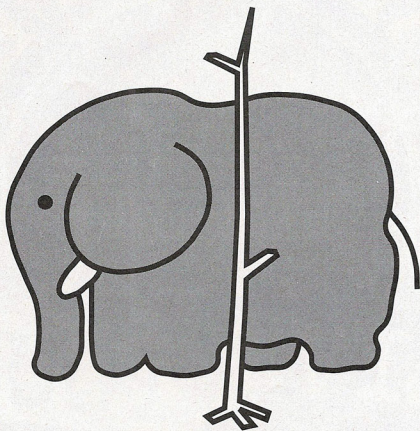
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Can you spot the elephant in this picture?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

JAGUAR™

6 4 - b i t . \$ 1 4 9 *

The most advanced graphics out there. Twice the bits for half the price. And over 40 cerebellum-scrambling games to choose from. If you still don't get why the Jaguar's a better deal, maybe getting that second lobotomy will help.



I-War™

The world's supercomputer is filled with mutant databases. Enter the I-Way and trash the viruses while you avoid attacks, solve puzzles and make it through mazes. And good luck. Without you, society is dust.



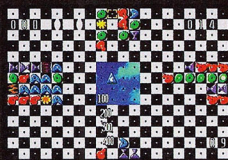
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Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little aliens taunt you as you try to solve these puzzles.



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CODES CODES CODES

SANTA'S LITTLE HELPERS

We toyed with the idea of not having a code section this month. Well, that's not really true. /toyed with the idea of not having to do a code section this month, but Chris put a quick and certain end to that idea. So, what we've done instead is given you, uh... extra codes! Yeah, that's it... This month, instead of just including all the new codes we could come up with, we repackaged a bunch of the old codes to make them look like brand new codes. Now, before you start screaming that we've cheated you, the deal is this: we've been running codes for a long time for systems and games you might not have had yet, and now that it's the holiday season and people are likely to be getting new stuff, we wanted to be sure you had all the necessary codes. See, I told you we had a good reason. And, of course, there's still plenty of never-before-seen codes for our regular readers. So, enjoy!

PLAYSTATION

BATTLE ARENA TOSHINDEN

Sony CE for PlayStation

Fighting Dirty

Secret Normal Moves On Command

First enter the Sho and Gaia codes then wait for the demo and press Start. As soon as the title screen comes up, press Down + Left + X.

After you hear a voice shout 'Fantastic', go to the Option Menu. Change the shoulder button controls to your special moves. Start a game.

At any point during a fight press R1 + R2 + L1 + L2 + Select to use your character's Secret Normal Move.

You Call The Shots!

Clean Up The Screen And Control Camera

Go to Options menu and set controls for L & R buttons to 'Not Use'.

Change the 'Camera Action' to 'Yourself'. Set 'Control Type' to a number that is greater than 32.

Start the game and press Start to Pause.

Press and hold the Circle, Triangle, Square, and X buttons then press the Select button twice. Use the L and R buttons to move the camera and use the Select button to zoom.

Feeling Desperate?

Use Desperation Move On Command

First set controls to 'Easy' or 'Very Easy'. Activate the special moves. When the life bar gets into the red zone, press R1, R2 and Down simultaneously.

Bad-Ass Fighter Codes

Gaia Code

As soon as the title screen appears, press Down, Down + Left, Left, Square.

When you hear a voice say 'Fight!', and the words turn from blue to red, start a one-player game.

Set the select screen so the Eiji is in the highlighted box and press Up, plus any button.

Sho Code

To fight as Sho, do the initial steps for the Gaia code to make the words turn red. Wait until the demo starts, then press Start on controller one.

Once the title screen comes up again press Right, Left, Right, Left, Square on controller two. The words will turn blue again if done right. Then go to select screen and highlight Kayin. Hold down and press any button to fight as Sho.

STREET FIGHTER: THE MOVIE

Acclaim for PlayStation

Movie Madness!

Play As Akuma

At the Player Select screen, press Up, R1, Down, L2, Right, L1, Left, R2. The code must be entered quickly so if it doesn't work just go to Guile and try it again.

Then choose Guile to play as Akuma.

NBA JAM TE

Acclaim for PlayStation

More Codes Than A Secret Agent!

Special Play Modes

At the 'Tonight's Match-Up' screen, enter all of the following codes.

To be 'On-Fire' press Down, Right, Right, Circle, Triangle, Left.

To dunk from anywhere press Left, Right, X, Circle, Circle, X.

For quick hands press Left, Left, Left, Circle, Right. For Maximum Power, press Right, Right, Left, Right, X, X, Right.

For Big Head mode press Square, X, Circle, Triangle five times.

For Mammoth Head mode press Square, Triangle, Circle, X five times.

For the Baby mode press Square, Circle five times.

For the Huge mode press Triangle, X five times.

JUMPING FLASH!

Sony CE for PlayStation

Jumping Clouds!

Move The Clouds

At the title screen, hold down L1, L2, R1, R2 and press Up.

When the clouds speed up, you've completed the code.

The Super Brand of Jumping

Super Jumping

When you finish the game return to the title screen and flip through the stage select until you see the word 'Extra'.

Restart the game.

Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple jump.

Have fun!

RIDGE RACER

Namco for PlayStation

Racy Codes!

Additional Cars

First kill all the enemy ships in the round of *Galaxian* at the beginning of the game. You will then be rewarded with eight, that's right, eight new cars.

Blaxploitation!

To race as the elusive black car you will first have to beat him in the Time Trial Extra mode. This is, of course, not easy to do but the pay-off is worth it.

Once you have the black car, well, let's just say you WILL rule.

Flagging

At the title screen press and hold any two of the shoulder buttons.

While holding the shoulder buttons press any of the other buttons or any direction on the D-pad and you will find yourself with control of the *Ridge Racer* flag. Like you care.

AIR COMBAT

Namco for Playstation

Little Hidden Games

First you must enter the debug mode by pressing and holding the R1 and the Circle during the entire pep talk.

Once you get the special loading screen with the floating discs, then you know you've accessed the debug mode.

Then release R1 and Circle and press Up, Left, Down, Right.

Now start a normal game.

Before the game actually starts, you will get to play a round of this simple action game.

VIRTUA FIGHTER

Sega for Saturn

Get A Little Closer

Change The Ring Size

At the title screen, press up 12 times, then press the Start button.

Choose options.

Go to the exit option and press down one time.

After the highlight disappears from the bottom of the stage, press C.

You will now be able to pick the ring size.

Virtua Manipulation

Choose Backgrounds

After a normal match, hold down the L and the R buttons until the cheat menu appears.

When the menu appears, you will be free to rearrange things as you see fit.

Master Dural

Fight Boss

At the title screen choose either Arcade or Vs. mode. This will work in either One or Two player modes.

At the Fighter selection screen press Down, Up, Right, A + Left (Get it? D.U.R.A.L?)

SATURN

PANZER DOGGOON

Sega for Saturn

Dragon's Lib

Stage Select

At the title screen press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z

When the stage select appears you are free to jump to any episode you'd like to play.

The Real Beginning

Secret Level

At the title screen press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. Keep an eye open for the first level boss cruising by.

You Can't Touch This

Invincibility Code

At the title screen press L, L, R, R, Up, Down, Left, Right. You'll still see a red flash when you get hit, but you won't lose anything from your life meter.

Rolling, Rolling, Rolling

Rolling & Smart Bomb Codes

At the title screen try pressing Up, Right, Down, Left four times in a row.

When you hear a crashing noise and see the words 'Rolling Mode' appear then you know you've done it right.

Now that you're in 'Rolling Mode', a double tap in any of the diagonal directions will send you into a roll.

As an added bonus, try holding any button during a roll and watch all the enemies on radar become locked-on targets.

Let the button go and your enemies are dust.

Spinning Dragon

Rolling When In Danger

Try this move when your life meter gets into the red. Double tap the D-pad in any one of the diagonal positions and you will do a barrel roll that you just might find handy in avoiding enemy fire.

Speeding Dragon

Faster Mode

At the title screen press L, R, L, R, Up, Down, Up, Down, Left, Right.

If you've done it right, it will say 'Wizard Mode' and you'll be in for some mighty fast action.

More Panzer Codes

Shot Power-Up

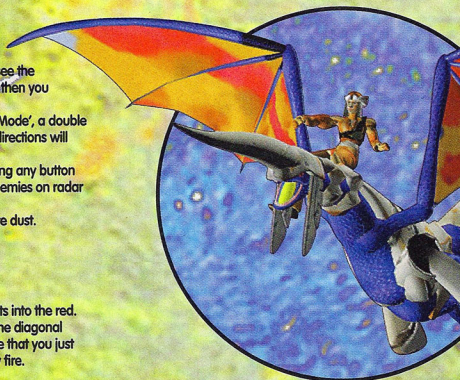
At the title screen press Up, X, Right, Y, Down, Z, Left, Y, Up, X.

Now that this code is installed you will now be able to enter the following shot power-up codes at the Episode Screens.

Hold the B button at the Episode Screen to get the Purple power-up.

The amazing purple power-up is definitely not to be messed with.

Using the same tactic except holding the C button will give you the blue power-up which is not to be messed with, either.



ROBOTICA

Acclaim for Saturn

Robotic Justice

Replenish Life

At any point during the game press and hold the L and R buttons on controller one.

Then, on controller two, press A to replenish your shield.

Press B to refill your generator, meaning Plasma Barrier, Hover Jet, Power Booster, etc.)

Press X to power up your weapon.

Press Z to load the level map.

WIN!



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Over \$6,000 in prizes will be awarded to the qualifying winner! Will it be YOU?

But, I'm not very lucky. This is not a game of chance but a series of puzzles which are scored. Get the best score and the prize is yours! It's that simple!

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This is one of the newest, fastest, most powerful computers on the market today. All of this and more can be yours. Just solve the puzzle below and send in your entry.

Can you solve the puzzle below?

Do you have what it takes?

Game Rules: Under the puzzle you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry you will find a Word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled square. The Word clue letter can only be used on the line next to it. All words in the list are not used.

What you can expect: After this entry, you will receive four additional puzzles at \$3.00 each. The Tie-breaker will be \$1.00. Subsequent tie-breakers will be free. Tie-breakers will be played until only one person remains. The puzzles will increase in difficulty each time. Each additional puzzle will train you toward solving the tie-breaker. For a copy of general contest rules, send a self-addressed stamped envelope to Treasure Cove Corporation at the address on the coupon below. Please write the word "rules" on the outside of the envelope.

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"The Premium Prize Company."

Send in Your Entry Today!



WORD CLUE

WORD CLUE:
 What one does while asleep.

All Entries must be Postmarked by 12-31-95.

Yes. Enter me in the Computer Contest!
 Here is my \$4.00 Entry fee for my puzzle.

Send cash, check, or money order to:
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 CREEK BREED VENUE GREEN

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DAYTONA USA

Sega for Saturn

Learn The Words To Another Song**Change The Soundtrack**

At the end of a race when you are asked to enter your initials try entering the initials from these other games.

Try V.R for Virtua Racing, V.F for Virtua Fighter, O.R.S for Outrunners, and A.B for AfterBurners.

Learn The Words, Sing The Song**Karaoke Mode**

Set the playing mode to arcade.

At the track select screen hold up on the d-pad. Press C to select the track while still holding up.

Demo Model**No Tires**

Go to the pit.

After the tires have taken off and before the new ones are put on press A + B + C + Start to reset the game.

Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode.

Choose a track.

Then hold Start as you pick your car to race in Time/Lap mode.

After finishing the race, choose Yes at the replay screen.

Press R at any time during the replay to see the helicopter view.

Dancing Jeffrey**Make The Statue Dance**

Okay, it's just this simple, when you see the statue named Jeffrey, press the X button and he will dance for you, no questions asked.

Did I say the last one was simple? Well, here's the definition of simplicity. Press start during the victory lap of a first place run and you will get a full list of developer credits.

Hey, Wait-up**Catch The Leader**

This may be your usual position.

