

AVENGERS GALACTIC STOR SPOT GOES TO HOLLYWOOD REAL, BOUT FATAL FURY CLOCKWORK KNIGHT 2 BIG HURT BASEBALL MORTAL KOMBAT II NBA SHOOT-OUT CYBERIA X-MEN

12-PAGE WALKTHROUGH WITH TONS OF MAPS AND HINTS

DE DE

SHADOW OF MYSTARA



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March 1996 \$4.99/\$6.50 Canada



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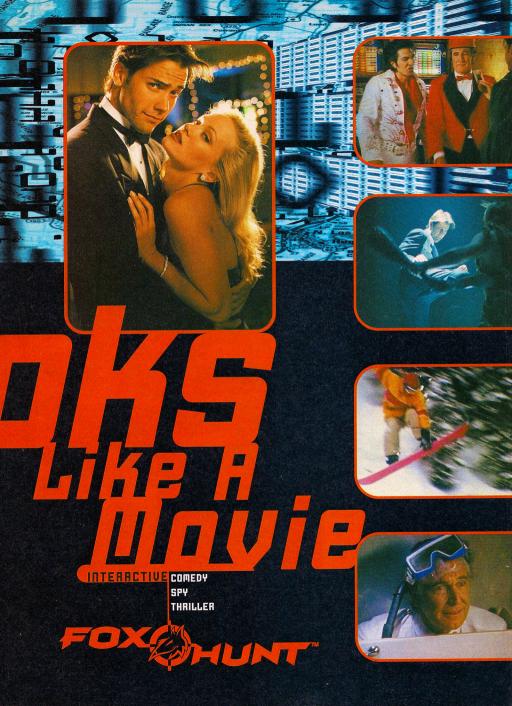
PlayStation

Get ready to blow through barrel
rolls faster than a bad burrito blows through
you. Because you're strapped into
the cockpit of WARHAWK, the only
fighter plane that gives you true 360°
movement. It's just you, your
Sony PlayStation and the wild, blue yonder. You
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should you choose to accept it,
is to battle the madman Kreel

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because while tanks are shelling you from the
ground, bogeys are swarming
all over you in the air. Just don't throttle back
too fast. Or you'll wish



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March, 1996 Number 2.9

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Audit Bureau of Circulations

Have you looked closely at the Title Screen or ending credits of your favorite game(s) recently? Odds are the company names won't sound familiar. Why? Because we have temporarily returned to the age of international gaming. After a couple of years of suffering through horrible, B-grade full-motion video games (rationalized as being "campy"); poorly animated and choppy motion-capture carts and countless, boring, side-scrolling mascot games, we now have a whole new generation of games



that offer gameplay of such variety and are so realistic that you sometimes have to pinch yourself. Yeah, it helps a lot that the game systems are now 32-Bit rather than 16-Bit, and that the reduced media costs are permitting multiple disc games to become a reality, but also look at who is pioneering these great games—Japanese and European developers. Take the best Saturn games-VF2, Virtua Cop, Sega Rally, Panzer Dragoon 2...all Japanese. The best PlayStation games—Jumping Flash, WipeOut, Twisted Metal, Ray Man, In the Hunt, Philosoma and any RPG...Japanese, English and French developers.

What's up? Are our guys being left in the dust by the foreign developers? Are all we going to see from the U.S. teams are computer ports and unimaginative action games? Hopefully not. At least we have the best sports games in the world. Look at football: Japan doesn't even recognize that sport and England can't even get the name right! (They call soccer football.) The same goes for baseball, basketball and hockey-you want a great sports simulation...it will come from the U.S.

Is it time to raise the white flag? Hardly. Every time a new game system comes out, the first softs are usually from Japan (where the system was developed). Remember the launch of the Super NES and all of Nintendo's carts that made players say, "Wow!" That whole cycle is starting again with the new 32-Bit systems.

So where are the great U.S. games? Most are either still under wraps or not finished yet. Since the 32-Bit systems are still new here, relative to Japan that had at least a year jump on game development, their developers are saving that this fall is the time when our hottest product will hit the shelves. Will it be evolutionary or revolutionary? We'll have to wait and see.

For now, I like what we are seeing from other countries. The games are balanced properly, and the graphics and animations are truly exceptional. When it is an arcade port, the game is almost indistinguishable from the original. Plus, many of the game concepts are fresh, and best of all, the softs are fun to play. When it says that the game has a 3-D perspective, it really does. Hopefully these great games will inspire even better products in the future.

Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

Get it at your local retailer!

FATAL ERROS

ERTAL ERROR

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter-jumping attack in combo
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the fight
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode









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You set the pick for Magic, who rolls to the top of the key. As the defender rotates to cut off the lane, Magic lofts a pass to the wide open power forward for the alley-oop jam.



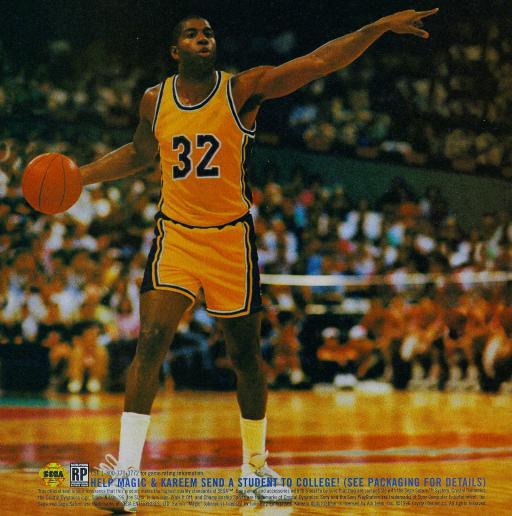
Sometimes it's the smallest details — Jams off the glass, Defensive thunder swats, Reverse dunks, and Play-byplay commentary, that separate hoops from lawn bowling.



"This fastpaced, first-person basketball sim does a phenomenal job of bringing players into the action."

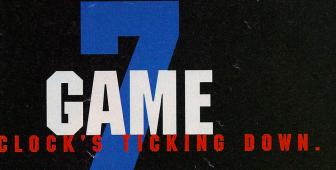
— NEXT Generation magazine





Franchise player mode lets you abuse opponents like they were players for an expansion team. Control Magic Karpern or Anyone thru a 13, 26, 52, or 82 game season





THE NO-LOOK PASS. THE SKY HOOK TO BEAT THE BUZZER. MORE THAN A SIGNATURE ON A BOX, IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

brings you the same net-melting offense that culminated in five

championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

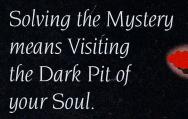
all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

than in-your-face basketball. And see it all from the 3D "fastbreak"

perspective Crystal Dynamics' Championship Sports brings to the

hardwood. And that "agony of defeat" feeling? It's natural. Walk It Off™.







"NEW GENRE OF INTERACTIVE HORROR!" —GAME FAN



STARE INTO THE EYES OF MADNESS!



"SPINE-TINGLING ACTION!"-EGM

A full moon rises over L.A. National Hospital.

D... the Daughter.

Inside—the father, a doctor gone mad...but why?

D... Darkness.

Outside—the daughter...the innocent, the seeker.

D... Destiny.

You are about to enter the darkness forever!

D... Despair.

With stunning computer rendered 3-D graphics,

D... Delirium.

D's descent into the dark pit of your soul is a

D... Death.

tour-de-force of terrifying secrets and challenges.

D Damnation.



"SLICK, STYLISH, SCARY FUN!"—GAME PLAYERS



DON'T PLAY IT IN THE DARK!















There is nothing to fear but fear itself...well, except for Resident Evil. This game screams out on this issue's cover!

The story begins on 76!





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Mortal Kombat II and the PS...it's an extremely deadly kombination!



SATURN

Own and race a champion racehorse with Winning Post!





FUN...EXCITEMENT...ROMANCE... TERROR...ADVENTURE...THRILLS

...all this and so much more in every issue of EGM and EGM*. Check out Press Start, Tricks of the Trade, Previews and the other cool sections. Tell your friends, tell your friends' folks what the biggest and best video game magazines are all about!

IT'S DOUBLE THE FUN IN EVERY ISSUE!

FEATURES

HE MIGHT BE A FRIENDLY GHOST, BUT CASPER THE GAME CAN BE FRIGHTENING!

All Casper wants is to have a few friends, however his uncles—Fatso, Stinky and Stretch—are making his *un*life difficult. It's up to you to help Casper while trying to stop his grotesque relatives. For your aid, we have devoted 12 pages detailing all the tiny intricacies in this game. Of course, for those of you who would like just a hint, take a look at the maps and read only the bold text. However, impatient gamers might want to read the entire guide to help themselves out during a difficult jam and to locate all the cool items, too! The story begins on **PAGE 62**.

"Not only can passageways and items be revealed by hitting certain switches, but also completing an Act or finishing a painting will do so as well."

SHARKS, SNAKES, SPIDERS AND DOGS ARE JUST THE BEGINNING OF YOUR ADVENTURE!

Resident Evil is a real nightmare and not because of its huge levels either. In this game, you'll encounter poisonous snakes, bloodthirsty zombies, crazed dogs and even a shark swimming in a flooded room! However if you have EGM*s strategy guide, there is nothing to fear. Inside this eight-pager, there are maps showing you where hints are located, as well as a few survival tips. But don't think we gave everything away. Only the bare essentials to getting out of the mansion are provided...the rest is up to you! The story begins on PAGE 76.

"When you solve the puzzle, you'll receive a health spray...Anything to help you stay alive longer is worth the effort."

CLOCKWORK KNIGHT 2'S SPECTACULAR 3-D GRAPHICS WILL WOW GAMERS!

If you thought Clockwork Knight had stunning graphics, the sequel will blow you away! But don't let the awesome 3-D graphics fool you into believing that the Difficulty Level is low. You'll need EGM^{∞} eight-page, info-packed strategy guide to help you through this gigantic game. Everything can be used to stop the bad guys, even trees can be picked up and thrown at the enemies. Also, secret warps are aplenty in Clockwork Knight 2. Don't forget to check out the awesome tricks that will help you out of dangerous areas. The story begins on PAGE 84.

"A lot of power-ups are hidden on platforms that can only be reached by crossing an opening on these very little poles."







Available in April for the PlayStation

Introducing **new!**

HARDBALL 5

in a league by itself.



The all-time best-seiling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!



Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!



New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to gol



Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.



Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.



Optional wide-angle pitcher and batter vices recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!



For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



Sony PlayStation™ PC CD-ROM



See for yourself! For demo; http://www.MindSpan.com/ MindSpan/hb5.html







NIERE GELETTER OF THE MONTH

Are you stuck in a level? Can't quite defeat that Boss? Or maybe you have advice for others? Write to EGM for all your strategy questions and tips. Who knows? You might even see your name in print and win a prize for Letter of the Month. As always, nice penman-ship counts...because *we* say so! So get off your duff and write us today! You can reach EGNF by writing to:

Interface, Letters to the Editor 1920 Highland Avenue, #222 Lombard, IL 60148

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You can also reach the editors of EGNF via CompuServe at 75052,1667 or on the Internet at 75052.1667@compuserve.com. If you have a computer, don't forget to check out EGNP's articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.



DELAYS IN GAMES BEING RELEASED ARE FRUSTRATING!

Dear FGM.

Of course, I will start this message by saving how much I enjoy your magazine, and how you stay on top with the news of the video-game industry. Now with your Web page, you can give gamers late-breaking information. However, I'm writing to say how dismayed I am with computer and videogame companies. They try to hype up their newest games by giving screen shots and release dates. I am not upset with the showing of the screen shots, but the release dates aggravate me so much. The companies tell the public that the game will be ready by a certain date, only to say later that it will be delayed. My first memory of this was when the popular PC game, Mechwarrior 2, was due to hit shelves. I remember reading in magazines and advertisements that it would be out in the summer of 1993. However, I continued to see ads for the game into Christmas of that year. It wasn't until I was told by an employee at Babbage's that the production team for the game was fired and they had to start over from scratch. The list for the PC goes on and on with Windows 95 and Magic: the Gathering. As for video games, the factor that pushed me over the edge was news that Electronic Arts had delayed and even cancelled its release of Madden '96 and NHL '96 for the PlayStation. Now I bought my PlayStation with the thought that Madden and NHL would be out in a month. EA made an insert-which I received from a copy of EGM-that showed the release dates and info on the newest sports games. An employee at Walden Software told me that

EA had to apologize for saying its

games would be ready for those release dates. Apparently, EA said Sony made them say they would have the games ready. (Is this true?) It is in my opinion-and many others-that the industry has to get its act together. How? I'm not sure. I am sure. however, that misleading gamers is definitely not right. The least companies can do is give a more accurate picture of when the games will be on shelves. Luckily for Sony there are still quality titles, such as WipeOut, Twisted Metal, Tekken and NFL GameDay, I am still happy with my PlayStation, but not as happy as I could be. I will think twice before expecting to see a game on the date it has been advertised to be released.

Jeff Phillips via Internet

I agree that game delays are very frustrating. Jeff. However, companies are not trying to spite or mislead consumers. When a company states a game release, it's subject to change for various reasons: legal problems, improving the game, financial issues, current market trends, etc. Even if a game were to come out early, companies face numerous problems, as well such as lack of gamers' and vendors' anticipation and acknowledgment of the product. In regard to Sony "forcing" EA to have a game ready, even Sony doesn't have the power to do this. They may want to know when the company would have the games ready, but Sony is more worried about having a high-quality product for its system.

Congratulations Jeff, vou won vour choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System!



STRATEEY TALK!

KING IS A VIRTUA PAIN

Dear EGM.

Since you guys are the gods of strategies, I'm hoping you can help me out. I'm having trouble with the second Boss in the game Virtua Cop for the Saturn. He's so darn tough and he's not even the last Boss! Can you help me kick his butt?

Jack Harrison Kansas City, MO

King is pretty tough but not impossible. He likes to shoot his flame thrower at you for a bit, then go hide while his henchmen pick at you. The key is to shoot him as many times as possible while defending yourself by shooting the oncoming flames. The henchmen are a pain because they come out so often and they're very quick with the draw. Don't waste your ammo because you'll need a lot of it. Be patient and in no time King will go down! For more into on Virtua Cop, check out EGM* #19!

THE TWIST AND TURNS OF TM

Dear EGM.

I have a variety of questions for you editor guys on Twisted Metal. I have played Twisted Metal so many times. I could tell you what a character's ending is backward. First question: Is there a way to play as Minion? I mean I would like to be someone else for a change. One time I was playing as Crimson Fury on the freeway and I was racing head-on to Out Law. Next thing you know, I'm actually inside the stage! I'm not kidding either. The ground is gray and you can see all the other cars trying to shoot at you. My second question is: Is this a glitch, was I just a lucky player or is there really a way to play inside the stages? Third question: After seeing the demos on the CD, I was wondering if there was a way to have 21 specials like Darkside or Yellow Jacket? (I mean I saw your infinite ammo trick.) Fourth question: In Assault on Cyburbia, I was wondering if there is a way to play inside the big square inside the canal? I hope I didn't give you too many questions. The final thing I want to talk to you about is in February's issue [EGM #79], you forwarded Louis Freedman's ideas on new opponents. Can I give you some of

mine? First, I would like to see a Fire Truck that spits out contaminated water. Second, I'd like to see some real domestic cars like a big, no-good-for nothing, lucky, piece of SI&\$ Chevy, a Jeep, a Race Car (ain't this getting boring?)...oh never mind! There are already too many questions!

Steve Gorski Lindenhurst, IL



 To fight the big vehicle Minion, enter this code: TRI, X, O, S, TRI.

As far as we know there isn't a way to play as Minion, to have 21 specials or play inside the big square in the canal. As for the stage glitch, you must be a lucky player because riding inside the stage was simply a cool bug. We'll continue to print info for TM, but be sure to check out the last two issues for some good codes. Thanks for the new opponent ideas too.

NEED SUPER NES DOOM CODES

Dear EGM.

First of all, I think your magazine kicks @\$\$. I had just recently purchased Doom for the Super NES and I'm stuck on Level 5. I was wondering if there are any codes for it, like a God code or a Very Happy Ammo code? There is also a rumor going around about a code for the PC version that lets you carry two guns at the same time. Can you clarify this rumor? I think Doom should be rated game of the year. No...game of the decade. No...game of the century!

Joel B. Crabe B.C., Canada

Our trickmen claim they haven't found a God code nor a Very Happy Ammo code for the Super NES. The same holds true for the PC question. However, if anyone knows these codes, write us and you might win a prize! Check out the last couple of issues of EGM* for the cool Doom codes, like how to get to the Secret Bonus Levels in the PlayStation version (EGM* # 20).

Okay, here's another chance to let your creativity really shine! Send your "What Its" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

- ...EGM² was more popular than EGM?
- EGM? ...Doom was never created?
- ...the U.S. had better RPGs than Japan?
- ...FMV games were actually fun to play?
- ...Bullfrog made a universe builder simulation?

