SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

TONS OF KILLER PREVIEWS!

GAME PLAYERS

ISSUE 77

SEGA'S WRECKING CREW

Virtua Fighter 2, Sega Rally, and Virtua Cop: Saturn is kicking SERIOUS butt!

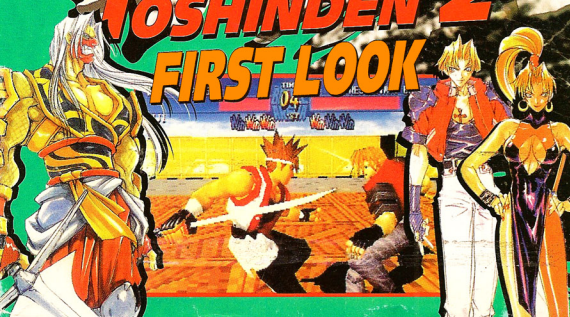
MK3: Exclusive contests!

MARIO RPG for Super NES!

NOMAD: Sega's portable Genesis!

Over 20 PAGES of Codes, Cheats, and Strategies!

TOSHINDEN 2 FIRST LOOK



The game that redefined 3-D fighting games is back! Tons of pics — page 36

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NOVEMBER 1995 Vol. 8, No.11

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IF YOU FALL WHILE BLADING AT

85 MPH.

YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY. THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN® Extreme Games.™ Only on Sony® PlayStation™. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation

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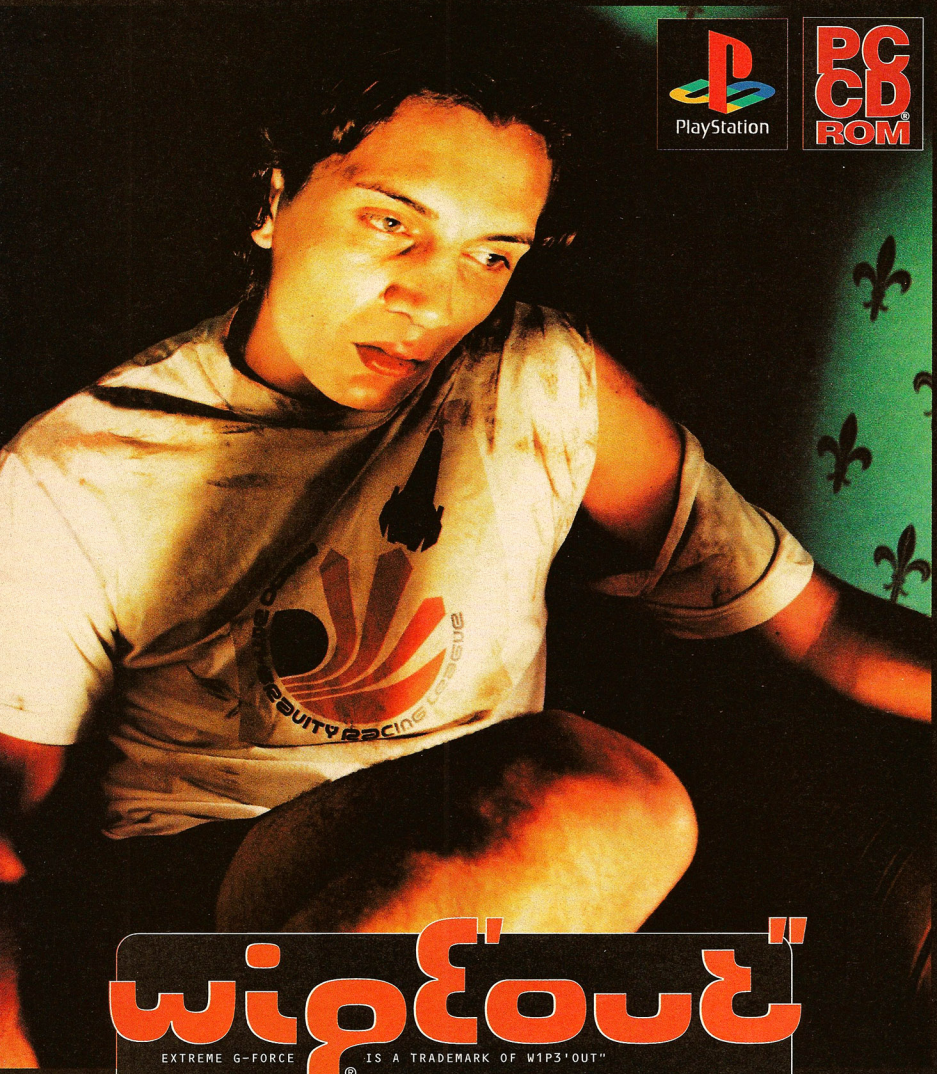
"The best reason to own a PlayStation"
- Ultimate Gamer
"Wild, stomach-twisting driving"
- Game Pro
"With WipeOut, the future really is now"
- Die Hard Game Fan

- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Mutiple strategic weapons
- Link-up cable options
- Cool sounds & FX
- Totally killer graphics



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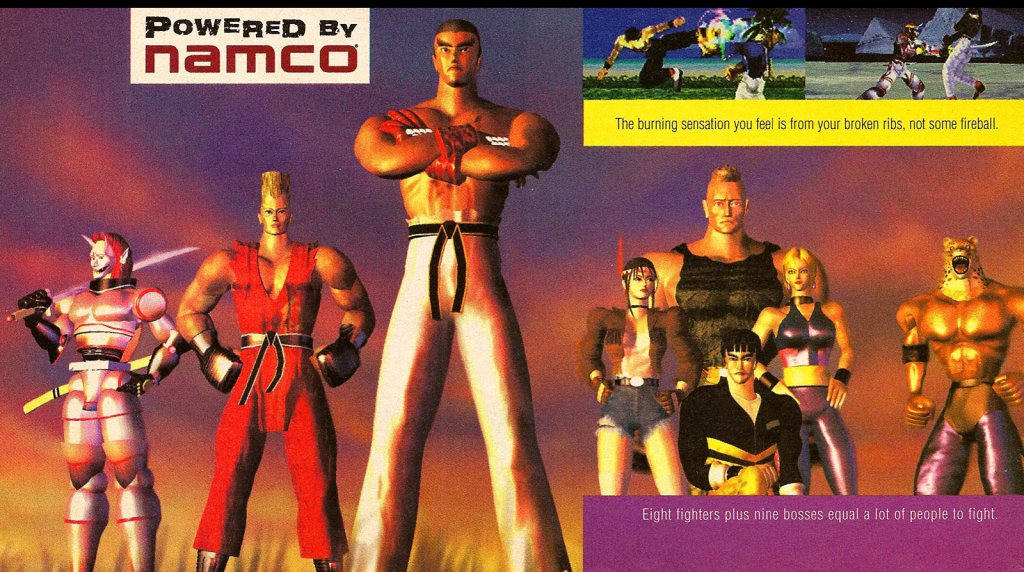
SAVE HUNDREDS OF DOLL



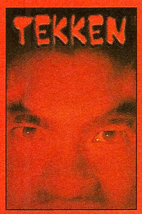
The burning sensation you feel is from your broken ribs, not some fireball.

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

ARS ON FIGHTING GAMES.

BUY THE RIGHT ONE.

The one with enough phenomenal reviews to take down an entire forest. The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at 60 frames per second. The one with four points



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

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Welcome to GAME PLAYERS

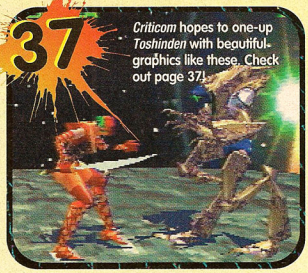
Uh, the last couple of months, Bill's helped me write this, but now he says that he doesn't want to anymore. So, uh... hello... (feeble grin). Um, how's it, uh, how's it going? (Nervously tucks at his collar).

(Deep breath...) This month's cover feature, *Virtua Fighter 2*, is one sweet, *sweet* game. After a questionable start, the Saturn is definitely moving in the right direction. Need more proof? Then just check out Sega's other holiday blockbusters, *Virtua Cop* and *Sega Rally*. Cool, man. Real cool. And now that Saturn has a version of *Toshinden* in the works, Sony had better watch its back.

Speaking of *Toshinden*, we've got the first pics of the eagerly-awaited sequel! And rumor has it that after a run at the arcades, *Toshinden 2* will hit both PlayStation and Saturn simultaneously! Someone up there must really like me...

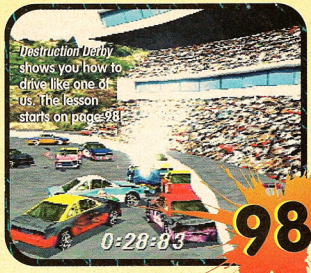
By the way, please welcome our newest sucker — uh, I mean, *writer*. He's none other than *GAME PLAYERS'* very own Production Coordinator, Roger Burchill! Roger enjoys fly-fishing, home dentistry, and hopes to someday be the first man in flight. He also has a strange fondness for bears... He's a bit of a smart-mouth, but a few weeks in 'The Box' ought to straighten him out.

Chris



37

Criticom hopes to one-up *Toshinden* with beautiful graphics like these. Check out page 37!



Destruction Derby shows you how to drive like one of us. The lesson starts on page 98!

98

INFOTRAK 20
Yeah, it's news, but you'll read it anyway!

InfoTrak 20
Scary, scary stuff... and that's the GOOD news!

Hit List 24
Four new games make the list! It's about time!

Arcades 118
More fun than Pinball, less fun than a Magic Fingers bed!

PREVIEWS 34
Why wait, when you can know now?

Japanese Previews 42
You'll know sooner than Japan knew about Godzilla!

READER'S SAY 12
We scare you? Hey, you scare us!

Reader's Network 12
You can laugh or you can scream. We tend to do both!

Back Talk 153
We find the missing captions and the experiment works!

SUBSCRIBE 82
Give us cash or we give Bill your name, address, and phone number! The horror!

Toshinden 2

The sequel to the best fighter ever is coming soon. We've got the scoop on page 36!

36

Win tons of *MK3* goodies! The action starts on page 62!

Mortal Kombat CONTESTS 62

102

MEET THE TEAM

Hey gang, what fun thing do we always do when we get a new writer?

Chris
I give 'em a firm, hearty handshake and a big 'Welcome Aboard' smile! Then we lock 'em in that big box!

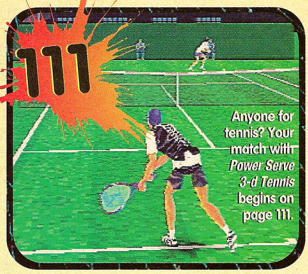
Jeff
I show them how to use the coffee maker, so that they can get my coffee just right every day! Oh, and then we lock 'em up in the big box on the floor!

Mike
I usually ask 'em if they've got any cute sisters. If they do, I find out if they got any pictures of 'em. Then we lock 'em up in the big box!

Patrick
He goes in the box, he goes in the box! Yes! He has to wear the leather suit, he has to wear the leather suit! Hooray!!! Man, now I know why this is so much fun!

Bill
I always like to put something special in the box before we lock in the new guy. This not only makes him feel like one of the gang, but it's usually good for a laugh, too!

Roger
Hey, it's dark in here! Open up! Oh well, at least they gave me this big, warm, fuzzy blanket! I'll just wrap up and take a nap... Great Hera, there's a bear in here!!!



Game Reviews 47

Hey, anybody else would ask for an arm and a leg for this info! All we want is a neck and a spleen!

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We tested these cheats on small, cute, furry animals. The cheats worked; the animals don't... anymore!

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Wario Blast	145
Weaponlord	122
World Series Baseball '95	148

Now Playing 114

Forget all about those prizes! There aren't any in here. Not a damn one, so just forget about 'em, OK? Nope, not a one...

Sports Reviews 109

Games so intense, you're gonna need a rubdown after playing 'em!

NFL Gameday	112
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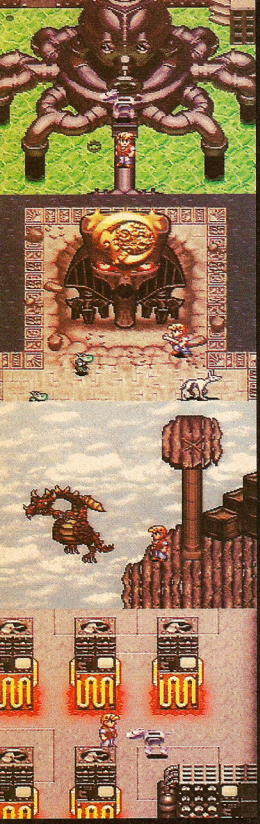
Could Saturn's *Virtua Fighter 2* become our all-time favorite fighting game? Check out page 34!!!

Rabid Bear

Me hate the dark... me scared — and hungry! Me really, really hungry! Hey, what is this? Smell like food... hey, taste like food!!! Me like food. Food good... food good!



24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.

THE FORCE OF EVIL

THE FORCE OF GOOD HAS

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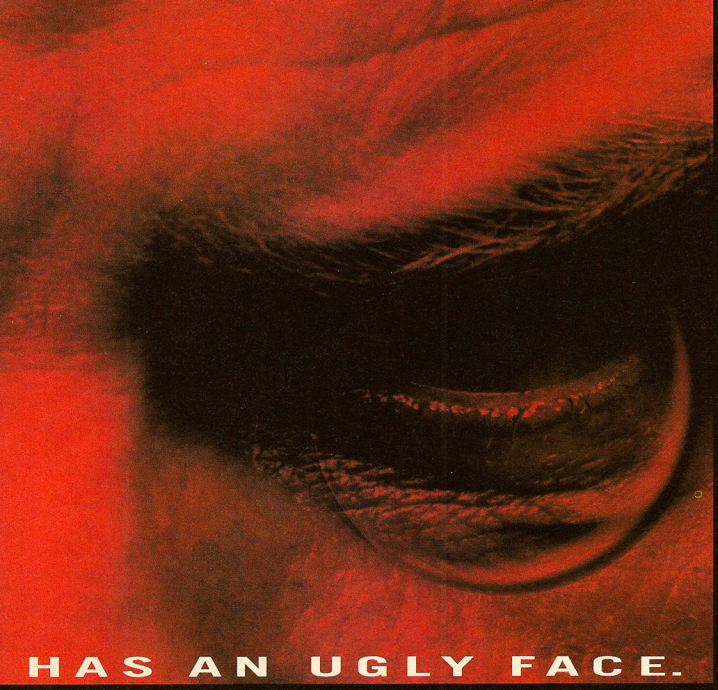
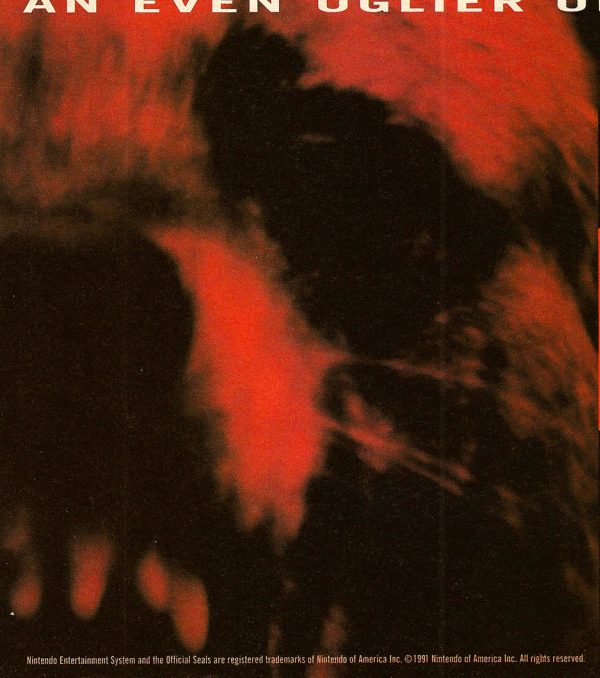


HAS AN UGLY FACE.

AN EVEN UGLIER ONE.



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READERS' NETWORK

Here it is, ladies and gentlemen... the section that proves that sanity isn't necessarily a renewable resource... OK, maybe it doesn't prove that... Maybe it just proves that Mama, we're all crazy now!

SERIOUS QUESTIONS

Your magazine is the best! I have some questions to ask you:

1. I head rumors that Sega is going to do *Virtua Fighter 3* with 3DO's M2 technology. Which will be better, Saturn or M2?

2. I heard that there is going to be a Virtual Reality headset for the Saturn. Do you know if and when it's going to come out and how much it will cost?

3. I plan to purchase a Sega Saturn, and I want to know if *Virtua Fighter 2* does look the same as the arcade. Will it look better than *Toshinden?*

Marc-Andre Savoie
Hull Quebec, Canada

CHRIS:

1. Technically, M2 is said to be Saturn's superior by a good margin. As for those rumors, check out our story in this month's Infotrak section.

2. Anything's possible, but don't look for it anytime in the near future.

3. VF2 still isn't quite finished yet, but it already comes damn close to the arcade. And yes, it should even look better than the legendary Toshinden.

PLUG YER NOSE

What smells worse when you scratch it?

A: Bill's Cheesy odor.

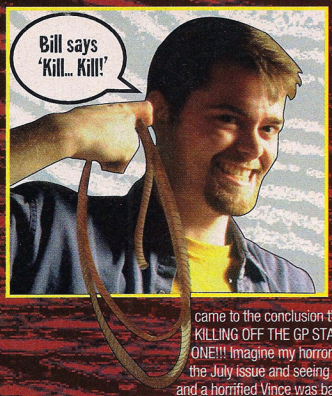
B: The Dead Horse.

C: The Scratch 'N' Sniff *Earthbound* ad.

Andrew Crownover,
Unadilla, NE

BILL: If it weren't for the fact that he makes such a good sandwich, and has never been known to randomly attack small children, I'd have to say the Dead Horse... Of course, if you're talking horse racing, the Dead Horse is always scratched.

IT REALLY WORKS



I've noticed something VERY disturbing since Chris has become Editor. Everything SEEMED normal for a couple of issues, but something EVIL was unfolding. In your March '95 issue, the GP Team had ten members: Chris, Jeff, Doug, Mike, Jon, Vince, Karie, Vinny, Darrell, and that Bill guy. In your April issue your team still had ten people, but Karie was replaced by Neil. Hmmm... maybe she was sick, but I think not. In your May issue I saw an evil-looking Chris who said in his column, 'We've been going through some MAJOR REARRANGING here at the office.' Now VINCE was missing!!! The next month an unsuspecting Patrick had joined, but Neil and Vinny were gone! I then came to the conclusion that CHRIS IS KILLING OFF THE GP STAFF ONE BY ONE!!! Imagine my horror after looking at the July issue and seeing a DEAD HORSE, and a horrified Vince was back, undoubtably being kept alive only to be tortured, and gone again in the September copy! So I am writing to the surviving GP members to say — RUN FOR YOUR LIVES!! GET AWAY FROM CHRIS!! I also wanted to say, Chris, I know what you did! I have already sent for... excuse me, there's someone at the door... No, it can't be... IT'S CHR... AAAAAAAHHHH!!!!

Mark 'Send help' Fraser,
Fredericton, New Brunswick, Canada

BILL: You know, Mark, you're absolutely right! This just goes to show that the mail-order hypnotism course I took really worked. That's right... Chris is in my power! Ha, ha, ha!

TWO IS BETTER THAN ONE

Why is it that you are psychotic in responding to one letter, and almost normal in responding to another? Were you cloned where one body is psycho and the other is normal? Is there more than one personality in your head?

Justin Schantz,
Clarksburg, PA

BILL: What a stupid question! I will kill you for asking that stupid question!!!

EVIL BILL: What a really stupid question! I will kill you for asking that really stupid question!

CHRIS: You'll have to excuse Bill, Justin. Some days he's just normal, lovable Bill, and other days, he's just normal, lovable, insane Bill.

GR1N AND BEAR 1T

I'm a bear! Do you hear me? I'm a BEAR! I'm a big, fuzzy bear with huge fangs and claws! You should be scared, but you're not! YOU'RE NOT! YOU'RE NOT SCARED ONE BIT!!! Why? WHY?!? I'm a BEAR! A big, ferocious BEAR! You should be scared! You should be more scared than you've ever been! If you had a choice between fighting me or Mike Tyson, you'd have to pick Mike Tyson! BUT YOU'RE STILL NOT SCARED! If you're not going to be scared, could you at least make me your token animal for a month? PLEASE?!?

Andrew 'I'm a Bear' Hughes, Bellevue, NE

BILL 'I'M A PARAMECIUM' DONOHUE: Since I'm not a woman, Mike Tyson doesn't scare me. And since you sent us the money, you can be the token animal. But first you gotta climb into this big box, OK?

PAYOFF T1ME

Dear Chris, Hello darling... it's me, Chun-Li. Do you remember that cold night in Vienna last November? I was 'working the streets' and you ran up to me and said you where (ahem) 'lonely', but you didn't have any money. All you had in your pockets were Gazuga's autograph, one of Slippy's legs, and Bill's collection of used athletic supporters. I said OK. Well, you know how things are... our child was born last tuesday. It's a girl and her name is As-Hol. She looks like her father, poor thing. Today she said her first words already. Can you believe it? She said 'I do believe that Bill reeks slightly of Romano cheese'. I am so proud. Alimony, you @$$, alimony!!!

Chun Li (Vicky Davis), Evington, VA

CHRIS: You were always on my mind.

TONIGHT WE EAT!

Please listen to my story. I took a trip to California a few weeks ago. I went to Burlingame with Mike, my horse, and tied him to a tree outside a store. I used the bathroom and came back — Mike was gone! Please tell me if you've seen my horse and if he's okay.

Mark Whitaker, Honolulu, HI

BILL: Uh, gee, Mark, I don't quite know how to tell you this, but, uh, we were hungry and, uh, the deli was closed, so...

READER ART

When winners don't say what type of system they have, *Bill Donohue* just laughs, and keeps the game!

W1NNER

Michael and Lisa Marie in the year 2010 (Michael's the one on the left).

John Clark, Portage, MI

Kyle Hart, Rapid City, SD

He knew it was time to lose weight when his Halloween mask wouldn't fit his face!

Chet Braim, Lac La Hache, Canada

It was the last time the Tin Man was late with the rent!

That strange buzzing roar could only mean that Fart Man was aloft again!

Ryan Sullivan, Ventura, CA

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

DEFCON 5™

DO WE HAVE TO?

If someone gave you each $500 in small, unmarked bills, a six-pack and a beautiful Playgirl, only if you would buy a Virtual Boy, would you buy one? I mean, do you think it's worth it? I think that just like the Game Boy, Virtual Boy will be a flop. About a month after Game Boy was released, my friends were tired of it. Do you think that will happen to the Virtual Boy?

Sarah Hicks,
Nashville, IN

CHRIS: Actually, Game Boy was a huge moneymaker for Nintendo, and is still earning its keep today. But with such a hefty price tag for a portable, Virtual Boy will be in trouble if the second round of games are as disappointing as the first.

NEVER A DULL MOMENT

I'm writing this from the middle of the woods in my grampa's cabin. There are no videogames and no TV! The only thing I have to do is read my old issues of *GAME PLAYERS*. I've read them a thousand times! They help me keep my sanity. I WANT TO DIEEE!! Excuse me for that impolite outburst. I'm so bored that I'm going to slip into a coma. I feel it coming on right about now. Are there any other uses for my *GAME PLAYERS* magazines? Please help me.

Cameron Young,
Portland, OR

BILL: This is your lucky day, Cameron! There are literally hundreds of uses for your old Game Players mags. If you boil 'em, they make a tasty soup! Or, simply connect Tab A to Slot B, and you can build that iron lung ol' Gramps will be needing soon. Roll 'em all up into tubes and connect 'em, and you can talk to someone real far away! Sharpen up the ends, bury 'em in the ground and surprise the heck outa those ATF agents who have Gramp's cabin surrounded. You can have hours of fun!!!

VIRTUAL SCORE

I'll make this short and to the point so that you can print it and give me some answers:

1. Why did the Virtual Boy get two pages for its first five game reviews when the PlayStation got that many for each of its first reviews?
2. Why weren't the actual ratings for gameplay, graphics, etc. or the up/down arrows printed for each of the Virtual Boy games?

Ron Price,
Smock, PA

CHRIS: We don't hold any grudges against VB, if that's what you think. But...
1. Just look at their scores — those games didn't deserve any more space.
2. We simply didn't have room for them.

OOOH, WE'RE SO SCARED

First off, I want to tell you that I love your magazine. However, I wrote in to address two issues in recent 'Reader's Networks':

1. I feel sorry for 'Shok' and Carey. It seems like the people in their local arcades suck. Around here, I'm treated like an equal player despite the fact that I'm a girl. And we're all willing to share tips, tricks and codes. We should all learn to just get along.

2. OK, maybe it does look kinda silly for Cammy to use her kick-throw on Zangief, but I think most female characters in fighting games are awesome, regardless of their outfits. Girls like Cammy and Psylocke are very quick and agile, and I can beat someone to a pulp in 20 seconds with either of them.

Kyra the Merciless,
Mechanicsville, MD

MIKE: What's sad is that so many of these arcade-dwellers need a women more than they'll ever know. Yet these poor lonely souls shun the women, when they should be begging them to stay. Someday these boys will grow up and realize what life is all about.
CHRIS: Hey Mike, can I have a quarter?

GOLLY GEE

I have just a few comments on the 'girls' garb' issue. It just makes me ill the way girls are dressed in videogames. They should make guys fight in g-strings! Ha! Now THAT would be interesting. As for you, Joseph Embery, plan to spend a long, lonely life in your own videogame hell. As for me, the guy I go with better know how to cook, do laundry, and (get this) entertain himself.

Becky VanAcker,
Arcadia, WI

CHRIS: So... exactly what part do YOU play in the relationship? And by the way, once you've seen Jeff walk in wearing HIS G-string, you'll change your tune nice 'n' fast.

I totally agree with Joseph, with just one minor change. Someone else should be wearing the inch-wide silk — Jax. Whoa, can you imagine? I'd never get tired of seeing THAT! Mm-mmm. Kano, too. He's so rugged and vicious... Man, that's what turns me on! Ooh, baby! I'd totally lose it if Kano and Jax were to fight like that! I'm drooling already. And how about M. Bison? Just the hat and one piece of silk. Seeexy! Ryu and Ken! Mmm-boy!!! And Akira, Jeffery, and Lion! Damn, this is too hot for words! I'd better get out of here!

Madame Lovejoy,
(address withheld by request)

JEFF: I've never been a fan of silk. Always been more of a satin kind of guy myself.

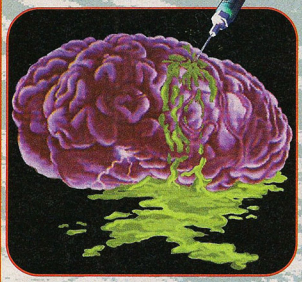
THE REAL WORLD

What's up with all this 'virtual reality' hooplah? You snap on a pair of goofy-ass glasses and immerse yourself in a world that emulates the real world?! Uh, wait a minute — you mean to tell me that the games of the future will involve your car breaking down and having to get the parts to fix it?! Oh, I know! You eat a large pizza and get constipated and have to find the 'enchanted' laxatives to ease your discomfort?! Yeah, that's it! No? Well, I don't get it. I don't want virtual 'reality'. I want virtual 'unreality! What's the point of it all, anyway? And whose bright idea was it to think this crap up?

Ambassador Mike,
Toccoa, GA

CHRIS: I don't think you've thought this through, Mike. Imagine strapping on your goggles and entering virtual reality — where anything goes! Blow up a city block! Lead the cops on a highway chase! Take to the streets and beat up people! And when you get thrown in the slammer, just take those glasses off.

GAME IDEAS!



GOT MILK?

Ever seen those Snackwell Cookie ads? Well, this game is called *Revenge Of The Cookie Man*. In this game, you're the cookie man and those fat ladies are chasing you (as usual). When they try to steal your cookies... YOU STAB THEM 1000 TIMES!!! HA, HA, HA, HA!!! DIE, DIE, DIE!!! Uh oh. Here come the White Coats. This is my third time on the lightning...

Travis Howard,
Stockbridge, MI

BILL: There's something about your game idea that truly disturbs me, Travis. Your not supposed to call 'em 'fat ladies' anymore. The correct term is 'gravitationally-challenged spinsters'. Let's watch it! By the way, you got any of those cookies? Or are they still making you chew the rubber puck when it's time for that high-voltage fun?

WHAT'S IN A NAME, ANYWAY?

Ive got a real fun game. The name of my game is *Hi, My Name's Fred. Is Your Name Fred? Mine Is!* The object of the game is to wander around and ask people what their name is. When they tell you, you say 'Oh! I had a cousin once who was named that', and you leave. As a bonus stage, you get to write nasty things on the restaurant's Suggestion Sheets! It'll make millions of dollars!

Eric 'I bet you thought my name was Fred' Lutz,
Ft. Mitchell, KY

BILL: Hi, Eric. My name's Bill. Is your name Bill? Mine is! Oh, I once had a cousin who was named Eric. I gotta go now. Your restaurant really sucks!!! Now gimme my million bucks, dammit!!!

WINNER

KEEP AN EYE OUT...

My game is called *Fred's Ocular Cavity*. The main character, a guy named Fred, is in a Championship baseball game, when... BAM! A pop fly beans Fred right in the forehead. When he wakes up, Fred finds his left eye is gone. He must run through the entire town, armed only with his wits and a ravenous, hate-filled squirrel from hell, trying to find his eyeball. If you succeed, you gain back your 20/20 vision, get your license, and have a fatal car accident. If you lose, the squirrel pours lemon juice into the hole where your eye used to be.

Some Sicko Named Bill,
Knoxville, TN

BILL: It's always an honor when I can award a prize to another sicko named Bill! But you better shape up, Bill. We haven't seen you at the last few Sicko Bill meetings. And speaking of those Sicko Bill meetings, I believe you're just a little bit behind in your dues. You better get a check made out to me in the mail right away!

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Sicko Bill**, of **Knoxville, TN**, and no, this isn't my way of getting a free game! OK? So don't delay! Write in today!!!

GAME OVER, MAN

Hey Chris, I have an idea that may stop game companies from giving us crappy endings — make it a category when reviewing games! Game companies know that reviews from you guys greatly influence what games we buy. If endings is a factor when reviewing games, they'll give us something more than a still screen and those stupid credits. Please consider this — games with lousy endings collect dust.

Captain N,
New York, NY

CHRIS: Hmmm... good idea, Captain N. Say, didn't your show get cancelled a couple years back?

CHRIS GOT A FAN

I've been getting your mag ever since the beginning. I just want to say that your mag kicks major ass and always will. I just have two questions: Chris, how long have you worked at *GAME PLAYERS*, and what is your favorite game (for any system)? My faves are *Super Punch Out, Super Metroid, Legend of Zelda: A Link to the Past,* and *Earthbound*. PS: Could you show a picture of the first GP issue ever made?

Brian Falasca,
Fairfield, CT

CHRIS: To answer your first question, I've been here doing one thing or another for roughly six years. In answer to your next question, I think I'll let everyone here have a turn (needless to say, narrowing it down was a near-impossible task for everyone at the office)...
JEFF:* Final Fantasy III.** ***There's nothing better.
MIKE:* EA's NHL** ***series (the latest version for the newest roster).
PATRICK:* The original Madden** ***for Genesis.
BILL:* It's gotta be Super Bomberman 2** ***— if there's other people to join in.
ROGER:* Super Street Fighter II.** ***I still think it's got everything beat.
CHRIS:* And now for me — Super Mario World.** ***Miyamoto is the King-Daddy.

Defense conditions are observed, measured, and often predictable...

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A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

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- Surround yourself with high-end, digitized sounds.
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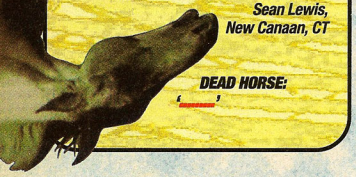
IT'S NO PONY RIDE



Hey Dead Horse, can I have your autograph in blood?

Sean Lewis, New Canaan, CT

DEAD HORSE:
'____'

WHERE IS IT?

A couple of issues back you said that the *Street Fighter* animated movie was getting easier to find and you also said to check the mail-order companies for availability. We've looked everywhere and we still can't find it.

Mondo & Caracal, Los Angeles, CA

PATRICK: Just hold off on the import game for awhile, guys — A translated US version will be hitting the shelves this fall.

SCHOOL DAZE

I am very interested in DigiPen. Is there an address I can write for more information? Hey! The first time I beat *Final Fantasy III*, it was in 33 hours. Is there anybody out there who did better the first time through?

Olivier Dube, St-Jean-Port-Joli, Quebec

PATRICK: Hey Olivier, that's great that you're interested in DigiPen. Try calling (604) 682-0300 for more information. Go Canada!

THAT'S WHY WE CALL HIM 'LUCKY'

Okay, that's it! Lately, NO good games have been coming out for the 32X. And now, because of that, Jeff will di... oh, what's that, you say? *VIRTUA FIGHTER?* For the 32X? ...!... OK, I'm happy now.

Crazy Dave Badgerow, Cheboygan, MI

JEFF: Hey man, I've got two words for you — Virtua Hamster. That sums up 32X in a nutshell. I'm glad you managed to talk yourself down, though. Dealing with people in crisis has never been my strong suit. You should've seen that guy I tried to talk in off the ledge — sucker aimed right for my car anyway. Took almost a thousand bucks to get the roof fixed. Geez, some people have no consideration for others.

32X THE QUESTIONS

Dear courageously-cool Captain Chris and the Colossal Crew:

1. *MK3* on 32X — could it happen?
2. What the hell does 'Production Editor' do?
3. When is *Virtua Fighter 32X* coming out?
4. Who takes your pictures? (Sometimes they totally suck!)
5. Won't that funky PlayStation controller hurt *Mortal Kombat 3?*
6. Have you guys ever murdered anybody?
7. When's *Alone In The Dark* going to be released for 32X?
8. Can you tell I have a 32X?

Andy Hansen, Davenport, IL

CHRIS:
1. Technically? Yes. Realistically? Maybe after Sony's exclusive deal wears off early next year.
2. Hell if we know.
3. Should be hitting the shelves any day now.
4. I took the sucky ones. All of Patrick's pictures were taken outside the office on a REALLY windy day, and Roger just snapped his own shots in a photo booth.
5. Nope, not at all.
6. No Andy, murder is wrong.
7. Interplay was going to do it, but it's been shelved for now. Sorry.
8. You don't say.

GO HOME AND PRACTICE

I'm writing about the crybaby in issue 75. The reason people don't give out moves or fatalities to dorks like you is because it takes a lot of time to master them. And then when you do, guys like you come up and ask how to do them, which is damn annoying. Anyway, my point is that when you spend money on learning a game, you don't just give away what you paid for — that's insane! My suggestion to the 'special-move challenged' is to get to the arcade early and practice.

Mike Yablonski Nashville, TN

CHRIS: A fair point, Mike, but that's hardly the healthiest attitude to take. Can't we all just work together to forge a better tomorrow? Just think of it — gaming studs and dorks, hand-in-hand, helping each other...
MIKE: Man (sniff), that's beautiful.

CONNECTIONS

I'm a 12 year old boy looking for a penpal to trade tips or just be penpals with. I like sports, video games, and read Game Players.
Seldon Diaz
309 Magellan Dr.
Pacifica, CA 94044

I'm 20 years old and have a SNES and 3DO. Looking for some penpals who like Mortal Kombat and other fighting games.
Shawn Kasieta
16117 Goodview Way
Lakeville, MN 55044

I'm 12 and would like to talk to someone my age about video games or anything else. I have a Genesis and a Gameboy.
Jason Carter
2841 Notre Dame Dr.
Prince George, BC V2N 2B1
Canada

I'm 13 years old and looking for a penpal who's also 13 years old.
Willie Novellano
123 Bloomfield Ave.
Iselin, NJ 08830

I am 10 and own a SNES, Game Gear, Genesis and Sega CD. I would like letters from boys or girls.
David Gaafer
325 Glen Echno Ln.
Cary, NC 27511

I'm a 13 year old guy who likes to play some Sega. I want to exchange tips.
Dave McGroder
4305 W. Ridgewood Dr.
Parma, OH 44134

I'm an 11 year old boy who owns a SNES and a NES. I would like a penpal 10 and over. I like reading and painting lead figures.
Ian Werris
1310 Illinois St.
Vallejo, CA 94590

I'm 12 years old and would like a penpal 11-13. I will respond to all letters.
Kevin Jenkins
P.O. Box 563
Espanola, NM 87532

I'm 13 and would like a female penpal my age. I will answer all letters.
S.K. Johnson
19 Wayne Nicol Dr.
Brampton, Ont. L6X 3Z2
Canada

I'm 16 and own a SNES and would like to hear from a girl who alo loves SNES.
Tommy Ogletree
Rt. 1 Box 317
Dublin, VA 24084

I'm a 15 year old looking for someone to tlak to about video games. I own a SNES, Genesis, Sega CD and 32X.
Lee Arnold
R.D. 4 Box 28A
Newport, PA 17074

I'm 13 and I have a SNES. I'm looking for a penpal to share game tips and codes with.
Thomas Verlihay
1352 Turner Farms Rd.
Garner, NC 27529

I'm 10. I own a Genesis and would like to exchange tips.
Chris Errante
39 Union St.
Johnson City, NY 13790

I'm 14 and would like a penpal. I have a Genesis, Sega Cd and a Nintendo.
Michael Castanos
1656 Rutland #55
Austin, TX 78758

I'm 11years old and my hobbies are video games, drawing and creating games for myself.
Derek Thamkruphat
828 N. Van Ness
Santa Ana, CA 92701

GET OFF YOUR @$$!

Write to *Game Players* at the following addresses:
For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

To get into the Connections section, write to:
Connections;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010
Or contact us online at:
jfflucky@netcom.com

Who's fast, hates Shao Kahn, and throws a hat that can cut through steel? Kung

Lao, you punk. And whisper when you say that name. The man could waste you

Have You Ever Used A Buzzsaw On Human Flesh? Want To?

without breaking a sweat. Good thing he's one of the good guys. MK3. Now on

Super NES®, Game Boy®, Game Gear™ & Sega Genesis™

Mortal Kombat 3. Be careful. It's home.

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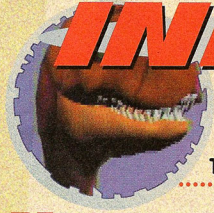
FRONT PAGE

INFO TRAK

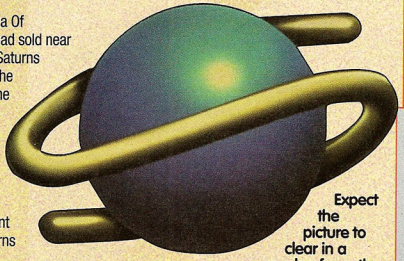


While it's true that, here at *GAME PLAYERS*, we don't have a Walter Cronkheit, a Roger Mudd, a Ted Koppel, or a Dan Rather, we'd still like to think that we've got all the hottest videogaming news available. There's only one way for you to find that out — READ IT!

Numbers Don't Lie

When One And One Make Three...

According to Sega Of America, they had sold near 120,000 Sega Saturns prior to the release of the Sony PlayStation. On the other hand, Sony claims that Sega has only sold 40,000 units. And while we wouldn't normally believe either of these companies, independent analysts have the Saturns sales at near 50,000.



Expect the picture to clear in a couple of months.

The Race Is Over

Sony Computer Entertainment of America's president Steve Race has resigned. Reports say Mr. Race left over difficulties with Sony's Japanese parent company, but no official comment was given. Sony says, 'Steve Race is a great guy and we'll all miss him, but as a company we'll continue the same way and won't miss a step'. Stepping in as acting president (no, not Ronald Reagan) is Martin Homlish, who comes from Sony's audio division.

Don't worry too much much about Steve Race and his family, since one day after his resigning from Sony he was named president of Spectrum Holobyte's games division. Hey, when you got it, you got it.

Nintendo Hedges

Mario hits U64, Nintendo won't talk

While the Japanese market has been buzzing with the news for weeks, Nintendo of America won't confirm it or deny plans to release both a new Mario game and a new installment of the *Final Fantasy* series when the Ultra 64 hits the stores in Japan December 1st.

Sources say the new Mario title is a true Mario game, not a spin off, and is designed as a showcase for the U64's capabilities. This makes it the first game Mario has starred in all by his lonesome since *Super Mario World* when the Super NES came out over four years ago.

Of equal interest is a new *Final Fantasy*. With the popularity of RPGs in Japan, and of the *Final Fantasy* series in particular, having one available at launch would help sell a lot of hardware. Square Soft has not yet been announced as an 'official' U64 developer, but sources have confirmed that the game is in the works. Square, who up until now have released exclusively for Nintendo platforms, is rumored to be looking at developing for other systems as well. Whether this new game would be released directly by Square or would be licensed for release through Nintendo is still unknown.

Sega Walks the Walk

Sega Unveils Some Of Its Hottest Software to Date at 'Sega Unplugged'

Amidst industry doubts of Sega's ability to compete with its newest rival, Sony Computer Entertainment, Sega of America hosted it's annual Gamer's Day. Dubbed 'Sega Unplugged', the emphasis of the show was on the Sega Saturn and the several new titles planned for the Christmas buying season. With early Saturn releases receiving only lukewarm reviews, many believed it was essential for the Saturn to have a strong Christmas line-up for it to

Sega Buying 3DO?

Reports from analysts have Sega gathering money to buy out 3DO. The analysts say that Sega is looking to get out of the hardware business and stick with software. Especially of interest to Sega is 3DO's new M2 technology. Sega is also said to be talking with Microsoft about making software for the PC. A spokesperson at Sega said, '... that the reports are completely false, and that Sega has no plans of getting out of the hardware business'.

When these rumors surfaced 3DO stock shot up, which makes you wonder if this isn't a rumor started by 3DO. However when we contacted 3DO they said, 'We (3DO) have talked to several companies about are M2 technology.' But they wouldn't say yes or no to the Sega rumor.

The benefits for Sega buying 3DO would be to take one of their competitors out of the market, to have access to the M2 technology, and to have hardware partners Goldstar and Panasonic to help share the costs.

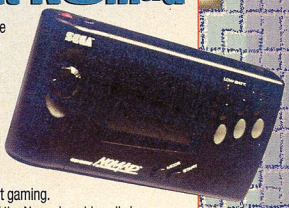
If rumors about Sega's purchase of 3DO is true, this might just be known as Saturn 2 instead of M2.

Sega Announces Portable 16-bit Nomad

There's 16-bits On The Road and I'm a Gonna Make It Home Tonight!

Sega took the opportunity during its Sega Unplugged media event to announce the release plans for it's much anticipated Nomad, a 16-bit, portable gaming system. With Sega's reputation for producing new hardware platforms at the drop of a hat it's perfectly natural to fear the announcement of a new platform, but fear not, this one uses existing software. Available in limited release this month, The Nomad, which is only slightly larger than the Sega Game Gear, plays all existing Genesis titles, meaning there is already a library of more than 600 games available for portable play. Though Sega was actually beaten to the 16-bit portable market by a few years by NEC's Turbo Express, there is little doubt that the Nomad will outsell the unsuccessful Turbo Express many times over.