But, by pressing and holding Z at any point in the race the lead car will be drawn much closer to your own car.

Passing the lead car from this point becomes only a matter of time.

BUG!

Sega for Saturn

Buggin'!**Level Select**

Press Start at the title screen.

As the game is starting, press B, A, B, Y, Down, Right, A, L, Down.

Press and hold L, then press Up to skip to the next level.

Press and hold L, then press Down to go back to previous level.

**CLOCKWORK KNIGHT**

Sega for Saturn

Clockwork Forever**999 Knights**

At start screen press Up one time, Right nine times, Down six times, left seven times, Z, X, Y, Y, Z, Start.

When the game begins you should notice a substantial increase in the number of knights in your stockpile.

Knight's Choice**Stage Select**

At start screen press Left, Up, Right, Down, Down, Right, Right, Up, R, and you will see a stage select appear under the start option.

For a last boss option add the following code to the end of the stage select code. Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R.

NHL ALL-STAR HOCKEY

Sega for Saturn

You're Ugly and Sega Dresses You Funny!**Change Character's Size**

During the National Anthem, press and hold the L and R buttons.

Maybe you'll have more luck now that the players are big, tall and geeky looking.

To make the players short and wide, try pressing and holding A and B during the National Anthem.

To make the players stand on their heads, press and hold A, Y and B during the National Anthem.

ASTAL

Sega for Saturn

Astalled No More**Stage Select**

Go to Options Screen.

Once at the Options Screen, use controller two and press Left, Right, Left, Right, Up, Down, L, R, and then press Start.

When the words 'Secret Mode' appear at the top of the screen, you know you're on your way.

Go Back to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, X

When you see the words 'Stage Select' appear at the bottom of the screen, you've done it right.

Now you may choose any level you'd like to play.



SEGA CD/32X

EARTHWORM JIM SPECIAL EDITION

Interplay for Sega CD

Earthworm Jim: The Final Chapter

Level Passwords

At the Passwords screen, enter all of the following codes.

First Andy Asteroids - Red Sphere, Blue Sphere, Gun, Cow, Cow
What The Heck? - Blue Sphere, Faucet, Gun, Cow, Red Ball

Second Andy Asteroids - Faucet, T.V., Blue Sphere, Cow, Hydrant
Down The Tubes - Hydrant, Blue Sphere, Gun, Hydrant, EWJ

Tube Race - Cow, Blue Sphere, Gun, Faucet, Gun

Third Andy Asteroids - Blue Sphere, Blue Sphere, Cow, Blue Sphere, Cow

Snot A Problem - Red Sphere, Hydrant, Faucet, Gun, Cow

Fourth Andy Asteroids - Cow, EWJ, T.V., T.V., Red Sphere
Level Five - Cow, Cow, Faucet, Cow, Faucet

For Pete's Sake - Faucet, Hydrant, Blue Sphere, Red Sphere, Blue Sphere

Fifth Andy Asteroids - Cow, EWJ, Cow, Hydrant, Faucet

Intestinal Distress - Gun, Red Sphere, Faucet, Gun, T.V.

Buttville - Red Sphere, Cow, Blue Sphere, Blue Sphere, Cow

THE MISADVENTURES OF FLINK

Psygnosis for Sega CD

The Ancient Cheat Menu

Special Cheat Mode

At any point in the game try this code for a great cheat menu. Hold Down and press Start, release Down but continue to hold start, press Right 3 times, Left 3 times, Right 2 times, Left 2 times, Right, Left. Check the bottom of the main menu screen and you will find a special surprise.

SLAM CITY WITH SCOTTY PIPPEN

Digital Pictures for Sega CD / 32X

Slam It Home, Baby

Super Slam Every Time

Just before Fingers passes you the ball, press B, A, Left, Left. This allows you to Super Slam without hitting the sweet spot. Enjoy!

CORPSE KILLER

Digital Pictures for Sega CD / 32X

Gut 'em

Armor Piercing Bullets

At the Datapod screen, begin switching between the Satellin Map and Datapod Info. When APB Quest and Datura Quest icons appear, you're set. Bleed 'em.

WWF RAW

Acclaim for 32X

The Masked Code

Fight As Secret Wrestler

To find the secret wrestler, go to the wrestler select screen and press Down + A + B.

Now that you have Kwang at your disposal, you should more or less be unstoppable.

BLACKTHORNE

Interplay for 32X

Those Four Little Letters

Level Passwords

At the passwords screen enter the following codes for rapid advancement through the game.

Level 1 2 3 4 5
Mine Level FBWC QP7R WJTV
Tree Level RRYB Z59P XJSN CGDM
Sand Level TJIF GSG3 BMHS Y4DJ
Castle Level HCKD NRLF J68Z MUXG K3CH
Tree World Level RRYB Z59P XJSN CGDM

COSMIC CARNAGE

Sega for the 32X

More Brawling, Less Carnage

Change Game

At the licensed by Sega screen, hold X, B and Z, then press start.

This will take you into the Cyber Brawl arena. Choose your Cyber Brawler and prepare for a new kind of battle.

Check out a new kind of futuristic action, and smile, you just got two games for the price of one.

MOTOCROSS CHAMPIONSHIP

Sega for the 32X

Get Dirty Faster

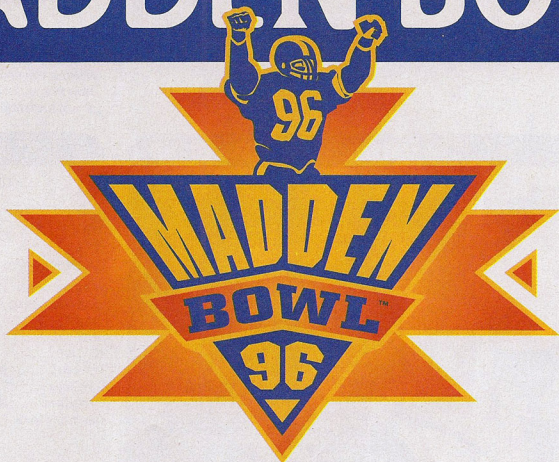
Level Passwords

The following passwords will take you to any level of racing you wish.

Get it dirty, please get it dirty!

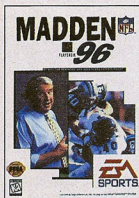
Level 1 gDAAAAAAAYM
Level 2 HXwwBEJAJ5M
Level 3 CogxdJRA8ZN
Level 4 ?QyIMZA06N
Level 5 0HBGRAgbo
Level 6 UX5tjUsAk8O
Level 7 #zJUWYAjdP
Level 8 e6ELa7A#P
Level 9 vailsdB8JQ
Level 10 Co5WuhMB8?Q
Level 11 4D7GvQB8R
Level 12 gr23vnVB8?R

MADDEN BOWL



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Sweepstakes begins 11/29/95 and ends 12/23/95. Sweepstakes void where prohibited. Each entry must be separately mailed and all entries must be postmarked by 12/23/95 and received no later than 12/30/95. You may enter as often as you like. Winner will be selected in a random drawing from among all eligible mail-in entries. The odds of winning depend on the number of eligible mail in entries received to be held on or about 12/30/95. By entering, participants agree to be bound by the complete Official Rules. For complete Official Rules, send SASE (VT and WA residents need not affix return postage) to The "Madden Bowl 96" Sweepstakes, THE BOX 111, 1348 Washington Ave, Miami Beach, FL 33139.

Prizes: One grand prize winner will win a 4 day/3 night trip for two (2) to Super Bowl XXX in Tempe, AZ on January 28, 1996. The grand prize winner receives two tickets to The Big Game plus VIP passes to hang out with the stars at the Madden Bowl celebrity tournament. Grand prize winner also receive \$2,500 cash. Trip is from January 26-29, 1996. Trip includes round-trip coach airfare for two to Tempe, AZ from the commercial airport with regularly scheduled flights closest to the winner, 3 nights hotel accommodations (one room and tax only), and ground transportation to and from Tempe, AZ airport, hotel and The Big Game. Total retail value of grand prize is approximately \$8,300. Travel is subjected to availability. Meals and beverages are additional and expenses are not included unless otherwise indicated. Twenty-five (25) first prize winners each win a Madden NFL 96 video game (for game system of choice), the XBAND video game mode (for Sega Genesis or Super NES), and a one year subscription to Game Players magazine. Retail prize value of each first prize winner is approximately \$150. Fifty (50) second prize winners receive an EA SPORTS T-shirt. Retail value for second prize is approximately \$17.50. Total retail prize value of all prizes is approximately \$12,925. Prizes are not transferable. Taxes are the sole responsibility of the winners. No cash or prize substitution is allowed except at discretion of Sponsors. All prizes will be awarded. If prize cannot be awarded due to circumstances beyond the control of the Sponsors, a substitute prize of equal or greater retail value will be awarded.

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SUPER NES

DEMON'S CREST

Capcom for Super NES

Demon's Codes

Play As Ultimate Gargyle

Go to the passwords screen.

Enter the following code to play as the Ultimate Gargyle: FDQP, GRMB,

FGNH, GTKL

If you'd rather have all the items try entering QFFF, KNRR, DDLR, XGTQ.

SONIC BLASTMAN 2

Taito for Super NES

Double Trouble

Play As Same Character In Two Player Mode.

On the player-select screen, choose one player with controller one.

With controller two, hold down the L and the R buttons, which allows you to choose the same character as your opponent.

PREHISTORIK MAN

Titus for Super NES

Skipping!

Stage Select

Go to Options menu.

Highlight Exit, press and hold L, then press Start.

Highlight Game Start, hold R and press Start.

At any point during the game you can now press

Select to skip to the next stage.

DONKEY KONG COUNTRY

Nintendo for Super NES

Donkey Kong Codes

Enter MAXX and Iron Man Mode shows up and allows player one to take no damage, (for wimps only —

studs not allowed unless they beat up the wimps and steal it) Invite over friends and watch them go ape when you monkey around with their turn.

Now, in a two player game, press A to take over his turn.

Now select a game and start with 50 lives. That's a lot of apes!

Highlight Erase Game on the 'select a game' screen and press D, A, R, B, Y, D, A, Y for this sound test.

Press select

to pick the tunes.

Now walk Donkey towards

Ropey Rampage and press Start and Left at the same time. Keep walking back and forth until it works.

You warp directly to Orangutan Gang, and could finish the game in an hour, if you're hot!

BUST-A-MOVE

Taito for Super NES

Passwords and More Passwords

Level Passwords

At the passwords screen enter the following codes. Sure, we know it's tempting to jump right to level 100, but have some patience and you're sure to get even more enjoyment out of these passwords.

Level 10 - XJZBOX

Level 20 - FG2FWC

Level 30 - 5SNRT9

Level 40 - LTH3DB

Level 50 - TZDK2K

Level 60 - 60GCKW

Level 70 - SV6RTR

Level 80 - 46V4C2

Level 90 - 5K5TTS

Level 100 - 23Q665

THE TICK

Fox Interactive for Super NES

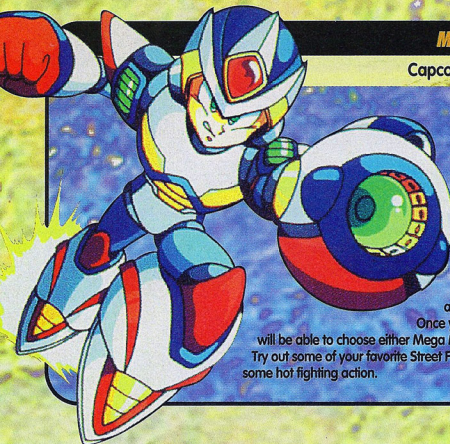
Bloodsuckers Heaven

Stage Skip.

Trust me, set up your select screen with the following information: Lives to 7; Continues to 4; Arthurs to 2; and Test sound to Teleport. When everything is set, press start.

When game has started, press start to pause.

Finally, press Select while the game is paused and there's your stage select.



MEGA MAN 7

Capcom for Super NES

Mega Fighter Two, Hyper-Turbo Special Edition

One-on-One Fighting

To set-up the versus mode, go to passwords screen.