M.T. San Diego, CA

- .Blanka was a brother of Raiden?
- ..Earthworm Jim fought Bug!?
 ..the Horde attacked Theme Park?
- ...Luigi plays in Doom as a plumber? ...the Lost Vikings took a vacation?
- ...they made an Ultra-Saturn-PlayStation?
 - ..Zoop zooped your brains out?
 Giuseppe Contelli
 Amsterdam, Holland
- ...Sonic had athletes foot?
- ...Nightwolf and T.Hawk were related? ...Spinal had arthritis?
- ...Mario bought a Saturn?
- ...Sindel had bad breath?

Chris Smith Thomson, GA

- they stopped making Street Fighter games?
- ..Game Boy gave up?
- ..Game Boy gave up? ..Yoshi ate his island?
- ...Goro was caught picking his nose? ...Shang Tsung was afraid of the dark?

Yeknom Knaps Salt Lake City, UT

- ..Smoke finally took a bath?
- ..Sheeva lost two arms?
- ...Chaos had breath that would smell half-way decent?
- .Sagat grew some hair?
- ..the Panasonic 3DO wasn't so real? ..Scorpion got a job as a pizza delivery boy and made the pizzas extra "Toasty?"

Michael Milane Zanesville, Ohio



WHAT HAPPENED TO THE CD-i?

Dear EGM.

I have several questions all pertaining to the same subject: the CD-i, I've heard several different things, but I want to know what's really up. Has the CD-i been discontinued? If not, are they going to discontinue it soon? I mean it's really not fair. I paid close to \$500 for this system and now they're gonna quit making games for it. What should I do? Are you going to keep previewing games for it if it's not discontinuing. You are the only ones I know who still have it on the cover. I really hope you will preview games for it. Also, how come I never see any ads for its games, but there are ads for every other system all over the place? I like the CD-i personally. I have Litil Divil for it and it's pretty cool, but I want more good games for it.

Jeffrey Hawkins Brandon, MS A representative of Philips Media said the company, like the whole gaming industry, is in a transitional state. They will continue to support their system as well as delve into other markets such as the PlayStation, Saturn and PC. In fact, many games will go from one system to the other (such as Burn: Cycle for the PC). As far as games and coverage go, the CD-i already has several new titles such as Clue Part 2, World Cup Golf and Forbidden City.

JAGUAR COULD RF FNDANGFRFD

Dear EGM.

I'm hearing a rumor that Atari is giving up on the video-game division of its company and is going to concentrate on PC games. Is this true? If so, then how long will support for the Jaguar continue? Also, how could such a promising game platform just disintegrate in such a short time? Is it because of management, lack of thirdparty support or just total apathy toward the Jag? What do you think?

Jerry Corpuz Long Beach, CA

There's been word that Atari has left the videogame business entirely, and it is liquidating all

"I'm a Jedi

Master...whiney,

snot-nosed brat



· Atari's PC games will be new versions of its video-game classics...if they're released.

related interests, even Atari Interactive, the recently launched PC software division. However, an Atari spokesperson has stated all such reports are merely fictitious. For more Atari news, check out this issue's Press Start.

DON'T DELAY THE U64...OR ELSE

Dear EGM.

I want to express my opinion about the possible delay of the Ultra 64 in the U.S. I don't care if there are only two or three games available at the launch. I want the system! Remember the Jaguar? When it came out, it only had three to four less-than-spectacular games. From what I've read, Super Mario 64 and Kirby Ball 64 are spectacular, so why postpone the system four more months? People are so excited about the Ultra that they'll buy the system on April 30 and wait for the games. All Nintendo will do by waiting is tick everybody off in the U.S. and give more attention to the PS and Saturn. I'm dead set on buying the Ultra and all the games available for it on its launch day. I will be satisfied with Super Mario 64 for a while. I guarantee everyone else will be too. If Nintendo can get KI2 available for the April 30 launch along with Mario and Kirby, they will have no problem selling out its entire stock of Ultra 64 systems and games on the first day. I hope you see this Nintendo. If the U64 doesn't come out in the U.S. in April, you'll find me playing my PS in August...or when you finally get the guts to release your system.

> Stephen G. Chaffin via Internet

Some might disagree with you Stephen. If I spent a lot of money on a system, I would want a variety of good games not just three or four. Yet, the few quality games that come out could justify the purchase. However, with extensive libraries for the PlayStation and Saturn some may demand more. Write in to tell us what you think about the Ultra 64's possible delay!

PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Evan Pickett of Wallingford, PA. who has been reading into the Star Wars video games a bit too much.

Dear EGMP.

I have a very hefty complaint to make. I am very upset about the lack of depth in which all Star Wars games enter in the responsibility of the Jedi. We (Han, Leia, Chewie, the kids and I) all agree that a Jedi can't just walk up and kill someone or something. We are luminous beings! The energy of our life creates the Force, and makes it grow. I have succeeded in the death of the Emperor, yet his blood is on my hands. My hand was lost battling one of the greatest evils in all of history and yet it is portrayed as a game. No one feels my pain...my suffering. I am shown in your small delights as a cold-blooded killer, a Jedi without feeling. Well, to an extent, I'm very tired of it. I am the last Jedi Master, not this crude, pixelated matter. I have feelings. The Force is a feeling! It is not something to be taken lightly! You must do what you feel is right. Don't give in to hatred. And remember, the Force will be with you...always! May the Force be with you.

Luke Skywalker Bummer! People just don't realize how hard it is to be the last Jedi Master. I hope the T-shirt we sent will cheer you up. May the Force be with you, too!









REVOLUTION X MAGAZINE SWEEPSTAKES, P.O. Box 8103, Grand Rapids, MN 55745-8103 (PLEASE PRINT)

APT# ADDRESS ZIP CITY DATE OF BIRTH **DAYTIME PHONE** E-MAIL ADDRESS_

SYSTEMS OWNED: (Check all that apply)

□ 3D0 □ 32X □ SEGA" CD" □ JAGUAR

GRAND PRIZE **Guitar signed by Aerosmith**

"Box of Fire" CD Collection

Revolution X Game

IRST PRIZE (2)

Box of Fire" CD Collection **Revolution X Game**

SECOND PRIZE (10)

Signed Photo Revolution X Game

KIRD PRIZE

Aerosmith T-shirt

MIDWAY



A«laim





pc cd-rom super nes genesis playstation saturn



Congratulations to Leon Allen of Brooklyn, NY. He won an ASCII Specialized Control Pad for the PlayStation! It features rapid-fire controls for all buttons and slow motion for those intense moments. Keep sending in the cool artwork!





Escondido, CA



Ngoc Tu Tieu • Montreal, Ouebec



Michelle White • Omaha, NE



Jonathan Rios • Bronx, NY



Tou Cha . St. Paul. MN



Tyler Peterson . South Salem, NY

EGNF LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: EGNF Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.



* Or at least get you in the magazine and win yourself a controller from ASCII. (First Prize Or

DISNEY IS NON-VIOLENT FUN

Dear EGM.

I am a mom of two small boys who are into video games. I was wondering if there were any games that were fun but without the violence? Is there anything Disney-like? Thank you.

> **Gregory and Peter's Mother** lacksonville. FL

Well Mom, Disney is jumping on the video-game bandwagon minus the violence. Pocahontas and



 Pocahontas is just one of the games Disney will be releasing soon.

Toy Story are just two movie-to-game Disney releases that look excellent and are rather fun to play, especially for the younger gaming audience.

REPLAY VALUE DECREASING?

Dear EGM.

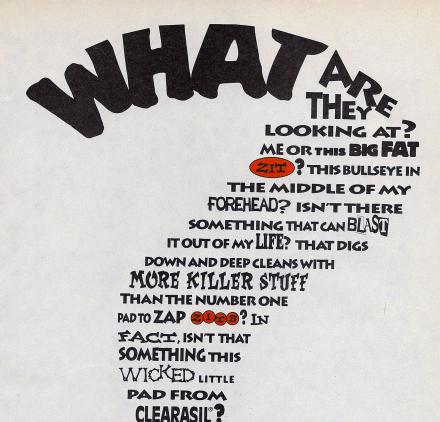
I think the replay value and fun factor in games has gone down a lot. I go to the video-game store every week and I hardly ever find a good game. I own a Super NES, Genesis and a Game Gear, and the only new good game I have seen is Killer Instinct. All that most companies care about nowadays is marketing graphics better. I like graphics but I like gameplay better! I own Zombies Ate My Neighbors, which I played for about a week and then I put in my closet hoping that sometime I'll get bored enough to play it. Whatever happened to the classics like Jackal for Nintendo or Demon's Crest for the Super NES? The new systems aren't too good because every system has something bad about it. For example, the PlayStation seems to have some good games but not very many: the Saturn, although it has a lot of good

games, is expensive; the Virtual Boy really confuses me since I don't know what control pad does what and well...the Jaguar is a real success (just kidding). What games do you recommend? I loved Mortal Kombat 1-3, Secret of Mana, Final Fantasy, Primal Rage, Chrono Trigger and Street Fighter Alpha.

Chris McCollister Overland Park, KS

Purchasing a game every week can be very expensive since most games are \$40 and up. Like most purchases, it's important to do some research. Try checking out what EGM and EGMF have to say about the game. If you generally agree with the reviewers, your best bet is to stay away. Renting is another good way to feel a game out. Generally speaking, two-player games like fighters and sports, seem to have the most replay. Also look for some sims and strategy games that are complex. The best way to predict replay value is if the game has an addicting appeal that makes you keep fighting, playing, building, warring or searching for secrets.

This month's letter column was brought to vou by Katt who has just finished watching Willy Wonka and the Chocolate Factor for the 1 billionth time. 'Never trust an old man bearing Fizzy Lifting Drinks!"











Diddy's back and better than ever.

Fasten your seat belt.

This monkey's coming full throttle. Donkey



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Dixie twirls her ponytail to fly chopper style talk about a buzz cut!

Kong Country 2[™]. Diddy's Kong Quest[™]. Sleek, stylish and fully loaded. With

ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



spin - literally. This chimpette flies! There are other special

moves too, like the Buddy Toss (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the biggest evolution in history. Except another game that leaves everything

else far behind. (Ever been behind a

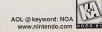


Look alive! There's more hidden stuff than ever.



Kremlings out to slap your monkey around. Ouch!

monkey? It ain't pretty.)





FIGHTING FOR NUMBERS

an two companies see eve to eve on anything? Not when it comes to sales figures, and not when it comes to Sony and Sega-the top two contenders in the 32-Bit race.

In January, Sega reported sales of 400,000 Saturns in

toy retailer report, while Sony figures are based on its own sales figures, according to spokespersons from both companies.

But how accurate are these numbers? Because so many factors come into play, figures routinely vary between companies and retailers.

> "Sometimes people just pick the best number." said Sega of America spokesperson Terry Tang. "There are a

lot of different numbers to look at. You can look at your sellthrough number, which is the number that is actually sold to the customer. There's vour sell-in number, which is the number you sell to your

retailer. There's [also] separate independent research groups like the TRST; there's a bunch of different people who have different factors. For us, picking the sell-through number made sense, because that's the number people really want to know; how many customers have it.'

An SCEA spokesperson deferred questions regarding Sega's sales figures to toy and computer retailers.

While each company's numbers are fairly accurate, they are far from ironclad benchmarks. After all, the numbers themselves aren't as important as the spin each company tries to put on the figures.

While both companies readily agree that the PlayStation took an early lead, the impact

(Continued on Page 26)

SEGA AND SONY BOTH SAY THEIR FIGURES INDICATE WHO WILL WIN THE 32-BIT **WAR...SO WHO'S RIGHT?**

North America since last May. Sonv said 800,000 PlayStations have been sold since September.

come from? Sega cites its numbers from an independent

Where do these numbers

EGM²

goes hand in hand with word that Atari has left the video-game business

entirely, and is liquidating all related interests, such as the Jaguar, Jaguar CD and Atari Interactive, the PC software division the company had

only recently launched. Atari is also rumored to be currently

computer chip manufacturer and produce chips.

An Atari spokesperson

following official statement: "These cuts have been

administered in every way

effect it will have on serving

advised that these changes

do not change Atari's position

our customers. Please be

with regard to the 64-Bit Jaguar or the inception of Atari

Interactive and the exciting new line of PC software. The

changes also have no effect on

(Continued on Page 26)

our commitment to gamers or

our resale channels."

possible to minimize any

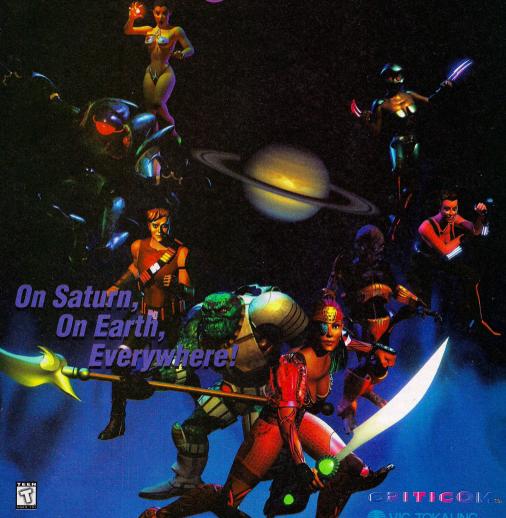
contends all such reports are

simply fiction and provided the

looking to merge with a

CRITICOM

Will Run Rings Around Saturn.



SEGA SATURN







FIGHTING FOR NUMBERS

(Continued from Page 24)

At launch:

Worldwide

3.3 million

At launch:

Worldwide

2.2 million

(as of Jan.):

40.000

(as of Jan.):

THE FIGURES

100.000

of that lead is something both sides disagree on.

Sega has downplayed Sony's sales in the U.S. by diverting attention to Japan, where the Saturn has enjoyed favorable sales. Sega contends that in Japan the Saturn is outselling the PlayStation by more than 3-to-1. Sega hopes gamers will

buy into its party line: Now that Sega will put greater

> emphasis on the U.S. market, its sales figures will follow suit.

"[Sonv] came out of the gate very well, but we're in here for the long term." Tang said. "[For] the PlayStation, it's almost like it's already reached

its potential. "We're not disappointed with our numbers. We did okay." Meanwhile, Sony is milking its sales

figures for what it's worth-basically telling gamers the war with Sega

is as good as finished. Sony contends that it is outselling next-generation systems by a 5-to-1 ratio.

"We believe the system is set to dominate the market for 1996 and beyond," said SCE President Terry Tokanaka. "PlayStation's worldwide sales have delivered beyond even our most optimistic expectations."

Worldwide, maybe. However, some industry observers contend the U.S. market specifically has failed to live up to 32-Bit expectations, which put a lackluster spin on sales figures self-categorized as impressive. "Sega, Sony and 3DO sales have all been less than projected," said 3DO Senior Vice President Bob Lindsey. who attributed consumer confusion with 32-Bit systems for the lagging sales.



SEGA CLOSES SHOP ON 32X, CD

COMPANY TO FOCUS ITS EFFORTS ON SATURN, GENESIS

'We realize that we

brought too many

platforms out there.

Although our

strategy was to offer

as many choices as

possible, perhaps we

had oversaturated

and caused consumer

confusion."

Sega spokesperson

JAGUAR FANS AWAIT FINAL VERDICT ON ATARI'S FUTURE

ega of America recently announced that, while it has not officially canceled the 32X or Sega CD, it has stopped manufacturing the

products and intends to sell off the remaining inventory. The company cites the halt in production to a need to simplify the number of gaming choices presented to the public.

"We realize that we brought too many platforms out there," says Sega spokesperson Terry Tang. "Although our strategy was to offer as many choices as possible, perhaps we had oversaturated and caused consumer confusion. Now

units will continue to act as less expen-

systems. "The Sega Saturn is still a pretty expensive piece of machinery," Tang admits. "If you're a 12-year-old kid who wants to play Virtua Fighter

and wants it now, the

32X is the easy answer." While Sega itself has halted game development for both peripherals, it reports that third-party licensees will continue to create titles for the foreseeable future. At present, more than 200 titles are available for the Sega CD and 40 for the 32X. Around 17 million Genesis systems are said to have been sold worldwide since inception, and nearly 2 million and 400,000 of Sega CD and 32X, respectively. While the Sega CD and 32X

currently run about \$99 each, Tang said an even lower price point to sell off the remaining units is a "very possible" scenario in the near future.

Terry Tang we'd like to focus the platforms on the Genesis and the Saturn." At the same time, Sega feels the sive alternatives to the next-generation

(Continued from Page 24)

Readers may recall this comes on the heels of Atari dropping the Jaguar's retail price from \$149 to \$99 during last holiday season. The company said this was to establish the most affordable gaming

alternative, but it was perceived by many that Atari was attempting to clear the shelves of the product. Time will tell and the truth will eventually come out, as additional statements from the company are expected in the following weeks.







PRODUCT REVIEW

PLUG IN, POWER UP



GAME AID BOOSTS 3DO TO NEW LEVEL OF PLAY

t seemed only a matter of time before someone made either a game saver or enhancer device for

the 3DO

nable Pad • Innovation •

What does come as a surprise is that 3DO is making a peripheral that does both.

First, the Game Guru acts as a game saver, holding up to 10 times as many games as 3DO's internal memory (up to 100 games) via a memory compression utility.