Sega promises Genesis-quality graphics and music for its new portable and with the estimated 3 hours playtime on six AA batteries the Nomad should deliver plenty of on-the-go fun. Priced at just under $200, the Nomad features a 3 1/4" full-color screen, six-button controls and the ability to plug in an additional controller for some hot head-to-head action.



With the release of the Sega Saturn, there was a question as to whether Sega would continue to support 16-bit gaming. The launch of the Nomad could easily be taken as a sign of commitment to the existing industry. As for the Game Gear, there's lots of new software on the horizon. Sega can be counted-on to support both portables for some time to come.

compete with the Sony PlayStation.

Fortunately for Sega, the new line-up of titles for the Saturn managed to dismiss any and all doubts about the power of the machine and Sega's in-house development teams. With brilliant translations of arcade hits like *Virtua Cop*, *Sega Rally* and yes, even the great *Virtua Fighter 2*, Sega demonstrated what they referred to as the learning curve of programming for the Saturn. In what may be the perfect example of the Saturn learning curve, they unveiled the American version of *Virtua Fighter Remix* and *Virtua Fighter 2*, both of which put to shame the original arcade translation and easily rival Sony's best fighters. Sega also made an impression with in-house titles such as *Wing Arms* and *Mystaria*.

For the most part, third-party development for the Saturn is still lagging a step or two behind in-house work, but with Sega's emphasis on training third-party developers and providing new development tools to all those in need, this trend will hopefully correct itself in the near future.

Other notable news surfacing during Sega Unplugged was the official announcement of the 16-bit, portable Nomad, plans for a Saturn version of the PlayStation smash hit *Toshinden*, and the announcement of Sega's $25,000 Play to Win competition. It looks like things are going to get very interesting in the near future.

FRONT PAGE

Call Guinness, Mom!

Official High Score Keeper Returns

During the early '80's, Walter Day ran the Video Game Master's Tournament and was the official source of high scores information for the Guinness Book of World Records when they ran game records from '84 to '86. He retired in '86 for health reasons, but he must be feeling better, because the Masters Tournament is back.

Participating arcades will contact Walter for the 'established' difficulty settings for the hottest games, both past and present, and high scorers must have their games witnessed and scores confirmed by three notarized signatures — they ain't fooling. Top players can then compete in the Master's Tournament, which occurs at local arcades in some 75 cities across the country from September to December.

But the big enchilada is the North American Video Game Challenge, to be held January 5th-7th, 1996 at Walter's own Twin Galaxies Arcade in Fairfield, Iowa. Don't think about just sending 'em your name though. This one's by invitation only, with contestants hand-picked from the Master's.

Guinness is once again interested in running scores as well, although at press time the deal was still being negotiated. Even if that falls through though, you can still look forward to the Twin Galaxies 1996 Videogame and Pinball Book of World Records, due out later this year, with official scores for over 6,000 games — we didn't even know there were that many.

Walter Day, on the far left, is starting up the Master's Tournament again!

IONE Skye ON SATURN:

"LABELS ARE TIRED.

Bits. Polygons. MIPS. Labels. Sega Saturn isn't about labels. We could spend all day talking about how it shares the same architecture as $20,000 arcade systems, and how Sega Saturn pumps the hottest arcade titles straight to your reflexes for a fraction of the cost. We could go on and on about how its gameplay experience grabs you and pulls you in, but all those words still don't tell you what the Sega Saturn experience is really like.

THEY'RE AN EASY WAY TO DEFINE YOU WITHOUT EVER REALLY KNOWING YOU.

ACTRESS.

SOMEBODY'S DAUGHTER. Don't be lazy. Don't accept somebody else's definitions. Even ours. While we use SOMEBODY'S WIFE. phrases like "the best games are only on Saturn," and THAT DOESN'T EVEN "this Christmas, Sega will have the most electrifying library of exclusive games on the planet," BEGIN TO TELL YOU you should form your own opinions from first-hand experience.

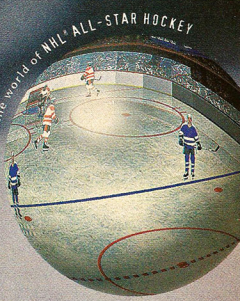
WHAT I'M ALL ABOUT."

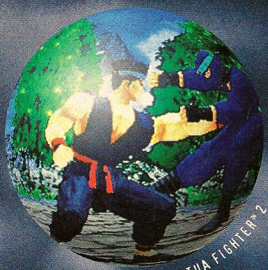
Then you'll truly know what it's like on Saturn.

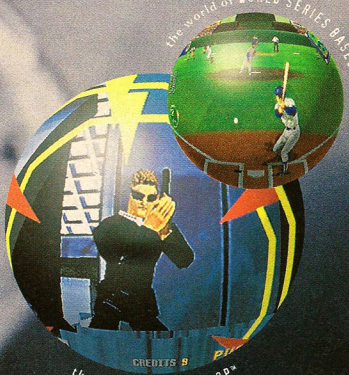
SEGA SATURN™

GO THERE.

HEAD FOR SATURN







S·U·B P·O·P

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For game play help, call 1-900-200-sega in the USA ($.85/min. or $1.05/min [live]) Call 1-900-451-5252 in Canada ($1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required. Sega is a registered trademark of SEGA. Sega Saturn, and all game titles are trademarks of SEGA unless otherwise noted below. NHL and the Stanley Cup are registered trademarks of the National Hockey League. Team names and logos denoted are officially Licensed Trademarks of the National Hockey League © NHL 1995. National Hockey League Players Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by SEGA. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Sega is an official licensee of Major League Baseball Properties, Inc. © 1995 SEGA. P.O. Box 8097 Redwood City, CA 94063. All Rights Reserved.

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OFFICIAL SEGA SEAL OF QUALITY

CHARTS

HIT LISTS

It's that time again! That's right, gang, it's time to see just which games you all are playing and which games you're NOT playing. The Top Ten list has arrived. We also have a new winner this month. He is *Matthew Foss*, of *Machias, ME!* His Mystery Prize is on the way! Yours could be, too. Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

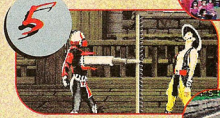
Based on our reader mail!

1 **Donkey Kong Country**
Super NES
Nintendo

2 **Killer Instinct**
Arcade
Nintendo

3 **Final Fantasy III**
Super NES
Squaresoft

4 **NBA Jam TE**
Super NES
Acclaim

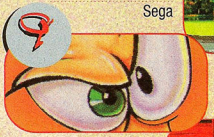


5 **Mortal Kombat 3**
Arcade
Midway

6 **Daytona USA**
Arcade
Sega

7 **Toshinden**
PlayStation
Sony CE

8 **Virtua Fighter 2**
Arcade
Sega



9 **Earthworm Jim**
Genesis
Playmates

10 **Mortal Kombat II**
Super NES
Acclaim

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	*Wipeout*	PlayStation	Psygnosis
2	*Loaded*	PlayStation	Interplay
3	*Virtua Fighter 2*	Saturn	Sega
4	*Destruction Derby*	PlayStation	Psygnosis
5	*Tekken 2*	Arcade	Namco
6	*NFL Gameday*	PlayStation	Sony
7	*Air Combat*	PlayStation	Namco
8	*Earthworm Jim 2*	Genesis	Playmates
9	*Warhawk*	PlayStation	Sony
10	*Winning Eleven*	PlayStation	Konami

TOP TEN FROM THE U.K.

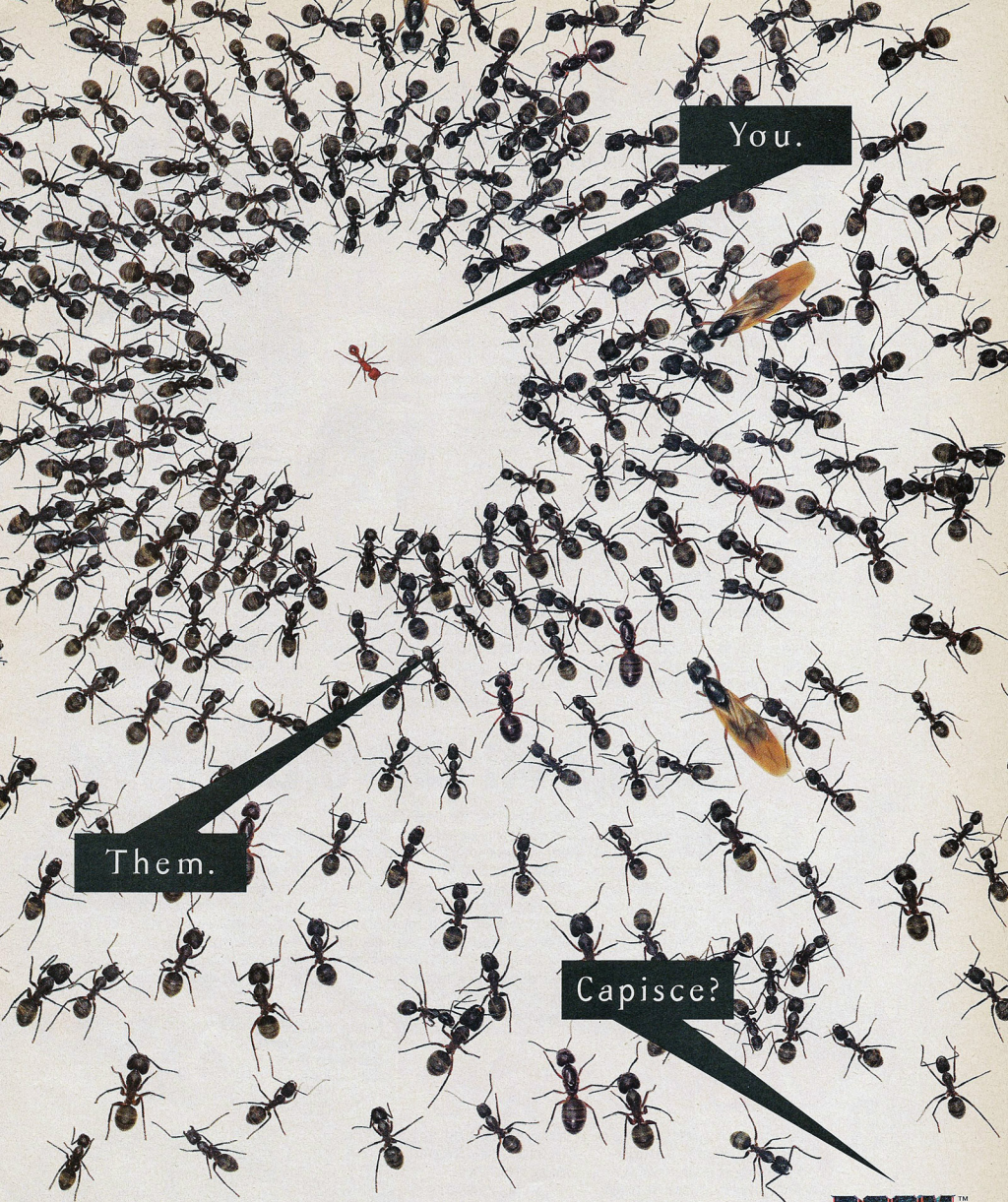
	GAME	SYSTEM	PUBLISHER
1	*Brian Lara Cricket*	Genesis	Code Master
2	*Theme Park*	Genesis	Electronic Arts
3	*FIFA Soccer '95*	Genesis	Electronic Arts
4	*PGA Tour Golf 3*	Genesis	Electronic Arts
5	*Super Bomberman 2*	Super NES	Nintendo
6	*Zelda — Link's Awakening*	Game Boy	Nintendo
7	*Street Racer*	Genesis	Ubi Soft
8	*Super Int'l Cricket*	Super NES	Nintendo
9	*Pete Sampras Tennis*	Genesis	Code Masters
10	*Super Mario Land 3*	Game Boy	Nintendo

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	*Yoshi's Island*	S. Famicom	Nintendo
2	*J League 3*	S. Famicom	Namco
3	*Dragon Ball Z*	PlayStation	Bandai
4	*Aquanaut's Holiday*	PlayStation	Artdink
5	*Riglord Saga*	Saturn	Sega
6	*Ace Combat*	PlayStation	Namco
7	*D*	Saturn	Acclaim
8	*Donkey Kong Land*	Game Boy	Nintendo
9	*Winning Eleven*	PlayStation	Konami
10	*Arc the Lad*	PlayStation	Sony CE

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Yer Own Darn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!



Doom. Super NES. 22 levels. All the original monsters and weapons. Plus the new FX2 chip. So strap on your ammo and start spitting lead because the only thing that sucks worse than the pay are the odds.

DOOM™

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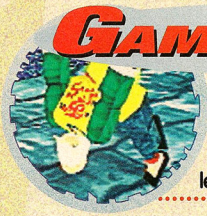
CHATTER

GAME GOSSIP



With more juicy bits than a steak dinner, our resident game monkeys serve up the best gossip in all the land. Pull up a chair and feast on this! And yes, you'd better leave plenty of room for dessert!!!

Next for Nintendo

EXCLUSIVE! Sources close to ***GAME PLAYERS*** are among the first to have played near-finished games on Ultra 64 development kits. They also say that the machine not only lives up to their expectations, but FAR EXCEEDS THEM. • While Ultra 64 development kits are now in the hot little hands of licensed developers, the games and the system are still probably almost a year away. The reason? Several eagerly anticipated Nintendo and third-party games are still in the queue for the 16-bit Super NES, including *Killer Instinct, Donkey Kong Country 2, Secret of Mana 2* and the *Super Mario* RPG. • The 64-bit Ultra 64 did, however, make an appearance at the recent Siggraph conference (a high-end graphics show for developers) in the NEC booth. NEC designed the Ultra ram-bus technology for the chip set and was quietly showing off the hardware. • Developers also indicate that the Ultra easily out-performs the Sony PlayStation and Sega Saturn, with processing power that puts high-end PCs to shame. Developers are a little less impressed by the system's texture cache (responsible for the size and detail of bitmapped graphics) and Ultra's sound capabilities. The texture cache problem should be handled with the Ultra's built-in Tri-Linear MIP, (which smoothes bit-mapped images with round edges, and realistic blur), but the Ultra's CD-quality sound processor, which one developer labeled 'an audio nightmare to program for', will still be limited. Currently games for the Ultra will not exceed 64-megs of memory due to production concerns at Nintendo, but expect compression technology similar to the type used to squeeze *Donkey Kong Country* onto a 32-bit cartridge, to maximize cartridge space. • Finally, the rumored 3.5-inch disc drive that will accompany the machine (and unveil at the Shoshinkai show in Japan this November) will retail for around $150. Developers warn that this peripheral will be 'essential for playing the really cool games'. Also expected to debut at Shoshinkai is the fabled Ultra 64 controller, which has both analog and digital controls, and a joystick.

The mighty U64 mother board, revealed! Is this the U64 controller...?

Still In Development

Remember that *Mario* RPG we told you about a few months back? If not, permit us to refresh your memory, the game called *Super Mario RPG* is being developed for Nintendo by SquareSoft and is about 80% done. The game utilizes the same programming techniques that were seen in *Donkey Kong Country*, with characters rendered using Advanced Computer Modeling and gameplay resembling the *Zelda* titles. At press time, the game is said to be close to completion, but supposedly Nintendo of America hasn't even seen the product. A source close to Square told ***Game Players*** that the game was 'amazing', and unlike anything they'd seen before. (For first screens of this hot new game, check out this month's Japanese Previews section!) • In other 16-bit news, *Donkey Kong Country 2* may not ship this Christmas after all. The rumored delay is due to the strong sales expected from *Yoshi's Island*, other Nintendo and third party titles. Also currently in the works at Ranch Mario is a Super NES console/*Killer Instinct* package that should be ready by Christmas.

Yoshi's Story

This game was originally scheduled to release last Christmas, but was delayed in favor of the incredible *Donkey Kong Country*. It was to be re-rendered by Rare to resemble *DKC*, but Nintendo of Japan nixed that idea because of a certain programmer's fondness for traditional videogame animation. Now, two and a half years after it was finished, *Yoshi's Island* prepares to sweep the *Mario*-hungry gamers away this Christmas. The game, produced by Mario's dad Shigeru Miyamoto, is an awesome side-scrolling *Mario*-like adventure that is a must-have for your Super NES collection. So make room under your Christmas tree for the little dragon.

A long time coming, *Yoshi's Island* won't disappoint *Mario*-starved fans.

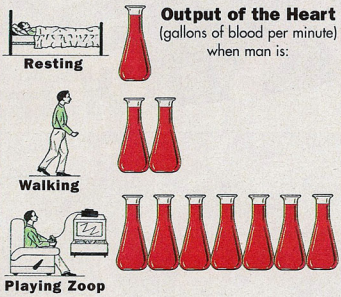
AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED

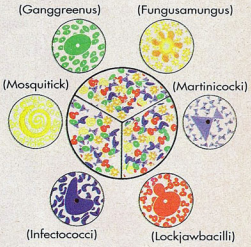
No one is immune

Output of the Heart

(gallons of blood per minute) when man is:



(*zoopx10*^{10})

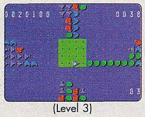


A healthy Iris

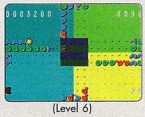
The same Iris *after* Zoop

The stages of Zoop

(what to look for)

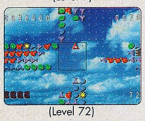


(Level 3)



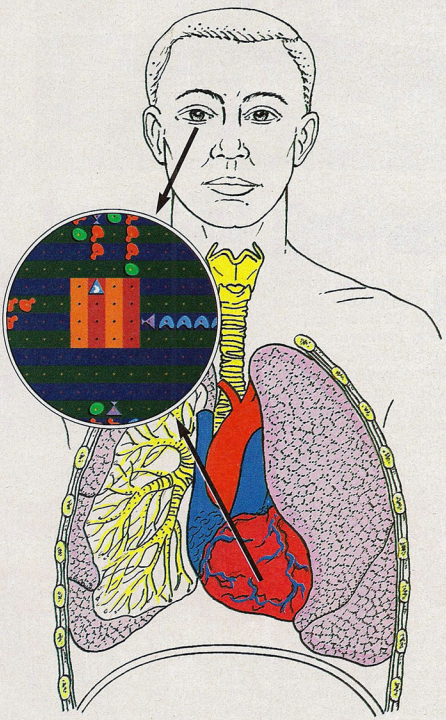
(Level 6)

(Level 9)



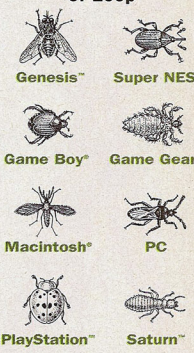
(Level 72)

(this pattern continues on, and sadly always leads to one's demise)

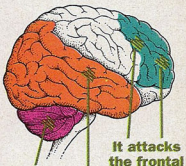


It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop



How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

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Dracula X

Castlevania

The Hunt Continues

KIDS TO ADULTS AGES 9+

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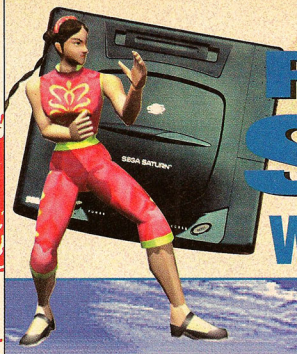
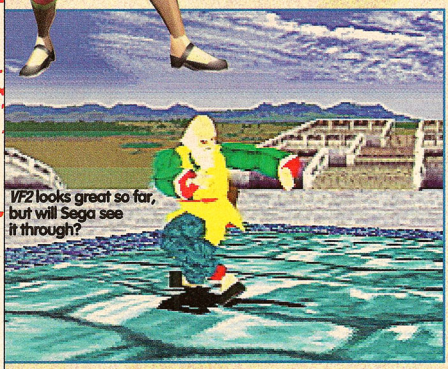


Problems On Saturn?

When *Virtua Fighter 2* comes to Saturn, it may lose some of those beautiful backgrounds. It seems that AM2, the famed R&D division at Sega of Japan, is being rushed to finish the product for the upcoming Christmas season and may have to cut some corners to make the December deadline. Although Sega officially claims the product is 'coming along fine', sources inside Sega tell ***Game Players*** that the conversion 'could go smoother if the product wasn't so rushed'.



VF2 looks great so far, but will Sega see it through?

Did you know?

Did you know a Super NES handheld has been lurking in the shadows at Nintendo for more than five years? Yep, that's right, the machine is designed and ready for manufacture. But don't get too excited, a Nintendo NES/Super NES adapter and NES hand-held are also lurking in the shadows, but both (and possibly all three) are unlikely to appear. I guess Nintendo just likes to have these things ready if the market calls for 'em.

Sega Sale!

Rumors continue to circulate about the sale or purchase of 3DO to rival Sega. Originally the rumor had Sega interested in the M2 technology, but now industry insiders claim Sega wants the whole ranch. A story that ran in the San Francisco Examiner earlier this year speculated that Sega would buy the M2 technology to compensate for it's under-powered Saturn. But the latest rumor places Matsushita, not Sega, as the interested buying party — and Matsushita is rumored to be contemplating buying Sega! Whatever happens, expect a pretty amazing announcement from Sega one way or the other in the next few months.

Miscellaneous Bits, Bytes and Bugs

Expect Neptune next year. Originally billed as a 32X/Genesis combo system, some insiders are hinting that the machine's potential may reach much, much farther... This 'next' game machine will be postponed in an effort to prepare for Ultra... • Sega's new handheld Genesis, the Nomad, will offer players handheld gaming through a 3 1/4" screen, but will also offer players a connector that will plug the machine directly into the TV. Cool. • The next Mario game, now scheduled for August of '96, will offer up a polygon-rendered plumber. The game is currently in development in Japan. • *Toshinden 2* will hit arcades before it hits home, and Playmates will bring *Toshinden* home to Saturn by the years-end. • Finally, expect some cool things from X-Band and Capcom. The two are rumored to be working out a 'packaged' deal. Finally, hats off to Sony for sponsoring the MTV music awards. • Alright, that's all! See ya!

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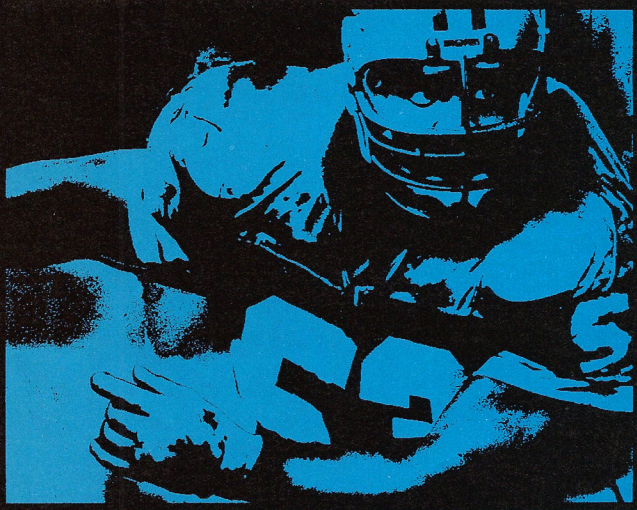

"NFL FULL CONTACT"

GAME TIME: NOV. 19

PlayStation™

RATING PENDING RP

www.wtinet.com/wti/konami.htm

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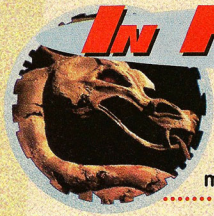
GOODIES

In Related News...



So now that 'In Related News' has become your one source for non-gaming information, we'll assume that you don't need an explanation of what we're doing here. This month you'll find out about buying video games on the net, great video game fanzines on the WWW, new animation and, of course, plenty of new music for you to check out.

Animadness

The Japanese anime industry continues to make a place for itself in the U.S. marketplace, with industry giants like Manga and Orion leading the way. This month we're announcing new titles from Manga and Orion that are sure to please.

Barefoot Gen and Mega Zone 23

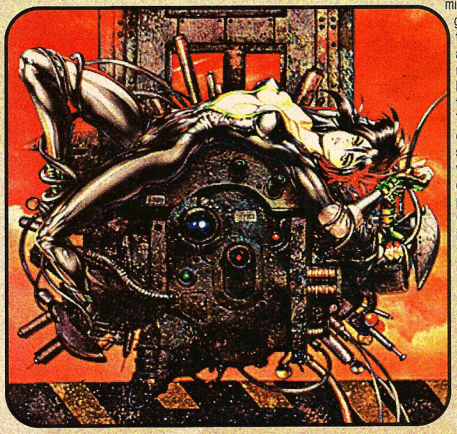
Barefoot Gen is the story of a six year-old boy spared from the destruction of the atomic bomb blast at Hiroshima during WWII. Billed as one of the most important animated films ever made, *Barefoot Gen* is well worth the investment.

Mega Zone 23 is the story of Tokyo resident, Shogo. When his friend is murdered he sets out to avenge his death and ends up caught in a web of corruption and danger.

New American releases from Orion, *Barefoot Gen* and *Mega Zone 23* are labeled not for kids which, of course, makes them both a must-have.

Manga announces Ghost in the Shell

Debuting at the 11th Tokyo International Fantastic Film Festival '95, *Ghost in the Shell* is Masamune Shirow's story of the ultimate future secret agent. Of course, the future secret agent has no body to speak of and, as you might have guessed, can travel freely about the information highways of the future. The comics series was just completed. Go check it out!



***Ghost in the Shell* is another in a series of first-class releases from industry giant Manga.**

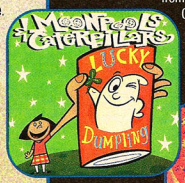
Pick Of the Month and then some

This month's pick of the month comes from a Pacific Northwest band by the name of Sweet Water. The CD is called *Superfriends* and the single, which you've probably already heard, is *Superstar*. If you haven't heard them yet, imagine a hard-edged pop band with alternative tendencies. OK, that was a lame description, but describing music is never easy. Trust me, you're gonna love it.

Sweet Water carries on the alternative rock tradition of other Generation X bands, such as Oasis (except they're not British).

Other Good Stuff

Other notables this month are new releases from Moonpools & Caterpillars, Dance Hall Crashers, Letters To Cleo and Weezer. Check them out!

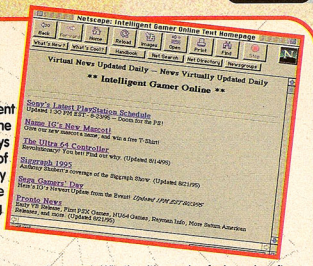


Moonpools & Caterpillars and Letters to Cleo are only a few of the new releases worth checking out this month.

Gaming Info On The Net

After last month's break, we figured you were probably ready for some cool new Internet info, so here it is. We've come across a couple of cool new sites that we think are worth looking into and wanted to pass them along. Remember, we're not the only ones who can find cool net sites, so if you find some that we haven't mentioned, let us know.

This month we thought we'd give you the scoop on a couple of gaming e-zines that we thought were pretty cool and, for the most part, pretty accurate in the info they're peddling. The first one is called Intelligent Game Online. This is arguably the most reliable unofficial game source on the net. With info on all the console systems and some PC info as well, Intelligent Gamer Online really covers it all. Check them out at http://igonline.escape.com/igonline.html



Intelligent Gamer Online is always chock full of reasonably reliable gaming information.

Another good e-zine that we've come across is called Video Gaming Information (don't judge it by the name). Whether it's gaming faq's you're after or the latest news on both hardware and software development, VGI has it all. There are also some great links to other games related pages here. Look them up at http://weber.u.washington.edu/~mosaic/vidgames.html

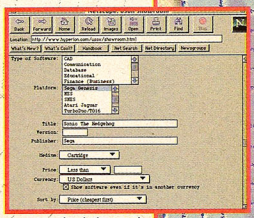
Buying Games On The Net

As a special supplement to this month's internet coverage, we thought we would also give you a heads-up on buying and selling games through the net. As the internet grows more and more in popularity every day, it becomes apparent that soon we will be able to do just about anything via computer and modem. Well, one great thing that we can already do that you may not have known about, is buy and sell video games.

At The Game Experience site you can get information on and then purchase all the latest software for all the console systems. This includes a heavy dose of import games that aren't even available in The States yet. You can find them at http://www.gamex.com

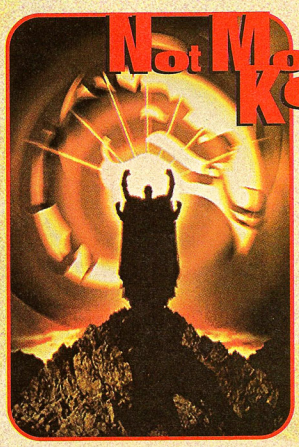
The Game Experience will undoubtedly keep you on top of the newest game releases both here and abroad.

If you wanted to sell some of your old video games or find some great bargains on used games, you might want to check out USoX. With an extensive library of used software, USoX offers games at prices that are tough to refuse. Check them out at http://www.hyperion.com/usox/index.html



If you're looking for a bargain on games, you might want to check the used software libraries of USoX.

Not More Mortal Kombat 2



Just when you thought you couldn't take any more *MK*, Sky Box decided you needed trading cards from the movie. Well, at least this way when you've finally mastered all the fatalities of the game, the special effects of the movie start to fade, the music of the soundtrack starts to get old and the live show has come and gone, you'll still have something to remember the year that was *Mortal Kombat!* And with Sky Box at the helm you know we can count on some quality images that will last for some time to come.

The dramatic images that made the *Mortal Kombat* movie a smashing success are now captured on a new set of trading cards from Sky Box.

Mortal Soundtrack

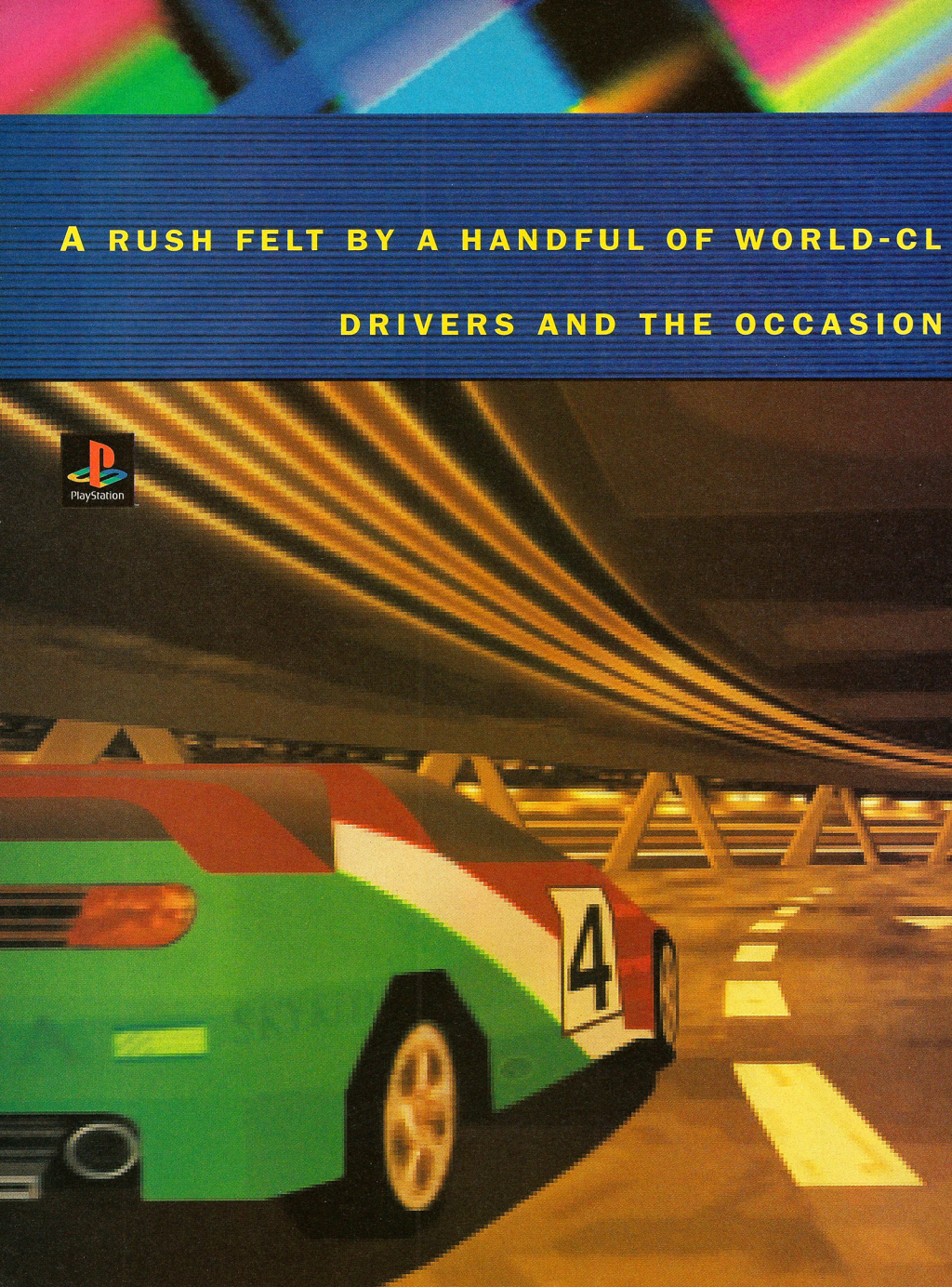
OK, you've definitely seen the movie by now, but have you heard the soundtrack? Well, if you were able to tear your attention away from the mind-blowing special effects long enough, you may have noticed the intense techno beat that sets the pace for the movie. The only way to truly enjoy these great tracks is to buy the album, bring it home, turn your stereo up to ten and let 'er blast.

Now you'll probably want to know where to get this masterpiece. Well, all we can tell you is that the album is available from TVT records and you should be able to find it at all your favorite record stores. *MORRRTAL KOMMMBAAAT!*

If you like techno with an occasional scream, you'll love the *Mortal Kombat* soundtrack.

A RUSH FELT BY A HANDFUL OF WORLD-CL

DRIVERS AND THE OCCASION



ASS

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Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation.™ Introducing *Namco's® Ridge Racer.®* Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.

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AGES 6+

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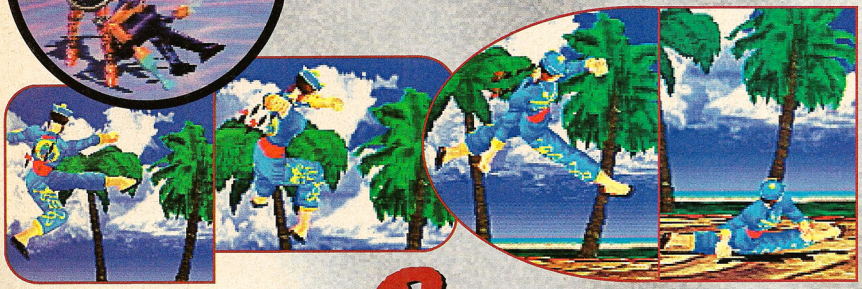
PREVIEWS

In Salem, Massachusetts, back in the 'good old days', people who claimed that they could see the future were usually tied to a stake and burned to a crisp. If that were true today, you sure as heck wouldn't be reading this section now!



The familiar characters move much faster than in the first *VF*. Just look at how smooth those beautiful texture maps are. Man, this is the one that you've just gotta get a Saturn to play!

VIRTUA FIGHTER 2

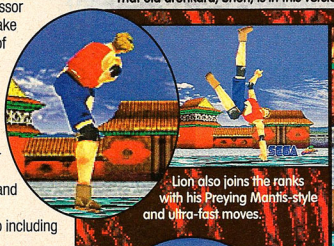
Sega for Saturn

That old drunkard, Shun, is in this version, and he easily has some of the best moves.

The second wave of Sega Saturn software is on the way, and leading the pack is *Virtua Fighter 2*. Even Sega admits that the first wave of Saturn software didn't come close to taking advantage of the technology. The way the multi-processor machine is set-up, developers have to find ways to make all of them communicate in order to get the most out of the machine. With *Virtua Fighter Remix* (reviewed this issue), Sega opened some eyes with the silky-smooth graphics and fast play. And now with *VF2*, Sega wants to show off the Saturn's technological abilities.

VF2 doubles *Virtua Fighter*'s speed of polygons, resolution and frame rate, while throwing in the seemless 3-D backgrounds of the arcade. All the moves of the arcade game are intact, a total of over 700. Shun and Lion, the two new characters in *VF2*, have also been included, with all their exceptional moves. Sega is also including a tournament mode to strengthen the replay value of the game.

The best part is that *VF2* is coming this Christmas! With what we've seen on *VF2*, this is going to be *the* game of the year. It's fast, it's beautiful, and it's chock-full of all the same great fighting moves of the arcade. Now, what about *Virtua Fighter 3?* Next issue...



Lion also joins the ranks with his Preying Mantis-style and ultra-fast moves.

Pai and Lau moving together at incredible speeds, and oh, so smooth.

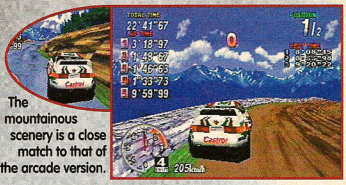
Gone are the glitchy backgrounds of *Daytona USA*.

SEGA RALLY

Sega for Saturn

When Sega released *Daytona* for the Saturn, there was a certain level of disappointment in the translation. Sure, the game played great, but there was just too much polygon pop-in to make this the believable driving simulation it was in the arcade. Eager to remedy this problem, Sega is getting set to release the arcade title *Sega Rally* for the Saturn and with what we've seen of this one, there will be precious little to complain about.

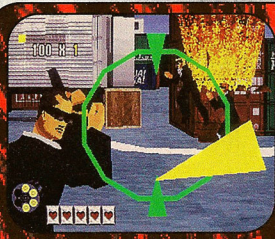
The detailed backgrounds of this off-road adventure would seem to be just as much a challenge as the backgrounds of *Daytona* and yet the Saturn seems to handle them with unquestionable ease. Whatever it is that Sega is figuring out in Saturn development, it's working. Look for this one to be a mega-hot release.



The mountainous scenery is a close match to that of the arcade version.

As with *Daytona*, there is a wide variety of perspectives to choose from.

All your favorite cars and tracks from the arcade will, of course, be available for the Saturn version.



The dazzling graphics are highly reminiscent of the arcade version.

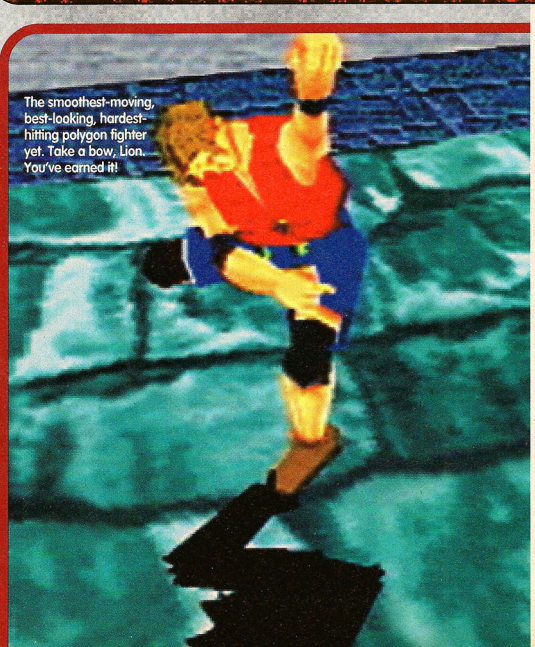
VIRTUA COP

Sega for Saturn

Continuing in the tradition of great arcade titles, *Virtua Cop* is one of the best shooting gallery style games ever to hit the arcades. Now, Sega has managed to harness the power of this arcade smash hit and bring home to the Saturn. Packaged with the Sega Phaser Arcade Gun, *Virtua Cop* for the Saturn is just like bringing the arcade hit home with you. With an unbelievable likeness to the arcade version, it is an absolute safe bet that if you liked the coin-op, you're going to love this one.

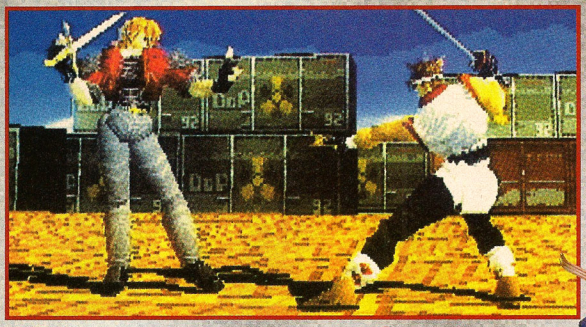
With the *VC* light-gun packed-in with this title, there's no excuse for leaving survivors.

Part of the challenge in *VC* is to avoid nailing the innocent by-standers. Yeah right.



The smoothest-moving, best-looking, hardest-hitting polygon fighter yet. Take a bow, Lion. You've earned it!

When you wake up in PRISON framed by some FAT UGLY Boy and the GROUND Ripples beneath your feet - you're not DRUNK or F*%@ED up on dRUGS -you're LOADED.



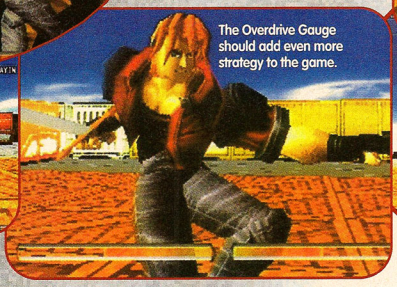
Gaia is back, but he's lost the heavy suit of armor to reveal his evil face.

Battle Arena Toshinden 2

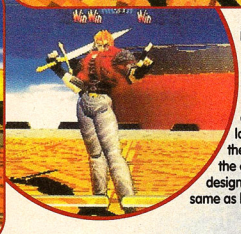
Fo's getting even older and wearing some kind of Santa's helper hat. He's still a nimble little guy, though.

You knew the sequel was coming. The first *Toshinden* has barely even hit the shelves here in the states and *Toshinden 2* is almost ready. New backgrounds, smoother polygons, two new characters and facelifts for the old crew make this the most hotly-anticipated title of the year.

Tracy, a female detective armed with a Chinese tonfa rod, and Chaos, an unknown sydicate assassin, are the two new characters. The gameplay looks to be the same except for the addition of the Overdrive Gauge at the bottom of the screen. The Overdrive Gauge works like the Rage Meter in *Samurai Shodown*, and should add even more strategy to *Toshinden 2*.



The Overdrive Gauge should add even more strategy to the game.



Eiji and Kayin are back, fighting on a new background, with a smoother look. Still, for the most part, the character designs look the same as before...

Toshinden

Sega for Saturn

If this isn't the best fighting game ever, it's really, really, really close. Although we haven't seen enough of the Saturn version to really make any judgements, we have been promised a slightly updated version of the game, including one new character. Today is truly a good day for Saturn owners.

