

MORTAL KOMBAT! INSIDE P.8

**FREE
PULLOUTS!**

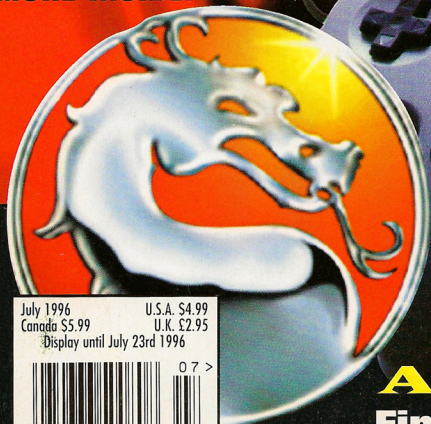
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ROCK 'N' ROLL RACING 2
ALL THESE AND DOZENS
MORE INSIDE!**



**COOL
MARIO 64
SCREENSHOTS
INSIDE!**



MORTAL KOMBAT ANTHOLOGY

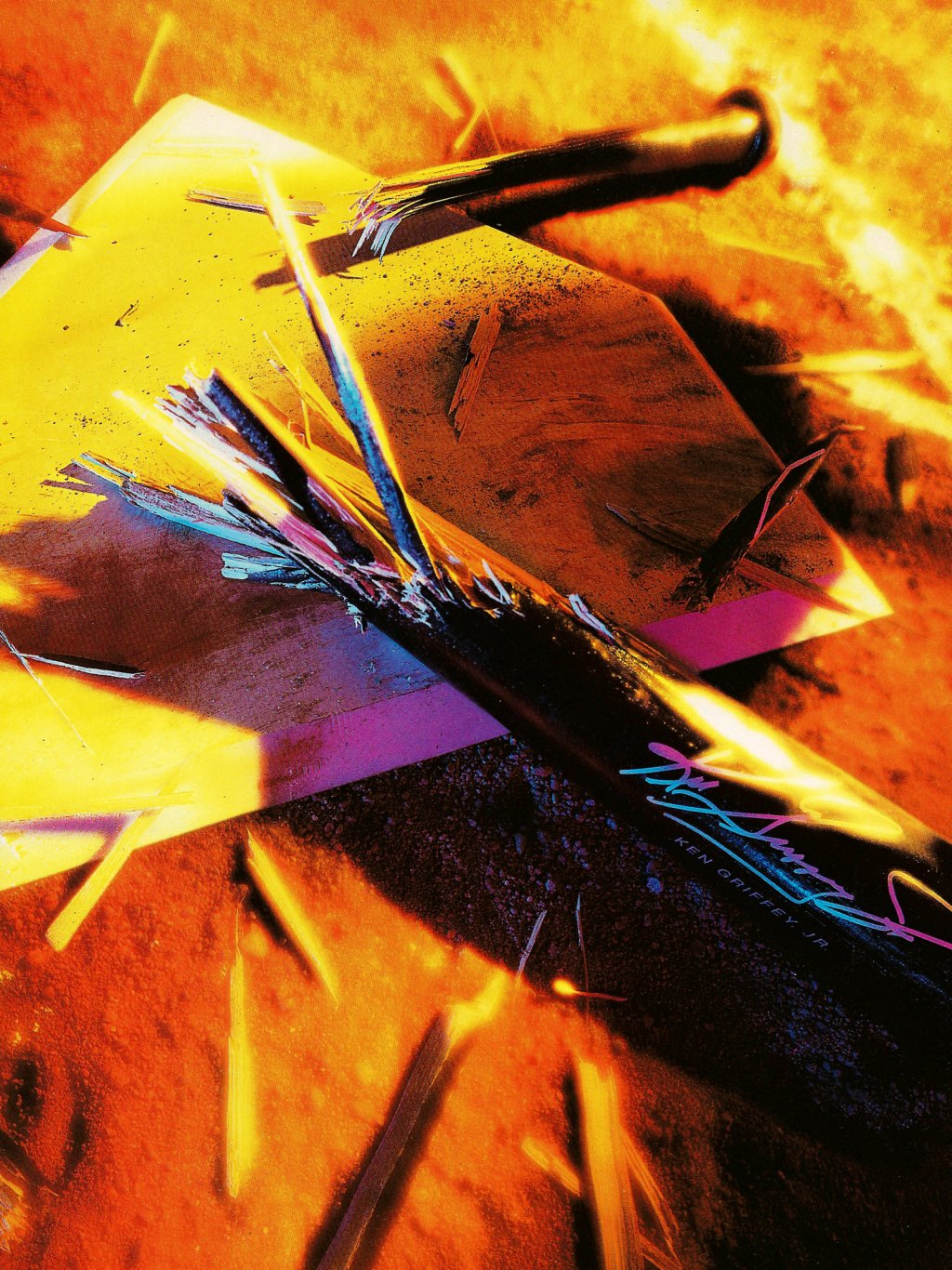
**Finally: Baraka is back, in the
awesome Nintendo 64 exclusive!**

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KEN GRIFFEY JR.



Better wear gloves for this one.
Junior's back with Ken Griffey
Jr.'s Winning Run™* baseball.

There's bone-crunching wall crashes,
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slides, turf-eating

dive 'n' grabs

(without those

unsightly grass stains). Plus, there's

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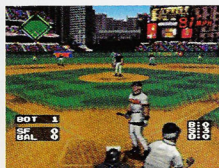
All served up with Ken's real-life swing (digitized
for your protection).

It's as close as you
can get to being Ken
without having to deal

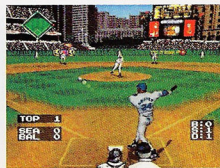
with The Mariner Moose.

So put those other weak baseball games on
the permanent disabled list.

'Cause this time, Ken's
playing hardball.



Here's your chance to break
more than a few records.



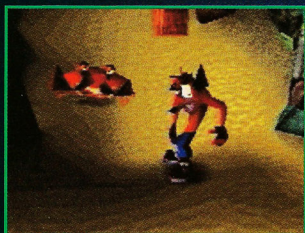
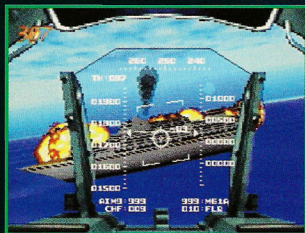
Real stadiums, real uniforms
and the real Ken Griffey Jr.
(hope that shortstop's wearing the
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News

p08

The N64 news you've been waiting for: Williams will be releasing a comprehensive MK title for the system that's sure to blow all lovers of this fighting game away! But wait, before you flip to that, there's more! Just announced, the price of a PlayStation comes down in Japan while Sony decides to pack-in a free memory card and extra controller. Before you pass out from excitement, let me also tell you that RESIDENT EVIL 2 is just around the corner, as well as Sega's newest monster project, NIGHTS, designed by the same people who blessed us with our beloved Sonic. As you can see, this isn't your garden-variety news section. They may have been able to take our trademark news name, but they couldn't touch all the incredible info that we try to pass on to you guys.



SPE VERRZ RCD, SHANG-YOUNG HAS BANNISHED TO THE EARTH KIDNAP. WITH THE RIG OF 1990 HE HAD TO INSURE THE FURIES AND DOWN THE PLANET TO A CHAOTIC EXISTENCE.

Tips & Tricks

p22

So many tips, so little time! Our very own Norseman, Chris B., has blown the lid off another batch of sizzling games (or pulled apart already exposed games). We've got



more codes for such faves as CLOCKWORK KNIGHT 2, DESCENT and GOAL STORM. Also, Chris has gone the extra mile and, using his powers of intimidation, has managed to muscle some codes for the Saturn version of MK II out of an easily intimidated developer. It's this kind of extra effort that puts Chris above the rest.

Street Fighter
Descent
Clockwork Knight 2
GoalStorm

Mortal Kombat 2
NBA ShootOut/Loaded
Game Guru
Slam-N-Jam

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Soundboard

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Cowboy Gabe is beside himself with excitement. Bill Elliot has written what Gabe considers to be the best Soundboard letter of all time! Artwork, intelligent writing, and an audio tape to boot, are just a few things that Bill has thrown in to help make Soundboard be the best damn soundboard it can be!

First Look

p44

Too many games... AAAAAAHHHHH!!!!!!

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RPG Attack p68

Wataru Maruyama has once again journeyed into the dark, dingy RPG underground to find the latest developments, and has resurfaced all smelly and gross. This month he reviews a whopping 14 titles for all the good boys and girls who've waited patiently. **LEGEND OF OASIS** is the latest goody from Sega and is the featured preview.



Reviews

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In this issue, we review:

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PC Zone p 16

PC-nik John Patterson gets the chance to wield a ferociously hot, five-foot stick in **VIRTUAL SNOOKER**, gets all snagged up in **DARK NET**, fiddles while Rome burns in **MAYHEM**, and puts more miles on the clock in his unceasing search for newer and better peripherals and PC-related toys of every description....



Sportswire

p74

Because of The Man, Sportswire is only four pages this month, but we don't care 'cause it's so jam-packed. We only have one review this month, but it's an Olympic game and it's our duty to support our athletes. On top of that, we have Geoff's trip to the Quarterback Challenge, scouting reports of **NHL POWERPLAY '96**, **MVP BASEBALL '96**, and **QB CLUB '97**. Also, Sega Sports reasserts itself as a player with its new **NBA ACTION** title.

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Free Pullouts p39

Free stuff? Free art that you can hang on your wall? Free images from the latest and greatest video games? It's true and it's awesome. This month, **VIRTUAL ON** and **SHREDFEST** are the featured images.

July 1996

INPUT

Unseen Nintendo's Dream Team

Where are all the Japanese games then?



Frank O'Connor - Editor in Chief



Geoff Higgins - Associate Editor



Gabe Soria - Associate Editor



Wataru Maruyama - Player of The Year



John Patterson - Copy Editor



Herb Bancroft - Copy Editor

You could argue that Japanese games have an awful lot more influence over the success of a video-game console than American or European games. Look at *Super Mario Bros.*, *Sonic the Hedgehog*, *Ridge Racer* or *Virtua Fighter*. Every single one of these games was designed and developed in Japan. They know their console games.

So why is Nintendo pinning all its hopes on a bunch of American titles—*Shadows of the Empire*, *Pilotwings 64* and *Ultra Doom*—all three of which were programmed here in the States? For a sudden, America seems to be the place to source software. Descent, another American export, has been topping the PlayStation chart for weeks in Japan, something that doesn't often happen with American action games.

Companies like Namco, Konami and Square, who normally throw their weight behind the launch of a new platform, have been mysteriously quiet. Nintendo is having talks with a number of big Japanese gaming companies, but as yet, the only solid evidence of a deal is a chess game from Seta. Big woop.

Secrecy, rather than disinterest, seems to be the order of the day. Cynics point out that the machine and games are very late, and surely these companies would have made their announcements by now.

Rumors are rife, with speculation being directed at everything from *Street Fighter 3* for N64, to *Rave Racer* from

Namco. Of course, not a single one of the companies involved has any comment to make on the matter and the Japanese gaming public will simply have to wait and see what develops.

Two confirmed titles are *Dragon Quest* (which is one of the biggest-selling games of all time) from Enix, and *Snatcher* from Konami, both of which are due to debut on the equally mysterious Bulky Storage Device. Since no release date has yet been set for this machine, it's roughly the same situation we had with the "Ultra" 64. We simply wait for further delays.

It's not *all* bad news, though.

Nintendo's American partners seem to be doing a fantastic job. *Shadows of the Empire* already looks great, *Pilotwings 64* is gorgeous, and more importantly, Nintendo's home-grown stuff looks hot as well. *Super Mario 64* is simply going to be awesome.

So, we've waited this long and I'm quite sure we'll get to wait some more. The question is this: Will it be worth it? Unfortunately, the answer is probably "yes," so we'll have to complain bitterly, right up until the moment when they put that sparkly new controller in our hands. Then we'll have a load of fun, buy a ton of games and keep Hiroshi Yamauchi in a constant supply of gold-covered super-models, or whatever it is he spends all that cash on.

—Frank O'Connor
Editor in Chief

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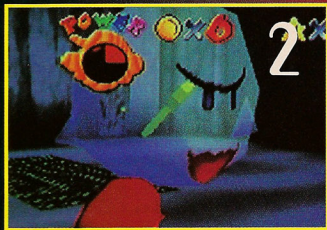


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WIN THE ULTIMATE CONSOLE: Nintendo 64!



You've waited a long time. Two years to be precise—but finally, that elusive Nintendo 64 console is within your grasp. All you have to do to get hold of this amazing piece of machinery is enter our fabulous-grabulous, zip-zoop-zabulous contest! It's really very simple. All you have to do is identify the confusing close-ups of famous N64 games pictured on the left, write the answers on the cut-out coupon below, and pop them in the mail. The winner will be drawn from a no doubt bulging sack of correct answers and one lucky owner will find him/herself the proud owner of a Nintendo 64 games console, along with a shiny new copy of *Super Mario 64*!

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Which Nintendo 64 games do these pictures come from?

1) _____

2) _____

3) _____

Name _____

Address _____ Apt _____

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Age _____ Zip Code _____

Williams Announces Hot New Games!

Williams, the company that brought you *Mortal Kombat* (you may have heard of it) is about to unveil the biggest game in its long history. *Mortal Kombat Anthology* is the working title for this Nintendo 64 incarnation of the game. We're already up to *Ultimate Mortal Kombat 3* in the arcades, but what does the

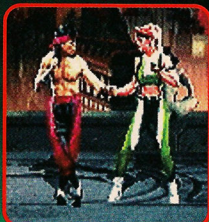
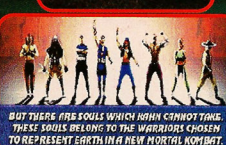
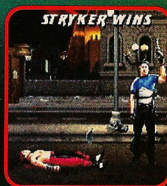
Nintendo 64 version have to offer that other versions don't? How about every single character ever featured, except one? That's right, *Mortal Kombat Anthology* will feature every single character with the notable

exception of Johnny Cage. That's an awful lot of characters, especially if you include the hidden ones. Almost all of your favorite graphics will be enhanced for Nintendo's 64-bit masterpiece, and *Anthology* should look incredible. Sound is a big concern at the moment, though, what

with samples taking up so much memory and all. Nintendo 64 is cartridge-based and sacrifices will no doubt have to be made. Williams is confident, however, that this will be the

most astonishingly brilliant game ever to join the *Mortal Kombat* squad.

Just so you know, all the fatalities, animalities and so on are expected to be retained in the Nintendo 64 version. Fans will be pleased to note that Baraka, one of the most popular characters, is definitely back, as are the rest of the dysfunctional gang of hoodlums. This is going to be massive. Don't say we didn't warn you!



ROBOTRON GOES 3D!

Currently known as *Robotron X*, the new 3D incarnation of the crusty Williams classic is looking pretty cool. Fans of the (toughest) greatest shooter ever made will be pleased to note that this new 3D game plays and feels almost exactly the same, but with

vastly improved graphics.

The PlayStation version features three distinct play modes: a 3D blasting, fully texture-mapped update of the original; a creepy forced-perspective version and the original, intact and packed full of the action you've come to expect.

These shots show you the creepy version. It makes us nervous just looking at it. Best news of all though is the fact that Williams has retained the fabulous and scary soundtrack, with all those zany analog effects. What with *Doom*, *Mortal Kombat 3* and this game, Williams could be the company to watch.



POOR OLD JOHNNY CAGE

The actor who played Johnny Cage is currently taking Williams to court over what he feels is a breach of contract. He's upset because his likeness was used all over the place without his consent, or something like that, so unfortunately, Williams is left in a tricky position. So out goes Johnny Cage. That's a real shame, since he was one of the most important characters in the series, and featured heavily in the *Mortal Kombat* movie. VG staff member Geoff Higgins is a big fan and has a lunchbox and T-Shirt. When he heard that his idol Johnny Cage was not to be featured in the Nintendo 64 version, he was inconsolable. Cried like a baby, and rumor has it, he wet himself.

pLAYStaTiON tOwN!



Square puts up its dukes!

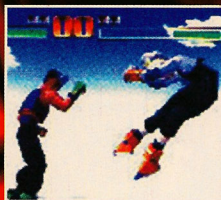


It's not a surprise that we're beginning to see more Square games that use cool 3D graphics, but who'd have thought they'd be utilized in a fighting game? *Total 1* is the result of Square's continuous exploration of new technology, which has spilled

into new genres for the company.

The character designs are handled by none other than the God of Manga, Akira Toriyama of *Dragon Ball Z* fame, who also added his touch to *Chrono Trigger*. *T1* is being kept under tight wraps and little information is available apart from the fact that the characters seen here will eventually be beating each other for some reason or another.

So what's next for Square?



A 3D shooter? How about Square sports? Actually, the move to fighting games isn't outrageous when you consider that this is a company looking to expand in many formats. RPGs are big,

but why not play it safe with a fighting game with broader appeal? So should we prepare for yet another generic 3D fighter for the PlayStation? Not if Square has anything to do with it. People in the know point to features never

before seen in a fighting game that will distinguish *T1*, like a possible RPG link and long story mode.

It remains to be seen how *Total 1* will be received, what with the likes of *VF3* currently running around.



THE FIGHTING BOX!

To counter the price drop of the Saturn in Japan, Sony has released a new set-up called The Fighting Box. This is simply the PlayStation system bundled with two controllers and a memory card, the lure being that it will only cost you 24,800 yen (roughly \$250). It's long been rumored that Sony will drop the price of its system some time this year, to match competitors' offerings like the Nintendo 64, which is supposed to sell for \$250 from around September. The Saturn already retails for \$250 and Sega is expected to lower the price to \$199 at a moment's notice.

Sony has shown patience and confidence in the past, so it's unlikely to make any startling packaging changes in reaction to Nintendo and Sega, but the company could find itself in serious trouble if consumer attention is focused elsewhere.

RESIDENT EVIL 2

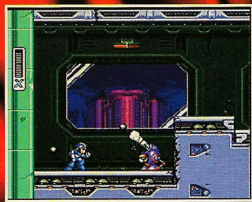
The sequel to the hot "Survival Horror" adventure has officially been announced, and while it's still very early in the planning stages, there should be some juicy tidbits floating around in the near future. Other hot titles from Capcom are *Street Fighter Alpha 2* and *Star Gladiators*. *Star Gladiators* is

Capcom's first 3D fighting game and is done on the PlayStation arcade board. The cast-members of *SG* mostly resemble alien beings and robots, along with a couple of humanoid fighters. Expect to see *SF Alpha 2* by Christmas and *Resident Evil 2* early next year. *Star Gladiators* looks like it could be released by early fall, but that depends on the reaction in the arcades.

If you're a *Mega Man* fan with a PlayStation, prepare for some awful news. It seems that Sony has rejected the release of *Mega Man* for the PSX because of its inherent 2D-ness, and its legacy on Nintendo systems. Word has it that other Capcom titles are in jeopardy, and increased Saturn support could be used in retaliation. It's not just

Capcom that's feeling Sony's corporate breath on its back; insiders suggest more software companies will look at developing their titles elsewhere. That doesn't

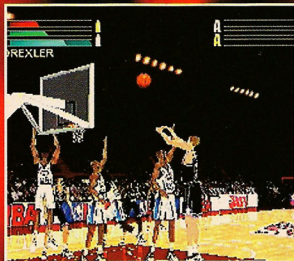
mean that PSX development will slow dramatically; in fact, exactly the opposite is happening. Tons of PSX games have been announced and the system will continue to enjoy third-party support, but the question of which titles will be exclusive to it is going to be a valid one.



SONY SPORTS '97

Electronics Arts has been the perennial repackager of enhanced game engines for the past six years with great success. Will Sony Sports' new '97 line-up take EA's place in repackaging, as it did EA's 32-bit sports crown?

The new games so far announced are *NFL Gameday '97* and *NHL Face Off '97*. Eventually, we'll also see follow-ups to *NBA Shoot Out* and *MLB Pennant Race*, but for now we'll concentrate on this fall. *NFL Gameday* put Sony Sports on the map and shook off the monkey of horrid 16-bit *Sony Football* (and any other sports title, for that matter) while sending plans for the



PSX *Madden* back to the locker room. Sony is being highly secretive about what will be in the update and won't even confirm if '97 will use an enhanced engine or if it's being rebuilt from the ground up. They do promise that they will stay ahead of the pack and will have brand-

new features to take advantage of more PSX effects. The new *Face Off* is similarly being kept close to the vest and vague descriptions abound. The original *Face Off* is the best 32-bit Hockey around, but with mounting competition

on the way, from the likes of Virgin, EA, and possibly even Konami, it won't be as easy this time around.



Nintendo 64



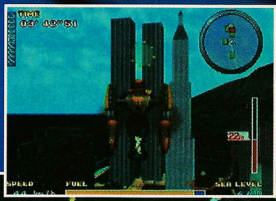
ALL GO FOR MIYAMOTO

Nintendo unveils stunning new game screens!

World!

Nintendo decided it was time to treat you guys to new screenshots and new info about its two biggest N64 titles. *Super Mario 64* and *Pilotwings 64* are the two N64 games we get the most mail about, and they're also the two games (with the possible exception of *Ultra Doom*) that we're getting the most excited about.

