NewType
GAMING

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GAMING MAGAZINE

PRIMAL RAGE V. TWO

X-MEN   **MORTAL 3**

KILLER INSTINCT

NewType
GAMING

SUPER STREET
FIGHTER II [36
CODES]

STAR WARS
[ARCADE

WORLD HEROES

7 25274 84686 3   0 2>

"He used to be such a good boy."

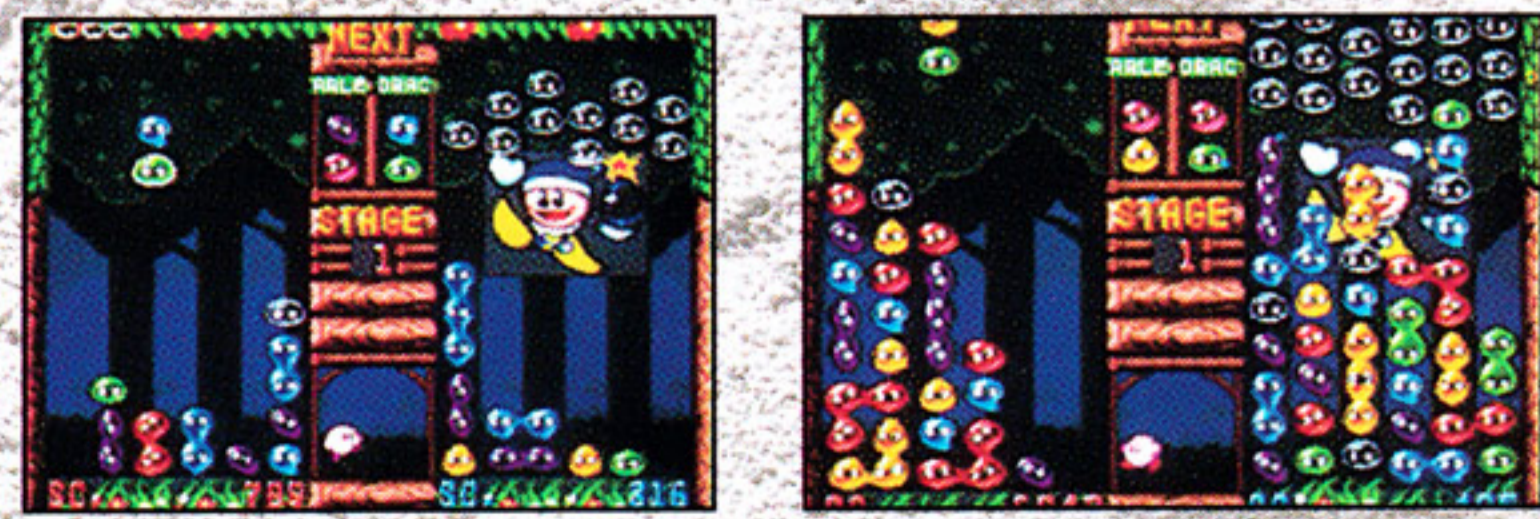**Kirby's back with a couple of real brutes for Super NES®**

Sad. One day you're cute 'n cuddly. The next, you're burying your opponents and spitting on your enemies. Who's to blame? Bad parenting? One too many sitcoms? Either way, the mutant marshmallow is

now on 16-bit in two games. So prepare to be toasted. Kirby's Avalanche™: The chain-reaction puzzle game where saving your skin means burying your opponent in boulders. Then facing some of the nastiest names in the business—like Waddle Dee and Squishy. (OK, so "The Mangler" and "Scarface" they ain't.)
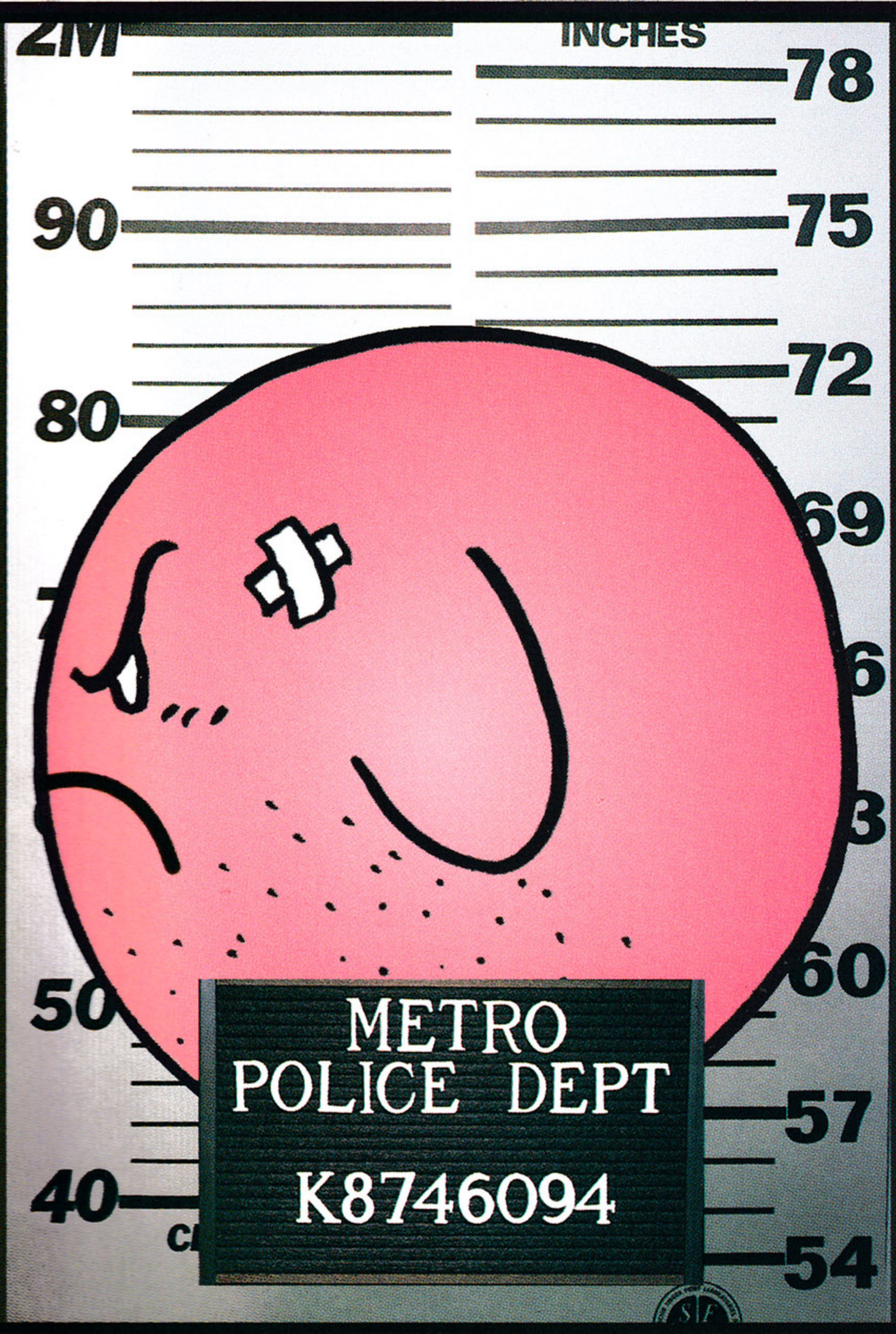
INCHES
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METRO
POLICE DEPT
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KIRB
WAS
HERE

Connect blobs on your side, then watch your bud get buried.
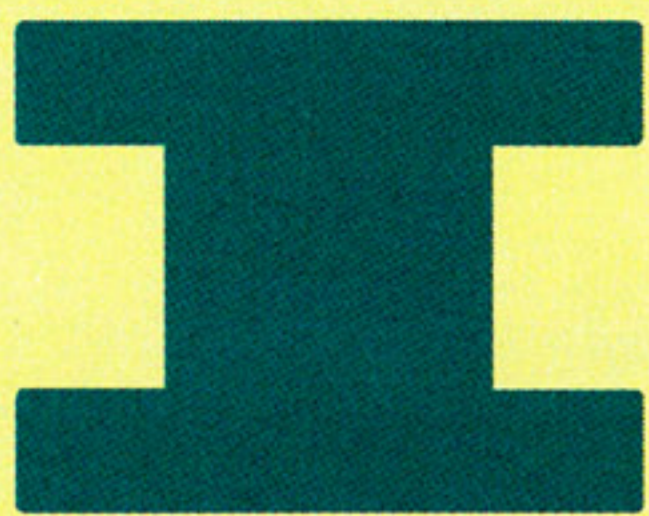
It's a drought that's a coming. Even as you read this, you'll notice that there is an exceptionally low amount of good games out right now. The reason for this is easy. Much like the year before the introduction of the Genesis and SNES, most third party licensees are producing less than average games in an effort to keep you occupied while they spend the rest of their R & D money on their big 32 bit entries. That's right, the real 32 bit+ invasion is upon us. 1995 marks the end of the 16 bit revolution and an end to much more than that. You see, this drought will affect everybody in the industry, even you. The question shall remain, who saved their bread, and who wasted it on foolish games of Lords and X-tinct characters? We can see exactly where the industry is headed by looking back at the tracks we have made.

First, many companies will starve and die this year. Companies with less than average games, or Japan-bought licensee companies, can only hope to keep players happy while big names have problems of their own. Look at CAPCOM for example. They are quickly taking over Konami's place as the "has been" of the 90's. With one recycled game after another of your basic Final Fight/Mega Man/Street Fighter game, who is going to care anymore? And what was the last big Konami arcade game you remember? X-Men. And here again Capcom's X-Men just doesn't meet up to expectations. The funny thing is that Konami has now just started its comeback with a bunch of good new games for the 32 bit systems. And what about the biggest licensee company of them all: Acclaim? Now that Midway has broken off relationship with Acclaim, who's left for them? Better yet, how do they plan to sell their crash-test dummy games to distributors without saying "we won't give you mortal then"? To top it all off, where will Namco go now that their BIG secret is out of the bag, and no one cared. How anyone could digest Street Fighter, Mortal, Samurai Shodown, and Killer, and only pull a rusty sword out of their ass I'll never know. Hopefully, they will survive with conversions of the older arcade games.

Video Game Magazines are definitely fighting over bread piles this year. It seems like there is at least one new video game magazine debuting each month now, sporting some new look and style. The best of the bunch isn't even an original magazine,

but merely a carbon copy of one from Europe. Yup, the secret to making a top magazine is that you must first be around for a year, then go bankrupt at least once, and then you can be considered a player. You can bet that with the lack of games will also come the lack of advertising, which ultimately will mean starvation for many magazines. Fortunately for you fans, Newtype has got enough bread to keep itself fat for a long time to come.

So finally, it's time to talk about the systems. As Nintendo, Sega, Sony, and yes, even SNK prepare for the coming battle of the 32 bit + systems, let's take a moment to reflect on what's really important: the games. Sony seems to be in the lead with a buzz already surrounding their beautifully designed Playstation. Nintendo is already giving hints to their debut in their arcade titles. SNK is giving us the Neo Geo at an affordable price, but do we really care if we don't like fighting games? But where is Sega? Their Saturn came out in Japan before the Playstation and has been less than well-received. Once again Sega has tried to be the first one through the door, but has nothing to show. I just pray that the American division of Sega will see this mistake and correct it before the Saturn comes out in America. And what's with Atari? They've had a year's head start on the "Next" generation of video game systems and what have they done with it? Let's just put it this way: "One, two, three, five games in a year. Do the Math!" The 3DO finally seems to be moving forward with some good licensees and hopefully their upgrade will work better than the 32X.

In the end though, it will really come down to what games a system has going for it. After all, do you really think Nintendo would have won the battle without Street Fighter II? This is where it really becomes scary. No one has created that Tetris/Super Mario Bros./Street Fighter original game for over three years now. But at least with the new video game systems, there is more potential for better games. So let's recap as to what the future holds as of now: Sony has Mortal Kombat III and Toshinden; Nintendo has Mortal Kombat III: Special Champion Edition and Killer Instinct; and Sega has Virtua Fighter II and X-Men. Can you guess who's gonna win?

Yes friends, this year will be a time of change for many in the industry, and unfortunately you, the gamer, will probably suffer the most. But fear not, my "game" has just begun and if we're all very lucky, the winner will be you. NT
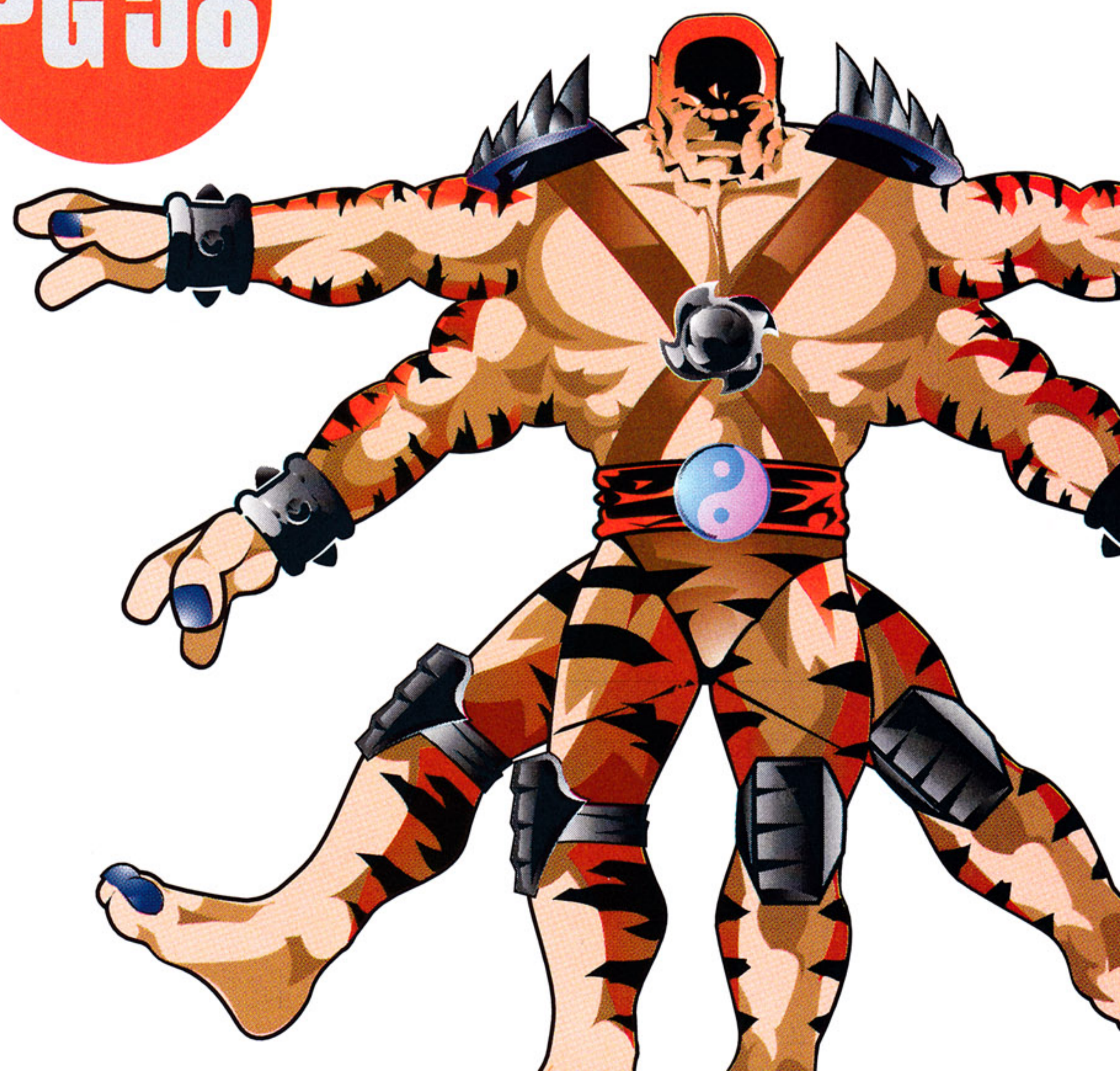
ILLUSTRATION.R.SZETO

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ILLUSTRATION R. SZETO

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FINAL FANTASY III

K.daLuz

t is a dark and stormy night. Two Imperial soldiers, equipped with magitek armor, escort a mysterious young woman toward the industrial town of Narshe. It is said that a completely intact Esper has been discovered there, apparently having been frozen in a mine shaft over 1000 years ago during the War of the Magi.

The legendary war of magic, fought with the power of Espers, almost destroyed the planet. In the process, the practice of magic was all but eradicated, along with most of its practitioners.

Rumor has it that the mysterious young woman once cooked fifty magitek-armored soldiers in under three minutes. The Imperial soldiers are not the least bit worried, however, as perched atop the young lady's head is a "slave crown," a device that robs the wearer of all conscious thought.

The soldiers, Vicks and Wedge, head eastward in search of the newly-discovered Esper, which is desperately coveted by the Emperor. With the magic power of the Esper, the Emperor reasons, the Empire could enslave the world.

Just as civilization is finally starting to make some progress, the temptation arises once again to revive the destructive force of magic. Now a repetition of the War of the Magi is a distinct possibility, and it could be right around the corner!

That's how it all begins — an excellent story for an excellent game. It seems an understatement to call FFIII a mere video game because it's so much more. For one thing, the plot goes way beyond the standardized stories of most RPGs (e.g., save the girl, kill the bad guy, avenge your father's death). Instead, it has a complex plot, presented with healthy doses of humor, mystery, and irony. There are even some sad parts if you are thorough enough to find them.

The characters are also well-developed. After playing the game for awhile, you come to feel that you

know them personally.

FFIII is certainly the best RPG of the Final Fantasy series. If you are a fan of RPGs, this game is a must-buy, and even if you're not, it's a great place to get started. **NT**

Frequently Asked Questions

The first half of FFIII is fairly linear. You have to follow the story in order to proceed through the game. Once you've acquired the airship (just as in most RPGs), you have some freedom to roam about and explore.

The second half of the game, however, is very different. You start off with zero freedom of movement, but as soon as you find Setzer and the new airship, you can do pretty much whatever you want. This means that there are no guidelines or hints as to where you should go next... But in case you're someone who doesn't mind a few hints, here are the answers to some questions you may have in the second half of the game.

HERE DO I FIND EVERYONE?
Celes (small island) You start with her.

Sabin (Tzen)

Terra (Mobliz) She's in Mobliz playing nanny to a bunch of children. She won't rejoin your party until later in the game.

Edgar (Nikeah)

Setzer (Kolingen)

From here on out the game is no longer linear. You now have another airship with which to explore the new world, so you may have a hard time finding everyone. Some of your former party members are actually well hidden, or for some reason, you just cannot get to them right away. Here's how to proceed:

Cyan (Mt. Zozo) Start by talking to Lola in Miranda. Accept her request to attach a letter to the carrier pigeon. Follow the pigeon to Zozo. Continue on from there.
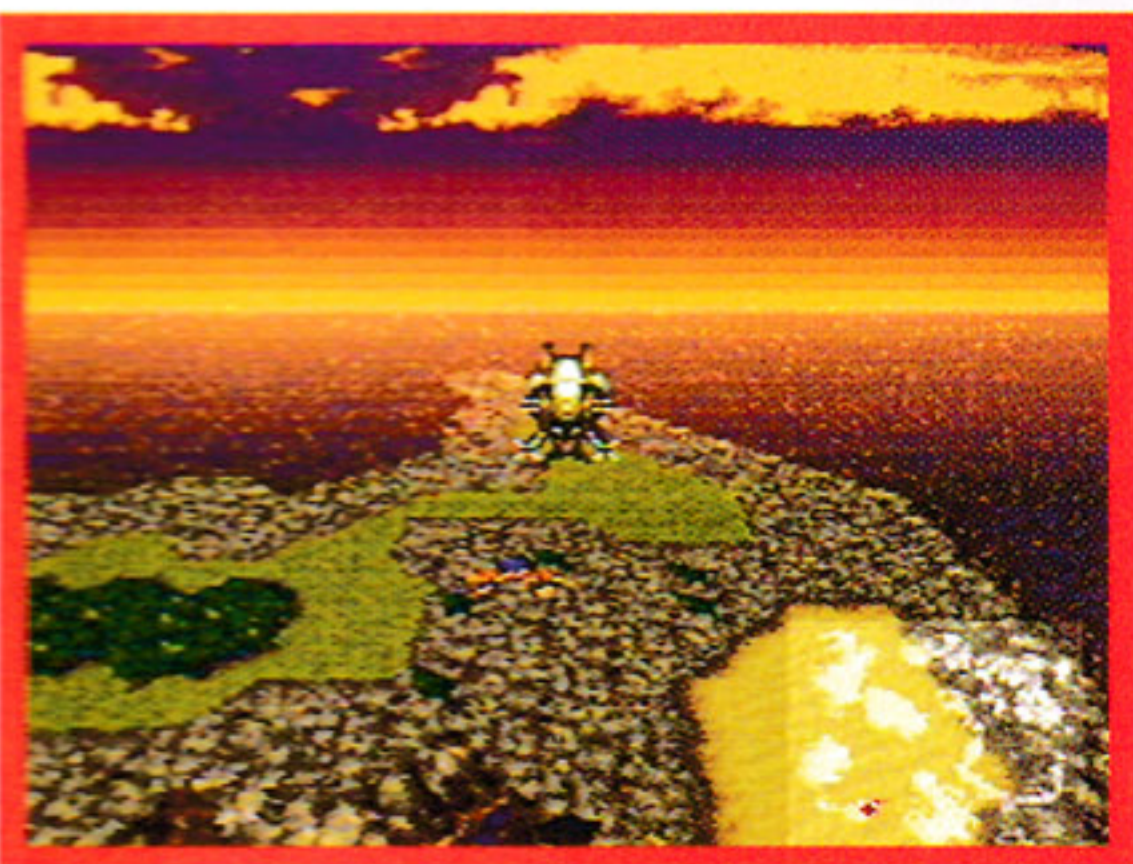

Gau (Veldt) Keep walking around and fighting. He'll show up sooner or later, just like before. Make sure you have only three members in your party, or he won't show up at all!


Shadow (Veldt cave/Coloseum)

After the battle with Kefka on the floating continent, you should have waited for *Shadow* before hastily jumping onto your airship to escape. If you did wait for him, you will find him wounded on the floor of the Veldt cave. (If not, you'll find *Relm* instead.) He'll be taken to Thamasa for rest. Take a rest yourself at the inn. When you try to check on him, he'll be gone. Next, go to the Coliseum in the North-West and wager the Striker dirk, which you should have found in the Veldt cave, if you still have it. Beat *Shadow*, and he'll rejoin your party. Now if you didn't wait for him...well...don't waste your time searching—you won't find him.
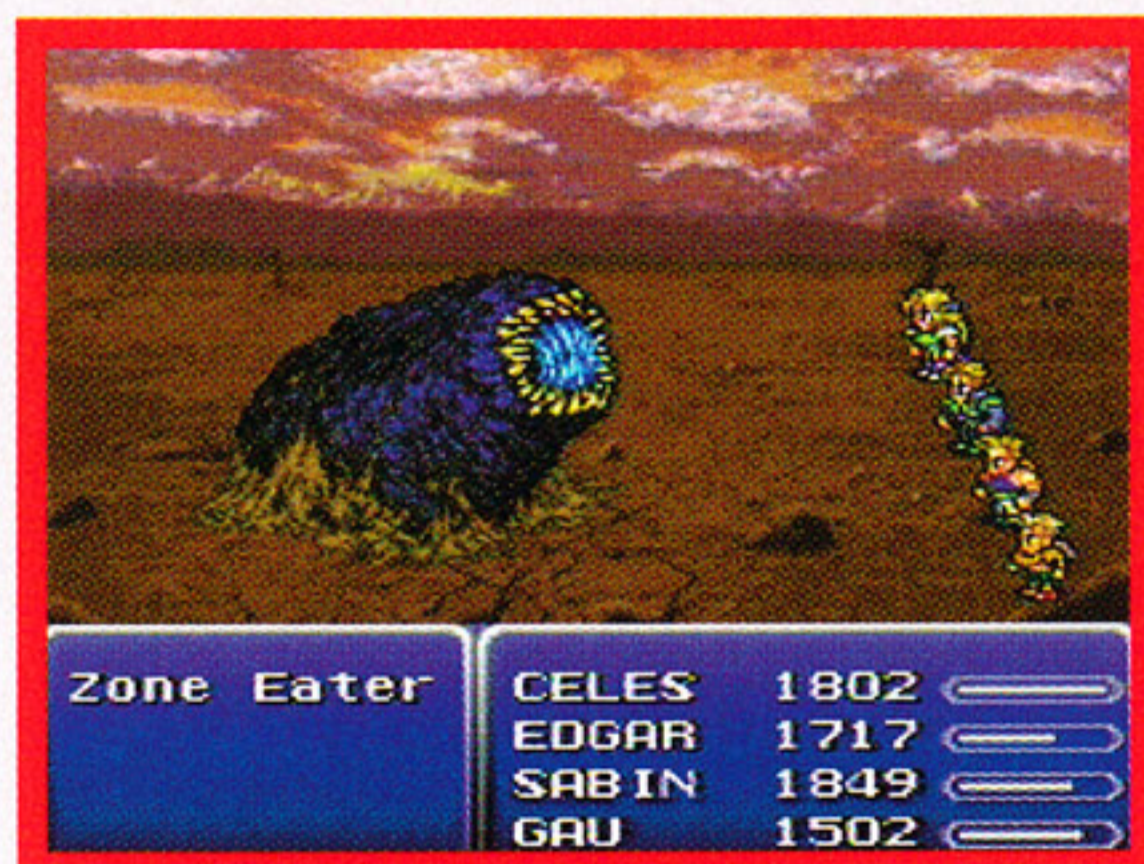
Gogo (Triangle-shaped island) Fly your airship to the northeastern-most island which is shaped somewhat like a triangle. Walk around and fight until you encounter an enemy called a Zone Eater. Do not kill him, but do let him suck you in. When your entire four-member party has been sucked in, you will appear in an underground area. Start searching!
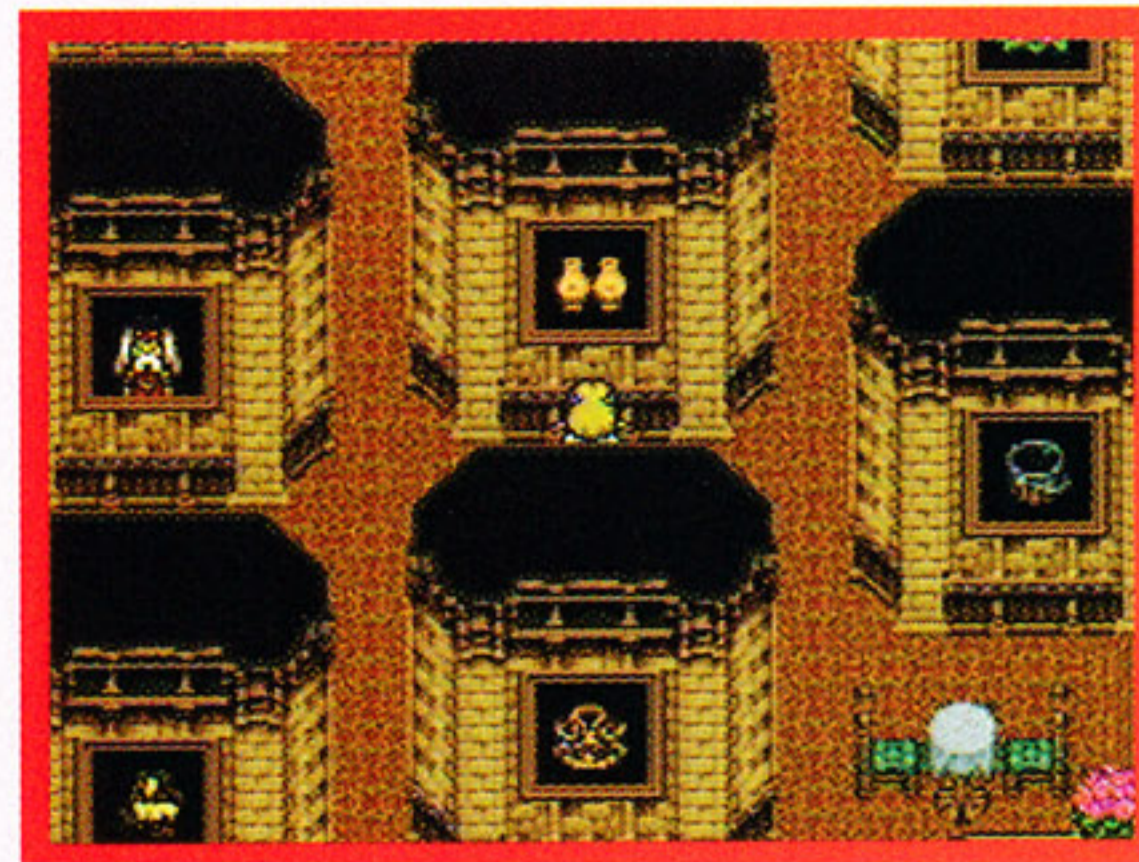
Relm (Veldt cave/Jidoor) If you did save Shadow on the floating continent, you'll find Relm directly in Owzer's house in Jidoor. If you didn't wait for him, you'll find her wounded on the floor of the Veldt Cave. She'll be taken to Thamasa instead, and in the morning, after a night at the inn, when you go to check on her you'll find that she left for Owzer's house in Jidoor. Look at all of the paintings in the rich man's house, and you'll know what to do from there.

Strago (Cult of Kefka Tower)

Go to the Cult of Kefka Tower and make sure you have *Relm* in your four-member party (*Strago* will not even acknowledge you without her). Talk to him and he'll join your party.

Mog (Narshe) Go back to the caves through the secret entrance *Locke* showed you at the beginning of the game. Find the cave where all the moogles were walking around and saying, "Kupo!" There you'll find *Mog, the* talking moogle. He'll join your party and tell of a sasquatch (Umaro) that will obey his orders. Before you go, however, check the spot where the moogle was standing and you'll find the moogle charm relic.

Umaro (Narshe) Exit the cave and head north through the town into the other caves. Go into the first opening to the right and continue on. You'll come across the Ice Dragon and the Esper, Tritoch. Jump down over the gap in the cliff and search for the bone statue. Before doing any of this, make sure Mog is in your party or you will not get the sasquatch.

MOG: I'm your boss, kupo!
You're gonna join us, kupo!!!

Locke (Phoenix mountain)

By now, you should have visited the Coliseum and talked with the soldier who advised you to talk to the Emperor twice. He's referring to the portrait of the Emperor in Owzer's house. Do so and you'll learn of the Emperor's secret treasure. It's in a star-shaped mountain. (Think about it... where there's a treasure, there's bound to be a treasure *hunter!*)
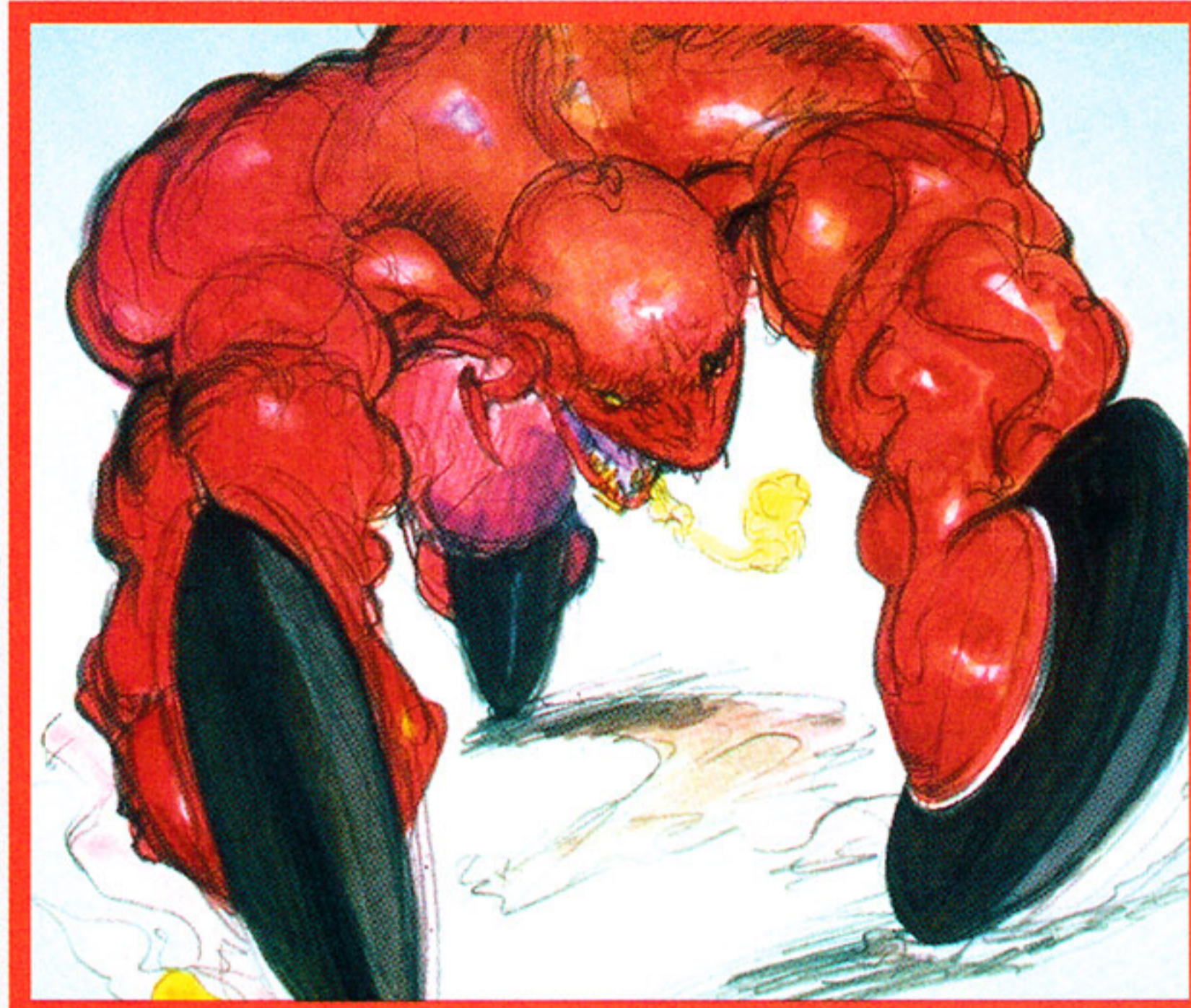
HAT DO I DO NOW THAT I HAVE AN AIRSHIP?

1. Return to Doma (Cyan)

With Cyan in your party and any three other characters, go to the bedroom with four beds in it on the western side of the castle. When you are asked, "Need a rest?" answer, "Yes." In the middle of the night, the Three Dream Stooges will invade your room and steal Cyan's soul. Hop into his dream and save him. It's worth the effort!

2. Return to Thamasa (Strago)

With Strago and Relm in your party, walk nose-high right into Thamasa. Relm will pop out of the party and say, "It's like old times!" From there you'll know what to do. Now it's time to venture north to Ebot's Rock.

3. The Star-Shaped Mountain

After talking to the soldier at the Coliseum, you should think about the portrait in Owzer's mansion. The soldier said to talk to the Emperor twice. Put two and two together -- try looking at the portrait of the Emperor twice and you will learn of a secret location where the Emperor hid a great treasure.

4. Return to crazy old man (Gau)

With Gau and Sabin in the party, visit the crazy old man who was always looking for someone to fix his stove, clock, chair, etc. Doing so will give you clearer insight as to exactly who Gau is.

5. Look for 5 pine trees (Sabin)

Up until now, if you paid attention to the story, you would think that the great martial arts master, Duncan (Sabin's mentor), was dead at the hands of his own son, Vargas. Not true. If you speak with Duncan's wife, she'll explain that he's merely meditating north of Narshe. The key is to look for five pine trees in the shape of an "X" and walk into the center tree. Remember, you must have Sabin in the party.

6. DoomGaze (Bahamut)

TThis powerful dragon (not one of the eight dragons) attacks you in your airship when you least expect it. It seems like he's indestructible because after an HP-draining battle, he escapes! Not to worry though, his HP does not regenerate after each battle, unlike other enemies. You're just going to have to wear him down before you defeat him. By the way, if you do defeat him, you receive the Magicite "Bahamut."

7. Return to Figaro (Sabin and Edgar)

WWith Sabin and Edgar in the party, return to Figaro Castle. Spend a night in the bedroom and learn why Sabin renounced his throne.

WHERE ARE ALL OF THE MAGICITE SHARDS?

1. Ramuh-Zozo, when you find Terra.
2. Kirin-Zozo, when you find Terra.
3. Siren-Zozo, when you find Terra.
4. Stray-Zozo, when you find Terra.
5. Infrit-Magitek Factory.
6. Shiva-Magitek Factory.
7. Unicorn-Magitek Research Center.
8. Maduin-Magitek Research Center.
9. Shaot-Magitek Research Center.
10. Phantom-Magitek Research Center.
11. Carbunkle-Magitek Research Center.
12. Bismark-Magitek Research Center.
13. Sraphim-Tzen.
14. Alexander-Doma, after saving Cyan's soul.
15. Fenrir-Mobliz, after the battle with Phunbaba
16. Palidor-The beach on Celes' island
17. Golem-For sale in Jidoor's auction house
18. Zoneseek-For sale in Jidoor's auction house
19. Starlet-Owzer's house, after defeating Chadarnook
20. Tritoch-Narshe, north of battle field
21. Terrato-Narshe, down the cliff Tritoch opens after defeating him.
22. Phoenix-The Star-Shaped Mountain
23. Odin-The Under-ground Castle
24. Raiden-Return to Under-ground Castle. Find Blue Dragon and defeat him.
25. Ragnarok-Narshe's weapon shop. Must have Locke in party.
26. Bahamut-Keep flying around in your airship. Find and defeat Doom Gaze.
27. Crusader-After defeating all eight dragons.

HERE ARE ALL OF THE 8 DRAGONS?

1. Dirt Dragon:The Opera House

After killing this trouble-causing dragon in the opera house, you learn that he is only the first of eight.

2. Storm Dragon:Mount Zozo

While searching for Cyan in Mount Zozo, inside a cave, you should see a tile just south of a treasure box that you cannot reach. Step on it, and the treasure box will open, releasing the Storm Dragon.
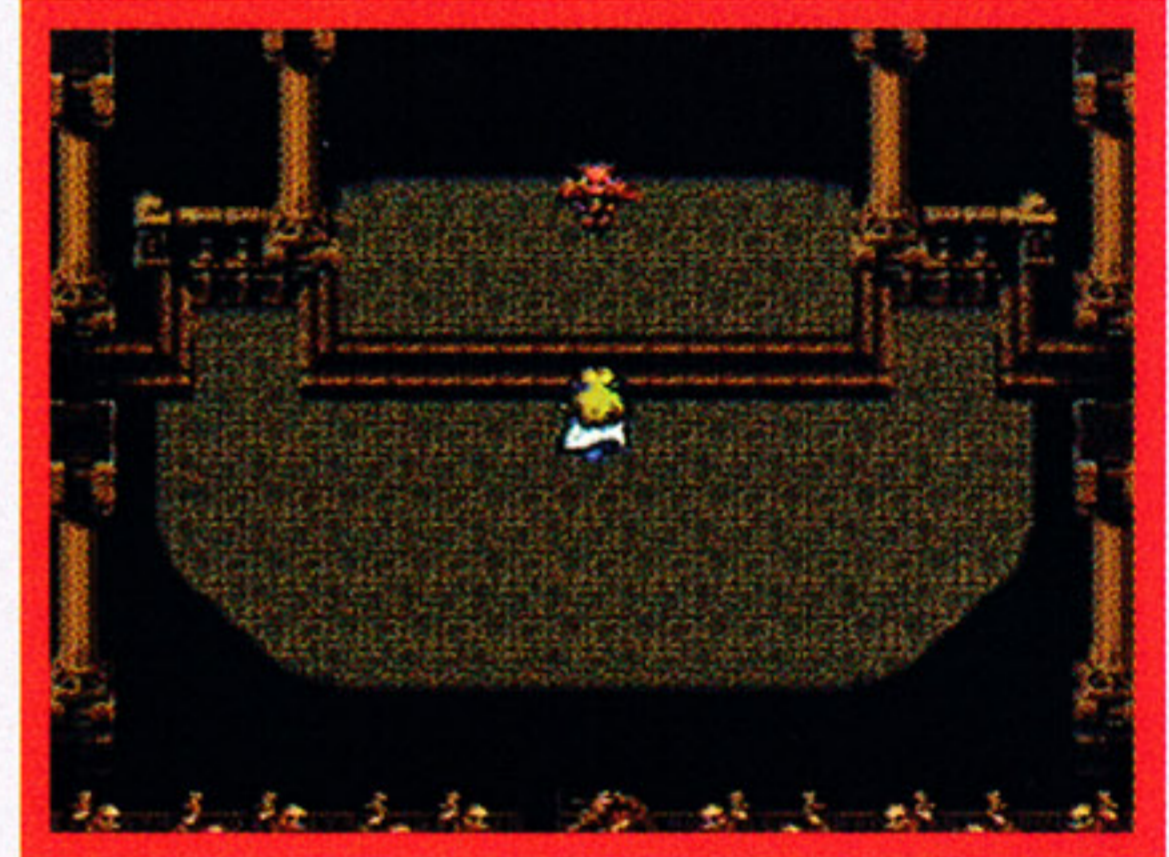

3. Ice Dragon:Narshe

Head into the Northern part of town, and onto the maze-like battle feild where earlier in the game you defended the Esper from Kefka and his troops. This little critter will be wandering about aimlessly.

4. Red Dragon: The Star-Shaped Mountain

If you make it all the way through the mountain, you should see a long stairway leading up to a treasure box. The Red Dragon will be near the bottom of the stairway, appearently guarding the treasure.
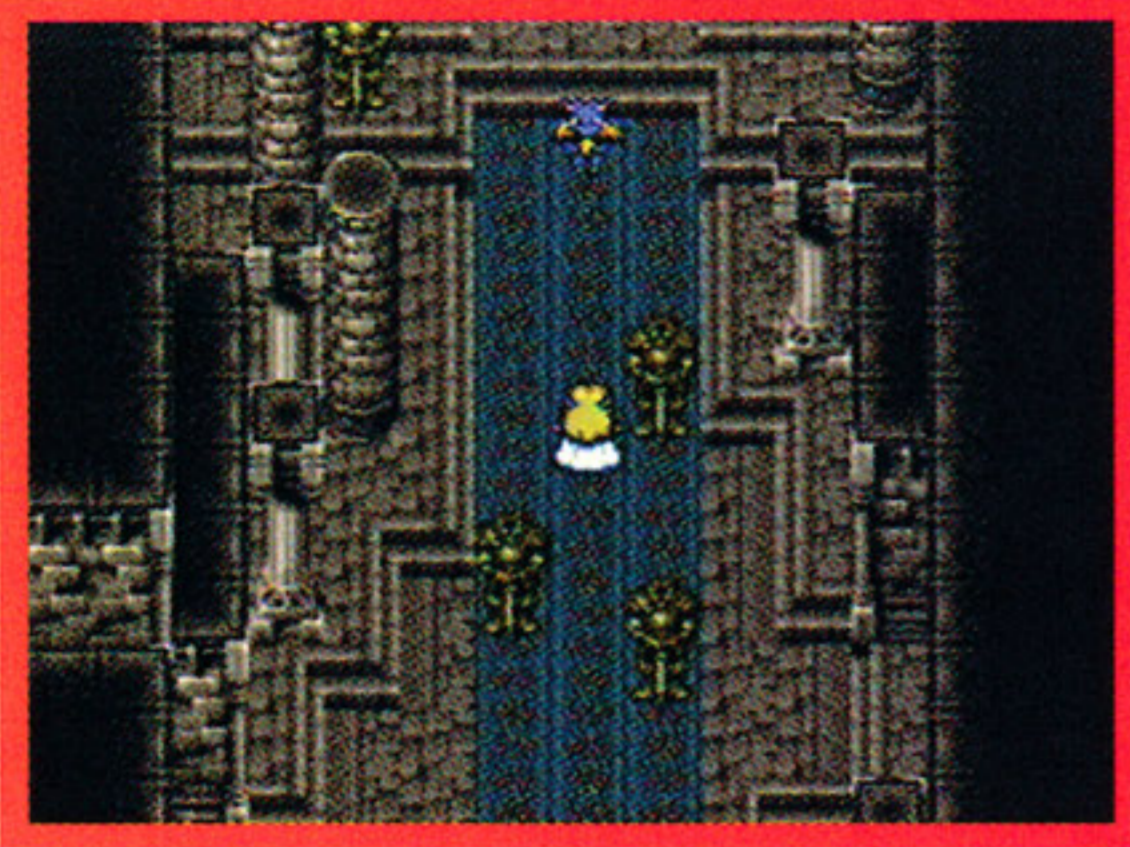
5. Blue Dragon:Under-Ground Castle

Return to Figaro Castle. Talk to the man by the engine room and tell him to take you back under the sea. The castle will hit something just before you reach the ocean. Now would be a good time to stop and explore. Find the dungeon in the castle and go through the open cell. There's a whole new area to explore. When you find the thrones, take five steps south of the one on the right, and press "A" to reveal a secret passage where you'll find the Blue Dragon.
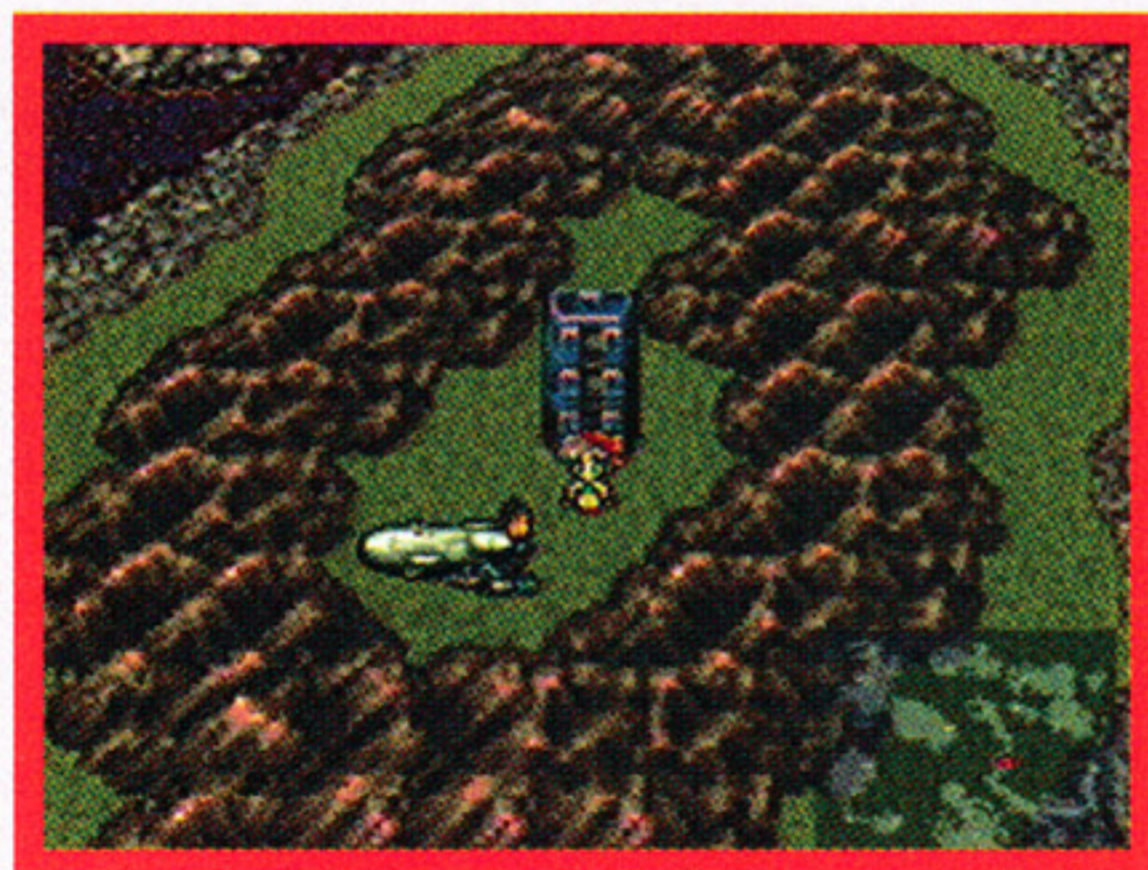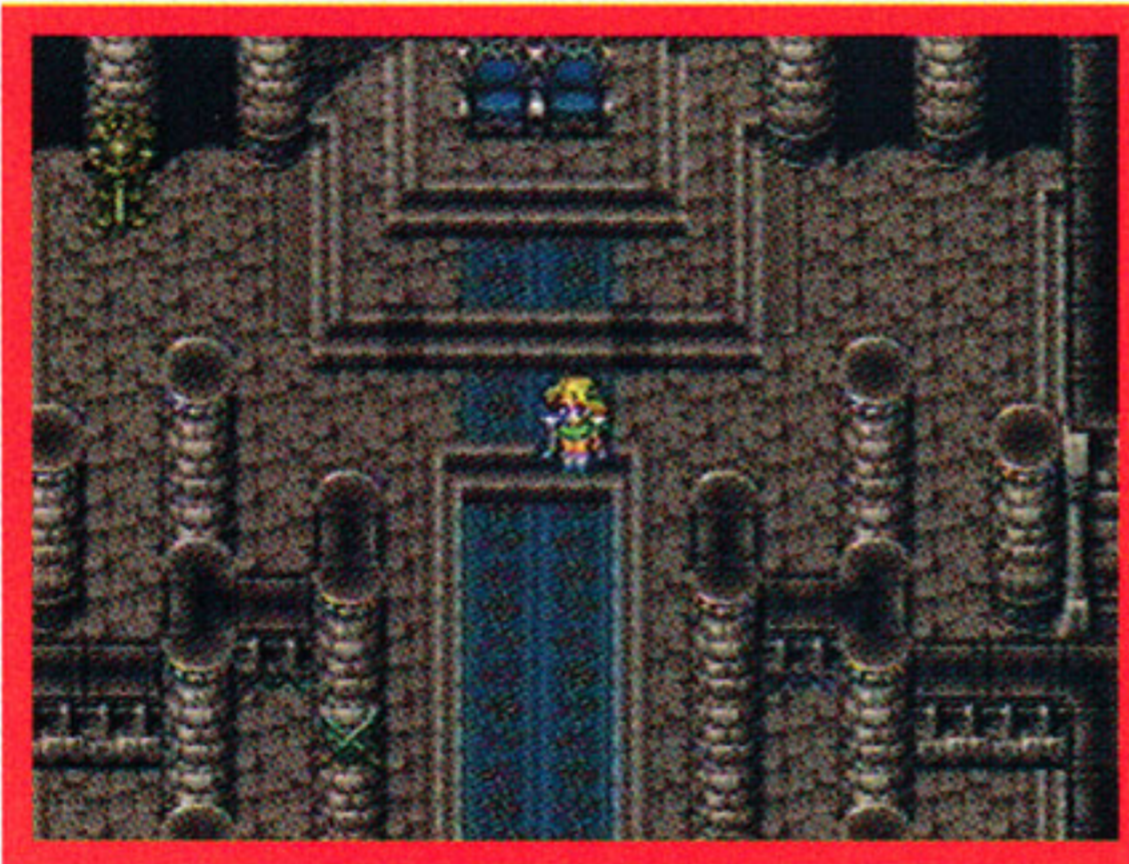
6. White Dragon:Cult of Kefka Tower

He's somewhere inside of the tower—you'll know him when you see him.