This shot is from a very early stage in development. Keep your fingers crossed.

T-Mek

Time Warner for 32X

Bring the fun of the arcade home with this good-looking translation for the 32X.

Kinda like *Cyber Sled* - on steroids, *T-Mek* offers a lot of bang for the buck.

High Velocity

Atlus for Saturn

In the tradition of *Daytona* and *Ridge Racer*, this realistic racer will hopefully pack enough high-speed punch to keep the 32-bit racing genre moving on the right track. From what we've seen, this one seems to deal well with the graphical problems of *Daytona*. Keep your fingers crossed.

Here you go, race fans: another chance to use that Sega Saturn steering wheel.

Deathkeep

SSI for 3DO

OK, so here's yet another *Doom*-like game, but before you get all bored on me and skip to the code section, you should know a few things. Number one, this isn't just a *Doom* clone, it's a semi-sequel to SSI's *Slayer*, which makes it an AD&D RPG that just happens to use a first-person perspective. So that's pretty cool.

Second, and probably most important, of all the *Doom* engines we've seen, this one simply FLIES. I mean it's fast, fast, fast, and it looks really incredible. The texture maps are among the best we've seen for 3DO, hell, for any system. The walls practically sparkle.

The two levels available at press time were nothing short of amazing, and we want more, NOW. Stay tuned.

Elves and dwarves in a first-person setting was a good idea with *Slayer*, and this follow up promises to be even better. Hey guys, bring it on.

Of all the games we've seen that use a *Doom*-type engine, *Deathkeep* looks the best. I mean, just LOOK at it!

Criticom

Vic Tokai for Saturn

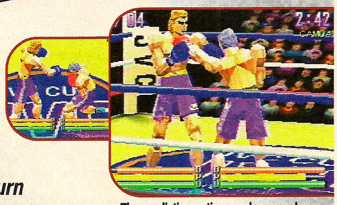
With characters like these and all the cool moves we've been promised, there is plenty of reason to be excited over *Criticom*.

There is little doubt which popular 3-D fighter this game is modeled after. (In case you couldn't guess — it's *Toshinden*, but keep it under your hat). That doesn't mean it still can't be great. We've got high hopes for this one — hopefully we've all got another great fighter in our future. It definitely looks great so far.

This *Toshinden*-like fighter is definitely on its way to being something special.

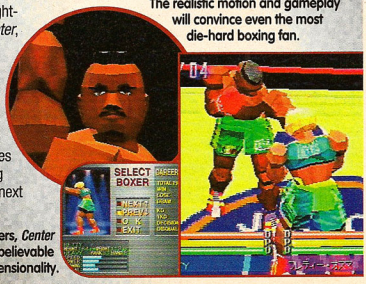
Center Ring Boxing

JVC for Saturn



From the likes of 3-D fighters such as *Virtua Fighter*, *Tekken* and *Toshinden*, comes the inspiration for *Center Ring Boxing*. With what we've seen of this one, JVC may just have a hit on its hands. With polygon fighters, training features and plenty of intense boxing action, this is definitely the next step in boxing games.

The realistic motion and gameplay will convince even the most die-hard boxing fan.



By using polygonal characters, *Center Ring Boxing* creates a believable feeling of 3-dimensionality.

Don't Get Mad, Get Loaded™

WING ARMS

Sega for Saturn

As the Sega Saturn library continues to grow, it should come as no surprise that all the familiar genres are represented. Air combat games have proved their viability throughout the years and with what we've seen of *Wing Arms*, there is little doubt that the genre itself is about to jump to the next level. Featuring gorgeous graphics, seven different pilots and seven different planes (that's right; planes, not jets), 360 degree free-flight, three different views and eight different missions, this game stands to set the standard for the next generation.

The tone of the game is set in the opening sequence.

The dogfight is an essential and exciting part of *Wing Arms*.

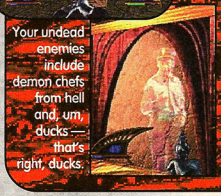
The ground targets pack their own form of firepower.

KILLING TIME

Studio 3DO for 3DO

Imagine you're trapped in a big scary house full of ghosts and zombies who have been kicking around in there since the 1920's. The place is haunted because the previous inhabitant was screwing around with an ancient Egyptian water clock and froze everyone in time. Now imagine someone's given you a couple of big guns and told you to solve the mystery. Hmm, this could be a real good time.

A curious mixture of *Doom* and *7th Guest*, *Killing Time* uses all digitized characters and sets them in a texture-mapped house. Most of the game seems to be spent blasting the zombified critters inside, but there's a storyline and a mystery to solve amid all the carnage. Available soon, so you can feast your eyes on all the gooey death animations.



Your undead enemies include demon chefs from hell and, um, ducks — that's right, ducks.

However, all is not just blind action. There's a mystery with a terrible secret to solve, and a metric ton of puzzle areas. Cool.

BLADE FORCE

Studio 3DO for 3DO

Since June, when we originally previewed it, this game has undergone a mild facelift — your on-screen character has been cropped at waist level to allow a better view of the action, a better system of power ups, and a clearer set of on screen displays. It also flies better than ever, and it flew great to start with.

As an urban equalizer, you've taken it upon yourself to fly into the domains of seven of Megagrid City's worst crime lords and blow the living hell out of everything you see. Completely texture-mapped and rendered in real time, this uses a technique the designers call the 'bungee-cam' to follow the action, with a full 360° range of motion, so you can fly anywhere, any time. It's fast, smooth, and guaranteed to give you air sickness. Sounds good to us.

Yee-ha! Action! Fly around and blow stuff up, huh? Sometimes life is good!

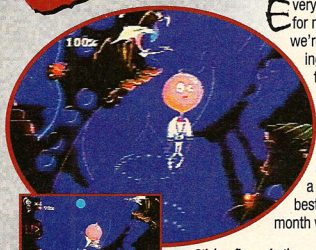
Each of the game's seven levels is divided into four areas, and although you can avoid all the minions and go right for the boss, you might want to think about taking out power and communications before attacking him (or her) — it makes things a little easier, you know?

EARTHWORM JIM 2

Playmates For Genesis

Everyone's favorite bait, Earthworm Jim, is back for more slimy gaming in *Earthworm Jim 2*. If we're lucky, they'll bring back that old lady eating the worms for the TV ad. You know what to expect — good innovative action, with a sense of humor. It's still a side-scroller, but not many sides-scrollers are put together the way EJ is.

New powers, like inflating his head, are sure to keep this game interesting. It's a sequel, but it's still going to be one of the best 16-bit games around this Christmas. Next month we'll dissect *EJ2* in a full review.



Stick a finger in the mouth and blow. If you're a worm, it apparently makes you float. (Please don't try this at home).

From carrying cows to catching puppies, *EWJ 2* is certain to be just as unique as the first.

IN THE WORKS

Here's our new monthly list of games from the far-flung future. Keep in mind that details are sketchy on some of these games, so keep your eyes on this page for further developements.

Company • Title • System • Date

The 3DO Company • BattleSport • 3DO • Q4
The 3DO Company • Captain Quasar • 3DO • Q4
The 3DO Company • Killing Time • 3DO • Q3-Q4
The 3DO Company • Phoenix 3 • 3DO • Q4
The 3DO Company • Planet Strike • 3DO • Q4
47 Tek • Team 47 Go-Man • PS • Nov
Absolute • P & T's Smoke & Mirrors • 3DO • Q4
Absolute • Battletech • SAT • '96
Acclaim • Batman Forever • PS/SNES/GN/GB • ?
Acclaim • Robotica • SAT • ?
Acclaim • The Crow: City of Angels • • ?
Acclaim • Spawn • SNES • ?
Acclaim • Myst • SAT • ?
Acclaim • 'Big Hurt' B-ball • PS/SNES/GB • ?
Acclaim • Mortal Kombat II • PS • ?
Acclaim • Turok: Dinosaur Hunter • U64 • ?
Acclaim • Cutthroat Island • SNES/GB • ?
Acclaim • George Foreman • SNES/GB • ?
Acclaim • Judge Dredd • SNES/GB • ?
Acclaim • Justice League • SNES • ?
Acclaim • Maximum Carnage 2 • SNES • ?
Acclaim • Revolution X • PS/SNES • Oct
Acclaim • WWF Arcade • SNES • ?
Acclaim • Alien Trilogy • PS/? • Oct
Accolade • Hardball '95 • PS • ?
Activision • Shanghai: • PS/SAT • Q3 - Q4
Atari • Brett Hull Hockey • JAG/JAG CD • Nov
Atari • Commando • JAG CD • Nov
Atari • Dactyl Joust • JAG CD • Nov
Atari • Formula Racing • JAG CD • Nov
Atari • Highlander III • JAG CD • Nov
Atari • Varuna's Forces • JAG CD • Nov
Atari • Black ICE/White Noise • JAG CD • Dec
Atari • Deathwatch • JAG • Dec
Atari • Magic Carpet • JAG CD • Dec
Atari • NBA Jam Tournament Edition • ? • Dec
Atari • Dune Racer • JAG CD • Jan '96
Atari • Iron Soldier II • JAG CD • Jan '96
Atari • Alien vs Predator • JAG CD • Feb '96
Atari • Mind-Ripper • JAG CD • Feb '96
Atari • Batman Forever • JAG CD • Apr '96
Atari • 'Big Hurt Baseball' • ? • Apr '96
Atari • Ironman/Exoman • ? • Apr '96
Atari • Mortal Kombat 3 • ? • Apr '96
Atari • Dante • JAG CD • Jun '96
Atlus • Jack Bros. • VB • Sept
BMG • 'Boss-game' • PS/SAT • Q1 - Q2 '96
BMG • 'DMA game' • PS/SAT • Q2 '96 - Q3 '96
BMG • Ruins • PS/SAT • Q1 '96 -Q2 '96
Capcom • Darkstalkers • PS • ?
Capcom • Night Warriors • SAT • Dec
Capcom • X-Men • SAT/PS • Q4 '96
Capcom • Fox Hunt • PS/SAT • ?
Capcom • SF Legends • PS/SAT • Q1 - Q2 '96
Capcom • Incredible Toons • PS/SAT • Q1 '96
Capcom • Bio Hazard • PS • Q1 '96
Capcom • SF: The Movie • PS/SAT/3DO • Q1 '96
Capcom • D&D Tower Of Doom • PS/SAT • Q4
Crystal Dynamics • GEX • PS • Q1
Crystal Dynamics • Legacy of Kain • PS • Q4
Crystal Dynamics • Blazing Dragons • PS • Dec
Crystal Dynamics • Solar Eclipse • PS • Q3-Q4
Crystal Dynamics • 3D Baseball • PS • Dec
Crystal Dynamics • Basketball '95 • PS • Q1
Crystal Dynamics • Dragons of the Square Table
Crystal Dynamics • The Horde • SAT • Q3-Q4
Data East • Defcon 5 • PS/SAT • ?
Data East • Minnesota Fats • PS/SAT/GEN • ?
Data East • Dark Legend • PS/SAT • ?
Digital Pictures • Prizefighter • SAT • Nov
Digital Pictures • Max. Surge • SAT • Nov
Digital Pictures • Max. Surge • 3DO • Jan '96
Digital Pictures • Double Switch • SAT • Nov
Digital Pictures • QB Attack • SAT/3DO • Oct
EA • Magic Carpet • PS • ?
EA • Syndicate Wars • PS • ?
EA • Shredfest • PS • Q4/Q1 '96
EA • Viewpoint • PS • Oct
EA • Reboot • PS • ?
EA • FIFA Soccer '96 • PS • Oct
EA • Road Rash • PS • Q3 - Q4
EA • Shock Wave • PS • Oct
EA • Shock Wave 2 • 3DO/PS • Q4
EA • Psychic Detective • 3DO/PS • Q4
EA • Madden '96 • PS • Oct
EA • High Octane • PS • Oct
Gametek • Robotech Academy • U64 • ?
Hudson Soft • Super Bomberman 3 • SNES • ?
Interplay • Descent • PS • Q4
Interplay • Cyberia • PS/SAT/3DO • Q4
Interplay • Waterworld • PS/3DO • Q4
Interplay • Casper • 32X/SAT/3DO/PS • Q4
Interplay • Loaded • PS/SAT • ?
Interplay • VR Baseball '96 • PS/SAT • ?
Interplay • Clayfighter 3 • M2 • ?
Interplay • Star Trek: Starfleet Acad. • 32X • Q4
Interplay • Kingdom: The Far Reaches • 3DO • ?
Interplay • Blackthorne • 32X • Q4
Interplay • Alone In The Dark • 32X/SAT • Q4
Interplay • C2: Judgement Clay • 3DO • Q4
Interplay • Casper • 3DO • Q4
JVC • Split Realities • SAT/PS • ?
JVC • Varuna's Forces • SAT/3DO • Q4
JVC • Emmit Smith Football • SNES • Q4
JVC • Center Ring Boxing • SAT • Q4
JVC • Screaming Wheels • PS/SAT • Q4
JVC • Deadly Skies • 3DO/SAT • Q4
Koei • PTO II • SNES/SAT/PS • Dec/Q2 '96
Konami • 'MLBPA Baseball' • PS • ?
Konami • 'NBA Basketball' • PS • ?
Konami • 'NFL Football' • PS • ?
Konami • 'Golf' • PS • ?
Konami • Project Overkill • PS • ?
LucasArts • Ballblazer • PS • ?
Mindscape • V MAX • PS • ?
Mindscape • The Raven Project • PS • ?
Mindscape • The Warhammer • PS • ?
Mindscape • Harbinger • PS • ?
Mindscape • Cyber Speed • PS • ?
Mindscape • Monster Dunk • U64 • ?
Namco • Tekken 2 • PS • ?
Namco • Starblade Alpha • PS • Q4
Namco • Rave Racer • PS • ?
Namco • Cyber Cycles • PS • ?
Namco • '3D Swordfighting Game' • PS • '96
Nintendo • K. Griffey • SNES/U64 • Q2/Q4 '96
Nintendo • Killer Instinct • U64 • ?
Nintendo • Cruisn' USA • U64 • ?
Nintendo • Goldeneye • SNES/U64 • ?/?
Nintendo • DKC 2: Diddy's Quest • SNES • ?
Nintendo • Asteroids/Missile Command • GB • ?
Nintendo • Verticle Force • VB • ?
Nintendo • Panic Bomber • VB • ?
Nintendo • 'Angel Studios' game' • U64 • ?
Nintendo • 'DMA Design's game' • U64 • ?
Nintendo • 'Paradigm's game' • U64 • ?
Nintendo • 'Software Creations' game' • U64 • ?
Nintendo • Star Fox 2 • SNES • ?
Panasonic Software • Cyberdillo • 3DO • Q4
Playmates • Earthworm Jim 2 • SNES/GEN • Oct
Playmates • Skeleton Warriors • SAT/PS • Dec
Playmates • WildC.A.T.S. • SNES • Nov
Psygnosis • Myst • PS • Q4
Psygnosis • G.Police • PS • Dec
Psygnosis • PowerSports Soccer • PS • Q1 '96
Psygnosis • Parasite • PS • Q1 '96
ReadySoft • Brain Dead 13 • • ?
Sega • Virtua Fighter • 32X • Aug
Sega • Virtua Fighter 2 • SAT • Nov
Sega • Ghen War • SAT • ?
Sega • Sega Rally • SAT • ?
Sega • Black Fire • SAT • ?
Sega • Prime Time NFL • SAT/32X/GEN • Q4
Sega • Power Rangers: Movie • GEN • Q3 - Q4
Sega • VR Troopers • GEN/GG • Q3 - Q4/Q4
Sega • Nightmare Circus • GEN • Q3 - Q4
Sega • NBA Action '96 • SAT/32X/GEN • Q4
Sega • X-Men: Mojo World • GG • Q4
Sega • World Series Baseball '95 • SAT/32X • ?
Sega • Chicago Syndicate • GG • Q3 - Q4
Sega • NHL All-Star Hockey • SAT • ?
Sega • Virtua Fighter Remix • SAT • ?
Sega • Virtua Cop • SAT • ?
Sega • Congo • SAT • ?
Sega • Free Runner • SAT • ?
Sega • Spider-Man: Web of Fire • 32X • Q3 - Q4
Sega • X-Men • 32X • Q3 - Q4
Sega • 32 Xtreme • 32X • Q3 - Q4
Sega • Virtua Hamster • 32X • Q3 - Q4
Sega • Vectorman • GEN • Q3 - Q4
Sega • Kolibri • 32X • Q3 - Q4
Sega • X-Perts • GEN • Q3 - Q4
Sega • Garfield • GEN/GG • Q3 - Q4
Sierra On-Line • Red Baron • U64 • ?
Sony CE • Razor Wing • PS • ?
Sony CE • 'Kileak 2' • PS • '96
Sony Imagesoft • Johnny Mnemonic • PS • Q4
Sony Imagesoft • Virus • PS • Q1 '96
Sony Imagesoft • NFL Gameday • PS • Oct - Nov
Sony Imagesoft • NHL Face-Off • PS • ?
Sony Imagesoft • 'basketball' • PS • ?
Sony Imagesoft • 'fighting game' • PS • ?
Spectrum Holobyte • Top Gun • U64 • ?
Time Warner • Primal Rage • SAT/PS/32X • Nov
Time Warner • Primal Rage • JAG CD/3DO • Nov
U.S. Gold • BC Racers • 32X • ?
U.S. Gold • Skeleton Krew • GEN • ?
U.S. Gold • Indiana Jones' Adventures • GEN • ?
U.S. Gold • Head-On Soccer • GEN/SNES • ?
U.S. Gold • Virtual Golf • 32X • ?
U.S. Gold • Soulstar • 32X • ?
Viacom New Media • Zoop • PS • Q4
Viacom New Media • Aeon Flux • PS • Q2 '96
Vic Tokai • Shinobi: Legions • SAT •
Vic Tokai • Criticom • PS •
Virgin • Agile Warrior: F-111X • PS • Q4
Virgin • Converse Hoops • PS/SAT/32X • Q4
Virgin • Converse Hoops • SNES/GEN • Q4
Virgin • 11th Hour • 3DO/PS/SAT • Q3/Q4/Q4
Virgin • '3D action game' • U64 • ?
Virgin I• Heart of Darkness • ? • ?
Williams Ent. • Ultra Doom • U64 • ?
Williams Ent. • MK 3 • SNES/GEN/U64 • ?

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JAPANESE PREVIEWS

SUPER MARIO RPG

Mario is finally returning to the Super Famicom (and we're certain he'll be coming to Super NES as well) — this time in an RPG. For *Mario* fans (and there are many), this has to be the biggest news in years. The plumber has gotten a full-rendered look to go along with his trademark overalls and mustache. Using the same technology as *Donkey Kong Country*, Nintendo and developer Square Soft have managed to push even more limits with the Super Famicom.

Mario getting rendered — a beautiful thing to see.

The gameplay is going to be a mixture of *Mario* games and *Zelda*, as Mario travels around a vast world from a 3/4 perspective. Many of the old bad guys have gotten a rendering as well, but one thing is certain to stay the same — this game is going to be fun. We've been waiting so long for another Mario game that this doesn't even seem real, but it's true! Mario is back! And from what we've seen, Nintendo is going to make the wait well worth it.

Mario travels through lush green lands, jumping on heads, all in 3-D.

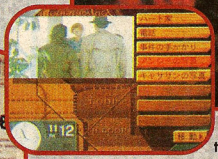
Mario and The Beanstalk — the lesser-known but more politically correct fairy tail.

That Was Then, This is Now!

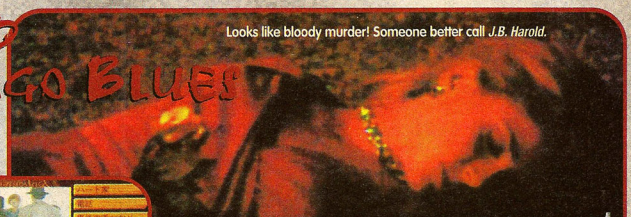
Many familiar things get a new look for Super Mario RPG.

J.B. Harold Blue Chicago Blues

The Saturn plays host to this FMV detective game. And while FMV usually translates into crap, a detective game is probably the best way to utilize FMV. After some translation this may have a shot at making it to the U.S.



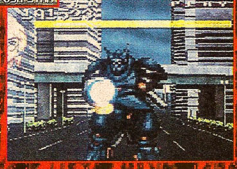
Looks like some clues to solve a horrible crime, but they're in the wrong language — aargh!



Looks like bloody murder! Someone better call *J.B. Harold.*

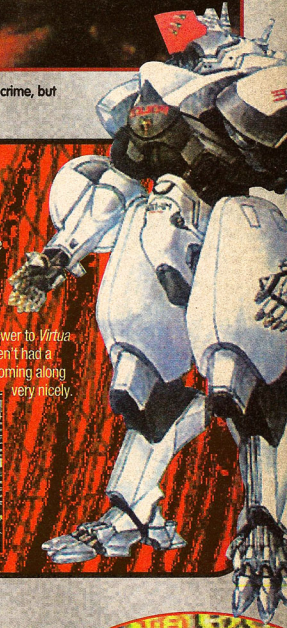
Horned Owl

Don't fear, there's finally a light gun game coming for the PlayStation. Konami (makers of *Lethal Enforcers*) are putting out a light gun and this game in Japan, and if all holds true to form, the U.S. as well. It's a mech combat game with a light gun, and the PlayStation's answer to *Virtua Cop*. Can it compare? We haven't had a chance to play it yet, but it's coming along very nicely.



Cruising through the city streets and blasting robots — yeehaw! Big fun!

Hey wait, they're firing back! That ain't fair.



Winning Eleven

Konami's first PlayStation sports game (we're not counting the 'little-fat-guy' baseball game) is unbelievably good. We've actually had a chance to play the Japanese version of this game, and it is awesome. The play is good, the control is good, and it looks awesome. It'll be coming to America as *Goal Storm*, and it gives us hope for the rest of Konami's sports games.

The faceless soccer players may look a little funky at first, but once you start playing you forget they don't have any eyes.

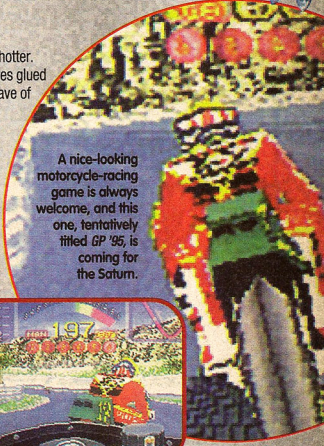
Everything from the number on the jerseys, to the subtleties of uniform design make *Winning Eleven* a real looker.

Throw in some sweet gameplay and Konami has a winner on its hands.

Coming Soon

The next round of PlayStation games are looking even hotter. Just check out these beautiful graphics! Keep your eyes glued to these pages for more information on the newest wave of next-gen gaming action!

This blood-spilling *Ectstatica*-type game from Capcom of Japan looks awesome for the PlayStation.



A nice-looking motorcycle-racing game is always welcome, and this one, tentatively titled *GP '95*, is coming for the Saturn.

KIDS TO ADULTS
AGES 6+
PlayStation
PC CD ROM
"It's the most impressive PlayStation game yet"
Next Generation
"A carnage-filled crunch fest" Die Hard Game Fan
"The most realistic crashes we've ever seen"
Game Players
"This is stock car racing on steroids"
Electronic Gaming Monthly

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NYR
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If we had five bucks for every game we've reviewed in this issue, we'd definitely have something to be thankful for. And we wouldn't have to wrap our feet in old cardboard to keep warm... we could afford new cardboard!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO If Thanksgiving turkeys had more of this stuff, they probably wouldn't be losing their heads all the time! Now you won't, either!

REVIEWER With this guy's appetite, if the turkeys didn't lose their heads on Thanksgiving, some other species would... weasels, maybe!

OPINION However, it is our opinion that we'd really much rather have turkey than weasel... so you can trust our opinions!

The Rocket Science:

Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:	Weighted by a factor of two.
Music & Sound FX:	Weighted by a factor of one.
Innovation:	Weighted by a factor of one.
Gameplay:	Weighted by a factor of eight.
Replay Value:	Weighted by a factor of six.

SCORE But if all we can score on Thanksgiving is weasel, then shut up and pass me a leg, OK?

100% Flawless 90% Excellent 75% Very Good
60% Good 50% So-So 30% Total Crap!!!

PLAYSTATION

KIDS TO ADULTS AGES 4+

GENRE / racing
PLAYERS / 1 or 2 with multi-link
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / $55.95

GAME PLAYERS ULTIMATE

We thought *Mike Salmon* was kidding when he said he would play this game until he died. That was five days ago. He's still breathing, but the stench is getting really bad!

WipEout

This is the single best racing game for the home that I have ever played, period! It's not just the awe-inspiring graphics or even the pulsing soundtrack that makes this game great. It's not even the seven amazing tracks, the eight different vehicles, the astounding jumps, and the staggering competition. What makes *WipEout* such a prodigious game is the combination of every element into one very smooth game.

WipEout is set in the future where you are able to control a futuristic hover-craft and frantically race against seven others. All along the course there are X's where you can pick up a weapon or turbo boost to use in the race. There are mines which can be left behind for your pursuers, and rockets and guided missiles which stall the craft in front of you. The shockwave knocks out the other craft's steering, giving you a chance to pass. The super turbo boost sends your craft throttling along at unbelievable speeds. Unfortunately for you, all of the competitors get the same weapons and they know just how to use them. The weapons system has been done to perfection, so that most of the game is racing, but an occasional blast can be the difference between first and second.

Also spread along each track are turbo and double turbo boosts that must be mastered in order to win. You have to take each corner in precisely the right way to catch the turbo boosts in order to keep your speed high. You also have to concern yourself with hills and jumps, using the angle of the craft to take each one at maximum speed. What this makes for is some of the deepest strategy and fastest action ever found in a racing game.

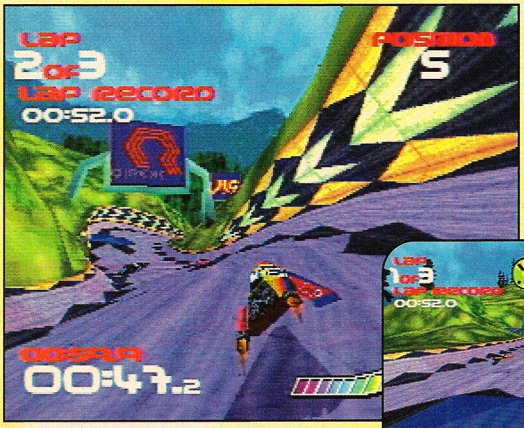
But Psygnosis didn't stop there. It threw in a Championship Mode that gives you a

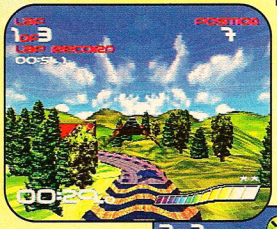
THE TRACKS

More variation than Lollapalooza

Altima VII

Big jumps and giant hills are the signature of this first track.



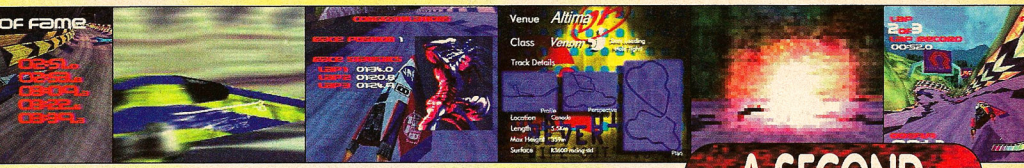


Karbonis V

Rolling hills are the backdrop for this curvy but relatively flat track.

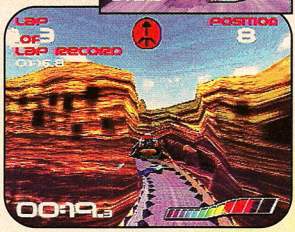
Terramax

A couple of super jumps make this track a bit interesting.



Horodera

The prettiest track of the lot features some ultra cool tunnels and some tricky turns.



chance to beat each track twice against two different classes of racers. The Championship Mode adds replay value to the game, which both *Daytona* and *Ridge Racer* neglected. Wait, there's more! If you have a friend who owns a PlayStation and *WipEout*, you can link two PlayStations together and have your own arcade link-up!

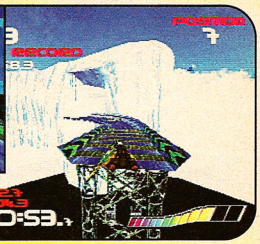
From start to finish, *WipEout* is a complete joy. The only problem with this game is that you'll play it so much and so intensely that you may never blink again! I know I don't. **GP**

A SECOND OPINION

If *WipEout* is so darn good, then why is it I'm not playing it right now? OK, the truth is that I'm waiting in line to play it, and just as soon as I finish playing, I'll probably get back in line to play again. This game alone is reason enough to buy a PlayStation. If you don't agree, then there is every possibility that your insanity is scientifically documentable and you should seek immediate psychiatric help. I certainly hope that I've made my point. This game is awesome on every level — including the 'Hey Mom, I told you it was worth $60' level. Get it! — *Patrick*

Arridos IV

This track set in the desert features some big jumps and a couple of splits.



Silverstream

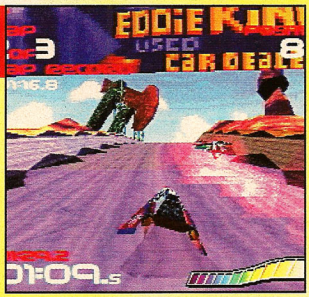
This ice track is easily the toughest, with deadly sharp turns and loads of hills.

THEY'RE OFF

Racing like you've never experienced

The in-craft view gives you the best feeling of speed and a good view as you shoot down the competition.

The behind view is the best way to keep your craft hitting all the turbos.



Racing neck and neck with another racer is just about the pinnacle of this game.

A choice of eight different crafts adds to the variety that makes *WipEout* so great.

GRAPHICS 10

- Everything from the ships to the tracks to tunnels is awe-inspiring.
- The small amount of draw-in is hardly noticeable at all.

MUSIC & SOUND FX 10

- Original rave soundtrack is perfect for this futuristic racing game.
- Every sound effect needed is there and done to near-perfection.

INNOVATION 9

- The totally unique sled design and link-up feature are sweet.
- Design Republic's logo work gives the game a total futuristic feel.

GAMEPLAY 10

- Incredible speed, timely battle, and strategy make this the best racing game.
- Jumps, turbo boosts, mines, rockets — I could go on and on.

REPLAY VALUE 9

- Incredibly tough tracks and opponents make it tough to win both leagues.
- Link-up feature is incredible, but you need two of everything.

96% OVERALL GP RATING

IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS

POWERED BY namco

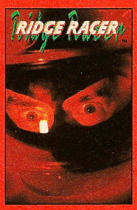
Tekken. More brutality for your buck.

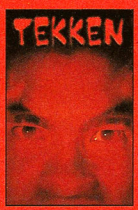
You're looking at the fastest racing game in history. Ridge Racer.

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

TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.





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

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PlayStation

SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / T*HQ
DEVELOPER / Black Pearl
AVAILABLE / now
PRICE / $69.99

THE MASK

Everyone wanted to review this game, but when *Patrick Baggatta* pulled 500 machine guns out of his back pocket, we all agreed — it was his baby!

You saw the movie and suffered through the merchandising but now, as a kind of reward, you actually get to play a good video game. That's right, we know you're wary of movie-licensed titles and well you should be, but this one actually manages to break some important boundaries. Perhaps the most important step taken with *The Mask* is that it's not a traditional side-scrolling action game. That's not to say that there aren't some traditional elements here, but for the most part this one is pretty original.

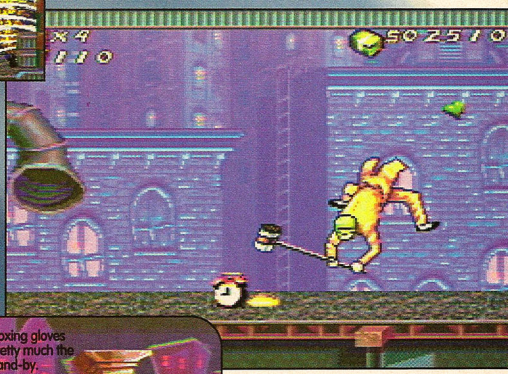
The success of *The Mask* begins with the excellent graphics, sound and gameplay. The strength of these elements put this game in a select group even if there is nothing exceptional about the game's concept. From there, however, the developers have actually managed to add a certain flare with features such as a variety of special attacks, genuinely funny characters and plenty of hidden stuff to stumble acro... I mean, uncover with your vast intellect.

The point is, this game isn't the messiah of video games, but it may be just enough fun to keep yourself entertained until the next Jerry Lewis, uh, I mean *Jim Carrey*, movie. **GP**

The tornado attack is useful for a quick getaway or catching someone in a corner.

Is That A Mallet In Your Pocket?

One of the best features of *The Mask* is the variety of weapons held within that big yellow overcoat.



The mallet is the only way to bust through the weak spots in the floor or take out those pesky clocks.

The infamous ton o' guns is the ultimate attack.

The boxing gloves are pretty much the old stand-by.

The maze-like set up of each level is just challenging enough to be fun.

The animation is ultra-smooth and extremely reminiscent of the movie.

9 GRAPHICS

- The animation is really excellent.
- The cartoony graphics create a nice feel.

8 MUSIC & SOUND FX

- The background music matches the game play.
- The sound effects are very solid.

7 INNOVATION

- There are some inventive little twists hidden here and there.
- There are some familiar elements, however.

9 GAMEPLAY

- The controls are dead-on accurate.
- The game speed ranges from just right to lightning fast.

7 REPLAY VALUE

- The levels are big ,with lots to explore.
- The mazes can be frustating, at times.

82%

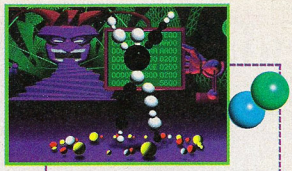
OVERALL GP RATING

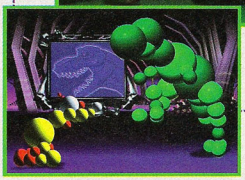
Stuff they made us say: Ballz is a trademark of PF. Magic. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

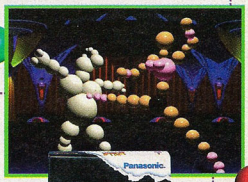
"ONE BALLZY MOVE AND

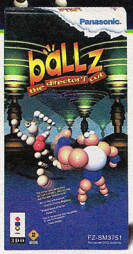
SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3DO Zone™, Tony "Two-House", IL









TEEN T AGES 13+

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3DO

ballz The Director's Cut

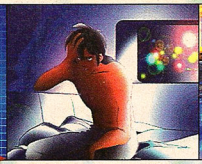
"OK, I was desperate. On my kneez. Beggin' and pleadin' for mercy. Hey, I'm no wuss, but that neanderthal Kronk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the grovelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You get it all. I'm outta' here. Peace."

Panasonic Software Company

SATURN

KIDS TO ADULTS AGES 6+

GENRE / racing
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory cartridge
PUBLISHER / Sega
DEVELOPER / InVision
AVAILABLE / now
PRICE / $69.99



At first they all thought *Patrick Baggatta* looked a little strange, but then they realized he just had a mild touch of late draw-in.

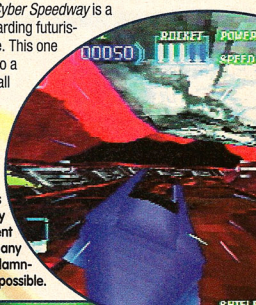
CYBER speedway

Combine hovercrafts, brutally-twisting tracks and, of course, a little heavy artillery and you have a good working picture of *Cyber Speedway*. This is the next logical step in racing games. No more are we to be concerned with conventional tires and tracks made of asphalt. Now, we race on a cushion of air in a world made of ice, blasting our fellow racers with missiles.

A game as inventive as this is always in danger of substituting flashy gimmicks for quality game design, but fortunately this one comes through pretty well. That's not to say that there aren't some great little gimmicks to get your attention, but these aren't the elements that keep you coming back to play. What keeps you coming back is the variety offered in 11 available tracks, a qualifying circuit mode, time trials and vicious computer competition. *Cyber Speedway* also offers a split-screen, two-player mode and though the split-screen option is never as good as a separate monitor link-up, it's handled well.

There are some slight problems with late draw-in, but it's mostly confined to background graphics. In comparison with *Daytona USA*, the problem is almost non-existent. The only other notable problem is that, in the 'free run' mode, your competition is limited to only one other hovercraft.

Overall, *Cyber Speedway* is a tough, but rewarding futuristic racing game. This one is pretty close to a must-have for all Saturn racing fans. **GP**



The chances of cruising by an opponent without any contact is damn-near impossible.

The Worlds

Each world offers its own brand of racing madness, with unique pitfalls and challenges.

The icy tracks of Glacies create a new sense of freedom for riding the ice-coated walls.

Part of the motivation behind designing the original hovercraft was for water travel, which comes in handy on Terra.

Evoflammas is littered with fiery debris from the frequent volcanic explosions.

Slowing down an opponent with a missile is often the best remedy for a close race.

The two-player mode is good for the competition factor, but the smaller screen is a definite hindrance in controlling your craft.

7 GRAPHICS

- Each world has a very distinct look.
- There are some slight draw-in problems.

5 MUSIC & SOUND FX

- The smooth hum of the hovercraft is nice.
- Some of the sound effects are quite grating.

8 INNOVATION

- The addition of missiles and hilly landscapes are all nice.
- Let's face it — it's still just a racing game.

9 GAMEPLAY

- The steering is sophisticated and reliable.
- The missiles are really great fun!

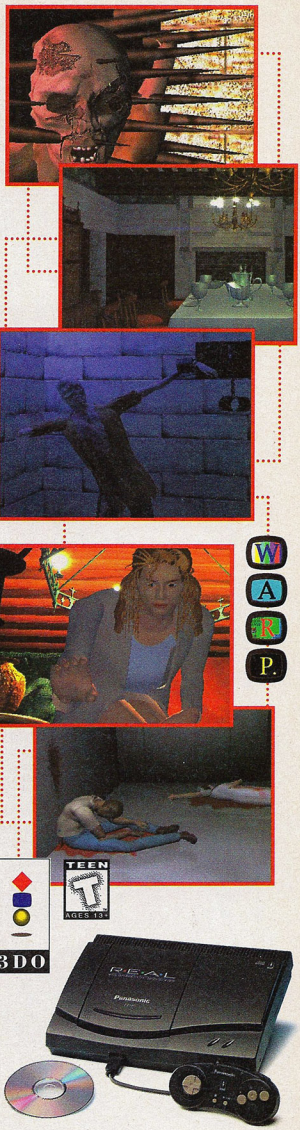
8 REPLAY VALUE

- There's a good bit of variety in the tracks.
- The computer competition is very fierce.

82% OVERALL GP RATING

"THE LUCKY

ONES ARE DEAD."



An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

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Panasonic Software Company

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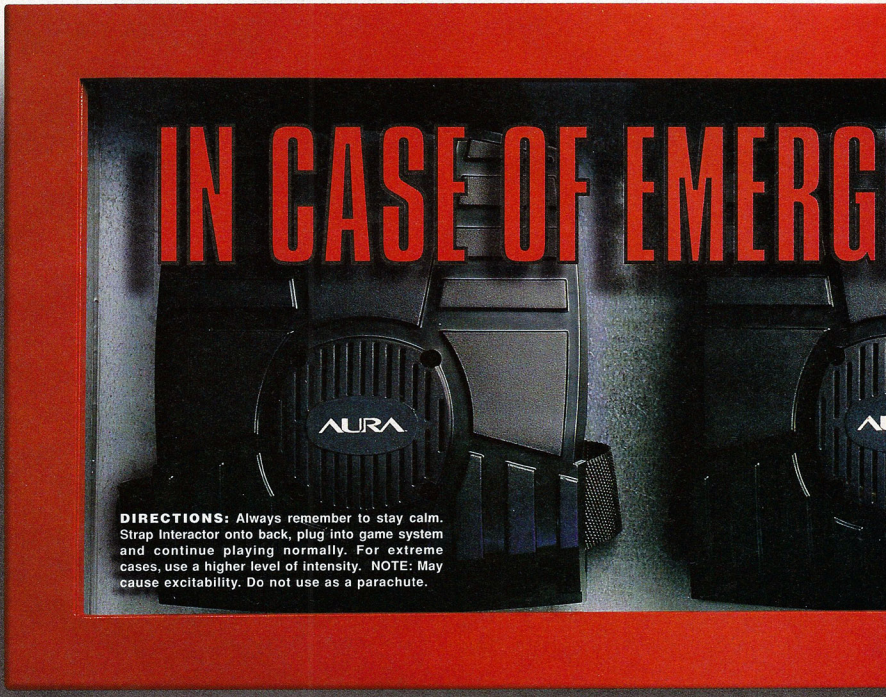
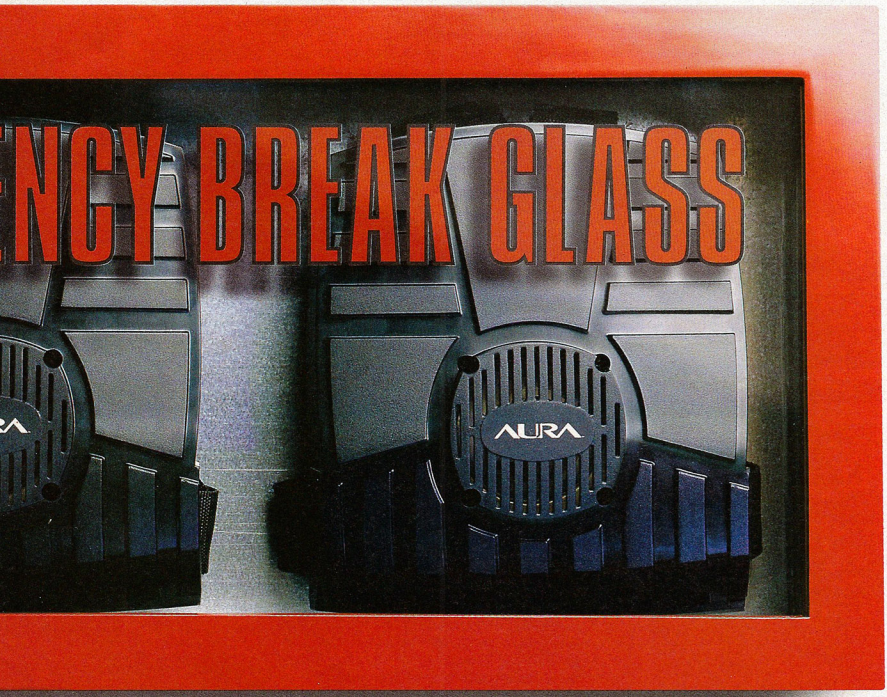

IN CASE OF EMERG
AURA
DIRECTIONS: Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. NOTE: May cause excitability. Do not use as a parachute.



The way it lets you feel all the action, the Interactor might just save you from a life of video game boredom.