The new shots show off lots of



great features not previously shown, including the new character designs for the heroes of *Pilotwings 64*. Although *Pilotwings 64* was developed in the US, all the gameplay features and characters were dictated according to the wishes of Shigeru Miyamoto, direct from Japan.



ber of projects, but has been on *Super Mario 64*. The new shots show that the latest version contains many elements from the previous *Mario* titles, albeit in a blazingly spectacular 3D environments.

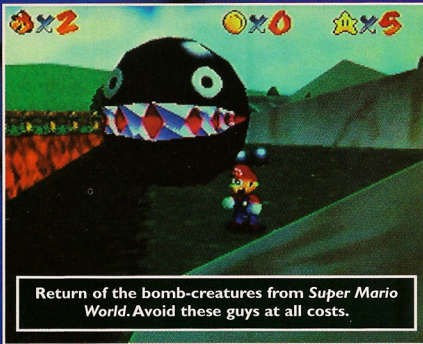
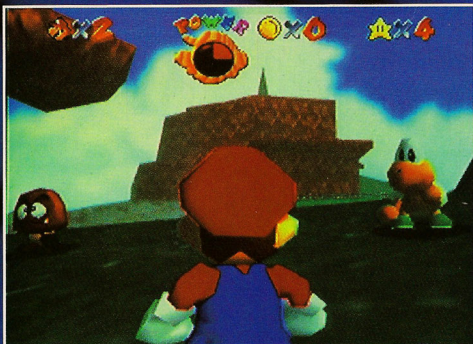
Both games are scheduled to ship in June, when the machine is finally unveiled in Japan. Only three games are believed to be ready

Mr Miyamoto is currently spreading himself (thinly?) across a number of projects, but his main focus

for the roll-out, and the other one is a less than exciting chess simulator, so *Pilotwings* and *Super Mario* had better be damned good! The word is, however, that neither of the two games will disappoint.



Pilotwings 64 lets you try out all kinds of strange aerial vehicles.



Return of the bomb-creatures from *Super Mario World*. Avoid these guys at all costs.

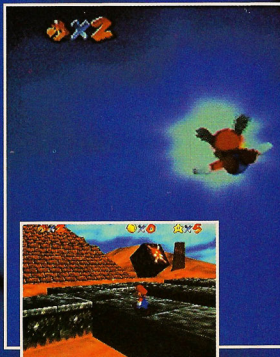
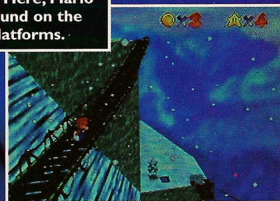


Mario has a plethora of new abilities to try out in this three-dimensional extravaganza, including a highly polished butt that allows him to slide his way out of (and into) danger. Incredible strength allows our hero to pick up bad guys and hurl them with ease.



The adverse weather conditions affect the gameplay. Here, Mario slips and slides around on the precarious ice platforms.

Great special effects, such as the rainbow-railroad, really show off the power of the Nintendo 64. This is how games should look. Better than real life!



Mario spins out of control on the pyramid level, showing off his jumping prowess for all to see. Use this trick to reach hidden levels.

OOPS:

Sharp-eyed readers may have spotted a (big) boo-boo in our May issue. The fantastic game of the month, *Die Hard Trilogy* belongs to Fox Interactive, and not Interplay, as stated in the review. Our apologies to both Fox Interactive and Interplay for our error and a promise that we won't let the evil magazine gremlins do their nasty work again. Oh and if you have a PlayStation, you really should check out the game—it's awesome.

SaTUrN

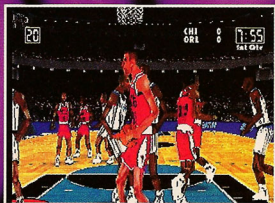
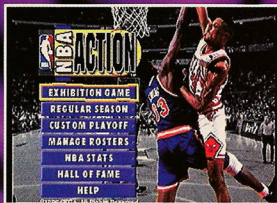


Sega Girds its Loins for Battle

pLaNEt!

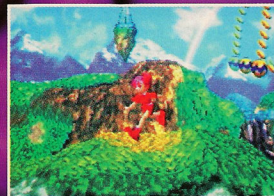
The Saturn is a hungry machine. Hungry for market share, respect and more quality softs. So what's Sega going to do about it? First of all, good games are the base requirement for success, so let's look at what's cooking.

When *Sonic the Hedgehog* first blasted onto the Genesis, Sega found its revolutionary application and company mascot in one game.



Logic would dictate that you try to stick to the formula that got you to the top, and Sega has been hard at work trying to do just that.

The defining *Sonic* game for the Saturn system has been revealed and it ain't *Sonic*! *Nights* is the the latest from the mind of Yuji Naka,



real time, à la *Mario 64*. You're also able to walk freely in a 3D environment, though it's not yet known whether there will be a set area with boundaries, or if the game will a completely free-roaming experience. You'll have the choice of two characters, Claris and Elliot, who must walk around until they find the power of *Nights*—

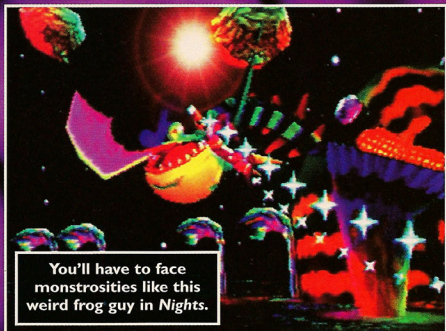
the original force behind *Sonic*, so it's no surprise that *Nights* would resemble the mischievous style employed by the blue hedgehog.

What is surprising are the gameplay elements in *Nights*.

The most amazing feature of *Nights* is the ability to control the rotating camera angles in

flight—which enables them to soar through gates and perform aerial moves for points. While flying, you can turn, twist, and fly upside down—all while doing combinations. When encountering bosses, you can fly around them in 3D to your heart's content. The effects this game is supposed to achieve raise questions about the 3D capabilities of the Saturn, or the rumored lack thereof. The Saturn's depth looks like it can reap some surprising stuff, but just how far can it go, and what happens when *Vf3* is converted? But I digress. What lies before us is shaping up into a great achievement, one that should make a lot of Sega fans very happy.

Nights looks very promising and could be the breakout *Sonic*-style game that the Saturn and its own-



You'll have to face monstrosities like this weird frog guy in *Nights*.

ers have been waiting for: *Nights* is set to be released September—with a massive ad campaign, I'm sure.

PRICE AND SPORTS

Sega has lowered the price of the Saturn to \$249.99 and is expected to lower it to \$199.99 by Fall. Already, retail stores are reporting Saturn gains, and interest in the system is strong after the Christmas release of *Virtua Fighter 2*, *Virtua Cop*, and *Sega Rally*.

The missing key component from the Saturn lineup is good sports games. Apart from *World Series Baseball*, there was very little to talk

some time this summer, and will boast some of the most startling graphics ever seen in a video game. Still screen-shots show a colorful game, but the movement of the players is what will have you staring in amazement, with its fluid action and realistic play. The Japanese version features real TV announcers calling the shots, and hopefully, Sega will implement American play-by-play, thus matching the quality of *World Series Baseball*.

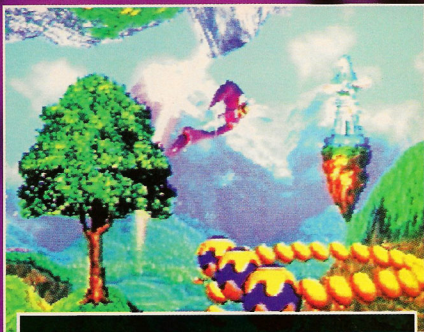
PSX STUFF ON SATURN?

You may have noticed that certain big-name games that originally appeared on the PlayStation are starting to pop up for the Saturn: games like *Toshinden*, *Wipeout* and *Destruction Derby*. Cross-licensing is normal, but these titles were supposedly PlayStation exclusives, a factor which loomed large in Sony's advertising campaign last year. That the Saturn versions are slightly off from their PSX originals doesn't hurt that much, because the public perception will be that Sega's machine has more exclusives than Sony's. At

least, that's what Sega hopes the public will think.

COMPANY POLICIES

Recently, Warp, the company responsible for "D", held a press conference to unveil its new game, *Enemy Zero*. Warp has been running advertisements for this game in Japanese magazines for the past six months, with a PlayStation logo in the corner to indicate the system the game will debut on. At the press conference, journalists watched on a large projection screen as the PlayStation logo first appeared, then

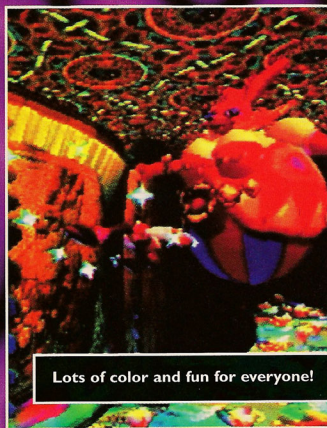


Unbelievable 3D zaniness abounds in *Nights*.

"warped" into the Saturn logo! Warp then formally announced that the PlayStation version was postponed indefinitely and that *Enemy Zero* will debut on the Saturn. Warp's president cited Sony policies restricting game content and pre-release information. He referred to his game as a child and said he wanted it to mature on a system that would not hinder its development.

Similar complaints have been heard from U.S. developers, but don't wait for Sony to loosen its restrictions just yet, unless they start to hurt the company the way Nintendo was affected during the *Mortal Kombat* fiasco.

Will there be a mass exodus of disgruntled developers to the Saturn? It seems unlikely, but you can count on Sega to capitalize on being viewed as a nurturing parent.



Lots of color and fun for everyone!

about last year. Now that Sega Sports U.S. has had some time to work with the Saturn, the gap seems to be closing. *NBA Action* for the Saturn, developed by Grey Matter for Sega Sports, looks like being the basketball game we've been waiting for. Comprehensive stats, ability to create players, good playability and Marv Albert are among the game's assets. The update of the best 32-bit baseball game is due late summer. This time, it will have all 28 stadiums plus, no doubt, any and every feature they can think of putting in there. Pitching and batting should get tweaked, and there should be improvements in graphics and audio. Other hot baseball properties include *Big Hurt Baseball* from Acclaim, *VR Baseball* from Interplay, *3D Baseball* from Crystal Dynamics, and a baseball game from Data East. The successor to last year's *World Wide Soccer* should appear

Readers' Top Ten

These are the games we receive most mail about. If you want to vote for your personal top ten, send a postcard to the usual address.

1. **Super Mario 64** Nintendo
2. **Rave Racer** Namco
3. **Virtua Fighter 3** Sega
4. **Pilotwings 64** Nintendo
5. **Tekken 2** Namco
6. **FFIV** Square
7. **Pilotwings 64** Nintendo
8. **Ultra Doom** ID
9. **MK4** Williams
10. **War Gods** Full

PC ZONE

BY JOHN PATTERSON

PREVIEWS . . .

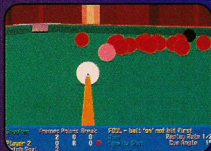
The Lure of the Green Baize...



You may recall that one of the most popular games of 1996 was the superb *Virtual Pool* from Interplay. Now, Interplay has decided to follow up *Virtual Pool* with another equally exciting green-baize sim, *Virtual Snooker*. Snooker differs from pool in a

number of ways, but mainly in that it's played on a larger table. Like billiards, it has a slightly less raffish reputation than pool, and calls for a little more in the way of strategy and tactics. It's also a little more measured in its pacing, which probably accounts for its greater popularity in Europe and Canada than in America. *Virtual Snooker* comes to us, as did *Virtual Pool*, with a money-back guarantee to anyone whose actual snooker game doesn't improve as a result of playing the virtual game.

All the play and action of the real game is featured here; it calculates friction, cushion response and cue-ball spin for accurate play. Tracking lines will also help you improve your game. Again, as with its pool predecessor, amazing 3D graphics give a realistic perspective to the game, allowing players to (well, "virtually"...) walk around the table, zoom in, back away, and see the whole table from any angle. A bonus is that you'll be able to enjoy 30 minutes of video footage with six-time world snooker champion, Steve Davis. Developed by Celeris, Inc., the game will feature a frame rate of 29 per second and the same 360-degree environment as *Virtual Pool*—and you can play it over a network or via modem. So shake off that poolhall chalk and dust, and settle into a game more redolent of the Officers' Mess or the Gentlemen's club than the risky haunts of Fast Eddie Felson and Minnesota Fats



For more information, call at (714) 553-6655

Caught in the Net



Seems like everybody's getting on the Net these days, and Software developers have taken note of the weird parallel universe it represents. Already, there have been a couple of (so far undistinguished) movies and games about intrepid pioneers being sucked into the Web's cyber-maelstrom, but

American Softworks' upcoming game *Dark Net* promises to up the ante a tad. It's set in a future controlled by an extremely sophisticated global computer network, which runs the world's entire social, economic, ecological and industrial base. In a plot strongly reminiscent of Isaac Asimov's *Fantastic Voyage* (splendidly filmed with Raquel Welch in 1966), in which a miniaturized team of scientists is

injected into the bloodstream of a terminally-ill genius in an effort to save him (and the world, of course), *Dark Net* gives us three students who, while attempting to save a world-famous scientist, are unexpectedly sucked into Cyberspace. In place of Asimov's interior landscape of tissue, membrane and bodily fluids (mmmm...bodily fluids), *Dark Net* offers us the cyber equivalent: isometric cyber-worlds, software viruses and scores of unsettling, bizarre Cyboird creatures. Players are transformed into virtual cyberknights with superpowers, and must choose which of their five characters' skills, weapons and attributes will best suit the attainment of certain specific goals and objectives, in a harrowing journey through five worlds, each containing five levels. With exotic neutralization effects, puzzles and secret rooms and power-ups, the game unfolds from a three-quarter isometric POV, revealing shocks and traps at every turn. Forget *Virtuosity*, forget *The Net*; this promises to be much more exciting. Look for it in the Fall

For more information, call American Softworks at (203) 327-3366

Make Merry With Mayhem

Those uptight and deeply reserved Brits of popular stereotype are about to upset your assumptions about their niceness with a new Action/strategy Blast-'em-up called, appropriately enough... *Mayhem!* Set on Earth some time in the future, the game posits a world in which human existence is (once again...) under threat. A force of Biomechanical creatures, originally created by humans to do their most menial and degrading tasks, has rebelled, killing many people



and forcing the bedraggled survivors into underground hide-aways and orbital space platforms. One such platform, Satnet, hovers above the city in which the game is set, and from a control room within Satnet, you'll take on the role of a mercenary whose task it is to rid the city of its biomechanical oppressors and render the area once again fit for human habitation. *Mayhem!* is divided into five different areas of the city, including the Airport, the Industrial Zone and the Central Business District; each of these is in turn divided into five maps, with one mission per map. From your control room, you control a team of three humans, whom you must assemble and arm before sending them off in their armored vehicles. The play area is rendered isometrically, and is littered with buildings, enemies and puzzles, not to mention the 12 species of biomechs you'll have to overcome. You'll also encounter teleporters, sprites, secret walls, hidden tunnels and invisible sprites. *Mayhem!* also features two network-play options: a cooperative version in which three players each take charge of one



of the team members, and a Deathmatch version, for up to 12 players, which takes place in one massive area four times the size of an original zone: the winner is the player who has used up the least lives within a particular timespan. So get going, because there's not much time left....

For more information, call Mirage at (ooh, it'll cost ya...) 011 44 1260 299919

Rest Your Wrist

I don't know about you, but after 40 days and 40 nights of leering into my computer screen and playing some heavily mouse-dependent game, my wrists and forearms start to feel like they've been injected with loft insulation foam or, in extreme cases, with molten lava. Well, that's our good friend Carpal Tunnel Syndrome calmly alerting me to his presence. But now, a bunch of kindly doctors and brainiac engineers have gathered together to save my arms before amputation becomes the only option left to me. Hunter Digital has come up with an ergonomically designed, foot-based mouse, a method of transferring all the tension and pain that can sometimes build up in the sensitive hand/wrist area and transfer the effort that causes it to the much tougher foot/ankle region. Called the NoHands Mouse, it's exactly that: an under-the-table



foot-mouse, operating on the principal of the pedals in your automobile. The system features two rugged and interchangeable foot pedals, each ten inches long, four inches wide, and an inch-and-a-half high, and protected from wear and tear by a heavy-duty shell. It features a 360-degree pressure-sensitive mechanism.

which allows you to control speed and direction with one foot and to click and drag with the other. The upshot is that you can type, control your cursor, point and click, and drag and drop without ever having to take your hands off the keyboard. That also eliminates the "travel time" you always waste when moving your hands from the keyboard to the mouse and back, while you lose sight of whatever was holding your attention on the screen. Cool! Plus, it makes regular work at your computer a good deal more efficient and whole lot less tiring: it's compatible with both PCs and Macs, and best of all, it interfaces very nicely with steering wheels, joysticks and other gaming accessories. I knew there was a gaming application in there somewhere!

Per4m 4 Me!

On the lookout, as usual, for nifty peripherals this month, what should come under my gaze but another happenin' steering wheel for you PC drivers out there. This time, it's the Per4mer Turbo Wheel from Home Arcade Systems, and it should help put the zip back into your driving sims. Its durable, injection-molded construction features 50-degree rotation lock to lock, a patented self-centering mechanism for that authentic arcade feel, and a direct gameport connection. All you need to do is calibrate your X and Y

wheel and thumb control factors according to the dictates of whatever game you're playing. You get two thumb buttons on the wheel itself, and two programmable "joyfire" buttons directly behind them on the other side of the wheel. Two other joyfire buttons on the

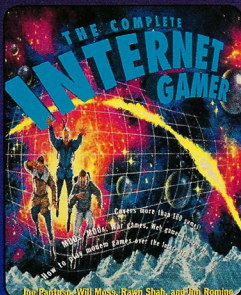


body of the console are for uses described in your gaming manuals. So get ready for the ride of your life!

For more information, call S.C. & T.T. International at (602) 470-1332

The Web Gamer's Passport

Seems like everyone and their grandma's getting into playing games over the Internet these days, so wouldn't it be handy to have an all-in-one sourcebook for gamers on the Net? Well, you need wait no longer: Wiley Computer Publishing has just issued *The Complete Internet Gamer* by (deep breath...) Joe Pantuso, Will Moss, Rawn Shah, and Jim Romaine. These four well-travelled and seasoned



Internet gamers will take you on a wild trip through the seemingly limitless possibilities available on the Web to those who know where to look. The guide tells you where to locate well over 100 games, what hardware and software you'll need, as well as where to find gaming magazines and the most up-to-date tips and tricks online. You'll also find out how to use all the latest Internet technology to play games over the Net, even games that weren't originally designed to work on the

Internet; where to find the hottest games, from MUDs to Web games; the complete instructions, rules and strategies for Netrek; where to find new games and related software on the Net; and where to find the best discussion and news groups. Hey, what more could you ask for?

For more information, call John Wiley & Sons, Inc. at (212) 850-6000

Top 20 IBM PC Games (MS-DOS, Windows)

1. *Warcraft II: Tides of Darkness* by Davidson
2. *Civilization 2* by Microprose
3. *Myst* by Broderbund
4. *Descent II* by Interplay
5. *Wing Commander IV* by Electronic Arts
6. *Command & Conquer: Covert Mission* by Virgin
7. *Command & Conquer* by Virgin
8. *Microsoft Flight Simulator* by Microsoft
9. *Mechwarrior II* by Activision
10. *NBA Live* by Electronic Arts
11. *Doom II* by GT Interactive
12. *Star Wars Rebel Assault II* by LucasArts
13. *Ultimate Doom: Thy Flesh Consumed* by GT Interactive
14. *Hexen* by GT Interactive
15. *Need for Speed* by Electronic Arts
16. *NASCAR Racing* by Papirus
17. *You Don't Know Jack* by Berkeley
18. *X-Wing Collector CD* by LucasArts
19. *Hoyle Classic Card Games* by Sierra On-Line
20. *Police Quest 5: SWAT* by Sierra On-Line

SOUNDBOARD

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Lately, Cowboy Gabe's been singing the Lonesome Cowboy Blues. The reason for this prairie melancholy, my little calves? I haven't been getting any quality letters from y'all lately. Sure, there's always good letters, but as of late, it seems like the vast majority of your missives have been concerned with either insulting your fellow readers (i.e. "Jim Smith from Skokie, IL is a dad-burned fool for liking Sega. If I ever met him I'd give him something to cry about for sure."), or you're asking for something that I can't give, ("Gimme a VF3 arcade machine, Gabe! If you do, I'll subscribe to VIDEOGAMES, but I won't subscribe to VIDEOGAMES if you don't gimme that machine. Puh-leeze, Gabe!"), or you're babbling on about some sexy girl that you "admire." Shucks, I'm losing my faith in my readers! Make me laugh, make me cry, make me think! Get me to stop singing these Lonesome Cowboy Blues because, Lord knows, I can't sing a note and the folks around the office are getting mighty peevish about my wounded-bird warblings!

Letter of the Month

Dear Swami,
You seem like a real good guy, the kind of guy you'd want on your team. I mean it. I like Rocket From The Crypt, too. I have a PlayStation and I really enjoy it. It is a Grade-A machine.

Do you believe in U.F.O.s and aliens and stuff? I sure do. It's really a scary thought. I hope you like the game I'm sending in. I think it would be real cool if some company paid me a lot of money and made this game. Also, I think that there should be a really good horror RPG that uses Cthulhu/Lovecraft stuff. You know that H.P. Lovecraft is the best writer of scary tales and is well suited to an atmospheric RPG. I can't think of anything else to say, so...to Gabe, keep running the magazine well, and to the rest of the VG crew, stay frosty.

