

Game Informer

MAGAZINE

Killer Instinct 2
and
Ultimate MK3
Pg. 54

March 1996
Vol. VI • Issue 3 • #35

RESIDENT EVIL

Prepare For The
Adventure Of A Lifetime

BATTLE ARENA TOSHINDEN 2

In-Depth Moves
Guide and Review

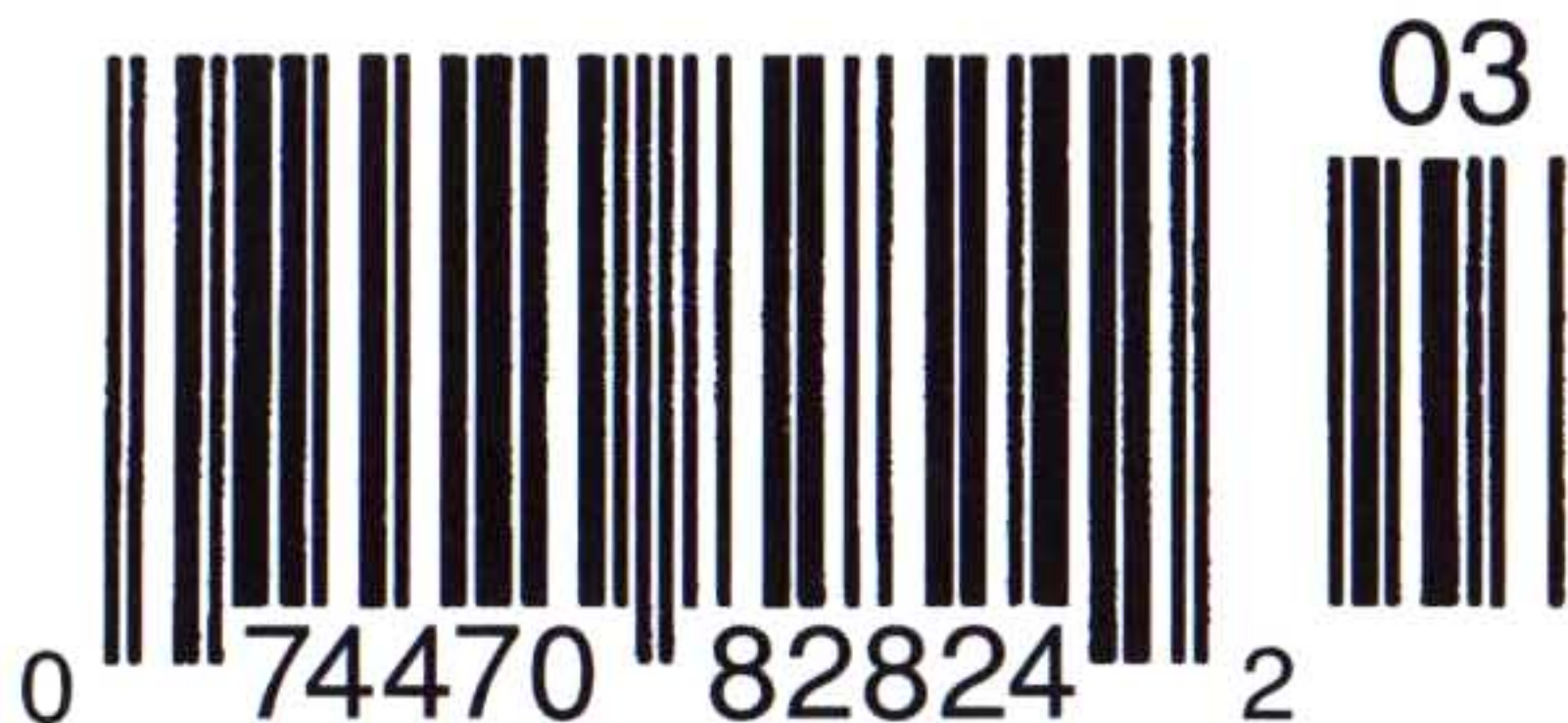
PLUS:

Clockwork Knight 2, X-Perts, Magic
Carpet, and Interplay's VR Sports Line



Moves And
Combos for
Street Fighter
Alpha
PASSWORDS • CODES
Page 63

\$3.95 Canada \$4.95 UK £2.50
March 1996



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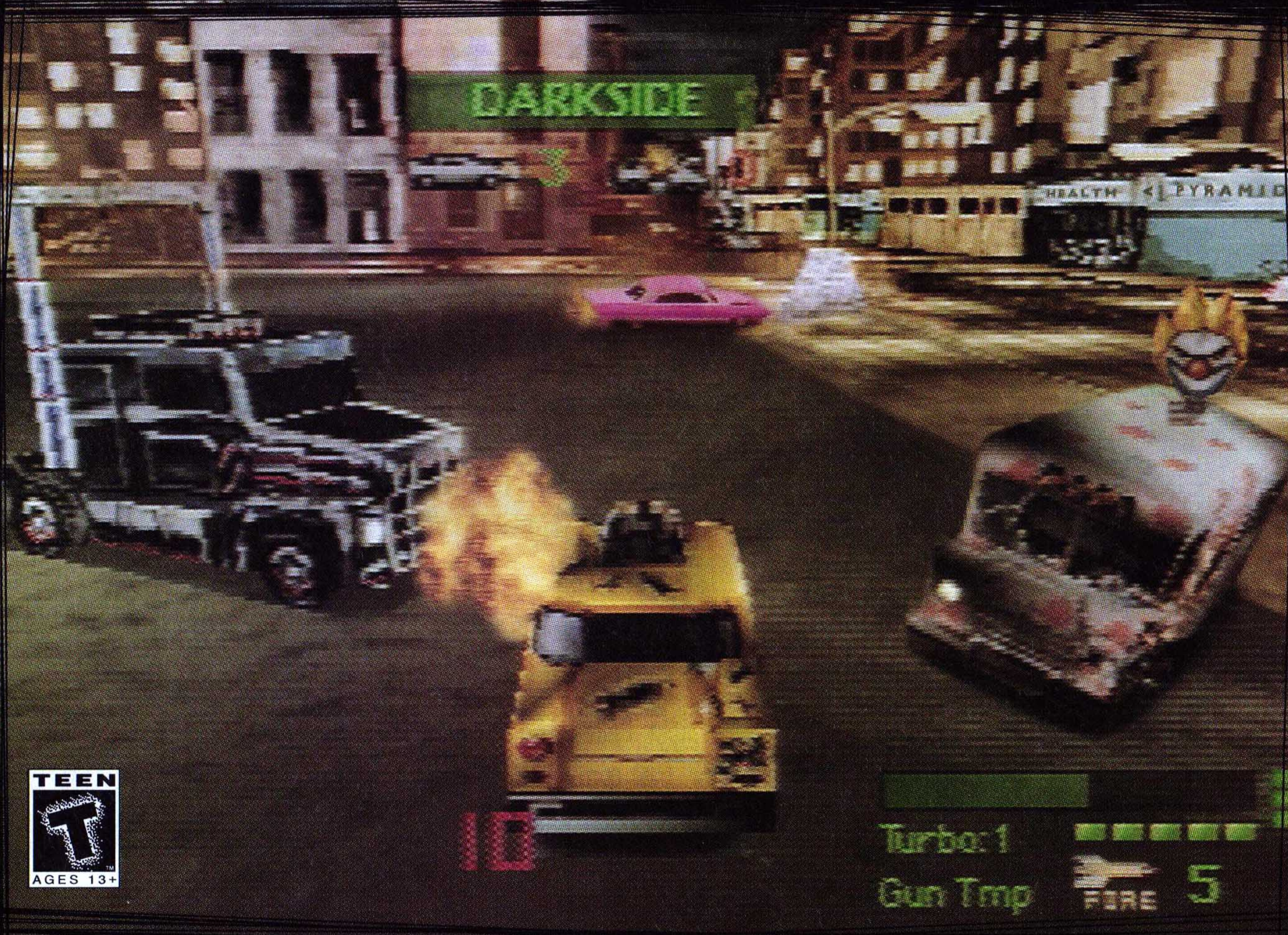
Hit pedestrians,
outrun police cars
and get GUNNED
down in a drive-by
shooting.
Finally, a game
that shows what
L.A.'s
really like.

Los Angeles, 2010 A.D. The lights, the glamour, the armor-piercing bullets. Welcome to the apocalypse. Or as we like to call it, TWISTED METAL™. Only on Sony® PlayStation™. Play with yourself, or against a friend. Your mission? Hunt or be hunted by 12 deadly vehicles, including one with a psychotic clown who wants to splatter you with flaming ice cream cones. Suburbia will never be the same. And thanks to the Sony PlayStation's superfast ultra realistic gameplay, you can use impressive 360° moves, say, while shredding sod in someone's front yard as you dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one more thing: Look out for that cute little doggie crossing the street. Oops, too late.

SONY



PlayStation™



Fresh Kill!

On the Rage Station

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Just like the original, you'll be lurching on fresh dino-meat with all the lords of New Urth... Chaos, Blizzard and Diablo, just to name a few. You've got the usual full plate of special moves like Farts of Fury, Cranium

about Sony more brutal

Crushers and Power still has all the killer animations and

Pukes. And of course it still has all the killer combos, flesh-ripping full-on ugly fatalities.

But what puts this Rage over the top is all the new stuff we put in. Bigger graphics, faster reactions and smoother stop-motion animations. In fact, new Primal Rage for PlayStation has so much raw 32-bit power, so much screen-burning speed and so many blood-soaked, meat-munching kills, there's only one thing missing: Mercy.



New for PlayStation™

TABLE OF CONTENTS

TABLE OF CONTENTS

TM

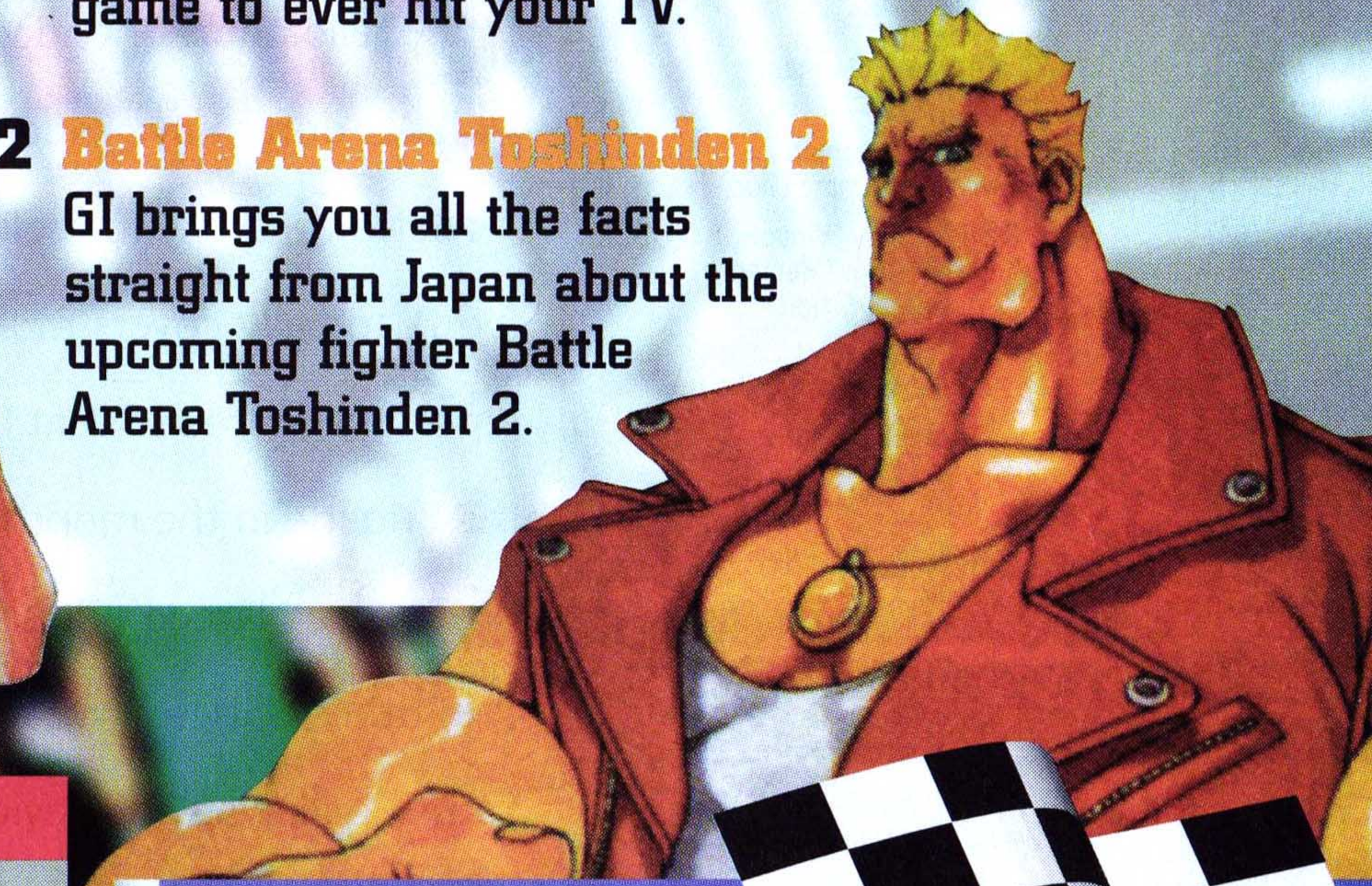
FEATURES

8 Cover Story: Resident Evil

After years of Street Fighter, Capcom finally breaks the mold and brings us Resident Evil – perhaps the scariest game to ever hit your TV.

22 Battle Arena Toshinden 2

GI brings you all the facts straight from Japan about the upcoming fighter Battle Arena Toshinden 2.



REVIEWS & PREVIEWS

20 Genesis

X-Perts

22 PlayStation

Battle Arena Toshinden 2, VR Golf '96, Bottom of the 9th, Namco Classics Vol. One, VR Soccer '96, Return Fire, A-Train, Fade to Black

41 PlayStation & Saturn

Fox Hunt, Die Hard Trilogy, Shell Shock, VR Baseball '96, Magic Carpet

46 Saturn

Clockwork Knight 2, Skeleton Warriors, Street Fighter Alpha

49 3DO

Casper



AT A GLANCE

50 PlayStation

Syndicate Wars, Need for Speed

Saturn

Iron Storm, Guardian Heroes, Mortal Kombat II, D, NFL Quarterback Club '96

3DO

Iron Angel, Phoenix 3, Snowjob

Game Boy

Tetris Blast

Game Gear

Arcade Classics



DEPARTMENTS

4 Letter from the Editor

And the Band Played On

6 Dear Game Informer

GI readers from across the globe interact with Game Informer.

14 GI News

Working Designs announces new RPGs for Saturn, Mario celebrates his 15th Birthday, Williams announces Arcade Classics, and tons-o-fun with, Name That Game!, Trivia, and GI's Top Ten.

54 Arcade Brigade

Samurai Shodown III, Zombie Raid, Ultimate MK3, Killer Instinct 2

58 Envelope Art

You can't win if you don't enter GI's monthly envelope art contest. Plus, winners of the Raging Art Contest.

59 Back Issues

Complete your collection of Game Informer issues.

60 Secret Access

Tips from our readers.

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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

And the Band Played On

Hello gamers, and welcome to another illustrious Letter from the Editor. Unfortunately, I don't have much to say, so I think I'll just ramble a little bit.

First off, I want to make sure everybody checks out the new Arcade Brigade section that (yes!) actually covers more than one game a month. We've finally let our two crack arcade reporters go free so that they can cause as much trouble as they want. Make sure you watch the Brigade in the months ahead as they conquer upcoming arcade monsters like Williams's War Gods, Namco's Soul Edge, and Nintendo's Killer Instinct 2.

In other GI news, we are trying our best to equal out the amount of PlayStation and Sega Saturn reviews and previews. (Of course, we're trying to cover as much Genesis and Super NES games as possible too, but sometimes that's a little difficult.) In the past, PlayStation has gotten the majority of our coverage, but that's generally because the third parties send the game on the PlayStation first and then the Sega Saturn version just before the game is released. Hopefully, this will change over time; for now you'll notice a lot of PlayStation and Saturn previews within this issue.

On a final note, it sounds like the Ultra 64 may be delayed again. Nintendo is still claiming that they will meet the April release date, but sources within Nintendo seem to think that the software will not be ready for an end of April release. Nintendo may surprise us, but don't be shocked if it gets pushed back.

P.S. Please let us know what you think of the changes in the book. We're excited about the new look and would love to hear what you think!

The GI Review Staff: Gamers with a Grudge



Paul

The Pro Player

"My thumbs are finally recovering

from continuous heats of head-to-head Ridge Racer Revolution. I'm also excited to see a final version of The Need for Speed for PS-X. It really kinda' sucked on the 3DO, but it is really shaping up nicely for the Sony machine. Any game that offers good competition is the one for me right now. Descent, Doom, and RRR are great games, but they are even better when played head-to-head. It's always fun to give Reiner the smart bomb surprise."



Andy

The Game Hombre'

"First off, I was surprised that I liked Street

Fighter Alpha as much as I did (since I've played the other Street Fighters for over a billion hours), but I guess old habits die hard. In other news, I recently went to see Soul Asylum and man-o-man does this band suck now. It's hard to believe that the more popular you get the more pop-music cut-out you become. Luckily, Walt Mink and Arcwelder were there to save the show. By the way, could Sega's Indy 500 be any cooler? Fight on and Vivat Grendell!"



Reiner

The Raging Gamer

"Andy had to be the one to spill the beans (see page 6).

Let me tell you, I've tried and tried to keep this alternate identity thing a secret and I succeeded on my own. It appears that Andy thought this news was way too big to keep on his brain alone. Yes, I am Sub-Zero's cousin. I haven't perfected the ice tricks yet, but I do know how to whip up some great snow-cones and popsicles. By the time you read this I'll have already shed my standard civilian clothes, and I'll be back in my shiny blue garb. In response to your letters, I agree I like the blue hair better, and it'll be back before you can say - Fidget."



Rick

The Video Ranger

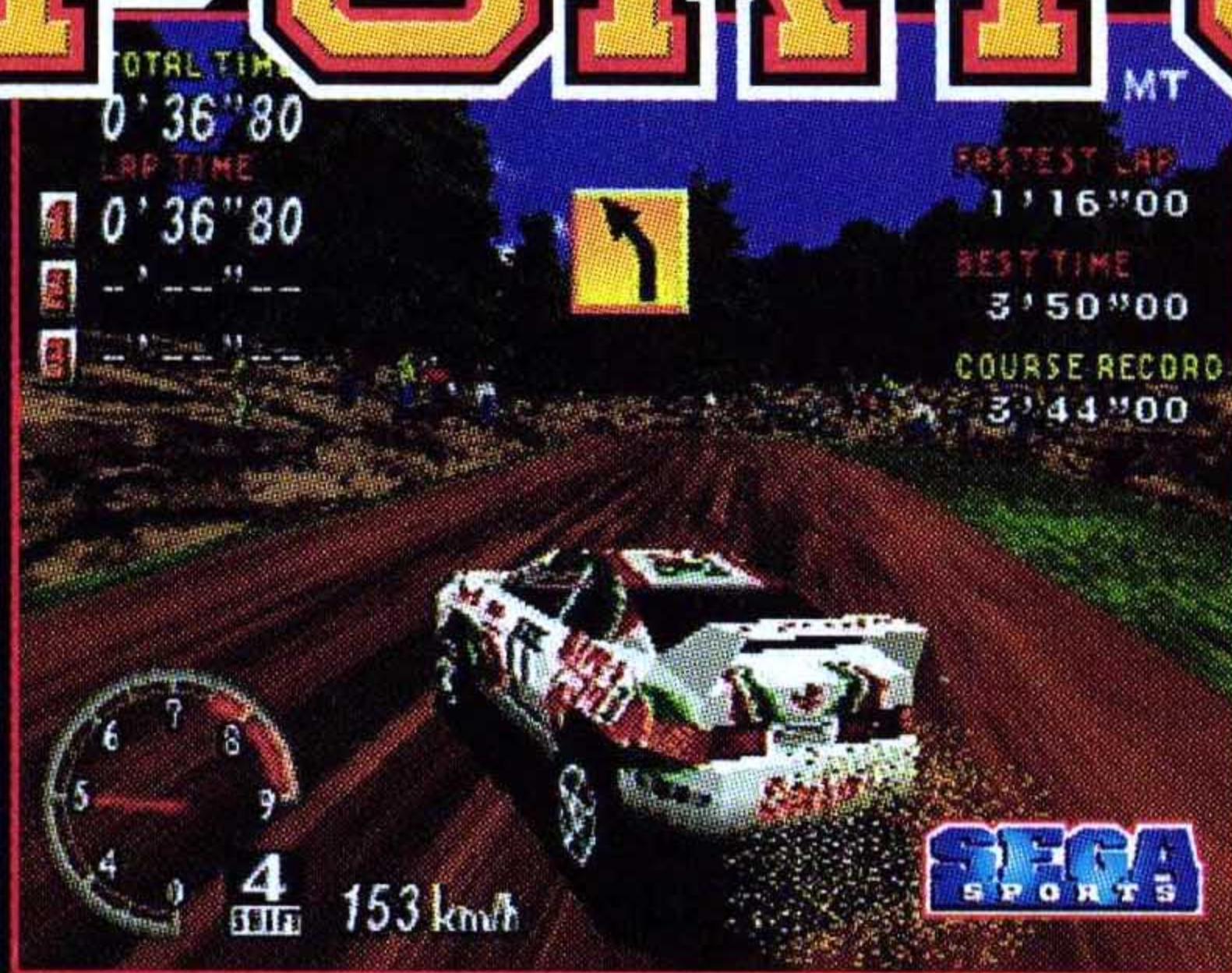
"I'm having a really hard

time around here waiting for some great 32-bit RPG's to make their way to the U.S. Then, I crashed my computer doing a Windows '95 install. I maintain faith that I will resolve these problems by next issue and I will be happily playing some kick butt computer games when we meet again! Until then I recommend Mystaria on the Saturn, King's Field and Resident Evil on PS-X."

SPORTS!



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by Sega Sports



Sega Rally Championship™
by Sega Sports



NHL® All-Star Hockey
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SPORTS!



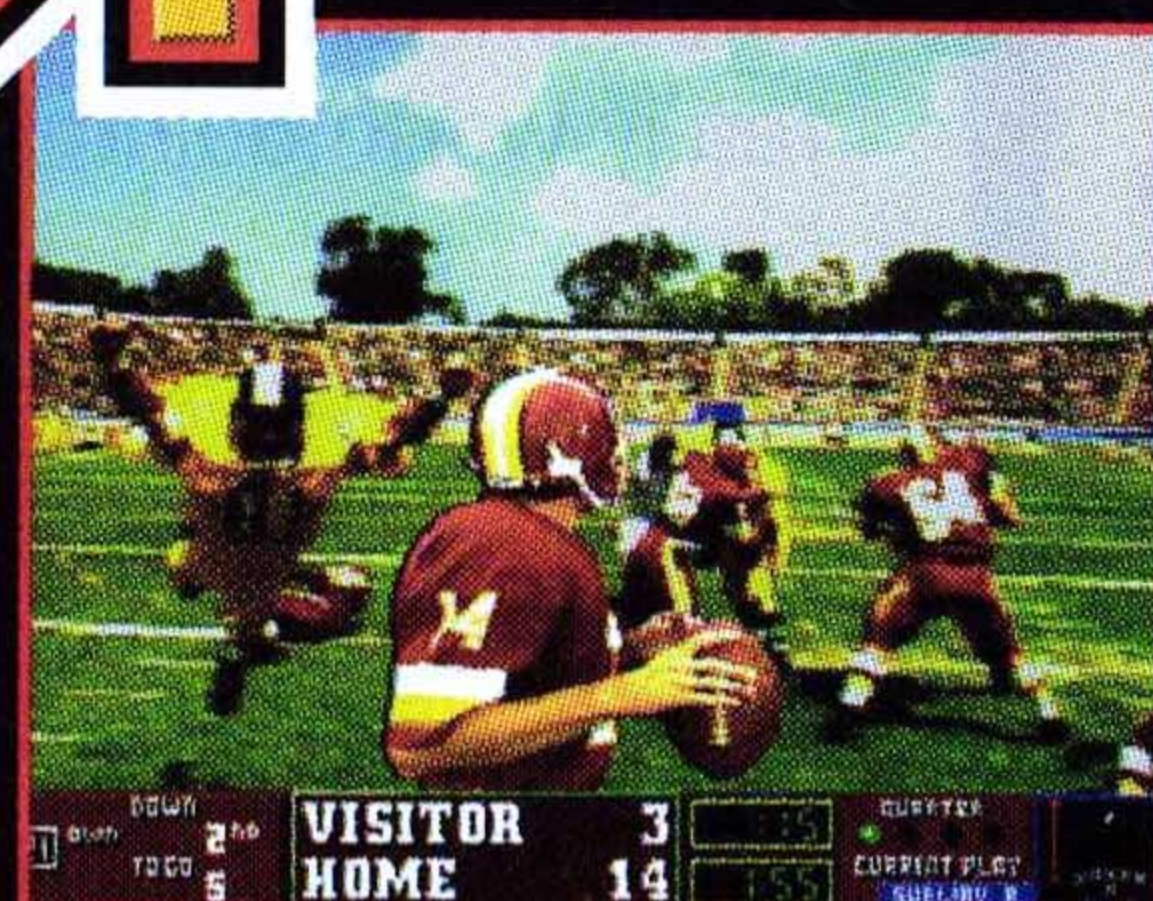
Slam 'N Jam '96
by Crystal Dynamics



Worldwide Soccer™
by Sega Sports



Pebble Beach® Golf Links
by Sega Sports



Quarterback Attack '96™
by Digital Pictures

SPORTS!



Center Ring Boxing
by JVC



NFL Quarterback Club '96
by Acclaim



NBA Jam TE™
by Acclaim

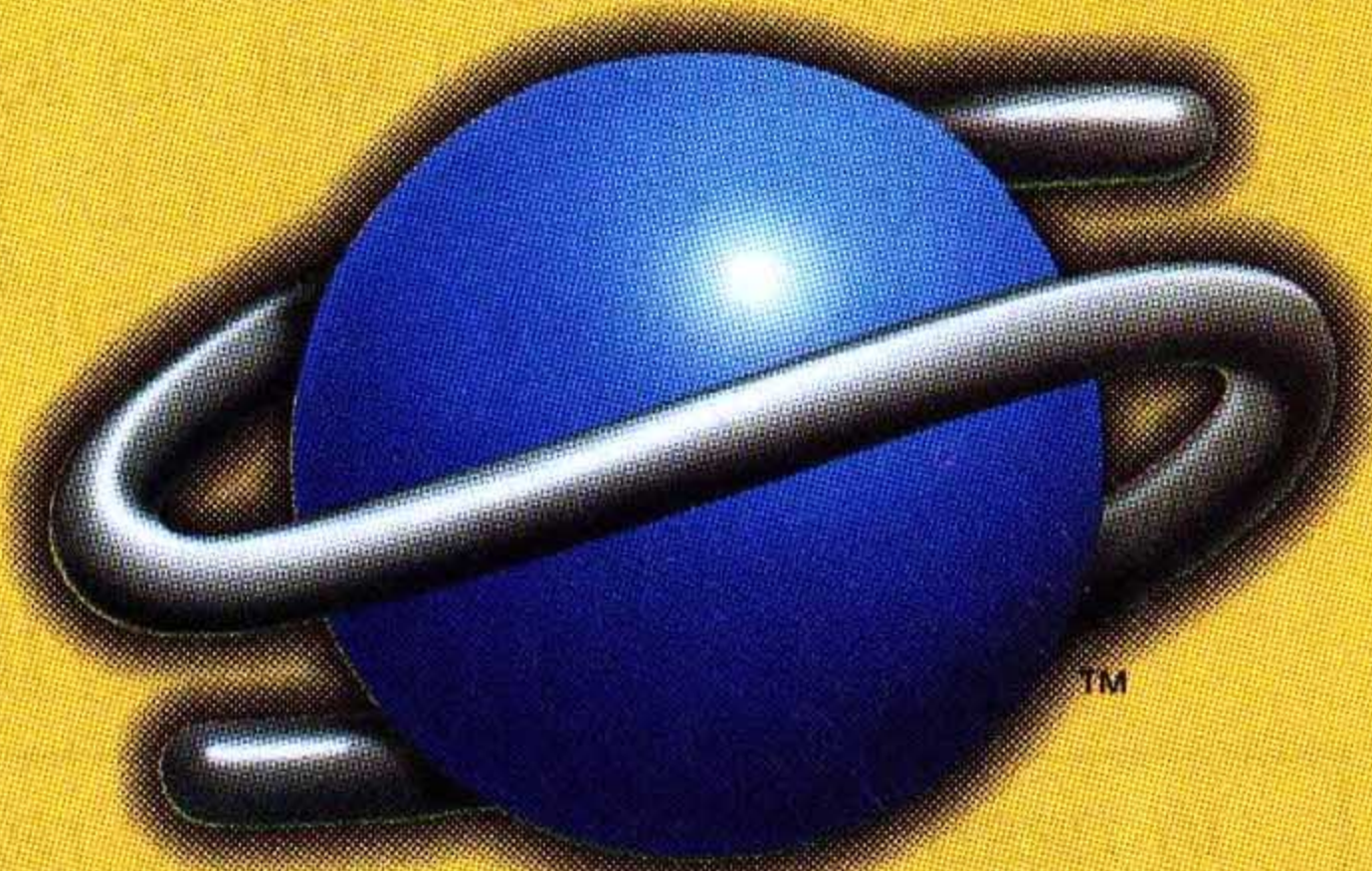


Daytona USA™
by Sega Sports

IS THAT ALL YOU EVER THINK ABOUT?
COOL.

SEGA SATURN IS THE ULTIMATE SPORTS MACHINE FOR YOUR ONE-TRACK MIND.

FORGET THE SATELLITE DISH. TO GET THE GAMES YOU REALLY WANT, YOU JUST NEED SEGA SATURN. 17 ADRENALINE-JACKING GAMES IN SEVEN DIFFERENT SPORTS, INCLUDING SIX INTENSELY AUTHENTIC, EXCLUSIVE SEGA



SATURN TITLES YOU CAN'T PLAY ANYWHERE ELSE! THE SPORTS EXPERIENCE IS SO REAL, YOU'LL THINK YOU'VE DIED AND GONE TO SATURN! SO GET YOUR NOSE OUT OF THIS MAGAZINE AND GET YOUR HEAD IN THE GAME!

SEGA SATURN™
A LITTLE TOO REAL



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For game play help, call 1-900-200-sega in the USA (\$8.95/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.





BATTLING THE BIG BOSS

Here's my problem...I really want the Ultra 64 bad. But the only way I can afford it is to sell my Super NES and Game Boy. Last time I tried selling something my Mom threatened to break my SNES. Is it really worth doing this?

Timothy Condenzio
Long Island, NY

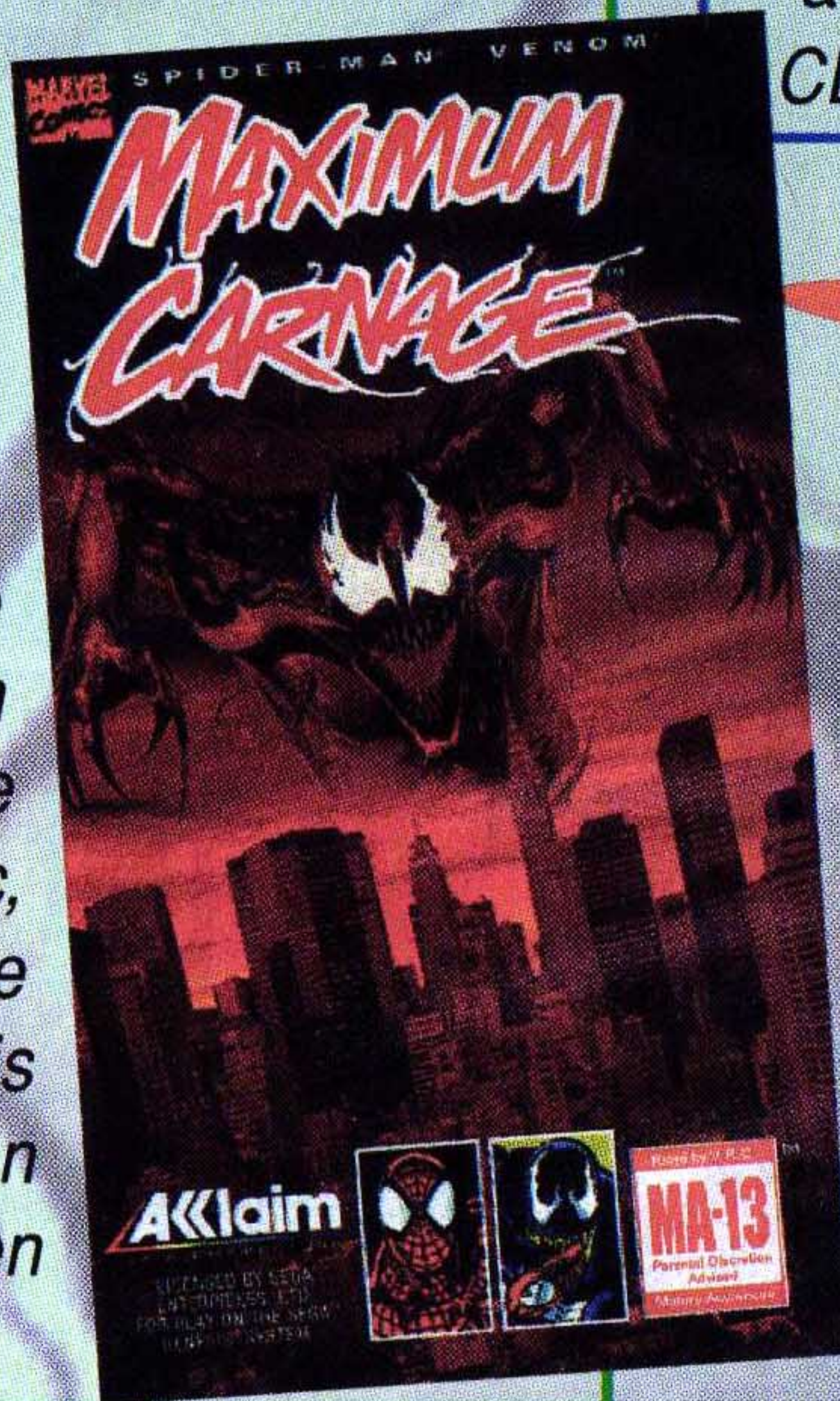
Yeah, I really want an Ultra 64 too, but I don't know if it is worth it if you're going to bring down the wrath of Mom. Our best advice to you is to go at this in classic video game style. The end boss (your Mom) is busy crushing Super NESs in her floating castle in the sky, while the young boy, Prince I-Need-An-Ultra climbs the beanstalk that leads to her lair. Outside the castle, Prince I-Need-an-Ultra, finds a rock, a sling, and a flower. He takes the items and heads into the dreaded castle. Inside, the Prince encounters this lunch-makin', laundry-cleanin' Mom and must decide what to do. I think the odds are against you, Prince I-Need-An-Ultra, but I bet if you give her the flower and beg a lot she just might let you sell your SNES and Game Boy (but I don't know if I'd hold my breath).

HAVE YOU EVER HEARD OF SARCASM?

In the At A Glance section of the January '96 issue you compare Separation Anxiety with Maximum Carnage. I think Maximum Carnage is way better, but you also said that Maximum Carnage features the inspiring talent of the legendary rockers Green Jelly. Maybe Reiner knows this, but just so the rest of you guys know, Green Jelly sucks!!!! They are friggin' jerks with no damn talent. Maybe you guys should listen to their theme song: Green Jelly sucks. Green Jelly sucks!!!!

Mike Vittorio
Glendale Heights, IL

You know, Mike, it's funny that you should bring this up, because Reiner sits at his desk all day and sings Green Jelly songs. Over and over, chorus after chorus, the boy just doesn't keep quiet. That's why I think you'll be surprised to hear that Reiner is the one that actually wrote the article about how great Green Jelly is in the Maximum Carnage game. He states in his defense that he was being sarcastic, but WE know the truth - Reiner is Green Jelly. Run away from Green Jelly boy!!!!



they aren't, and so there are no new games for the Sega CD for us to cover. If you don't like it, buy back issues. There is no way, other than codes, we're going to cover a bunch of old games in a new magazine just to keep Sega CD owners happy. Sorry!

A HOUSE DIVIDED

I just got the January issue of GI and well... you did mention Zero Divide on the Cover, but "Just Another PlayStation Fighting Game?" Ummmm... no! The review that you gave was alright (8.25), but the game didn't receive the grandeur that I believe it earned.

Yes, it's no Tekken, but it has what I call an "eyegasm" quality. Some games are beautiful, but the gameplay sucks (Criticom), but others are a perfect combination of both like Zero Divide. Not only does Zero Divide give me "Eyegasms" when I play it, but when I watch it as well. I would rate its "Eyegasm" factor a perfect 10. Sorry to disagree with your review, but I have to defend such a fine work of video game art.

Grid Mortis
Houston, TX



MORE SEGA CD BLUES

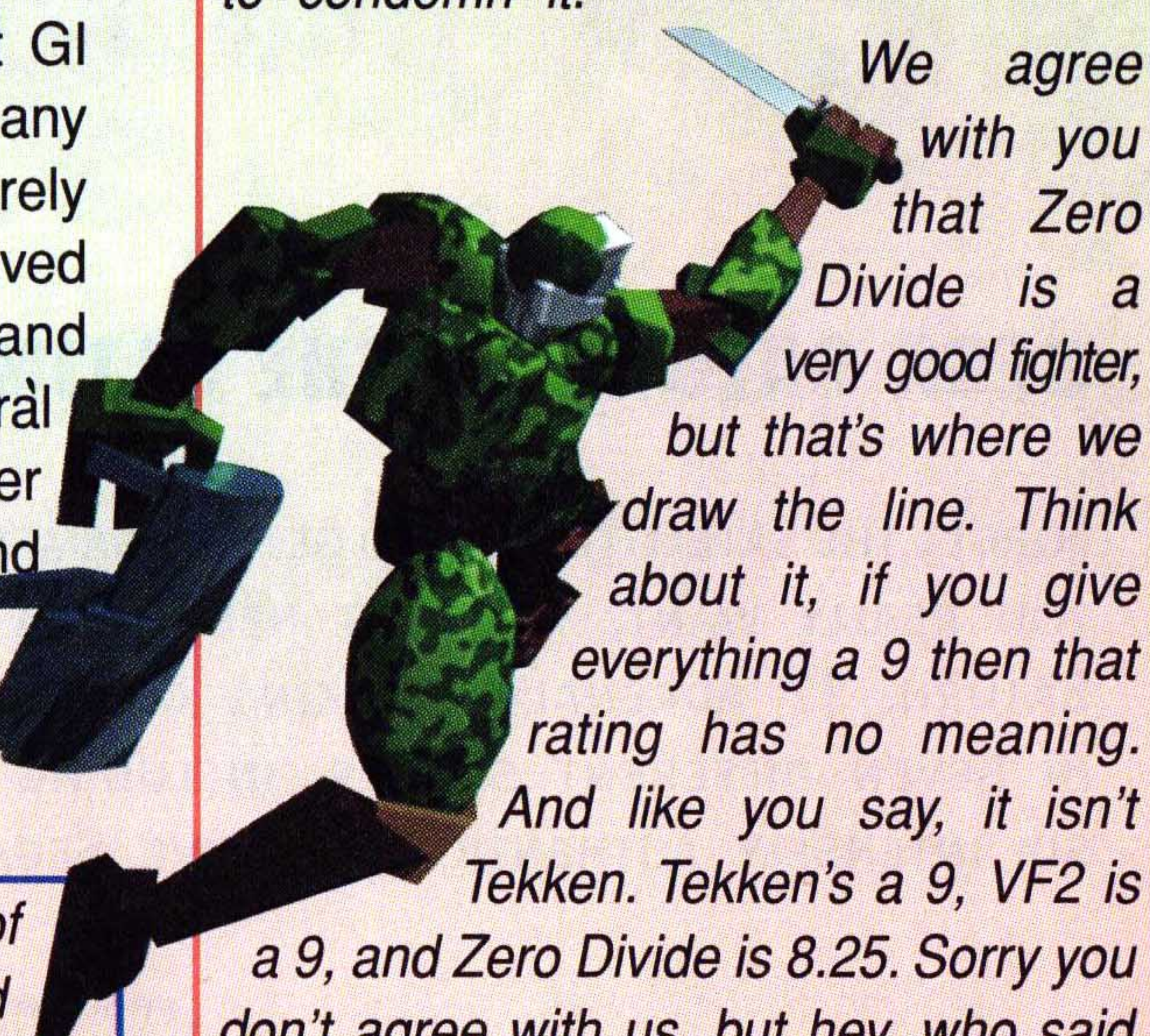
I was sad to hear that Sega CD will no longer be featured in your magazine. In the August '95 issue, you stated, "No way, no how, those 16-bit beauties have plenty of life left in them," when a reader confronted you concerning the longevity of 16-bit hardware. However, in an article in the February issue you say that GI will no longer feature Sega CD in any part of the magazine. I am severely disappointed because I just received 18 new Sega CD games and renewed my subscription. Several of my friends and I will no longer subscribe if this Sega CD trend continues. Change - or else!!

Frank Holthouse
Des Plaines, IL

In case you didn't read the rest of that answer, the final portion said that we would continue covering them as long as the companies continued to make new games for 16-bit based systems. Unfortunately

First off, Grid, I wanted to let you know that your letters have become one of the highpoints around the office, so please don't stop writing. Second, the cover copy says just another PlayStation Fighter to make you want to see what's up with Zero Divide...not to condemn it.

We agree with you that Zero Divide is a very good fighter, but that's where we draw the line. Think about it, if you give everything a 9 then that rating has no meaning. And like you say, it isn't Tekken. Tekken's a 9, VF2 is a 9, and Zero Divide is 8.25. Sorry you don't agree with us, but hey, who said you had to. Thanks for the letter and we'll keep the "Eyegasm" factor in mind next time we review a game.



KNEEL DOWN AND REPENT!

In the October 1995 issue you ran a code (1, 4, 1, 5, 5, 5, 8, 5, 7, 8, 2, 3, 6, 2, 5, 1) for a Versus Mode for Mega Man VII, however, it did not work. It gave me all the weapons, but it didn't enable the versus mode, and I was really hoping to kick some serious butt with it! What gives?

David Hanna

Glendale Heights, IL

Oops! We...ahhh...kinda...ahhh..like....ahhh...made a mistake. Try the code again, but this time try holding the top L and R buttons as you press the Start button to enter the password. Sorry!



PRIMAL URGES

I disagree with the rating you gave Primal Rage on the SNES. The graphics are much cleaner and the gameplay is faster than the Genesis. I just have to say that the Genesis has the best sports games, but when it comes to fighters, SNES rules!!

alishoe
aol.com

Well, you can't always get what you want! We liked the Genesis version better. That's not to say that the SNES doesn't usually have better fighting or sports games, but that Primal Rage is better on Genesis. Get it? Got it? Good!



ADS ARE BETTER THAN VIDEO GAMES?!

In your January '96 issue's "GI News" section you reported about how Sony's ads contain codes and hints. You stated that you hadn't quite figured out the Twisted Metal ad, so I'm writing to tell you what HEALTH < PYRAMID meant. It's trying to say that there's a pyramid shaped skylight on the "Rooftop Combat" level that contains a health station. However, this is something I found out about on my own and I'm sure most players will find out about it anyway because with all the missile

launchers and flying bullets, it's not long before that fragile skylight is blown away, revealing a health station in the ballroom of the building.

Also, besides the print ads with the "tricky to spot" messages Sony's TV commercials have codes and hints hidden in them too. You'll need a four-head VCR with frame-by-frame capability or otherwise you can try your luck with the pause button on a less equipped VCR. With advertisements this fun, who needs video games? Just kidding.

Julio E. Garay

Bronx, NY

Hey, thanks for the gamer public service announcement, but don't you ever...and I mean ever...say that commercials are more fun than video games. I almost lost my lunch when I read that!



A TOUCHING STORY AND A PO'ED GAMER

In your January issue, your "Letter From the Editor" said that all 16-bit systems were dying. Well kiss my 16-bit butt, 'cause I don't believe it a single bit!!

I know I represent a lot of people who own 16-bit systems and I bet my "Street Fighter 2" cartridge that they think as I do that as long as they own a 16-bit system and LIKE it, it will never die. You probably think I'm nuts, but I don't care. I like my Sega Genesis and everything about it. And two more things - Game Informer rules and I liked Reiner's hair better when it was blue. He looked like a cousin of Sub-Zero.

Josh "Sega-holic" Gilbert

compuserve.com

Hey, the only reason we said 16-bit is dead was because few manufacturers are making new games. And yes, we would agree with you that as long as the system is fun to play it is still alive! So alive in fact that 16-bit hardware sales this last Holiday season were fantastic (even greater than

"...your January issue...said that all 16-bit systems were dying. Well kiss my 16-bit butt..."

32-bit hardware sales). But once again, since no one is making new software for 16-bit systems (other than Nintendo, Sega, Acclaim, and EA) the hardware will soon become obsolete. All the other companies can make more money creating games for the 32-bit and 64-bit platforms - the levy's gotta break!

Luckily Josh, there are always exceptions to the rule. Hopefully, you'll continue to enjoy your 16-bit games, but the rest of us, who are spoiled by the wonderment of high-tech gadgets, will revel in the new 32-bit technology.

Oh yeah, about Reiner, he's a mutant offspring of Sub-Zero's Ninja Clan. He was found as a young child with the mark of "Ninja-Boy" tattooed across his head. Changing from toddler to Kung-Fu master in just a matter of two years, Ninja Boy has grown at an alarming rate. However, this is just a warning: I wouldn't bring up how you don't like his new hair color. He's very sensitive about his hair for a Kung-Fu master!

SEGA SCHOOL

I know that someday I want to work for Sega, but for now I've got to finish school. So I was wondering if Sega or any other company will accept character designs from anyone other than pros?

Heidi Hillenbrand

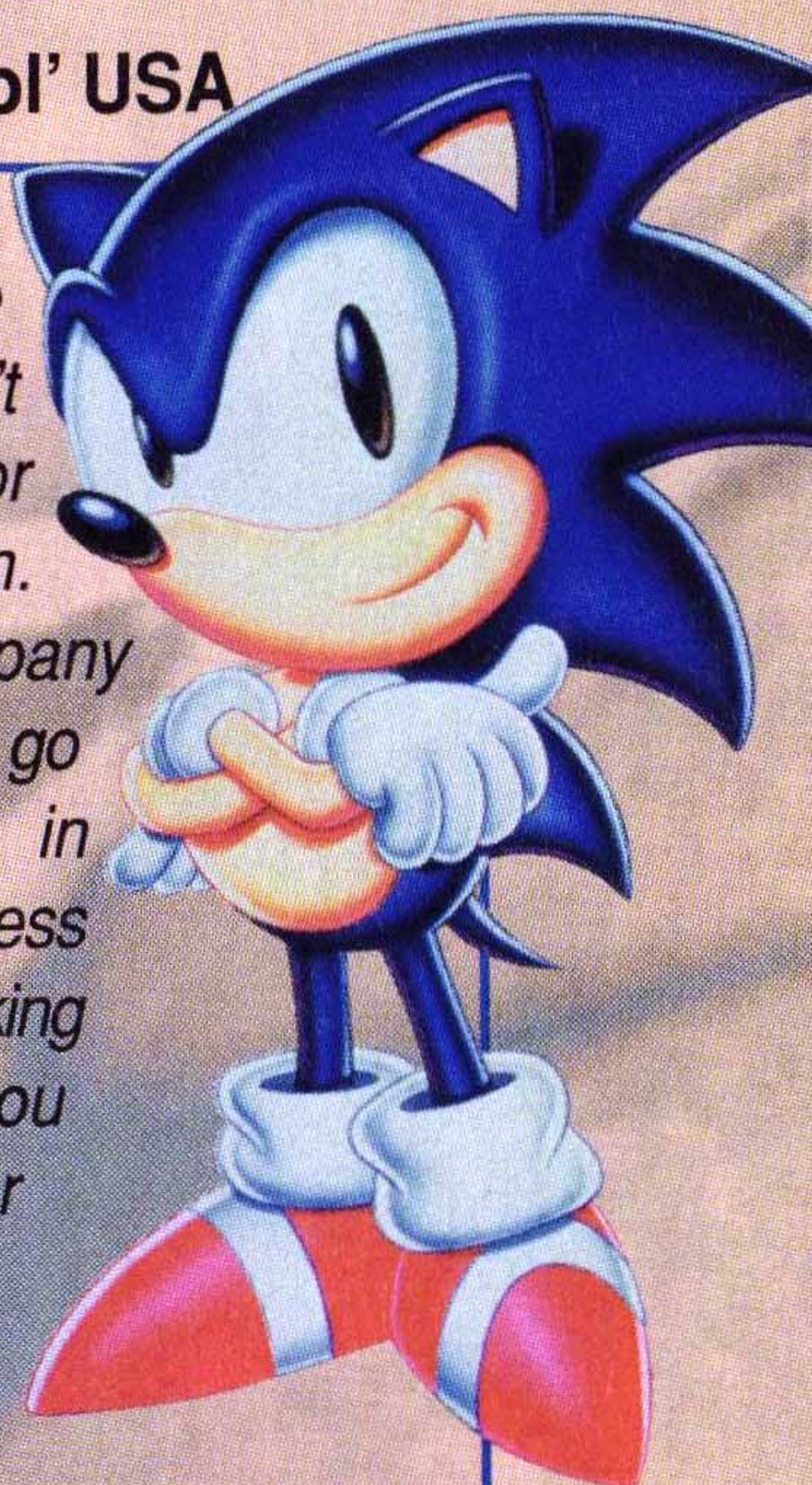
Somewhere in the ol' USA

Well of course they do. Just because Sega will take your ideas, however, it doesn't mean they'll use them - or even read them.

You see, a company like Sega must go about things in the typical business fashion (like breaking your legs if you don't play their games), so the only way to get your ideas to them is to do the same. First you'd have to create a company that designs games, then go and present your ideas to Sega. Of course, who wants to go through all that trouble just to get Sega to listen to them? So if you're feeling lucky you can send any game ideas or designs to:

Sega of America Consumer Service Department

*Attn: Master Of The Kung-Fu Pai
255 Shoreline Drive, Suite 200
Redwood City, CA 94065*



RESIDENT EVIL

It's Slaughter Time!

Hunched between an old raggedy bookcase and a dusty twin bed you pray that the zombies lurking a mere five feet from you won't hear your faint breath or detect your scent. As you anxiously await the riddance of this nuisance your mind begins to spin in wonder.

How did you get yourself into this? Curses! Was the house the only option we had? Everything has gone wrong.

The zombies in the room have picked up on your scent. In a frantic attempt to escape you trip on a loose bed sheet and plummet to the floor. You struggle to your knees and notice a glimmer from beneath the bed. Like a running back going for the end zone, you make a valiant dive under the bed.

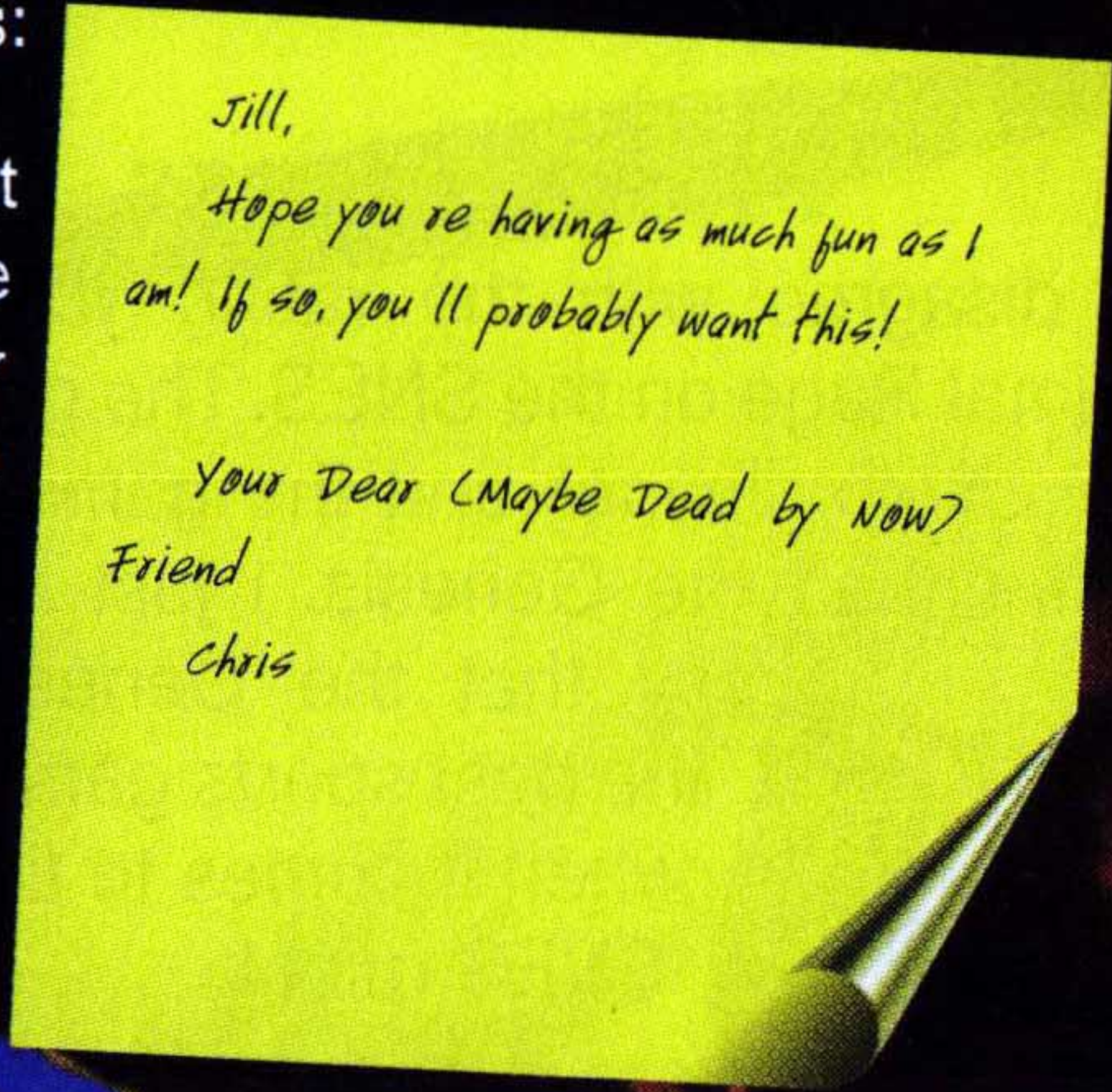
Your effort was tremendous, and you think you've made it, but it appears you've underestimated the speed of these creatures.

The bald zombie appears to have grown quite fond of your leg. You feel a few teeth shatter within its mouth as they dig deep into your Achilles tendon. There's no time to scream, the only option left is to expend your last burst of energy against the leech on your leg. Tumbling onto your back you manage to give the zombie a swift upward kick to the neck.

You're free, and then you finally see it. It's a note with something attached to it. It reads:

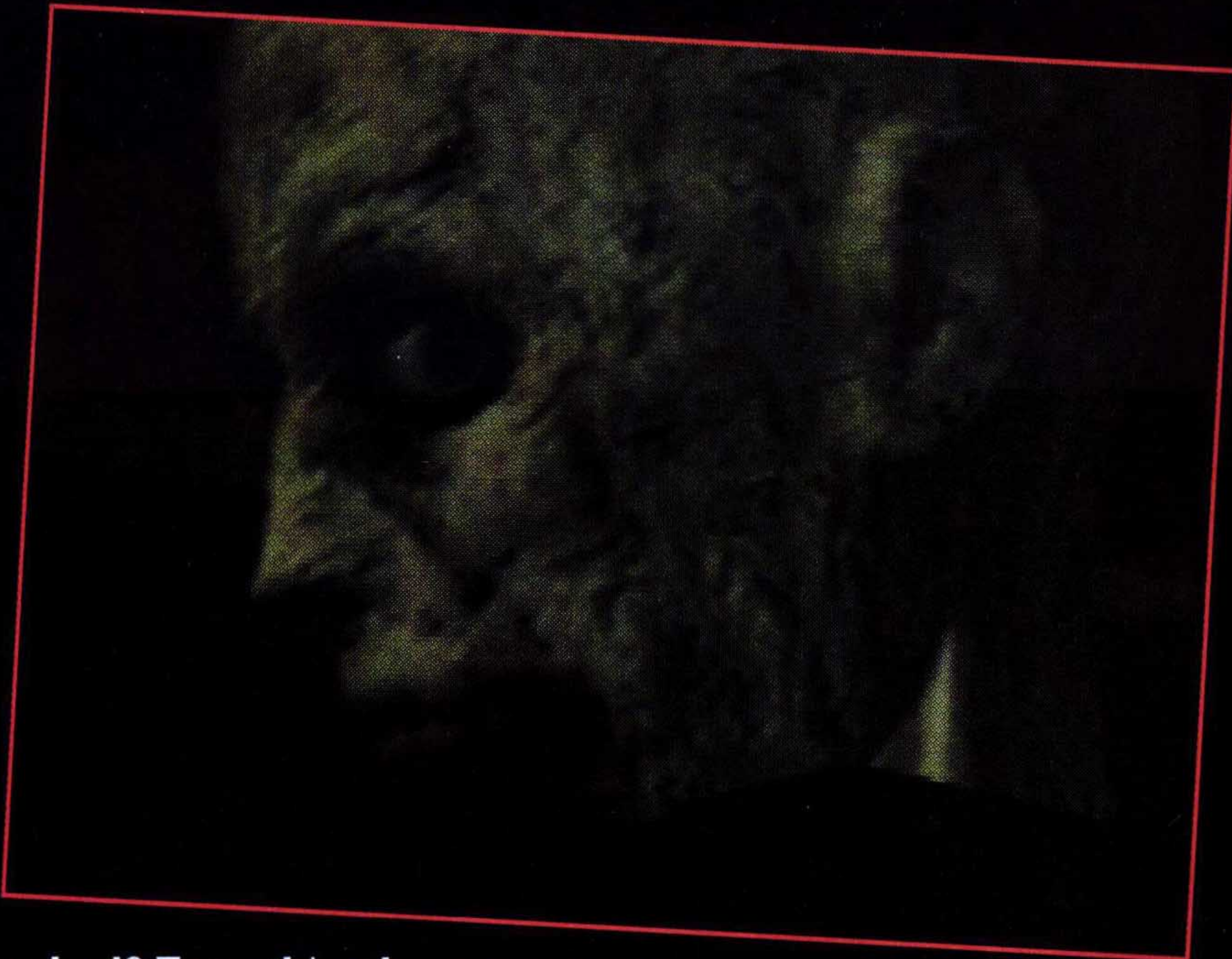
You put your hand around the cold metal object, and instantly know what it is. Within seconds you pull the Beretta from your holster and load it with the ammo Chris has left you. "It's pay back time!", you scream. Your military training pays off as you roll to a safe firing distance and pop off two shots, dead-center, hitting both zombies between the eyes.

You scamper to your feet, and realize that one of the ghouls isn't quite dead. With a scream of anger you smash your finely polished combat boot through the zombie's skull and turn its head into a stain on the carpet. It's over. Now you only have sixty rooms left to search.



Jill,
Hope you're having as much fun as I
am! If so, you'll probably want this!