Enter the code shown above, then hold the L and R buttons on controller one and controller two and press start on controller one.

Once you reach the Versus Screen, you

will be able to choose either Mega Man or Bass.

Try out some of your favorite Street Fighter moves if you're looking for some hot fighting action.

CLAYFIGHTER II

Interplay for Super NES

Evil Twin Fighting

Fight Evil Character Twins

At game select screen enter the following list of codes for each characters evil twin.

Butch isn't just a mean name anymore!

first comes the lightning, then comes the THUNDER!

Butch - Hold L and press X, R, A, X, R, R

Peelgood - Hold down and press B, Y, Y, A, Y

Sarge - Hold X and press L, L, Up, Down, Left,

Down

Ice - Hold B and press Up, L, L, L, Right

Thunder - Hold up and Left and press Y, B, X, B, B,

X, A

Slyck - Hold Y and press L, L, Up, L, Left, R

Spike - Hold R and press X, B, B, A, Y, Left, A

MECHWARRIOR 3050

Activision for Super NES

Mech Goodness!

Infinite Ammo

Go to the password screen.

Enter the code M1R0G3.

STREET RACER

Ubi-Soft for Super NES

Calling All Speed Freaks

Extra Speed!

Before choosing your car, press X, Y, X, Y, X, Y, then hold X and press right until your acceleration meter is completely full.

HAGANE

Hudson Soft for Super NES

Infinite Baby!

Infinite Continues

First choose the 'Config' option at the title screen.

Go to the music option and play, in this order, samples of 9, 8, 7, 6.

Now when you end a game you will notice that you have infinite continues.

BASSIN'S BLACK BASS

Hot B for Super NES

Brain Food

Debug Mode

Once the debug mode has been initiated, start a game and try the following codes.

Conditioning

For control over the general conditions of the game, hold A on controller two at the boating screen. Then, while still holding A, go to casting screen. Now you may control the elements.

Timing

At boating screen, press X on controller two and watch time fly by.

Catching

At casting screen, press Y on controller 2 to instantly catch a nice variety of fish.

Bassing

At casting screen, press B on controller 2 to catch some fabulous, and some not so fabulous bass.

LEMMINGS 2

Psygnosis for Super NES

Follow Me

Sound Test.

Sure, I know what you're thinking. What the hell are you doing over there by that tree?

That's right — he pulled that sound test right out of the tree.

KIRBY'S AVALANCHE

Nintendo for Super NES

Extra, Extra!

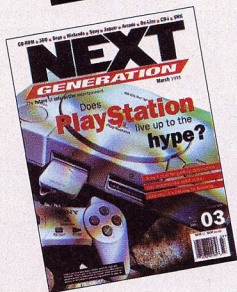
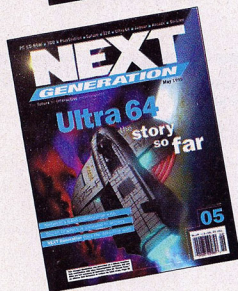
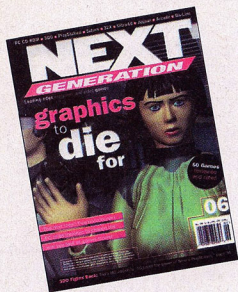
Additional Options

At the title screen, hold down A, B, X, Y and then press reset while still holding the other buttons. When the game resets, release the buttons and go to the options screen.

Check under the custom options.

Check under special custom and you will now notice a few new options, including 'Earthquake', which is bound to shake up your game.





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Sega Saturn:
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Now read the facts

Sega Saturn: tech specs

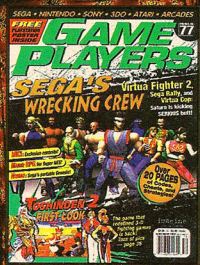
Now read the facts

Whether you're a Sega Saturn fan or just a curious gamer, this special issue is packed with everything you need to know about the new 32-bit console. From the latest in Saturn technology to the best games to play on it, we've got you covered. Plus, we've got a special section on the Saturn's hardware, including a detailed look at the Saturn's architecture and the latest in Saturn games. So, if you're a Sega Saturn fan or just a curious gamer, this special issue is packed with everything you need to know about the new 32-bit console.

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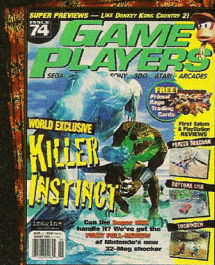
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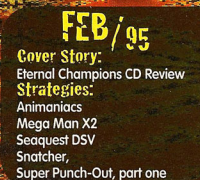
Strategies:
Brutal 32X
Fight For Life
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THE BOOK OF CHEATS

Cheats for:

Donkey Kong
Country
Earthworm Jim
Madden '95
Mortal Kombat

Road Rash 3
Clayfighter
Demolition Man
Way of the Warrior
AND LOTS MORE!



FEB / 95

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DEC / 94

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Mortal Kombat II, part one
Sonic & Knuckles, part two

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OGRE BATTLE

Enix for Super NES

Ogreiffic

Start With Extra Money

When you begin a new game you will be given the opportunity to enter a name for yourself.

Enter the name "FIRESEAL" and then continue with the game.

When you get into the game you will see that you are in pretty good shape, including high level characters and 300,000 Goth.

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Bandai for Super NES

Power Suit

Start With Power Suit

At the title screen press Up, Down, Left, Right, X, B, Y, A and Start.

When the letters turn blue you know you've done the code right.

Now your favorite Power Ranger will be wearing his/her power suit right from the beginning.

MORTAL KOMBAT II

Acclaim for All Systems

Fatalities**FINISH HIM!!!**

Let's get real... the best part of Mortal Kombat are all those messy, gory, blood-spattering, acid-dipping, spine-ripping fatalities! Here's how to pull off some of the very best. Enjoy!!!

Shang Tsung's Kintaro Fatality

Hold Low Punch for about 30 seconds, defeat your opponent, move about a step away and let go of Low Punch. Tsung morphs into Kintaro and punches his opponent in half (ow!).

Disable Throws

At the Character Select screen, just after both players have chosen their fighters, hold Down and High Punch on both controllers. Just before the fight begins you should see this message.

Random Select

From this position on the Character Select screen (Liu Kang for player 1, Reptile for player 2), hold Up and push Start.

Scorpion's 'Toasty' Fatality

Hold Block and tap Down, Down, Up, Up, High Punch. It works much like Scorpion's normal Flame Fatality, but you can do it from anywhere on the screen. Also, Dan 'Toasty' Forden pops on screen and says 'Toasty!', as well as writing it on the screen.

KILLER INSTINCT

Nintendo for Super NES

Play As Eyedol and Then Some!

Play As Eyedol

First, choose Cinder.

At the Vs. screen press and hold Right then press L, R, X, B, Y, A.

See, we told you not to worry.

To play in 'Hyper' speed mode go to the Vs. Screen.

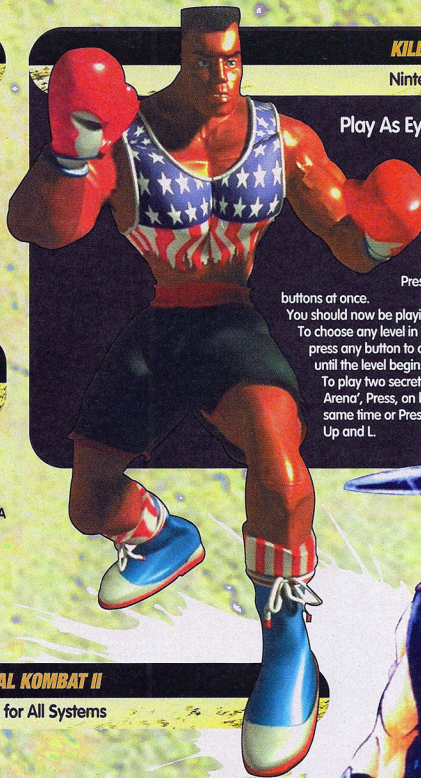
Press and hold Left and all three punch

buttons at once.

You should now be playing at 'Hyper' speed and loving it.

To choose any level in Two player mode hold down and press any button to choose a level. Hold both buttons until the level begins.

To play two secret levels, 'Infinite Caves' and 'Sky Arena', Press, on both controllers, Down and B at the same time or Press Up and L.

**Dead Pool Fatality**

When 'Finish Him' appears after winning the second round in the Dead Pool area, press and hold the Low Punch and Low Kick buttons, move in close, and execute a normal uppercut (with the buttons still held down) — your opponent gets an acid bath like this!

Slip off spikes after Pit Fatality Uppercut

Quickly hold down on both controllers after executing a Pit Fatality Uppercut. Your victim slides down off the spikes and splats on the floor.

Johnny Cage's 3-head Fatality

Do a normal Uppercut Fatality (Forward, Forward, Down, Up), but when the screen gets darker, like this (indicating that the Fatality is about to happen), hold Down, Low Punch, Low Kick, and Block.

Smoke

Sometimes Dan Forden (an original MKII programmer) pops on-screen and sings 'Toasty!' after someone executes an uppercut. If this happens during the Portal stage, quickly hold Down on the controller and press Start before he disappears — if you're fast enough you return to Gorō's Lair to fight Smoke.

CLIP AND MAIL

GENESIS

ROAD RASH

Electronic Arts for Genesis

Rash Ready, Watch Your Ass

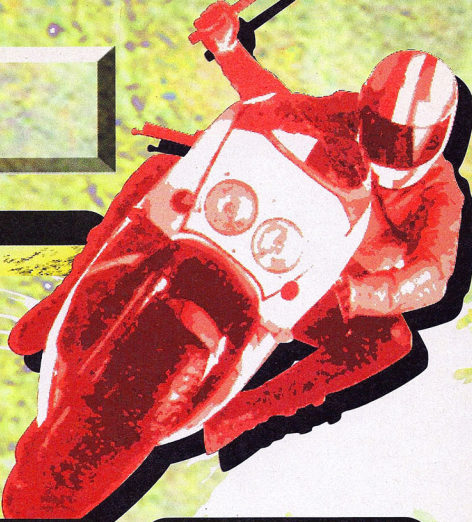
Best Motorcycle

At the password screen enter the following codes to get yourself on any bike you'd like. Hot shot, huh? Hope you can handle it.

The Passwords are as follows:

Corsair 400 AK01 12HK
Kamakazi 250 MK00 15H2
Banzai 450 CG01 17HL
Ratzo 500 EG00 18HN
Stilleto 600 AG01 1AHO

Perro 250 GC00 1DHS
Kamakazi 750 2101 1FHL
Diablo 750 O100 1GHB
DMG 1000 AG01 1IH0
Corsair 600N M221 1LHO
Kamakazi 750N EG01 1NHH
Banzai 750 1100 Qc00 1OHF
Stilleto 900 N 0220 1RHI
Diablo 1000N CG00 1THC



NBA LIVE '95

Electronic Arts for Genesis

NBA, huh?

Play A Round Of Golf.

Start an exhibition game.

At the player select screen, push Up. This will give you a message that reads 'New Start'. Enter password 'REFLOG'.



WARLOCK

Acclaim for Genesis

Six Stones Are Better Than One

Stage Skip

At the Passwords screen enter the following codes.

SRVDR, SNGDN, BGSTR, PLEUP, PGBRL, BLDVN,
DINSJ, NRYNA, NLYNG, BTBYS, SPKNS, PRDIG, SCF5H
Finally see those stages you've only dreamed about until now.

BALLZ

Accolade for Genesis

Beltz

Advance Fighters

At the Ballz title screen, enter the codes for either the red or the green belt.

Red - A, Down, Down, B, B, B, C, Left, Right
Green - A, A, Down, C, B, A, Up, Up, Down

MADDEN '95

Electronic Arts for Genesis

Speedball

Play One Minute Games

At the Game Set Up screen, push A, C, C, B, B.

When done correctly you will see the day and time the game was made appear.