But the Game Guru's real power lies in its ability to

modify game options. By entering certain codes through the Game Guru, a player can get more lives, better weapons and access to higher or secret levels. To do this, the player must first save a level of the game to 3DO's internal memo-

ry before the Game Guru is used.

A built-in decoder will include more than 350 cheat codes for more than 30 3DO games, including Gex, Road Rash and Return Fire.

In addition. 3DO will offer future codes in videogame publications and online through 3DO's Web site at http://www.3DO.

The peripheral will should be in stores

now. It will finally give the 3DO similar capabilities as other 32-Bit systems with game enhancements of its own.





Games such as Wing Commander III will make full use retail for \$30 and of the Game Guru.

SQUARESOFT-TALKS COULD PAVE WAY FOR PS RPGS

quaresoft's Marketing Director Ted Woolsey confirmed reports that the company is in the thick of negotiations with Sony. If the deal is finalized, Squaresoft (which is well known for roleplaying titles such as the Final Fantasy series) would likely provide RPGs for the PlayStation, something the system is currently sorely lacking.

"So far." Woolsev informed EGM², "there's been no formal agreement, no scheduled release of titles or anything like that."

These negotiations come as quite a surprise since



If the talks bear fruit, a **Chrono Trigger sequel** could make it to the PS!

Squaresoft has developed games exclusively for Nintendo in the past, and it has been largely assumed the company will create titles

Whether such a deal will hurt the developer's standing with Nintendo remains to be seen.

Wing commander.



Heart of the Tiger

ORIGIN IN ASSOCIATION WITH ELECTRONIC ARTS® PRESENTS A CHRIS ROBERTS GAME "Wing Commander III: Heart of the Tiber" Starbing Mark Hamill, John Rhys-Davies, Jason Bernard, tom Wilson, Ginger Lynn Allen and Malcolm McDowell as "Tolwyn"

MORRISHE CHRIS DOUGLAS OF PHILLIP GESSERT OF STREET OF S

MARKET DONNA BURKONS STATEMENT FRANK DEPALMA AND TERRY BORST

Market Chris Roberts Statement Frank Savage and Chris Roberts









Coming soon for











t's time to see what the big names in the arcade industry have been up to since the last ACME in New Orleans. We thought we'd give you an idea of what to expect not only in Florida, but

in upcoming issues of EGMP! The following list is not complete, since some companies are not sure what they'll show. Some companies are deliberately holding back info for "surprises" debuting at the show.

It's possible Acclaim will be there to launch Batman Forever and NBA JAM:

American Laser Games:

Though officially out of the that we might see the 3-D

American Sammy:

The kit version of Zombie or two.

Capcom:

D&D2: Shadow Over Mystara, Mega Man, Toshinden 2,

Data East:

Fabtek:

Viper Phase 1 is expected

Jaleco:

On test recently is Tetris Plus. though Jaleco is not sure it

possibly some Ultra sports

Namco:

Possibly Rave Racer, Air Combat 22, plus new titles Time Crisis. Dirt Dash and Soul Edge.

Sky Target, Indy 500 (if not sold out) and four Titan titles, two of which are Funky Head Boxers and Super Major League.

capture game!

Strata:

Another dropout of the coin-op realm since last year.

Time Warner Interactive:

Expect to see Area 51 again as well as (hopefully) its new Wayne Gretzky Hockey game.

Williams/Bally/Midway:

pinballs (including Whodunit!). What about War Gods? We know the cabinets are already built!

TWI: GOING ONCE... **GOING TWICE...SOLD!**

hat's what you might be hearing on the news soon,

because Time

Warner Interactive

will be on sale by its parent company Time Warner Inc. In an act of pure irony, this comes just weeks after TWI released the hit shooting game Area 51, a number-one hit in RePlay's Top 10 Best Dedicated Videos. It's rumored that TWI's assets might go for \$50 million to \$100 million.

Twin Eagle II



Who would buy TWI? It'll probably be one of the top companies in the industry. Rumored buyers include Acclaim, which launches its coin-op division this year and Electronic Arts, which has been in and out of

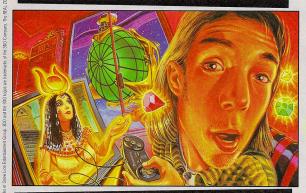
the industry since last year.

Seta

Top Ten Arcade Games REPLAYTM FEBRUARY 1996 1. Ultimate Mortal Kombat 3 Midway 2. Tekken 2 Namco 3. Open Ice Midway 4. Marvel Super Heroes Capcom 5. Mortal Kombat 3 Midway 6. Viper **Fabtek** Samurai Shodown III SNK 8. Raiden DX **Fahtek** 9. Bucky O'Hare Konami

	Game Machine Magazine [™] - February	1996
#	Game	Company
1. /	Alpine Racer	Namco
2.	/irtua Cop 2	Sega
3. 1	Rave Racer [2-pl.]	Namco
4.	Sky Target [sitdown/deluxe]	Sega
5.	/irtua Fighter 2 [deluxe]	Sega
6. /	Ace Driver [sitdown/deluxe]	Namco
7. 1	Rave Racer [sitdown/deluxe]	Namco
8. (Cyber Cycles [sitdown/deluxe]	Namco
9. 9	Sega Rally Championship [2-pl.]	Sega
0.	Point Blank	Namco

"ONE BONEHEAD CALL AND THIS



GOODESS GETS AMILLENNIUM

IN SOLITARY."

An Experience from the REAL 3DO Zone", Johnny "Torso", FL



"Gotts" have a brain in the old coconut to play this one. Hey, this ain't no cakervalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the gooddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics.

Funky Earth, Wind & Fire tunes. And a well-presented 5000-year-old gooddess in distress. So what are you doin' tonite? Adios, Chuckie."





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

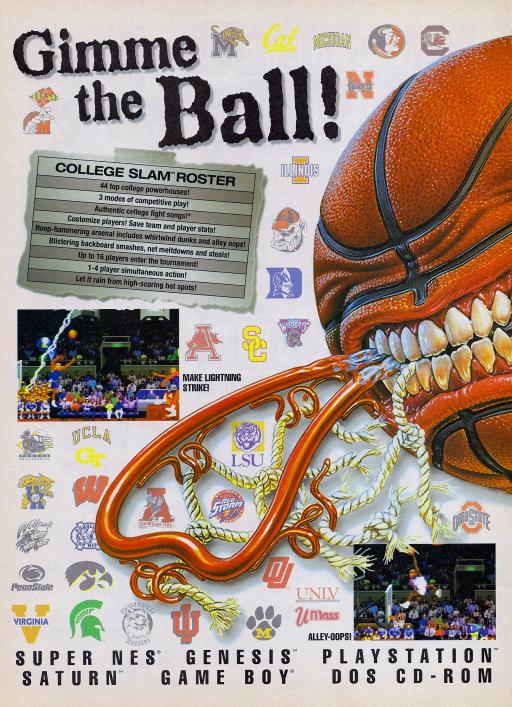


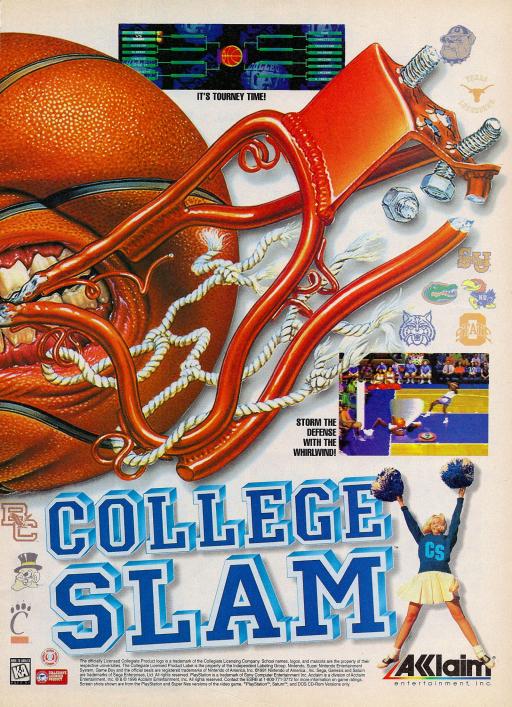




PC/Mac

Panasonic Software Company







CARNAGE HEART

FACT FILE:

Theme
Military Sim
Available
Now

Meg Size CD-ROM Back-up Memory Card

Players

% Complete 100% Developer Art Dink of Japan Published by

Art Dink of Japan

There are a ton of items to customize your army with.
The options in this game just keep going and going.

There's nothing like a good mech sim!

This is a game for mech fanatics. There is a ton of strategy for you to integrate into your gameplay. There are options to trade with other countries to better your army of mechs. You can get better weapons, armor, technology and better mechs. Another cool aspect is that

you don't really control the mechs in a fighting situation. Instead, you go to the playing field. When the enemy shows up, you enter an auto battle. You can change the camera views to watch from differ-

ent mechs.



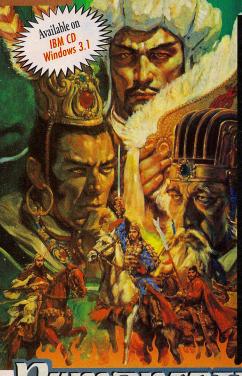


Customizing your mech can be very tedious but the end results are always worth it. The more time you spend tinkering and optimizing them, the more efficient in battle they will be.



PREPARE TO BE ROMANCED!





T's the Second Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes.

- Discuss war strategy with up to 558 different officers, including 108 inspired by the player's imagination
- Defeat enemies using powerful new weapons including automatic firing crossbows, battering rams & catapults
- Play one of 38 exciting rulers, eight of whom you can create yourself
- Set enemy units, ships or cities ablaze using a variety of FIRE commands
 - Full motion video enhances special events & commands (not available for Super NES & IBM CD)
 - ◆ New HELP feature gives you valuable command information without having to turn to the manual
- One to eight player excitement





As Governor, You Must Rule With a Strong Hand.



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INFORMATION.

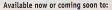


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VIRTUAL ON CYBER TROOPERS

Sega goes Robotech

Virtual On Cyber Troopers is the latest arcade game from Sega. It appears to entail both air and ground mech combat. With multiple weapons to choose from, you will have a couple of ways to dispatch your enemies. The graphics look above the norm, and could make this another Sega arcade smash. The joystick layout is the same as Namco's Cyber Sled because it has two sticks with fire buttons at the top. It looks as if Sega employed the same graphics' workhorse that produced Virtua Fighter 2 and more recently, Sega Rally and Indy 500 (not to mention the cool "zooming in" sighting effect seen in Virtua Cop 2).





The action heats up in the air as well as on the ground. Mechs go airborne and attack with the same fury as the heavily armed machines you've come to love.

FIRE UP THE THUNDERSTRIKE, and prepare for RIOUS CARNAGE.



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!



Real-time combat and real-life conflicts a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.



War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft then vaporize them with bone-shaking explosions!











PLAYSTATION PREVIEW

NBA SHOOT-OUT

Do you feel the burn?

What sets NBA Shoot-Out apart from other PS basket-ball sims is the ability to choose plays and set picks. This translates to a more realistic NBA simulation game as opposed to many arcadestyle games. Also, there's the

ability to trade players and create your own dream team. NBA Shoot-Out is the first sports product to support the Multitap—allowing up to eight players. You can play an exhibition game, Full Season, Playoffs and the NBA Finals.



FACT FILE:

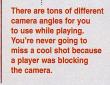
Theme
Basketball
Available
April

Meg Size CD-ROM Back-up

Memory Card
Players
1-8

1-8 % Complete N/A

Developer
Sony Int.
Published by
Sony Int. Europe





You have many ways in this game to shoot the ball. Stealing has always been popular and, of course, nothing feels better than getting in the way of your opponent and his basket.















SHADOW OF THE HORNED RAT™

Blood, Carnage, War

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PLAYSTATION PREVIEW

SPOT GOES TO HOLLYWOOD





This sure doesn't look like a 16-Bit game! The cinema displays are utterly fantastic. Even though the actual game may be very similar, it is easy to see that this version is taking full advantage of the higher Bit capabilities. FACT FILE:

Theme
Action/Adventure
Available
3rd Qtr. '96
Meg Size
CD-ROM

Back-up Password

Players

% Complete

Developer Virgin

Published by Virgin

The Cool Spot goes 32-Bit!

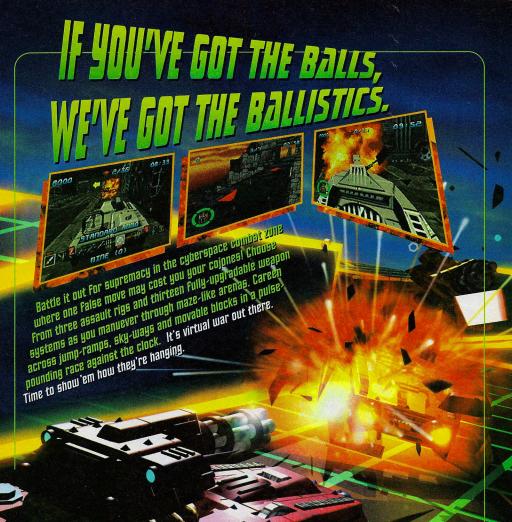
Spot Goes to Hollywood for the PlayStation has an incredible fully rendered intro and cut screens. The game plays a lot like the 16-Bit versions that we saw only a couple of months ago. With the same numbers of levels (but not completely the same) as in its 16-Bit cousin, Spot Goes to Hollywood contains tons of gameplay. The graphics are excellent along with the fantastic sound effects.













8 Person Network Compatible 2 Player Link

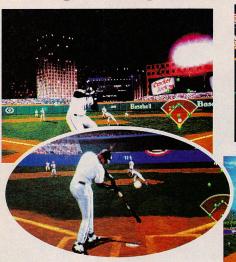
Compatible







FRANK THOMAS BIG HURT BASEBA







This game has some of the most realistic graphics and gameplay. You'll swear you're watching it live. With such a realistic gaming environment .vou might need some sunscreen.

FACT FILE:

Theme Sports Available 2nd Qtr. '96

Meg Size CD-ROM Back-up Memory Card

Players 1 or 2

% Complete N/A Developer Iguana

Published by Acclaim

Time for a little hurtin'

With Frank Thomas Big Hurt Baseball, you will be able to choose from over 700 MLBPA superstars. As well, you have exclusive access to baseball's foremost author/statistician, Bill James' 1995 simulated stats. You will get some of the most realistic gameplay around. Even the weather has been factored in this game, whether it is a couple of sprinkles or a downpour. Gusting winds and blind spots also affect the way you play. You even get to hear, "Take Me Out to the Ball Game" in the seventh-inning stretch.



PLAYSTATION PREVIEW



RAVEN PROJECT

More mech combat

Raven Project can be closely compared to ShockWave 2 in both its graphics and sound. Fly a fighter and engage the enemy in the sky or take a mech and blast the baddles on the ground. You have an impressive array of weapons to choose from. Another good game for this array of "save the planet" genre.



Theme Action

Available April

> Meg Size CD-ROM

Back-up Memory Card

Players

% Complete

Developer Cryo

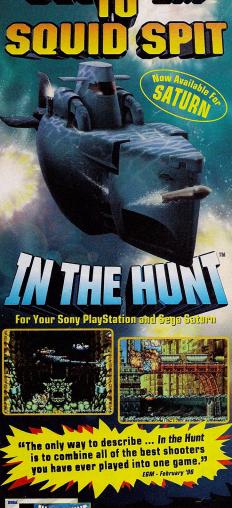
Published by Mindscape



computer-relayed mission briefing, then blast opponents in a 3-D battlefield.









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PLAYSTATION PREVIEW

LKOMBATI



players who are new to this game a chance to enjoy it. All the secrets are present and everything is crystal

wonder if this game would

happen, and sure enough,

it did. Everything we love

from the arcade has been

translated into this version.

Combos are pulled off with

the same ease that were in

the arcade. This may give

clear. The 12 characters are all present, keeping the familiarity of the game. Anybody used to playing MK2 on the Super NES should have no trouble adapting to the PS controller. You may find yourself wanting to hit a Run button, but it obviously doesn't have one. The Mortal craze started with this game and it is only fitting that we can play it on the PS.

Mortal Kombat II...need we say more? We were beginning to

PUSH START

All of your favorite characters and, of course, all of your favorite fatalities have remained intact. What





Developer

FACT FILE:

Published by Acclaim

SEGA SATURN PREVIEW



WINNING POST

FACT FILE:

Theme
Simulation
Available
March

Meg Size CD-ROM

Back-up Memory Cart Players

% Complete

Developer Koei Corporation Published by Koei

Off to the races

Are you the type of person who always wondered what it would be like to own a championship racehorse? Well now you can in Winning Post from Sega. This game is not difficult when compared to Aerobiz Supersonic. Those of you who are serious about strategies will get tons of enjoyment out of this game.