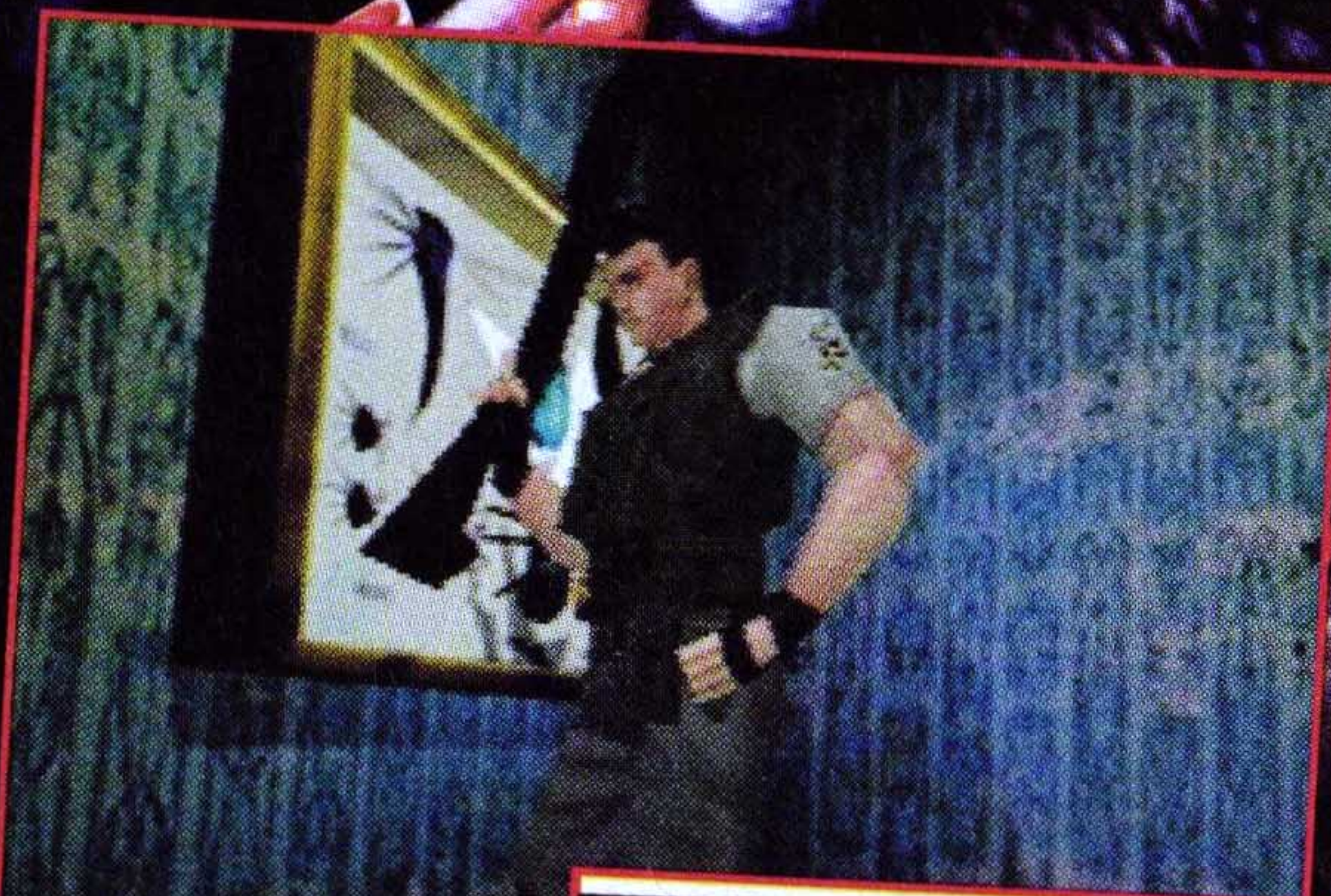
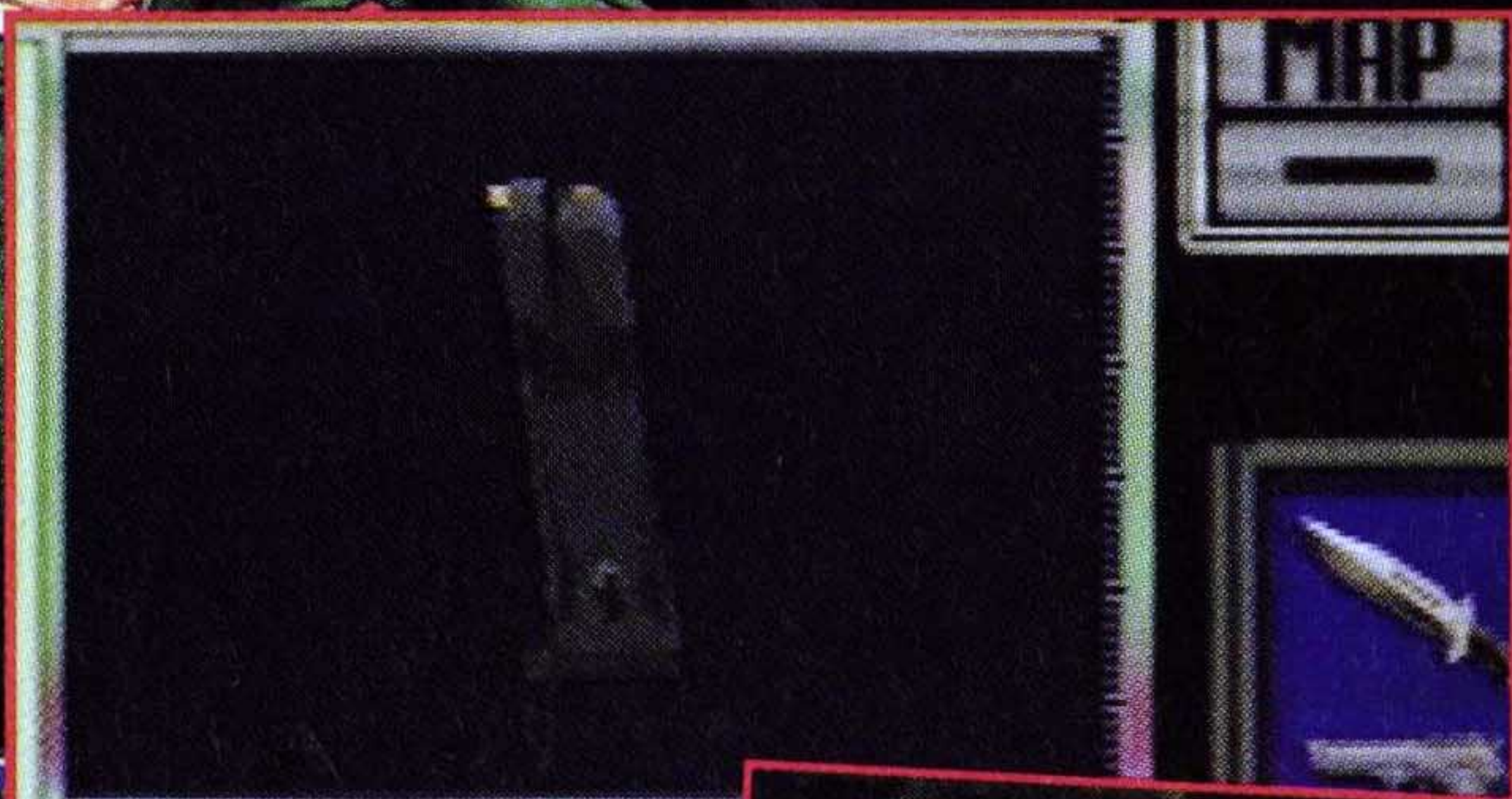
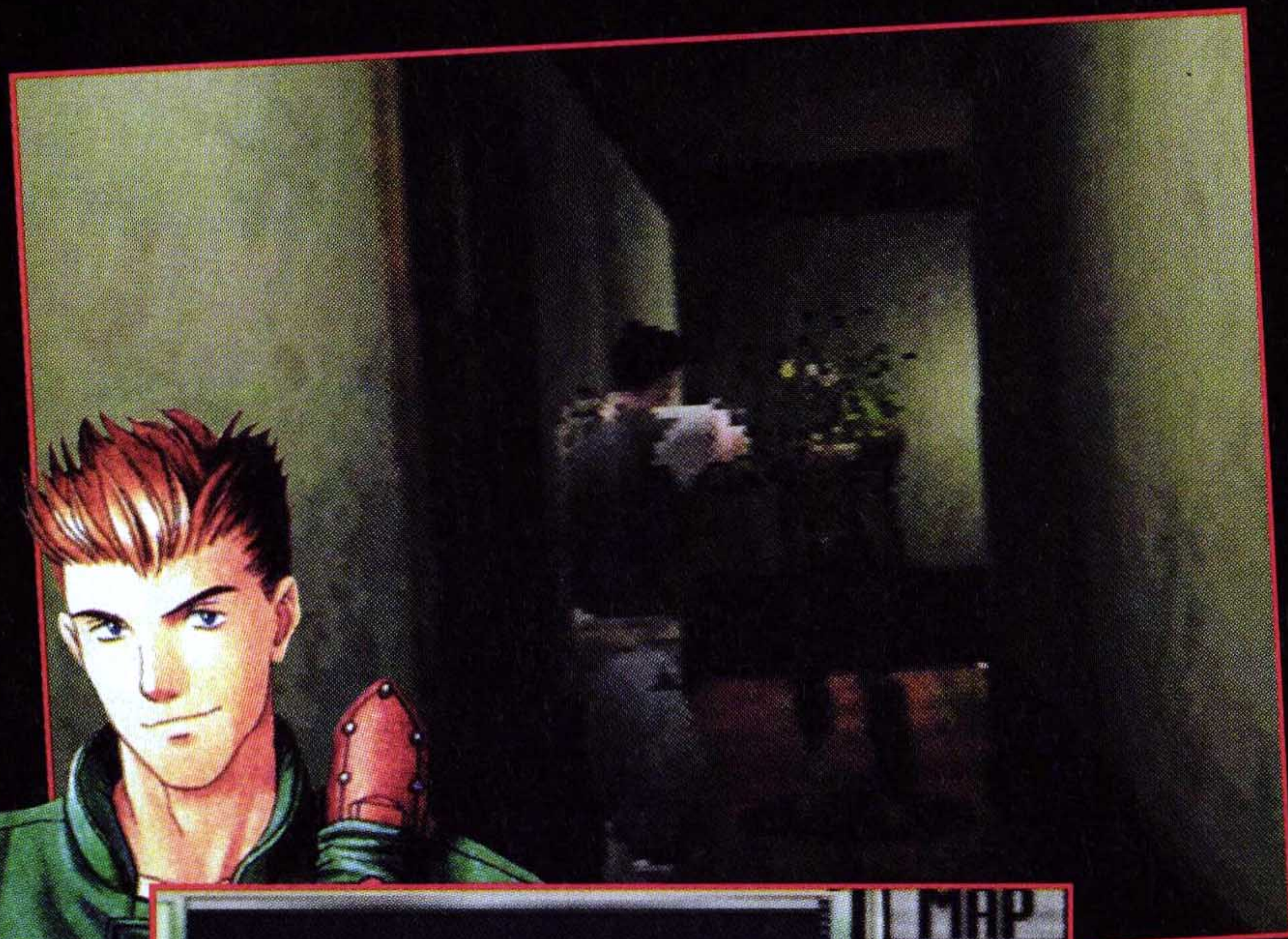
Your Dear (Maybe Dead by Now)
Friend
Chris



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Level Maps, Tricky Puzzles, Helpful Items Including: Keys, Books, Herbs, and Antidotes, Multiple Weapons Which Can Be Reloaded With Ammo Clips, Vile Creatures Which Can Be Killed in a Multitude of Ways, and a Whole Lotta Suspense
- **Created by:** Capcom
- **Available:** March for Sony PlayStation

Finally breaking from the Street Fighter monotony, Capcom is releasing its most innovative title to date. There has never been a game like Resident Evil on the PlayStation. While it is similar to and obviously inspired by the Alone in the Dark series, Resident Evil ups the ante with gorgeous texture-mapping, fast play, and stunning graphics.

In the game, you play the role of either Chris or Jill, who are two members of the S.T.A.R.S. Bravo team - a specially trained group of commandos who investigate whatever the government orders them to. On this mission, you are looking for the S.T.A.R.S. Alpha team who disappeared not long ago. After being attacked on the ground, you seek shelter in a huge mansion. Suddenly, you find yourself alone and scared. It is up to you to solve the mystery of the strange happenings in the house, find as many of your teammates as possible, and get your sorry butts out of there.



I can't believe the mutt fell for the old fetch the stick trick.

Gosh, I hate bugs.

Oh man! This stain will never come out!

► **THE BOTTOM LINE 9.25**



This map should come in handy

*Editor's Note: The version we evaluated was only 90% complete. Although Game Informer does not anticipate major changes, we make this statement in fairness to Capcom and to our readers.

ANDY, THE GAME HOMBRE

Concept: 9.5 "Although Resident Evil can be somewhat frustrating at times, this game still rocks. The graphics are done extremely well with exceptionally smooth animation. In fact, the only thing that I could dock Resident Evil for is its sporadic action (but the puzzles more than make up for this game's lack of pure action). More save spots would have been nice, but the game's horrific storyline will keep you playing. Fans of Alone in the Dark will see similarities, but otherwise this game definitely stands out of crowd with its gruesome graphics and addictive gameplay."

Graphics: 9.5

Sound: 8.75

Playability: 8.5

Entertainment: 9

OVERALL:
9

REINER, THE RAGING GAMER

Concept: 9.25 "This has to be the freakiest game ever made. Resident Evil takes all the elements found in the Alone in the Dark series and mixes it with a gory horror flick. In my opinion this is the most innovative game to hit any of the 32-bit console machines. The game does suffer from the Scooby-Doo effect which if you don't know is; being able to see what to move because the item is so much less detailed than the backgrounds. This is fine though, because the scare factor makes up for this ten fold. I literally jumped out of my seat when any new demon attacked. It's spooky, scary, and above all, a frightening good time."

Graphics: 9.75

Sound: 9.25

Playability: 9.5

Entertainment: 9.25

OVERALL:
9.5

PAUL, THE PRO PLAYER

Concept: 9 "This is a very intense and challenging game. The graphics and sound-fx create a gruesome and frightening experience. I think it's great that the two heroes have different storylines. It's like two games in one. The only real problem I found was the limited save feature. I usually like to save often and it's a real annoyance when you have to repeat a half-hour process. Other than that small gripe I thoroughly enjoy Resident Evil. It is an outrageous and entertaining quest that will bring nightmares to the squeamish."

Graphics: 9.75

Sound: 9.5

Playability: 9

Entertainment: 9.75

OVERALL:
9.5

Above all else, Resident Evil is an adventure game. It is shown in the third-person and the angle that you view the action from depends on where you are standing. Sometimes you may be viewing your character from above, other times you'll see him/her from the side, and still other situations might have you looking up at him or her.

Although the puzzles will take the majority of your time, a fair amount of this game consists of blowing up walking corpses with weapons ranging from a pistol to a flame-thrower. Holding down the trigger button will put you in an aiming stance where you'll have to line up with your target as best you can. Be sure not to waste too much ammo, because while zombies are a dime a dozen, bullets are few and far between. We don't recommend hunting down the living dead with your knife.

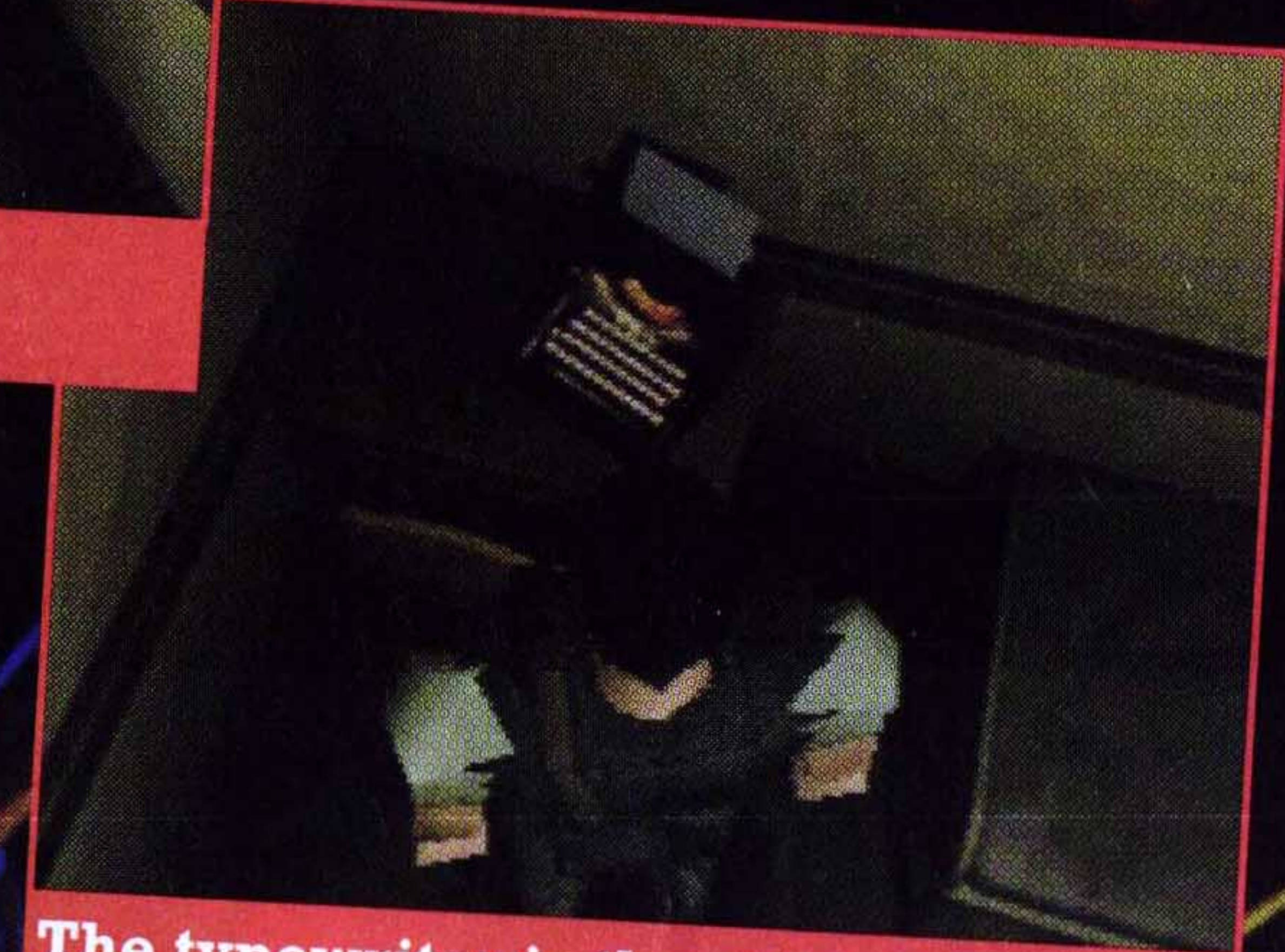
When you're not dealing with zombies, dogs, giant spiders, or snakes, you'll need to search for items that will help you solve puzzles in the game. Most of these puzzles come down to using the appropriate inventory item with objects in the game. You can only carry six or eight items at a time (depending on which character you choose), and that includes weapons, extra ammo, and keys. There are storage lockers located in various places to open up space in your inventory.



He he! How I love this laughing gas! He he!



Where are your Rebel friends now?



The typewriter is the only way to save your game. Use your ribbons carefully and sparingly.



Saving your game cannot be done with wanton abandon. First, you can only save your game at a typewriter (and there aren't too many of those). Secondly, you must have a new ink ribbon every time you save your game. Combine a limited number of saves with numerous deadly enemies and you will find yourself doing many things over and over again before you can gain access to another save point - all the while saving as much life and precious ammo as you can.

The play mechanics are certainly not the most important part of Resident Evil. What makes you want to play this game is the mood that is established. The sound effects and the graphics have a way of putting you on edge. Hearing the moans of a zombie and knowing that you've only got four bullets to deal with it puts an odd sinking feeling in your stomach that few games can deliver. Fear is also lurking around every corner in the house. When you are slowly walking down the hall, making sure that you don't go too fast and run into anything nasty, a window will suddenly shatter behind you and you'll jump so high you'll wish your game room had vaulted ceilings. Warning: It is recommended that you don't play this game alone.

This is a challenging game, both mentally and physically. It is not for the faint of heart or those who cringe at the sight of blood. If you pass this test, prepare yourself to enter a haunted world of demons, treachery, and death. Prepare to open the door to the residence of evil.



Bang, bang, you're dead. A rocket right through your head.

S.T.A.R.S.

Chris Redfield

Age: 25
Blood Type: O
Height: 181 cm.
Weight: 80.4 kg.

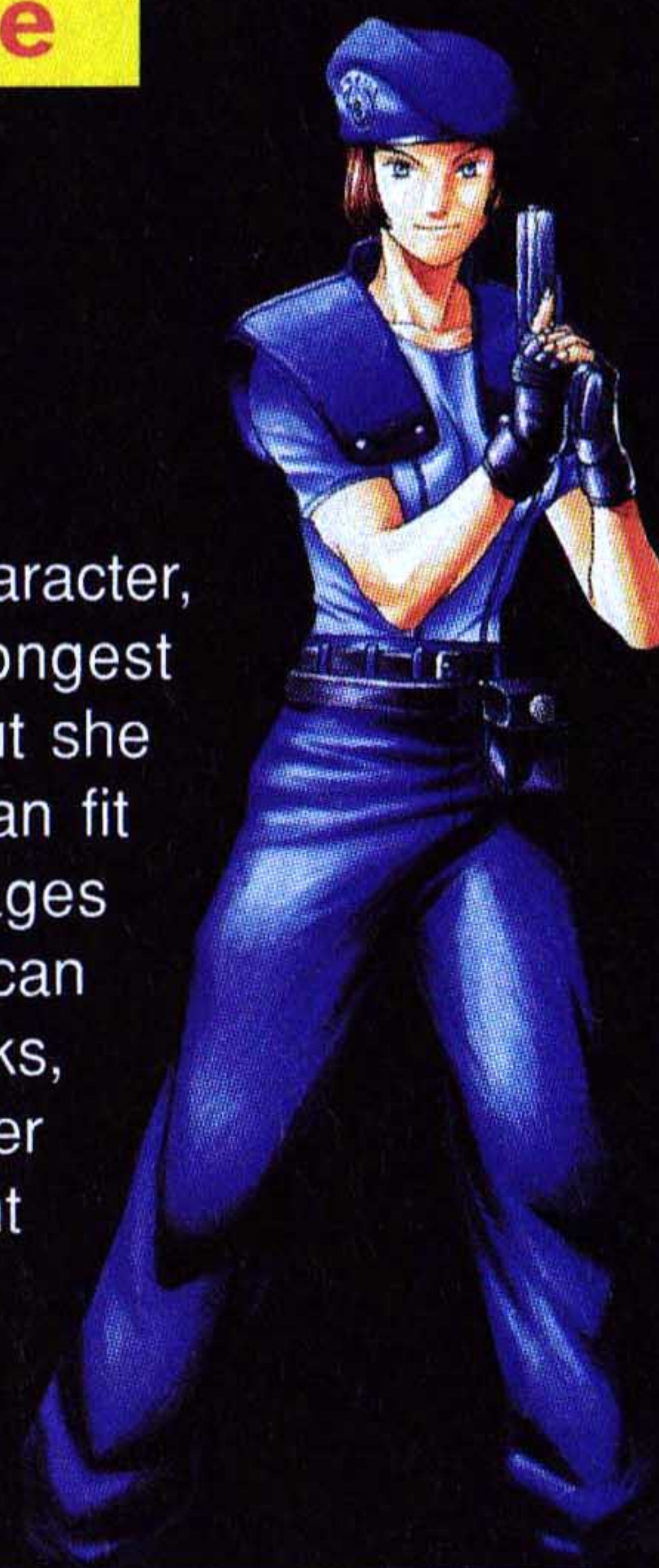
Chris is one of the two playable characters in Resident Evil. He's quite a bit stronger than Jill, and can take a few extra zombie bites before dying. He can only carry six items at once (which is kind of a bummer). When choosing Chris as your character, you'll have to deal with most of the problems by yourself, and there's no back-up waiting in the next room. The only help he receives is a brief healing from Rebecca. Rebecca will also assist Chris in a piano lesson.



Jill Valentine

Age: 23
Blood Type: B
Height: 166 cm.
Weight: 50.4 kg.

Jill, the other playable character, may not be the strongest character in the game, but she is the most elusive. Jill can fit through narrow passages where Chris cannot. She can also pick quite a few locks, which helps immensely. Her inventory consists of eight slots whereas Chris has six, and she has easier access to the more powerful weapons.



Barry Burton

Age: 38
Blood Type: A
Height: 186 cm.
Weight: 69.3 kg.

This scruffy go getter always seems to be in the right place at the right time when it comes to Jill's quest. Barry has all the right moves, and he's a good character to hide behind in battles. Body mass is the perfect shield.



Albert Wesker

Age: 38
Blood Type: O
Height: 196 cm.
Weight: 84.5 kg.

This slick GI Joe wannabe has a very mysterious essence. Is he good or is he evil? We don't know, but you'll be sure to find out at the end of the game.



Run away from this beast before he does the crappie flop onto your head.

You died.

Rebecca Chambers

Age: 18
Blood Type: AB
Height: 161 cm.
Weight: 42.1 kg.

Rebecca is the youngest and most fragile character. She doesn't wear the shield of the S.T.A.R.S., but she might as well be in their clan after what happens in the mansion of horror. She doesn't appear in Jill's quest until later on, but she is a main focal point in Chris's. Rebecca is an excellent healer and pianist.



Some call them hunters, others call them "Funky Monkeys." Either way, be careful.

DEATH IS ALL AROUND YOU

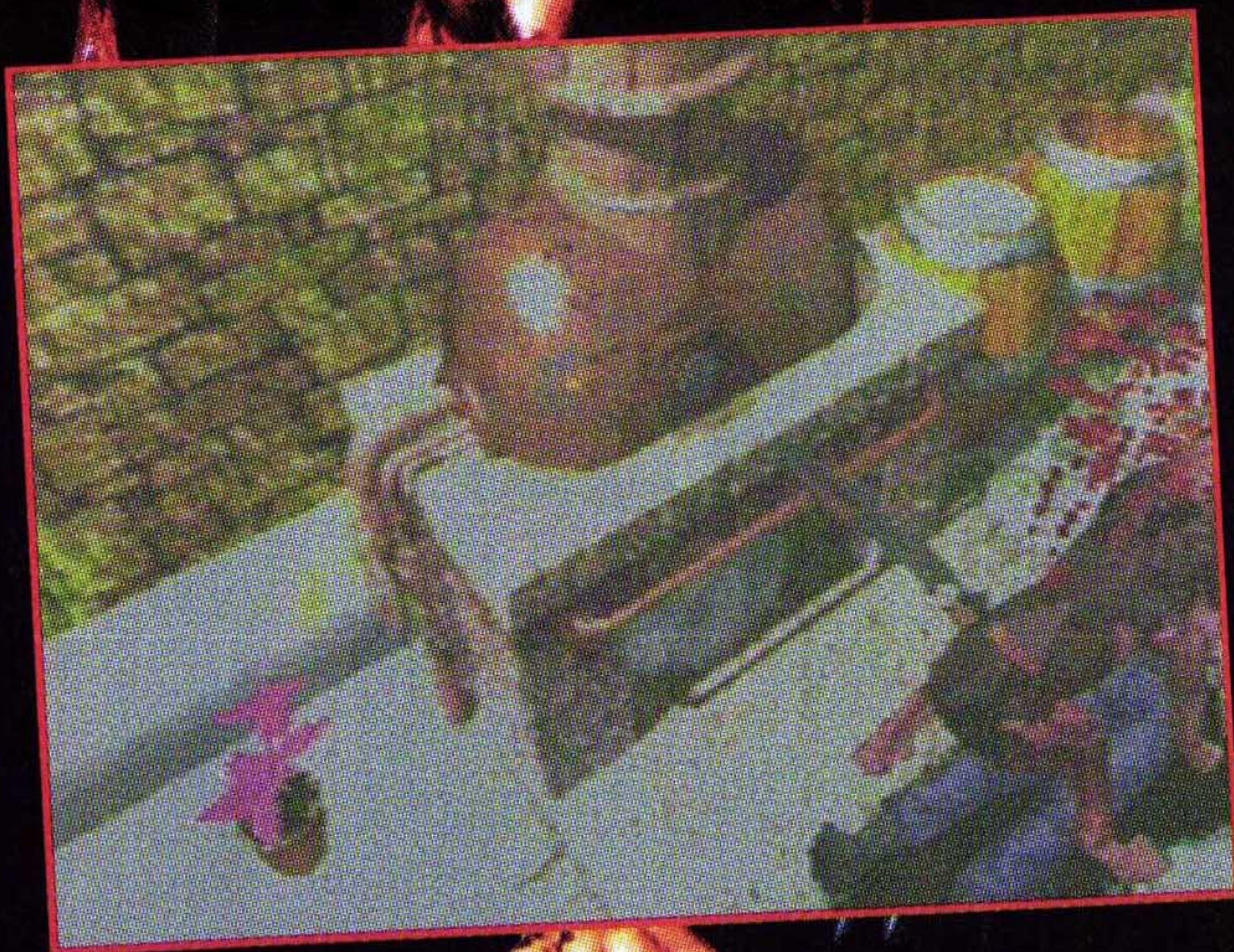
Evil is a word we often relate to death. Things that cause death and things that take pleasure in death are all thought of as evil. In fact, the only kind of killing that isn't considered evil is killing in self defense (or maybe if they're zombies). In Resident Evil you must kill or be killed. There are many different ways to die and many different ways to kill, but there is only one way to survive. Here are some accounts of the terror you'll experience in the hallowed halls of Resident Evil.



Puppy Love:

The sound of the dog's growl filled me with memories of my own faithful mutt (his name was Duke), so I entered the next room quickly and without thinking. The adorable Doberman was happily gnawing on something, though I couldn't quite make it out. "Hey pooch!" I called out, but he ignored me and just kept on chewing. As I approached him, he turned his head toward me. The smile melted off my face as I realized that this was not a normal dog. The skin was

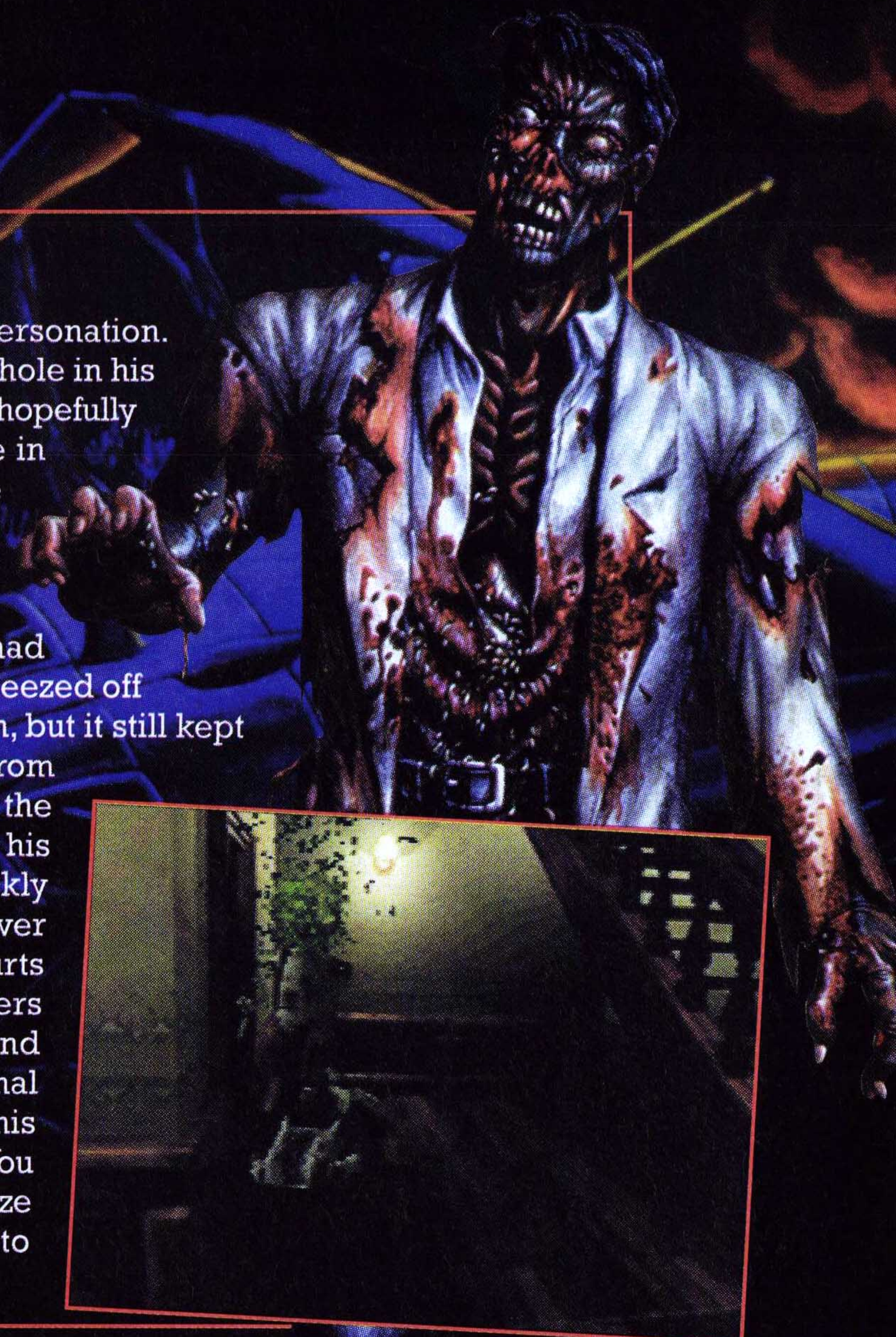
mostly missing from the left side of his head, and I could see the muscles and tendons contract and relax as he continued to chew the object in his mouth. A rank yellow fluid - thicker than blood and darker than pus - flowed steadily out of his head and was forming a small puddle on the floor. But it wasn't until I saw that object in his mouth that I nearly lost my lunch. Held firmly to the ground by his paws as he tore away pieces of skin was most of a human head, and while the face was almost devoured, I recognized Chris's unmistakable grin. It was at this moment, while I was frozen with revulsion, that the dog decided to leap. With the speed of a striking cobra he jumped from the floor and sank his chops into my neck. As blood spurted directly from my heart into the air, the stench of decay and kibble accompanied me to the netherworld.



Zombie BlowOut:

He lumbered towards me, arms stretched outwards in a Frankenstein impersonation. He made low moans that issued not from his mouth, but from the gaping hole in his neck. He wanted nothing more than to nibble on my flesh, to consume it and hopefully satisfy his unquenchable, morbid hunger. "Not today," I whispered to no one in particular and pulled my shotgun to hip level. I squeezed the trigger and the explosion of gunpowder rocked the otherwise silent house. The effect on the walking corpse was immediate. His left arm vaporized instantly and covered my face with a fine spray of blood. A few drops ended up in my mouth and I tasted salty, sour milk and blinked me eyes. The zombie had recoiled, but was quickly recovering and resuming his mindless assault. I squeezed off

another round that opened a hole in his side and painted the wall behind him, but it still kept coming. "Let's see you walk away from this one," I scream and unleash the power of my last shell right into his face. His head is destroyed so quickly and completely it's as though it never existed. A geyser of green fluid spurts from the gap between his shoulders as he stumbles to his knees, and finally to the floor. With a few final spurts, his blood oozes out of his neck and laps up against your boot. You inhale the scent deeply, and realize uneasily that you are beginning to savor the scent of the death.

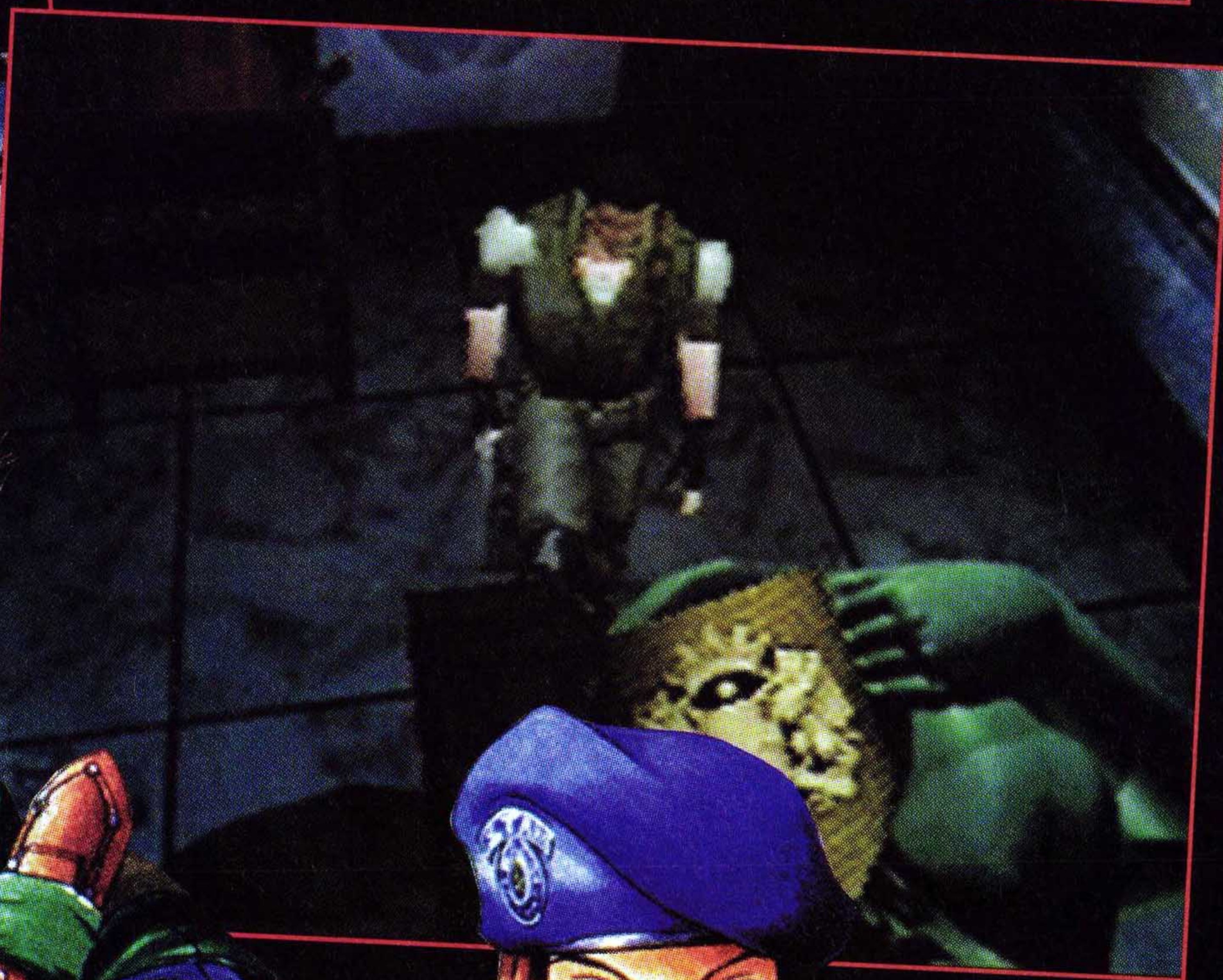
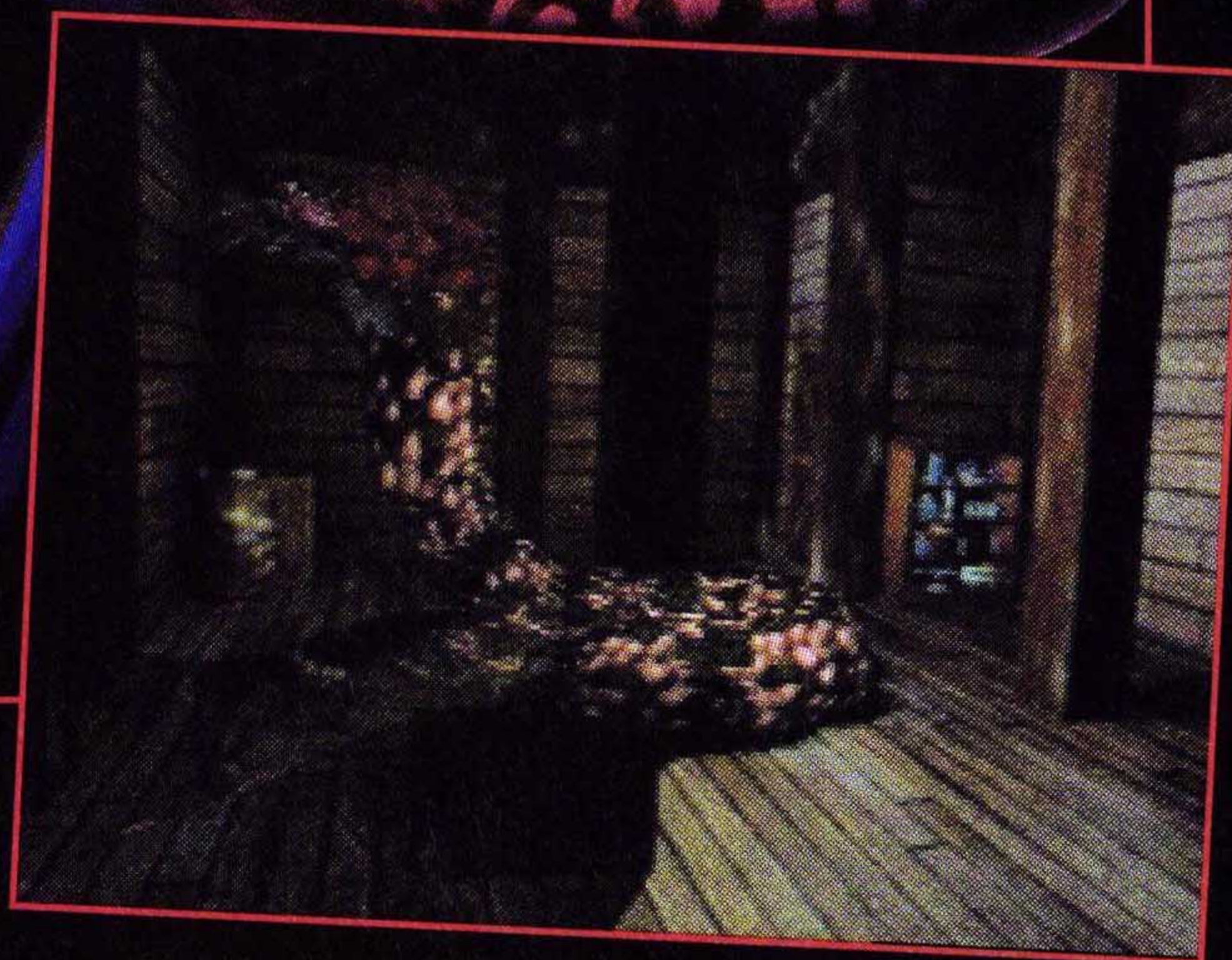
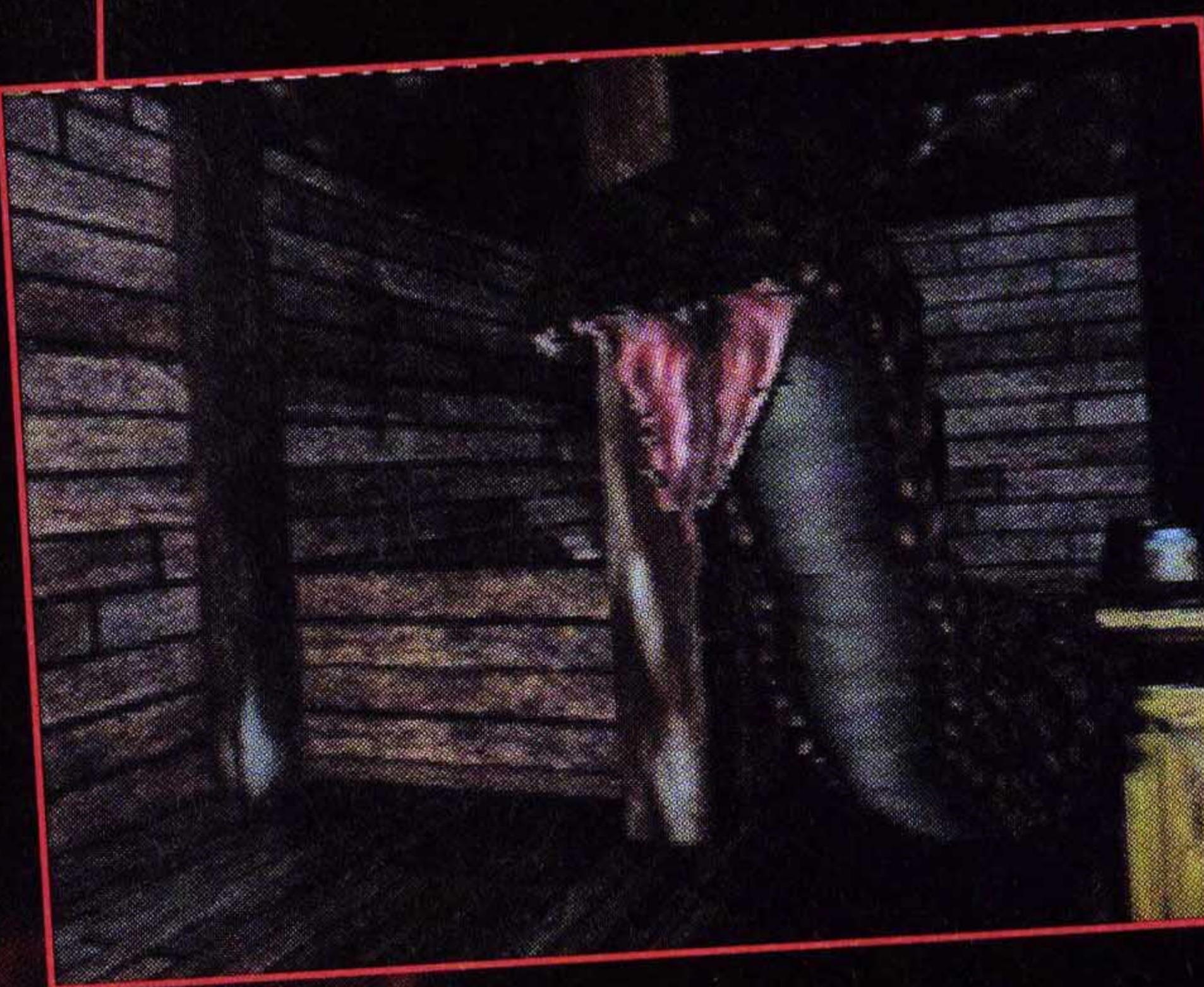
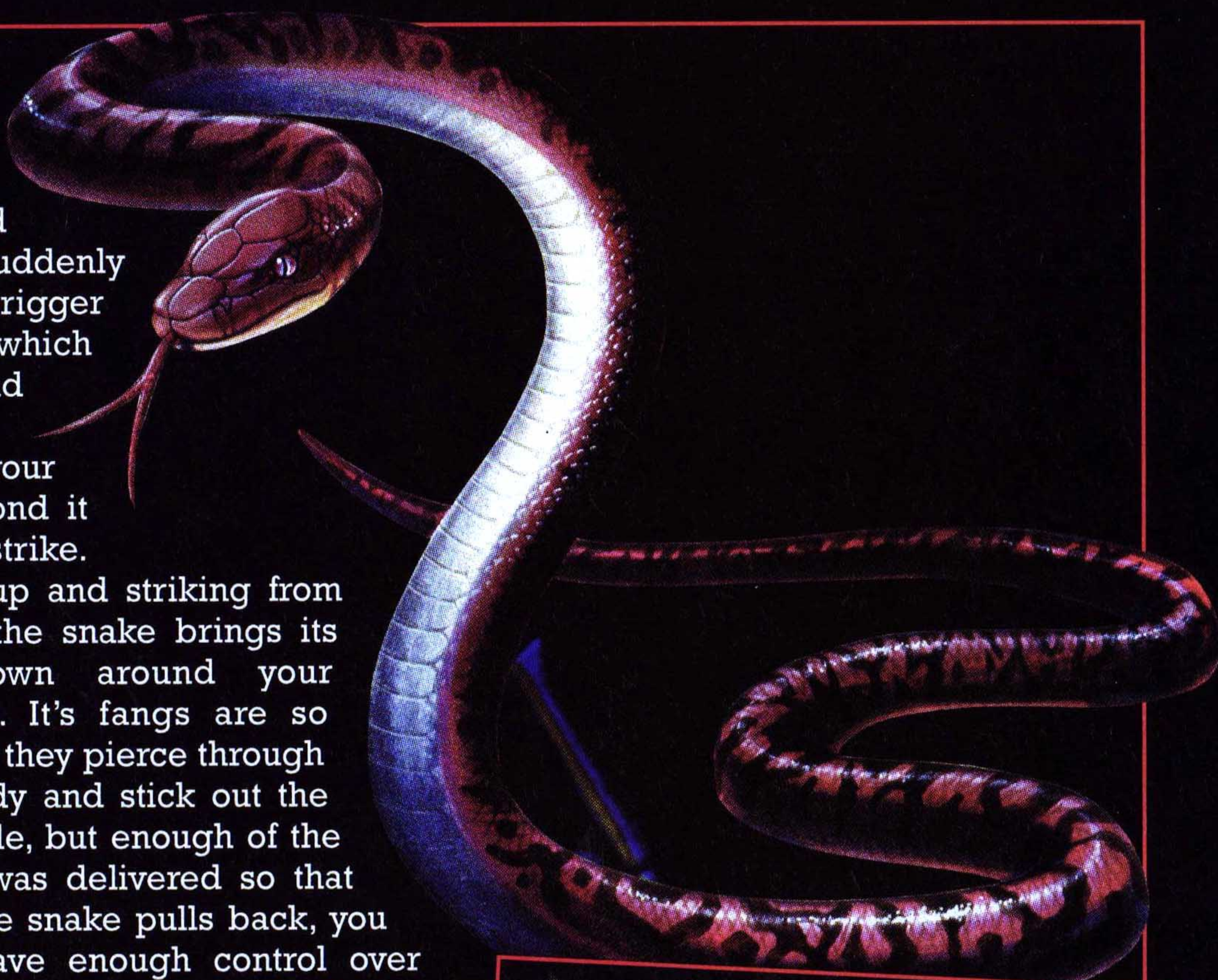


Reptile Welcome Wagon:

The snake was huge - over thirty feet with fangs at least a foot and a half long. You launch a grenade that hits him in the neck and explodes, but doesn't seem to do much damage. Suddenly you're not sure if you've got enough ammo. You trigger two more grenades out of the gun, both of which connect. Unfortunately, the snake is still alive and hissing. Quickly losing confidence, you drop the now exhausted grenade launcher and reach for your shotgun, and this gives the snake the nanosecond it needs to strike.

Rearing up and striking from the top, the snake brings its jaws down around your shoulder. Its fangs are so long that they pierce through your body and stick out the other side, but enough of the poison was delivered so that when the snake pulls back, you don't have enough control over your body to move away. The next strike is delivered carefully. After all, it's easy to hit a motionless target. As you stand in pain and

horror, the snake's mouth covers your head and his bite reaches your abdomen. With this secure hold, the snake lifts you off the ground and inverts your body. With the help of gravity and a few more spastic bites, your body slides down the snake's throat and into his digestive cavity where you will be slowly melted into energy over the next few weeks.



Game Informer's TOP TEN

Reader's Top Ten

The votes are in and these were your favorite games for the month of January. Remember, we'll choose one name a month from the voters and send him/her a Secret Access T-Shirt.

10. Yoshi's Island
9. Mortal Kombat 3
8. WWF Wrestlemania Arcade
7. Chrono Trigger
6. Tekken
5. Ridge Racer
4. DKC2: Diddy's Kong Quest
3. John Madden Football '96
2. Battle Arena Toshinden
1. Virtua Fighter 2

Editor's Top Ten for March

10. Doom - PS-X
9. Killer Instinct 2 - Arcade
8. VR Golf '96 - PS-X/Saturn
7. King's Field - PS-X
6. Virtua Fighter 2 - Saturn
5. Descent - PS-X
4. Street Fighter Alpha - PS-X/Saturn
3. Indy 500 - Arcade
2. Ridge Racer Revolution - PS-X
1. Resident Evil - PS-X

Top Ten Uses for a Broken Controller

10. Boomerang
9. Take out all the parts and glue them to your body to become "Controller Man"
8. Glue them to a book and recreate Star Trek fantasies
7. Take the old cords and make holster so you can always keep a controller on your hip
6. Hang them from your ceiling to create a techno-horror experience
5. Finger grease receptacle
4. Dig a pit and use the cords as a repelling rope
3. Take out all the little parts and then put it back into the second controller port so your friends can never win
2. Bolt them to the wall and use them as exercise equipment
1. Clay pigeon

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
 Attn: Top Ten • 10120 West 76th Street
 Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Nintendo's Favorite Plumber Celebrates a Birthday

It's not often that a video game character's birthday is noted, let alone celebrated, unless you are talking about **Nintendo's** own **Mario**. The crazy plumber from Brooklyn recently celebrated his 15th birthday as a video game character. More than 120 million **Mario** games have sold worldwide, undoubtedly making this stout "super-plumber" the most popular of all video game characters.

Mario first appeared as Jumpman in **Nintendo's Donkey Kong** arcade game in 1981, although he was not officially named Mario until he appeared in the 1982 release of **Donkey Kong Jr. Mario** has been Nintendo's official mascot since 1985.



Mario's creator Sigeru Miyamoto.

Working Designs Announces New Games

Saturn owners should get ready for two new Role Playing Games (RPGs) thanks to the talent of **Working Designs**. A long time supporter of Sega platforms, Working Designs will translate the existing Japanese Saturn titles for the English speaking gaming populace. **Shining Wisdom** will appear in April or May and will be reminiscent of the *Zelda* series. It will also feature over 10,000 frames of rendered animation. The second title, **Magic Knight: Ray Earth**, is scheduled to be released in late summer. We'll have more on Ray Earth as more information becomes available.

If history repeats itself with Working Designs's RPGs, **Saturn** owners will have two quality titles.



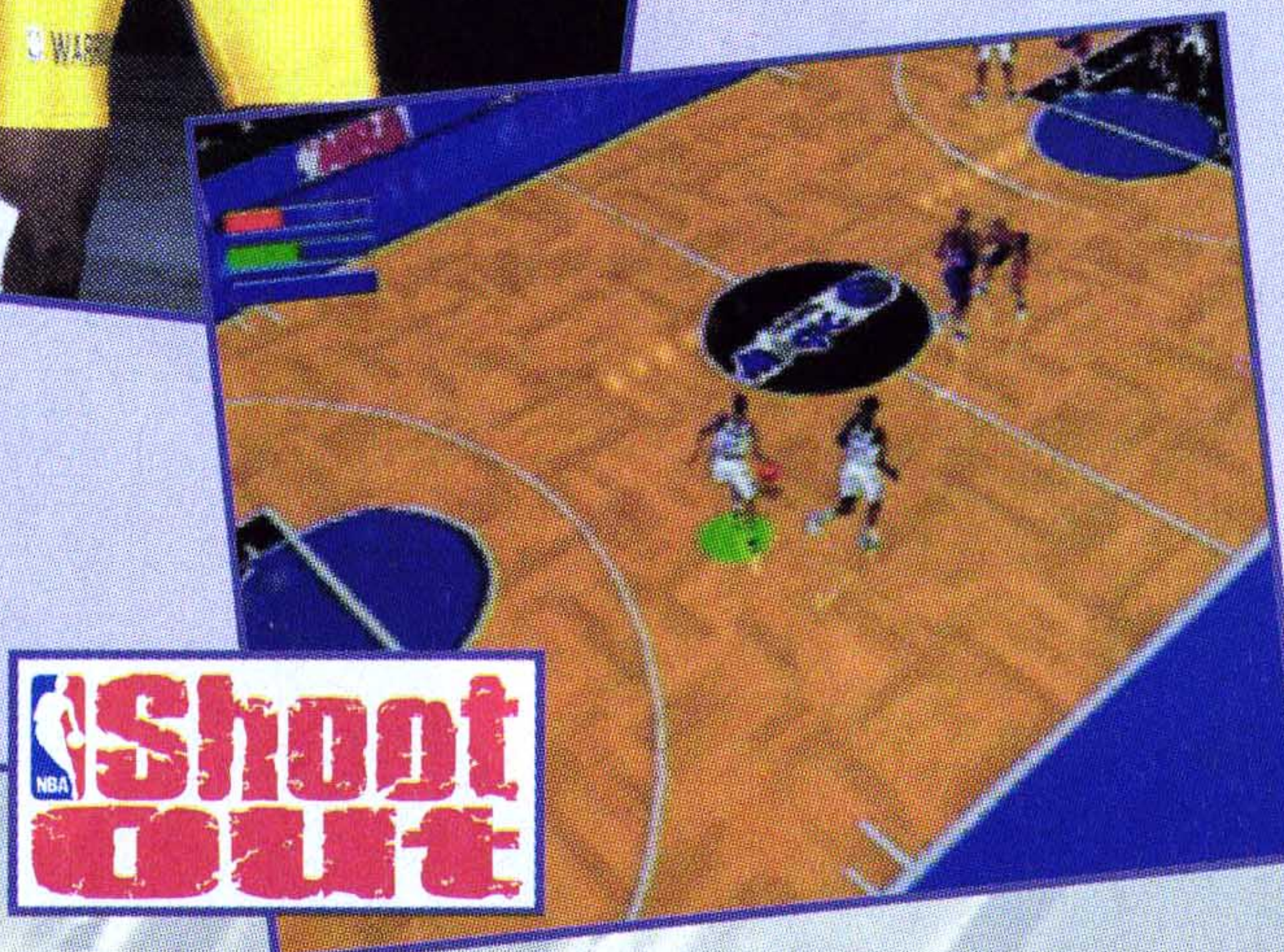
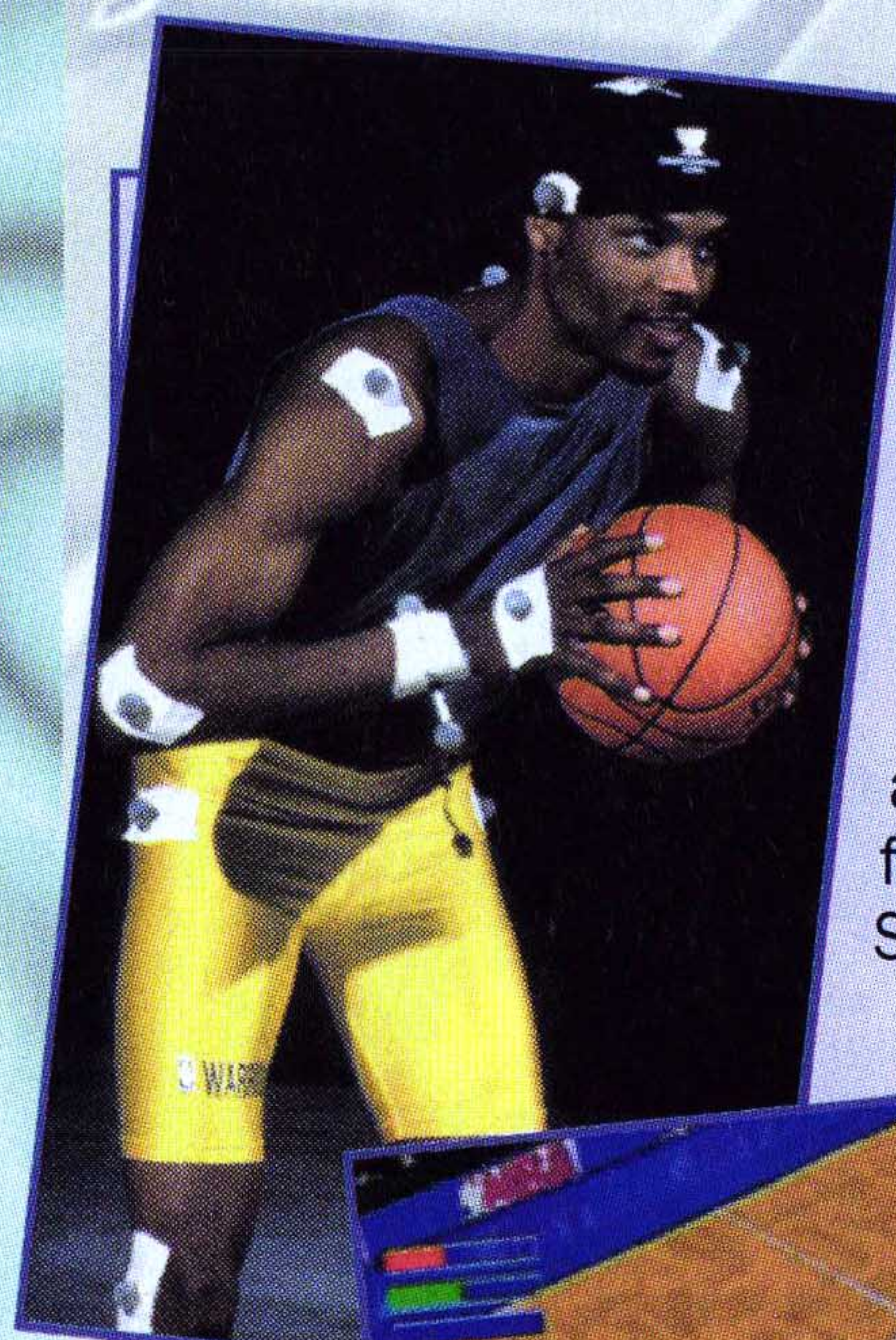
"Shining Wisdom" for the Sega Saturn.