Check the game length options for the one minute option. This will also give you a hurried coin toss. All of the fun, none of the nonsense.

X-MEN 2: CLONE WARS

Sega for Genesis

Stage Skippin', No Hit Takin'

Stage Skip

At any point during the game press pause.

Then, for invincibility, press Up+B, Up, Right, down, Up, Right, Down, Down, Up, B then start to unpause.

Then press start again to pause and press Up+B.

For the level skip press start to pause the game.

While game is paused press Left+C, Up, Up, Left, Down, Down, Right, C then start to unpause. Then press start to pause again and press Right+C.

WORLD SERIES BASEBALL '95

Sega for Genesis

Play The Pros

Play As Pro Players from The Past

At the beginning of the game, when the title screen (the screen with the fireworks) starts to fade press A, B, C, and Start simultaneously.

When you see the first Blue Sky Zone press start two times to reach the cheat screen.

At the cheat screen change the 'Innings' to three, the 'Visitor's Score' to one and the 'Home Score' to three then press A, B, C and Start simultaneously. Then press Start two more times.

When you get to the cheat screen with the Blue Sky option change the answer to 'Yes' then press Start and you will be able to play them in an exhibition game.

RED ZONE

Time Warner for Genesis

Password Zone

Passwords

Select passwords option at menu.

Enter the following password for something special. A, B, C, A, C, A, C, B, C, A, C

Here's a fun little diversion for you before you get into Red Zone.

Mission 2 A, B, B, A, B, A, A, C, B, B, C
 Mission 3 B, A, A, B, A, A, C, B, C, B, A
 Mission 4 A, B, B, A, B, A, A, C, B, A, C
 Mission 5 B, A, A, C, A, A, B, A, A, C, A
 Mission 6 A, B, C, C, A, A, C, A, C, C, C
 Mission 7 B, A, A, C, A, C, A, B, A, A, B, A
 Mission 8 A, B, C, C, A, A, C, A, C, B, C

ZERO TOLERANCE

Accolade for Genesis

Zero Effort

Fight The Bosses

Try entering: cP98CrOFk for Boss #1.

Now that you've mastered the first boss, try: aLo5-vx2 for the second boss.

OK, now that you've beaten the first two bosses and you're thinking you're hot stuff and all try facing the last boss: Pvb7d6Noj

NBA LIVE '95

Electronic Arts for Genesis

Practice Makes Perfect

Practice Mode

At any point during the game hold A for turbo.

While holding A press start and everyone else on the court will freeze. Enjoy!

BARKLEY: SHUT UP AND JAM 2

Accolade for Genesis

Evil Twin Power Activate

Play Evil Twins

Start an exhibition game.

Choose your team.

Press start at any point during the game to pause the action.

Highlight 'Quit' and press C three times.

Then highlight 'Resume' and when you return to the action you will be playing your evil twins.

COMIX ZONE

Sega for Genesis

The Comic Codes

Invincibility Code & Level Select Code

Go to the jukebox.

Press C at each of the following numbers 3-12-17-2-2-10-2-7-7-11. You will hear a voice say 'Oh Yeah!' Then press Start.

Level Select Code

At the jukebox press C at 14-15-18-5-13-1-3-18-15-6. After the voice says 'Oh Yeah!' Press C at a number from 1-6 to choose a level. Then press Start.

ADVENTURES OF BATMAN & ROBIN

Sega for Genesis

**Holy Bat Getaways**

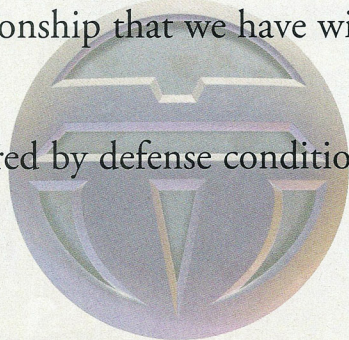
Stage Skip

At any point in the game press start to pause the action. Once the game is paused press B, A, Down, B, A, Down, Left, Up, C. (Bad Bad Luc).

Now that you can skip ahead to some of those later levels, perhaps you'll finally feel like the crime fighter you're supposed to be.

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



DEFCON
5™

FIFA SOCCER '95

Electronic Arts for Genesis

Cheat just a little.

Additional Options

At the options screen enter the following codes, one after another.

ABACAB Shootout Mode
 CCCBAAB Invisible Walls
 AAAAAABC Super Offense
 BBBBBCB Super Defense
 CABCCBAC Crazy Ball
 AAAAAABBBBB Super Goalie
 BBBBBSBBBB Super Power
 AABBCCAA Dream Team

Then, at the 'Control' menu, press A before the game starts.

If all the codes were entered correctly, they will show up here on the cheat menu.

TOUGHMAN CONTEST

Electronic Arts for Genesis

Tough Man Passwords

Enter all of the codes at this password screen.

Enter RUBE and you see Director's Cut show up on the game set up menu.

Select it and player two is headless, and blood is maxed out. Yes!

Enter FGSTER and you see Stealth Mode show up.

Now player two's palette is all black, so he can be quick like a ninja.

Enter 2LT and "To The Death Mode" rears its ugly little head.

This turns off the time and makes you knock out your opponent three times before claiming victory (for studs only — wimps not allowed).

Enter HYPER and the Caffeinated Mode shows up like the morning joe and everything is double speed.

Enter MAXX and Iron Man Mode shows up and allows player one to take no damage. (for wimps only — studs not allowed unless they beat up the wimps and steal it)

BUBSY II

Accolade for Genesis

Did Someone Ask For Bobcat Fun?

Invincibility;
 50 Lives;
 Smart
 Bombs

At the title screen
 Enter the following
 codes.

Invulnerability - C,
 A, B, C, Up, Down

How many lives did
 you say you wanted?

B, Up, B, B, A gets you 50
 of 'em.

Diving suits, anyone? Press B,
 Left, Up, B and get 99 suits.

Here, have some more codes.

Jump Frenzy - B, A, B, C, 90

Portable Holes - Right, Up, B, B; 99

Smart bombs C, C, C, Up, Down, C;

All Levels Complete - Up, A, A, A,

Down; 99 Nerf Ballzooka Shots - B,
 A, Left, Left

3DO**GEX**

Crystal Dynamics for 3DO

Super Gex

Special Power-Ups/Electric Gex

At any point in the game, press Pause.

While game is paused, press and hold R, then press
 Left, C, Down, Right, Right, Left.

When the game unpauses itself you'll know you've
 done it right.

Turbo Gex

Press down the pause button at any point during
 the game.

Hold R and press Left, C, Down, Right, Up, Up, Up,
 Right, Right.

Invincible Gex

Press pause at any point in
 the game.

Hold R, and press Left, C, Down,

Up, Up, C, Left, Right, A, Right.

If you can't get anywhere now, then I
 just don't know what to tell you.

SLAM N' JAM

Crystal Dynamics for 3DO

Slam 'N' Codes

Percentage Shots & Little People

Percentage Game

Start a new game.

When you get to the Scouting Reports screen choose continue.

In the time between the Scouting Report Screen and the tip off press and hold the L button.

You will now see the shot percentage with every shot you take.

Little People

Follow the same procedure you used with the shot percentage code until you get to the Scouting Report screen.

After you choose continue start pressing the R button repeatedly and quickly.

Once the game starts, press pause, then unpause.

FLYING NIGHTMARES

Domark for 3DO

She's a Brick House!

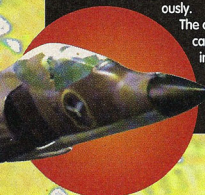
Invincible Mode

First save a game under the name 'BrickMode'.

Then load the saved game.

Then when the game starts up, press the Left and Right Shift buttons simultaneously.

The only damage you can take after putting in the code is the loss of your Heads Up Display (HUD).

**A New Way To Cheat!**

Play As Real Teams

At the team select screen, find the team you want to play as.

Now choose the team just to the right of the one you actually want to play.

STARBLADE

Namco for 3DO

Shooting In The Fast Lane

Rapid Fire

At the title screen press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

Now check out your new fire power.

QUARANTINE

Gametek for 3DO

Can I Drive?

Level Passwords

Find the exit on the map screen and head that way.

Enter the exit door.

Enter the code and move on to the next level.

Level 198645782

Level 289962254

Level 354185654

Level 492146125

Level 533289642

DEMOLITION MAN

Virgin for 3DO

De Bug Code

This level select code lets you play any level, see the ending, see the credits, get a sound test, and play five bonus levels in the Virgin Offices. Finally, a chance to roam the halls and destroy the designers of games you didn't like (Virgin hasn't made too many of these, though).

Pause the game at any time and enter L, A, Up, Down, R, and Up.

The passcode box says #PWR to show you that you have the teleport ability.

Press and hold B to get the level select to appear in the box. Keep holding B and press Up and Down to cycle through the options. When you find the one you want, release B.

Pick a shooting level like this one.

Or go to the Doom-type levels of roaming the hallways.

Or fight with Wesley Snipes.

VR STALKER

American Laser Games for 3DO

Stalk This!

Level Passwords

Enter the following passwords, each beginning with LQS-77K:

Utah - M79, Arizona - 5KK, Texas - MS7,

Gulf of Mexico - IAD, Colorado - 150,

Nevada - SU1, Tennessee - IQO, Arkansas - CCT,

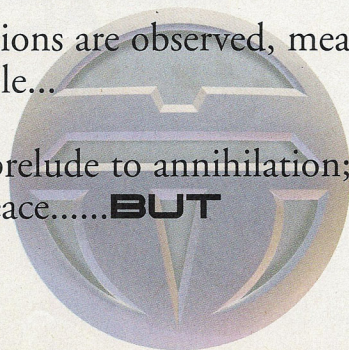
Virginia - CC7, Indiana - EW3, California - ESO, Pacific

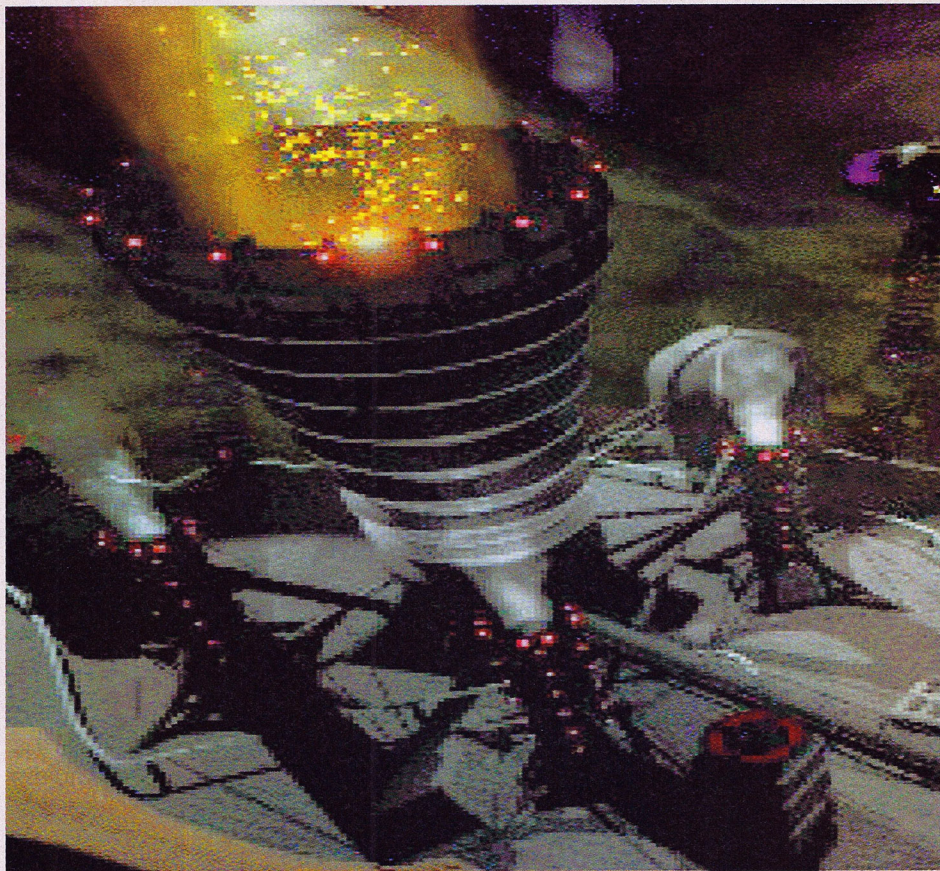
Ocean - EAT, Washington DC - SAF,

Florida Keys - CUD.