AURA INTERACTOR™

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SCOOBY DOO MYSTERY

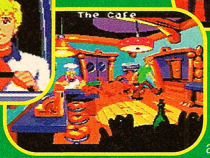
GENESIS

KIDS TO ADULTS K-A AGES 6+

GENRE / adventure
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / battery backup
PUBLISHER / Acclaim
DEVELOPER / Sunsoft
AVAILABLE / now
PRICE / $50-60

His propensity for pizza, fear of just about everything, and straggly facial hair make *Mike Salmon* a dead-ringer for Shaggy. Actually, we never have seen them together...

Reading the text is funny, but a digitized Scooby voice would make all the difference.



Pick the right door, or Scooby and Shaggy go on a classic ghost chase.

Shaggy's walk is worth the price of the game, almost.

Ruh Roh Raggy! That's right — Scooby, Shaggy, Thelma and the whole gang are now part of a graphic adventure!

The look of the TV show is captured wonderfully, from Shaggy's walk to Scooby's dialogue. However, watching the cartoon is a much more exciting way to enjoy these elements. What *Scooby* suffers from is a slow interface that has no place on a gaming console. It takes forever to choose Talk, Look, Use, etc. and then click on the proper item which ultimately makes you not want to play. The idea is a good one, solve one or two mysteries with the hapless Shaggy and Scooby, but the application of the idea was done in an inventive old format.

If you have the patience to wade through the slow interface, there are puzzle elements, humor, and surprise endings that reward you, but the amount of reward you get isn't worth the amount of pain this game causes. **GP**

7	GRAPHICS
5	MUSIC & SOUND
7	INNOVATION
6	GAMEPLAY
6	REPLAY VALUE
OVERALL	61%

VIRTUA FIGHTER REMIX

SATURN

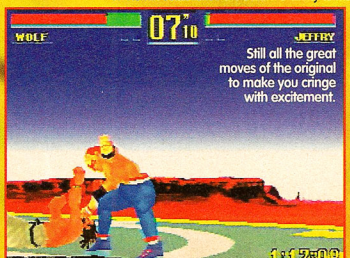
TEEN T AGES 13+

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / RAM carts
PUBLISHER / Sega
DEVELOPER / AM2
AVAILABLE / now
PRICE / $50-60

GAME PLAYERS ULTIMATE

He used to be Grand Mixer Mikey Mike, but for *Mike Salmon*, the mixing of violence and career may never end.

A quick comparison of *VF* vs. *VF Remix* is really shocking. It looks like a comparison between 16-bit and 32-bit systems.



Still all the great moves of the original to make you cringe with excitement.

Could this be the same Sega Saturn that hosted the original *Virtua Fighter*, with its glitchy and blocky polygon graphics? You wouldn't believe it at first sight, but we checked, and it's the same Saturn.

The redone characters are on par with the amazing arcade game *VF2*, and more importantly are the same quality as the characters in the PlayStation's *Toshinden* and *Tekken*. The fighting in *VF Remix* is the same great fighting as the original, but it seems even better with the smooth, solid characters. This is easily one of the best fighting games available for any system, and it's free if you just register your Saturn.

VF Remix establishes the Saturn's ability to make smooth polygon characters, which is something we hadn't really seen until just now. **GP**

10	GRAPHICS
10	MUSIC & SOUND
6	INNOVATION
10	GAMEPLAY
9	REPLAY VALUE
OVERALL	94%

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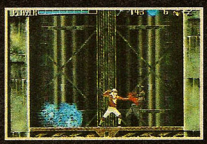
Sho & twin brother Kazuma don't think so.

Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.

TEEN T AGES 13+



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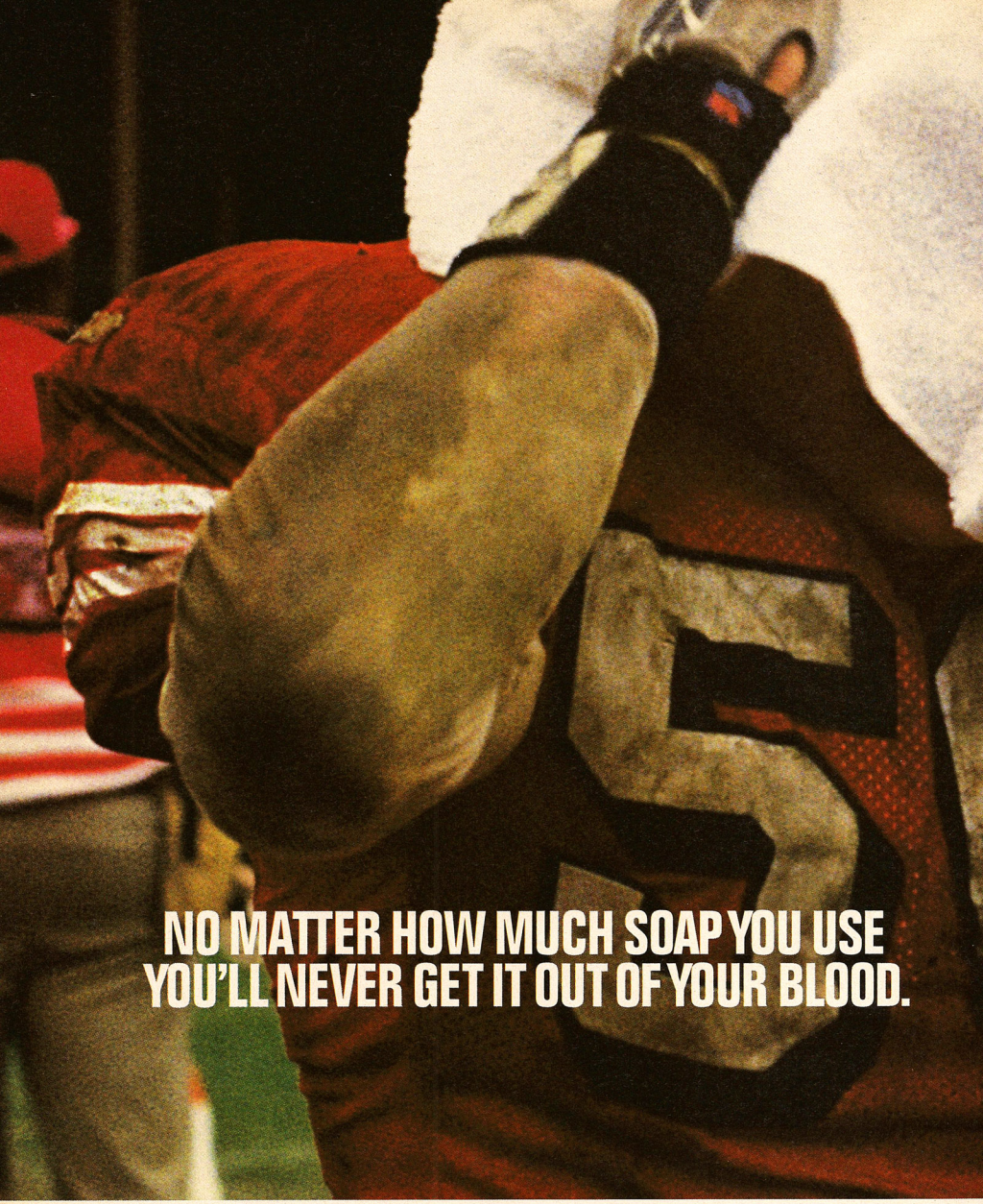

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PLAYERS INC

NFL

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GAME PLAYERS, KMART & WILLIAMS ENTERTAINMENT present the

MK & DOOM SWEEPSTAKES

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Mortal Kombat © 3 ™ and © 1995 Midway Manufacturing Company. All rights reserved. Developed by Williams© Entertainment Inc.

We at *GAME PLAYERS* like to think that we know our readers pretty well. (That's why we don't sleep very well at night.) You eat, sleep, and breathe videogames. You're the type of player that's always looking for a bigger and better thrill, and you don't care what it takes to get it, but the fact is that chasing a porcupine down a busy freeway while blindfolded is getting kinda old. Basically, you'd sell your grandmother for an MK3 arcade machine.

That's why we've put together our biggest contest ever — so big, in fact, that it took a big company like KMART to make it happen. Just imagine winning your very own MORTAL KOMBAT® 3 ARCADE MACHINE!!! All you have to do is get down to KMART and register to win. It's that easy.

Just think — a huge MK3 coin-op sitting right in your own living room. Master all of the fatalities BEFORE going to the arcade, then impress all those fools who actually pay to play. You can even set the machine up to charge as much as you want per play, then invite over your neighborhood pals and take 'em to the cleaners!

And even if you don't snag the Grand Prize, you can still end up with tons of cool items, like a personal computer and MK3 stuff! So hurry to your local KMART today for your chance to win, before your buddy next door wins it all and makes you pay five bucks a game! Don't miss out!

There is little that matches the excitement of being able to bring the first-class arcade action into the home! This is proven by the massive success of the home versions of Mortal Kombat® & Mortal Kombat® II. Williams' reputation of quality alone should be enough to carry Mortal Kombat® 3 and its newest venture - the enormously successful PC game, DOOM™ - to the same level of success, but the sheer strength of the games themselves might be enough to take them over the top. Home versions of Doom™ are available in stores now, and Mortal Kombat® 3 home versions will be available in stores October 13th!

Not content with giving you guys the chance to win your very own arcade machine, this month we really thought we'd be generous to the point of stupidity. We're giving you $5 off the home versions of Mortal Kombat® 3 and DOOM™! So get in gear and get down to KMART! This is too good to be true!

Grand Prize:

Mortal Kombat® 3 Arcade Game

1st Prize:

A Personal Computer and GT Interactive Software

2nd Prize:

DOOM™ Leather Jacket

Plus hundreds of Runner-up Prizes:

- 50 Tiger MK3 Electronic Hand Held Games
- 50 Brady Strategy Guides
- 75 DOOM™ T-Shirts
- 125 MK3 Watches
- 125 MK3 Game Gloves
- 150 MK3 Pins

Enter to win your very own MK3 arcade game!

GAME PLAYERS/KMART SWEEPSTAKES Official Rules

1. To enter: Obtain an official entry form while supplies last at a participating KMART/GAME PLAYERS display between October 1, 1995 and October 31, 1995. Legibly complete the entry form or a 3" X 5" index card with your name, address and home telephone number, and mail to GAME PLAYERS/KMART Sweepstakes, P.O. Box 52990, Dept.5867, Phoenix, AZ 85072-2990 postmarked no later than October 31, 1995. No purchase necessary. Enter as often as you wish, but each entry must be mailed separately. One entry per envelope. No mechanical reproductions or facsimiles accepted. The Sponsors are not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries, which will be disqualified.

2. Eligibility: Sweepstakes open to U.S. residents 18 years of age and older, except employees and their immediate family members of Imagine Publishing, Inc., KMART, their affiliates, subsidiaries, sales representatives, distributors, advertising agencies, promotional agencies and printers. Sweepstakes void wherever prohibited.

3. Drawing: Winners will be selected in a random drawing from all eligible entries on or about November 30,1995, by Continental Promotion Group, Inc., an independent judging organization whose decisions are final on all matters relating to this sweepstakes. Winners will be notified by mail by December 15,1995. Grand Prize, First Prize, and Second Prize winners will be required to sign and return an affidavit of eligibility and a liability/publicity release within 14 days of notification or prize will be forfeited. In the event of a non-compliance, an alternate winner will be selected.

4. Prizes and odds of winning: One Grand Prize: Mortal Kombat® 3 Arcade Game (Approximate retail value $3,400.00). One First Prize: A personal computer and software from GTIS (Approximate retail value $2,000.00). One Second Prize: DOOM™ leather jacket (Approximate retail value $500.00). Fifty Third Prizes: Tiger MK3 Electronic Hand Held Games (Approximate retail value $15.00 each). Fifty Forth Prizes: Brady Strategy Guides (Approximate retail value $10.00 each). Seventy-five Fifth Prizes: DOOM™ T-Shirts (Approximate retail value $10.00 each). One Hundred Twenty-Five Sixth Prizes: MK3 Watches (Approximate retail value $10.00 each). One Hundred Fifty Seventh Prizes: MK3 Gloves (Approximate retail value $8.00 each). One Hundred Fifty Eighth Prizes: MK3 Pins (Approximate retail value $3.00 each). Odds of winning prizes depend on the number of eligible entries received. Total approximate retail value for all prizes: $11,700.00. All prizes are non-transferable. No prize substitution is permitted except at Sponsor's sole discretion. Winners are solely responsible for all taxes and all other expenses not specified.

5. General: By entering, participants release Sponsors from all liability with respect to use of the prizes awarded herein, to be bound by these rules, and consent to the use of their name and likeness for advertising and promotional purposes without additional compensation, except where prohibited by law. Sweepstakes void where prohibited by law and subject to all federal, state and local laws and regulations.

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7. Sponsors: Imagine Publishing, Inc., 1350 Old Bayshore Highway, Suite 210, Burlingame, California, 94010 KMART, 3100 Big Beaver Road, Troy, Michigan, 48084

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To recieve you $5.00 rebate from Williams:

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Purchase must be made between 10-1-95 and 10-31-95.
Offer applies to Super NES & Genesis versions only.
Rebate request must be postmarked by 11/30/95.

Mortal

PLAYSTATION

MATURE M AGES 17+

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sony CE
DEVELOPER / Williams/Sony
AVAILABLE / now
PRICE / $55-65

Kano is back. Sonya is back. And, yes, *Chris Slate* is back as well. And everyone on Earth has lost their soul. Coincidence, or... something more?

When *Mortal Kombat 3* plowed its way into arcades across the country earlier this year, players everywhere... rejoiced? That's the scenario that many would have imagined, and for the most part, that's just what happened. But for the first time since the original *MK* carved out its spot as the premier fighting game of choice in the U.S., the series has shown signs of decline. Players just don't seem as excited as they should be. Why?

For the most part, the new character designs are really great. But that goofy-ass Stryker... ugh. And if he's got an UZI, why the hell does he wait until AFTER the fight to use it?

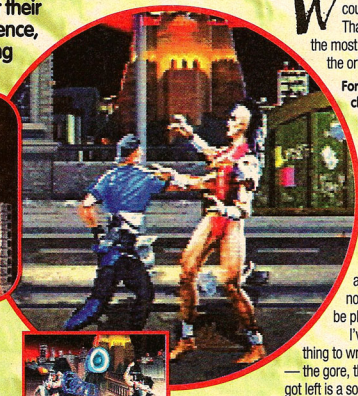
For starters, it's more-or-less the exact same game as the first two. Punch, blood; kick, more blood. Midway did add a new combo system, a new 'mystery-box' code feature, a 'Run' button, and the usual new assortment of characters, backgrounds, and sub-plots. But when you're in the heat of battle, none of these additions matter. You could just as easily be playing either of the first two *MK*s.

I've never felt that the actual fighting in *MK* was anything to write home about, either. Take away the game's hooks — the gore, the characters and wicked settings — and all you've got left is a so-so 2-D brawler. The characters in *MK* games are notorious for being way off-balanced, and the end bosses are near impossible to beat (until you find a cheap 'glitch' in their A.I.). Any excitement that you might have mustered up for playing the one-player mode is quickly crushed by the frustration of near-impossible computer opponents. Proof: what other coin-op game goes through so many damn revisions after its release?

On the up side, the PlayStation version of *MK3* is ARCADE PERFECT. There's no difference in the graphics, sound, or anything. It's just like having a coin-op in your living room.

Kombat loyalists will love the chance to memorize more Fatality codes, and even a sourpuss like me can't help but get all tingly when a game of this magnitude finally comes home. So I'll play it, love it one minute, then hate it the next, and then play it some more until the novelty of the new characters wears off and I've seen all the finishing moves. But unless some dramatic changes are made to the basic *MK* formula, I won't care if there's never an *MK4*. **GP**

'Choose Your Destiny' — a handy new difficulty option that makes playing through the one-player game much more appealing.



Why is it that characters that do make it from sequel to sequel never really get anything new?

The 'Code Box' is a really good idea. It may take awhile to uncover all the hidden stuff, but at least you've got a set formula to work with.

KILLER KOMBOS

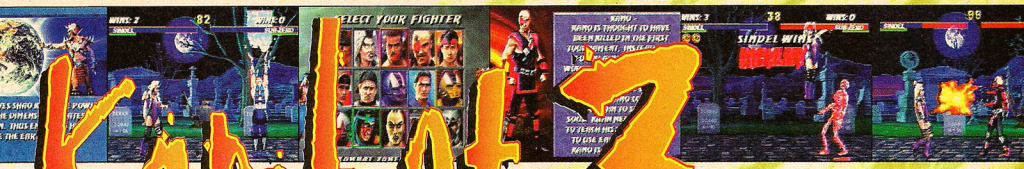
The most notable addition to *MK3* is its combo attacks. But since you perform them with the same-type button combinations as you do normal moves, they aren't actually that new or different.

MK3 puts a new twist on the storyline with robot ninjas, which is actually kind of a neat idea.

Some of the new attacks are getting more and more bizarre ...'nuff said.

Is this *MKII* or *3?* In the heat of battle, it's anyone's guess.

Kombat 3



FINISH HIM... AGAIN!

You've already bested your opponent in combat — now mutilate him while he's defenseless!

Fatalities are always a crowd-pleaser. Some of the new ones are pretty weak, though.

Babalities are also back ...why? They were funny the first time, but now they're just plain silly.

Pit Fatalities will once again give you the chance to send opponents to a spikey death.

Friendships remind us that goofy humor naturally goes hand-in-hand with murderous mayhem.

And Animalities have been included by popular demand (and no, they STILL aren't in *MKII*).

A SECOND OPINION

Wither *Mortal Kombat*? I'm a bigger fan of the *MK* series than Chris is — I think *MK2* is easily one of the best 2-D fighting games ever made, gore or no gore — but I was disappointed with *MK3*. The play mechanics are nearly the same as *MK2* (in fact, other than the Run button, I believe it even uses the same engine), so the only difference is in the new characters and backgrounds, and most of the new characters are pretty lame. Still, an arcade perfect disk is a wonder to behold, and it will hold me until *MK4* — assuming it's worth the wait. — ***Jeff***

GRAPHICS 10

- It looks just like the arcade version!
- The cool post-apocalyptic backdrop really makes the game.

MUSIC & SOUND FX 9

- Again, just like the arcade version!
- I say the soundtrack could've still sounded more evil.

INNOVATION 6

- Loads of new stuff...
- ...but none of it really matters in a fight. No real advancements over *MKII*.

GAMEPLAY 7

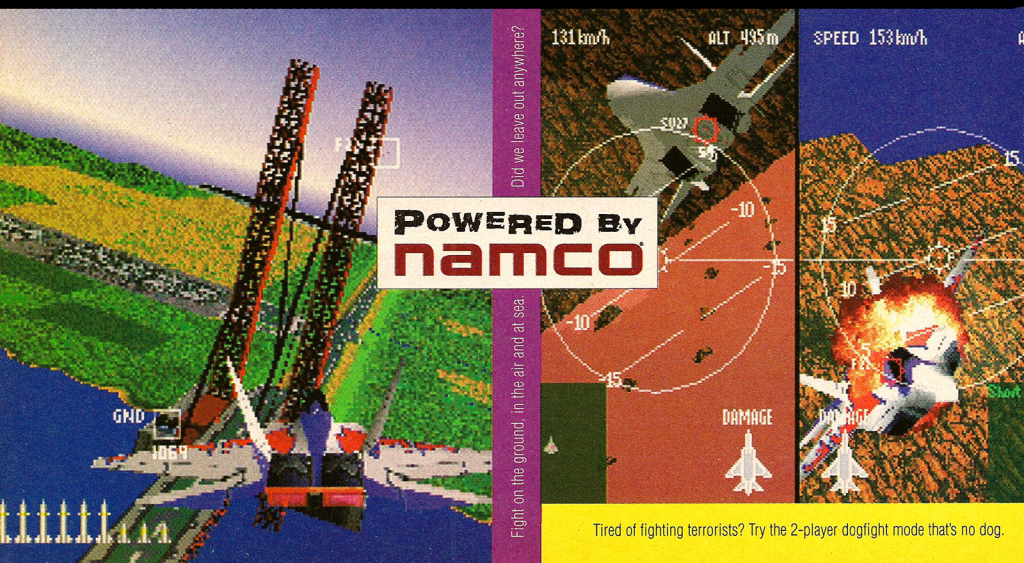
- You'll want to play just to find all the hidden stuff.
- Take away the real cool premise and all you've got is an average fighting game.

REPLAY VALUE 8

- The intense two-player mode has always been *MK*'s strength.
- Your interest will last as long as it takes to uncover all the hidden stuff.

77% OVERALL GP RATING

SOURCES WITHIN THE PENTAGON
CONFLICT WILL OCCUR SOME



PREDICT THE ULTIMATE AERIAL WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING MUCH CLOSER TO HOME.

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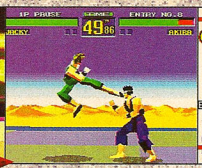
KIDS TO ADULTS K-A AGES 9+

PlayStation

32X

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 32 Mbits
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / $69.99

KIDS TO ADULTS AGES 6+



VIRTUA FIGHTER

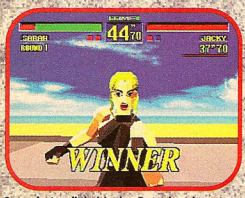
For *Roger Burchill*, playing this game was a lot like his love life — punch, punch, block, kick and a knee to the groin!

There was a time when the term '32X owner' was synonymous with 'sucker'. But with the release of *Virtua Fighter* for the 32X, those oft-maligned individuals can finally quit avoiding their family and friends.

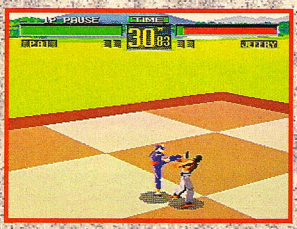
Somehow, the wizards at Sega have managed to produce a true 32-bit game for a system that once appeared to have no computing power at all. Sure, the sound and graphics aren't up to par with the Saturn version of *VF*, but it's close enough. Most importantly, gameplay has transferred beautifully. Those 32X owners have no need to be envious of their Saturn counterparts when it comes to *Virtua Fighter*.

Perhaps the most exciting aspect of this game is the ability to shape new challenges by using modes and options that weren't in the Saturn version. In addition to the standard one- and two-player modes, there are ranking and tournament modes. Coupled with options like adjustable ring size, these modes require you to reevaluate strategies.

Someone actually added more fun to a game instead of knocking out a retread. Which is why *Virtua Fighter 32X* actually nudges past the Saturn version in my book. **GP**



Sure she's a little blocky. But when it comes to women, I can't afford to be too picky!

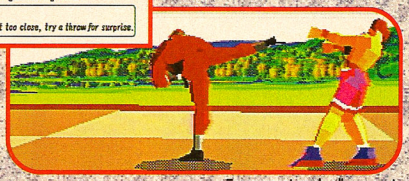


The 24-meter ring gives you room to breathe...

...but the four-meter ring takes your breath away.

Optional camera angles put a new spin on the action.

Ranking mode allows no cheating. Smash until you're smashed and see how you rank.. (I was on deadline. I swear!)



Tournament mode allows you to make a virtua fashion statement.

7 GRAPHICS

- The 32X system comes of age.
- Not quite as smooth as the Saturn *VF*.

8 MUSIC & SOUND FX

- Pumping effects and music let you feel the pain.
- Saturn version sounds about 250 bucks better.

7 INNOVATION

- When it's done right, there's not a whole lot of need for change.
- But it's been the same for quite a while now.

9 GAMEPLAY

- All the moves, all the fun - it's all here.
- Is it just me or does it really play better than the Saturn version?

9 REPLAY VALUE

- Human or AI, there's nothing like bashing in a few polygons.
- Expanded options lets you create new challenges.

86% OVERALL GP RATING

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

GAME GEAR

PHANTOM 2040

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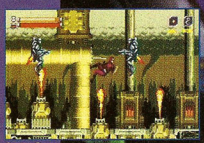
Sega Genesis

Sega Genesis

SuperNES

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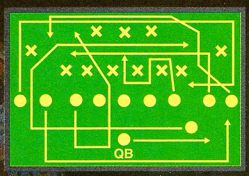
Name:
Dennis Hartin

Age:
Forty

Favorite Football Position:
Coach

Dream Play:
A Perfect World



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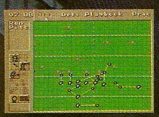

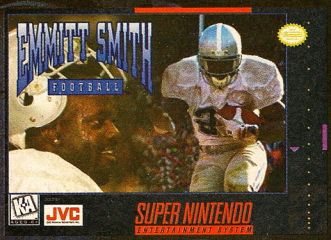

KIDS TO ADULTS
AGES 6+

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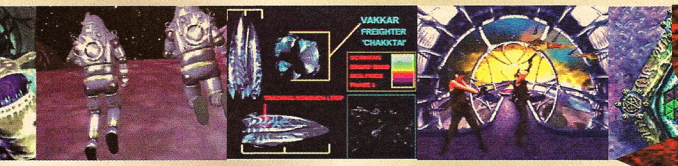


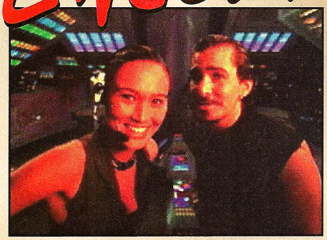
TEEN T AGES 13+

3DO

action/puzzle / GENRE
1 / PLAYERS
4 CDs / SIZE
automatic / SAVE FEATURE
Panasonic / PUBLISHER
Mechadeus / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

DAEDULUS ENCOUNTER

Lost in space with Tia Carrera? *Jeff Lundrigan* snapped this one up so fast he created a sonic boom that deafened half of the staff!



The game is about what you'd expect for an FMV title — lots and lots of sitting there, watching stuff happen.

However, I gotta admit, I actually enjoyed the video. When was the last time you saw rendered stuff that looked this good?

Most games with FMV are pretty stinky. You watch video sequences with really bad actors and cheesy dialog, push a button every now and then, and if you push the right button at the right time, you get to watch more really bad video. *Daedalus Encounter* isn't exactly an exception to this rule, but at least the video is extremely well made, and the 'interactive' parts in between are sort of interesting.

Your brain has been transferred into this small mechanical probe droid. You and your two crewmates, played by Christian Bocher and, of course, Tia Carrera, accidentally collide with an alien spacecraft while combing the galaxy for salvage. Worse, the alien ship is infested with nasty carnivorous things that look like a cross between the *Alien* face hugger and a flying corkscrew.

You spend a lot of time just watching what happens, but at least here the live actors have been seamlessly blended with some of the coolest looking rendered scenery I've seen. The acting ain't bad, and while the script is completely derivative, the story keeps moving. The 'interactive' parts are mostly a series of obscure logic puzzles, which range from laughably easy to complete stumpers. While there is the odd action sequence thrown in, if you ain't a big puzzle fan, you might as well just pass this game up 'cuz puzzles pop up about every ten minutes.

The gameplay is pretty thin, but at least the FMV was fun to watch. There are a few hidden things, so it's not EXACTLY a case of 'play it once and you've seen it all.' It could have been better, but it could have been a whole lot worse. **GP**

Here's the 'game' part of the game though — puzzles, puzzles, puzzles, and with no real consistency to the difficulty level. Some are pretty clever, but others are either no-brainers or complete mysteries. It's all relatively painless — for a game with so little game, of course.

GRAPHICS 10
- Excellent video quality, nice design work.
- Oh, OK — Tia Carrera is cute too.

MUSIC & SOUND FX 9
- The sound is great, especially in full surround.
- The music is good, but it's pretty generic outer space music.

INNOVATION 4
- Some of the puzzles I haven't seen before.
- Nothing much new here really.

GAMEPLAY 7
- Not bad if you like puzzles and enjoy the videos.
- Nothing else to like if you don't.

REPLAY VALUE 7
- There are some 'hidden' things you might miss the first time.
- It still doesn't take many tries before you're tired of it.

73%
OVERALL GP RATING

PLAYSTATION

KIDS TO ADULTS AGES 6+

NOVASTORM

GENRE / shooter
PLAYERS / 1
SIZE / 2 CDs
SAVE FEATURE / none
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / $59.99

With little to go on other than foggy memories of what a shooter was like, *Jeff Lundrigan* plunged into this game and came out screaming insanely.

There's been a version of this game for 3DO and Sega CD. So, one day someone thought, 'Hey, why not one for PlayStation?' There's a real simple answer. I'll tell you why — because it sucks, that's why.

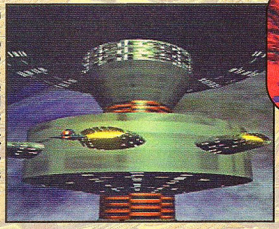
Before there was a Psygnosis that made incredible, groundbreaking titles like *Wipeout* and *Destruction Derby*, there was a Psygnosis that consistently put out crap like this. Remember *Microcosm?* Well, this is almost exactly the same game, except the intro isn't as cool.

Your ship is tacked in the middle of the screen, often partially blocking the oncoming enemies. Worse, your ship doesn't come equipped with any sort of altimeter, or even throw a shadow, to let you know how close you are to running into the ground.

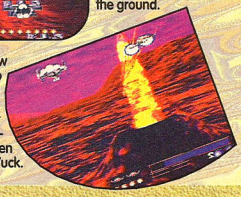
It's frustrating and pretty bad. The best thing about it is the soundtrack, but even that's not enough to recommend this game to anyone. **GP**

9	GRAPHICS
10	MUSIC & SOUND
3	INNOVATION
4	GAMEPLAY
3	REPLAY VALUE
OVERALL	45%

Everything in this game, from the intro sequence to the backgrounds, are pre-rendered sprites. This makes it look OK, but don't be fooled by the pictures on the box.



Notice how your ship is floating in the middle of the screen, with no altitude indicator or shadow to tell you how close you are to the ground.



Pop quiz: just how close are you to these big lava spouts? No idea? Well, you won't have a much better idea when you're playing. Yuck.

PLAYSTATION

KIDS TO ADULTS AGES 6+

3-D LEMMINGS

GENRE / Puzzle
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / $55-65

While we like it when *Patrick Baggatta* gets into his work, it's getting to be a real bummer dragging him out of the ocean every three or four weeks.

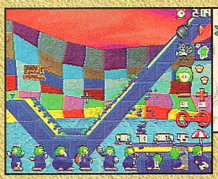
You already know lemmings — those cute little critters bent on self-destruction — but do you know *3-D Lemmings?* That's right, they've put on a little weight since you last saw them. While you'll probably still recognize them even with the extra dimension, the play mechanics have taken on a whole new life in 3-D. With the ability to rotate the camera angle, see the game from a lemming's perspective and added lemming powers, this is definitely not your old *Lemmings* game.

Unfortunately, some things are simply meant to be rudimentary. *3-D Lemmings* is a good trick, but for the most part, the added complications work against the simple charm of this game. **GP**

8	GRAPHICS
10	MUSIC & SOUND
8	INNOVATION
6	GAMEPLAY
8	REPLAY VALUE
OVERALL	72%

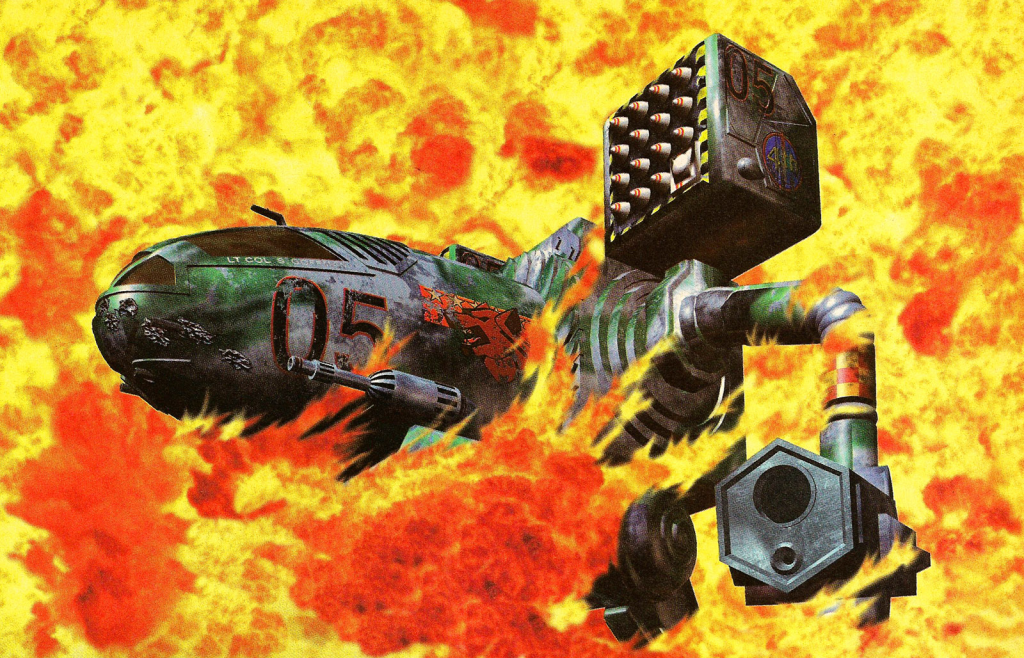
The rotating camera angles give the set a true 3-D feel.

The 3-D structures are nicely conceived and the puzzle aspect is every bit as clever as the original.



Save the Lemmings or face the consequences.

The lemming's eye view is more fun than practical.



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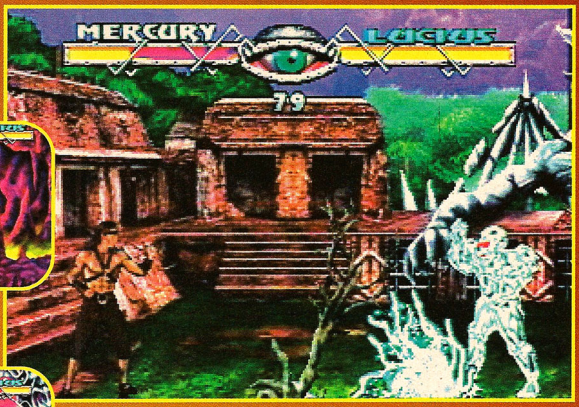
JAGUAR

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 32 Mbits
SAVE FEATURE / none
PUBLISHER / Atari
DEVELOPER / Beyond Games
AVAILABLE / now
PRICE / $69.99

MATURE M AGES 17+

ULTRA VORTEK

He's really good at getting the blood flowing, especially early in the morning. That's when *Patrick Baggatta* tries to shave before waking up!

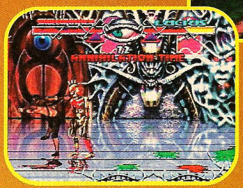


The special moves are surprisingly easy to pull-off.

There is no question that *Ultra Vortek (UV)*, a side-view fighter, borrows heavily from other, more established games such as *Mortal Kombat*. But then again, what 2-D fighters haven't? The question then becomes — did they do a good job in borrowing from these other games? The answer is, for the most part, yes.

The backgrounds are truly evil.

Since we've already established that *UV* is not an original title, it really wouldn't be fair to give it the same kind of credit as *MK* or *Street Fighter*, but since neither of those titles are available for the Jaguar, it might just be worth checking this one out. The graphics, sound and moves are extremely similar to that of the games that inspired it. Outside of a bit of annoying sluggishness, the game performs much in the same way. The only other thing that's missing is a big selection of characters. The seven characters here are nicely varied, but that's simply not much choice.



There are certain elements that just scream 'borrowed'.

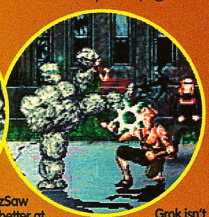
Ultra Vortek fills the need for a solid Jaguar 2-D fighter. Even though it's rumored that the *MK* series is coming to the Jaguar, it still might not be a bad idea to check this one out. **GP**

IT'S A CAST OF... A FEW

There aren't many characters to choose from, but these here are pretty good.

DreadLoc is good for getting the blood flowing.

BuzzSaw is even better at getting the blood flowing.



Grok isn't that good at all at getting the blood flowing, but he is mean.

7 GRAPHICS
- The 'Dark Powers That Be' are nicely detailed.
- There is a certain lack of creativity.

7 MUSIC & SOUND FX
- The heavy guitar lends atmosphere to the game.
- The sound effects are definitely average.

1 INNOVATION
- Every element in the game is 'borrowed'.
- You've played this game before.

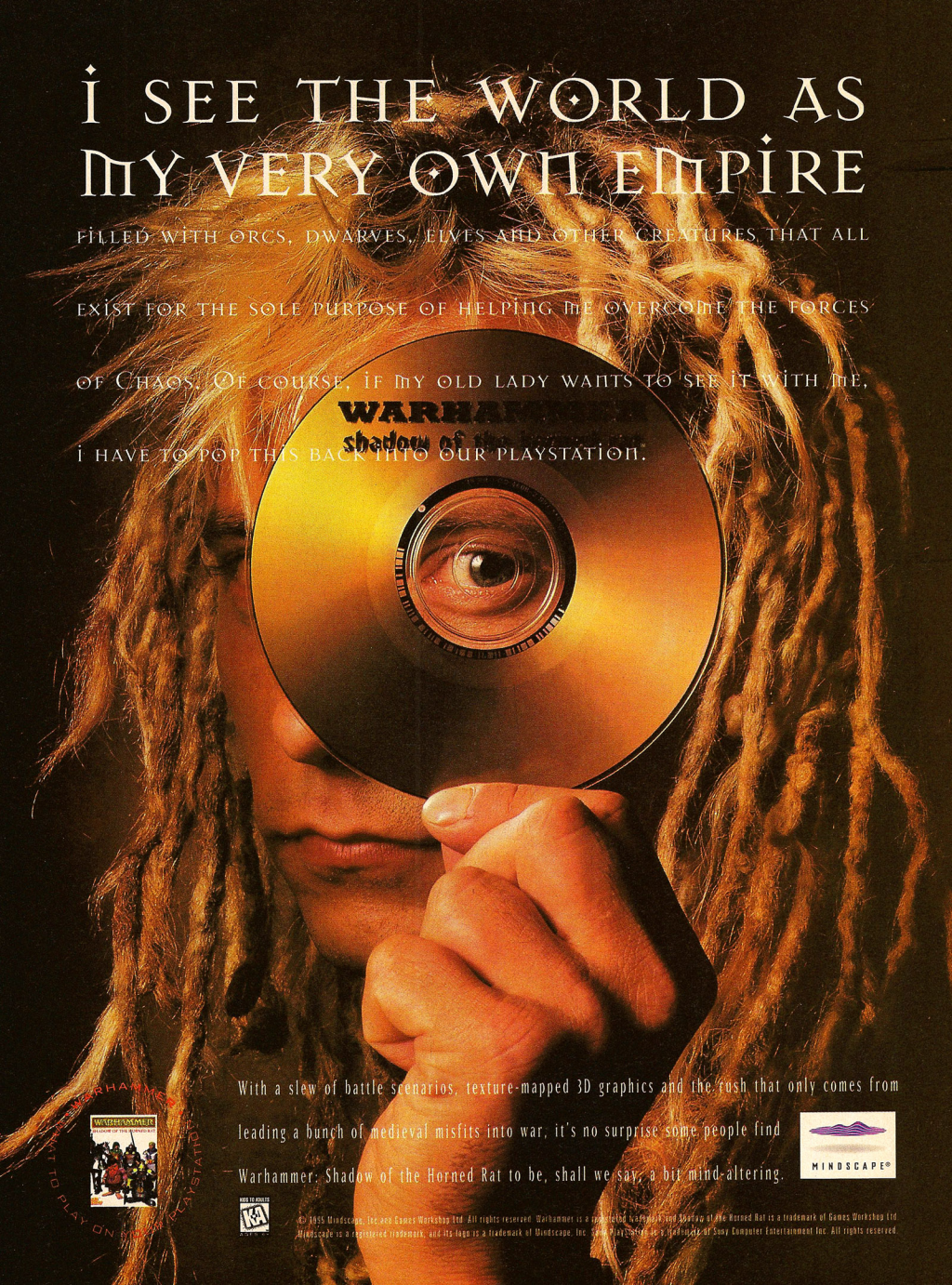
6 GAMEPLAY
- The controls are very easy to use.
- The action is sluggish.

7 REPLAY VALUE
- Fighting games are always fun against a friend.
- There are not enough characters to choose from.

62%
OVERALL GP RATING

I SEE THE WORLD AS MY VERY OWN EMPIRE

FILLED WITH ORCS, DWARVES, ELVES AND OTHER CREATURES THAT ALL EXIST FOR THE SOLE PURPOSE OF HELPING ME OVERCOME THE FORCES OF CHAOS. OF COURSE, IF MY OLD LADY WANTS TO SEE IT WITH ME, I HAVE TO POP THIS BACK INTO OUR PLAYSTATION.



With a slew of battle scenarios, texture-mapped 3D graphics and the rush that only comes from leading a bunch of medieval misfits into war, it's no surprise some people find Warhammer: Shadow of the Horned Rat to be, shall we say, a bit mind-altering.

MINDSCAPE®

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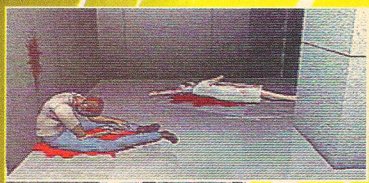
3DO

GENRE / adventure
PLAYERS / 1
SIZE / 2 CDs
SAVE FEATURE / none
PUBLISHER / Panasonic
DEVELOPER / Warp
AVAILABLE / none
PRICE / $59.99

Nightmares and flashbacks are part of *Jeff Lundrigan's* everyday reality — he's gotta stop eating those old burritos he finds under his desk.

D



The game begins with one of the best intro sequences ever. Laura's father inexplicably goes nuts and starts shooting everyone. What's going on here, anyway?

Oh MAN! I'm going to start by saying this is easily the most atmospheric and downright scary game I've ever played. I mean, I grew up on a steady diet of horror movies, since I was, like, five, and there were parts of this game that genuinely frightened me.

This is very, very cool.

D centers around a woman named Laura (note the female protagonist), whose father, the director of an LA hospital, suddenly goes berserk. Laura travels to the hospital, but when she enters, the whole place transforms into a decaying castle. Followed by the brooding spirit of her father, she has to find her way through the place and solve the mystery of both her father's insanity and her own repressed memories.

I had a ball playing this, which is why I have one major complaint — it's over too damn fast. You can beat this game in a few hours. The puzzles are interesting but not very challenging, and walking around means watching a lot of slow animation. Also, the 'translated from the original Japanese' dialog is sort of goofy at times, and definitely could have used a rewrite.

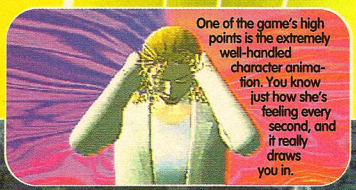
These aren't minor quibbles, but the positives definitely outweigh the negatives. The 100%-rendered graphics are impressive, and the animation, especially of Laura, is just short of incredible — I've never seen a 3-D modeled character who was so expressive.