New Sports Games From Sony

Sony Interactive is working on completing their sports game line-up for the **Sony PlayStation** with new basketball and baseball games to be released in April.

Total NBA '96 is developed by **Sony Interactive UK** and is already available in Europe. It will be revamped for release in North America and renamed **NBA Shoot-Out**. Sony has been working with Golden State Warrior player Latrell Sprewell on new motion-capture animations exclusive to the North American release.

For baseball, Sony will introduce **MLB Pennant Race** which features a full Major League license with the teams and players. This game will also feature motion-capture animation and multiple gameplay views.



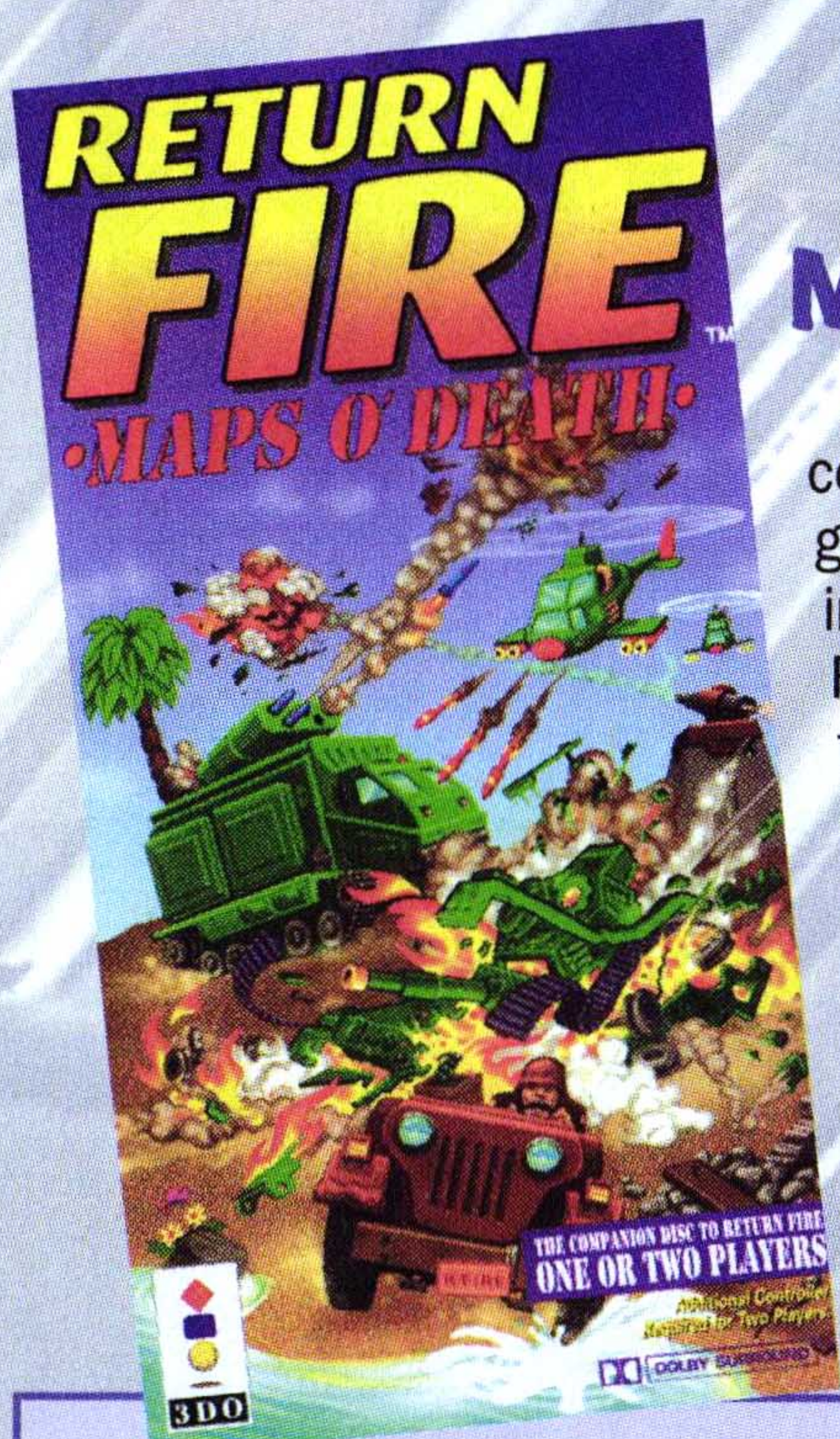
NBA Shoot-Out

What's HOT!

The Disposable Assassin Revisited

Rob Schrab, creator of **Scud - The Disposable Assassin**, was surprised to see the article in **Game Informer's** January '96 issue that linked his comic book character to **Sega of America**. It turns out that he has talked with Sega, but he said a secured deal giving Sega the rights to Scud hasn't happened. Schrab informed us that he had also been talking with **Time-Warner** and with **Shiny Entertainment** about the possibilities of making Scud into a video game.

The underground following of Scud is strong and growing. Many of the early issues of Scud are sold out and rising in value. Schrab has big plans for his crazy assassin so keep an eye out for new developments with Scud.



Maps O' Death

Prolific Publishing has released a companion CD for the award winning **3DO** game **Return Fire**. **Maps O' Death** works in conjunction with the original **Return Fire** game and adds 100 new level maps for this destructive and addictive strategy game. Additionally, **Maps O' Death** creates new challenges by reducing the number of vehicles you can access, and increases the fun by incorporating map themes and new puzzles.

The Numbers are In?? Sega & Sony Announce Numbers in 32-bit Battle

Sega of America and **Sony Computer Entertainment of America** recently issued statements regarding the sales of the 32-bit **Saturn** and **PlayStation** respectively. Both companies claimed that their world-wide installed base exceeded 3 million units through the end of 1995.

Sony claims to have the lead in the US 32-bit market with over 800,000 **PlayStations** sold to **Sega Saturn's** 400,000 units. Sega claimed to be the 32-bit leader in Japan, however, with more than 2.2 million units sold to Sony's 1.9 million. Rounding out the numbers is the European market where Sony approximated its sales to be 600,000 units. Sega did not announce any sales concerning Europe, but if you add the numbers the Saturn's sales could be approximated to be 400,000 to 600,000 units sold.

If you look at the numbers, it appears that the 32-bit war between Sega and Sony is nearly a draw. It may be worthwhile to note that Sega's announcement is dated two days after Sony's. Likewise, both companies did not cite sources for their sales figures.

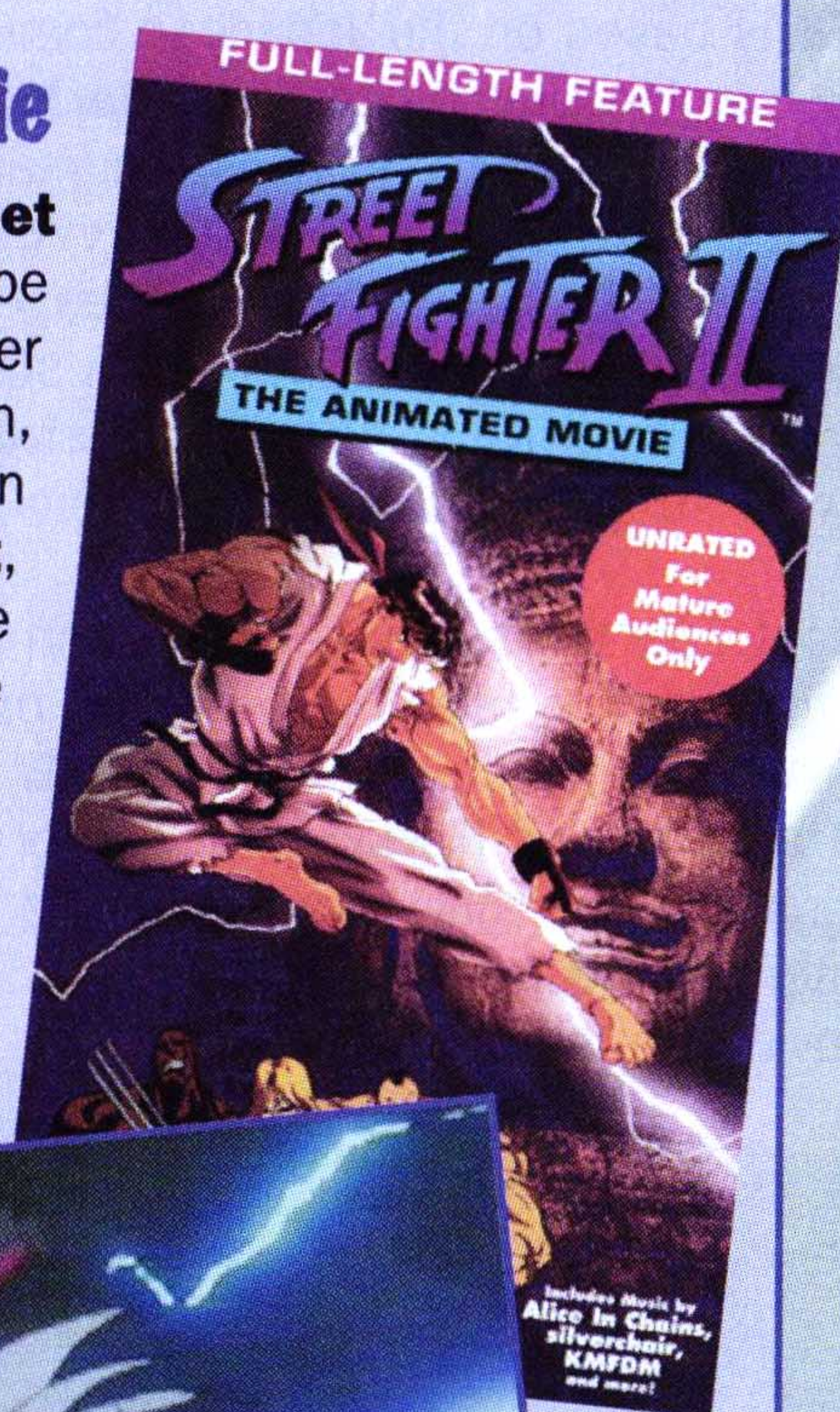


SEGA™

Street Fighter II: The Animated Movie

If you were disappointed in the live action film, **Street Fighter: The Movie** (as well you should be), you'll be happy to know that a movie exists which comes much closer to the **Street Fighter** storyline, character representation, and overall feel of the game. **Renegade Home Video**, in cooperation with **Capcom** and **Sony Music Entertainment**, has released an English translation of the Japanese Anime based on **Street Fighter II**. In addition, they've redone the soundtrack, adding songs by popular American groups including **Alice in Chains**, **silverchair**, and **KMFDM**.

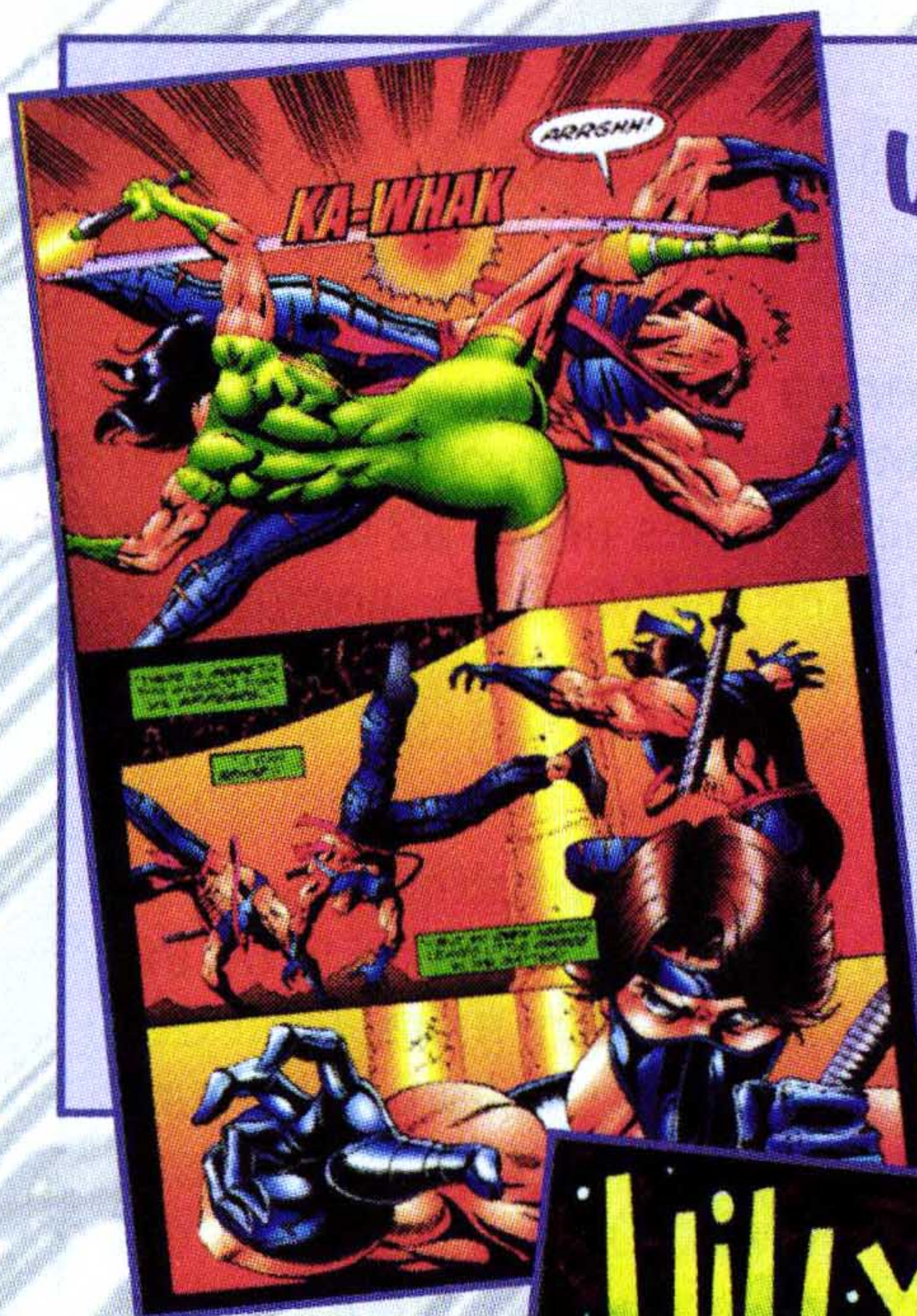
While the animation isn't the best we've seen, the fast action fighting scenes are done very well and the characters from the video game are represented accurately. Two versions of the movie are available. One is rated PG-13 and the other is unrated, but sports a "Mature Audiences Only" warning, probably due to violence, sporadic profanity, and the scene where **Chun-Li** fights **Vega** in her underwear. Look for it where you find other Japanese animation titles.



Sega Launches New Development Company

Sega Enterprises and **CSK Corporation** established a new software development company that will produce software for PCs, the Internet, and console systems. The new company, **Sega Soft, Inc.**, will consolidate some of Sega of America's top development teams and form an independent development house.

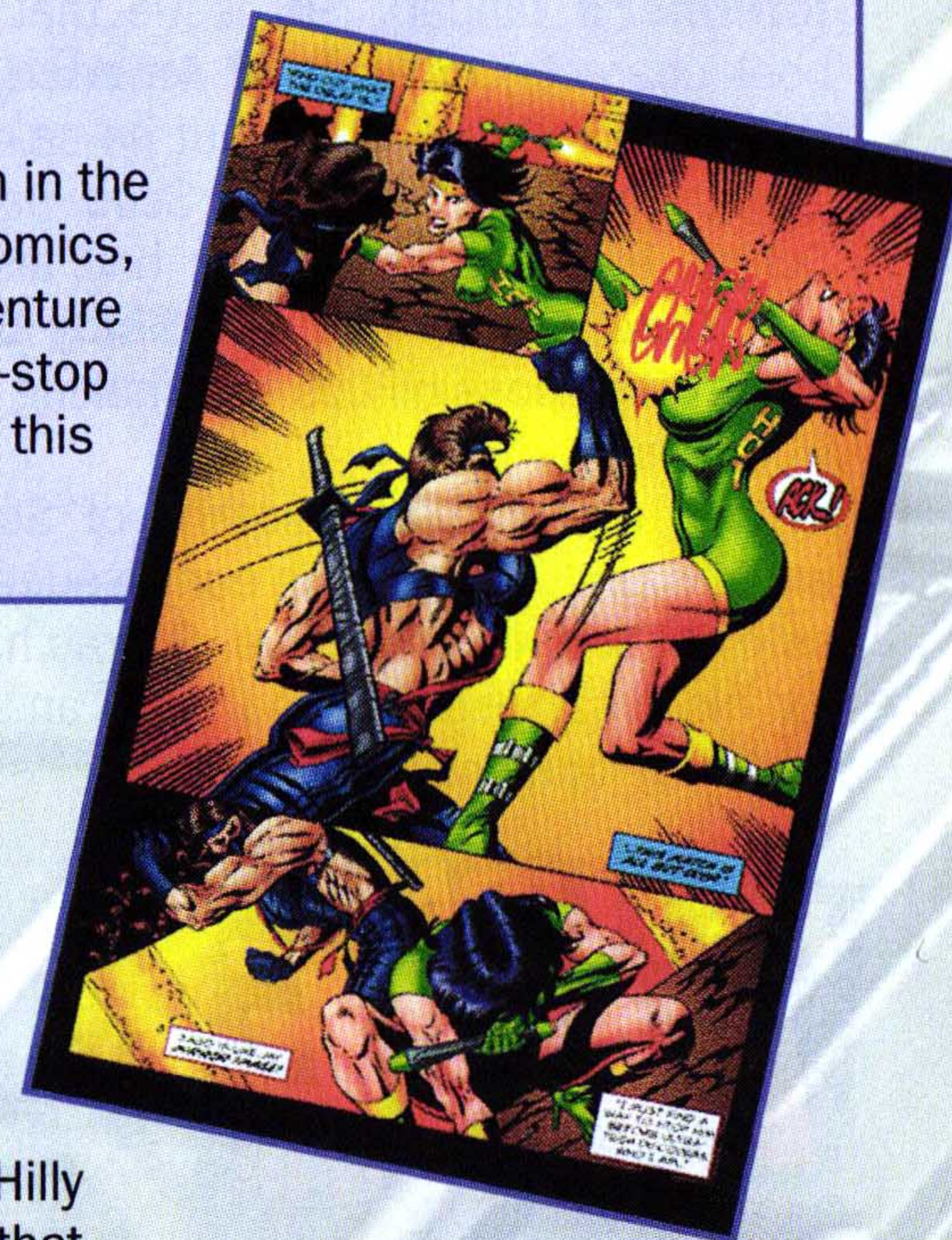
The formation of Sega Soft as an independent company will certainly allow for the company to focus on "non-Sega" platforms and in theory, create the opportunity for Sega to publish for other platforms such as the **Ultra 64**, **3DO**, and **PS-X**. Of course, if Sega Soft did publish for **Sony**, **Nintendo**, or **3DO** they would have to first obtain a third party license from these respective companies. That may be easier said than done for Sega Soft.



Ultra Combo!!!

- **Killer Instinct #1**
- **Publisher:** Armada for Acclaim Comics
- **Cover Price:** NA
- **Available:** Now

Both **Street Fighter** and **Mortal Kombat** had their day in the sun in the comic kingdom, and now thanks to Armada and Acclaim Comics, Nintendo's mad dog fighter – **Killer Instinct** – will give this new venture a whirl. From what we've seen in the sampler, *KI* is packed with non-stop action, moves from the game, and an intriguing plot. Look for this exciting title available now at your local comic shop.



Boyer Makes His Move

- **Hilly Rose #3**
- **Publisher:** Astro Comics
- **Cover Price:** \$2.95
- **Available:** Now

The question on all your minds right now is, Hilly who? Yes, this is another underground comic that deserves the mainstream spot light. **B.C. Boyer** writes, draws, and practically runs the newly born Astro Comics. His stories are filled with insight, humor and great betrayals. Watch this comic hit the price wars BOOM! like Bone did a few years ago. It's guaranteed! (In a non-legally binding way, of course.)

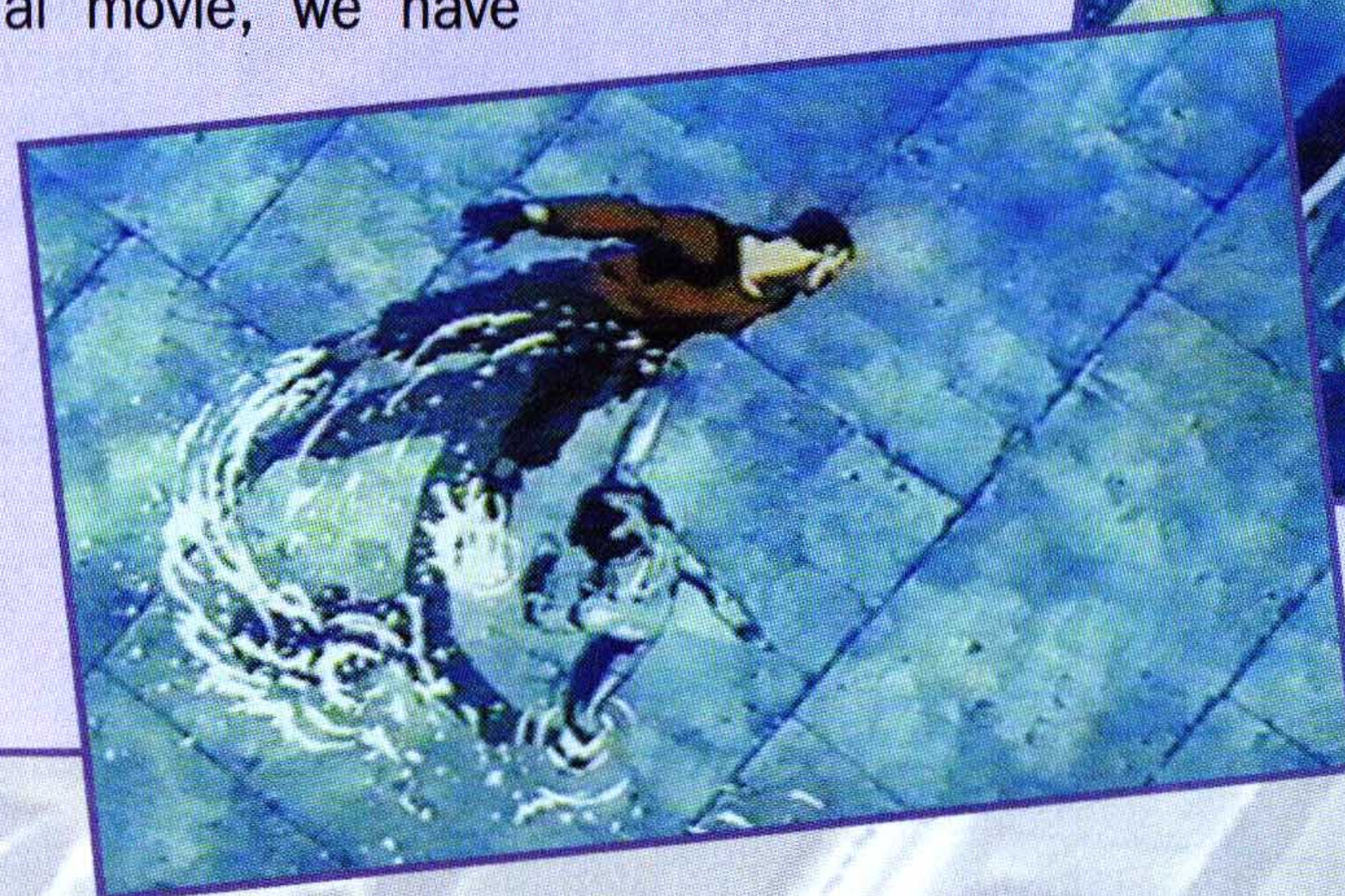
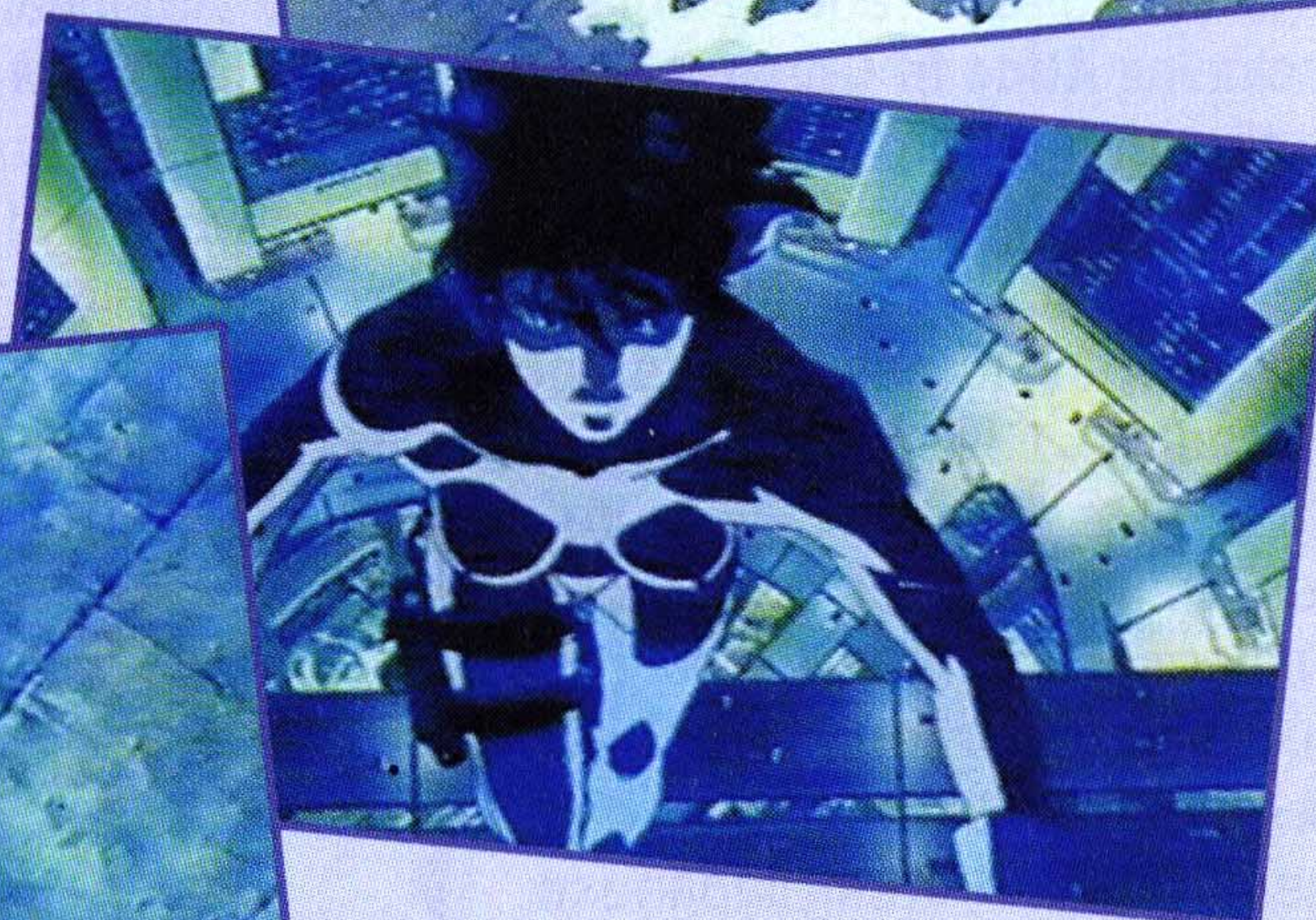
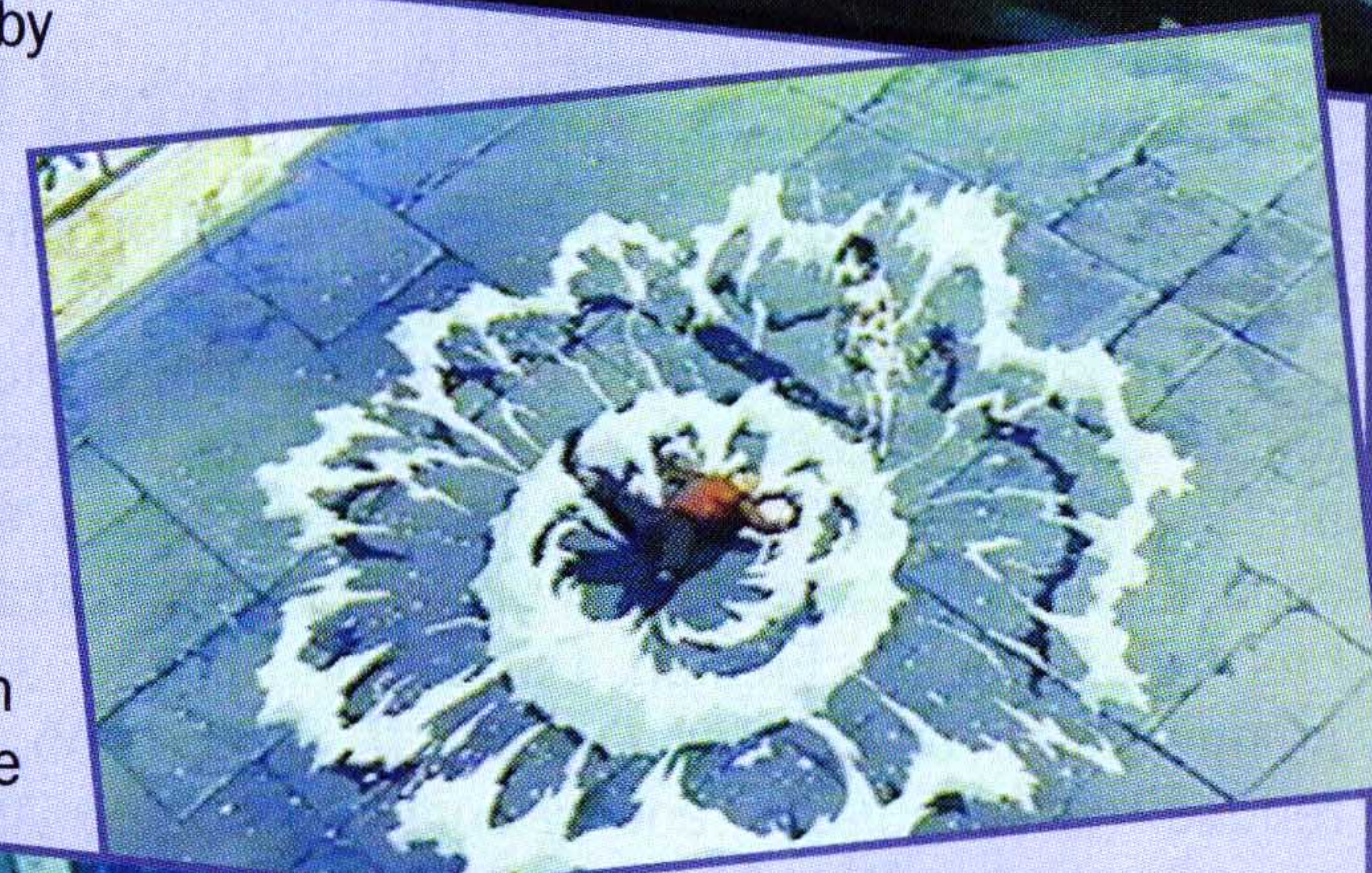


Is It Illegal to Scream 'Ghost' In a Crowded Theater?

This March, **Manga Entertainment, Inc.** is attempting something that has only been done once in the United States. This month you should look in the theaters for the release of **Ghost in the Shell (GITS)**. **GITS** is based on the Japanese comic book by **Masamune Shirow** which was also released in the United States by **Dark Horse Comics**. It takes place in a futuristic Cyber-world where the majority of humans are partially flesh but mostly machine, so expect a lot of high-tech weaponry, massive explosions, and buxom cyborg chicks decapitating the bad guys. On a deeper side, pay attention to the storyline to learn about a sentient computer program struggling for power, schemes within schemes as two divisions of the government struggle to hide their mistakes, and a cyborg woman who struggles with existentialism and the definition of the soul.

Ghost in the Shell was created using about 70% traditional cel animation mixed in with about 30% computer animation, and the creative talent who worked on it have some impressive resumes in the field of Anime. The director, **Mamoru Oshii**, was also the director on the phenomenal **Patlabor** and **Patlabor 2**. Two of the producers are the same people who produced the only other Anime to make a widespread appearance in the theaters, **Akira**.

While we haven't seen the actual movie, we have been able to see a few clips and the animation looks VERY impressive. Up to this point, every piece of Anime we've seen falls short of the animation quality of **Akira**. After March, however, **Ghost in the Shell** may set the new standard. **TH-Q** is hoping to bring **GITS** to video game consoles in early '97.



COMIC WATCH



CAPTAIN AMERICA - MARVEL COMICS

After suffering for a year or so, Marvel has finally revamped the loyal super-patriots world. **Mark Waid** returns as the lead writer of Captain America and **Ron Garney** joins him with awesome penciling. Waid's first story since his return featured the last battle between Cap and (the late) Red Skull. His next tale brings Cap face to face with the US of A.

The story is called "Man Without a Country". This issue brings Cap's life to a climactic crossroads. What will he do? Hint: There's probably a new costume in his near future.

GREDEL TALES - DARK HORSE COMICS

Matt Wagner has been working with this title for years now, and what has he accomplished? Nothing but pure brilliance. The nice thing about the Grendel titles is that the stories are always different, no two stories feature the same characters or plot. It'll be hard to topple the mammoth hit Grendel: War Child. However, the new Grendel Tales series is really striving to accomplish this feat.

BATMAN - D.C. COMICS

I've got the flu and it won't go away! That's right, this month marks the start of the 12-issue Batman: Contagion storyline. The entire city of Gotham is infected with the bug, and it's up to Batman and his nocturnal friends to find a cure. Be there or be square.

THE SAVAGE DRAGON - IMAGE COMICS

Who's the only hero to walk away from a fight with every bone in his body broken? That's right! It's The Savage Dragon! The Dragon is still broken, and it doesn't look like he's going in for any kind of help. What will happen to our mangled avenger in the double sized 25th issue of The Savage Dragon? Until death do us part, baby!



WEAPON ZERO - IMAGE COMICS

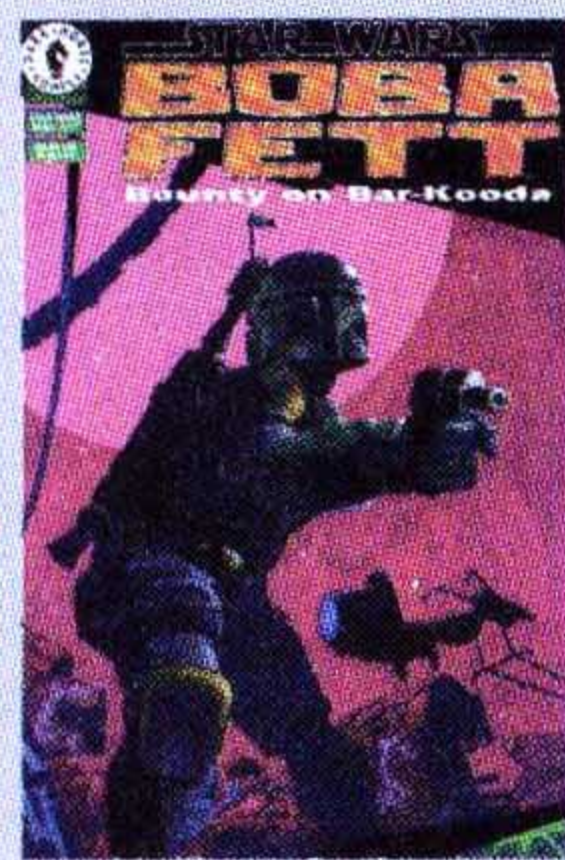
Weapon Zero was one of the best new comics to debut last year and it looks like it's going to stay hot. The mini-series is over and Image is ready to ship a new series on a monthly basis. The new series picks up right where the action left off starting in issue #0. Aliens on the moon and babes being vacuumed into space, what a rush!

AQUAMAN - D.C. COMICS

Peter David is the comic god. Stories don't get much better than this. Poor old Aquaman is stuck in conflict after conflict. As long as David keeps writing, Aquaman will keep on sweating. If you can find issue #20 before it sells out, buy it and buy it quick!

TEKNOPHAGE - TEKNO COMIX

Neil Gaiman has always been the ultimate story teller of twisted tales, and Teknophage may be his most exotic tale yet. A corporate lizard rules all dimensions and all of time with his Wheel of Worlds. He eats the living and gains their power as he digests their souls. The Phage rules all who oppose and all who serve! Sound interesting? Check it out.



STAR WARS - DARK HORSE COMICS

We've asked for more and more, and **Dark Horse** has responded with a handful of different mini-series and a few monthly titles as well. All we can ask for now is a monthly Boba Fett title. Imagine that... ..it just hurts thinking about it. Keep your eyes peeled, your fingers crossed, and Dark Horse just might make this dream a reality.

SPAWN - IMAGE COMICS

Todd's stories took a spill for the worst with a Christmas story and non-related one-shots, but of late he's on fire with the return of The Curse and the creation of the nasty new villain Cy-Gor. Cy-Gor kill!!!

CLASSICS ATTIC HALL OF FAME

Recall the games of yesterday with our monthly glance into the infancy of gamedom. To be sure, we won't list the obvious classics like the Super Mario series, Contra, or Zelda. We are delving deep into the void of the obscure, yet entertaining games of the past. See how many of these gems you can remember.

Milon's Secret Castle - NES

Paperboy - NES

Star Tropics - NES

Zanac - NES

F1 ROC - SNES

NCAA Basketball - SNES

Metroid 2 - Game Boy

Sim City - SNES

Super Battle Tank - SNES

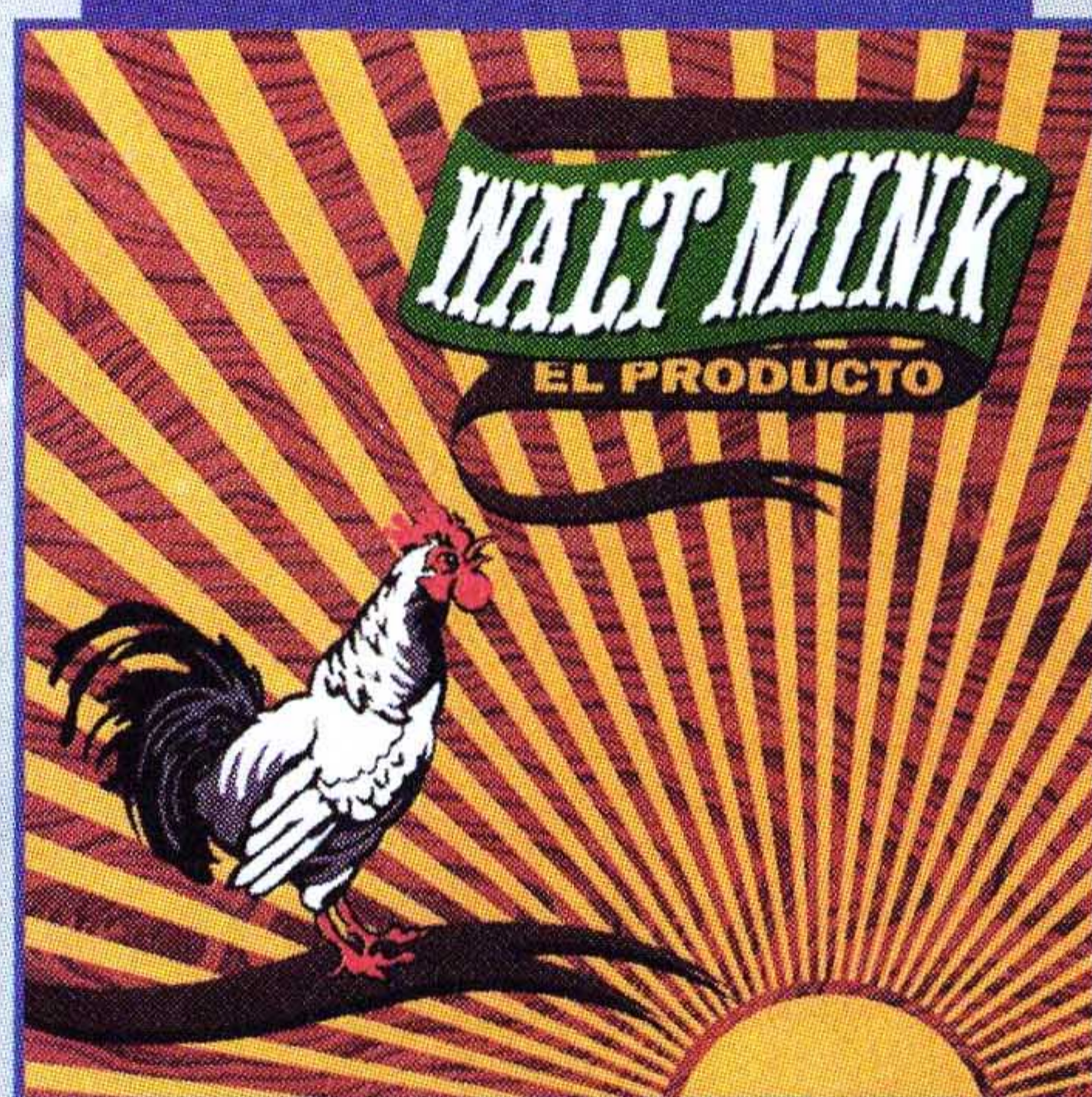
Alien 3 - Genesis

Spider-Man - Genesis

Uninvited - NES

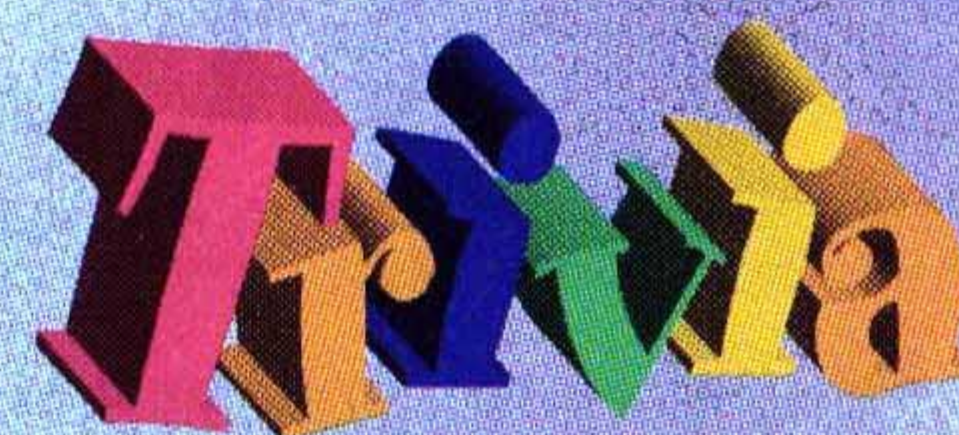
Skate or Die 2 - Game Boy

Legendary Axe - TurboGrafix



Walt Mink recently released their first album with Atlantic Records after Columbia Records signed and unsigned them within a year. This power-trio previously released two albums on the Caroline label. Their aggressive and meaty sound is worth a listen.

Video Game



Questions:

1. What was the very first game that Mario appeared in?
2. What company released the first version of Tetris for NES? (Hint: It was the only version for NES that was 2-player.)
3. What games worked with the Power Pad for NES?
4. What game is about riding down a river in a rubber donut?
5. What cartridge is responsible for more land-fill in New Mexico than any other game? (Hint: It was a movie that starred Drew Barrymore.)

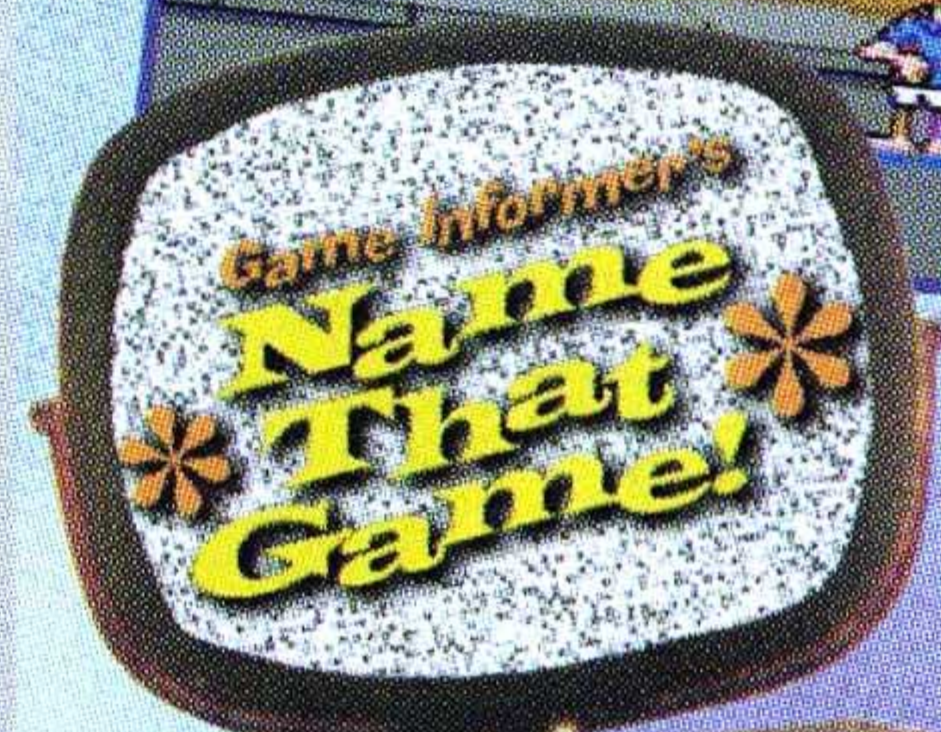
(Answers on Page 19)

Game Informer's Site O' The Month

Take a look at the Alias/Wavefront page. You'll find some of the hottest video game artwork around!



Alias/Wavefront:
<http://www.alias.com/>



It's hard to believe that EA released this game for the Sega Genesis in the Summer of '93. What game is it?

(Answer on the bottom of page 19)

...DATA FLOW...DATA FLOW...
FLOW...DATA FLOW...DATA FLOW...

3DO Olympics

Studio 3DO announced the development of their first sports title, **3DO Games: Decathlon**. Boasting real-time 3D athletes and texture-mapped stadiums, the game will allow you to go for the gold medal in the toughest of Olympic sports. With the '96 Summer Olympics only a few months away, this is probably the first of many video games that will center around the Olympic hoopla.

12 Year Old Captures Vectorman's \$25,000

A mere three hours is all it took "Keola" Kaula of Albuquerque, New Mexico to conquer Sega's **Vectorman** and capture the \$25,000 grand prize in Sega's "Play to Win Contest". Kaula discovered he had the winning Vectorman cartridge when "You Win!" flashed on his TV screen at the end of the game. In addition to winning the cash, Kaula and his family will be flown to Sega HQ for a gamer's dream day. Over \$100,000 in cash prizes has yet to be awarded in the "Sega Play To Win Contest," so if you haven't beat Vectorman, keep trying!

Midway's New 3D Fighter

Midway, creator of the **Mortal Kombat** series, has already begun testing their new 3D arcade fighter **War Gods**. This game, unlike **Mortal Kombat**, will use polygon, texture-mapped characters to create a game similar to **Tekken** or **Virtua Fighter**. Look for **War Gods** coming soon to an arcade near you.

Atari's President Resigns

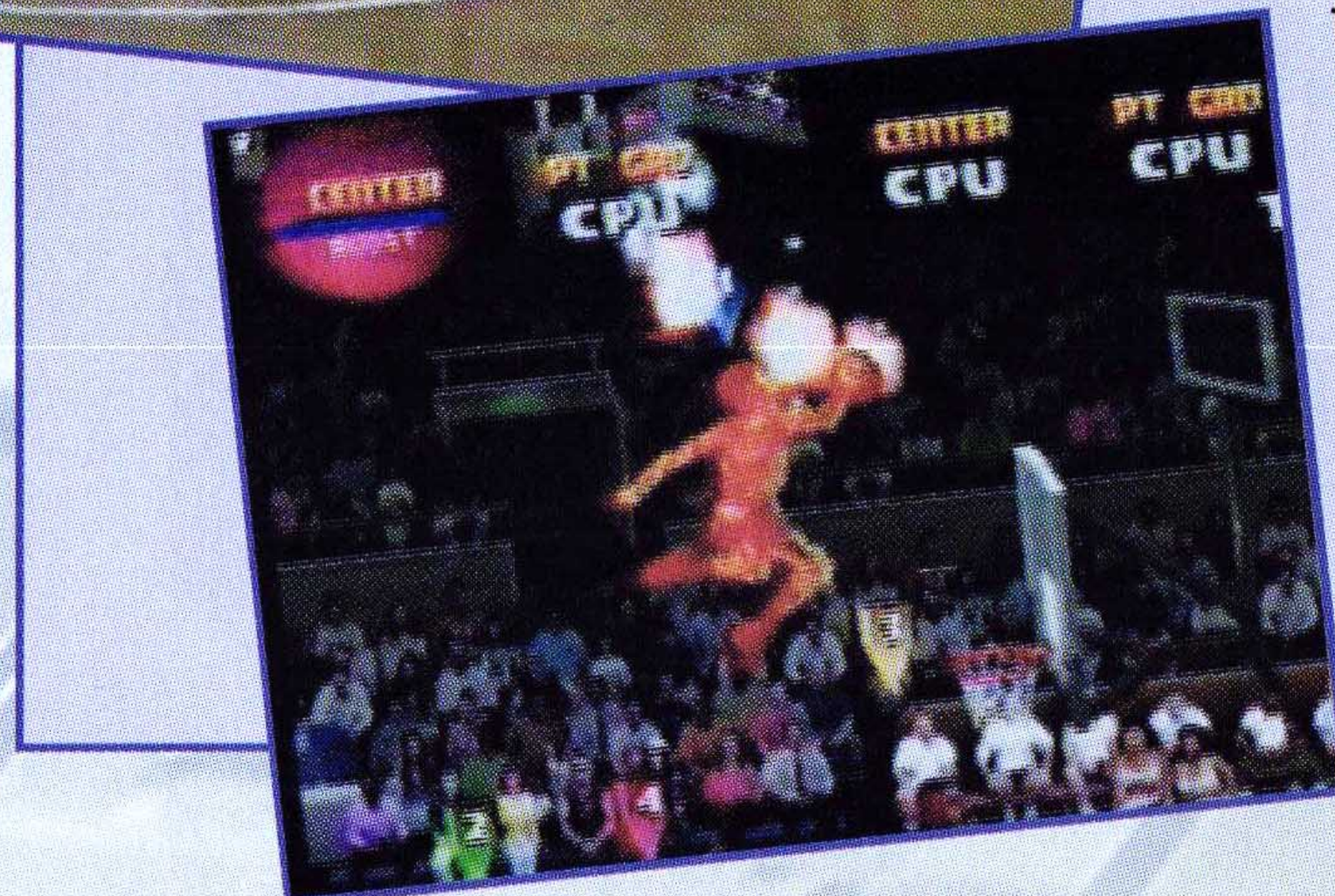
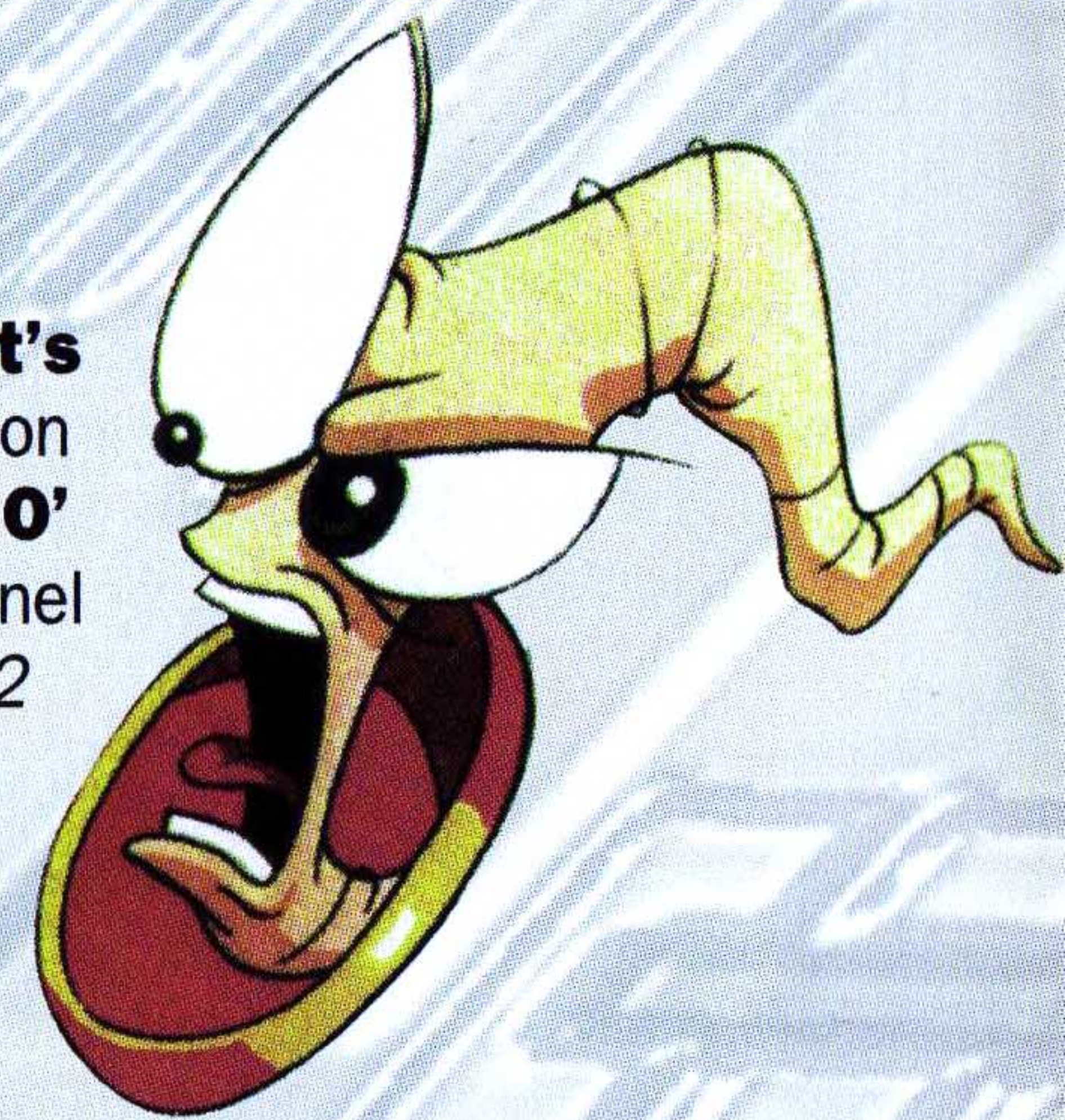
Numerous reports, speculations, and rumors have circulated throughout the gaming industry concerning the activities of **Atari Corporation**. Stories of Atari's restructuring to enter the PC game market, lay-offs, and other business activities have led many to believe that Atari is prepared to close its doors. Recently, Atari president **Ted Hoff** resigned his post to pursue other business interests. Hoff has made his rounds throughout the gaming industry holding positions at **Tengen** (now **Time-Warner**), **Fox Interactive**, and this short stint with Atari. Atari hired Hoff less than a year ago. Although Hoff's resignation may be another blow to its public perception, reports of Atari's demise may be greatly exaggerated. **Sam Tramiel** will reassume the duties as Atari's president.

Tekken 2 Comes to Japan

Namco's hot arcade brawler **Tekken 2** will hit the streets of Japan at the end of this month. Namco will be adding a little extra to their home release, namely a new team battle mode. **Tekken 2** will feature ten playable characters and include the same secret characters as the arcade. The total playable roster will have over 20 characters.

March is Earthworm Jim Month on the Sega Channel

Playmates Interactive Entertainment's **Earthworm Jim 2** will be a featured game on the **Sega Channel** this month. The "World O' Worms" contest will require Sega Channel subscribers to complete the entire **EWJ 2** game. The first 201 people to rescue Princess What's Her Name and beat the game will see some of **EWJ's** secret words. Players will then be required to call in which makes them eligible for the grand prize: An all-expense paid trip for two to London and Amsterdam. While in London, the grand prize winner will also tour the **English Wiggly Wiggler's Worm Farm** to do as the worms do: eat dirt!



March Madness! with Acclaim's College Slam

College basketball heats up this month and **Acclaim Entertainment** will be there with **College Slam**, a "new" two-on-two basketball game featuring over 40 popular college teams. Closely copying Acclaim's successful **NBA Jam** games; **College Slam** will be released on **Game Boy**, **SNES**, **Game Gear**, **Genesis**, **Saturn**, and **PlayStation** this month. It will also feature a slew of hidden players, secret codes, and eight national fraternity teams. We can already see the rivalries forming in frat houses across the country.

Arcade Classics From Williams

Williams Entertainment announced that that they would produce a **Sony PlayStation** game that included six of their arcade classics. The six-in-one CD-ROM will pack a line-up of truly monumental arcade games. The **Williams Arcade Classics** game will consist of **Bubbles**, **Defender**, **Stargate (Defender II)**, **Joust**, **Robotron**, and **Sinistar**.

With **Namco** having already released their own "classics," there seems to be a trend forming with these long-time arcade manufacturers. Namco has already announced future volumes, and Williams should not have any problem finding more classics should they decide to do the same. The **Williams Arcade Classics** is scheduled to appear on the **PlayStation** this spring.

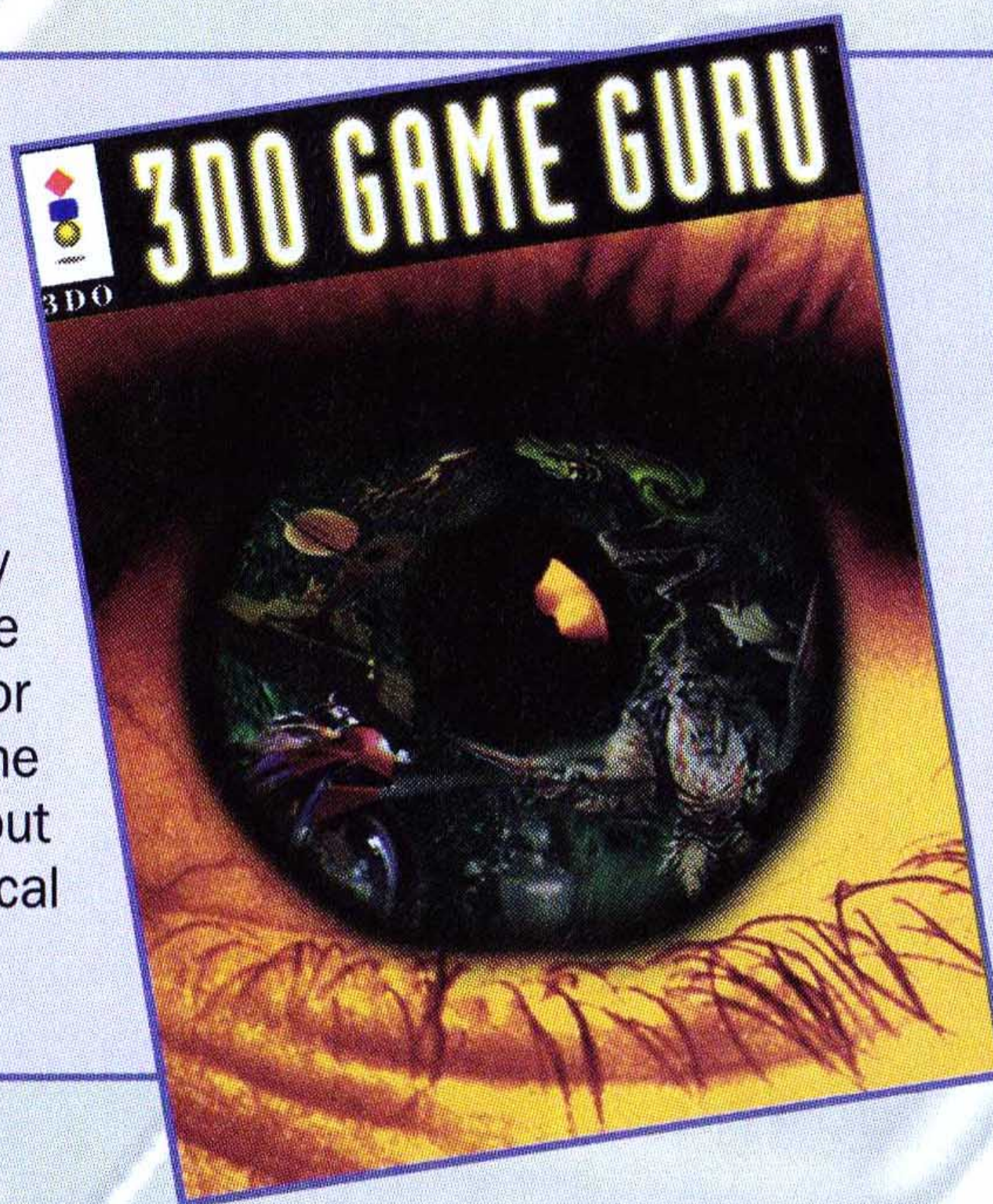
Sinistar is a true classic, programmed by R.J. Michal, designer of the 3DO!