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**


DEFCON
5™



PEACE HAS

“An original space adventure combining strategy, action, and shooting game genres.”

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the

DEFCON 5™



A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.



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Just imagine it: you arrive at work at four, having slept well past noon. You scan your ID badge over the electronic eye, and the door unlocks with an audible click. You enter a large room full of gray cubicles, each equipped with the latest in advanced technology. For the next eight to ten hours, you will test high-security software months before anyone else on the planet even hears of it.

No, this isn't a description of some top-secret, X-Files-style FBI job. This is the life of a game tester. And what a life it is! You get to play all the hottest games months before anyone else, work with the game developers on the games themselves, and maybe even get your name in the game's credits. Oh yeah, you get paid too!

GAMING FOR DOLLARS: BREAKING INTO THE VIDEOGAME INDUSTRY

by Adam Douglas

You Gotta Have The Love

Contrary to popular belief, you're not just playing a bunch of games, trying different ones out when you feel like it. First-time testers find this out real fast. You're assigned one game, to play over and over, for weeks, sometime months. And you're not really playing the game, at least not like you would at home. You're breaking it. You might be told to punch a wall for four hours straight, just to see if there's a 'bug' there (a glitch in the program that will cause the game to freeze up, among other, weirder, things). Sound maddening? According to Joe Sousa, a tester at Sony, 'It takes a certain amount of fortitude to play the same game over and over. You have to be someone who really loves games.'

Hey, you already know you really love games, right? Now all you need is an interview, and you'll be testing in no time! Unfortunately, it's not quite that easy. Almost everyone I talked to at Sega, Sony, Electronic Arts and Crystal Dynamics found out about job openings through friends who already had testing jobs. Now I know you're saying, 'I don't know anyone who works for a major company!'. Luckily, we do. If you're really serious about a career in testing, you can mail your resumes in (see the sidebar for some addresses to get you started). Keep in mind, you have to be at least 18 and a high school graduate. But even if you're not old enough yet, that's no reason not to start gaining experience. Both Sony and Electronic Arts have summer internship programs, with Sony offering positions to gamers as young as 15 to 16.



Have You Got What It Takes?

OK, you've got your resume ready, but should you even bother to mail it in? Sure, you like to play games, but do you really think you have what it takes? Gary Barth, head of the third-party testing at Sony, told me **'There's a million players, but not everyone is a tester!'** So how can you tell a tester from the rest? Mark Lindstrom, head of testing at Sega, has stringent requirements. You have to **'write well, and play games well.'** Part of the job interview at Sega includes a written essay test to determine if you'll be able to write up the bugs in a concise, specific manner. Ben Szymkowiak of Crystal Dynamics, when interviewing job-seekers, looks for three key things: a love of games, ability to communicate, and the **'ability to keep looking for the things that don't fit (in a game).'** In other words, will you be able to find those elusive bugs that'll make the game crash? You'd better be able to, if you expect to make it as a game tester.

Luckily, most companies don't require prior testing experience. Any computer (PC or Mac) experience is helpful, as you'll be inputting bug information into a database. What is absolutely essential is a total devotion to games. They want someone who'll work all day testing a game, play more games on their break, and go to the arcades on the weekends.

Someone who keeps up with what's going on in the industry. Someone who talks, eats, and, uh... sleeps games.

Kim Rogers
SEGA Test Lead



Joel Breton testing
"Nightmare Circus"



Just The Beginning...

Once you're in, the benefits can be great. Besides getting to test cool games, you'll see all the new games before anyone else. There's also room for advancement within the company. Obviously, the more you apply yourself and the harder you work, the faster you'll advance. Conan Tigard, head of testing at Crystal Dynamics, agrees with this: 'You just can't kick back and play the game. Verify bugs, find new bugs — you get noticed that way.' Many game producers got their start as a tester.

Everyone I spoke with loves their jobs, and all recommended testing as ideal for people who love games. And if you truly do, there's no better way to get into the industry than as a tester. Don't forget, there's lots of small companies across the world who are always looking for testers. Persevere, keep playing the games, and maybe you'll find yourself testing *Mortal Kombat 4* before too long.



Get Started!

Here's some addresses to get you started.

Remember, you have to be at least 18 and have a high school diploma. It also helps if you live in the San Francisco Bay Area (they're not going to fly you in from Montana, you know!). Still, other companies may be located right in your backyard. You won't know until you look!

Sega of America
Human Resources Dept.
PO box 5188
Redwood City, CA 94063
<http://www.segaa.com>

Electronics Arts Studios
Human Resources Dept.
1450 Fashion Island Blvd.
San Mateo, CA 94404
<http://www.ea.com>

Sony Computer Entertainment
Human Resources Dept.
919 East Hillsdale Blvd., 2nd floor
Foster City, CA 94404

Crystal Dynamics
attn. Conan Tigard
87 Encino Ave
Palo Alto, CA 94301

'It takes a certain amount of fortitude to play the same game over and over. You have to be someone who really loves games.'





Finally, baseball without the chili dog farts.

*Abbbb, yes. The boys of summer. Leaning in.
Taking their cuts. And blasting you out of the park with
those long, foul floaters they get from stadium food.
Phew-ee. Good thing there's Virtual League Baseball™—
with big league pitching, slugging and fielding in
bigger-than-life 3D. You can
choose from 18 world-class teams.
Set your own pitching rotation.*



Nice screen shot, huh?



Cool 3D Graphics

*Pick your DH. And play Single Game, All Star or
Pennant Race modes. Catch this, too:
It's the only ball game good enough to
play in the Virtual Boy ball park. So*



*don't just sit there waiting to
burl. Slide into the store, and give it a crack.*



KEMCO®



S P O R T S

ANALYSIS

An entire year of sports games has come and gone, so now it's time to take a look back at the best and a look forward to the future. What system has the best sports games? What system will have the best sports games? And what game is the champion in each of the 'big six' sports categories? These are the questions I am attempting to answer in this all-inclusive, end-of-the-year, sports extravaganza. Sit back, grab a cold one and enjoy.

THE SYSTEMS

A quick look at what each system currently has to offer in the field of sports games and a look at which systems are shaping up to have the best next year.



SEGA GENESIS

Currently: The Sega Genesis is THE sports game machine. If you're a sports game fan, you probably didn't play videogames until the Genesis and Madden hit the market. All of EA's updates are better on the Genesis, and Sega Sports makes some real good games as well. There isn't a system around right now that has the kind of quality sports

games for each sport that the Genesis has.

Current Rank: 1

The Best Games:

NHL '96, FIFA '96,

World Series

Baseball '95,

Primetime NFL

'96, PGA '96, NBA

Live '96

The Best Game:

NHL '96

Outlook: With the

32-bit systems

already gaining

support, the

Genesis is a lame-

duck system,

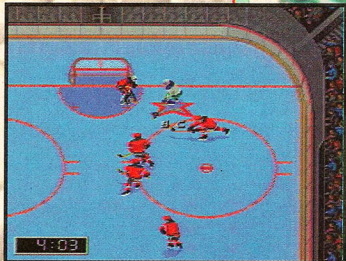
simply waiting for the mass public to convert to the techno-

logically-superior next-gen machines. Still, Genesis gamers

are going to get all the EA updates through '96, at least.

What that means is some good sports gaming on the

Genesis for at least another year.



This update of EA's prolific series puts the icing on the ice and skates away with best Genesis sports game.

3DO

Currently: There have been very few

sports games out for the

first 32-bit system in its two-

year existence, but the idea here

is quality, not quantity. Three of

the sports titles put out are the

absolute watermark in quality for

their sport (Madden, FIFA, Slam

'N' Jam).

Slam 'N' Jam — Fast,

furious, and beautiful

are the features that

make *Slam 'N' Jam*

the best basketball

game of the year and

the best 3DO sports

game as well.

Current Rank: 2

The Best Games: FIFA, Slam 'N

Jam, Madden, PGA '96.

The Best Game: Slam 'N Jam

Outlook: The problem with 3DO

is that lack of support ensures

that there aren't going to be

yearly updates. The next-gen

systems now make 3DO's tech-

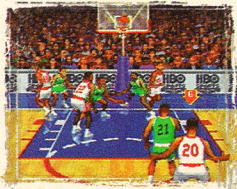
nology seem outdated. Don't

expect any sort of sports support

for the 3DO, with the exception of an occasional EA port. 3DO had its

chance to be the Genesis of the next generation, but never went for

the massive sports market. Now it's too late.



PLAYSTATION

Currently: Most of the sports games aren't here for the PlayStation yet, but the early versions we've seen of *Madden '96*, *NFL Gameday*, *NHL Open Ice*, *FIFA*, and *NHL '96* are incredible. Sony Interactive's commitment to sports and EA's early jump to the PlayStation make this a system to keep an eye on. There just aren't a lot of sports games available yet. Be patient.

Current Rank: 3

The Best Games: *Goal Storm*, *NFL Gameday*,

FIFA '96, *NBA In The Zone*

The Best Game: *FIFA '96*

Outlook: If everything comes out on schedule and plays as good as it looks, then by the beginning of '96 there won't be a better place for sports gamers than in front of a big screen TV with a PlayStation controller in their hand.



FIFA '96 — This game is gorgeous! Until we see a finished version of *Madden* and *NFL Gameday* for the PlayStation, it's the best football game around, even if it is soccer.



SEGA SATURN

Currently: Much like the PlayStation, the Saturn has only a few sports games that are already out. *World Series Baseball* for the Saturn is hands-down the best sports game of the year and continues Sega Sports dominance in baseball games. However, *NHL All-Star Hockey* was very disappointing and *Worldwide Soccer* was nothing special. Until EA's games start arriving, the Saturn is a hit-and-miss affair.

Current Rank: 4

The Best Game: *World Series Baseball*

Outlook: Since all of EA's updates are coming out on the PlayStation first, Sega Sports is going to have to start capturing the other sports as well as they do baseball. We haven't seen much to indicate that they're going to, but Sega's commitment to sports games shouldn't be forgotten. Definitely a force to be reckoned with next year.



World Series Baseball — *World Series Baseball* is the best sports game of the year, the best baseball game ever, and one of the best reasons to own a Saturn.

32X

#6

Currently: *World Series Baseball* is a solid game, but once you've seen the Saturn version, it can't compare.

Current Rank: 6

The Best Game: *World Series Baseball*

Outlook: Since EA never supported the 32X, its chance to continue the Genesis' sports legacy never happened. *World Series Baseball* is probably going to be the last and only 32X sports game (oh, did I forget *Fred Couples Presents 36 Great Holes*, or something like that?).



SUPER NES

#5



Currently: Second to the Genesis in pure volume of sports games, the Super NES just doesn't have the quality sports games of the other systems. For arcade-type play, Super NES has some great games, but the simulations just aren't on par with their Genesis counterparts, despite better graphics. The main problem with the Super NES in sports is that Nintendo has no commitment to sports games and EA's updates are far superior on the Genesis.

Current Rank: 5

The Best Games: *NBA Live '96*, *Madden '96*,

International Superstar Soccer, *Ken Griffey Jr. Baseball*, *NHL '96*, *FIFA '96*

The Best Game: *International Superstar Soccer*

Outlook: EA is

still going to put out all of its sports on the Super NES for another year but, as a sports system, the Super NES never was very viable. The diminished support certainly isn't helping very much, either.



International Superstar Soccer — Konami surprised everybody with *International Superstar Soccer*, one of the best looking and playing soccer games for 16-bit systems.