7. Gold Dragon:Kefka's Tower

In Kefka's Tower!

8. Skull Dragon:Kefka's Tower

Also in Kefka's Tower!

TIPS

At the coliseum, try wagering the following items:

Striker (you will still fight Chupon, but not for an elixir)

Megalixer (you can fight the Sigfreid fraud, but be warned—he's not a pushover!)

An excellent place to fight for experience points is the round patch of trees in the North (in the second world). You must have the air-ship before you can get here though.

Having trouble killing the tough enemies and bosses? Think back to the classroom at the beginning of the game. You were told that anyone invisible cannot be touched by weapons, but is extremely vulnerable to magic. Why don't you try casting "vanish" on your enemy, even a boss, then see exactly how vulnerable they are to the "doom" spell.

Keep flying around in your new airship to find DoomGaze. Usually after a brief battle, DoomGaze will flee, but don;t worry, his HP doesn't regenerate after each battle. You just have to fight him a couple of times before you beat him...or do you? (The vanish-doom technique described above is a great way to kill DoomGaze and receive the Magicite "Bahamut" much earlier in the game!)
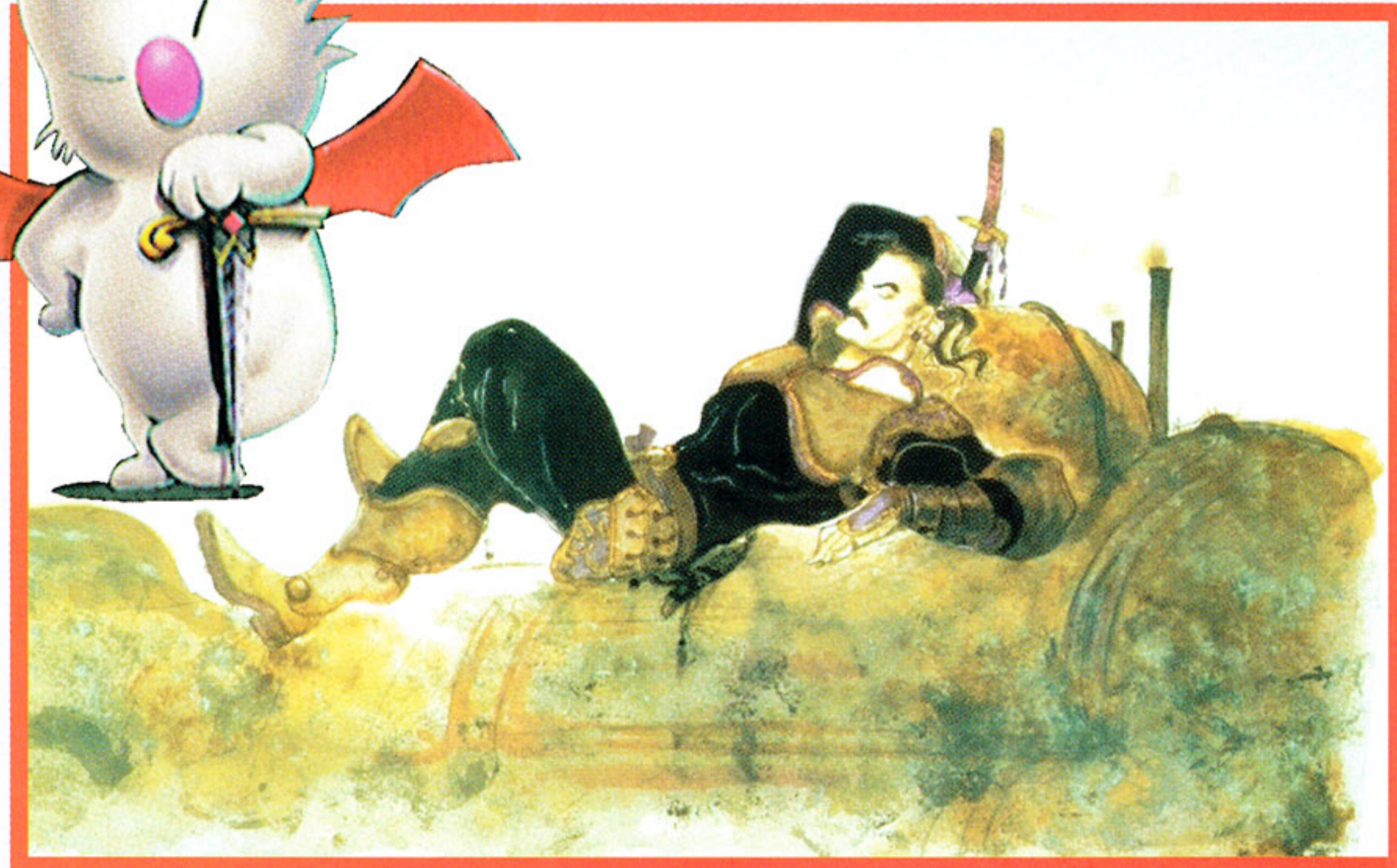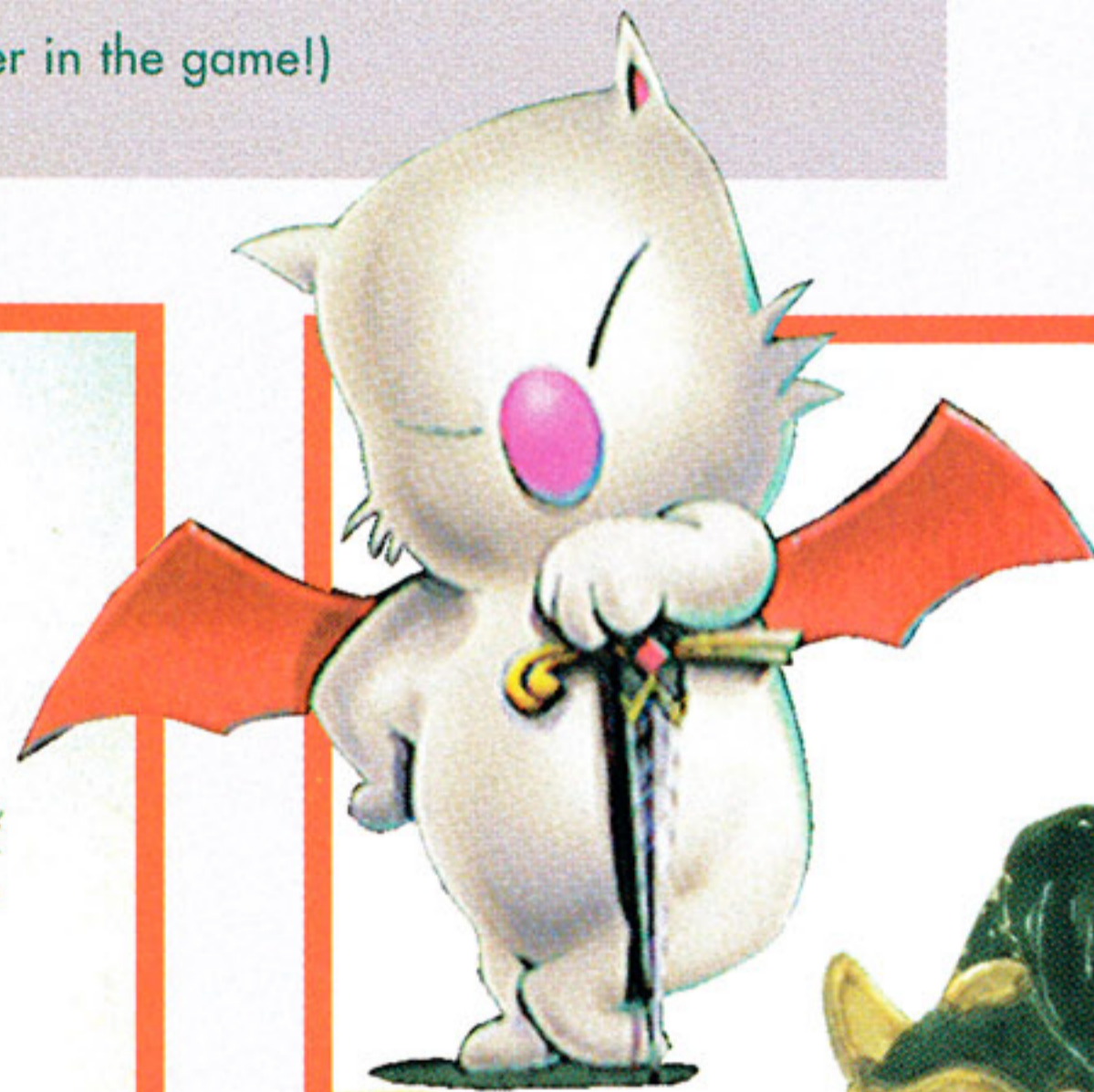
K.daLuz

Those zany, clay fighting characters are back in an almost completely new game, and they're no longer the cutesy-wutesy blobs of clay you may recall.

If you're expecting to see the friendly circus-like surroundings of CF1, forget it! In Clayfighter 2 the attitude is more on the rough-and-tough side. The happy circus music has been replaced by Rock-n-Roll, similar to what can be found in Rock 'n Roll Racing. The characters have even been remodeled to look a lot meaner and they do look meaner!

CF2 offers eight characters from which to choose. Only three are from the original Clayfighter, the other five are completely new. (This is great! You don't have to ignore your old CF1 cartridge if you own one because this is really a different game.) The new characters include Kangoo (a boxing kangaroo), Googoo (a baby with a bad temper), Octohead (an octopus with eight arms and a head), Nana man (a banana with a bad attitude), and last, but most definitely not least, Hoppy (a rabbit who must have been created by a BIG "Arnold Swartszeneger" fan!). All of the original characters from CF1, Blob, Bad Mr. Frosty, and Tiny have plenty of new punches and kicks. As for their special moves, they're all the same, so there's nothing new to figure out for them.

As for CF1, it had a few problems. One was the aerial jab punches and quick kicks. Take Ickybod Clay for example. If the other guy was in the air, all you had to was jump towards him and press the quick kick button for four hits. There
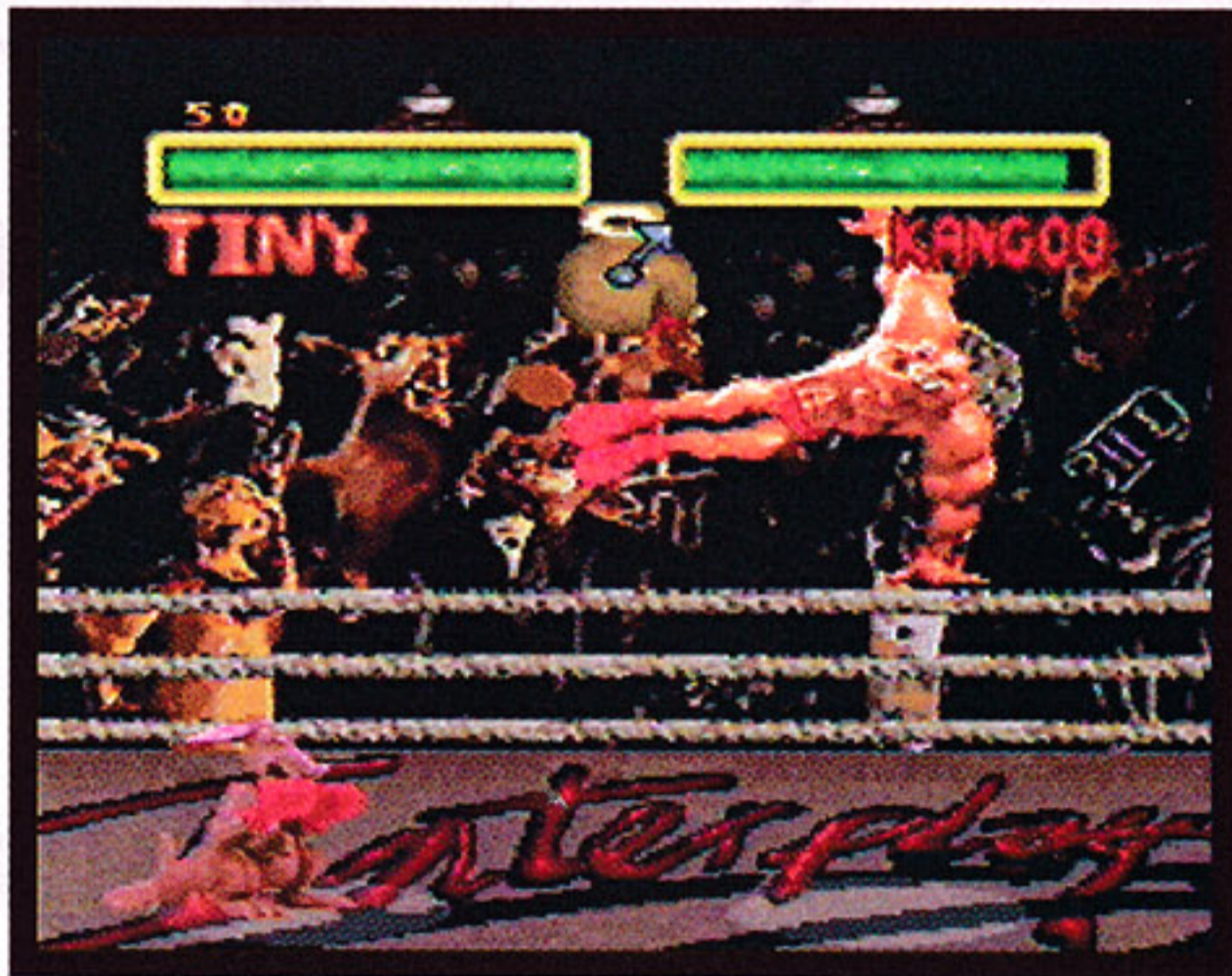
opponent's vitality. (Try this out on the last boss and see how many hits it delivers!) This kind of killed gameplay, but fortunately, it has been fixed.

Another problem in *CF1*, there was no way to tell whether you did a real combo or if the computer simply didn't block. In *CF2*, you hear "wow" or "awesome" after a combo. Although you don't know how many hits you deliv-

ered, you do know you did a real combo. Also the game was kind of slow. *CF2* offers a speed setting (1-4), which today is almost a standard among the most popular vs. fighting games.

Another thought worth mentioning is the elaborate backdrops in *CF2*. Each is very colorful and wonderfully detailed, even more so than in *Clay Fighters: Tournament Edition*. Some stages even have foregrounds. They look great, but can be a hindrance as you
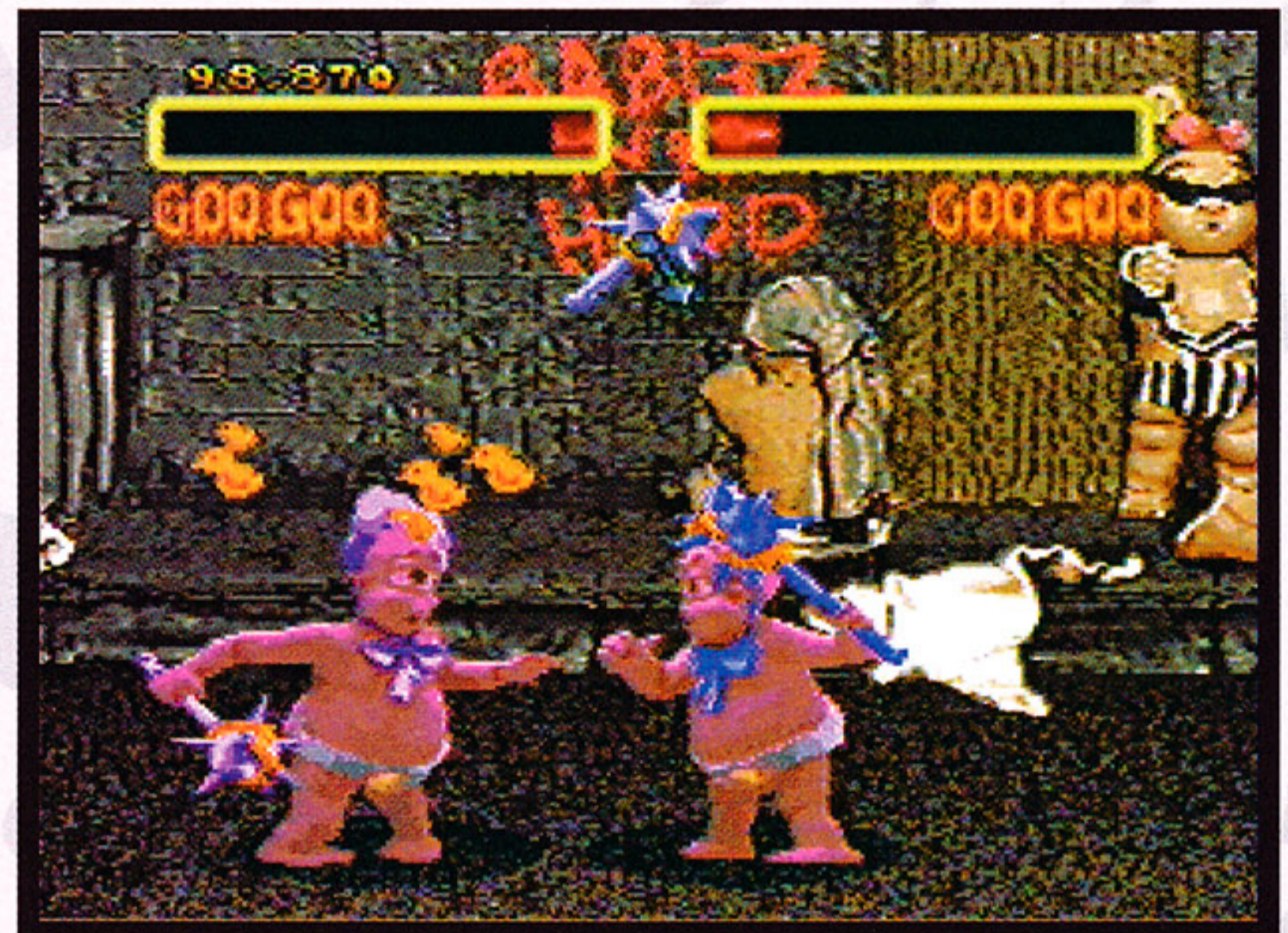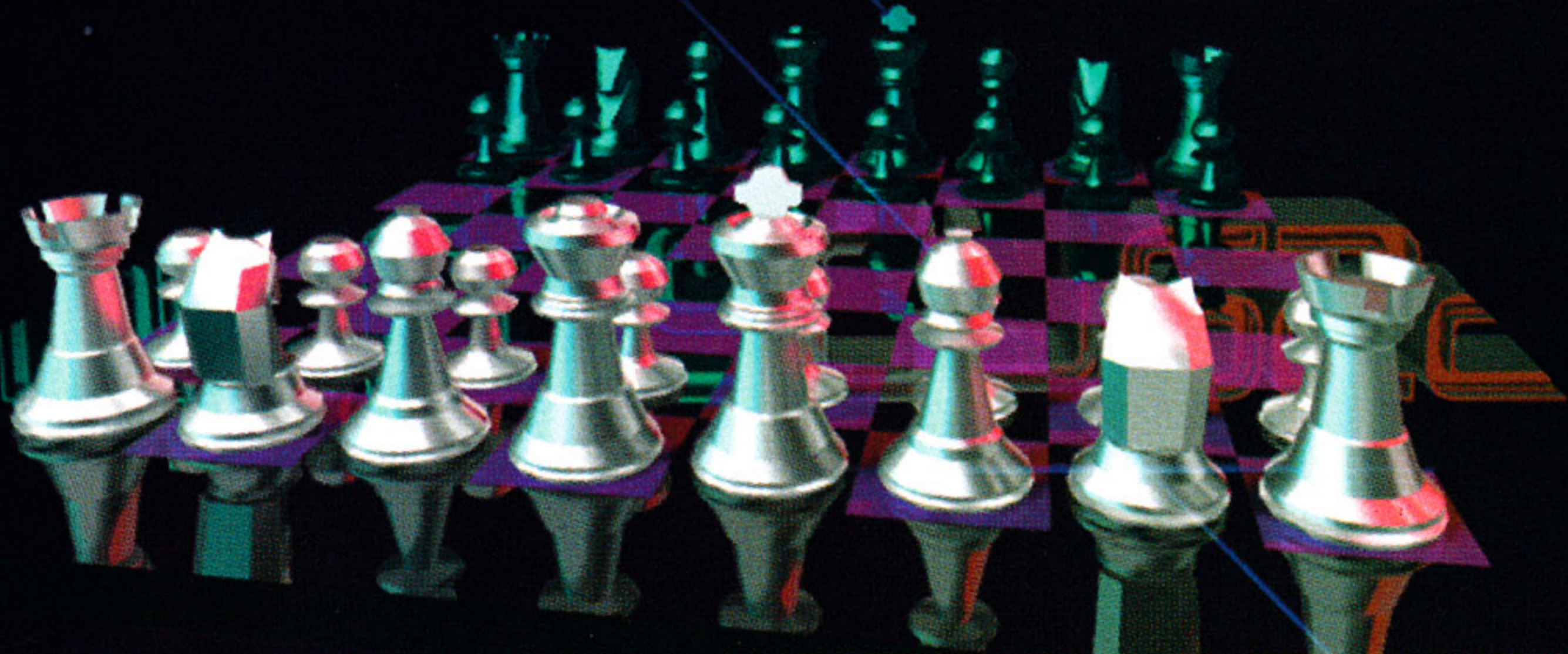

cannot see your fighter or your opponent sometimes. At any rate, you are given the option to turn them on or off.

CF2 has great humor, an attribute found in most interplay games. ("Rabbit punch/Dragon punch," "Diaper uppercut/Tiger uppercut," get it?) Unfortunately, *CF2* doesn't posses the originality of its predecessor. Back in '93, *CF1* was the first vs. fighting game to use clay animation. Today clay animation is nothing special, and certainly nothing new. Also, as you may have expected, clay animation is usually accompanied by a lack of animation frames. This is present in *CF2,* but animation isn't everthing. There's still the excellent graphics, great sound effects, rock-n-roll music and,most important, killer gameplay! NT

LOONEY TUNES
B-Ball

K.daLuz

Sunsoft, the company known for bringing most Warner Bros. cartoon games to home systems, is on a roll. Due to the fact that their WB cartoon licensing contract is about to expire, Sunsoft is creating an entire WB cartoon catalog of games. We focus here on Loony Tunes B-Ball, the first cart from this line-up scheduled for release.

"What's Up, Doc?"

After a long day under the hot studio lights, the cartoon actors need a break. Bugs suggests b-ball, and they all agree to go at it in a game of hoops (today, every game needs a storyline).

LTB-B clearly borrows many of its concepts from NBA Jam. You have your basic shoot, pass, and turbo buttons (possibly the new standard in basketball video games), along with a few new features to spice up the gameplay.
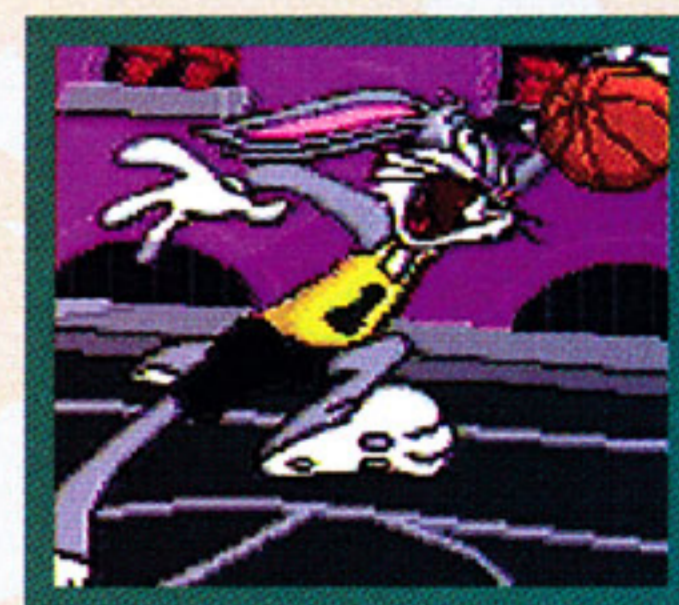
Characters can deploy thunder, earthquakes and other natural disasters to slow down their opponents.
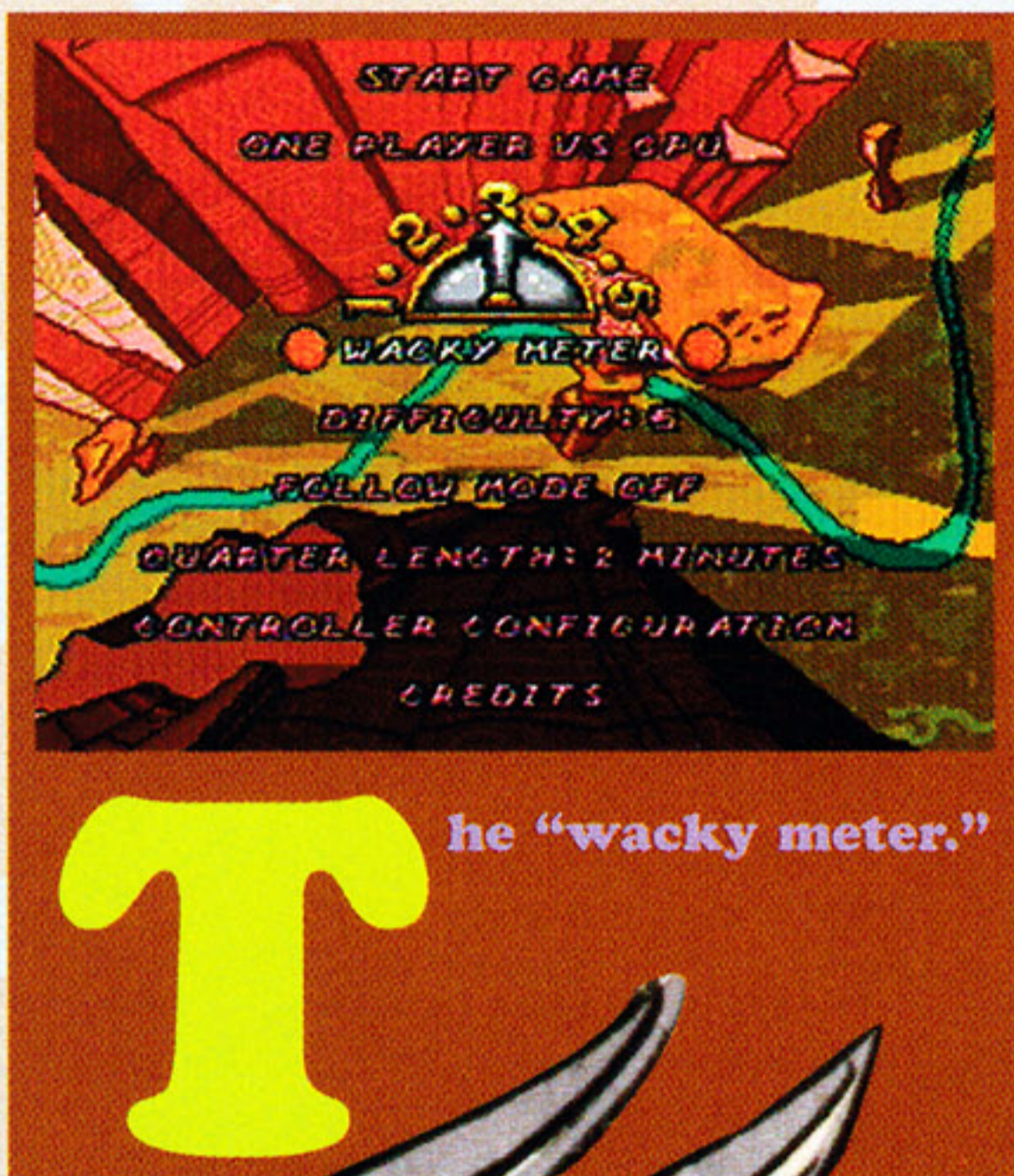
Wackiness Counts

The "wacky meter."

In your team's lower corner of the screen, there is a display of a certain amount of money, your money, which you spend (some of it) whenever you do a "wacky move." There are two types of wacky moves. One type requires that you select an item from your corner of the screen and press the "X" button; the other consists of specific control pad combinations similar to those found in SF II and MK II. For example, inputting "right, down, left, R" calls the ball to you when it turns into a dog. "X, X, X, R" makes you invisible. Understand?

The ingenious code hunt screen (actually an Acme blue print of an SNES control pad) helps you find secret codes without the hassle of looking for them while playing the game.

In the options menu, there's a "wacky meter" that allows you to set the wackiness level from 1 to 5, with 1 being a pretty normal basketball game (if you consider cartoons playing basketball normal), and 5 being almost complete chaos. Instant replays (finally, ones with sound!) are also available — a great idea because in this ridiculous game there are plenty of things worth watching again.

Turn the ball into a bomb, and you're playing "hot potato." (Check out Daffy's beak!).

It's Transformational

Another cool feature is that any character can transform into any other character at any time during the game, and thereby acquire the attributes of that character. For example, you could temporarily transform into Marvin Martian to take advantage of his excellent 3-point ability. After a while, your character automatically reverts to his original form. (Keep in mind that changing into other characters costs money. So in a way, every character is like Shange Tsung — they're available for a price.)
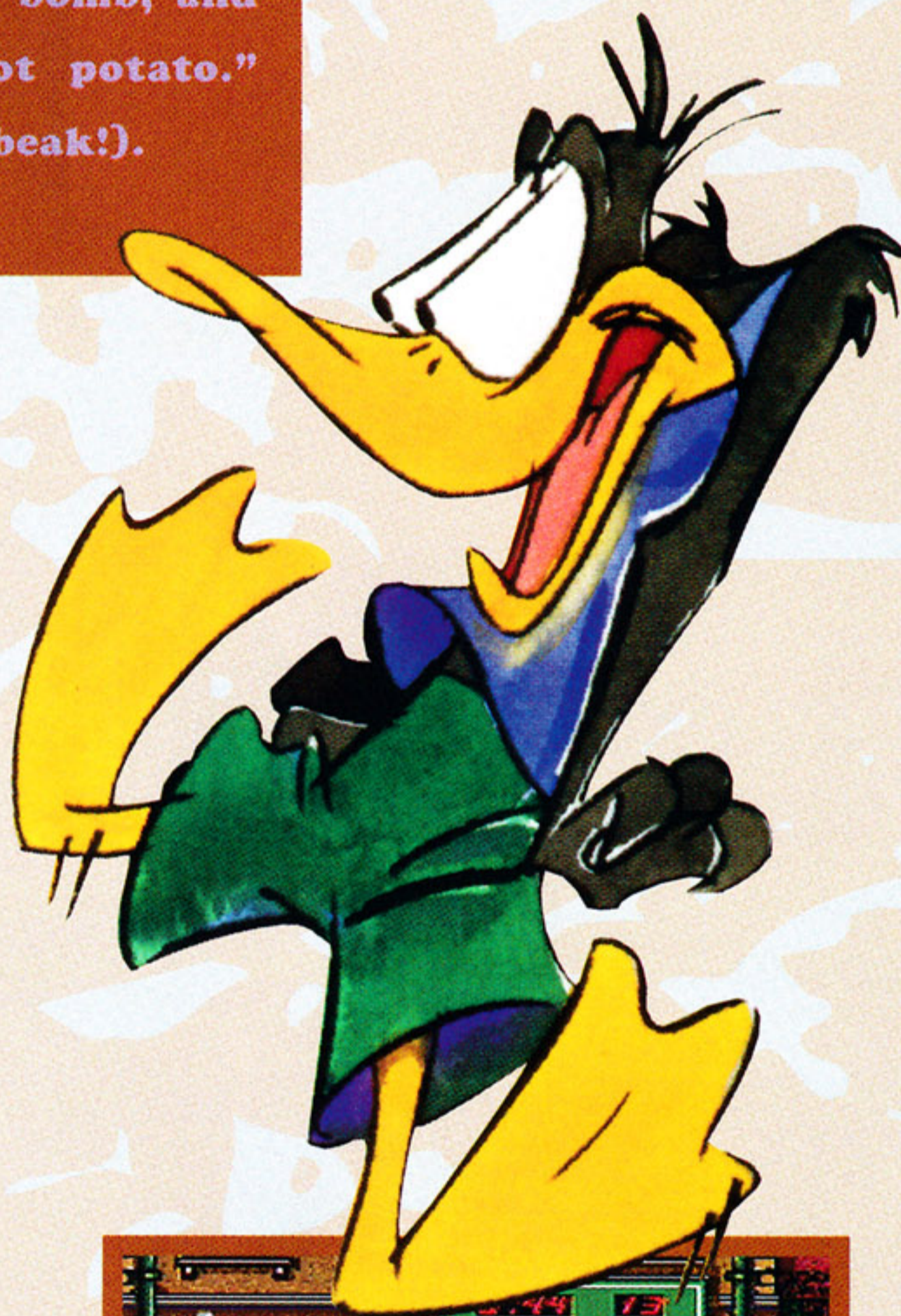
Is this "basket-ball" or "basket-dog?"

Block your opponent's shot and a "rejected" stamp will appear on the screen.

Code Hunt

Searching for codes can be a real pain in the #&$*!* when you're trying to play the game. Fortunately, a "code hunt" option has been incorporated into the game. You simply go to the code hunt screen and press away. Once you're satisfied with the codes you've found, you can go right into the game and try them out, or use them against friends (or enemies) in a 2+ player game. Extremely useful!

The Competitive Edge

Acclaim's NBA Jam:TE may face some pretty stiff competition from Looney Tunes B-Ball! Just judge for yourself.

NT

K. daLuz

As the cartoon formerly known as "Batman the Animated Series," censors considered it to be too violent for children. A new cartoon with somewhat less violence had to be created. Thus, "The Adventures of Batman and Robin" was born. As the well-known name of the cartoon was changed, so was the name of the video game.

As usual, Konami has successfully come aboard with another hit. At first glance *The Adventures of Batman and Robin* may look like your typical beat-'em-up (a la *Double Dragon*), but wait — it's so much more!
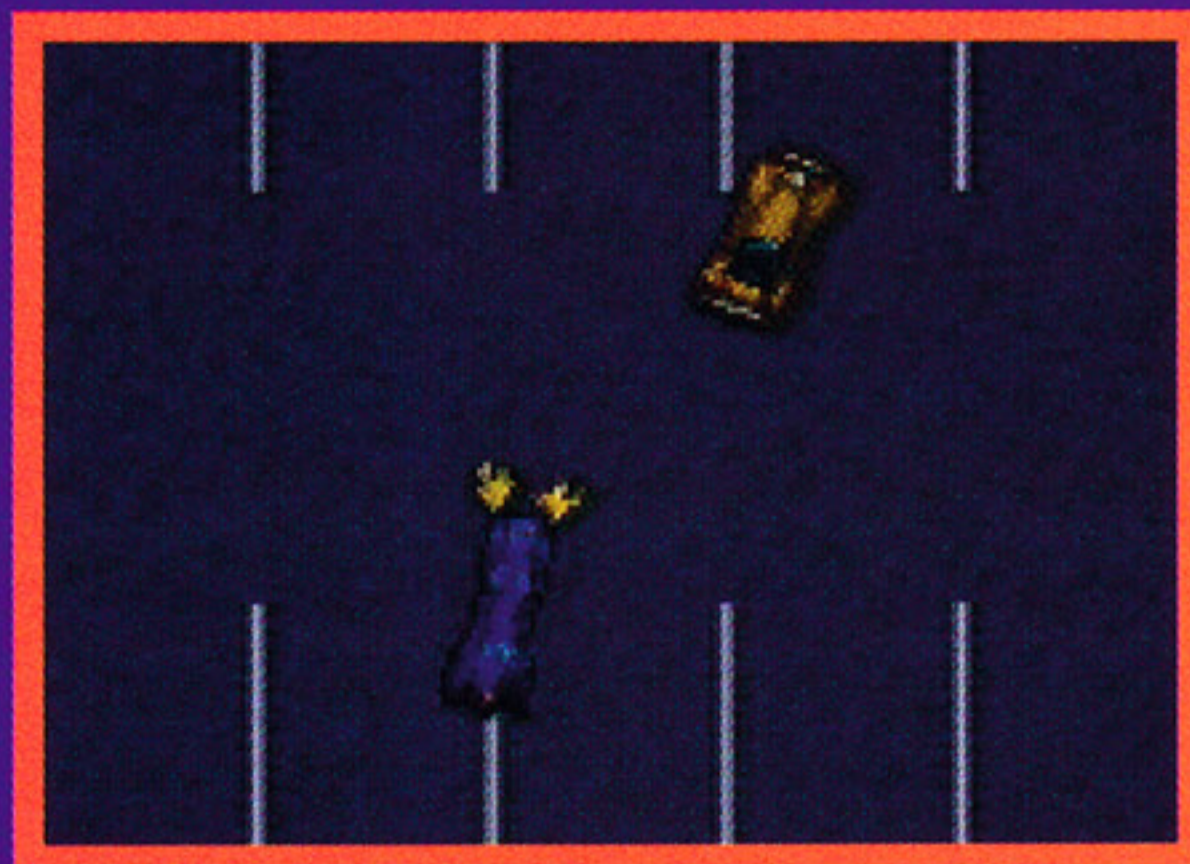
This cart offers a wide range of modern gameplay options with an interrelated and challenging combination of action, puzzles, and riddles. Throughout the levels, it is essential to figure out which weapons to use and where to use them.

the adventures of
BATMAN & ROBIN
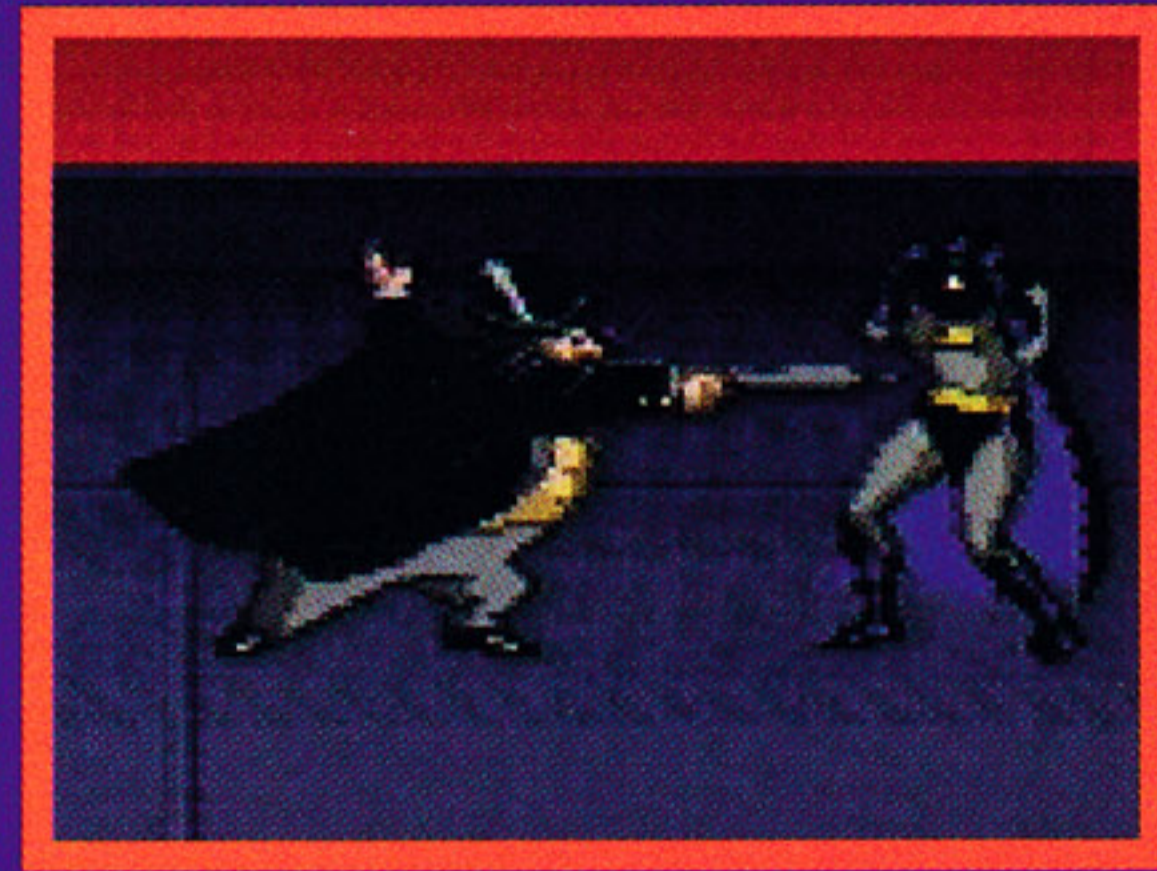
Given what he's up against, it's fortunate that Batman has an arsenal of weapons at his disposal, including a grappling hook, plastic explosives, stars, smoke bombs, and a spray gun. Other equipment is also available to aid Batman in his missions. If anything, all this makes for a nearly flawless game! **NT**

In addition to excellent gameplay, the animation has been beefed up for every character, so they move just as smoothly as in the cartoon. The music too is as twisted and diabolical as the cartoon's. And since Konami is a virtual third-party pioneer of special effects, you can expect the visuals to be outstanding as well.
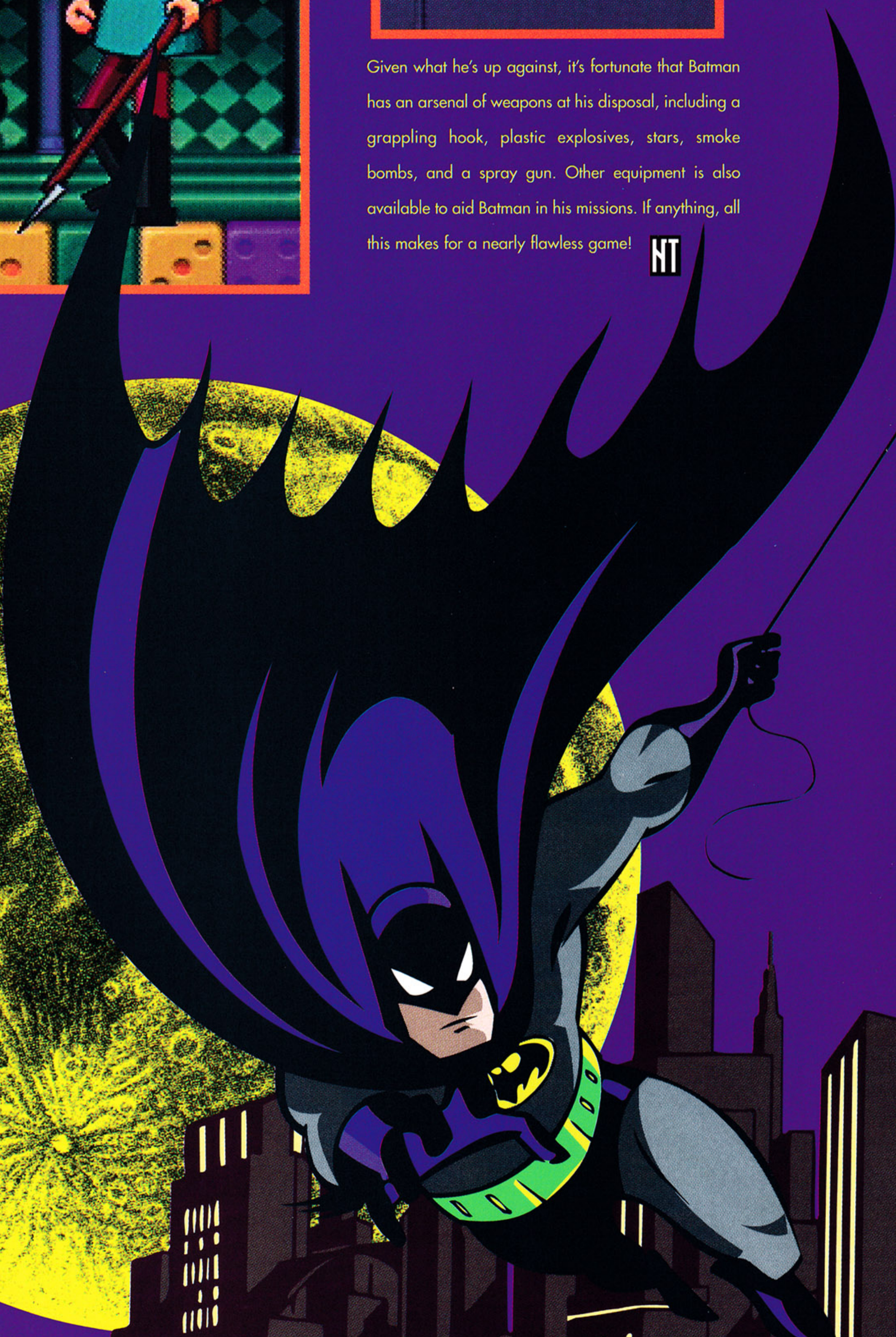
SeaQUEST
DSV

Erik Minershi

The first time I saw this game, I thought it was going to be another adventure game. Unlike other adventure games, *SeaQuest* is in a league of its own.

The object of this game is to complete a number of missions using different underwater vehicles. Each vehicle has a specific purpose.