Search for Wisdom from the 3DO's Game Guru

Who says you can't put a game enhancer on a compact disc machine? It was done on the **Saturn**, and the **3DO** unit will soon receive its own **Game Guru** coming soon. The Game Guru plugs into your **3DO** and compresses the memory required for saved games, opening up more RAM to save more games. In addition, it contains 350 preprogrammed codes for more than 30 **3DO** games. It is unclear as of yet whether the Game Guru will scan for codes or even accept new codes, but we certainly hope so. Inquire about the Game Guru at your local retailer to get your hands on this baby.



I Need More RAM

If you've played a lot of games on CD-ROM console systems, you may often find yourself running out of storage space to save games. There is a solution, however, in that you can use RAM cartridges to greatly increase what you can store. **InterAct Multimedia Products** is now offering the **Memory Card Plus** for use with the **Sega Saturn**. This card stores an entire megabyte of save game data, which is twice as much memory as Sega's own RAM cartridge. There's nothing like a little healthy competition in the peripheral market, so feel free to bask in the radiant glory of the free market system. Woo-hoo!

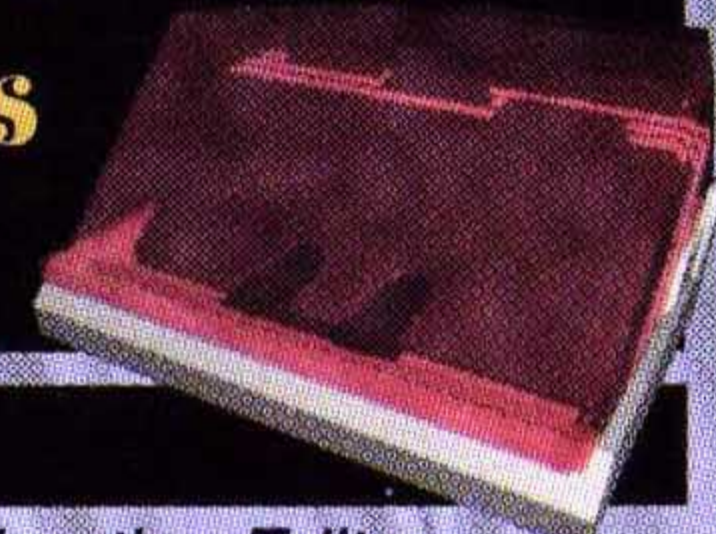
Keep Your Greasy Fingers Off My Mission Stick

If you've ever had the opportunity to sit in a fighter plane, helicopter, or X-Wing Fighter, you might have noticed that these vehicles are not controlled with a directional pad; they are all controlled by an analog type joystick. To recreate this realistic feeling for their flight games **Sega** is offering the **Mission Stick** for the **Sega Saturn**. This controller offers all of the buttons laid out for one hand (with variable speed continuous fire available for each individual button), but what gives this controller its savvy is the analog joystick.

The joystick fits comfortably into the palm of your hand, has a trigger button on its front and two thumb buttons on the back. There is also a self-centering throttle control between the thumb buttons. Another interesting feature is that the stick can be either left or right-handed (by order of the President) and can be converted between the two modes in just a few moments with no special tools. There is also an extra controller port in the base of the unit which currently serves no function, but might be used in the future for add-ons like a weapon control or a second analog joystick. The only question that remains is, now that we've got the **Mission Stick**, where's *X-Wing*?




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Answers

Video Game Trivia Answers:

1. *Donkey Kong*
2. *Tengen*
3. *Dance Aerobics, Track Meet, & Super Team Games*
4. *Toobin'*
5. *E.T. The Extraterrestrial*

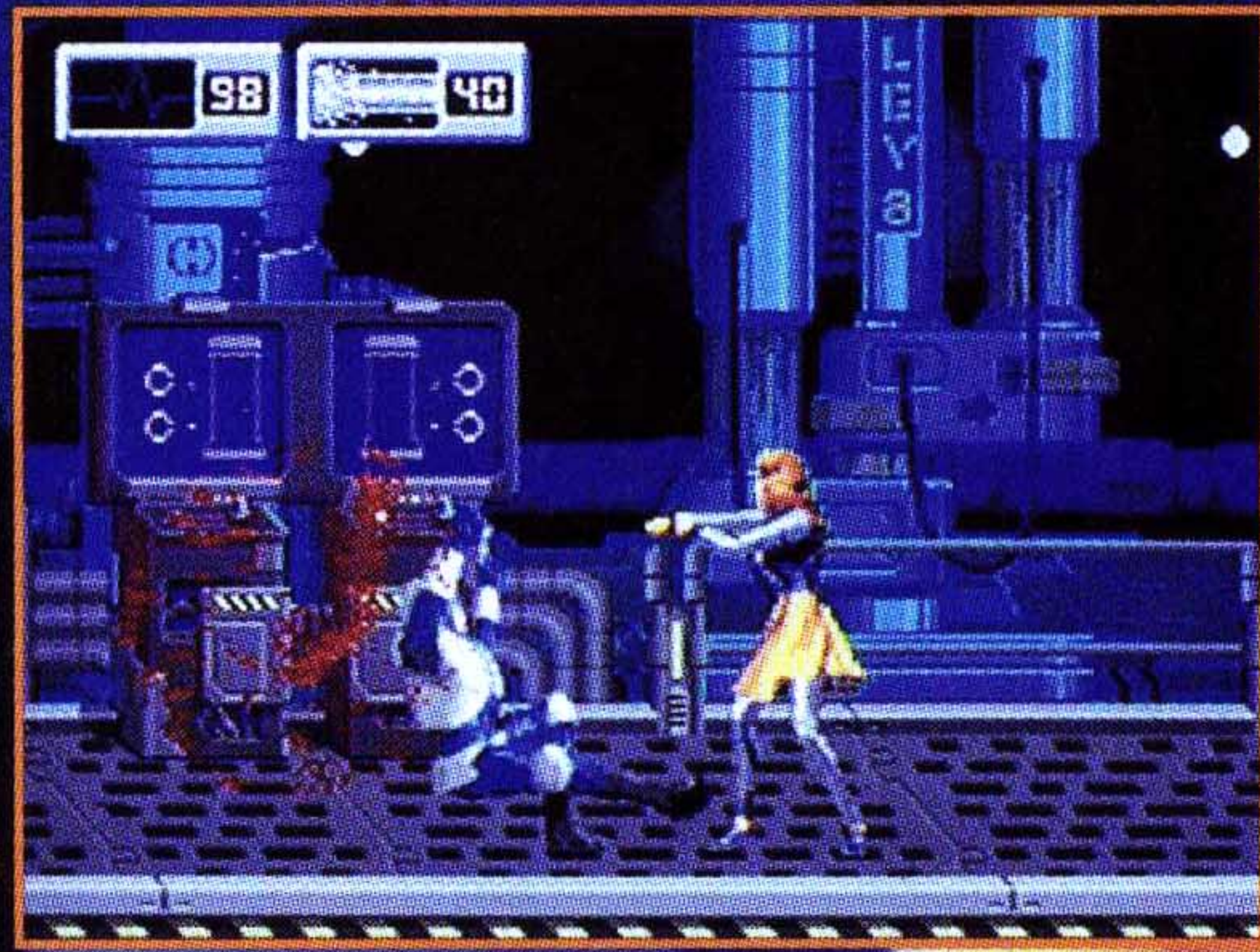
Name That Game Answer:

It's Normy's Beach Babe-O-Rama, perhaps the worst and least politically correct game ever.

X-PERTS

Shadow Returns

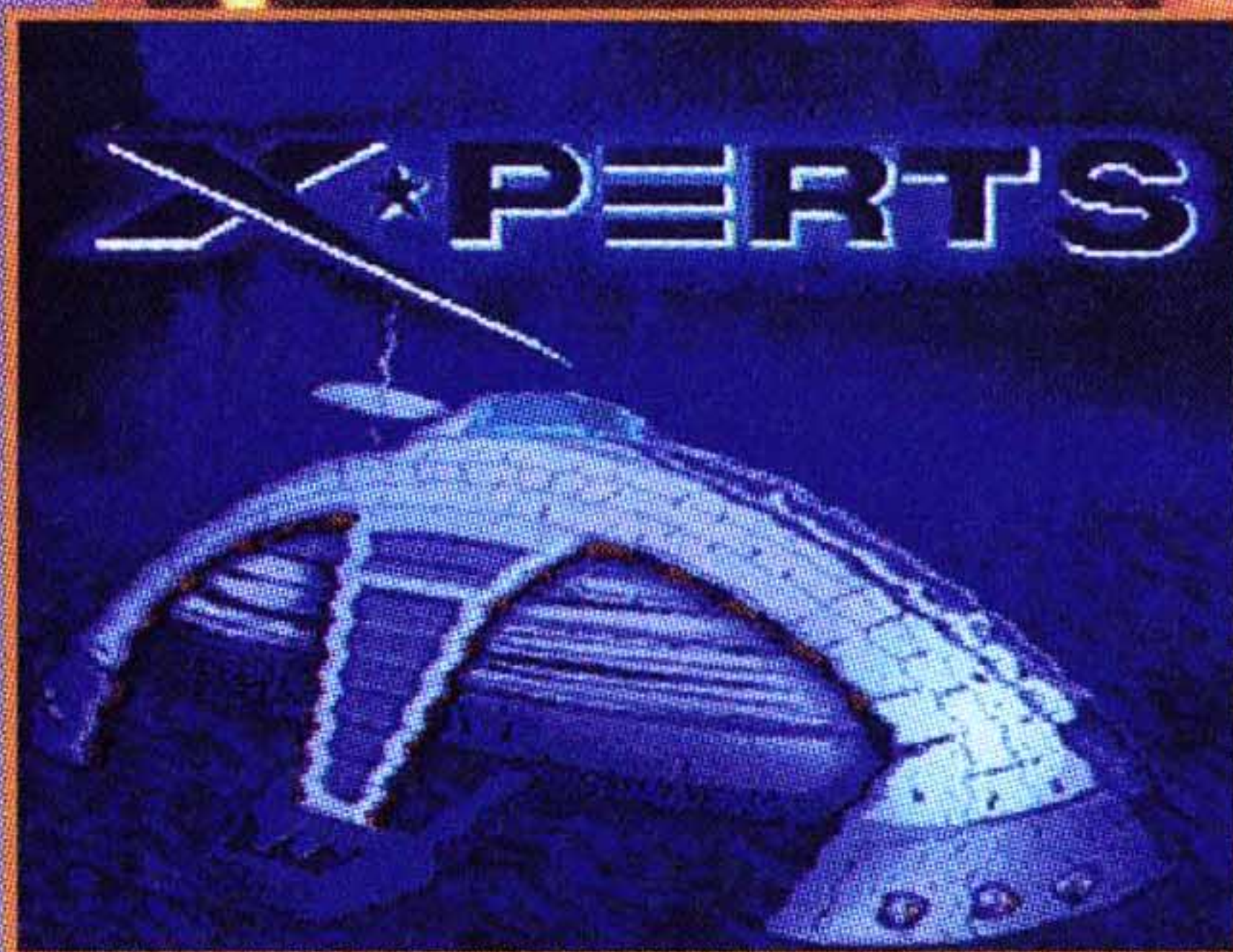
- **Size:** 32 Megabit
- **Style:** 1-Player Adventure/Brawler
- **Special Features:** SGI Rendered Characters, Torture Moves, Auto Save Technology, Multi-Character Gameplay
- **Created by:** Sega
- **Available:** Spring 1996



Bam!



Pow!



Ker-pla-zow!!!



Oooooof!



Have you ever wondered what your favorite Eternal Champions characters do in their spare time? Some people at Sega wondered that too, and decided to explore the adventures of one of the more popular and buxom Eternal Champions characters, Shadow. It turns out that when Shadow is not battling other warriors to save the world from a descent into chaos, she's part of a three person ultra-secret counter-terrorist team known as the X-Perts. In this game, you'll be taking control of the three X-Perts and leading them on a mission to an under-sea weapons facility which has been taken over by terrorists. If you cannot stop them before they detonate a deep-sea thermonuclear device, the world will pay the price.

Information about this game is currently quite sparse. We do know, however, that you can control each of the three characters on different levels of the large under-water facility. It looks as if much of the game will be brawling and fighting, though some adventure aspects will be present as you must solve a variety of Primary and Secondary missions. There are also "Torture" moves which are brutal, fatality-type kills. In addition, the characters you aren't controlling will defend themselves and carry out various tasks.

The graphics are impressive for a Genesis cart, as the characters are SGI rendered. Also present are digitized voices to alert you of important events happening off-screen. Finally, they've introduced Auto Save Technology that will automatically save the impact of your actions as you play (we'll let you know more about this when things become clearer).

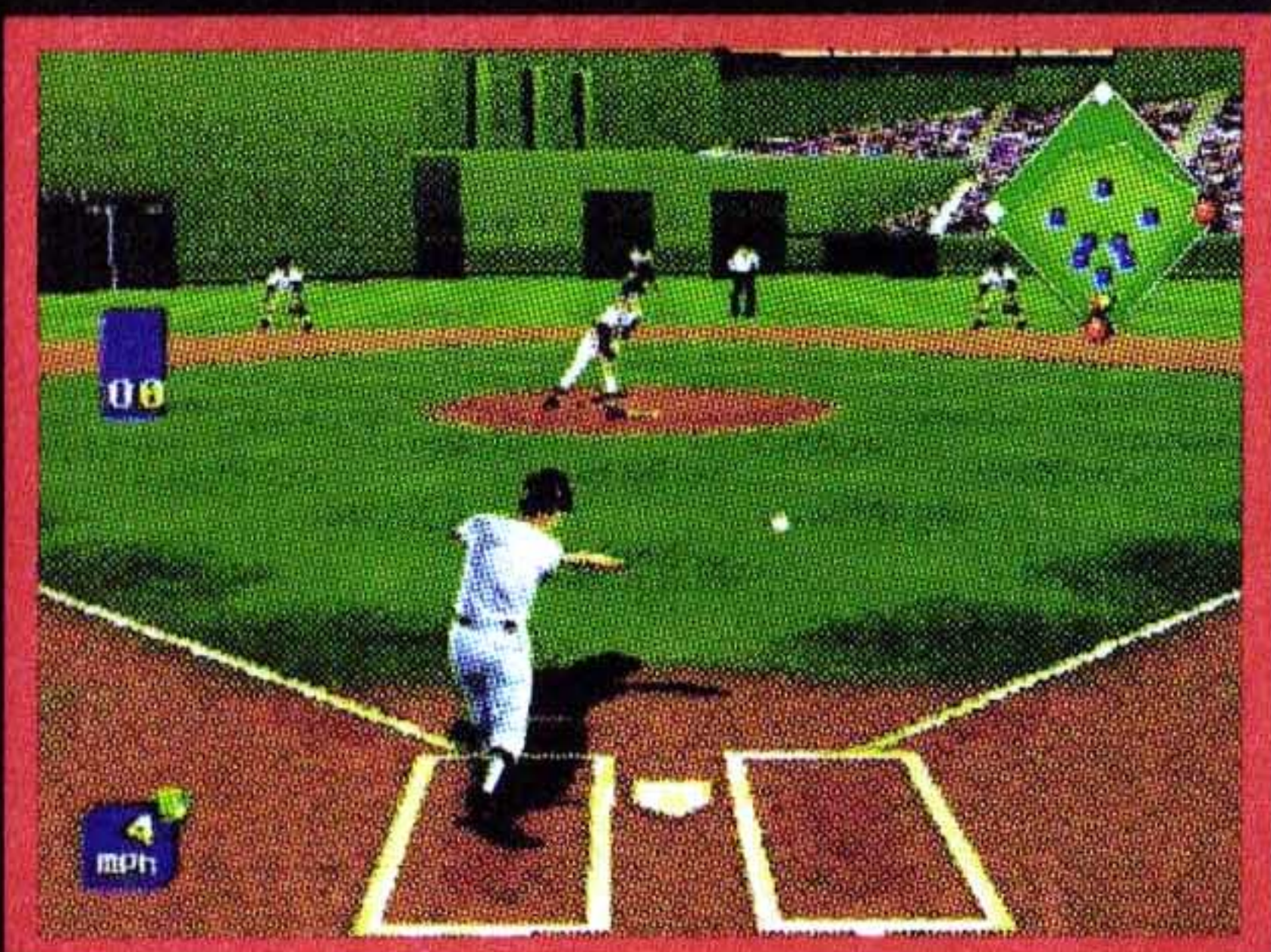
Perhaps the reports of the Genesis's demise were exaggerated. We'll let you how this game rates as soon as we see a reviewable copy. For now, all you can do is stare at the pictures and dream of the game to come.

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闘神伝 2

BATTLE ARENA TOSHINDEN



Chaos does a little home brewin' of his own!

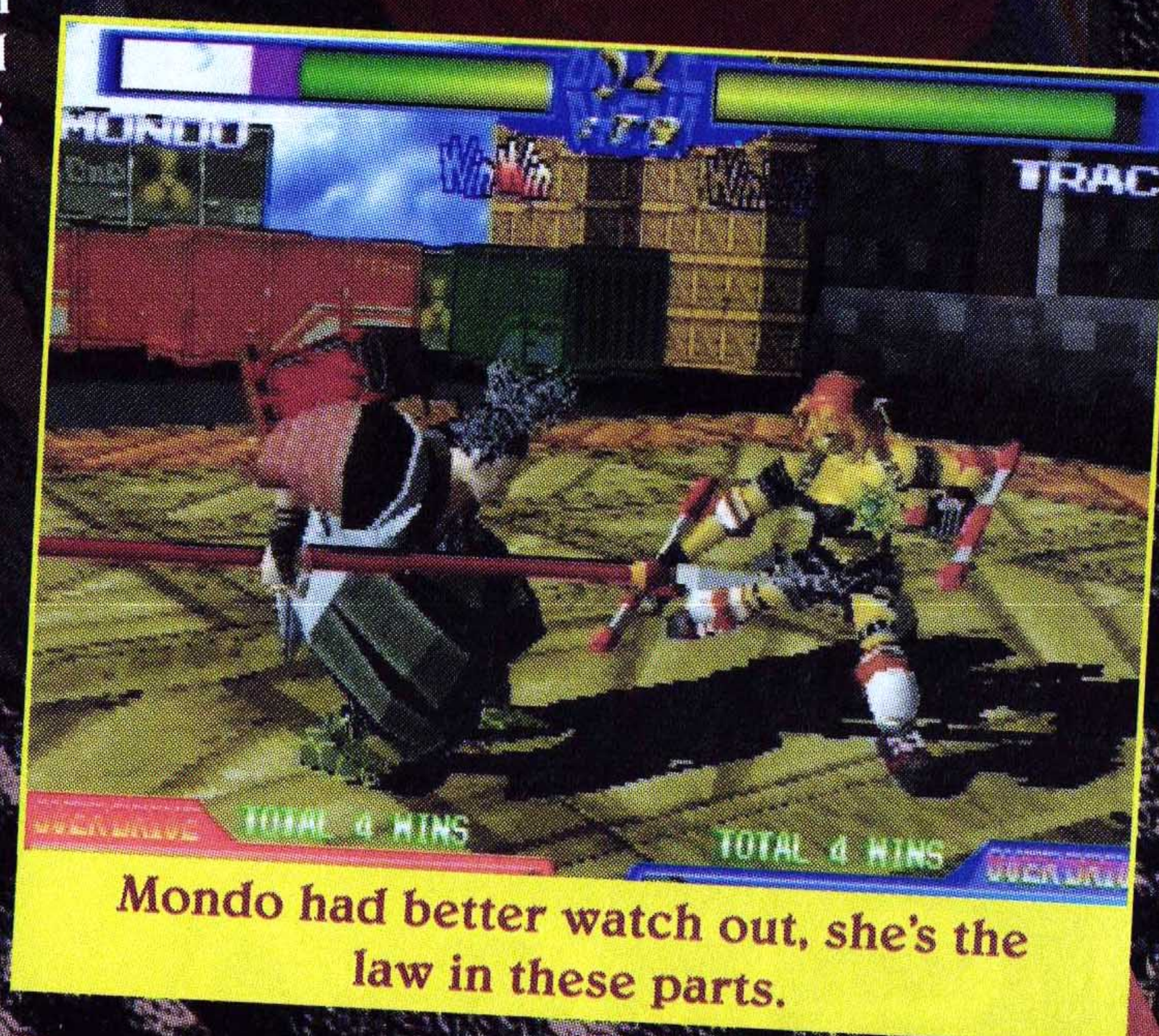
Return to the Techno-Rage

As the sun rises on a new year, so does the anticipation for the sequel to the underground's greatest tournament - Battle Arena Toshinden. Last year, Battle Arena Toshinden (BAT) brought a new experience to fighters with its spectacular graphics and new gameplay options that had never been seen in a fighting game before. Gamers across America ran to get this title for their PlayStation and have waited in earnest for the sequel. Well the time is now, as Toshinden 2 was just released in Japan and is now planned for a May release here in the States by PlayMates. But the real question is, can Takara (the game's designers) recreate the magic that made the original such a hit?

Obviously, if you've looked at the pictures on this page, this game easily eclipses the original's graphics. Besides the gorgeous new 360 degree backgrounds, Takara added lighting effects that are certain to amaze as well as

head-tracking to add to the realism. From the shine of the Moon on Mondo's stage to the drop of the giant curtain in Duke's castle, each level will keep your eyes busy with ultra-real environments. The animation, which is once again created using over ninety thousand polygons, is also super smooth with lots of effects on the special attacks.

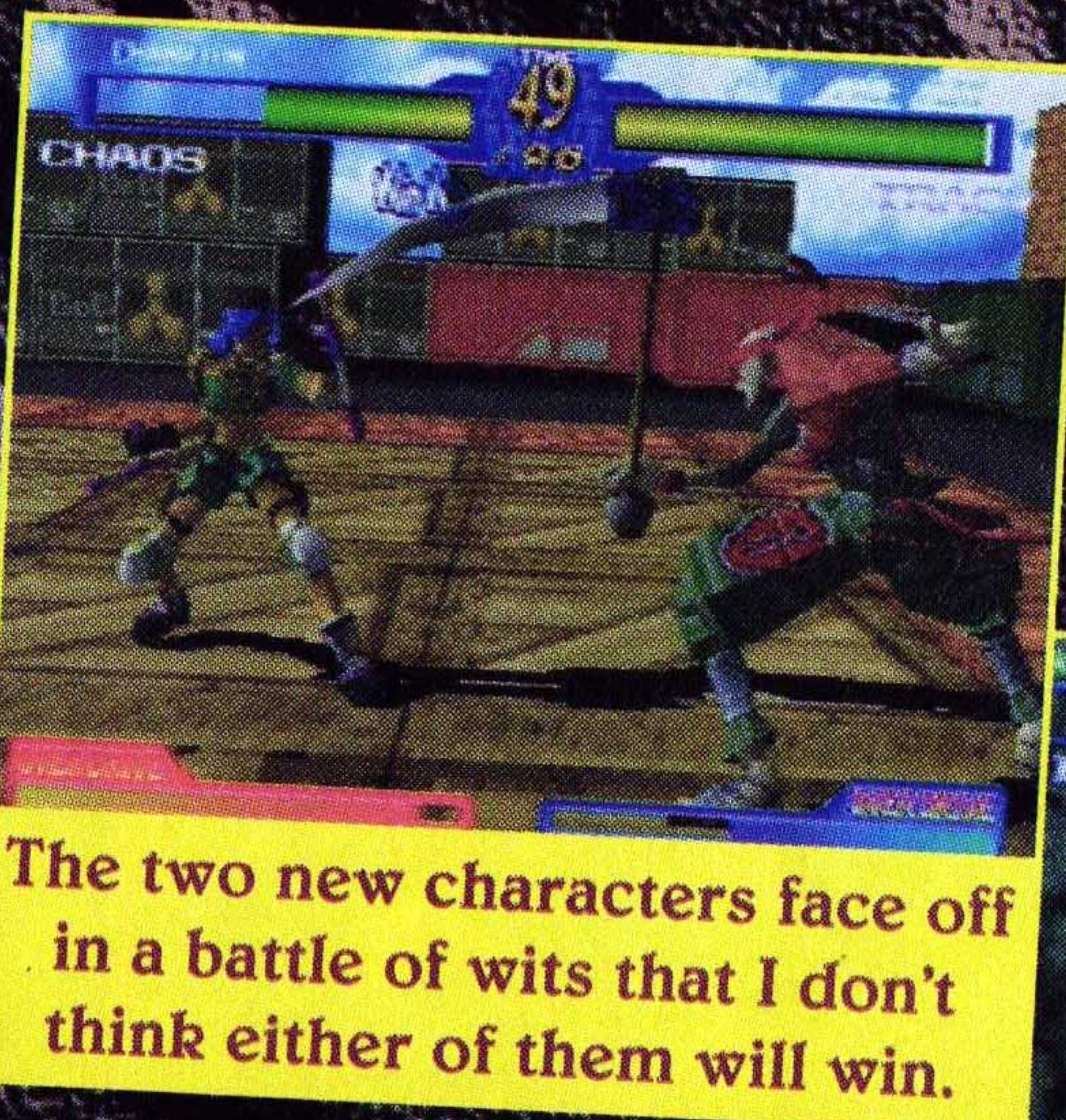
Speaking of special attacks, there are three new additions to the play design of Toshinden 2. Each character now has the ability to pounce on a fallen opponent, choose from four different charging attacks, and also unleash a devastating Overdrive attack that shrinks health meters like a hot knife cuts through soft butter. Of course, all the standard fighting options from the original are also here, including the ingenious side-step dodge and the often useful desperation attacks.



Mondo had better watch out, she's the law in these parts.



Kayin goes low on Tracy to keep her off her feet.



The two new characters face off in a battle of wits that I don't think either of them will win.

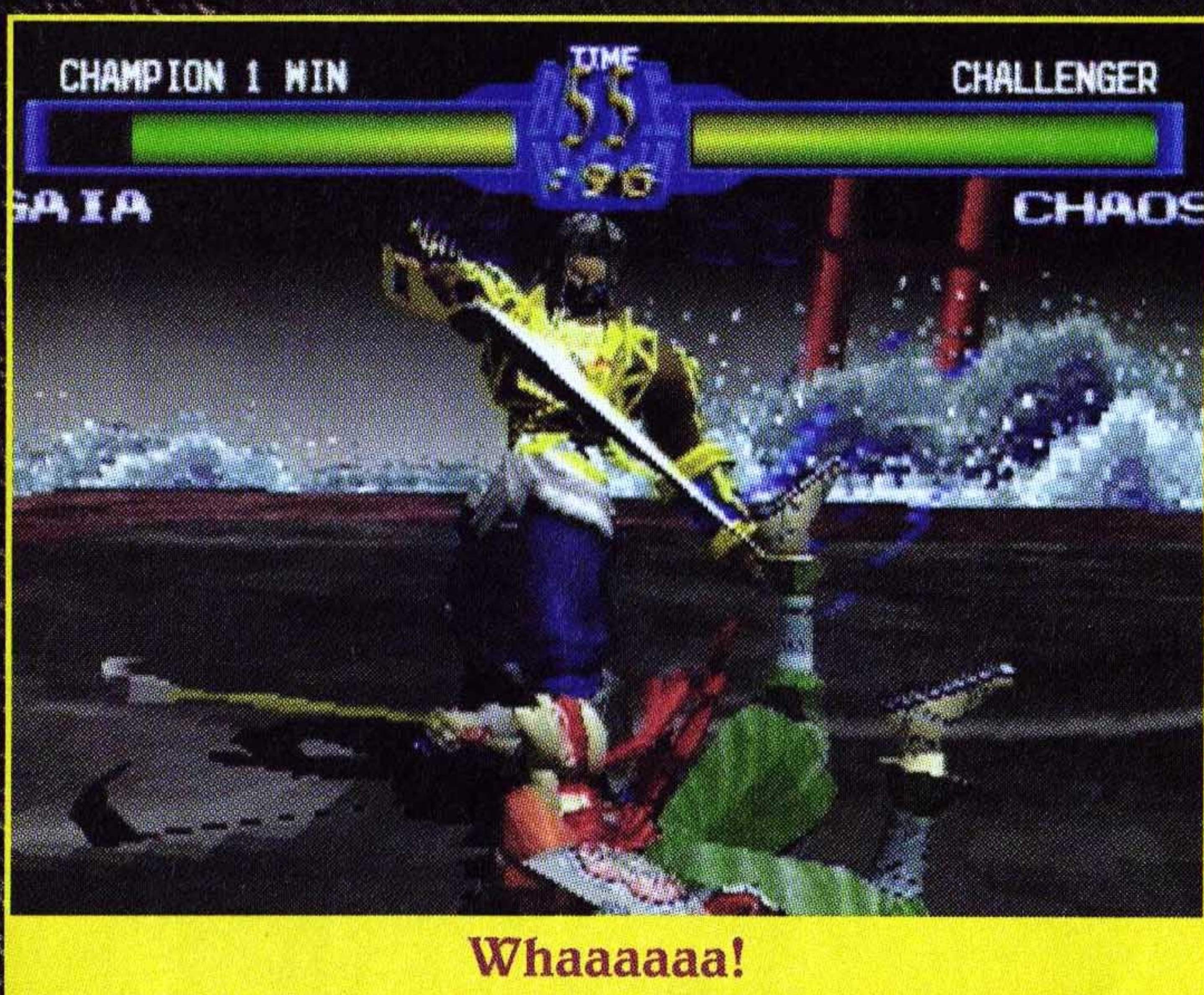
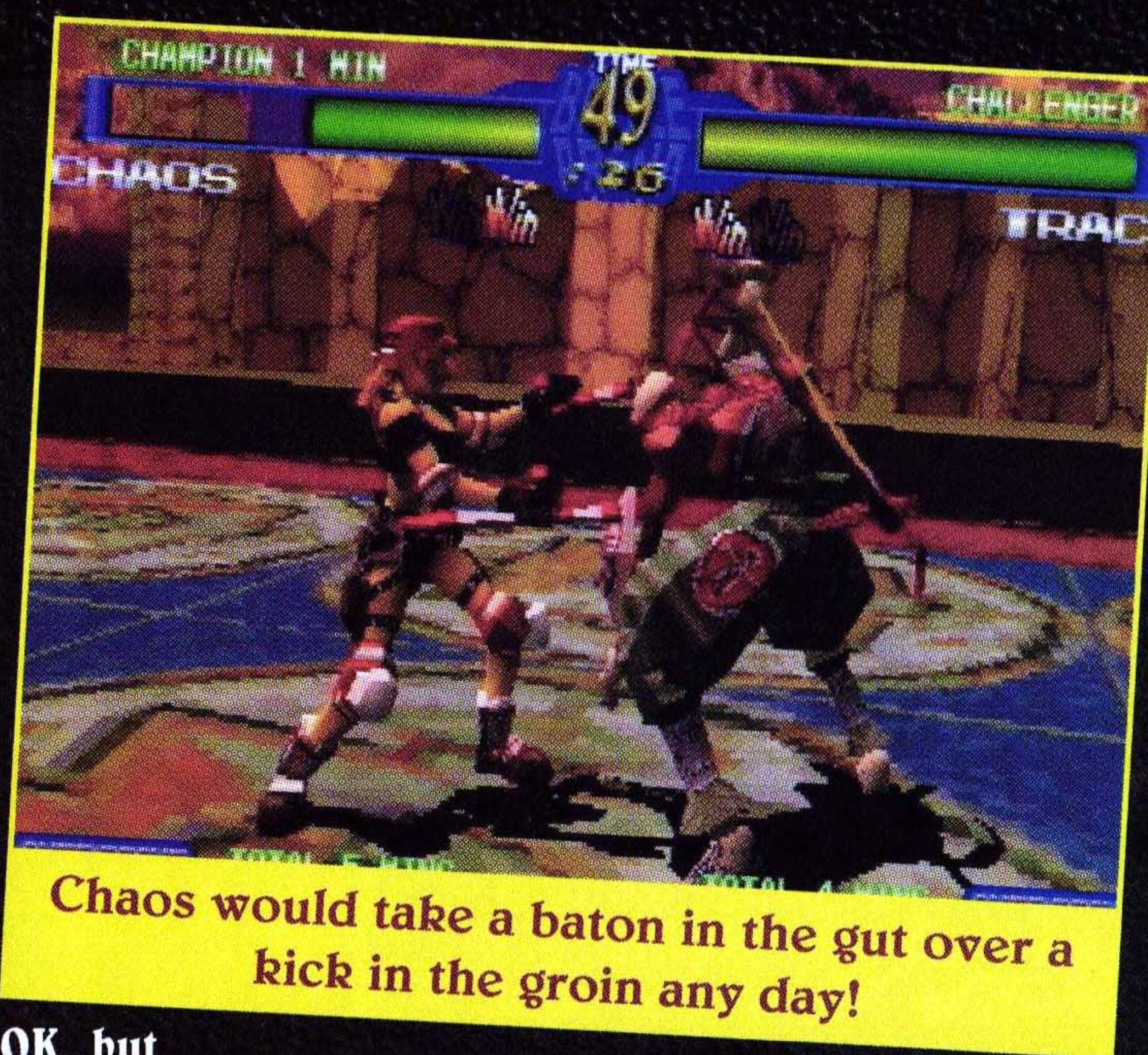


A fallen angel. Hey, maybe Aerosmith could write a song about it!

In order to increase depth of gameplay, Takara has added two new fighters named Chaos and Tracy, as well as the original Toshinden's boss character, Gaia, to the list of playable characters. This brings the total number of playable characters up to 11. However, there are two new boss characters in Battle Arena Toshinden 2. The first is an angel named Uranus, and the second and final boss is a female character called Master. Uranus is a cherub armed with a bow and arrow that can fire numerous bolts of energy, but perhaps her most dangerous attacks come from her huge wings, which she uses for both offense and defense. The final boss, Master, is a magician and swordsman who uses a psionic sword to pummel her opponents. Her relentless attacks and ruthless offensive savvy make her a worthy final foe. Of course, in true Toshinden style, there is a way to access the boss characters hidden somewhere inside the game. Plus, somewhere in the game there are two more hidden characters named Sho and Verm. Hmmmm...I wonder what the secret is to access them?

Unfortunately, there are a couple of problems with this version of the game. First of all, every character's ending is exactly the same. That's OK, but hopefully the American release will feature unique endings so that beating the game with different characters is a little bit more exciting. Also, getting up is perhaps the slowest thing that happens in the entire game, including load times. Luckily, there are a couple of cool things too. This game features lots of hidden special moves that are rather hard to master but fun to discover as you become more familiar with the game. Another bonus to this game is the multiple play modes that you can choose from, including vs. computer where you can practice against the problem characters that usually give you trouble in the Tournament.

In the end, Toshinden 2 will certainly please fans of the original. The gameplay is basically the same, the graphics are even better, and there are three new characters to master. Look for Battle Arena Toshinden 2 from PlayMates coming to your PlayStation this May.



► THE BOTTOM LINE **8.5**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 4 Camera Views, Wacky FMV Intro, 8 Difficulty Levels, New Moves, Improved Graphics, and Music by Bang Heads Inc.
- **Created by:** Tamssoft Corporation for Takara and PlayMates
- **Available:** Now in Japan, May for Sony PlayStation

ANDY, THE GAME HOMBRÉ

Concept: 8 "Like the original, this game is very nice to look at with amazing lighting effects and fluid polygon animation. However, the gameplay of

Graphics: 9.5 Toshinden has always left me somewhat empty. I play the game for two or three days then I find I just can't take it anymore - there's just not much to master. I like the large variety of moves and characters, but precise controlled combat is still unattainable in this game. Very cool, but the excitement doesn't last long."

Sound: 9

Playability: 9

Entertainment: 8.75

OVERALL: **9**

REINER, THE RAGING GAMER

Concept: 8.5 "If you thought the first Tohshinden was impressive looking, wait until you see part two! For the most part the game's dynamics are the same. The changes occurred in the detail of the character graphics and lighting effects. A handful of new characters have been added, and let me tell you that I might play this game for awhile, whereas with the first one, I couldn't wait to put it down. I'm still disappointed with the combo system, even though it is better than the first."

Graphics: 8.75

Sound: 7.5

Playability: 8

Entertainment: 7.5

OVERALL: **8**

PAUL, THE PRO PLAYER

Concept: 9 "There is no doubt that BAT2 has very impressive graphics and that the second installment tops the first in this department. However, the moves aren't all that cool. There's no real sense of a combo system and it comes down to shooting projectiles over and over. All of the new characters and hidden characters should keep you playin'. This is a great sequel if you enjoyed the first installment, but I don't think much was done to the overall play to warrant a higher score."

Graphics: 9

Sound: 8

Playability: 8

Entertainment: 8.75

OVERALL: **8.5**

Here is one way to play as the Boss characters Uranus and Master in the Japanese version of Toshinden 2. To access them, simply beat the game on the default difficulty in the 1-Player Mode. To choose them press and hold select on the random character icon. For the additional hidden characters, Sho and Verm, simply defeat the game again with one of the new boss characters and the difficulty set on level 5. However, there is no way to save your game in BAT2 so you'll have to do this every time you want to play with these characters (or at least until a different code comes out).



Legend

D = Down F = Forward
 B = Back U = Up
 DF = Down/Forward
 DB = Down/Back
 HCF = Half Circle Forward
 HCB = Half Circle Back
 * = Move can also be done in the air.
Overdrive Attacks – Can only be done when Overdrive Meter is flashing.
Desperation Attacks – Can only be done when Health Meter is flashing.
Pounce – ■ + ✕ can only be used while opponent is down
Stomp – ● + ▲ can only be used while opponent is down

Mondo



<p>Overdrive Attack</p>	<p>Backpack Attack ✕ + ● + ■ + ▲</p>	<p>Diagonal Spear Stab B, D, DB + ■ or ▲</p>	<p>Fireball QCF + ■ or ▲ (In Mid-Air)</p>	<p>Low Spear Stab QCB + ■ or ▲</p>
<p>Rising Uppercut F, D, DF + ■ or ▲</p>	<p>Spear Stab QCF + ■ or ▲</p>	<p>Super Fireball QCF, QCF, B + ▲</p>	<p>Windmill HCF + ■ or ▲</p>	<p>Desperation Attack</p>

Run Go Iron

<p>Ballerina Spin F, D, DF + ■ or ▲</p>	<p>Super Batter-Up ✕ + ● + ■ + ▲</p>	<p>Batter-Up HCB + ■</p>	<p>Feet for Your Face D, DB, B + ✕ or ●</p>
<p>Fire Club QCF + ■ or ▲</p>	<p>Rising Shoulder F, D, DF + ✕ or ●</p>	<p>Bam-Bam HCF, HCB + ▲</p>	<p>Desperation Attack</p>



Fo Fai



Air Ball

QCB + ■ or ▲

Fireball Windup

● + ■ + ▲ + ✕

Flaming Ball Walker

B, DB, D, DF + ■ or ▲

Forward Ball

HCB + ■ or ▲

Desperation Attack



Great Balls of Fire

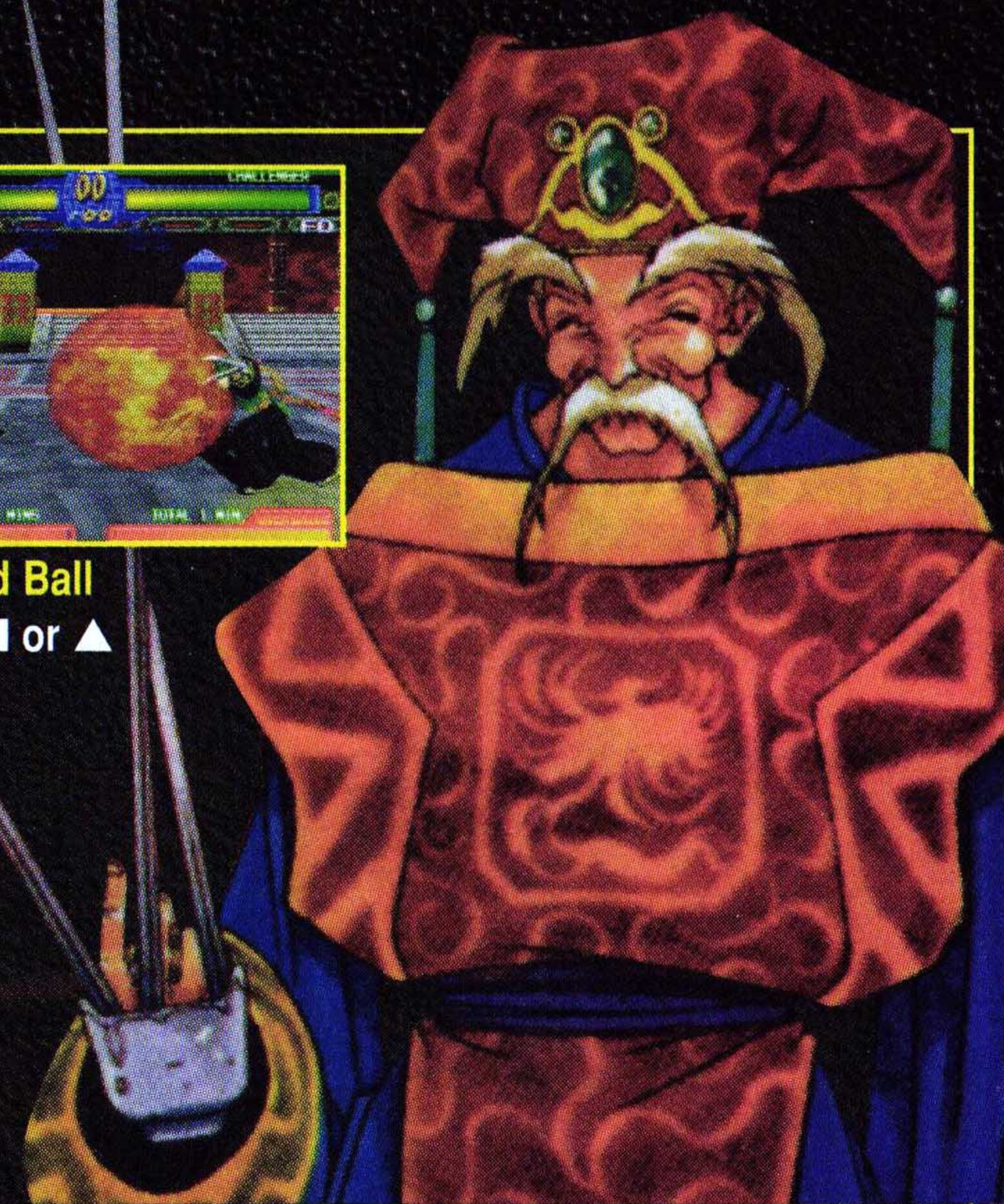
F, HCF, B + ▲

Rising Kick

QCB + ✕ or ●

Sliding Claw

B, F + ▲



Tracy



Ceiling Drop – B, D, DB +
■ or ▲ (Push ✕ to Attack)

✕ + ● + ■ + ▲

Flip Kick

F, D, DF + ✕ or ●

Jump for Joy

F, D, DF + ■ or ▲

Desperation Attack



Police Brutality

F, B, F, B + ▲

Taser

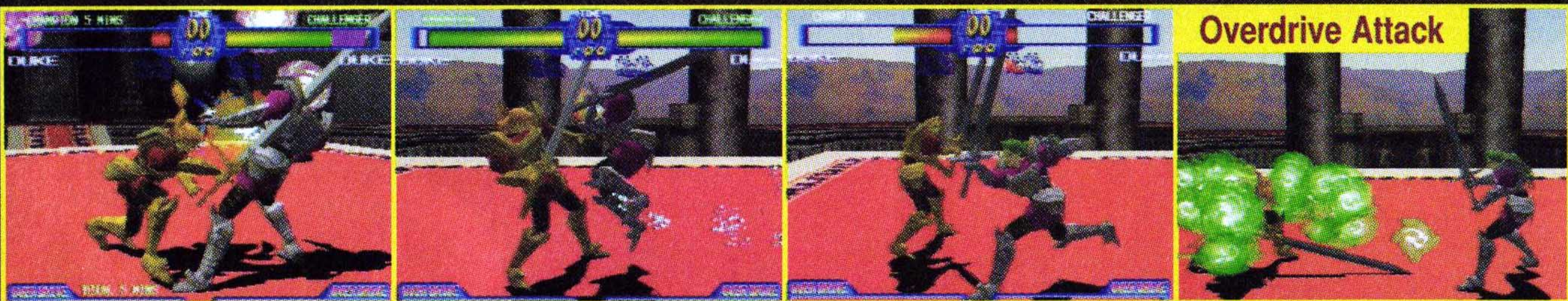
F, D, DF, F, D, DF + ▲

***ToeNail**

QCB + ✕ or ●



Duke B. Rambert



4-Hit Combo

F, D, DF + ■ or ▲

Charge

B, F, DF, D + ■ or ▲

Clothesline Slash

QCF + ✕ or ●

Power Slam

✕ + ● + ■ + ▲



Ground Stab

QCF + ■ or ▲ (In Mid-Air)



Spinning Sword

QCF + ■ or ▲



Super Spinning Sword

DB, D, DF, F, B + ▲



Kayin Amoh



2-Hit Sword Combo
DF + ▲

Overdrive Attack
Rising Bicycle Attack
× + ● + ■ + ▲

Fireball
QCF + ■ or ▲

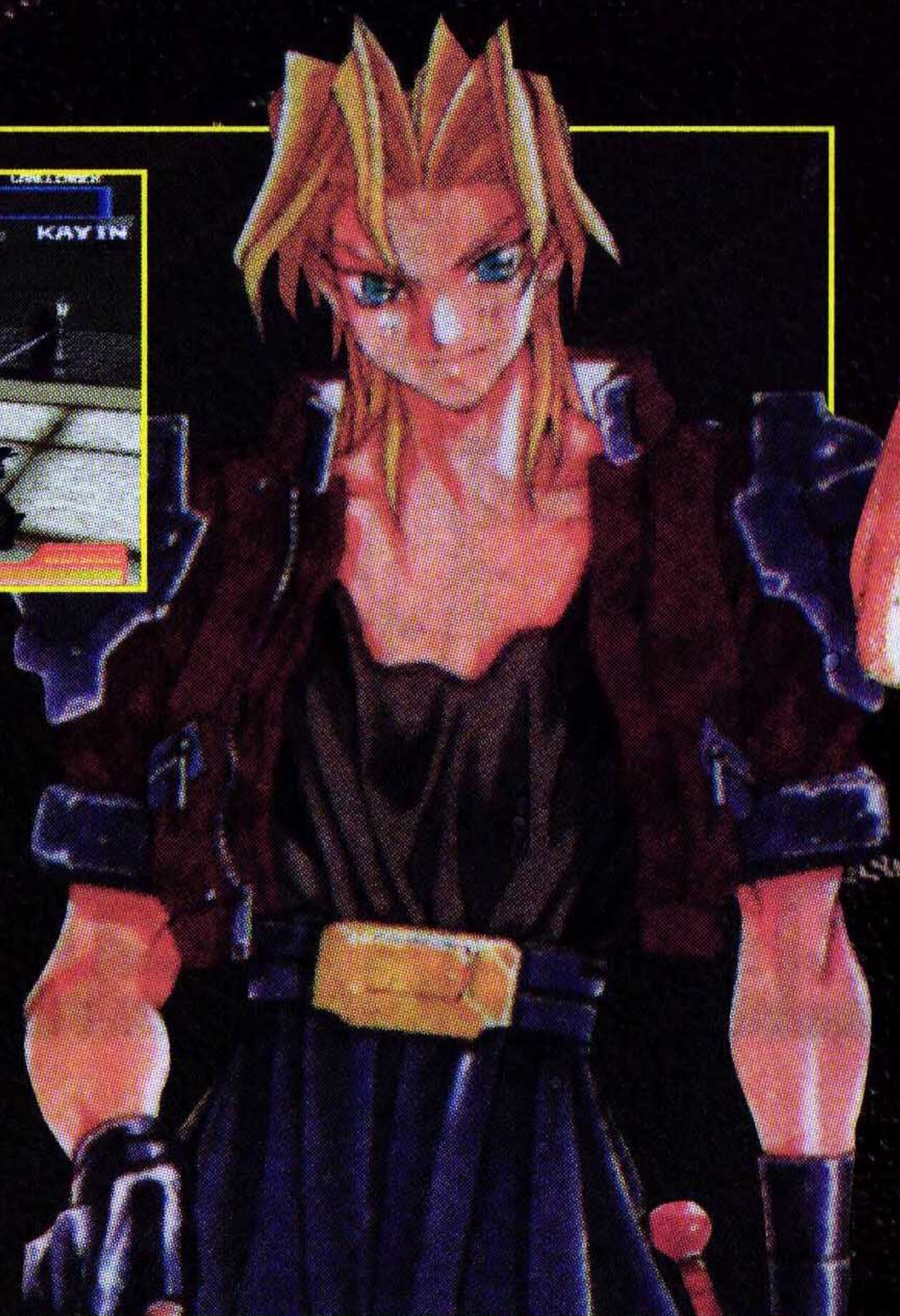
Hurricane Uppercut
F, D, DF + ■ or ▲



Rainbow Splits Kick
D, DB, B + × or ●

Desperation Attack
Kayin Assault
HCB, HCF + ▲

Super Flip
(In Air) D, DB, B + × or ●



Chaos



Diving Corkscrew
HCF + × or ●

Downchuck
QCF + ■ or ▲ (In Mid-Air)

Fireworks
DF, D, B + ▲ (Close)

Overdrive Attack
Gangrene
× + ● + ■ + ▲



Sawblade
HCB + ■ or ▲

Scamper
F, D, DF + × or ●

Chaos Torpedo
HCF, HCB + ▲

Desperation Attack
Vomit Comet
QCF + ■ or ▲



Gaia



Ball of Confusion
QCB + × or ●

Charging Impaler
F, D, DF + ■ or ▲

Deadly Hack
B, F, + ▲

Overdrive Attack
Driller Killer
× + ● + ■ + ▲



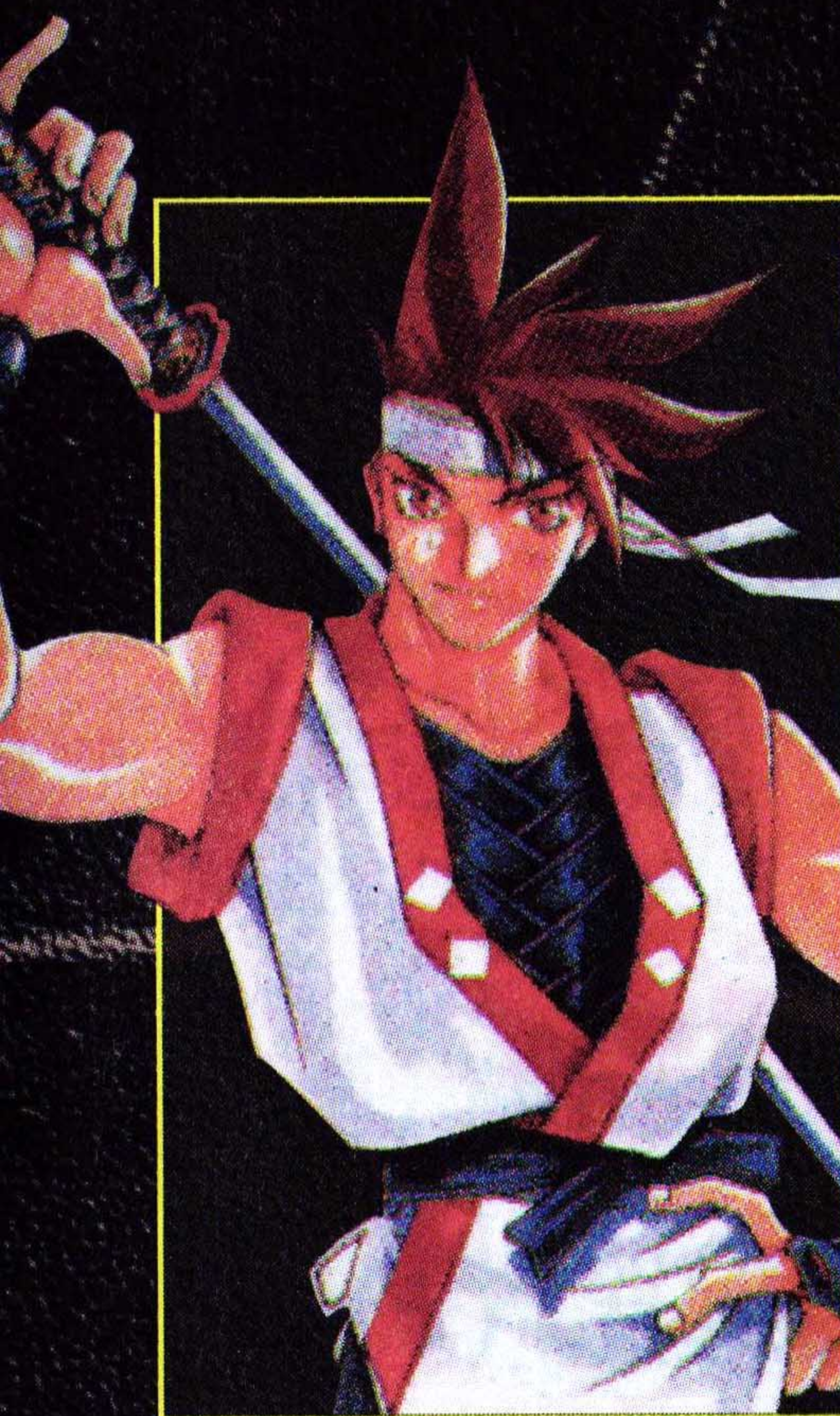
Flaming Sword Swipe
QCB + ■ or ▲

Desperation Attack
Power Thrust
HCB, HCF + ▲ (Close)

Spitfire
HCF + ■ or ▲



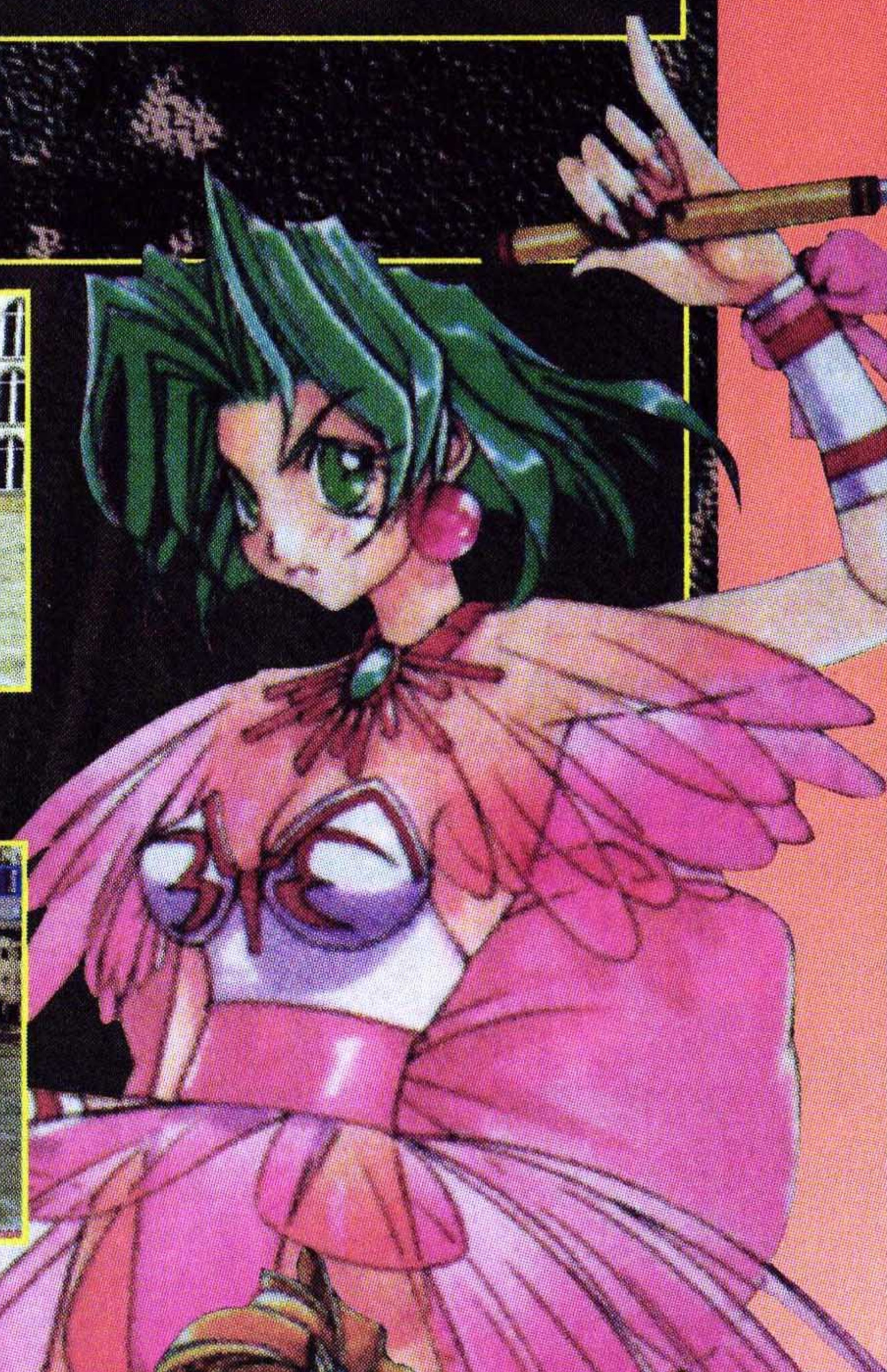
Eiji Shinjo



Overdrive Attack			
Rising Flame Attack × + ● + ■ + ▲	Fire Kick (In Air) QCB + × or ●	Fireball QCF + ■ or ▲	Flip Slash B, D, DB + ■ or ▲
Desperation Attack			
Double Fireball F, D, DF, F, D, DF + ▲	Hurricane Uppercut F, D, DF + ■ or ▲	Eiji Assault HCB, HCB + ▲	Slide DF + × or ●

Ellis

Overdrive Attack			
Comet Confusion QCB + ● or ×	Daggers of Death × + ● + ■ + ▲	Fairy Spin QCB + ■ or ▲	Flaming Uppercut F, D, DF + ■ or ▲
Desperation Attack			
Flip Kick QCB + ● or × (In Mid-Air)	Swan Dive QCB + ■ or ▲ (In Mid-Air)	Ellis Assault F, B, F, B + ▲	Ellis Three-In-One DF, DB, DF, B, F + ▲



Sofia

Overdrive Attack		
*Aurora Revolution HCB + ■ or ▲	Fairy Flip HCF + × or ●	Super Aurora Revolution ■ + ▲ + ● + ×
Desperation Attack		
Flying Fairy F, B, F, B, + ▲	*Thunder Ring QCB + ■ or ▲	Whip Attack QCF + ■ or ▲



It's a beautiful sunny afternoon on the links. You can smell the fresh cut grass mingling with the scent of the ocean breeze. A few gnats buzz mindlessly around your head, but you pay them no mind. They call this a game – but when the difference between finishing even and one under is \$60,000, it's hard to be playful. There is a strong taste of confidence in your nervousness, however, because you've spent many hours practicing, you've selected your clubs carefully, and you've picked out just the right color sweater. After stepping into the tee box, you choose the camera angle from which you'd like to set up your shot, cause a huge targeting arc to show the path of your ball, adjust the fade for a little right to left action, and swing through the ball with perfect execution. As your ball bounces into the middle of the fairway, you hear the crowd's exuberant yet stifled applause (it is golf after all) and hear the cocky, English-accented announcer finally say something positive.