Currently: *Troy Aikman Football* is marginal and *White Men Can't Jump* is more arcade than sport.

Current Rank: 7

The Best Games: None

Outlook: The Jaguar is just not a machine for sports games. Don't expect that to change anytime soon.

FOOTBALL

THE FUTURE

NFL Full-Contact Konami For PlayStation and Saturn

After seeing early versions of *NBA In The Zone* and *Goal Storm*, Konami is starting to earn some respect. *NFL Full Contact* is being worked on by the original *Madden* designer Robin Antonick, which should mean that the gameplay is a key focus. All we've seen thus far are rendered goodies, but we do remain optimistic that this could be the real thing.



NFL Quarterback Club '96 Acclaim For PlayStation and Saturn

Acclaim's average 16-bit football game, *NFL Quarterback Club*, makes the jump to the 32-bit platform. We don't expect this one to be in the same league as *Madden* and *NFL Gameday*, but it could just surprise us.



The graphics are looking good, though not on par with *Gameday* or *Madden*.

NFL Gameday Sony Interactive For PlayStation

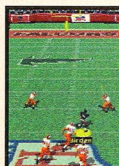
The unfinished versions we've played so far have been excellent. Unfortunately, there are still too many little bugs for us to make a judgement on this one yet. One thing's for sure, *NFL Gameday* is looking to go face-to-face with *Madden* in the battle for best football game.



Three different views give you a glimpse of the action. From what we've seen, the players have been painstakingly recreated to offer the utmost in realism.

Madden '96 Electronic Arts For PlayStation

We have seen several videotapes and screens of *Madden*'s latest incarnation, but still haven't gotten a chance to see how it plays. If some of the 16-bit gameplay can be improved with the 32-bit graphics, *Madden* could easily gain a stronghold in the 32-bit football battle. The Saturn version still isn't ready, so if you want to play *Madden '96* by Christmas, you'll need a PlayStation.



The incredible attention to detail is one of *Gameday*'s biggest strengths. Every single team's home field is christened with their logo. And a rainy day produces a muddy field.



A playbook full of real NFL plays and complete stats are now a must in football games.

THE PRESENT

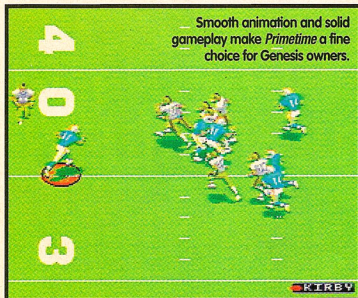
Primetime Football '96 Sega For Genesis

The best one-player football game currently available on the market and a

damn fun game besides.

Primetime has tons of statistics, all the players, and practically the same exact game as *NFL '95*. A great game that just won't be able to hold its own against the PlayStation pigskin games on the way.

Smooth animation and solid gameplay make *Primetime* a fine choice for Genesis owners.



Madden '96 EA For Genesis

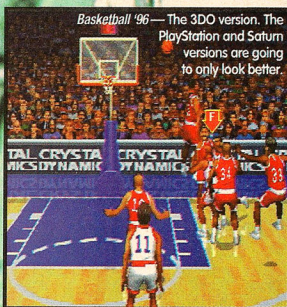
Possibly the 16-bit giant's last effort, *Madden '96* is still a good solid football game. While the one-player game doesn't quite match up to *Primetime Football '96*, the two-player game is the best around. You can't really go wrong with *Madden* or *Primetime* if you're a football fan, but the next-gen stuff blows both of them out of the water.



The players are solid again in *Madden '96* after last years thin players. The two-player game is still a blast.

BASKETBALL

THE FUTURE

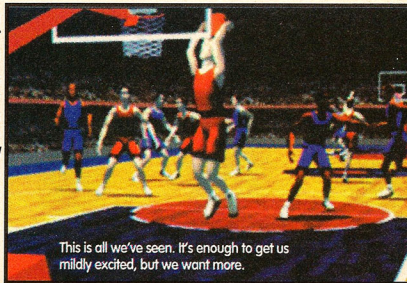


Basketball '96 Crystal Dynamics For PlayStation and Saturn

For the 3D0 this game was called *Slam N' Jam* and, despite the fact that it borrowed heavily from *Run N' Gun*, it is a great game. For the PlayStation and Saturn versions there is going to be some reworking and a complete players' license (the one thing missing from the original game).

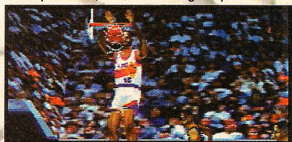
NBA Action Sega For Saturn

Sega Sports has been pretty slow on getting sports games for the Saturn. *World Series Baseball* is awesome, but it was done in Japan. *NHL All-Star Hockey* was a big disappointment. All we've seen on the basketball game is one screen. Hopefully, Sega can take some of the good points of their 16-bit hoops game and improve greatly upon it.



NBA In The Zone Konami For PlayStation

The same team that made *Run and Gun* for the arcades has spent much time on *NBA In The Zone*. The players and uniforms have the most incredible detail ever, with names and numbers on the jersey. It's five-on-five, fast-paced basketball, with all the highlight film footage you'll ever want to see. The early version we saw still had a few problems, but we have high hopes for this one.



The incredible detail for every uniform and every player is what sets *NBA In The Zone* apart from other games.



The fantastic play is the norm in this fast-breaking game.

THE PRESENT

NBA Live '96 Sega For Genesis

The new features include a spin move or crossover dribble (if the player has that move), and an ability to post-up. Now you can dump the ball inside to the big man, then use a pivot foot to get an open shot.



Real NBA Players pulling off realistic NBA plays is what makes *NBA Live '96* for the Genesis the best basketball sim available.

The single best new feature is the 'Create a Player' feature. After all, what pro basketball game would be complete without Charles Barkley or Michael Jordan? Due to licensing agreements, it's impossible to use any of these players in videogames that aren't their own.

In the Genesis version, EA has taken care of that as well. Type in Michael Jordan as a name for a new player and you get complete ratings, size, number, and college attended. It works the same for draft picks like Joe Smith.

Despite a few flaws, there isn't a better basketball sim currently on the market.

Slam N' Jam '95 Crystal Dynamics For 3D0

What this 3D0 game lacks in players' license and simulation play, it more than makes up for with brilliant basketball. The perspective puts you right on the floor, yet it's always easy to see what's



Slam Dunks and raining threes are all part of the *Slam N' Jam* experience.

going on. If you own a 3D0, this game is a must buy. However, we're hoping the PlayStation and Saturn versions of this game will be even better.



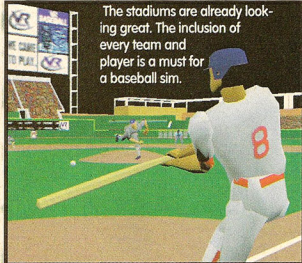
BASEBALL

THE FUTURE

VR Baseball Interplay For PlayStation and Saturn

Going up head-to-head with *3D Baseball* is *VR Baseball*, one of Interplay's first games to come from their VR Sports line. A similar virtual look makes *VR* and *3D Baseball* very similar looking. The screens we've seen on *VR Baseball* aren't as impressive, but much more realistic. The recreation of every stadium should be awesome. We're still waiting for this one as well.

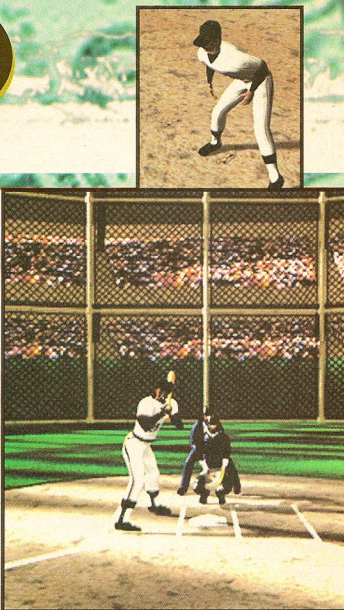
The stadiums are already looking great. The inclusion of every team and player is a must for a baseball sim.



3D Baseball Crystal Dynamics For PlayStation and Saturn

Everything we've seen on this game looks amazing! We're just having trouble believing that the game is really going to look this good. Once we actually see a playable demo, we'll start believing. Until then, *3D Baseball* is just some very exciting vaporware.

Yeah, these screens do look incredible. We just don't know if it's really going to look this good when it's done.



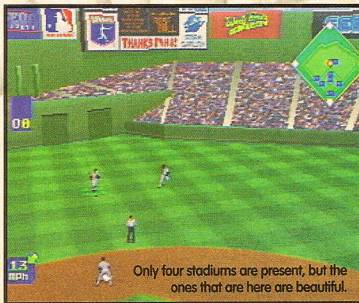
THE PRESENT

World Series Baseball Sega For Saturn

Welcome to the next generation! *World Series Baseball* is exactly the kind of sports game that has had me so excited. We saw the Japanese version (*Greatest Nine*) a couple months ago and I was amazed. But now that Sega has translated this game, complete with all the Major League Players, and added even more speed, I can honestly and truly say that this is the best baseball game ever, period.

The graphics are like nothing you've ever seen before, with the beautifully rendered 3-D stadiums and realistic looking players. The choice of four different views or a random view is awesome. Each one of these views is playable to some extent. The sound is crystal clear and the announcer is just

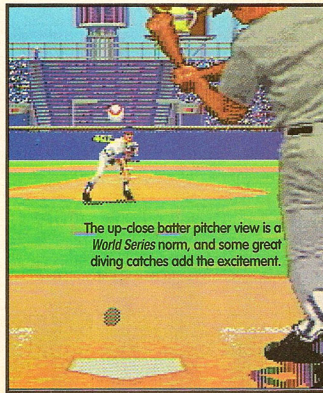
simply amazing. He calls every pitch, doesn't lag behind the action, and even changes the tone of his voice in clutch situations. The action is faster than any baseball game, and as fast as real baseball should be.



Only four stadiums are present, but the ones that are here are beautiful.

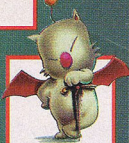
World Series Baseball Sega For Genesis

Until it's big brother for the Saturn came along, this was the best baseball game available. Now it's the second best and a great game for the Genesis. The graphics can't even come close to comparing to the Saturn version, but the gameplay is still exceptional. Much more sim-oriented than the Saturn version, this game may actually be a better gaming purchase for the discerning baseball purist.

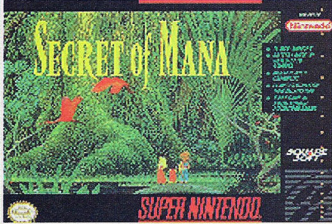


The up-close batter pitcher view is a *World Series* norm, and some great diving catches add the excitement.

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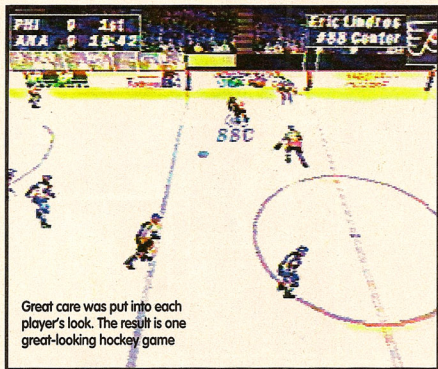
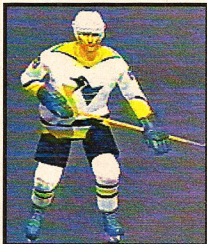
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HOCKEY

THE FUTURE

NHL Face Off
Sony Interactive For
PlayStation

The guys at Sony Interactive are taking direct aim at EA's high-unstoppable *NHL* series with *NHL Face-Off*. The beautiful graphics are in place, but can they get the same type of gameplay that EA's series has maintained. A finished version of this game should be coming to my desk very soon, and then I'll let you know how this one rates.