—Bill Elliott
Poplar Bluff, MO

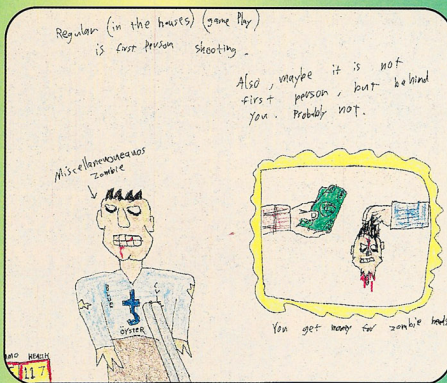
personal favorite music artists, including The Reverend Horton Heat, Johnny Cash, Hank Williams, and the Misfits. You must be psychic, Bill! Psychic or not, we'd love to receive more letters from you. By the way, there are two Cthulhu Mythos RPGs in existence. Shadow of the Comet and Prisoner of Ice were both developed by the European software house I•Motion and are available in the PC CD-ROM format. And there's also a collectible card game based on H.P. Lovecraft's works due out any day now. Pick it up, children.

Primal Rage Redux?

Dear VIDEOGAMES,
You guys kick butt! Every time I buy a new PSX title, you always have tons of cheats for it in your next issue! I'm writing because I'm wondering if there's going to be a sequel to Primal Rage. Will it be a 3D fighter like Tekken, or a 2-D fighter like the original? Also, will it have some

new ragers to fight with? When will it hit the arcades? I figured that the biggest and the best video-game mag can help me out.

—Michael Vanderslice
Philadelphia, PA



You receive cash for every zombie head you bring in, so start chopping!

Now that's a letter! Bill, we loved your idea for a game (see picture above). Bill's idea takes off from where the Night Of the Living Dead (both versions) ends and poses a weird question: what would you do if you were one of the few, the proud, the Redneck Zombie Hunters? Pretty hilarious Bill, and pretty interesting too. Bill also included a tape of his proposed soundtrack for the game, a tape which included some of my

new Primal Rage will feature ten new characters for you vent your rage with! The game will feature dinosaurs animated with the stop-motion process and will combine elements of both 2-D and 3-D fighting games. The button configuration will resemble the "traditional" Street Fighter six-button configuration this time around, but the combo system will stay the same. The game will also feature a super-secret boss character! We should have pictures of some new characters by next month, so keep watching these pages for the latest news

and prepare yourself for Primal Rage 2's September release.

Mark is from Visalia

Dear VIDEOGAMES,

Hi, my name is Mark D. Almanza. I'm 10. I am really from Visalia, CA. In the March magazine you guys said I was from Bakersfield. Well, I got a truckload of drawings for you.

—Mark Almanza
Visalia, CA



Mark and his super-friends smile for the camera. They love video games and it shows.

Sorry about that oversight, Mark. It'll never happen again. I looked all through your envelope and I couldn't find any of the "truckload of drawings" that you promised. Did you forget to include them or are you fibbing to me? Phantom art besides, I really enjoyed the photo of you with your friends. You all are so cute. Attention readers: if you send photos of yourselves playing games or engaged in silly activities, you have more of a chance of making it into these pages! Just don't do anything dangerous, okay?

WHO STOLE THE MARIO?

Dear VIDEOGAMES,

Have you cool guys forgotten the Mario games on the Atari? Those were the best Mario games ever made. I mean the ones where there were different floors, and you tried to kill the enemies by hitting the brick underneath them. I think Nintendo stole the Mario Bros. idea from Atari, and that is very unfair. And I'm not talking about Donkey Kong.

—Danny Opgenorth
Fairbanks, AK

How wrong you are, Danny! It's cool that you remember the original Mario Bros. game so fondly, but the older folks out there (you know who you are) will remember that Mario Bros. was originally an arcade game and that arcade game was released by... Nintendo. The Big N licensed Mario Bros. to Atari for the home version that we all love, but we're afraid you've gotten a little mixed up as to who the author of the game actually was. No big deal, though. Everyone makes mistakes.

You're a Toughman, I'm a Toughman, We're ALL Toughmen

Dear VIDEOGAMES,

About five months ago I bought Toughman Contest for Sega Genesis. Throughout the time I've been using it, I've been trying to figure out how to perform power punches. I wasn't able to figure out any of them, so I was wondering if you knew how to perform them. Thank you.

—Darryl Sexton
Long Beach, CA

Here's a code—courtesy of those fine folks at Tips & Tricks magazine—that will have you throwing power punches like a palooka: At the password screen, enter the code MRBUCKEYE. If you've entered the code correctly, the name of the code will show up on the screen and you'll be able to throw all of the power punches, regardless of the fighter configuration you set up. Every month, Tips & Tricks features literally thousands of tips, so pick up a copy if you need more help. Cowboy Gabe says yee-ha!

The Visalia Conspiracy

Dear VIDEOGAMES,

Hi, I'm Elias. I'm eight. I like Scorpion. I'm from Visalia, CA. I've played Ultimate MK3. I wish I had a PlayStation with seven games. I got a Genesis with seven games. Buy me a PlayStation.

—Elias
Visalia, CA



You guys can't fool Cowboy Gabe. That's Mark lurking in the background!

Elias, buy your own PlayStation. And tell Mark that he's not going to get in the magazine twice ever again. You kids, I swear....

ULTRA 64: The Eternal Question

Dear VIDEOGAMES,

I'm really looking into the Ultra 64 as a possibility for my Christmas list. I really dig its design and slick controller. I have a few questions, though. What could be the price range for the system and how much would games cost? Another question is when will it come out? I've read the section on it in the February '96 issue over and over, but I'm not sure if you guys and gals mean September '96 or '97. From what I've read, I know that it was first shown in Tokyo on November 23, 1995. But when I read the article it said that the Ultra wasn't coming to the U.S. till next September, but since this article wasn't published till February '96 I'm not sure what year it will come.

By the way: your graphics and illustrations are really trippy.

—Chris Yeomans
Longman, CO

Here's the latest skinny on the Nintendo 64, Chris. I hope it eases your troubled noggin. By the time you read this, Japanese consumers should be happily playing their own N64s. They'll probably be playing Mario 64, which cost them ¥9800 (approximately \$98.00) and Pilotwings 64, which costs a cool ¥9800 (\$98.00). You should be able to get your own mitts on a Nintendo 64 sometime in September, but don't be surprised if it's delayed for a month or so.

The Battle Rages On

Dear VIDEOGAMES,

I'm writing in regards to Gary O'Neal's letter in the April 1996 issue. Let me just say that, Gary, you are pathetic! Do you have some kind of sacred bond with Sega? Sega took a back seat with Genesis and now the Saturn. Saturn is a good system, but how could one be so devoted to a system with so few great games? Sony's PlayStation games were great from the get-go and Sony continues to produce superior games in every category. Ridge Racer, WipeOut and Need For Speed blow away any Saturn racing game thus far. Virtua Fighter 2 is good, but still not as good as Tekken. PSX has more third-party support, much better sports games and the PSX controllers are also much nicer than Saturn's. Bottom line: At least 80% of PlayStation software is killer, with only a few clunkers. Saturn is just barely 50% with quality software. If there wasn't a PlayStation, I'd get Saturn, but it looks as though Sega has been outshone once again. Your loyalty to Sega is very touching, Gary, but you might want to keep it to yourself to avoid embarrassment.

—A.J. Lauro
Brooklyn, NY

Whoa! Now them's fighting words if I've ever heard 'em, and Cowboy Gabe's been in enough honky tonks in his lifetime to hear a lot. A.J. makes some definite points about the quality of software for the PSX, but I think his argument is a little biased. Are there any voices out there that would like to pipe up in defense of the Saturn, or are all of you "Planet Heads" going to take this lying down? Are there any gamers out there who prefer to peach a balance between the 32-bit systems? I'd like to hear from you. Until then, keep your fights clean, and no hitting below the belt!

PEN-PAL-O-RAMA

Dear VIDEOGAMES,

I'm sending you guys my best drawing. I

hope you like it. I've also got a question and some suggestions. First of all, what is the Club Doom code in Doom for the PSX? The same code is in all the magazines and it won't work! Now for the suggestions. First of all, you need to pack PlayStation demo disks. It couldn't be that hard because my closet is full of America Online disks from (gulp) other magazines. Second of all, you need a pen-pal section where video-game players can write each other and talk about your wonderful magazine! So if ya ever decide about the pen-pal section, here's my info:

Travis Richardson

Age: 15

Sex: Male

Likes: RPGs, PlayStation, Anime

6147 Woodcrest Drive
Morristown, TN 37814

—Travis Richardson
Morristown, TN

Great drawing, Travis! We love it when we get cool art from readers. On to your questions: Chris Bieniek swears that you can reach Club Doom by inputting the password JCGDNFL556. It works, man, it works, so take a chill pill. Regarding demo disks: all I can say is that we're working on it. I can't promise anything, but it's entirely possible that one day you might find a copy of VG on the newsstand containing a demo of cool up-and-coming games. And, as you can see, we've included your address, so if you start receiving letters from strange folks across the country, remember: You asked for it.



Travis draws like a man possessed!



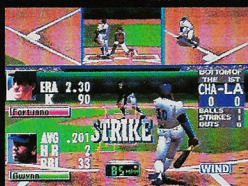
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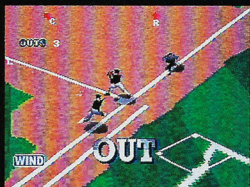


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TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



Dramatic Battle!

Here's a secret code that allows you to play a special two-on-one battle against M. Bison. Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ryu with the **Jab** button (the default is **X** on the Saturn.)

Player 2—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" What? But there are already two fighters on the screen! Incredibly, M. Bison jumps in and challenges both Ryu and Ken to a two-on-one battle! It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar. It's a blast to team up with another player against the computer. Try it!



Choose Arcade Mode and get Player 2 to join in.



Player 1 should hold **L + R** and press **Up, Up**, release the top buttons and press **Up, Up** again, then choose Ryu with the **X** button.



Player 2 should hold **L + R** and press **Up, Up**, release the top buttons and press **Up, Up** again, then choose Ken with the **Z** button.



Now the legendary "Dramatic Battle" begins.



What's this? A third World Warrior joining in?



Accept the challenge of the mighty M. Bison!



Ryu and Ken share the same energy meter for this epic confrontation.

HINT HOT LINES!

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

Nintendo of America Inc.

(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.

(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.

(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.

(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts

(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline)





























































(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East













(900) 445-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for plenty of other Data East titles.



Invincibility

At any time during gameplay—not while the game is paused—press                                                            











Press , , ,
, , , , ,
, , , .



You are now completely invincible!

Access All Keys

Also during gameplay—not while paused—press , , , , , , , . You'll hear a woman's voice say, "Cheater!" and the words "All Keys!" will appear at the top of the screen, indicating that you can go through any door in the current level.























































































































Press          .






























































































You've instantly earned
all of the keys!

Access All Weapons

If you're tired of searching for special weapons, try this code during gameplay (not while paused):                                                                                                                    



Press                                                                                           
































The screen will say
"Mega-Wowie-Zowie!"



Now you're a wallopin' weapon warlord!

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused):                             . The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels!



Press      
     .



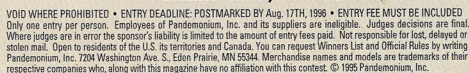
The screen will say "Full Level Access Granted".



Now exit the game and start a new one; you'll find two new difficulty settings.



You can also start at any stage!



CLIP AND MAIL

Boss Select



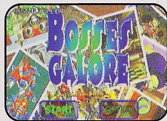
If you thought we had all of the secrets of *Clockwork Knight 2* in last issue's two-page mega-cheat section, you're wrong; here's a new one we just discovered. Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite!



Press **X** five times, **Y** seven times and **Z** five times.



The boss-select option will appear!



Press **Up** or **Down** to choose any boss in the game, even the last one.



Our favorite is the grabby Castle boss.

Invisible Players

At the *Goal Storm* title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, Δ, Δ**. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. But wait—what happened to all of the other players? You'll find that when you play with this new camera angle, only one or two players will be visible on the field! The rest of the players are still there, however—you'll find this out when an opponent literally comes from out of nowhere to steal the ball!



Press **Up, Up, Down, Down, Left, Right, Left, Right, Δ, Δ**.



Now during the game, press **SELECT** to find the new camera angle



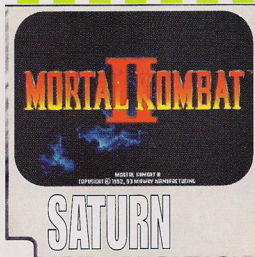
Looks like a wide-open net, doesn't it? Wrong!



The goalie—like all the other players—was invisible!

Cheat Menu

Like all of the other editions of *MK II*, the Saturn version has a secret cheat menu, and here's how to get it: When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches." Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.



Press **Down, Up, Left, Left, A, Right, Down, B, Y, C**.



You'll see a new menu option called "Switches."



A bunch of fabulous cheats are hidden here!



You can handicap players, find hidden characters easier and more!

All-Star Weekend



Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1, L1, R1, L1, R2, L2, R2, L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1, R1, R2, R2, L1, L2, L1, L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game! The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.



Press **R1, L1, R1, L1, R2, L2, R2, L2**



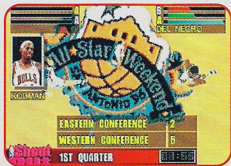
You'll get a new "All Stars" option.



Relive the '94-'95 All-Star game in Phoenix!



Try **R1, R1, R2, R2, L1, L2, L1, L2** for a '95/'96 option.



It's this year's All-Star extravaganza, live from San Antonio!

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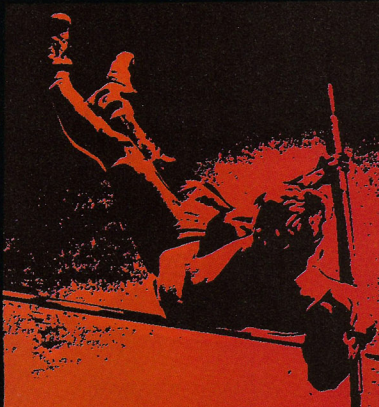
WE JUST RAISED THE BAR.



3D-TEXTURED
POLYGON GRAPHICS
FOUR-PLAYER
SIMULTANEOUS PLAY



ARCADE-STYLE
REAL-TIME MOTION
CAPTURED ACTION



"INTERNATIONAL TRACK & FIELD"



Only PlayStation™ is a
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Entertainment Inc.
International Track & Field™
is a trademark of Konami Co.
Ltd. Konami Sports Series™
is a trademark of
Konami (Europe) Inc.

www.konami.com



All the Cheats

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

AMMO: Down, Right, Left, Right, . Select this option to boost your ammo.

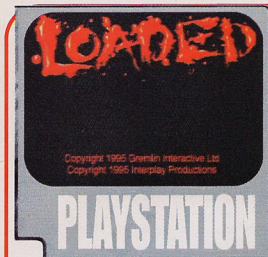
HEALTH: Right, Right, Left, Down, Down, Up, . Use this option to refill your energy meter.

POWER: Right, Down, Right, . This option will power-up your weapon.

LIVES: Left, Down, Right, . This option gives you one extra life each time you press the button!

SMART: R1, R2, R1, R2, . Get one extra smart bomb each time you press the button with this option highlighted.

SKIP LEVEL: R1, R1, R2, R2, . Use this option to skip the current level and start on the next stage!



Pause the game, then hold **L1+L2** until the cursor locks up. Continue to hold **L1+L2** while entering all codes.



Press **Down, Right, Left, Right,** for an "Ammo" option that boosts your ammunition.



Press **Right, Right, Left, Down, Down, Up,** for a "Health" option that refills your energy meter.



Press **Right, Down, Right,** to get a "Power" option which can power-up your weapon.



Press **Left, Down, Right,** for the "Lives" option; this gives you as many lives as you need.



Press **R1, R2,** for the "Smart" option which lets you stock up on smart bombs.



Press **R1, R1,** for a "Skip Level" option that allows you to do just that.

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"THE FINAL ROUND"

Secret Video Scene

If you're a 3DO owner with a Game Guru disc, you can see a hidden video scene by following these instructions: At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press **C**; you'll be taken on a three-minute video tour of the offices of Symbiosis Media and meet the creators of the Game Guru!



Choose "Enter Code" from the main menu.



Select the "GameGuru.CFG" file to patch



Enter the code "IHAVETHEVIDEO2" and press **C**.



You'll hear the voice of Game Guru creator Mark Rearick as you tour his office.



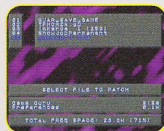
Drool over Rearick's collection of American and Japanese 3DO software!



Watch as Symbiosis' John Elliott hacks some Game Guru codes for you!

Music Select

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press **C**; you've just changed the Game Guru background music to a different tune! Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG 1".



Choose "Enter Code" and select the "GameGuru.CFG" file.



Enter the code "SONG2" (or "SONG3", etc.) for different background tunes.

Secret "Advanced" Mode

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press **C**. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean; if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.



Choose "Enter Code" and select the "GameGuru.CFG" file.



Choose "Yes" at this warning screen.



Whooh! Let's hex-edit a few of our saved game files!



Now you're in way over your head! "Mommyyyy!!"



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A76000

Big Head Mode

To activate "big head" mode—just like in NBA JAM—follow these simple instructions: Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq!



SCOUTING REPORT (View In Standard)

Scouting - Magic	0%
Scouting - Kareem	22%
Scouting - Overall	10%
Scouting - Defense	2%
Scouting - Offense	17%

OVERALL BTH

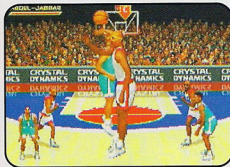
STARTERS

	Pos	Points	Reb	Ass	Stl	Blk
1	2	2	2	2	2	2
2	2	2	2	2	2	2
3	2	2	2	2	2	2
4	2	2	2	2	2	2
5	2	2	2	2	2	2

CONTINUE QUIT GAME

AWAY - CHICAGO

Press **START** or **X**, then immediately tap **L1** quickly and repeatedly...



...until the tip-off.

TEAM ALL-STAR

	Pos	Points	Reb	Ass	Stl	Blk
1	2	2	2	2	2	2
2	2	2	2	2	2	2
3	2	2	2	2	2	2
4	2	2	2	2	2	2
5	2	2	2	2	2	2

RESUME GAME QUIT GAME

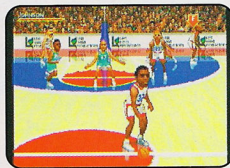
REPLAY

CHICAGO 0

ALL-STAR 0

1ST QUARTER 0:05

Now pause the game; when you unpause...



...all of the players will have heads that match their salaries!

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny!

SCOUTING REPORT (View In Standard)

Scouting - Magic	0%
Scouting - Kareem	22%
Scouting - Overall	10%
Scouting - Defense	2%
Scouting - Offense	17%

OVERALL BTH

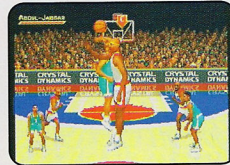
STARTERS

	Pos	Points	Reb	Ass	Stl	Blk
1	2	2	2	2	2	2
2	2	2	2	2	2	2
3	2	2	2	2	2	2
4	2	2	2	2	2	2
5	2	2	2	2	2	2

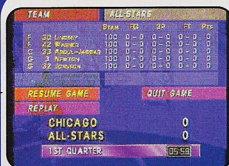
CONTINUE QUIT GAME

AWAY - CHICAGO

Press **START** or **X**, then immediately tap **R1** quickly and repeatedly...



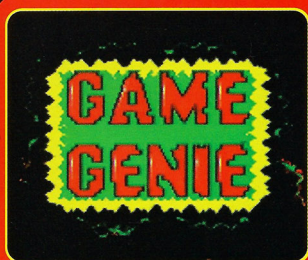
...until the tip-off.



Now pause the game; when you unpause...



...all of the players will be much smaller!



CODES

Codes for use with Galoob's
Game Genie
Video-Game Enhancer

REVOLUTION X Super NES

CBA0-4DDD—Infinite CDs
D96D-44DA—Gold CDs are worth 5
F96D-44DA—Gold CDs are worth 25
9D6D-44DA—Gold CDs are worth 50
CD6D-44DA—Gold CDs are worth 100
D96D-4FDA—Silver CDs are worth 5
F96D-4FDA—Silver CDs are worth 25
9D6D-4FDA—Silver CDs are worth 50
CD6D-4FDA—Silver CDs are worth 100
C2CE-1FAC—Infinite energy
DEB8-1D0D + DEB6-340B—Start with
very little energy
00B8-1D0D + 00B6-340B—Start with
about 1/4 energy
66B8-1D0D + 66B6-340B—Start with
about 1/2 energy
AAB8-1D0D + AAB6-340B—Start with
about 3/4 energy

SUPER TURRICAN 2 Super NES

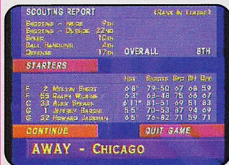
C2C6-1FD7—Almost infinite energy
C266-44A5—Infinite smart bombs
C2C5-37A7—Almost infinite lives unless
you fall off screen

SONIC LABYRINTH Game Gear

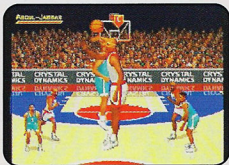
00F-90F-3BE—Infinite lives
059-00A-E6E—Each ring worth 5 rings
0F9-00A-E6E—Each ring worth 15 rings

Shot Percentage Indicator

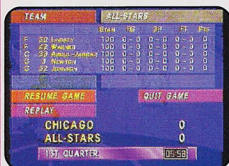
As above, get to the the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in. Why do you need this information? Simple: If your shot registers a 15%, you'd better get ready to nab the rebound; if it's 90% you might as well head to the other end of the court. Also, you'll find that certain players will regularly get high percentage marks from certain areas of the court; experiment with each player by using the shot percentage indicator to find where his "hot spots" are.