To begin the game, you've got to display your launch bay and decide what vehicle you'd like to use for your first mission. I chose to use the Stinger. The Stinger is a small attack sub that can move and fire in any direction. As I shot my way through the gray coral to create a passage big enough for the Crab, I was able to locate the exploration vessel. The exploration ves-

sel was occupied by two people in need of rescue. I then realized that I needed to have the Crab in order to make passage to the exploration vessel. The Crab was the only vehicle equipped with a docking hatch; a feature which enabled me to save those passengers. ⊓⊤
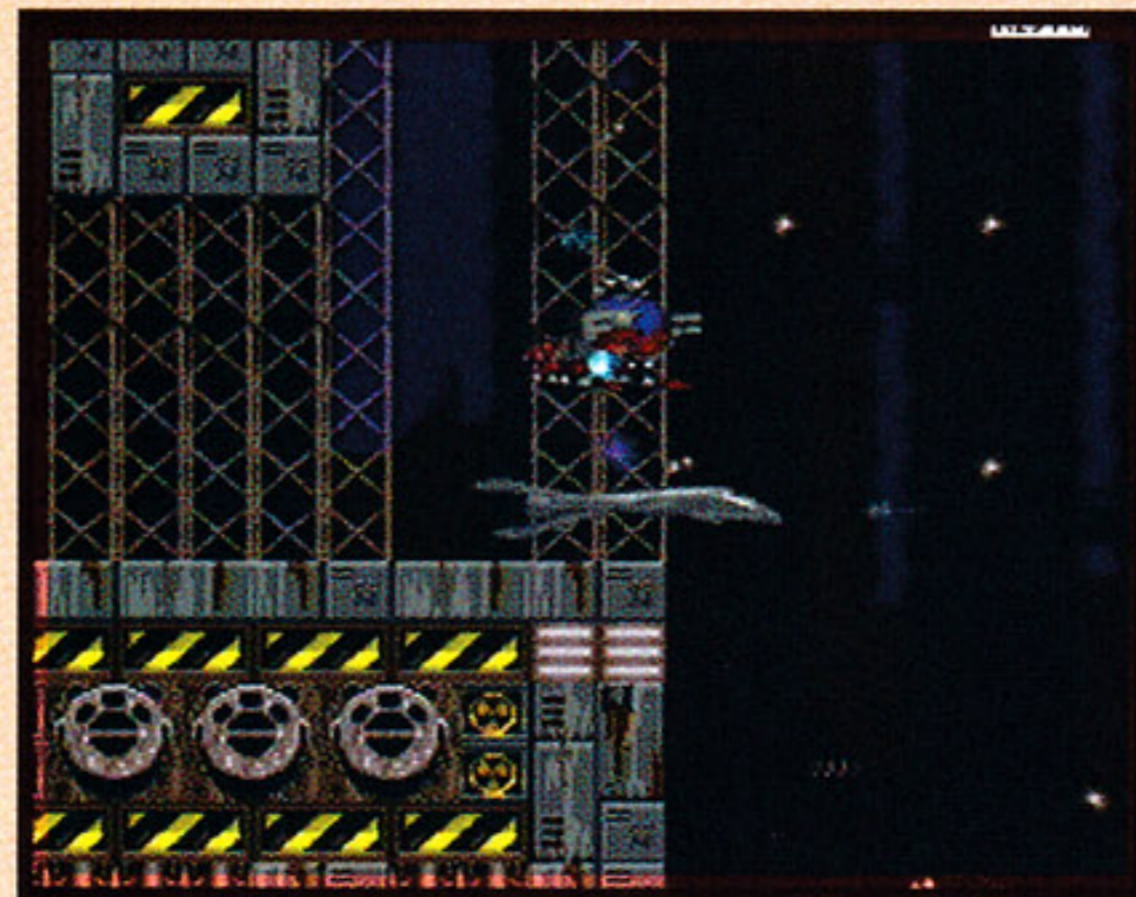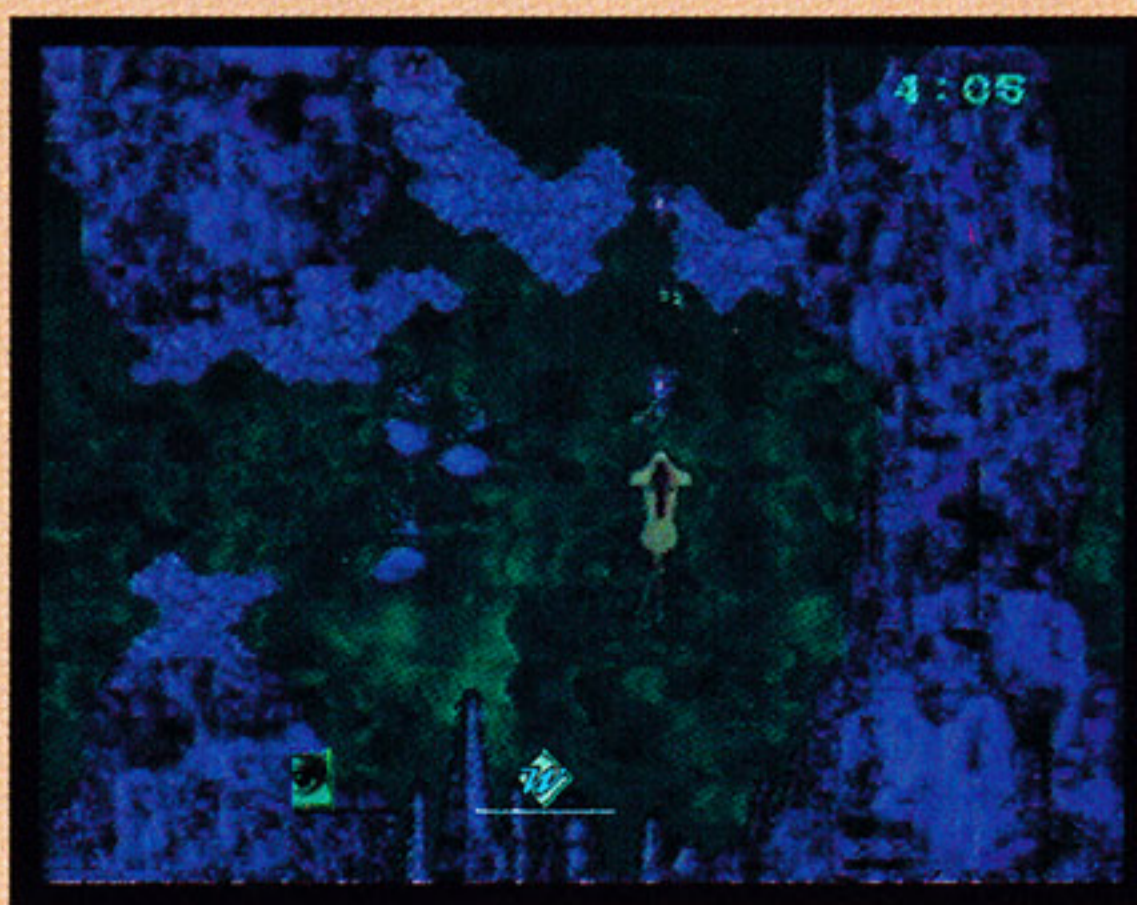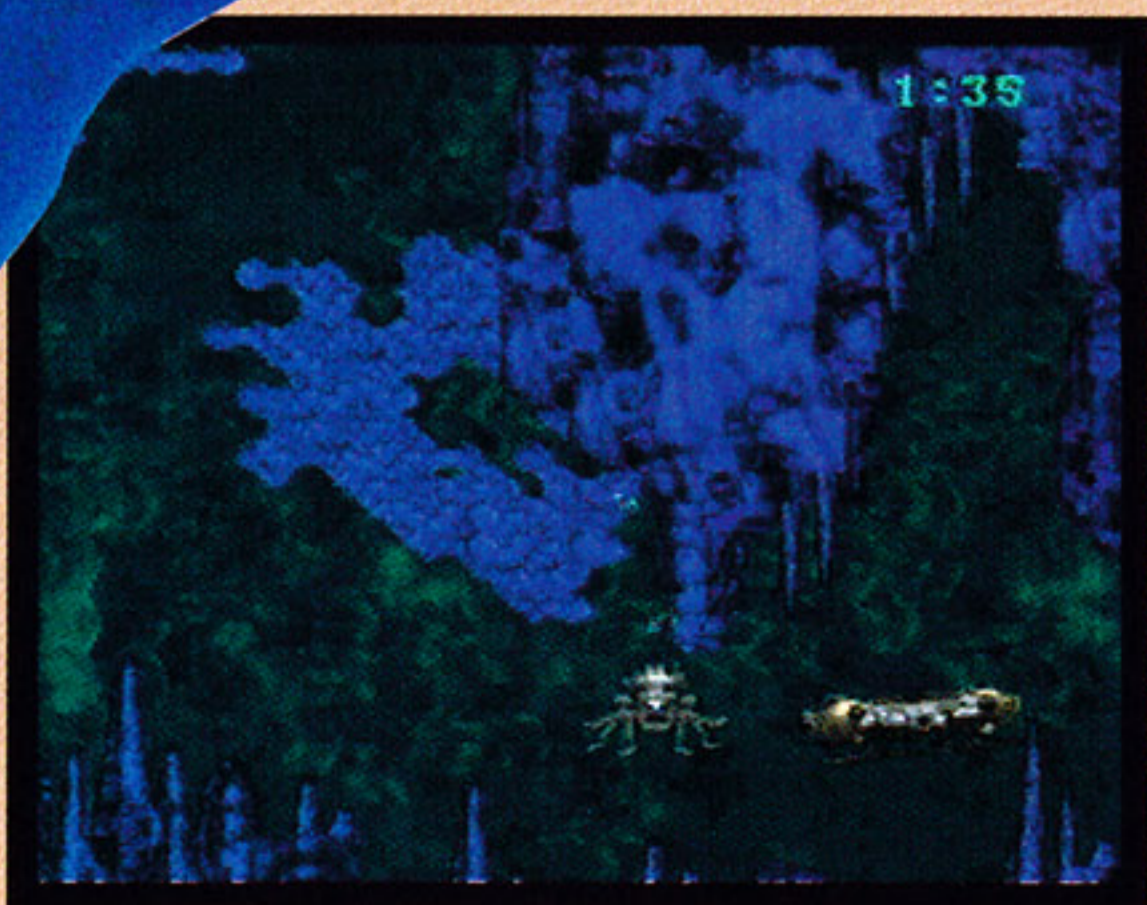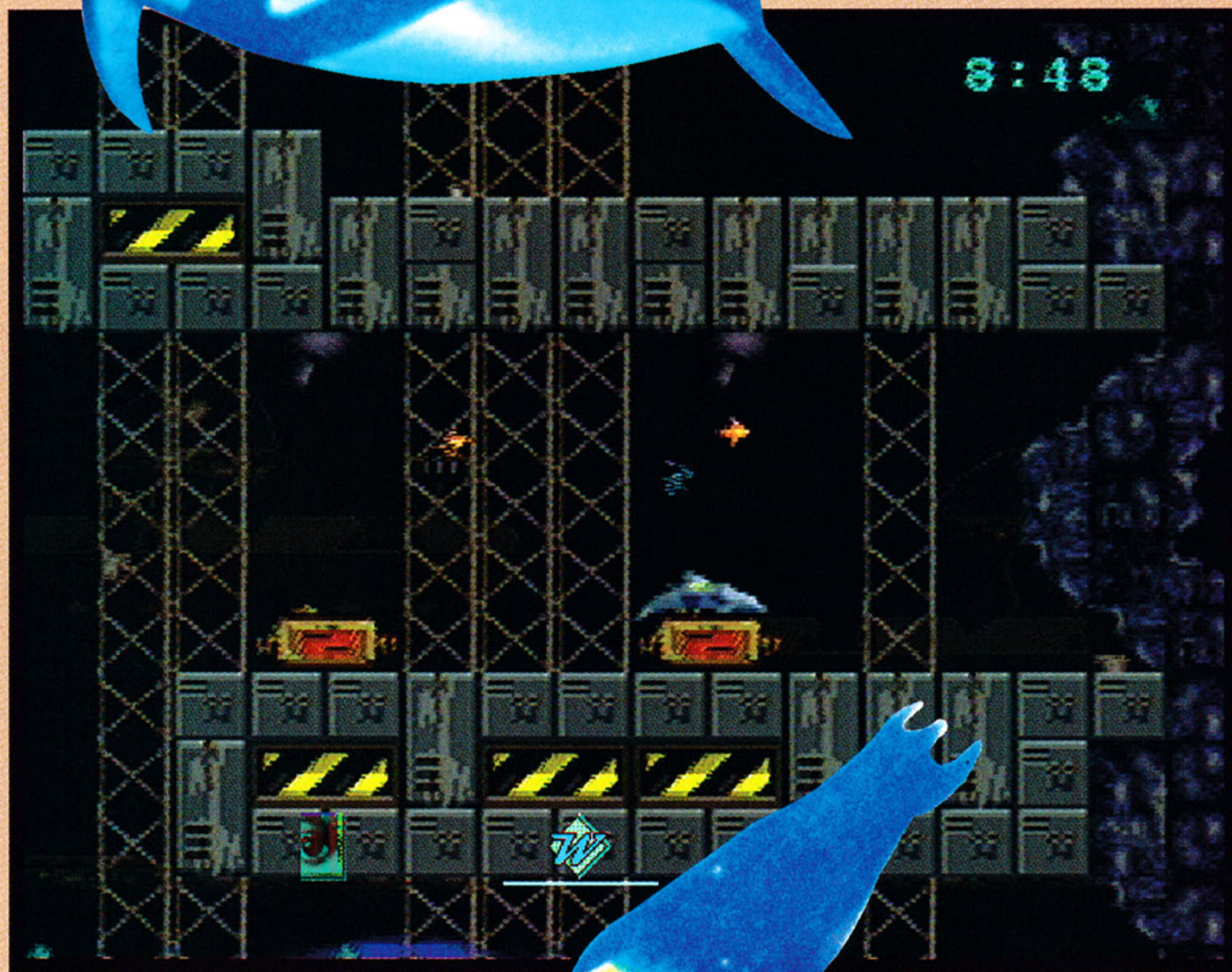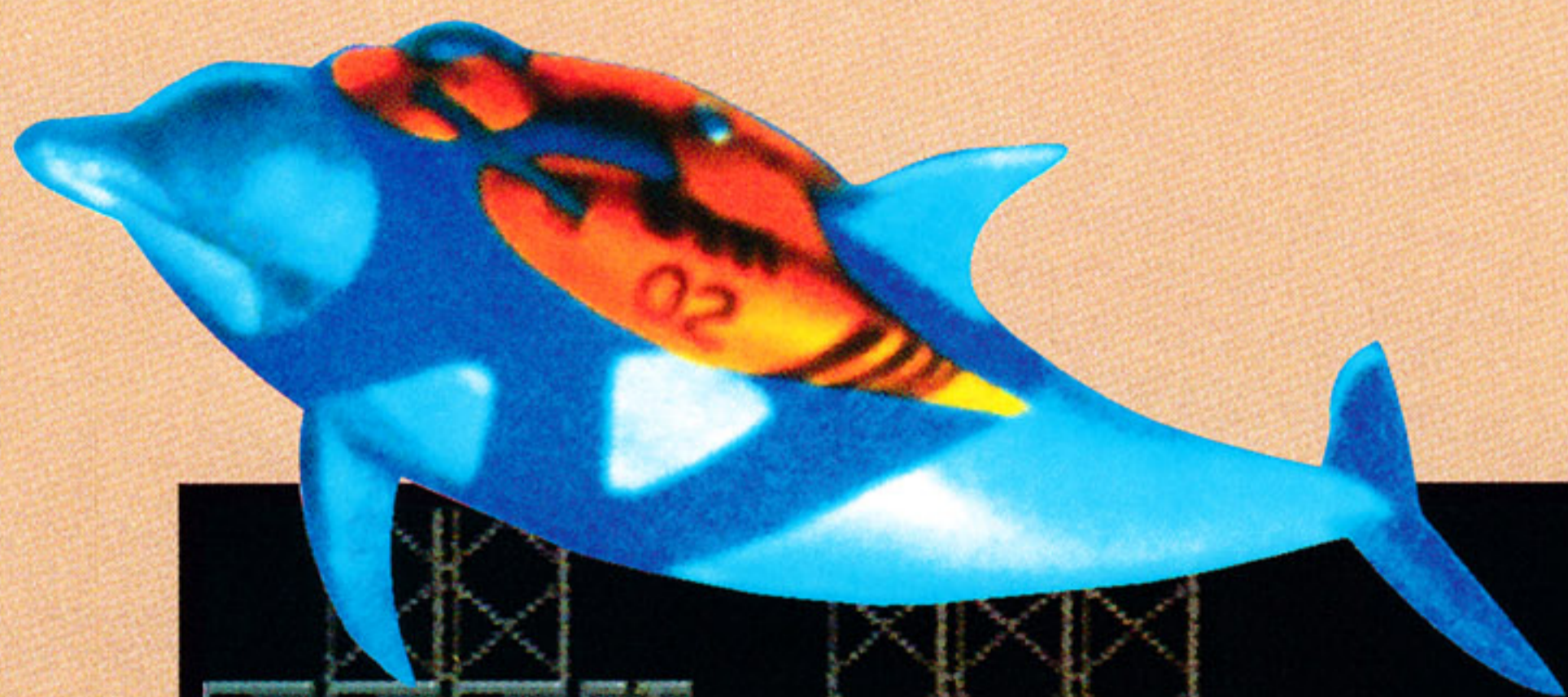
TIPS AND STRATEGIES:

✔ When you encounter the second mini-boss (the giant robot), stay in the exact center of the screen and fire upwards. Even with your weakest weapon, you'll destroy it before it touches you.

✔ Make sure the Stinger makes a hole big enough for the crab to pass through. Also check for sunken treasure.

✔ The next mission was to locate a WWII airplane and recover the plutonium on board. For this mission I chose to use the Sea Truck. Unlike the Crab, this vehicle can not only hold items, but it can also fire torpedoes and release mines.

✔ Demolishing other vehicles will make it easier to pick up the plutonium.

✔ The next mission proved to be more challenging than the first two. In this mission I was challenged to meet the SeaQuest. I was automatically assigned the Speeder. The speeder is a fast and heavily armed defense vehicle. This vehicle contains torpedoes and has a super power heat seeking missile. I used this vehicle to pave my path to the SeaQuest. On my journey to the SeaQuest I encountered drug smugglers who were determined to stop me from reaching my destination.

✔ Hold down both the torpedo and the plasma buttons to maneuver your way to the Sea Quest. The torpedoes will hit what is in front of you and the heat seeking plasma missiles will hit any other vehicles around you. Remember, all vehicles have an unlimited amount of ammunition.

✔ The most challenging mission I completed was a race against time to disarm city security systems. For this mission I chose to use Darwin and the HR Probe. These were the only vehicles that could activate the power and security switches.

✔ The colors of the switches are the key to turning off the system. Once you have the correct color combination, the switch will turn black and you'll silence the power motors. Once you've turned off the motor for one switch, continue to the next set of switches until all eight switches have been deactivated. This mission is good practice for Darwin and HR Probe use. In the upcoming missions you'll be using these vehicles a lot!!

✔ To easily beat the last form of the final boss in the jungle stage, use Browny's Gemini scatter. It causes an unusually extensive amount of damage in this scenario.

✔ If you want to proceed very far into the game with two players, never have the second player join in when you're playing a one-player game, because every time a second player joins in you lose one of your lives.

AIR STRIKE PATROL

K.daLuz

A power-mad terrorist, Zarak, is trying to control the Persian Gulf, an area of vital strategic importance to all oil-consuming nations. U.N. troops and ground forces have been sent in to put a halt to the madness, and now war has broken out.

As a member of the A.S.P. (Air Strike Patrol), you have been assigned to assist the U.N. ground forces. Flying from area to area, it is your mission to destroy enemy tanks, radar bases, air fields, shelters, and even SCUD missile launchers.

The government has given you three jets from which to choose. There are two F-15 Strike Eagles, each with 20mm cannons and afterburners. One has AGMs (air-to-ground missiles), good for killing enemy ground forces.

The other has AAMs (air-to-air missiles), effective in taking out enemy jets. The third option is an A-10 Thunderbolt II, which is slower than the others, but handles better. It has a 30mm cannon and smart bombs (which, unfortunately, do not lock on enemies), but no afterburners.

The game plays similarly to EA's *Strike* trilogy (*Jungle*, *Urban*, and *Desert*). Basically, you bomb almost-defenseless land enemies at a 45-degree angle while they try to shoot you down with their pathetically slow bullets and shells.

You are given a time limit to complete your missions. Each sortie (each round) to a given area takes approximately six hours (five real-time minutes). Afterwards, you get a report on how many enemies you've killed. The more, the merrier! You also have a "save game" feature so you don't always have to start over. This is your chance to truly be all that you can be!!! NT
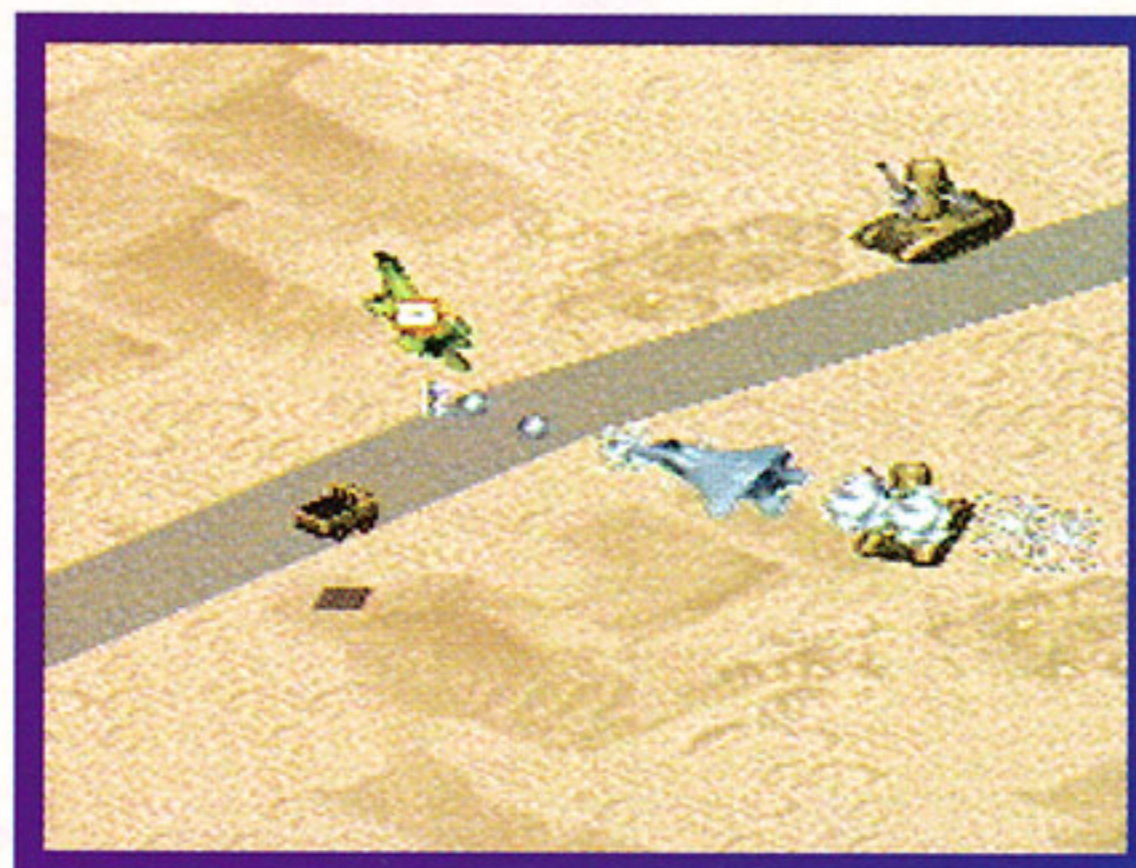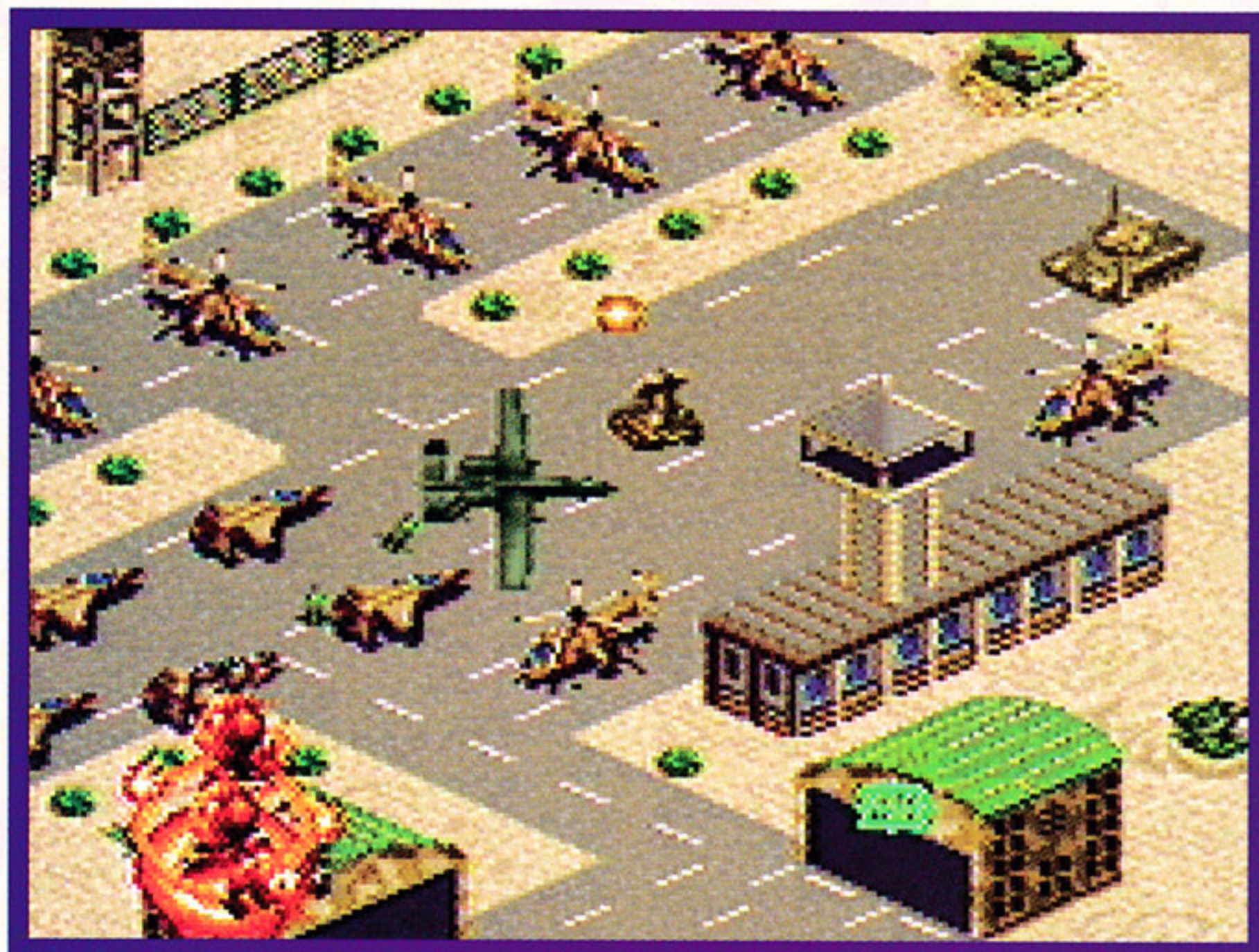
Bomb your enemy with the B-10.

Lock onto enemy ground forces and fire away.

Lock onto enemy jets with AAMs.

Sometimes your jet will lock onto the U.N.'s (your team's) ground forces. Be careful! This is not a time to be trigger happy.
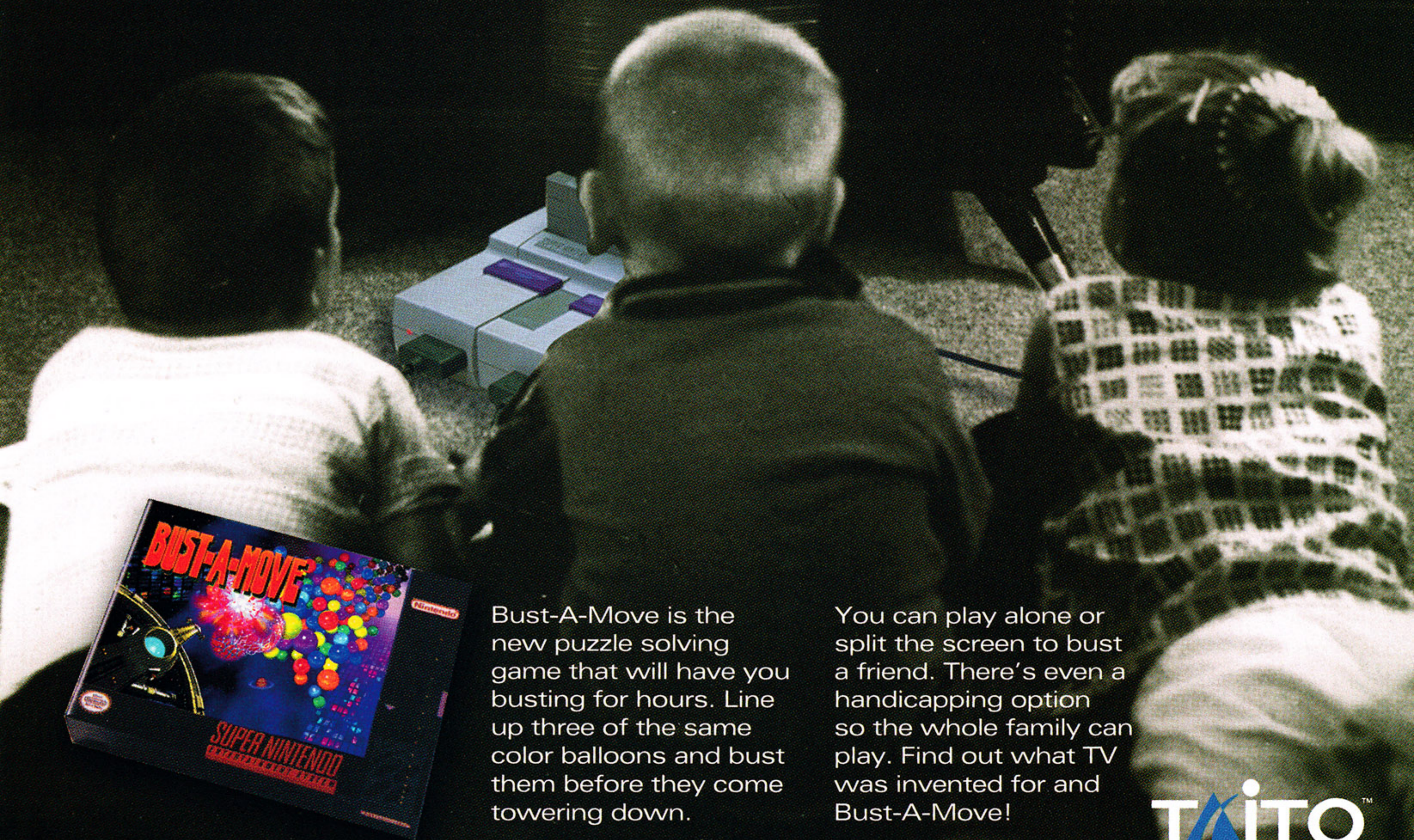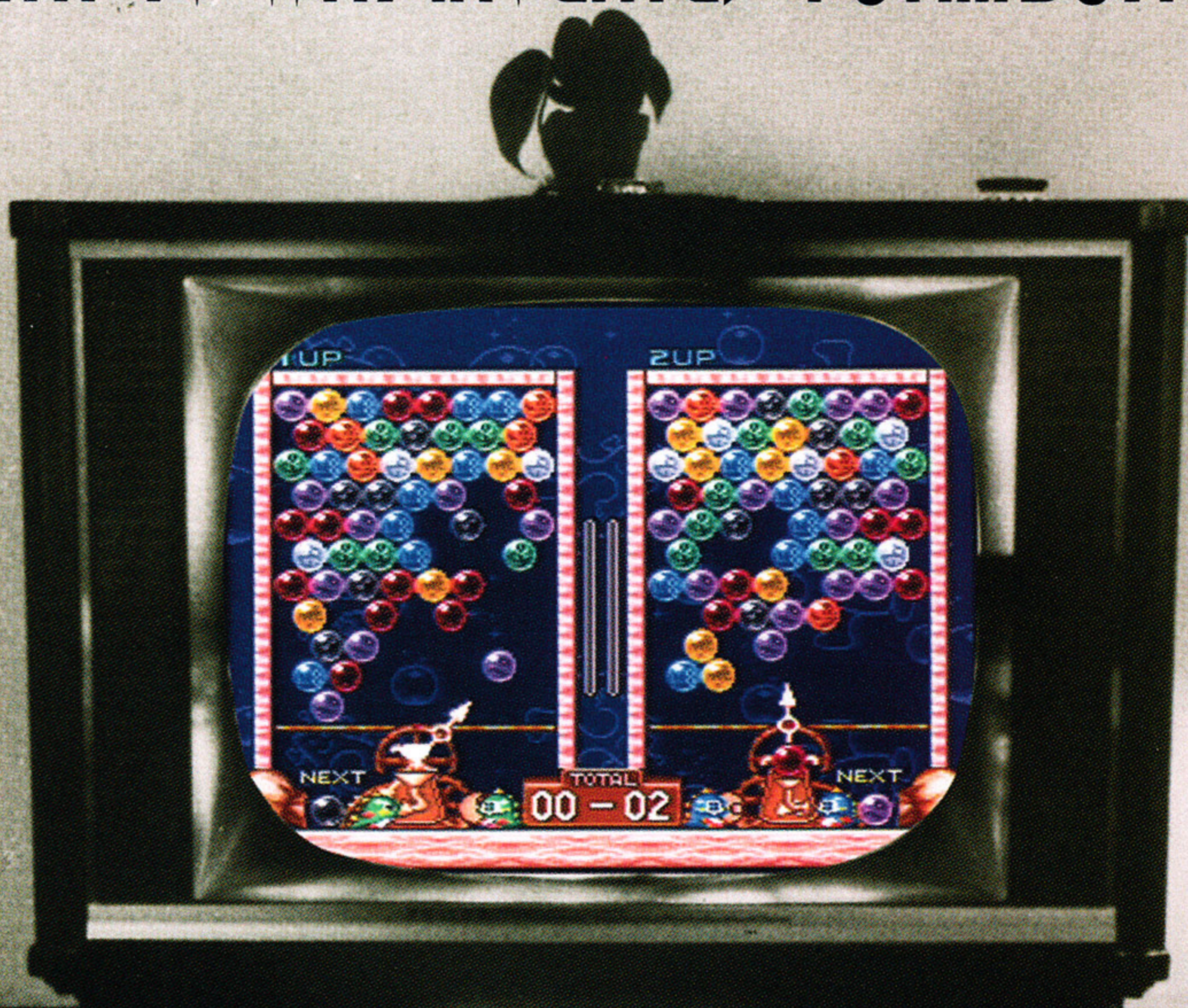
Dan Thomas MacInnes

PAC-MAN 2

THE NEW ADVENTURES

Pac-Man 2 is a huge surprise. Ingeniously original and wildly hilarious, Namco's latest SNES effort delves into a genre all its own: an interactive cartoon in the vein of the Warner Bros. cartoons. Don't confuse this with action/platform titles. Pac-Man 2 is composed of animated characters who freely interact independently. Pac-Man moves around all on his own; your role is relegated to that of attention-getter. Armed with a slingshot and a voice, you can point Pac-Man in the direction you want him to go and knock things around.

Throughout the game's four "episodes," Pac-Man is sent on a variety of errands, but those goals are largely secondary. Your control is secondary. The humor is primary. The designers seem to have approached each screen with the thought "How many jokes can we get out of this?" Pac-Man gets

flattened, knocked and smashed around simply for the sake of a good laugh. In the park, for example, Pac hops a skateboard and rides it until he hits a rock and smacks into a tree.

And Pac's reactions are never the same. Depending on what mood he's in and the direction from which he's walking, you'll see several different hilarious reactions. The balloon stand, the music store and the grumpy neighbor's house are the funniest scenes. You'll laugh 'till you cry!

This is a game that's perfect to play with a group a friends who have an evening to burn. The casual pace will only pose a problem if you're one of those button thompers who pound buttons as fast as possible. You know who you are.
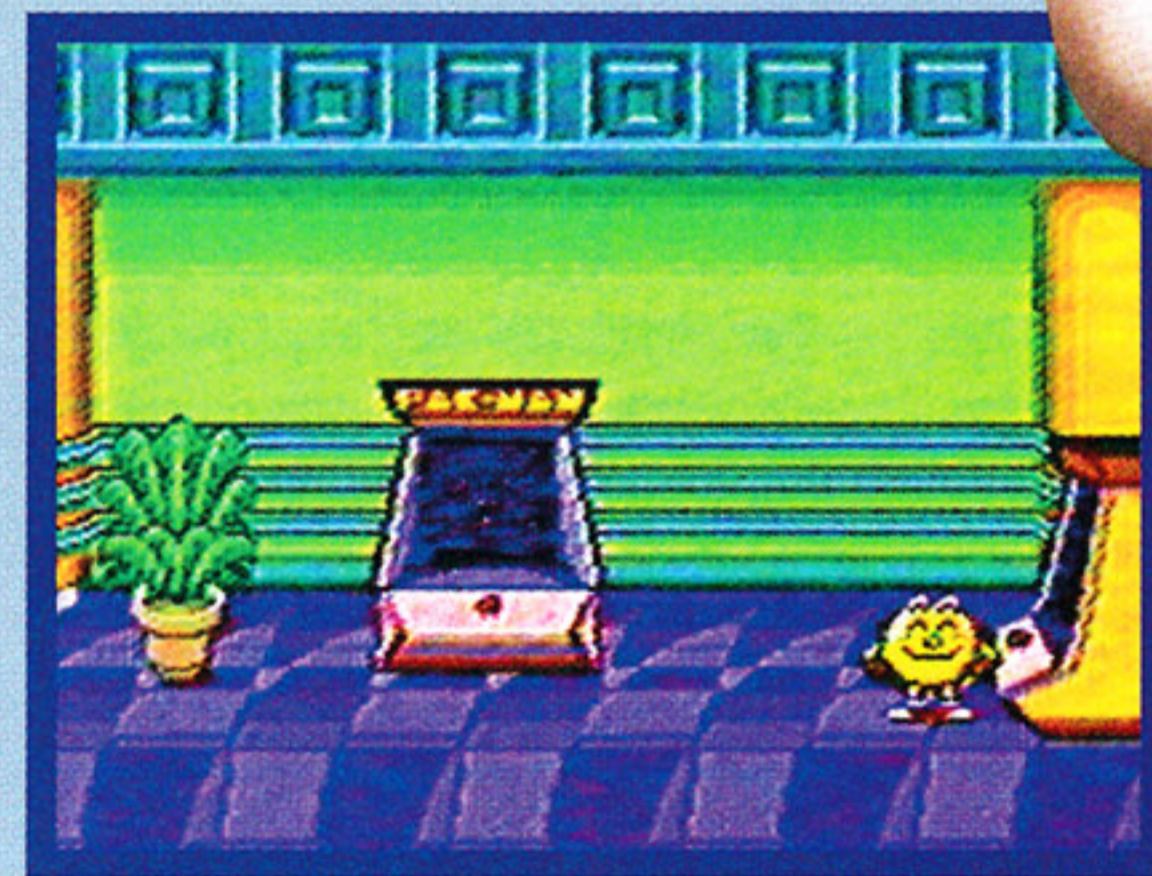
The true draw of Pac-Man 2 comes from discovering all the game's secrets and freely experimenting with the environment. The game's length is just right. If the game was any longer, the humorous action would begin to get redundant and if it was any shorter, the player would feel cheated.
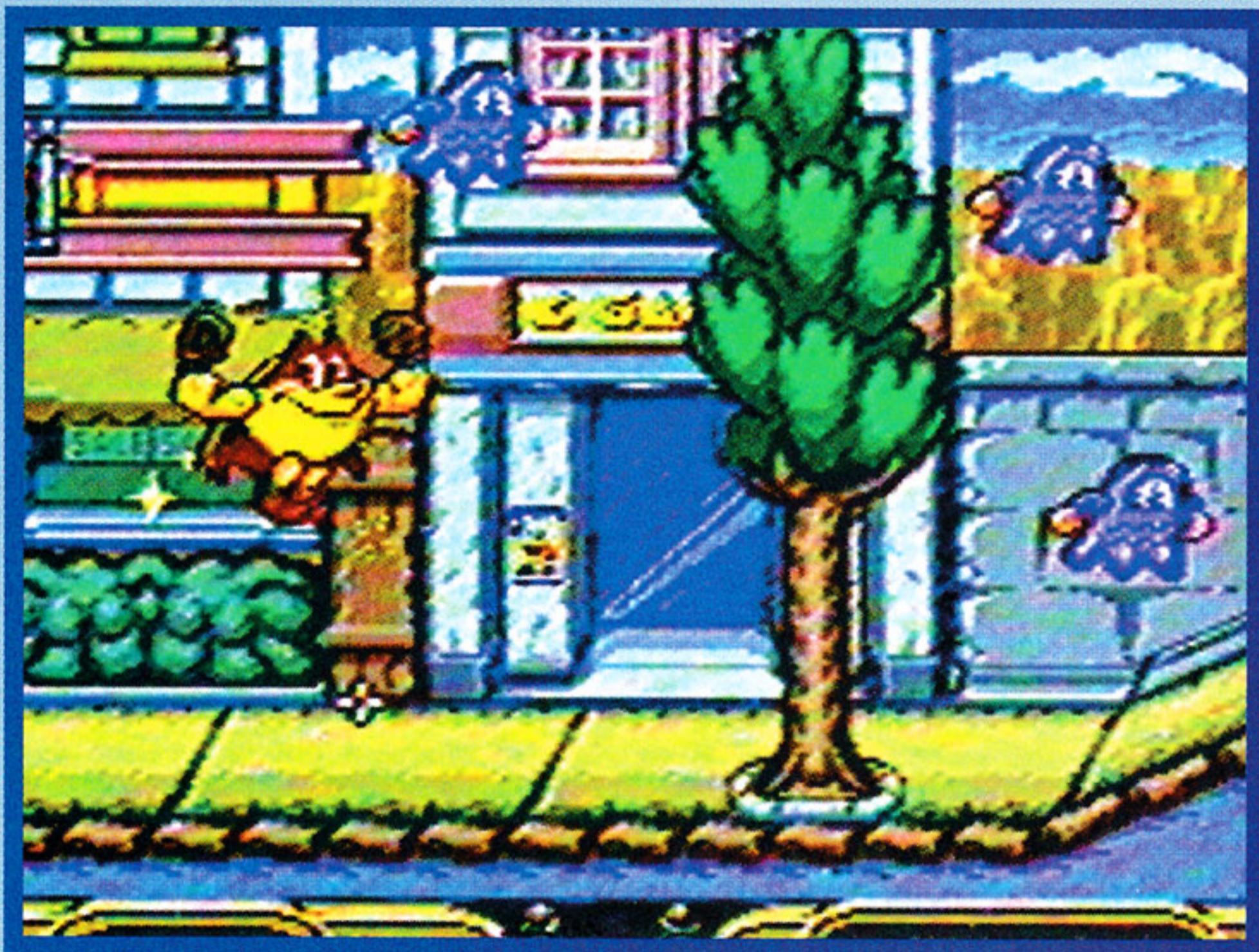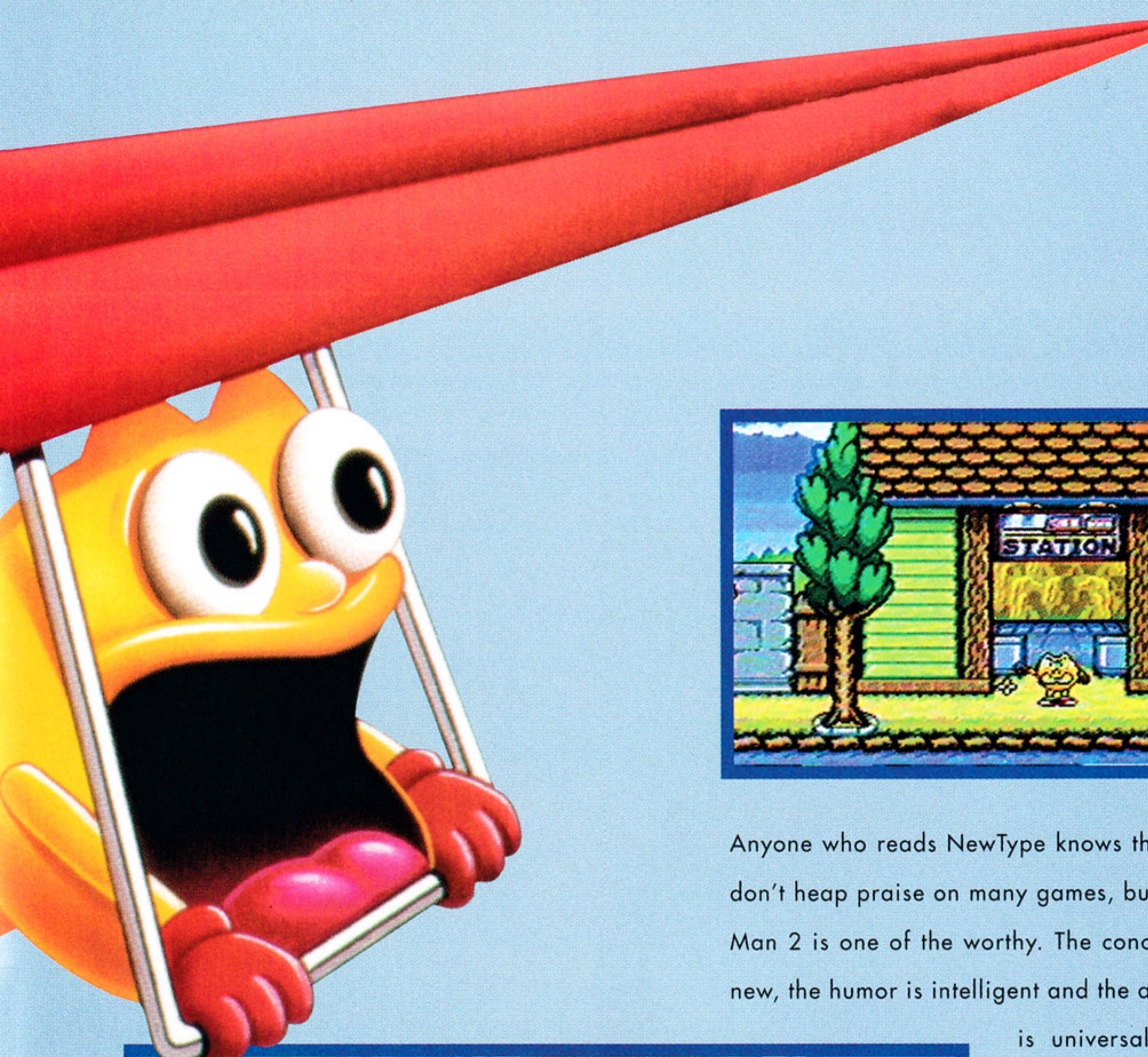
Anyone who reads NewType knows that we don't heap praise on many games, but Pac-Man 2 is one of the worthy. The concept is new, the humor is intelligent and the appeal is universal. You even get to play Pac-Man and Ms. Pac-Man in an arcade! This is hands-down one of the best electronic games of 1994 and I'll take this over those stupid mascot copycats any day. NT
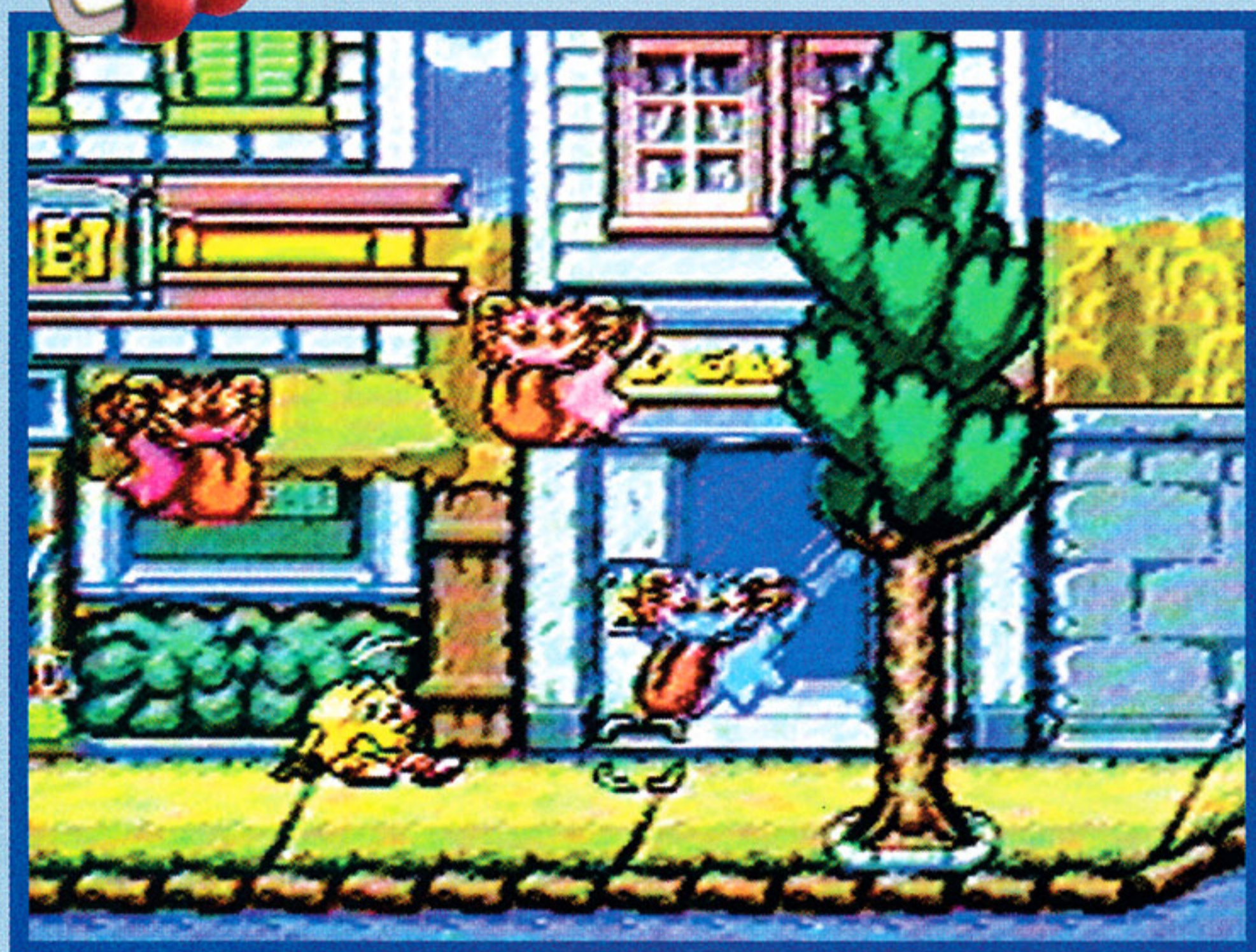
The only real flaw is that the designers somehow saw fit to saddle this slapstick comedy with a melodramatic villain. Ever the typical video villain, the character of the Ghost Witch is simply out of place. An appearance only in the game's final episode throws a curve ball of unnecessary seriousness into a field that doesn't take itself seriously. Even the ghosts aren't true villains. You chuckle at their disguises when they try to trap a Pac-Man who may be too angry or too depressed to even notice.
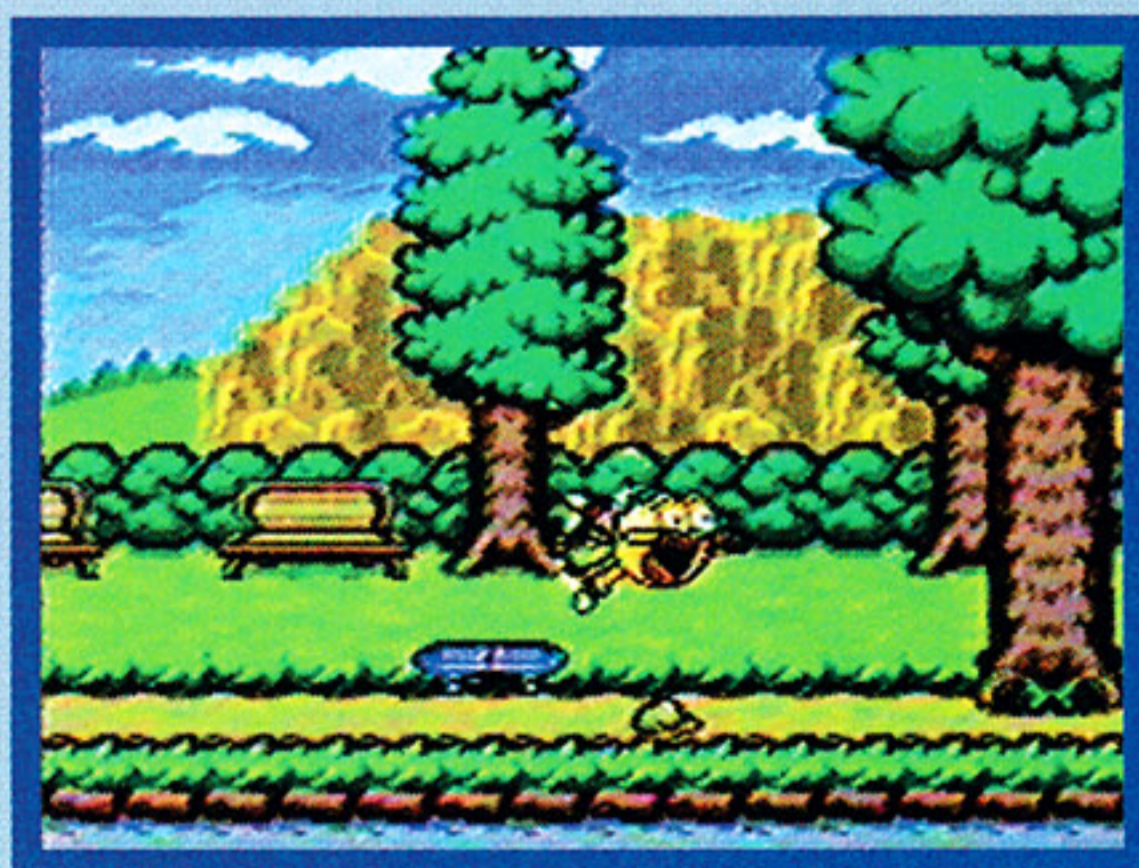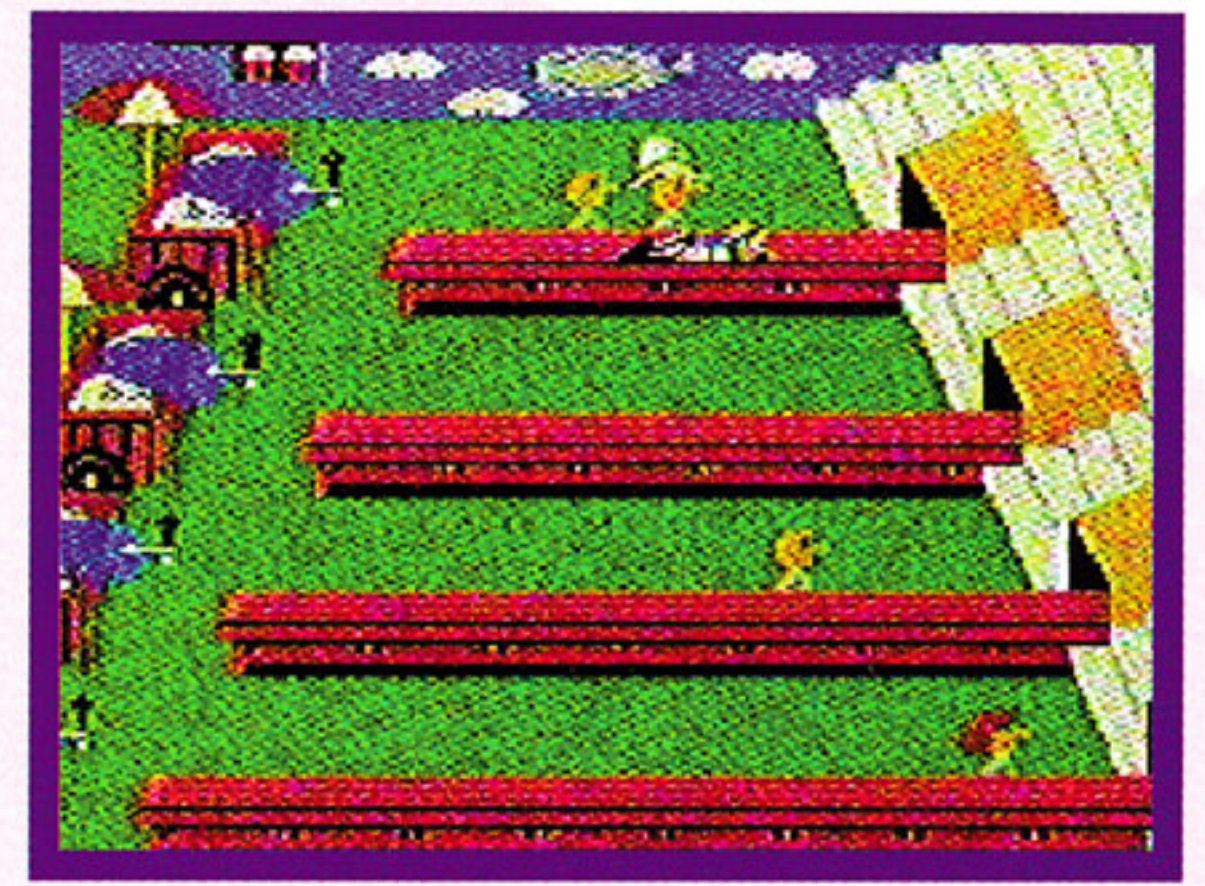
TAPPER

Tapper is one of the all-time classic games of old with its straightforward gameplay and cutsie theme. The object of *Tapper* is simple: serve customers drinks.