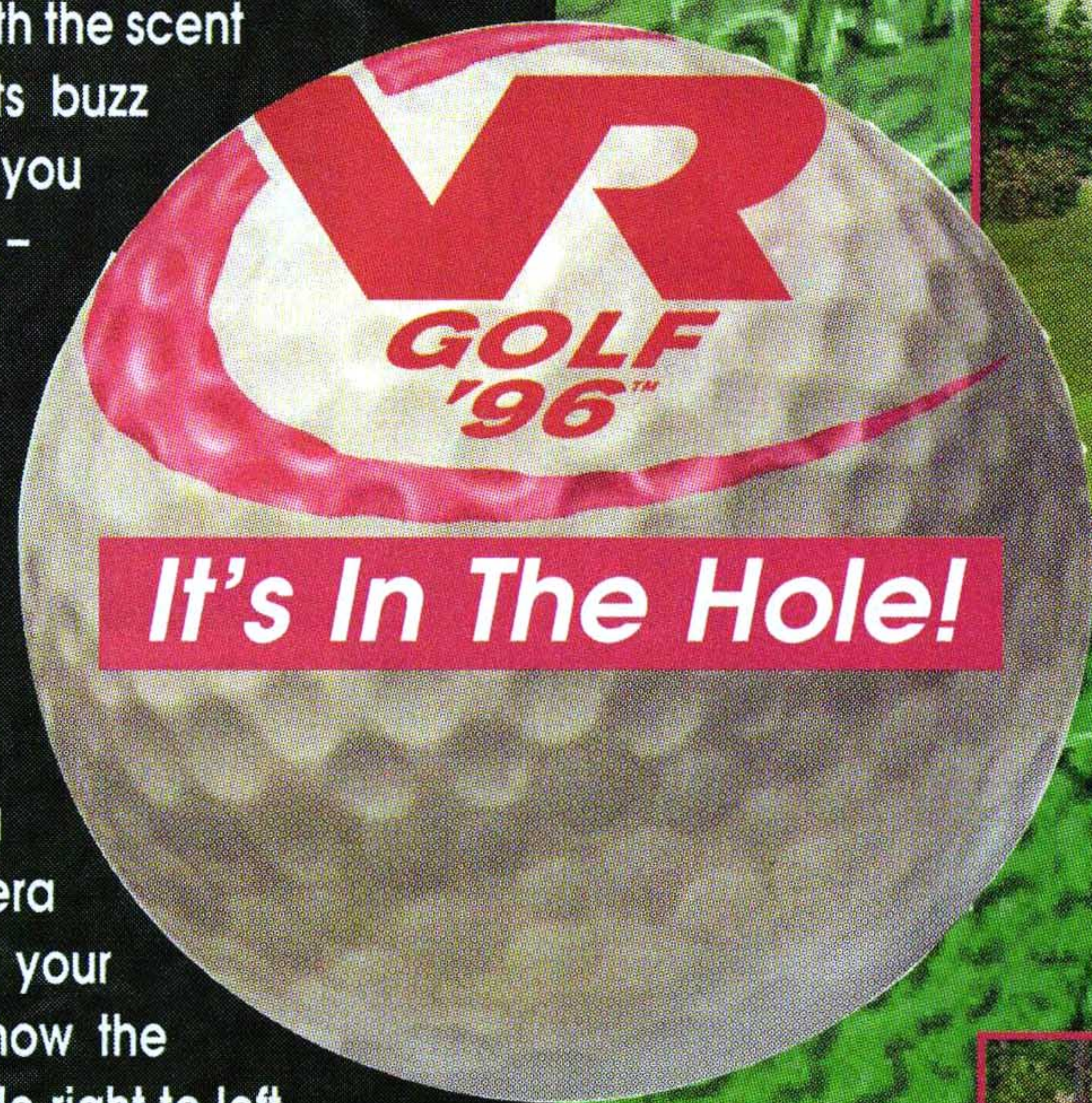
Golf has always been an easy-paced, entertaining sports game that up to four people can play comfortably with only one controller. They also make a nice addition to a library because even people with little video game experience can pick them up and enjoy them, at the same time as expert gamers are mastering all the nuances from draw and fade shots to ball placement for each individual hole.

VR Golf represents VR Sports' first venture into the golf gaming market, and they seem to have created a winner. First of all, you can save your golfer's name, club selection, and even the color of his attire. The game will also track all the stats for your player, even going so far as to give your player a handicap. This handicap can be used in the amateur tournament to give you a fighting chance, but when you move up to the pro tour, no handicaps are allowed and everybody starts out even. Up to six players can be stored (but you'll need a memory card, of course).

As for play mechanics, they have allowed you to use a floating camera. This means that you can line up and view your shot from any angle on the hole. If you want to look at the green and adjust your targeting arc so that it points right into the hole, go ahead. Other than that, you should be familiar with the three push swing, with one push of the button to start your back swing, another to set the power, and the final push to determine how accurately you'll strike the ball. You can also adjust draw and fade if you're feeling like a pro.

Overall, VR Golf looks like a fine game of its kind. It also includes a real time announcer with an English accent who will praise you when you have made a nice shot and relentlessly insult you when you mess up. Fans of golf games should keep their eyes peeled for this one. ■

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Golf
- **Special Features:** Stroke Play, Match Play, Foursome, Fourball, Amateur and Pro Tournament Modes, Save Up to 6 Custom Players, Targeting Arc, Draw and Fade, Grid Modes, Fly-By Hole Advice, 2 Courses, Smart-Alec Commentator
- **Created by:** Gremlin Interactive for VR Sports/Interplay
- **Available:** April for PlayStation (and Saturn)



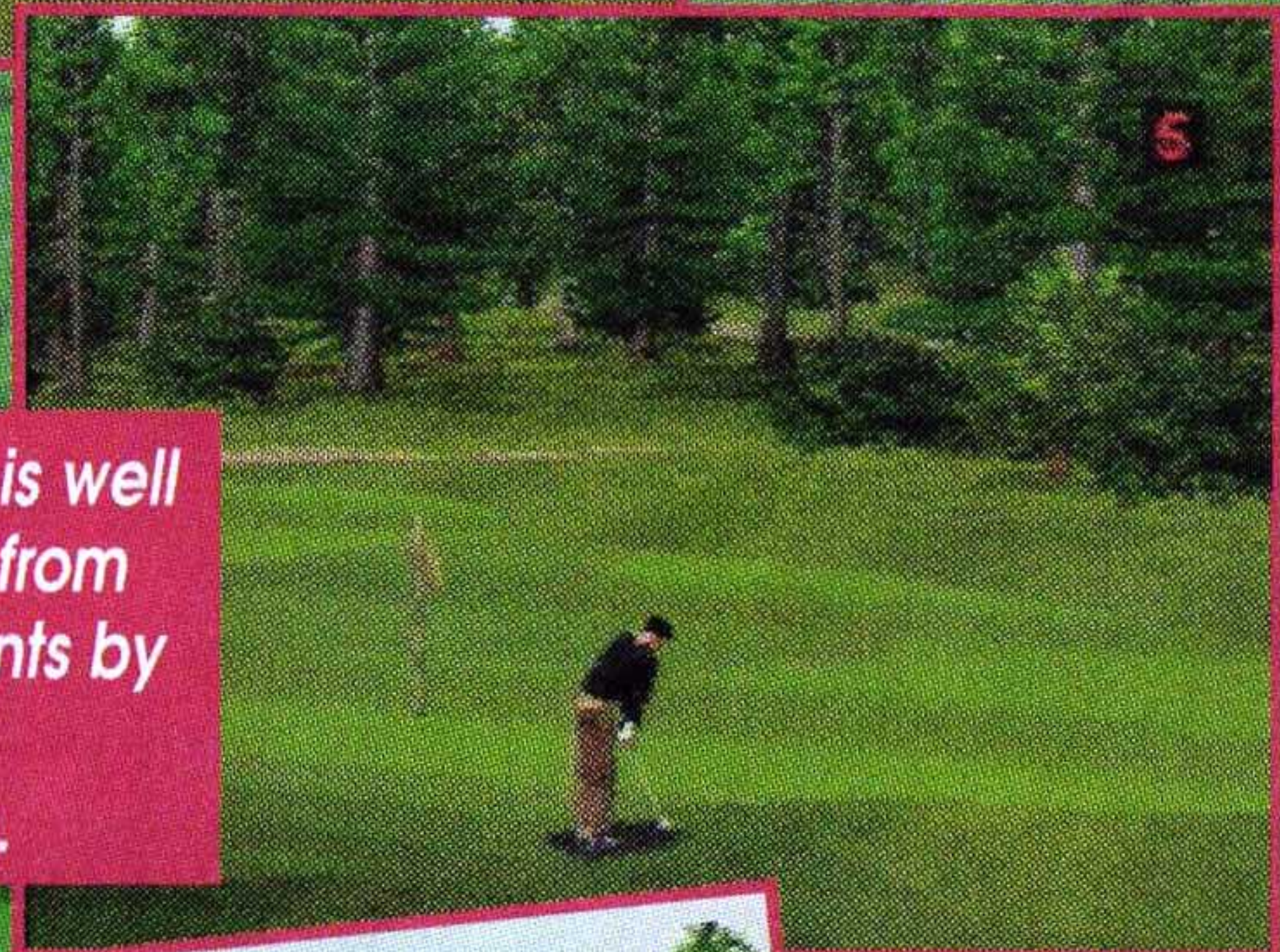
Cinderella story...
Out of nowhere...



What a stupid
place to put
a tree.



Who would've
thought golf
could be so "in
your face!"

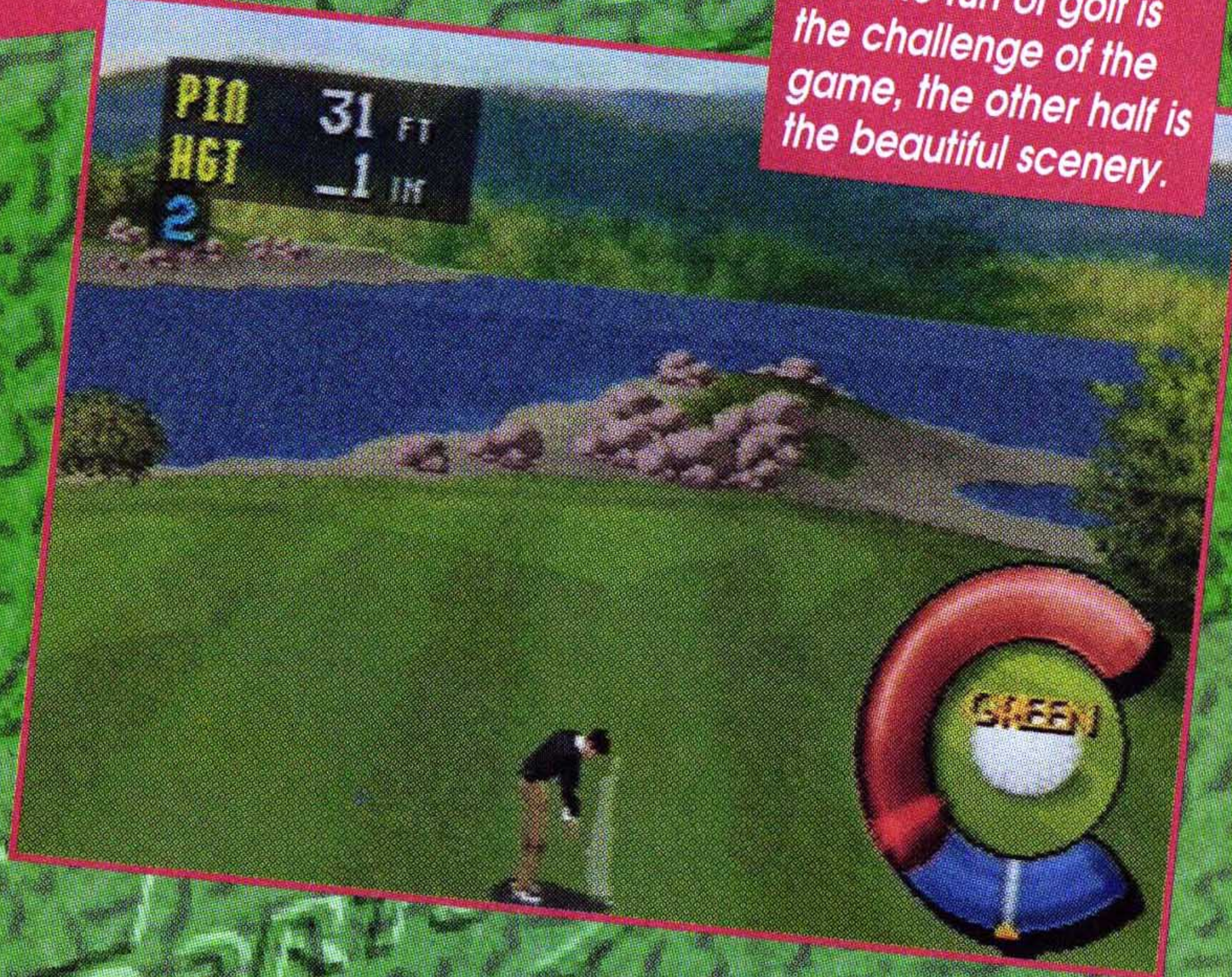


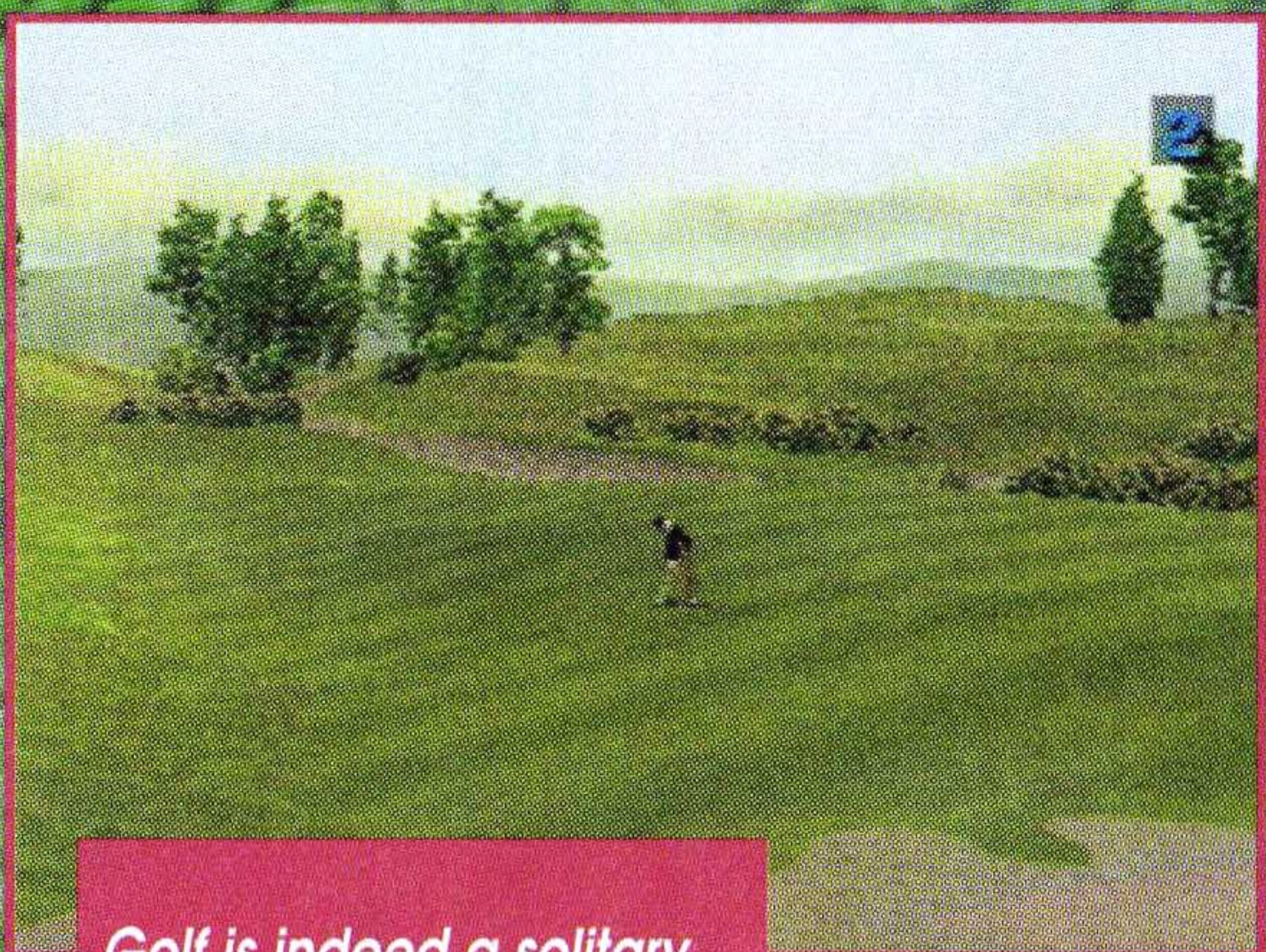
The green is well
protected from
the elements by
a natural
arboretum.



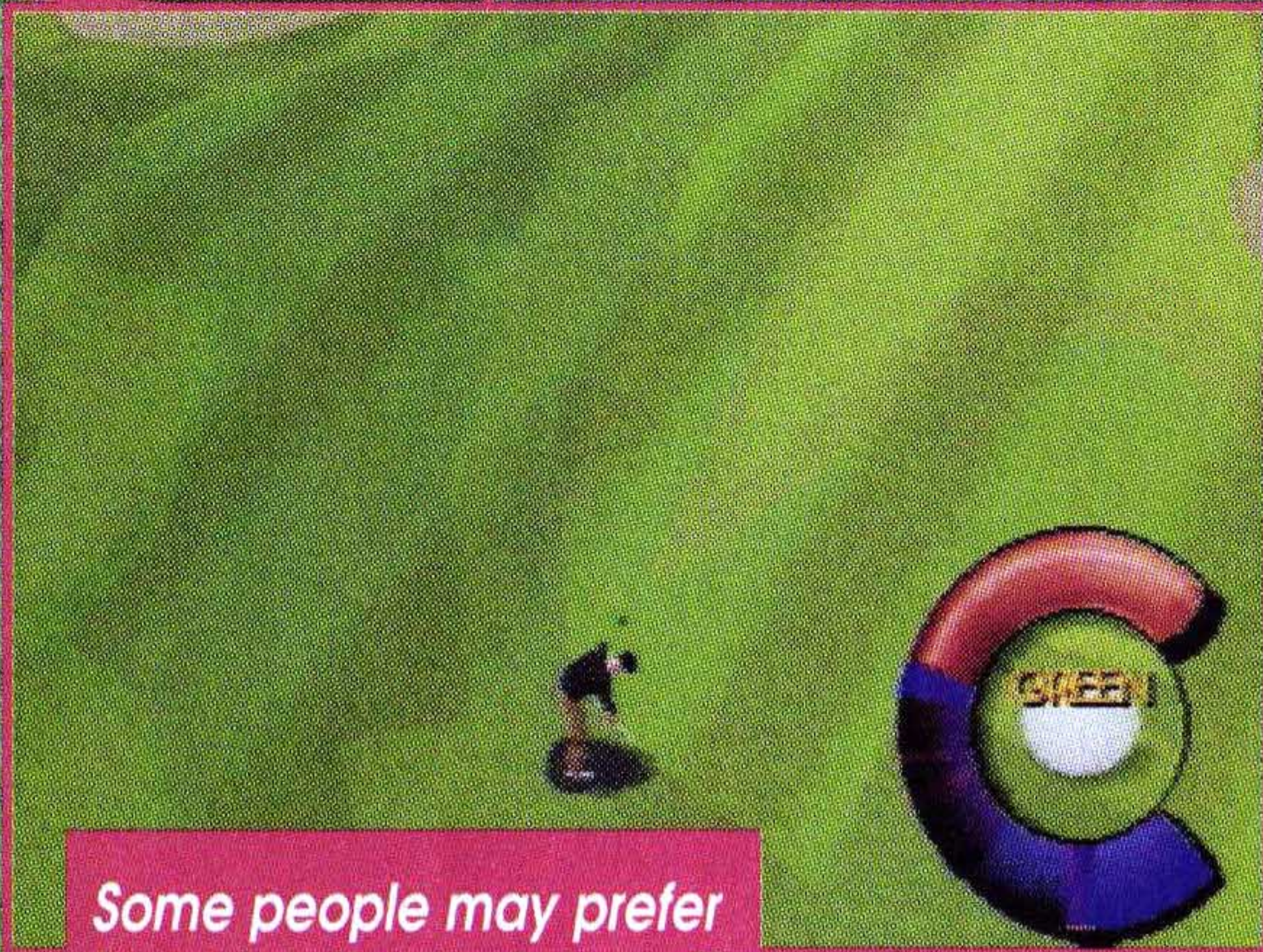
A little draw, a little
fade – it all depends
on your mood and
the wind.

Half the fun of golf is
the challenge of the
game, the other half is
the beautiful scenery.





Golf is indeed a solitary and introspective sport.



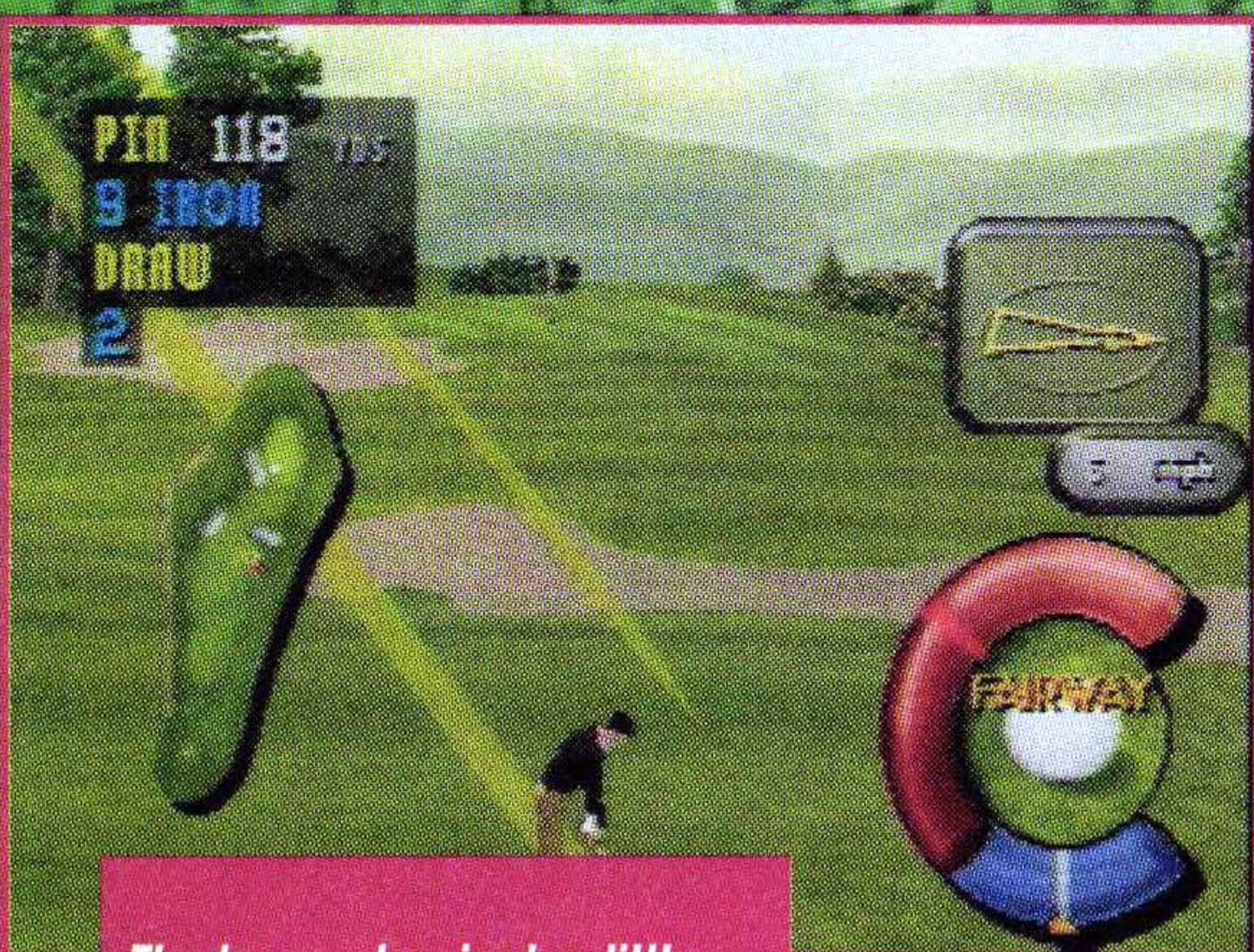
Some people may prefer to watch themselves putt from the blimp view!!!



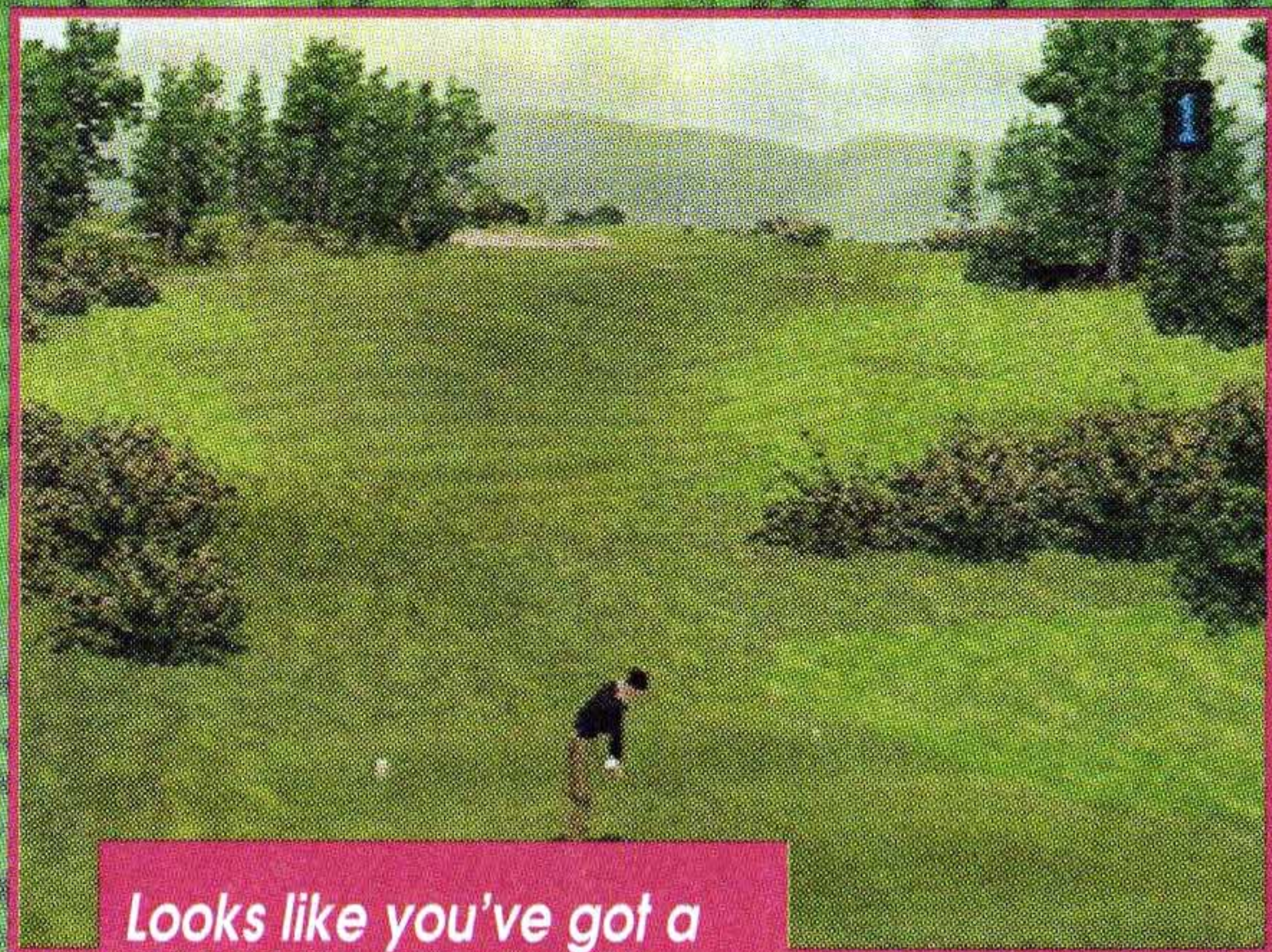
This long breaking putt has a chance...



A few of the 10 different replay views let you split the screen into multiple parts.



That may be just a little too much draw.

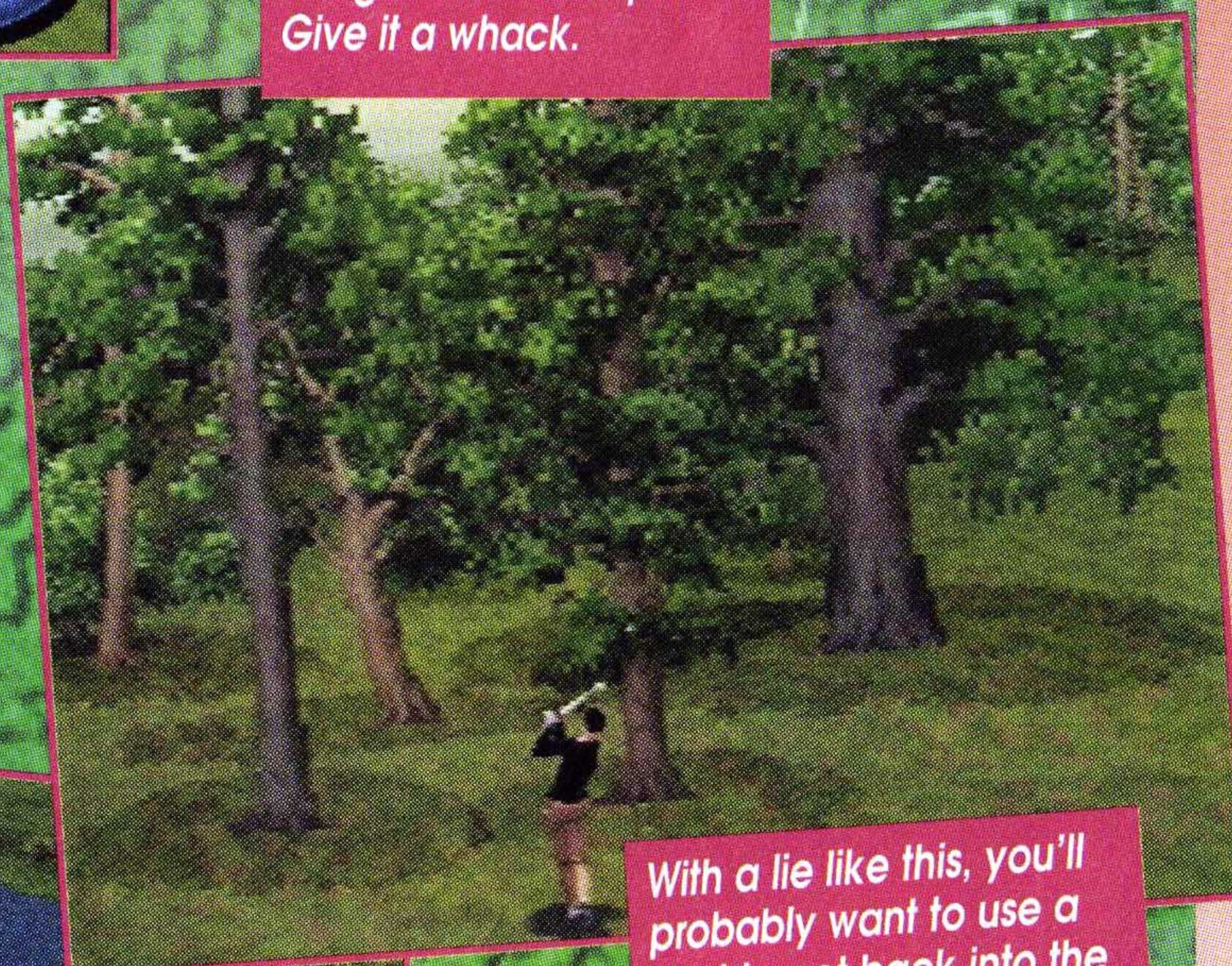


Looks like you've got a straight shot to the pin. Give it a whack.



Before each hole you can get a fly-by view as the commentator gives you some tips.

When you view the hole from the pin, that water hazard seems even more foreboding.



With a lie like this, you'll probably want to use a shot to get back into the fairway.



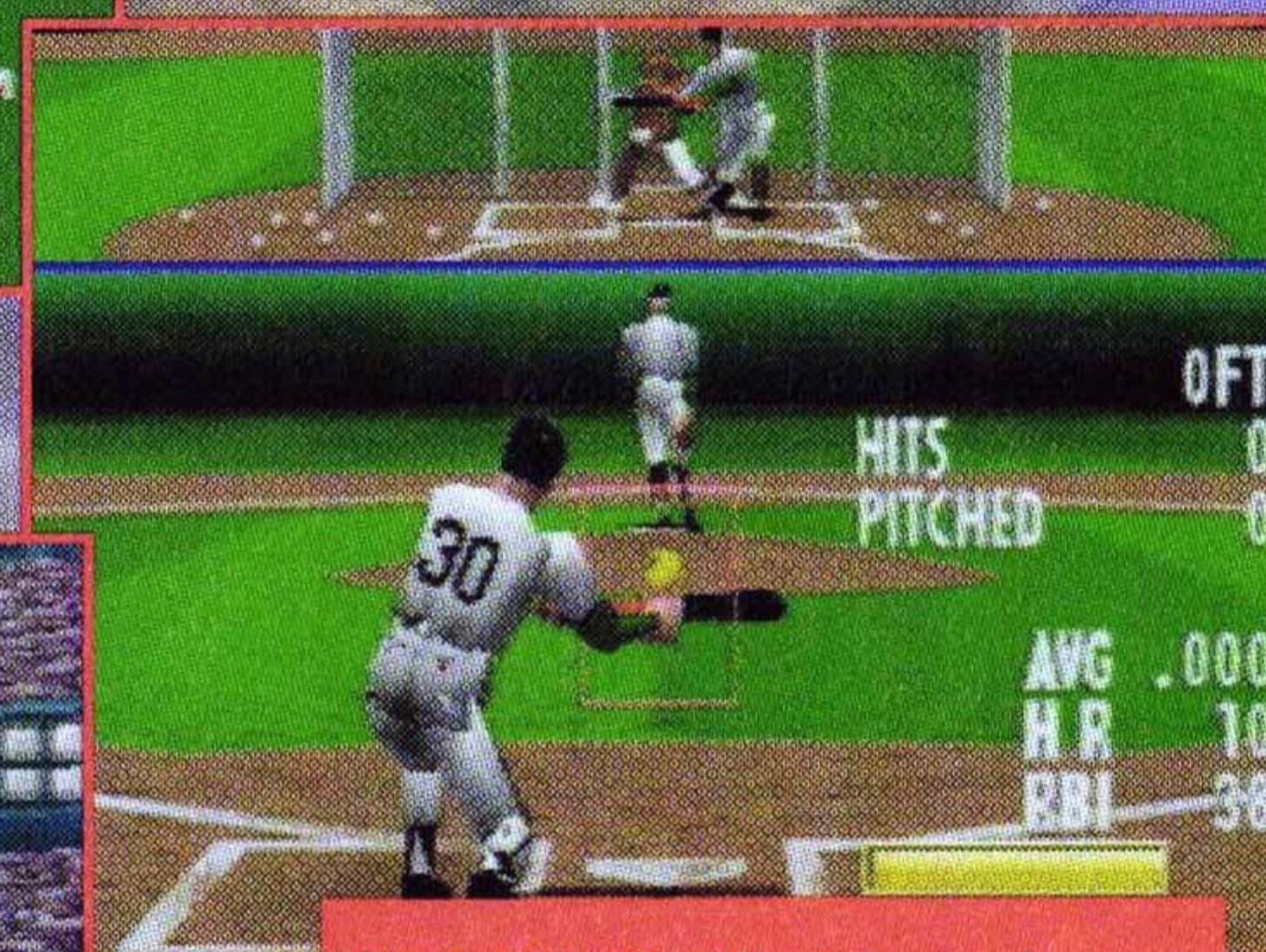
He buries it deep into the right field corner.



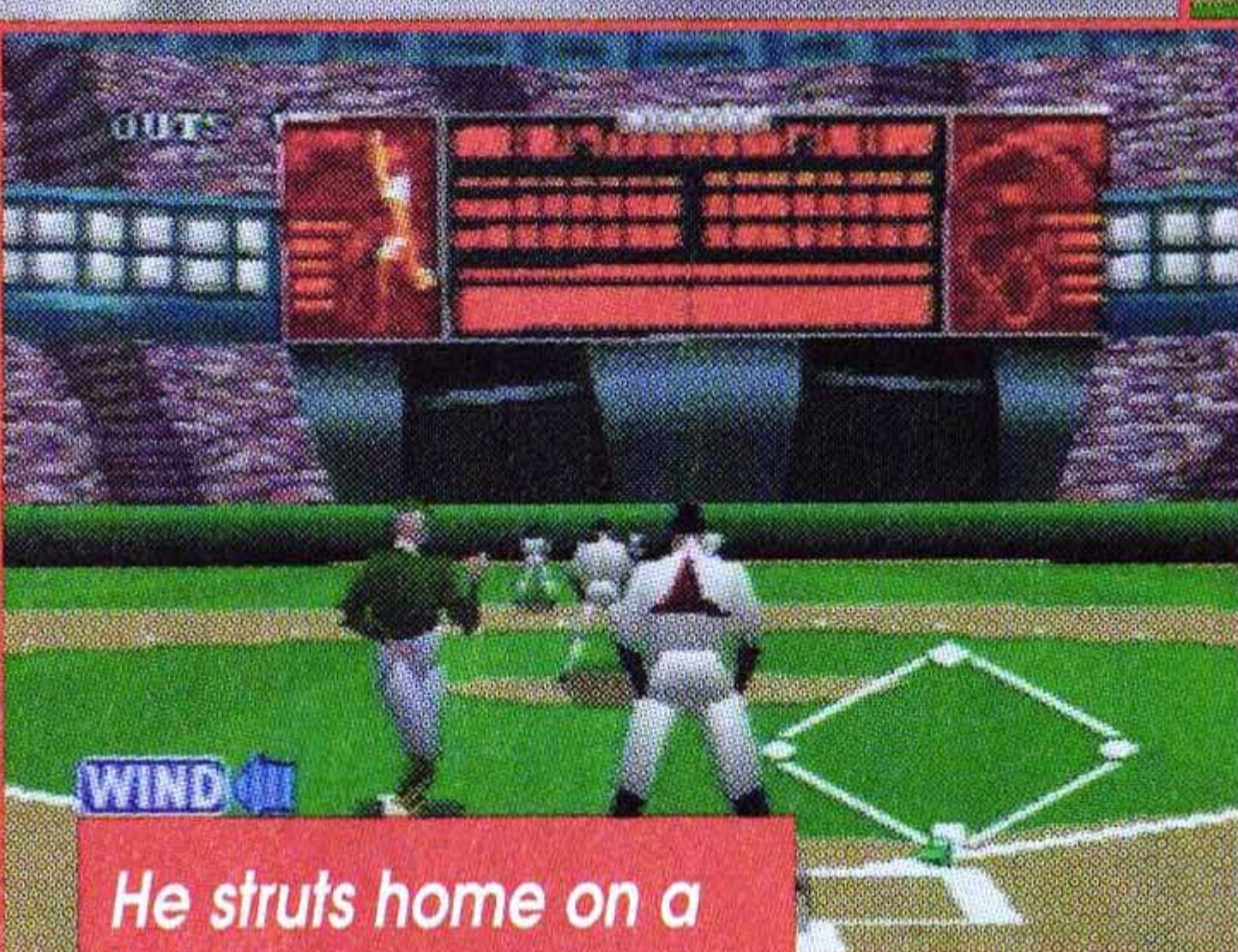
The tiny outfielder makes a great lunging grab.



This one is going to be close.



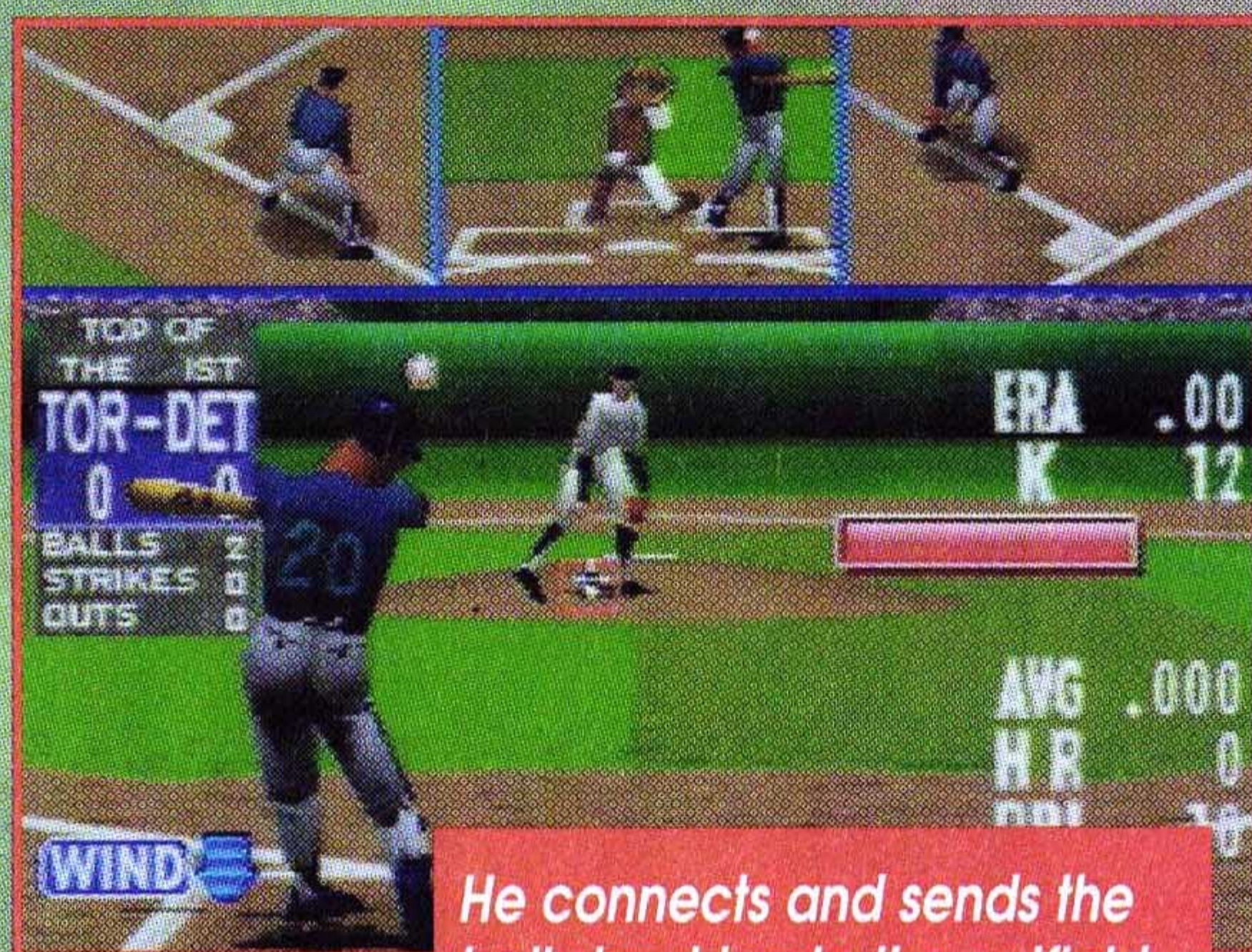
Perfect your bunts and swings in batting practice.



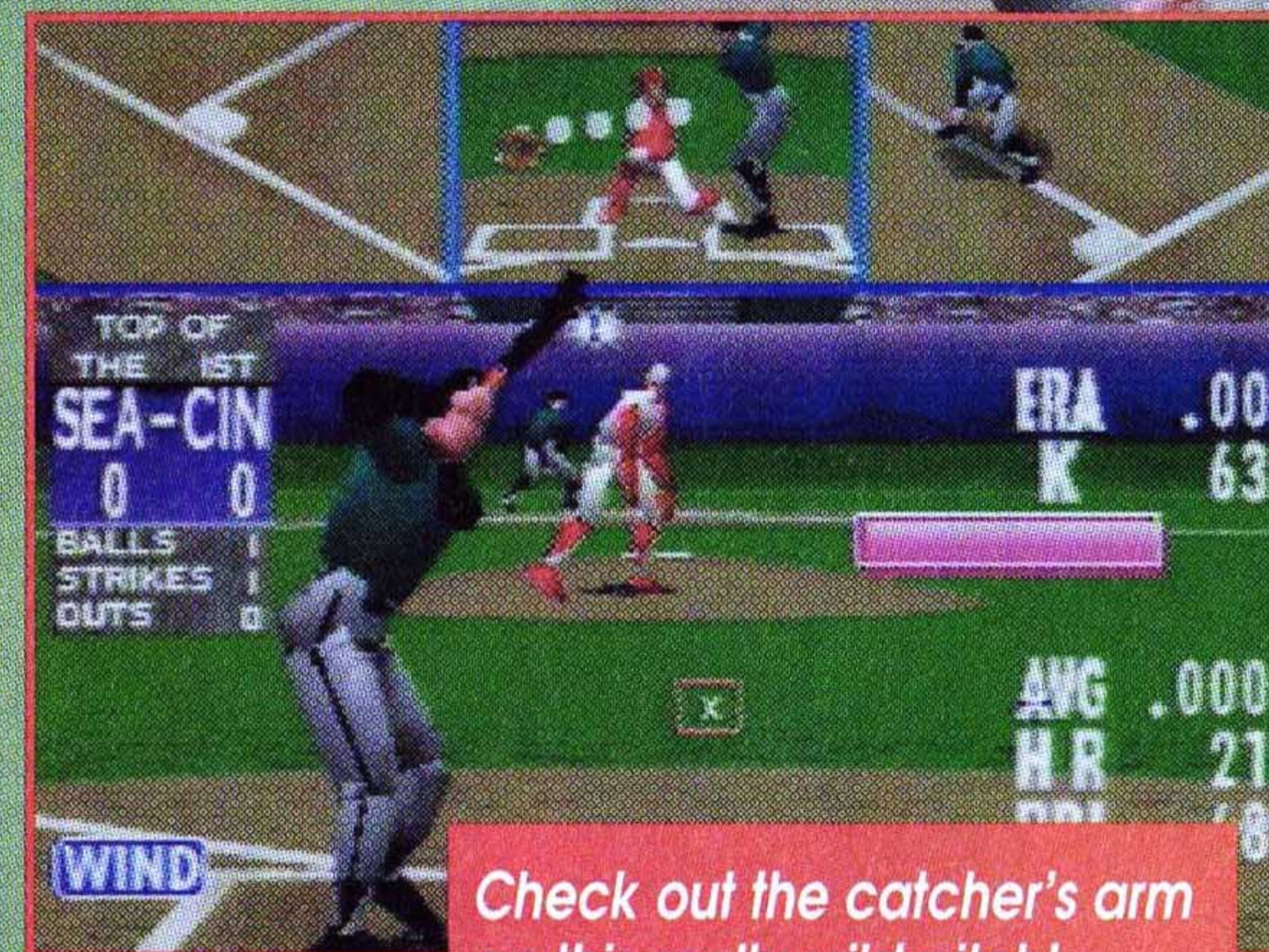
He struts home on a home run.



The infielder snags a line drive and the race to 1st base begins.

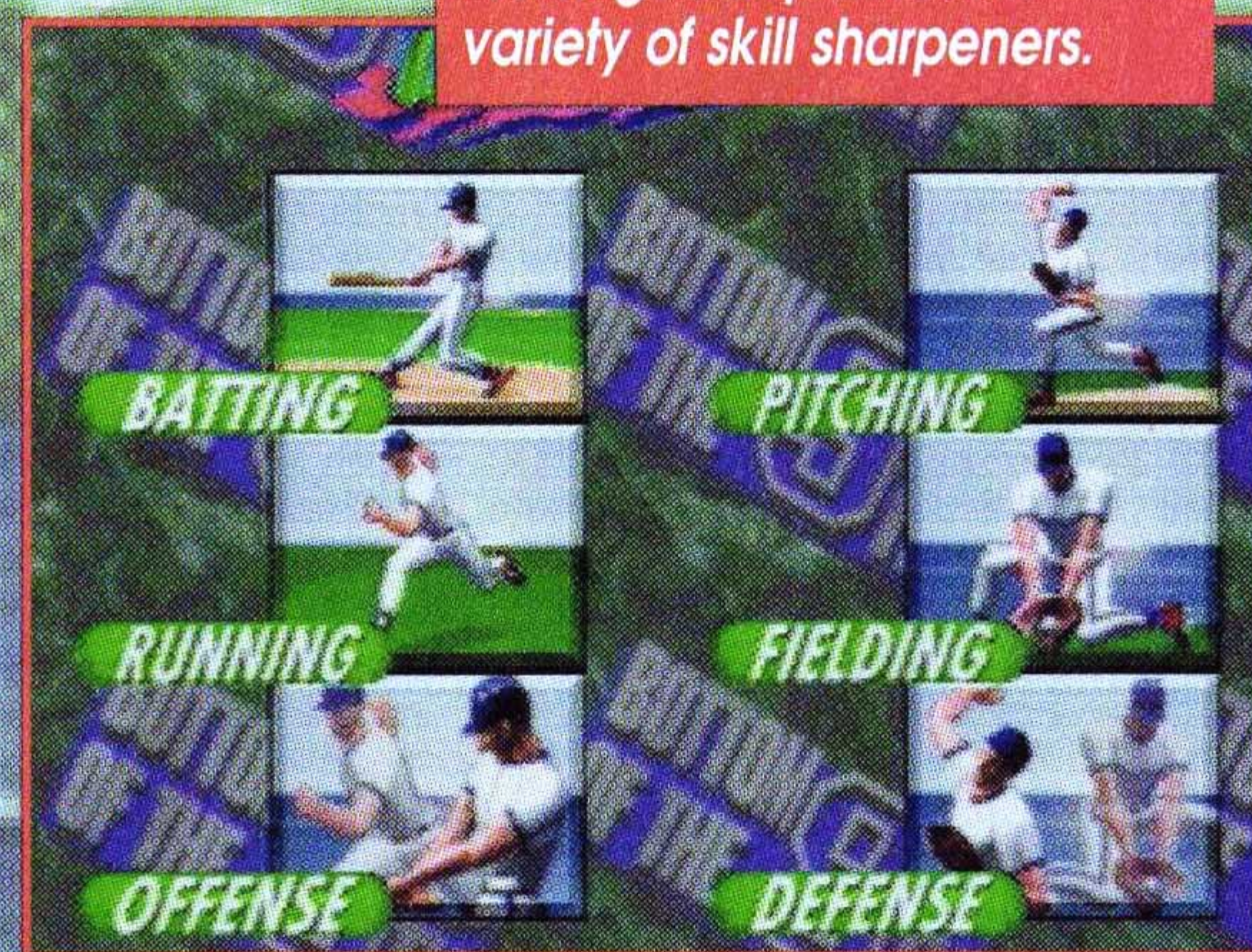


He connects and sends the ball streaking to the outfield.

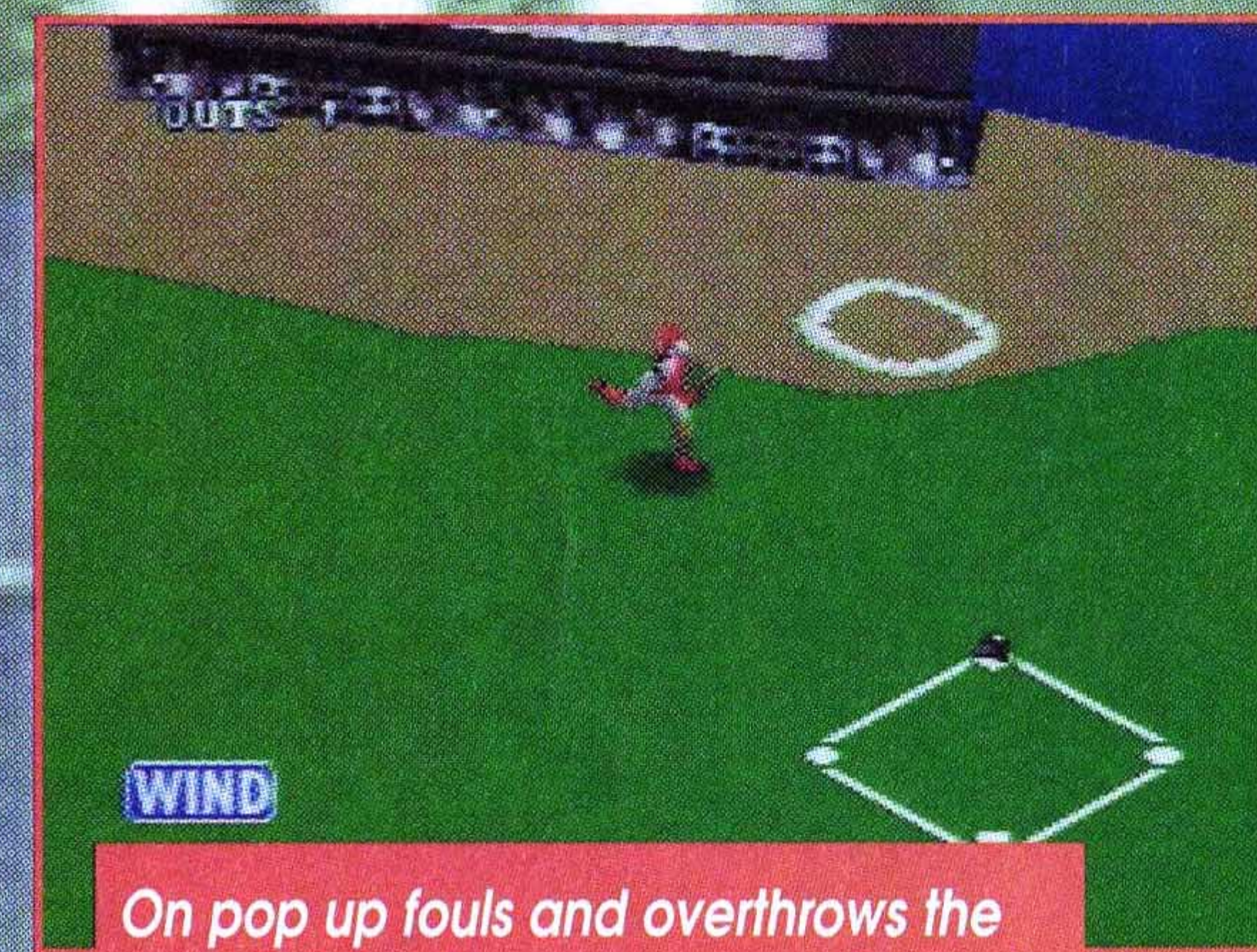


Check out the catcher's arm on this really wild pitch!

Training Camp offers a variety of skill sharpeners.



No matter how high you hold your glove, the runner will still be safe.

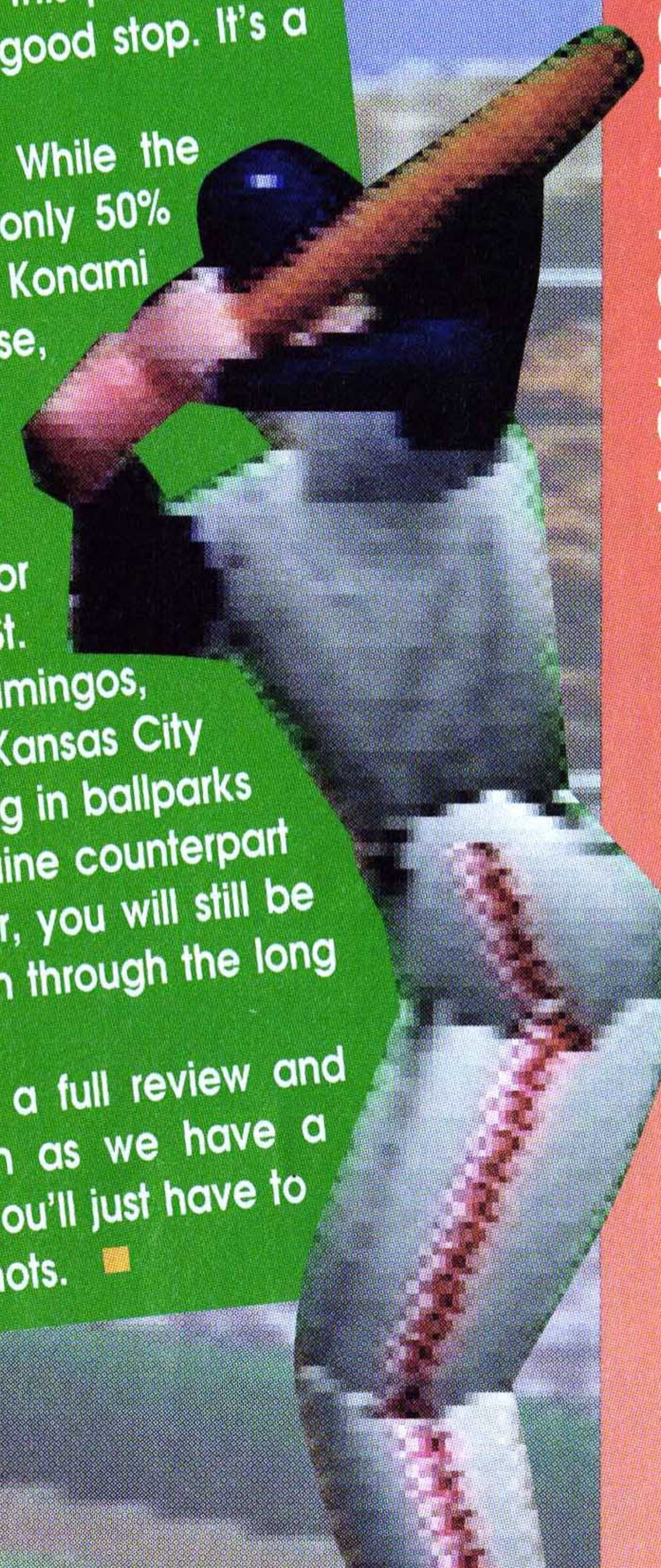


On pop up fouls and overthrows the view will rotate as you chase the ball.

They have also added a training camp where you can bone up on your pitching, batting, fielding, running, offense, and defense using any of the available teams. In the fielding practice, for instance, you'll stand at the plate with a ball in your hand, choose the direction you want it to go, and then throw the ball up and give it a smack. At this point, you'll take over fielding and try to get a good stop. It's a great way to learn the game.

There is a downside, however. While the version we had to play with was only 50% complete, it appears as though Konami has NOT acquired the MLB license, though they have secured the MLBPA license. This means that you'll be able to use your favorite players, but they'll be playing for some interesting teams like the St. Louis Archers, the San Diego Flamingos, the Toronto Biodomes, and the Kansas City Bottlecaps. You'll also be playing in ballparks which don't really have a genuine counterpart (e.g. Greenway Park). However, you will still be able to take your favorite team through the long baseball season.

We'll be able to give you a full review and score on this game as soon as we have a finished copy, but until then you'll just have to be satisfied with the screen shots.



The flying is so realistic,
it'll actually create

a sonic boom.

boom.

(In your shorts.)





PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK™, the only fighter plane that gives you true 360° movement. It's just you, your Sony® PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

SONY



Classics Namco

Vol. 1

Bring Out Your Dead!!!

Namco's been a serious competitor to all arcade and video game developers since the dawning of the gaming era. Their first smash occurred in the arcade in 1980 under the code name Pac-Man. In fact, Pac-Man's popularity grew so fast that everyone wanted a piece of the chomping action. Before long, Namco had a handful of different "Pac" titles and a cereal, a record deal, and cartoon license to go along with the mass hysteria.