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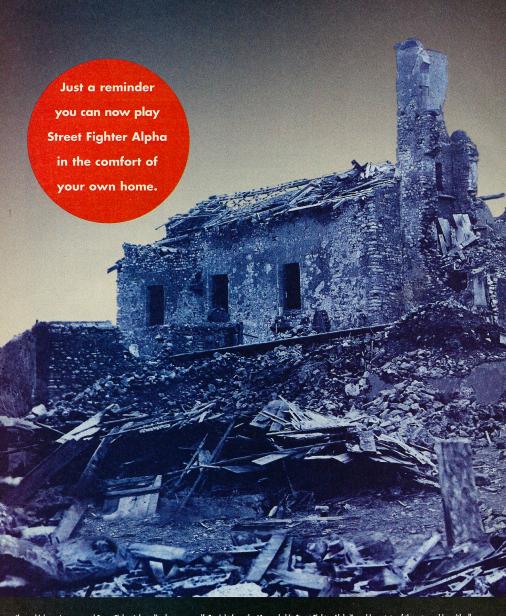
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A G E S 6 •

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If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha" combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Nine

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KILLER **INSTINCT 2** IS OUT... **ANYONE** FIND SOME TRICKS?

Just about every new game codes for itself. Mortal Kombat There were even a few good out on the market, who says fatalities and a few hidden characters to play that make tips, tricks, codes and money (just kidding) to Code Wizard at this e-mail address:

eamtriks@mcs.com Please be sure to include your

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of the best, your friends at EGMº will also send you a FREE game for the system* of your choice! So start cracking those codes and get your tips

Marky K (Legal Mojo) Sez:

TOY STORY

System

Publisher

Genesis

Disney Interactive



Collect only seven stars in Red Alert, then jump in the box.

Once in the toybox, hold



For Level Skip, enter the code at the Title Screen.

CHEAT SHEET:

Invincibility, **Level Select**

Perform the following methods to turn Woodu invincible and to access a hidden level skip within the game.





Down until the star spins.

Here are a couple of helpful tricks. To turn Woody invincible, just enter the second level. "Red Alert" and collect seven and only seven stars, then jump into the toybox. Now, press Down for about five seconds or until you see the top left star start spinning. This means you are now invincible! For a Level Skip, just enter: A, B, Right, A, C, A, Down, A, B. Right, A at the Title Screen.



Press Start to pause and hit A to skip the level.

Then while in the game. press Start to pause and hit **Greg Seymour** St. Louis, MO

SCORE BIG WITH A CONTROLLER FROM INTERACT **ACCESSORIES** AND EGNF



Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! You'll only find contests like this in the pages of the Biggest and Best Video Game Mag, EGMP!



System **PlayStation** **Publisher**

Data East

CODES

AGILE WARRIOR

(Virgin Interactive/ PlavStation)

Now if you haven't played this one yet, you'll probably love it when you do. Not only does this game have an abundance of things to destroy but also a few great codes to help you do the job. During any mission just press Start to pause and enter the following codes:



For Maximum Weapons press: Left, Square (4X). Up, Triangle (3X), Right, Circle, Down, X, R1 (4X), L1 (4X), R2 (4X), L2 (4X).

For Maximum Fuel and Armor press: Left, Square (4X), Up, Triangle (3X), Right, Circle, Down, X, Triangle (3X), Circle.

For Invincibility press: Left, Triangle (4X), Up. Triangle (3X), Right, Circle, Down, X. Triangle (3X). Square.

Note: When using the Invincibility code, be sure to watch your fuel level. It does not compensate for it.

Hidden Game

Follow the proceeding instructions in order to access a shooter game that is hidden within the control room VOS terminal.



To locate the hidden shooter game, go to Administrative Level 2 and take the elevator to I evel 6 Enter the Control Room and access the VOS terminal. Go into Communications and then into Local Comm. At the Local Comm Screen press Triangle to access the hidden shooter game. The object of the hidden game is to destroy the spinning octagons. Collect stars for more ammunition and large stars for more firepower.



Enter the VOS terminal within the Control Room.



Enter into the Communications area...



...then go into Local Communications.



You will see an access denial message at the bottom.



Just hit the Triangle button to pull up the secret game...



...in which the object is to shoot all oncoming objects.

GEX

System

Publisher

PlayStation

Crystal Dynamics

CHEAT SHEET: Invincibility,

Power-ups

All those great power-ups in the 300 version can also be done in the PlauStation version. Just enter the following codes.



Enter the following codes for instant power-ups. Just pause the game and hold R1 when entering the powerup codes.

For Infinite lives press: Up. Circle, Triangle, Down, Right, Square, Down. For Fireballs press: X. Up. Right, Up, Right, Right. For Iceballs press: Circle, Circle, Left, Down, Circle, Up, Right. For Electricity press: Right, Left, Right, Circle, Triangle, Right, Circle, Down, Right. For Instant Speed press: Down, Start, Right, Right, Down, Up. Start. For Super Jump press: X. Circle, Up. Up. Down, Right, Right. For Invincibility press: X, Square, Down, Down, Up,

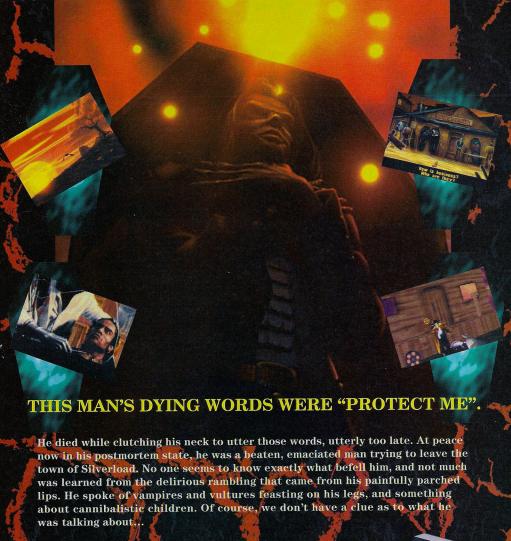


Just pause within a level. hold R1 and enter code.



If done correctly, the game will unpause itself.

Down, Right.



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TRICS

VIRTUA FIGHTER 2

System

Publisher

Saturn

Sega

KILLER CODES

GEX

(Crystal Dynamics/ PlayStation)

The following passwords are level passwords to the platform action game, Gex. To jump ahead to proceeding levels, go to the Password Screen located at the Main Menu and enter the following level passwords.



Cemetery levels: SVZFKHGP BXRFYHGP ZVTCYHGP

Jungle levels: KXVKRHKP CVHCSHKP SVKLPHKP CVBLPHKP

Toonville levels: RVTCSHGP XVVBRHKP



Kung Fu Land levels: YTCHPHKP ZTDHPHKP DXVGRHKP

Rezopolis: GYVYRHKP

EGM²

CHEAT SHEET:

Jeffrey's teleport

Shun will need to be chosen, for he is the only one that sits down. (Move is opposite for player facing right.)



This is used more as a strategy trick. You will need both Shun and Jeffrey as fighters. At any distance away, do Jeffrey's Power Bomb move: Down-Left, (B+C+A) when Shun is sitting: (Down, Down). He will then teleport himself to Shun in a flash-and-perform the move. Shun will be swiped off the ground and taken down with a hard blow! This is effective when Shun is taking a break on his dairy aire.



Within a flash, Jeffrey will zoom right over and...



At any distance, have Shun sit and Jeffrey do his move.



...perform his Power Bomb move. Clever, if timed right.

EARTHWORM JIM 2*

System

Publisher

Super NES

Playmates Interactive

CHEAT SHEET:

10 Lives trick

The following code will give Jim up to 10 lives.



In order to give Earthworm Jim up to 10 lives, press Start to pause the game. Then press: Left, Select, Right, Select, Left, Select, Right, Select. Keep repeating for 10 lives.

Gary Albrecht Eau Claire, WI



Pause game and enter code.

FIFA '96 SOCCER'

System

Publisher

PlayStation

Electronic Arts

CHEAT SHEET:

Shadow Trick

Here is a trick to direct the sun's position; moving the shadows on the players, by using the D-pad in the Instant Replay.



To change the shadows direction on the players, just pull down the Options Screen and enter Instant Replay.

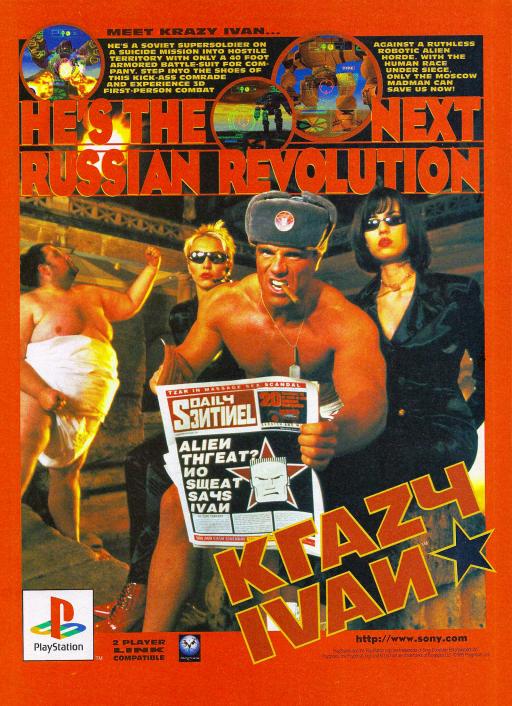


Press Start to pull up the Options and enter Instant Replay.

Then while holding R1, rotate the D-pad to change the shadows direction. Now continue your game with shadows!



While holding R1, use the D-pad to control the sun's position.





VIRTUA FIGHTER 2

System

Publisher Sega

Saturn

KILLER CODES

FIFA '96 SOCCER^{*}

(Electronic Arts/ PlayStation)

Here are those wacky FIFA codes to spruce up your soccer match in the PlayStation version of FIFA '96. To enter them, just start a normal game and press Start to pause. Go down the menu until you reach the Options choice and open if



This is where you should enter the following FIFA codes. If done correctly, you will hear a click.



After entering the codes, exit the Options Menu and go to Resume Game. Press the Square button and your Secret Options Menu should appear. You must start a new game to use the codes in a match. T=Triangle Button X=X Button S=Square Button

For **Invisible Walls**: X, X, X, T, S, S, S, T.

Continued on page 56

CHEAT SHEET:

Extra Options Trick

In order to access the Options+ Screen that gives you options like Stage Select and Stage Size, do the following:



To access the secret Options+ Screen, just fight all the players including Dural. When the Congratulations Screen appears, go back into the Options Menu. Now if you keep hitting the R button you will enter a Secret Screen, Options+. Here you can select your stage, change the ring size, etc.

> Richard Maupin LaCrosse, IN



When the Congratulations Screen appears, go to Options.



Fight all the players including Dural on any difficulty.



In Options, keep pressing the R button till Options+.

STREET FIGHTER ALPHA

System

PlayStation

Publisher

Capcom

CHEAT SHEET:

Play as Dan, Bison or Akuma

Here are some excellent tricks to make Akuma, Dan or Bison playable. Just do the following to perform the trick.



You knew they were in there. It was just a matter of time to find how to play as them. Well, here they are! Just go to the Character Selection Screen, highlight the "?" and enter the following codes:

To play as **Akuma**: Press and hold L2. Hit Left, Left, Left, Down, Down, Down and (Square+Triangle).

To play as **Bison**: Press and hold L2. Hit Left, Left, Down,



HANDICAN IIII STACE SOLECT MAYO SOLECT

Just change the Left to Right, when entering for player two.

Down, Left, Down, Down and (Square+Triangle).

To play as **Dan**: Press and hold L2, R2 and Select. Then hit Triangle, Square, X, O, Triangle.

Note: When entering codes for second player, change the Left to Right.



You can also enter codes for a two-player match.



In no time you'll be pulling off special moves that will...



...take off major energy against your opponent.

Save The Soul of Rock and Roll



You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.

It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball?

That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! http://www.anime.net/~johnnyb



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NHL ALL-STAR HOCKEY

System

Publisher

Saturn

Sega Sports

CODES

FIFA '96 SOCCER

(Electronic Arts/ PlayStation) FIFA codes continued

For Curve Ball: T. S. X. T. For Crazy Ball: X, S, T, X, For Super Power: T. S. T. For Super Goalie: S. S. S. For Super Offense: S. S. S. S. S. T. X. For Super Defense: T. T. For Shootout: S. T. S. X. For Stupid Team: S, T, X.

> Wayne Baker Maple Ridge, Canada

For Dream Team: S. S. T. T. X. X. S. S.

PANIC BOMBER

(Nintendo/ Virtual Boy) Boss only Mode

Here is an interesting trick that will allow you to play through the entire game with just the Bosses. and you will still be able to go against those Bosses. Just enter the password: 1298 and start playing.

CHEAT SHEET:

Various Codes

The following codes can be entered during the **National Anthem to get** various results. Only one code per game though.



Ever see a puck bounce all over the ice? Just do the following to get various results in your next game of All-Star Hockey. When the players are being introduced press simultaneously: X, Y, Z, L and R buttons. Then when the National Anthem is going, enter the following codes for different effects.

For Big Players: L and R buttons simultaneously. For Upside Down Players: A, Y, Z simultaneously.



Press X. Y. Z. L and R buttons simultaneously at introduction.



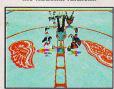
Enter the code during the National Anthem.



The Fat Midget code should be instantly recognizable...

For Midget Fat Boys: A. B simultaneously. For a Bouncy Puck: X, Y, R simultaneously. For Magnetic Puck (free puck goes to center): A, X simultaneously.





...as well as the upside down players. Hard to play with.



The Big Players code shows that they ate their Wheaties!

VIEWPOINT

System

PlayStation

Publisher

Electronic Arts

CHEAT SHEET: Invincibility, **Level Skip**

The following passwords can be used to get you further in the game. Just follow the instructions below to use them.



Here are a couple of useful codes that will help out your game. Just enter them after pressing Pause during your game.

For Invincibility press: Square, Square, Circle, Circle, Triangle, X, Square, Up, Up, Down, Down, L1, R1 and Select.

For Level Skip press: Square, Circle, Triangle, Right, Left, Down, R1, L2, R2 and L1.



Proceed to further levels by using the Level Skip code.



Press Start to pause the game and enter code.



Use the invincibility code when enemy level is high.



'PANZER DRA-GOON' Enter an intense world one thousand vears into the future. Your people live in fear of the dark dragon But armed with a deadly weapon and the guidof armored dragon, you must confront your ene-**SAT \$52**



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MEGA MAN X 3' Those tricky reploids are on the rampage again. New and familiar robotic enemies and new robot customization feature for tremendous replay value.



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TOY STORY

System
Super NES

Publisher

Disney Interactive

KILLER CODES

GALACTIC ATTACK*

(Acclaim/Saturn)
Eight Continues

Here is an easy way to increase your continues by four. At the Start/Options Screen, press and hold:



Left, L button, C and R button. While holding these buttons down, press the Start button. Now when you begin your game, you will start off with eight continues instead of four!

Greg Krykewycz
Langhorne, PA

LAST GLADIATORS DIGITAL PINBALL

(Time Warner Int./ Saturn) Making of Game

Just make sure Saturn's internal clock, located in the System Settings, is set between the hours of 8 a.m. and 11 a.m. Then start up the game and you will see The Making pop up after the Title Screen.



CHEAT SHEET: Invincibility, Level Skip

Note: Once the Level Skip is activated, you can skip any level by pausing the level you are in and hitting the Select button.



For Invincibility: In level one, go to the dresser (where the Army-men bucket is on) and stand on the lower drawer. Crouch down for about five seconds or until you see the Top star start to spin (which means you are now invincible).

For Level Skip: In level one stand on top of the army bucket and crouch down then pause the game. Hit Select to complete the level.



Stand on the Army bucket, then duck down.



Hit Pause, then Select to access a Level Skip.



Duck down here until the star starts to spin for Invincibility.

RAIDEN PROIECT

System

Publisher

PlayStation

Sony Computer Entertainment

CHEAT SHEET:

Mission Select, 16 Credits

Note: The higher the mission in Mission Select, the harder the gameplay and the more points you'll receive when you complete it.



For **Mission Select**: Go into the Settings Menu, then into the Difficulty Menu. Hold down R1, R2, L1, L2 and press Start.

For 16 Credits: Using the second controller, set your credit limit to nine and start your game. Then, when the ship is launching off, hit Start on controller one. Let the second controller ship blow up then look at your newly acquired credits by pausing the game.

Mike Webb

Fort Wayne, IN



In the Settings Menu, enter the Difficulty Option.



...press Start to access the hidden Mission Select.



Begin game and then press Start on first controller.



At the Difficulty Screen, hold: R1, R2, L1, L2 and...



For 16 credits; using the second controller, set credit limit to 9.



Let the second ship blow up and then look at your settings info.



"★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."

— USA TODAY

"...STUNNING..the finest game
I've ever played."

- Multimedia World

"...this sequel goes galaxies beyond the original..."

— Entertainment Weekly

STARWARS REBEL ASSAULT III











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Rebel Assault II: The Hidden Empire" is a totally fresh, completely original chapter in the Star Hars universe. With movie-quality live action video-incorporating props. sets and costumes from the Star Hars trilogy. Enhanced 3-D graphics. Plus an all-new storyline. It's more than a sequel. It's the new standard in interactive space combat Available on PC CD-ROM [DOS. Windows 95" and Macintosh]. Check out Rebel Assault II at LucasArts web site: http://www.lucasarts.com





FEAR HAS A NEW FACE.