You begin the game in a bar, serving beer to thirsty customers and listening to the band play. In the second level you find yourself on the lawn by a sports game serving drinks to fans and players. The last level consists of a space-age bar where aliens who could drink down Norm are your customers.

After you complete all three stages the game goes into a loop pattern and you basically keep serving drinks until you die. Sounds kind whacked out, doesn't it? Well, yes, maybe, but even after more than ten years and dozens of video game innovations, *Tapper* is still an extremely fun game to play. **NT**

Chiharu-Chan

OLDIES BUT GOODIES...

Way back in the days when video games weren't about awesome graphics, killer music, or complex gameplay, they were about just one thing — FUN! Before there were ultra combos and supreme competition, it was simply the possibility of achieving ever-higher levels and scores that kept a player coming back for more.

boop!

GAMING LEGENDS

GENESIS
ATP TOUR
SEGA
SPORTS
MEGS
1-4 PLAYERS
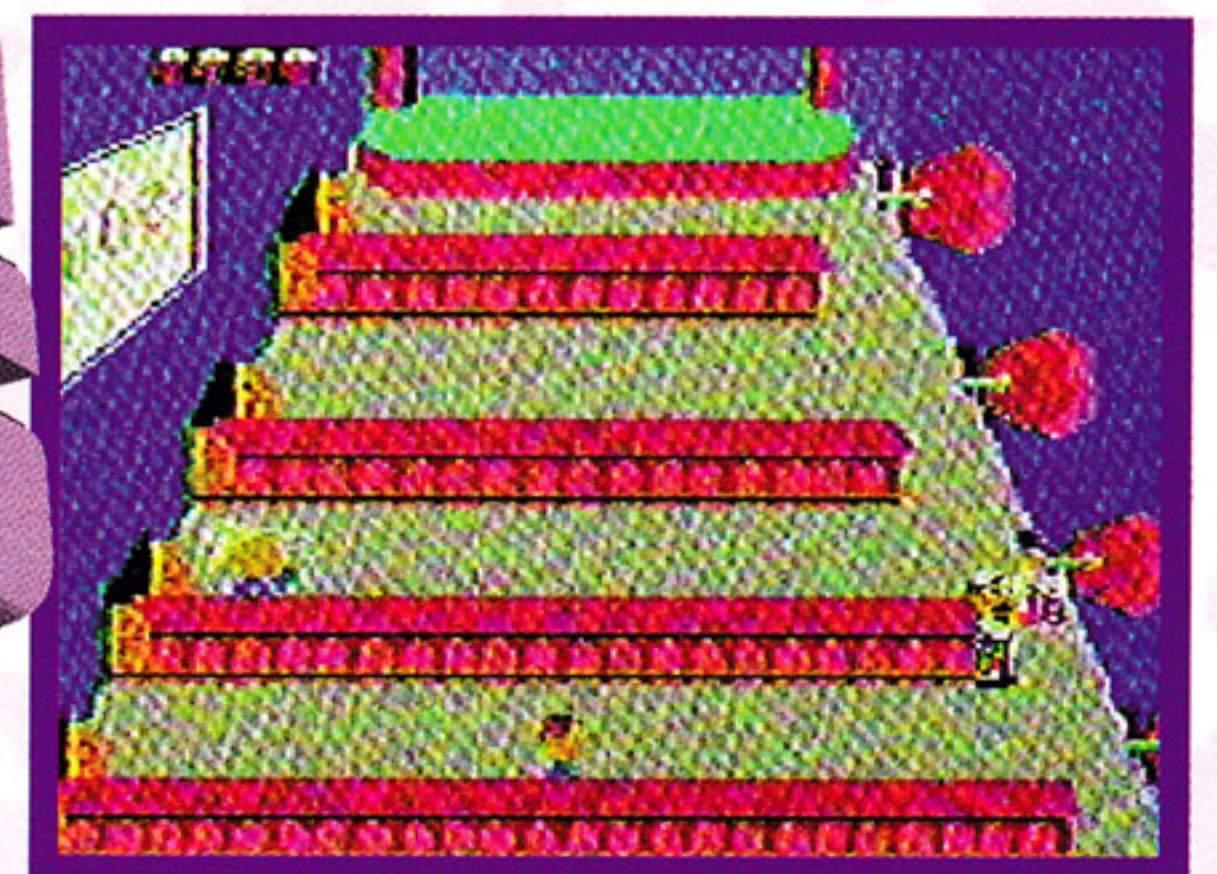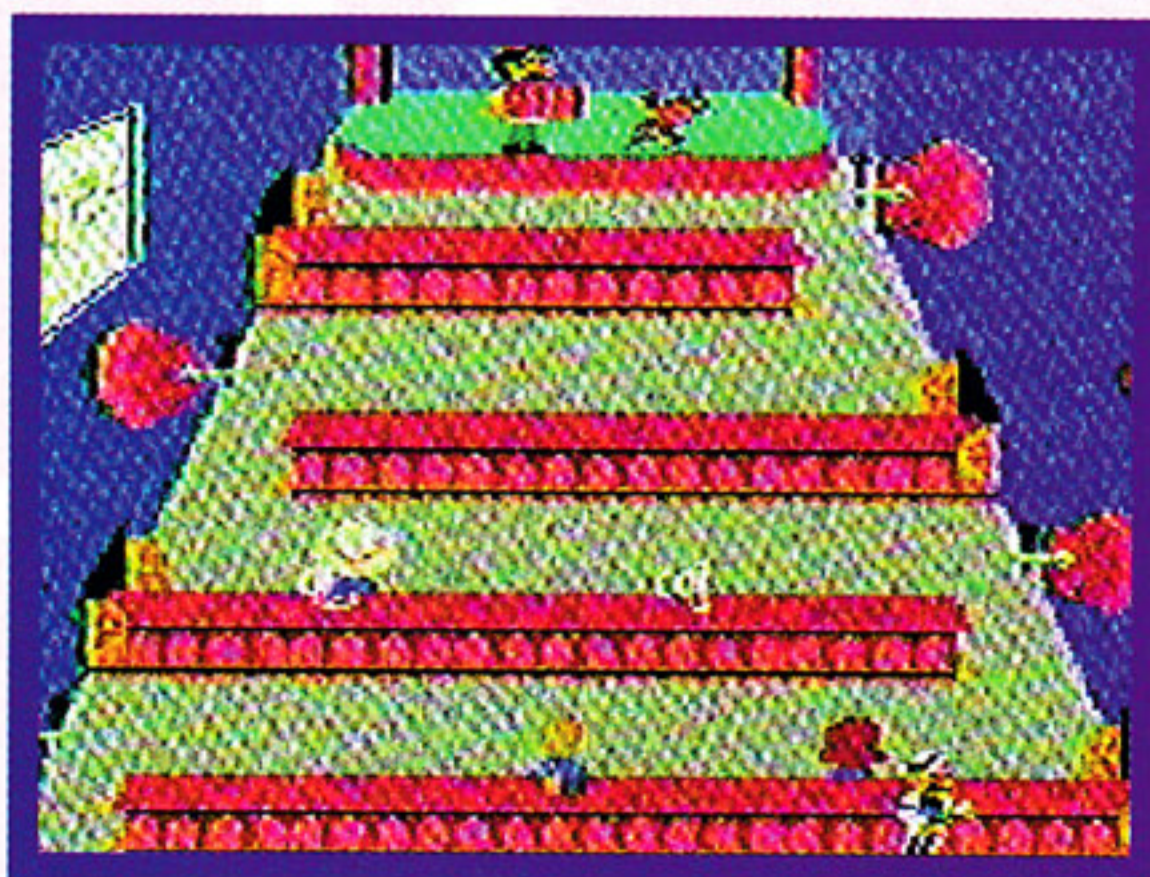
ASS KICKING SPORTS GAME

NEWTYPE GAMING MAGAZINE

ATP Tour

Chiharu-Chan

You can play any one of over twenty different tennis pros. From Sweet Pete Sampras to the Living Legend, John McEnroe, they are almost all here. Notably absent are the *tres chic* shield boy, Andre Agassi, and "just lose," it's Jim Courier. Instead, you get some famous old-timers like Rod Laver and that "cool" commentator, Fred Stalie.
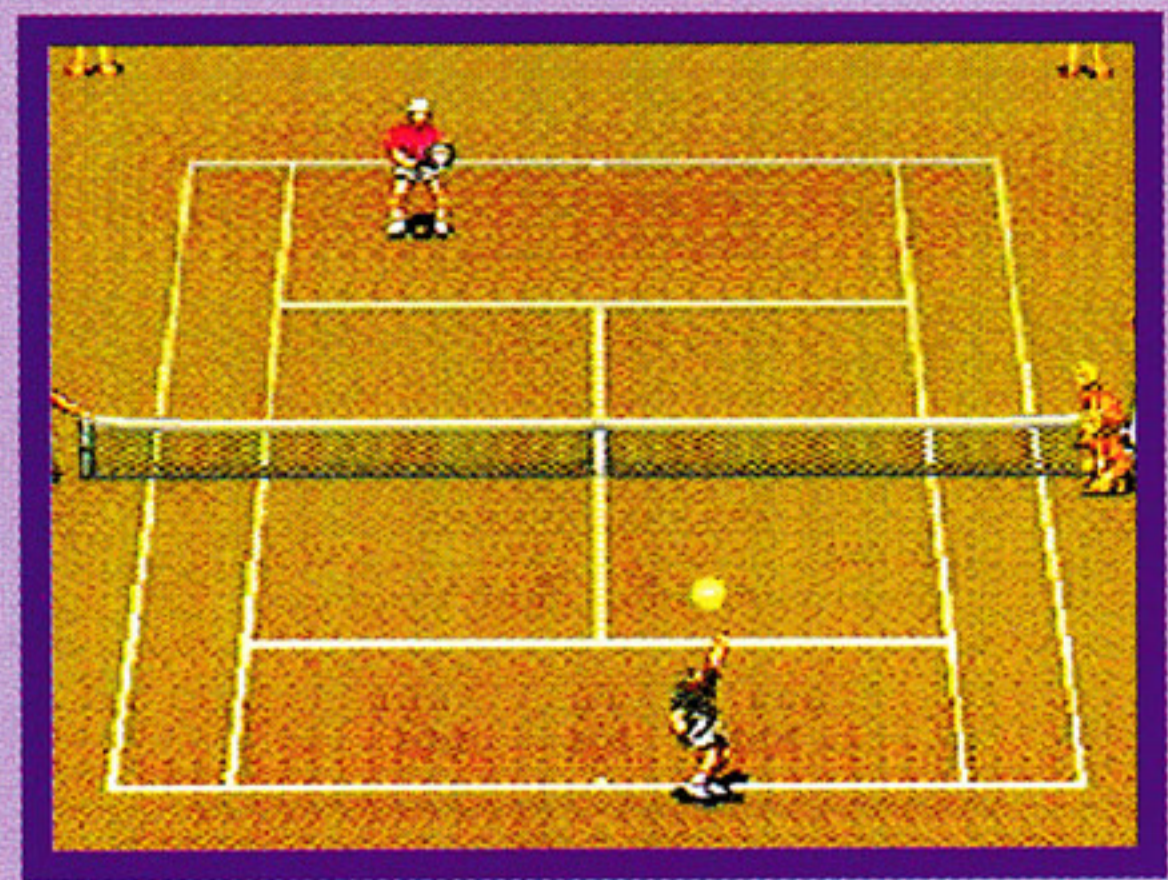
Just out for the Genesis is SEGA's worthy sequel to their almost-popular Wimbeldon tennis game. While the graphic engine in *ATP Tour* remains somewhat similar, the gameplay engine has been vastly improved.
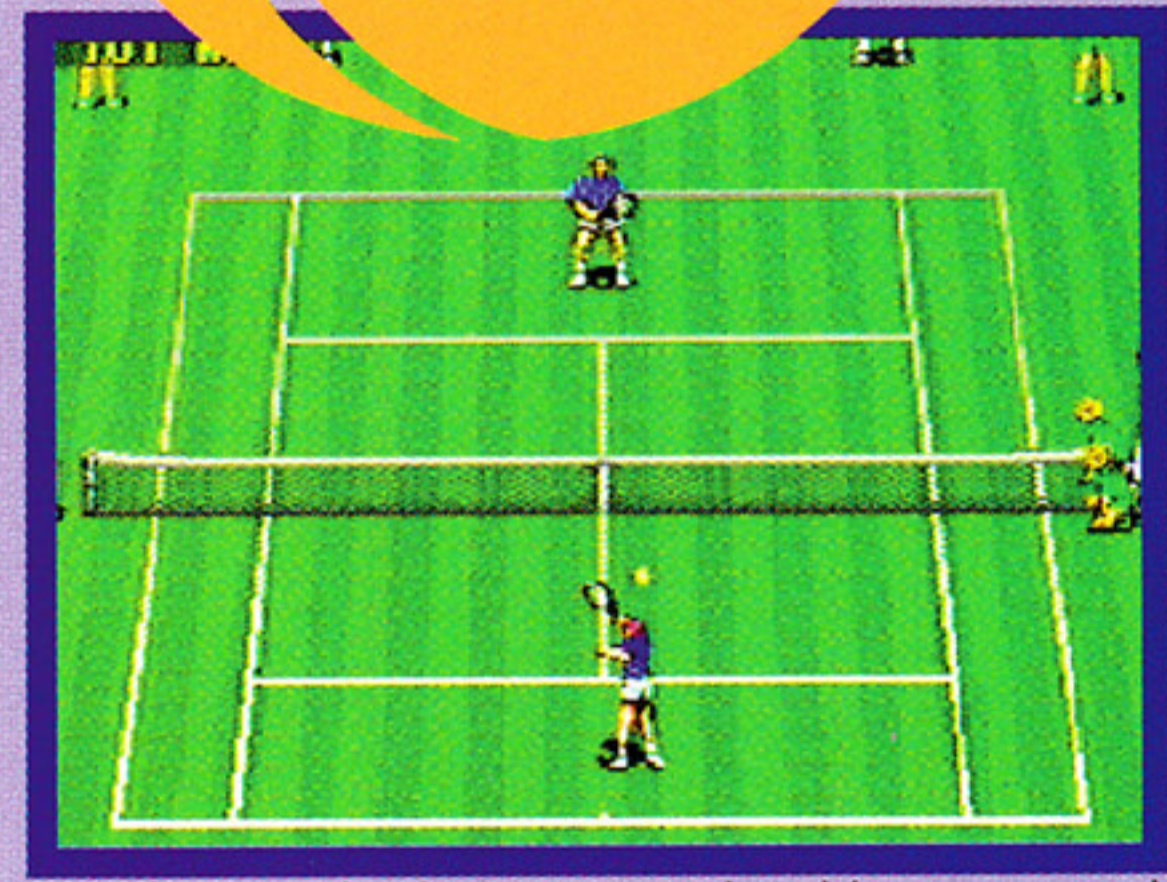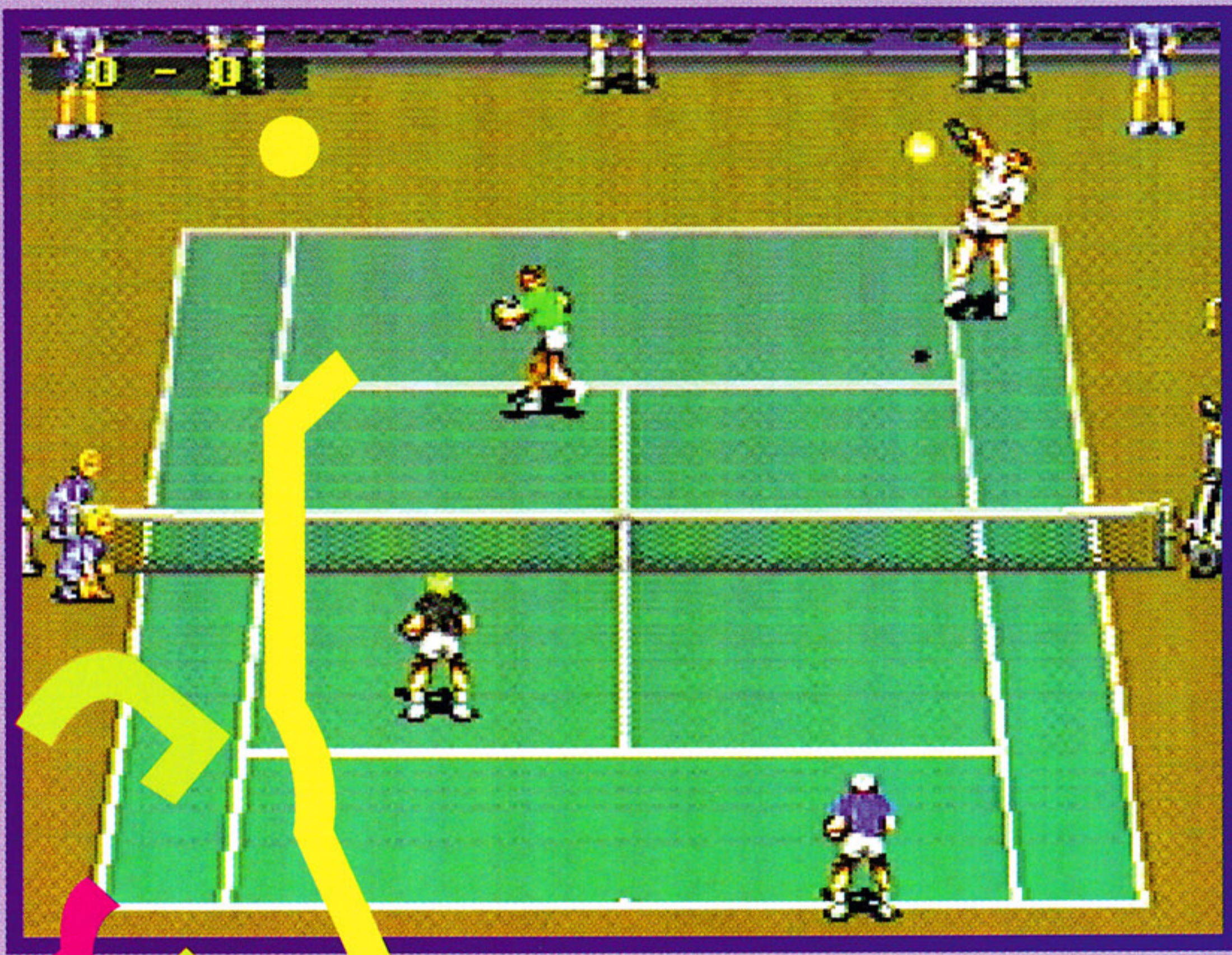
Unfortunately, there are no playable women in the game. Perhaps SEGA will release a new version next year which includes the likes of Martina Navratilova, Chris Evert, and the current shining star of women's tennis, Steffi Graf.

Features of the game include the ability to change ball speed and playing surface (clay, hard court, or grass). If you've got a multi-tap, this makes for one intense four-player game. **NT**
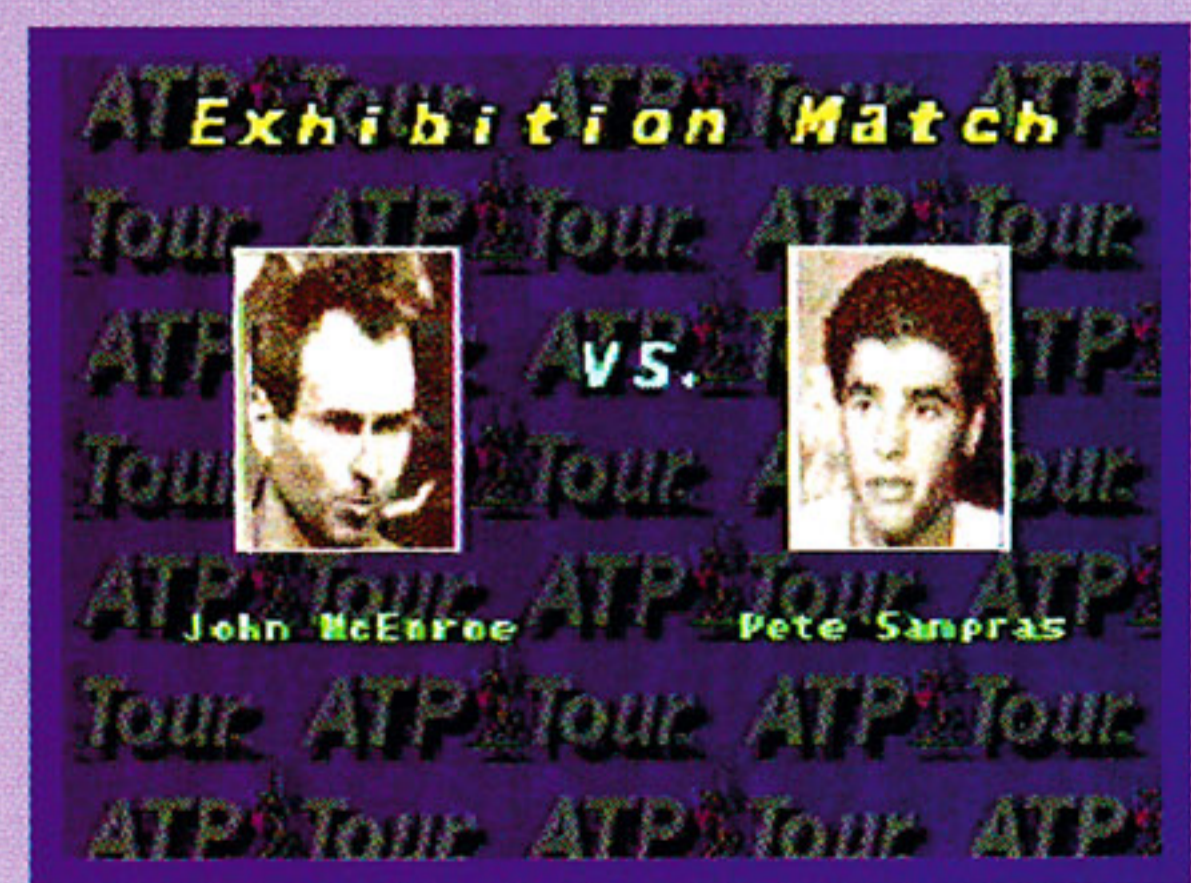
KEIO FLYING SQUADRON

Tyrone Rodriguez

Rami, a down-to-earth teen who lives with her Grandfather and Grandmother has been sent on a quest. You see, there were once these great and powerful aliens from whom Rami is descended. They left a key which allegedly unlocks a fantastic treasure, but it was stolen from Rami's home by Dr. Pon. Now Rami's Grandmother blames the whole incident on Rami (she was at the local Qwik-E-Mart when the pilfering of the key occurred). Coeced by Grandma, Rami and Spot, the family dragon must retrieve the key from the raccoon genius or face starvation. That's Grandma's ultimatum. Have fun.

So you say that you won't play Keio until you see pigs fly?

You've got to bob and weave through seven of the wackiest stages this writer has ever had the pleasure of beating. Did you think Parodius was funny? Forget it! Keio blows it's surrealistic butt out of the water. So you say that you won't play Keio until you see pigs fly? Well, they will. JVC did themselves and SEGA CD owners a service by releasing Keio stateside.

Keio is littered with zany enemies and characters. Rami, herself is a bouncy, bubbly twenty - year-old, and Dr. Pon, on the other hand, is a genuis with a hilarious voice. The levels are funny and can be as different as night and day. The graphics suit the game well and while not producing standard-setting images, they are well-drawn and have many layers of parallax scrolling. The introduction and finale animations are cartoon quality (about fifteen frames per second); and you won't find any two-dimensional "cut and paste" animation during these sequences. The music is listenable and well orchestrated. Keio's soundtrack has it all, from fast-paced tunes to classical concertos. Listening to Rami utter different Japanese phrases during gameplay is funny, especially if you understand what she is saying.

(Tips and Tricks 2)

Laws of the Flying Squadron

You can select the hit area in the option screen. While it is possible to have it at high (Rami's chest), mid (Rami's knee), or low (Spot's stomach) levels, it's best to leave the

GHOST FIGHTERS

hit area at mid. Unless you know what you're doing, you might become trapped at the top of the screen with the hit area being at the lowest level—not good.

The most convenient slow and fast speeds are 2 and 4, respectively. If you can handle 5 that's great, but you may get out of control in some levels.

Difficulty curve from easy, to normal, to difficult, change the AI and velocity of their projectiles.

If you desist from shooting for a short period of time two small dragons will materialize. Once they yell something, out you may continue shooting away. They are your "ghost fighters;" they also serve as Rami's kamikaze attack.

When shoot the "Power-Up" enemies they leave a present behind in the form of firepower. The rapid shot is much better than the triple shots for three reasons: it's faster, stronger, and doesn't take nearly as long to get to full power. As for secondary weapons, the mini-dragons are the best. They are heat-seeking and can be quite useful. The ground bombs aren't bad, but they don't carry much of a punch. Totally ignore the eight-way spiked ball; it's too slow and unreliable.

When dealing with bosses there is one all-too-important rule: they have special weak and strong points on their persons. Some are basic and you should be able to deal with them on your own. Some are tougher. You must

watch out for the seemingly harmless cow directly in front of the first boss. While you are paying attention to the flying raccoons and boss, the cow will spit at you. For the second level boss you must destroy the head which emits lightening, then go for the fish. The fourth level's platform's weak point is the upper-right corner. For level five, destroy the two hot air balloons first, then go for the top-middle cylinder; thereafter, get the little man and finally the core. If you go for the boss in precisely that manner, you should have no problem. Try to concentrate all your power on any part of the sixth level serpent boss. Use Rami's Kamikaze attack if too many bullets fill the screen.

Once the serpent has been destroyed, there remain several critical tasks. Without revealing the final boss secrets, let's just hope that you like cats!

Rami definitely has herself a hit with *Keio Flying Squadron*. The originality is a plus as is the Japanese speech used throughout the game. Even some of the less-talented actors can't bring Keio down. It's long, challenging and fun. What a combination! The finale will leave you feeling sorry for Rami—but that doesn't mean you won't be laughing too. The bunny ears are the best... heh, heh, heh... NT

P O W E R - U P

B O S S 1

B O S S 4

B O S S 6

B O S S 2

B O S S 5

RDF

GLOBAL CONFLICT™

A.Dogg and G.Funk

Attention, soldier! Yeah, *you*! If you're a wuss, you're wasting my time...

The fate of the world is in your hands in *Rapid Deployment Force*, Absolute's upcoming addition to the SEGA-CD library.

RDF is a tank simulation game with 3-D graphics, frenetic combat action, and FMV (full motion video). Although not quite finished as of this review, it's clearly going to be one of the best games of its kind for the SEGA-CD.

A Fight Against Global Domination

Your mission is to seek out and destroy the well-equipped opposition forces, and thus prevent them from taking over the world.

We're not talking about light-weight enemies here either. You will encounter varied and numerous armored vehicles and anti-personnel devices such as half-tracks, tanks, minefields, and helicopters.

There are also supply trucks carrying caches of extra ammo, fuel, and health-ups. In order to obtain these supplementary supplies you will have to systematically blow up the trucks.

Your Weapons You will advance on your objectives in a *T-AA-NNN-KKKK*, which is equipped with an amazing arsenal of machine guns, missiles, smoke bombs, and of course, a huge cannon.

The cannon is your main heavy weapon, suitable for the elimination of tanks and helicopters. It has good fire-power, but shoots a little slow. The machine gun can also be used to take out both tanks and helicopters. It fires faster than the cannon, but is relatively weak. Missiles are the deadliest of your weapons -- they are both rapid-firing and powerful.

For defensive purposes, use the smoke bombs. When deployed, they emit a cloud of smoke which envelopes your tank and makes it invulnerable to enemy attacks -- a handy tactic when you're in a jam.

The Mechanics The keypad control is fine for maneuvering the tank, but when it comes to moving the cannon, it becomes a bit of a challenge.

Full motion video is one of the unique features of *Rapid Deployment Force*. Even though it's occasionally choppy, this *is* the SEGA-CD were talking about... Overall,
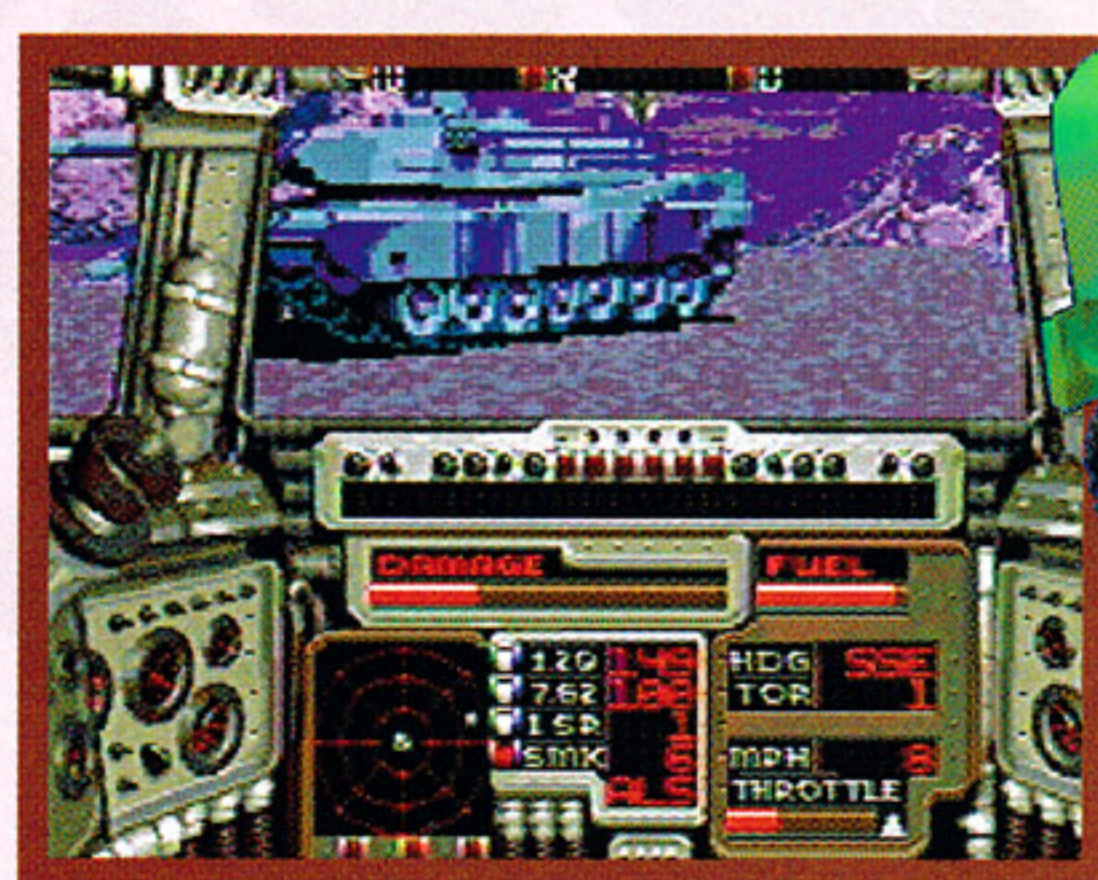
however, the graphics are just slightly better than average. Try blowing somebody up at point blank range. (Cool! Huh, huh... Yeah! Cool! Heh, heh!)

The Final Word *Rapid Deployment Force* is a good tank simulation. It has rather uninspired graphics, but great sound and decent control. If you're into tanks, blowing things up, and if you own a SEGA-CD, this is the game for you. Alright, all you Desert Storm wannabes, fall in and let's kick some butt!
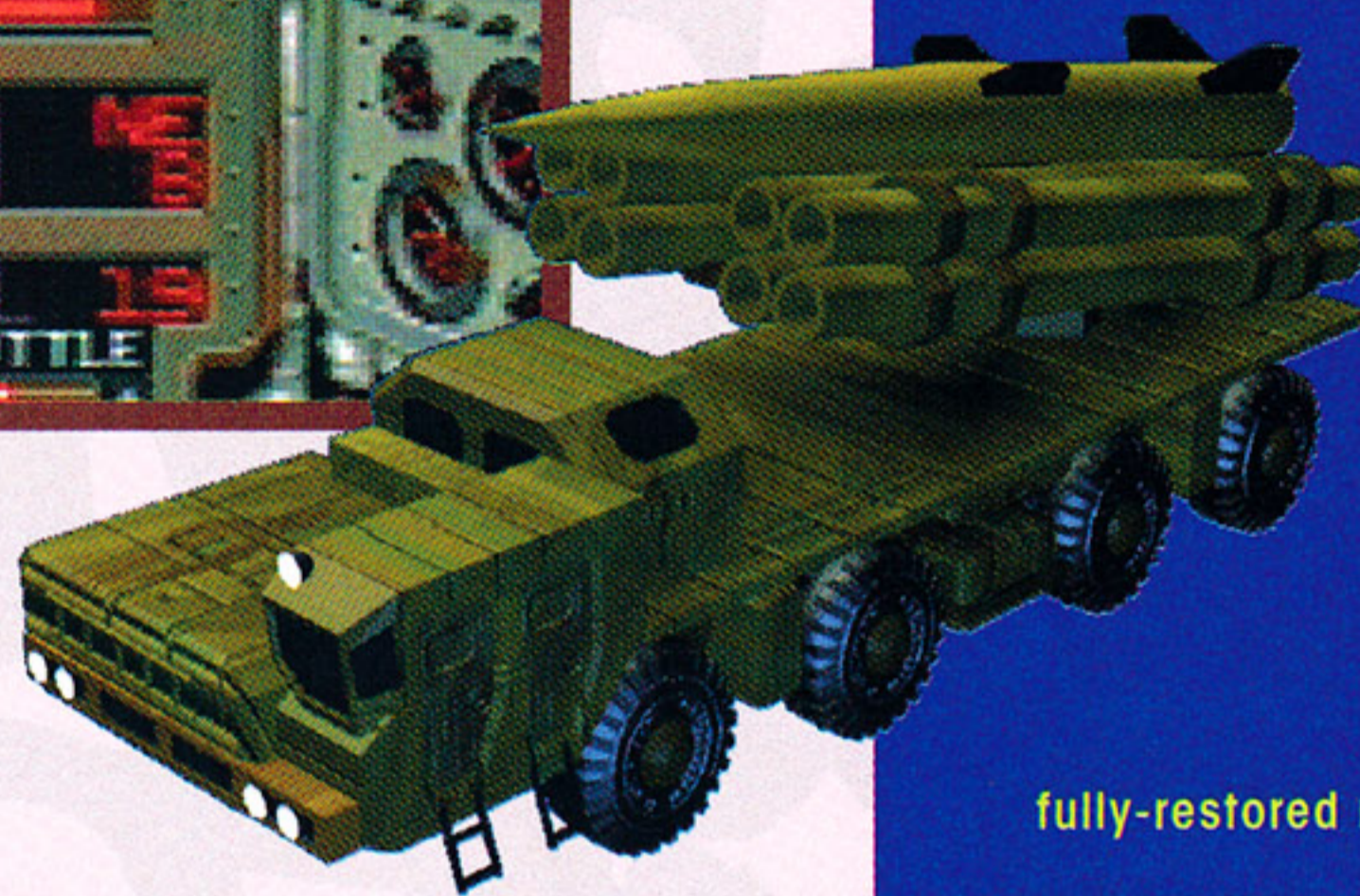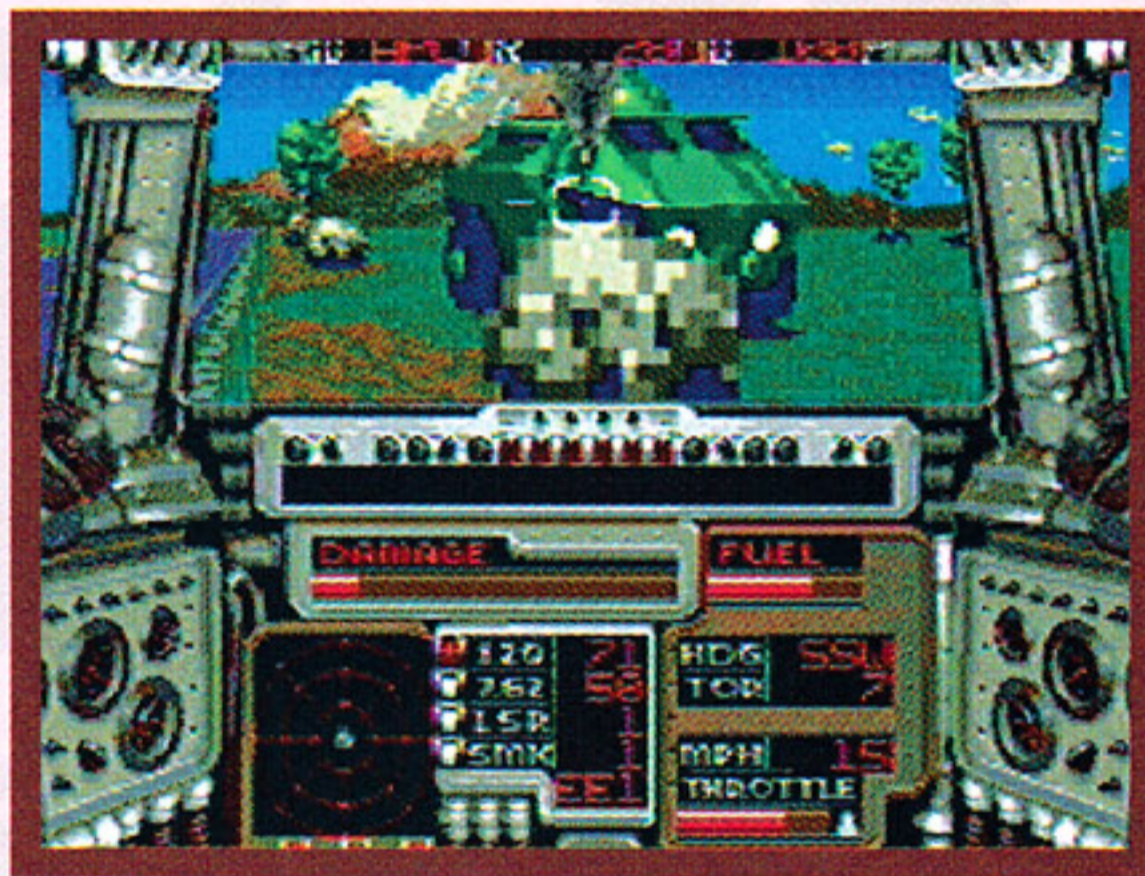
by Steven Lee, Director

A few months ago, the Absolute Entertainment Recruiting Center in New Jersey drafted a dozen or so editors from some of your favorite magazines, including NTG. On a brisk Thursday morning, we were instructed to assemble outside of our hotel and await further orders.

At precisely 0900 hours, we were moved into action by the arrival of an authentic World War II army transport vehicle, accompanied by an armed escort of military police. After roll call, we climbed into the back of this 50-year-old, fully-restored relic, which amazingly still had the power to convey a full load of people up the steep New Jersey hills.

The transport pulled up to the front entrance of an imposing structure, we had finally reached the Iron Hammer Training Facility.

Absolute stopped at nothing in their pursuit of realism. As we entered the briefing tent, you could hear helicopters overhead, machine guns, army personnel communicating on field telephones, and explosions all around.

After the briefing and presentation of RDF, press recruits were given a tour of the Iron Hammer Training Facility, a.k.a. the headquarters of Absolute Entertainment.

To sum up the tour, Absolute demonstrated an impressive commitment of time and energy to the development of fully-interactive video games. Their in-house studio is incredibly well-equipped, and gives them the ability to create Beta-quality, multi-media productions, which are then recorded directly onto their computer hard-drives. All editing is done in real time. There's a 48K stereo screen capture system, a 3-D rendering farm, and blue screen editing equipment. The Creative Services department handles the design, digital retouch, and pre-press work, as well as the creation of copyright material. Absolute, with its 110-PC network, is well-connected and able to get the programming right, quickly and precisely.

Sneak peeks at Penn & Teller's new game, and the early development stage of Battletech -- Gray Death Legion, were highlights of the tour.

Watch for Absolute Entertainment's future releases. Judging from this behind-the-scenes look at things, the public will be interacting with some hot new games this year!!
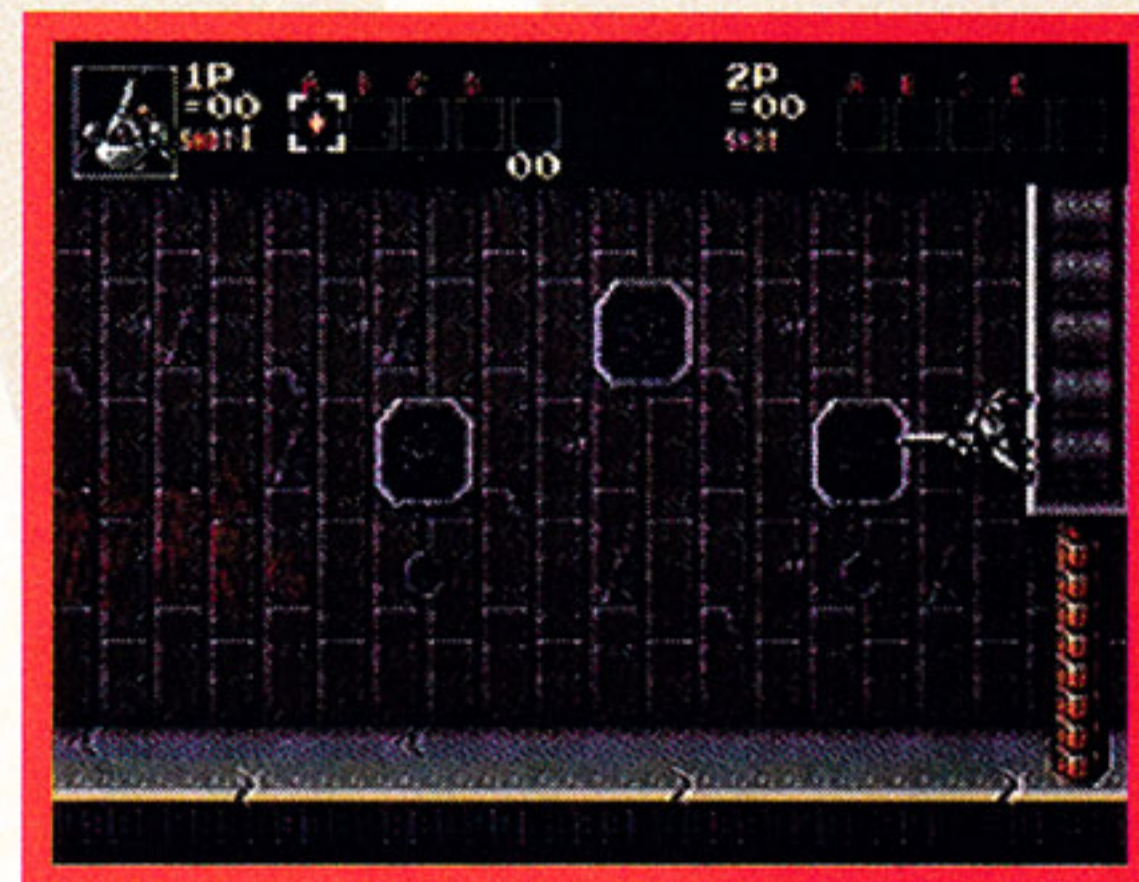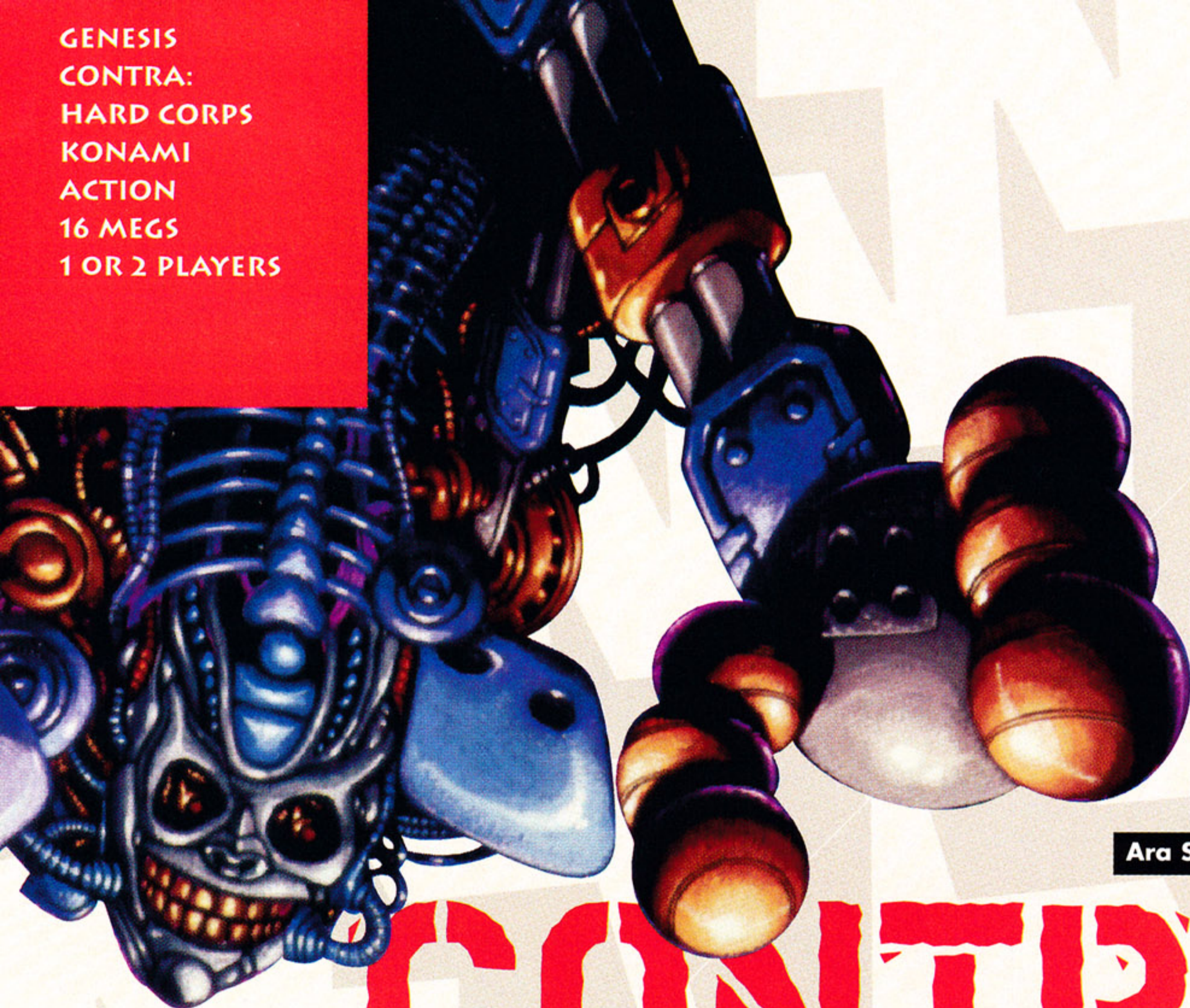
CONTRA HARD CORP

Ara Shirinian

After the Alien Wars (*Contra III*), the world slowly began to recover from the destruction wrought by the invaders. However, five years down the road, advances in technology, such as genetic engineering, had begun to create problems of their own, ushering in a new era of crime.