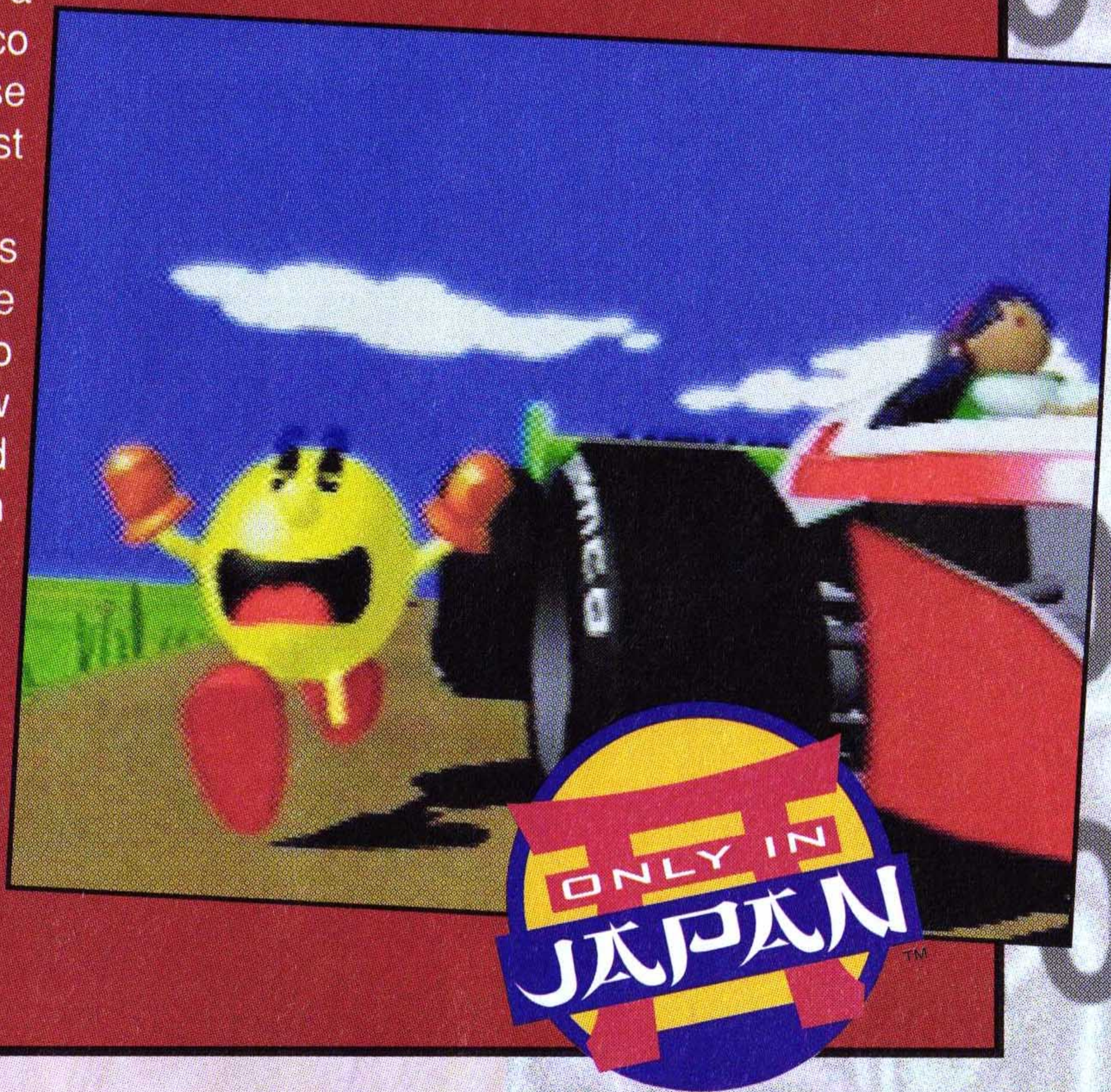
For years on end people flocked to the arcade to fulfill their much needed Pac-fix. However, like the current 16-bit platform war there was always someone trying to outdo Namco, and sooner or later it happened. Such titles like Dig Dug, Frogger, Donkey Kong and Q-Bert dethroned the yellow Pac king, and gave Namco a swift uncontrollable uppercut to the face. Namco didn't frown and close up shop, they already had a handful of hot titles on the market like Galaga, Pole Position, and Rally-X. The only thing left to do was to add more fire to the already flamboyant inferno. The rivalry between the opposing developers burned on through the years, and remained steady throughout the arcades and home gaming machines existence.

Now, sixteen short years later, a new battleground has arisen. Two hot 32-bit system developers - Sega and Sony - have picked their allies and waged war against each other. Fortunately, Namco is back in the action wearing the colors of Sony. Namco's presence is to this date the best thing that has ever happened to the Sony PlayStation. Last year they translated two of their hottest arcade titles - Ridge Racer and Tekken - almost flawlessly onto the PlayStation.

Namco not only won the 1995 GI award for Best Developer, but a handful of their software titles won awards as well. What does Namco have in store for 1996? From what we know they're set to release sequels to the best sellers Ridge Racer and Tekken, but the biggest news we've heard and seen is the Namco Classics Volume 1.

Namco Classics brings direct translations of the eighties arcade titles right onto the PlayStation. Seven hot games are here and ready to be exposed. Namco even included a museum feature that allows you to look through their developing and marketing past and see a few mementos that were released and not released for the games featured on the disc. Bringing back the oldies is something gamers have been aching for, and will surely ache for until the end of the century.

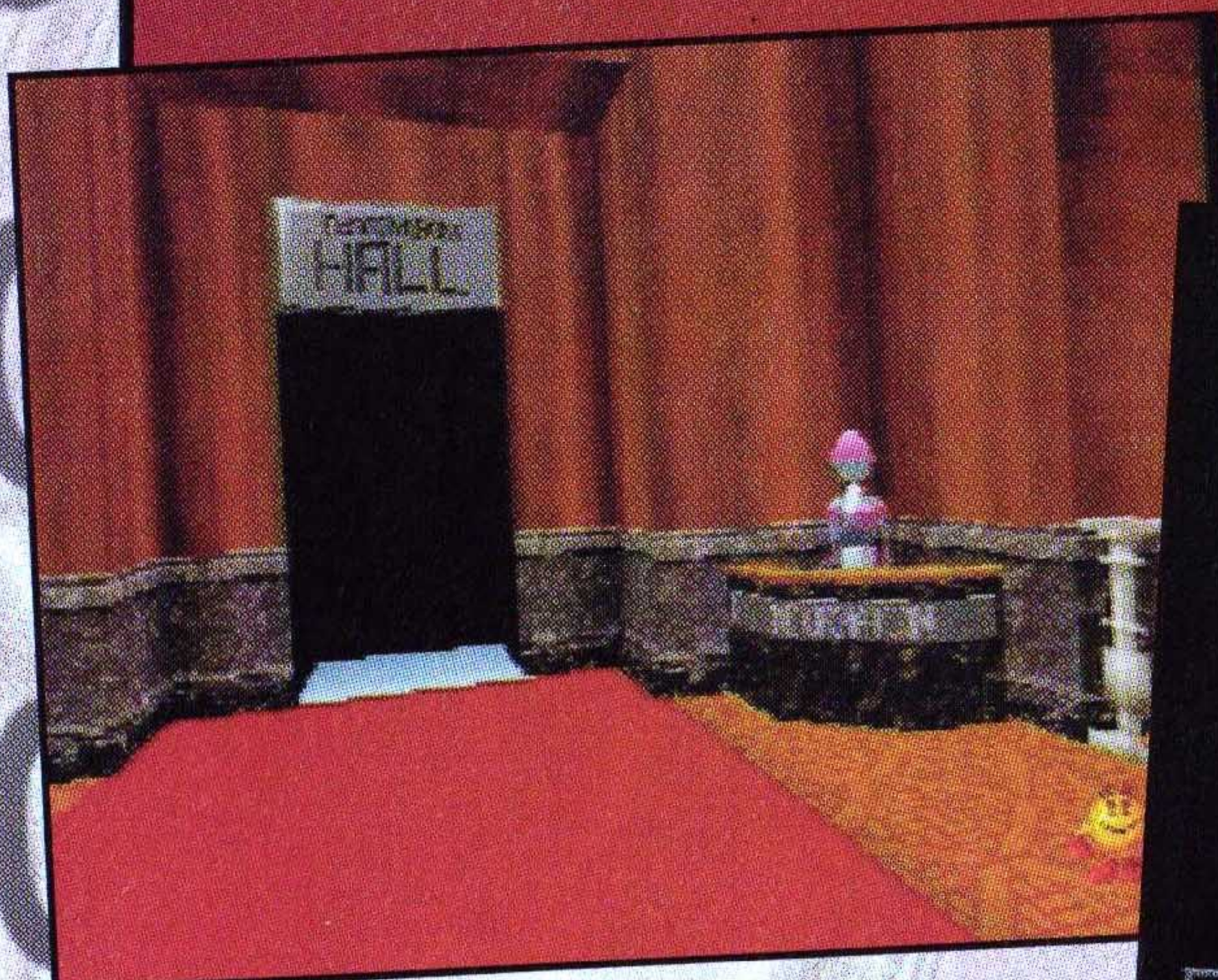
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Various Arcade Thrills
- **Special Features:** Museum Which Harbors Old Arcade and Video Game Stuff, Seven Different Games, Memory Card Save for High Scores, Authentic Arcade Loading Screens
- **Created by:** Namco
- **Available:** Now in Japan and April '96 for Sony PlayStation



Namco's Video Museum

Like the Smithsonian and the Guggenheim, the Namco Video Museum features a bunch of nifty old stuff that ranges from relics and artifacts to circuit boards and T-shirts. While these items may not be as glorious as a 30-foot Stegosaurus or a moon rock, the items found in this museum are very important and extremely interesting. There's always been a no touching rule in museums, and since there is not a "touch" feature in Namco Classics you won't be able to fondle the items found in the museum. Nonetheless, courtesy of the 3D gaming world all the items found in the museum can be looked at and read about up close at your own leisure.

If it hadn't been for the chips found in Pole Position, or the concepts of Rally-X and Bosconian, the modern day gaming world would more-than-likely be of a different form and sport an unfamiliar face. Namco's Video Museum gives us a glimmer of the past and a taste of the future with the very first virtual museum on any console system.



- Originally Released in 1982
- 1-Player

In 1982 Namco released the thrilling racer Pole Position. Pole Position presents outstanding graphics, tight control, and above all an addictive fun factor. The re-release of this title on the PlayStation plays almost identically to its arcade predecessor. Test your skills in the qualifying round and get ready to race for the checkered flag. Shift from low to high and be sure not to hit the opposition or you'll blow!



You're out of time and out of luck.



I think you're dead.

PAC-MAN

- Originally Released in 1980
- 2-Player

You've seen it, you've played it and you've probably dreamed about it. The original arcade version is here with its whopping one level, which happens to increase in difficulty the more times you go through it. All the "funny" cut scenes are also here. Compete in one or two player matches and remember chomping pellets is highly addictive.



Like a vegetarian Pac-Man only eats selective blue ghosts.



Run! Run! RUN!



- Originally Released in 1981
- 2-Player

This game could easily be described as a direct descendant of Asteroids. Eight angles of shooting and steering freedom are available to blast your way through asteroid fields, enemy fighters and space stations. An on screen radar will help you find your main targets and keep you on course.

BOSONIAN



Space. The final frontier.



Take out the highly armed space station and you'll be rewarded with an intense explosion. BANG!!!

RALLY-X & NEW RALLY-X

NEW

- Both Originally Released in 1980
- 1-Player

Lay down a smokescreen and go for the flag! This is a crazy labyrinth racing/puzzle title that falls into an original gaming format of its own. Namco Classics harbors two playable versions of this game - Rally-X and New Rally-X. Both versions are pretty much the same, but New Rally-X features improved graphics and various flags that do different things.



BANG!

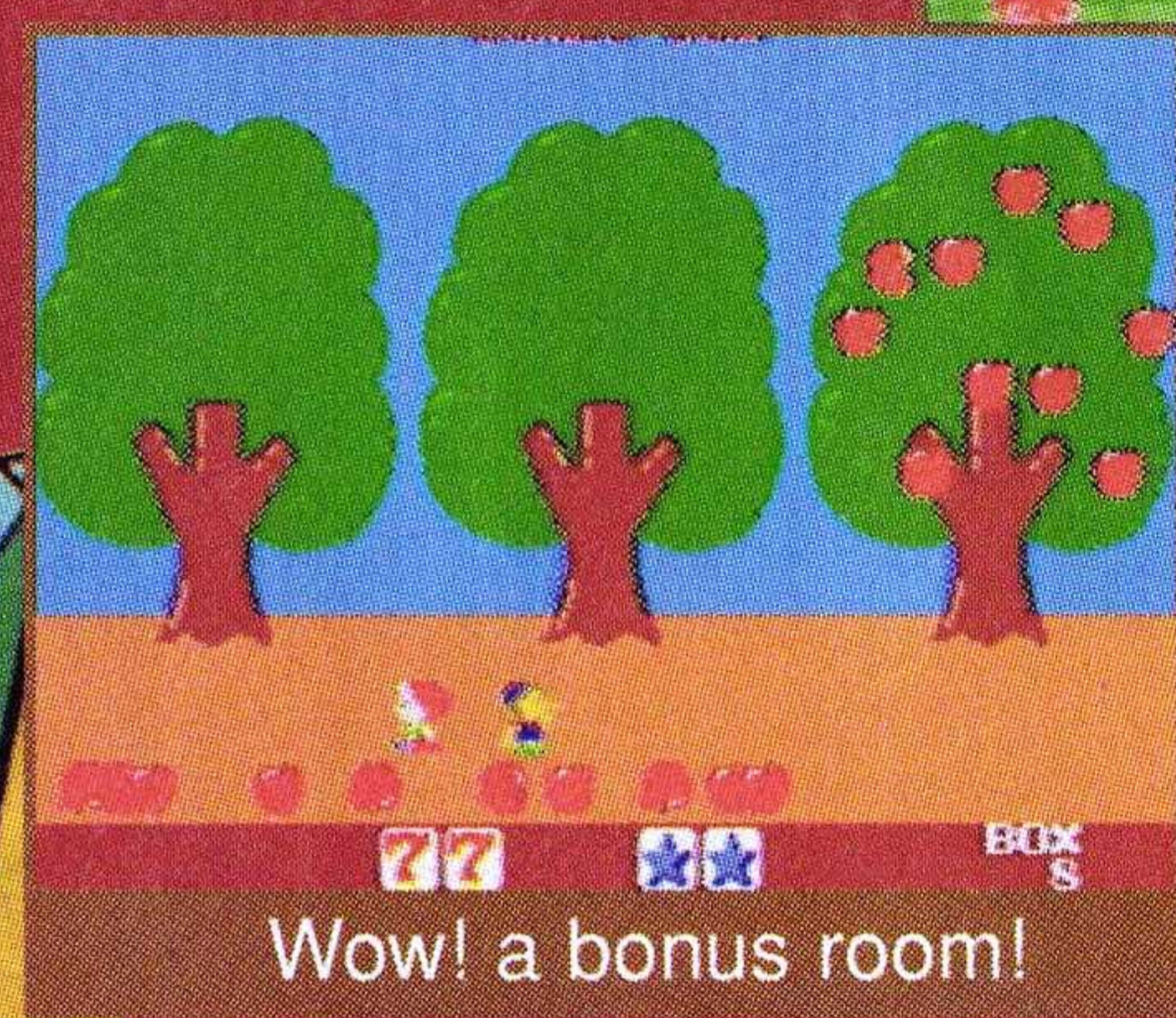
I got the flag.

What a peaceful drive.

- Both Originally Released in 1986
- 2-Player

Pino screams, "Help me Acha!!!" Here's a crazy puzzle game that features the dynamic duo of Pino and Acha. This title could easily be compared to such modern day releases as Bomberman and Attack of the Mutant Penguins. Originally released in 1986, it is now revived for its tenth anniversary on the PlayStation. Go Pino!

TOY PATROL



Wow! a bonus room!

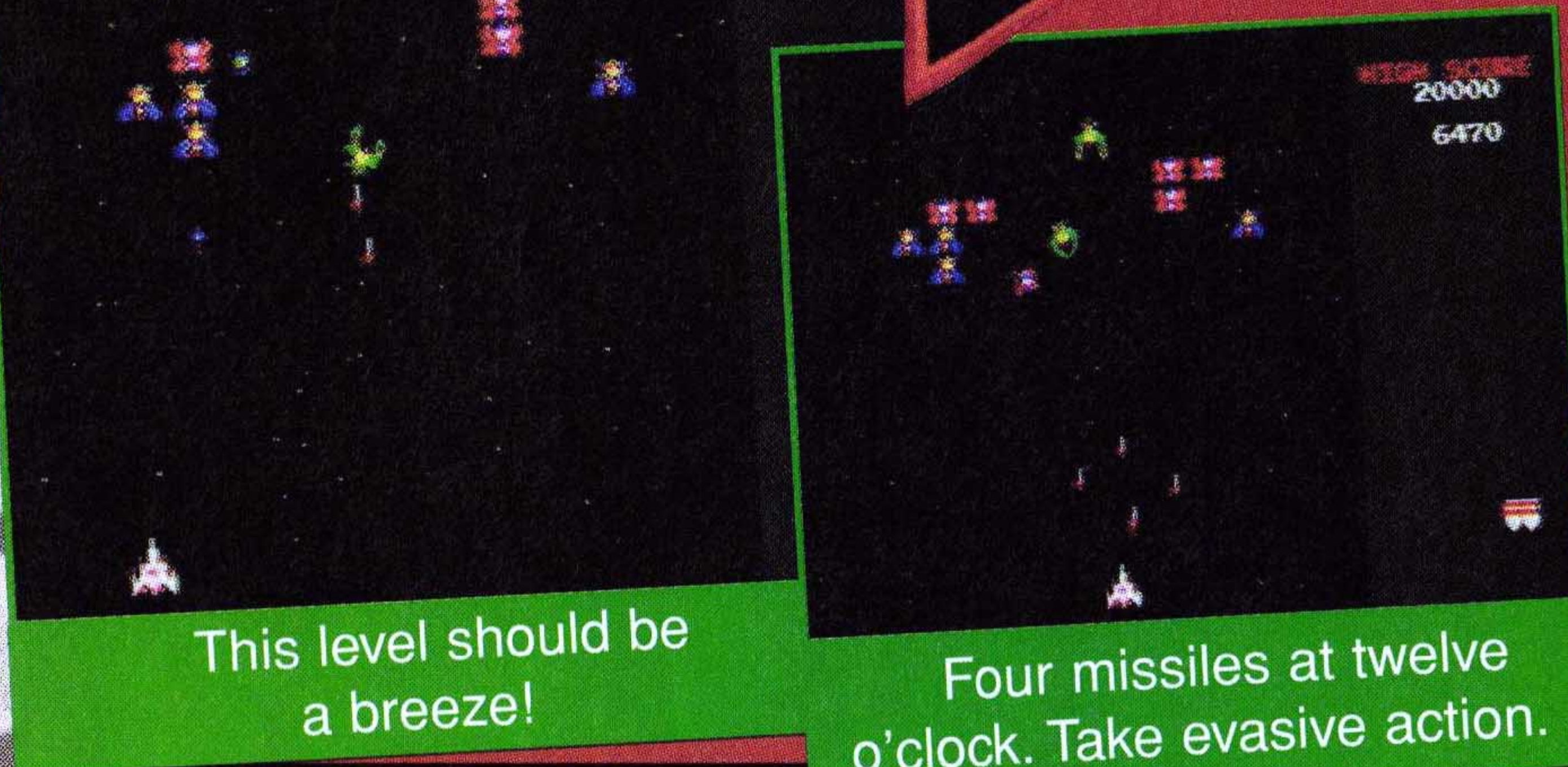


Presents for everyone!

Galaga

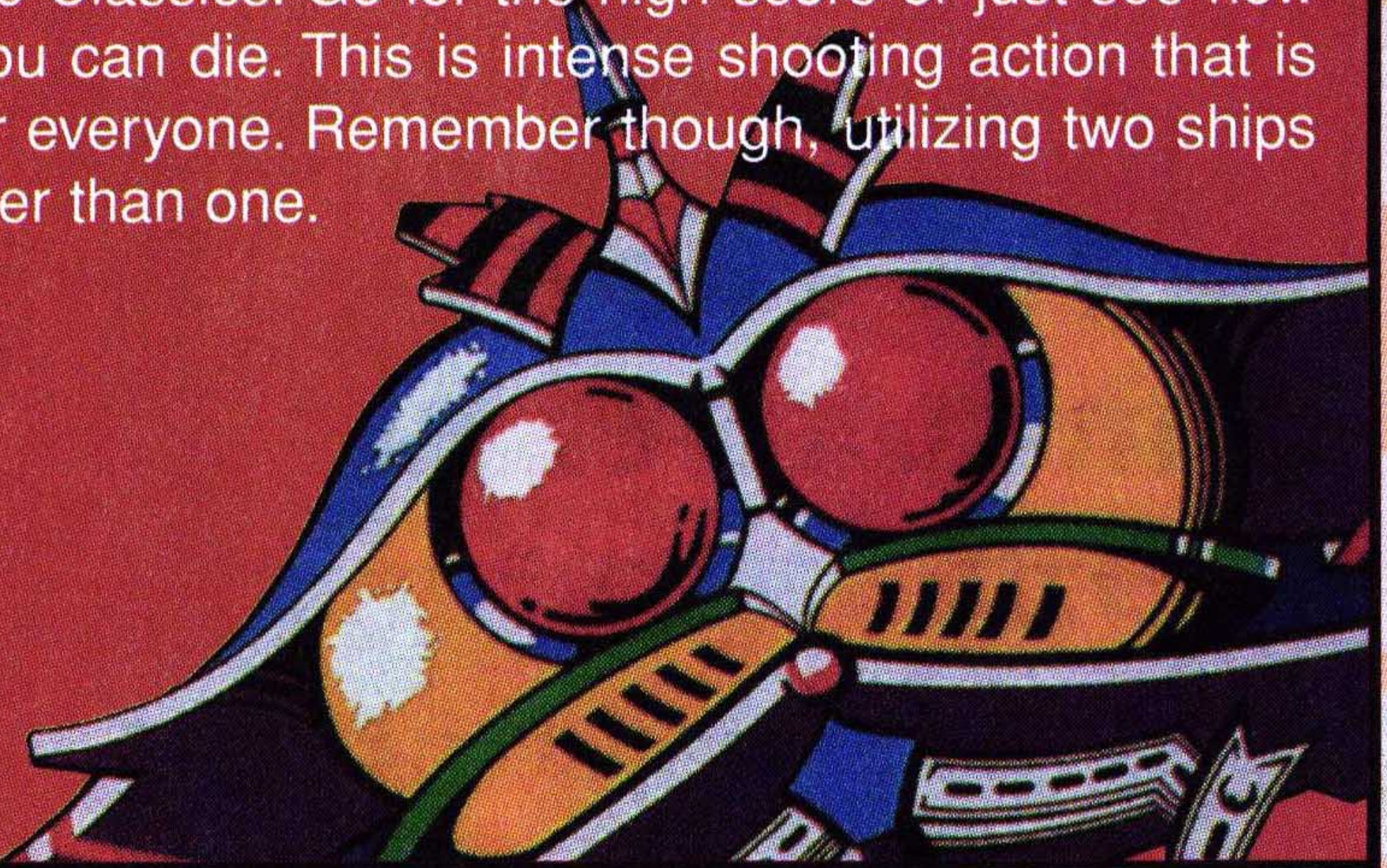
- Both Originally Released in 1981
- 1-Player

You may remember the bonus levels of this title on last year's release Tekken. While this was just a loading game, Namco has released the entire game here on Namco Classics. Go for the high score or just see how fast you can die. This is intense shooting action that is fun for everyone. Remember though, utilizing two ships is better than one.



This level should be a breeze!

Four missiles at twelve o'clock. Take evasive action.



This April, Interplay Productions and Gremlin Interactive will bring you their first attempt at the world's favorite pastime – soccer. Although the play control is lacking in this preview version, the graphics and sound are already in place.

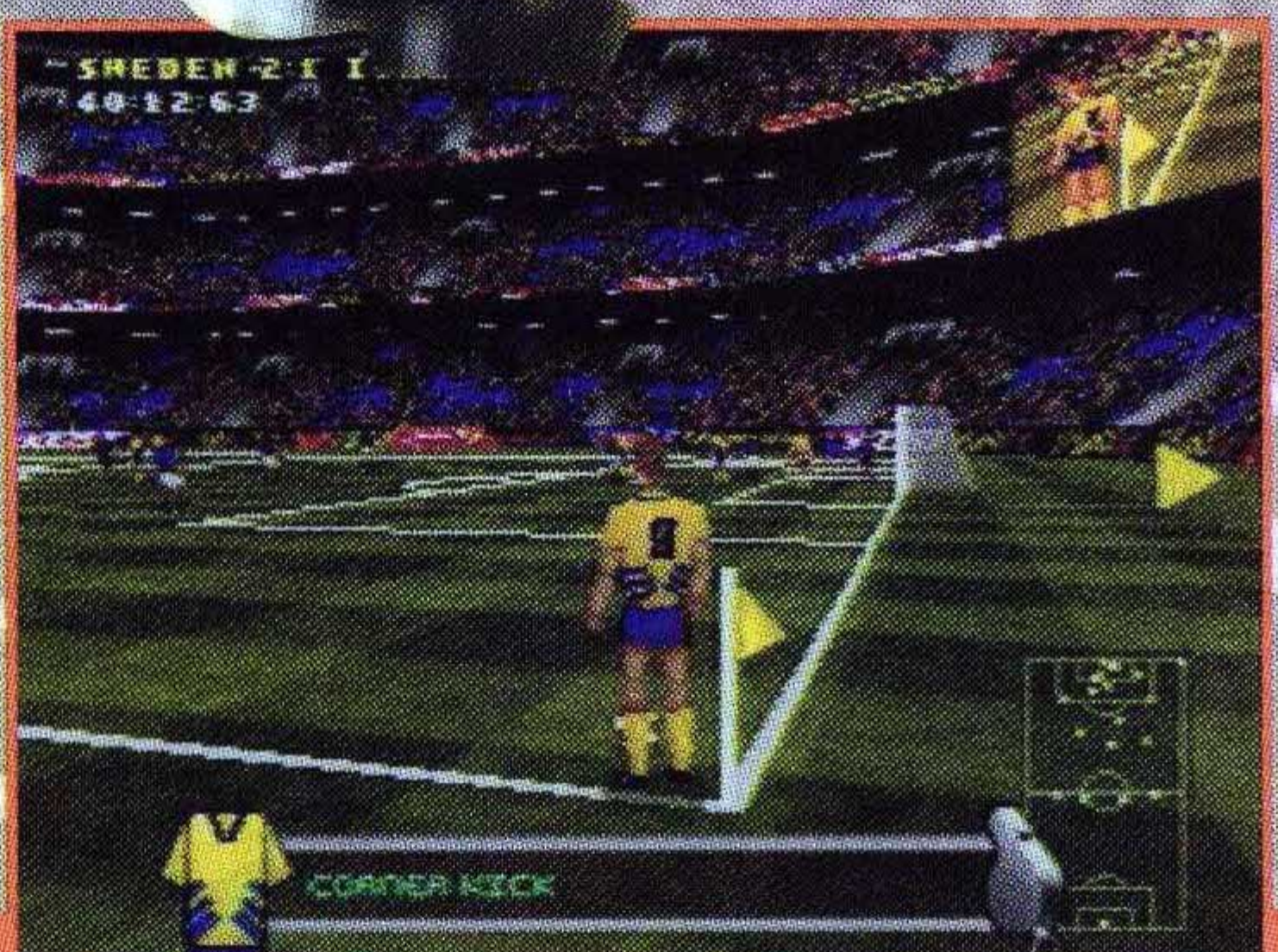
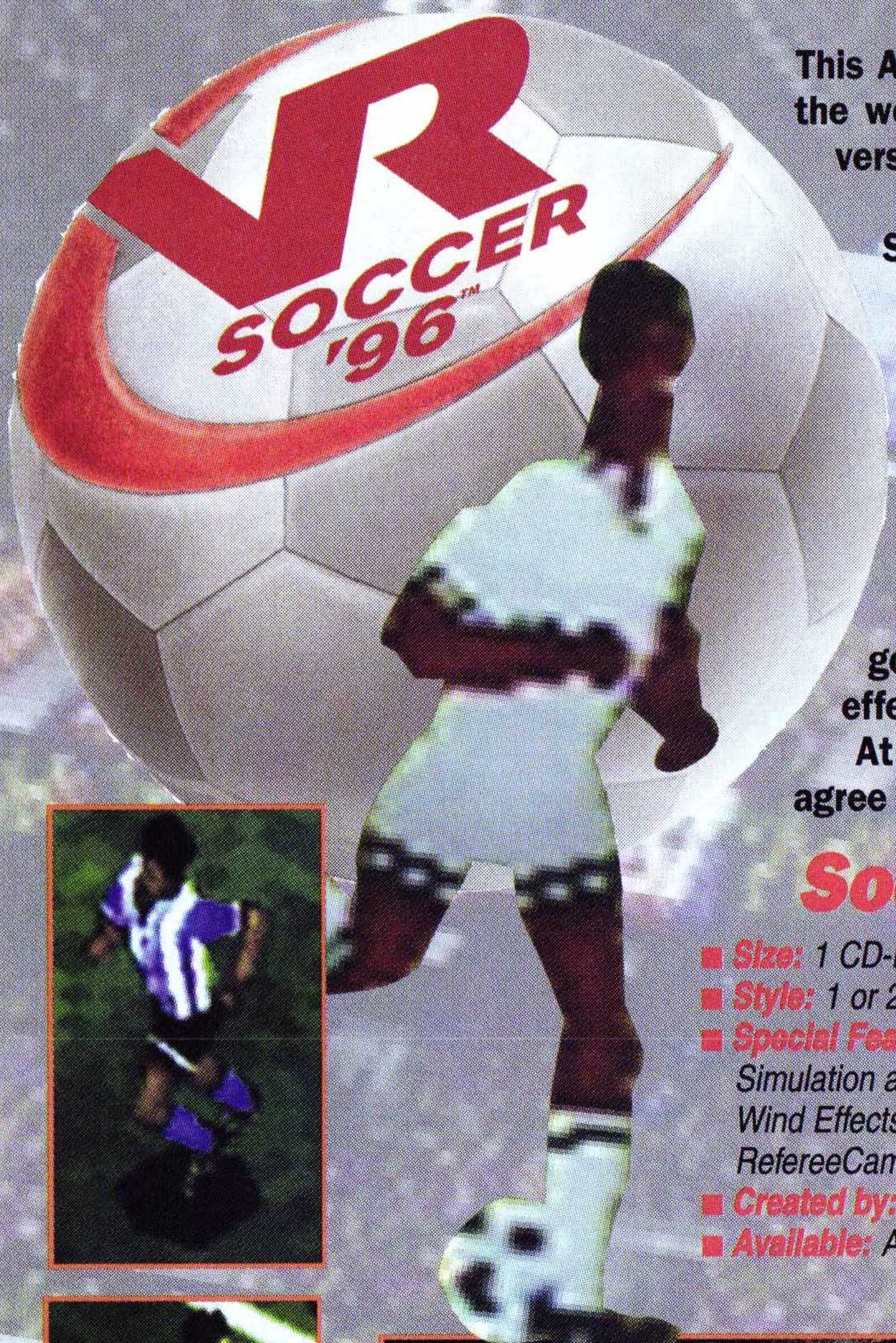
Featuring multiple camera angles (which Interplay dubbed Virtual FieldVision) VR Soccer '96 allows you to view the action from anywhere in its full 360° environment. Also in the works is a unique first-person perspective view; however, Interplay and Gremlin had only been able to get this feature to work on the PC version at the time we went to press, so they aren't positive if it will make it to the console versions of this game. Let's hope it does.

All the animation in VR Soccer '96 was created using the latest in motion-capture technology. This much-heralded technique allows the developer to use real human motion to create all the animation in the game. However, what good is fluid player movement without an excellent sound environment? Luckily, Interplay and Gremlin have got that covered too. From the play-by-play announcer to the chanting crowd, the sound effects in VR Soccer boom from your television set like never before.

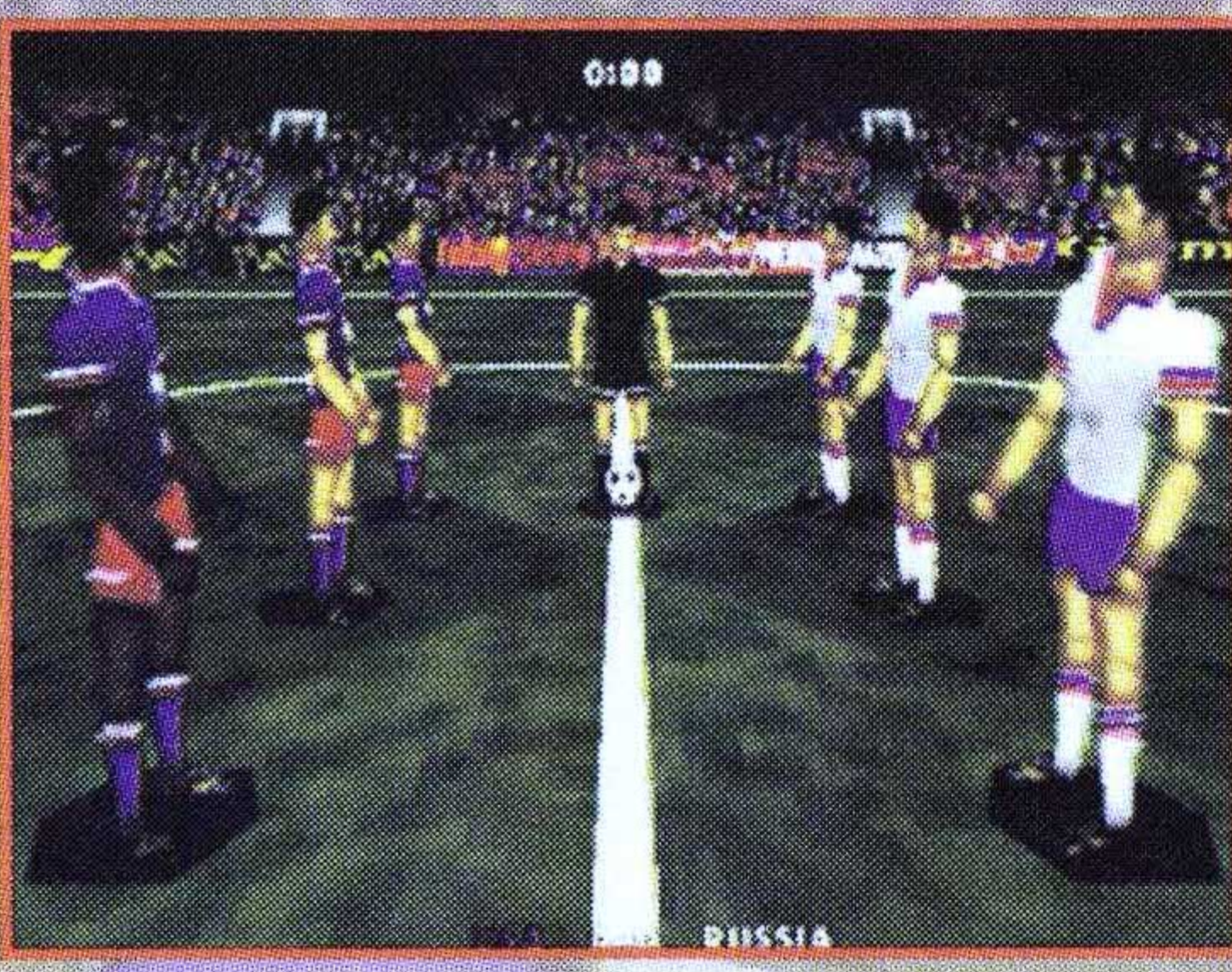
At this point, we can't pass judgment on this pre-release version, but we would have to agree that VR Soccer '96 has all the right ingredients of a great soccer game.

Soccer for your Head!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Soccer
- **Special Features:** Play-By-Play Announcer, Instant Replay, Simulation and Arcade Play Modes, World Cup and League Play, Wind Effects, Rotating 360° Camera, 9 Camera Views Including RefereeCam, Memory Card Compatible, and 44 International Teams
- **Created by:** Gremlin Interactive for Interplay
- **Available:** April for PlayStation (and Sega Saturn)



Check out the Jumbotron in the corner of the stadium that plays all the action in real-time.



The penalty shot is tough to block. Luckily, in VR Soccer the computer will do it for you.



The overhead view is rather boring to look at, but effective for gameplay.



Use the cursor to aim your throw in.



Gooooooooooooooooo!!!!!!!!!!!!!!



VR Soccer features numerous camera angles so you can get as close as you want to the action.



RETURN FIRE

The Perfect Mix of Classical Music and Warfare

unmistakable, unforgettable Return Fire, only now it's available for your PlayStation.

Aside from the fact that you can zoom in on the action manually, this game appears to be identical to its 3DO counterpart. You'll have a bunker filled with 4 different types of vehicles. The attack helicopter is fast and is not impeded by obstacles or terrain. It doesn't have the greatest armor and it uses a lot of fuel, but it's a good vehicle for blowing open the enemy flag towers to find the flag. The tank has decent ground speed and a rotating turret, and either this or the armored assault vehicle can be used to clear a path to the flag. The armored assault vehicle is slower than the tank, but its rockets do more damage and it can also lay mines in the 2-player mode. Your final machine is a fast moving jeep, which is the only vehicle that can move the enemy flag. If you lose all of your jeeps, the game is over. It also has a limited supply of grenades to get it out of jams, but its light armor makes it inappropriate for any real attacks. It also has the ability to inflate its tires and float over deep water.

Each vehicle also has a fitting classical theme which accompanies its use. For instance, the helicopter utilizes The Ride of the Valkyries, whereas when you are returning the flag to your base you'll be entertained with the William Tell Overture. All of this adds up to an entertaining home video game, and the 2-player mode even allows for some head-to-head heavily-armored capture the flag action.



Strafing fly-bys is the helicopter's specialty.



When you get to the advanced levels you'll face some difficult terrain.



Enemies all around. Must...return...home...

There's nothing more wholesome in the world than a friendly game of capture the flag. This is particularly true when you're capturing that flag in an army jeep after scouting the enemy territory in an attack helicopter and clearing out their defenses with a tank or an armored assault vehicle. Throw in a little classical music and you've got the



Looks like the brown team has located the enemy flag.



Hi ho Silver, away!



You can re-arm your fuel and ammo at various depots.



That is one well protected flag tower.

- **Size:** CD-ROM
- **Style:** 1 or 2-Player Armored Combat Simulator
- **Special Features:** Classical Music Soundtrack by Angel/EMI Classics, Four Different Vehicles, Password Save, Split Screen Simultaneous 2-Player Action, Manual Zoom
- **Created by:** Prolific for Time Warner Interactive
- **Available:** March 26th for PlayStation

► THE BOTTOM LINE **8.25**

PAUL, THE PRO PLAYER

Concept: 9 "Basically, this a "souped-up" port from the 3DO. If you played through that version, you won't get much more than some graphic effects in this one. If a fantastic action/strategy is what you crave than this is your ticket for the PS-X. Intense action along with that classical soundtrack makes for a fantastic package. I still find the two-player game more enjoyable than the one-player, but it's a good game nonetheless."

Graphics: 9

Sound: 8.75

Playability: 8

Entertainment: 8

OVERALL:
8.5

REINER, THE RAGING GAMER

Concept: 8.25 "If I remember correctly Return Fire originally debuted on the 3DO last year, and from what I can tell, it hasn't changed too drastically. A few new views have been added, but that's about it. I'm not trying to sound negative, but I do think that more could have been added. The problem with Return Fire is, it's a fun game to play – ONCE. The flags always appear in the same spots, and frankly it doesn't have that much else to it besides the capture the flag idea. The best thing about this title is the soundtrack and the 2-Player split-screen game. If I couldn't play this game 2-Player I don't think I'd play it at all."

Graphics: 7.75

Sound: 8

Playability: 7.5

Entertainment: 6.75

OVERALL:
7.75

ANDY, THE GAME HOMBRE

Concept: 9 "For strategists, it doesn't get much better than Return Fire. It's fun, it has lots of action, and lots of levels. If you've already played this game on the 3DO, this version doesn't have much new to offer. But if you haven't played this game yet, it is definitely one you should check out. By far, one of the best action/strategy games available on any system."

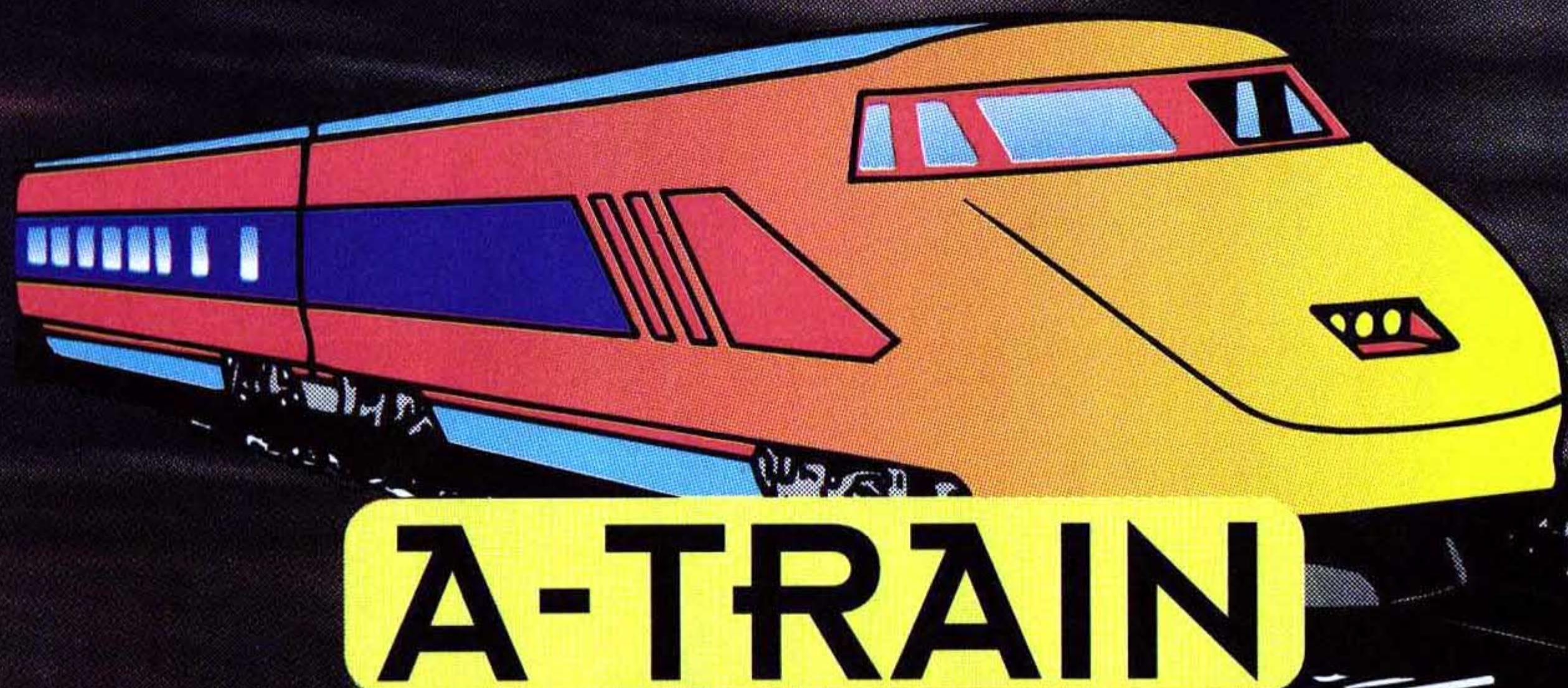
Graphics: 7

Sound: 9.5

Playability: 9

Entertainment: 9

OVERALL:
8.75



A-TRAIN

TAKE THE TRACK THAT LEADS TO RICHES

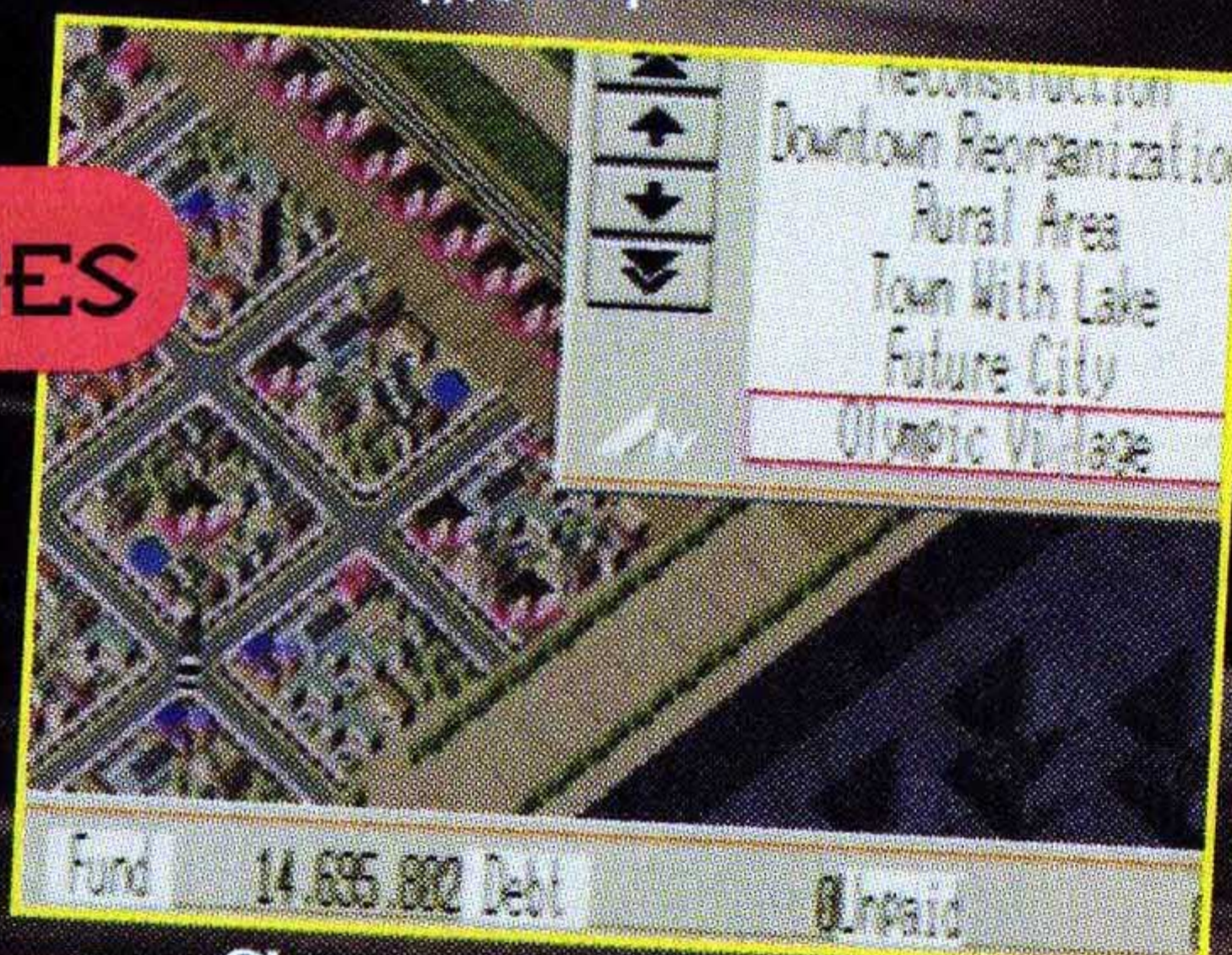
- **Size:** 1 CD-ROM
- **Style:** 1-Player Trains, Power, & Money Simulation/Strategy
- **Special Features:** Choose from 40 Different Trains, Real-Time 3D Train Ride, More Than 35 Play Scenarios, Sony Mouse Compatible, Memory Card Save
- **Created by:** Artdink for Maxis
- **Available:** Now for Sony PlayStation



Ahhh...it's a booming metropolis.



Take a 3D trip on your buses and trains.



Choose from one of 37 preset scenarios.



ANDY, THE GAME HOMBRÉ

Concept: 7 "Man, that's one big simulator you got there! So big in fact, that this game takes tons of time and patience to get into it. I like the 3D ride mode (where you can see your actual town), but I can't say too much besides that. I like sims and I like trains, but this game is just a little too much for me to consider it entertaining. Sim fans may rejoice as they see that A-Train's coming around the bend, but I'll be looking for my gaming thrills elsewhere."

Graphics: 7.25

Sound: 7

Playability: 7

Entertainment: 5

OVERALL: 6.75

REINER, THE RAGING GAMER

Concept: 8.5 "Basically, Sim City dealt with the overall progress of a city, and A-Train deals with the 'who does the work and how the work is done aspects of the city'. It's almost impossible to explain every little niche and notch in A-Train; however, I can tell you that everything you want in a simulator is here. Maxis even included a 3D mode that allows you to view your progress through the windows of your trains and buses, and a risky stock market to gamble with. This is a nicely constructed simulator that shouldn't be missed by fans of this genre."

Graphics: 8

Sound: 7.75

Playability: 8.25

Entertainment: 8

OVERALL: 8

PAUL, THE PRO PLAYER

Concept: 9 "It's like building the ultimate Lionel set on my TV. I found that A-Train had the same addictive qualities that sucked me into Sim City 2K. However, I found that it's not as easy to get going and the manual is essential. Plus, the saving takes the whole memory card! The interface is easy and even easier with the mouse. Anyone who enjoys simulations will probably enjoy many hours with A-Train. But don't forget your memory card."

Graphics: 8.25

Sound: 8.5

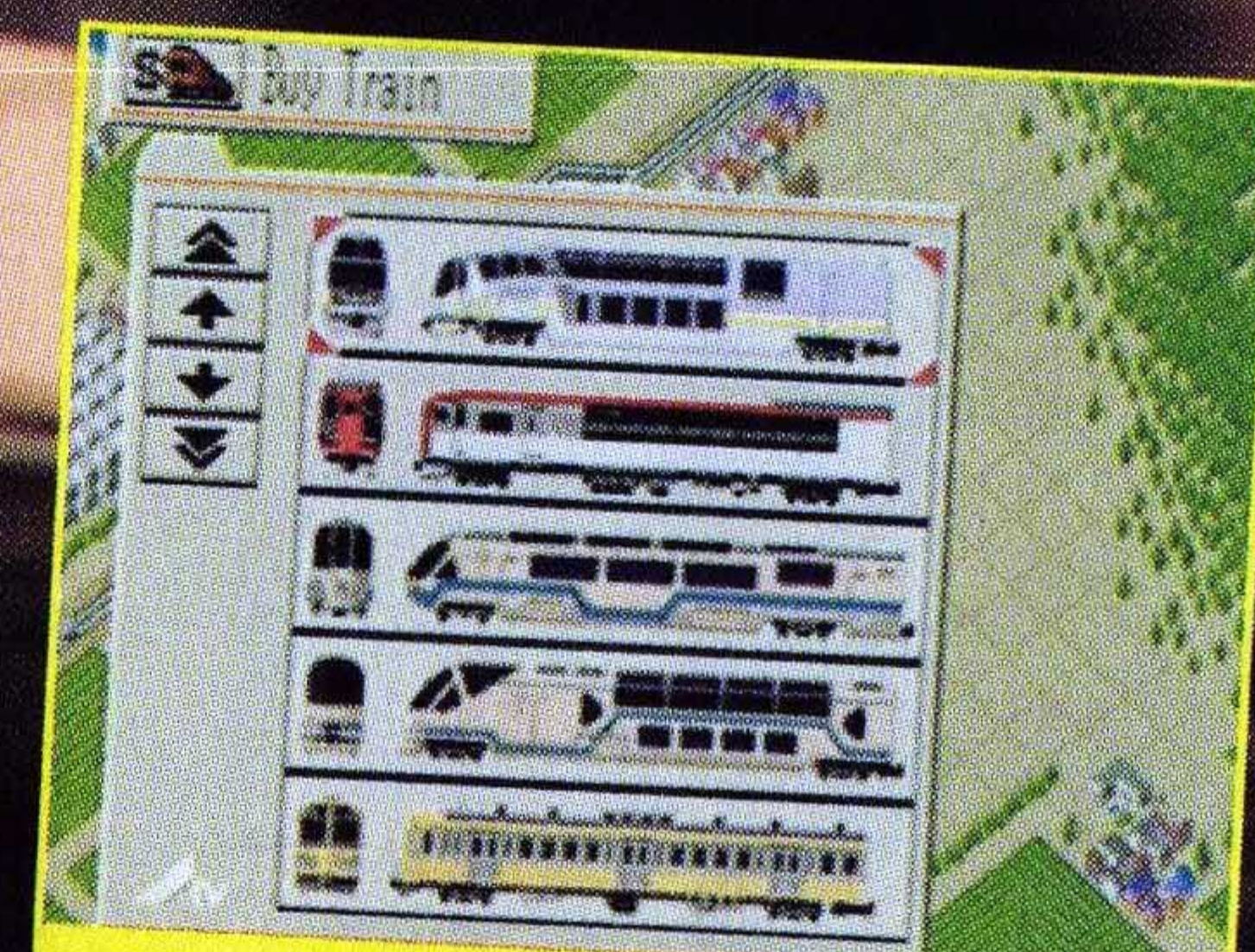
Playability: 7.5

Entertainment: 8.5

OVERALL: 8



Creating and scheduling a train system is essential to success.



You'll have a selection of 40 trains to buy.

▶ THE BOTTOM LINE 7.5

Maxis has a long list of simulation games that they have published for a number of gaming platforms. A-Train is a simulation that has parallels to Maxis's popular Sim City series in that you build and control what you hope will be a booming metropolis. As the name suggests, however, A-Train is primarily concerned with the development of a profitable public transportation system of busses and trains. A-Train is not limited to just building tracks and roads; in order to successfully progress in the game you must make the almighty dollar. A player makes money by not only getting fare paying passengers but by buying and developing land, buildings and stocks.

First and foremost, a real tycoon will build up freight train lines and factories. The freight trains move construction materials

from factories to areas where you desire development to take place. Once you have adequate construction materials you'll be able to buy and build anything from houses to an airport. Through a menu option and the realistic graphics you'll be able to monitor the profitability of these operations and sell them if they are losing money. Likewise, an assortment of stocks are available to purchase for added income. Once your cities increase in population, you can add more passenger lines to make even more cash.

A-Train has a total of 37 different play scenarios that require a great deal of skill and creativity to develop and maintain. Maxis has a great history of making intricate addicting simulation games. A-Train is one of their best.

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Adventure
- **Special Features:** Multiple Types of Bullets, Jumping and Running, Tricks and Puzzles, Continuation of the 'Flashback' Storyline
- **Created by:** Delphine Software for Electronic Arts
- **Available:** March for Sony PlayStation

FADE TO BLACK

The Continuing Adventures of Conrad

On a nearby planet in the not so distant future, a man awoke without a single memory in his head. His only possession was a small holocube telling him that his name was Conrad and he was on a mission of drastic importance. It was eventually determined that a race of aliens known as the Morphs were infiltrating the human race in hopes of conquering the planet. In the end, Conrad was able to destroy a major weapon of the Morphs, and he escaped by putting himself in suspended animation and launching into space, hoping that he would eventually be found.

A few years later in real time and 50 years later in game time, Conrad's adventures are about to continue. Currently available for the PC, and coming soon for the PlayStation, is Delphine Software's sequel to Flashback known as Fade to Black. Since you know who you are, this is no longer a quest for identity, but a quest to save the world. While Conrad was sawing logs in the cryogenics chamber, the Morphs have convinced the world's government to surrender. He finds this out after he is captured and awakened by the Morphs and put in the New Alcatraz prison on the moon. Fortunately for both Conrad and the storyline, he is contacted by a resistance group who offers to help him escape. From there, he finds himself aiding their cause on a variety of missions which take place on Venus, Pluto, and aboard the enemy vessels.

You might think that the sequel to Flashback could be nothing but an action/platform game, but you'd be wrong. Just as computers and gaming systems have gotten more powerful, so has Conrad as he jumps into the third dimension. This time you'll be looking at the action from behind our hero, and when you go into a gun-aiming stance, you'll be glancing right out over his shoulder. This will allow you to draw a bead on the bad guys as you fill them up with regular, exploding, heat-seeking, armor-piercing, plasma, advanced-plasma, or electro-magnetic bullets. (Talk about your armories!) There are also a variety of shields and scanners you'll need to find on your adventures. Most of all, though, you'll be exploring your environment in a "what's going to kill me next" Flashbackesque style that made the first game so challenging and fun. Keep your eyes on Game Informer for more info on this amazing sequel. ■



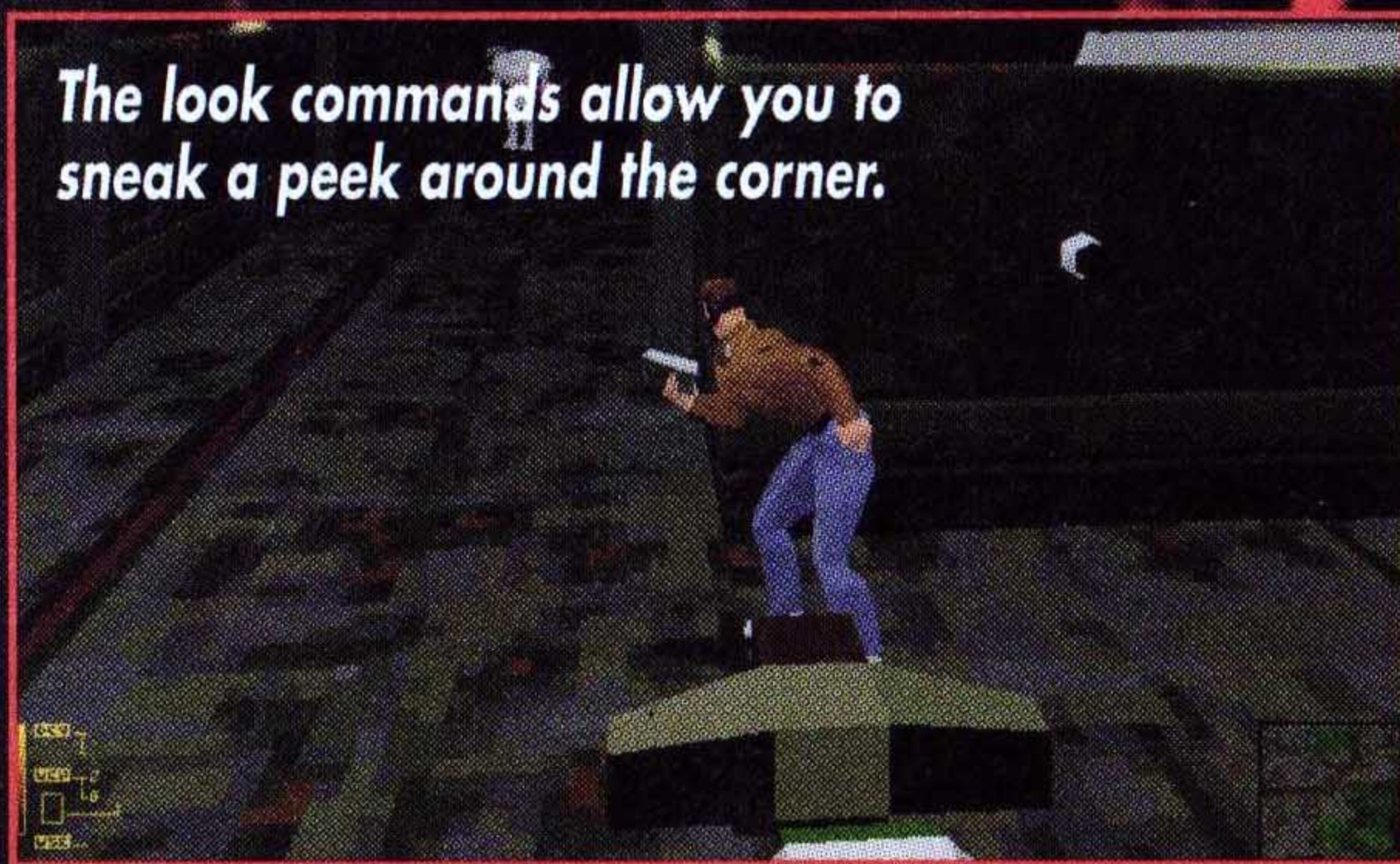
Jump! Go ahead and JUMP!



Remember where this transporter is, it could come in handy later!



The look commands allow you to sneak a peek around the corner.