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Welcome to the realm of the friendliest ghost we know-Casper. While he is friendly, this game may not be. To help you along, read this walkthrough carefully. If you only want a hint though, use the maps and read only the bold text. (Don't read everything unless you get stuck!) If you need help getting past something, read the plain text. All switches and their functions are labeled, but you must look at the end of the spread for this. This game is very enjoyable, so try to get through it on your own and only use this blowout if you get stuck!

-Ron "The Fonz" Marciniak







If you find a switch on the ground like the one shown above, it can be activated by either dropping a weight on it or pushing a chair or barrel over it.

Not only can passageways and items be revealed by hitting certain switches, but also completing an Act or finishing a painting will do so as well.



Place the iiasaw pieces in the frames on the

to reveal a Morph icon. of all the paintings and their correct pieces.)



You can find hidden items inside the cabinets shown in the picture to the left.





Notice that you can make Casper (The next page has a list disappear behind some walls. You'll want to look behind every wall because you can find hidden health and kevs.

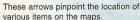
KEY TO THE SPREAD

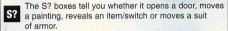


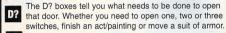
This icon links the doors of maps together that are on different pages or not next to each other on a page.

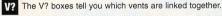


These lines link the doors of maps together that aren't linked by the icon above.









The A? boxes tell you the same as the switches.

Non-switchable



To tell which suits of armor act as a switch, look at the top of the spears. The ones that are non-switchable have cobwebs on them while the ones that are switchable don't



eadqeift eat eeu ma voy to find secret rooms!!!





switches that open passageways or reveal items.







You can fill the bucket with water using the sink in any of the bathrooms. Once this is done, use the water to put out the fire. Now the fireplace acts like a vent and you can use the Smoke morph to find a secret room.

MORPHING

Notice the empty picture frames on the wall? Each frame acts like a safe that can only be opened by placing the correct pieces inside. Once done, Casper will acquire the ability to morph into an inanimate object. These objects will let you progress further in the game. You need only require the Smoke. Bouncing Ball, Buzzsaw, Hammer, Tornado, Lightbulb, Mega-Casper and Screwdriver icons. The others simply aid your journey and let you do some cool things.





The Smoke morph icon allows you to enter into the vents, pipes in the basement and fireplaces. This will take you to various switches that will help you complete

your journey.







The Tennis ball morph will aid you in your journey because it will allow you to get through the little windows found in the walls. You must

adjust your height to bounce through.







The Buzzsaw morph will cut the wood planks shaped in an "X" that prevent you from getting through the doorway. Once you have this morph,

this morph, you can go everywhere.



HAMMER Morph



The Hammer morph has only

one purpose: It'll help you

when you're battling Fatso

and his army. The Hammer

morph will bash both tanks

Fatso

attacks you

with into

pieces.

Morph



When you morph into the Tornado and make yourself spin faster, you'll cause your uncles to get sucked in toward you. (See the section on the Bosses to see

Bosses to see how this can be helpful.)





FAN Morph



The Fan morph works like the Tornado since it will help you battle your uncles. However, the Tornado morph will suck your uncle toward

you while the Fan morph blows them away.



LIGHTBULE Morph



The Lightbulb only works in one area. Look just beneath the picture frame where you acquired the Lightbulb morph, and you'll find a door. You

must morph into the Lightbulb in order to enter it.



SCREWDRIVER Morph



The Screwdriver morph is used at the end of Act 2, and it will help you start up the Lazarus Machine. Once you have the piece, simply morph into it

and touch the control panel.



MEGA-CASPER Morph



The Mega-Casper morph causes Casper to grow in size. This is used as a weapon against your uncles playing baseball. A big, scarv.

friendly ghost!!! Hmmm...





SPRING Morph



This icon is not needed to complete the game. Its only purpose is to help you get to some hidden areas. Here's a clue: This spring will

launch you into places beyond normal reach.





CASPER-MAN Morph

This picture is so mysterious and illusive that it will not show up in print.

Uh oh, here comes Casper-Man. You better stand back. He is *stronger* and tougher than ever before. (Let's see, does strong mean the ability to lift

heavier objects?

Casper-Man as well will not show up in print.

BATTLING YOUR UNCLES AND KICKIN' BUT

When battling your uncles, there is one commonality between them: They will always follow you in an exact pattern. As a result, you can place any item/weapon on the ground and make them run into it. You shouldn't have to worry too much about getting hit. Each Boss should do a maximum of one hit. If you do get hit, just go Kamikaze

Mode and you'll destroy the Boss before he can attack again. There are only one of two Bosses (i.e., Feed Me or Stick Around) where Kamikaze Mode isn't the best method. Notice that the final Boss isn't listed since this Boss is up to you. This Boss isn't too difficult if you use the following hint: The final Boss is a gigantic fool.

To beat Fatso simply go into the kitchen and grab the hamburgers. Get Fatso to follow you and drop a hamburger, If Fatso

runs into it, he will pick it up and eat it (four hamburgers will do the job).





HINT: Fatso is

extremely hungry,

so find him some-

thing to eat. Look

in a place you've

already searched

in Act I.

HINT: Stinky has a bad-breath problem. If you can find something that will cover his odor. you may just find a Lazarus piece.



Smell-O-aram

You will find a perfume bottle in the room where you gave Kat and her Dad their presents. Use this

perfume against Stinky. The easiest way to accomplish this is to just stand there, take one hit and keep spraving him.

BOSS 3 Shower Scene

This Boss is extremely easy to beat. Simply take the camera from the same room where the perfume is. Next, go to Fatso in the shower and start taking pictures of him.





HINT: If winds

greatly. Skinny might find himself

falling into some-

where he doesn't

increase too

want to be.

HINT: What's worth

doesn't want that

1.000 words? Well, Fatso sure

HINT: Skinny gives you a hint when he says, "Why don't you stick around..." Hmmm, what sticks out in that sentence?





The key word here is the word stick. If you look on the maps, you will see that you can obtain super glue. Place

a drop of this on the ground then morph either into the Fan or Tornado and blow/suck Skinny on to the drop.

BOSS

To defeat Skinny in the garden. get him into the grave that is dug in the middle of the battlefield.

You can do this by morphing either into the Fan or Tornado to blow or suck him into the hole

He'll blush!





HINT: You must first bash the tank then crank Fatso into a silly spin that will make him go round and round.



This has several parts. First morph into the Hammer and bash in the tank. Then crank up the merry-go-

round with the winding key. Once this is done. make Fatso run into the merry-go-round and watch him spin silly.



Use the maps located on the following pages to acquire the hammer and chisel. Go to the garden where Stinky

is, and in the bottom of this area, you will find a big stone. Use the hammer and chisel twice on this.





HINT: Beware, large ghosts often create havoc for ball players. It may make them so scared that they throw in the glove.





These three ghosts may think they are big, bad and scary, but they're really wimps. Just get the Mega-



Make sure you check every object with both the Search and Action buttons since these will reveal objects not visible. If you're stuck, look below at the pictures. Each one

was taken in the scene where a present is. If you find the area pictured and search around, you should be "golden."

However, if you run into the area and the game loads, you are going the wrong way.





cinemas, you know what happened to them. Therefore, you must simply go get them. Remember that





once you have all the pieces, you must assemble them. This is the tricky part of the act because you must figure out how to do this.

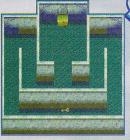
Looking for the cellular integrator? Well, it seems as though you are given a hint as to where to go at the very beginning of Act 2. (Hint: What wasn't there before the cinema started, might

exist after it's ended. This thing will help lead you in the right direction. You may want to mark the doors and

switches vou have activated on the map. This way, you'll know what's left.







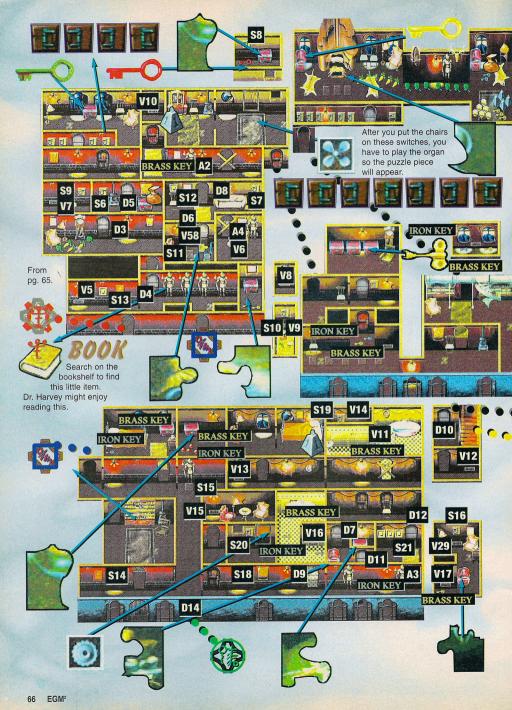
Well, there isn't much to say here besides that you have to find

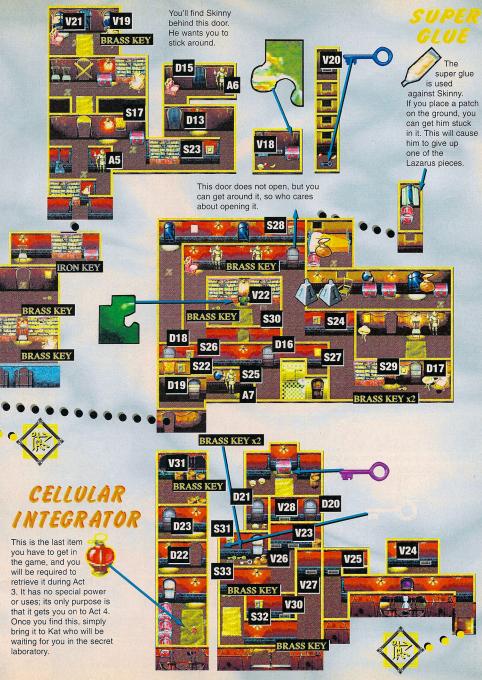
Machine. If you paid attention to the

the eight pieces of the Lazarus

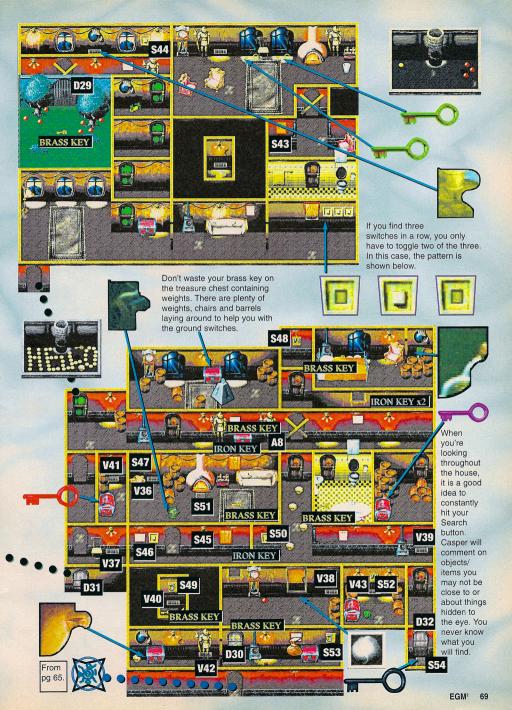
Well, there is very little to say here except that you have one final encounter. During this encounter you can use a certain item in your inventory to aid you in this journey. You can use this to lav a path that the Boss will follow to the death.

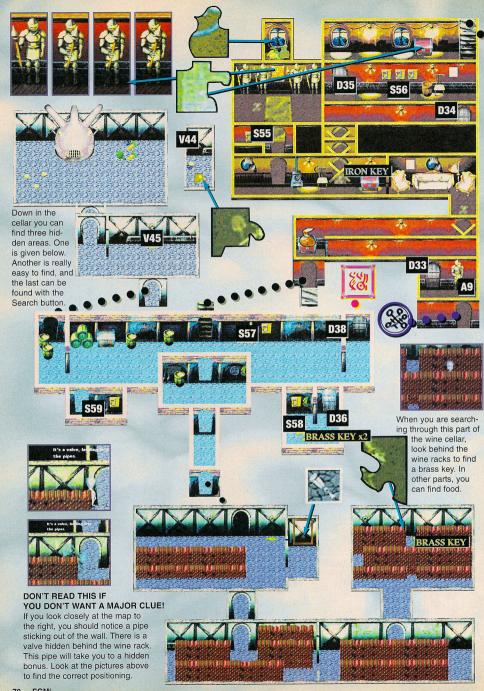


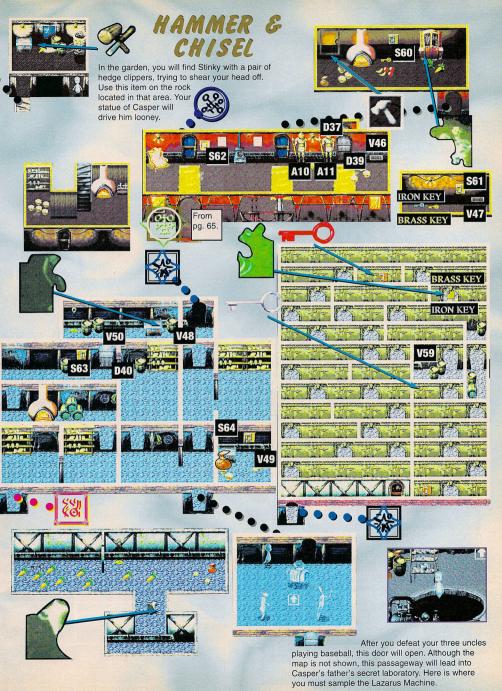














DON'T READ ON IF YOU DON'T WANT TO KNOW WHAT THIS DOES! The perfume can be used against Stinky's bad breath. Simply spray the perfume on

him. It takes about three to five shots. You will get a Lazarus piece when





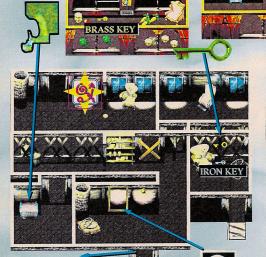


you destroy him.

DON'T **READ ON IF YOU** DON'T WANT TO KNOW WHAT THIS DOES! If you take a picture of Fatso in the shower, he will run away and leave behind a piece of the Lazarus machine.

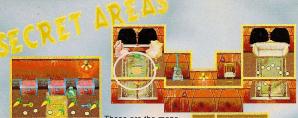




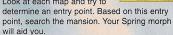


This door will take you to General Fatso. Prepare to be invaded!

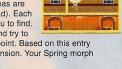
From pg. 65.



These are the maps to some of the hidden areas (the other hidden areas are throughout the spread). Each of the areas is for you to find. Look at each map and try to













Below is a list of all Switches (S), Vents (V), Doors (D) and

	ATHOL	(A) alving	with their i	uncuon.	
S1 -> wall next to it	S33 -> D22	S62 -> picture	V27 -> V25	V59 -> V31	D28 -> S41
S2 -> reveals S4	S34 -> D24	S63 & S64 -> D40	V28 -> V26		D29 -> S43
S3 -> puzzle piece	S35 -> D26	S64 & S63 -> D40	V29 -> V24	D1 -> S5	D30 -> S49
S4 -> D2	S36 -> D25	S65 -> puzzle piece	V30 -> V23	D2 -> S4	D31 -> S45 & S48
S5 -> D1	S37 -> armor suit	S66 -> D41	V31 -> V59	D3 -> Act II.	D32 -> S52
S6 & S9 -> D5	(V33)		V32 -> V35	D4 -> four suits	D33 -> A9
S7 -> D6	S38 -> reveals S34	V1 -> V2	V33 -> V34	of armor	D34 -> S55
S8 -> D21	S39 -> painting	V2 -> V1	V34 -> V33	D5 -> S6 & S9	D35 -> three switches
S9 & S6 -> D5	above it	V3 -> V4	V35 -> V32	D6 -> S7	D36 -> S57 &S59
S10 -> A4	S40 -> reveals S35	V4 -> V3	V36 -> V41	D7 -> S20	D37 -> S61
S11 -> D8	S41 -> D28	V5 -> V7	V37 -> V36	D8 -> S11	D38 -> S58
S12 -> painting	S42 -> puzzle piece	V6 -> V9	V38 -> V10	D9 - doesn't open	D39 -> A10 & A11
S13 -> painting	S43 -> D29	V7 -> V5	V39 -> V41	D10 -> S16	D40 -> S63 & S64
S14 -> S18	S44 -> reveals <u>S43</u>	V8 -> V58	V40 -> V42	D11 -> S19	D41 -> S66
S15 -> wall above it	S45 & S48 -> D31	V9 -> V6	V41 -> V39	D12 -> two wooden	
S16 -> D10	S46 -> painting	V10 -> V38	V42 -> V40	doors	A1 -> door to its left
S17 -> D15	S47 -> shutting door	V11 -> V16	V43 -> V50	D13 -> S17	A2 -> brass key
S18 -> D14	S48 & S45 -> D31	V12 -> V16	V44 -> V45	D14 -> S18	shown
S19 -> D11	S49 -> D30	V13 -> V15	V45 -> V44	D15 -> A5 & A6	A3 -> Iron Key shown
S20 -> D7	S50 -> reveals S45	V14 -> V17	V46 -> V47	D16 -> S28	A4 -> moves A4 to
S21 -> reveals <u>S14</u>	S51 -> reveals S47	V15 -> V13	V47 -> V46	D17 -> S27	the left
S22 -> A7 to the left	S52 -> D32	V16 -> V12	V48 -> V49	D18 -> S26	A5 & A6 -> D15
S23 -> S17	S53 -> armor suit	V17 -> V14	V49 -> V50	D19 -> A7	A6 & A5 -> D15
S24 -> Hmmm	(V42)	V18 -> V21	V50 -> V43	D20 -> S32	A7 -> D19
S25 -> reveals S22	S54 -> black key	V19 -> V20	V51 -> V53	D21 -> S8	A8 -> brass key
S26 -> D18	S55 -> D34	V20 -> V19	V52 -> V54	D22 -> S33	shown
S27 -> D17	S56 -> D35	V21 -> V18	V53 -> V31	D23 -> S31	A9 ->D33
S28 -> D16	S57 & S59 -> D36	V22 -> V13	V54 -> V55	D24 -> <u>S36</u>	A10 & A11 -> D39
S29 -> reveals <u>S27</u>	S58 -> D38	V23 -> V30	V55 -> V56	D25 -> S34	A11 & A10 -> D39
S30 -> Shutting doo	r S59 & S57 -> D36	V24 -> V29	V56 -> V57	D26 -> S35	
S31 -> D23	S60 -> cabinet	V25 -> V27	V57 -> V1	D27 -> Tornado	
S32 -> D20	S61 -> D37	V26 -> V28	V58 -> V8	morph	



YOU'RE GO





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DESCE







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--- Game Players

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--- Game Pro

"Brilliantly executed action in 3D"

Next Generation

ESCEN



18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.









http://www.interplay.com

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PLAYSTATION

Here's how to get the gold shield. which is needed to get the red key from the dining room. Be sure to have the brown shield from the blue art room. Head to the back side of the room and push the bookshelf out of the way. Pick up the sheet music and use it



on the piano. If you are Jill, start playing. If you are Chris, Rebecca will come by and ask if she can try. Leave and let here practice. When you come back, the secret door will open up. Walk in and swap the gold shield for the brown one.