In other words, this is great stuff. I just wish there was more. **GP**

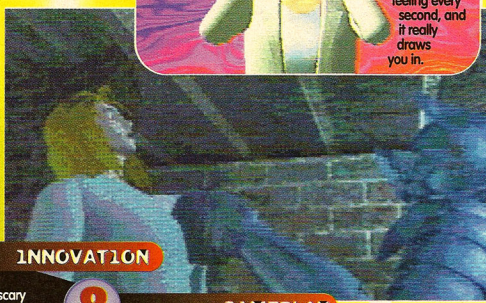
The only problem — and it's a big problem — is that the game isn't terribly challenging, and it's more than a little slow. A moody pace is one thing, but sometimes, even the action drags.

A lot of really bizarre things happen in this game. If you're easily frightened, well, maybe you'd better stick to playing *Tetris*.

One of the game's highlights are Laura's own flashbacks. Something terrible has happened in the past, and she remembers it a little at a time. The trippy psychedelics are worth the price all by themselves.



One of the game's high points is the extremely well-handled character animation. You know just how she's feeling every second, and it really draws you in.



GRAPHICS 10

- The 100% rendered scenes look incredibly slick and real.
- Laura's animation is some of the best I've seen.

MUSIC & SOUND FX 10

- Creepy, very effective musical score.
- The sound is pretty bizarre and effective too.

INNOVATION 8

- We need more scary games like this.
- *Myst*-inspired graphic adventure. Been there, done that.

GAMEPLAY 8

- Draws you in and won't let go.
- Slow, slow, slooooooow.

REPLAY VALUE 7

- Three endings, and lots of side bits you might miss the first time.
- Not too challenging. Over way too fast.

80% OVERALL GP RATING

When I'm not busy extracting molars

I like to jump into my space fighter or mechanized warrior suit and save the earth from an ancient alien race. When I'm finished, I take the CD out of my PlayStation and hide it in a Men At Work jewel case, where my kids would never look.

With live action video, seamlessly rendered graphics and three types of gameplay, The Raven Project is one space fighting game you just might want to keep to yourself. (However, if you still belong to the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)

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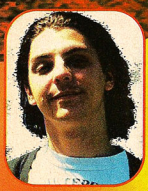
SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / puzzle
PLAYERS / 1
SIZE / 4 Mbits
SAVE FEATURE / none
PUBLISHER / Viacom New Media
DEVELOPER / Hookstone/Panelcomp
AVAILABLE / now
PRICE / $55

Zoop

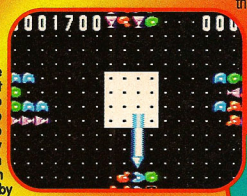


We knew *Patrick Baggatta* had been playing this game for too long when he started to screech, '*Zoop* is good food!!!'

While racing to create something for the marketplace, many software developers seem to forget about the enjoyment factor of their games. Such is the case with *Zoop*. Like all great puzzlers, *Zoop* is based on a simple concept of matching colors. This strategy, matched with a need for quick thinking, creates what, for the most part, is a fun little brain teaser.

Unfortunately, *Zoop* is missing that special something that gives it the super-addictive quality of something like *Tetris*. It's difficult to pin-point exactly what's missing, but it probably has to do with the fact that there is an actual technique (simple as it may be) that must be learned just to play. Let's face it, everyone already knew how to fit geometric shapes together. GP

In the later stages of the game, the pace starts to pick up and the action gets pretty hot.



The object of Zoop is to chip away at each column by matching the colors to the color of your bullet.

The choice between continual play or level play is a nice way to vary the action.

7	GRAPHICS
7	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
7	REPLAY VALUE
OVERALL	74%

3DO

KIDS TO ADULTS K-A AGES 6+

GENRE / strategy
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / save anytime
PUBLISHER / SSI
DEVELOPER / SSI
AVAILABLE / now
PRICE / $59.99

GAME PLAYERS ULTIMATE

Panzer General

We got *Jeff Lundrigan* to stop incinerating his little army men with hair-spray and a lighter just long enough to get him to review this game.

Simply put, this is one of the all-time great PC wargames. Set in the European theater of WWII, it lets you command the Blitzkrieg — or try to repel the Blitz, whichever you prefer. Gameplay is done by turns, and the unit counters are laid out on a map overlaid with a hexagon grid. The level of strategic detail is astounding — you even have to worry about running out of gas. There's a lot of options for play as well. If you don't have time for running the entire war, you can pick any one of the thirty-five scenarios and jump right in. After all, you don't need D-Day to have fun, right?

While the graphics are simple, they're clear and easy on the eyes.

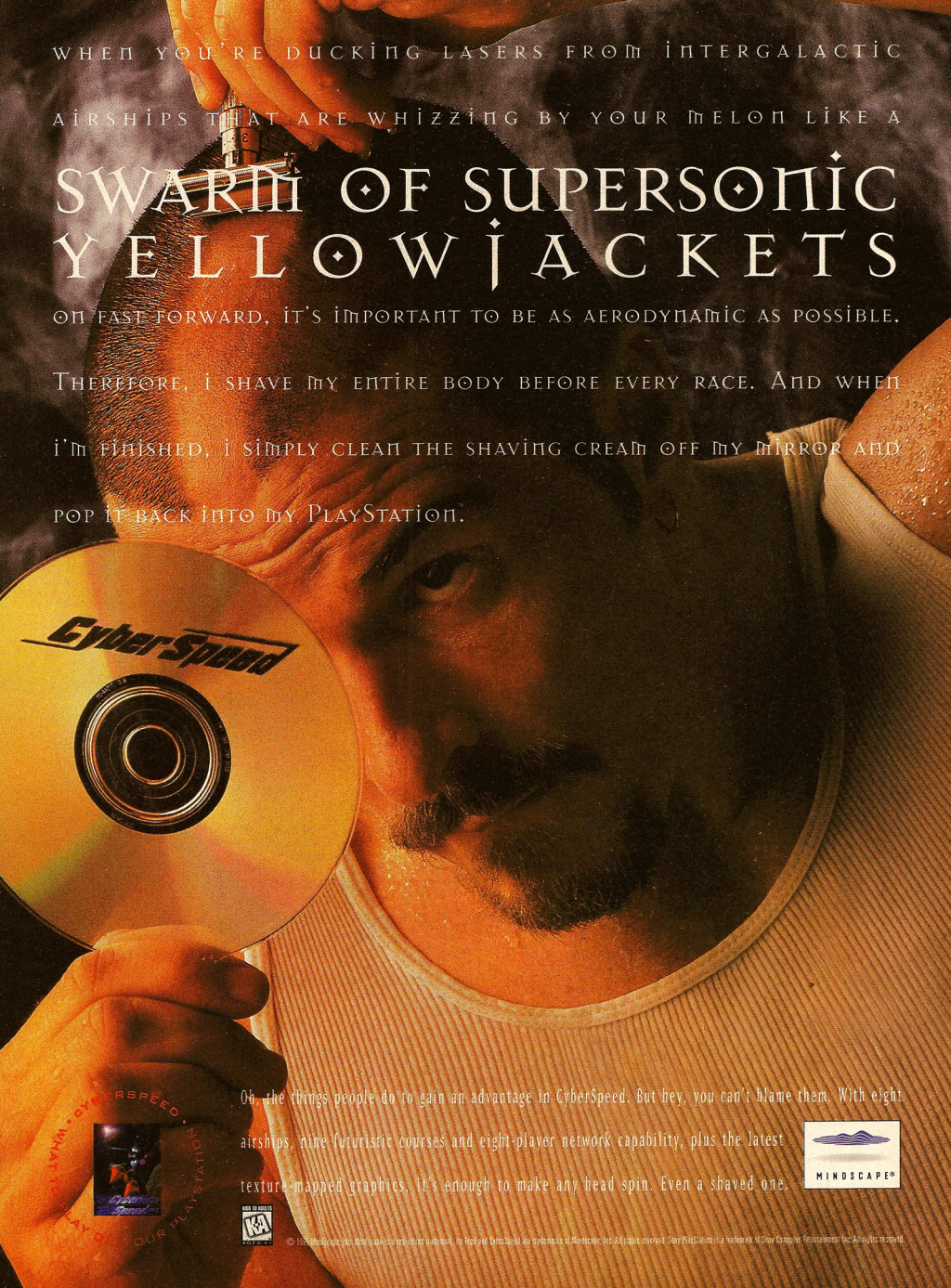
The menus are a little complex, but you get used to them pretty quickly. The game isn't much to look at either, but the simple graphics are easy to understand, which is more important for a strategy game in the long run anyway.

Let me tell you, nothing is more satisfying than rolling a whole line of Panzers into France. This is very cool. GP

There are animations with each attack and counter-attack, but you wind up turning these off because they slow down the game.

Almost every conceivable kind of WWII hardware is available to you.

7	GRAPHICS
6	MUSIC & SOUND
7	INNOVATION
10	GAMEPLAY
10	REPLAY VALUE
OVERALL	93%


WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC
AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A
SWARM OF SUPERSONIC YELLOWJACKETS
ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE. THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND POP IT BACK INTO MY PLAYSTATION.
CyberSpeed
Oh, the things people do to gain an advantage in CyberSpeed. But hey, you can't blame them. With eight airships, nine futuristic courses and eight-player network capability, plus the latest texture-mapped graphics, it's enough to make any head spin. Even a shaved one.
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SECRET OF EVERMORE

SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / RPG
PLAYERS / 1
SIZE / 24 Mbits
SAVE FEATURE / save anytime
PUBLISHER / Square Soft
DEVELOPER / Square Soft
AVAILABLE / now
PRICE / $69.99

Ever the RPG fanatic, *Jeff Lundrigan* grabbed a sword and threatened to 'cleave in twain' anyone who tried to take this game away from him!

Delayed slightly so Square could bring out *Chrono Trigger* first, this is Square's first title developed exclusively in the US. In the 1950's, a group of scientists created an artificial dimension called Evermore, a place that would allow them to live out their peaceful fantasies. Then something went wrong, and they became trapped there. Thirty years later, a young boy and his dog stumble over the equipment in the scientists' decaying mansion, and are accidentally transported to a world that's not as peaceful as it was meant to be.

Evermore is a big game, full of humor and terrific graphics. It's big, it looks great, and I liked it — a lot. The magic system, based on alchemy, is new. You have to find and use all sorts of mystical ingredients in various combinations to form spells, instead of Magic Points. Because the world of *Evermore* was created from the fantasies of a number of different characters, there's a lot of variety as you move from area to area, and the game uses action instead of standard battle screens, just like Square's own *Secret of Mana*.

Evermore isn't quite the flawless experience we've come to expect from Square. All the parts are in place, but an RPG should have a strong story to back up the pretty visuals and game mechanics, and *Evermore* doesn't. The game concentrates far too much on the action and puzzle side, and not nearly enough on the human elements that should be driving those events.

Don't get me wrong here, it's a great game and I encourage you to run out and buy it. Have a ball — I did — but it plays like a first novel reads, and mostly I can't wait to see what they do next. **GP**

One of *Evermore*'s greatest strengths is its variety of settings, from prehistoric to medieval and on through low-tech sci-fi. Even your dog changes form as you move from place to place.

With a magic system based on alchemy, you have to find, and figure out how to use, all kinds of weird ingredients. It's a different approach that works really well.

And look at these graphics! The team's use of rendered art gives the whole game a cool, even glossy look.

But when your lead character's 'character' is mostly defined by his movie-based wisecracks, it's not easy to get involved in the story.

As with Square's own *Secret of Mana*, battles are fought with action, rather than battle screens. It's a nice change of pace, but very challenging at times.

GRAPHICS 10

- Gorgeous, glossy graphics, plus excellent design work.
- No Japanese super-deforming is a plus, too.

MUSIC & SOUND FX 10

- The music is lush and sounds orchestrated, like a great film.
- Great sound, too. You feel every impact of steel on armor.

INNOVATION 8

- Alchemy and action — what more can you say?
- A lot of RPG stuff you've seen before, though.

GAMEPLAY 9

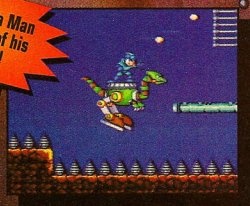
- Big, challenging — an incredible ride.
- It's tough to care about a lead character who doesn't care much.

REPLAY VALUE 8

- Big, big, big, with hidden spells and cool stuff everywhere.
- When you finish an RPG, you really FINISH an RPG.

88% OVERALL GP RATING

THE DOCTOR IS OUT!



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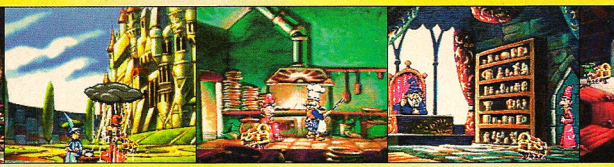
TEEN T AGES 13+

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / $55-60



Before entering the *Discworld*, Patrick Baggatta decided he would first spend some time in the game's alter-dimension, Eight-Track World.

DISCWORLD

Spawned from the comic genius of Terry Pratchett, *Discworld* is an adventure game with a touch of intelligence, frivolity and genuine wit. The benefit of having Monty Python's Eric Idle at the heart of this game is evident the first time Rincewind, the main character, goofs-up enough to get clobbered by a monkey (trust me, it's funny). The adventure continues to develop from there and becomes an intricate tale of danger and humor as you are thrown into all sorts of wacky scenarios.

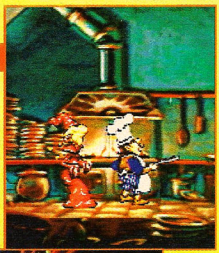
The gameplay in *Discworld* is pretty straightforward. The idea is to collect certain elements, talk to certain people and in general solve several little puzzles as you move along through the ever-expanding plot. Along the way you're treated to some beautifully rendered backgrounds and plenty of funny dialogue. The other up-side to *Discworld* is the absolutely enormous size of the game. There is a total of four acts, each containing many elements to put together, solve or simply enjoy. What this means is hours and hours of fun for those willing to put forth the effort.

Discworld is guaranteed fun for graphic adventure lovers. With the added humor, this one may even draw in a few new players. **GP**

Though the dialogue is all spoken, there's also a handy subtitle option.

If it bends, it's funny, If it breaks, it's even funnier.

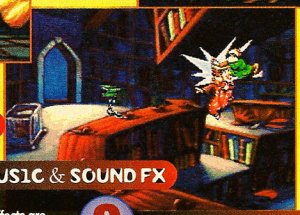
The British may be known for their dry wit, but in Discworld there is some pretty good, low-brow humor.



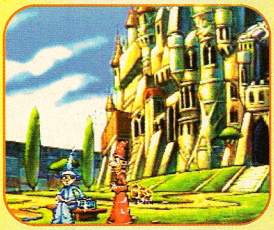
Everyone loves pancakes, but this is ridiculous.

Try to take something that's not yours and you may end up doing the dance of shame.

It takes a while to figure out the logic in *Discworld*, but eventually you get the hang of it, even if it means getting hit in the face a lot!



Let's face it, if there's one thing funnier than pancakes, it's a monkey. Especially an irritable monkey who's a librarian!



Sometimes the stylistic artwork is half the fun.

9 GRAPHICS
- The backgrounds set the mood of the game.
- The character art is truly awesome.

7 MUSIC & SOUND FX
- The sound effects are pretty good.
- The music is standard background fare.

9 INNOVATION
- There are some clever little puzzles.
- The voices are great.

7 GAMEPLAY
- The interface is simple to use.
- Sometimes the action is a little slow.

9 REPLAY VALUE
- The game is huge.
- There is lots of humorous fluff to enjoy.

80% OVERALL GP RATING

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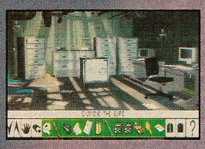
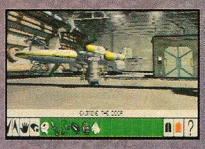
Soon, you will understand. THERE'S A LITTLE ALIEN IN ALL OF US.





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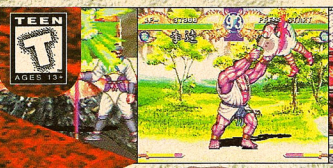
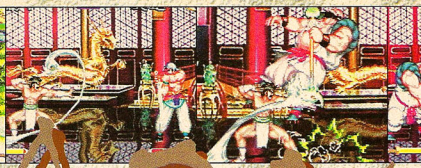
KIDS TO ADULTS
AGES 6+

SATURN

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Data East
DEVELOPER / InVision Interactive
AVAILABLE / now
PRICE / $59.95

Legend has it that *Roger Burchill* once discovered the secret of the flaming uppercut. Now he knows that smoking after eating burritos can be dangerous!





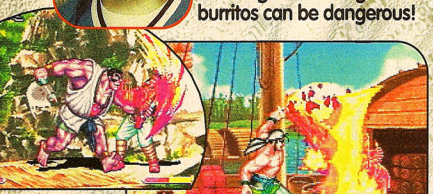
DARK LEGEND

At the beginning of any new great age, there are those who seek a brave new world and there are those who stay home. Let's just say the designers of *Dark Legend* must like Mom's cookin'.

It isn't that *Dark Legend* is a terrible game. It's just that the game is only slightly better than the 2-D, 16-bit fighters that proceeded it. The improvement in the color and definition of the sprite-based graphics that would have elicited 'ooh's and ah's' just months ago, now seem stale compared to the rendered polygons of 3-D fighters.

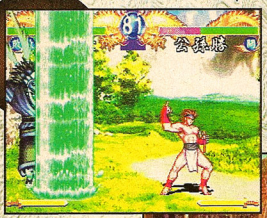
The lack of innovation in this game spans its entire design. Too many of the fighters' personalities and attacks are reminiscent of popular characters from previous fighting games. The familiar gameplay offers little in the way of challenges with a final boss that is easier to defeat than some of the standard opponents. The one nice touch is the ability to disarm your opponent by constantly forcing him to block your attacks and thereby damaging his weapon.

Ultimately, the biggest disappointment is that this game does little to explore the capabilities of the Sega Saturn. While other 32-bit games blaze a trail into the future, *Dark Legend* only offers a stroll down memory lane. **GP**



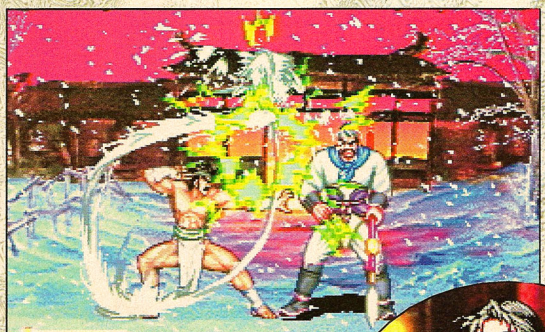
The Arcade Mode offers blood that never seems to hit the ground...

...while the special mode offers expanded attacks that result in exploding impacts.

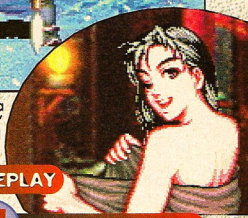


What's more embarrassing: Having your @$$ whupped by a stream of water...

...or being smacked by, errr... a flying fish of death?



If it's not raining, it has to snow!



Nothing like a gratuitous 'babe' shot to end the game.

GRAPHICS — 6

- The sprites look kinda cool, but...
- ...sprite-based graphics equals yesterday's news.

MUSIC & SOUND FX — 6

- Hey, how come the music pops...
- ...but the sound effects just flop?

INNOVATION — 3

- Been there, done that, got the T-shirt.
- Isn't there supposed to be 32-bit gaming going on in here somewhere?

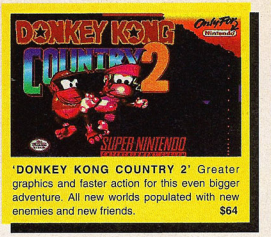
GAMEPLAY — 6

- Familiar commands make it easy to start kickin' butt...
- ...but familiarity breeds certain contempt.

REPLAY VALUE — 7

- Hey, it's a fighting game! You can always humiliate your friend...
- ...or the inept final boss over and over again.

62%
OVERALL GP RATING



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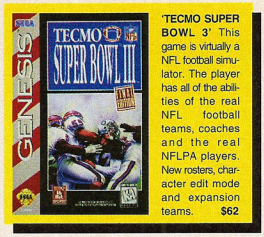

'TECMO SUPER BOWL 3' This game is virtually a NFL football simulator. The player has all of the abilities of the real NFL football teams, coaches and the real NFLPA players. New rosters, character edit mode and expansion teams. **$62**

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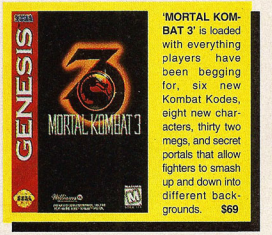
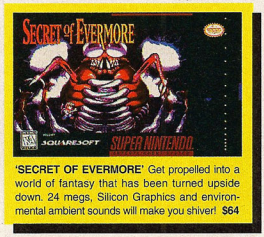
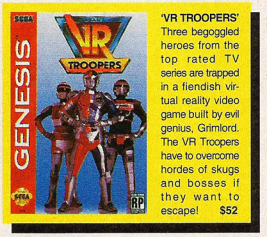


'MORTAL KOMBAT 3' is loaded with everything players have been begging for, six new Kombat Kodes, eight new characters, thirty two megs, and secret portals that allow fighters to smash up and down into different backgrounds. **$69**



'SECRET OF EVERMORE' Get propelled into a world of fantasy that has been turned upside down. 24 megs, Silicon Graphics and environmental ambient sounds will make you shiver! **$64**



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BALLZ

3DO

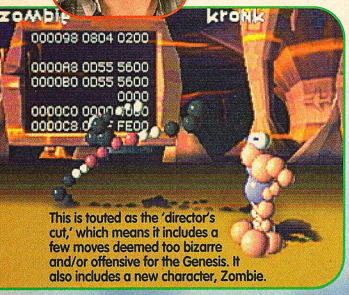
GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Panasonic Software
DEVELOPER / PF Magic
AVAILABLE / now
PRICE / $59.99

TEEN T AGES 13+

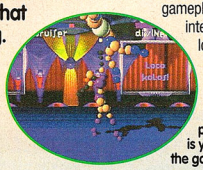
The original *Ballz* for Genesis was actually a better idea than it was a game. Since balls look the same no matter what angle you look at them from, it's possible to fake a 3-D game by just making them larger or smaller. Trouble was, the limited color palette on the Genesis made everything look flat anyway, and the graphics wound up being confusing, rather than innovative.

Well, the 3DO corrects that. Not only does the 24-bit color give everything the right gloss, but its got a faster processor and a bigger, better selection of moves. However, that doesn't mean everything's all rosy. With real 3-D brawlers like *Virtua Fighter* and *Tekken* available, a game that's faking it looks kind of weak in comparison. It also still suffers from some confusing gameplay, and it's tough to keep your interest up in a gang of fighters who look like mutant snowmen. Not bad, just not the best. **GP**

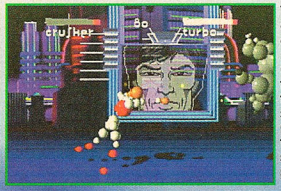
With a title like that, we're not going to touch this one with a ten-foot pole. *Jeff Lundrigan* used one that was eleven feet long.



This is touted as the 'director's cut,' which means it includes a few moves deemed too bizarre and/or offensive for the Genesis. It also includes a new character, Zombie.



If watching a bunch of ping-pong balls fight to the death is your idea of fun, then *Ballz* is the game for you.



The game actually includes a ridiculous number of moves per character, but they're a little tough to follow sometimes, and performing them with the standard 3DO pad ain't easy.

8	GRAPHICS
8	MUSIC & SOUND
5	INNOVATION
8	GAMEPLAY
9	REPLAY VALUE
OVERALL	82%

OFF WORLD INTERCEPTOR

SATURN

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / passwords
PUBLISHER / Crystal Dynamics
DEVELOPER / Crystal Dynamics
AVAILABLE / now
PRICE / $50-60

KIDS TO ADULTS K-A AGES 6+

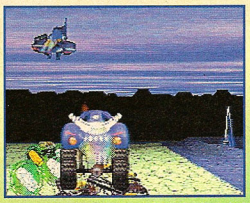
Though *Off World Interceptor (OWI)*, a futuristic, off-road racer/shooter, debuted on the 3DO to positive reviews, there was little doubt that a certain amount of clarification in graphics would be greatly appreciated. Fortunately for Saturn owners, this is exactly the approach taken by those in charge of the conversion. Every bit of the fast-paced action has made its way to this version and, with the new look, this is definitely a game for all action fans to check out.

While there's not a great deal by way of mind-blowing innovation in *OWI*, there is plenty of teeth-chattering, off-road racing action with massive amounts of fire-power thrown in just for fun. **GP**

With *Patrick Baggatta's* driving record, it's a wonder we even let him push the grocery cart when we go shopping!

There's no room for sympathy in *OWI*. When someone gets in your way, they must be destroyed.

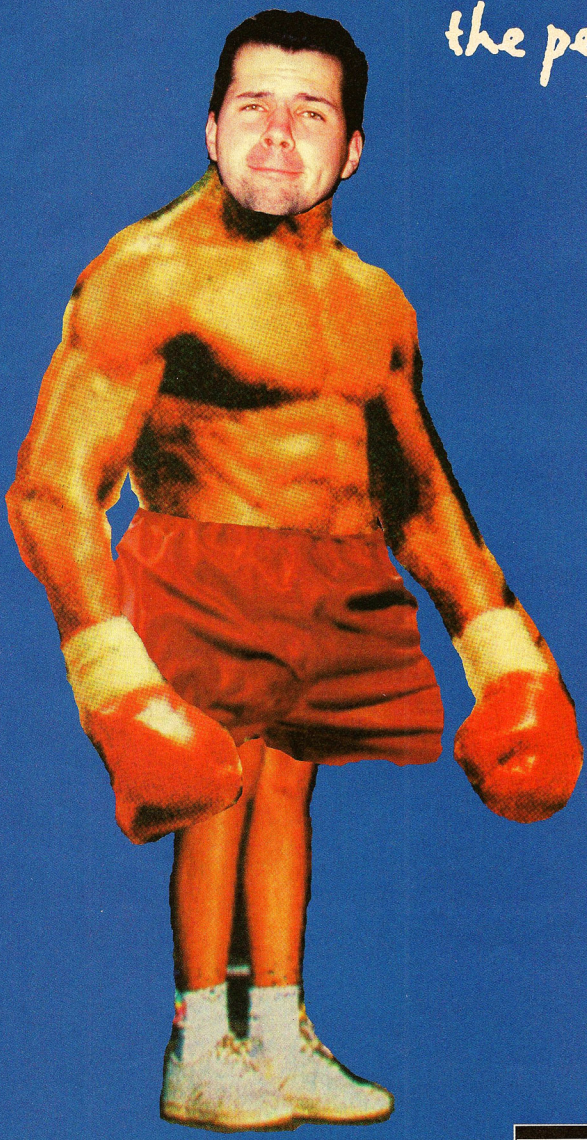
New vehicles must be bought and maintained with money awarded in each stage.



Learning to jump over obstacles is a vital part of a winning strategy.

8	GRAPHICS
7	MUSIC & SOUND
6	INNOVATION
7	GAMEPLAY
7	REPLAY VALUE
OVERALL	71%

How would you design the perfect boxer?



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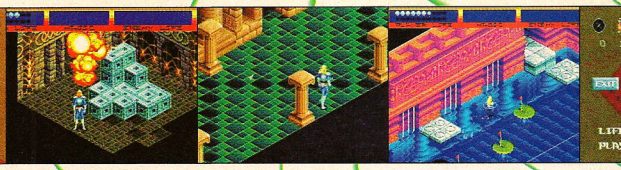
NR
Not Rated

SEGA SATURN

GENESIS

KIDS TO ADULTS K-A AGES 6+

GENRE / action/RPG
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / backup ram
PUBLISHER / Sega
DEVELOPER / Treasure
AVAILABLE / now
PRICE / $55-65



LIGHT CRUSADER

As leader of the Light Crusaders, *Mike Salmon* marches forth, searching for Truth, Justice, and a less-filling beer with full-bodied flavor.

Treasure, the hot Japanese developer who brought you *Dynamite Heady*, worked long and hard on *Light Crusader*, attempting to finally make the definitive action/RPG. The problem with this genre has always been that there isn't enough action for the action fans and the RPG elements are too simplistic for RPG fans.

Treasure's experience with action games shows through in *Light Crusader*. You often come across bosses which require patterns, and platforms to jump on. One problem with the action elements is the perspective which the game is played on. The 3/4 overhead perspective means that you can only move the character diagonally, which makes for some control problems. However, once you get used to the perspective, there is some decent action.

One of the prettier Genesis games ever finally gives some height to the RPG characters.

As for the RPG elements, *Light Crusader* has plenty of them. Unfortunately, most of the puzzles are real simplistic and just require basic common sense. Things like moving a loose brick onto a platform to keep a door open and moving an explosive barrel close to a door and then igniting it aren't real tricky. Another problem is that the storyline just isn't real deep and talking with other characters isn't really required or supported very well.

Light Crusader is still one of the more exciting and graphically pleasing titles Genesis is coming out with, but a deeper story would've really made a big difference. **GP**

It's An Action Game...

Jumping from platform to platform is perhaps my most unfavorite thing about action games.

Some big, tough bosses with patterns keep you jumping and stabbing.

...No, It's An RPG

Conversing with the townspeople is an option, but sadly, it isn't required.

Mix elements together and you can cast spells like 'Turn Undead' whenever you want to. There's no waiting for your turn.

Simple puzzles in each room keep you thinking, but not very hard.

9 GRAPHICS

- The characters aren't those short little fat guys. That's good.
- Very pretty overall, as Genesis titles go.

7 MUSIC & SOUND FX

- Some good F/X and the occasional good score.
- Nothing close to the *Final Fantasy* series.

7 INNOVATION

- Some unique puzzles make it a bit different.
- However, this isn't the first attempt at an action/RPG.

7 GAMEPLAY

- Magic is simple and easy to use.
- But the lack of different attacks makes fighting kinda repetitive.

8 REPLAY VALUE

- Starts off nice and easy and increases in difficulty.
- Most RPG fans are going to find this a bit short and simple.

76% OVERALL GP RATING

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PlayStation

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KIDS TO ADULTS

K-A

AGES 6+

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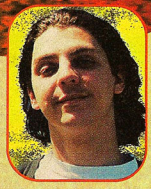
SATURN

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $59.99

TEEN T AGES 13+

Street Fighter: THE MOVIE



When *Patrick Baggatta* first heard about the Chun-Li role in *Street Fighter: The Movie,* he pulled on his kimono and started calling his agent.

Perhaps not since the phenomenon of *Mario* has there been a game so influential as *Street Fighter.* Now, hundreds of look-a-likes later, the *Street Fighter* series marches on. The latest installment actually takes *Street Fighter* one step closer to the only other fighting series that spawned a movie — *Mortal Kombat.* In *Street Fighter: The Movie,* those lovable, animated characters of years past have been transformed into digitized warriors, based on their movie alter-egos.

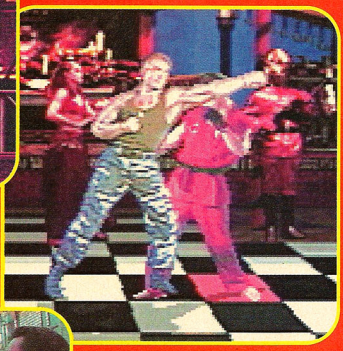
So, can digitization save this suffering genre? In the midst of mind-blowing 3-D fighters, it's doubtful that a little reality-based digitization is going to make the necessary difference, but it doesn't hurt, either. Unfortunately, beyond the facts that the graphics are detailed and realistic, and there's a few new moves, there isn't much here that sets this version of *Street Fighter* apart from the others. There are an impressive number of characters to choose from, and the fighting action is as fierce as ever, but it's all been done before. The only other real difference in *Street Fighter: The Movie* is the story mode option, in which you are given choices in the way the plot of the game unfolds. This is mildly interesting the first couple of times through, but in the end, it's not much to get excited over.

Overall, *Street Fighter: The Movie* has everything you love about the *Street Fighter* series, but not much else. **GP**

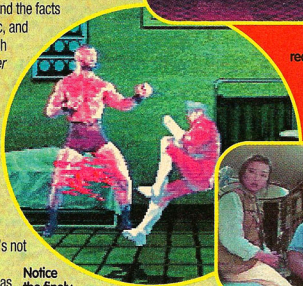
You Should Be In Pictures

With digitized characters and cut-scenes from the movie, *Street Fighter: The Movie* takes on a highly realistic feel.

Chun Li's been the object of many a pre-pubescent boy's fantasy.



You certainly recognize martial arts star, Jean Claude Van Damme,



Notice the finely detailed backgrounds, along with the highly-defined characters.

The story-mode treats you to a good bit of actual movie footage.

All the special moves you remember from *Street Fighter* are still here for your enjoyment.

There is a nice selection of fighters, including some of the minor movie characters.

GRAPHICS 7

- The digitized characters and backgrounds look good.
- The animation is a little bit choppy.

MUSIC & SOUND FX 7

- Good sound effects.
- There's nothing special in the music.

INNOVATION 5

- Digitized characters are new for *Street Fighter.*
- This is still a 2-D fighter, with nothing new to offer.

GAMEPLAY 7

- All the moves from the original are here.
- There's only a few really new moves.

REPLAY VALUE 7

- Plenty of characters to play as and against.
- Similar to several other 2-D fighters.

69%
OVERALL GP RATING

It's Gonna Be a Total SLUG-FEST.

They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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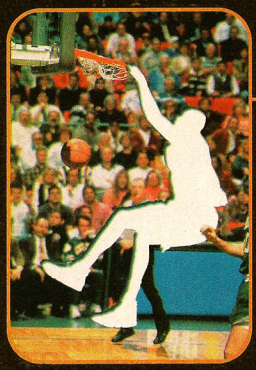
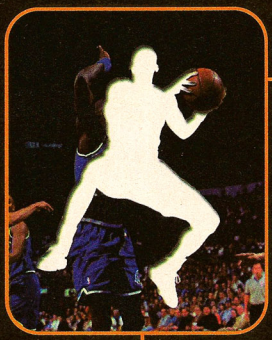
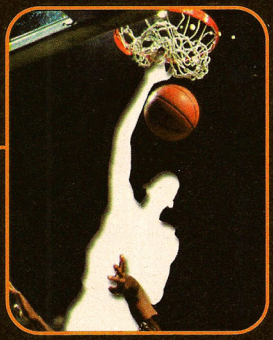
The NBA's best moves. Stolen



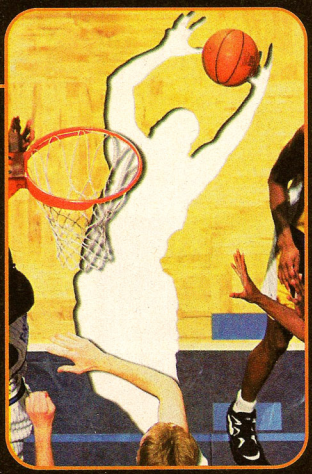
Monster slams. Just one of a ton of killer player animations. Up close and personal. In a TV-style presentation that rivals the network hoops broadcasts.





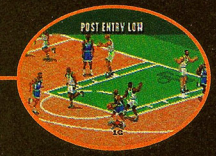
The receiving end of a tip-slam hurts no matter what mode you're in. Exhibition. Reduced season. Customizable playoff. Or full season.

Mid-air pass. Now that's a tasty dish. One minute you got 'em thinkin' you're goin' to the hole. Next minute they're starin' at a pair of empty hands. Now you see it. Now you don't. Now it's too late.



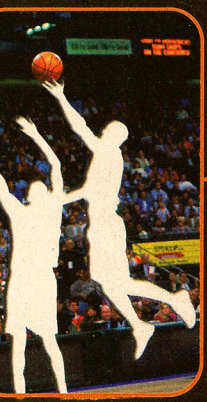
You're knockin'. And knockin'. And knockin'. Can't get into the house through the front door? Maybe the backdoor's open. Can you say alley-oop? Sure you can. Oh yeah, blocked dunks don't feel so good either.

for your personal enjoyment.



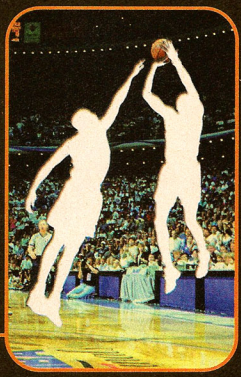
You're the playmaker. Raise your arm high above your head. And play stump the chump. By calling plays on the fly. With 60 authentic offensive plays. And 10 defensive sets to counter with.

Put on a spin dribbling exhibition. Then put on another jersey. You'll find all 29 NBA teams (including Toronto and Vancouver), 2 All-star teams, and 4 custom teams at your disposal.

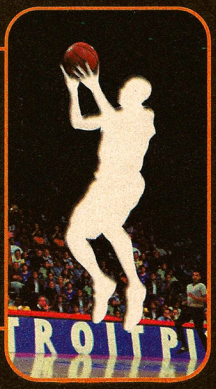


A finger roll here. A finger roll there. No one can stop you now. You're at the top of your game. So quit while you're ahead. Now you can leave the regular season at any time and go directly to the playoffs.

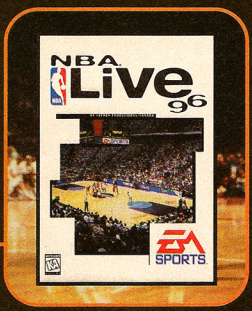
Long range jumper. Count it. 'Cuz in-depth stats keep track of everything. Including player ratings. There are stats in over 15 different categories. You can save 'em. By team. By player. Or by user (which rhymes with loser).



Not impressed with that double-clutch slam? Trade for someone who's got the goods. Any player in the league. Still not good enough? Create your own player. And call him Sir Dunks-a-lot.



Last year it rocked the critics and ate up the awards. Now it's back. With merciless new player animations. Updated strategy. And lots of reflex-numbing gameplay. NBA Live 96. Tips-off soon on Sega™ Genesis™, Super NES® and Game Boy®.



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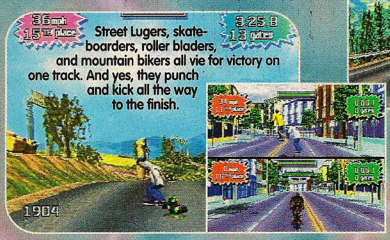
PLAYSTATION

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory cards
PUBLISHER / Sony Interactive
DEVELOPER / Sony Imagesoft
AVAILABLE / now
PRICE / $55-65

ESPN extreme

If there was one word to describe *Mike Salmon*, (besides 'Loser'), it would have to be 'Extreme' (Loser). But that's two words, so we'll have to stick with the first one.

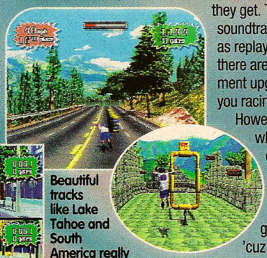


Street Lugers, skateboarders, roller bladers, and mountain bikers all vie for victory on one track. And yes, they punch and kick all the way to the finish.

The simplest way to describe this latest PlayStation effort is *Road Rash* on rollerblades. You can race with rollerblades, skateboards, mountain bikes, or a street luge through several different tracks. All of the tracks, from Tahoe to South America, are gorgeously detailed.

As you race for first place, you find yourself whacking other racers with your fists or feet. However, they give as good as they get. The original soundtrack rocks. As far as replay value goes, there are plenty of equipment upgrades to keep you racing.

However, without a whole lot of speed or track strategy, *ESPN Extreme* still ends up only as a decent game. Too bad, 'cuz it could've been much better. **GP**



Beautiful tracks like Lake Tahoe and South America really add to the game.

9 GRAPHICS
9 MUSIC & SOUND
6 INNOVATION
7 GAMEPLAY
7 REPLAY VALUE

OVERALL 73%

SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 8 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Sunsoft
AVAILABLE / now
PRICE / $59.99

Speedy Gonzales in Los Gatos Banditos

When *Jeff Lundrigan* said he loved mice, we gave him this. Turns out he loves them best deep-fried, with a side order of onion rings.

And kidnapped them all.

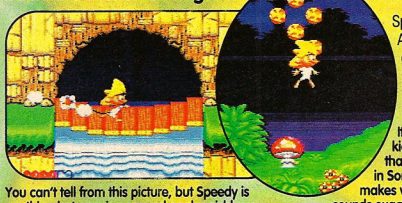
Aw man... at this point, any game that uses the word 'kidnapped' in its intro sequence gets an automatic demerit — everybody got that?

This one was held up in publishing hell for over two years; now it's finally been released through Acclaim, who never met a licensed property they didn't like. That probably makes them the only folks who are gonna like this.

I generally look forward to games with Warner characters, but stop me if this sounds familiar — a group of mean cats, the *'Gatos Bandidos'* of the title, have kidnapped all Speedy's friends at a fiesta and now Speedy has to run all over Mexico rescuing them.

This game rips off its play mechanics from a lot of others, most notably Sonic, but it doesn't pull any of it off very well. Play control ain't great — he might be 'The Fastest Mouse in All Mexico,' but he sure takes his time getting up to speed — the animation is stiff, and none of the levels pose an interesting challenge. Aye, Carumba!

Worst of all though, Speedy's signature 'Andale! Arriba!' sounds like it was done by a gerbil on helium. Aw Speedy, we hardly knew ya. **GP**



You can't tell from this picture, but Speedy is anything but, moving around so sluggishly you feel like you're controlling a Greyhound bus.

It's got tubes from Mario, kicking feet and mousetraps that work just like the springs in Sonic, and the sound he makes when he grabs cheese sounds exactly like Bubsy grabbing yarn balls. Need I say more?

6 GRAPHICS
5 MUSIC & SOUND
3 INNOVATION
5 GAMEPLAY
5 REPLAY VALUE

OVERALL 50%

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PLAYSTATION

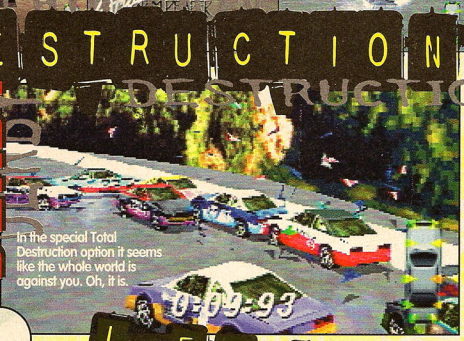
KIDS TO ADULTS AGES 6+

GENRE / driving
PLAYERS / 1 or 2 with multi-link
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / $55-65

GAME PLAYERS ULTIMATE

We picked *Patrick Baggatta* to review this game because he has the worst driving record in the office.