FOX HUNT

A Full-Motion Video Adventure

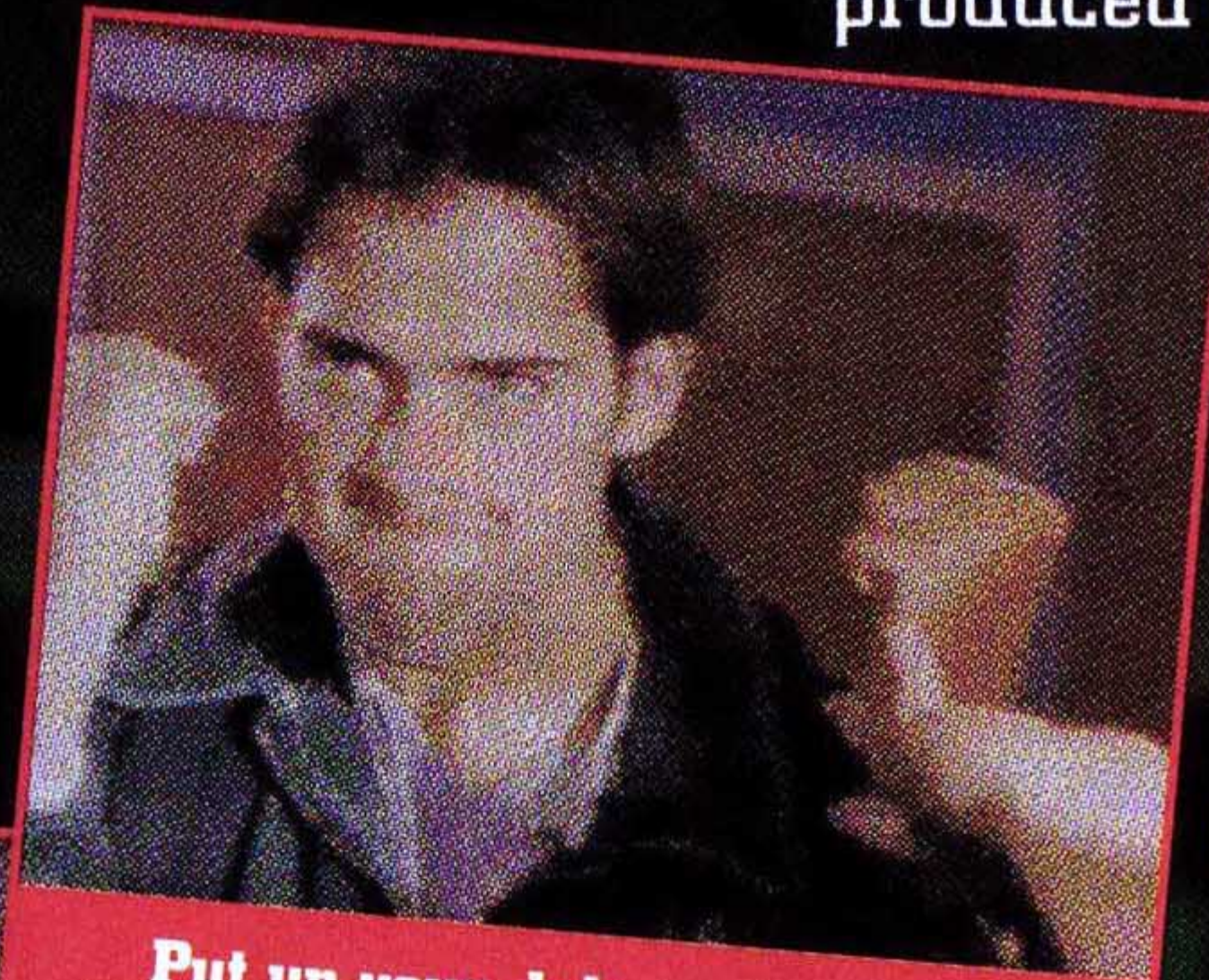
- **Size:** 3 CD-ROMs
- **Style:** 1-Player Full-Motion Video Interactive Adventure
- **Special Features:** Shot on 16mm Film, Simultaneous Release of Soundtrack Featuring the Violent Femmes, Faith No More, Poster Children, and the Sugarhill Gang, Loaded with Stars Like Rob Lowe and One Term James Bonder George Lazenby
- **Created by:** 3Vision/Evolutionary Publishing for Capcom
- **Available:** Now for Sega Saturn and PlayStation



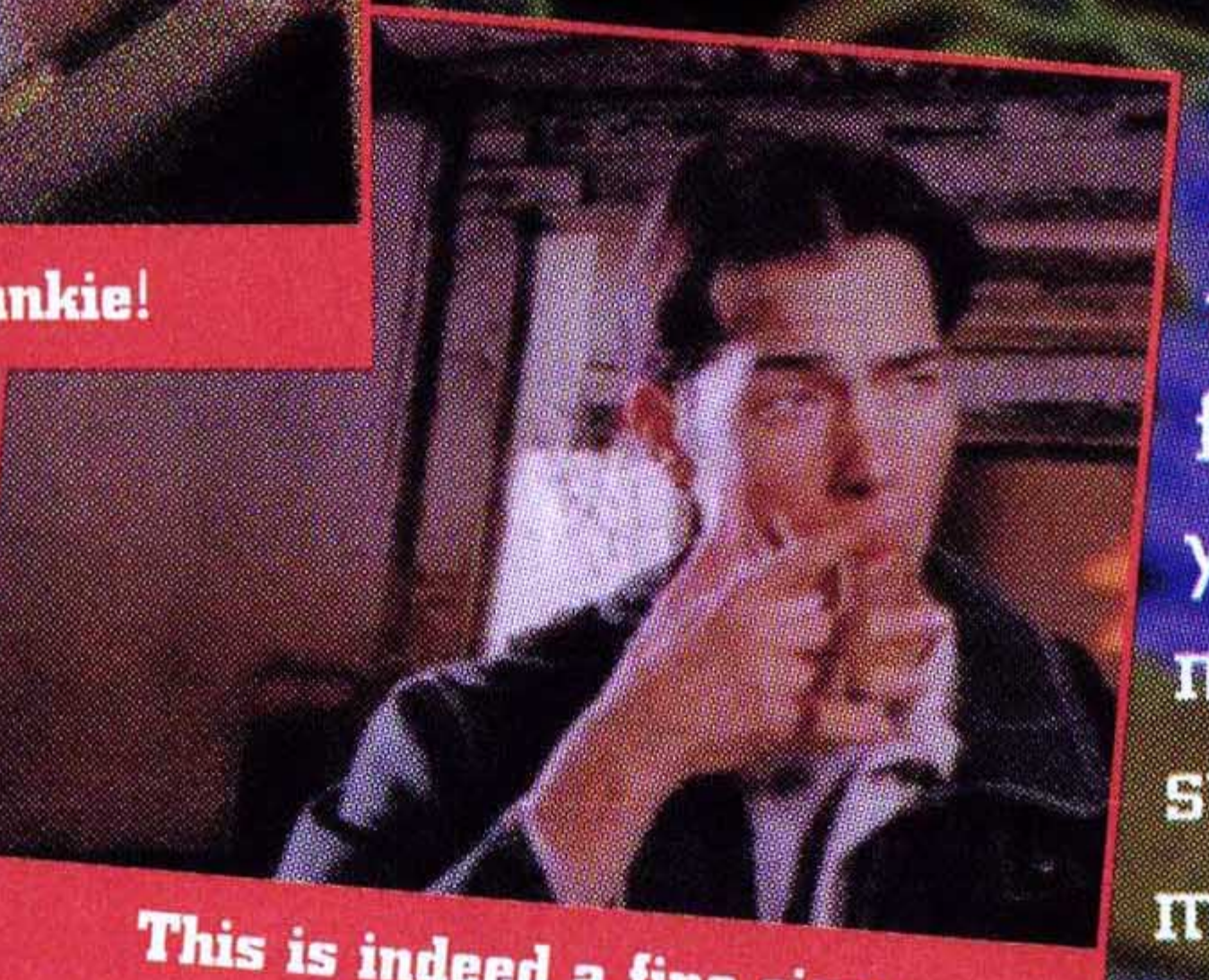
Yeeeeeeeeee Haaaaa!!!!



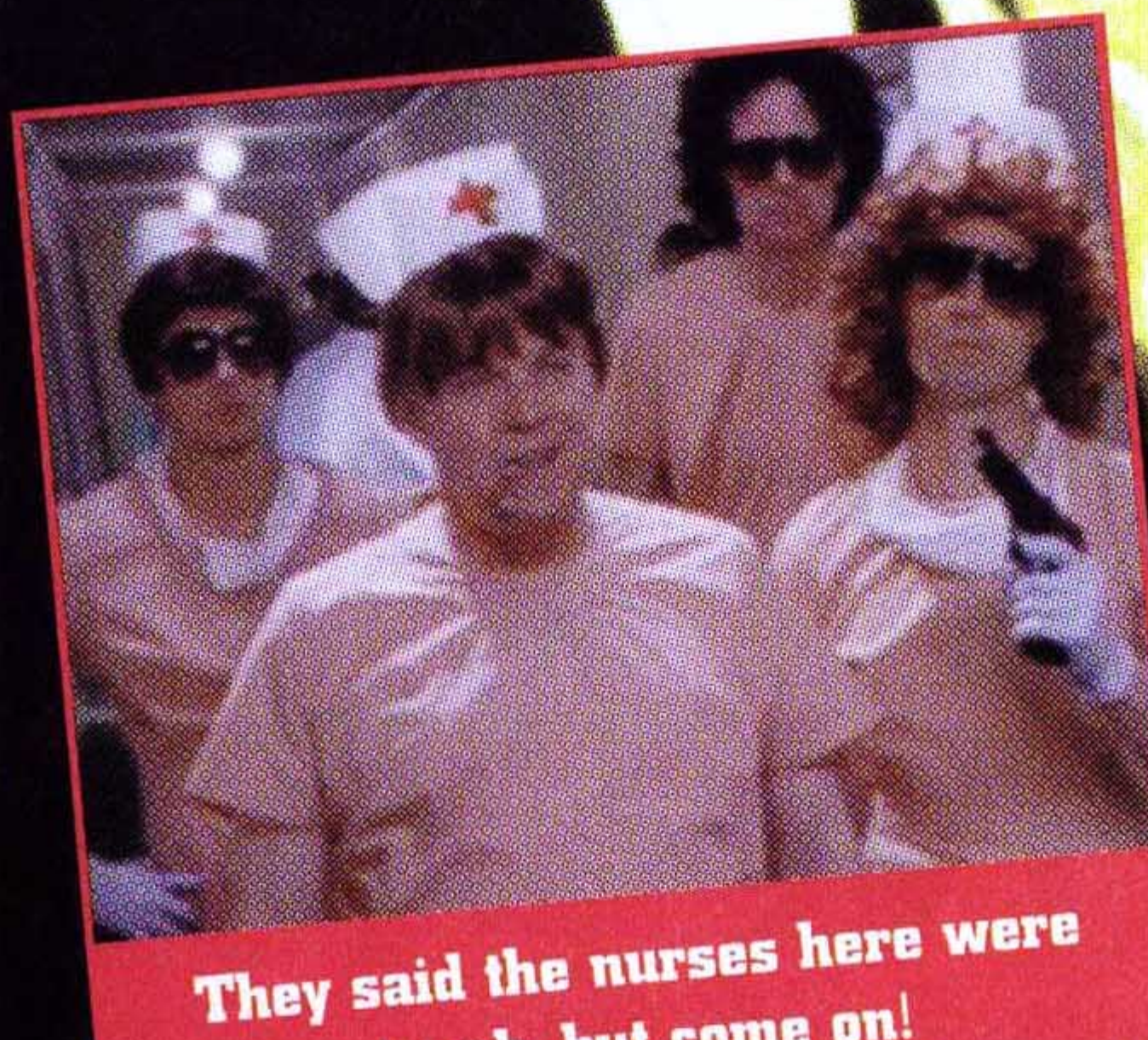
Heeeeeeeeeere's Frankie!



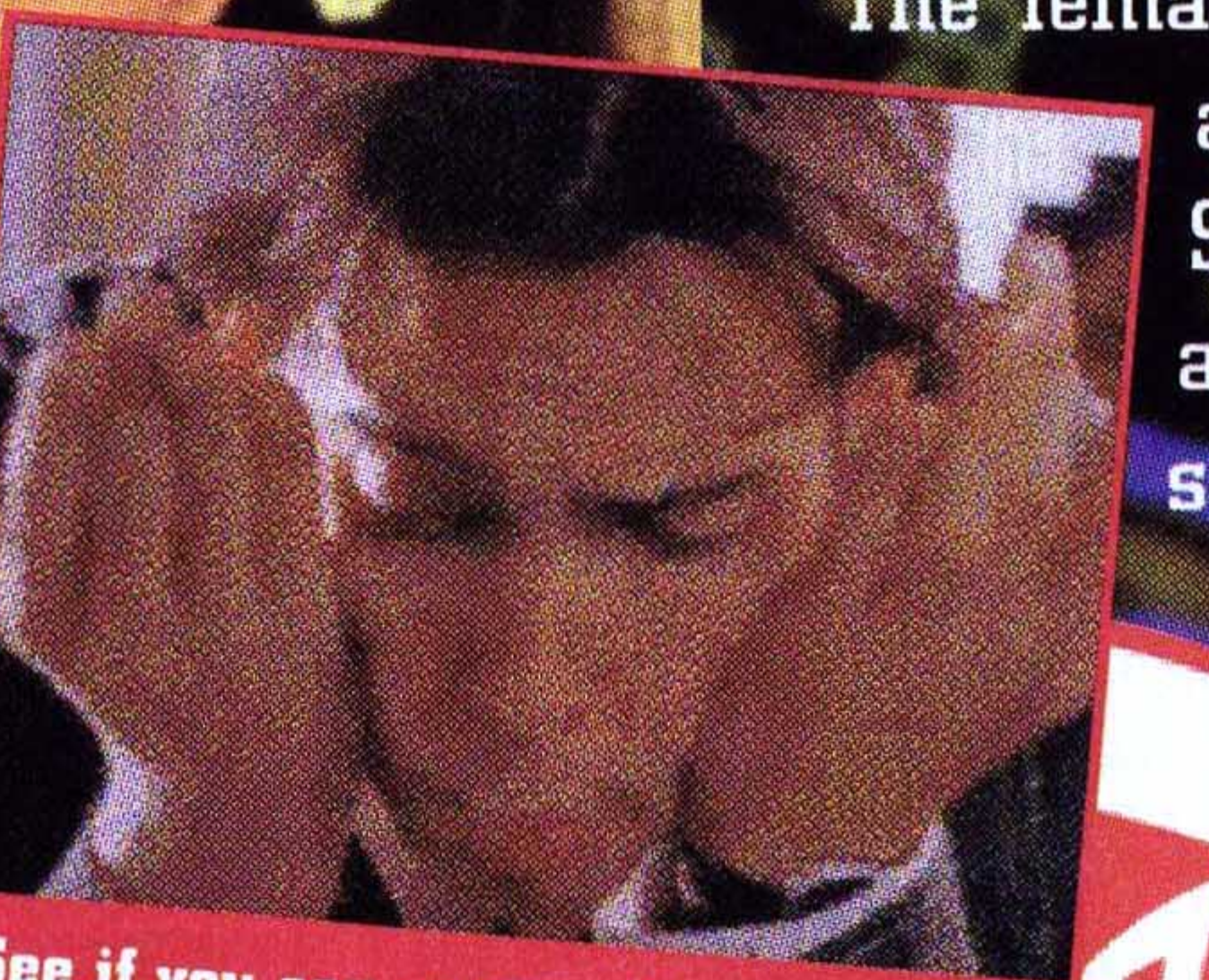
Put up your dukes, you patsy!



This is indeed a fine cigar.
Is it Cuban?



They said the nurses here were tough, but come on!



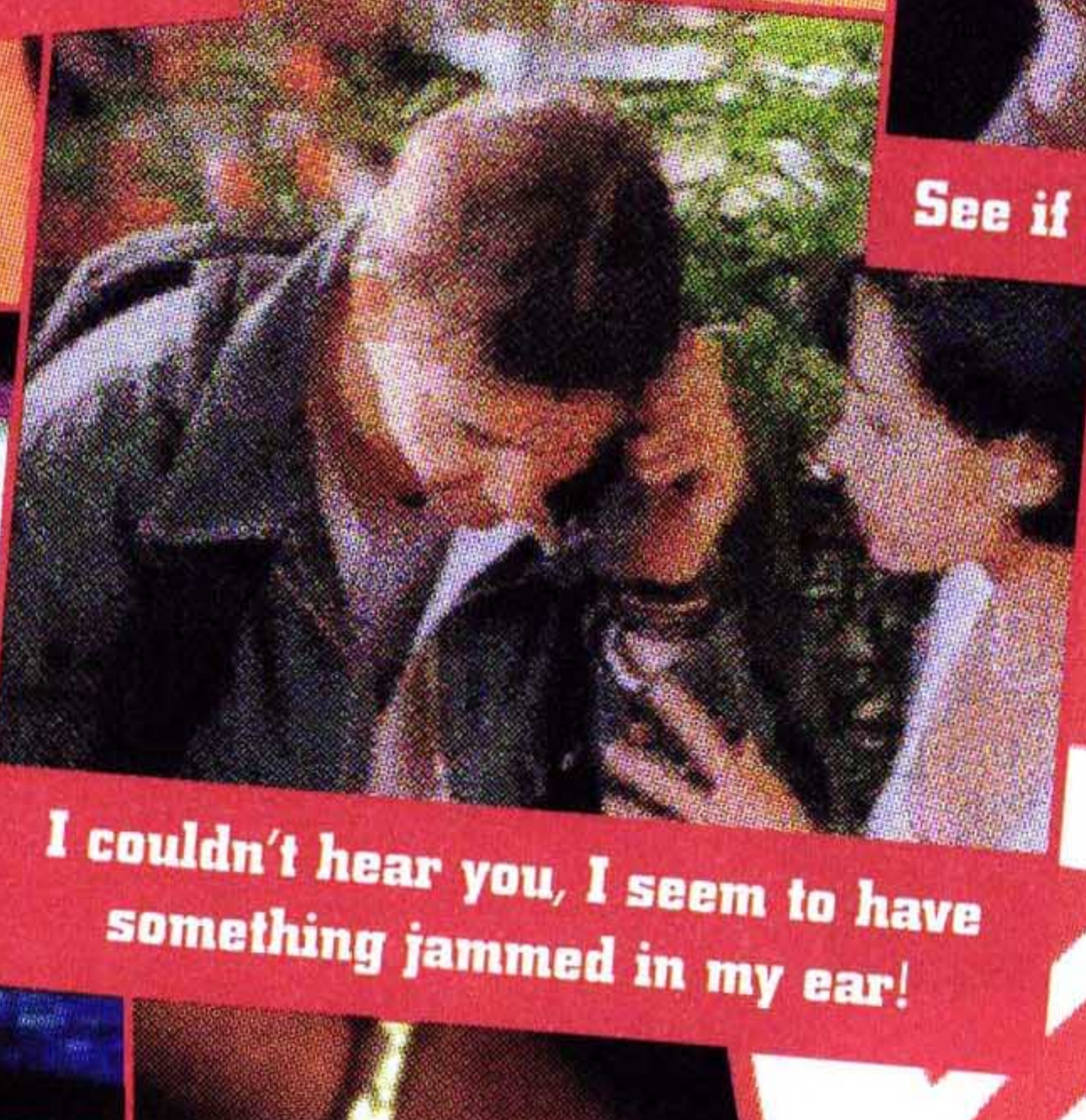
See if you can guess what I am now.



FLUX-O-METER

013653 013343

Infra-red vision. Very useful.



I couldn't hear you, I seem to have something jammed in my ear!

With the advent of CD-ROM technology, the full-motion video (FMV) game became possible. While there is no trick to putting a bunch of video onto a CD-ROM, making it entertaining and fun requires extreme deftness and skill. To the present day, nobody has produced a FMV game that measures up in playability to even a sub-standard platformer. However, many people do enjoy this style of game, and perhaps a game will come along that will break the boredom barrier in playability. Capcom's going to give it a try with their upcoming release of Fox Hunt for both the Sega Saturn and Sony PlayStation.

In this game, you'll have a lot more control over your character than you've had in the past. For one thing, they filmed for more than 30 days, using over 40 sets and 2100 camera set-ups. That effort translates into more things you can make your character do. You'll be able to maneuver around a room, look at various objects, and pick them up or use them. Another old favorite in the FMV game is a scene where you're racing down a road or a tunnel and you must choose whether to go left, right, or straight ahead. It used to be that you'd have to memorize which way to go, with no way to anticipate which way is death and which way is life. Some FMV games consisted entirely of this concept. Capcom has incorporated these types of scenes, but you will have to decide which way is safe based on what you see. They've taken out the memorization factor by randomizing the correct directions. Also included are some fighting sequences, but don't expect anything spectacular.

As far as actors go, you might not recognize the main character, but you'll certainly be familiar with superhunk Rob Lowe. Fans of James Bond films will squeal with delight when they see one-timer Bond star George Lazenby as a 0-like character named Chauncey. The female lead is played, of course, by the beautiful actress Robia LaMorte who has appeared on *Silk Stalkings*, *Beverly Hills 90210*, and has actually guest hosted *Friday Night Videos*. The soundtrack (being published by Rhino Records) features the likes of the Violent Femmes, Poster Children, and Faith No More, as well as some classic tracks like *Rapper's Delight* by the Sugarhill Gang and *Pick Up the Pieces* by the Average White Band. Keep a look out for more info on this 3-Disc FMV monster.

JOHN McCLANE IS RENDERED AND READY TO PLAY

DIE HARD TRILOGY

After taking a few years to let the hysteria on the Die Hard films ripen, Fox Interactive has finally done the unbelievable. Instead of releasing one game at a time, they announced that they would pack the entire trilogy onto one disc for various console machines. Die Hard Trilogy features 3 completely different games in 36 mind blowing levels. A unique thing about this game not only has to do with the fact that it's 3 games in 1, but also the different styles of gameplay. Sometimes you'll be on running on foot in a 3rd person perspective view, sometimes you'll be flying across an icy lake on a snowmobile, and more times than not you'll be doing something completely different than what you were doing before.

Die Hard Trilogy is the perfect example of how games have evolved through the years. Practically everything you want in a game is here, and if you're a Die Hard fanatic, you'll definitely want to keep your eyes peeled for this release on the Sony PlayStation and Sega Saturn. On a closing note, be sure to check out the video version of Die Hard: With a Vengeance for a sneak peak of this hot title.



Here's a shot from one of the many first-person perspective shooting stages.



A high speed car chase! What fun!



I don't think you'll be able to dodge that bullet in time. Too bad, you're dead!



Destroy the plane before it takes off!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Multiple Game Modes Including; Driving, Flying, and a 3rd Person Perspective Action Strategy, Weapon Enhancements, True-to-Life 3D Graphics, and an Exhilarating Soundtrack
- **Levels:** 36
- **Created by:** Fox Interactive
- **Available:** May '96 for Sony PlayStation and Sega Saturn

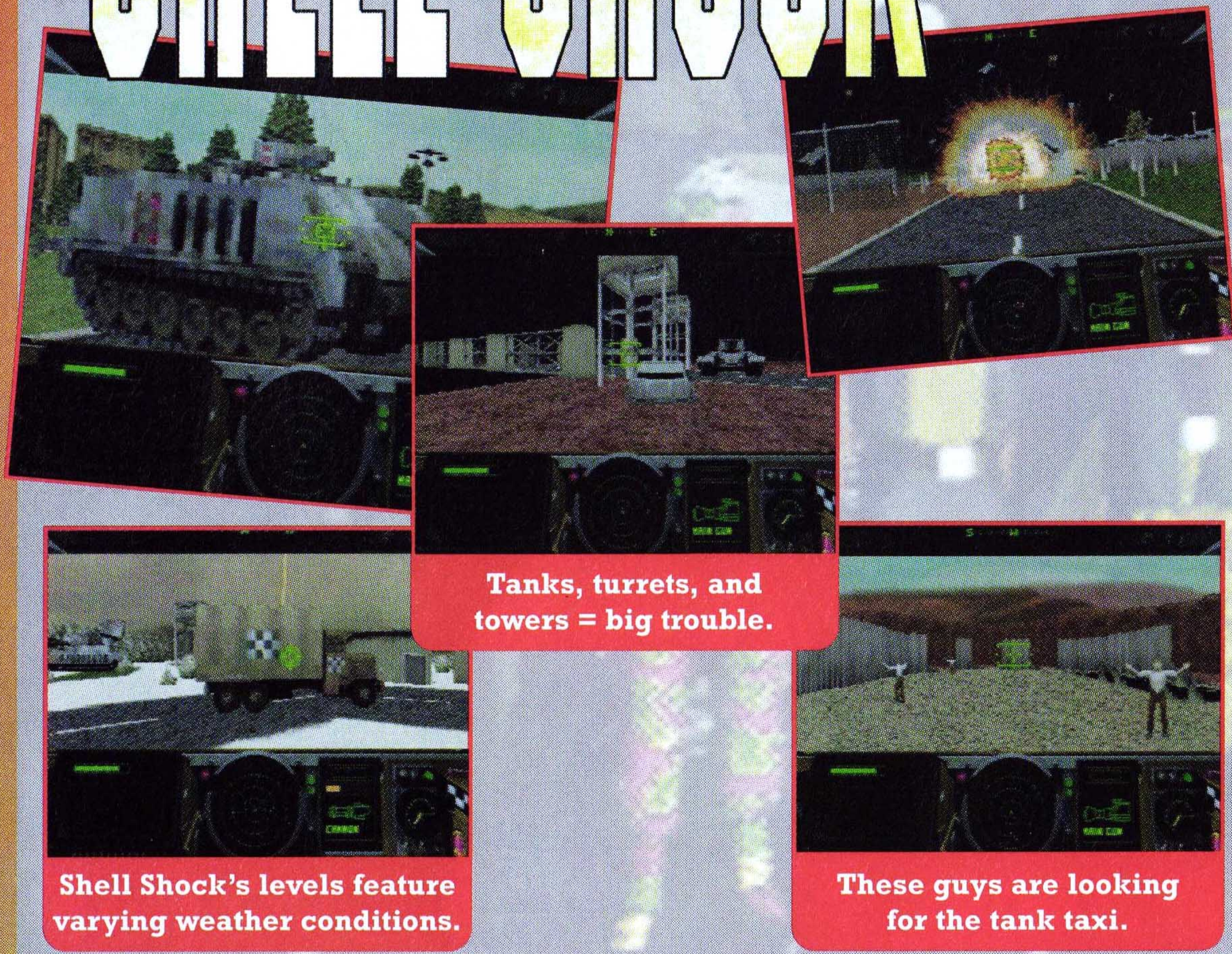
SHELL SHOCK

- **Size:** 1 CD-ROM
- **Style:** 1-Player Tank Combat
- **Special Features:** More than 20 Missions, Upgradable Weapons, SGI Rendered Animations and Graphics, Soundtrack Featuring Rap Artist Bar None
- **Created by:** Core Design for U.S. Gold
- **Available:** March for Sega Saturn & Sony PlayStation

There are a number of first-person titles for the Saturn and PlayStation, yet U.S. Gold's new Shell Shock is the first military tank game we've seen in this genre. Much like their Thunderstrike 2 game, Shell Shock is a traditional assault on targets such as armored vehicles, gun towers and, of course, other tanks.

In the seat of your M-13 Predator Battletank, you'll be part of a "hip-hop" group of highly trained commandos. Throughout the game's more than 20 levels you'll have various objectives. For example, you may be required to rescue P.O.W.s and destroy specific targets.

Shell Shock is scheduled for release this month. We'll have more on this explosive title in upcoming issues.

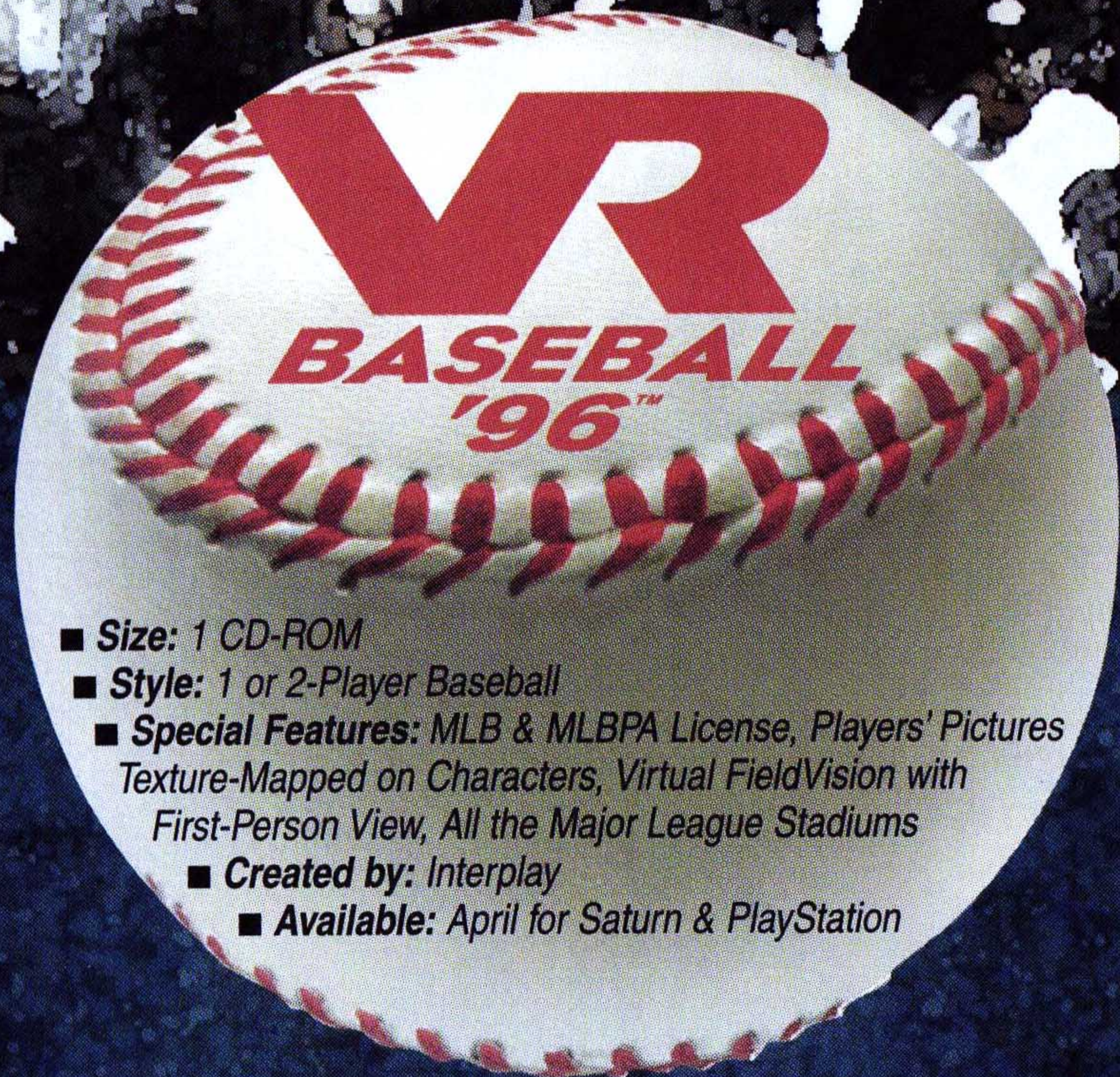


Tanks, turrets, and towers = big trouble.

Shell Shock's levels feature varying weather conditions.

These guys are looking for the tank taxi.

Interplay Steps Up To The Plate!



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** MLB & MLBPA License, Players' Pictures Texture-Mapped on Characters, Virtual FieldVision with First-Person View, All the Major League Stadiums
- **Created by:** Interplay
- **Available:** April for Saturn & PlayStation

Interplay's VR Sports line is making its move in the 32-bit sports field. VR Baseball '96 appears to be the flagship of their new line. This game will sport the complete Major League Baseball licenses, meaning all the teams, players, and even the stadiums from the Major Leagues.

Interplay is shooting for the utmost realism in VR Baseball. It will feature polygon-based characters that are created using Interplay's proprietary motion-capture techniques. It will also include players' faces texture-mapped onto the their heads. Also adding to the realism will be the new Virtual FieldVision.

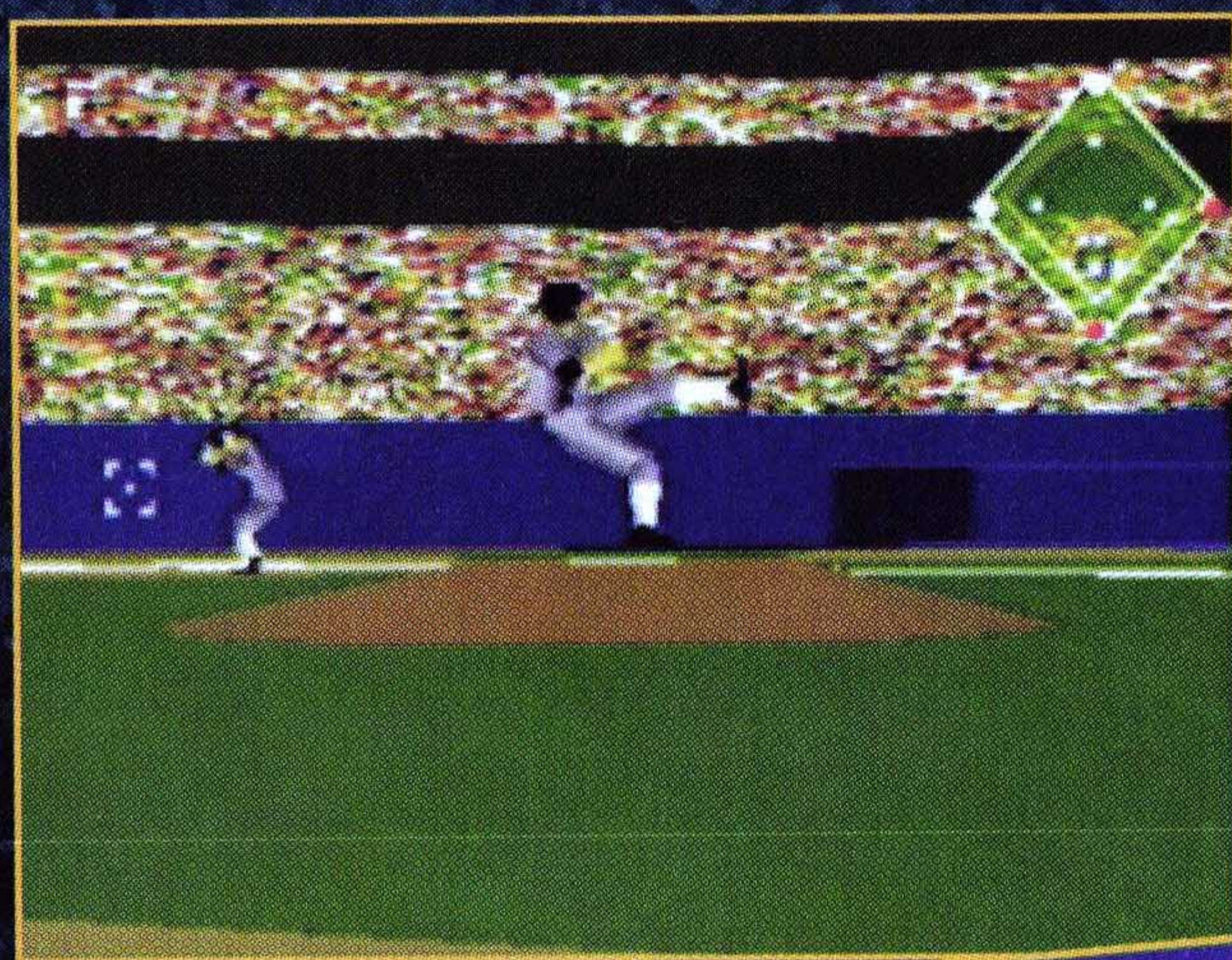
This will allow the player to see the action from virtually any perspective, including the first-person. Just imagine playing the outfield from the eyes of Kirby Puckett. Interplay is having a bit of a problem

incorporating this first-person view into their soccer title, but hopefully that fate won't befall this game. Capping off the road to realism is the recreation of all of the Major League ballparks. From Camden Yards in Baltimore to "Sell-Out" park in San Francisco, you'll be able to play in all of your favorite stadiums.

Interplay has set high standards for their VR Sports line, and hopefully you'll see the results when VR Baseball '96 hits the streets next month.

407 FT.

Play the game from the eyes of a second baseman.



1. OLERUD	CE	
2. ALONSO	RE	
3. SPRAY		
4. GONZA		
5. CARTER		
6. WHITE		
7. GREEN		
8. KNORR	X	
9. CONE		

MENU OPTIONS

- BAT ORDER CHANGE
- UNDO POS. CHANGE
- SUBSTITUTION
- GO BACK

START PLAY BALL

AVG: .315
HTS: 76
BATS: L R O S
HITS:
SPEED:
GLOVE:
ARM:
FUND:
POWER:
RFB:
RFB:

Players' abilities are ranked in six different categories.

A view from the cheap seats.

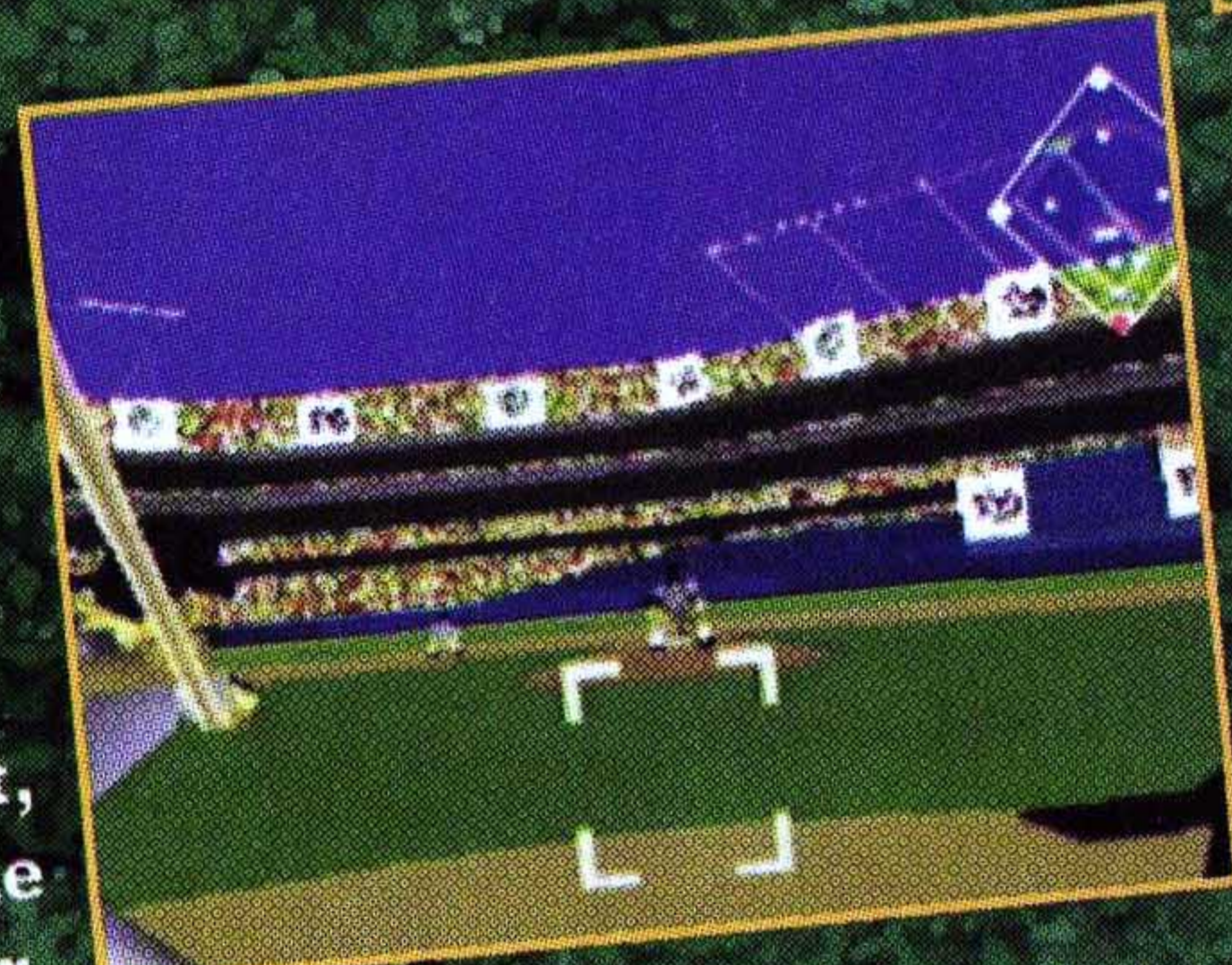


VR DEVON WHITE 1B
AVG 1.00 HR 2 RBI 75

Play in all the Major League Stadiums.



C'mon meat, throw me the high heater.



MAGIC CARPET

THE WAR OF THE WIZARDS

When the Old Gods created the worlds, they used a mysterious force known as Mana to bind all living things. As time went on, mankind learned that they could separate the mysterious Mana from the land and use its power for sorcery.

The age of Magic was upon the Earth, but soon the land was barren from man's insatiable greed for the wondrous Mana. As competition became rivalry between powerful wizards, they summoned fierce creatures to do their bidding as the battle for control of the Mana escalated. Soon these creatures turned on their masters and all the worlds of the universe were struggling to survive.

Then the impossible happened. A great wizard, learned in the ways of the black arts, called upon a powerful spell. Hoping this spell would scatter his adversaries into oblivion, it turned out to be more powerful than he thought, and shattered what was left of the universe. It took his life, and with it, all hope for humanity.

As his apprentice, you must now set the worlds back to equilibrium by collecting the Mana lost on each world. However, this will not be an easy task. Each world is filled with horrible creatures and evil wizards that you must destroy to get to the precious Mana.

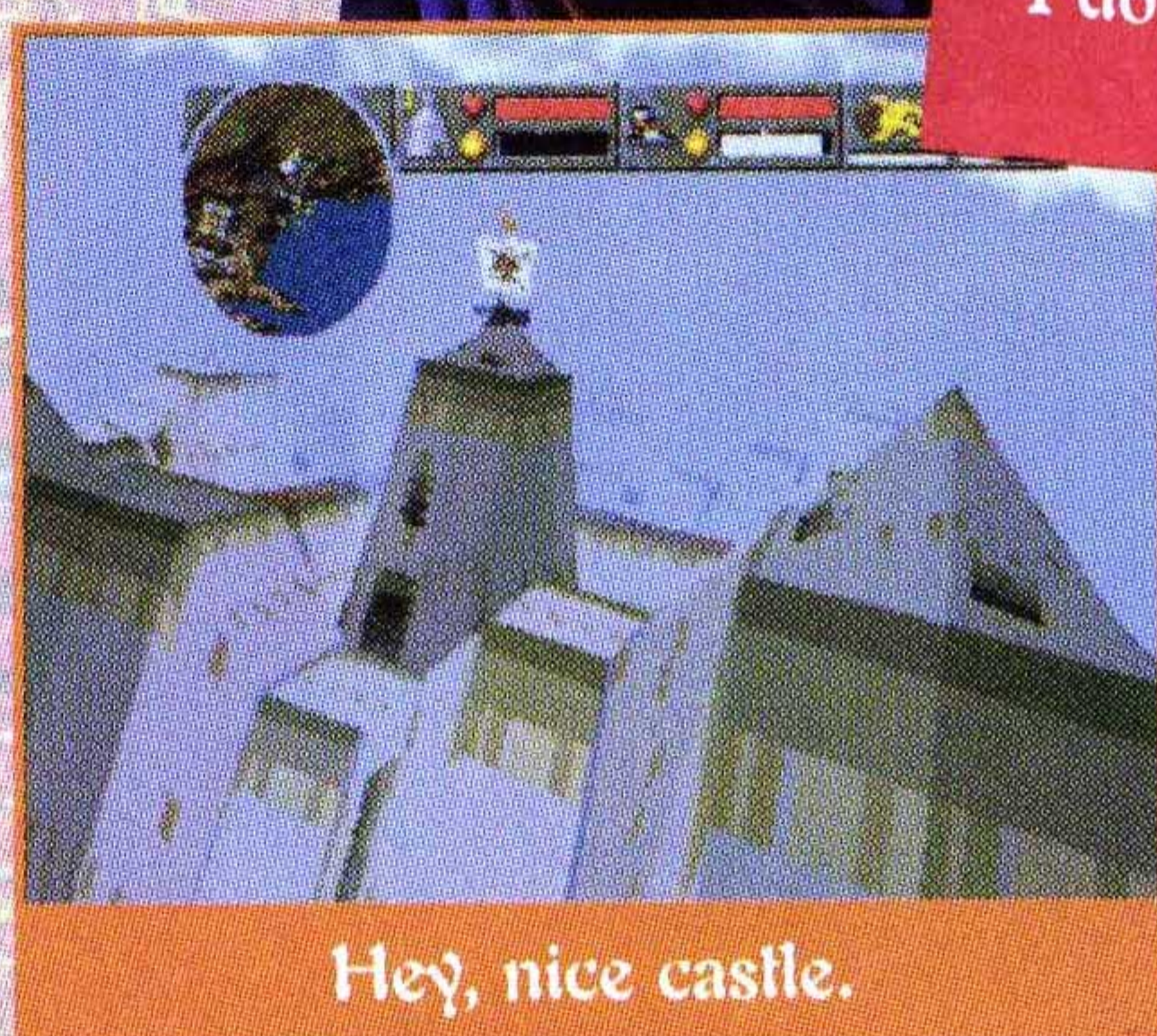
In this first-person perspective shooter you ride on the back of a highly maneuverable Magic Carpet through an immense 3D environment. On each level you have basically two goals: collect enough Mana to set the world straight, and find new spells to help you on your quest. As you collect more and more Mana you will need a place to keep this precious energy, so you must build a castle. It is a simple spell, but once it's cast, the castle will send out a balloon to collect your Mana. As your character collects more and more Mana he can make his castle bigger and bigger so that it expands and sends out more balloons. While this may sound a little easy, this is where things start to get tricky. As you progress through the levels, enemy wizards, townspeople, and various baddies will try to destroy your castle and your balloons, so you MUST protect them as well as fulfill the goals for each level. And if that's not enough to make your head spin, about halfway through the game many of the realms are guarded by Mana Vampires who can not only steal your Mana but take your spells away as well.

Sound difficult? Well, that's because this game has plenty to keep you busy. From the stunning lightning attacks of the Kraken to the annoying sting of a swarm of bees, Magic Carpet will demand a lot out of your flying skills. Coming this Spring for PlayStation and Saturn this game stayed true to its PC counterpart with addictive gameplay and long involved levels.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person 360° Magic Carpet Simulator (2-Player w/Link)
- **Special Features:** 24 Spells to Collect and Master, Over 13 Different Enemy Characters, Tricks and Traps, The All-Seeing Eye, and Interactive Environments
- **Levels:** 50
- **Created by:** Bullfrog for Electronic Arts
- **Available:** Early April For The PlayStation and Saturn



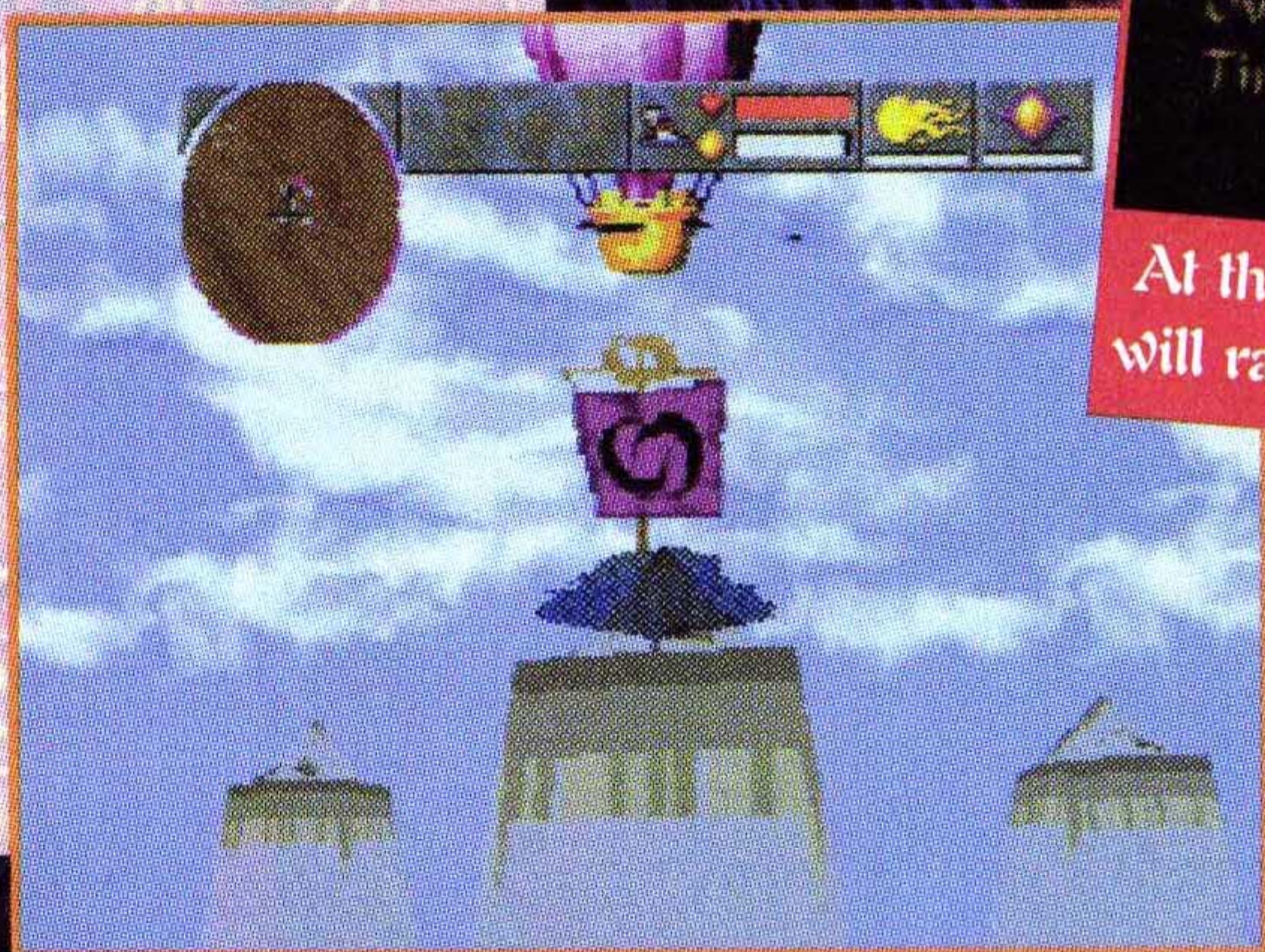
I don't think this wizard wants to be your friend!



Hey, nice castle.



Wasting' away again in mucho... Mana...ville!

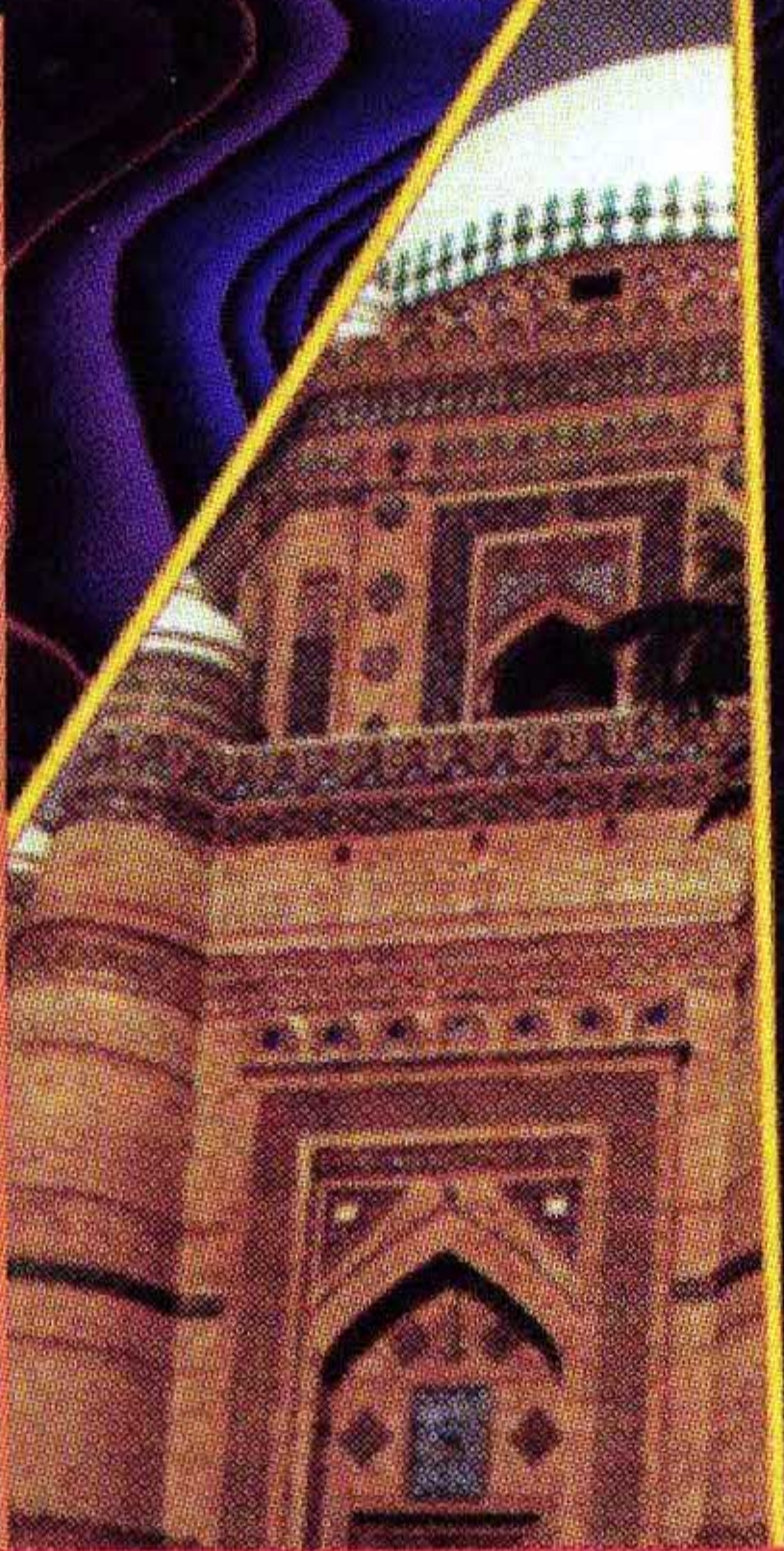


2. Khallabad	
Creatures Killed	100 %
Accuracy	30 %
Spells found	100 %
Mana	0 %
Overall performance	57 %
Time Taken	0h 3m 09s

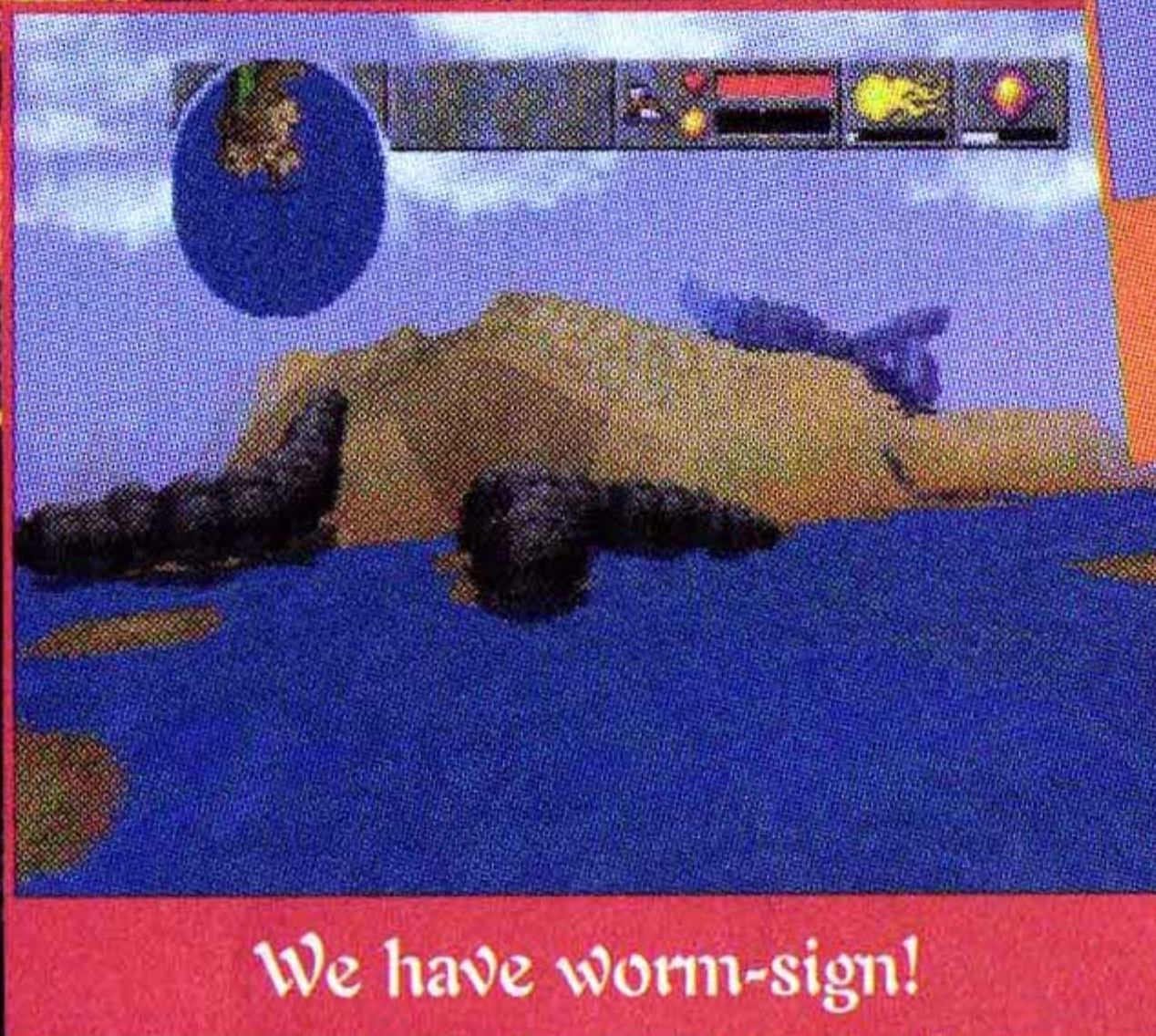
At the end of each level the game will rate your overall performance.



Your choice of 24 different spells.



We got trouble right here in River City!



We have worm-sign!



The Griffin will only attack if you're foolish enough to shoot first.



I give you Fire!



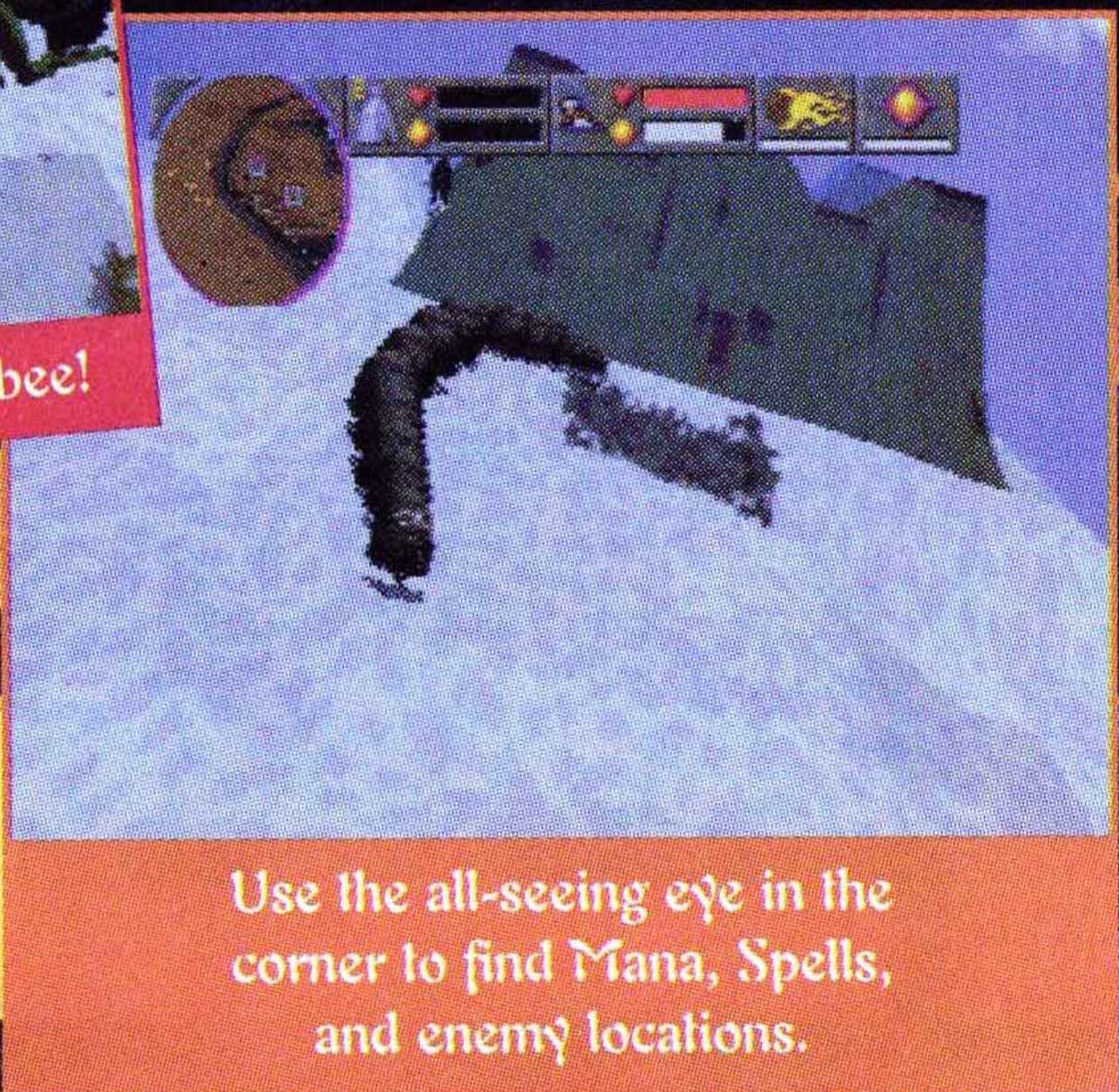
What's a flying game without the classic canyon run!