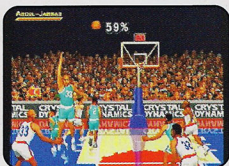
Press **START** or **X**, then immediately press and hold the **L1** button...



...until the tip-off.



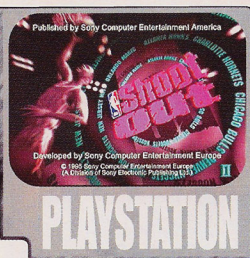
Now pause the game; when you unpause...



...all shots will have an on-screen percentage indicator.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. The distracting game statistics will disappear, allowing a clearer view of the PlayStation's glorious full-motion video capabilities.



Press and hold **L1+L2+R1+R2**.



Now you can see the cheerleaders more clearly.



Say, isn't that Paula Abdul?



See the Ending

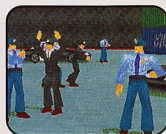
Virtua Cop's not a tough game, but if you still haven't seen the ending sequence, there's an easy way to do it. Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X**, **Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence!



As soon as you shoot the boss, hold **X + Z + B**.



Watch the cops take away the creeps.



You'll be sent directly to the game's ending sequence!



Rage and Smarty rule Virtua City!



GAME GURU CODES

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

Revolution X

Saturn

F6000914-C305
B6002800-0000—Master code (must be entered)
160E9CFA-0063—Infinite credits

The Horde

Saturn

F6000914-C305
B6002800-0000—Master code (must be entered)
D6016E4A-0180
16084D66-26AC
160888E2-26AC—Infinite cash

Battle Arena Toshinden Remix

Saturn

16065578-0380—Infinite health, Player 1
160669B0-0380—Infinite health, Player 2

Johnny Bazookatone

Saturn

10288EE6-0008—Infinite lives

Alien Trilogy

PlayStation

8008F34A-0029—Flamethrower
8008F346-0029—Smart Gun
8009A052-03E7—Infinite Flamethrower ammo
8009A054-03E7—Infinite Smart Gun ammo

Descent

PlayStation

800D10A2-0064—Infinite energy
800D10A6-0064—Infinite shield

Krazy Ivan

PlayStation

8008D1D8-0064—Infinite Hyena missiles
8008D1B4-0009—Infinite Cerebus missiles
8008D1A4-03E7—Infinite 50mm

Gex

PlayStation

80097B2C-0064—Infinite lives

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OFFER EXPIRES November 18, 1996 **TAVG67**

Killer Instinct 2

Exclusive Strategy Guide



By Tyrone Rodriguez with Adrian Sanchez

If you think that your expertise in *KI* is enough to make you a dominating force in the sequel, think again. The developers have gone to great lengths to vastly improve the fighting engine to make it one of the most sophisticated around. In fact, have spent so much time playing this game that my social skills have dwindled almost to nonexistence. My life, outside of video games, is null and void.

THROWING

While throwing is not nearly as fun as tossing (which I spend a lot of time doing on my down time), it is more important in *KI2* than in the original—especially when added to a combo. The Throw button is different for some fighters; it's done by pressing → + **Fierce Kick** or **Fierce Punch** while up close to your opponent. It is also possible to juggle after a throw. Here's an example using Glacius.

1) Start a combo with the Cold Shoulder (↓↘→ + **Medium Punch**), then **Quick Punch**.
2) Follow by pressing → + **Fierce Punch**. This will toss them to your opposite side.

3) Press ← + **Fierce Punch** to juggle after the throw.
Note that in the above example, the left arrow in step 3 represents "forward" or toward your opponent. As in all of the fighting-game strategy guides in *Tips & Tricks*, the moves and combos on the following pages show the arrows as if your fighter is facing to the right at the start of the sequence. However, since Glacius has thrown his opponent to the left in the middle of this combo, you need to point the joystick Left to finish the last step.

STAGE SELECT + MUSIC SELECT

For those of you who really care about where you are fighting and whether or not the music is acceptable, then here are the codes to entering them. The first player gets to choose the stage, while player 2 is given control of the radio.

↑ + **Quick Punch**: Sabrewulf stage
↑ + **Medium Punch**: Maya stage
↑ + **Fierce Punch**: Glacius stage
↑ + **Quick Kick**: Tusk stage
↑ + **Medium Kick**: Fulgore stage
↑ + **Fierce Kick**: Orchid stage
↓ + **Quick Punch**: Jago stage
↓ + **Medium Punch**: Gargos stage
↓ + **Fierce Punch**: T.J. Combo stage

↓ + **Quick Kick**: Kim Wu stage
↓ + **Medium Kick**: Spinal stage
↓ + **Fierce Kick**: Spinal stage
↓ + **Medium Kick** (both controllers): Sky Platform

SPEED SETTINGS

If you enjoy messing around with the game's speed, you can now do so—with or without player 2's permission. Here's how: At the VS screen, just hold down one of the following buttons combos.

Fast Speed—↑ or ↓ + **Medium Kick** or **Punch**
Ultra—↑ or ↓ + **Fierce Kick** or **Punch**
Normal—↑ or ↓ + **Quick Kick** or **Punch**

COMBO THEORY

Things have changed quite a bit since the last Ultratech tourney. Auto-doubles were almost the only way a combo would be registered in *Killer Instinct*. *Street Fighter*-style manual combos were basically non-existent. *KI2* has auto-doubles, manuals, chains and supers. Some of you may remember that in the first game, the norm was to use **Quick Punch** after **Quick Kick** (and vice versa), **Medium Punch** after **Fierce Kick** and **Medium Kick** after **Fierce Punch**. The Auto-double system has been altered slightly (see "Linkers" for info) to make room for more varied combos. While *Killer 2*'s nearest competitor, *Street Fighter Alpha*, had the button system going from left to right, *KI2* has the Auto-doubles/linkers, etc. going from right to left. The *Street Fighter* press/release combo system works great. These smaller combos annoy human opponents because of their sheer speed.

LINKERS

Fierce Punch/Kick links to **Medium Punch/Kick**
Medium Punch/Kick links to **Quick Punch/Kick**
Quick Punch/Kick links to **Fierce Punch/Kick**

OVERHEADS

For those of you unfamiliar with the term "overhead," let me explain. An overhead is an attack that will break through a crouching opponent's block. In *Killer 2*, the overhead is performed in close to your opponent by pressing ← + **Fierce Punch**.

ADVANCING/RETREATING

Some—but not all—of the fighters in *KI2* have a move which makes them advance toward or retreat away from their opponent. Kim Wu rolls, Spinal dashes, Sabrewulf pounces, etc. This can be done with a quick double-tap → or ← on the stick. Use these maneuvers to confuse opponents or to set up combos. Kim Wu has a nasty little way of saying hello; try the following example, it works like a charm.

1. Use the roll as much as possible through the whole match. When your Super bar allows for at least one Super, go to Step 2.
2. Roll toward your opponent (→); as you roll, begin the motion for the Rolling Dragon (↓↙↘↙↘↙↘↙↘).
3. End the motion with **Fierce Punch** just as you finish rolling. Depending on the distance from your opponent, Kim can do another continuous roll, then end with an uppercut. Quite devious.

SUPER STUFF

Surprise! *Killer Instinct 2* has Super moves. Developed in part by SNK and perfected by Capcom, Super moves have become a staple of contemporary fighting games. Each fighter in *KI2* has at least three Super attacks which can be used when the power bar has been filled, and many of them remain a mystery.

PAPER, ROCK, SCISSORS

Paper/Scissors/Rock has been used by Nintendo's Ken Lobb as a method of describing how to stop dash attacks in *Killer Instinct 2*. Using Jago as an example: In a Jago vs. Jago match, if one player does a Wind Kick and the other pulls a Ninja Slide, the Wind Kick wins. The Ninja Slide beats the Laser Sword, but the Laser Sword beats the Wind Kick. Each character has three special moves which fit this formula, both

against the same character and against other characters. If you know the sequence of moves in paper/rock/scissors order, you can use the proper counter-attack to snap out of what's called a "block stall". For example, in the aforementioned Jago vs Jago match, if one player jumped in with a **Fierce Kick**, then pressed → + **Fierce Kick** followed by a Wind Kick, the other fighter would be stuck in a block stall during this entire "pressure combo." That is, your only possible options are to stand and block or crouch and block. If you know the paper/rock/scissors theory and execute the correct attack during a pressure combo—in this case, the Laser Sword—the blocker will snap out of the block stall as soon as the corresponding attack is executed. If you pick the right attack, you can start a combo of your own; pick the wrong one and the player who initiated the pressure combo will get an opener.

Note that if a player takes the risk of attacking with a pressure combo, that player will be rewarded with Super power. If the player takes no real risk—like jumping in with **Fierce Kick** to "pressure double", then → + **Fierce Kick** to a Quick Tiger's Fury—it is not possible to "snap out" of the block stall. However, less Super power is earned for this low-risk pressure combo.

POWERING UP

Killer Instinct rewarded players with extra hits on valid combo-enders. Now one has to earn these hits. There are a total of five valid combo-enders that power up when used alternately. Each time a different ender is used, an extra hit will be added to the next ender used—up to a maximum of five hits. For example, if you're playing as Jago and end your first combo with a **Fierce Tiger's Fury**, ending your next combo with a **Fierce Laser Sword** will give you two hits for this ender. The enders also serve to power up the Ultra. In *Killer Instinct*, the Ultra added about twenty hits to any combo. In *Killer 2*, if you use the power-up theory correctly, the number of hits added by the Ultra can increase. There are two requirements to power up the Ultra. First, each of the five different valid combo-enders must be used at least once during the match. Second, each fighter has one valid combo-ender which must be done after the first four. The order of the first four enders does not matter, but the fifth must be done after the first four have been performed. In Jago's case it's a Medium Tiger's Fury; see the character listings to find each fighter's Ultra-powering combo-ender.

ULTRA COMBOS

The Ultra Combos are pre-programmed combos which act as a series of automatic unblockable/unbreakable attacks that can only be performed at the end of a fighter's second life bar. They must be performed during a valid combo to be triggered. The motions for the Ultra differ from fighter to fighter and they're listed under special attacks.

SHADOW ULTRAS

Unlike in *KI*, Shadow Ultras can now be controlled. Start a combo with a Shadow Linker and viola! Here's an example: 1. Start with the Shadow Wind Kick (→↘↓↙←→ + **Medium Kick**), press **Quick Kick**. 2. Now go into the Ultra (↘↓↙ + **Quick Kick**); the extra cool shadows will follow. This combo looks even classier if done while in Ghost mode.



JAGO

make mincemeat out of Jago back then. In *KI2*, to begin a combo after a dash you have many options:

- 1) Start with a low **Medium Punch** into Ninja Slide, or...
- 2) Press → + **Fierce Kick** and continue from there.

His Wind Kick does not pass through projectiles anymore, but the Ninja Slide goes under them. He can't do the Yellow Endokuken, but he does have a fake fireball—and he can perform the Red Endokuken at any time. Jago's **Fierce Laser Sword** swings twice. I'd say it was a fair trade-up.

SPECIAL MOVES

Endokuken—↓↘↙ + any **Punch**
Tiger's Fury—→↘↙ + any **Punch**
Ninja Slide—↓↘↙ + any **Kick**
Laser Sword—↘↓↙ + **Medium** or **Fierce Punch**
Red Endokuken—Hold **Fierce Punch**, ↓↘↙ then release
Fake Endokuken—↓↘↙ + **Quick Kick**
Wind Kick—↓↘↙ + any **Kick**

SUPER MOVE

Jago's Ghost—↓↘↙←→ + **Quick Kick**

COMBO BREAKER

Tiger's Fury—→↘↙ + **Punch** or **Kick**

SUPER FINISHERS

Super Tiger's Fury—↓↘↙←↘↙↘↙ + **Fierce Punch**
Super Red Endokuken—→↘↓↙↙←↘↙ + **Quick Punch**

SHADOW LINKERS

Ninja Slide—↙↘↓↙↙←↘↙ + **Fierce Kick**
Wind Kick—→↘↓↙↙←↘↙ + **Medium Kick** (goes through projectiles)

ULTRA COMBO FINISHER

Ultra—↘↓↙ + **Quick Kick**

ULTIMATES

Ultimate1—→↘↓↙↙←↘↙ + **Medium Punch**
Ultimate2—→↘↙ + **Fierce Kick**

VALID COMBO-ENDERS

1. Laser Sword with **Fierce Punch**
2. Tiger's Fury with **Fierce Punch**
3. Endokuken with **Fierce Punch**
4. Wind Kick with **Fierce Kick**
5. Tiger's Fury with **Medium Punch** (must be performed last to power-up Jago's Ultra)

BEGINNER COMBO

1. In close, press → + **Fierce Kick**
2. Then do Jago's **Fierce Laser Sword** (↘↓↙ + **Fierce Punch**)

INTERMEDIATE COMBO

1. Start with a Medium Ninja Slide (↙↘↓↙ + **Medium Kick**), then a **Quick Kick**
3. Add a linker, a Medium Laser Sword (↘↓↙ + **Medium Punch**), then press **Quick Punch**
4. End the combo with a **Fierce Laser Sword** (↘↓↙ + **Fierce Punch**)

ADVANCED COMBO

1. Start off with a **Fierce Ninja Slide** (↙↘↓↙ + **Fierce Kick**) and get an auto-double with **Medium Kick**

2. Link to a Medium Laser Sword (↘↓↙ + **Medium Punch**) and add a **Quick Punch**
3. Here's the fun part: Go from the **Quick Punch** to a Shadow Linker Wind Kick (→↘↓↙↙←↘↙ + **Medium Kick**)
4.and finish with the Super Finisher Tiger's Fury (↓↘↙←↘↙↘↙ + **Fierce Punch**)

ADVANCED ULTRA COMBO

Attempt this combo only if your Power bar is fully charged and you've powered up the Ultra

1. Do a Medium Wind Kick (↘↓↙ + **Medium Kick**) and auto-double with **Quick Punch**
2. Use the first of four Shadow Wind Kicks (→↘↓↙↙←↘↙ + **Medium Kick**), then hold → and press **Fierce Kick**
3. Now the second Shadow Wind Kick (→↘↓↙↙←↘↙ + **Medium Kick**), hold → and press **Fierce Kick**
4. Add the third Shadow Wind Kick (→↘↓↙↙←↘↙ + **Medium Kick**), hold → and press **Fierce Kick**
5. Use one more Shadow Wind Kick (→↘↓↙↙←↘↙ + **Medium Kick**), then end it all with the Ultra (↘↓↙ + **Quick Kick**)

TUSK



moves like lightning. His Barbarian's Boot is quick and effective. Once you've mastered Tusk and his subtleties, you'll find that he is almost unstoppable.

SPECIAL MOVES

The Conqueror—↓↘↙ + any Punch
Web of Death—↓↘↙ + Fierce Punch

Double Swing Web of Death—↓↘↙ + Fierce Punch
Flame Chop—↓↘↙ + Fierce Kick
Barbarian's Boot—↓↘↙ + any Kick
Trading Places—↓↘↙ + Quick Punch

SUPER MOVE

Ground Flame—↙↘↙↘↙ + Quick Kick

COMBO BREAKER

The Conqueror—→↘↙ + Punch or Kick

SUPER FINISHER

Super Conqueror—↓↘↙↘↙ + Fierce Punch

SHADOW LINKERS

Barbarian's Boot—↓↘↙↘↙ + Fierce Kick
Web of Fury—↙↘↙↘↙ + Fierce Punch

Jungle Tumble—↙↘↙↘↙ + Fierce Kick (goes through projectiles)

ULTRA COMBO FINISHER

Ultra—↓↘↙ + Medium Kick

ULTIMATES

Ultimate 1—↙↘↙↘↙↘↙ + Medium Punch
Ultimate 2—→↘↙ + Medium Kick

VALID COMBO ENDERS

- Trading Places
- The Conqueror with Fierce Punch
- Barbarian's Boot with Fierce Kick
- Flame Chop
- The Conqueror with Quick Punch (must be performed last to Power-Up Tusk's Ultra)

BEGINNER COMBO

- Do a Web of Death (↓↘↙ + Fierce Punch), then a Medium Punch
- End with a Fierce Conqueror (→↘↙ + Fierce Punch)

INTERMEDIATE COMBO

- Begin up close with Trading Places

(→↘↙↘↙ + Quick Punch), then press Fierce Punch

2. Now do a Fierce Barbarian's Boot (↓↘↙ + Fierce Kick) and a Medium Kick

3. Go for the Flame Chop to end it (↙↘↙ + Fierce Kick)

ADVANCED COMBO

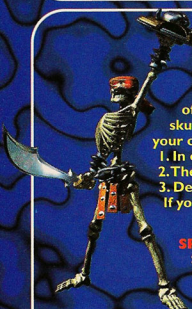
- Jump in with a Fierce Punch
- Tap Medium Kick for an auto-double
- End it with Tusk's Super Finisher, The Conqueror (→↘↙↘↙ + Fierce Punch)

ADVANCED ULTRA COMBO

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra

- Do a Medium Barbarian's Boot (↓↘↙ + Medium Kick), then press Quick Punch
- Follow with a Super Web of Fury (↙↘↙↘↙ + Fierce Punch), then chain from a Fierce Punch to a Medium Kick
- Repeat Step 2 two more times
- Use one more Super Web of Fury and finish with a vicious Ultra (↓↘↙ + Medium Kick)

SPINAL



of it. He has multiple openers, and his speed guarantees that he'll be no sitting duck. After Spinal has at least one skull— to allow Skele-porting—you can use the following pattern over and over again; it's a cheap strategy that'll bug your opponent into starting a real fight.

- In close, use the Scimitar Scrape (↙↘↙ + Fierce Kick)
- Then go immediately into the Skele-port (↓↘↙ + any Kick)
- Depending on which button you use, you can Skele-port back in front of the other player or right behind him or her. If you keep up this see-saw pattern, you'll drive your friends to insanity.

SPECIAL MOVES

Skele-port—↓↘↙ + any Kick (you must have at least one Skull)
Skele-swipe—

↓↘↙ + Fierce Punch
Skele-thrust—↓↘↙ + Medium Punch
Power Devour—↙↘↙ + Quick Punch
Searing Skull—↓↘↙ + any Punch
Scimitar Scrape—↙↘↙ + Fierce Kick
Soul Drain—↓↘↙ + Quick Punch

SUPER MOVE

Skele-charge—→↘↙↘↙ + Medium (one skull) or Fierce Punch (five skulls)

COMBO BREAKER

Skele-port—↓↘↙ + Punch or Kick

SUPER FINISHER

Multi-Skulls—↓↘↙↘↙↘↙ + Fierce Kick (or ↙↘↙↘↙ + Fierce Kick during a combo)

SHADOW LINKERS

Skele-swipe—↙↘↙↘↙ + Medium Punch

Scimitar Scrape—↙↘↙↘↙ + Fierce Kick

Spinal Chop—↓↘↙↘↙ + Fierce Punch (goes through projectiles)

ULTRA COMBO FINISHER

Ultra—→↘↙ + Medium Kick

ULTIMATE

Ultimate—↙↘↙↘↙ + Medium Punch

VALID COMBO ENDERS

- Skele-charge with Medium Punch
- Skele-port with Quick Kick
- Skele-port with Medium Kick
- Skele-port with Fierce Kick
- Soul Drain with Quick Punch (must be done last to Power-Up Ultra)

BEGINNER COMBO

- Begin with a Skele-thrust (↓↘↙ + Medium Punch), press Quick Punch and finish with a low Fierce Punch

INTERMEDIATE COMBO

- Do a Scimitar Scrape (↙↘↙ + Fierce Kick) and follow with Medium Kick
- End with the Soul Drain (↓↘↙ + Quick Punch)

Here's another returning contestant that has been altered in hopes of balancing gameplay. First and foremost, Rare gave him some clothes to cover up—all that skin was just too risqué. Spinal feels nothing like his old self. In the first game, Spinal relied on the other player making a mistake and taking advantage

ADVANCED COMBO

- Begin with a Skele-thrust (↓↘↙ + Medium Punch), press Quick Punch
- Do another Skele-thrust, followed by a Fierce Punch to Medium Kick
- End with a Fierce Skele-port (↓↘↙ + Fierce Kick)

ADVANCED ULTRA COMBO

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra

- Begin with a Skele-thrust (↓↘↙ + Medium Punch), then a Quick Punch
- Follow with a Super Skele-swipe (↙↘↙↘↙ + Medium Punch) and a Fierce Punch
- Repeat Step 2 two more times
- Use the last Shadow Linker and go directly into Spinal's Ultra (→↘↙↘↙ + Fierce Punch)



SABREWOLF

become. Sabrewulf's refinements represent another welcome change from the gameplay in the original *Killer Instinct*. Instead of granting him extra hits in combos, his Howl now charges up his Super meter. His fake howl serves to lure opponents close enough to attack. There are still combo possibilities from his low Fierce bite.