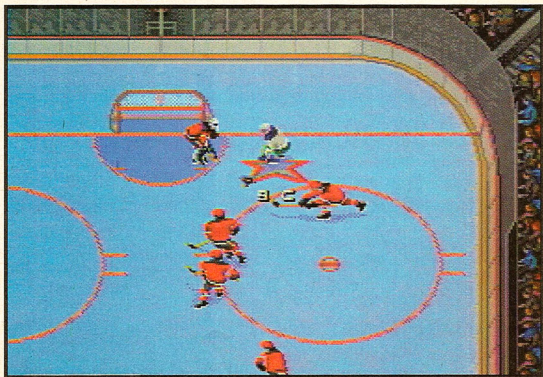
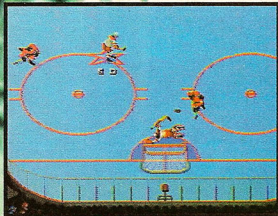
Great care was put into each player's look. The result is one great-looking hockey game

THE PRESENT

NHL '96
EA for Genesis

Take the greatest hockey game ever and keep adding better gameplay and more options. That's what EA has done for *NHL '96* for the Genesis. The spin-O-rama and the ability to slam on the brakes are new features that, coupled with a tougher computer opponent, make *NHL '96* one of the best sports games of the year.

Crushing checks and sprawling saves bring *NHL '96* home with style.

NHL '96
EA For PlayStation

With the massive success of this series, it's hard to believe that the PlayStation version of *NHL '96* will be anything but incredible. We haven't seen a whole lot on this game yet, but we're confident that the folks at EA are going to make an exceptional game. This one is coming for the Saturn as well, but the PlayStation version is going to be first out.



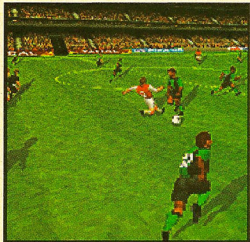
This is all we've seen thus far, but the makers of this game have our utmost respect. We're expecting nothing short of an exceptional game.

SOCCER

THE FUTURE

FIFA '96 EA For PlayStation

With all the beauty of the 3D0 game and playability that has never been equaled, *FIFA '96* for the PlayStation is already the best soccer game available. Real players from all of the leagues around the world, a smooth announcer, several workable camera angles and incredible control make *FIFA '96* a new watermark for Soccer games.



The camera angles let you see down-field, so you can make good passes.

Headers, corner kicks, and sliding tackles can all be done in *FIFA*.



Goal Storm Konami For PlayStation

Konami has made one of the most exciting soccer games yet, and it's really pretty to boot. The control is good and the attention to detail on the uniforms is marvelous. While this game can't hold a candle to the realism of *FIFA*, it is very easy to pick up and very hard to put down. A fine choice for soccer fans and game players alike.

The players have no eyes, but other than that they look and move ultra-smooth.



Virtua Striker Sega For Saturn

All we know is that Sega is working on getting this killer arcade game into the homes. After seeing what Sega has been able to do with *VF2*, we are confident that *Virtua Striker* can come to the Saturn looking almost as good as the arcade game. Expect this one to come in sometime next year, and expect it to be one helluva game.



The arcade version of *Virtua Striker* is possibly the prettiest sports game ever made. Now, if it looks this good on the Saturn, I'll be mighty impressed and ready to play.

THE PRESENT

FIFA '96 EA For Genesis

The best soccer series ever made continues on, but this time there are real players and leagues to choose from. There isn't a thing in this game that was done wrong. It's not as good as the PlayStation version, but Genesis owners won't be disappointed.



Not as pretty as the PlayStation version, but damn impressive for a Genesis.



1996

SHAPES OF THINGS TO COME

While many companies, including 3DO, are keeping relatively mum on game development for the M2 powerhouse, every once in a while you get a whiff of the possibilities the system is offering. Take a quick look at Take 2's *Ironblood*. A polygon fighting game, it bases its combat not on any nebulous martial-arts setting, but on character types pulled from fantasy worlds.

There's a planned 16 characters — eight knights of Order, eight knights of Chaos, plus four non-playable boss characters. Take 2 is taking advantage of all the power M2 has to offer, rendering all the fighters with the most detailed texture maps possible. There are no ring outs. Pushing an enemy out of the combat area

IRONBLOOD

Take 2 Interactive for 3DO/M2

These early character tests show all of the detail that's possible on the M2.

simply inflicts extra damage, and each character's "home" background also gives them an extra power he or she can't do anywhere else. It looks real cool.

These combat shots were pre-rendered using M2 emulators, but they give a rough idea of what the game might look like.



VERTIGO

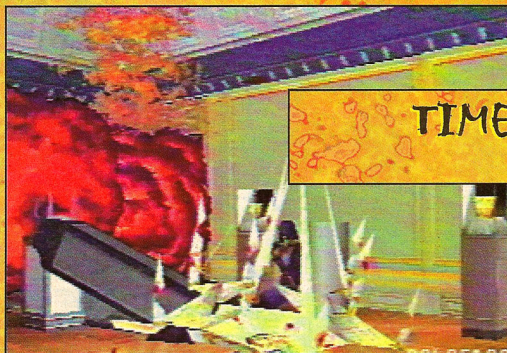
Scavenger for Saturn

Man, talk about a good-looking game. The jury is still out on the gameplay of this futuristic racer,

but there is simply, zero-doubt that Scavenger is the first third-party developer to really push the graphical limits of the Saturn.

Racing a cyber-cycle through a complex stretch of twisting tunnels, Vertigo is an exciting prospect for all Saturn owners. If this is a sign of things to come from Scavenger, then the future is looking awful bright. Better break out your darkest sunglasses!





TIME CRISIS

Namco for Arcade

This is the game that's going to give *Virtua Cop* a run for its money. Sure, it's another light-gun shooter that runs on a track, but also uses a unique floor pedal to give the player the ability to duck behind objects and dodge — just watching the bullets fly by in 3-D is definitely worth the price of admission.

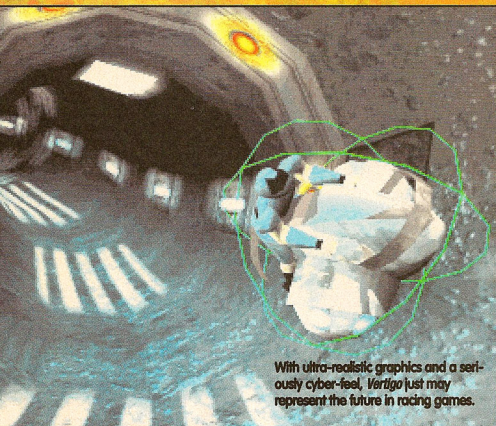
Due out in arcades by the end of this year, Namco has tentative plans for a PlayStation version sometime next year.

See the bullets whizzing by? Yee-ha! Now that's some hard-hitting, lead-dodging action!

Are we excited?



Shooting the bad guys takes some skill. Blast 'em right between the eyes, I always say.



With ultra-realistic graphics and a seriously cyber-feel, *Verigo* just may represent the future in racing games.

Legend of Thor

Sega for Saturn

The major advantage Saturn technology is bringing to the *Oasis* series is vastly improved graphics.



Actually, this is a Saturn sequel to last year's Genesis title, *Beyond Oasis*. The

title is most likely going to be something else by the time it reaches the US sometime late next year. Like the original,

Legend of Thor is a combination action/RP, that follows the hero around the countryside. No word yet on what sort of creatures you might find — the original included plant, fire, and water spirits — but the early screen shots make it clear that the puzzle is every bit as puzzle-heavy as the original title.



AFTERMATH

Interplay for PlayStation

Is everyone taking a stab at side-scrolling platform games for 32-bit systems?

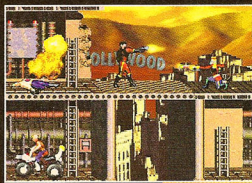
This time around, you're Vic, an agent with a cybernetic implant in his head, 'Line,' which does out clues and other information through the course of the game.

Aftermath combines 32-bit 3-D technology with traditional side-scrolling game mechanics and pre-rendered FMV cut scenes which actually contribute impor-

Pre-rendered cut scenes do more than just add to the atmosphere. They actually reveal important clues which affect game play.

tant clues to the action. The CD-supplied music features an alternative soundtrack, which just adds to the overall dark, ugly feel. This could be real cool.

It's clear that there's not much new in *Aftermath*, but instead of doing something new, Interplay is shooting for something better.





If the final game comes out looking even half-as good as these pre-rendered shots, we're going to have one hell of a game on our hands.

Outside of sports games, EA is probably best known for their *Strike* Series helicopter games. In 1996, we'll finally get to see the next generation of the series. Though the decision as to which kind of *Strike* game (*Desert*, *Jungle* or *Urban*) has yet to be made, we can be sure that, with the 32-bit capabilities of the PlayStation and Saturn, we are about to see something amazing.

Though *The Strike* Series has always had great gameplay, if there's one area where the games were under-powered, it was in the graphics. From the early concept shots we've seen so far, this is a problem of the past. With graphics based on real-world military equipment, this is sure to set the standard for realism in video games.



By digitizing real-world military equipment, EA hopes to create a realistic war game from top to bottom.

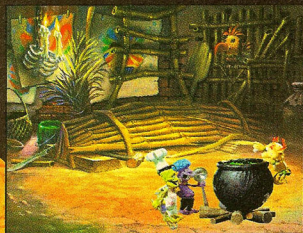
The Strike Series

Electronic Arts for Playstation & Saturn

The original 16-bit *Clayfighter* was a funny parody of the fighting genre. The best

thing about the sequel were the ads — 'C2: Judgement Clay' ripped off *Terminator 2*, while the lighting-from-above design aped *Mortal Kombat II* ads.

Clayfighter III looks like a return to form. While Taffy, Bonker the Clown, and Bad Mr. Frosty are back, they're joined by Hobocop, LockJaw Pooch, T-Hoppy, and the Zappa Yow Yow Boyz, a set of tiny triplets who fight together. The humor is plentiful, and also skewed to a more adult level — special moves include characters who flash their opponents, and LockJaw Pooch, who... um, relieves himself. Although *CFIII* isn't a 3-D brawler in the strictest sense (the characters are still 2-D sprites), the game still uses the 3-D features of the M2 in each background, creating fighting area that are nearly as kinetic as the characters themselves. Very cool.



Here, Taffy gets a taste of the kind of surreal group attacks you can expect from the Zappa Yow Yow Boyz, a trio of pygmies who fight as a team.



Virtua Cop

Sega for Arcade

As the original *Virtua Cop* comes home on Saturn, Sega's unstoppable arcade team AM2 prepares to release the high-impact sequel for the arcade. *Virtua Cop 2* sets out to top the original in explosively fast action. Whether you're chasing down a speeding car full of bad guys or fighting against a guy throwing pianos and trucks your way,

VC2 defines action gaming.

With Sega's promise that all AM2 arcade titles are destined for the Saturn, it's only a matter of time before you'll be able to bring this one home.



Hobocop looks unimpressed by the flying flob attack, while Bad Mr. Frosty puts the moves on some new five-fingered critter. Slice and dice!



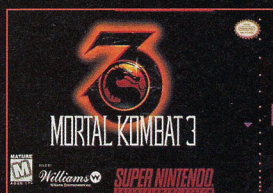
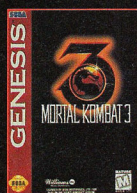
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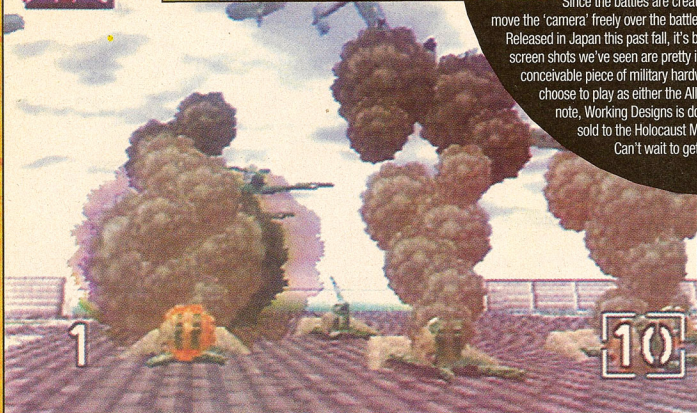
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Iron Storm

Working Designs for Saturn



But here's the cool part: individual battles are created in real time using the Saturn's polygon modeling features. The screens are impressive, and we're waiting to get our hands on a copy.