The silver key is located in this room. To get it you need to go and get the bag of earth from the second item box located under the stairs. Come to this room and use the earth on the pump's water supply. This will kill the plant and allow you to walk by and get the key from the wall. You will also find a red plant in this room.

























wisely. If you are Chris you will meet Rebecca here. The Gold key is located on the shelf in this room.





In the dining room, you will find the red key. To get it you need the gold shield from the Bar. Walk to the back of the room by the fireplace and



put the gold shield into the hole. The clock will slide back and reveal a secret shelf. The red key can be found here.



There is an ink ribbon behind the vase. When you push the statue off the second floor. the blue diamond can be found here.

COURTNARD



This is the way out of this crazy mansion but not the end of your adventure. Watch out because you'll run into a dog. You need the three medallions to unlock the door at the far end.





To get the shotgun you need the broken shotgun you found near the first save point: If you don't have it, the ceiling in the next room will

make you a little more compact.





In the art gallery you have a puzzle to solve. When you solve the puzzle you'll receive a health spray. Anything that helps you stay alive a little longer is worth the effort.

See the picture above for the solution to the puzzle.



In the bathroom you will find a clip in the bathtub. To get it you must first drain the tub.





This is the secret room behind the curtain. You will find a zombie, an ink ribbon and a clip for your gun.

Are you ready for a nightmare? Then slide Resident Evil into your PlayStation and get ready for an experience like no other. From the sound of your steps echoing through the main hall to the kick of a shotoun blast. Resident Evil

experience like no other. From the sound of your steps echoing through the main hall to the kick of a shotgun blast, Resident Evil provides one of the most realistic game environments seen. Not wanting to completely ruin the fun of the game and the plot behind it, only the bare essentials to getting out of the mansion and some hints on the rest of the game are provided. Also, some locations of certain items have been pointed out. Resident Evil is a large game and it changes with both

characters. Enjoy the torment!

— Pavid "Jack Tripper" Ruchala



into the main hall after leaving it, you will find Jill's gun. If you are Jill, Barry will give you a lock pick.



To get the brown shield push the stairs to the statue and climb up.

Blue Art Room











The star medallion is another easy one to get. Walk to the bookcase and push the button. The aquarium will now drain of all

its water. Push it toward the desk. Now push the big cabinet toward the wall where you just moved the aquarium from. This will expose the hiding place of the medallion so you can now get it.



MOON MEDALLION







and you will get bit that way.

This is the hardest medallion to get, simply because you have to deal with a very "window" to get to the large snake! Oh, he is also medallion. Getting out requires more luck. If you're poisonous. The easiest way to beat the serpent is to wait quick enough you can get until he is about to strike out before the snake gets then run to the back of the unstuck. For you Rambo room where the medallion types, it will take in excess is. If you do it right, the of 30 rounds from the .9mm snake will get caught up on to get this thing to retreat,

a pole, and you will that little



Always check behind vases and any other objects in the rooms. This one is hiding a small key used to open desks.

Meet Richard who tried to take the snake on and lost. He will give you a radio if you go and get the serum from the save point and bring it back to him.



GUARIDHOUSE BASEMENT



Once you drain the area you can now enter the armory. You will find key 003 and some rocket ammo.







To get across the water you must push the boxes into the water through the opening. This will allow you to cross it and move to the next section. The very last box is against the wrong wall, so you must move it back enough to push it to the right side.

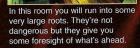




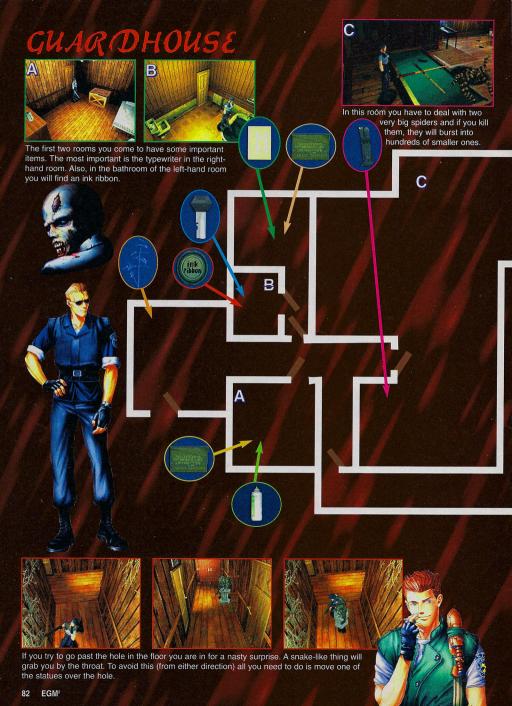
When you first walk into this room it will be flooded. There is a shark swimming around somewhere, so it's in your best interest to get to the left-hand door at the far



side of the room. Once in there you will need to flip a switch. Once done, the water will drain outta the rooms. You can now move around here undisturbed. In fact if you really are sadistic, you can watch the shark suffocate.









Push the statue toward the hall and you will find a blue-and-green plant.







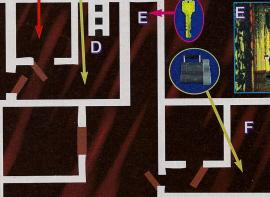
In this room, if you are Jill, you are going to find out what is going on here. Also, there is a ladder leading to the basement. All you have to do to make the ladder appear is to rearrange the cabinets. In the small dresser you will find some ammo for your shotgun.







Key 002 is located here, which lets you into the room at the far end of the hall (F). But watch out for the bees' nest because they're a crabby bunch.







To get into the room with the big plant you need key 003 as well as the white book. Walk over to the bookshelf and take out the book. Now place the white book in its place.







launcher and a lot of ammo



(at least five

G

rounds). Once you kill the plant you can now get the skull-looking key from the fireplace. This key will let you get into the rooms in the main house that you couldn't get into before. From here, you are on your own. There isn't much left, so you get to figure the rest out for yourself.



EGM²

Along with the secret minigames code, there are other very useful codes that are entered at the Title Screen. For a Stage Select and 999 lives, check out the Japanese version codes printed on page 60 in the Tricks of the Trade

section in *EGM** #19. Also, try this ending code: **See Ending**: RT, UP, LT, UP, DN, UP, RT, LT, UP, RT, LT, DN



574GE 1

J-UP OPPORTUNITY



At the start of the first level there is an opportunity for a free 1-Up. When you reach the end of the building block platform, grab the egg and toss it at the enemy right in front of you. Make sure that you toss it with enough distance. The damaged enemy will travel through his companions, scoring an extra life.

When you reach the second tower make your way up and go to the left, instead of to the right. Jump on the cloud platforms and collect all the watches and crowns for a good bonus. If your timing is right, you can make it to the last platform and collect an egg that holds a gold key. If you knock off the egg, follow it down to catch it.





In this level, one card may elude you. The key to getting that card is to go to the area with the disco balls, that when hit, release a volley of coins. Try to hit all of them so that there is a jumping distance between them. Backtrack to the end platform on the left and jump on the first disco ball. From there simply follow them on up. The last one will require some decent timing and a running start. That last card is all the way up on the roof. At the end of the roof is another disco ball with some more crowns in it.

Use your Spin attack to raise these bridges. This gives you an easy way across the pillars, but this also closes the passage

to some secret areas. Instead, fall down the spaces with no floor and go to the far right or left. You will find some power-ups and bonuses.



KEY TECHNIQUE



In certain areas, you can use the background to attack your enemies. If you see trees like this one, pick them up and throw them at enemies. In addition to being a good weapon, most of the time these trees will hide a royal crown. If you move far enough off the screen, the trees will reappear.





Throughout the track you will reach some switch poles like this one. Hit the switch to change paths. If you hit the first switch you come to, you will collect three of the four cards.





Watch out for the falling toys as you move along the track. As soon as you approach them, they will begin to tumble down on you. Move forward to avoid them but watch out for enemies.

SECRET WARP

To warp straight to the next stage, break through the first barn and jump onto the ramp right before the decline. When you reach the switch, hit it and follow that path. If you make all the jumps. you will reach a barn that warps you out.



KEY TO THE BOSS

The key to beating this Boss is to hit his microphone tail. You have to avoid being hit by his head and by the spikey parts of his body. Use vour Spinning Key attack to inflict maximum damage and possibly stun him



long enough to get in a couple of good shots. When he attaches himself to the pole and starts swinging his tail. either get very close to the key and duck when the tail gets near you, or stay farther out and play a little jump rope. Timing is very important if you choose the latter.



FOREGROUND BACKGROUND CANNON TRIPS BETWEEN THE



In this world, you will find a new technique to do some traveling. The cannons you will find as you move through the stages will shoot you into either the foreground or background. This type of foreground/background changing allows things that

you do in the foreground to affect things in the background and vice versa.

This will open up a lot of secret areas for you. You can even kill enemies in the opposite backgrounds with the rockets. Watch for those wooden bridges!









When opened. some books will contain stairs up to another level. Be careful! Others will contain enemies.



Certain things will be affected in the background when you kill a rocket. Watch for bridges with secrets under them.



POLL THIS!

Use your pulling power to make , vourself a staircase or reveal a power-up.



574GE 2



Push the books down in these areas to crush the enemies on the other side. Watch how close you are because they can charge at you

when the book falls.



Check out this cool warp! When you first enter the dark room and fall down. you have to head to the right. Enter the box and you





will enter an area where you must carry around a lighter. Light all the candles with it and you will find this rocket. Use the rocket so you can go to the next level.



Stand underneath the pot shown here for a short time. This will cause it to heat up and spit out power-ups.

Keep your eyes up when you are going through the twin towers next to the chasms.



KEY TO THE BOSS



This Boss splits into three different enemies to fight. Each one has different approaches. The first is the gorilla; attack him relentlessly. If he picks you up, press Left and Right on the control pad to escape. The key to the tiger is timing your jumps then attack quickly and move. For the bat, master your egg aim. Dash under the bat to avoid the spiked balls he drops













74GE



Jump at the highest point of the turtles, rise to make it over the spiked pad and collect the power-ups.



Use your Key attack to start the water coming out of the elephant's spout. This moves the platforms and allows you to move along on to some more platforms. Repeat the process and you will find a hidden power-up.





In order to reach one key, you will need to gain some height. Inflate the duck with your Key attack then do a Dash Jump off of the duck to make it to the card. Be careful though! Once you get the card, you might freefall straight into the water and lose some health.



Use each of the turtles as platforms to hop on. If you can time all your hops well, then you can collect all the powerups without getting hurt by the water.

49E



A lot of power-ups are hidden on platforms that can only be reached by crossing an opening on these very little poles. These poles are very hard to land on and stay on, but it can be done if you are patient. Take it slow and steady for each one.



Don't get too close to the edge of one of those poles or you might take a skydive straight down.





Some items in this stage can harm you or help you. For example, the whale will hop you to either the foreground or background. Be aware that enemies behind you will also hop because of the whale. However, the shark is a real pain. If you get caught by this monster, it is a one-hit kill. Luckily, there are signs that will forewarn you in the event that one of these sharks are coming up.



Use the leap that the seals provide to collect power-ups above you.



One of the waterfalls in the background will warp you out of the level. In order to reach it, stay on the back track and avoid the whales.





your ride to jump over these spikes, but there is a much easier way. Simply attack them and knock them out of the way!



To go underwater in the water areas, you need the invincibility ball in effect before you enter.











This Boss is pretty easy. All you have to do is attack the tentacle when it rises from the water.

Watch the wave in the water to see where the tentacle will rise next. Once you start doing damage to him, he will start tossing bars of soap at you. Do some quick damage then jump to another pad to avoid the soap. Timing is critical when he throws large amounts of soap.

























Many secrets can be hidden around the gears. The key to getting at them is to know which way to turn the key at the start. The second set of gears holds a shortcut. When you reach the second set of gears, turn the key so it makes the gears go the other way. Jump until almost at the end and fall onto the lower gear. Duck and let it carry you to the key box.



When dealing with the swaying pendulums, time your jumps well. Start a Running Dash when the pendulum is at its farthest point toward you. You should be able to jump right past it.



The 3-D effect on the towers makes it very hard to judge distances. Take your time and jump when you are about in the middle of the screen in order to make the next platform.



In many areas toward the end of the level there are oil slicks that will make you slide. Take it nice and slow so as to avoid any enemies in the way. Stop and go when you come to a timed jump. Dashing the other way can save lives also.



STAGE 2

GET IT IN GEAR







The gears are very similar to the towers in the previous stage, however they are more gentle. When you reach the top, the gear simply drops you to the next lowest gear, allowing for a wider mistake margin when trying some jumps.

PIPE WARP



At the top of the first gear elevator you can reach a warp area. Go to the top of the gear and dash to the right. Follow the pipe, jumping over any holes until you reach a secret room.







There are a lot more knights around in this level. Beat them with a low shot when blocking. Rockets are also around. They will attack from the background!





KEY TO THE BOSS



This Boss' first form looks very innocent and easy.







For his first form, all you have to do is kill the little helmets. No sweat. The second form, though, involves some good jumping. The good news is that there are three places to attack him. Attack him in the hands when he tries to punch at you. Dodge his Crush attack with a jump. Pick up the little helmet and toss it up at his head to also score some damage. Mean looking, but not very strong.





His second form, though, has a little more lethal potential.





Watch out for his Leap attack. Quickly run away to avoid beina squashed.





Attack him quickly when he runs for his robot parts.



This is the last obstacle that stands in your way. He is tall and can dish out some damage. but attack him relentlessly.



When he does his Fire Ring attack, you can usually duck under it to avoid the attack. If you are daring, you can try to attack him but it would be a great waste of precious energy.



This is his main attack when he is a dragon. Avoid the Tail attack by staying close while continuing to attack his main body



When you knock him out of the air, run over to his body and attack it until he starts pulling himself upright.



When he starts taking some more serious damage, he will break out with this attack. Although big and impressive, it can be avoided easily. Dash away and jump back over the flames.



GAME OVER, MANI





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x-abilities

Most of Storm's special attacks consist of controlling the elements such as the Typhoon and Lightning attack.

TYPHOON

V > Punch LIGHTNING ATTACK

Punch + Kick (same strength)

FLYING ◄ All Punches

Storm is the X-Men's subleader, gifted with the godlike power of being able to command the elements. She will sacrifice

everything for what she thinks is right-this defines her strength of will and honor.



Start button

Use Storm's Lightning attack to evade many of Magneto's longrange attacks. This can also be used to counter him if he's caught off guard.











Crouch Forward

Storm's overall regular attacks that can be used defensively are done mostly in the air with kicks. Her Standing attacks are okay.

x-abilities

Cyclops controls very similar to Ken and Ryu from SF2. His special attacks consist of Beam Projections from his visor.

> GENE SPLICE - Y Punch

OPTIC BLAST > Punch

LEG THROW Forward or Roundhouse

The leader of the X-Men, Cyclops takes his sense of responsibility to the team's safety as seriously as his conscience dictates.