The government responded with the creation of the Unified Military Mobile Task Force, a.k.a. the "Hard Corps." During the holiday season, an unknown hacker breaks into the city's defense computer complex, and chaos ensues. The Hard Corps are ordered to remedy the situation, and thus Contra: Hard Corps begins.

PRESS START

GO AFTER DEADEYE JOE.
RESCUE THE RESEARCH CENTER.
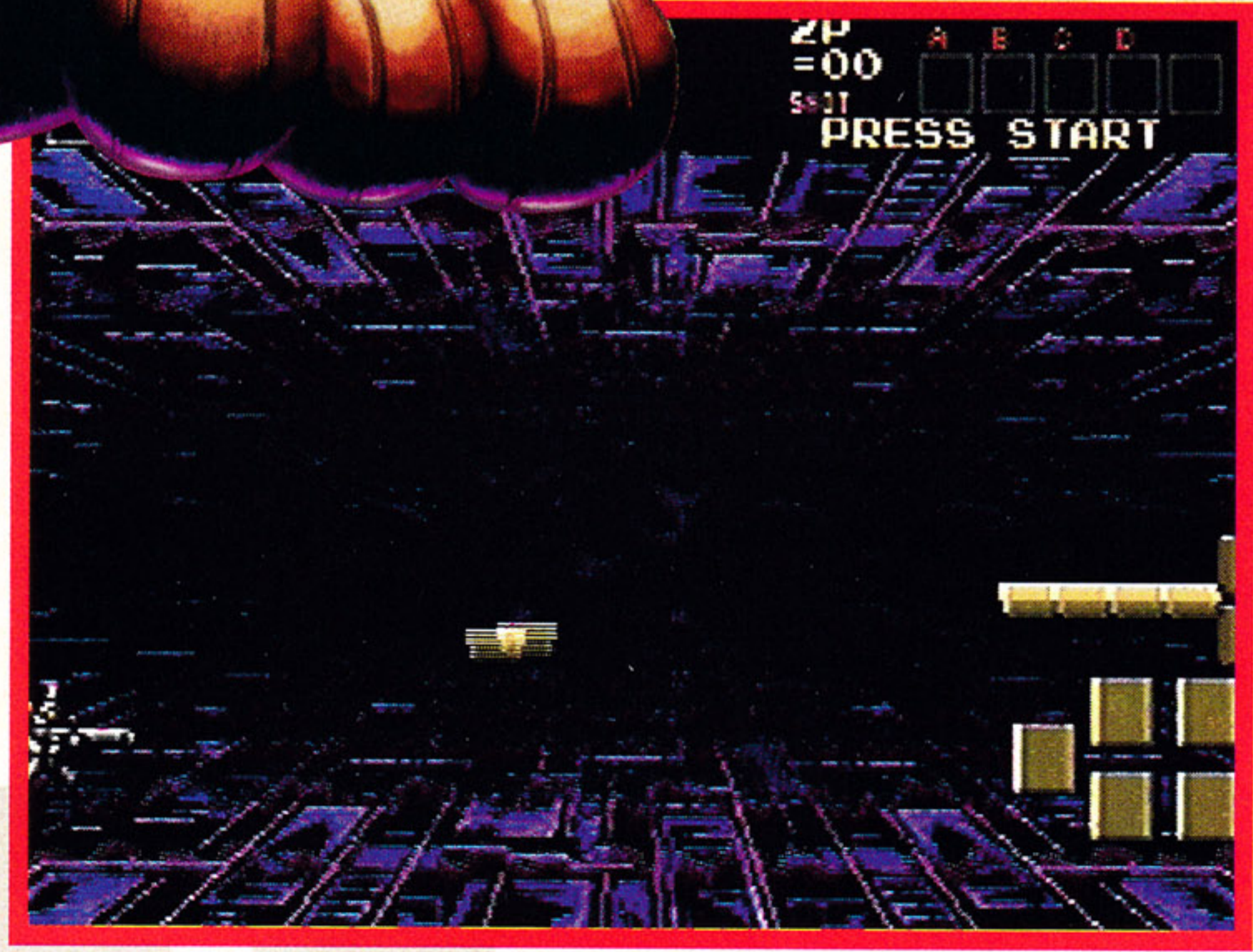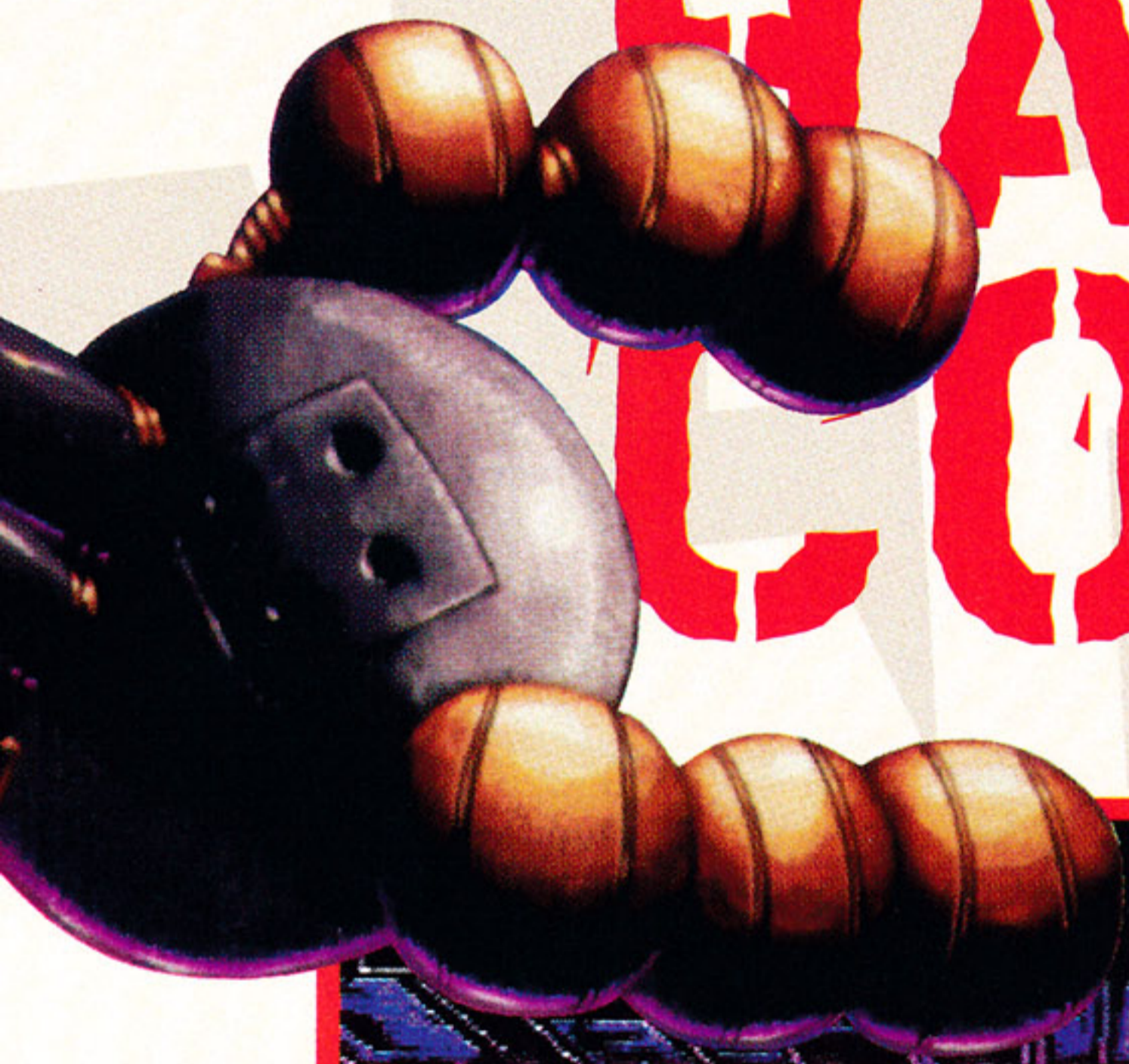
CHC is Konami's latest installment in the Contra series, and it contains all of the action and fun that Konami is known for. However, this is definitely not merely a rehash of existing games in the series. It's similar enough to previous Contra games to make old fans like myself nostalgic, yet it's different enough so as to be an exciting new experience.

Adding to the intrigue are the four new characters at your disposal, each with different weapons and moves. Browny the robot is the smallest of the four (he can walk right under shots without having to duck), and is able to hover in the air for short periods of time. Ray Powered is your generic Contra character
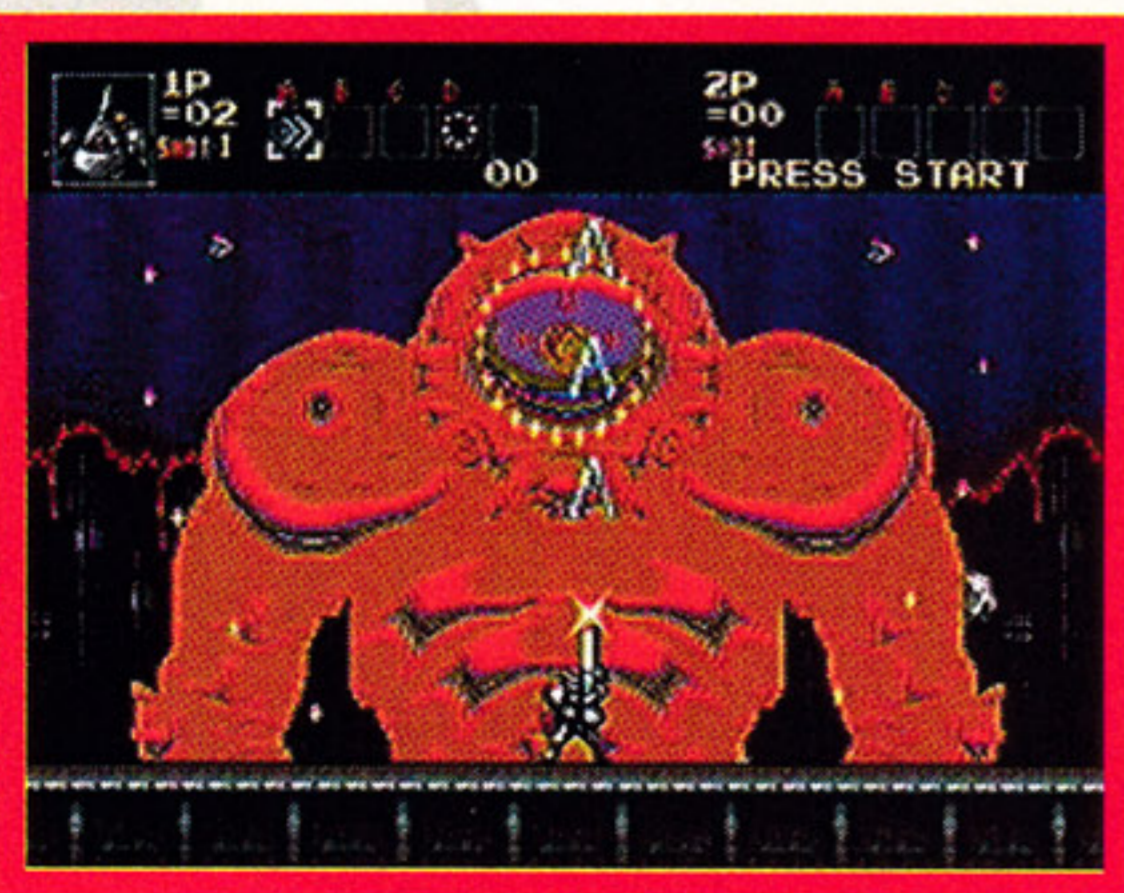
with the same weapons as the one in the original. Sheena Etranzi is Ray's female counterpart with different weapons, and Brad Fang is a genetically engineered cyborg who is about one and a half times bigger than the others, and can jump incredibly high.

New features include a slide move for each character, and the ability to store and select from among the four weapons you have collected. In addition, all of the characters can climb on any wall or ceiling. The gameplay is non-linear as well. A few times during the game, you will have to make choices which will affect the development and outcome of events.

Considering the limitations of the Genesis, the graphics and sound are well done. The images themselves aren't particularly stunning, but plenty of parallax scrolling, smooth animation, and impressive special effects more than compensate.

CHC is an impressive (albeit somewhat difficult) action- platform game. Thanks Konami, for making a Contra fan's dream come true! **NT**

VERSION 2.3

Chiharu-Chan

Time-Warner has decided to get into the fighting game race with a Primal Rage. While they haven't won a medal yet, they're sure to get noticed.

In Primal Rage, you take on one of seven different dinosaurs, each with its own style of fighting. You've got your choice of the big T-Rex named Sauron, the little raptor named Talon, the Kong brothers (Blizzard or Chaos), or any of the other three characters.

Beyond the dinosaur factor, control is what separates Primal Rage from other fighting games. In order to do a special move, a person must hold down at least two different buttons and then move the controller. This unique method makes for some unique controller points that are possible with the conventions style. I must admit that it takes a lot of getting used to, but in the end it can and does work well.

J. LEONG
92893

ASS KICKING
DINOSAUR
ARCADE GAME

The combo system of Primal Rage is also different in that there is an order to what moves you can combo. Generally speaking, you go from a Quick to Fierce to Power to Special attack. Each one will cancel the other out, in that order, which makes for some big hitting combos. I like this method to a point, but I still hate how a player can start with a quick attack and turn it into a 60% of damage attack.

Easily defeating Mortal Kombat II for graphics, Primal Rage takes it to a whole new level only to be outdone by Killer Instinct. The animators used stop motion video to capture each character like the developers of Mortal Kombat did. However, an actual model was created and used for each character. This was smart of Time Warner because this enabled their models to go on strike and promote other games.

Fair and balanced gameplay is the biggest test of any fighting game, if it's going to have any longevity in the arcades. Primal Rage receives a B+ for this, simply because almost anything in this game is reversible. There are counters for almost any attack and it's very hard, almost impossible to cheap an opponent. Also, unlike other stupid fighting games where computer opponents are worthless in developing your skills as a competitive player, Primal Rage shines because the computer opponent performs combos and uses correct counters for your attacks.

There is only one problem with this game in my opinion, the characters. Character appeal makes people love a game. I used to see people trying to act like Ryu or Guile back when Street Fighter was king of the fighting games. The only people I know who want to be dinosaurs are four to six years old and maybe even younger than that.

™

THE FINAL WORD

I will always like Primal Rage for its great game-play. But I will always love Street Fighter for their awesome character design. If you want fair and challenging competition, Primal Rage is second to none. But do you really want to be a Raptor? **NT**

Primal-Fu

NEW FATALITIES

ARMADON:"THE IMPALER"
WHILE HOLDING BUTTONS 1,2, & 3 DOWN SIMULTANEOUSLY AND THE PRESS ↓←↓↓.

BLIZZARD:"REDEMPTION"
WHILE HOLDING ALL FOUR BUTTON DOWN SIMULTANEOUSLY AND THE PRESS ↓→↑↓↑.

CHAOS:"CHURL"
WHILE HOLDING ALL FOUR BUTTONS DOWN SIMULTANEOUSLY AND THE PRESS →→→←←.

DIABLO:"INFERNAL"
WHILE HOLDING BUTTONS 1,3, & 4 DOWN SIMULTANEOUSLY AND THE PRESS ↑↓↓↓↓.

SAURON:"GRAPE CRUSHER"
WHILE HOLDING ALL FOUR BUTTONS DOWN SIMULTANEOUSLY AND THE PRESS ↑↓↓↓↓.

TALON:"STAMPEDE"
WHILE HOLDING ALL FOUR BUTTONS DOWN SIMULTANEOUSLY AND THE PRESS →←↑↓.

VERTIGO:"LA VACHE QUI RIT"
WHILE HOLDING ALL FOUR BUTTONS DOWN SIMULTANEOUSLY AND THE PRESS ←←↓→.

NEW SPECIAL ATTACKS

VERTIGO:"AIR TELEPORT"
WHILE IN THE AIR, HOLD BUTTONS 2 & 4 DOWN SIMULTANEOUSLY AND THE PRESS ↓↑.

ARMADON:"AIR TELEPORT"
WHILE HOLDING BUTTONS 1 & 4 DOWN SIMULTANEOUSLY AND THE PRESS →↓←.

KEY:

BUTTON 1	QUICK PUNCH
BUTTON 2	FIERCE PUNCH
BUTTON 3	QUICK KICK
BUTTON 4	FIERCE KICK

Tyrone Rodriguez

Yes, we once again face the latest game in Capcom's unending fighting game factory. Using the same, yet enhanced, game engine which SSFII Turbo and Darkstalkers utilized, X-Men isn't an exact copy of SFII. Now is that a good thing? You can decide. I will merely give you my view on X-Men.

X-Men requires that you re-learn the game; for this is a whole new game. There are new revisions to the program. For starters, X-Men doesn't have the ïjugglingî feature that was prevalent in SSFII Turbo and Darkstalkers. You can still juggle somewhat, but it is done automatically by repeating some special moves. The Air block from Darkstalkers made it over to X-Men. You can also dash.

While being able to block while airborne is brilliant, having an auto-block isn't. In the early test-market kits,

X-Men had the auto-block feature. The AI would keep track of your character and as long as you didn't press an attack button, you would block. This held true even in motion. In the earlier versions of the game it wasn't possible to designate user controlled blocking. The auto-block was and is horrible. It makes you dependent on the CPU, limits movement, and can only be used in the first and third rounds of combat. The auto-block affects combos as well. The only benefit comes when playing against cheapskates that use Wolverine and
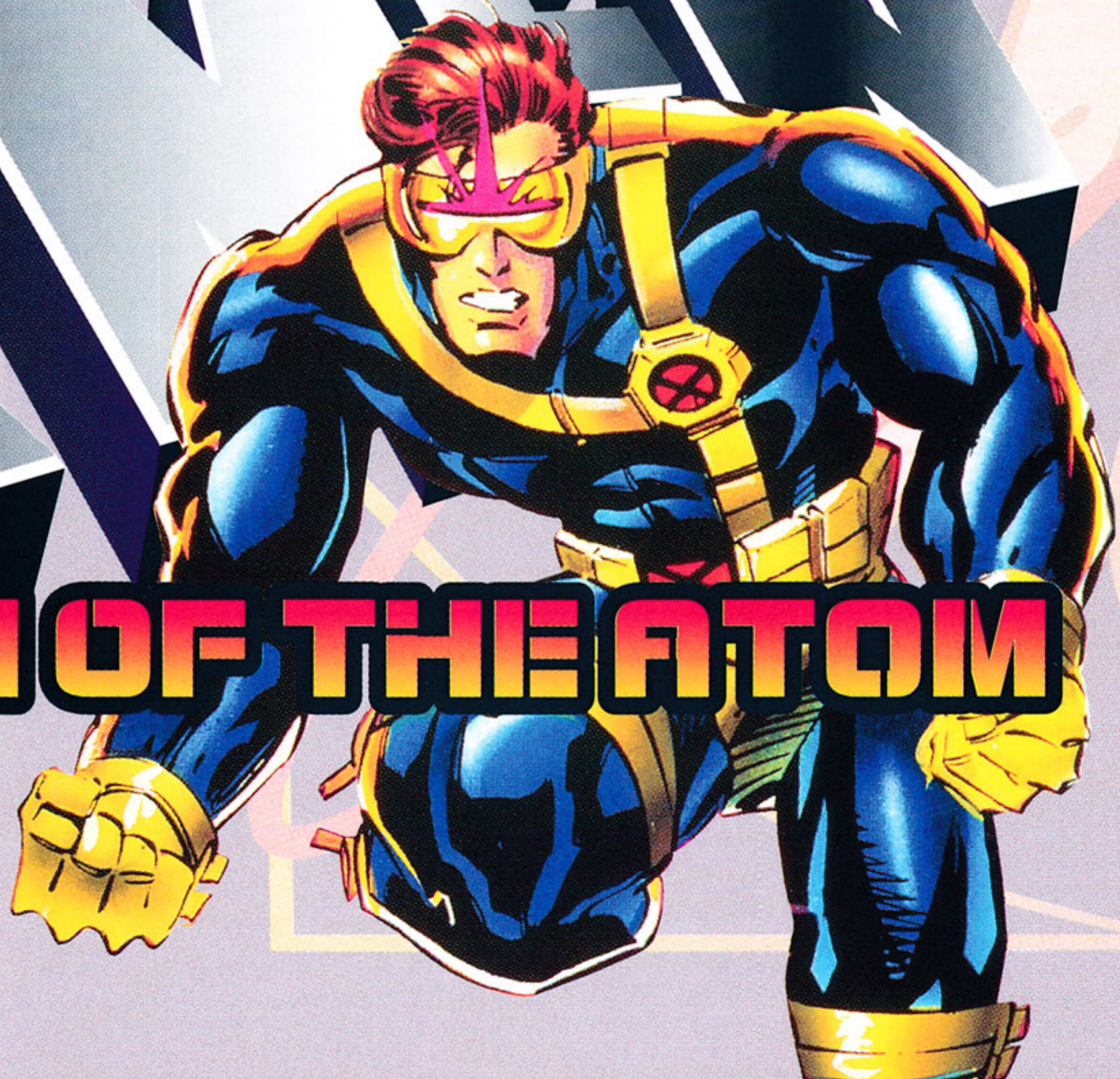
Omega Red. Any character can dash, then perform a slide attack by pressing down and attack during a dash.

The combos feel completely different from Capcom's previous games. Both titles prior to X-Men had the normal combo register system. Combos in X-Men are far too liberal (Killer Instinct faces the same problem, but that's another story). Darkstalkers had the same flaw, but not to this extent. Remember Morrigan's super-cheesy Special Drill Kick? Well, now I get to watch my life meter diminish right before my own eyes because my opponent performed his Hyper-X ability. Normal special moves (referred to as X-Moves) and regular attacks will hit multiple times registering as combos. Combos aren't mentioned in the game as such. Instead, you will see something like, í21-Hit...Marvelous!î appear thereafter. Little things

like this make the game lose its appeal.

Between rounds players can position themselves almost anywhere on the playfield. You can get as close or as far from your opponent before the next round has begun. It is a good idea to get as far away from your opponent as possible. If your

opponent continues to advance, he is attempting to set up a trap.

Dizzying is still possible, but when someone is stunned it is less obvious than in most games. As is the normal custom, you can break out of a dizzy by going ballistic on the joystick and buttons. When a player is knocked down (not out), he controls when he would like to get up. By pressing all three punch buttons the player gets up rather quickly and rolls back to safety.

With SFII Turbo we had the Super combos, Darkstalkers had the Special moves and X-Men has variable Mutant Abilities. Directly below the life bar is the an empty meter. When a hit (blocked or not) registers with the CPU, the meter slowly becomes full. There are three levels of power: 1st, 2nd, and Max. In the first level (blue) you can only perform X-Moves; during the second power level (orange) it is possible to perform the mutant's X-Ability; at the third and final level (varying colors) the mutant can accomplish the Hyper-X attack. When this final attack is performed a large íXî appears on-screen and the mutant does his thing. Even if blocked, these attacks take a considerable amount of energy from the opposing mutant's life bar.
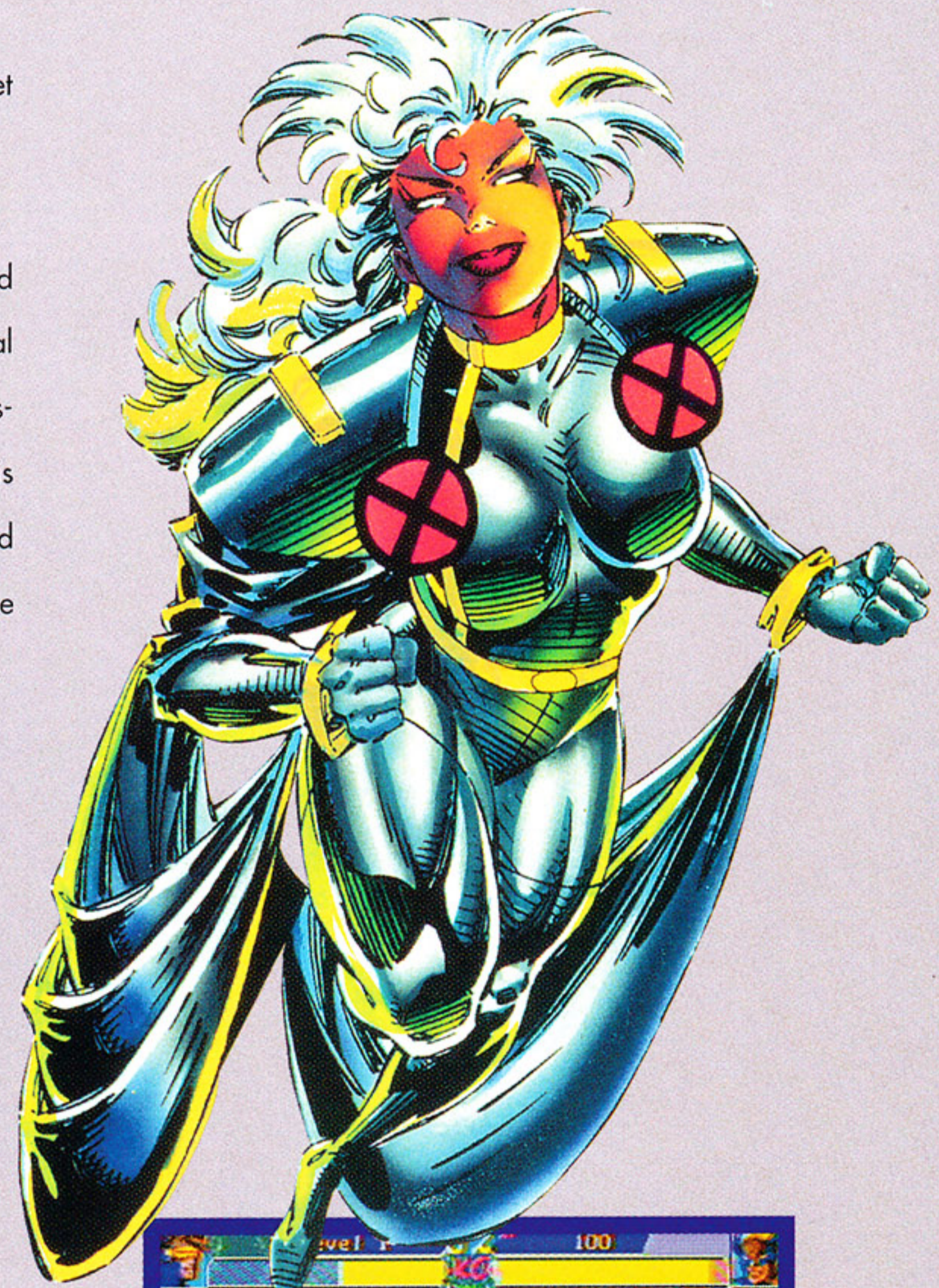
Landing from and countering throws has been completely modified. If you are in the process of being thrown, press the joystick down and all three punch buttons simultaneously. This maneuver will nullify the throw, but will use some of the stored energy in the Mutant Ability Meter. If you've already been thrown, but haven't hit the ground, the same method will allow you to land upright. You must pay more attention in X-Men as opposed to SSFII Turbo if you plan to land on your feet. This is one area that shouldn't have been changed at all.

The levels are enormous. Some levels' heights surpass their length—as is the case with Spiral's native Mojo World environment. In some cases the levels do not need to have multiple areas to remain overwhelming. The Deep, Omega Red's

Screwdriver can now rest at ease. I love the fact that Capcom opted to have basic maneuvers. My editor on the other hand has different thoughts. He believes that this takes some of the strategy out of the game. I think it gives players a more balanced fight.

As in Darkstalkers, there are ten selectable fighters. Six of the fighters in the cast are X-Persons (Politically Correct). The remaining four are three evil mutants and one Sentinal. Most SFII wannabes until now have had obvious Ken and Ryu rip-offs. The closest youíll get in X-Men are Wolverine and Cyclops, but they aren't totally the same—they

small arrow pointing to his location. If both players perform Super Jumps then the fight will go to air for their short period of flight. Pressing all three kick buttons simultaneously will also produce the Super Jump.

X-Moves are performed by the motions made standard by SFII. Capcom has removed any type of charging motions, i.e., Sonic Boom or Flash Kick. The charging moves have been replaced by

have their own personality. You won't be able use the same tactics. There arenít any other SFII dopplegangers. Except for Psylocke slightly resembling Cammy, all the characters can stand on their own two feet (and Storm can float). There are similarities to Darkstalkers, but you might find that the game takes more time to learn than you thought.

underwater domain is formidable. All the levels found in X-Men pave the way for the Super Jump. By simple pressing the joystick down, then up rapidly any of the ten characters will jump the altitude of two screens. The fighter with the higher altitude will remain visible while the lower fighter will have a

the aforementioned or by simply pressing any of the eight possible directions and two attack buttons of the same strength (kick and punch) simultaneously. No X-Moves require more than three directions, though they may require multiple buttons. So all players who hated attempting to perform a Yoga Flame or

Instead of fighting more fights than necessary, in X-Men, you only fight six randomly chosen opponents, then itís onto the big bosses. Not too many players have the patience to fight through ten to twelve matches before facing the last boss. Capcom has made an improvement!

The first of the two is the hulking monster, Juggernaut. This massive waste of space resides in a Spaceport. Juggernaut is roughly about the size of Colossus, but not as friendly. When compared to Magneto, Juggernaut is child's play, but he's no push-over. For X-Moves Juggernaut can slam his fist against the floor to cause an Earthquake. He also has a double straight punch. His X-Abilities include a Red Aura in which he induces more damage and at this time can pick up a girder and use it as a weapon. His Hyper-X is deadly—Juggernaut rushes forward in a Red Aura.

Magneto makes a great climax considering he's cheaper than Pyron and Akuma combined. Magneto's repertoire consists of Plasma Burst, Teleportation, Magnetic Pulses, Ion Streams, and the ability to fly

Magneto thrust a series of brilliant blue columns.

What else is there left for me to say? Capcom has once again released a solid fighting game, but isn't this a bit much? Of course, the game is good. Graphics rival those found in Darkstalkers and the animation is as high quality as you would expect. The music is fitting and interesting, though it can be lost with all the noise going on at once. As for voices, the actors from the series yell out their X-Moves. How is that for

authentic? The control is fine, and it better be—we have been playing the same game for four consecutive years. Currently, X-Men is competing with Virtua Fighters 2, but I'd rather get my butt kicked at VF2. As for me, I will wait ever patiently for Street Fighter III—all five versions of the game. **NT**

at will. His X-Abilities are deadlier. Magneto can throw chunks of the actual level at you. He can also draw you closer him through magnetism. His Electrical Aura is the worst—at this time he is invincible. As his Hyper-X move

[X]MOVES

LEGEND

C: controllable with joystick

D: does more damage

G or **A** or **GA**: able to do on both ground and air

JAB:1, STRONG:2, FIERCE:3, STRONG:4 FORWARD:5, ROUNDHOUSE:6

DRAGON PUNCH means forward, down-forward plus the designated button(s)

FIREBALL means down, down-forward, forward and the designated button(s)

HURRICANE KICK means down, down-back, back and the designated button(s)

NEW MOVE means direction and a punch and kick button (of the same strength) simultaneously

[Note: other moves will be described if necessary]
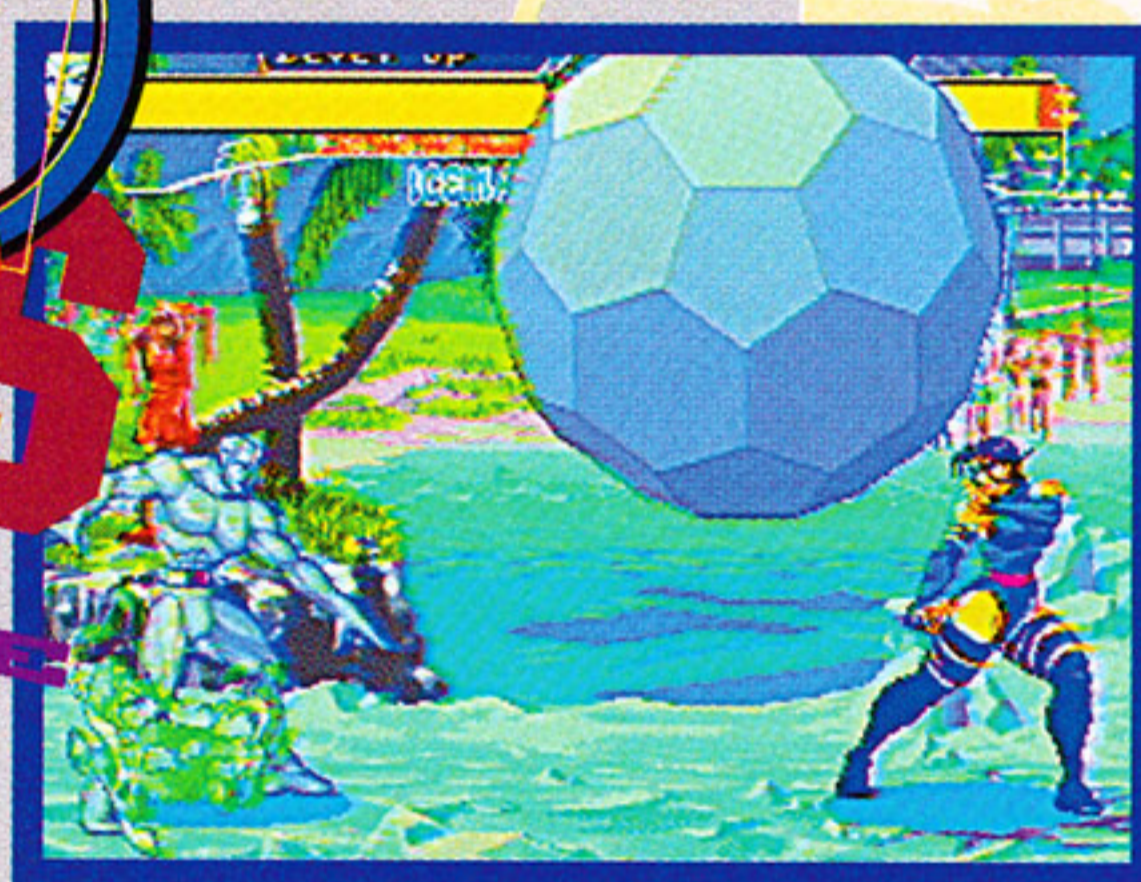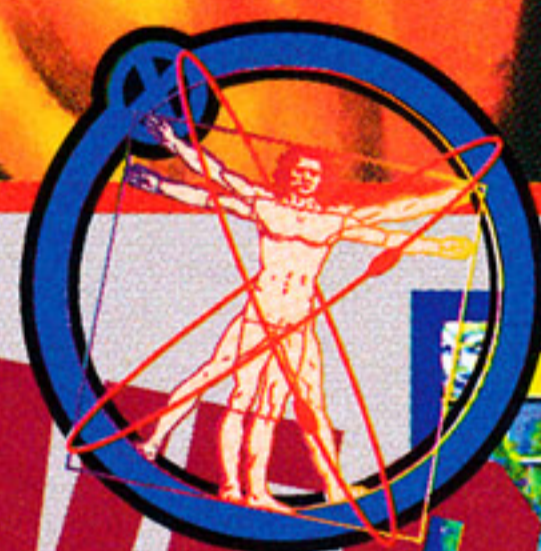
ICEMAN: X-MOVES:

Icebeam: GA: Fireball with punch button. jab = down towards, strong = across, fierce = up-toward.

Iceberg: G: Fireball with any kick button.

Ice Boulder: GA: 1+3 =towards, or 2+5 = down, or 3+6 =away.

X-Abilities:

Ice Fist: G+D: Hurricane Kick with 4+5+6

Reflect:???

Hyper-X:

Artic Blast: GA: Fireball with 1+2+3
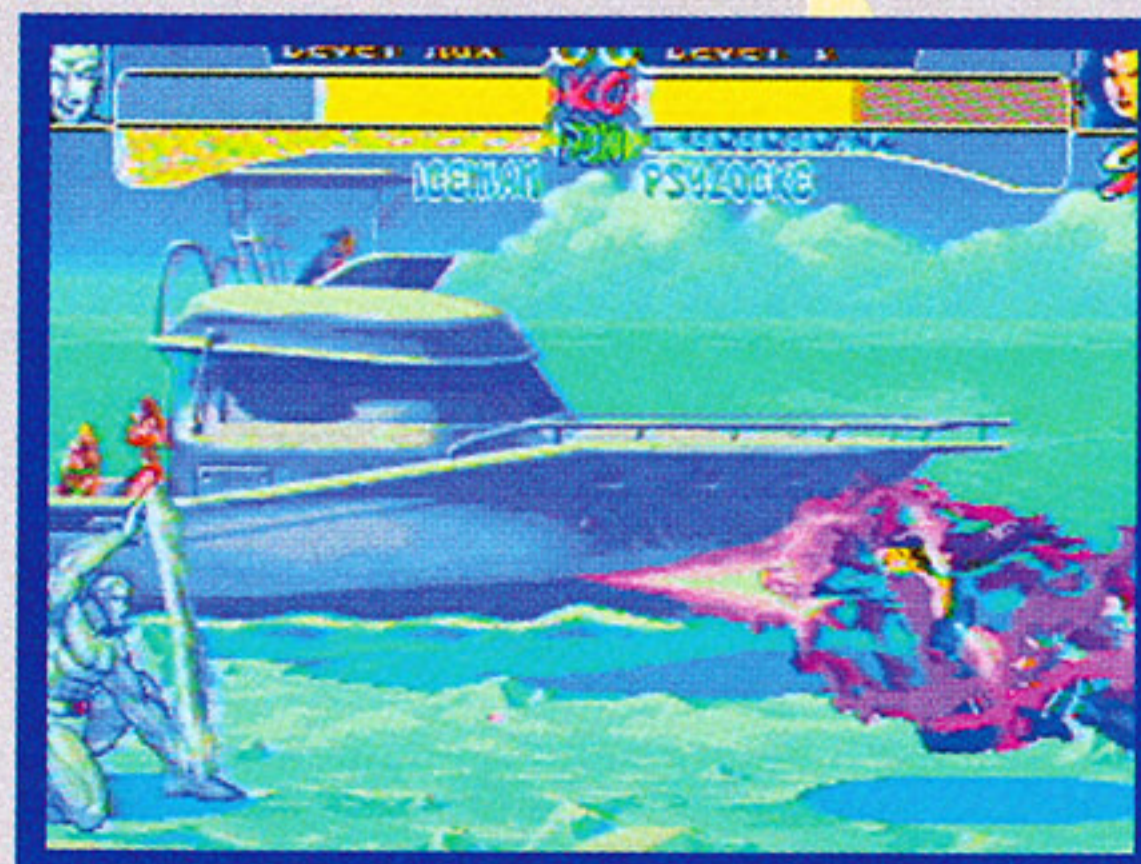
OMEGA RED: X MOVES:

Carbonadium Coil: GA: Fireball with 1 button. 1 or 4 =across, 2 =up-towards, 5 =down towards, 3 =up, 6 =down.

Omega Strike: G: Fireball with kick. 4 = across, 5 =up-towards, 6 =up

X-Abilities: Energy Drain:???

Hyper-X: Omega Destroyer: G: Fireball with 1+2+3.

CYCLOPS: X-MOVES:

Optic Blast: GA: Fireball with punch button. jab = crouching, strong = standing, fierce = up-towards.

Laser Burst: GA: tap the fierce punch button

Gene Splice: G: Dragon Punch with a punch button.

X-Abilities:???

Hyper-X:

Wide Beam: A+C: Fireball with 1+2+3.

SILVER SAMURAI: X-MOVES

Shuriken Toss: GA+C: Fireball with any punch button.

Sasume Yuki: G+C: tap punch rapidly.

Leaping Stab: GA: Fireball with any kick.

X-Abilities:

Blink: GA: Hurricane kick with any kick button.

Flaming Sword:???

Ice Sword:???

Samurai Spirits: GA+D: Hurricane kick with 4+5+6.

Hyper-X: Electrical Storm:G: Fireball with 1+2+3.

SPIRAL: X-MOVES

Dancing Swords: GA: down-towards, down, down-back, back with 1+2+3.

Sword Toss: (after dancing swords): GA: Fireball with any button. 1 =across, 2 =up-towards, 3 =up, 4 =explode, 5 =down-towards, 6 =down.

X-Abilities:

Switch: GA: Hurricane kick with button 1.

Teleport Dance: GA: Hurricane Kick with button 2.

Portrait Switch: GA: Hurricane Kick with button 3.

Red Glow: GA+D: Hurricane Kick with button 4

Speed Dance: GA+S: Hurricane Kick with button 5

Shadow Dance: GA: Hurricane Kick with button 6.

Hyper-X:

Morph Machine: GA: Fireball with button 1+2+3.

WOLVERINE: X-MOVES

Tornado Claw:G: Dragon Punch with a punch button.

Drill Claw: GA+C New Move with either 1+4, 2+5, or 3+6. Use the joystick to select your direction.

X-Abilities:

Beserker Charge:GA+D: Hurricane Kick with 1+2+3

Healing Factor:G: Hurricane Kick with 4+5+6 Hyper-X

Berserker Barrage: G: Fireball with 1+2+3

COLOSSUS: X-MOVES

Grab and Twirl:G: Fireball with any punch button. Once you have grabbed them spin the joystick for a faster spin.

Power Punch:G: Hurricane Kick with a punch button.

Shoulder Rush:G: Fireball with kick. Short kick = across, Forward and Roundhouse kick = up-towards.

X-Abilities:

Shining: GA+D:Hurricane kick with 1+2+3

Hyper-X:

Colossus: Dive:GA:Fireball with 1+2+3.

STORM: X-MOVES

Typhoon: GA: fireball with any punch button.

Lightning Attack: GA+C: 1+4, or 2+5, or 3+6 with the desired direction.

Light Ball:

A+C: tap button 2

X-Abilities:

Flying: GA: Huricane Kick with 1+2+3.

Wind Block: GA: Dash.

Hyper-X: Thunderstorm:GA: Fireball with 1+2+3.

PSYLOCKE: X-MOVES:

Psionic Blast: GA: Fireball with a punch button. 1 =down-towards, 2 =across, 3 = up-towards.

Psionic Kick: GA: Fire ball with a kick button. 4 =across, 5 =up-towards, 6 =up.

Tumble Kick: G: Hurricane with a kick button.

X-Abilities:

Ninjitsu: GA: Fireball with any button.

Hyper-X: Psi Charge:GA+C: Fireball with 1+2+3.

SENTINAL: X MOVES

Rocket Punch: GA: Fireball with punch. 1 =down-towards, 2 =across, 3 =up-towards.

Mini-Robots: G: Fireball with kick. 4 = towards opponent, 5 = acroos, 6 =bombs.

Dual Missiles: G: tap button 2.

Projectile: G: tap button 3.

X-Abilities:

Hover Mode: GA: Fireball with 1+2+3.

Hyper-X: GA: Fireball with 1+2+3.

SAMURAI SHODOWN II

Live The Katana Legend

Maverick

SNK has done it again with Samurai Shodown II. Better graphics, better sound, better music — now, if only they could do something about gameplay...

Storylines

There's a new evil lurking in the world, and this time you can be sure it's a woman. Once again, legendary warriors return to defeat the evil and live the Kitana legend. The stories in Samurai Shodown II are fairly confusing, and understanding the plots surrounding each character will take more than just a couple of quarters.

Character Choices

One of the first things you notice is the absence of Tam Tam from Part 1. You find out later that he has become the sidekick of his sister Cham Cham, who just happens to be one of the four new characters in the game.

The other three new challengers are Nicotine, an old man who fights using magic spells and a small cane; Seiger, the favored fighter of an army; and Genshiro, who bears a close resemblance to Haomaru. While each of the new characters is unique, Cham Cham may be the best because of her small size and maneuverability.

Gameplay Glitches

Samurai Shodown's biggest problem used to be the damage ratio and the lack of counter moves. SNK addressed this and has given players more of what they asked for by making new ducking frames, similar to those found in King of the Fighters 94. And there are other new moves, like rolls, dash 'n rolls, hops, and two new taunts. These features combine to give players a more fair and balanced fight.

Damage, however, is another story entirely, although SNK did attempt to fix some of the major damage and collision problems. For example, Charlotte's slice from Hell doesn't have the range that it used to, and Earthquake can now be thrown. A remaining glitch is that Haomaru can still kill an opponent with three fierce sword attacks, which makes competition practically meaningless and detracts from the longevity of the game.

Mortal Secrets and Super Moves

The biggest new feature of Samurai Shodown II's gameplay is the addition of a "power move." When your Pow Meter is fully charged it will start to flash, and you can then execute a power move. If you connect the move, it will not only allow you to withstand extreme amounts of damage from your opponent, but will also cause their weapon to break in two. Remember that you cannot perform a power move unless you have a weapon in your hand.

SNK has also added a "hidden character" feature to let you fight against the referee and maybe even the meat thrower. SNK has stated that it is possible to play as the referee in the home version of the game, but doing so in the arcade game remains a mystery.

The Final Word

Shodown II is by far one of the best games of the past year. SNK took a good thing and not only made it better, but made us feel that we are not worthy. **NT**

KILLER INSTINCT

Rain Man

Killer Instinct was the one to watch out for in '94. It was supposed to be the best fighting game ever. With companies like Nintendo and Rare working together, it was hard not to believe it. So, after a couple hundred hours of playing the game, the verdict is... wait and see.

Killer Instinct is Nintendo's second arcade game to be released under Midway's distribution license. Using a limited version of Nintendo's Ultra64 hardware, Killer Instinct is so big it has to load off a hard disk. It would be interesting if all of Nintendo's arcade games ran off hard disks. You could just swap the disk like a cartridge. Other than this unique feature, Killer Instinct is rather routinely packaged in a Mortal Kombat III-style cabinet with a few new sticker., The button layout is similar to that of Street Fighter II.

The most important factor in any fighting game is the character design. Nintendo gets high marks here for creating a diverse and well-endowed group of fighters. Of the ten, Fulgore is probably the best because of his amazingly nasty, yet strangely appealing nature.

Cinder and Glacius are a delight to watch on screen — they have this unique skin, while the Humans are sort of average-looking with their plastic doll-like quality. Sabrewulf adds that good 'ole Blanka appeal to the game, and Riptor gives you everything you ever wanted from Primal Rage.

The Look, The Feel... Graphically, what can you say other than that the game looks awesome! Virtua Fighter II might have better backgrounds and animation, but it doesn't have the special effects and slick artwork that draw you into a game. In its final form, Killer Instinct seems to have been recompressed somewhat — there's a graininess to it, in marked contrast to the incredible clarity of the show version.

Gameplay has always been at the heart of things, and that is especially true of competitive fighting games. Unfortunately, Killer Instinct has a severe case of the waiting game built into it. This has become Mortal Kombat's biggest problem as well.

In Super Mario terms, the game comes down to you acting like one of the two main characters: you can mimic Mario and hop over projectiles, or you can be like the Bowser and "turtle up" holding block the entire game. To win, you need only wait for your opponent's attack and then counter with a jump kick.

Can You Say "Combo?" The combo system is unlike that of any other fighting game. You can start a combo with any attack button, and to get a registered combo, you must use the button to your left. For example, if you jump in with a Fierce Punch, you must follow up with a Medium Kick to receive Maximum Damage and a registered combo. This is original, but it eliminates an element of creativity, and the satisfaction of discovering combos that work.