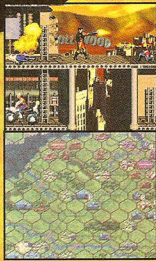
Working Designs is best known for importing Japanese RPGs for release on Sega CD, and this marks their first departure from the likes of *Lunar*. *Iron Storm* is a World War II strategy game. Overall movement of units is handled from a traditional wargame hexagon map, while individual battles are played out using 3-D polygon-modeled hardware.

Since the battles are created in real time, the player can move the 'camera' freely over the battle.

Released in Japan this past fall, it's been a staggeringly popular game, and the screen shots we've seen are pretty impressive. The game includes every conceivable piece of military hardware used in WWII, and you can choose to play as either the Allies, Germany, or Japan. As a final note, Working Designs is donating fifty cents of every copy sold to the Holocaust Museum in Washington D.C.

Can't wait to get our hands on it.

Each game begins with FMV sequences edited together from actual WWII footage, then the overall



campaigns are controlled from the usual wargame hexagon map.



S.T.O.R.M.

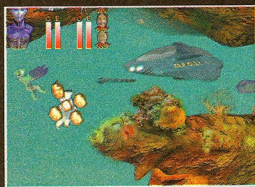
American Softworks for PlayStation & Saturn

One of the biggest questions

to consider in this, the emergence of the 32 and 64-bit generation, is the future of established genres such as the side-scrolling action game. *S.T.O.R.M.*, a sometimes side-scrolling action game, may just represent one possible future. Where this game carries the genre further than ever before is not just in the drastically advanced graphics, but also in the addition of real 3-D elements and complex environments.

S.T.O.R.M. also takes advantage of the 32-bit system's abilities with first-person levels and multiple-ending possibilities. There are sure to be some great new genres with all the new hardware systems, but it will definitely be interesting to watch the old genres grow with them, and *S.T.O.R.M.* is a promising example of what can happen.

It doesn't take much to see where the 32-bit systems are going to take the side-scroller graphically.



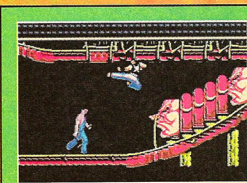
X-Com

Microprose for PlayStation

One of the coolest PC games of the last two years should be making its way to PlayStation sometime in early '96. The Earth has been invaded by bug-eyed aliens intent on exterminating the human race. Anyhow, the UN has put you in charge of the Earth's badly organized defense.

The game is an exercise in military strategy and planning, as you lead small squads of soldiers on anti-alien raids, then use whatever resources you uncover to invent new weapons and build more bases to launch the

next mission. If you're good, you save the planet. Blow it, and the UN withdraws funding and tries diplomacy — Oh Noooo, IT'S A COOKBOOK!



Raven, seeking revenge on an evil clown, can unleash an arsenal of fighting moves that any *Street Fighter* character would be proud to command.

Shredfest

Electronic Arts for PlayStation

With digitized characters from the world of professional snowboarding, realistic environments, vicious competition and extra attention given to actual physics, *Shredfest* is sure to be a brutally satisfying mountain-top racer. In the vein of *Road Rash*, *Shredfest* will feature video clips of real snowboarders mixed with a rocking soundtrack from today's, or tomorrow's, most popular musical artists.

With EA's record in bringing a real-life sports experience to video games, there is little doubt that *Shredfest* will represent, as closely as possible, the world of snowboarding and all that goes with it. Skiers beware, and don't forget your mittens!

With moves and characters digitized from real snowboarders, *Shredfest* is sure to amaze even the most die-hard snowboarder.

EA's snowy racer will feature plenty of FMV cut-scenes to keep the action moving.

Place yourself in a stunning underwater

Amok

Scavenger for Saturn

environment, add a bunch of pissed-off sharks,

bugs, and divers and you're starting to get a good working picture of *Amok*, a new action game from the Saturn development powerhouse, Scavenger.

From what we've seen so far, this is yet another example of Scavenger's amazing graphic prowess, and as long as the gameplay lives up to the look of the game, we should have a definite winner on our hands.

Whether you're playing in one-player mode, or two-player, split-screen mode, you're sure to appreciate Scavenger's graphical genius and inventive gameplay.

Nightmare Circus

Sega for Genesis

The game's Centrifuge level is unique among side-scrolling games — you can't go anywhere until it gets up to speed.

The side-scrolling action game isn't dead after all. If *Nightmare Circus* had come out a year ago, it might have helped keep it from dying. *Nightmare Circus* boasts some of the best graphics ever to appear on Genesis, and some of the deepest gameplay as well. Not only are all the levels completely

different, but the hero has an arsenal of 70-plus fighting moves. The game even recognizes how accurately a particular blow is executed, so you inflict more damage when your foot hits an enemy's head during a kick, as opposed to kicking him with the back of your knee. Wow!

Yup, you read it right. Sure enough, Bowser has done gone and kidnapped Princess Daisy again, but this time, instead of running from left to right and bouncing off critters' heads, our favorite Italian plumber has plunged headlong into a new genre — well, for him, anyway.

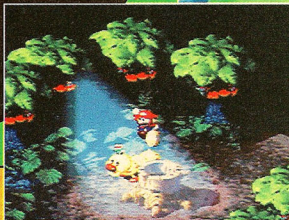
The *Mario RPG* relies heavily on the rendered graphics that we've been seeing a lot of in Super NES titles lately, especially those coming directly from Nintendo. Perhaps best of all though, the development (in Japan), is all being handled by RPG powerhouse SquareSoft, which makes this something of a dream title. Think of it — a storyline and characters overseen by *Mario* creator Shigeru Miyamoto, and game mechanics by the best RPG designers in the business. I'm drooling already. Really.



The *Mario RPG* uses a 3/4-view perspective and beautiful pre-rendered graphics.

Super Mario RPG

Nintendo for Super NES



In fact, the game is large and detailed. Nintendo is said to be adding their SA-1 compression chip (the same one used in the *Donkey Kong Country* games) to squeeze everything into a single 32-Mbit cart.

If it looks like Mario is stretching his wings a little, don't sweat it. Apparently, the game is an action/RPG mix, so Mario can still get in a lot of jumping and jumping on critters' heads.

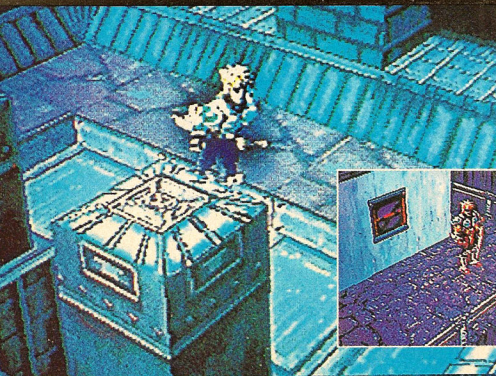
Dark Savior

Sega for Saturn

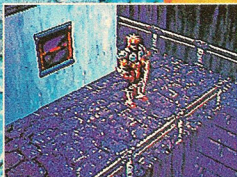
Anyone who remembers the excellent

Genesis RPG *Landstalker* has probably wondered why there was no sequel — after all, it was a hell of a game. Well, *Dark Savior* isn't a direct sequel, but it's coming from the same developer, Climax, and preserves the 3/4-view perspective and some of the game mechanics.

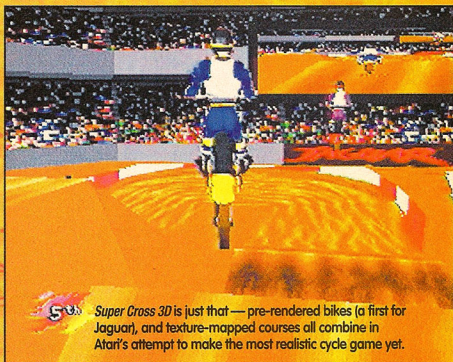
After that, however, all similarity to *Landstalker* ends. The entire game is set in an island prison for the criminally insane. Conceived with a dark and brooding atmosphere, the hero is a bounty hunter, sent into the prison to track down and destroy a monster set loose inside. Naturally, since he's responsible for many of the prisoners being there in the first place, his reception is less than warm. The Japanese version should be out by the end of this year. Hopefully, the US release can follow soon after.



Dark Savior is certainly, well, dark. The overpowering and moody atmosphere is a showcase for Saturn graphics.



you the sweetness and light of *Landstalker*.



Super Cross 3D is just that — pre-rendered bikes (a first for Jaguar), and texture-mapped courses all combine in Atari's attempt to make the most realistic cycle game yet.

Super Cross 3D

Atari for Jaguar

After the mildly disappointing *Super Burn-Out*, Atari is once again

plunging headlong into a motorcycle sim, this time taking a shot at the indoor dirt bike motocross. Pushing the Jaguar to the limit, *Super Cross 3D* uses pre-rendered cycles and riders for added realism. With a reported 14 different tracks, plus the option to customize your bike with different tires, shocks, and gear sets, there's certainly enough strategy to think about between circuits. In any case, it's gotta be better than *Motocross Championship* for 32X.

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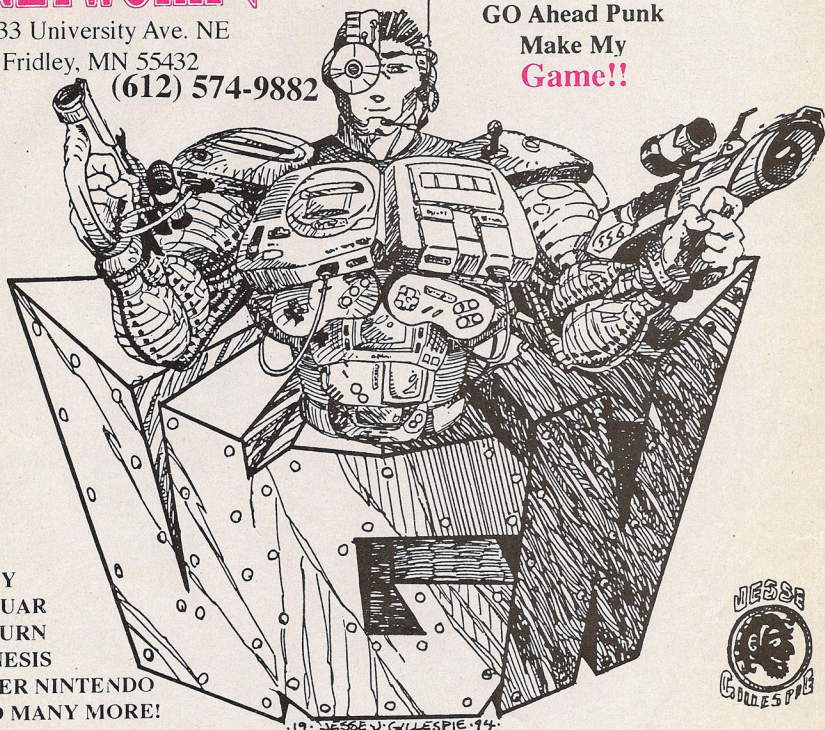
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Fasten your seat belt.

This **monkey's** coming full throttle. Donkey



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Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

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ACM graphics, 32 megs and so many new levels, it even outperforms last year's

model. But don't take our word for it. Let Diddy take you once around the

park—sunken pirate ships,



roller coasters, beehives. (Watch the sticky stuff!)

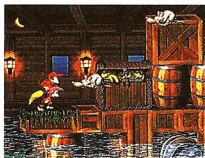


Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a



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Now there are smarter
Kremlings out to slap your
monkey around. Ouch!

monkey? It ain't pretty.)

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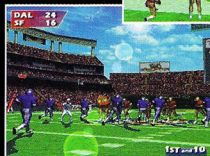
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