Sabrewulf's "charged" moves require less charging time than in the first game; it's been shortened to about 1.5 seconds, though we've rounded this figure up to two seconds in the moves list to be safe. However, these same moves don't seem to require any charging delay when using them as part of a combo. Oh, and don't forget that Sabrewulf has the easiest Ultimates in the game.

SUPER MOVES

Howl—Charge ← for two seconds, then → + **Quick Punch**

Fake Howl—Charge ← for two seconds, then → + **Quick Kick**

Sabre Cartwheel—Charge ← for two seconds, then → + **Medium Punch**

Sabre Pounce—Charge ← for two seconds, then → + **Fierce Punch** (hold **Fierce Punch** to stand ready, press **Medium Punch** to cancel)

Sabre Spin—Charge ← for two seconds, then → + **Medium Kick**

Sabre Flip—Charge ← for two seconds, then → + **Fierce Kick**

SUPER MOVES

Super Fireball—→↘↓↙←→ + **Fierce Punch**

Sabre Stomp—Jump, →↘↓↙←→ + **Fierce Punch**

COMBO BREAKER

Sabre Flip—←→ + **Punch** or **Kick**

SUPER FINISHER

Lupus Loopy—→↘↓↙←→ + **Fierce Kick**

SHADOW LINKERS

Sabre Spin—→↘↓↙←→ + **Medium Kick**

Sabre Cartwheel—→↘↓↙←→ + **Medium Punch**

ULTRA COMBO FINISHER

Ultra—←→ + **Quick Kick**

ULTIMATES

Ultimate1—Hold **Quick Punch** for three seconds, release

Ultimate2—Hold **Fierce Kick** for three seconds, release

VALID COMBO ENDERS

1. Howl with **Quick Punch**

2. Sabre Pounce with **Fierce Punch**

3. Sabre Flip with **Fierce Kick**

4. Sabre Spin with **Medium Kick**

5. Fake Howl with **Quick Kick** (must be done last to Power-Up Ultra)

BEGINNER COMBO

1. Start with a Sabre Pounce (charge ← for two seconds, then → + **Fierce Punch**), press **Medium Kick**

2. End with another Sabre Pounce (←→ + **Fierce Punch**)

INTERMEDIATE COMBO

1. Start off with a Low **Fierce Kick** into **Medium Sabre Cartwheel** (←→ + **Medium Punch**), followed by a **Quick**

Baron Von Sabrewulf's arms have been amputated by Ultratech. After the operation, the Baron was driven mad and seeks revenge on those who turned him into what he has

Punch

2. Continue with a **Fierce Sabre Flip** (←→ + **Fierce Kick**)

3. Juggle afterwards with a **Fierce Sabre Pounce** (←→ + **Fierce Punch**)

ADVANCED COMBO

1. Begin with a **Medium Sabre Cartwheel** (Charge ← for two seconds, then → + **Medium Punch**), then press **Fierce Kick**, then **Medium Punch**

2. End it with a **Lupus Loopy** (→↘↓↙←→ + **Fierce Kick**)

ADVANCED ULTRA COMBO

Attempt this combo only if your **Power bar** is fully charged and you've powered-up the Ultra

1. Start with the **Medium Sabre Cartwheel** (Charge ← for two seconds, then → + **Medium Punch**) then press **Quick Punch**

2. Link to a **Shadow Sabre Cartwheel** (→↘↓↙←→ + **Medium Punch**), then hold → and press **Fierce Kick**

3. Repeat Step 2 two more times

4. Use one final **Shadow Sabre Cartwheel** (→↘↓↙←→ + **Medium Punch**)

5. Then link to the **Ultra** (←→ + **Quick Kick**)

MAYA



ing one of these moves during a combo.) Her **Dagger Drop** goes through projectiles—and man, is it fast! She can combo directly from one special attack to another special attack.

SPECIAL MOVES

Uppercut—Charge ← for two seconds, then → + **Quick Punch**

Double Slice—Charge ← for two seconds, then → + **Medium Punch**

Dagger Drop—Charge ← for two seconds, then → + **Fierce Punch**

Slash Kick—Charge ← for two seconds, then → + **Medium Kick**

Spring-a-ma-jig—Charge ← for two seconds, then → + **Quick or Fierce Kick** (to spring twice, repeat with **Quick Kick** while in the air)

seconds, then → + **Fierce Punch**

Slash Kick—Charge ← for two seconds, then → + **Medium Kick**

Spring-a-ma-jig—Charge ← for two seconds, then → + **Quick or Fierce Kick** (to spring twice, repeat with **Quick Kick** while in the air)

seconds, then → + **Fierce Punch**

Slash Kick—Charge ← for two seconds, then → + **Medium Kick**

Spring-a-ma-jig—Charge ← for two seconds, then → + **Quick or Fierce Kick** (to spring twice, repeat with **Quick Kick** while in the air)

seconds, then → + **Fierce Punch**

Slash Kick—Charge ← for two seconds, then → + **Medium Kick**

Spring-a-ma-jig—Charge ← for two seconds, then → + **Quick or Fierce Kick** (to spring twice, repeat with **Quick Kick** while in the air)

seconds, then → + **Fierce Punch**

Slash Kick—Charge ← for two seconds, then → + **Medium Kick**

Spring-a-ma-jig—Charge ← for two seconds, then → + **Quick or Fierce Kick** (to spring twice, repeat with **Quick Kick** while in the air)

ULTRA COMBO FINISHER

Ultra—→← + **Fierce Kick**

ULTIMATES

Ultimate1—←↙↓↘→← + **Quick Punch**

Ultimate2—→↘↓↙←→ + **Quick Kick**

VALID COMBO-ENDERS

1. Uppercut with **Quick Punch**

2. Dagger Drop with **Fierce Punch**

3. Spring-a-ma-jig with **Quick Kick**

4. Spring-a-ma-jig with **Fierce Kick**

5. Reverse Uppercut (→← + **Quick Punch**) (Must be done last to Power-Up the Ultra Combo)

BEGINNER COMBO

1. Get going with a **Medium Double Slice** (charge ← for two seconds, then → + **Medium Punch**), then auto-double with **Quick Punch**

2. End with a **Dagger Drop** (←→ + **Fierce Punch**). Easy, no?

INTERMEDIATE COMBO

1. Go from a standing **Fierce Punch** to a **Medium Double Slice** (←→ + **Medium Punch**), then auto-double with **Quick Punch**

2. End with a **Fierce Spring-a-ma-jig** (←→ + **Fierce Kick**)

This young, scantily-clad blonde bombshell is the last of the newcomers and proves that the new faces are as good as (if not better than) the faces of old. All of Maya's attacks are of the "backforward" persuasion, making it a cinch to begin and end combos. (Like Sabrewulf, the "charging" time is eliminated when performing one of these moves during a combo.) Her **Dagger Drop** goes through projectiles—and man, is it fast! She can combo directly from one special attack to another special attack.

ADVANCED COMBO

1. In close, use a **Medium Slash Kick** (charge ← for two seconds, then → + **Medium Kick**) and press **Quick Kick**

2. Now do a **Medium Double Slash** (←→ + **Medium Punch**) followed by a chain from **Fierce Punch** to **Medium Kick**

3. Finish with the **Tree Cutter** (→↘↓↙←→ + **Fierce Kick**)

ADVANCED ULTRA COMBO

Attempt this combo only if your **Power bar** is fully charged and you've powered-up the Ultra

1. Begin with the **Medium Double Slash** (Charge ← for two seconds, then → + **Medium Punch**), press **Quick Punch**

2. Link to the **Super Slash Kick** (→↘↓↙←→ + **Medium Kick**) and press **Quick Punch**

3. Now link to the **Super Slice** (→↘↓↙←→ + **Medium Punch**) and press **Quick Kick**

3. Repeat Step 3

4. Now one last **Super Slash Kick** (→↘↓↙←→ + **Medium Kick**)

5. And into her **Ultra** (←→ + **Fierce Punch**)

FULGORE



SPECIAL MOVES

Laser Storm— $\downarrow \rightarrow +$ any
Punch
Plasma Slice— $\rightarrow \downarrow +$ any
Punch
Plasma-
port— $\leftarrow \downarrow +$ any button

Cyberdash— $\leftarrow \downarrow \rightarrow +$ Medium
Kick or Fierce Kick or Charge \leftarrow ,
 $\rightarrow +$ Medium or Fierce Kick
Eye Beam— $\rightarrow \downarrow +$ Medium or Fierce
Punch
Electro-fleet— $\rightarrow \downarrow +$ Quick Kick

COMBO BREAKER

Plasma Slice— $\rightarrow \downarrow +$ Punch or Kick

SUPER FINISHER

Super Plasma Slice— $\downarrow \leftarrow \downarrow \rightarrow +$
Fierce Punch

SHADOW LINKERS

Electro-fleet— $\rightarrow \downarrow \leftarrow +$ Quick Kick
Cyberdash— $\leftarrow \downarrow \rightarrow +$ Fierce Kick

ULTRA COMBO FINISHER

Ultra— $\rightarrow \downarrow +$ Quick Punch

done while Fulgore is in the air. The Eye Beam is also faster, making stationary combos much easier to accomplish. Fulgore's new style of play does take some getting used to—but once you become accustomed to the new Fulgore, the old will seem obsolete.

ULTIMATE

Ultimate— $\leftarrow \downarrow \rightarrow +$ Medium Kick

VALID COMBO-ENDERS

1. Plasma Slice with Fierce Punch
2. Eye Beam with Fierce Punch
3. Cyberdash with Fierce Kick
4. Laser Storm with Medium Punch
5. Plasma Slice with Quick Punch (must be done last to power-up the Ultra combo)

BEGINNER COMBO

1. Back to basics: Start with a Cyberdash (charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Kick) and press Medium Kick
2. End with a Fierce Plasma Slice ($\rightarrow \downarrow +$ Fierce Punch)

INTERMEDIATE COMBO

1. Begin with a low Medium Kick into a Fierce Eye Beam ($\rightarrow \downarrow +$ Fierce Punch)
2. Press Medium Kick again and do a Medium Eye Beam ($\rightarrow \downarrow +$ Medium Punch), then press Quick Kick
3. End with a Quick Plasma Slice ($\rightarrow \downarrow +$ Quick Punch)

A new, snazzier cyborg comes to destroy Jago. Many of his attacks have been modified—some from a button change, others a different appearance. Fulgore's Eye Beam targets the other fighter wherever he or she is located (when not airborne) and can be

ADVANCED COMBO

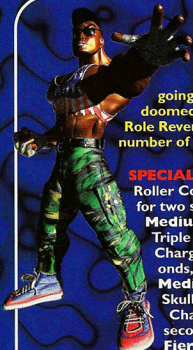
1. Charge at 'em with a Fierce Cyberdash ($\leftarrow \downarrow \rightarrow +$ Medium Kick or Fierce Kick or charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Kick), then a Medium Punch
2. Use a Shadow Electro-fleet ($\rightarrow \downarrow \leftarrow +$ Quick Kick) into a Super Plasma Slice ($\downarrow \leftarrow \downarrow \rightarrow +$ Fierce Punch)

ADVANCED ULTRA COMBO

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra

1. Start with a Fierce Cyberdash ($\leftarrow \downarrow \rightarrow +$ Medium Kick or Fierce Kick or Charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Kick) and press Medium Kick
2. Use a Shadow Electro-fleet ($\rightarrow \downarrow \leftarrow +$ Quick Kick) and press $\leftarrow +$ Fierce Punch
3. Repeat Step 2 two more times
4. Pull one more Shadow Electro-fleet ($\rightarrow \downarrow \leftarrow +$ Quick Kick) and end with the Ultra ($\rightarrow \downarrow +$ Quick Punch)

T.J. COMBO



going to be in for an unpleasant surprise. His Skull Crusher must be blocked high (it's an overhead) or you're doomed to a painful combo. The multi-hit Dash Frenzy WILL catch you off guard with its awkward appearance. The Role Reversal can confuse opponents and get you out of the corner. It's a great-looking combo ender, too. Note that the number of possible hits you can get with Combo's Dash Frenzy Super Finisher depends on your Power meter.

SPECIAL MOVES

Roller Coaster—Charge \leftarrow for two seconds, then $\rightarrow +$ Medium Punch
Triple Roller Coaster—Charge \leftarrow for two seconds, then $\downarrow \rightarrow +$ Medium Punch
Skull Crusher—Charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Kick

Wind Up—Hold Fierce Punch for three seconds, release and press Fierce Punch
Back Fist—Charge \leftarrow for two seconds, then $\rightarrow +$ Quick Punch
Reverse Back Fist—Charge \rightarrow for two seconds, then $\leftarrow +$ Quick Punch
Role Reversal—In close, charge \leftarrow for two seconds, then $\rightarrow +$ Quick Kick
T.J. Tremor—Charge \leftarrow for two seconds, then $\rightarrow +$ Medium Kick
Powerline—Charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Punch

COMBO BREAKER

Knee K.O.— $\leftarrow +$ Punch or Kick

SUPER FINISHER

Dash Frenzy— $\rightarrow \downarrow \leftarrow +$ Fierce Punch

SHADOW LINKERS

Back Fist— $\rightarrow \downarrow \leftarrow +$ Quick Punch
Roller Coaster— $\rightarrow \downarrow \leftarrow +$ Medium Punch (goes through projectiles)

ULTRA COMBO FINISHER

Ultra— $\rightarrow \leftarrow +$ Fierce Punch

ULTIMATES

Ultimate 1— $\rightarrow \downarrow \leftarrow +$ Fierce Kick
Ultimate 2—Hold Quick Kick for three seconds, release

VALID COMBO-ENDERS

1. Back Fist with Quick Punch
2. Powerline with Fierce Punch
3. Role Reversal with Quick Kick
4. T.J. Tremor with Medium Kick
5. Skull Crusher with Fierce Kick (must be done last to power-up the Ultra)

BEGINNER COMBO

1. Dash forward with the Skull Crusher (Charge \leftarrow for two seconds, then $\rightarrow +$ Fierce Kick), then press Fierce Kick
2. Wrap it up with a Powerline ($\leftarrow +$ Fierce Punch)

Back with an eye patch, Combo is meaner and cheaper than ever. If you hated his overhead/low pattern in the original *Killer Instinct*, you're

INTERMEDIATE COMBO

1. (Charge \leftarrow for two seconds, then $\downarrow \rightarrow +$ Medium Punch) for the Triple Roller Coaster followed with a Quick Punch
2. Use a Double Roller Coaster ($\leftarrow +$ Medium Punch), then a Quick Kick
3. End with a Role Reversal ($\leftarrow +$ Quick Kick)

ADVANCED COMBO

1. Start with a Super Back Fist ($\rightarrow \downarrow \leftarrow +$ Quick Punch)
2. As soon as it hits, use the Dash Frenzy ($\rightarrow \downarrow \leftarrow +$ Fierce Kick)

ADVANCED ULTRA COMBO

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra

1. Begin with Double Roller Coaster (Charge \leftarrow for two seconds, then $\rightarrow +$ Medium Punch), press Quick Punch
2. Then into a Super Roller Coaster ($\rightarrow \downarrow \leftarrow +$ Medium Punch) followed by a Fierce Kick
3. Repeat Step 2 two more times
4. Use one more Super Roller Coaster ($\rightarrow \downarrow \leftarrow +$ Medium Punch) into the Ultra ($\rightarrow \leftarrow +$ Fierce Punch)



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VIDEO GAMES
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VIRTA

CYBER TROOPERS

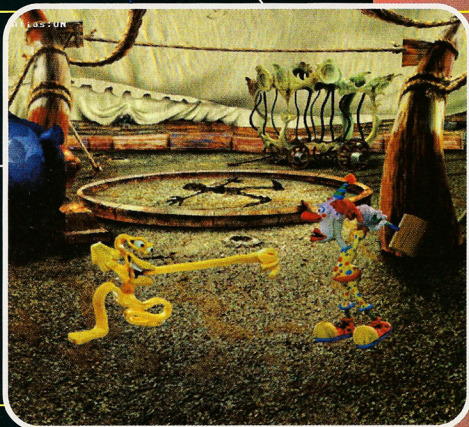




Shred

ELECTRONIC ARTS®

First Look PlayStation Clay Fighter 3



Have you ever wished for a bigger, badder, meaner *Clayfighter*? If so, you'll be happy to know that Interplay is doing its part to bring the popular Play-Doh fighter to the PlayStation.

Clayfighter III, which will be available in time for Christmas, is the newest in a line of remarkable fighting titles for the 32-bit systems. Just imagine: all of your favorite characters, like Bad Mr. Frosty and Blue Suede Goo, duking it out in all their 32-bit glory. Makes you smile, right? Now imagine if they added a bunch more characters and tweaked the play mechanics so that game played better than ever? Oh boy, that's entertainment.

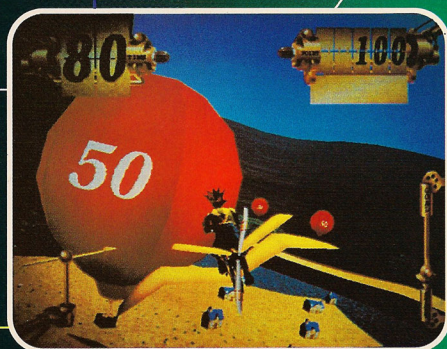
The graphics and backgrounds in this game look simply amazing. The fighters seem to jump off the screen, and the color and detail of the scenery make the backgrounds come to life. As a result, the overall look of the game is breathtaking. Development is still the playability will turn out as well as they boast it will, but these screenshots sure look promising.



1-2 Players Fighting Game
Developed by Interplay
Published by Interplay
Available Winter 1996

First Look Arcade

Propcycle



1 Player Weird Game
Developed by Namco
Published by Namco
Available Summer 1996



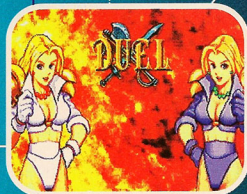
Namco is currently enjoying some sort of celebrity in the arcades thanks to its almost infallible track record over the last year. Usually, we wait to see what mistakes a company as irritatingly good as this will inevitably make, but it doesn't look like that's going to happen anytime soon. The reason? *Propcycle*.

It's an idea that would do Jules Verne proud. The latest in Namco's line of "High Touch" simulator games, *Propcycle* puts you in the seat of a flying bicycle, floating above a beautifully rendered 3-D landscape. Using pedals to control your propeller's speed and handlebars to steer (in three-dimensions!), you must pop balloons spread over playing fields. Sound easy? Well, it's simple enough at the beginning, but it quickly gets harder, and players can choose from Novice mode or Advanced mode to test their skills.

While it's not a brutal brawler like *Tekken* or a break-neck racing game like *Ridge Racer*, *Propcycle* promises to be enchanting and bizarre. If you want to get a glimpse of an arcade game that seems like it was designed by Victorian Surrealists from Japan, scoot on over to your local arcade now.

First Look Saturn

Golden Axe: THE DUEL



Fans of the Japanese Saturn scene are finally going to be granted one of their fondest wishes: Sega is releasing the latest entry in its *Golden Axe* series, *Golden Axe: The Duel*, on American shores this summer.

Arcade aficionados and old-school Genesis owners will recognize the *Golden Axe* name, but they probably won't recognize the latest *Golden Axe* game. *Golden Axe: The Duel* is remarkably different from its predecessors. The original games were made in the *Fatal Fury* mode and *Golden Axe: The Duel* is a straight-ahead fighting game, complete with sexy Valkyrie maidens, burly sword-toters and malformed magical miscreants.

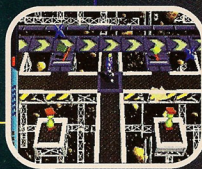
Golden Axe: The Duel is in fact a "traditional" fighting game which has more to do with *Samurai Shodown* than *Virtua Fighter*. Each character is on a personal quest to find the legendary Golden Axe and must fight their way through 11 other fantasy fighters to get it. The fighters range from stocky midgets (that's dwarves to you) to cowed and helmeted medieval types. The backgrounds are sumptuous, the action is fast and fluid, and heck, there's even scaling! Get crazy. My only question is this: where's the latest version of *Rastan*?



1 or 2 Player Fighting Game
Developed by Sega
Published by Sega
Available Summer 1996

First Look PlayStation

Gridrunner



1 Player Action Game
Developed by Virgin
Published by Virgin
Available August 1996



Sometimes the best idea for a game is an old idea for a game. Case in point: *Gridrunner*. Even though it looks fancy, has a pumping techno soundtrack and possesses more features than you could shake a very big stick at, it's still, at its core, simply a futuristic update of *Capture The Flag*, and that's good.