ULTRA
39 HITS
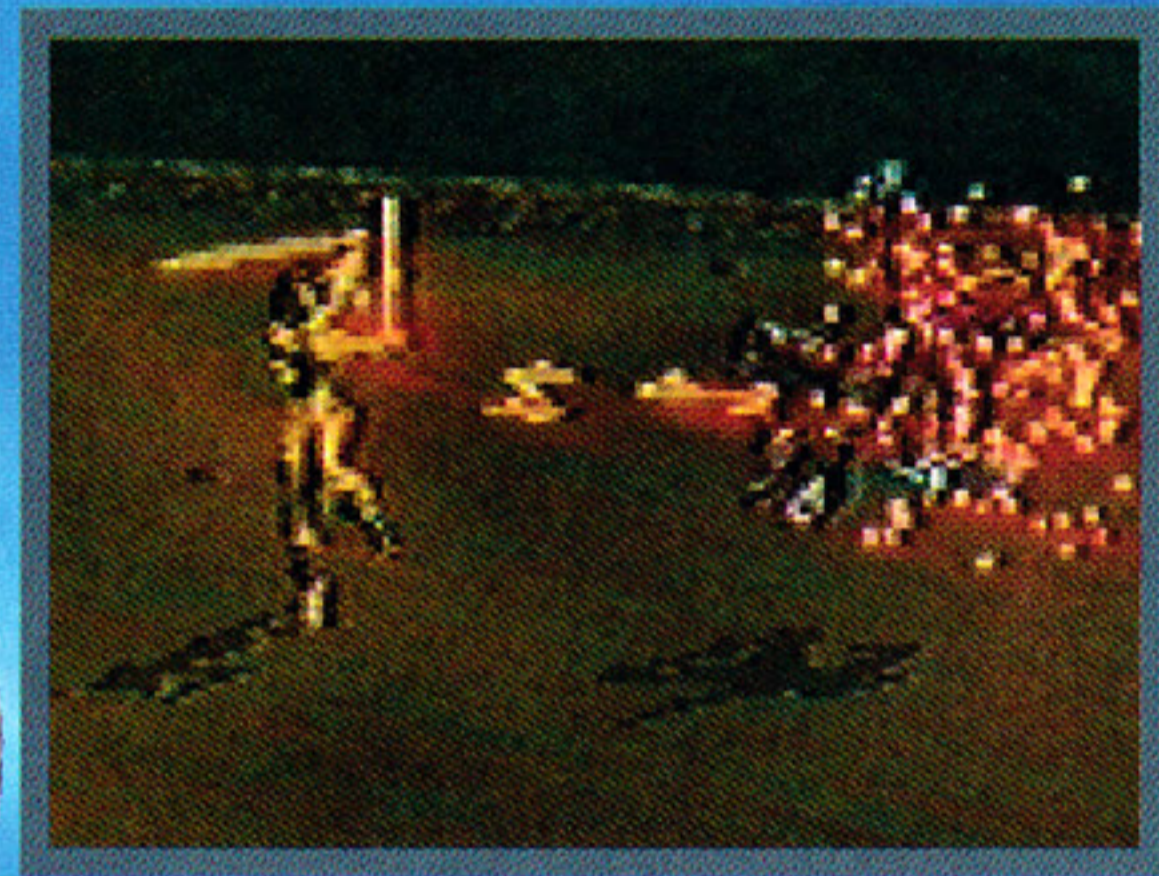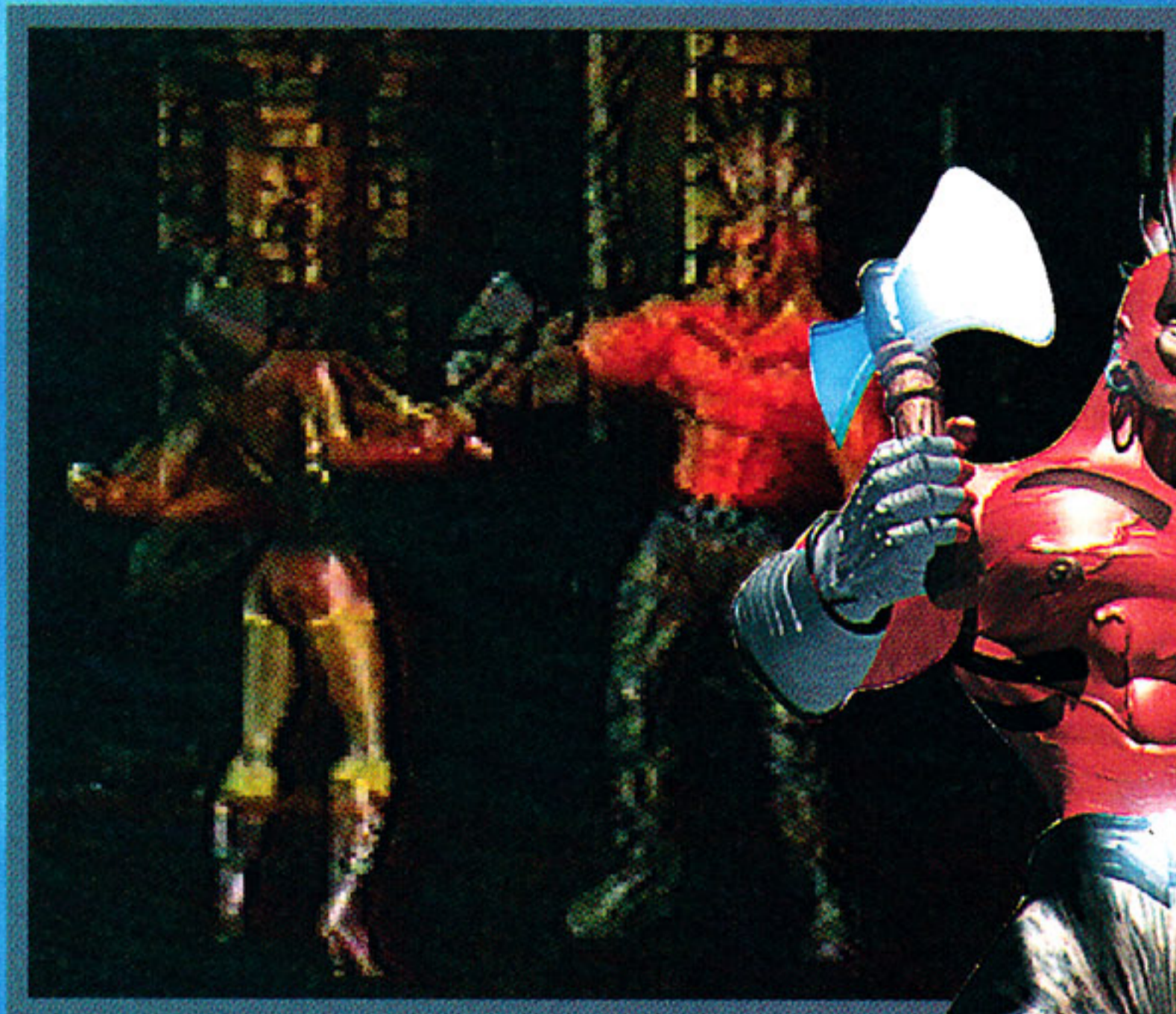
Also, if you do a registered combo, you should be aware that it can be broken. While being comboed, a player can break out by performing a predefined special move. It's problems like this that make Killer Instinct a fun game to play against either the computer or a novice. Against master players, watch out. Bowser is definitely king.

Listen Up The sound effects and music are top-notch and definitely get you into that fighting mood. The game's mono soundtrack is disappointing though. When it comes out for home systems, it should at least be in stereo.

As with the range of characters, there is an interesting diversity of music backing up the game. The tracks for T.J. Combo's & Orchid's stages have cool upbeat tempos and catchy vocals.

A quick note, Nintendo announced that it will ship a free upgrade of Killer Instinct that has a host of new features like Shadow Ultra Combos and Fake Top Down attacks. Tentatively titled version 2.1, the update is set for an early March release.

The Final Word Despite all of the good and bad of Killer Instinct, one thing remains, it's still fun. I can enjoy playing Killer still because at the very least, it has that Nintendo feel to it which will always keep me coming back for more. However, if I ever see Jago throw a dud fireball, I will never want play the game again.

JAGO
SPECIAL MOVES:
    GREEN LIGHTING: ↓ ↘ → & ANY PUNCH BUTTON
    YELLOW LIGHTING: HOLD DOWN ANY PUNCH BUTTON AND THEN PRESS ↓ ↘ →
                                  & THEN RELEASE THE BUTTON

    COMBO BREAKER: UPPERCUT → ↓ ↘ & ANY PUNCH BUTTON
    FLYING HEEL KICK: EITHER ↘ ↓ ↙ OR ↙ ↓ ↘ & ANY KICK BUTTON
    BLADE SLASH: ↘ ↓ ↙ & FIERCE PUNCH
    TRI-STAB: ← → → & QUICK PUNCH [CLOSE]
    LOB CAR: ← ← → → & MEDIUM PUNCH [HALF SCREEN]
    HUMILIATION: → ↘ ↓ ↙ ← & MEDIUM PUNCH [ANYWHERE]

ORCHID
SPECIAL MOVES:
    LAZER SAI: ↓ ↘ → & ANY PUNCH BUTTON
    COMBO BREAKER: [HELICOPTER KICK] HOLD ← FOR 2 SECONDS THEN PRESS →
                                  & ANY KICK BUTTON
    THE KAT: HOLD ← FOR 2 SECONDS THEN PRESS → & ANY PUNCH BUTTON
    ICHI-NI-SAN: ↘ ↓ ↙ & QUICK OR MEDIUM PUNCH
    SPINNING SLASH: ↘ ↓ ↙ & FIERCE PUNCH
    FROGGER: ↓ → & QUICK KICK THEN PRESS FIERCE KICK CLOSE
    FLASHER: ← → → & QUICK PUNCH CLOSE
    HUMILIATION: → ↘ ↓ ↙ ← & FIERCE PUNCH ANYWHERE

FULGORE
SPECIAL MOVES:

ELECTRIC BOLT:	↓ ↘ →	& ANY PUNCH BUTTON
DOUBLE ELECTRIC BOLT:	← ← ↓ ↘ →	& QUICK PUNCH
TRIPLE ELECTRIC BOLT:	→ ← ← ↓ ↘ →	& QUICK PUNCH
COMBO BREAKER:	[UpperCut] → ↓ ↘	& ANY PUNCH BUTTON
LIGHTNING DASH:	HOLD ← FOR 2 SECONDS THEN PRESS →	& ANY KICK BUTTON
REFLECTOR:	↓ ↙ ←	& ANY PUNCH BUTTON
TELEPORT IN FRONT:	← ↓ ↘	& ANY PUNCH BUTTON
TELEPORT BEHIND:	← ↓ ↘	& ANY KICK BUTTON
ELECTRIC EYES:	↘ ↓ ↙	& FIERCE KICK
MACHINE GUN:	← ↙ ↓ ↘ →	& FIERCE KICK [HALF SCREEN]
LASER BEAM:	→ ↘ ↓ ↙ ←	& FIERCE PUNCH [HALF SCREEN]
HUMILIATION:	← ↙ ↓ ↘ →	& MEDIUM KICK [ANYWHERE]

CINDER
SPECIAL MOVES:

FLAME ON:	→ →	& ANY PUNCH BUTTON
FLAME THROWER:	→ →	& ANY KICK BUTTON
COMBO BREAKER:	[Flame Kick] → ↓ ↘	& ANY PUNCH BUTTON
TRANSPARENCY:	→ ↘ ↓ ↙ ←	& MEDIUM PUNCH
INVISIBILITY:	→ ↘ ↓ ↙ ←	& FIERCE PUNCH
THE LIGHT:	← ←	& QUICK PUNCH
SUPER TOASTY!:	↓ ↘ →	& QUICK KICK [HALF SCREEN]
GOING DOWN:	← ← ←	& MEDIUM PUNCH [CLOSE]

T.J. COMBO
SPECIAL MOVES:
  BACKHAND SWING: HOLD ← FOR 2 SECONDS THEN PRESS → & QUICK PUNCH
  ROLL'N PUNCH: HOLD ← FOR 2 SECONDS THEN PRESS → & MEDIUM PUNCH
  FINAL BLOW: HOLD ← FOR 2 SECONDS THEN PRESS → & FIERCE PUNCH
  COMBO BREAKER: [Horizontal Tiger Knee] HOLD ← FOR 2 SECONDS THEN PRESS →
                         & QUICK OR FIERCE PUNCH
  COMBO BREAKER: [Vertical Tiger Knee] HOLD ← FOR 2 SECONDS THEN PRESS
                         & MEDIUM PUNCH
  THE WIND UP: HOLD FIERCE PUNCH FOR 3 SECONDS THEN RELEASE FIERCE PUNCH
                         NECK BREAKER ← ← → → & MEDIUM PUNCH [CLOSE]
  SCREEN CRACKER: ← ↙ ↓ ↘ → & FIERCE KICKCLOSE
  HUMILIATION: ↓ ↓ ↓ & QUICK PUNCH ANYWHERE
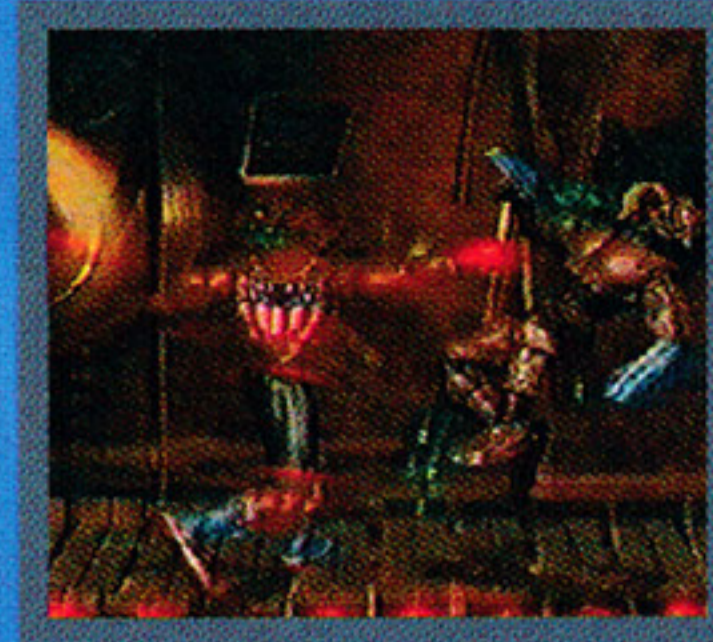
GLACIUS
SPECIAL MOVES:
  BOUNCING BALL: ↓ ↘ → & ANY PUNCH BUTTON
  SHOULDER SLAM: HOLD ← FOR 2 SECONDS THEN PRESS → & ANY PUNCH BUTTON
  T1000 BLADE: ↘ ↓ ↙ & QUICK PUNCH
  PUDDLE PORT: → ↘ ↓ ↙ ← & QUICK KICK
  PUDDLE UPPERCUT: → ↘ ↓ ↙ ← & MEDIUM OR FIERCE KICK
  THE BLOB: → ↘ ↓ ↙ ← & MEDIUM KICK [HALF SCREEN]
  ROBOCOP: ← ↙ ↓ ↘ → & MEDIUM PUNCH
  THE HOLE: ← ← ← & FIERCE KICK

SPINAL
SPECIAL MOVES:
  ABSORPTION SHIELD: ← & QUICK PUNCH
  FLAMING SKULL: ↓ ↘ → & ANY PUNCH BUTTON
  TELEPORT IN FRONT: ↓ ↓ ↓ & ANY PUNCH BUTTON
  TELEPORT BEHIND: ↓ ↓ ↓ & ANY KICK BUTTON
  CHARGE 'EM: → → & ANY PUNCH BUTTON
  SUPER SWORD SLASH: HOLD ← FOR 2 SECONDS THEN PRESS → & MEDIUM PUNCH
  STRAIGHT TO HELL: ← ← ← & MEDIUM KICK HALF SCREEN
  JAGO WANNA BE: ← ← → & QUICK KICK CLOSE

CHIEF THUNDER
SPECIAL MOVES:
  TOMAHAWK THROW: ↓ ↘ → & ANY KICK BUTTON
  SPINNING HAWK: HOLD ← FOR 2 SECONDS THEN PRESS → & ANY PUNCH BUTTON
  COMBO BREAKER: [Hawk Attack] → ↘ ↓ ↙ ← & ANY PUNCH BUTTON
  HAWK CHOP: WHEN IN THE AIR → ↘ ↓ ↙ ← & FIERCE KICK
  DEATH DANCE   ← ↙ ↓ ↘ → & FIERCE PUNCH [HALF SCREEN]
  HAWK HACK   → ↘ ↓ ↙ ← & FIERCE KICK [CLOSE]
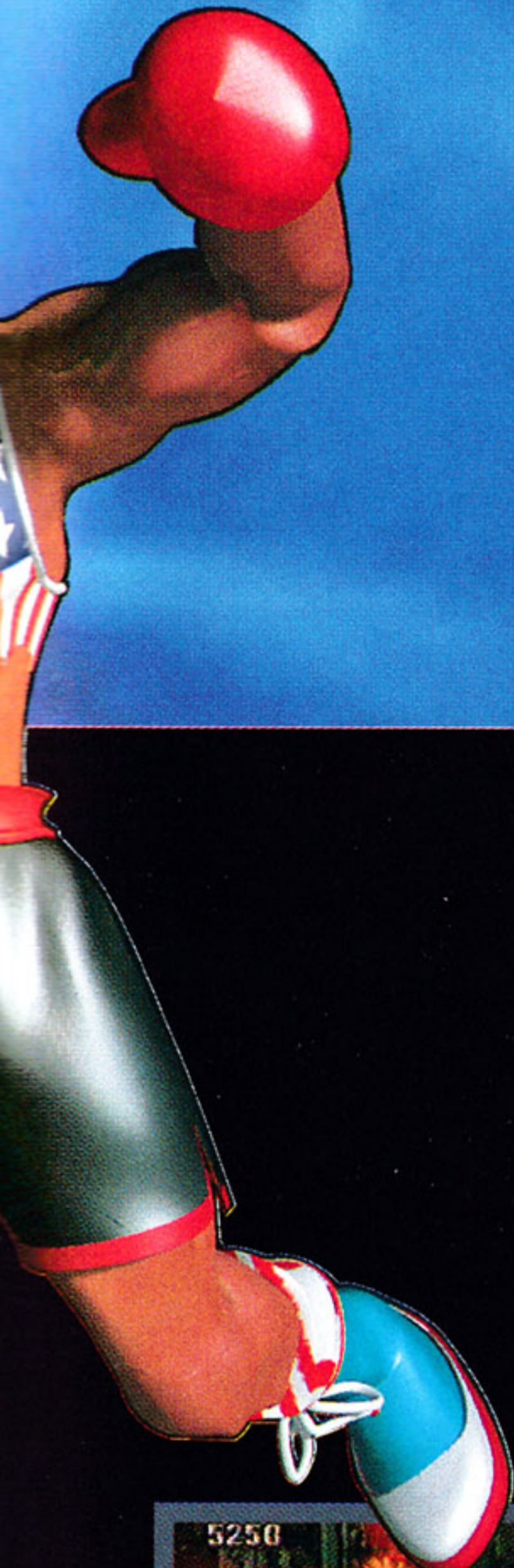
SABREWULF
SPECIAL MOVES:

BAT ATTACK: ↓ ↙ ← & ANY PUNCH BUTTON

SPINNING CLAW: HOLD ← FOR 2 SECONDS THEN PRESS → & ANY PUNCH BUTTON

ROLL 'N SLASH: HOLD ← FOR 2 SECONDS THEN PRESS → & QUICK KICK

HOP 'N SLASH: HOLD ← FOR 2 SECONDS THEN PRESS → & FIERCE KICK

COMBO BREAKER: [Running Uppercut] HOLD ← FOR 2 SECONDS

THEN PRESS & MEDIUM KICK

THE HOWL: ↘ ↓ ↙ & FIERCE KICK

CRACK THE SCREEN: ← ← → & MEDIUM PUNCH [CLOSE]

WOLVERINE: → → ← ← & MEDIUM KICK [CLOSE]

RIPTOR
SPECIAL MOVES:

BREATH OF FIRE: ↓ ↙ ← & ANY PUNCH BUTTON

AIR FIRE: JUMP IN THE AIR IN ANY DIRECTION

THEN PRESS ↓ ↙ ← & ANY PUNCH BUTTON

LOW FIRE: ↘ ↓ ↙ & FIERCE PUNCH

SLASH: ↘ ↓ ↙ & QUICK PUNCH

FLIPPING TAIL WHIP: ↘ ↓ ↙ & ANY KICK BUTTON

DASH ATTACK: HOLD ← FOR 2 SECONDS THEN PRESS → & ANY PUNCH BUTTON

COMBO BREAKER: [Flying Leap] HOLD ← FOR 2 SECONDS THEN PRESS →

& ANY KICK BUTTON

BURP 'N BLOW: ← ↙ ↓ ↘ → & MEDIUM PUNCH [CLOSE]

ACID SPIT: ← ← ← ← & MEDIUM KICK [HALF SCREEN]

Erik Suzuki

NINTENDO

While somewhat smaller this show, Nintendo still had quite a few good new games to show its consumers. Star Fox 2 was clearly Nintendo's best game for the entire show. Featuring two player simultaneous split screen game play, Star Fox 2 improved on almost all of part ones flaws. Nintendo also had other games like FX fighter which is being created by GTE and features a Virtua Fighter style fighting game that has special moves and some unique characters. EarthBound is a translation of Japan's second largest RPG game Mother. This RPG game is set in the present day with the hero being an average boy. Two new puzzles games from Nintendo were Kirby's Avalanche which is sort of like that old sega game Coloms, and Tetris/Dr. Mario which is in stores now. The big surprise from Nintendo this show wasn't the unveiling of the Ultra 64, but the Virtua Boy portable system. Virtua Boy is Nintendo's new 32 bit portable gaming system. The Virtua Boy looks like a large pair of glasses which you cannot wear, but instead has two prongs to keep it standing straight up. The Virtua Boy gives you a true 3-D feeling and their Super Mario Bros. and Punch Out Style games outshine anything you have played before. The only problem with the Virtua Boy is that it is a monochrome system. At a price point of around $200.00, it's tough to tell wether the Virtua Boy will be a hit or not.

STUFF

Acclaim previewed some hot new licensees like Judge Dredd and Batman Forever. They had the NBA Tournament Edition as well as a new WWF sports game. Namco introduced the long awaited game by former CAPCOM employees James Goddard and David Windstead. Entitled WeaponLord, it's a one vs one weapon fighting game that has unique features like Fatalities and combos. While the graphics are look 8-Bit, the gameplay shows promise sporting tons of graphic violence for all you mortal fans. Shiny had their "Special Edition" of Earth Worm Jim and Hudson Soft had their new four player baseball game called The Sporting News, plus a great new Tetris type puzzle game entitled Panic Bomber. Virgin has over forty titles planned for release this year that covers just about every game system possible. Sunsoft displayed an almost final version of its long awaited Justice League game, while Konami previewed a new 3DO game called PoliceNauts. Activison has come back into the computer gaming market with a treat for every 2600 fan. Over 15 original 2600 games are included on one CD that Activison plans to sell for around $40.00. Games like Freeway, Grad Prix, and River Raid will be in their exact 2600 form along with their same exact sound and music themes. Square Soft had their awesome new adventure game on hand called Secret of Evermore. Picture Zelda gameplay with that Donkey Kong Country graphic style. Hiding away in some secret corner of the Alias booth was new version of the arcade game Killer Instinct. This beta version was only 50% done, but featured such awesome improvements like 10% faster gameplay, Fake Top Down Attacks, and Shadow Ultra Combos. A designer of the game stated that the new version will be released in early March and is a free upgrade for arcade owners.

SNK was back at the CES this year with some no new games, but a new system of sorts. The Neo CD is SNK's answer to the problem of overpriced carts and counsels. SNK states that the system will be released this summer in the U.S. and is already selling extremely well in Japan and Europe. The American version of the Neo CD will feature a double speed CD ROM drive, making it twice as fast as the Japan and European version of the Neo CD. So far, SNK had only conversions of its popular arcade Neo Geo games on hand. Other than slightly redone music and a long waiting time, there were no real differences between the conversions. With the cost problem hopefully fixed, SNK should have no problem in creating original games that would take advantage of the CD vast storage space. Maybe a Monster type RPG?

3DO once again decided to have their booth separated from the rest of the video games. While not having anywhere near the amount of new software of Nintendo, 3DO did display some stylish new games like Wing Commander III and Killing Time. The real news about the 3DO was the rumor that Panasonic might release a newer version of the 3DO player for about $200.00. This would finally make the 3DO player a system that the average user could afford.

ooh! ooh! the sony playstation

The Final Final Fight

Tecnosoft must have been secretly cutting a deal with Sega when they made game because it is one of the worst Beat'em Up games ever made. There is a tremendous amount of slow down during any scene with more than four characters on it, and when big sprites are introduced you can almost go and get lunch before your character will move. The game looks O.K., and there is a two player mode for beating people up with a friend. But be warned, this is only a game for a Beat'em Up addict who has to have every game in his genre.

Twin Goddesses

Twin Goddesses is the other fighting game currently out for the Sony Playstation now. It's really only worth purchasing if you can say "yes" to being one of these people:

1. You love Mortal Kombat for its cheezy gameplay and digitized characters.

2. You've always wondered what a fighting game would look like if you had both Anime and Digitized characters in it.

3. You love any fighting game just because its a fighting game. You even liked Time Killers and was mad that it wasn't coming out for your Super Nintendo.

4. You love japanese women who dress up in lame costumes and say "Ya Ta!"

5. You have seventy dollars and are thinking, "Anything but Weapon Lord!" Seriously, Twin Goddesses has very little game play to it, and won't keep your attention for very long. The best part of the game was looking at the awesome full motion video segments that at very least proved to me that Sony can do something that Sega as been claiming for years, VHS quality video.

Ridge Racer

This is the game that launched the Sony Playstation. Ridge Racer has every feature found in the original arcade game, along with some extra features from Ridge Racer 2. Yes, it does look almost identical to the original arcade version of the game and it plays just as good as it looks. It's quite amazing that Namco fit the entire game inside the Playstation's RAM memory. This means that the game only loads to play different musical tracks. The one BIG disappointment of Ridge Racer, is the lack of a two player option. It seems that Namco was not concerned with programming this feature in, or they were very smart and decided to make you buy a second game at a later date. (It's that classic CAPCOM Bell Hop Marketing thing). It's hard to see this game being fun for very long without a two player option, but for a one player game, Ridge Racer is just about as good as it gets.

NewTips:

1. If you can destroy all the enemies in the galaxian game at the intro., you will receive new cars to choose from.

2. If you drive at 121 MPH or over through the starting wall, you can race that track backwards.

3. This is a great trick for those of you who'd rather listen to your own CD's. After the game has been loaded and you are at the title screen, eject the Ridge Racer CD-ROM from the Playstation. Replace the CD with any music CD that you have, and you will hear different cuts from that CD as you race against the computer or another human opponent. **These trick does work, however Sony states that it is not good to remove a CD-ROM from the Playstation with the power on.

Francis Kong

ATARI

is trying really hard to play catch-up in this year's 32 bit/64 bit war. This is ironic since it was one of the first companies to get its platform out on the market. Its only real competitor was 3DO. Yet as the 3rd quarter of 1995 looms ever closer, The Jaguar will need to get some really awesome games and peripherals out on the market and fast.

There have been rumors of a version of *Mortal Kombat III* coming out for the Jaguar. All Atari could tell me was that they were working very closely with Acclaim to port over some of their games. However, Acclaim told this reporter that at present time, they were not doing anything with Atari. Let's talk about peripherals. What about the Jaguar CD player? The price has now been dropped from $199 to $149. The hardware is actually ready to go, but Atari is trying to figure out which software would be best to package with it. Among the list to choose from will be Battlemorph, Highlander, Blue Lightning, or Virtual Hockey. The CD player will be able to play audio CD and give light show on your TV. However, Atari was not able to give me any confirmation on the rumored Jaguar CD compatible PC card.

One of the Jaguar's strength is its ability to network with up to eight other Jaguar machines. Atari would be foolish not to take advantage of this attribute of their flagship machines. In the 2nd quarter, Atari plans to come out with a networking cable for $29.99 to link up to two Jaguars. In the future, Atari plans to increase the number of link-ups. The Voice-Data modem is another peripheral that will allow players to hook up over the phone and even allow players to talk to each other over the phone. This machine will even have a call waiting feature built into it so you won't miss any calls; it will retail for under $150.00.

What about virtual reality? There is a VR helmet coming out for under $200.00. Atari could not comment on the specifics of its VR helmet. It is a great value, but there are a lot of VR helmets coming out right now. Virtual I/O headset seems very attractive because of its compatibility with PC's as well as all the other video game platforms out

NTG STAFF'S FRANCES KONG W/ DIGITAL PICTURES' KEN SOOHOO

there, but will sell for about $700.00.

Right now Atari seems to be concentrating on the issue of value by developing good quality products at lower affordable prices. Atari is trying to develop more software by mid-year. If this is true, mid-year might be too late. Atari needs to get new software and peripherals out now. Presently, you may find 14-17 games out for the Jaguar. But besides *Aliens vs. Predator* and maybe *Doom*, the other games are not on players' must buy list. Try packaging the Jaguar CD player with a CD version of *Primal Rage* now and not by the 4th quarter and you might get some much-needed life breathed into the system. Get *Batman Forever* out by mid-'95 in conjunction with the Warner Brother movie before Sega, Sony, and Nintendo step in, and save *The Realm Fighter* for the 4th quarter Christmas battle. Also, some third party support for developing fighting style joysticks for the Jaguar can only help sales. At least that's this reporter's humble opinion.

SEGA

now has the Game Gear, Genesis, Sega CD, 32X, Neptune (a combination of 32X and Genesis), and Saturn to market this year. Will Sega be able to concentrate its efforts on the main battle of 1995, which will be on the 32/64 bit platform or will it be held back by its older products? Sega has always been known for great customer support and its decision to support all its products (except for the short-lived Master System) is characteristic of this company. Sega believes that by giving consumers more choices to select from, it will give consumers more flexibility. Sega compared its product line to models of cars, saying that the Genesis would be considered the "low end" of its line relative to the Saturn which sits at the "high end". Right now Sega is most concerned with keeping the Saturn's price between $300.00 to $500.00. It will most likely not be compatible with Genesis or 32X games because that would drive up the cost of the machine. Sega does hope to maybe produce an adapter in the future that will let Saturn owners play their 32X or Genesis games their high-end machine.

The 32X serves not only as the "mid-line" model, but as a stepping stone in the learning curve for Sega to prepare for 64 bit programming. Sega claimed that Nintendo will be at a disadvantage since it is jumping from 16 bit straight into 64 bit without any mid-range training grounds. Well, If *Killer Instinct* is what Nintendo can produce on the Ultra64 without a midground stepping stone, I don't think they need much mid-ground training. Sega, however, believes that Nintendo will not be able to deliver the promised SGI base Ultra64 at an affordable price. It is rumored by Sega, that there is some bad blood between Nintendo and its third party developers because Nintendo did not share the technologies used to create *Donkey Kong Country* with its other licensed developers. Sega, on the other hand, is usually pretty open about its technologies with its developers.

Enough about the Nintendo and Sega war; how does Sega feel about Sony stepping into the arena? Well, Sega is definitely expecting a full out war in the summer. Right now the Saturn is out selling the Playstation 5 to 3 in Japan. But that may not be a true indication of how the outcome of the battle will be here in the States. For one thing, Midway has confirmed to Newtype Gaming that the Sony's Playstation will be packaged with *Mortal Kombat III* for its debut release in the States by October. That is a powerful combination. Also, Sony is rumored to take a $100

loss per unit on its sales of the Playstation, just to get its units in the homes of America-talk about an incredible value. Unfortunately, Sega could not confirm nor deny whether *Mortal Kombat III* will be out for the 32X or the Saturn—although they would love to have that game. However, *Virtual Fighter* may be coming out for the 32X later this year.

The one thing that Sega does have going for it is its reputation and experience in gaming. This is the edge that Sega must play on to take the lead in the 64 bit battle. Sega believes that Sony is too inexperienced in the manufacturing area of the gaming industry. According to Sega, Sony supposedly only manufactured 50,000 units to be sold in Japan when the demand for the machine was much higher. But other sources indicate that more than 300,000 units have already been sold. Also, many third party software developers will be much more willing to deal with Sega than Sony in the beginning to design games for their platforms and sign onto longer contracts with Sega. Sonic's old company is definitely on the right track. If it is the first of the new 32/64 bit machines to come out by 3rd

quarter, its best strategy is to take the ball and run, and don't look back.

Coming in as the Dark horse player this year is the multi-media darling, Sony. After years of dealing with Nintendo by developing its now nonexistent CD-ROM drive, Sony is now in the game for itself. Its main piece of hardware that is being presented is, of course, the Playstation which will be formally unveiled to the public in May at the Electronics Entertainment Exposition in L.A.. The unit is not suppose to be for sale in the States until October of this year. It is presently selling in Japan for about $350.00-$400.00.

SONY does have some impressive software to go with the Playstation. About 19 games are on sale in Japan right now and maybe 40 will be available for the States by Christmas. *Ridge Racer, CyberSled,* and *Toh Shin Den,* new out in some of the popular arcades, were almost flawlessly reproduced on Sony's machine. The Playstation does this by using six different processors and its built in "digital lighting" to create 3D images at a rate of 30 frames per second—approximately the rate

NTG STAFFERS KEVIN daLUZ, R SZETO & FRANCES KONG SHMOOZ WITH SHINY'S DAVE PERRY [center] & TOM TANAKA [far right].

we see on our televisions. It can render 4,000 sprites in 1/60th of a second and can draw and shade 1.5 million polygons in a second. Because it uses the simple R3000 RISC processor base chips, it should be easy for programmers to bring over programs written for the 680x0 or Intel base chips. That is a lot of games coming over from the both the Mac and PC department. It has 16Mbit main memory, 8Mbit VRAM, and 4Mbit audio. This may seem like a lot, but it might become the Playstation's Achilles heel in the future. You see, the Playstation is purely CD-ROM based, and that means you cannot add on additional memory via cartridge games. An interesting note is that all the games seem to come on black CD ROM discs instead of the silver ones we are use to.

The Playstation definitely has Sega and Nintendo worried. Both companies believe it has the potential to become the top-selling platform in this video game war. Sony has already invested $500 million in R&D and plans to launch a $25 million marketing campaign. It is going to be interesting to see how this battle comes out. With its package deal of Mortal Kombat III, Sony is a very formidable opponent. Sony's strength flows from it sheer economic muscle power and marketing experience. It can afford to hire some of the best talents in the industry, it can afford to take preliminary losses on each unit, and it can afford to buy off sure-fire crowd-pleaser games from developers. Sony has never been in this area of the market before and has much to learn about the industry. Yet, Sony is a top electronic home entertainment player and with a good strong platform going into the thick of combat, who knows what could happen. Sega and Nintendo are going to have to make some awesome games and keep their Saturn and Ultra64 at a very low price to compete against Sony. It is going to be a great year for the consumer and one heck of a fight for the gaming giants of '95!

Prepare to test your might once more! Mortal Kombat III is just around the corner. Scheduled for an arcade release in early April, and to be packaged in with the Sony Playstation coming in the third or fourth quarter of '95, Mortal Kombat is sure to make a huge impact on the gaming industry this year. Nintendo will almost certainly have a Championship edition designed for its Ultra64 machine, and Atari is in the midst of negotiations for a version of MKIII for the Jaguar platform.

The biggest question is probably, how do you make a great game even better? Mortal Kombat II already sports some of the most impressive graphics on the market. But the graphics and artwork to be presented in MKIII will blow its predecessor away. All of the characters' appearances and costumes will be modernized, and they'll have even more outrageous special magic attacks and defenses.

Contrary to popular rumor, MKIII will not be using the Killer Instinct engine, but will be run by a new and improved version of the previous MKII engine.

The reason for this decision is that the Mortal Kombat engine is designed to handle digitized live-actor images (which is what Mortal Kombat is all about). A group of five or so top programming artists, including 3D artist John Volgo, will be working with various graphics programs, some of which have been developed in-house, to get the live actors into the digitized domain of MKIII.

A Myth in the Making The Mortal Kombat series has taken on a life of its own and has literally become the source of a new mythology in our interac-

Francis Kong

MK3 ™

series was designed to focus not on any fighting style per se, as is SEGA's Virtual Fighter 2, but on the super-natural ability of fighters extraordinare.

In the continuing saga of MK, the good guys have lost the battle in the Outworld. Our worst dreams have become a reality. Shao Khan is slowly taking over Earth, transforming it into a replica of the Outworld. The tournament battles in MKIII take place in this half-changed environment where the arena is part Earth and part Outworld.

A Star-Studded Line-Up Shao Khan is, of course, present in the game, but this time he has a new bride accompanying him. Not all of the characters from the previous games will be competing in the tournament, however. Johnny Cage, Baraka, Scorpion, and Radien will not don their combat attire, but do make cameo appearances throughout the game.

Sub-Zero will not be returning as the Ninja character with whom we are familiar (rumor has it that he is on the run from several groups of hostile individuals, and has assumed a new identity). Jax now has a pair of super-powered bionic arms that increase his already-awesome array of offensive capabilities. How did he get his new arms? Supposedly, Jax had a confrontation with a mirror image of himself in the Outworld and was a victim of his own arm-ripping attacks.

Mortal Kombat III will be making its super-debut in conjunction with the release of the Mortal Kombat movie. What else can be said except.... prepare yourself!!! **НT**
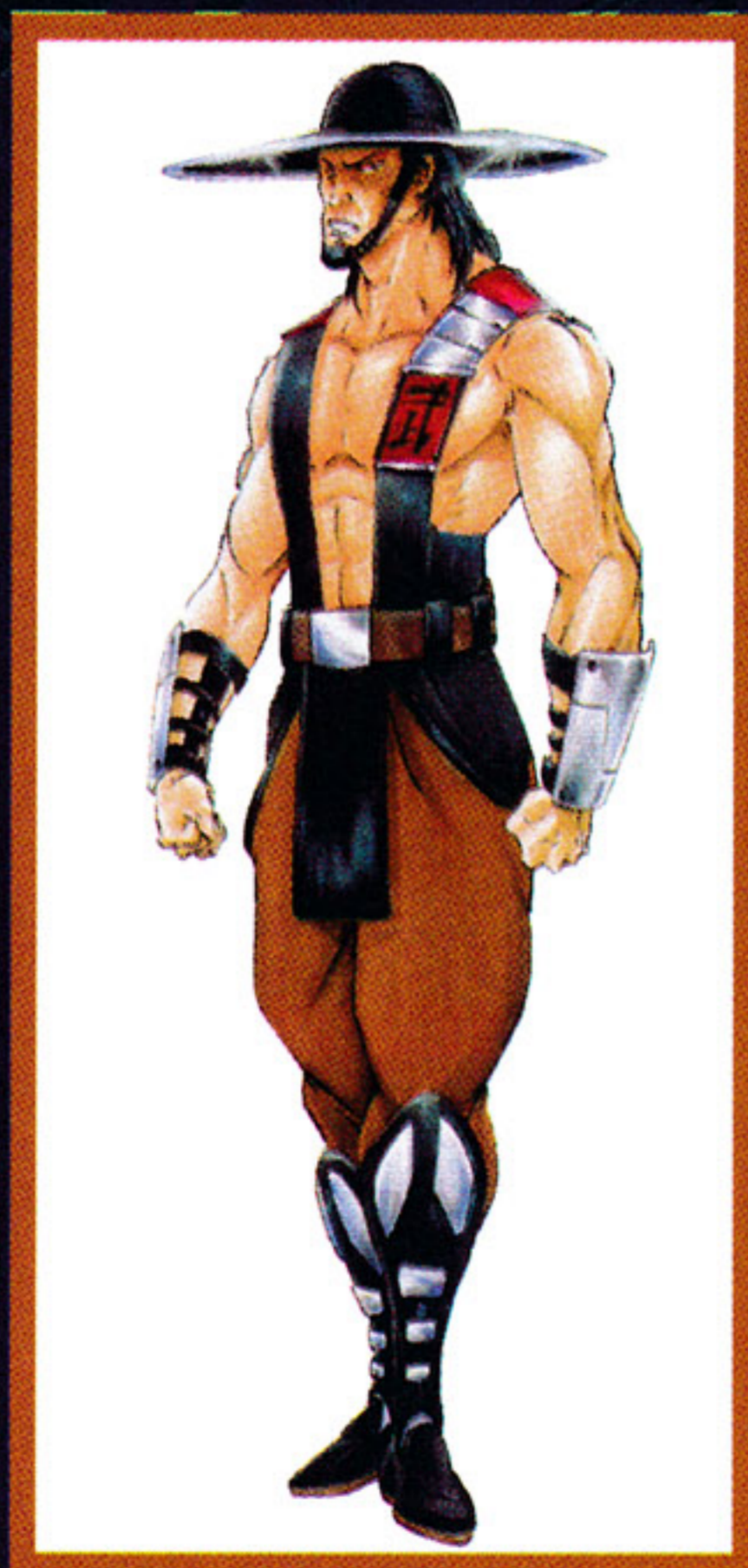
tive gaming world. This is understandable given that the first Mortal Kombat game was actually based on oriental mythology and modern-day superheroes. Radien, for example, was modeled after a villain warrior in the movie, "Big Trouble in Little China," while Johnny Cage is basically a clone of the martial arts superstar, Jean Claude Van Dame.

John Tobias and Ed Boon, the designing gurus of the MK series, start most of their characters off as sketches on paper. The next step is to find an actor that resembles their sketches to portray that particular character for digitization. The Mortal Kombat

PLAYSTATION
TOH SHIN DEN
TAKARA
VS FIGHTING
CD-ROM
1 OR 2 PLAYERS

ASS KICKING FIGHTING GAME

NEWTYPE GAMING MAGAZINE

TOH SHIN DEN

DESIGN:R.SZETO

Maverick

After several conversions of top SNK fighting games, Takara has stepped up to the plate with an original fighting game of its own. Toshinden is without a doubt, the most impressive polygon fighting game to come out for any home system and almost any arcade.

At first glance, Toshinden looks amazing. Then as you watch people play the game, you'll notice that unlike other Virtua Fighting games, Toshinden has magic attacks like Fireballs. These attacks combined with the standard Street Fighter controls, make Toshinden a game for all fighting game fans.

As I stated before, Toshinden actually has Street Fighter type controls, like FireBall and uppercut motions. A cautionary note, these moves are incredibly difficult to perform with those awkward Playstation controllers. It does take a while to get accustomed to controlling your character from different camera angles, so be prepared for a little bit of frustration. Once you have control down, the games good combos and decent reversals, give the word FUN a whole new meaning.

Players can select one of several different characters including: your basic "Ryu/Ken" characters, an S & M lady and even an old Chinese man who has Vega's Claws. My favorite character in the game is Ellis because she has an awesome, almost 15 hit combo that will pulverize players like you wouldn't believe. Unlike most other fighting games, all of Toshinden's characters have some appeal to them, even if it is only their impressive graphic appearance.

Takara obviously kept good notes when it made those SNK fighting games, because Toshinden is similarly loaded with secrets and extra features. The good news is that this game will actually reward a good player. If you win the game, you will be endowed with that character's Super Move, which can be performed when your enengy bar is flashing. However, if you can complete the game without losing a round on the hardest setting, you will fight against a hidden character. After you beat the hidden character, you will be given another Super Move that can be done at any time during a match. Fortunately, it consumes only 1/4 of your life. It's features like these that make Toshinden a great one player game.

In my opinion, I believe that all great fighting games are made for two players. Therein lies my problem with Toshinden. While it does have a two player mode with good damage protection, there are just too many cheezy patterns and traps that you can inflict upon an opponent. Another annoying feature is

the ring out, where two players can intentionally fall off the edge of a ring. It's for reasons like these that Toshinden is, at its heart, a great one player fighting game.

The Final Word

Anyone who has a Sony Playstation should buy Toshinden without hesitation, if only to see what your machine is capable of doing. Toshinden is a great one player fighting game that is worth the price of admission, but for serious competitve play, Street Fighter II still rules. NT

Toshinden is a dazzling visual feast. All the different camera angles in combination with the many different background effects give this game an added dimsension that 2D fighting games can't match. You can spend hours just looking at all the different frames and angles of each background and character. One of the best effects occurs on stage, where the television screens behind you are showing your fight. I've counted up to eight mirror screens. Of course, when this happens, the game does slow down immensely, but hey, what an effect!

NEWTYPE
GAMING MAGAZINE

ASS KICKING INTERACTIVE GAME

K. daLuz

San Angeles, 2032. In this utopian vision of the future there is no crime, so police are clueless as to what to do about Simon Phoenix, who has somehow been freed from his cryo-prison cell. The only person they can turn to is the man who captured him in the first place, John Spartan.

Much of what you see throughout the game is a bunch of full-motion video with scenes from the big screen movie. During the filming of the movie, actors would finish one scene and then do it again in front of a blue screen so they could be digitized for the video game.

The game has four basic types of gameplay. First there is your typical T2 arcade style shooting. Next is a one-on-one vs. fighting mode. Third, a *Doom*-like first-person perspective shooter. And finally, the ever-famous racing game. Each is a game in itself.

Los Angeles, 1996. Crime is overrunning the city. A psychotic criminal named Simon Phoenix (Wesley Snipes) is holding thirty civilians hostage in a giant burning building. The only person who can stop the fiendish Simon Phoenix is an officer named John Spartan (Sylvester Stallone), also known as the Demolition Man.

In the aftermath of his attempt to apprehend Phoenix, Spartan is accused of destroying the building and killing the thirty civilians trapped inside. For this alleged crime, he was sentenced to be put into a cryo-prison and frozen.

SHOOTER

All you do is place the crosshair on the enemy and fire. If you can't handle playing this kind of game on a control pad, there is a light gun you can send away for, and it really helps a lot.

In the shooting scenes, you can find two types of ammo in addition to the normal bullets you start with. One type is rapid fire bullets, which are pretty useful when there are too many enemies on the screen at once. The other is a clip of armor-piercing bullets (the name says it all). All of the weapons have limited ammo, but the regular bullets can be reloaded at any time (leaving you defenseless for a mere two seconds).

What's really great about this part of the game is the detailed animation of the characters when they get shot — way better than that of most other shooters. The graphics and sound effects are also far superior to similar games in the arcades. Compare for yourself.

DEMOL
MA

FIGHT

Well, it's not exactly *Street Fighter* or *MK*. It's more like a strategic guessing game that happens to look like a versus fighting game. Basically, you try to hit your opponent with either a high, medium, or low attack. If he blocks or jumps over the attack, he will automatically counter-attack (this goes the same for you).

FIRST PERSON SHOOTER

The whole point of this part of the game is to find Simon Phoenix and follow him through the maze. Finding him isn't too hard if you use the scanner. Red dots represent the location of enemies. A yellow dot represents Phoenix. While following him you will of course run into enemies who will try to stop you, and it's kill or be killed. Be careful not to shoot Phoenix, however, or he'll shoot back. Your mission is just to follow him.

Shooter

- Always reload when given the opportunity.

- Try to destroy all boxes and barrels. You may find power-ups inside of them which increase your accuracy percentage.

Fight

- The trick to beating this part of the game is to always be either attacking or blocking.

- Later in the game, when Phoenix knows martial arts, it's better to just block and jump all the time. (Remember, when you block or jump over an attack you automatically counter-attack.)

First Person

- Just try to tail Phoenix as closely as possible. Do *not* shoot him. Your mission is simply to *follow* him.

RACE

Last, but certainly not least, is the racing part of the game where, in a morass of heavy traffic, you try to overtake the police car Phoenix stole. Hitting another car won't make you dramatically crash, blow up, or spin out, but it will slow you down. Your best strategy here is to just stay in one lane until there is a car in front of you, and then make a move.

FINAL WORD

It's undecided as to what category this game fits into. Shooting, racing, fighting, first-person shooting — who knows?! Perhaps it's just a really good interactive. You decide.

Crusader of Centy

Ever since the beginning of time, beings known as "monsters" have been living on Earth. One fateful day, a mysterious beam of light struck the Earth, killing off most of the monster population. As decades passed, humanity continued to evolve and develop and eventually it forgot about the monsters altogether. Now, the few monsters which survived the event so many years ago, have since multiplied many times over, deep underground. The story, of the *Crusader Of Centy*, begins when the dreaded monsters reappear on the surface and our hero ventures out to destroy them once and for all.

Crusader Of Centy is the first action-RPG type offering from Atlus Software (Programmed by Nextech, formerly Gau Entertainment, makers of *Ranger-X*). At first glance, it appears to be a close replica of *Zelda: A Link To The Past*. However, COC is much more involved and sophisticated than any Zelda game ever was. While it shares many qualities (i.e. the ability to slash up fields of grass and shrubs at whim), it is certainly not a Zelda clone.

The main component of gameplay in *COC* are the numerous animals you find throughout the game. These animals can then be "equipped" to grant you extra abilities. Two can be equipped simultaneously and certain combinations of animals will produce different effects.

The most appealing feature of *COC* is that at the very start of the game, you are limited to walking around and talking to others. As you progress, your character must "learn" how to jump, throw a sword, etc... Vicariously following this kind of character development is very rewarding and truly engages the player with the game. In addition, the added element (though somewhat limited) of time travel pulls you in even further. It allows you to explore separate areas of the game, not only as they develop and change in the present, but also as they were in the past.

There are an unusually large number of puzzles in which you must manipulate switches, push blocks, etc. in order to complete a section of the game. In fact, the entire game is largely comprised of this type of gameplay. This kind of combination works extremely well in this situation. As you progress through the game and gain more and more abilities, the amount of technique required to continue further increases as well. Because of this quality, those who are not used to such games will have an extremely difficult time. On the other hand, expert RPG players may find *COC* a bit too short and easy.