DESTRUCTION DERBY

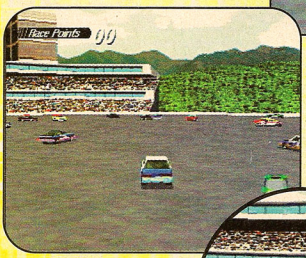


In the special Total Destruction option it seems like the whole world is against you. Oh, it is.

There is absolutely no doubt that *Destruction Derby* is the best destruction derby game ever made for any system. OK, it's the only one, but it's still damn impressive when a game without any kind of competition can set a standard so high as to discourage all rivals. This is just what *Destruction Derby* has done.

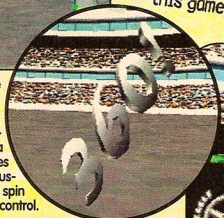
The feeling for quality design that runs through this game is one that suggests a real labor of love that gamers are sure to appreciate. The kind of attention to detail that created the advanced damage meter, the indicative smoke streams that spill out from under the hood, and the system of race (crash) points is just the kind of extra effort that makes a game truly great. Oh yeah, you get to smash into stuff, too!

There is, however, something strange about the racing options of *Destruction Derby*, as opposed to the all-out *Destruction Derby* options which are awesome. Though the tracks are beautifully designed and



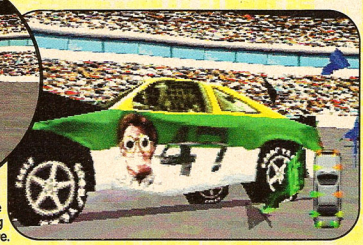
LET THE CARNAGE BEGIN!

Strap yourself in for some bone-jarring fun — this game is for real!



'The Bowl' is where the real action happens.

There's just something cool about a game that gives you points for causing another car to spin out of control.



The only way to make the Bowl more intense is by using the first-person perspective.

RACE WAR: BY ANY MEANS NECESSARY!

The racing options feature some of the most beautiful tracks ever to appear in a video game.

The seaside track is almost too peaceful to go around smashing into people, but what are you going to do?

There are two main options for racing: kill or be killed!

Sometimes the best way to place high is by letting the other cars do all the messy work!

Edging your competitors out in the corner is often your best strategy.

the competition is absolutely brutal, there just isn't much replay value in racing around the simplistic tracks over and over again. That's not to say that ramming another car into the outside wall of a tight turn isn't just the kind of teeth-rattling fun you may be looking for, but overall, the action in the races is pretty slow. The actual quest for placing is overshadowed by your desire to simply smash something.

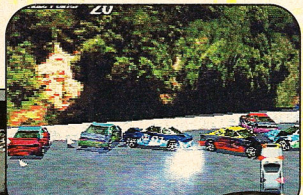
Destruction Derby is amazing on so many levels that it would be impossible to call it anything less than great, but it's not quite perfect somehow. **GP**

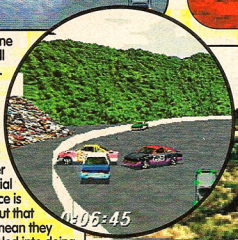
IF ALL ELSE FAILS!

In a game as unorthodox as *Destruction Derby* you may very well be called on to do unorthodox things.

A SECOND OPINION

I love smashing into stuff. I just love it. So it should come as no surprise that I enjoyed this game every bit as much as Patrick, probably more. Being the competitive, 'who can I hurt today' kind of guy, I got a real special kind of kick out of the two-player, multi-link option, which lets you connect two PlayStations and two TVs. There's nothing quite like sitting across from someone, watching their expression as you smash into 'em again and again. Control is super-smooth, and I think this game is just about perfect. **— *Jeff***





Pinning someone against the wall is always good.

If the front end is gone - use the back.

The computer Artificial Intelligence is amazing, but that doesn't mean they can't be fooled into doing something stupid.

Sometimes the best strategy is to just go with the flow.

GRAPHICS 10
- Striking backgrounds.
- There's lots of convincing car damage.

MUSIC & SOUND FX 8
- Totally awesome crunching sound effects.
- Strong soundtrack.

INNOVATION 10
- There is no other game like it.
- Smashing goodness!

GAMEPLAY 9
- Smashing stuff is fun!
- Big learning curve for getting control of the car.

REPLAY VALUE 9
- There are plenty of modes to play.
- The tracks are a little too simplistic.

91%
OVERALL GP RATING

Finally, baseball with

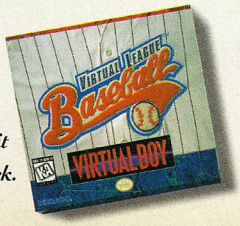
Nice screen shot, huh?

Cool 3D Graphics

Ahhhh, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18

out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.



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From the game that causes reoccurring nightmares, and the magazine that keeps responsible people worried about the future, comes a contest that's sure to put you over the edge. *Mortal Kombat – The Live Tour* ain't a bunch of retired Olympians skatin' around with nauseating, overstuffed animals. *The Live Tour* features some of the nation's top martial artists in a high-tech, interactive performance that promises to be the most innovative and sophisticated presentation in the touring industry!

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Airfare, hotel and ground transportation for four people to attend *Mortal Kombat — The Live Tour* in Orlando, Florida on December 1st, 1995. You get VIP-reserved tickets to the show, an official tour jacket, T-shirt and hat, a meet 'n greet with cast members prior to or after the performance, and a one year subscription to GAME PLAYERS, the magazine that gives you bone-chilling coverage of games like *Mortal Kombat 3*.

How to Enter: Write your answers to these three sickeningly simple questions on a postcard.

1. **How many bones are in the human body before horrible mutilation?**
2. **Who are the only playable characters to appear in all 3 *Mortal Kombat* games?**
3. **How many fingers am I holding up?**

Send your postcard to: What Have I got to Lose?, Imagine Publishing, Inc., 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. All entries must be received by 11/10/95.

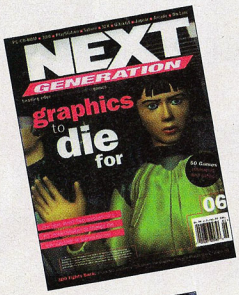
First Prize:

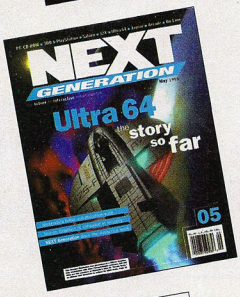
An official tour jacket, T-shirt and hat, and a one year subscription to GAME PLAYERS, the magazine that makes you check under your bed twice.

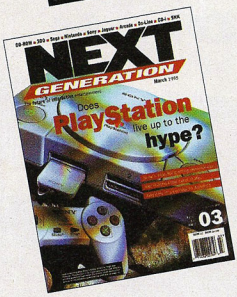
Runners Up:

Ten of you will receive a tour T-shirt and hat, plus a one year subscription to GAME PLAYERS, the magazine that gives skull-splitting headaches to "sane" people.

Employees of Imagine Publishing, Inc., Mortal Kombat – The Live Tour, Williams Entertainment, Inc., any subsidiaries, and their immediate family members are not eligible to enter. Contest void where prohibited. Winners will be selected in a random drawing from all correct entries.







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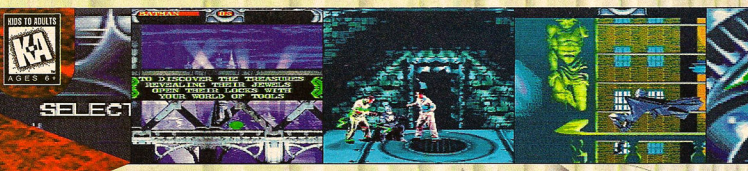
SUPER NES

KIDS TO ADULTS AGES 6+

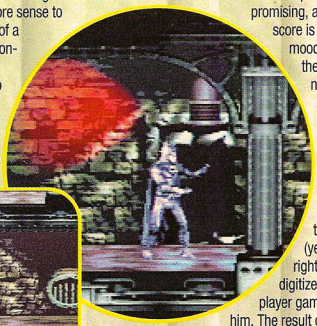
GENRE / action
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Probe
AVAILABLE / now
PRICE / $60-70



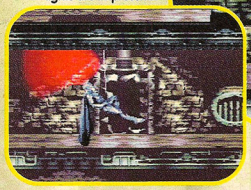
Batman Forever

When *Mike Salmon's* Bat-utility belt ran out of Slippery Goo, he just laughed. He knew there was plenty more in the Bat-nose!

The hit summer movie *Batman Forever* had 'side-scrolling action game' written all over it from day one. After all, every movie makes a great side-scrolling action game (extremely heavy sarcasm here, please). That's right — yet another movie license turned into (Oh, gosh! You don't say.) yet another side-scrolling action game. Wouldn't it make more sense to use the extensive storyline of a movie for some type of action-RPG game or something different? (But hey, what do I know? I just play games, I don't make 'em).



The dark backgrounds are beautiful, and the flashing lights are impressive.

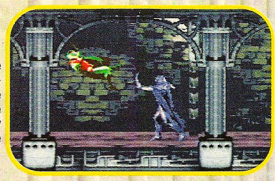


Bat toys — like the bat rope — are fun to use, although only the bat rope is real useful.

Batman Forever was developed using Acclaim's massive in-house video and motion-capture facilities. And as a result the game looks incredible, with some of the larger and more distinct characters ever in a side-scroller. The non-linear set up of the game is promising, and the musical score is sets a good mood. Unfortunately, the game plays nothing like the movie or even like a good action game. After all the glitz, *Batman Forever* is basically *Final Fight* without some of the exciting gameplay.

A beautifully digitized Batman moves from (yep, you guessed it) left to right, punching and kicking digitized bad guys. In the two-player game, a digitized Robin joins him. The result of this typical gameplay is typically boring.

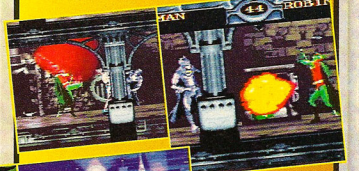
While Batman has a large array of weapons at his command — Batarangs, smoke bombs, even Slippery Goo — and there's a lot of hidden areas and items, the game is missing one thing: Fun. **GP**



Some fun can be had in the two-player Competitive Mode, where Batman can finally punish the Boy Wonder.

Dig It

They're Digitized



Batman and Robin look better than ever, with their digitized bods and motion-captured kicks.

And the bad guys are digitized, too! Unfortunately, there aren't many variations in the game.

9 GRAPHICS

- Motion-captured Batman looks incredible, especially on the Super NES.
- Dark, eery backgrounds have a real *Batman* feel.

9 MUSIC & SOUND FX

- Dark musical score and crisp sound FX are nice.
- The music could be even more intense.

2 INNOVATION

- We've seen the movie side-scroller way too many times by now.
- Even the gameplay lacks any originality.

6 GAMEPLAY

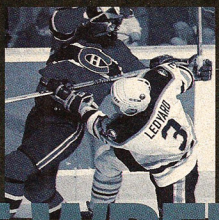
- Special moves and fighting options make it like a fighting game on the move.
- *Final Fight* was more fun. It just didn't look as good.

5 REPLAY VALUE

- Two-player options are this game's only selling points.
- Seeing the same motion-captured bad guys, level after level, is real pain.

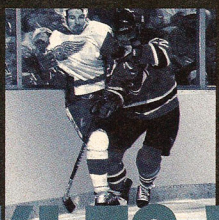
59%

OVERALL GP RATING



IF THIS MAKES YOUR

GUT WRENCH



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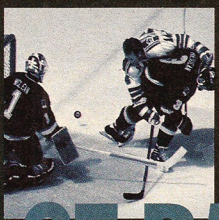
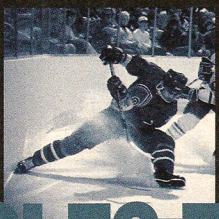
KNUCKLES WHITE



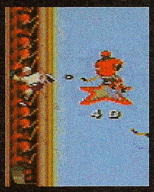
IF THIS MAKES YOUR

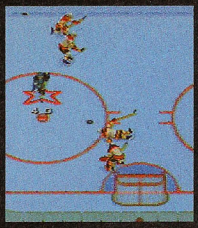
PULSE RACE

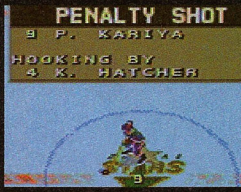


IF THIS MAKES YOUR

MUSCLES TENSE



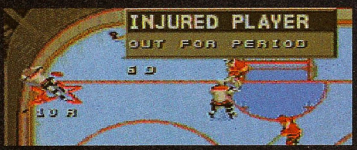




With players like Bure, Fedorov, and Fleury on the ice, blinking can be costly. So keep your eyes open. And try to keep up.

Players like Yzerman or Mogilny play where the puck's going to be, not where it's been. They have a sixth sense for it. So with a more open game around the goal, anything can happen. Be warned.

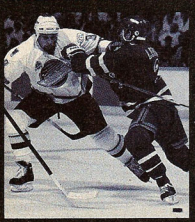
TEETH THIS WILL



Not only do you have every NHL® team and NHLPA™ player, but updated ratings show you who's hot and who needs more ice time. You also have the option to create and trade players. Kinda like being an owner, huh?

EA SPORTS

If it's in the game, it's in the game.™



You've never seen player animation like this before. Supersonic maneuvers the likes of Jagr. Brain-numbing checks the way Stevens does them. And amazing goalie moves like Brodeur's that'll make you rethink your offense.

If you slack off during the 82-game season don't count on a post season. But keep up your team's intensity and you may get to kiss Lord Stanley's Cup during the on-ice presentation. No guarantees, of course.

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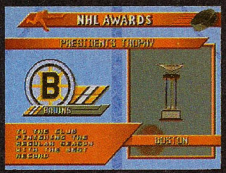
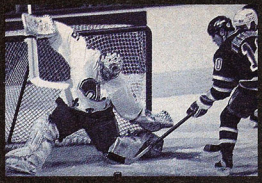
Advanced artificial intelligence lets you play more like a team. Power play offenses. Penalty-killing defenses. Your teammates get into position for the play. But don't forget, the same goes for the other players.



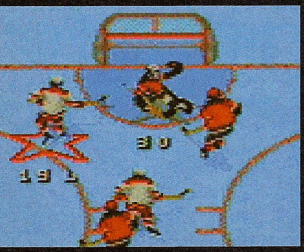
5-minute majors. 4-minute double minors. 2-minute minors. What did you expect? If you can't do the time don't do the, well, you know what we mean.

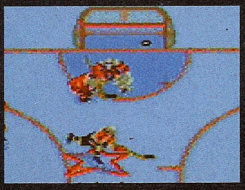


KIDS TO ADULTS AGES 6+

MAKE YOUR SWEAT

TV-style presentation of the match, stats, rankings and everything you need from the booth. On the ice there's crowd chanting and arena music. Get psyched. This is the NHL.





More blistering moves and blurring ways to score. One-time passing. The give and go. And a new move you better tighten your skates for. The Spin-O-Rama.

The puck drops October 6 on Sega Genesis, Super NES, Game Gear and Game Boy.

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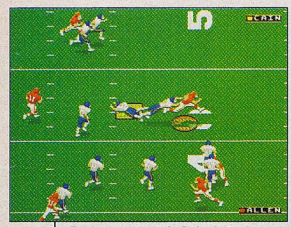
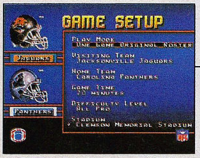


Explosive speed is Deion's trademark. And this year's game play is **faster** than ever, even fast enough to keep up with Prime Time.

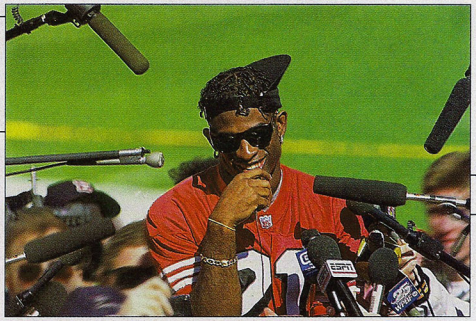
YOU NEVER KNOW WHAT DEION'S GOING TO DO.

Deion Sanders is the NFL's premier free agent. Sega Sports lets you choose where he plays!

HE'S SO FAST AND UNPREDICTABLE, EVEN HE DOESN'T KNOW HIS NEXT MOVE. BUT YOU DO.



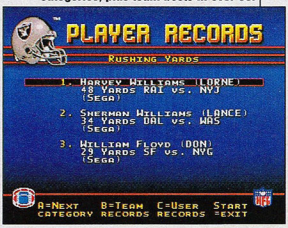
Choose to play on any of the 30 NFL teams including the two **new** expansion teams- the Jaguars and the Panthers.



PRIME TIME NFL FOOTBALL

Look 65 yards downfield to see if Deion's got your receiver covered.

One for the record books. This **new** feature tracks your personal best performances in over 20 different categories, plus team bests in over 30.



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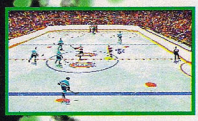
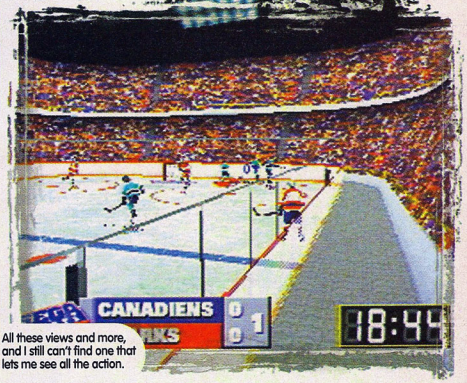
GP SPORTS

NHL All Star Hockey

System: Saturn • Publisher: Sega • Developer: Gray Matter
now available • $50–60





All these views and more, and I still can't find one that lets me see all the action.

Recently I made a trip to the visiting clubhouse at Candlestick Park, where I met the St. Louis Cardinals and started talking games — video games, that is. Ray Lankford and Brian Jordan, a couple of star outfielders for the Cardinals, were the enthusiastic gamers who couldn't stop talking. The question they all wanted answered was, 'What new system should I get for sports games?' And after seeing Sony Imagesoft's newest PlayStation sports games, along with the disappointing *NHL All-Star Hockey* for the Saturn, I had to tell them that the PlayStation is shaping up as the sports machine of the future — so far.

Despite the hype, 16-bit is still the best place for a good sports game. However, by the end of November, the 32-bit sports games are going to start hitting the shelves, emptying my wallet, and bringing joy into my sorry life (Oops! There I go, hyping again.).

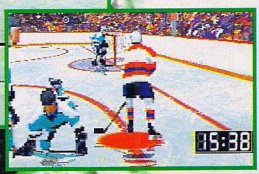
Mike

The first 32-bit hockey game is in and it's just not what we hoped for. *NHL All-Star Hockey* for the Saturn is loaded with views, options, stats, players, and video clips. The only thing they forgot to include was a good playable hockey game.

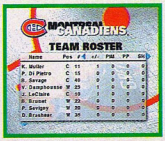
With all the choices of views, there still isn't one view that works as well as EA's *NHL '96*. No matter which view you choose there's a problem. Either the camera is too close and you can't see an open winger for a pass, or it's so far away that you can't even see the puck. On top of that, the action is just boring. It's so slow that you'll think that the players are skating through mud. As for the graphics, they are really sad. The players in white uniforms often disappear into the ice, making the control even more difficult.

On the plus side, all the real players and teams are in the game, as are a full range of stats. So, if you can find a way to enjoy the game, there are plenty of stats to keep you playing. The sound and Marv Albert's commentation are excellent. *NHL All-Star Hockey* isn't the worst hockey game ever, but my expectations were so high that it's easily the most disappointing.

There's checking, but there just isn't any power involved to give you that satisfying feel.



The home team is likely to lose their players in the ice.



All the players and stats are here, if you can stomach the poor action.

GRAPHICS	7
MUSIC & SOUND	9
INNOVATION	9
GAMEPLAY	6
REPLAY VALUE	6

6.4%
OVERALL GP RATING

PRIME TIME NFL

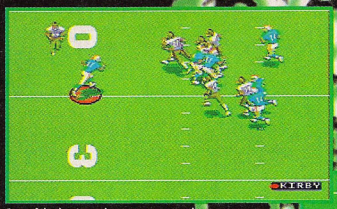
System: Genesis • Publisher: Sega
Developer: Spectacular Visions
now available • $59.00

Just last year Sega Sports put out *NFL '95*, which was the best one-player football game of the year, while *Madden '95* remained the best two-player game. This time Sega Sports has added Deion Sanders' nickname to the title, updated the players, and left the rest alone. The result is another excellent football game.

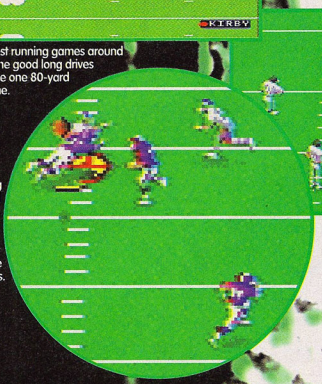
The graphics are exactly the same as last year's, as are the plays and gameplay. While improvements from year to year are always nice, they often result in a worse game than the previous year's entry. If there's nothing a company can do to make a sports game better than the year before, then I'd just assume that they leave it alone. Which is exactly what Sega did.

Prime Time is easily the most accurate football sim for the consoles, although it does lack some of the flash that *Madden* games have. It's the two or three yard gains and defensive battles that separate *Prime Time* from the others. The superior computer AI makes the season mode entirely enjoyable.

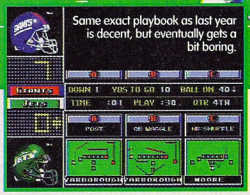
If you're looking for an update of *NFL '95* or just one of the best football sims around, then *Prime Time* is your pick.



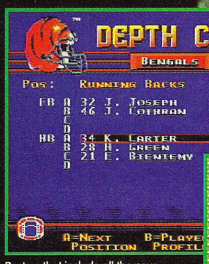
One of the best running games around allows for some good long drives rather than the one 80-yard play every time.



Diving catches and crushing tackles are back for another year on the Genesis.



Same exact playbook as last year is decent, but eventually gets a bit boring.



Rosters that include all the new players and rookies make this a great sim.

And what game with Deion Sanders' name on it would be complete without end zone dances?

You want stats, well, *Prime Time* gives you all the stats you could ever want.

ON DECK

PGA TOUR

EA for PlayStation

Just recently got a chance to play a preview-ready version of this links effort and it already blows away the Saturn's *Pebble Beach* game. A finished version gets put through the paces next month.

No game has ever captured the ability to play on the tour better.

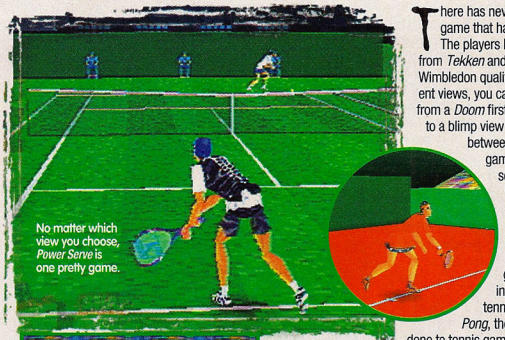
Easy to use interface has always been a strength of the PGA series.

8	GRAPHICS
10	MUSIC & SOUND
6	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE

88%
OVERALL GP RATING

POWER SERVE 3-D TENNIS

System: PlayStation • Publisher: Ocean • Developer: SPS
now available • $50–60



No matter which view you choose, *Power Serve* is one pretty game.

There has never been a tennis game that has looked this good. The players look like characters from *Tekken* and the courts are of Wimbledon quality. With seven different views, you can choose to play from a *Doom* first-person perspective to a blimp view or anything in-between. In the two-player game you can split the screen just about any way you want.

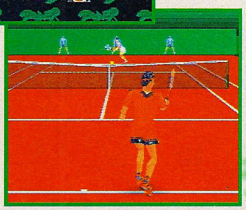
So, with all the pretty graphics and flashy camera angles, why is this game so damn boring? First off, this is a tennis game, and since *Pong*, there has been little done to tennis games in the way of gameplay. Unfortunately, that's not the only flaw in *Power Serve*. In a two-player game the split-screen heavily interferes with the ability to have any sort of volley, while playing against the computer is anything but easy. There's also no season mode, which greatly reduces the replay value.

Overall, *Power Serve* is a real shallow game. There's some groundbreaking graphics obstructed by some simplistic gameplay. It's too bad, because with better gameplay and a season mode, *Power Serve* could've been a winner.

10	GRAPHICS
9	MUSIC & SOUND
9	INNOVATION
6	GAMEPLAY
4	REPLAY VALUE

61%
OVERALL GP RATING

The tennis players all resemble certain pros. I think that's supposed to be Andre Aggassi.



The occasional good volley is exciting, but the total lack of depth is truly sorry.

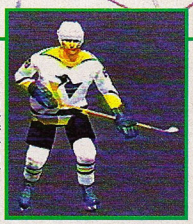
ON DECK

NHL FACE OFF

Sony for PlayStation

While I was in San Diego I also got a glimpse of *NHL Face Off*, which is also looking real good. The skaters moved smooth, the camera angles were perfect, but the gameplay isn't in place yet. If it turns out as good as they say, EA could be in for a battle for first place.

That's right, these are actual shots from the game. Not bad, huh?



Incredible attention to uniform detail is just the kind of thing that can put a game over the top.

NHL '96

EA for 3DO and PlayStation

The best hockey game of all-time is gearing up for its 32-bit debut and it's looking awesome. If the usual gameplay carries over to the 32-bit version, we're all in luck.

Not much to so far, but what's there looks mighty impressive.

ON DECK

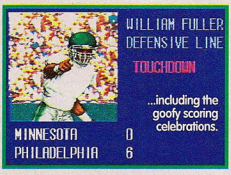
TECMO SUPER BOWL III: FINAL EDITION

System: Super NES
Publisher: Tecmo
Developer: Tecmo
now available • $49.95

Back in the days of the 8-bit NES, *Tecmo Super Bowl* was the ultimate football game. Now, in the '90's, Tecmo is still making football games, and they still look just like the original NES game. *Tecmo Super Bowl III: Final Edition* is no different. All the players, teams, and stats are here, but that's it. The ancient side-perspective is made even worse by the little fat players and the laughable soundtrack. Even the playbook is ill-conceived and with very few plays. Compared to the other 16-bit football games, *Tecmo Super Bowl* just can't compete.

If Tecmo is going to keep making this series, then they need to update everything to the '90's or they'd be better off making this the really FINAL edition.

Looks way too much like the 8-bit NES game...



...including the goofy scoring celebrations.

GRAPHICS	5
MUSIC & SOUND	6
INNOVATION	5
GAMEPLAY	5
REPLAY VALUE	6

5.4 OVERALL GP RATING

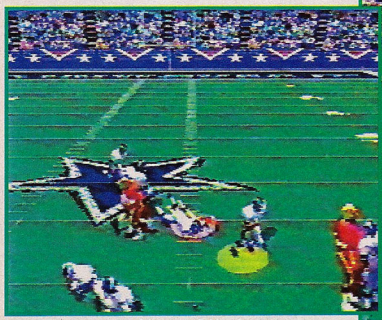
ON DECK

NFL GAMEDAY

Sony for PlayStation

Recently, I made a trip down to San Diego to the Chargers vs. 49ers preseason rematch of last year's 'Super Blowout', then (after several stadium beers and dogs) I went to Sony's development offices to take a look at their new PlayStation gridiron game. I got to play an unfinished version and I only have one word to say: 'in-bleeping-credible'!

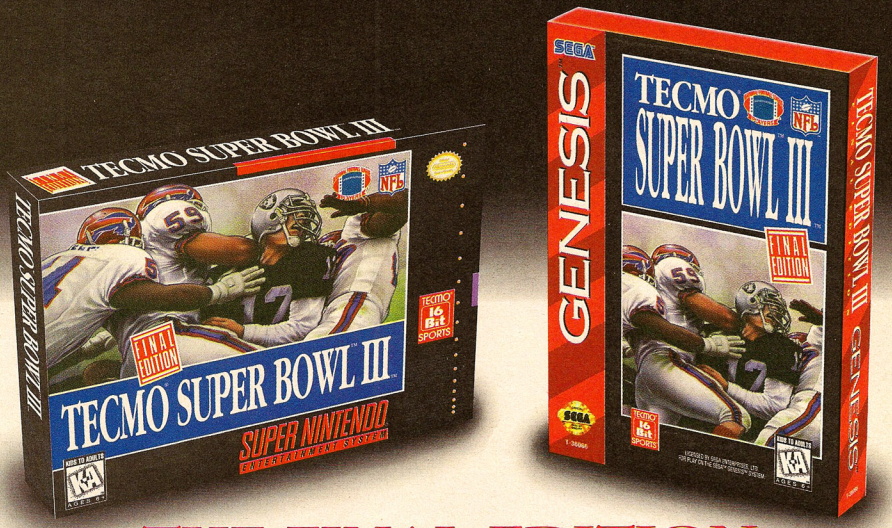
The motion-capture process at work. First capture the athlete, then connect the frame. Now build a full skeleton and finally, paint over it.



With all that done, put 22 of them on a field and you're ready for some football.

Just like in the real NFL, the tight ends are bigger than the receivers. The gameplay? Well, the gameplay is already awesome.

THE WORD IS OUT



THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, " . . . it looks like a winner." Word on the street is that this could well be the best football game – maybe even the best *sports* game – to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams, Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can **create your own superstar!** Then watch him mature and improve over the season into the future. Awesome.

BUT, A WORD – OR WORDS – OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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TECMO 16 Bit SPORTS

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KIDS TO ADULTS AGES 6+

NOW PLAYING

You guys aren't reading this section only for the occasional free prize, are you? Well, let me put your mind at ease — there aren't any in here this month. There... now you can go ahead and read just for the fun of it!

SLAM 'N' JAM '95

CRYSTAL DYNAMICS FOR 3DO
Review, 8#7

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

OVERALL 91%

TOSHINDEN

SONY CE FOR PLAYSTATION
Review, 8#8

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

OVERALL 98%

CHRONO TRIGGER

SQUARE SOFT FOR SUPER NES
Review, 8#9

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

OVERALL 95%

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

● denotes games reviewed last month

THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, 8#8

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

OVERALL 66%

AIR CARS

Midnite Entertainment for Jaguar; review, 8#7

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

OVERALL 48%

AIR CAVALRY

GameTek for Super NES; review, 8#7

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

OVERALL 52%

● AIR COMBAT

Namco for PlayStation; review, 8#10

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

OVERALL 84%

ANIMANIACS

Konami for Game Boy; review, 8#8

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

OVERALL 47%

ASTAL

Sega for Saturn; review, 8#8

While the graphics are rich and varied, and the backgrounds are innovative, the play controls are kinda sluggish, which can lead to a great deal of frustration. This game does what a side-scroller should do, but not as good as it should.

OVERALL 66%

ASTEROIDS & MISSILE COMMAND

Nintendo for Game Boy; review, 8#9

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

OVERALL 84%

BLUE LIGHTNING

Atari for Jaguar; review, 8#9

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

OVERALL 72%

WHAT YOU THINK

I can't believe your review for Earthbound. It's my second, or maybe first favorite game of all time! A 69%? You should be shot! I would have given it a 97%!

— Paul Schuore
Brooklyn, NY

BUG!

Sega for Saturn; review, 8#9

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

OVERALL 74%

● CASTLEVANIA: DRACULA X

Konami for Super NES; review, 8#10

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

OVERALL 64%

CHEESE CAT-ASTROPHE

Sega for Game Gear; review, 8#8

As much as all you guys out there would like to think that I invented this game, I didn't. Help Speedy Gonzales through this side-scrolling action game. The only drawback is that there's nothing really new going on here. It's your call — take it or leave it.

OVERALL 63%

● CIVILIZATION

Koei for Super NES; review, 8#10

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

OVERALL 89%

CLOCKWORK KNIGHT

Sega for Saturn; review, 8#8

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

OVERALL 56%

COLLEGE FOOTBALL USA '96

Electronic Arts for Genesis; sports, 8#9

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

OVERALL 82%

COMIX ZONE

Sega for Genesis; review, 8#8

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

OVERALL 72%

CYBERSLED

Namco for PlayStation; review, 8#8

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

OVERALL 71%

DEMOLITION MAN

Acclaim for Genesis; review, 8#9

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

OVERALL 69%

DONKEY KONG LAND

Nintendo for Game Boy; review, 8#7

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

OVERALL 81%

● DOOM

Williams Entertainment for Super NES; review, 8#10

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

OVERALL 74%

● DRAGON: THE BRUCE LEE STORY

Acclaim for Genesis; review, 8#10

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

OVERALL 55%

EARTHWORM JIM

Playmates for Game Gear; review, 8#8

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

OVERALL 76%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

WORLD SERIES BASEBALL '95
SEGA FOR GENESIS
Sports, 8#8

What we have here is a truly great baseball game. The developers included everything they left out in the previous version. Get this game!

OVERALL 91%

DAYTONA USA
SEGA FOR SATURN
Review, 8#8

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

OVERALL 90%

JUMPING FLASH!
SONY FOR PLAYSTATION
Review, 8#8

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

OVERALL 94%

• TEKKEN
NAMCO FOR PLAYSTATION
Review, 8#10

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

OVERALL 91%

FLIP OUT!
Atari for Jaguar; review, 8#9
Here's the very first puzzle game for the Jaguar! What, no applause? Come on, this is a totally different kind of puzzle game, with three different puzzles to really bend your brain! Besides, any game with a Cheese World level can't be all bad!

OVERALL 73%

GEX
Crystal Dynamics for 3DO; review, 8#7
Take one television-addicted lizard with a penchant for snappy one-liners, add a bunch of interesting-looking levels, and (here's the really cool part, gang), mix in some truly weird bosses, like the Flatulator, and you've got some solid gaming goodness!

OVERALL 81%

HAGANE
Hudson Soft for Super NES; review, 8#7
Great backgrounds, easy and accurate controls, and plenty of fast and furious gameplay should guarantee a place in any gamer's library for this intense Ninja action game. The only bad parts are the repetitive levels. Oh well, give it a shot.

OVERALL 78%

HEAD ON SOCCER
US Gold for Genesis; sports, 8#9
This isn't a soccer simulation, it's more like a soccer arcade-style action game. There's some colorful characters with some exceptional attributes, but otherwise the true sport sim action ain't there. I still say this is some kind of British plot, but it's still good!

OVERALL 80%

HELL: A CYBERPUNK ADVENTURE
GameTek for 3DO; review, 8#8
Go to The Bad Place and meet Dennis Hopper, Grace Jones and Stephanie Seymour (c'mon, you knew they'd all be there). While the game looks good, the action drags and the characters' movements are repetitive. Damned if you do and damned if you don't!

OVERALL 75%

IRON ANGEL OF THE APOCALYPSE
Synergy, Inc. for 3DO; review, 8#7
If you're looking for a game with really cool intro and cut scenes, horrible controls, really blocky graphics, and movement that emulates the heftiest epileptic seizure ever experienced, then this is the game for you! Otherwise, you should forget this *Doom* clone.

OVERALL 63%

JUDGE DREDD
Acclaim for Super NES; review, 8#7
Here's how you win this one: declare everyone and everything guilty and blast the hell out of it! The different missions that need to be accomplished save this game from the file-and-forget file, but it's still just another side-scrolling shooter.

OVERALL 70%

JUNGLE STRIKE
Electronic Arts for Super NES; review, 8#7
This is a poor imitation, a second-rate facsimile, a cheap-ass copy of the same game that wowwed 'em on the Genesis. If you need this kind of chopper action real bad, you might consider getting a Genesis — this version just don't fly.

OVERALL 58%

JUSTICE LEAGUE TASK FORCE
Acclaim/Sunsoft for Super NES; review, 8#7
Let's look at this game from a real-life viewpoint, OK? A powerful bunch of bad guys is out to kick your ass! You need help now! So you call up all your friends, and commence to kicking their collective butts until they agree to help you! HUH? I think NOT!

OVERALL 65%

WHAT YOU THINK

You guys bite! Rerate Ogre Battle to 100% or I will come over and personally kick your sorry behind all the way to Pluto! [Bill — Shouldn't you learn to walk first?]

— Glyn Gillard, Victorville, CA

KILEAK: THE DNA IMPERATIVE
Sony CE for PlayStation; review, 8#8
Here's yet another *Doom*-style clone, where you wander around shooting stuff. The graphics here really kick some butt, but the rest of the game is slow and very ho-hum. If you don't have a copy of *Doom* and have to have something like it, get this. Otherwise...

OVERALL 67%

KILLER INSTINCT
Nintendo for Super NES; review, 8#8
Here's one port-over from the arcade that looks and plays almost as good as the original — for 16-bit! It's got a new combo structure and features some very kickin' tunes. The only drawback is that this was originally intended for the Ultra 64. Oh well...

OVERALL 83%

KIRBY'S DREAMLAND
Nintendo for Game Boy; review, 8#7
OK, usually I don't quote from the original review in these little synopses, but I can't think of any better way to say this. Ready? Here we go: This game is just like Mario, but instead of jumping on heads, you suck and blow. That about covers it, I think.

OVERALL 70%

KYLE PETTY'S NO FEAR RACING
Williams Entertainment for Super NES; sports, 8#7
This game is just like a car (Wow, really? What ever made me think of that analogy?) that has a real stylish body, nice shiny wheels, real fat tires, and a squirrel in one of those little circle-running things under the hood. There's no fear if you don't go near it!

OVERALL 52%

• LUNAR 2: ETERNAL BLUE
Working Designs for Sega CD; review, 8#10
The original game was funny — really funny! And now, it's back, bigger than ever! There's just one small problem, though. In the quest to make the sequel better than the original , they left out what made the game great: the humor! Still, it's worth playing.

OVERALL 81%

• MEGA MAN VII
Capcom for Super NES; review, 8#10
Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Is that seven of 'em? These games are so much alike in graphics, gameplay, plot and music, that you have to wonder why they keep making more of 'em.

OVERALL 68%

NBA JAM TOURNAMENT EDITION
Acclaim for 32X; review, 8#7
While Acclaim is still trying to leach every single dime it can out of this title, and the players still look like they've got elephantiasis of the head, this game is easily one of the best 32X games on the market today! Take it to the hole!

OVERALL 88%

• THE OOZE
Sega for Genesis; review, 8#10
Have you ever had that dream where you're a really, REALLY big piece of snot, and all you do is kinda squirt all over the place? You haven't? I though we all had that dream. Oh, well... This game will let you relive the dream, but it gets old fast, just like snot.

OVERALL 64%

PANZER DRAGOON
Sega for Saturn; review, 8#8
I gotta tell ya, the graphics in this game remind me of the good old days, when I used to... never mind. The graphics are eye-popping, the gameplay is smooth and the music is out of this world. This is a must-have for anybody's library! Yes!!!

OVERALL 85%

PHANTOM 2040
Viacom New Media for Super NES; review, 8#8
If you like side-scrollers where the music is the high point, and the graphics all have this dull purple/grey cast to them, then this game is for you. Otherwise, you'd be better off leaving the Phantom to an early retirement.

OVERALL 61%

• PITFALL: THE MAYAN ADVENTURE
Activision for 32X; review, 8#10
Hey, remember back when you got your first Atari 2600 and you played *Pitfall?* Remember all the fun you had making Harry swing from vine to vine? Well, now you can relive all that fun, because that original game is buried somewhere in this clunker!

OVERALL 62%

• POWER DRIVE RALLY
Time Warner for Jaguar; review, 8#10
The overhead racing game is back and boy, I gotta tell ya, it's just like it never left. Everything is still the same. Yep, not much has changed at all from the old days. Man, things just don't remain unchanged like this anymore. This is inertia at its finest.

OVERALL 69%

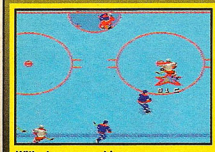
PREHISTORIK MAN
Titus for Super NES; review, 8#7
Now you, too, can be a caveman and fight off incredibly cute, little animals! Jump from one inexplicably suspended platform to another! Drag your knuckles from left to right, picking up objects! This game is too much fun — if you're six or seven years old.

OVERALL 62%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

• NHL '96

EA FOR GENESIS
Sports, 8#10



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

OVERALL 96%

BUYING BY MAIL

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

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
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• Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
• If possible, pay by credit card. For one reason, credit cards aren't charged until the merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.
• Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
• Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping, contact the postal service that delivered it. Use recorded delivery on any returns.
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PRIMAL RAGE

Time Warner for Genesis; review, 8#9

You gotta ask yourself why these dinosaurs didn't remain extinct after taking a look at this sorry excuse for a port-over from the arcades. The graphics really suck and the action ain't much better. If you wanna play this, go to the arcades or a better system.

OVERALL 62%

• RAYMAN

Ubi Soft for PlayStation; review, 8#10

Wow! The colors are totally, incredibly amazing! The sound effects are creative and funny! The game has quite a few little surprises. The game controls are very natural. *Rayman* is a huge game, with lots of hidden stuff to search for! Get this game!

OVERALL 82%

R.B.I. BASEBALL '95

Time Warner for 32X; sports, 8#7

Gameplay is the story here. The controls are simple and responsive. There are tons of teams to choose from, including all 28 from the 1994 season. This is a good arcade-style baseball game. Give it a try. You'll like it.

OVERALL 77%

RIDGE RACER

Namco for PlayStation; review, 8#8

The racing is some of the best out there, but you only get one track to race on — the 'expert' track is the same as the first track, with a little extra road tacked on, and the cars don't handle as well as other racing games. A good game, just not the best.

OVERALL 82%

ROMANCE OF THE THREE KINGDOMS IV

Koei for Super NES ; review, 8#8

Once again, take control of over forty characters and determine the fate of ancient China! You, too, can sack and pillage every town and village! And let's not forget about that ancient Chinese ability to call down lightning from the skies!

OVERALL 81%

SHADOW SQUADRON

Sega for 32X; review, 8#7

While the sound effects and backgrounds sound and look like they were kinda added on at the last minute, this free-flying space shoot-'em-up has got lots of blast-the bad-guys action, plus your ship isn't stuck on a track; you actually fly the thing.

OVERALL 71%

• SHINOBI LEGIONS

Vic Tokai for Saturn; review, 8#10

This isn't so much of a new game; the developers actually used the power of the Saturn to polish and define the game of *Shinobi*.The sword fighting is exceptional, with some great blocking and flash moves. Banzai!

OVERALL 80%

SPACE HULK

Electronic Arts for 3DO; review, 8#9

Here's a *Doom* clone with a difference! You've gotta learn how to control and fight with a whole squad of soldiers instead of just one guy — and believe me, you're gonna need every last one of 'em! And there's blood... lots and lots of blood!

OVERALL 81%

• STRAHL

Panasonic for 3DO; review, 8#10

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

OVERALL 40%

WHAT YOU THINK

I was very disappointed with your reviews of Mortal Kombat II for 32X and X-Men for the Genesis. X-Men should have received 87% and MK II a 98%

— Mike Hernandez, Long Beach, CA

SUPER R.B.I. BASEBALL

Time Warner for Super NES; sports, 8#7

This version just doesn't cut it when placed next to its 32X relative. The graphics are notoriously poor. The controls are cumbersome. The gameplay is sluggish. Three strikes, it's outa here.