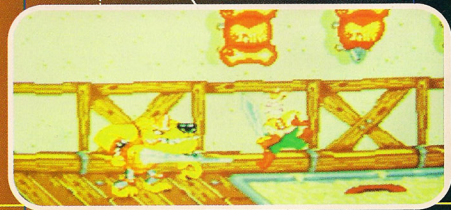
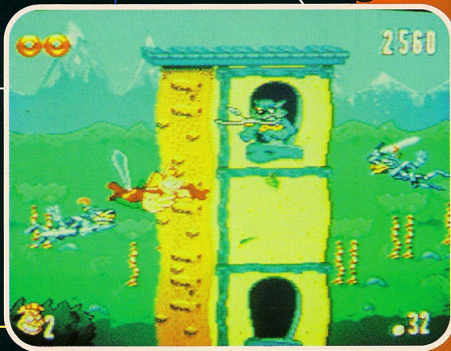
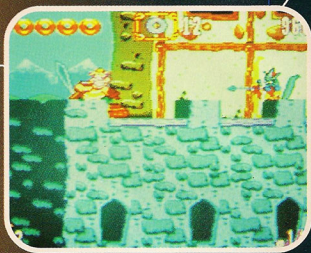
In what we can only assume is the far future, gladiators battle on suspended platforms, racing against each other in an attempt to collect flags stationed around a playing field. Simple enough, but players can only collect flags when they aren't "It", and like a game of tag, you have to find the other player, touch him, and run like hell if you don't want the stigma of being "It."

Not only are you trying to avoid the slings and arrows of your hulking opponent, you must also avoid various obstacles and bad guys. By collecting power-ups, you can lay mines to foil your enemies, teleport away from them, gain speed, and build temporary bridges across chasms. Strategy is definitely a concern here, so keep on your toes.

Gridrunner has a tournament option for the ultra-competitive gamers out there, as well as a head-to-head mode.

First Look SNES

Power Piggs of the Dark Ages



Can you believe it, my little dumplings? Titus is one of those rare publishing companies that hasn't jumped ship on the 16-bit market, and to prove its loyalty to you, the consumer, the company is preparing to unleash the epic adventures of the *Power Piggs of the Dark Age*. **Unsuspecting public, watch out!**

Although you won't find it in any history book sanctioned by The Man, anthropomorphic pigs once flourished in medieval Europe. They were poets, merchants, sailors, and yes, even warriors. In *Power Piggs of the Dark Age* you can be a Pigg, and if you so desire, a friend can be a Pigg right alongside you.

Bruno and his Pigg mates must defend their land (and their local donut shack) from the forces of Wizzard. Not only does Wizzard want to take over the Piggs' land, he wants to eat them. Yup, if you fail you will be cannibalized and made into bacon, sausage, short ribs and Lunchables™, so don't fail.

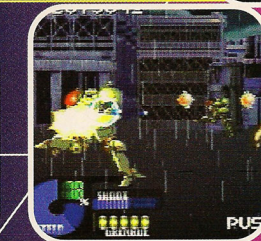
Power Piggs is a fairly traditional platform/adventure game, but don't expect it to be clichéd; the Piggs have a variety of weapons at their disposal, as well as unique moves like the "Butt Slam."

1 or 2 Player Action/Adventure Game
Developed by Titus
Published by Titus
Available Summer 1996



First Look Playstation

Project: Horned Owl



The future is where we're going to spend the rest of our lives, as the saying goes, so why can't it be a future filled with cybernetic peril and cops dressed in powerful 'mech suits defending the populace? In *Project: Horned Owl*, that's the future you inherit.

Metro City is under attack by the forces of Metalica, a terrorist organization that has nothing to do with butt-kicking heavy-metal jams. Playing either Kurotsu or Marco, super-cops with itchy trigger-fingers and an avowed hatred for lawbreakers, you must clear the streets of Metro and make the city safe for the average Joe.

Project: Horned Owl is a first-person shooter similar to *Virtua Cop* on the surface, but which offers its own unique flavor. Set in a cool anime world, you, and a friend, if you can make one, can use a regular controller, a mouse, or even the Konami Light Gun to take on the futuristic foes you'll face. Over the course of six levels, you'll feel what it's like to be a cop trapped in a heavy mechanized battle-suit for an entire day of crime fighting. Witty dialogue traded between you and your partners will lighten the somber mood.



1 or 2 Players Action/Shooting Game
Developed by SCEJ & MOVIC

Published by Sony
Available July 1996

Gameboy

July Mail Order Contest, Funco, Inc., 10120 West 40th Street, Minneapolis, MN 55434. For correct entries will be entered in a drawing. Entries must be postmarked no later than July 30, 1996.



First Look PlayStation **Crash** Bandicoot



1 Player Platform Game
Developed by Universal Interactive
Published by Sony
Available July 1996



May you be struck by lightning if you think for an instant that Crash Bandicoot is some sort of mascot. He's not, he's an Australian rodent with a penchant for fine wines and good furniture. He's also the star of the latest (and, indeed, first) offering from a brand new alliance between Sony and Universal Interactive, the company who brought you the rather unfortunate *3DO Jurassic Park*.

It seems however, that Universal has come a long way since those dinosaur days on 3DO. The Graphics in this game are, well, stupendous. So good, in fact, that Sony has opened the corporate umbrella and taken *Crash* on board. The PlayStation badly needs a decent 3D platform game. *Jumping Flash* is awesome, but it's getting on a bit now. Sega is hard at work with "Nights" and Nintendo is all set to unveil the 64-bit incarnation of Mario.

Crash borrows heavily from every other platform game you've ever seen, but its unique 3D perspective lends it a charm you don't often see. The gameplay is predictable run-and-jump stuff, but with enough hidden goodies and features to keep you fascinated and addicted. *Crash* is gorgeous and it's going to be huge.

First Look

Genesis

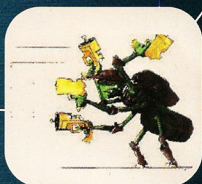
Vectorman 2



Boy, were we surprised when this one came winging in right under the wire at press time. You readers have been writing letter after letter to the VG offices, asking us if this cart would ever be a reality. Now we can finally give our answer: It sure is!

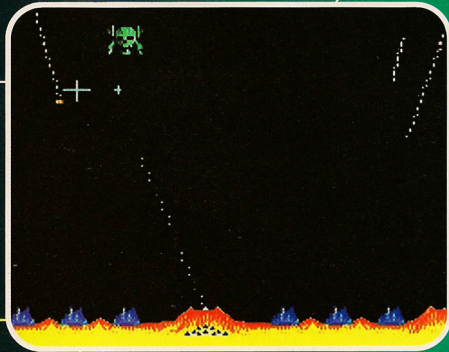
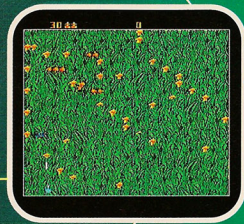
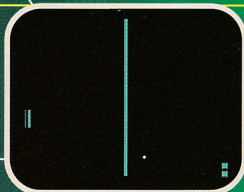
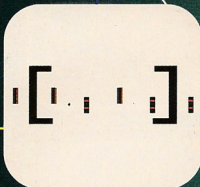
As we went to press, our info on *Vectorman 2* was pretty sketchy, but we're not completely in the dark. *Vectorman 2* apparently takes place in a wilder and weirder world than the first. Whereas *Vectorman*'s opponents in his maiden voyage were predominately robots, in *Vectorman 2* he's up against a whole variety of nasties from the animal kingdom, including crazy army ants, giant fleas, and putrescent pusbags. *Vectorman* himself has a few new morphs to show off. In fact, one of his new powers is called the Assimilation Morph: *Vectorman* can actually take on the characteristics of certain enemies by shooting his hand out at them. Seems like *Vectorman*'s turning into a flesh-vampire. Cool.

Original *Vectorman* developer BlueSky is masterminding the sequel, and it doesn't look like it's holding out on anything for *Vectorman*'s second performance. Expect this cart to take your Genesis to the very limit of its processing power. More news next issue when we return from the E! show. Stay tuned!



1 Player Platform Game
Developed by BlueSky
Published by Sega
Available Spring 1996

First Look Genesis Arcade Classics



1 or 2 Player Retro Game
Developed by Amoeba
Published by Sega
Available June 1996



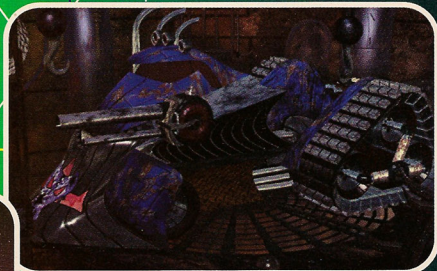
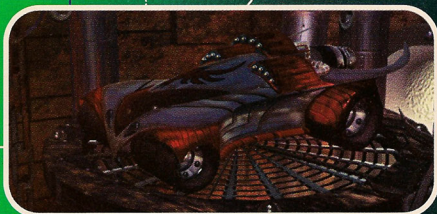
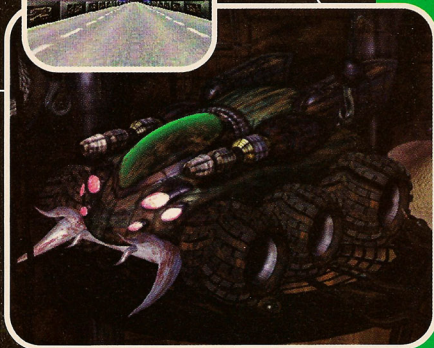
Retro is the word nowadays. If you want to be in with the In-crowd and have fans of the opposite sex, you have to be able to spin tales of *Dig Dug* skulduggery, explain your exploits at *Galaxian* way back in '82, and have a theory about *Battlezone* being the best game ever made.

Accordingly, the arcade classics of yesteryear are clawing their way out of the grave and setting up shop on the home systems. Namco has a disc for the PSX, Williams does too, and now Sega is about to bless us all with three more on one cart. *Arcade Classics* has three great games from the Age of Vans tennis shoes—*Centipede*, *Missile Command*, and *Pong*—etched into its precious chips.

Each game is faithful to its arcade pappy, although it's interesting to note that not one of them was played with a joystick in back in the days of *Aladdin's Castle*. *Centipede* and *Missile Command* were track-ball games and *Pong* was played with a paddle-type device. Each game also has a Genesis version, which means that it has souped-up graphics. Word. It's just too bad that they couldn't fit more games on the cart.

First Look PlayStation

Red Asphalt



May we burn forever in rock and roll hell if we aren't telling the truth when we say that *Rock N' Roll Racing* was one of our favorite 16-bit titles of all time. Interplay's futuristic racing-combat game had everything going for it: fast-paced gameplay which allowed you to use missiles and mines against opponents; a cool three-quarter isometric view; customizable cars and, as if that weren't enough, an awesome soundtrack which included "Highway Star" by Deep Purple and "Paranoid" by Black Sabbath.

The plot of the game is the same as the first. You take on the role of a hard-boiled race-car driver in the early 21st century. Your quest for fame and money and your thirst for destruction leads you to race on scenic tracks like Hell Planet, Neo-Tokyo, and Los Angeles, to name just a few. However, unlike its predecessor, *Red Asphalt* is played in a first-person perspective and it's gut-churning.

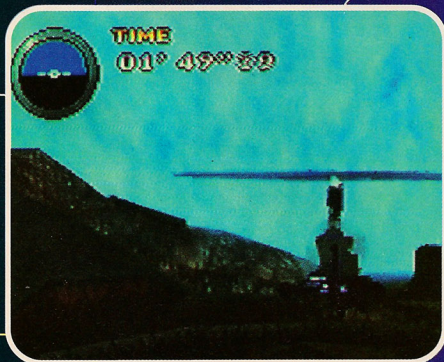
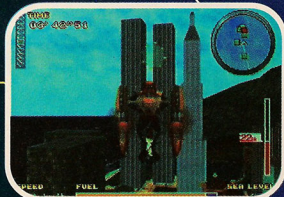
As yet, the soundtrack hasn't been confirmed, although Interplay has hinted that they're trying to get the rights to songs by "big alternative acts."



1 Player Action/Racing Game
Developed by Interplay
Published by Interplay
Available Fall 1996

First Look Nintendo 64

Pilotwings 64



1 Player Flight Simulator
Developed by Paradigm/Nintendo
Published by Nintendo
Available Fall 1996

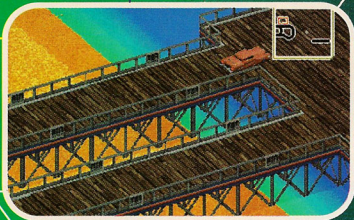
The original *Pilotwings* was the game that first introduced us to the pseudo-3D/mode 7 capabilities of the SNES, and this follow-up promises to prove that the N64 can and will provide gamers with unprecedented depth of field. Fans of the original will be delighted to know that, with resident genius Shigeru Miyamoto on board, the same blend of realism and ease of play are virtually guaranteed.

The game is coming along beautifully, with scenic locales and little extras in the terrain. These extras include being able to see waves breaking on a beach and a huge Mario head on Mount Rushmore! There's an assortment of vehicles to choose from, like hang gliders, parachutes and gyrocopters, which should feature handling differences as well as other nuances.

The character designs not only look cool, but also affect the weight and handling of craft. *Pilotwings 64* will be one of the games available at launch in September, along with *Mario 64* and (hopefully) a bumper crop of titles like *Ultra Killer Instinct*, *Cruisin'* U.S.A. and *Ultra Doom*.

First Look PlayStation

CRIMEWAVE



The racing game is quickly becoming one of the benchmark genres of the 32-bit arena. New driving sims are being released all the time and each one hopes to offer something new to an already glutted market. With *Crimewave*, Domark hopes to carve out for itself a piece of the ultra-violent racing pie, and it looks as if it might succeed.

Forget the elegance of *WipeOut* and cast the reality of *Ridge Racer* behind you; *Crimewave* wants to get down and dirty in the futuristic streets of Makeo, a city ruled by a madman and on the brink of catastrophe. You're a bounty hunter, bonded by the city and charged with clearing the streets of criminal scum from the seat of your mobile death-machine (and trying to turn a profit, too, while you're at it).

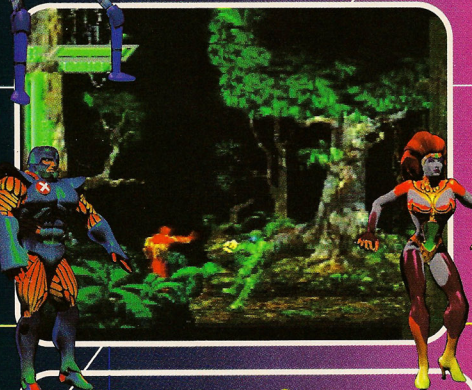
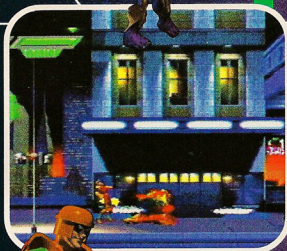
Crimewave utilizes one of my favorite perspectives, the three-quarter isometric view, to bring its cracked world to life. "Security Providers" (the name for bounty hunters in gamespeak) make their choice from a menu of killer cars and must face a variety of obstacles, including vicious felons, traffic jams, crazy cops and other bounty hunters. The action takes place in such diverse city locales as Chinatown, downtown, a casino area, the beach, and the industrial part of town.



1 or 2 Player Action Game
Developed by Domark
Published by Domark
Available Spring 1996

First Look PlayStation

IronMan X-O Manowar: In Heavy Metal



1-2 Players Action Game
Developed by Real Time
Published by Acclaim
Available June 1996



On a roll, Acclaim delivers what might be another major winner. *Iron Man X-O Manowar: In Heavy Metal* is the first video-game crossover of two different comic super heroes.

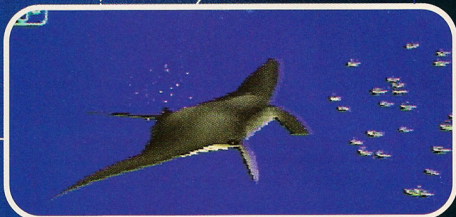
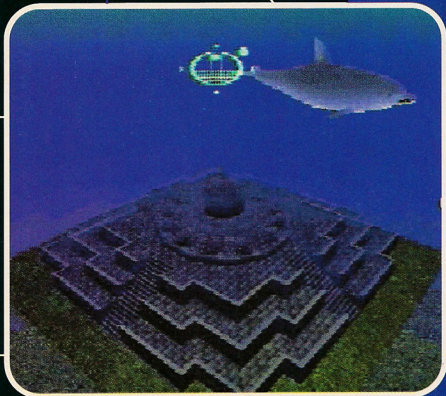
Iron Man and Manowar must battle the evil Baron Zemo and Mistress Crescendo to ensure that these two dastardly devils don't get hold of man's most deadly creation: the Cosmic Cube.... Far-out man!

This side-scrolling action game is far from run-of-the-mill. With plenty of SGI-rendered sprites and backgrounds, some great object-scaling, rotation and distortion techniques, the game is visually stunning. Another really nice effect is with the light-sourcing, which makes the screen come to life and the game jump out and grab you. Add to that the music of alternative rockers, Filter, and you've got a great game that's sleek and ready to kick butt.

For those of you who get really excited about comic books, I'll also tell you that Acclaim and Marvel will be releasing a crossover comic book before the game, to whet your appetite.

First Look PlayStation

Aquanaut's HOLIDAY

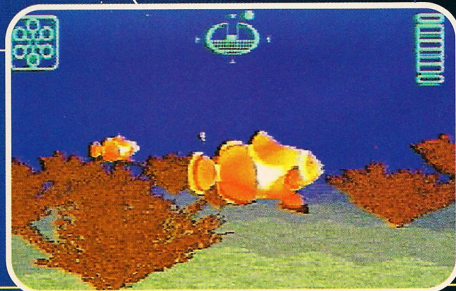


If there was ever a game to be endorsed by the Relaxation Guy, it would be *Aquanaut's Holiday*. Looking more like a therapeutic cable access show than a video game, *AH* will have you groovin' to New Age music as you build your underwater sanctuary.

Some gamers might be turned off by this concept, but we find it to be quite interesting. The object is to build a coral reef along the bottom of the ocean. Relax as you travel around your creation, encountering sharks, sea turtles, manta ray and numerous other exotic aquatics.

You can travel all over, discovering shipwrecks, underwater ruins and, just maybe, the Lost City of Atlantis. *AH* is a stress-free adventure with no threats, puzzles or the like to get in your way. The whole point of the game is to explore and enjoy.

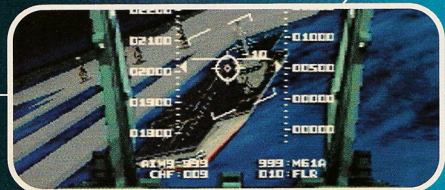
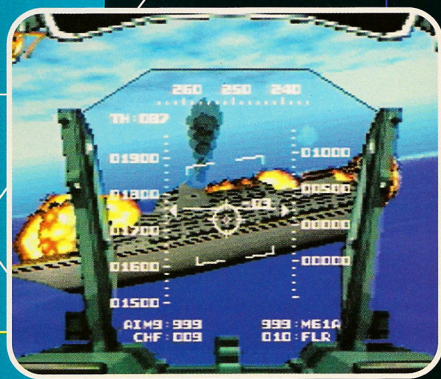
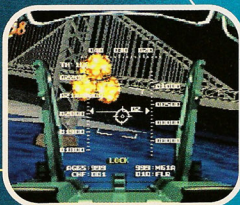
AH includes such features as being able to develop your own underwater language to communicate with the denizens of the ocean. The fish will react differently to you, as will they to the different styles of reef that you build. *Aquanaut's Holiday* is definitely a title to watch for.



1 Player Adventure Game
Developed by ArtDink
Published by Sony
Available Summer 1996

First Look PlayStation

BOGEY: Dead 6



Intense Command Action. An international crime organization has enlisted the help of several allied countries to build an incredibly powerful military force. Hostile situations are deemed inevitable....

Well, that's what the press release says, anyway. *Bogey: Dead 6* is another in a long line of jet-fighting games that pits you against a threat to mankind. As you can see, the graphics in this game are top-notch and the action is intense. More of an arcade game than an actual sim, *Bogey* gives you the choice of more than five real fighter-planes to do battle in. The battle area is a fully 3D environment and includes two modes of combat: training and scenario.

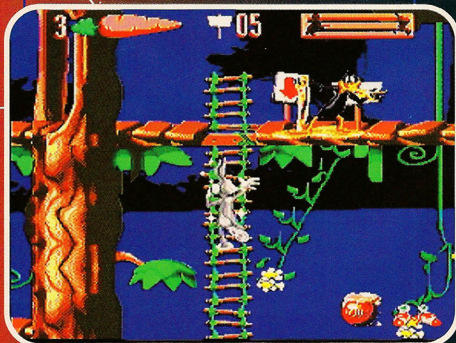
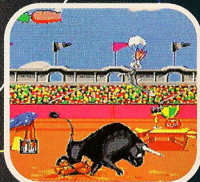
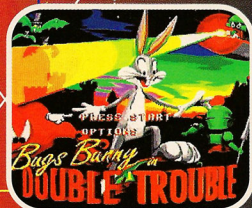
You'll be engaging in air-to-air, air-to-ground and air-to-sea combat. *Bogey: Dead 6* boasts stunning special effects and fast, 360-degree action. Two points of interest are that the game will support link-cable capabilities and an analog joystick for the most realistic fighter control. So, get ready for some crazy aerial action. And, as the press release says: This isn't a Red Flag exercise—it's the real thing! (I added the exclamation point)



1-2 Players Flight Sim
Developed by Asmik
Published by Sony
Available Summer 1996

First Look Genesis

BUGS BUNNY: Double Trouble



You can't deny it. Bugs Bunny is the O.G. anarchist. While Mickey Mouse was getting into good, clean trouble with Donald and Goofy, Bugs was at the other end of the forest screwing with mad scientists, smooching robot girl bunnies and convincing Elmer Fudd that it was really duck season and what he really wanted to do was shoot his friend Daffy. He was truly "deth-spicable."