The graphics are very sharp and polished, as are the sound effects and music. *COC* is a must buy for RPG fans and critics alike. (Atlus Software is also offering a strategy guide for *COC*. For more information or general questions, Atlus can be reached via e-mail at Atlus1@aol.com)
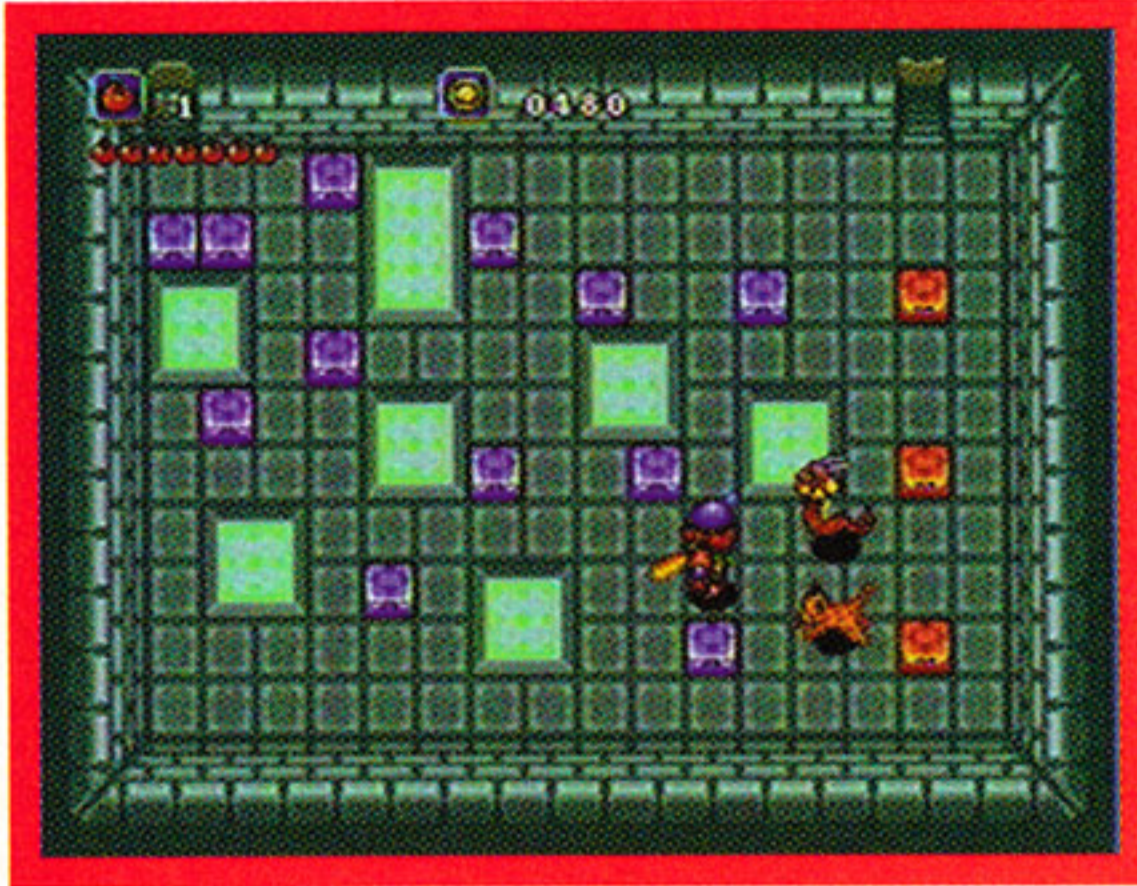
KNIGHTS of XENTAR

By Desmond, the funny guy

Japan had Dragon Knight on their PC-9801. Then the PC Engine had Dragon Knight II, a direct sequel to Dragon Knight. In '94 the PC Engine finally saw Dragon Knight III. Now in '95 we get Knights of Xentar, a spin-off based on the three games and on the feature length movie.

This game takes place during a time when there was no such thing as Politically Correct labels—so women were referred to as "wenches". Men were men and women..well, they were women. Desmond and his level-headed cohort, Rolf, must free the land of Xentar from unwanted inhabitants. Well, you see, Desmond has this nifty kind of odor
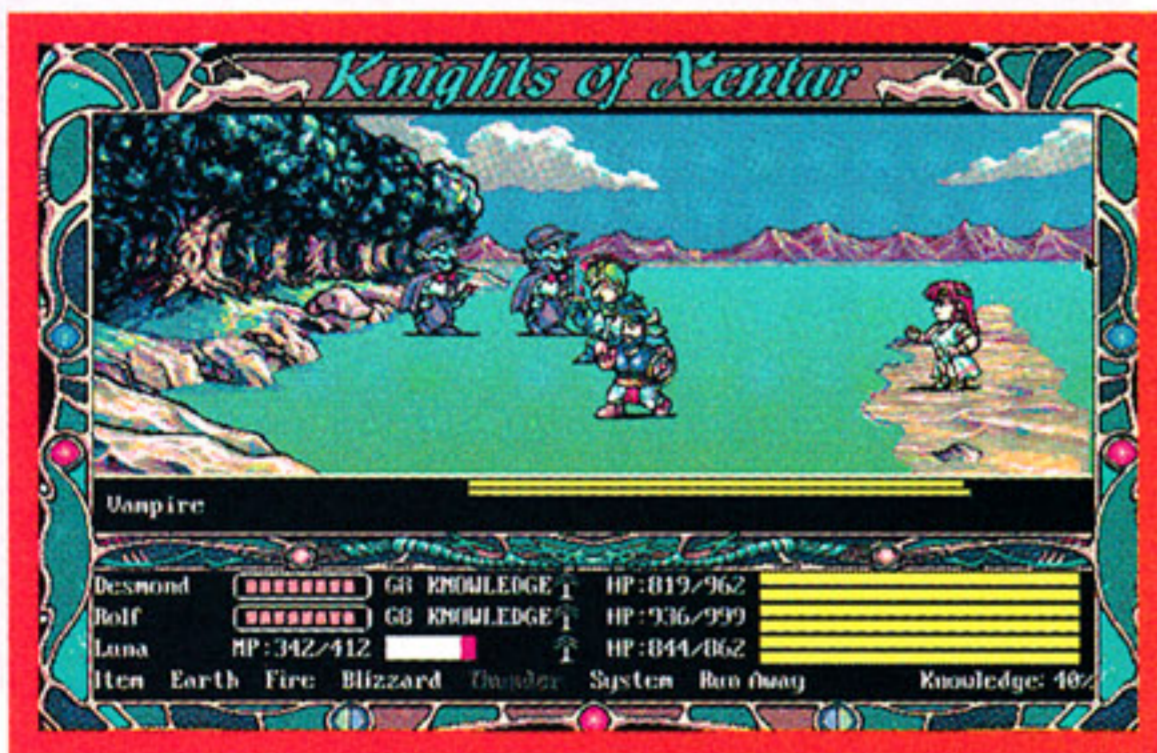
which, er, well, can't even be stopped by that stuff that's Phd (it's funny, laugh, please) balanced for a woman, but strong enough for a man. Desmond's B.O. has been known to stop Yaks dead, and I mean dead, in their tracks. The bad thing is that the wenches have an affinity towards Desmond—I

guess he's between a rock and a hard spot. Desmond must free the land of Xentar of evil beings
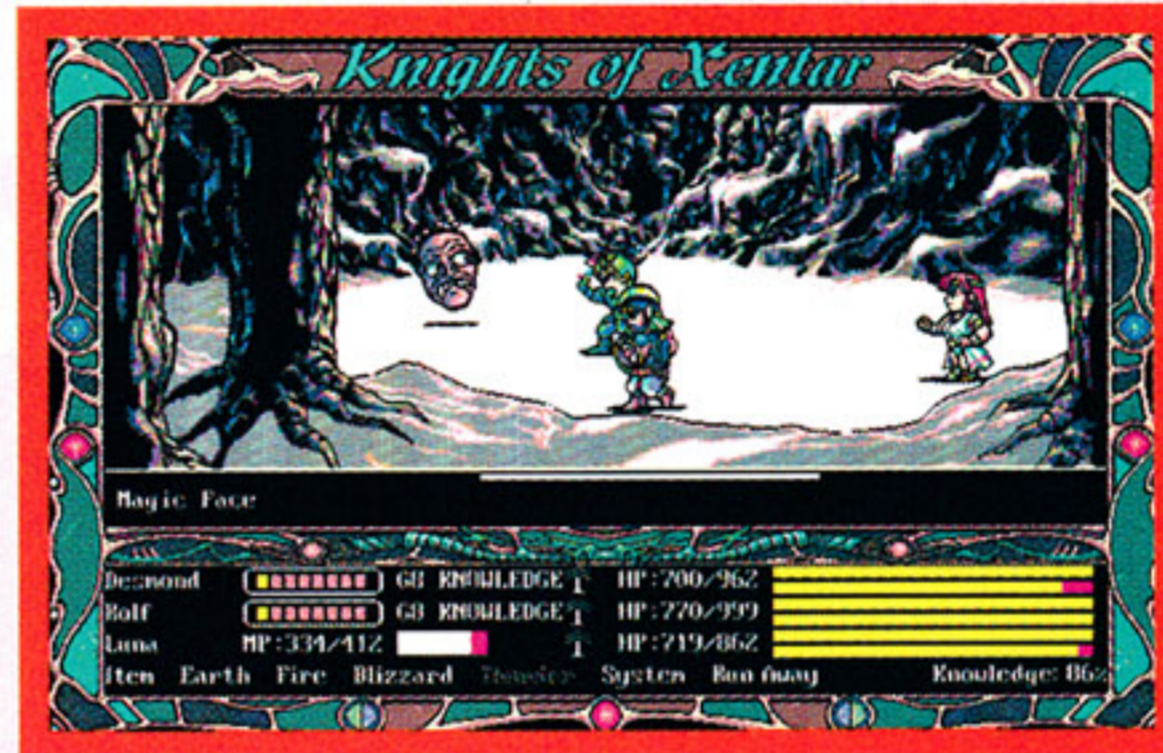
known as the Knights of Xentar. These Dark Knights are lead by Deimos. With the help of Rolf and Luna (the red head), Desmond will rid the land of evil and find out the mysteries of his shrouded past.

Tips and Tricks

KoX's fighting system is in real time. KoX allows you to select your map speed, i.e. the speed at which Desmond advances. At the outset of Desmond's quest the most suitable fighting speed is 7 or 6. Once you've gained enough experience and you know you can kick butt, then go ahead and set the speed at around 3 or 4. It is a good idea to slow
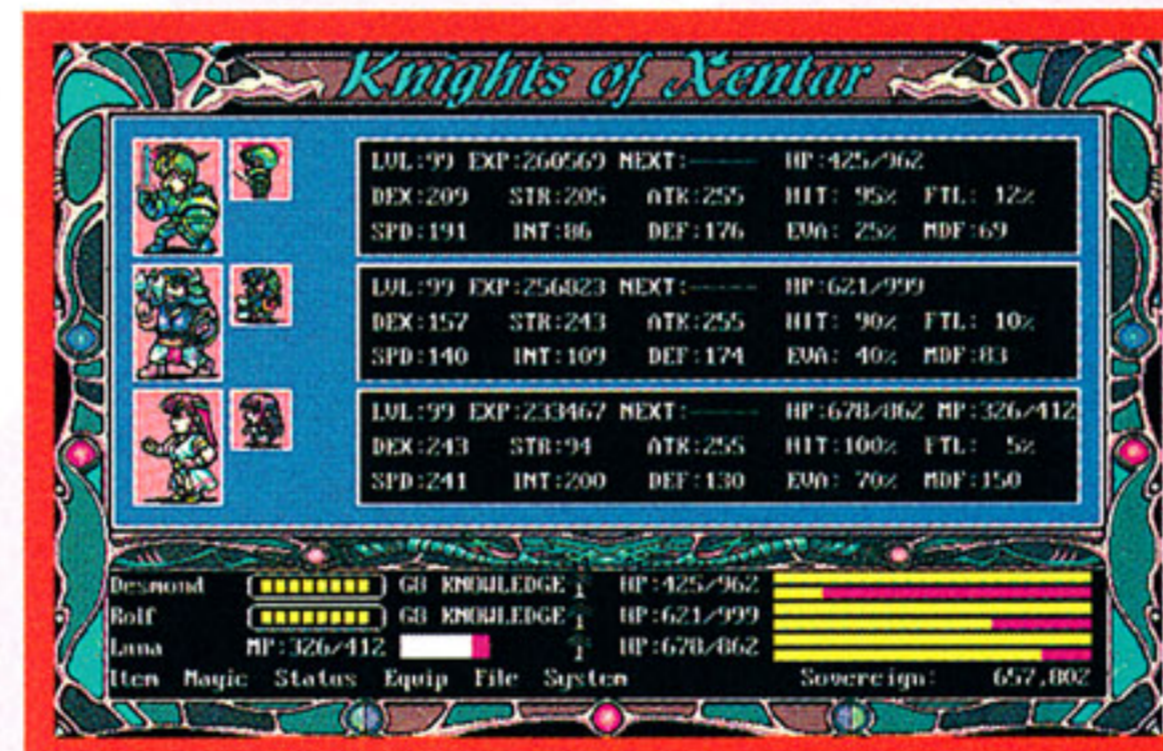
down the fighting speed when you encounter new enemies. Even if Desmond is strong, you don't know what you will be dealing with. Also, the defense mode in fights will get you nowhere fast. If you do plan to use defense, have only one person in the party do so, while the other two fight off the enemy. Knights of Xentar allows you to save up to 99 different games. Save as frequently as you like and save at points which seem to be prominent in the plot. You don't

want to make the mistake of advancing in Xentar and finding out that you forgot to save your game.

Now comes what you've been waiting for: specific tips. You probably are going nuts attempting to find the Hermit in the outskirts of Dreadsden. The trick is not to leave the town map. You will never find the Hermit if you try looking in the large map mode. To visit the Hermit, head clockwise around the city walls once immediately outside the gates.
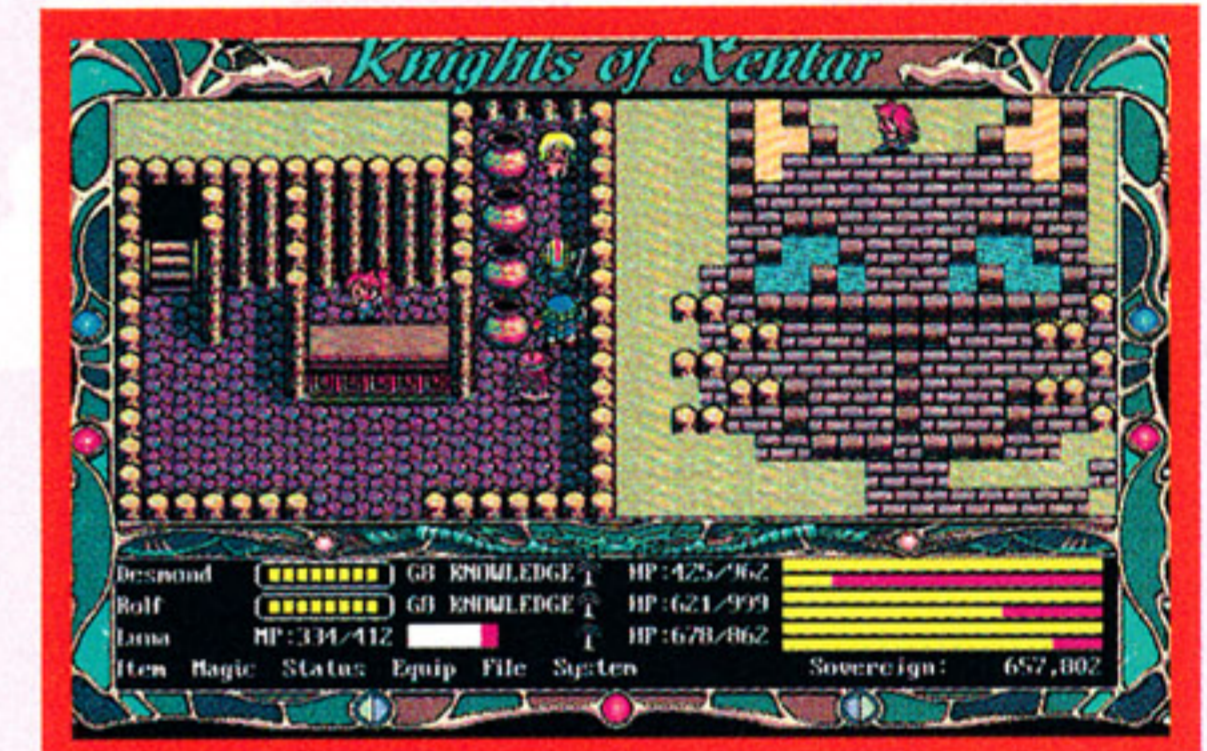
You can now get the Mystic Marble and go to Pricilla's house. If you're having trouble with the staircases in the Castle of Kalist, here you go: go down the upper-right staircase, then go up the bottom-left staircase, Next, head for the bottom-center staircase. The puzzle will have been deactivated on the way back. To get out of the Castle you must find the Demon Key, which is in a chest on the top level near the main entrance. Get it and go to the southwest corner of

the level. Go up and through the demon on the wall. Jump onto the pentagram and you're outta there! I hope you have fun figuring out the more difficult puzzles in the game. You're on your own now, smart guy. HT

THE DARK FORCES WARS

Jerry "the dude" Lee

After much delay the LucaArts Entertainment entry into the first person perspective game world has finally arrived. With all the great effects and capabilities found in ID Software's DOOM and DOOM II, DARK FORCES adds many new features which brings the standard to new heights.

The new Star Wars story begins with yourself, as Kyle Katarn, a former member of the Empire, now working for the Rebels. Kyle's mission is to steal the plans for the Death Star. However, Kyle uncovers plans to create battalions of "Dark Troopers" (robotic-like stormtroopers). The rest of the game involves traveling to the various worlds, finding the clues, and thwarting the plans of the Empire.

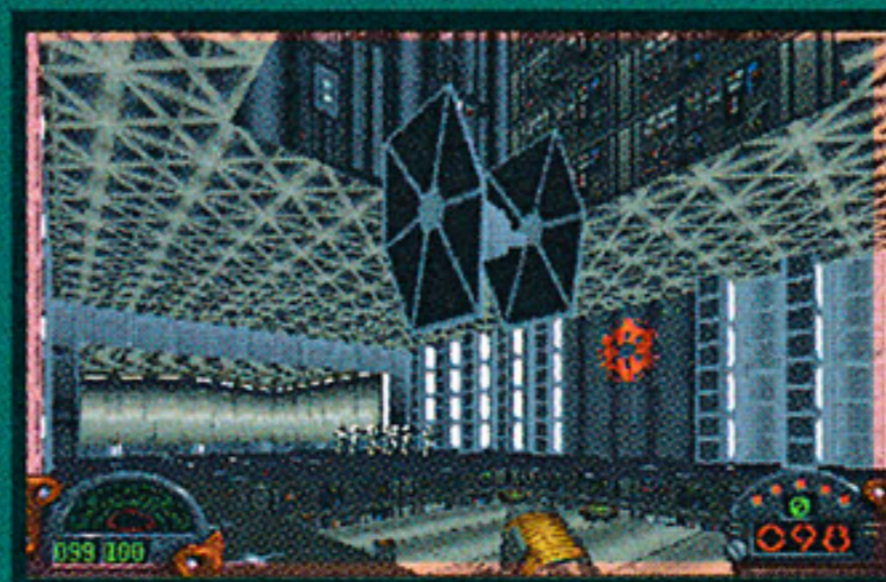The characters in this story are familiar ones: Imperial Stormtroopers and officers, Gamorreans, interrogation droids, and floating droids. You have nine differ-ent weapons at your dis-posal; your fists, a blaster, a blaster rifle, thermal deto-nators, a autogun, a mortar gun, a fusion cutter, Claymore mines, and an assault cannon.

As you will notice the 3D graphics are fantastic. The choice of colors and attention to detail greatly enhance the experience. There was also a real effort to animate the environment. There are elevators to take you to multi-ple floors, bridges over flowing water, catwalks, air shafts and other architec-tural features. Ships even come and go at the flight decks, rivers sweep along, platforms and conveyor belts move, etc.

My initial response to the game was a little disap-pointing. The active viewing box (the screen you view the environ-ment) is small-er than that of DOOM. This also means everything else is smaller. But, as you play the game you adjust and begin to appreciate the greater detail and smoothness.

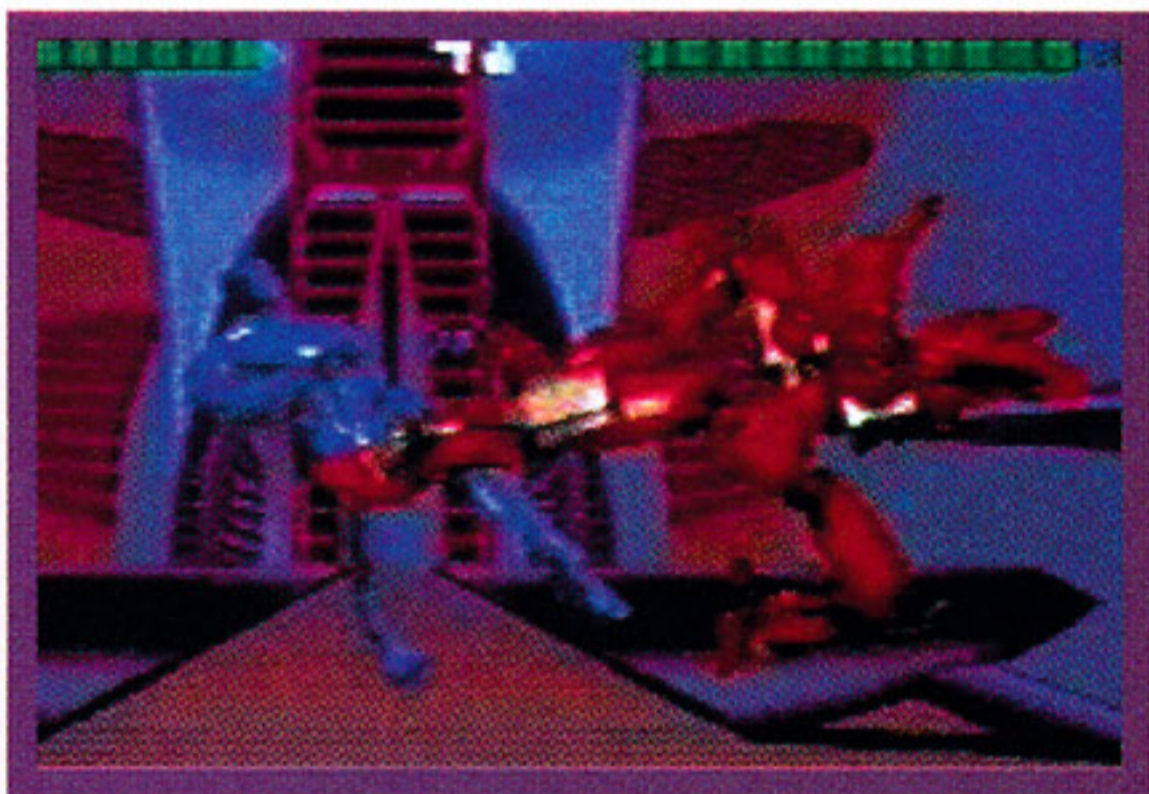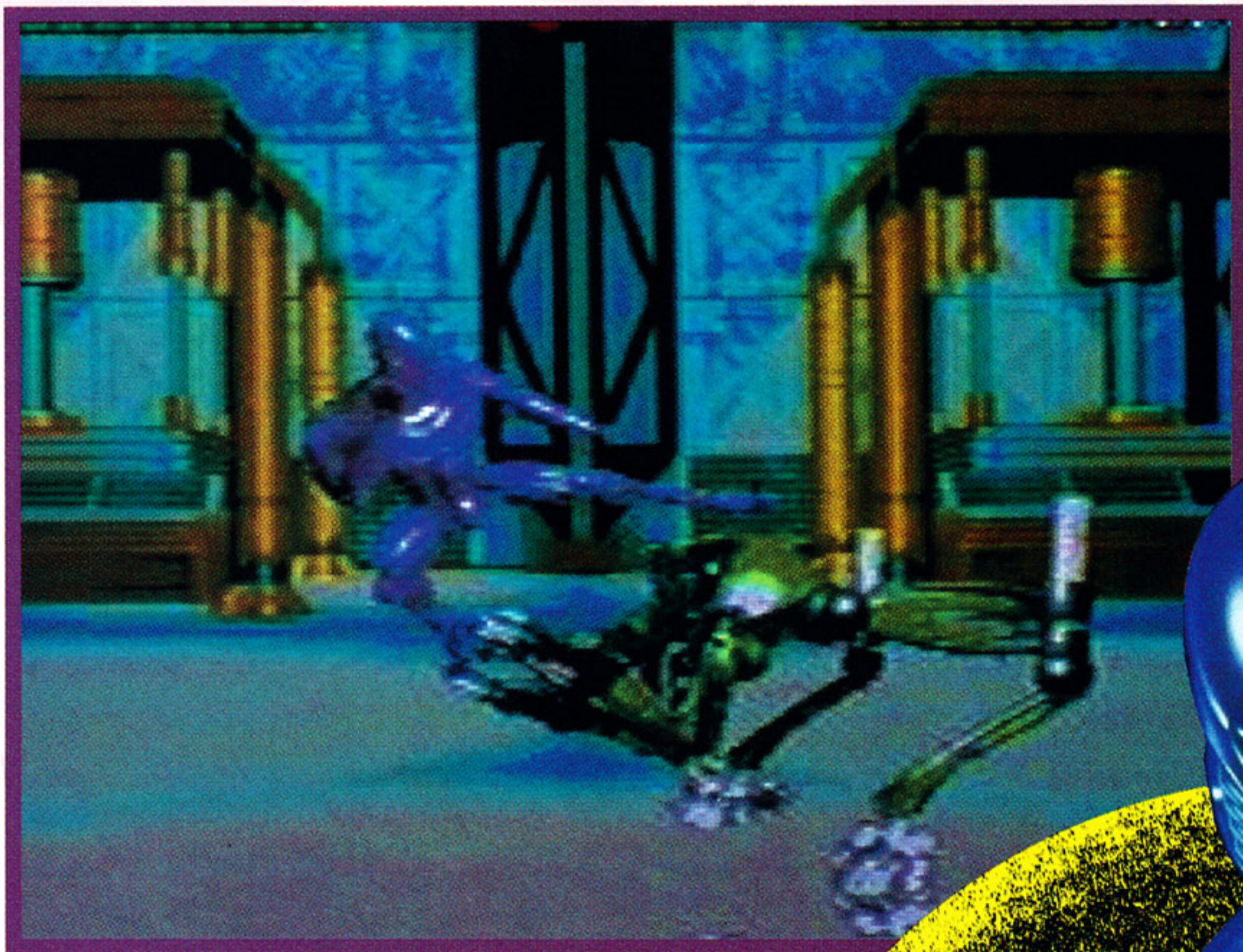When comparing DOOM and Dark Forces you realize these programs are of different breeds. The survival focus of DOOM keeps the adrenaline going. But the added strategy and player agility of Dark Forces takes things to new level. With the ability to jump, duck, look up, and look down, the gameplay com-pletely changes.

For example, there are areas where you must look for cracks in the walls, throw a thermal-denonator to blow the crack open, run and jump across ledges to reach the open areas. Much more complex and challenging than just avoid-ing the pits of acid or the green IMPs fireballs.

On the downside, Dark Forces does not support modem or network play. I play modem DOOM and love every minute of it. If LucaArts wants this game to achieve the popularity of DOOM they should real-ly consider instituting a Cooperative (a team of peo-ple working together) multiple player option.

All in all, I would definitely recommend this game to DOOMer's and Star War fans alike. Dark Forces is, in my opinion, is state of the art in the first person games. **NT**
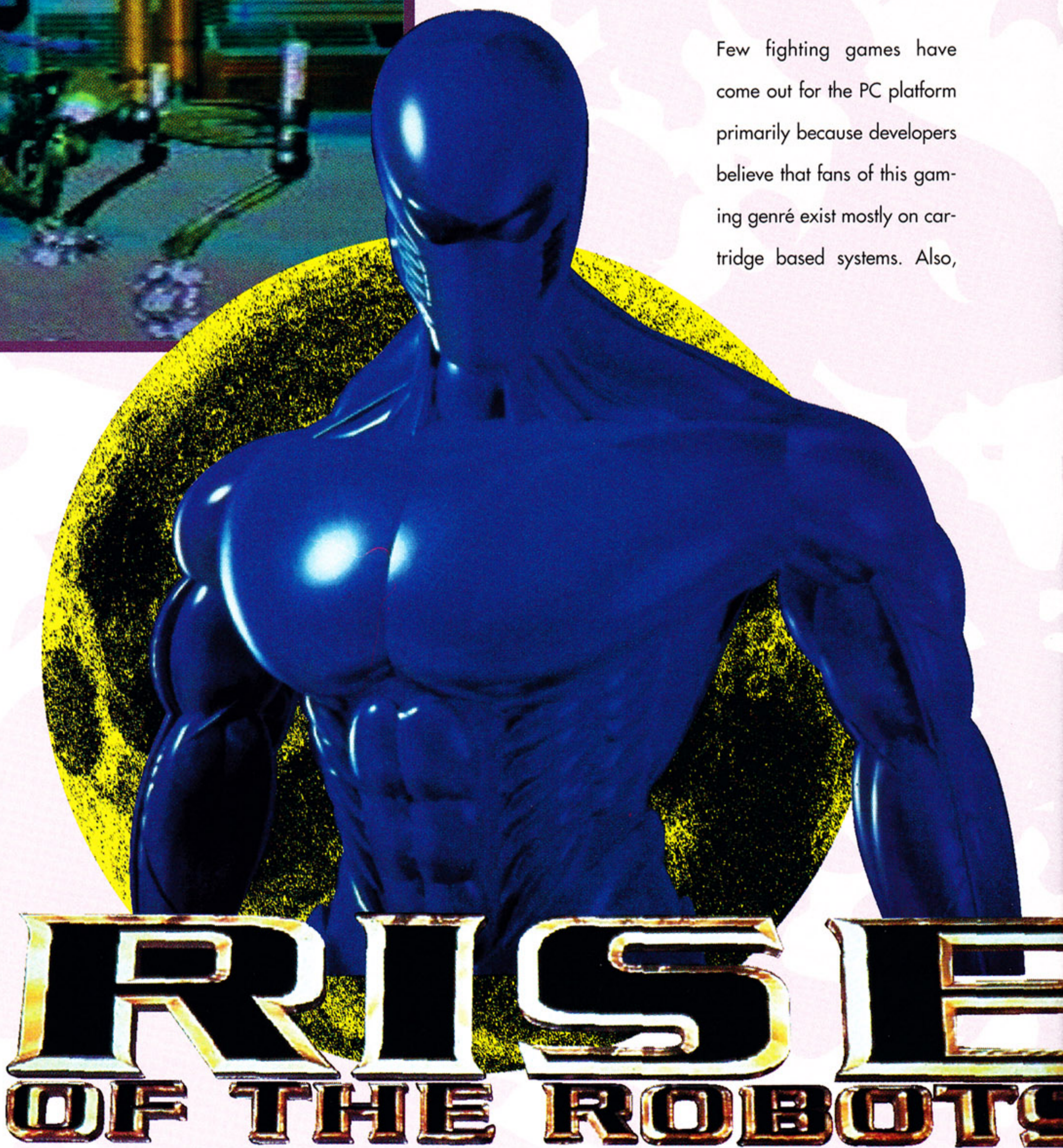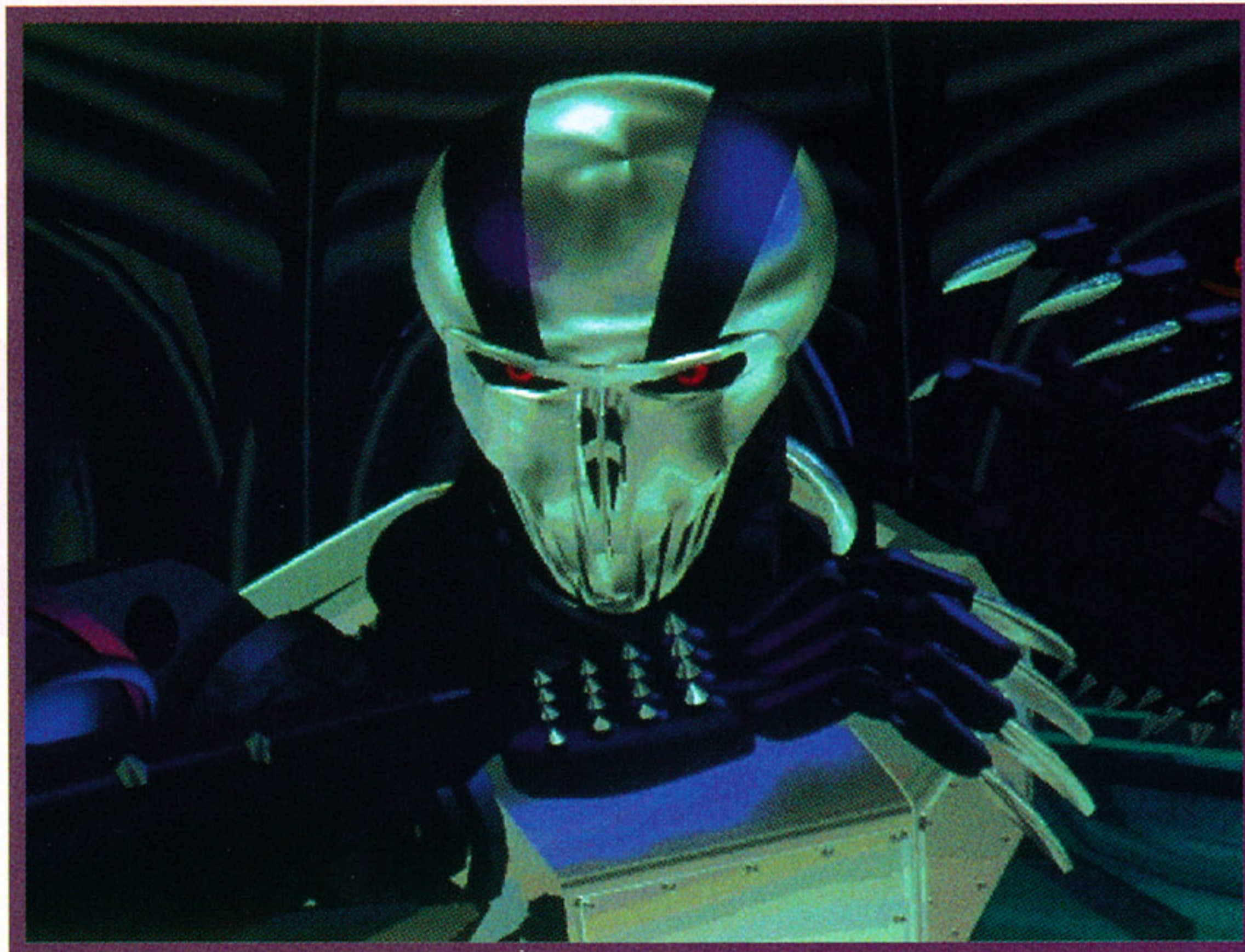
Francis Kong

reprograms the other worker and security bots to aid in overtaking the factory complex. You are sent in by human management with an advanced robotic body which encases your brain and central nervous system. It is now up to you to save the Homo sapien species. Get ready, here it comes in all its SVGA glory—*Rise of the Robots*. This is Time Warners Interactive's answer to Street Fighter and Mortal Kombat for the PC.

Few fighting games have come out for the PC platform primarily because developers believe that fans of this gaming genré exist mostly on cartridge based systems. Also,

Metropolis 4 is home base of a totally self-running Electro-corp manufacturing factory. Until recently, all has gone well. An unknown computer virus has infected the "Super-visor", the main controlling android of the facility. All back-up redundancies have failed. The Super-visor's programming has been rewritten so that it now puts self-preservation as priority #1. Meticulously, it

most of the fighting games that have been ported over to the PC platform from the cartridge have exhibited good reproduction of graphics and sound, but horrendous control of the characters. Any fighting game fan will tell you that if you don't have control over your fighter, you have practically nothing.

Does *Rise of the Robots* address the problem of PC fighting games? The answer is a woeful no. Once again, you have fantastic graphics—some of the best I have ever seen. The 3-D Studio software gave

the all the robots a realistic three-dimensional look. The sound effects are also superb. The constant humming of machinery in the background made me feel as if I was in a desolate factory warehouse (which is where the battles take place anyways). Unfortunately, the actual game leaves much to be desired.

If you are a true fighting game fan you want the abilities to punch and kick both high and low with lots of different action buttons; thus enabling you to do special combos. Unfortunately, you

only get one action button in *Rise of the Robots*. You are also limited because you do not have the ability to jump over your opponent to do surprise attacks from behind. You are always stuck on the side of the screen that you started.

Now, I'm not saying that Mirage Entertainment, the game developers, did a terrible job on the project. It is obvious that they spent a lot of time on presentation. However, developers should understand that if they are going to target a particular market, they need to develop a game that (if nothing else) meets the established standards set in the game industry. If you are going to design a fighting game, then at least have the same basic maneuvers as Street Fighter or Mortal Kombat, because those two games are the standard which other new fighting games are measured against.

The basic message to future fighting game designers is that all the electronic fluff in the world is not going to help your game if it lacks basic game-play control. If consumers cannot get into it, they will tell their friends not to buy it. The PC platform is getting closer to developing a good solid fighting game, but until that game-control element is refined, cartridge systems will rule this market! NT

NewType
GAMING MAGAZINE

ASS KICKING
PC SPACE
COMBAT SIM

Francis Kong

Every PC gamer worth his or her salt knows about *Wing Commander III*. Well, this month we here, at NewType Gaming plan to give you some tips on how to get through the first three missions of *WCIII* with flying colors. We enlisted the aid of some of the most die-hard *Wing Commander* fighter pilots PC gamers,. Among which are an old-time comrade, Andrew Sanchez, who is a PC game designer in his own right and has been a veteran of the *Wing Commander* saga since its beginning in 1990. In the following pages are some strategies that may be

used! So listen up cadets, because the future of the Confederation lies in your hands.

MISSION ONE

ORSINI SYSTEM

You and a wingman will be assigned to do a standard sweep from three navigation points. At this stage, you can only choose Hobbes, a defected Kilrathi pilot, as your wingman. The ship you will be assigned to will be a Hellcat V. Before you enter nav point 1, switch guns to full power and increase power to shield in your energy control systems. Damage control can stay at a minimum, unless you take heavy

damage to your ship. In that case, increase power to damage repair systems.

NAV POINT 1 There will be two Darket light fighters here. Tell Hobbes to break and attack one of them. These Kilrathi ships are only lightly armored and carry a light armament, but they can move at lightning speeds. The best strategy is to hook into communications with the ship that you have targeted and taunt the pilot. The Kilrathi are known for their very short tempers and if taunted enough times, will

NAV POINT 3 Once again, the Kilrathi empire has sent two Darkets into your space. Use the same tactics described for nav point 1 to dispatch these invaders. Once you have finished the first mission, return to the TCS Victory and request clearance via communication before landing. Between Missions 1 and 2, be sure to explore the entire ship. This is how you will find your additional Wingmen for your next missions.

MISSION TWO

KILRATHI CAPITAL SHIP

This is the first mission where you can choose different wingmen. Try Maniac or Cobra for quick kills. Also, choose the Thunderbolt fighter for this mission. It may not be as fast or as maneuverable as

move into an attack position instead of an evasive maneuver. Once in the attack position, you will get a lock on their ship. Take down their shields with missiles and move in for the kill with full guns a-blazing.

NAV POINT 2 No enemies here. Proceed to nav point 3.

Darkets first. Destroy these Darkets as quickly as possible, because other Darkets and Dralthi may come for reinforcement. Once the fighters are taken care of, get a torpedo lock on the transport and blast away.

Good job ace, you are on your way back to the Victory where you will receive a briefing on Mission 3.

the other ships, but it packs the most fire-power and has an option for carrying a torpedo. You can choose the missiles you want to load onto your ship as well. Heat seekers are fine missiles, but must be fired from behind an enemy ship. Friend or Foe missiles can be fired from any angle and require no lock time, but do less damage. Image recognition mis-siles do much more damage, but require a lock time on the target. The choice of missiles is up to you.

NAV POINT 1 No enemies here.

NAV POINT 2 There are two Darkets present here. You should know what to do by now.

NAV POINT 3 You will encounter two more Darkets and a Kilrathi transport this time. Concentrate your wingman and your fire-power on the

MISSION THREE

ESCORT DUTY

You are to fly escort duty. Whatever you do, don't choose Maniac as your wingman. Choose the Arrow as your ship because of its quick response time. Re-configure all missiles to Image Recognition types to take advantage of their ability to inflict heavier damage and short lock-on time.

First, fly close to the medical supply transport ship. Then wait for the automatic download of navigation informa-tion to be ported over to your ship's on-board flight computer. Wait for the auto-pilot light to come on to verify that the information has been received.

NAV POINT 1 Nothing here. On the way to point 2, you will encounter one Dralthi and two Darket fighters. Tell your wingman to break and attack. You must

keep an eye on the Dralthi fighter--it will make a run for your transport. This will be a diffi-cult battle because it is three to two odds, in their favor. Hopefully, your wingman will be able to keep the two Darkets occupied while you go head-to-head with a Dralthi.

NAV POINT 2 You will encounter two more Darkets and a Kilrathi Corvette here. Tell your wingman to go after the Corvette, while you handle the two Darkets. Hopefully, you are good enough to handle one to two odds against you.

NAV POINT 3 There are two more Darkets here. Take care of them quickly and escort the medical transport to its destina-tion. Depending on the level at which you play, reinforcement for the Kilrathi may be on its way, so it is best not to linger here.

Well you flight jockeys, there it is. With this knowledge in hand, you will plow through the Kilrathi's front-line defense with no problems. Use these tactics as a base for future missions, and you will soon be the true Wing Commander for the Confederation. **NT**

POWER FEST

Tyrone Rodriguez

On November 18-21 Nintendo held the finals to the first annual Power Fest Tournament in San Diego, California. Players had been competing since late summer and this was it—the finale.

Through the course of the weekend players tested their mettle on the SNES. The competitors were flown in courtesy of Nintendo for this grand event. There were but a few players representing California. For the most part, Power Fest players were from the Mid-Western states. JD Roth was Master of Ceremonies for Power Fest. JD along with Donkey Kong's on-screen antics made for a great show. All the players were totally hyped. They were even given a chance to play Donkey Country prior to its release.

On Sunday the Main Event, as it were, took place. It was Ben Veach versus Mike Larossi. The game was a five minute round of DKC. After five minutes the player with the most points would be crown of the Power Fest '94 Champion. The five minutes seemed to last a lifetime as the contestants gave it their best. The actual match was a see-saw battle. When one player would find a special time to give him the lead the other player would do the same giving him an edge. Mike Larossi finished the tourney as the Champion. He walked away with a brand new Mustang. Too bad I didn't compete. Players around the country anxiously await the second annual tournament. **NT**

HUDSON'S SPORTING NEWS BASEBALL TOURNMENT

Tyrone Rodriguez

Hudson, once again, sponsored a tournament for an upcoming release. This time it wasn't Bomberman, it was The Sporting News Baseball. The tournament took place from Friday, January the sixth to Sunday, January the ninth.

As in previous Consumer Electronic Shows, it was a press-only tourney. Tony Lew and I represented Newtype Gaming. Other press included Chris Bieniek (VideoGames), Zach Meston (VideoGames), Jeff Tschiltsch (VideoGames), and Nikos Constant (VideoGames). Also present were Ben Leatherman (Fanarchy), Mike Salmon (Game Players), Chris Slate (Game Players), Ryan MacDonald (Game Informer) Ross VanDerSchaegen (Game Informer), Francis Mao (GamePro), Wes Nehei (GamePro), Andy Saito (freelance), Mike Meyers (freelance), Ken Langstrom (Reflections), and Matt Taylor (freelance). With so many different trades members you would think that the friction would be high, but it wasn't. The only slight incident was the fact the Matt Taylor had to be convinced to give Nikos and Jeff their rightful shot at his team.

I was late making the trip to Las Vegas for CES so I missed my scheduled time slot for the tournament. In fact, I barely made it on time for my 2:30 with JVC. Well, good news, it appears that all of the players for 1:00 pm on Friday were no-shows. I spoke with the lovely Lisa Catania who was kind enough to fit me in. I soon was introduced to my teammate, Mike Meyers.

It was single elimination so this was serious. Games consisted of three innings. The team with the most runs at the end of the three innings was announced the winner. Game play consisted of one person on each team pitching while the other fielded. Players alternated during their offensive turn.

Mike and I made it to the third round knocking other teams down and out. Tony Lew's team was eliminated in the second round. The team of Jeff Tschiltsch and Nikos Constant advanced to the third round only to be defeated by Matt Taylor and Ken Langstrom. Mike and I made it, but were bested by Ryan MacDonald and Ross VanDerSchaegen made it as well.

The Sporting News World Series was composed of Matt Taylor and Ken Langstrom versus the Game Informer crew was taken by the formidable Game Informer team. I may have lost the tourney, but I will return...maybe Bomberman will, too. **NT**

CLAY FIGHTER 2 (SNES)

Turbo Mode (up to speed 10)

At the opening menu hold the Y button and press L, L, R, down, left, R. You should hear a noise indicating you inputted the code correctly.

Hidden Characters

Input the following codes at the opening menu to use the following hidden alter-ego characters;

Ice	Hold "B":up, L, L, L, right
Sarge	Hold "X":L, L, up, down, left, down
Jack	Hold "up":X, A, R, R, Y, A
Butch	Hold "L":X, R, A, X, R, R
Thunder	Hold "up-left":Y, B, X, B, B, X, A
Peelgood	Hold "down-left":B, Y, Y, A, Y
Slyck	Hold "Y":L, L, up, L, left, R
Spike	Hold "R":B, B, A,, Y, left, A

DONKEY KONG COUNTRY (SNES)

50 Lives

At the opening menu, highlight "Erase Game" and press B, A, R, R, A, L, (barrel).

Music Test

At the opening menu, press down, A, R, B, Y, down, A, Y on the control pad. Toggle through the BGMs with the "select" button.

SUPER RETURN OF THE JEDI (SNES)

Debug Mode

At the title screen, input the following code on control pad 1: A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y, then press start. Then while playing, press L and R together on 2P control pad and the debug menu screen should appear.

note: If you did not hear a sound after inputting the code, that means you did it wrong and you must turn your system off and back on in order to retry.
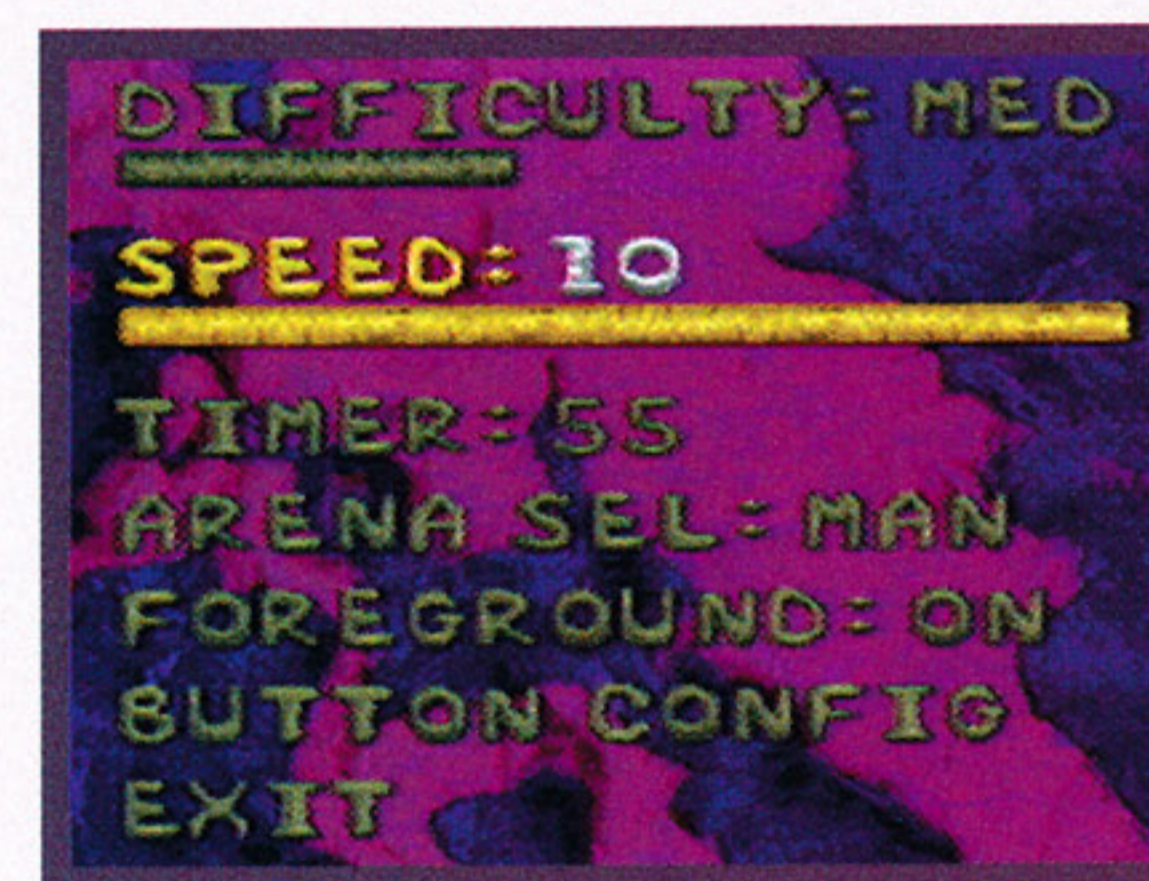
TOH SHIN DEN (SONY PSX)

Play as Gaia

At the title screen when the options are coming from left to right, press Down, Down-right, Right (in a circular motion) and then press the Square Button (↓ ↘ → +□). If done correctly you will hear the computer say "Fight." After you select the mode of play, go to Eiji's character. Hold Up on the controller and press any punch or kick button. The screen will change and you will play as Gaia. Gaia is a very slow char-acter, but does massive damage and has some decent combos.

Play as Sho

First, do the "Play as Gaia" above. Choose Gaia and die. Now let the continue timer run down to "0." Next, wait for the title screen. When the options are coming from left to right, on the 2P control pad, press Left, Down, Down-left (Sho-ryu-ken) and then press the weak punch button (← ↓ ↙ +□) If done correctly you will hear the computer say "Fight." Next go to Kayin, hold Down on the controller and press the any punch or kick button. The screen will change and you will play as Sho.