The ruby lenses of his visor allow light beams to be emitted from his eves.



All Punches

At the first opportunity, get underneath Magneto and do a Gene Splice with the Jab button. Flying Roundhouses followed by a sweep also work well.











Crouch Strong

Stand Strong

Cyclops can use regular attacks defensively. Most of them take place on the ground. The Standing Fierce is good for offense also.



x-abilities

Wolverine uses his speed and his awesome Berserker Barrage as his main weapons. He can also heal himself.

DRILL CLAW

Punch + Kick (same strength) **HEALING FACTOR**

All Kicks

TORNADO CLAW

Punch

Dash in close when Magneto floats and throws his projectiles. Do the Tornado Claw with the Jab button from underneath him. He'll go down in no time.



Wolverine has a very short temper-and very long claws. His skeleton was surgically replaced with adamatium, the

strongest metal known to man. He was also fitted with retractable adamantium claws.



All Punches







Wolverine defends mostly with regular Standing attacks. Probably the best defensive attacks are his standing Forward and Strong.



All Punches

This soldier was created by Soviet secret forces. But because of his super powers, he was sealed away for 30 years. After breaking free, he began to kill with-

out authorization or mercy, absorbing the life force of his victims



Omega Red specializes in long-range attacks with his Carbonadium Coil, He's a great throwmeister!

COILCARBONADIUM COIL

Y > Punch or Kick FLIP SMASH



Use his Omega Strike with the Forward button to position yourself near Magneto, over his head, to set up for any combination of Fierce attacks.



Stand Strong







Stay low with this guy. Omega Red's defensive attacks rely on him to be near the ground more often than not.





These robots have been created by humans who hate and fear mutants. Sentinels have no emotion or understanding. They are

designed for one purpose only: to kill all mutants by any means possible



x-abilities

Its girth and slow mobility are offset by its massive attacks. namely its Rocket Punch and Sentinel Forces.





Y > Punch SENTINEL FORCES V > Kick













There seems to be no gettin' by this thing as most of its regular moves can almost be a special attack.



Do not keep your distance when vou're Sentinel Close attacks are your best chance and keep the battle against Magneto in the air.



All Punches

Childish and impulsive by nature, this rash X-Men team member can lower the temperature around his body to the point where moisture freezes.

He can control this freezing power to create weapons out of ice.





Not only can Iceman defend himself with these attacks, he also looks good doing it. Check him out in action.

Stand Strong

x-abilities

Iceman's control of freezing moisture gives him a considerable advantage when using his Ice Beam and Ice Avalanche.



Punch + Kick (same strength) ICE BEAM

> Punch **ICE FIST**

All Punches



Catch Magneto off guard at the beginning of the round and throw him. Stay about a half screen away and continue to attack with a Flying Fierce





x-abilities Colossus completely relies on brute strength to battle his foes. His Giant Swings and Power Tackles are devastating.

GIANT SWING

Y > Punch **POWER TACKLE**

★ ➤ Kick

BODY PRESS + Punch

The Super Armor is a must when going up against Magneto for obvious reasons. Colossus can then Power Tackle while in this state to really overpower him.



Born in Russia, this innocent young man has been through many tragedies. In his armored form, Colossus becomes living

metal and is able to lift as much as 100 tons of weight. He's just one strong individual.



All Punches









Crouch Strong

Crouch Forward

Along with his great strength, Colossus also has great reach, especially with some of his defensive attacks.



x-abilities

Psylocke has both endurance and speed along with special abilities. Her Psiflash is good, but watch out for her Ninjutsu.

NINJUTSU

➤ ✓ Punch or Kick **PSIBLADE**

➤ Kick

PSIFLASH

Punch



Belying her exquisite exterior, Psylocke has a hard and stern interior. Her fighting talents come from her telepathic abilities.

Psylocke is able to blast her opponents' nervous systems from the inside.



All Punches

Psyclocke must alternate her Psiflash attacks, aiming them in various directions to keep Magneto confused. Jump into him once in a while and do a combo attack.









She is not a very defensive type of fighter, but some of her attacks can still be used in a defensive manner.



x-abilities

Silver Samurai has great special powers that must be reckoned with, like his Shuriken and Hyakuretsutoh! God bless you!

BLINK

Kick **HYAKURETSUTOH**

Tap Punch Rapidly SHURIKEN

Punch



Silver Samurai is a master of Japanese sword techniques and is a member of the most powerful Yakuza family in Japan. With

his titanium armor and magical Japanese sword, he is a much feared warrior.



All Punches

Silver Samurai's best chances against Magneto are to keep his distance, jump up and throw Shurikens to wear him down while building up his X-Power.









With his great swordsmanship, Silver Samurai's regular attacks have a long reach that are great for counterattacking.



All Punches

This Bio-android comes from the Moio World, a place in a dimension separate but connected to ours Her six-armed attacks are just as

fearsome as her magical powers. She loves to see

Although she has the ability to throw swords, it is best to

use her speed and Position Switching techniques. DANCING SWORDS

x-abilities

▼ ★ < Strong & Fierce POSITION SWITCH

YH Jab SWORD TOSS

Punch

V 1 >











her opponents in pain.



Spiral is a well-rounded individual when it comes to using her regular moves on the defensive side.



Surprisingly, Spiral seems to do a good job against Magneto using regular attacks, especially when she jumps into him with the Fierce attack.

The magical properties of stone found in the jungles of Asia have created an unstoppable evil. The name means "terrible, irresistible force."

Juggernaut is slow: however in terms of sheer attack and defense strength, no one is stronger. Try to confuse him with Super Jumps and use the moment to attack, because he will need time to react.







Magneto believes that mankind should be placed under Mutant control-with himself as leader. He has amazing powers of control over magnetic fields and will do anything to destroy those who stand between him and world domination. He has devastating attacks like the Hyper-X Airbeam Sliding attack! Attack when you can. with everything you haveand defend yourself by any means possible.













BERIA ULTISYSTEM



You can take many alternate routes. Certain paths lead to an easier route with less trouble. This will help you beat the game.



You will find that there are many ways to die in this game. Save often: However, the save feature doesn't guite work that way. There are multiple load points though.





is simply to memorize everywhere the enemies are going to come from. The first couple of missions will probably be a piece of cake for you but they get really tough.









When rummaging through the computers in the Cyberia Complex, make sure you read all the V-mail. The majority of the story line is found in these little jewels.



On your first time through the game, you should pick an action level of Easy and a puzzle level of Medium. This is the easiest way to win.

STRATEGY TALK

This game has an interesting twist on gameplay. It is completely rendered giving it an extremely smooth look. Everything moves quickly and with fluidity. The game combines a little role-playing element with some action scenes that are very tough and very intensive. It can get

you with the role-playing part of the game. There isn't really too much to be said about the action scenes because they are mostly just watch-and-shoot. Make sure you check everywhere you can while walking around. Don't dismiss anything as trivial.

-John "Private Pyle" Gurka

Section 1 - The Rig



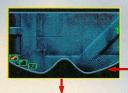
You will meet up with Gia who will tell you to disarm your weapon. Push left to comply with her request. After that, the alarm rings, and you must quickly follow Gia to the Gunnery to help fight.



The first time you are given a choice you will be told to take the door on the right. Do so.



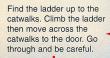
You need to ward off the enemies by destroying them. Use the radar in the bottom left of the screen to find the enemies easily. After destroying that, Gia offers a kiss, and if taken up on it. Santos seems like he's angry. You will be captured and Gia will come to your rescue.



You are now free to move around. Before you go, pick up the power pack from Santos' weapon.



If you run into a big crate, ignore it. It only means death if tinkered with.





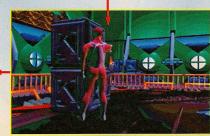
As soon as you enter the door, turn and walk to the lock on the wall. Lock the door to avoid being followed. Once locked, move Zak next to the crates.



You will watch a guard being told of your escape, then he'll move over toward your hiding place. When he comes into view and raises his weapon, fire and watch him fall dead.



Another guard hears the commotion and starts firing on Zak. Lean out and fire at him when he stops shooting at you. Be patient—it takes a little bit to get this down.







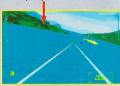
On Easy, the solution to the puzzle is this: Do an MRI scan. Toggle the vibration switch then the other active switch. Do not touch the On\Off switch. Now with the bomb deactivated, you will be able to take off and relax for a minute.

After the second guard is dead, walk over to the transfighter. You can look around and explore if you like, but don't get killed by walking off the edge.

If you blow up in this scene, you didn't do everything. Reload then look for the strange box underneath the plane. You must disarm the bomb!



In the first mission, you must blow up the fuel tanker (targeted in blue) or be destroyed yourself.



Section 2 - Transfighter



You will fight a submarine at the end of the mission. Take careful aim at the target box and fire quickly. Death will find you if you do not destroy the sub.



Midway through the Norway mission, a large plane appears from behind a hill. Hit this target quickly or you will be destroyed.

In the Archangel Port, you must destroy a large gun that is protecting the shield generator. Destroy the shield generator to move on.



The final mission is in the Ice Canyons. Have fun on this one. Save your gun power for the end when you fight the big pain-in-the-butt ship that is your final objective.





The next leg brings you into a freight tunnel. Do not destroy anything in a blue target box because it will destroy you as well.

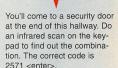


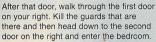


After landing and a little walking, you'll have a choice of paths. Take the one to the left to reach the complex's main entrance.

On the Easy difficulty level, here's the solution to the lock puzzle: Do an MRI scan. Working from the left, toggle the first and then the third switch.







After the bedroom, the next door leads to the Director's Room. Go through the only exit in the room. Once through, stay where you are until the men are done talking.





When one of the men leaves, kill the remaining one. Exit through the other door and into the next hallway. Follow it to the end and enter Administration.





Sit at the computer terminal. The password is Einstein. Look through the employee records to find a newly hired employee and write down that passcode or look at the picture provided above.





Retrace your steps back to the control room. Push the crate out of the way to reveal the hidden airduct.

Walk back down the hallway and shoot the guard before he throws his grenade. Move to the control panel and quickly enter the passcode.

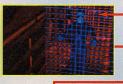




After using the lift in the airduct, walk into the Halon room. Walk as close to the wall as possible, and when the guard turns away, walk past him. After leaving the Halon room, proceed right.



Enter the first door on the right to the infirmary. Access the computer there then open the vents in the quarantine. Leave the room.



Once the clerk is dead, go back to the airduct. Push the metal grill on Zak's right and move into the vent. Grab the red card through the vent.







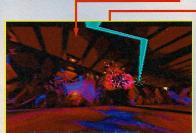
Go back through the Halon room and then past the guard's door. Open the hallway door then quickly press toward the left. Kill the guards and continue on down to the end.

With the red key card, open the door on the left at the end. Access the computer and destroy the viruses that are polluting the cultures. Remember the number of the culture you clean.





Go to the inoculation room and head to the computer access. Choose the culture you cleaned and then move into the inoculation booth. Go to the Charlie Lab and access that computer.



You must use the Charlie unit to move through the tunnels and kill every Nanite. If even one escapes, you're dead. You are almost to the end. The rest is up to you.

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Key to the moves

QCB; Quarter circle down to back

QCF: Quarter circle down to forward

HCF: Half circle back to forward

HCF: Half circle forward to back

D,F,U,B: Down, forward, up, back on the joystick. Combinations like DF mean down-forward.

D,RU,B: indicates a brief charge

a,b,c: the A, B and C buttons

STRATEGY TALK Real Bout Fatal Fury is by far a major improvement over previous FF games. With totally redone graphics and rockin' sound effects, this is quite the inspiring game to play. This editor enjoyed the foreground/background aspect of this game immensely. If you're the type of player to zone with fireballs, you needn't play this game with intent to win. The sheer number of moves available to each character keeps the matches fastpaced and interesting. Additionally, this variety makes way for numerous styles of play with each character. Overall, it's very difficult to summarize all the strategy on this game...there's simply too much in this Neo cart to pack into one paragraph. -Jason "Jason Priestley" Streetz

vs. Jump-ins

Many of his moves are aimed toward ground opponents, however his Powerball attack (E), if timed correctly, works wonders against jumping opponents.

vs. Projectiles

Your best bet against fireballs and similar projectiles is to dive into the background, then re-emerge using his Dashing attack (B).



Super: D,DF,F + bo



This character is best played defensively. He has the proper mix of long-range attacks to keep blitzing characters at a distance as well as several close proximity moves to counter incoming jump-freaks.

DB,D,DF,F+d	
DB,F + (a/c)	
F+b	
QCB + a	

E QCB + c





B

C

D

vs. Jump-ins

Terry's best bet against airborne incomers would be his uppercut (DB +a). See if you can sneak in a combo or two by using the Flying-punch attack afterward (B). For those who pride themselves on timing, try using the Upside-down Kick (A) attack to foil incoming opponents.

Avoiding combos

His Snap kick (G) ends by putting Terry in the background.



With a massive array of moves available. Terry lends himself well to offense. His most devastating attack would have to be his Flying Knee punch (H).

D,U +a	A
QCB + (a/c)	:
QCB + b	
QCF + a	D
QCF + b	E
QCF + c	iii F
QCF + d	G
F,QCF + b	H















Roll under and sweep jumping foes.

Some combo ideas

This character can be a combo machine if you master his special moves. Try this one for starters jump-in c, (A),

D+c. Also, make use of his standing A button punch. This sets up for combos.

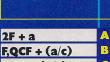


Super: F,HCT + bc

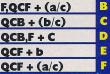


Desp: F,HCT + c

Welcome to the Ryu of Fatal Fury (minus the Hurricane kick). Players of Street Fighter games should warm up to this character very quickly, as his moves are all SF-ish motions. Make no mistake, this character has some sting of his own, but he can be used as a gearchanging character. His speed and timing is matched only by his sister character (effectively Ken),



shown to the right.











vs. Projectiles

Her Teleportation move (D) is useful for avoiding fireballs. Use the B or C buttons that place you above or behind your opponent, respectively.

Some combo ideas

She has many simple button-tap combos that are devastating! Try using standing a.b.b.c. For you throw-lovers, try this variation: standing a,b,b,(A) or jump-

ing $c_{,a,}(A)$.



Killer combos start with weak attacks.



Her basic moves are double-hits!



Super: QCB,T + bc



Where her brother is like Street Fighter's Rvu, she is the Ken of Fatal Fury. Many of her moves are identical to her brother's (left). However, her additional attacks make her far more combo-oriented than he. Make extensive use of her teleporting abilities to counter fireball freaks. Diving into the foreground or background is also recommended for this character, as her dashing speed can run circles around many

is her greatest weapon.	
2F + a	A
DT + c	В
F,QCF + (a/c)	C
HCB + (a/b/c)	D

other slower characters

in the game. Her speed







The foreground and background

By pressing the D button during a fight, you can make your character dive into the foreground or background. To control which direction he/she goes, hold Up or Down on the controller while doing this move. You can still dash while in a different plane.

Effectively using different planes

Although all the characters possess the ability to sneak into a different plane during the fight, only a few characters actually have effective means of countering this tactic. If your opponent is some distance away, this is the perfect way to avoid projectiles.

Get over here!

You can still attack opponents who are on a different plane than you. Be sure to be within moderate range and use the D button to strike opponents back into the middle ground, where they should be. Note that only one character can be in a different plane at once.







This large dude comes complete with a variety of punching moves. If placed correctly, many of these will do double hits. Rack up enough of these together in a combo, and you can dizzy foes!

B, F + b	A
DB,F + c	B
HCT + d	C
QCB + (a/c)	D
QCF + a	E
OCF + b	F







Super: QCF,DF,D,DB,B + bc

His staff is the longest

His staff is the longest ranged weapon in the game. However, it does little damage without multiple hits. The trick to using this character is combos and getting past the opponent's initial block. Try his landing with (C) for the surprise.



C







Vs. combos

If you see your opponent coming in for the combo, try using this move once you've blocked the first hit:

B+a, a repeatedly



Use this move to stifle their combos.

Massive combos

As mentioned above, the Rapid punch of this character is great for counterattacking. Try sneaking it into a few combos. This generally works best with combos that start in the air.



Just keep pelting on the A button!



Super: HCT + bc



Desp: HCT + c

Joe's attacks are great at long range. In close, his snap moves are fast, but weak. Try to incorporate his Rapid Fist attacks into combos for good dizzy opportunities. To surprise those who rely on fireballs, try ducking into the foreground, dashing forward and then breaking out with this Power Leg attack (B).

A
B
C
D
E
F
G







Vs. extra-planar

If your opponent has retreated to a different plane, try tossing Mai's strongest fan projectile (E). It attacks characters on all three levels. What's better is that characters on planes other than the middle ground cannot block.

Awesome combo

This one's a beauty. Jump in with **C** and tap **A**. Then break out with her Flaming Leg attack (**D**) for one massive combo!





Super: $F_iDB_iF + bc$



Desp: F,DB,F + c

Mai is one of the few characters that can combat opponents who are on another plane. Using her Triple Fan attack, she can pelt characters who have hidden on a different plane. Her combos are devastating if executed correctly. Also, her power bar charges quickly. Combine that fact with her easy hidden moves and you have quite a devastatlooking to thwart fireball throwers, try pushing Forward and the A button to hit them between their animation frames.