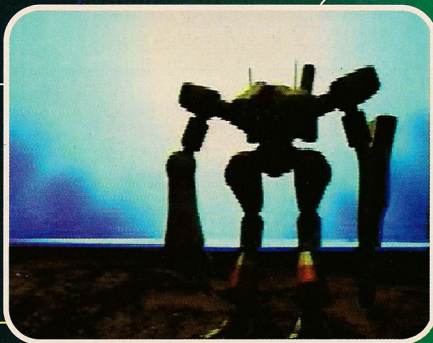
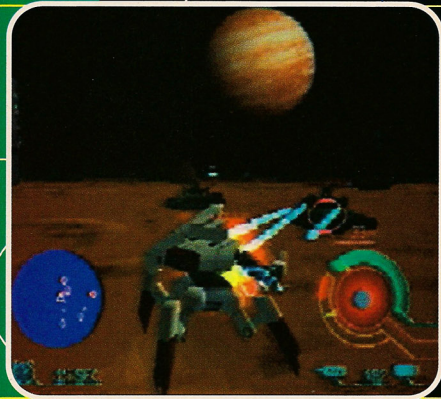
In his new 16-Meg cart from Sega, Bugs has definitely stayed true to his troublemaking roots. In fact, there's even a stage in which your goal is to change every "Rabbit Season" sign in the forest to a "Duck Season" sign. If you're successful, Elmer pops a cap in Daffy's behind!

Not satisfied with being an ornery cowboy, Yosemite Sam has apparently gone to Mad Doctor Medical School and built a giant robot. He needs Bugs' brain to make it get up and go. To escape this evil (and possibly illegal) scheme, Bugs has to undergo a series of cartoon labors. It's looney stuff, my friends. Very, very looney.



1 Player Adventure Game
Developed by Probe
Published by Sega
Available Summer 1996

First Look PlayStation Carnage Heart



1 Player Action/Strategy Game
Developed by ArtDink
Published by Sony
Available July 1996



Many action games assume that platform gamers are only interested in the visceral part of the battle and that only PC gamers could possibly enjoy strategic elements thrown into the mix. *Carnage Heart*, a new disc straight from the labs of Sony, hopes to rectify this oversight by combining the best features of strategy wargames and battle sims.

In the year 2073, a vicious war is being fought over the moons of Jupiter and you are one of the powers vying for control. Beginning as a small fish in a big pond, you must design your own 'mechs and then make deals with arms suppliers to provide you with the best weapons available. Once your armies are built, you must then devise a battle plan to eliminate your enemies.

The battles between armies are fought in a 3D perspective, with camera angles that you control. Unlike many strategy games, the battle portions of *Carnage Heart* are fast-paced brawls. In addition to battling enemies, you can test out new designs in your command headquarters, oversee production lines and make deals to acquire new weapons technologies. *Carnage Heart* also supports the PlayStation memory card, a feature which allows you to compete against another player.

Sinking all of our budget into research and development, we have managed to discover a new way to review video games. With this new, more ergonomic system, we should be able to give the most accurate ratings of any magazine out there.

Unfortunately, with no money left in the kitty, Frank has had to stop going to the track and losing dough on the horses. Some say that, while this has affected Frank's overall mood, it's probably for the best. His bookie says so.

THIS ISSUE:

Would you believe that we have another potential 16-bit hit?

That's right, this is one console that refuses to die. Not only that, but we also have 15 new Jaguar CD games for review! Just kidding. What we do have are some really hot titles for both Saturn and PlayStation.

Also, you can see what we thought of a couple of new titles for the 3DO system. We may not be the fattest magazine on the shelf, but we're definitely the phattest.

Graphics

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

Sound/FX

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

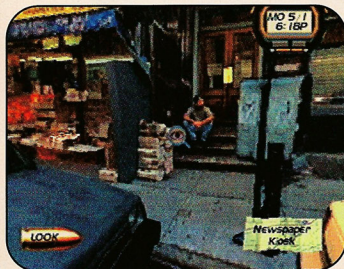
Gameplay

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

Rating

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

Snow Job • 3DO • Studio 3DO • \$59.99



The boys at Studio 3DO almost have something here. Much better than any FMV game, *Snow Job* attempts to create a truly interactive movie experience.

You play a guy who must track down a ex-girlfriend who's gotten herself mixed up in some bad stuff. Gumshoe your way through countless screens of point-and-click action. What makes this game remarkable is that each of these screens has been shot 360-degrees. You can turn your head anywhere and check out the environment. This cool feature, however, doesn't completely alleviate the numerous problems this game has with its linear story and its limiting format. Good effort.

Graphics

6

Sound/FX

7

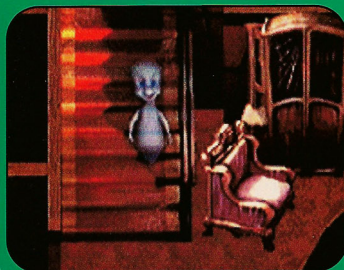
Gameplay

6

Rating

6

Casper • 3DO • Interplay • \$35



It took them long enough, but *Casper* is on its way. This surprising game actually manages to surpass its movie counterpart in enjoyability.

You play *Casper*, and the point of the game is to put together a machine that your dad was building, so you can regain your fleshly self. To do this, you've got to avoid your nasty uncles and complete a series of logic puzzles. The smooth scrolling and easy interface make this game great fun to play. Add some nice graphics and some wacky ghost abilities, and you've got a game that little kids can play, but will also keep adults interested. Definitely worth checking out.

Graphics

8

Sound/FX

7

Gameplay

7

Rating

7

Wipeout • Saturn • Psygnosis • \$50



Sega should not release this game, period. If ever there was a red flag which showed the differences between the PlayStation and Saturn, this is it. To put it simply, *Wipeout* on the Saturn looks terrible compared to its PlayStation counterpart. Now, maybe this is because the boys at Psygnosis aren't that familiar with the workings of the Saturn (they were, until now, PSX-only developers), but either way, the differences are staggering.

The sound and overall playability remain intact, but the clipping and smooth graphics—the two features which made *Wipeout* such a remarkable racing game—are greatly inferior.

Graphics 6

Sound/FX 9

Gameplay 6

Rating 6

Worms • Saturn • Ocean • \$59.99



Something that bothers me is the fact that, due to lack of consumer awareness and sub-par marketing, most people won't ever get a chance to play this game.

Worms is a fun-filled strategic romp that will have you and up to three of your friends playing for hours and hours. Playing much like *Lemmings*, *Worms* has you controlling our segmented little friends through a seemingly never-ending series of battles, in which you must thwart other worms with a solid defense and tactical offense. The landscapes will randomly generate as you play, keeping gameplay fresh and interesting. *Worms* is fit to join *Lemmings* and *Cannon Fodder* as a classic strategy game.

Graphics 7

Sound/FX 6

Gameplay 9

Rating 8

Chessmaster 3-D • PlayStation • Mindscape • \$59.95



For those of you who haven't completely rotted your brains out of your head with most of the stuff we cover, *Chessmaster 3-D* might be what you're looking for.

The Game of Kings, *Chessmaster* will allow you to take on the computer or a friend in this purest of contests. Don't know how to play? Fear not. *Chessmaster 3-D* has an excellent tutorial, showing you where a piece can move and whether or not it's threatened. You can also pick from nine different opponents, ranging in skill. This way, you'll never be without a challenging opponent. The 3D is a little difficult to work with, but you can rotate the board to get any angle you want. Check this little gem out.

Graphics 7

Sound/FX 7

Gameplay 6

Rating 6

Shockwave Assault • Saturn • EA • \$54.99



It's hard to approach a game that's been around for a while with a fresh attitude, but hey, it's now on my favorite system. Unfortunately, the Saturn version looks suspiciously like the aged 3DO game with a few minor differences. *Shockwave Assault* is still an enjoyable experience, and for those who've never seen the game, an extra point should be added to the final score. For everyone else, the futuristic storyline is somewhat stale, and the rudimentary 3D effects leave much to be desired. If you have a Saturn, this is definitely a worthwhile rental, but *Shockwave* was not a stupendous game when originally released and remains an "iffy" proposition now.

Graphics 7

Sound/FX 6

Gameplay 6

Rating 6

Robo Pit • PlayStation • THQ • \$49.99



Refreshingly simple. *Robo Pit* draws you in with the basic concept of building a robot to do battle with another robot. What keeps things interesting is the ability to create hundreds of different combinations, sometimes with hilarious results.

It seems at first that the difference is superficial, but as you progress and face tougher enemies, the need to be clever in robot design becomes readily apparent. *Robo Pit* is best enjoyed as a two-player fun-fest, but it's still a neat distraction for one. The graphics are pretty and sound is competent, with a few memorable riffs. A trifle for some, but an obsession for others.

Graphics 7

Sound/FX 7

Gameplay 8

Rating 7

Mohawk & Headphone Jack • SNES • THQ • \$64.99



It's *Mohawk and Headphone Jack*! Who are they you say? I'm not sure myself, but this game is pretty cool. You control this funky-looking guy named Mohawk and navigate through ever-turning levels that put Mode 7 through its paces.

One of the more interesting things about the game is that Mohawk looks like he's naked, in just a pair of shades and headphones. Gameplay is solid and there are lots of challenges to be found in *MaHJ*. The music's nice, but suffers from repetition and generic SNES sound-chip riffs.

Apart from the eccentric look of the game, there's a lot to like and enough originality here to appeal to most.

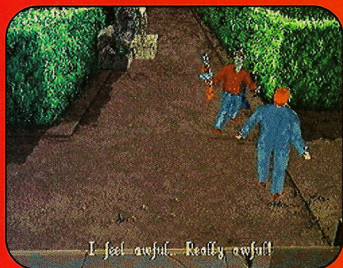
Graphics 7

Sound/FX 6

Gameplay 8

Rating 7

Alone In The Dark 2 • Saturn • THQ • \$50



Before *Resident Evil*, there was *Alone In The Dark*, and in its day, the original *Alone In The Dark* set precedents for 3-D RPGs, made its developer (I Motion) famous and set PC gamers to drooling. Unfortunately, that was then and this is now; *Alone In The Dark* just can't compete.

It's not for a lack of trying, though. *Alone In The Dark 2* has a fascinating story, but it controls badly, the load times are excruciatingly slow and the graphics are crude to the point of distraction. What went wrong? I don't know, but unless you have unlimited patience, you should pass on this one.

Graphics 5

Sound/FX 5

Gameplay 5

Rating 5

Top Gun • PlayStation • Spectrum Holobyte • \$50



Ouch. Such a strong license and such a mediocre game. I admit it, if *Top Gun* pops up on the tube, I'll watch it and enjoy it. Why? Because the flying scenes are fast-paced and exciting. You know, I feel the need for speed and all that. Why is it then, that it seems like the motto for the *Top Gun* game seems like it should be "I feel the need to slow down a bit"?

Yes, it's slow. Darn slow. Well, the graphics are good, but being in the cockpit of this F-14 feels suspiciously like riding on a crosstown bus. Couple that with bad controls and you've got one dull flight sim. Even the presence of *Top Gun* cast member James Tolkin can't save this one.

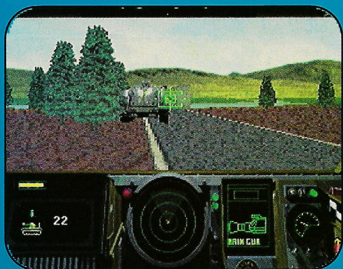
Graphics 7

Sound/FX 6

Gameplay 4

Rating 6

Shellshock • Saturn • Core • \$59.99



Virtually identical to the PlayStation version reviewed here a couple of months ago. So similar, in fact, that you could call the Saturn version of *Shellshock* the slightly less handsome brother of the PlayStation version.

For those of you not familiar with the game, *Shellshock* is a tank sim in which you play a member of the Wardenz, a paramilitary group of brothers dedicated to preserving liberty across the world. Cool.

What else do you need besides a big tank and big guns? Not much, friend. And *Shellshock* also has an awesome soundtrack, so give it a look.

Graphics 7

Sound/FX 7

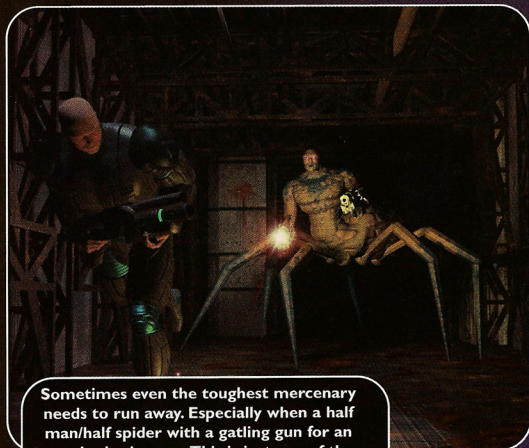
Gameplay 8

Rating 7

Game of the Month

Project: Overkill

Honami - PlayStation - \$50



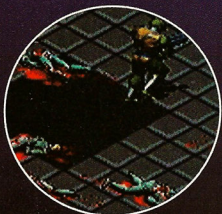
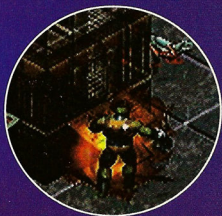
Sometimes even the toughest mercenary needs to run away. Especially when a half man/half spider with a gatling gun for an arm is chasing you. This is just one of the many super-cool bosses you'll encounter.



Much like the title suggests, this game revels in its own brutality. These guys are the roughest, toughest space heavies ever to blast their way onto a TV screen.



Before each mission, you'll be briefed on what you need to accomplish, whether it be elimination of all life forms or the retrieval of an item. From this screen you can switch characters and check out what parts of the base you have left to infiltrate. With high-tech recon like this at your disposal, how can you not be successful?



Each mercenary has different characteristics that make them unique. Each one has armor of varied strength, different foot-speed and weapons, as well as a different form of hand-to-hand combat. You can choose which one you think best suits your playing style, or change the mercenary you are using between levels to utilize all of their skills.

Project Overkill gets high honors this month, with its gore-laden mercenaries committing ruthless acts of genocide. While this sort of behavior is generally frowned upon, it certainly makes for quite an enjoyable gaming experience.

I don't want to compare it to Interplay's *Loaded*, but when you get two titles in the same year which reveal in their own brutality, comparisons must be made. You control a four-man (beast?) killing squad. The mission is fairly simple: Kill everything (or in P.C.-speak: "Perform a clean sweep of the area").

Project Overkill plays from a three-quarter perspective and gives you access to several different types of weapons, all good for blowing up the many types of nasties. Two of the more interesting features in the game are the ability to club men to death with your fists or weapon, and the bloody footprints you leave whenever you step on a dead body. These neat little additions, along with some great music (which sounds a lot like the *Aliens* soundtrack) and cool sound effects, make *Overkill* a game worth buying. The one drawback—and it's a pretty big one—is the inability to have a simultaneous, two-player game. This comes as quite a surprise because *Project Overkill* looks as though it was tailor-made for you and a friend, so you could cause double the destruction.

Graphics

7

Sound/FX

7

Gameplay

8

Rating

8

RPG ATTACK

by Wataru Maruyama

For all you RPG true believers out there, we have a whopping 14 reviews! I need some sleep!

RPG NEWS

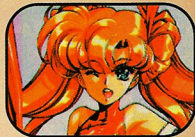
LANGRISSER III COMING FOR SATURN

Anyone out there remember a game called *Warsong* that came out on the Genesis? Well, if you were never exposed to this gem, this will be a fresh experience. The latest in this series retains the same format of grid moving battles with closeups of skirmishes and pop-up windows of the main

characters' faces. One of the things that distinguishes this series is that the character designs are by Satoshi Urushihara, who is known for classics like *Plastic Little* and *Legend of Lemnear*, among others. Fans of *Shining Force* will feel right at home with the way the game is set up, and they'll jump



for joy when they realize there's a nice story to put some dramatic weight behind the battles. *Langrisser III* or "L III," will be released in Japan some time in July, and should be picked up for release here soon after.



SECRET SQUARE SATURN GAME?

It's no secret that Square will support any viable system that's capable of handling its games (3D ability and CD-based), and Saturn support is officially under consideration, but don't be surprised if you see a Square game for the Saturn appear soon. What will it be? Well, it won't be a version of *Final Fantasy VII*, which is exclusive to the PlayStation and possibly Windows 95. As a matter of fact, I wouldn't bet money on it being any established Square title, but rather a new game entirely, which may or may not be an RPG! The Square watch begins!

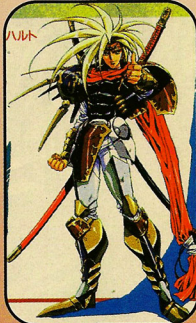
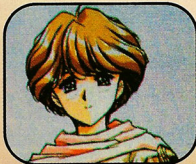
SONY STUFF

One of the games that was previewed a while back was Kowloon's *Gate* by SCE of Japan, which looked to be a mystery thriller in the vein of *Rise of the Dragon*. Progress is being made on the game, although there is still no release date, but let's hope that, when it's set, there will be a U.S. date announced as well.

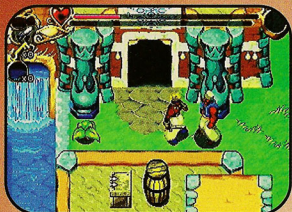
UPCOMING SATURN RPGS

Here's a little release sheet for anxious role-players. Next month we'll have a PlayStation list!

Guardian Heroes: May
Shining Wisdom: May
Dragon Force: June/July
Legend of Oasis: August
Magic Knight Rayearth: August/September
Devil Summoner: 3rd Quarter
Dark Saviour: 4th Quarter
Lunar Remix: 4th Quarter
Albert Odyssey: '96
Langrisser III: '96
Sword & Sorcery: '96
Ayer's Adventure: ?
Snatcher: ?
Policenauts: ?



Legend of Oasis



I Player
System: Saturn
Action RPG
Release: August
Developer: Ancient
Publisher: Sega

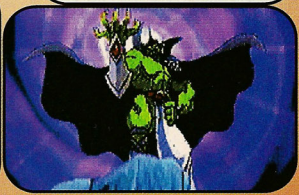
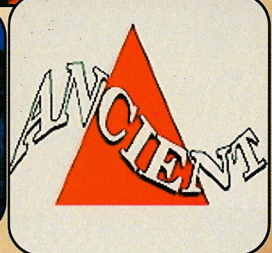
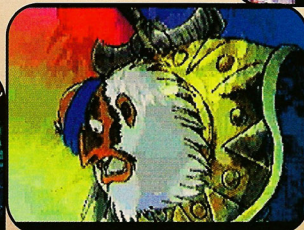


Legend of Oasis is the follow-up to *Beyond Oasis* (released on the Genesis), and fans of the original won't be disappointed.

Everything that made the first game so memorable has here been improved, like the cartoony graphics, the large interactive objects (chairs, barrels, and so on), and all the special attacks.

The story remains a bit sparse during play, but hopefully there will be more drama or plot added to the mix. The puzzles are a blend of pulling switches and triggering buttons to open new areas, receive items, or activate other switches. This may sound rudimentary, but it's far from simple. Not only have the puzzles gotten harder, but so has the rest of the game! Enemies are tougher, with some actual intelligence, and the environment around our hero has become especially menacing.

All kinds of new attacks have been added, as well as new characters that you use to summon magic. *Legend of Oasis* is looking like a major contender; look out for it in August.



GUARDIAN HEROES



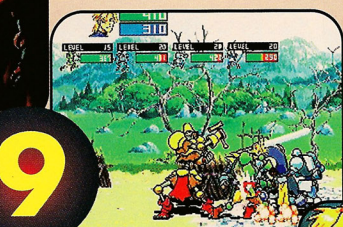
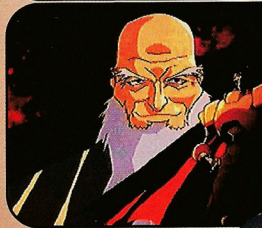
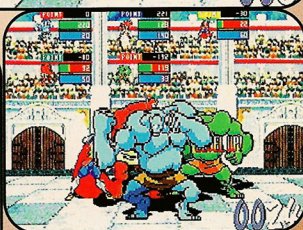
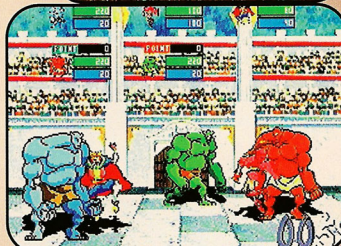
1-6 Players
System: Saturn
Action RPG (sort of)
Available: Now
Developer: Treasure
Publisher: Sega

Unbridled mayhem. Pure and simple. *Guardian Heroes* combines the adrenaline of *Gunstar Heroes* with unbelievable fighting action that fills the screen with carnage and chaos. The beauty of all this is that, with practice, you can be in control of these shenanigans while racking up insane combos.

As if this weren't enough, you also get a nice story, with multiple paths and endings, depending on what you do and which characters you select. The music is worth extra mention and I'm very glad Sega of America didn't try to "fix" anything, apart from jacking up the difficulty level.