OVERALL 57%

• SUPER BURNOUT

Atari for Jaguar; review, 8#10

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

OVERALL 73%

SURGICAL STRIKE

Sega for Sega CD; review, 8#7

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

OVERALL 71%

SWATKATS: THE RADICAL SQUADRON

Hudson Soft for Super NES; review, 8#9

A long time ago, some idiot got the idea that gamers would buy a game based on whatever cartoon drivel was being served up on the idiot box that season. The really bad part about this whole thing is that companies keep making these damn things! Forget it.

OVERALL 60%

THE SPACE ADVENTURE

Hudson Soft for Sega CE; review, 8#9

This graphic adventure isn't very adventurous and it certainly isn't very graphic, unless you're a young boy in the throes of puberty, in which case the game becomes kinda like a National Geographic — you know, lots of semi-covered butts and chests.

OVERALL 55%

THE SPORTING NEWS POWER BASEBALL

Hudson Soft for Super NES; sports, 8#7

This is an OK baseball sim. It plays well. It's a solid, entertaining title. While it lacks the extras of the better-known baseball games, it's still a solid title. Give it a try.

OVERALL 73%

• TOTAL ECLIPSE: TURBO

Crystal Dynamics for PlayStation; review, 8#10

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

OVERALL 61%

VIRTUA FIGHTER

Sega for Saturn; review, 8#8

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

OVERALL 85%

• VIRTUAL HYDLIDE

Atlus Software for Saturn; review, 8#10

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

OVERALL 71%

• WEAPONLORD

Namco for Genesis; review, 8#10

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

OVERALL 70%

• WHITE MEN CAN'T JUMP

Atari for Jaguar; review, 8#10

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

OVERALL 73%

YOSHI'S ISLAND

Nintendo for Super NES; review, 8#9

This is like a fix for all of those Mario fans out there who've been waiting patiently for their hero to return. The graphics and sound effects aren't up to Nintendo's usual standards, but the gameplay is good, solid Nintendo fare. Enjoy!

OVERALL 76%

• ZMADNOST: THE PEOPLE'S PARTY

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

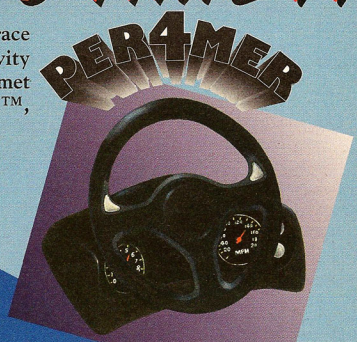
This game is really funny — in an Iron Curtain, wait-in-line-all-day-for-moldy-bread kinda way. The only problem with this kind of game is that once you play it all the way through, you've seen all the jokes. That's why Communism failed.

OVERALL 70%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

ANY MORE REALISTIC, YOU'D BE DOING TIME . . .

The PER4MER™ turbo wheel not only lets you control any race game with rack and pinion precision, *you* control the sensitivity of your machine with selection of manual or power steering. Helmet and fire suit sold separately. Available for Sega™, Super Nes®, and 3DO™ platforms.



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Arcades

It's something you can do alone and, despite what they say, it's not gonna make you blind. It's also not what you sick perverts are thinking of — it's the hot gaming action of the arcades!

The Line

There's quite a bit of talk going around about all the new arcade games coming out because on September 22nd New Orleans plays host to AMOA, the biggest arcade show in the states. • Everyone's talking about *Virtua Fighter 3*, but no one has seen a thing yet • *Toshinden 2*, the sequel to the PlayStation's 3-D brawler, has been rumored to be coming out in the arcades first. If this is true, watch out for the next big arcade hit. • *Tekken 2* has hit the arcades and is impressing all who see it with more special moves than *Virtua Fighter* and *MK3* combined. • The *Mortal Kombat 3* update is coming and promises to feature new characters, backgrounds, and moves. • In Japan there's a mysterious *Virtua Fighter 2.1* version in the works. We'll let you know more about this as info is available. • The world is round and life is short, so why save your quarters?

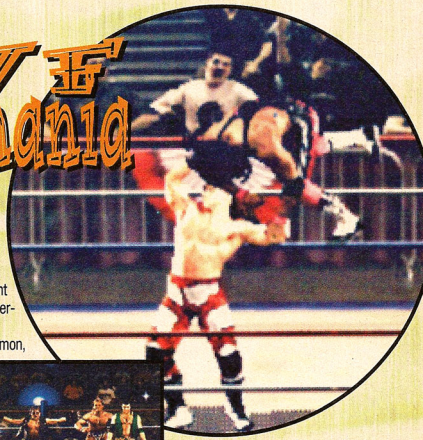
The dual joystick controllers are a load of fun, even if they are a bit tricky to get used to.

WWF Wrestlemania

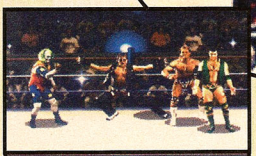
The digitized *Mortal Kombat* look has made its way to the wrestling game. Williams managed to fit eight of the World Wrestling Federations's biggest stars into its studios to capture them on video for *WWF Wrestlemania*. You can fight in anything from one-on-one brawls to two-versus-eight Royal Rumbles.

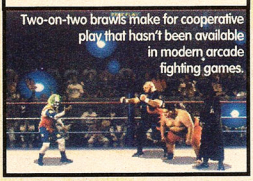
The game features Bret Hart, Razor Ramon, The Undertaker, Lex Luger, Doink The Clown, Shawn Michaels, Yokozuna, and Bam Bam Bigelow. All these pro ring-masters are digitized, and you can make them pull-off their signature moves and feel like you're live at a pro wrestling event (if you find that exciting).

Four different and distinctively challenging games, digitized wrestlers, and realistic gameplay make *WWF Wrestlemania* THE game for all big-time wrestling fans.



No these aren't shots from a televised wrestling event — this is an arcade game.



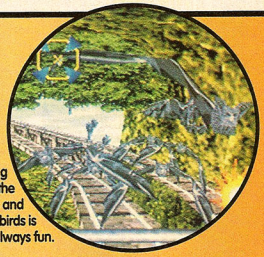


Two-on-two brawls make for cooperative play that hasn't been available in modern arcade fighting games.

Mike Salmon's other job is beefing up and touring around as Razor Ramon... honest.

Rail Chase 2

So you never heard of *Rail Chase 1?* That's probably because the first *Rail Chase* didn't make much of a splash in the States because the graphics weren't impressive enough to make the gameplay anything but unexciting. However, with *Rail Chase 2*, that's not the case. The graphics are beautiful and the speed is captured so well that you lose your stomach going over some of the hills.



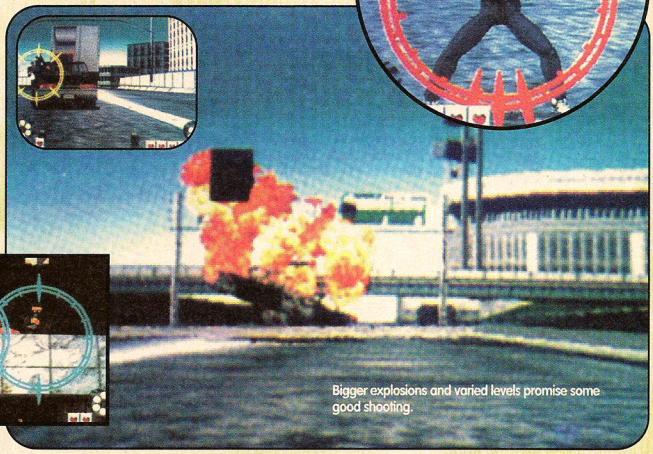
Zooming down the tracks and blasting birds is always fun.

Rail Chase 2 plays a lot like a roller coaster as you speed down the rails, switching tracks and avoiding death. And while this is all a bit simplistic, the game is just pure fun. If you spot this one in the arcades, it's well worth some quarters.

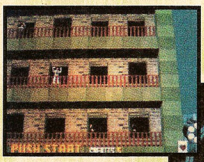
Virtua Cop 2

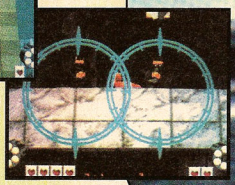
The virtua bad guys are back and looking better than ever.

The best-looking light gun game of all time is coming back with even bigger and better graphics. Ultra-realistic scenery and accurate shooting made *Virtua Cop* an arcade success like no other light gun game. Now the sequel is coming and it looks even better. All we have are early screens from Japan, but we expect to give you the full low-down on this red-hot shooter next month.



Bigger explosions and varied levels promise some good shooting.





The sneaky virtua baddies hide just about anywhere — even in a shopping mall! Gasp!

Rave Racer

Just last month we told you all about the newest racing game from the makers of *Ridge Racer*. Unfortunately, we didn't give you a very good look at the game's sharp graphics. So this month we've got some better screens. If you've already played this game, I'm sure you'll agree that even these screens don't do this high-speed racer justice.

Bigger jumps and sharper turns make *Rave Racer* much more exciting than *Ridge Racer*.

Super smooth system-22 graphics put you right in the driver's seat.

But there's more than birds to shoot at! The bad guys get mine carts, too.

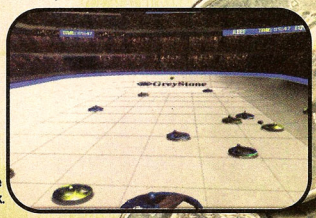
The end of the line? Unless you can do some fancy shooting, *Rail Chase 2* can be a very tough game.

MagBall

Recently, a trip to a Virtual Reality Center in San Francisco revealed some exciting new stuff. GreyStone Technology unveiled their new VR hardware and a new game called *MagBall*.

MagBall uses six linked Andromeda machines — multipurpose vehicles which can be reconfigured — that use Silicon Graphics technology to bring the futuristic sport to life. On each individual screen the player sees their own first-person perspective, but on the main screen you can watch all six of the competitors like a TV broadcast. Each unit is equipped with full, digital, stereo sound and an intercom system. The intercom system can be used to communicate with fellow team members.

The game is played on a hockey rink-type surface, and the idea is to put the silver puck into the opponent's goal as often as possible. What *MagBall* marks is the first VR team sports video game ever designed for spectators.



You control one of the futuristic circular pods and use a magnetic shield to control and shoot the puck.

THE ULTIMATE MARVEL FANTASY CARD GAME!

This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

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CHEAT SHEETS

MEGA MAN VII

He's bad and he's back! We show you what to wear in order to win!

SHINOBI LEGIONS

The odds are 20,000 to one, but never fear! We've got the goods on this gory game!

TEKKEN

We've *Tekken* it to the limit... Now you can, too, with our tremendous tactics!

WEAPONLORD

You don't need to axe any questions! We get straight to the point with this slashing strategy!!!

Alone in the Dark 140
Barkley:
Shut Up and Jam 2 147
Battle Arena Toshinden 146
Blackthorne 145
Demon's Crest 145
Final Fantasy III 141
Eternal Champions:
Challenge from the Darkside 141
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Weaponlord 122
World Series Baseball '95 148

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interplay.....900-370-7529
Acclaim.....516-759-7800

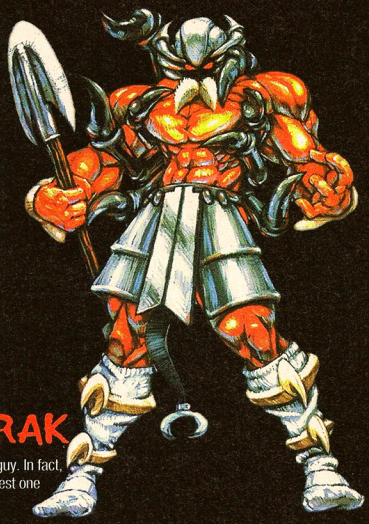
WEAPONLORD

THE UNKINDEST CUT OF ALL!

DIVADA

Both a warrior and a sorceress, she's got more than a few surprises tucked away somewhere.

Ground Blast	BT or BS ↖ ↑ ↓
Soul Drill	← ↙ ↓ BT or BS
Power Flip	BT or BS ↑ ↗ ↓
Psycho Blades	FT or FS ↑ ↗ →
Death Whirl	← ↙ ↓ FT or FS
Orb of Souls	FT or FS ↓ ↓ ↓
Hell Deflect	FT or FS ← ↓ ↓
Heel Kick	→ → FT or FS
Soul Displacer	BT or BS ↑ ↑ ↗



ZORN

He's tough, but pretty full of himself. We hate him.

Scream Shield	BT or BS → ↑ →
Ancient Axe	← ↙ ↓ BT or BS
Hell Grinder	← (1sec) → BT or BS
Hell Fire	FT or FS ↓ ↓ ↑
Axe Trip	← ↓ ↓ FT or FS
Shield Crack	BT or BS ↑ ↖ ↓
Corpse Striker	BT or BS ↓ (1sec) ↑ ↗
Demon Axe	FT or FS ← (1 sec) ↘ →
Roll	→ ↓ ↓ BT or BS

ZARAK

A big spider guy. In fact, he's the biggest one there is. Ick.

Chaos	BT or BS → ↑ ↗
Inferno	→ ↓ ↓ BT or BS
Web Rip	→ ↓ ↓ FT or FS
Web Slap	FT or FS ← (1sec) →
Warp Spider	BT or BS ↑ ↖ →
Guillotine Strike	BT or BS ↓ (1sec) ↑ ↗
Power Slice	FT or FS ↑ ↗ →
Widow Grip	BT or BS ← (1sec) ↘ →
Power Vault	← ↓ ↓ FT or FS

MOVE LIST

FT = ForeThrust
FS = ForeStrike
BT = BackThrust
BS = BackStrike

Buttons given in yellow mean hold button down while moving control pad.

KORR

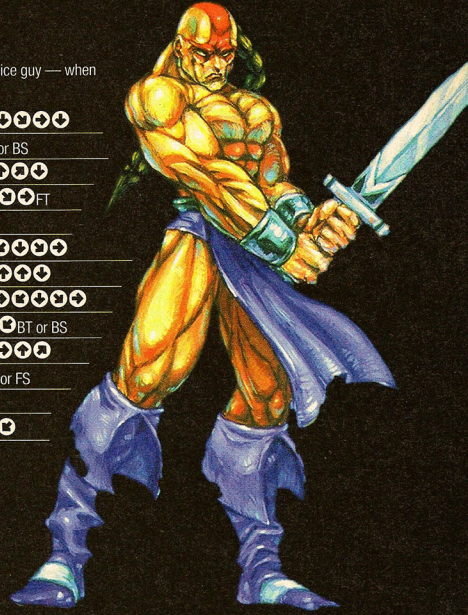
Master Warrior of the Tarok tribe. A nice guy — when he's not cutting you in half.

Double Flame Strike	BT or BS ↓↘→↓
Power Kick	←→ BT or BS
Firestorm	FT or FS ↑→↓
Gut-Slash	←↓↘→↓ FT or FS
Tarok Strike	FT or FS ↓↘→↓
Heart Strike	BT or BS ↓↑↓
Knee-Tarok	FT or FS ↓↘→↓→
Power Push	↓↘→↓← BT or BS
360° Flame Strike	BT or BS ↓↘→
Elbow Smash	←→ FT or FS
Power Deflect	FT or FS ←↓↘→

TALAZIA

A woman who thinks she's a bird. Gotta watch the ones who climb into trees and stare at the sky.

Air Tear	BT or BS ↑→↓
Talon Blade	←↓↘ BT or BS
Rip Claw	FT or FS ←↓↘↓
Shadow Deflect	←↓↘ FT or FS
Prey Launch	←↓↘ BT or BS
Phoenix Strike	BT or BS ↓↘→
Falcon Strike	BT or BS ←↓↘→
Double Talon Strike	FT or FS ↑←↓
Reverse Claw	BT or BS ↑←↓
Air Frenzy	BT or BS ↓→↓



JEN-TAI

A strong, graceful, cunning warrior, it's easy to see why she's the DemonLord's most favored — those honker thighs probably don't hurt either.

Shield Smash	BT or BS ↓↘→
Reverse Kick	←→ BT or BS
Death Blade	FS or FT ↓↘→↓
Leg Breaker	↓↘→ FT or FS
Back Blade Strike	FT or FS ↓↘→↓←
Aura Strike	FT or FS ↓↘→
Shield Spike	←↓↘→ BT or BS
Back Hand Blast	BT or BS ←↓→
Ram Toss	FT or FS ↓↘→
Down Strike	BT or BS ↑↓→

BANE

Ugly, mean, nasty, vicious, brutal — we like him.

Skull Crusher	BT or BS ←↓↗
Berserker	FT or FS ←↓→
Hammer Blast	FT or FS ↑←↓
Power Hammer	←↓↘ FT or FS
Cursed Kick	FT or FS ↓↘→
Iron Fist	←→↓↘ BT or BS
Head Rocker	↓↘→ BT or BS
Curse Slam	BT or BS ↓→↑↓
The Mutilator	↓←↓→ FT or FS

Mega Man VII

Choose Your Weapon!!!

Just like every Mega Man game, the key to winning is knowing which weapon works on which boss. You could spend hours and hours experimenting like we did, or you can use the list that we worked long and hard on.

Dr. Wily Stages

Stage One: . . .Guts Man
Weapon: . . . . .Mega Arm

Stage Two: . . .Turtle
Weapon: . . . . .Wild Coil on Head

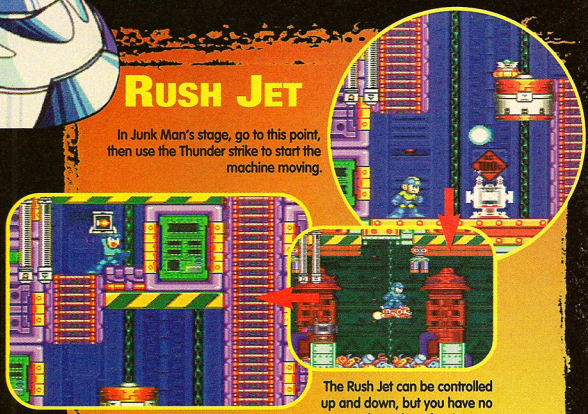
Stage Three: . .Japanese Mask
Weapon: . . . . .Crush Noise on Nose

Stage Four: . .All eight bosses
Weapon: . . . . .Use same as above list

Mega Items

Rush Jet

In Junk Man's stage, go to this point, then use the Thunder strike to start the machine moving.



Now go all the way to the top and pick up the Rush Jet.

The Rush Jet can be controlled up and down, but you have no control over how fast it goes.

The List

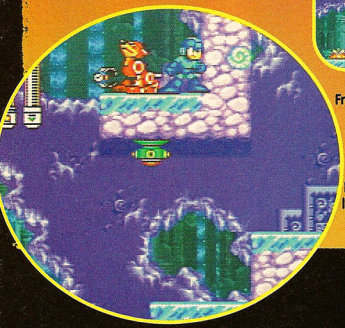
Burst Man
Weakness: . . . Burning Wheel
Weapon: . . . . . Danger Wrap

Cloud Man
Weakness: . . .Danger Wrap (or regular weapon)
Weapon: . . . . .Thunder Strike

Junk Man
Weakness: . . . Thunder Strike
Weapon: . . . . . Junk Shield

Freeze Man
Weakness: . . .Junk Shield
Weapon: . . . . .Freeze Cracker

Rush Search

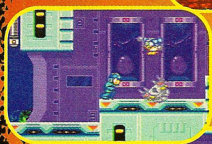


Stay on top of these ledges in Freeze Man's stage and you find the Rush Search.

The Rush Search digs in the ground or finds secret paths, but it usually only digs up junk like Game Boys and dolls.

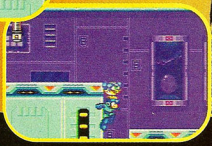
Beat

In Slash Man's stage use the Wheel Burner where the trees and snakes are.

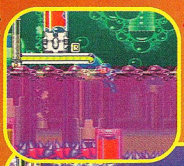


This ladder is unveiled. Go up and free poor old Beat from his cage (The Mega Blaster, when powered up, works).

Now when you fall off edges, Beat saves you up to four times.



S Adaptor

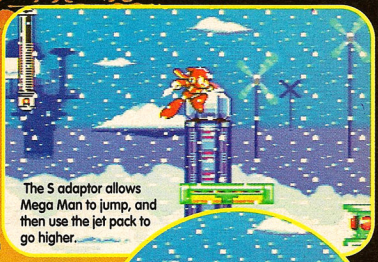


You have to collect the letters R, U, S, and H in order to get this weapon. The R can be easily uncovered here in Burst Man's stage.

Jump on this ladder going up in Freeze Man's stage. Use the Rush Coil quickly on this platform and you have your H.

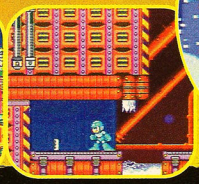
The U can be found in Cloud Man's stage. Use the freeze cracker on this weather ball and the rain turns to snow.

Now you can see the platforms. Go up and collect the letter U.



The S adaptor allows Mega Man to jump, and then use the jet pack to go higher.

After the elevator in Junk Man stage, use the Freeze Cracker on this lava, then go down and collect your S.



Spring Man
Weakness: . . . . Slash Claw
Weapon: . . . . . Wild Coil

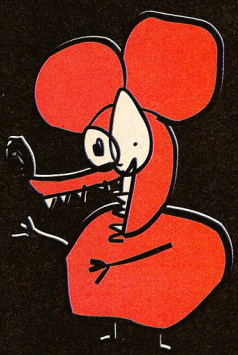
Slash Man
Weakness: . . . Freeze Cracker
Weapon: . . . . Slash Claw

Shade Man
Weakness: . . . . Wild Coil
Weapon: . . . . . Crush Noise

Turbo Man
Weakness: . . . Crush Noise
Weapon: . . . . . Burning Wheel

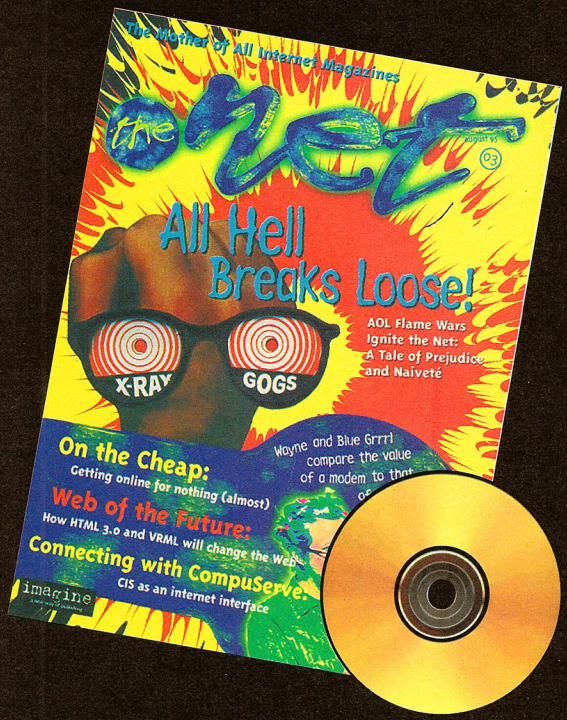
the net

will tell you two things...



...where to go

...and how to get there.



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5RKB0

Shinobi Legions

If They Flash, They Can Be Killed!

Apparently it's not enough that you should have to fight a near-endless supply of warriors to get to the end of each stage in *Shinobi Legions*, because then you're expected to beat one super warrior before progressing to the next stage. Though something seems vaguely familiar about this scenario (Anyone for the most standard formula in video gaming?), it's still hard to accept this request as fair and we're pretty sure you might be thinking the same thing.

Upon considering this problem, we decided you might like a little help with the bosses. The hints and tips illustrated below are those that we found to be the most effective against each of the bosses. We hope they help.

First Blood!

The first boss is so easy it's almost no fun to fight him, so we'll try to make this as quick and painless as possible.

The horn attack is easy enough to avoid by retreating to the opposite side of the screen.

The shooting flames come quickly but they're telegraphed by the mask's glowing-red eyes.

Take every opportunity to attack.

Always be ready for a diving attack!

SECOND THOUGHTS

The second boss is not quite as easy as the first, but not too tough either. As one of the more pattern-based bosses, the key to beating him is simply learning his attacks and in what order they come.

With most of the bosses, there is an opportunity in the first second to get in a quick shot. Take it!

Blocking shurikens is step one in beating this nasty fellow.

Once you've reached the corner, get in a quick swipe then repeat the pattern in the other corner.

Repeat this process until his mid-section has been opened up for all to see.

In the second stage of this boss you first have to cut the heads off the two statues.

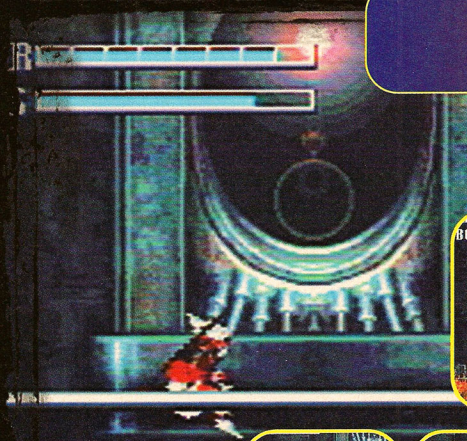
Once the heads are gone, you are revisited by an old friend.

Careful blocking and quick attacks take him out this time.

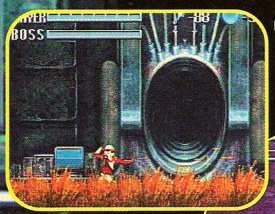
Generally you have to block two rounds of shurikens in making your way to the corners.

THE THIRD TIME'S A CHARM

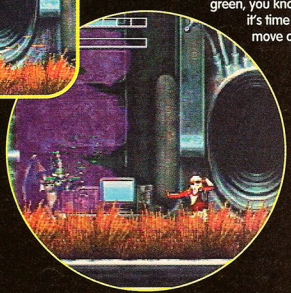
The third boss is completely manageable if done correctly, and extremely difficult otherwise. The key here is to use the spinning aerial attack to chip away at his power while moving too quickly for him to tag you.



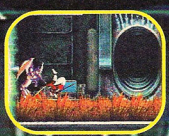
Avoid hanging on to the overhead bar, and instead keep moving.



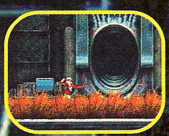
It's not uncommon to get caught a time or two mid-jump. Keep moving and you're sure to beat him.



When the blood flows green, you know it's time to move on.



Continuous jumping and slicing is the only way to insure an easy victory.



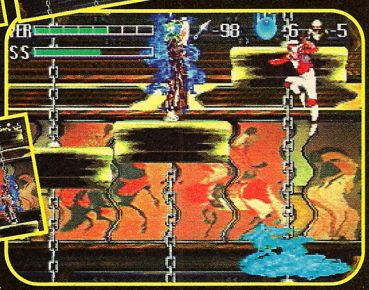
Follow the trail of flying leaves to pin-point the beast's location.

BATTLE FOUR LIFE

The fourth boss is tough, but if you keep your cool, he (sometimes they) can be handled without too much trouble. The key is to stay alert at all times.

The only way to do any damage is to bat back the blue spheres he tosses at you. When the second boss shows up it is easier to deflect the spheres with a spinning attack.

Don't bother trying to hit this guy with your sword because it won't do any damage.



The other thing to watch out for is the glowing, blue platforms. When the platform glows blue, double-jump to avoid damage.

FIVE'S A CROWD

The fifth boss is nothing more than a mass assault of all the enemies you've already battled and it should be treated as such. The key is to simply block shurikens and attack quickly and accurately.

When the enemies start showing up, start swinging and don't stop until you've reached the top.

It's ultra-important to remember not to go after anything in the hallways no matter how good it looks because it's too easy to caught.

Be sure to pick up all power-ups along the way.

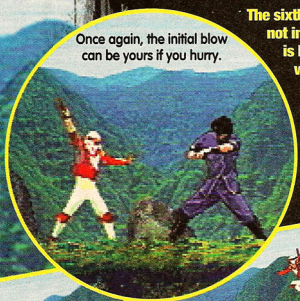
If there is an enemy waiting above, it's a good idea to jump up and take him out before he becomes a threat.

SAY HELLO TO SIX

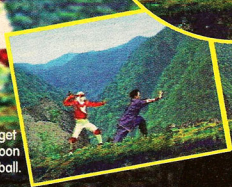
The sixth boss is pretty tough but not impossible. His key strength is his speed, but his biggest weakness is his predictability. Every attack is preceded by a vulnerable pause, which of course only lasts a second, but if you're quick...

When you see the leaves rustling above your head, clear out and wait for your opportunity to strike.

When he kneels down, get behind him and swing as soon as he lets go of his fire ball.



Once again, the initial blow can be yours if you hurry.



Don't be scared by his dancing kick moves. Simply jump over his head and wait for him to stop, then swing.

Try to stay out of the air as much as possible because he will nail you if you get careless.

SEVEN'S NO HEAVEN

This baby's tough. The key is patience. Unlike other bosses, you have time to strike, but your chances are few, so you have to wait for them. Beyond striking when you get a chance, the best thing to do is avoid his attacks, which is quite a bit easier than it sounds.

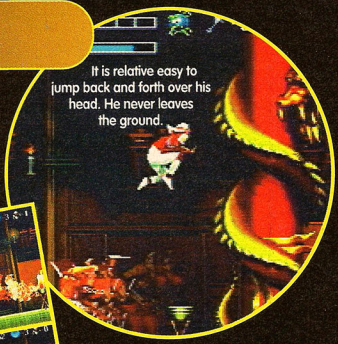
Get in the first attack.

It's also possible to get in a quick shot from behind from time to time, but it's not entirely safe to stand that close to him.

The only time it's safe to attack is when he is swinging his chain above his head.

The attack to avoid at all costs is the flame attack.

While waiting for him to become vulnerable, it's best to simply stay far away because of his quick long-range attacks.



It is relative easy to jump back and forth over his head. He never leaves the ground.

You might find it helpful to cut down the torches to avoid any confusion during a quick attack.

EIGHT IS ENOUGH

The eighth boss is surprisingly easy. The key to defeating this mechanical mystery is leading his attacks away from where you're standing, then making quick and accurate strikes after each of his attacks.

When the laser is aimed up into the ceiling, it's best to simply clear out until all the rocks have fallen. Then try to move in for a quick strike.

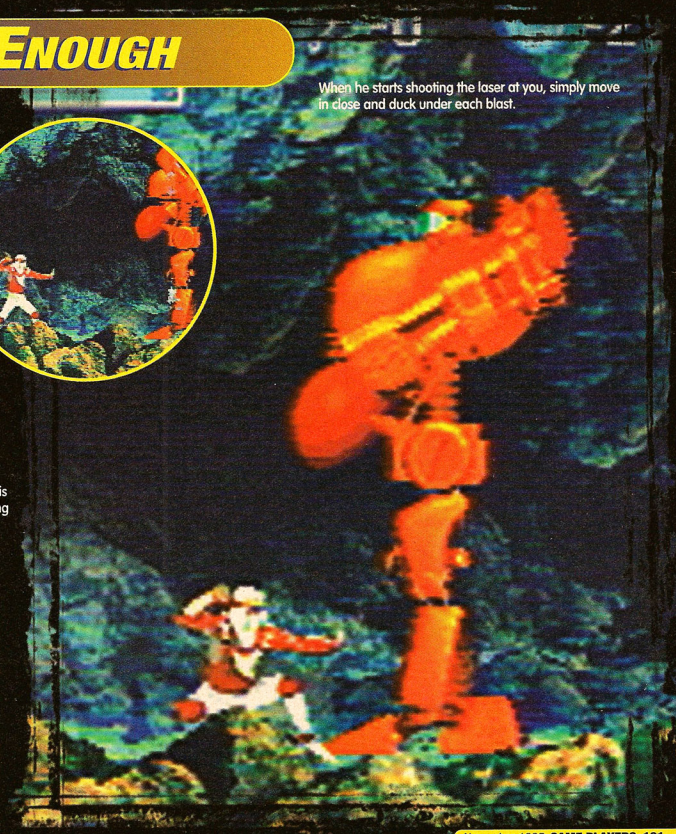
After each blast there's enough time for one quick blow. Jump up and let him have it.

When he charges, simply jump over his head to avoid taking any hits.

When the hammer goes up in the air, back off far enough to avoid it as it comes down. Then run back and get in a quick shot.

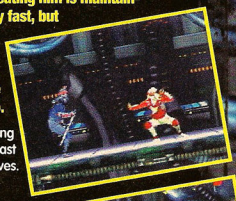
Remember, the only way to do damage is to hit him high.

When he starts shooting the laser at you, simply move in close and duck under each blast.



FINAL FIGHT!

Don't count on this boss making things easy for you. In fact, this one is guaranteed to have his way with you the first couple of times. The key to beating him is maintaining your cool. He moves extremely fast, but after you've seen what he can do, you learn that he really only has a few moves. He can be beat. Oh yeah, there is one last surprise from this boss. Think double jump.



The best way to start is by standing back from him to get a feel for how fast he moves.

It is tempting to make a strike at him when he turns his back but, unlike the other bosses, you won't be able to do any damage that way.

Ubi Soft ENTERTAINMENT

PlayStation

JAGUAR™ 64-BIT

SEGA SATURN

CD rom

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TEKKEN

EVERYBODY TRY!

These moves work for every character, so give 'em a shot!

Kick while rising	↓+LK+RK
Roll attack while rising	→+LP+RP
Attack enemy on ground	↑RP
Running Tackle	→→→
Running Slide	→→→ RK
Running Kick	→→→ LK
Diving Attack	→→→ LP+RP
Throws	RP+RK (in close) LP+LK (in close)

LAW

Flip (non-attack)	↓↑
Flip Kick	↓↑+RK
Rainbow Kick	↓↑+RK+LK
Jump Kick	→→+LK (close)
Rave War Combo	→+RP,RP,RP
Shaolin Spin Kick	RK,LK,RK
High Kick/Flip Kick combo	RK,↑+LK (RK must hit)
Death From Above	LP+LK
Face Punch\	RP+RK
Knee Bash\	→→+LK+RK
Dash Punch (unblockable)	↓+LP+RP

KING

Exploder	→→→+LK+RK
Capital Punishment	←+RP+LP
Elbow Drop	←+RP+RK
Knee Drop	←+LK+RK
Konvict Kick	→→+RK
Rushing Uppercut	→→+RP
Sliding Kicks	↓ RK (x3)
Gut Punch	←+RP
Hammer Elbow	←+LP
Dive	→→+LP+RP
Crouching Uppercut	↓→+RP
Knee Bash	LP+LK
Suplex	RP+RK
Power Bomb	→→→+LP
Leg Swing	←↙↓↘→+LP
Leg Grab	←+LK+RK
DDT	↙↙+LP+RP

YOSHIMITSU

Solar Kick	→→+RK+LK
Tornado Fist	↓+LP (up to 5X, gets dizzy after 5)
Tornado Sweep	↓+LK (up to 5X, gets dizzy after 5)
Backhand	→+RP
Flying Knee	→→+RK
2 Punches/3 Sweeps	→+LP,LP,↙+LK,LK,LK
Spinning Double Kick	LK,RK
Triple Kick	RK,RK,RK
Flip Kick/Corkscrew	→↓LK+RK,LP+RP
Flying Body Slam	LP+LK
Sword Smash	RP+RK
Sword Slash	↙+LP (unblockable?)
Sword Stab	←←←+LP (Unblockable)

NINA

Flip Kick	→→+RK
2 hand Power Punch	→→+LP+RP
Front Kick	↓+RK
Bermuda Triangle	LP,RP,LK
Flash Kicks	↓+LK,LK,LK
Can Opener Combo	→+RK,LK,RK
During Flash Kick:	
Slap	↓+LK,LK,LK,LK,LP
Roundhouse	↓+LK,LK,LK, LK,RK
Punch/Roundhouse	RP,RK
During Scissor Kick:	
Roundhouse	↓+LK,RK
Spin Punch	↓+LK,LP,RP,RP
Punch/Sweep	↓+LK,RP,↓+LK
5-hit Punches	LP+RP (x5)
Arm Throw	LP+LK
Shoulder Toss	RP+RK
Flip Throw	→+LP+LK
Windpipe Crush	↓↓+LP
Chin Punch	←↓→+LP+RP
During Chin Punch:	
Leg Scissors	
Arm Snap	LK,RK,LK,LP+RP
Sidestep Arm Snap	LP,LK,RP,LP
During Sidestep Arm Snap:	
Falling Arm	RP,LP,LK,RK,LP+RP
Double Arm	LK,LP,RK,LP+RP, LP+RP
Crane Punch	←+LP+RP (unblockable)

Move Key

RP = Right Punch
LP = Left Punch
RK = Right Kick
LK = Left Kick

Moves given in red indicate you must hold that direction or button.

Jack

Megaton Blast	↓↙←↓↙+RP
Cross Cut Saw	↓↘→+LP+RP
Pancake Press	↑+LK+RK
Overhead Hammer	↓+LP+RP
Uppercut	↓+RP or →+LP
Reverse Hammer	↓←+LP+RP
Sit	↓+LK+RK
Sitting punches	LP+RP (x4 while sitting)
Jack Hammer	LP,LP,LP
5-hit Low Punches	↓+LP+RP (x4)
Machine Gun Punches	↙+LP+RP (x3)
Windmill Punch	↓↙←+LP
Punch/Elbow	RP, LP
Overhead Lift	RP+RK
Big Splash	LP+LK
Backbreaker	↓↙←+RP
Power Bomb	↓↙←+LP
Windup Punch (unblockable)	Starting from ←, Rotate Controller Counter-clockwise until Jack winds up to a count of five, LP

Michelle

Big Boot	↓release,RK
Roundhouse Kick	↓release,LK
Uppercut	↓release,LP
Dashing Uppercut	↓release,RP
Spinning Sweep	↓+RK
Vertical Kick	↘+LK
Two-Fisted Body Blow	→→+LP+RP
Go Behind	RP ← (RP must hit)
Uppercut/Double Slam	↓RP,LP,LP
Double low kick	↓+RK, ↓+RK
Low Kick/High Kick	↓+RK, ↑+RK
Low kick/Sweep	↘+RK, ↘+RK
Sweep/Big Boot	↘+LK,RK
Suplex	RP+RK
Another Suplex	LP+LK
Skyhook Throw	↘+RP,LP (RP must hit)
Go Behind Suplex	RP←RP+LP (RP must hit)
Charging Uppercut	←←← until leg rises,LP (unblockable)

Paul

Shredder	← or ↖ or ↑+LK,RK
Elbow Charge	↓→+RP
Front Scissors	←→+RK
Forward Jump Kick	←→+LK
Hammer Punch	↓+LP
Ground Punch	↓+RP
Sweep	↓+RK or LK
Power Punch	↓↘→+RP
2-hit Forward Kick	→→+LK,RK
Hammer Punch	↓+LP,→+RP
Sweep/Elbow	↓+RK,RP
Punch/Sweep	RP←+LK (RP must hit)
Roundhouse	→→+LK, RK,RK
Arm Throw	LP+LK
Leg-push Throw	RP+RK
Rollback Throw	←+LP+LK
Power Throw	→→+ LP+RP

Kazuya

Dragon Punch	→↓↘+LP
Rushing Uppercut	→↓↘+RP
Double Uppercut	↘+LP, RP
Spin Punch	→+RP
Axe kick	→+RK
Rushing Axe Kick	→→+LK
Double Axe Kick	↓ Release ↓ RK,RK
Spin kick	↑+RK
Backward Spin kick	↖+RK
Forward Spin kick	↗+RK
Flash Punch Combo	LP,LP,RP
Demon Slayer	LP,RP,RP
Rising Sun	↗+RK,RK
Tsunami Kick	RK,RK (while getting up)
Double Kick Hold	LP+LK
Hiptoss	RP+RK
Headbutt	→→+LP+RP
Reverse Jump Punch	↖↑↗RP+RK

Sub and Other Bosses

You asked for 'em, we got 'em. Note that most sub-bosses can also do the moves of the characters they're derived from, in addition to the moves listed here. The exceptions are Ganryu and Kuma, who are both based on Jack (in spite of being sub-bosses for two other characters — cheap, huh?), but can only do some of his moves.

P. Jack

That's Prototype Jack to you. An early version of the Jack Android, missing some skin. He can also do all of Jack's moves.

Overhand Hammer ..... ↓+LP
Winding Uppercut ..... ←↙↓↘→+LP
Triple Uppercut ..... →+LP,RP,LP
Crouching Combo ..... ↓+LP,LP,RP,LP,RP
Plier Slam ..... RP+RK

Armor King

He's been ticked off at King ever since King gouged out one of his eyes. He can also do all of King's moves.

Triple Slide Kick ..... ↓↘ RK,RK,RK
Ariel Power Bomb .. RP+RK, then ↓↘→ +RP+LP before opponent is vertical

Heihachi Mishima

The Big Kahuna. The Final Boss. Everybody hates him. He can also pull off all of Kazuya's moves.

Overhand Hammer.. ↓+LP
Spinning Backhand .. →+RP
Tiger Fist ..... ↓↘→+RP
Tiger Uppercut ..... ↓→+RP
Tiger Kick..... ↓↘→+LK
Tiger Sweep..... ↓↘↓+LK
Triple Tiger Sweep.. ↓↘↓+RK,RK,RK
Somersault Kick.... ↓↘+LK+RK
Sidestep Dodge .... ↓←↖ (gets out of way)
T-bolt Neck Breaker. LP+LK
Giant Piledriver..... RP+RK

Kunimitsu

A former member of Yoshimitsu's Manjito clan of Robin Hood-style thieves, he was kicked out for stealing for himself. Now Michelle is after him for stealing Native American treasures. He can also do all of Yoshimitsu's moves.

Front Kick ..... ↓← +RK
Somersault Stomp ..... ↗+LK+RK

Anna

Nina's younger (sexier?) sister. Fightin' mad after that 'shoe' incident, she can also do all of Nina's moves.

Knifing Palm ..... ↓↘ +LP
Overhand K. P..... ↓↘ +RP
Sweeping Palm ..... ↓↘ +RP
Flip Kick ..... ↓↘ or ↗ or ↖ +RK
Triple Slap ..... ← +LP (x3)

Lee

Heihachi's adopted son, also known as the 'Silver Haired Demon', he's got it in for Kayuza, after being shown up in front of his father's dojo. He can also do all of Law's moves.

Shin Kick ..... ↓+LK
High Kick/Roundhouse ..... RK,LK
Double Axe Kick ..... ↓ LK,LK
Double Punch/Elbow Smash .. ↓ +LP,RP,RP
Axe Kick/Roundhouse ..... ←→ LK,RK,RK
Multikick Attack ..... ↓ release, LK,LK, ↓LK,LK,LK... (keep repeating LK). Do the LK,LK,↓LK quickly. During the Multikick, press ↑ or ↓ to vary the height of the attack.