Knock your opponent off the edge of the arena for an instant win. The barriers on either end will break if they receive

> too many hits!







If you pin an opponent in the corner for long enough, you may break the walls on either end of the fighting arena. If too many hits connect with the walls, you will be warned it is weakening as it flashes and begins to crumble. Be careful in the next round! The barriers remain gone once they are destroyed.







Take 'em bu surprise

His Knee kick (A) does a good job of knocking an unattentive opponent offguard, perhaps even faltering a combo or two. Keep it handy for setting up your own combos.

Vs. projectiles

Try jumping up and using his Landing Rapid kick (C) to take out fireballspitting characters while they are in the middle of their projectile move.



Kim's moves are difficult to anticipate and near impossible to master into any meaningful combos. His kicks are very strong and work well in standing combo maneuvers. Keep jumping characters away with his Rising Kick (B).

ab
D, U + b
jumping D + b
QCF + a

B

C D

F + b



Combo machine Just jag on the but-

tons and watch the combos fly. Try this one for starters: jumping a, F + a Of course, there are many more ...



Desp: QCB,QCB + c

er: F.HCT + bc

Bob is your staple dancer-character. His moves are fluid and deadly. If you manage to corner an opponent, try to knock him/her out of the ring with his multiple-hit Egg-beater kick (D). Keep jumpers away with (E).

₿, F +b	
D, U + (b/c)	
F,QCF + b	
QCB + (b/c)	
DB + a	
DD T G	







Super: QCB,DB,F+c

Combo Ideas

If you're looking for ways to achieve massive combos without using the summoning attack (E), try this one: jumping a, low a, (B)







Super: F,DF,F,DF,F +



Desp: F,DF,F,DF,F + c

If you're not familiar with this character, he's very difficult to master (and fight against, for that matter). His moves can add up to one hell of a zoning nightmare, primarily because of the

Flaming Ball attack which is very difficult to defend. Of course, the summoning moves are formidable as well.

a repeatedly	A
D,DB,D + b	B
F, QCF + a	C
F, QCF + b	D
F,B,F + c	E
HCT + b	F
QCB + a	G
QCF + a	H



Avoiding projectiles

A wide variety of her jumping special moves can be used to avoid incoming projectiles. Because of its up-and-over nature, these same moves can be used to strike the opponent while he or she is in the middle of throwing the projectile.

Aim is everuthing

Notice her special moves generally go up and over a small distance before connecting. Many of her moves will not connect if done right in front of the opponent.

Vs. jumping attacks

Again, if aimed correctly, her moves can avoid fireballs and even strike jumping opponents. Once you've hit the other character, don't end it there. Let them have it with some ground combos before they get up. If used correctly, she is one of the deadliest characters.







Desp: F.HCF + bc

Her moves are among the most awkward in the game. Getting used to her controls can be a frustrating and a timeconsuming process but it pays off in the end. Much to the ire of the strength this charac-

throw-hating players, ter possesses comes from her ability to work throw-type moves into her combos. A skilled 🥌 Blue Mary user can chain several moves into a throw-ending

combo that takes off a considerable amount of damage. Take a glance over her moves to get an idea of her style

+ C	A
,F + b	B
,F + c	C
QCF + b	D
CF + a	E
CF + c	F







"hidden"

moves

become

available.



Use strong attacks to charge your power bar.



An S on your power bar makes Super Moves ready.



A "P" on the power bar makes Desperations ready.

Power levels and "hidden" Special Moves

Super moves are available any time your power bar (located on the bottom of the screen) is charged. Desperation moves can be done if your character's life bar is flashing red and your power bar is flashing. Each of these types of moves are devastating to your opponent if done correctly and if they make contact. In order to charge your power bar for these moves, you must either A) successfully perform a special move or B) strike your opponent for damage. Blocked hits do not count in the case of normal moves, however special moves will charge your bar regardless of whether or not you connect.

Vs. projectiles

While in the air, Duck King has a move that suspends him momentarily in mid-jump by inflating his pants (**D**). Use this to avoid landing on fireballs while in the air.

Vs. jump-ins

Try using his Upward-rolling Ball attack (**C**) to snag opponents out of the air, and set them up for ground combos.



Desp: 2D + abc

This weirdo character needs some pills to cool down. He's constantly moving in a street dance-like form, so his moves are difficult to predict. His main attack is his Spinning Ball (E).

B + a	A
DF + b	B
F,QCF + b	C
jumping 2D	D
QCB + b	E
OCF + (a/c)	E I



Vs. jump-ins

Hon Fu has a cute little move which can pelt incoming jumping opponents before their moves go off...most of the time (A).

Whole lotta hurtin'

If you manage to get in a jumping hit, try this as you land: tap a repeatedly If done correctly, Hon Fu will bust out with some massive weapon action for huge hits. Be careful, though.



Super: QCB,DB,F + bc
Desp: QCB,DB,F + c

Hon Fu's animations can be entertaining to watch when you're not getting pummeled by him. His Dragon Punch-like move is a bane to jumping opponents, perhaps even more effective than the Jin brother/sister moves of similar style. In any case, make use of his massive multiple-hit attack.

)B + a	A
+ b	B
QCF + a	C
ICF + c	D
QCB + b	E
QCB + c	E

F



Super: HCF,UF,D + bc

Vs. jumping attacks

Geese's ability to counter incomina airborne attacks is a sick joke. Of course, he is a Boss character, so maybe that explains the cheapness of his moves that allow him to grab and throw characters in mid-air. Consult the Special Counter Attack moves list to the right on how to do these special blocks. Timing is essential to performing the moves. As you'd expect, it's beyond amazing how well the computer does these counters.

Zoning fun

His jumping fireball attacks are great for zoning characters who have ways around your counterattack throw moves. Keep 'em at bay with a few of these fireballs long enough to throw off their pattern. Then go in for the massive-hit auto combos with the basic buttons.



Desp: F,DF,D + c

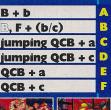
COUNTERATTACKS

HCB + b HCB + C



If you time the moves correctly, you can use Geese's ability to counter airborne attacks with a throw. Cheap?

Geese Howard has to be the cheapest computer-controlled character of all time. The way the computer plays him. he will catch and throw you every time you try jumping attacks. Don't even try to imitate the computer with this style-it requires amazing timing. Rely more on his range moves.





Special Headbutt

His Headbutt is a riot to pull off. Its effect is not unlike a Street Fighter Zangief Hold attack. Check out the animations...

Zoning fun

He has one of the easiest button-tap combos known to man, but it's effective and cool. Walk in, and do this:

a.c.c.c.c. For another hit, jump in with a then do the rest.





Super: F.HCF + bc

This dude is all power. Just about everything he does inflicts massive damage. Unfortunately his moves are difficult to chain. Take a look at the button-tap combo to the left for ideas on how to do it effectively. He has combos with special moves that are not registered by the combo meter, however they are consecutive hits. For instance, you can

try this combo: Jumping c, a, (E). If you're looking for the humiliation factor, you can try the following jumping button-tap combo that knocks the opponent into the background automatically after the last hit: standing F+b,c.



DF + c	_
F+a	:
F,DF,F + (a/c)	
HCF + b	b
QCB + c	
QCF + c	•









RCADE

STRATEGY TALK

HILAIRIES Capcom was the first to exploit its infamous SF engine and the popular Marvel characters. Now Data East is giving it a try with Galactic Storm. The story line itself is one of the more obscure in the Marvel Universe, and this game unfortunately seems to follow suit. In credit to Data East, this game's graphics, in still pictures, looks pretty good. (It can be called a poor man's KI.) However, gameplay and control is not at the SF level. The idea of having different Avengers jump in to help is cool, but some of the characters are weak. It's a good attempt but it has a hard time standing up to the heavy hitters in the fighting genre.

-Mark "Fozzy the Bear" Hain



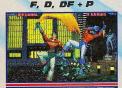
Thunderstrike calls in his predecessor for backup.





Gombo D, DF, F + P (up to 3x)

Air Slash





Shield Shot D, DF, F + P

Shield Tackle D. DF. F + K





Sword Slash P Repeatedly









Double Somersauk F, D, DF + K

Rebound

Black Knight seems like he's pretty fast and has a long range with his sword. The funny part is that most, if not all, of his moves require you to be next to your opponent, and the moves that are from a long range (such as his combo) are so slow to start that they are almost worthless. He is probably one of the least favorite Avengers to play, even though you can get off some pretty cool original combos with him.



Rising Kick

F, D, DF + K



how his shield rematerializes on his arm after you throw it. Cap is a good longand short-range opponent.





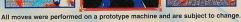
Repound



Shield Affack In mid-air D + Strong P

Shield Press







Flame D. DF. F + P



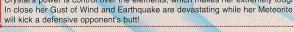
Burn Rush D, DB, B + P





Earthavake F. D. DF + Strong K

Crystal's power is control over the elements, which makes her extremely tough. In close her Gust of Wind and Earthquake are devastating while her Meteorite will kick a defensive opponent's butt!





D. DF. F + P

F, D, DF + P

Thunderbolt



Tornado D, DB, B + K This Thor wanna-be has all of the thunder god's powers,



Thunder Bomb B,DB,D,DF,F + SP

THUNDERSTRIKE

including power over lightning, extreme strength and use of his own version of Thor's hammer.



Dr. Minerva is a caffeine-buzzed crazy woman! Most of her attacks consist of hopping around and drilling her enemy. She is also the only character who can hop off the walls!









Triangle Jump Tombetone Pilo Driver

DR. MINERVA

Jump at wall, move opposite F.DF.D.DB.B + SP

KORATH

Korath is not unlike Dr. Minerva since he hops around quite a bit as well! He is, however, guite a bit stronger and therefore, his hits do slightly more damage, especially his Strong Plasma! Rision Attack



F, D, DF + P







Plasma







Flying Accosit D. DF. F + P







P Repeatedly





Shatterax is arguably the most powerful character in the game, and unarguably the most fun to play. With attacks that include putting your opponent in a bubble and bouncing him around, Shatterax is a riot! Death Charse









Balloon Pack D. DB. B + P



Air Stillness

in air. U

SUPREMOR

The living embodiment of the Kree intelligence acts as one of the most powerful guys in the game (next to Shatterax) and the Boss. All of his moves require you to be in close, but reward you with heavy damage.



D. DF. F + P

Brain Wash









All moves were performed on a prototype machine and are subject to change.





















STRATEGY TALK

I will be the first to admit that I did not play Tower of Doom much because I thought it was just another Final Fight clone. I could not have been more wrong. This game totally rocks! D&D: Shadow Over Mystara has every single option you might find in a good RPG with a side-scrolling interface: Pull down menus for accessing items, tons of items to collect and a killer story line that's backed by awesome graphics. Look for more than just an update in future issues!

-Mark "Fozzie Bear" Hain





STAGE 13 Descent from the broken lands

Stage 1 is a try-to-figure-out-what-the-heck-is-goin'-on level. The enemies are pretty weak as is the Boss. Save innocents by bashing the carriages. They may give you items and gold, however they might want to know your name.

















? THE VILLAGE OF TRINTAN







Stage 2 is where you really start to encounter everything you'll face throughout the game, such as hidden paths (directly below) to all kinds of chests—locked and otherwise. War Machine (the Boss) is easy, just kill the goblins pushing it then kill it!







INVENTORY! MEGA

Pressing Start will bring up an Inventory Screen. Below is a list of what you can hold as of press time. (They may change.)



- I-Helmets (Defense)
- 2-Armor (Defense)
- 3-Footwear (Speed) 4-Wristbands (Special
- 5-Shield (Defense)
- 6-Gauntlets (Power) 7-Mystery Powers 8-For future items









Stage 3 is where this game gets tricky. Choose 3A TO RIDE A JUGGERNAUT to travel by land or sea. This is the first of many decisions you'll have to make. The Boss in 3A is called Dark Warrior I and is very powerful. He has limited magic skills but great strength and stamina.



These guys jump in, throw rocks and jump out.





Oh boy, time to put away the magic and kick some butt!



Besides being pretty strong, he is immune to most magic except Sticks to Snakes.







What do you call huge, red-and-green scorpions with human torsos? Simple enough: Man Scorpions,

STAGE 3A: BATTLE ON THE VESUVIA

across the Vesuvia river. You also get a glimpse of a black dragon that you will undoubtedly face again when you're ready.



and that's what you face at the end of your trek



This Boss is not nearly as invulnerable to magic as the Dark Warrior. Hit him with Lightning Bolts, Fireballs and Green Bolts to take the green beast, then finally the red one down.







3B starts on water and you are also timed. If you complete the water level with only running into one enemy, you should be able to reach a secret level at the end of the course. Once you see the black dragon, you decide you're illprepared to face him and retreat to land. There you'll face tons of scorpions and finally the Man Scorpions.







Choices, choices. It's time to choose which direction to take once again. We are getting close to where the game is currently completed. Therefore, we'll only show you 5B. The main part is the Boss, the Ogremasterbros. (That's pronounced Ogre-Master-Brothers, no known relation to Super Mario Brothers.)











STAGE 6: BATTLE OF STRONG OAK

Stage 6 is the first time in Shadow Over Mystara that the story line starts to tie together.

It has to do with a huge 1000+-year-old tree and an evil sorceress' plan to use it. This is also the first stage where you encounter what you might call a mid-Boss: a Manticore. The Manticore is fairly easy to defeat; however if you allow him to fly, he'll swoop down and slice you in two. After you defeat him, you will be teleported into the lair of the evil sorceress. You will not fight her, however, you will fight a demon she summons. This Lich is not too difficult, but he is floating. Therefore, your magic (such as Fireballs, Lighthing Bolts and Green Gas Cloud) does not affect him. Not only that, but other demons are teleported in to cause even more trouble!



























KILLER CODES

Just like the first installment, there are several codes that can be entered before you select your character. Here's a bunch in case you haven't gotten them all.

RANDOM SELECT: Up + Start

SPEED CODES:

Turbo: Down + MK or MP Ultra: Down + FK or FP Speed Cancel: Down + QK or QP



STAGE SELECTS:

Ghost Ship: Down + FK Spinal's Ship: Down + MK Doio: Down + QK Bridge: Down + QP Museum: Up + MK Jungle: Up + MP Stonehenge: Up + QK Castle: Up + QP Spaceship: Up + FP Helipad: Up + FK Street: Down + FP Sky stage: Down + MK (Both controllers-like in the original Sky stage)



BACKGROUNI

There are now several ways to fall to your doom. The original version had a few Sky and Rooftop stages, but now there are more. In addition, the backgrounds have a lot of interaction such as the breakaway wall below.









Excellent animated falling scenes that don't require a special move are included!

ULTRA COMBO

In a game where combos are king, the best and baddest combos are the Ultras. These are performed on an opponent when his/her life bar is very low and flashing. This combo is done inside a regular combo as a type of finishing move. Try out these to get you going:









Note: All moves and info are from a preliminary version and are subject to change without notice.

STRATEGY TALK

This version has all of the old moves, techniques and gameplay plus a lot more. Sure there are still Ultras. Ultimates, codes and possibly Humiliations, but that's just the beginning. There are tons of new moves and secrets as well. Several new techniques such as the Counter Moves, Ghost Moves and even throws add a new dimension to this game. Even the old combo system and button linking have been changed. There are still auto combos, but how about the manual and unbreakable combos? Adding extra icing on the cake, the graphics are great and the cinemas are simply killer looking! Now that the game is everywhere, expect to see tons of secrets including a code to play as Gargos! -Howard "Luke Skywalker"

FATALITY/ULTIMATE

Yes, fatalities are in KI2. They're shown here in the form of an Ultimate. In case you've forgotten, an Ultimate is a finishing move done in a combo, similar to an Ultra Combo. Do these moves on the second round when your foe is low on energy, and your combo will end with a fatality. Try these:
Orchid: B,F,DF,D,DB,B+MK Glacius: DB,D,DF+MK Saberwulf: D,DF,F+QK Maya:DF,D,DB,B,F+QK

















SPECIAL FEATURES



Grossman



In KI, there was a feature that allowed you to "come back from death." After a player has lost, they can wiggle the joystick and press buttons to revive his/her character. Unfortunately, this only gave a limited amount of

life. There is a new move called a Ghost Move that allows you to come back from the dead with a lot more energy. You must perform this move before you die. It will then take away a portion of your energy, and when you die, it will return it to you. Once you die, the energy is restored and your character will be a translucent. Try Jago's: F,DF,D,B,B,F+QP



Not only are there Combo Breakers, but now there are even Counter Moves. First made popular as Alpha counters in SFA, this move allows you to block then immediateby deliver a counter attack. Try tapping back and hit OP



Maya: F, B+QK; Orchid: D, DB, B+MK; Glacius: B, DB, D, DF, F+QK; Saberwulf: B, F+QK; Jago: (shown below) D, DB, B+QK; TJ Combo: F, B+FP; Tusk: F, DF, D,DB, B; Kim Wu: D, DF, F+QK; Maya: F, B+QK









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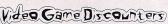
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