Fatal Moves

Eiji	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → & △
Kayin	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → & △
Sofia	→ ← → & △
Run-go	← ↙ ↓ ↘ → ↘ ↓ ↙ ← & △
Fo	→ ← ↙ ↓ → ↘ → & △
Mondo	↓ ↘ → ↓ ↘ → & △
Duke	↙ ↓ ↘ → ← & △
Ellis	→ ← → ← & △

SAMURAI SHODOWN II (NEO GEO)

Play as Kuroko (the referee)

At the character select screen, go to Haomaru but don't choose him. Move the joy-stick up, down, left, up, down, right, then press "A" or "D" button. Kuroko is by far more powerful than all of the other characters. Unfortunately, this code works only on the home system and only in the two player mode.

Deadly Moves

Haomaru	↘ ← ↙ ↓ ↘ → ← ↙	and B + C
Nakoruru	↘ ↓ ↙ ← → ↓ ↘	and B + C
Galford	→ ← → ← → ← ↓	and B+C+D
Hanzo	→ ← → ← → ← ↓	and B+C+D

KILLER INSTINCT (ARCADE)

Easy Combo Breakers

At the animated VS. screen, hold down on both joysticks and start on both 1P and 2P sides. If you did it correctly, you should hear the computer say "combo breaker" instead of "fight on." Now when you try to break out of a combo, you just have to know which move to do but you don't have to guess which button to press in order to make your combo breaker work.

Random Select

At the character select screen, hold up on the joystick and press the start button. The computer will select your fighter for you.

Turbo Mode

At the animated VS. screen, hold right on both joysticks and all three punch buttons on both 1P and 2P sides. If you did it correctly, you should hear a sweeping sound instead of "fight on."

Secret Stage

At the character select screen, both players must hold down on the joysticks and press the medium kick buttons. In this Virtua Fighter-like stage, you can fall off of the platform or knock your opponent off any time during the bout.

Play as Eyedol

At the character select screen, choose Riptor. Immediately hold quick punch, quick kick, and medium punch and left on the joystick. Then, as soon as the animated vs. screen appears, hold right on the joystick along with medium punch, fierce punch and fierce kick. If you did it correctly, you should hear the computer say "Eyedol" instead of "fight on."

RIDGE RACER (SONY PSX)

More Cars

While the game is initially loading, you get to play the classic Galaxian. If you can hit and destroy all of the enemies on the screen (get a "PERFECT"), you will have more cars to choose from when which car you want to race with.

VIRTUA FIGHTER (SATURN)

Play as the Last Boss

Using the 2P control pad, go to the character select screen. Press down, up, right, then left + A together. If you did the code correctly, you should hear a sweeping sound. You will have chosen Dural.

Adjust the Ring Size

At the title screen, press up on the control pad 12 times, then go to the option screen. As soon as you see the option screen, you should hear "k.o." Then go to exit, press down on the control pad, and press A or C. A new option screen should appear that allows you to change the size of the ring.

CONTRA HARD CORPS (GENESIS)

70 Lives

At the title screen, input C, B, A, right, left, C, B, A, right, left, C, B, A, right, left on control pad 2.

Stage Select

At the title screen, input left, right, A, B, C, left, right, A, B, C, left, right, A, B, C, on control pad 2.

NBA JAM: TOURNAMENT EDITION (SNES and GENESIS)

Secret Power Ups

At the "Tonight's Match Up" screen input the following codes for the following power ups:

Shot % display	↑ ↑ ↓ ↓ B
Quick hand	← ← ← A →
Max power	→ → ← → B B →
Power up Goaltend	→ ↑ ↓ → ↑ ↓
Power up fire	↓ → B A ←
Power up turbo	B B B A ↓ ↓ ↑ ←
Power up offense	A B ↑ A B ↑ ↓
Power up 3pt.	↑ ↓ ← → ← ↓ ↑
Power up dunk	← → A B B A
Power up block	↓ → A B A → ↓
Block one opponent and both fall	↑ ↑ ↑ ↑ ← ← ← A A
Block one opponent 1 falls	↑ ↑ ↑ ↑ ← ← ← A B
Teleport pass	↑ → → ← A ↓ ← ← → B
High shots	↑ ↓ ↓ ↓ → ↑ A A A A ↓
Speed up	↑ ↑ ↑ ↑ ← ← ← B A
Slippery court	A A A A A → → → → →

Hidden Characters

To play as the following characters, enter the following initials, as directed, at the initial entry screen. While entering each initial, you must hold the "start" button and press the correct button with it. Below, the first initial corresponds with the first correct button to press while holding "start." The second initial corresponds with the second button, and the third initial corresponds with the third button. The "*" means you can press any button and you do not have to hold "start" while entering that initial. For example: to play as Air Dog, place the cursor on the letter "A", then hold "start" and press Y. Next, place the cursor on "I", then press any button. Finally, place the cursor on "R", then hold "start" and press B. To play as Brutah, first place the cursor on the letter "L", then hold start and press A. Next, place the cursor on the letter "G", then hold "start" and press B. Finally, place the cursor on the letter "N" and press any button. Get it?
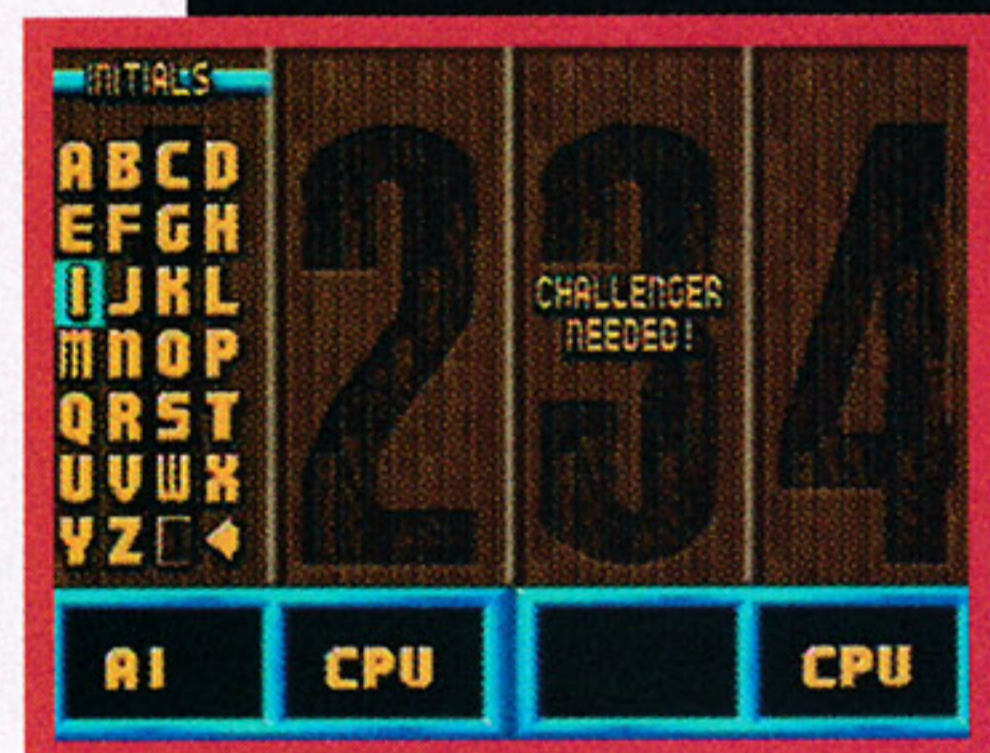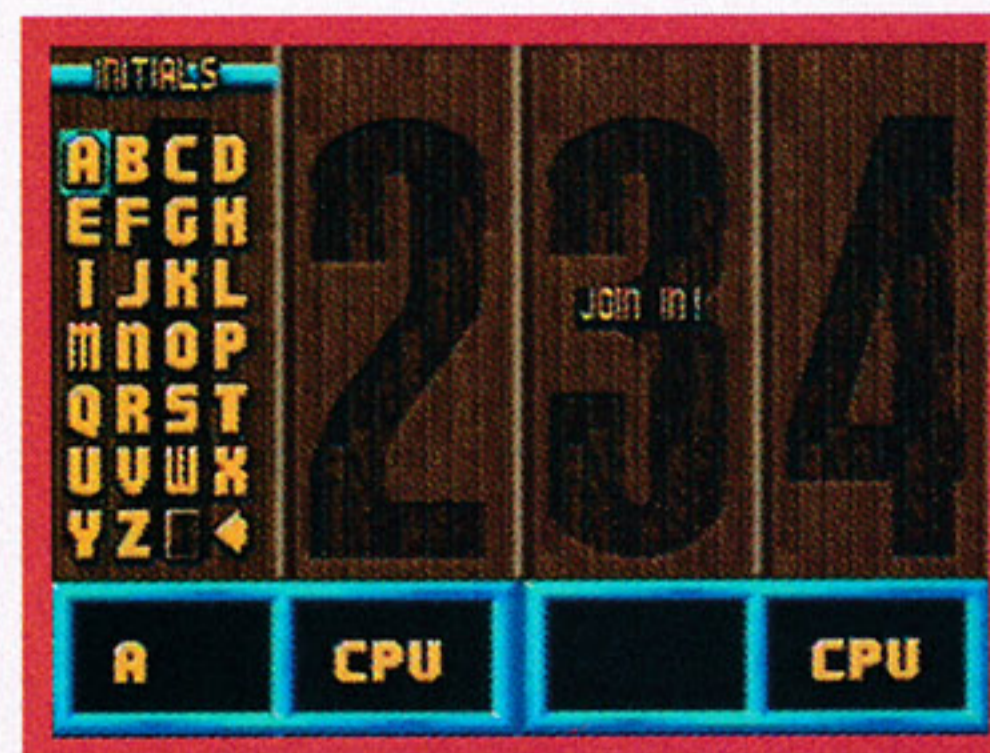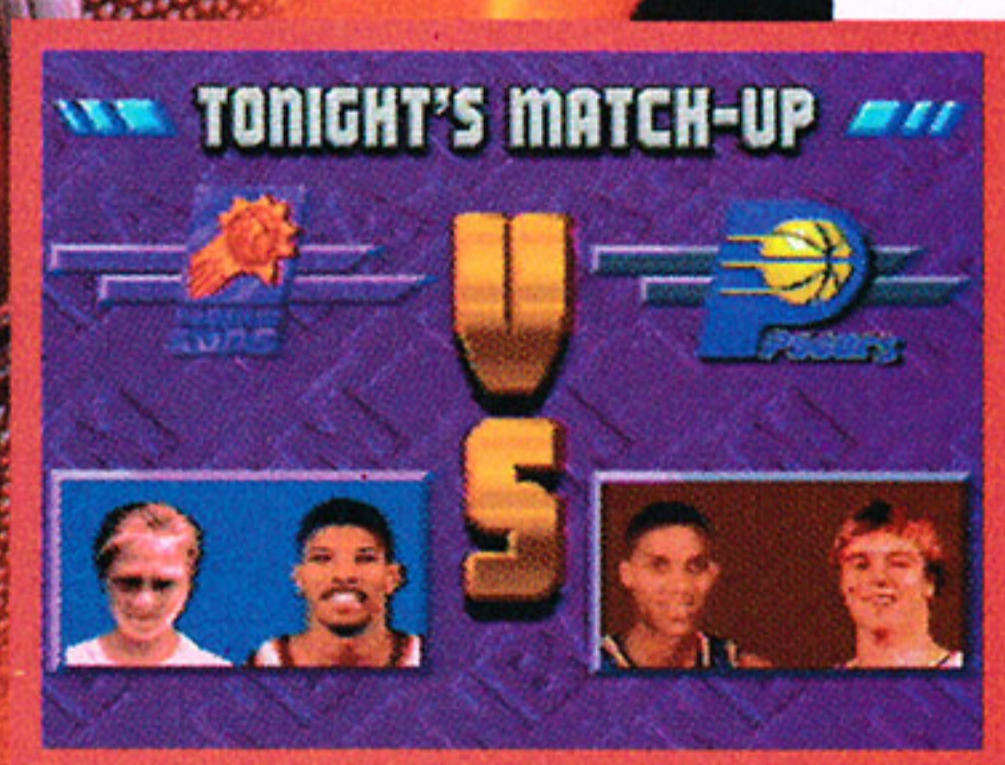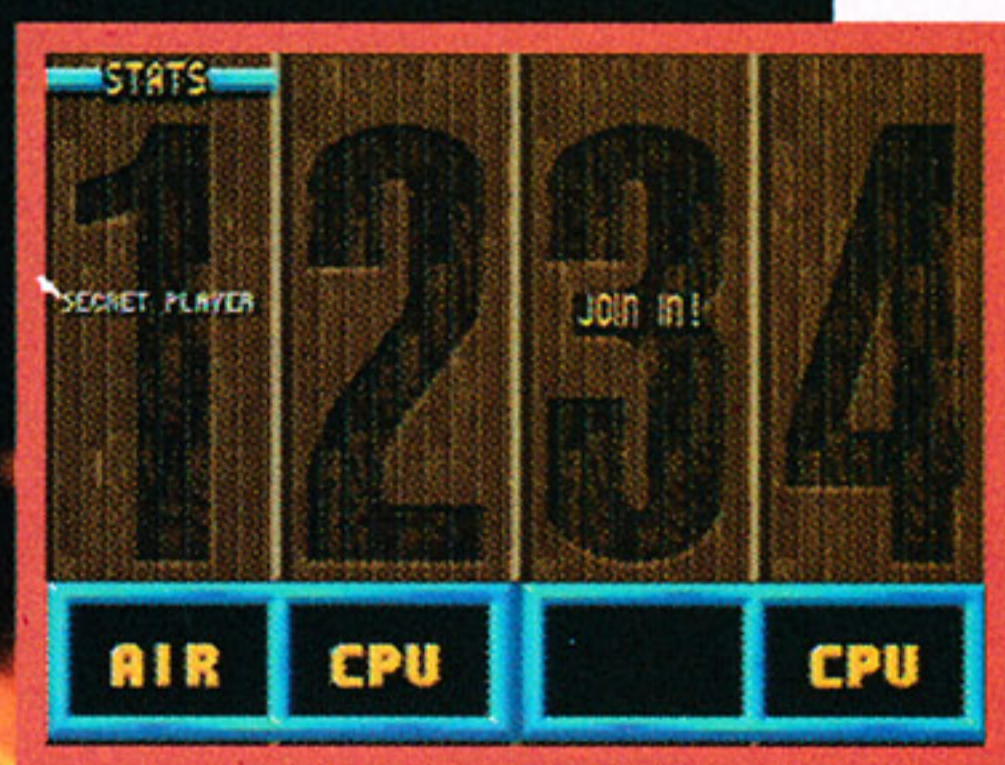
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CAUTION!!

the Samurai

ast year, CAPCOM finally released its long-overdue anime movie version of *Street Fighter*. Fans from across Japan dissed the lamepro *Fatal Fury* flick, and lined up to see Ryu. But, as is lately the case with CAPCOM, the anticipation was the best part.

The story is based somewhat on the *Street Fighter* video game series, with Bison (Vega in Japan) as the evil dictator striving to raise his Shadolu organization to global status. Guile and Chun Li are the two agents trying to bring down Bison's reign of terror, while Ryu wanders the world seeking fights. Just like in every legal and illegal comic book, Bison somehow takes Ken captive and makes him fight Ryu.

Unlike the live-action movie, all sixteen characters from the *Super Street Fighter II* game appear in the anime. Even the mysterious Gouki, Akuma, or is his name Sheng Long(?), sort of appears in the anime, but of course you never see him. The fight scenes are what make this movie super, and the opening scene will have you loving CAPCOM again because Ryu and Sagat fight for the first time.

Here and there, *Street Fighter* features some of the best art ever seen in an anime film, but overall the art, as well as the animation, are fairly average. At least CAPCOM spent the money in the right places, allocating sizable chunks of the budget to the fight and shower scenes.
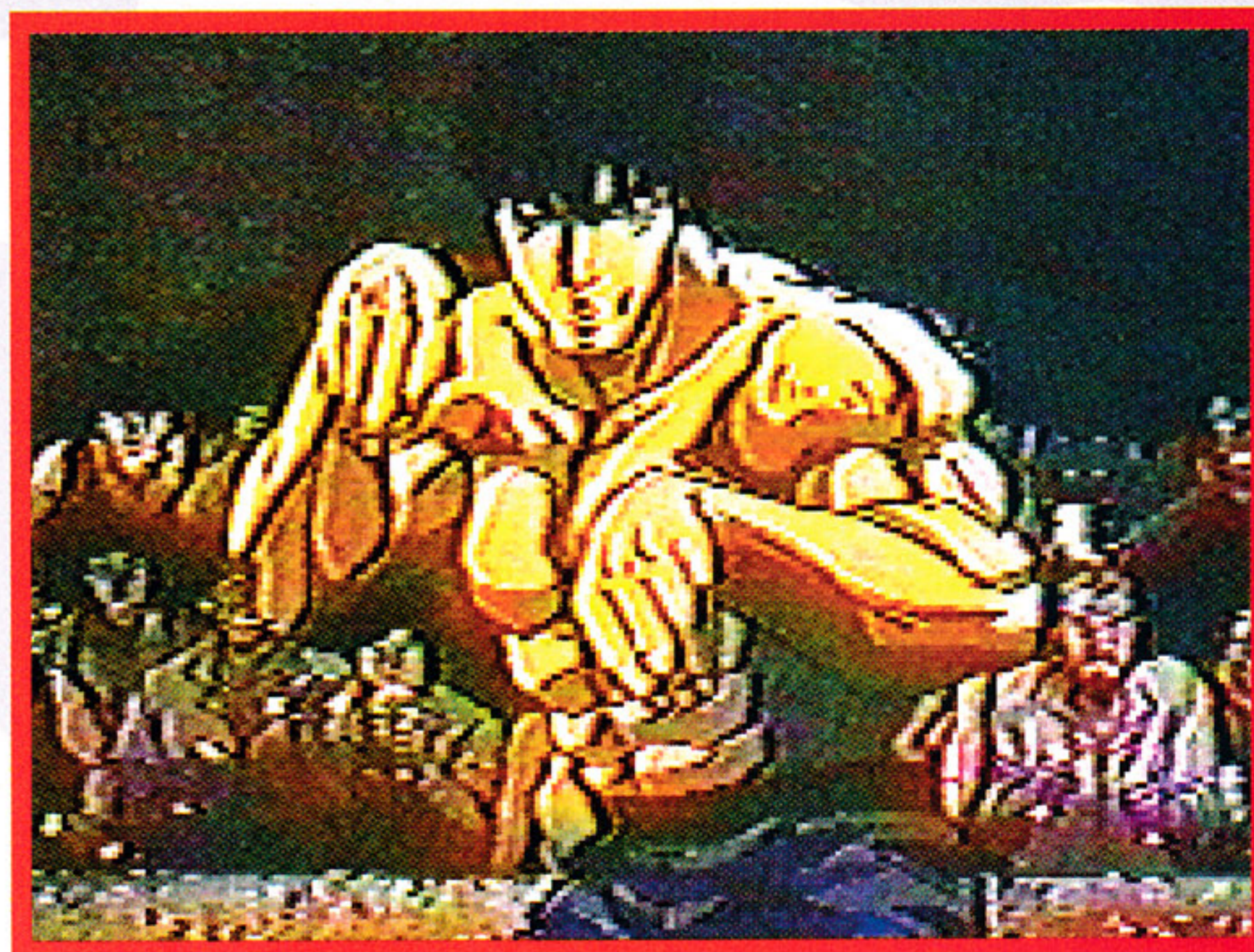
Most of the music is decent, but what is really surprising is that one of Japan's top idol singers was actually hired to perform on the soundtrack. While the song is only OK, it at least shows that CAPCOM is trying to give the audience something special.

CAPCOM of America has stated that they have no plans to release the *Street Fighter* anime in the states. This is most likely due to the fact that the *Street Fighter* live-action movie is playing nationwide. But do not despair, CAPCOM of Japan released a LD version of the anime early this year. Although, with a price of just under $100 and no subtitles, you're gonna have to seriously weigh the odds to see if it's worth it to you.

Street Fighter the Anime is worth the price of a movie ticket to watch, and well worth renting from your local store. Yet, it doesn't come close to fulfilling the high expectations of its loyal fans. It's seems that CAPCOM is following the same path as Konami. As loyal *Street Fighter*/CAPCOM fans we can only do as we have always done, and that's hope for a sequel to bring us back. NT
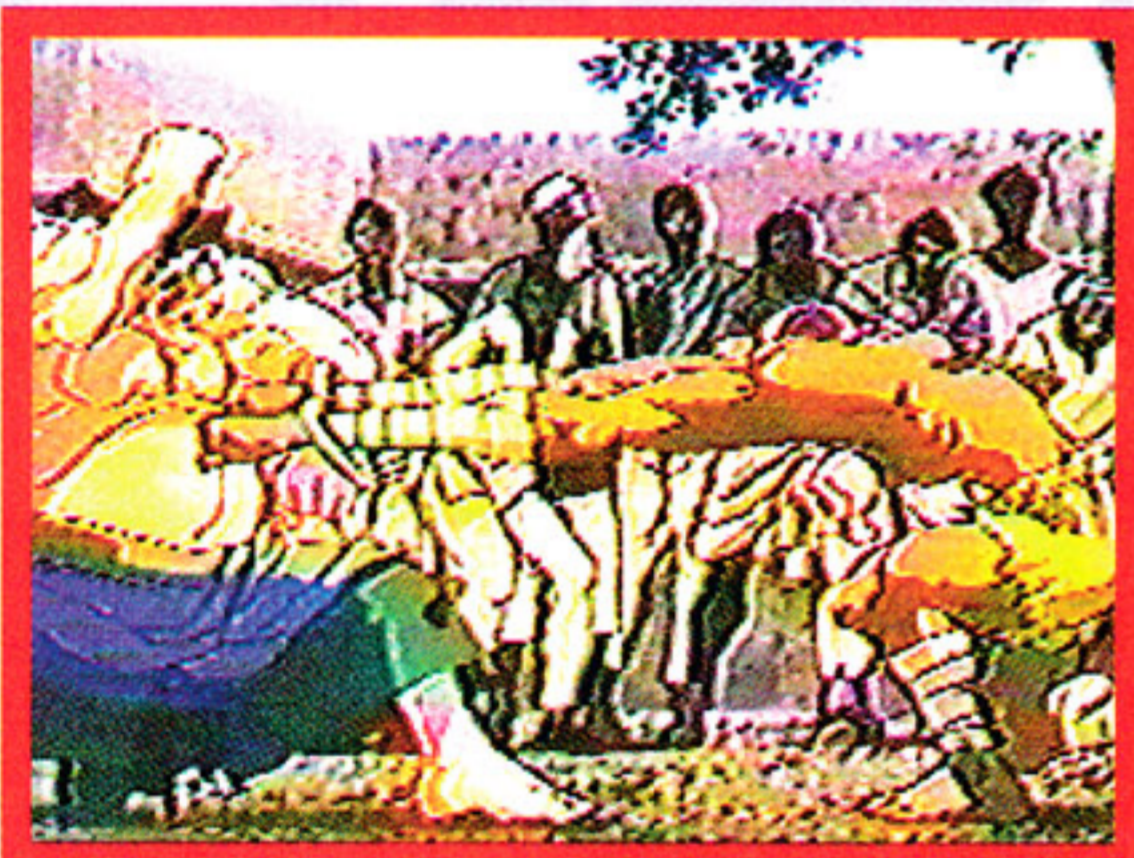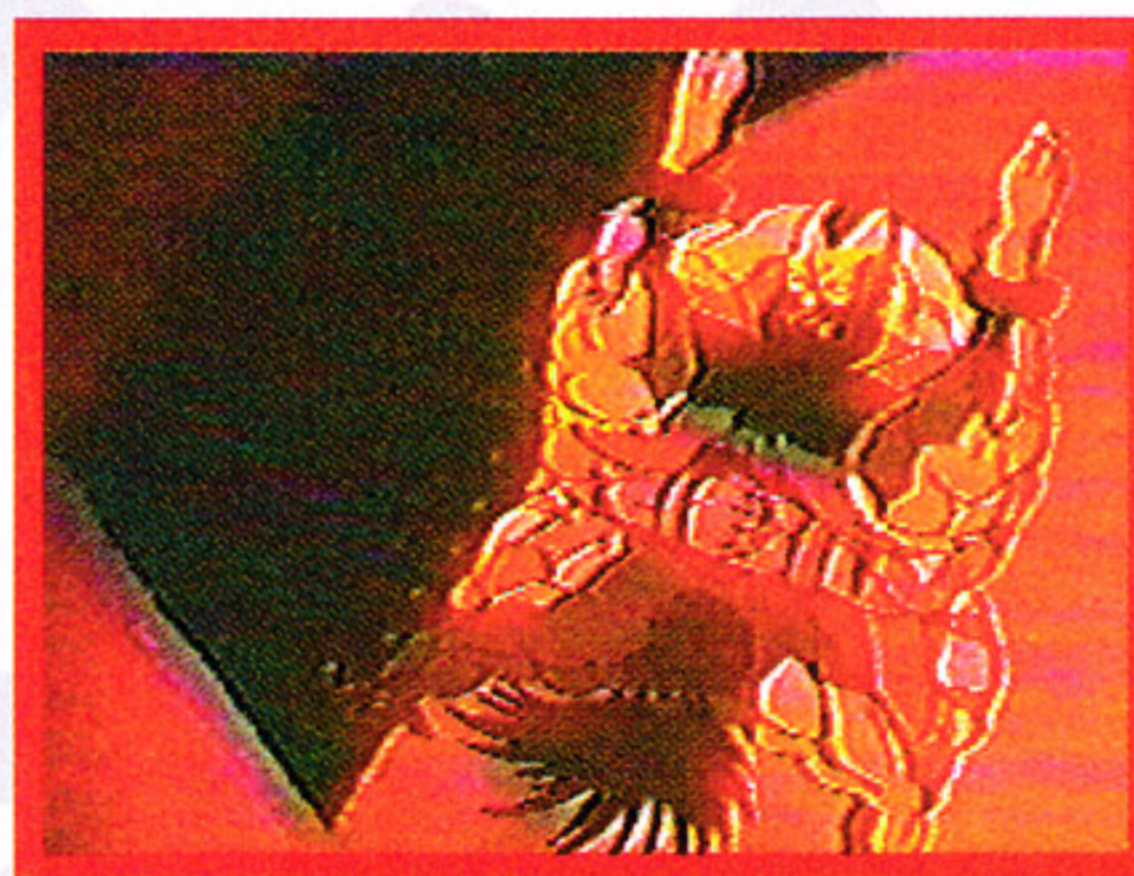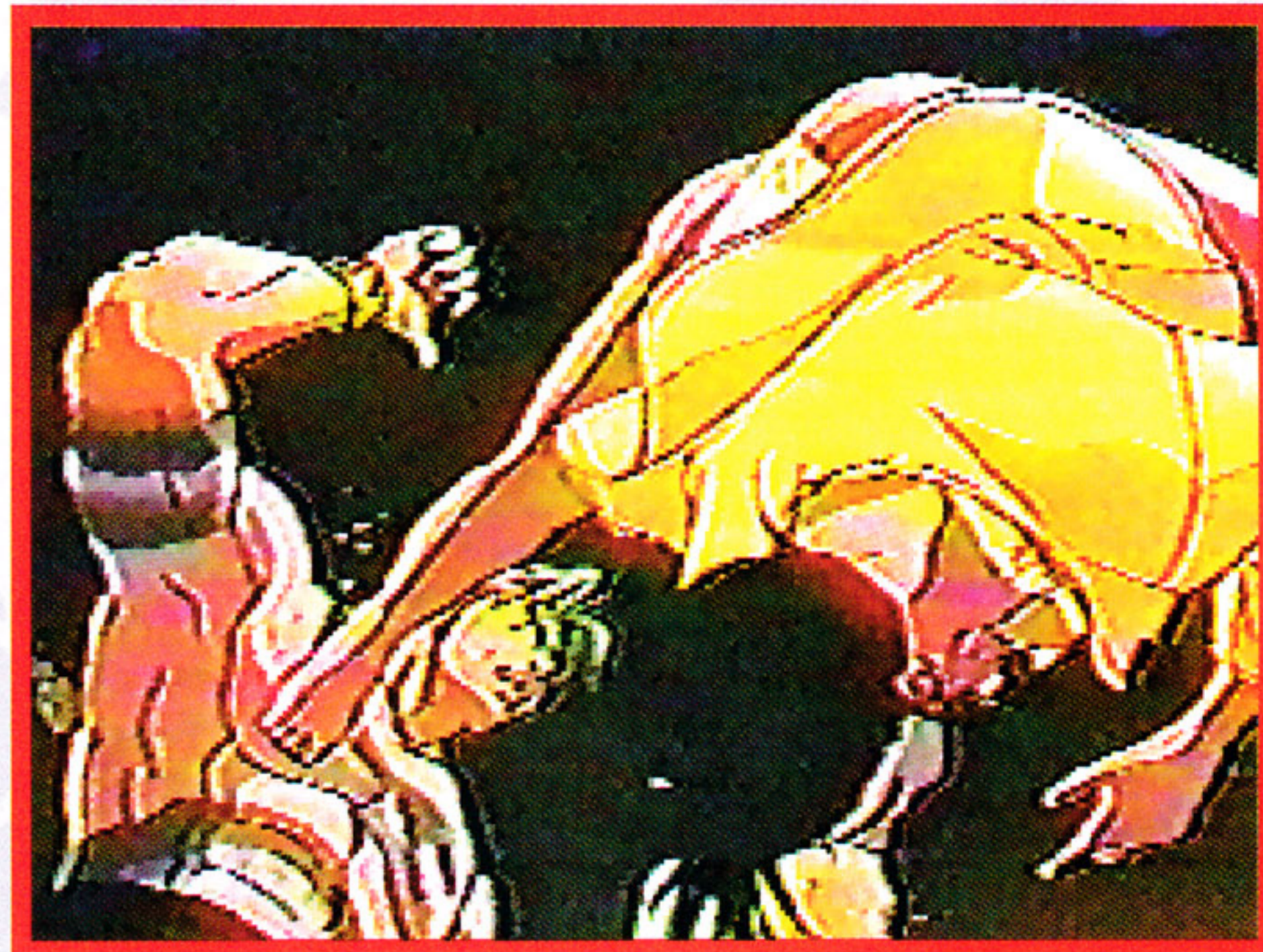
n the last couple years SNK has brought the *Fatal Fury* cast to life in two of their own anime TV movies. Both were of high caliber, and the legend of the *Fatal Fury* saga spread quickly to anime fans all across Japan. Last fall, SNK introduced its newest anime series, Samurai Spirits (Samurai Shodown in America), and proved to the industry once again that video games and anime go hand-in-hand.

Samurai Shodown is to some extent based on the plot of its arcade and Neo Geo games. It's the story of a demon who is trying to conquer the world in pursuit of his own pleasure. The good guys try to stop him by joining forces and combining their powers. OK, you've heard it, seen it, and done it all before, right? But hey, its SNK — what did you expect?

ILLUSTRATION.R.SZETO

Every character from *Samurai Shodown I* makes at least a token appearance in the flick, but the majority of the action is centered around the main hero, Haomaru. Along the way Haomaru befriends Nakoruru, Galford, and Charlotte as he strives to "live the Kitana legend."

You can tell that this film didn't have quite the same budget as the *Street Fighter* anime, not only judging by the art, but also by the "kiddy" storyline in which the Samurai spirits' tales are told. Apparently, SNK's marketing department specifically created this anime for a younger audience because it was being made for TV, while the *Fatal Fury* series was designed to appeal more to a teenage audience. The story in *Samurai Shodown* isn't necessarily bad, but it might be better if the amine were more like the game in explaining the who, what, and why of the plot instead of giving Haomaru a little floggin' on the noggin courtesy of Hudson's Queen Bee.

All in all, *Samurai Shodown* is good anime that was definitely made for TV. If you get the chance, don't hesitate to rent it. But only buy this anime if you: 1) are a die-hard *Shodown* fan who would give anything to see Haomaru and Amakusa fight for real, or 2) always wanted to see what's underneath Charlotte's armor. **NT**
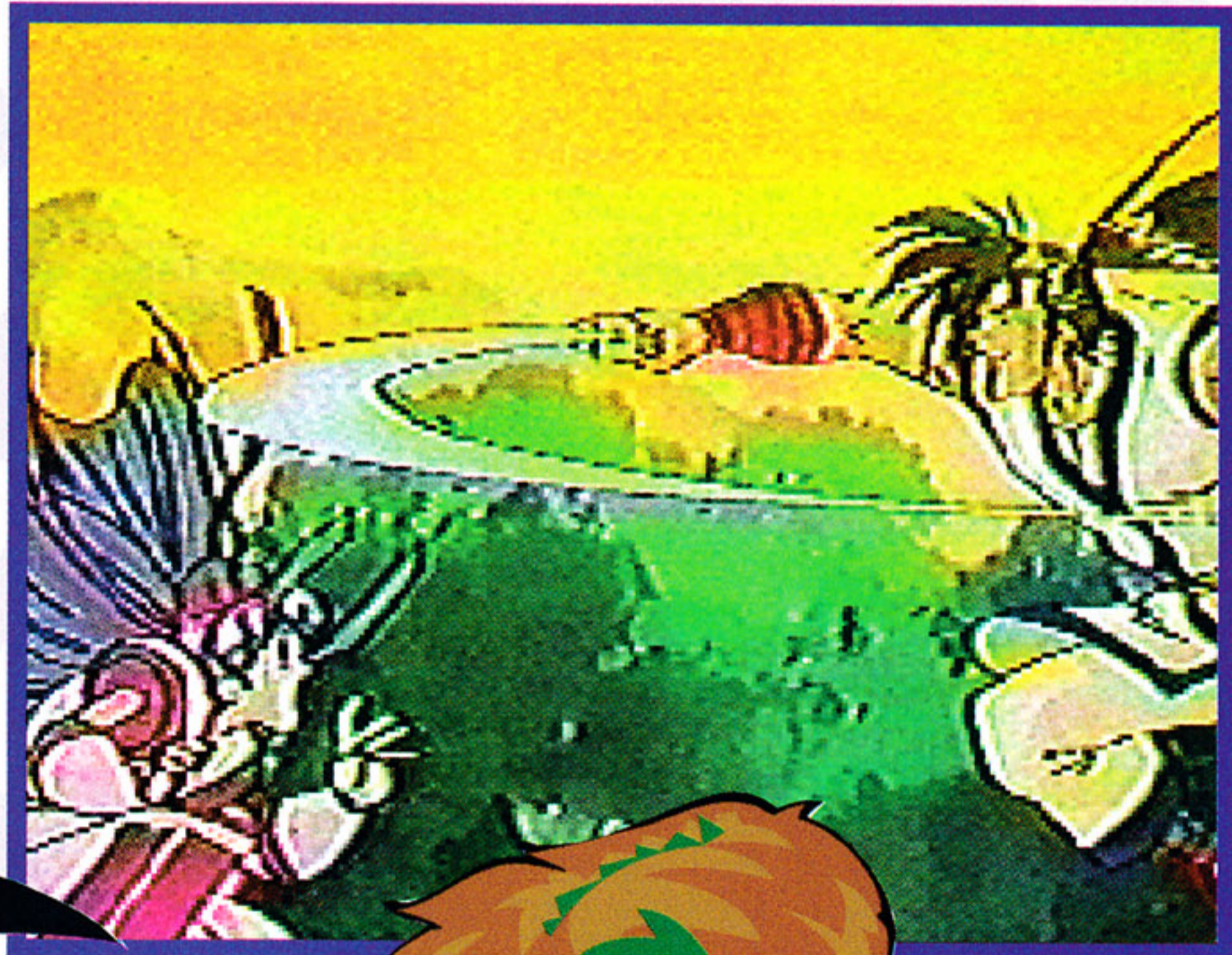
900 MHz breakthrough!

New technology launches wireless speaker revolution…

Recoton develops breakthrough technology which transmits
stereo sound through walls, ceilings and floors up to 150 feet.

By Charles Anton

Breakthrough wireless speaker design blankets your home with music.

I f you had to name just one new product "the most innovative of the year," what would you choose? Well, at the recent *International Consumer Electronics Show*, critics gave Recoton's new wireless stereo speaker system the *Design and Engineering Award* for being the "most innovative and outstanding new product."

Recoton was able to introduce this whole new generation of powerful wireless speakers due to the advent of 900 MHz technology. This newly approved breakthrough enables Recoton's wireless speakers to rival the sound of expensive wired speakers.

Recently approved technology. In June of 1989, the *Federal Communications Commission* allocated a band of radio frequencies stretching from 902 to 928 MHz for wireless, in-home product applications. Recoton, one of the world's leading wireless speaker manufacturers, took advantage of the FCC ruling by creating and introducing a new speaker system that utilizes the recently approved frequency band to transmit clearer, stronger stereo signals throughout your home.

150 foot range through walls!

Recoton gives you the freedom to listen to music wherever you want. Your music is no longer limited to the room your stereo is in. With the wireless headphones you can listen to your TV, stereo or CD player while you move freely between rooms, exercise or do other activities. And unlike infrared headphones, you don't have to be in a line-of-sight with the transmitter, giving you a full 150 foot range.

The headphones and speakers have their own built-in receiver, so no wires are needed between you and your stereo. One transmitter operates an unlimited number of speakers and headphones.
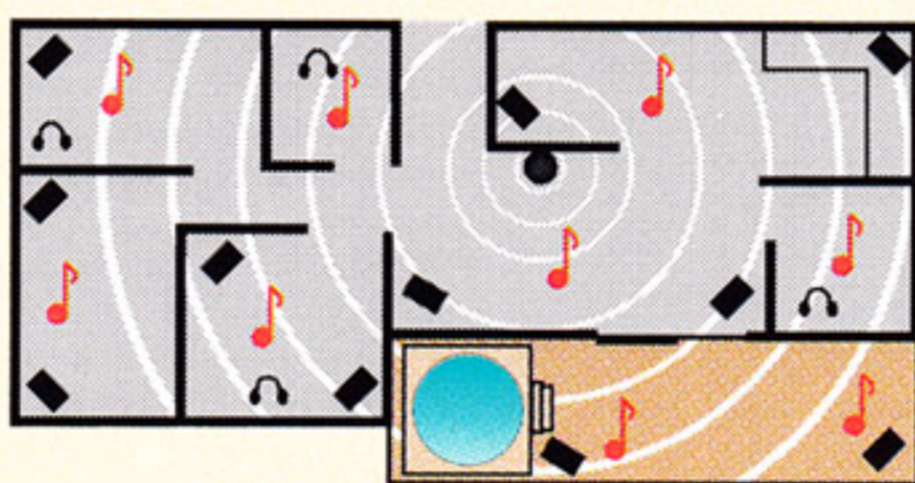
Recoton's transmitter sends music through walls to wireless speakers over a 70,000 square foot area.

Crisp sound throughout your home. Just imagine being able to listen to your stereo, TV, VCR or CD player in any room of your home without having to run miles of speaker wire. Plus, you'll never have to worry about range because the new 900 MHz technology allows stereo signals to travel over distances of 150 feet or more through walls, ceilings and floors without losing sound quality.

One transmitter, unlimited receivers. The powerful transmitter plugs into a headphone, audio-out or tape-out jack on your stereo or TV component, transmitting music wirelessly to your speakers or headphones. The speakers plug into an outlet. The one transmitter can broadcast to an unlimited number of stereo speakers and headphones. And since each speaker contains its own built in receiver/amplifier, there are no wires running from the stereo to the speakers.

Full dynamic range. The speaker, mounted in a bookshelf-sized acoustically constructed cabinet, provides a two-way bass reflex design for individual bass boost control. Full dynamic range is achieved by the use of a 2" tweeter and 4" woofer. Plus, automatic digital lock-in tuning guarantees optimum reception and eliminates drift. The new technology provides static-free, interference-free sound in virtually any environment. These speakers are also self-amplified; they can't be blown out no matter what your stereo's wattage.

Stereo or hi-fi, you decide. These speakers have the option of either stereo or hi-fi sound. You can use two speakers, one set on right channel and the other on left, for full stereo separation. Or, if you just want an extra speaker in another room, set it on mono and listen to both channels on one speaker. Mono combines both left and right channels for hi-fi sound. This option lets you put a pair of speakers in the den and get full stereo separation or put one speaker in the kitchen and get complete hi-fi sound.

These wireless stereo headphones have a built-in receiver.

Factory direct savings. Our commitment to quality and factory direct pricing allows us to sell more wireless speakers than anyone! For this reason, you can get these speakers far below retail with our 30 day *"Dare to Compare"* money-back guarantee and full one year manufacturer's warranty. For a limited time, the Recoton transmitter is only $69. It will operate an unlimited number of wireless speakers priced at $89 and wireless headphones at $69 each. Your order will be processed in 72 hours and shipped UPS.

Recoton Transmitter (you must have a transmitter to operate speakers and headphones)............**$69** $7 S&H

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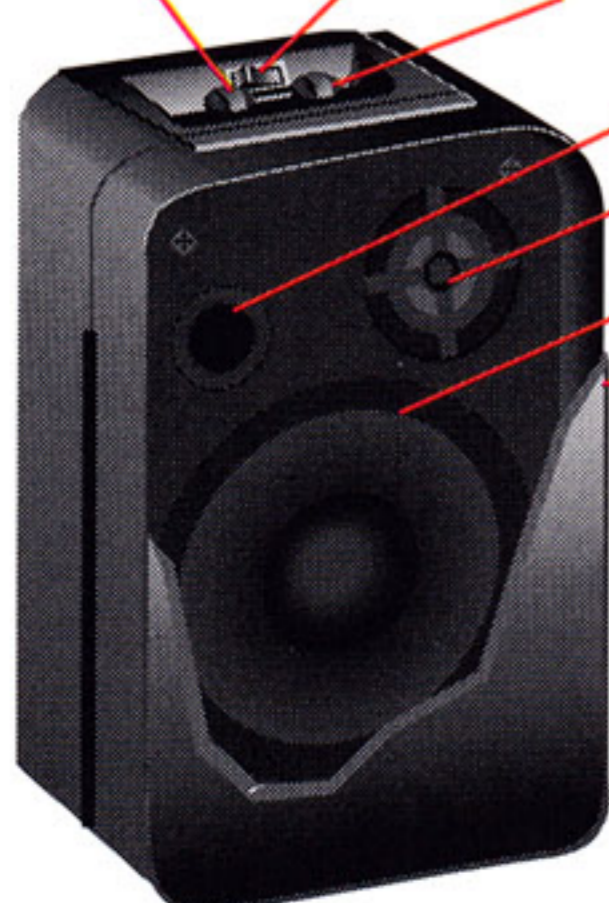
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4" woofer

Individual left, right & mono switch and Individual bass boost control (on back)

Size: 9"H x 6"W x 5.5"L
Signal-to-noise ratio: 60 dB
Channel Separation: 30 dB
Two-way bass reflex design
10 watts/channel RMS amps
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Don't take our word for it. Try it yourself. We're so sure you'll love the new award-winning Recoton wireless speaker system that we offer you the **Dare to Compare Speaker Challenge.** Compare Recoton's rich sound quality to that of any $200 wired speaker. If you're not completely convinced that these wireless speakers offer the same outstanding sound quality as wired speakers, simply return them within 30 days for a full "No Questions Asked" refund.

Recoton's Design and Engineering Award

In Recognition

RECOTON CORP.
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'92

Design and Engineering Award

NAME/COMPANY	3DO	GAMEBOY	GAMEGEAR	GENESIS	JAGUAR	JAGUAR CD	MAC	PC	SEGA 32X	SEGA 32XCD	SEGA CD	SNES
ALONE IN THE DARK 3 I-MOTION								✔				
ATP TENNIS SEGA											✔	
BARKLEY: SHUT UP AND JAM ACCOLADE				✔								
BLOOD SHOT DOMARK				✔							✔	
BRETT HULL HOCKEY '95 ACCOLADE				✔								✔
CADILLACS AND DINOSAURS ROCKET SCIENCE	✔						✔	✔				
CANNON FODDER VIRGIN					✔							
CORPSE KILLER DIGITAL PICTURES							✔	✔				
CREATURE SHOCK ATARI/VIRGIN	✔											
CRIME PATROL AMERICAN LASER GAMES							✔					
D-DAY OPERATION OVERLORD VIRGIN							✔	✔				
DARK FORCES LUCAS ARTS								✔				
DEMOLITION MAN ATARI						✔						
DESCENT INTERPLAY								✔				
DESERT DEMOLITION SEGA				✔								
DESERT STRIKE T HQ		✔										
DINOBLAZE VIRGIN								✔				
DOMINUS US GOLD								✔				
DONKEY KONG LAND NINTENDO		✔										
DOUBLE DRAGON V WILLIAMS		✔										
DRAGONS LAIR READY SOFT						✔						
DRUG WARS AMERICAN LASER GAMES								✔				
EARTH WORM JIM: SPECIAL EDITION INTERPLAY											✔	
FANTASY STAR 4 SEGA	✔											
FIFA INTERNATIONAL SOCCER THQ		✔										
FIGHT FOR LIFE ATARI					✔							
FLASH BACK US GOLD	✔				✔							

NAME/COMPANY	3DO	GAMEBOY	GAMEGEAR	GENESIS	JAGUAR	JAGUAR CD	MAC	PC	SEGA 32X	SEGA 32XCD	SEGA CD	SNES
FLASH BACK II — US GOLD					✔							
FULL THROTTLE — LUCAS ARTS								✔				
FUTURE ZONE — ELECTRO BRAIN												✔
HARDBALL '95 — ACCOLADE												
HIGHLANDER — ATARI				✔								
INFERNO — OCEAN								✔				
IRON ANGEL OF THE APOCALYPSE — SYNERGY		✔										
IRON ASSAULT — VIRGIN								✔				
JURASSIC PARK 2: THE CHAOS CONTINUES — OCEAN												✔
KAWASAKI SUPERBIKE CHALLENGE — TIME WARNER				✔								
KINGDOM — INTERPLAY	✔											
KIRBY'S AVALANCHE — NINTENDO												✔
KIRBY'S DREAM HOUSE — NINTENDO												✔
LORDS OF THUNDER — SEGA											✔	
MAD DOG II: THE LOST GOLD — AMERICAN LASER GAMES											✔	
MAD DOG Mc CREE — AMERICAN LASER GAMES							✔					
MEGA MAN X II — CAPCOM												✔
METAL HEAD — SEGA									✔			
1ST — SEGA											✔	
MORTAL KOMBAT II — ACCLAIM								✔				
NBA ACTION '95 — SEGA				✔								
NCAA ROAD TO THE FINAL FOUR — MINDSCAPE										✔		
RAPID DEPLOYMENT FORCE: GLOBAL CONFLICT — ABSOLUTE									✔			
RIST STAR — SEGA			✔									
AMURAI SHOWDOWN — JVC												✔
SATURDAY NIGHT SLAM MASTER — CAPCOM				✔								✔
SEAL OF THE PHARAOH — PANASONIC	✔											

NAME/COMPANY	3DO	GAMEBOY	GAMEGEAR	GENESIS	JAGUAR	JAGUAR CD	MAC	PC	SEGA 32X	SEGA 32XCD	SEGA CD	SNES
SHINING FORCE SEGA											✔	
SIM EARTH INTERPLAY							✔					
SIMON THE SORCERER ACTIVISION							✔					
SLAM CITY WITH SCOTTIE PIPPEN DIGITAL PICTURES							✔	✔			✔	
SPACE ACE READY SOFT	✔											
STAR FLEET ACADEMY INTERPLAY												✔
STAR REACH INTERPLAY							✔					
STARGATE ACCLAIM		✔	✔									✔
SUPER BASES LOADED III JALECO												✔
SUPER R.B.I. BASEBALL TIME WARNER												✔
SUPREME WARRIOR DIGITAL PICTURES						✔						
SURGICAL STRIKE SEGA											✔	

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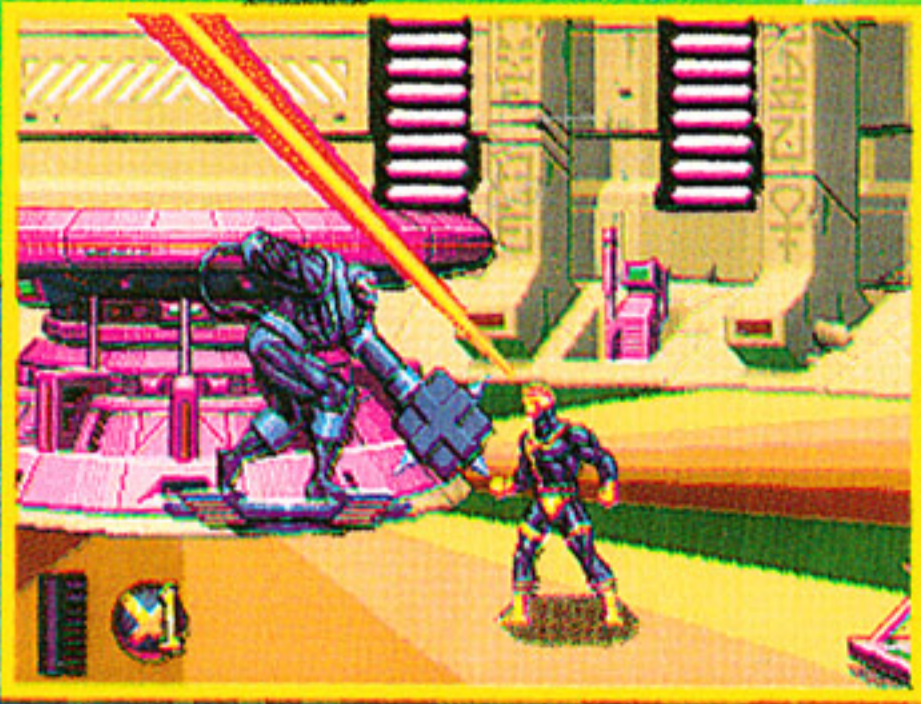(Hair dye not included). **Nintendo®**