Kuma

A big bear and Heihachi's 'watchdog', he fights Paul as a sub-boss, although Paul hasn't done anything to hurt him — before the fight anyway.

Double Claw Smash .... →+LP+RP
Reverse Claw Smash .... ↓← +LP+RP
Sandwich Claw ..... →→ +LP+RP
Bear Squat ..... →+LK+RK
Power Claw ..... ←↙↓↘→+RP
Sit ..... ↓+LK+RK
4 Hit Sitting Combo .... LP,RP,LP,RP (while sitting)
Reverse Double Claw .... ↓← +LP+RP,LP+RP
Triple Windmill ..... ↓→ +LP,RP,LP
Flying Bear Press ..... LP+LK
Bear Hug ..... RP+RK
Headbutt ..... → +RP+RK

Ganryu

He was a Sumo wrestler who found crime was a better way to make a living. Then Yoshimitsu's Manjito clan came in and took all his ill-gotten wealth.

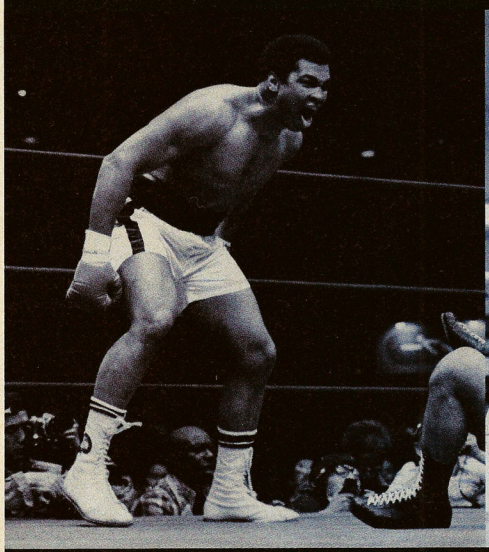
Overhand Smash .... ↓+LP+RP
Double Uppercut .... ↓← +LP+RP
Big Clap ..... →→ +LP+RP
Palm Heel Smash.... ←↙↓↘→+RP
Sumo Palm Strike ... ↓+RP
Rising Palm Heel .... ↓+RP
Sumo Stomp ..... ↓+RK
Big Squat ..... ↗+LK+RK
Double Slap ..... LP,LP
Double Palm Strike .. ↓+RP,RP
100 Hand Slap..... →+LP,RP, LP,RP,LP,RP,LP,RP
Left Hip Toss ..... LK+LP
Right Hip Toss ..... RK+RP
Shoulder Throw ..... ←+RK+RP

Wang

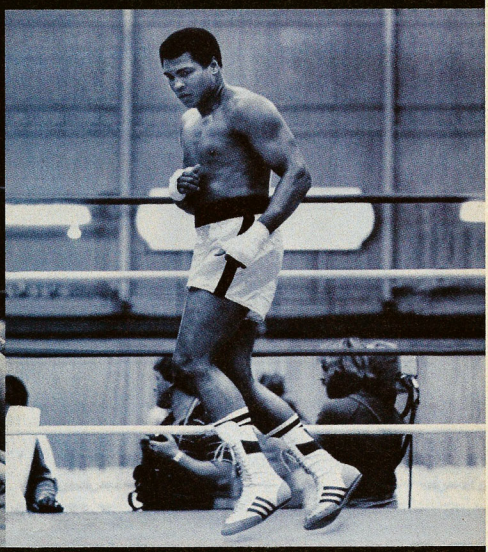
A nice old man with fists like rocks, he's actually been duped by Heihachi into fighting Law. He can also do all of Michelle's moves(!), except the unblockable Charging Uppercut.

Palm Heel Strike ..... →+RP
Overhand Hammer ..... ↘+LP
Underhand Hammer ..... ↘+LP+RP
Five Hit Combo ..... RP,LP,LP,LP,RP (fast)
Whirling Hip Toss ..... LP+LK
Reverse Double Smash .. RP+RK

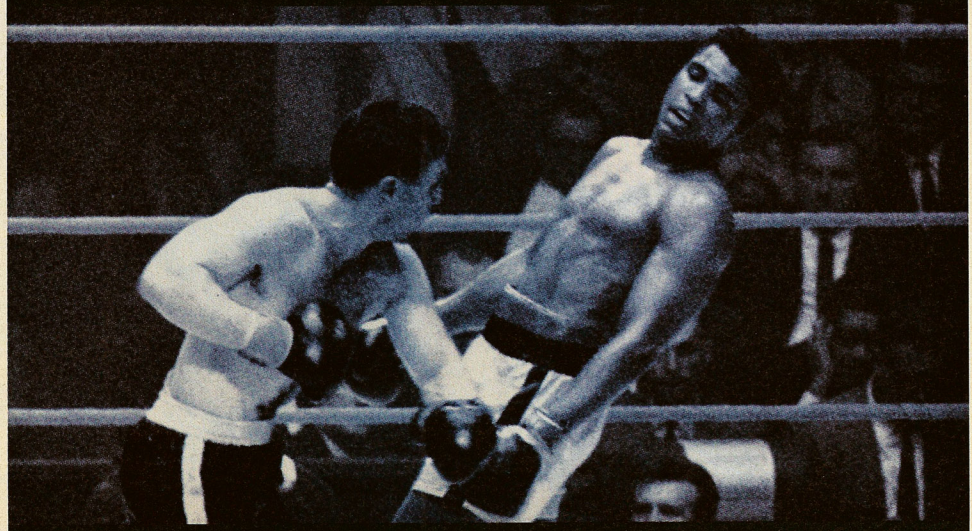
YOU TALK.



YOU DANCE.



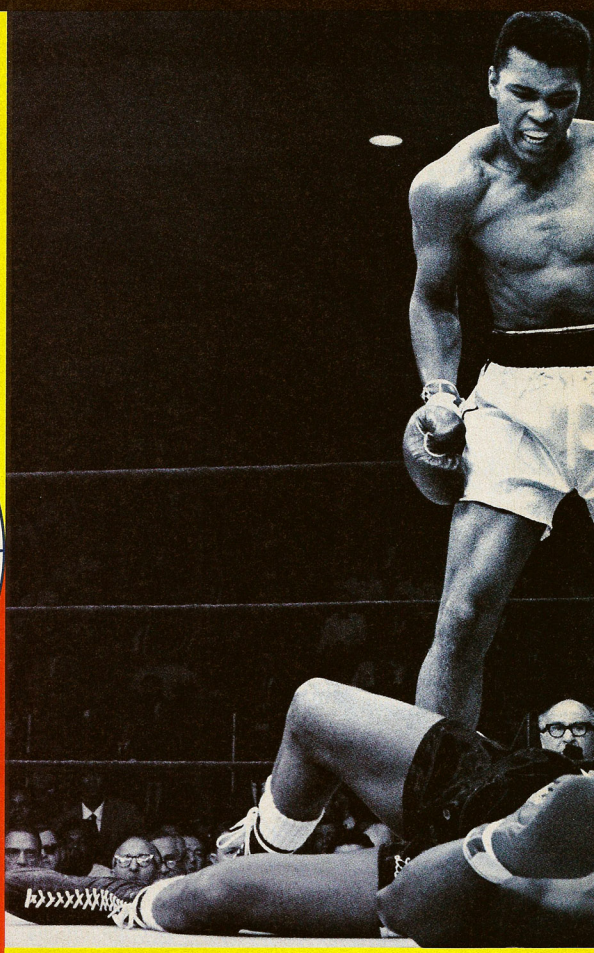
YOU PLAY HARD TO GET.



THEN YOU TURN

Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur. Or you'll see "red." Worse yet, you could end up seeing double and have to fight two Alis.

Ali never left a face the way he found it. And with 21 camera angles you see all the action. TV-style presentation gives you commentary and stats. Now all you need is a trainer.



Re-stage many of boxing's most unforgettable and illustrious fights. Step through the ropes in any one of three modes: career, tournament, or exhibition. 15 different fight features let you customize each championship bout.

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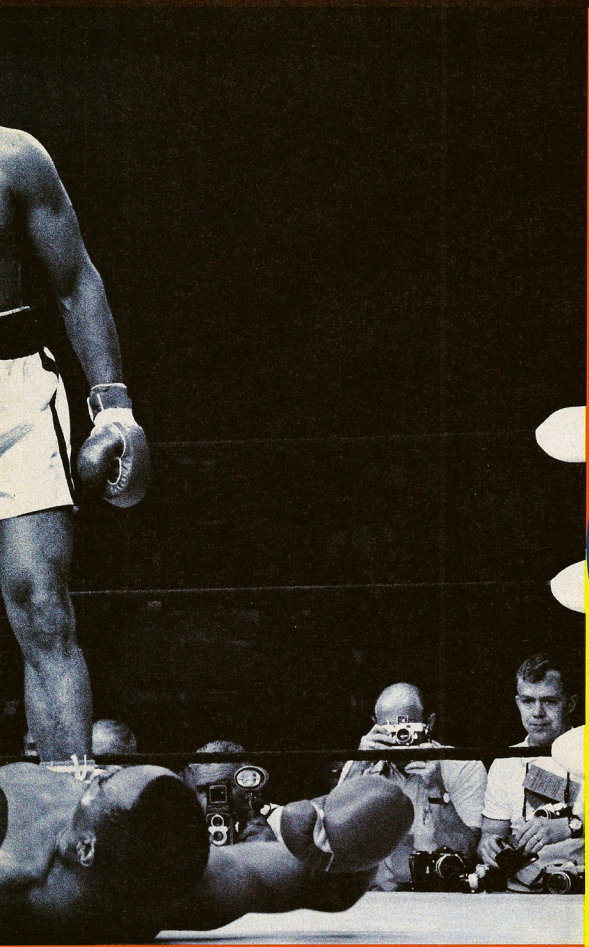
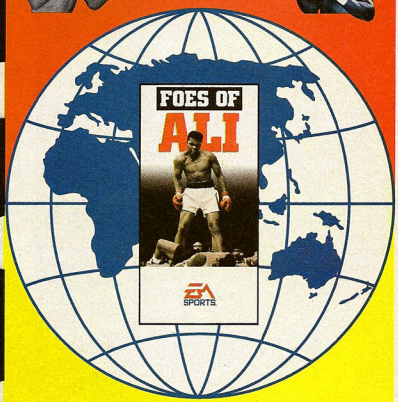
THE LIGHTS OUT.



The unique skills of each fighter step into the ring. Ali's blinding speed. Norton's jaw-dropping power. Sonny Liston's punishment to the body. It's all there. Boxing at its best. By the best. For the undisputed heavyweight championship of the world.



Live your dream of stepping into the ring with Muhammad Ali. Or was that a nightmare? Either way, prepare yourself to go nose to fist with one of the greatest fighters of all time.

Fight as Leon Spinks, Ken Norton, Chuck Wepner, Sonny Liston, Henry Cooper, Jimmy Ellis, George Chuvalo, Bob Foster, or Muhammad Ali, himself. Against the computer or another player. Pick carefully. You can float like a butterfly or get stung by a bee.

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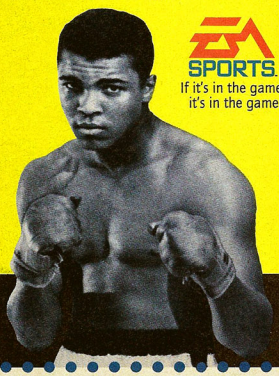


FOES OF ALI

GAME SLAYERS

ALONE IN THE DARK

Interplay for 3DO

I need to know how to get past the giant worm in the basement.

Jonathan Blackann
Austintown, OH

So do lots of people. Well friends, you can't kill it, but you can run from it, and in fact, you need it to open a tunnel to another area (handy things, those giant worms, you know?).

Once you enter the worm tunnel, start running and keep running, staying along the left side of the screen. After a nice little jog, there's a spot in the tunnel where it looks like it forks, but the left path is blocked. Be careful though, since after the turn, the path is blocked by a Hellhound, which you can and should kill.

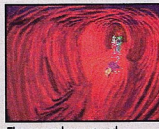
Once you've dealt with the hound, keep walking, and when the scene shifts, stop walking. After a short wait, you should notice the worm tunneling by in front of you. Again, be careful, because if you move too far ahead, it reaches around and bites you. Go back the way you came and take the new tunnel going left. Voila (as they say in France), the underground dock!

First off, run, don't walk across this bridge — it collapses.

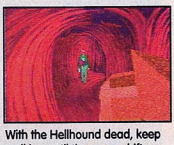
Keep running. When you turn the corner — ahgh! The worm!

Run away and follow the tunnel, but make sure your revolver is at the ready.

There should be two paths now. Take the left tunnel, and it leads to the Underground Dock. Make sure you've got everything you need though, because there's no way back — the worm is blocking the tunnel, and it's still hungry.



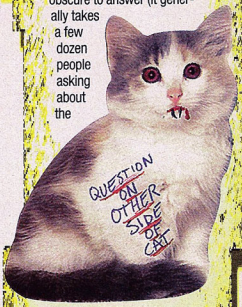
The second you round the corner and the scene shifts, start shooting. There's a Hellhound right there.



With the Hellhound dead, keep walking until the scene shifts again. Stay back, and wait until the worm shows up, then head back the way you came.

Rather than rattle on about meaningless stuff, for once I'd like to take a minute to thank a few of my fellow Slayers. At the top of the list is **Adrian Sandoval** of **Cederville, NJ**, who sent me a new coffee mug a couple of months ago. My old faithful *Biohazard* cup had sprung a leak that same week, which was a little too convenient (have you got some kind of mental power over coffee mugs, Adrian?), but it came in handy. It was a nice, normal eight-ounce size, rather than the sixteen I was used to — and NEED — and the design, a big-headed dog in a sweater, was a little cute for my taste, but the caption, 'Don't even try talking to me until I drain this cup,' hit pretty close to home. It's nice to be appreciated, and I still use it.

Also, I got a good belly laugh from **Joanne Smitt** of **Rockville, MD**, who's cat is shown below. The question, about *Star Control II*, was too obscure to answer (it generally takes a few dozen people asking about the same game before I print something — the greatest good for the greatest number in limited space and all that), but the doctored photo and the note written on it deserve mention. Joanne, you have turned something cute into something disturbing, and that always touches me deep down inside.



jfflucky@netcom.com.

Jeff

FINAL FANTASY III

Square Soft for Super NES

It's a terrific game, but I have a question. In order to get all my wishes from Emperor Gestahl, what do I have to ask him at dinner? Thanks Lucky, and keep up the good work!

P.S. If you fight the Nohrabbits in the World of Ruin, they cure your party, then die.

Daniel M. Smith
Redlands, CA

Well, OK. I know I said I'd never write about *FFIII* again, but there are enough letters about this one topic to justify answering it, mostly as a prelude to clearing through the *Chrono Trigger* mail that's already filtering in.

Anyway, the events in the Imperial Castle all contribute to a hidden point system, which works out like this:

Each guard talked to .....24x1 pt each
Each guard fought: .....5x4 pts each
Make a Toast to?
To the Returners .....1 pt
To the Empire .....2 pts
To our home towns .....5 pts
What about Kefka?
Let him go .....1 pt
Execute him .....3 pts
Leave him in jail .....5 pts
What about Doma?
What's done is done .....1 pt
Apologize again!! .....3 pts
That was inexcusable .....5 pts
What about Celes?
Was she a spy? .....1 pt
We trust Celes .....3 pts
She's one of us .....5 pts
Any questions? .....3x2 pts each
(-10 pts if you repeat a question)
What about the Espers?
You unleashed their power .2 pts
They've gone too far .....5 pts
Which question asked first? 5 pts
Take a break .....5 pts
Anything I should say?
I'm sorry .....1 pt
All I want is peace .....3 pts
The war is over .....5 pts
Say 'yes' the first time
Gestahl asks for a favor .....3 pts

Whew! Once the banquet is over, you're rewarded as follows:

0-49 pts .....Imperial troops withdraw from South Figaro
50-66 pts .....Imperial troops withdraw from Doma
67-76 pts .....Unlocks the door at the Imperial Base
77-89 pts .....Receive Tintinabar
90-93 pts .....Receive Charm Bangle

Any more *FFIII* questions are going to be round filed, shredded or burned, OK?

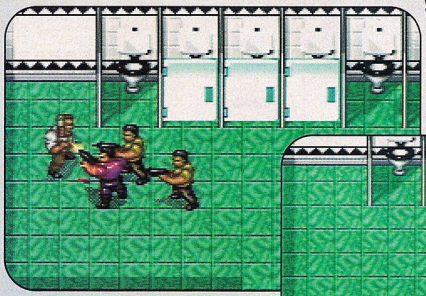
TRUE LIES

Acclaim for SNES and Genesis

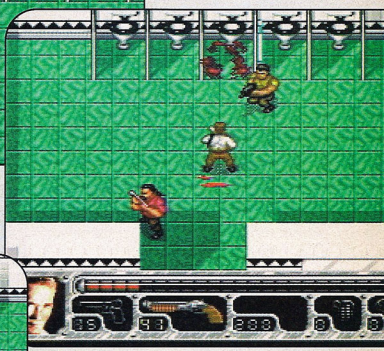
This is kind of embarrassing, but I can't get by the second level. I can fight through the mall, but when I get to the bathroom, guys keep coming out of the bathroom stalls and never seem to stop. What the heck is going on? How many do I have to kill? Please help me.

Jack Taylor
Lansing, MI

Well guy, believe it or not, a lot of folks seem to get stuck here. The trick isn't killing all the guys who come out, because they're never gonna stop. What you have to do is blast open the stalls by destroying the doors. It's weird, but somehow once the doors are destroyed, the endless flow of enemies comes to a halt, a boss shows up, and you can finish the stage. It's also more than a little stupid, but hey, it's just a game, right? It's not like there's any reason a game should follow any sort of logic. Sheesh.



These guys can come out of those stalls all day. It's worse than a Shriner's convention.



So, what ya gotta do is blast the doors off the stalls. Somehow this stops 'em.

After that, the henchman stop coming and it's just you and this guy in red.

It pains me to say this, but Tom Arnold sums it up.

ETERNAL CHAMPIONS

Sega for Sega CD

OK, so you printed how to FIND the hidden characters, but I'm pretty damn sure they have their own special moves, Overkills and whatever else. So what are they, smart guy?

Alan Smithee
Houston, TX

Watta buncha characters!

Alan Smithee' huh? Isn't that the name movie directors use when they're embarrassed by the way a studio edited and released their film? Are you embarrassed by your letter 'Alan?'

Anyway, your question is fair enough, and a lot of folks want the answer, so in my final, absolute last *ECCD* answer, here you go:

ETERNAL CHAMPIONS (CONTINUED)

Sega for Sega CD

THANATOS

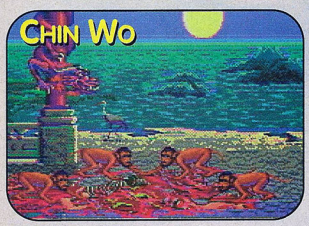
This is Thanatos' Vendetta. Sort of nice, isn't it?

Musketeer	↓↘→+Z
Flying Guillotine	Jump, X+Y+Z
Witch Fire	↓↘→+A or B or C
Iron Maiden	↓↘+X+Y
Death Form	Hold X+Y+Z
The Rack	↓↘+C
Death's Door	↓ (1 sec),X (teleport left) or Z (teleport right)
Tombstone	↓↘+X
Headsman's Axe	↓ (1sec)↑+B+C
Rising Dead	↓↘→+C
Vendetta	↓↘→↑X (close)

CRISPY

Thrust Kick	↓↘+C (can be done in air)
Egg Throw	↓↘+X or Y
Claw Attack	↓↘→+Y
Farmer	hold X+Y+Z

CHIN WO



Chin Wo has a tasty little Sudden Death as well. Eaten alive by monkeys — ick.

Heal/Destroy	X+Y+Z
Wood Elemental	Y+Z
Water Elemental	↓↘+A+B
Metal Elemental	B+C
Air Elemental	↓↘→+A
Fire Elemental	↓↘→+Y
Needle Projectile	↓↘+Z
Ape Spit	↓ (1sec)↑+B+C
Climb and Kick	↓↘→+A+B
Drunken Monkey	↓↘→+C
Vendetta	↓↘→↓Y
Overkill	Victim must land in center of archway
Sudden Death	Victim must stand a little to the left of the right side of the archway. Hit towards center.

HOOTER

Horizontal	↓↘+Z
Spin Upper	↓↘→+Z
Retract	←DB↓+A
Horizontal Up	↓↘+Y+Z
Horizontal Down	↓↘+B+C
Head Butt	↓+Y or Z (close)

ZUNI

Crossover 1	↓↘→+B (close)
Crossover 2	↓↘→+C (close)
Banana	↓↘+Y
Coconut	↓↘+Z
Face Slash	↓↘→+Z (close)

SENATOR

Red Tape	↓↘+Y
Veto	↓↘+X+Y
Impeach	hold A+B+C
Ban Violence	↓↘+C
Diplomatic Immunity	X+Y+Z
Donate	↓↘→+B+C
Mud Slinger	↓↘+X+Y
Rebuttal	↓↘+X
Voter Pin Stab	↓↘→+Z
Kickback	↓ (1sec)↑+B+C
Out of Office	↓↘→↓↘+C
Vendetta	↓↘↓↘Z
Overkill	Victim must land on the far right side of the screen.
Sudden Death	Victim must land on top of right manhole cover.

YAPPY

Jumping Headbutt	↓↘→+Z
Sonic Bark	↓↘+Y
Dirt Kick	↓↘+B
Razor Kick	↓↘→+C
Whirlwind	X+Y+Z
Hotdog	↓↘+A+B+C

ETERNAL CHAMPION

Change Form	↓↘→↑+any button
Attack 1	A+B+C
Attack 2	X+Y+Z

(Attacks are different depending on EC's form)

DARK ETERNAL CHAMPION

Thunder Clap	↓↘+Y
Thunder Bolt	↓↘+Z
Fire Rain	↓(1sec)↑+C
Snowball	↓↘→+C
Rolling Rocks	↓↘B+A
Freeze	X+Y+Z
Boulders	←DB↓+Y
Fireball	↓↘→↓↘+A

BLAST

Blast's Sudden Death is difficult to pull off (they gotta land just right), but it's, well, kind of impressive.

Bungee Knife	↓↘→+Z
Self-destruct	hold A+B+C
Ground Swell	↓ (1sec)↑+X+Y
Drop 'n' Pop	↓↘+X+Y+Z
Bungee Climb	↓ (1sec)↑+Z
Grenade Toss	↓↘+A or B or C
Nitro Knuckles	X+Y+Z
Hammerhead	↓↘→+X
Salvo Attack	↓↘+B+C
Blast Shield	↓↘+X
Power Slide	↓↘→+C
Vendetta	↓↘↓↘C
Overkill	Victim must land in the central clearing.
Sudden Death	Victim must land in front of the short palm tree in the background to the left of the gun tower. Hit victim from right.

SLITHER

Here we see little doggy Yappy locked in a death struggle with the snake, Slither. I know why they call them animals...

Lunge	↓↘+Y
Chew	↓↘+Z
Cartwheel	↓↘→+B
Spit	↓↘+X
Tailspin	↓↘→+C
Thousand Bites	hold X+Y+Z

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address:

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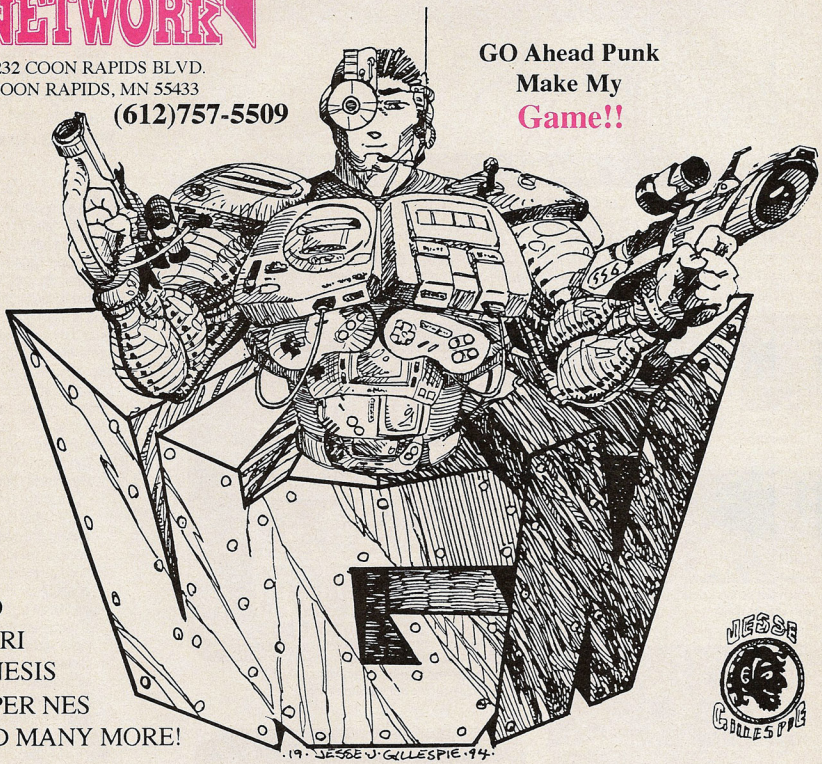

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CODE BREAKERS

It's always disturbing when one of our writers enjoys himself more than he should. When *Patrick Baggatta* told us how much he was enjoying doing Codebreakers, we took him outside and broke his ankles.

Well, the 32-bit codes continue to come in, but thankfully there are still some good 16-bit codes, also. So, for all you folks that haven't gotten around to making the jump to the next generation systems, don't fret because we haven't forgotten about you. For all of you that have made the jump, we also have some choice Saturn and PlayStation codes.

It doesn't really matter what kind of system you own, because here in the Codebreaker pages it's all about cheating. It's not like an extra 16-bits of power are going to make you a better cheater. So, if you're feeling bad because you haven't been able to get a Saturn or PlayStation, remember that here in the Codebreakers pages every single one of you is a low-down dirty cheater. Even a fancy new gaming machine can't change that.

Patrick

MEGA MAN 7

Capcom for Super NES

Mega Fighter Two, HyperTurbo Special Edition

Did you want a strange but super-fun code for *Mega Man 7*? OK then, next time you're playing and you suddenly get the urge for some one-on-one fighting action, you won't have to interrupt your playing enjoyment. That's right, you don't have to track down your *Street Fighter* cartridge to feed this particular jones.

To set-up the Versus Mode, go to the passwords screen...

...enter the password, then hold down the L and R buttons on both controllers and press Start on controller one.

Once you reach the Versus Screen, you're able to choose either Mega Man or Bass.

Try out some of your favorite *Street Fighter* moves if you're looking for some hot fighting action.

TRIPLE PLAY '96

EA for Genesis

Baseball Greats

When given the opportunity to enter a player's name, try entering someone famous like Babe Ruth or Cy Young.

So you thought it was pretty cool to make your own players, did you? Well, how cool would it be to start bringing players back from the dead? Pretty cool, eh? Next time you're creating a player, try throwing in a name of one the all time great players.

Now that you've got Babe Ruth on your team, it seems doubtful that you'll have much trouble finishing that team lunch.

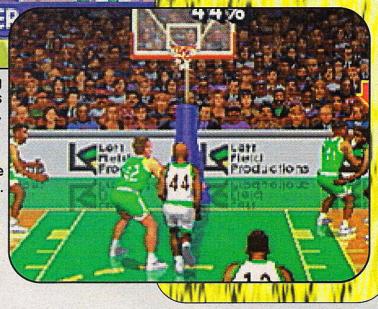
SLAM 'N' JAM

Crystal Dynamics for 3DO

Slammin Codes

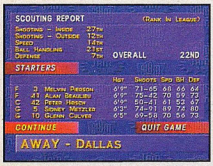
Let's face it, winning in most basketball video games comes down to one thing - taking high percentage shots. The problem is that except for gauging distance, there's never really been any way to distinguish what the computer thinks is a high percentage shot. Well, that trend ends here because, with the following code, you're able to see the percentage of each and every shot you take. And if that wasn't enough, we thought we might also give you a code to make all the players really small. Hey, we don't make-up the codes, we just print them.

In the time between the Scouting Report Screen and the tip off, press and hold the L button.

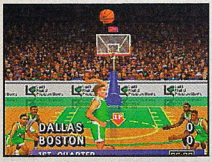


You can now see the shot percentage with every shot you take.

Little People

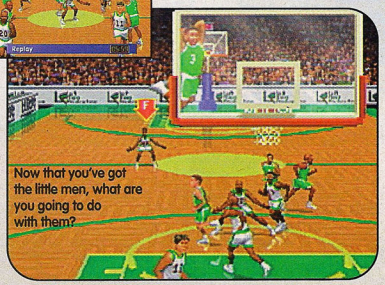


Follow the same procedure you used with the shot percentage code until you get to the Scouting Report screen.



After you choose continue, start pressing the R button repeatedly and quickly.

Once the game starts, press Pause, then unpause.



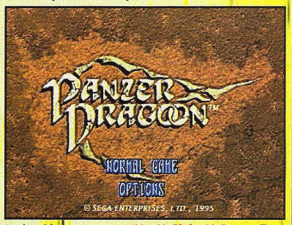
Now that you've got the little men, what are you going to do with them?

PANZER DRAGOON

Sega for Saturn

More Panzer Codes

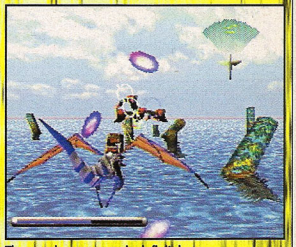
These definitely aren't the first codes we've run for *Panzer Dragoon*, the gorgeous dragon shooter for the Sega Saturn, but they're still pretty good, so don't just assume you've seen them.



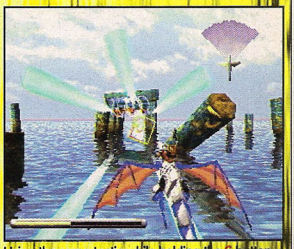
At the title screen press Up, X, Right, Y, Down, Z, Left, Y, Up, X.

Now that this code is installed, you're able to enter the following shot power-up codes at the Episode Screens.

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



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



Using the same tactic while holding the R button gives you the blue power-up, which is not to be messed with, either.

BATTLE ARENA TOSHINDEN

SONY CE for PlayStation

BADASS FIGHTER CODES

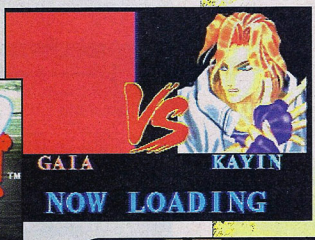
Let's pretend like you actually need codes to make this game fun. OK, since we're pretending anyway, I guess we'll give you a couple. To really appreciate these codes, you have to first fight your way to the boss characters Gaia and Sho and, since you're all expert gamers, I assume you've achieved this. So, how would you like to fight as Gaia? Would you like to fight as Sho? Of course you would! They're both really cool characters. OK then, this is how to do it:

GAIA CODE

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

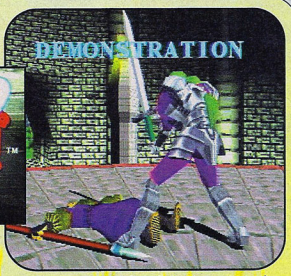
When you hear a voice say 'Fight' and the words turn from blue to red, start a one-player game.

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

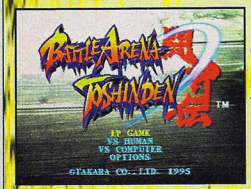


SHO CODE

To fight as Sho, do the initial steps for the Gaia code to make the words turn red.



Wait until the demo starts, then press Start on controller one.



Once the title screen comes up again, press Right, Left, Right, Left, Square on controller two. The words turn blue again if done right.

Then go to the select screen and highlight Kayin. Hold Down and press any button to fight as Sho.

Now this is fighting expertise. Remember to check next month's issue for the follow-up *Toshinden* codes.

CODE MONKEY OF THE MONTH

PICK A FIGHT

This month's Code Monkey honors go to the fighting game with more attitude than you can shake a stick at, or even physically beat into submission with a stick, which reminds me of a joke. What's brown and sticky? A stick, of course. OK, back to the point. This month we have our first PlayStation Code Monkey Award and it's a good one. So, thanks to ***Brian Kirol*** of ***Ellington, CT*** for sending it in and we hope you enjoy your fighter stick.

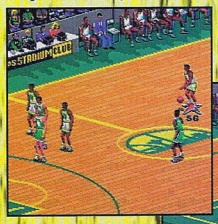
If you lose with Gaia, then you probably don't deserve to be using him in the first place.

NBA LIVE '95

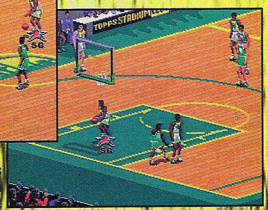
EA for Genesis

PRACTICE MAKES PERFECT

Sure, we hear you crying. 'If only I had time to get in a little practice on my own, then perhaps I would have a chance.' Well, stop your crying because now you can do just that. That's right, make all those other pesky players just stand around picking their noses, while you run around doing whatever it is you feel like doing.



At any point during the game, hold A for turbo.



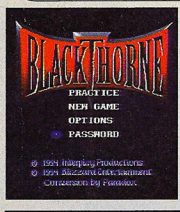
While holding A, press Start and everyone else on the court freezes. Enjoy!

BLACKTHORNE

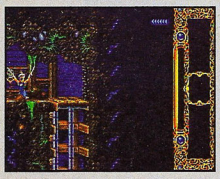
Interplay for 32X

Those Four Little Letters

The following list of passwords should help to move you right along through what is a particularly tough game. The key to using these passwords is not to abuse them. Seeing later levels is fun, but working your way through each level is even more satisfying. Aaahhh, what the hell, no one's watching. Cheat away.

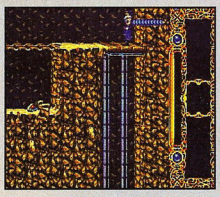


At the passwords screen, enter the following codes for rapid advancement through the game:



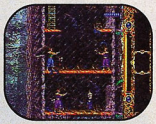
The Mine Level, the passwords for levels 2, 3 and 4 respectively are FBWC, QP7R, and WJTV.

The Tree Level passwords are RRYB, ZS9P, XJSN and CGDM.



The Sand Level passwords are TJIF, GSG3, BMHS and Y4DJ.

The Castle Level passwords are HCKD, NRLF, J6BZ, MJXG and K3CH.



The Tree World Level passwords are RRYB, ZS9P, XJSN and CGDM.

DEMON'S CREST

Capcom for Super NES

Demons Codes

How would you like to play as the Ultimate Gargoyle? Come on, even if you've never heard of *Demon's Crest*, you've got to be excited about playing as something called the Ultimate Gargoyle! And for those of you that are familiar with *Demon's Crest*, we'd also like to give you a little help with getting all the items and the Crest of Heaven:

Go to the passwords screen.

Enter the following code to play as the Ultimate Gargoyle. FDQP, QRMB, FGNH, GTKL.

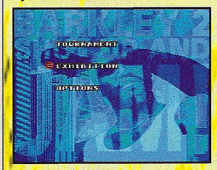
If you'd rather have all the items try entering QFFF, KNRR, DDLR, XGTQ.

BARKLEY: SHUT UP AND JAM 2

Accolade for Genesis

Evil Twin Power Activate

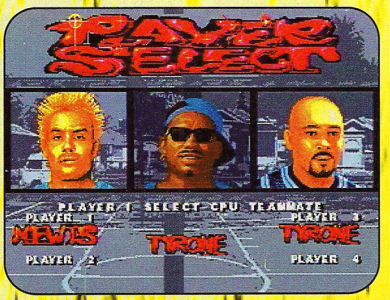
Sometimes the biggest victories in life are the ones we win against ourselves. OK, it doesn't really matter if you have no idea what the hell I'm talking about. Let's face it — I needed a lead-in sentence and that's what I came up with. Anyway, if you check out the code below you can see that it sort of makes sense. You do, after all, get to play an exhibition game against your own evil twins. So, now you know what I was talking about, right?



Start an exhibition game.

Choose your team.

Press Start at any point during the game to pause the action.



Highlight 'Quit' and press C three times.

Then highlight 'Resume' and, when you return to the action, you'll be playing your evil twins.

WARIO BLAST

Nintendo for Game Boy

Wario Battle

The following code allows you to do what all of you little war-mongers love to do anyway — fight.

At the Passwords screen, enter 5656 to play *Bomberman*.

Enter 6565 to play *Wario*.

Now do battle. I command you.

WORLD SERIES BASEBALL '95

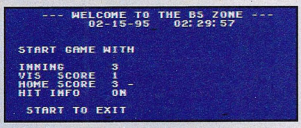
Sega for Genesis

Play The Pros

Sometimes it's easy to forget that behind each and every video game there is a dedicated and sometimes even talented development team hard at work. However, if the makers of *World Series Baseball* have anything to do with it, there'll be no forgetting them. In fact, you will be playing against them. That's right, the development team of Blue Sky has included themselves as a secret team and we're going to tell you how to find them.

At the beginning of the game, when the title screen (the screen with the fireworks) starts to fade, press A, B, C, and Start simultaneously.

When you see the first Blue Sky Zone, press Start two times to reach the cheat screen.



At the cheat screen, change the 'Innings' to three, the 'Visitor's Score' to one and the 'Home Score' to three. Then press A, B, C and Start simultaneously. Then press Start two more times.

When you get to the cheat screen with the Blue Sky option, change the answer to 'Yes', then press Start and you're able to play them in an exhibition game.

ROBOTICA

Acclaim for Saturn

Robotic Justice

This is a great code. Of course, I didn't really have to tell you that, but sometimes I just feel the need. What I mean to say is that this code will take care of all your *Robotica* needs and even some of your frivolous wants. What I mean to say is... never mind, this is what it does. With the following code you can, at any time, and as many times as you'd like, refresh your shield, refresh your Hover Jet and increase your weapon power.

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

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

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

Press X to power up your weapon.

Press Z to load the level map.

Game Genie for Genesis

STARGATE
Acclaim for Genesis
AAEA-EAFG - Infinite Grenades
ACOT-AAGO - Invincibility
AA5A-EAHC - Infinite Lives

SONIC & KNUCKLES
Sega for Genesis
GKKT-AAGO - 50 Lives
NPKT-AAGO - 99 Lives
K2WA-CA4J - Infinite Lives

MADDEN 95
EA for Genesis
DB6F-B4D4 - Field Goals equal nine points
C267-E46D - Infinite first downs
DD6F-77AF - Safeties worth zero

Game Genie for Super NES

CLAY FIGHTER 2
Interplay for Super NES
F651-7FA4 - Infinite Energy/Time
D8DB-E4D1 - Difficulty Option

SUPER RETURN OF THE JEDI
JVC for Super NES
C230-CF0F - Infinite Lives
F682-C7B1 - 25 Lives

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is ***Brian Kirol,*** from ***Ellington, CT,*** who scores a controller for his badass *Toshinden* fighter codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Bananas not included!

What a cool controller! The Fighter Stick takes the pain out of getting through those games!

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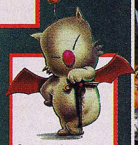

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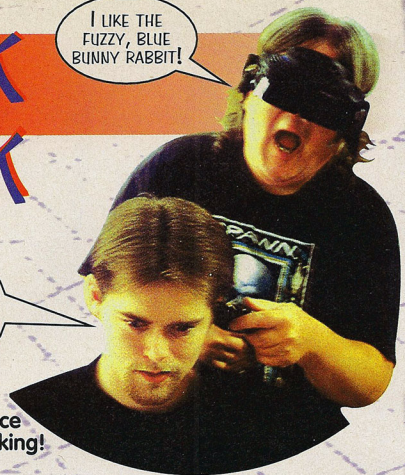

The Brain Transfer Device was finally working!

IT'S THE 'MATCH THE CAPTION' GAME!

As some of you may have noticed, last month there was a little problem with the Table of Contents page. It seems that, somehow, all of the 'Meet the Team' captions got lost in the shuffle. Don't worry, fingers have been pointed, accusations shouted, and the proper amount of totally innocent people slaughtered.

But the really interesting thing about this is that now you have a chance to play Caption Editor and figure out which caption went to which picture! Real fun, right? OK... it isn't that great and we're not giving away any prizes or anything like that, so you don't HAVE to play, if you don't want to. Anyway, here are the captions. Have, uh... fun, I guess.

1. I was blackmailed! If I don't wear this mask, Bill will print that picture of me wearing the bunny ears. I don't want anyone to see that picture!
2. I don't have to wear that stupid mask! I told Bill that me and the herd would do a drive-by grazing if he even thought about pulling that mask crap!
3. I'm wearing my Bill/Bison mask so I can meet lots of girls! At least, that's what Bill tells me will happen. I can't wait!
4. It's all part of my evil plan! This way, no one will know who gave itching powder to the trick-or-treaters! Oh, the horror! Ha, ha, ha!!!
5. Bill said the new guy always wears this mask on Halloween, or he goes back in the box! Stop laughing at me!
6. I'm only wearing this damn thing until Bill tells me where he hid the coffee machine. Then it goes straight into the trash can!

You know, we really like it when these pictures are ALL messed up! Check this one out! Here's the November Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

November's Scrambled Mess, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our July's Scrambled Mess Contest was Ross Tompkins, of Shreveport, LA. He correctly identified the scrambled picture as a screen shot from *Prehistorik Man*. Your Mystery Prize is on the way, Ross, but the Postal System likes to drag its knuckles, so it may be awhile before you get it!

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Mario's back in his biggest adventure yet.

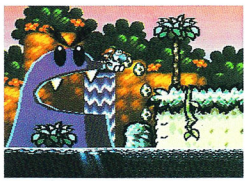
Four years in the birthing, and now this bambino comes kicking and screaming into the world of Morphmation graphics. A Nintendo brainchild that allows the characters and backgrounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company). But there's more than eye-popping visuals to drool over. There's over

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

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

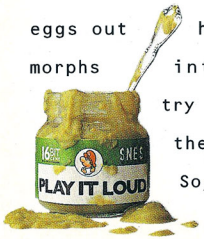
This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter... try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



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

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



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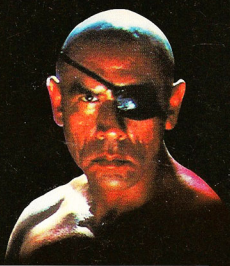

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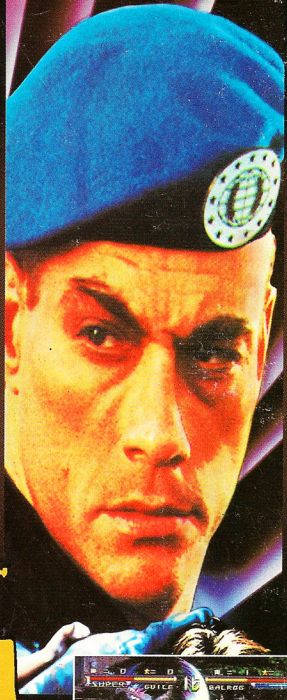

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