In story mode, you and a friend can adventure together or you can go it alone, although a computer-controlled partner will always tag along. Another great feature of *GH* is that any enemies you encounter during story mode will be added to your inventory of fighters in Vs. mode! In Vs. mode, you can fight one-on-one or have up to six players duking it out (player- or computer-controlled) with a cast of 45 characters to choose from.

The characters look cool and fans of the anime style (isn't that everyone?) will dig right in. *GH* isn't much of an RPG, but fighting and adventure fans are gonna to go nuts.



BLAZING DRAGONS

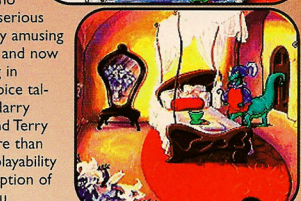
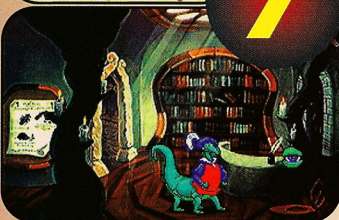


1 Player
System: PlayStation
Graphic Adventure
Available: Now
Developer: Crystal Dynamics
Publisher: Crystal Dynamics



If you're a PlayStation owner who enjoyed *Discworld*, then you need serious psychiatric help. Seriously, this type of game is highly amusing and has enjoyed success and popularity on the PC, and now on the PSX. After the dreadfully campy voice acting in *Resident Evil*, you'll really appreciate the excellent voice talents displayed here, which include Cheech Marin, Harry Shearer (a highly underrated comedian), and Terry Jones. *Blazing Dragons* packs in a lot more than *Discworld*, but still suffers from non-replayability factor, although it does give you the option of being able to skip voice sequences you might've heard already. *Blazing Dragons* is great fun, but you should probably rent it first.

7



BEYOND THE BEYOND



1 Player
System: PlayStation
RPG
Available: June
Developer: Camelot/SCE Japan
Publisher: SCE U.S.

PlayStation-owning RPG fans will finally see an end to their suffering with the release of *Beyond the Beyond* from Sony. It's not a very remarkable game, but seems like a gem, thanks to the drought of similar games. The graphics look pretty nice and screenshots really can't convey the zooming and movement in the game. The characters and enemies look a tad pixelly due to zooming, but it doesn't detract horribly. The story's nothing special, but the final U.S. version may be improved from the original, so you never know....



Beyond
the
Beyond™



Working Designs Game History

Last month, we talked to Working Designs and viewed some upcoming games for the Saturn. This time out, we review every game the company has previously released, including its newest offerings on the Saturn. There are two ratings to measure lasting appeal.

TURBO DUO SYSTEM

Parasol Stars

Puzzle game.
Chip card.
This is the third in the Bubble Bobble series of puzzle games. A fun and addictive romp that hasn't lost much since its initial release. Good graphics and play mechanics still make it a worthwhile puzzler, but not one of the classics.

Rating then: 7

Now: 6



Cosmic Fantasy 2

RPG.
CD game.
A much over-looked game that deserves a second chance. The battle screens are very old-school, still monsters, but the overall graphic package remains noteworthy. Excellent story and character interaction make this a must-play for RPG fans. The best of the WD Turbo CD games.

Rating then: 9

Now: 8.5



Cadash

Arcade action.
Chip card.
The best conversion of the Taito Coin-op, featuring one- or two-player simultaneous play and four characters to choose from. The game's pretty dated, but fun can be had if you don't mind the retro feel. This was one of my favorites back in its day and it still evokes pleasant memories.

Rating then: 7

Now: 5



Exile

Action RPG.
CD game.
A great blend of action and story with atmospheric music. The side-scrolling action is similar to the second *Zelda* adventure on the NES, a game I have a soft spot for. The long quest and plot twists make this a winner. As with *Cadash*, there was also a Genesis version that didn't come close to the WD versions.

Rating then: 8

Now: 7



Vasteel

Military Action Simulation.
CD game.
Unfairly compared to the classic *Military Madness*, *Vasteel* offered gamers the unique option of controlling their forces in battle while using the grid menu for movement. An interesting blend of action and simulation that may or may not be your cup of tea.

Rating then: 8

Now: 7



SEGA CD

Lunar: The Silver Star

RPG.
Easily one of the best-loved RPGs of the '90s, and on many players' all-time Top Ten lists. The unforgettable characters and classic love story pull you into this tale of adventure and betrayal. The graphics aren't too shabby and the music complements the flow of the game. It doesn't take too long to beat, which makes it ideal for repeat play to relive the drama. Still the jewel of the WD library and a must-have for any Sega CD owner.

Rating then: 9.5

Now: 9.5



Vay

RPG.
A fairly average RPG, enhanced greatly by WD dialogue and story. The graphics are what really hinder immersion in the world of Vay, but it's still a worthy RPG to go through, and full of surprises. *Lunar* set high standards and Vay does an admirable job of offering a diversion.

Rating then: 8

Now: 7

Popful Mail

Action RPG.
An incredibly cute and thoroughly wacky adventure about a second-rate bounty hunter named Mail. Some of the best animated cinematics on the Sega CD can be found in this game, plus insane amounts of speech and a barrage of jokes. A long adventure, its many small touches help to make it a must. My only gripe is about the music, which can be repetitive and boring in the beginning.

Rating then: 8.5

Now: 8.5

Lunar: Eternal Blue

RPG.
The long-awaited sequel to the original *Lunar* serves up a huge quest that equals about three times the length of the original. The story takes a little longer to develop, but evolves into a carefully crafted tale that builds towards the ending. A great sequel, but *Lunar: Eternal Blue* can really stand on its own as a separate entity.

Rating then: 9.5

Now: 9.5



IRON STORM



1-2 Players
System: Saturn
Military Simulation
Available: Now
Developer: Sega of Japan
Publisher: Working Designs

Are you ready for hour after hour of strategic warmongering? Does the thought of building up units and moving around a hex grid make you goofy? Tired of watching as lifeless icons flash damage numbers? If the answer to all these questions is yes, then *Iron Storm* has just hit the beach and staked its claim to the title of Best War Simulation on a Console System. The detailed campaigns and cinematic battle sequences are awe-inspiring and will have you glued to your Saturn. A very worthy purchase indeed.



SHINING WISDOM



1 Player
System: Saturn
Action RPG
Available: Now
Developer: Sonic Team (Japan)
Working Designs (U.S.)

This is it, RPG fans, your first real RPG experience on the Saturn! Yes, there have been some half-RPG, half-something else-type games for the Saturn, but *Shining Wisdom* is totally immersive, with a good story and a long adventure. SW has you running about in search of items and solving puzzles while trying to find a princess who has been kidnapped and replaced with an imposter. *Shining Wisdom's* resemblance to *Zelda* is no accident and fans of the latter game are going to be in familiar territory. I'm sure most of you have picked this game up already; as for the rest of you, what are you waiting for?! Go get this game!





IT'S A SMALL WORLD: GOD I HATE THAT RIDE!

I was fortunate enough recently to be involved once again with Acclaim, on one of its spectacular business trips. If you read my feature a couple issues ago, you'll already know that in San Antonio, Acclaim pulled out all the stops (which unfortunately led to my running rampant, completely unchecked). Now it was time to soil the once-pure capital of all that is good about childhood—and I don't mean behind the double doors at your local Videorama). We were going to Orlando!

Let's start out by saying that I've never liked Orlando. I went to college nearby and can honestly say, that if you added up the total population of Orlando's I.Q.s, you could still count it on your hands. Shaq's on the brain (although I have a feeling that next year he'll be wearin' Laker gold) and Mickey has taken on status that the Golden Calf would envy. The Unholy is at work in central Florida, and that suits me fine, because where better to go for fun than directly to the den of the devil himself?



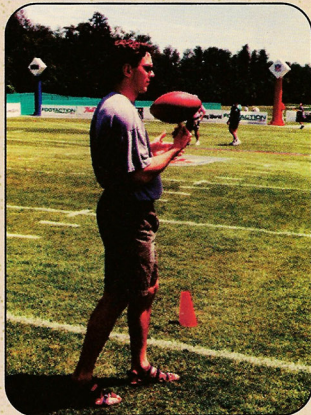
The reason for the trip was to see NFL Quarterback Challenge. This event brought the best of the bunch (along with Boomer and Cunningham) together to test their skills and see who was the best at his game. This also gave Acclaim a chance to film the boys and get them to utter some dialogue that'll be used in the next two QB Club games. If you want to hear more about QB Club '97, check out the preview of that game in this Sportswire.

Unleashed on an unsuspecting Disney, we,

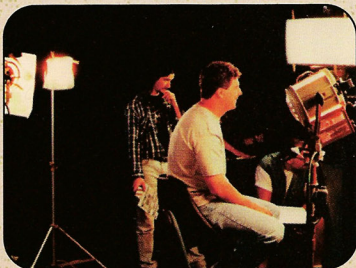
along with a posse of Acclaim heavies, proceeded to do more or less exactly as we pleased. Spending quality time at all the parks, making merry at the Polynesian Luau and heckling Neil O'Donnel (who, incidentally, won the QB Challenge) as he tripped during the first part of the QB competition. I must confess, though, that my merry-making was not as unhinged as usual, due to the fact that my Best Girl was in town: We all know the pitfalls of hanging around our women too much.... (snip, snip).

Dan and Alan weren't there this time, but we soon discovered that our new Acclaim buddies were just as naughty. Rob and Rick found new antics to get involved in. Rob has the honor of being the first person I've ever hung out with to be yelled at during the Haunted Mansion ride by one of the Disney employees.

All in all, a very successful trip. For our help in discussing ideas with



Acclaim about their upcoming QB Club games (ideas that, I hope, will be considered), we were treated to the best that Disney had to offer. Whatever will these guys think up next in the way of a business trip? Wherever it is, I'll be there (hopefully) and decadence will surely reign—that is, unless my girlfriend is there, in which case, I'll have to ask permission.



ART HISTORY WITH THE SENSITIVE SPORTS GUY

Norman Todd Tuckwilla here. I'll bet you thought you'd seen the last of me! For the past couple of months, I've been feeling kinda icky about myself, so I locked myself in closet and O.D.'d on chocolate bars and weight-gainer. I just couldn't stop crying when I heard that Shula was retiring. I'm all better now—a little heavier, maybe, but better.

This month I travelled to the Guggenheim to view a piece of Warhol's that just recently went on exhibit. It had spent the better half of the last two decades as part of a private collection, but the owner of the painting felt that the public should be allowed to enjoy it too. Nothing is known about the painting's meaning, but it does show the influence that hockey played in Andy's life. The artwork is entitled "Sweaty Boys and Dog."



GAMES WE'D LIKE TO SEE

Update! A few months ago I was talking about how great it would be to see a lacrosse game hit the consoles. Well, guess what? Rumor has it that one of the big guns in sports development is currently working on such a project. Just imagine, the rock-'em, sock-'em world of lax and box lax brought to a 32-bit system near you!

On another note, I'm beginning to compile a list of features that would make the ultimate sports game. I want

you to send in your ideas on what would make a better football, baseball or hockey game. What is it that's missing from basketball that you would like to see? Mail those babies in, and I'll print 'em. Maybe the developers will read your ideas and pay heed to them.

SEND IDEAS TO:

Sportswire News
c/o VIDEOGAMES
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REVIEW

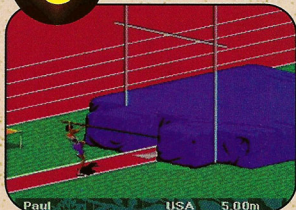
OLYMPIC SUMMER GAMES

THQ is getting into the Olympic spirit with this Super NES title. *Olympic Summer Games* has you competing in ten different events, ranging from archery and skeet shooting to the pole vault and hurdles.

The graphics are a little out-dated and bland, but serve their purpose nonetheless. There isn't anything really wrong with this game; it's just that it could've been much better. It may have been a bit of a rush job to make sure that it got out during the fervor of the centennial games. The fact of the matter is that *Olympic Summer Games* is easy to master but lacks any real depth. You will have no real reason to play this game alone. Only a multi-player game, where you can square off against a buddy, will generate any real competition.

In the game's defense, the controls are easy to learn and you'll be a contender in no time. This will make *Olympic Summer Games* enjoyable until you finally grow tired of winning all the time. The replay value just isn't there. Rent this for a weekend and then move on.

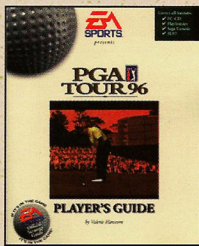
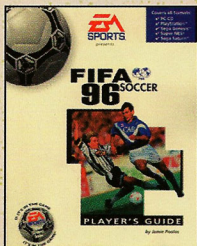
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TIPS 'N' TRICKS: EA STYLE

If you are having problems competing in EA Sports' PGA or FIFA titles, or if you just want a good companion to the game, look no further: EA has just released two handbooks; one for PGA Tour '96 and one for FIFA '96.

These guides contain detailed information on players and teams (in the case of FIFA), as well as lots of information on what to do in specific situations and how to execute certain plays properly. While I see no real need to own these guides (I mean, come on; they're sports games), they both make handy companions and are excellent for reference on the mechanics of the two games. Both the PGA Tour Golf '96 and FIFA '96 guides retail for \$19.95.



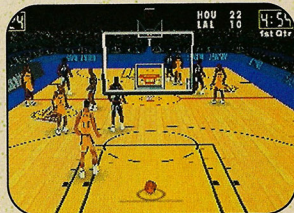
SCOUTING REPORT

SEGA TRIES AGAIN

It's no secret that Saturn has almost no quality sports games, which is ironic, since the Genesis was built around its sports catalog. All that might be ending, though. Sega Sports has just delivered us *NBA Action*, its first attempt at 32-bit basketball.

Gray Matter, the gang responsible for the dismal *NHL All-Star Hockey*, may have redeemed itself with what might be the best all-round hoops game out there. *NBA Action* has incorporated (or stolen, however you look at it) most of what made the 16-bit EA hoops games so good. You'll find a create-a-player mode, user records and trophies, pretty much the same options/set-up screen and just about the same playability, only better. It's so good finally to see someone with the balls just to rip off what was good about another product and make it their own.

While it's still too early for an accurate assessment of the game, it is clear that *NBA Action* will hold merit. At 75 percent, the playability was there. Also, the subbing, A.I. was excellent, along with the rebounding and commentary, supplied by Marv Albert. The final version will be done long after the end of the '95-'96 season, so there is NO excuse for not putting in those stats and player trades. Just think, Magic is back on the Lakers.



NFL QB CLUB '97

No delays at Acclaim. With *QB Club '96* less than seven dog-years old, Acclaim is already getting ready to launch the '97 version, just in time for the new football season. *QB Club '96*—itself a vast improvement on the *QB Clubs* available on the 16-bit systems—will pale in comparison to this newest entry. Acclaim's developers have gone the extra nine yards to make this the football game to have.

Besides some of the finest graphics for any sports game (just look at these pics!), *QB Club '97* is going to soup up every facet of its predecessors. For starters, the computer A.I. has been given more than 30 new routines to try against you, in the form of better pass coverage, pursuit blocking, and advanced pass pattern reading. The A.I. will also allow your computer opponents to learn your coaching style! No longer will you be able continuously to use the same plays to dismantle the defense.

As I mentioned, the graphics are much better. Twenty new, motion-captured player animations (which include laterals) greatly improve the look and feel of the game. Also, you'll be able to read each player's number on his jersey.

The extras are also included in this game. Look for the new stadiums, over 500 new plays, weather conditions and the most comprehensive stats around. Add to this 30 historical situations, secret teams, codes and celebrations, and it looks as though we may have another *Monster of the Gridiron*!

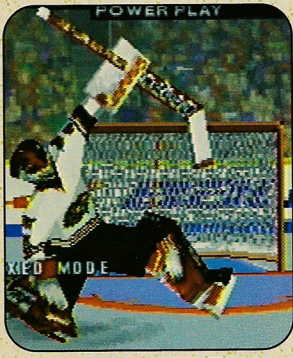


NHL POWERPLAY '96

More hockey—and that's a good thing. With the emergence of the 32-bit systems, it's become much easier for developers to create quality sports sims. Of all sports, hockey was the most difficult to do well. Until Sony wowed us with its stellar *NHL Face Off*, only EA was able successfully to recreate the feeling of one of the world's most exciting sports. Now there's another hockey sim coming our way and it's from one of the most unlikely sources: Virgin.

Considering the source, it might be expected that *NHL Powerplay* would be a sub-par opus, lacking the playability and depth that were formerly only achievable by sports nuts working for the biggest sport-game developers. Not true. *Powerplay* looks as though it could be one of the top hockey titles. Not only does it boast excellent gameplay, it also has a refreshing look that'll certainly attract veteran players looking for something new.

While I haven't played the game yet, I can tell you that it's 3D with some top-notch motion-capturing. Also, Virgin has both licenses and several authentic offensive and defensive plays that you can utilize during gameplay. I'll have a review of this game next month.



Data East Baseball

Data East is entering the fray with its own sports line-up: the MVP Sports Series. The first to arrive will be *MVP Baseball '96*. The developers will be the award-winning BlueSky. You might remember that team as the makers of such sports games as *World Series Baseball*, *Joe Montana Football* and *College Football National Champs*.

I don't have too much information on the game at this point. What I can tell you is that Data East is joining up with Topps for this game. How will that effect the gameplay? It won't, but the player pictures will sure be pretty. Data East is also utilizing STATS Inc.'s capabilities to bring you the best in baseball statistics.

Play-wise, *MVP Baseball '96* will have all 28 teams with full rosters, all the ballparks, and 3D. Camera angles will be unlimited and more than 150 motion-capture animations will mean smooth, realistic players. *MVP Baseball '96* will be available for both Saturn and PlayStation.

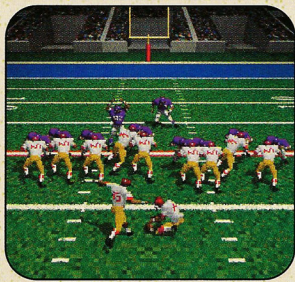


College Football

The second game in Data East's MVP Sports Series is *MVP College Football '96*. The first of the 32-bit college football games, this title looks lip-smacking good!

MVP CF '96 will have the licensing for all 110 Division I schools and will feature play-by-play calling by a nationally-known talent (still to be named). The stadiums are all 3D-generated, allowing for an action camera that will follow the on-field action, zooming in and out of appropriate places. Tom Walsh, former offensive coordinator of the Oakland Raiders, has written the play book, to give the user the best in college football plays. On top of that, the game will track team stats for the course of a season. A great deal of detail was added to this game. Hitting will be brought to new levels with the addition of Collision Zones. Where you hit a player on his body will change the outcome of the tackle and (maybe) the play.

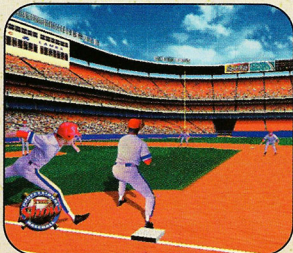
MVP CF '96 will support up to six players and will have an added play feature called Skills Drills. In this competition, the user can compete in individual skills such as passing, punting and rushing. *MVP CF '96* will be available for the Saturn and PlayStation in September.



GRAND SLAM '96

It's official: Everyone and their mother is opening their very own sports division. And as if it weren't enough to see Interplay, Sony, Konami and 50 other companies starting one up, now Virgin looks to be following suit. Along with *NHL Powerplay '96*, Virgin will be releasing its own baseball sim, entitled *Grand Slam '96*.

Still early in development, *Grand Slam* will undoubtedly feature the same stuff as every other baseball sim. What makes it stand apart from the competition? I haven't the slightest idea, but I'm sure it won't be much. What'll make or break this game is whether or not it can manage all the fine intricacies and nuances that make baseball what it is. I have to say I'm skeptical; no one to date has done this successfully.



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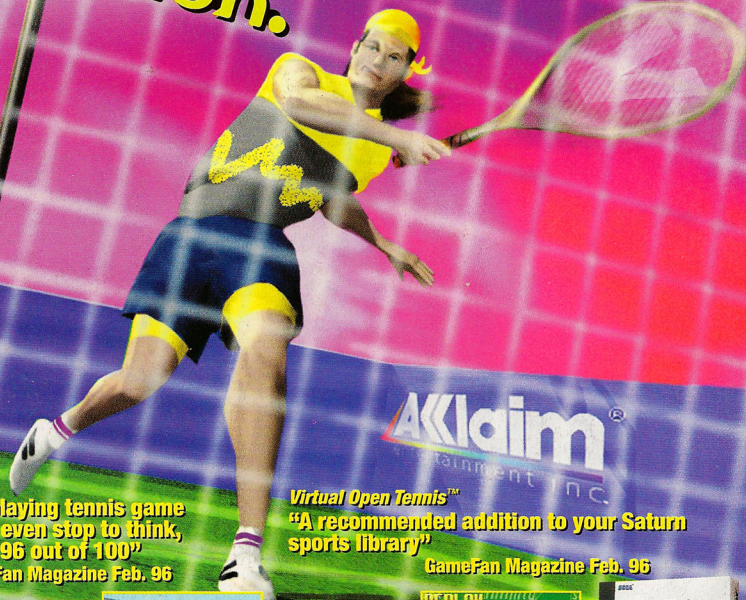
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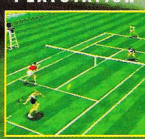
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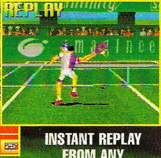


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