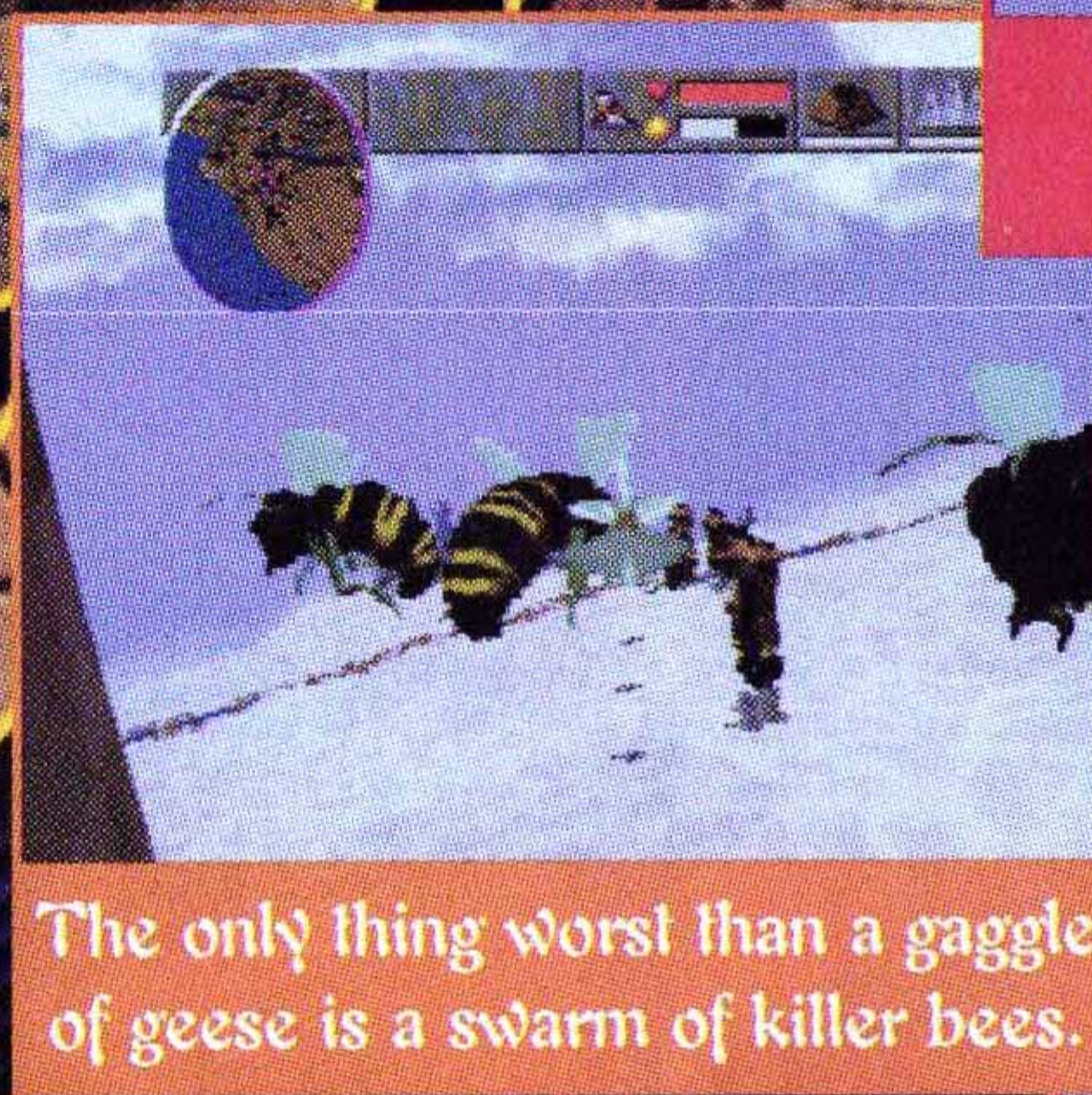
Cast the castle spell to build your home base.



Whoa boy! That's one big bee!



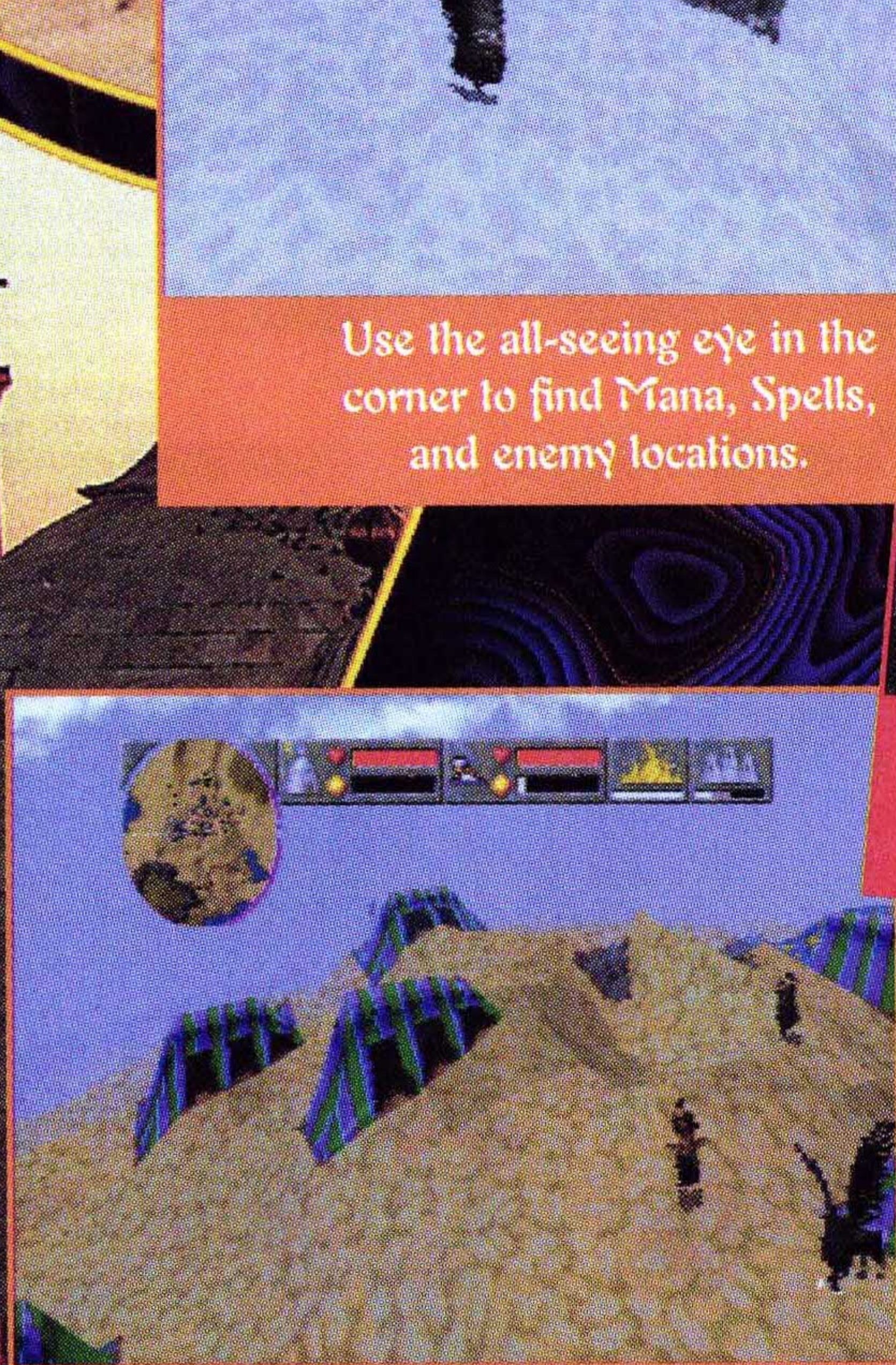
Use the all-seeing eye in the corner to find Mana, Spells, and enemy locations.



The only thing worst than a gaggle of geese is a swarm of killer bees.



Crabs feed off Mana and can grow to be quite the pain in the butt!



Get as many Balloons in the air as you can to scour the landscape for Mana.



Avoid this monster at all costs. The Wyvern eats Mana and likes to destroy castles in his spare time.

CLOCKWORK KNIGHT 2

Pepperouchau's Adventure In Toy Land



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Bosses Galore Mode, Three Difficulty Settings, Fully Rendered Cut-Scenes, Hidden Mini Games, Entire First Game Hidden Inside
- **Created by:** Sega
- **Available:** Now for Sega Saturn

Who's got a key in his back, metal limbs, and stands only two inches tall? The answer is obvious to anyone who owns a Sega Saturn. It's Pepperouchau, of course, the wind-up knight who saved the day in the first Clockwork Knight. Just about saved the day, that is, because if you remember correctly the beautiful Chelsea wouldn't wake up, and remained sleeping like an artificial Snow White who just snarfed down a poison apple.

This game is almost the same concept as the last one (it is a sequel, after all) and would have been included on the first disc if they had finished it in time. They did, however, manage to fit the entire first game onto this disc, although a special code is required to access it. In addition, they've allowed you to change the controller configuration around so that you don't need to double tap the directional pad in order to run. Unfortunately, you still can't use the trigger button for this feature which would certainly have been the most convenient setup.

They have added a little more to the depth of the playfield, transforming it from eye candy to the point where it actually affects gameplay. For instance, some scenes will have Pepperouchau riding on his faithful donkey Baro-Baro and the tracks will zoom him in and out of the background, depending on which way you choose to go. In another scene, our hero jumps into a cannon that blasts him into the background.

The bosses are still big, bad, and ugly. There is even a "Bosses Galore" mode where you can fight each boss (from both games) sequentially and be given a rating of your performance. This mode also allows you to choose whether you'd like to control Pepperouchau or his friend Ginger. (Could it be that Ginger can be played throughout the whole game with a special code? Hmmm???)

Other than that, this should be a familiar game. If you loved the first one, you won't be disappointed in the sequel.



▶ THE BOTTOM LINE **7.5**

ANDY, THE GAME HOMBRE

Concept: 7.5 "Hey, check it out! It's the last half of the first Clockwork Knight. This mystical adventure is a solid video game, but does have some good and bad points. The good points are that the graphics are really spectacular with amazing 3D effects and cool sound effects. The bad part is that the game gets a little repetitive. This is definitely a 'must-have' for any hard-core action/platform fan, but it may be a little too much for the casual platform player."

Graphics: 8.75

Sound: 8

Playability: 7.75

Entertainment: 7

OVERALL: **7.75**

REINER, THE RAGING GAMER

Concept: 4 "The play is nice and fast, and the graphics are incredible, but I can't be excited about saving a wind-up princess with nothing but a key."

Graphics: 8.5

Sound: 7

Playability: 6.5

Entertainment: 4

OVERALL: **6**

PAUL, THE PRO PLAYER

Concept: 8 "CK 2 is a bit more appetizing than the first version because of better options and control settings. The graphics are also very polished, and the levels where you move from foreground to background are very cool indeed; however, I found that the control is very touchy. It took me a while to get accustomed to how far Pepper would jump. I am somewhat annoyed that Sega hid the entire first game in part two. Way to rush the first one and stick it to someone who already bought CK 1. If you haven't played the first, then this is a two-in-one pack."

Graphics: 9

Sound: 8.5

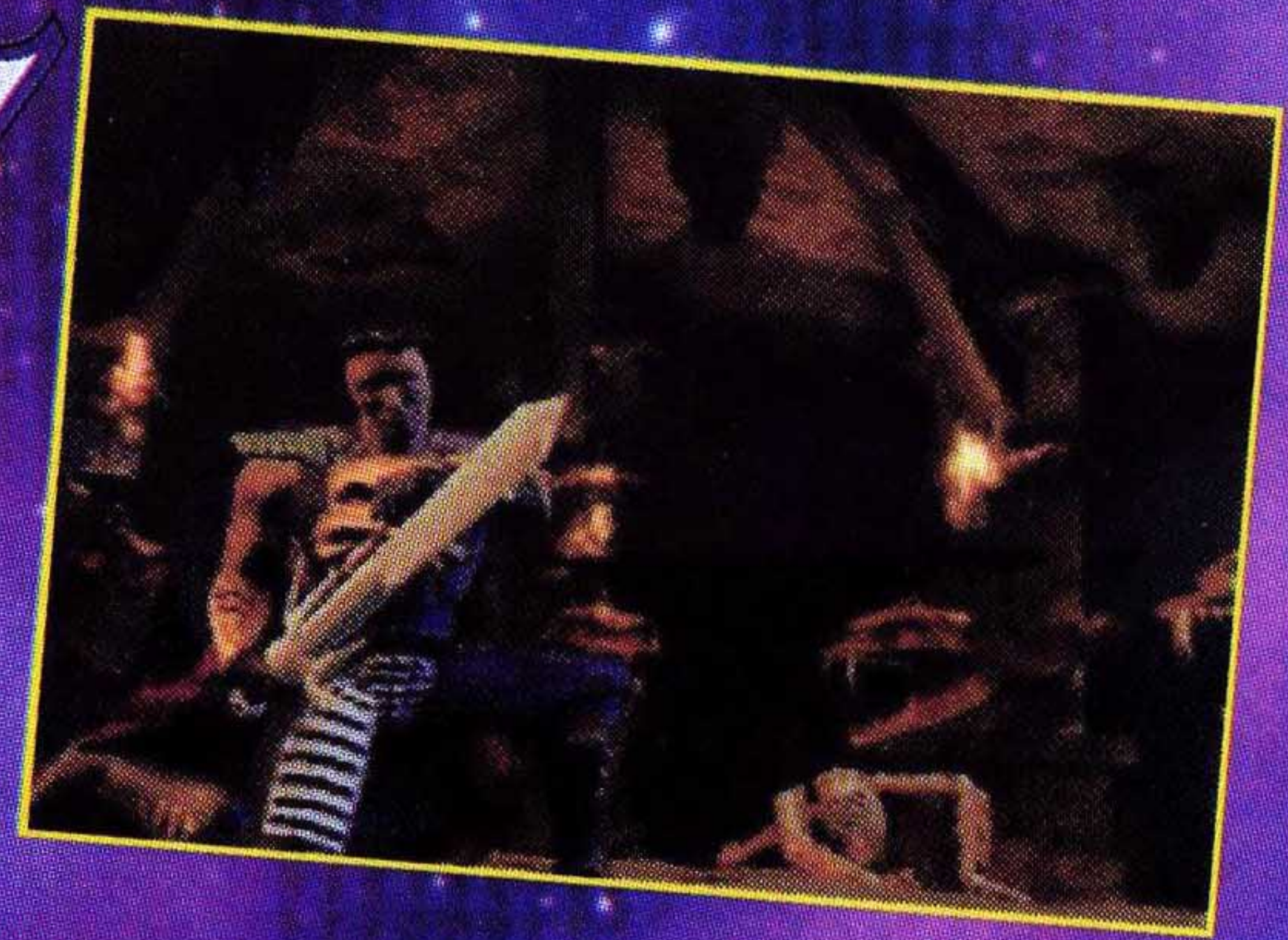
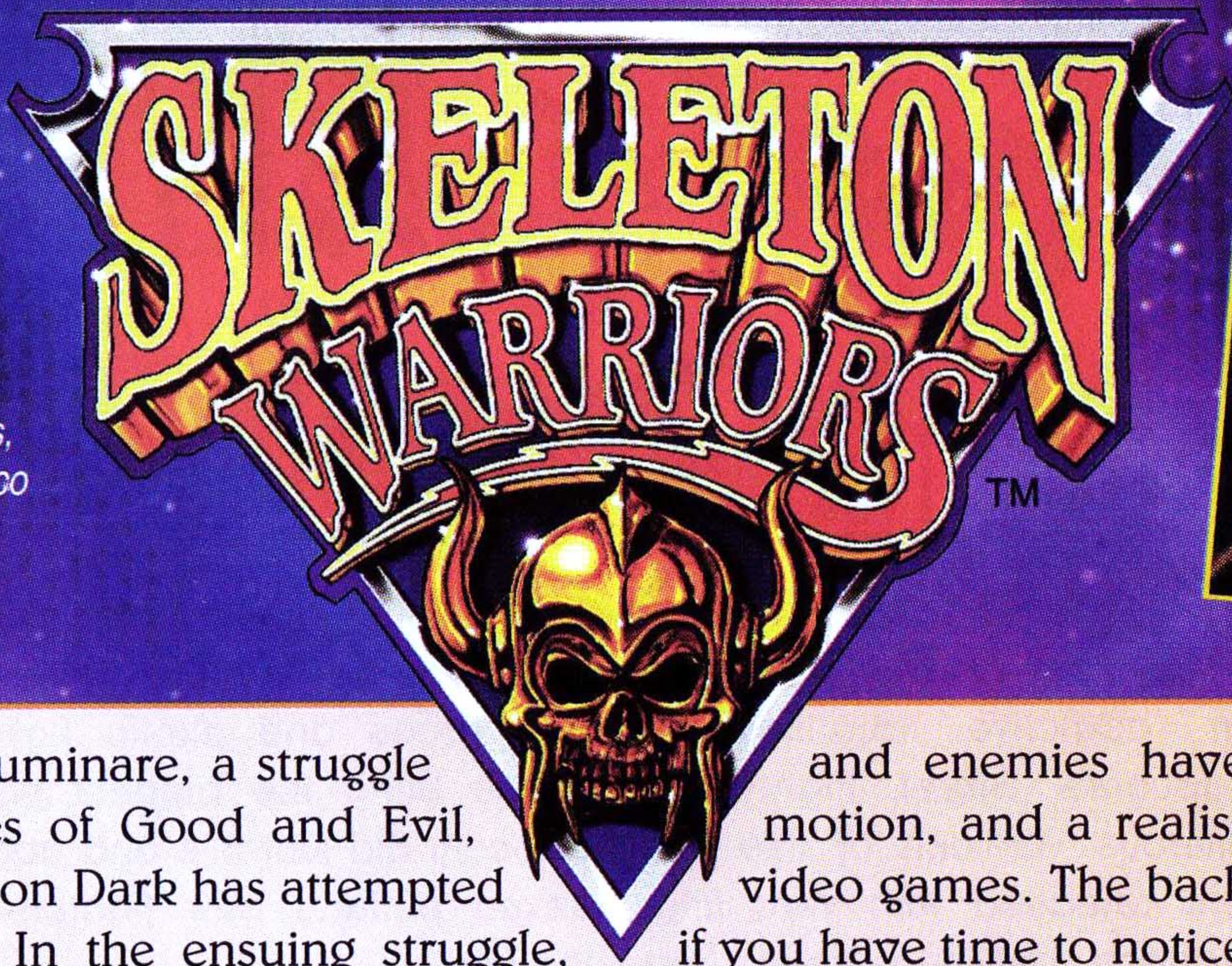
Playability: 8

Entertainment: 9

OVERALL: **8.5**

The Clash of Blade on Bone

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Stunningly Realistic Graphics, 3 Difficulty Settings, Magic Attacks, Reforming Zombies, Music by Tommy Tallarico
- **Created by:** Neversoft Entertainment for PlayMates Interactive
- **Available:** Spring 1996 for Sega Saturn



On the distant planet of Luminare, a struggle rages between the forces of Good and Evil, Light and Dark. The greedy Baron Dark has attempted to steal the Lightstar Crystal. In the ensuing struggle, Prince Justin tries to take back the crystal, but it shatters. This monumental act of magic transforms Baron Dark into a living skeleton, who can corrupt others into evil warriors to serve his purpose. Prince Justin changes into Prince Lightstar, defender of all that is right. He is equipped with a magic slinging sword which he must use to hack his way through the Baron's defenses, destroy the Skeleton Legion and rejoin the Lightstar Crystal to restore peace to the land.

Skeleton Warriors is a hack 'em up action/platformer for the Sega Saturn. The graphics are quite stunning, and all of the characters

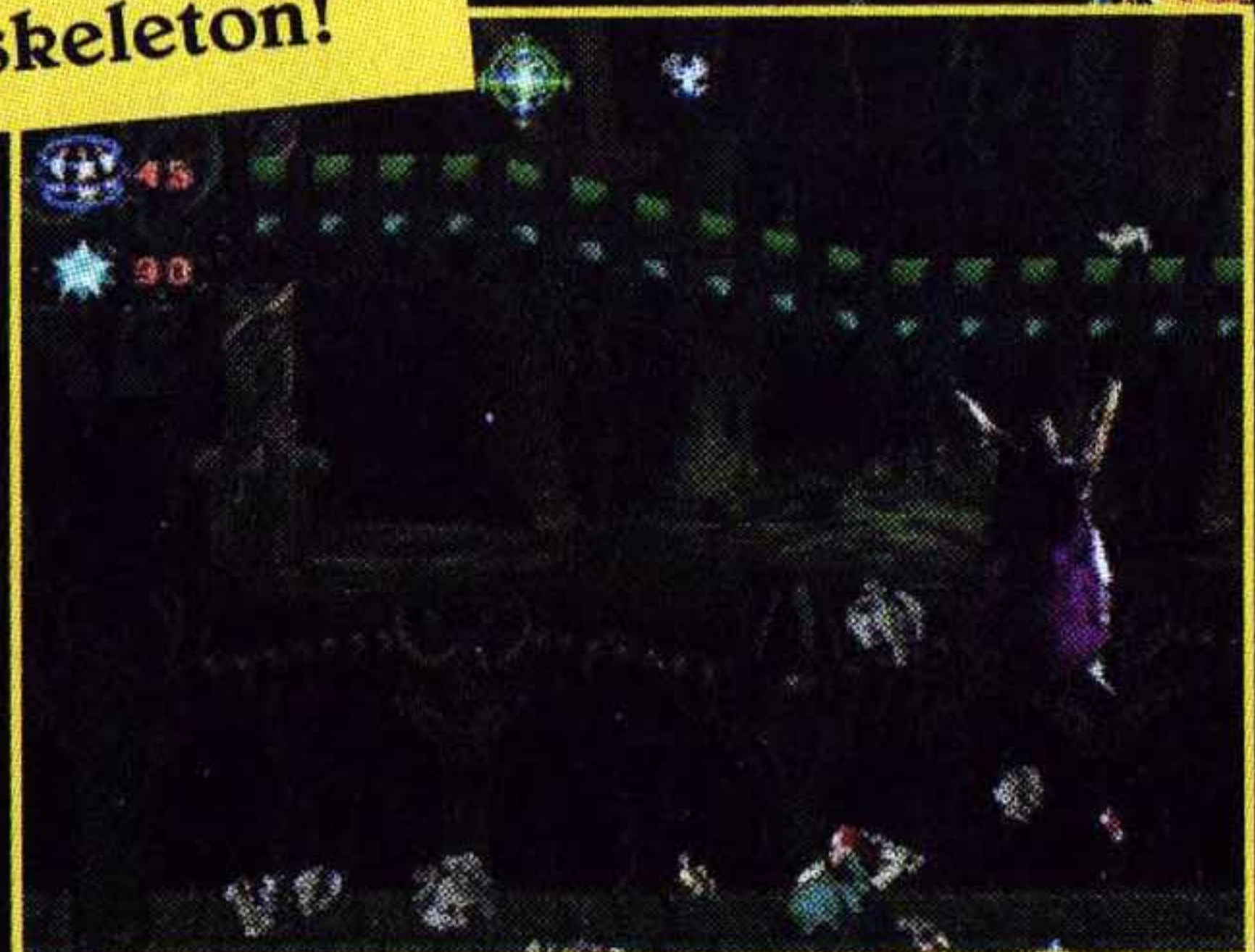
and enemies have great depth, smoothness of motion, and a realistic look that you rarely see in video games. The backgrounds are also good looking if you have time to notice them, that is.

As far as gameplay, you can basically hack with your sword or use it to shoot magic projectiles. You'll need to collect power-up items, as different attacks will cost different amounts of energy. Fortunately, most of the enemies contain either magic or life power-ups that appear when you kill them. If you don't grab the icon, however, the enemy skeleton will reform and attack you again.

Have you been looking for a slice 'em and dice 'em action/platform game for your Saturn? Keep your eyes on Game Informer for the numbers on Skeleton Warriors.



It's not easy to get the jump on this big gun skeleton!



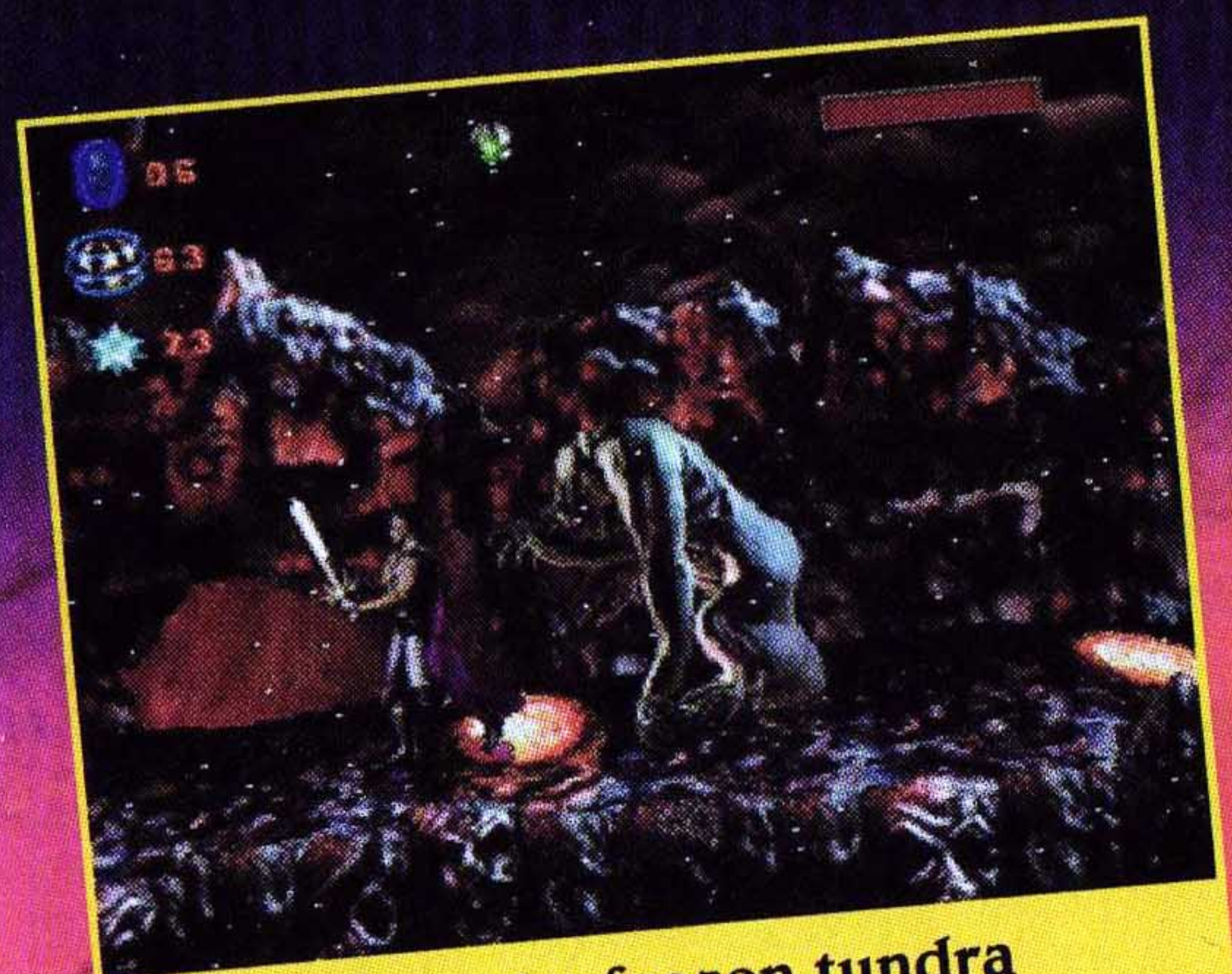
Hanging from the ledge can be an effective strategy.



Slay the enemy and they'll die in a flash of doom!!!



Somewhere in this ancient world of swords and magic, they managed to fit in a speederbike level.



From the frozen tundra comes a creature of such fearsome proportions.



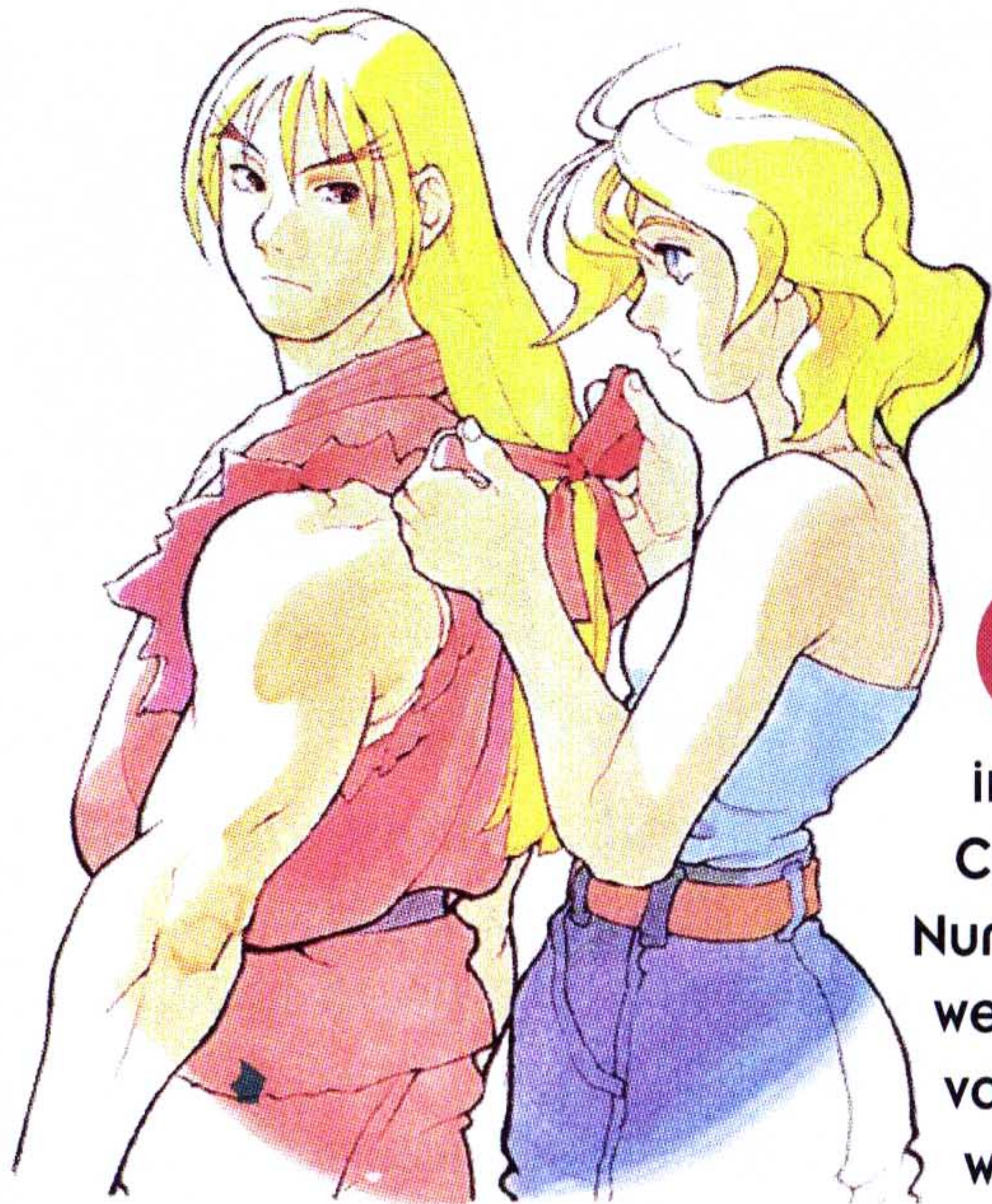
Who let this guy out of the zoo???



Watch your head, Prince Lightstar!!!



They're Back!!!



STREET FIGHTER ALPHA

WARRIORS' DREAMS

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Air Blocking, Alpha Counters, Super Moves, Master Combos, New Faces and New Places, and a Training Mode
- **Created by:** Capcom
- **Available:** Now for Sega Saturn

One game that sticks out above all others in addictive qualities is Capcom's Street Fighter II. Numerous versions of this title were released with very little variance between them. You would think that once you had the first one, that you wouldn't even dream of buying the others, right? Wrong. Once you're hooked you might as well kiss your freetime good bye. Capcom is the undisputed champion of marketing the same game over and over, and we were the relentless victims that took up their offer. Finally, after playing the same game year in and year out, the consumers and Capcom both said, "Enough is enough." Hence, later this month Capcom will release a new take on the SF series entitled Street Fighter Alpha.

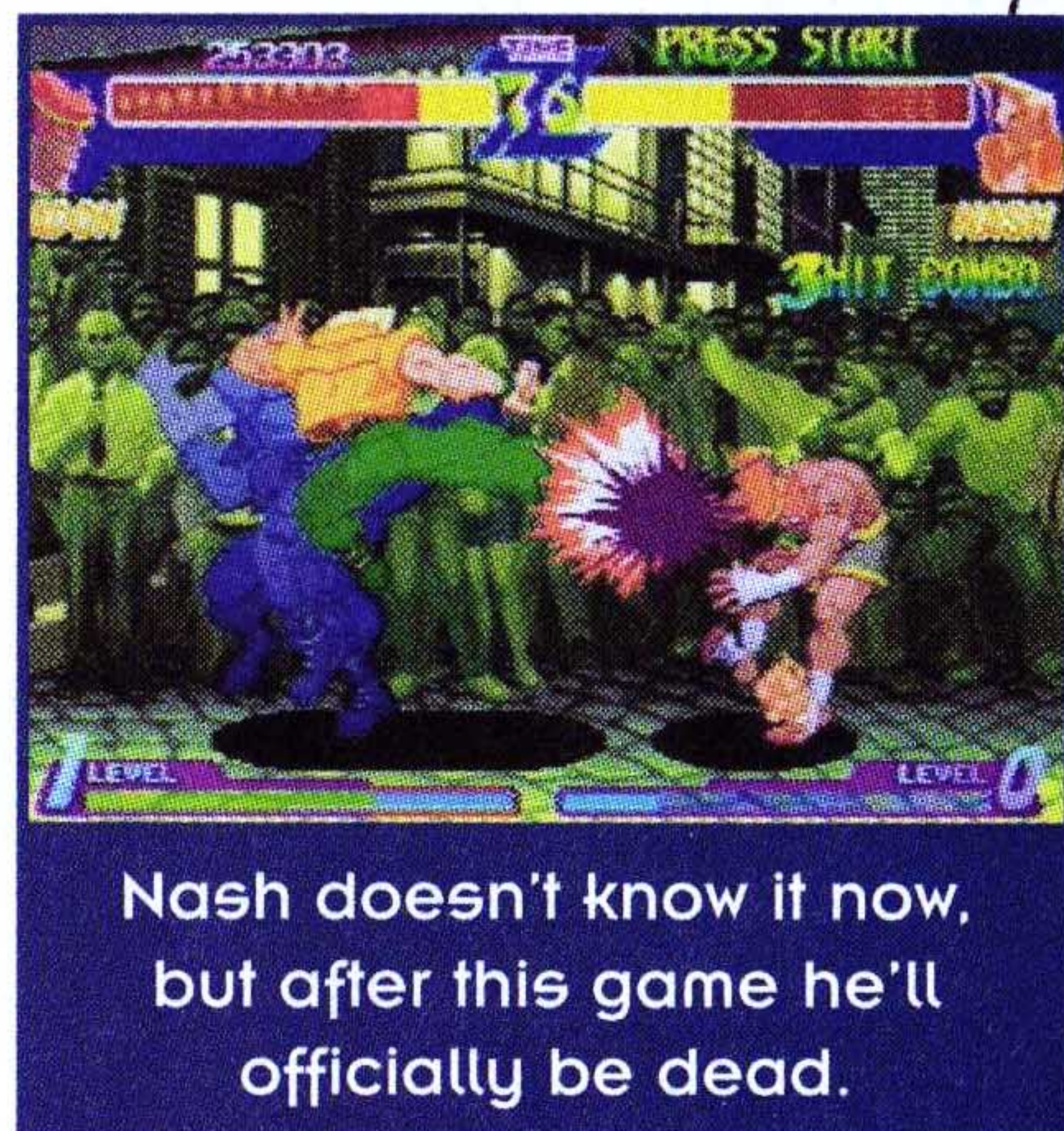
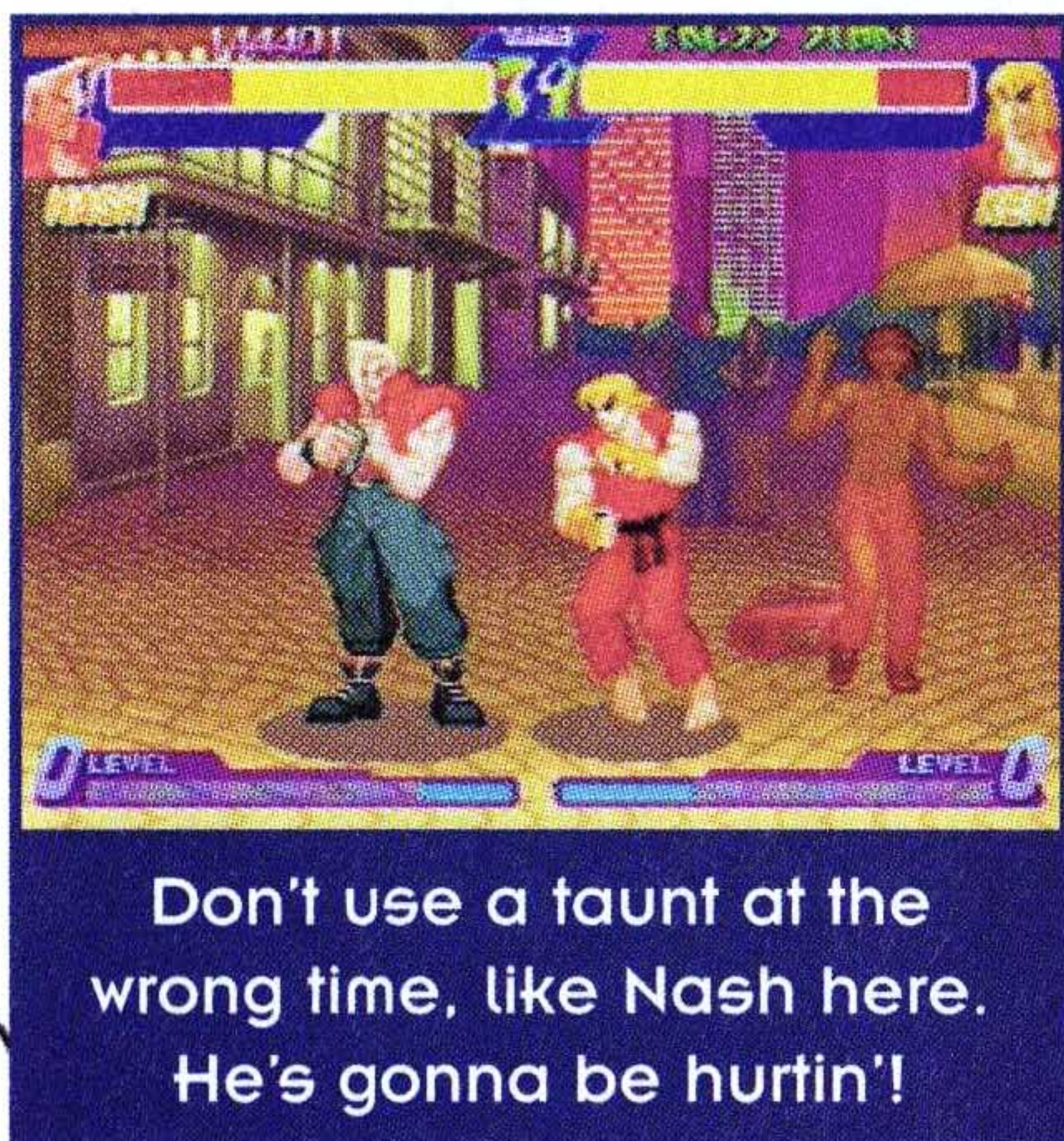
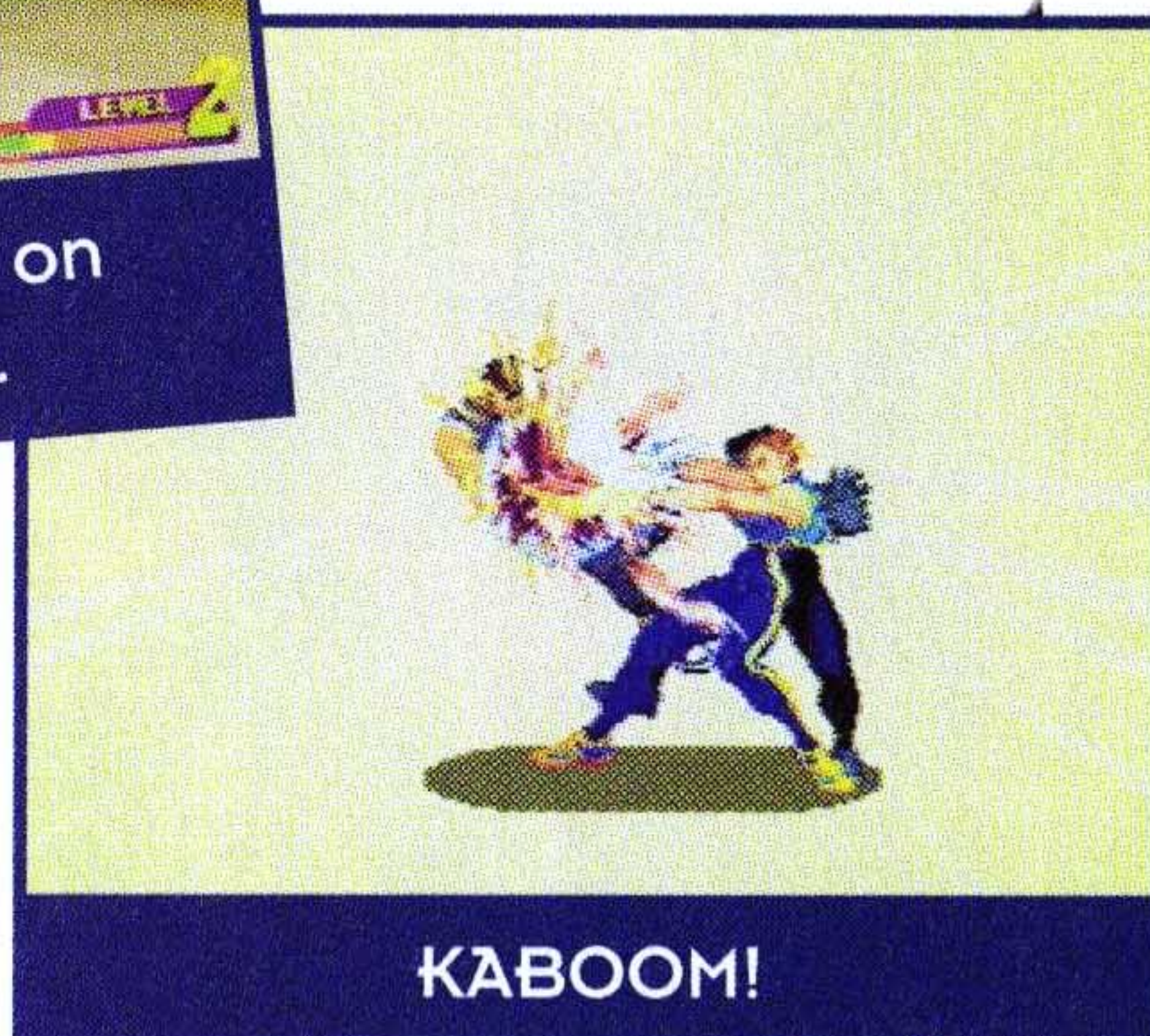
Alpha is, in fact, a prequel to SFII. Some of the fighters featured in part two are back joined by a bundle of new faces as well. The nice thing about Alpha is the look that it radiates. Like DarkStalkers, the animation is smoother and more cartoonish. Capcom has also included new super moves, combos, a cheese indicator, a random select, and all sorts of other hidden goodies.

The one thing that gamers want in a sequel (or a prequel) is new playable fighters. Adding

additional moves to the existing cast may be fine for awhile, but new faces and exotic fighting styles bring the biggest smile. Capcom did just this and added seven entirely new fighters to the fray.

A few of these new fighters have been seen before in previous Capcom titles. The ruthless martial arts expert, Guy, first made his appearance in the classic Final Fight series; Adon and Birdie first made their appearance as two of the original bad boys from Street Fighter 1; and Rose appears to be a character that was never used in DarkStalkers 2.

Now that you have this brief summary of what to expect, explore your thoughts for awhile and you may ask yourself, "do I really need this game, or do I just want it really, really bad?" If you're still confused, we'll give you a hint. Go forth loyal SFII fans, and indulge in the next chapter of Capcom's epic SF fantasy extravaganza!



► THE BOTTOM LINE 8



ANDY, THE GAME HOMBRE

Concept: 7.5 "If you like SF you're going to love this game. The animation is smoother than ever before, the moves are better than ever, and the

Graphics: 8.5 (somewhat) new characters are cool to play with from the comfort of your own couch. The numerous endings and difficulty settings will keep fighting fans glued to the TV for weeks; however, the real question comes down to how bad you want to play another Street Fighter. If you do, this is the game for you. You won't regret it!"

Sound: 8.75

Playability: 9

Entertainment: 9

OVERALL: 8.5

REINER, THE RAGING GAMER

Concept: 7.25 "Street Fighter Alpha (SFA) is a great game to say the least. The animation, gameplay and sound have been drastically improved over the last Street Fighter offering. I'm really surprised how much the Saturn version plays like the arcade. I guess I'm not used to the 32-bit Capcom fighters yet. It's a whole new ballpark with these new systems, and Street Fighter fans shouldn't miss this arcade quality SFA port."

Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 8

OVERALL: 8.5

PAUL, THE PRO PLAYER

Concept: 5 "I hate to use this silly cliché but I need another Street Fighter like I need a hole in the head. Fighting games have evolved greatly and although SFA introduces new combos and techniques, the game is still about kickin' butt with Ken or Ryu. Yee haw. The entire game is nicely translated from the arcade with superb animation, control, and sound. Street Fighter proved itself a flop after Capcom was stuck with a warehouse full of Super Street Fighters. Leave this game alone and stick with Virtua Fighter 2."

Graphics: 7.75

Sound: 8.5

Playability: 9.25

Entertainment: 2

OVERALL: 6.5

I Ain't Afraid of No Ghost!?

Lately Hollywood has taken advantage of the computer side of motion picture making. Jurassic Park was the first of such titles which showed that computers could create realism out of a make believe world and manipulate the human eye into believing what they see is really there. Last year Universal Pictures did just this.

Instead of using 30 ton mega-lizards, Universal took the friendly ghost out of The Harvey Entertainment Company, and they produced a high quality live action motion picture out of the cartoon and comic book, Casper.

The special effects found in this hit film are truly outstanding and downright spooky. In order to capture this feeling for the video game release, Interplay did what Hollywood does so well - manipulate the hardware available to its fullest to create the best effects possible. Did they succeed? Of course they did, and with honors no less. The ghost-like effects used to capture the essence of Casper couldn't have been done better. Casper not only harbors the classic see-through slimy appearance, but he's rendered in 3D as well. Fortunately, almost all the graphics presented in Casper are dynamic in appearance and impressive to say the least.

Casper features an interesting style of gameplay that has been used

before, but seems to have been lost through the years. The only notable comparison would be the old NES title Maniac Mansion. Casper plays a lot like this game in regards to the puzzles that must be toppled, and the setting of the game taking place in nothing less than a billion dollar mansion.

The plot is almost identical to the movie. Casper wants to make friends with the two new human hosts who've moved into the vacant manor. The only way he can think to make this possible is to find presents for them and hope they won't be scared of him.

This is your objective for Act 1. Once this is a success, Casper wants to become human, and luckily, his daddy was a great inventor who created a ghost to human transformer machine called the Lazarus. Act 2 consists of Casper finding the parts to this machine. And you can imagine what follows - the conflict.

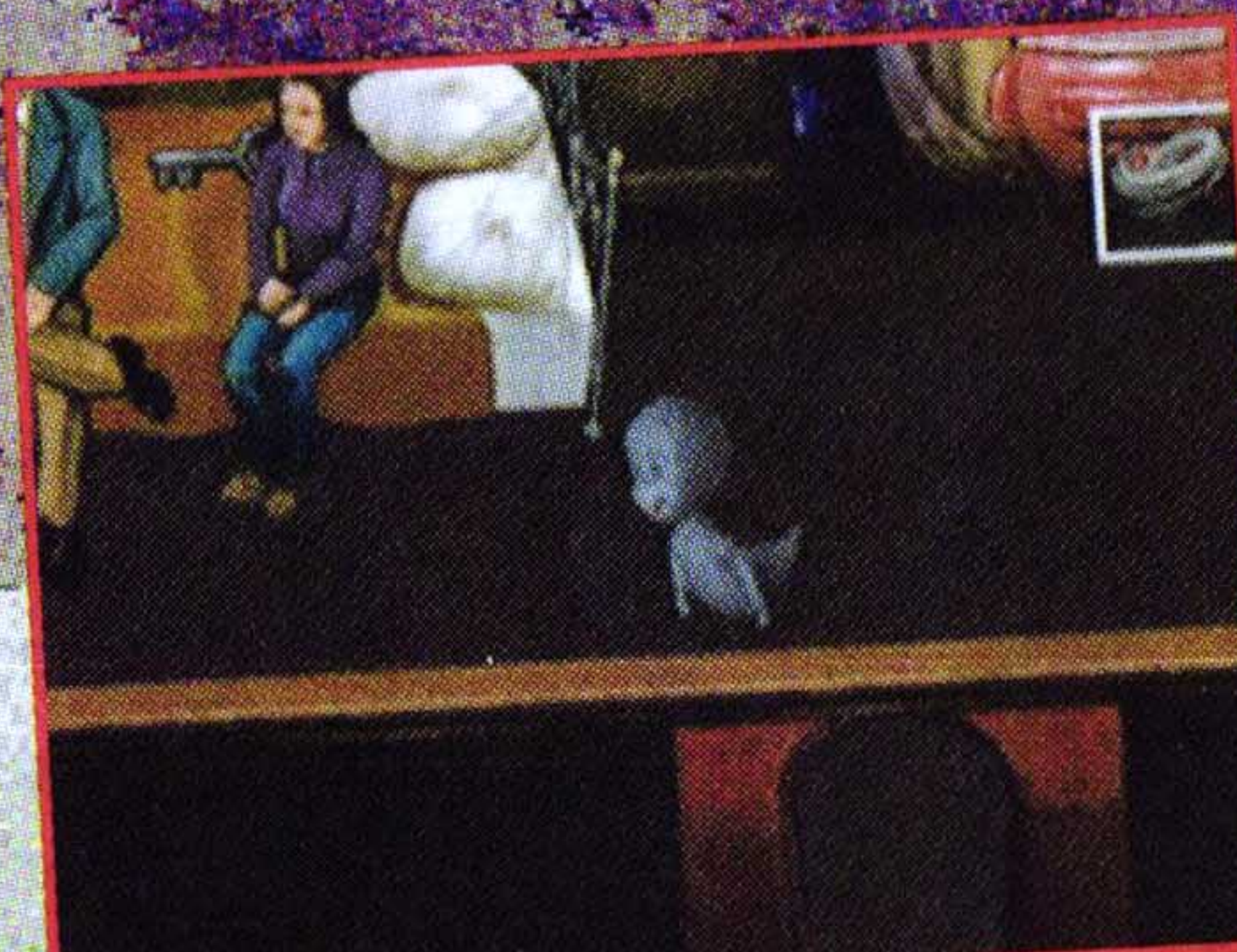
Casper's three grumpy uncles are not fond of the fleshy type, so it's up to you and your mystical powers to eliminate this family threat. Casper has a handful of attacks, items and morphs at his command and yours as well. If you loved the movie or are just fond of the outer limits of video games, Casper is the title that fills these needs. Remember though, it's scary!



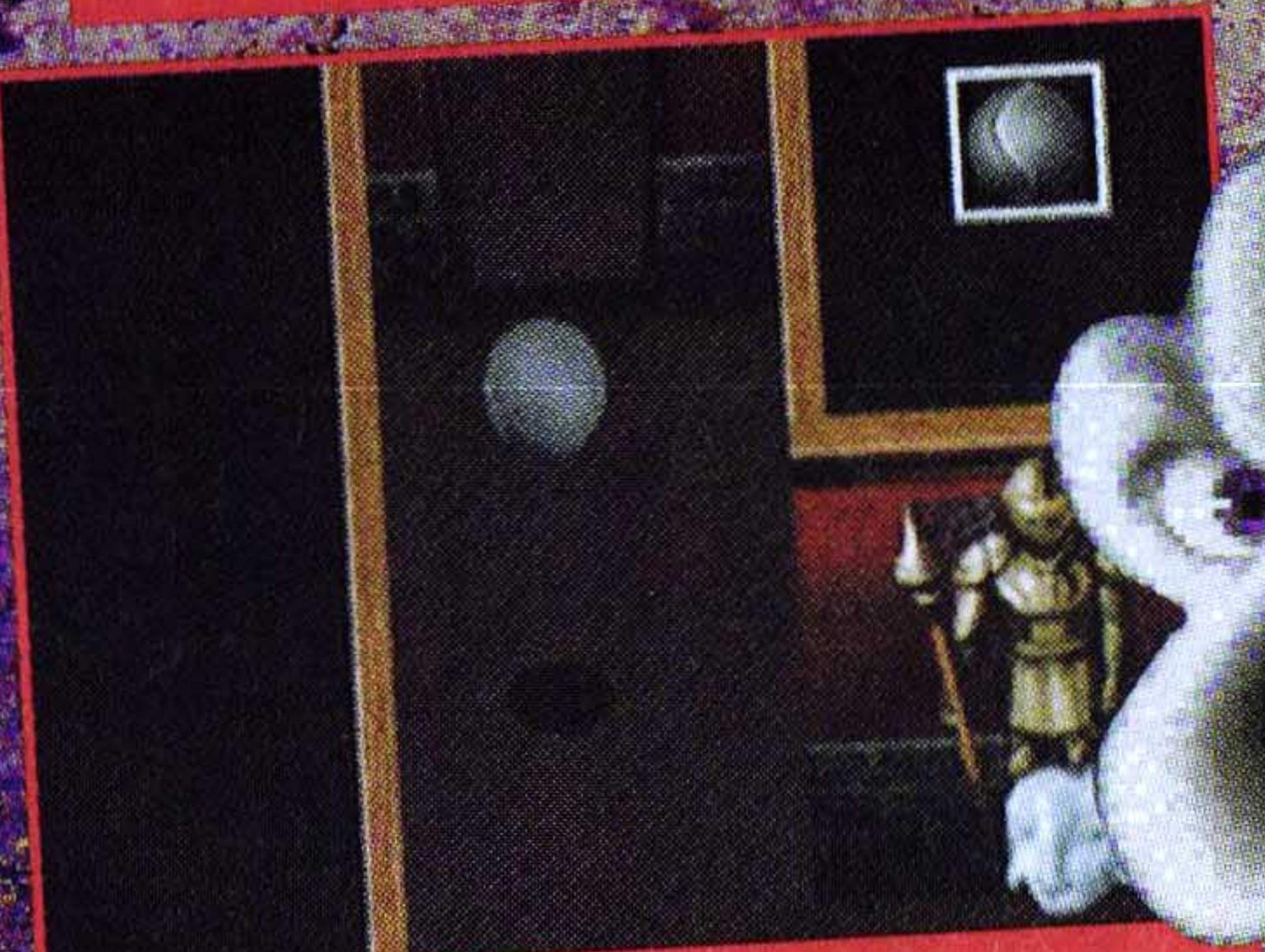
Whoa, there was a ghost in that treasure box!



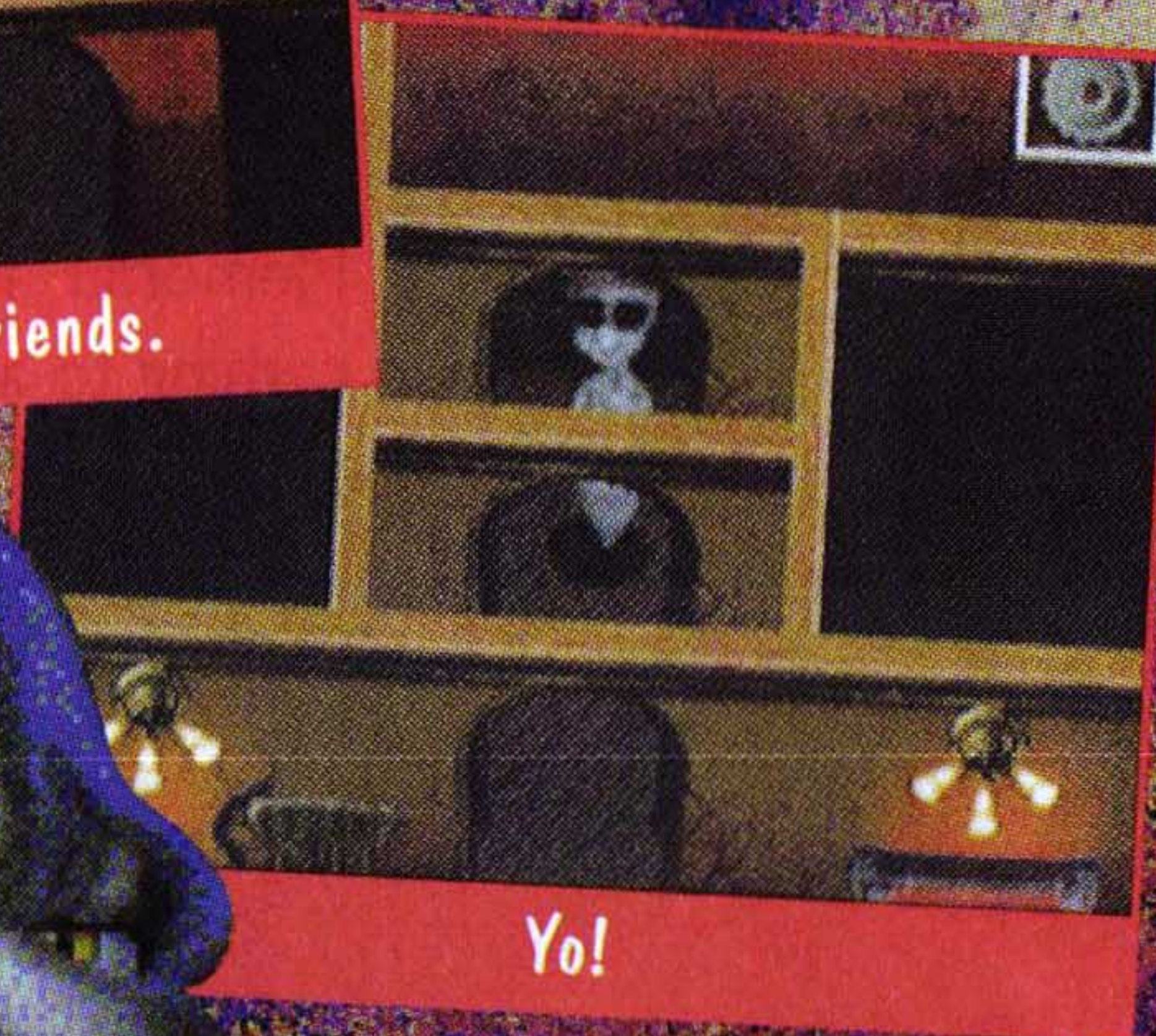
Push it real good!



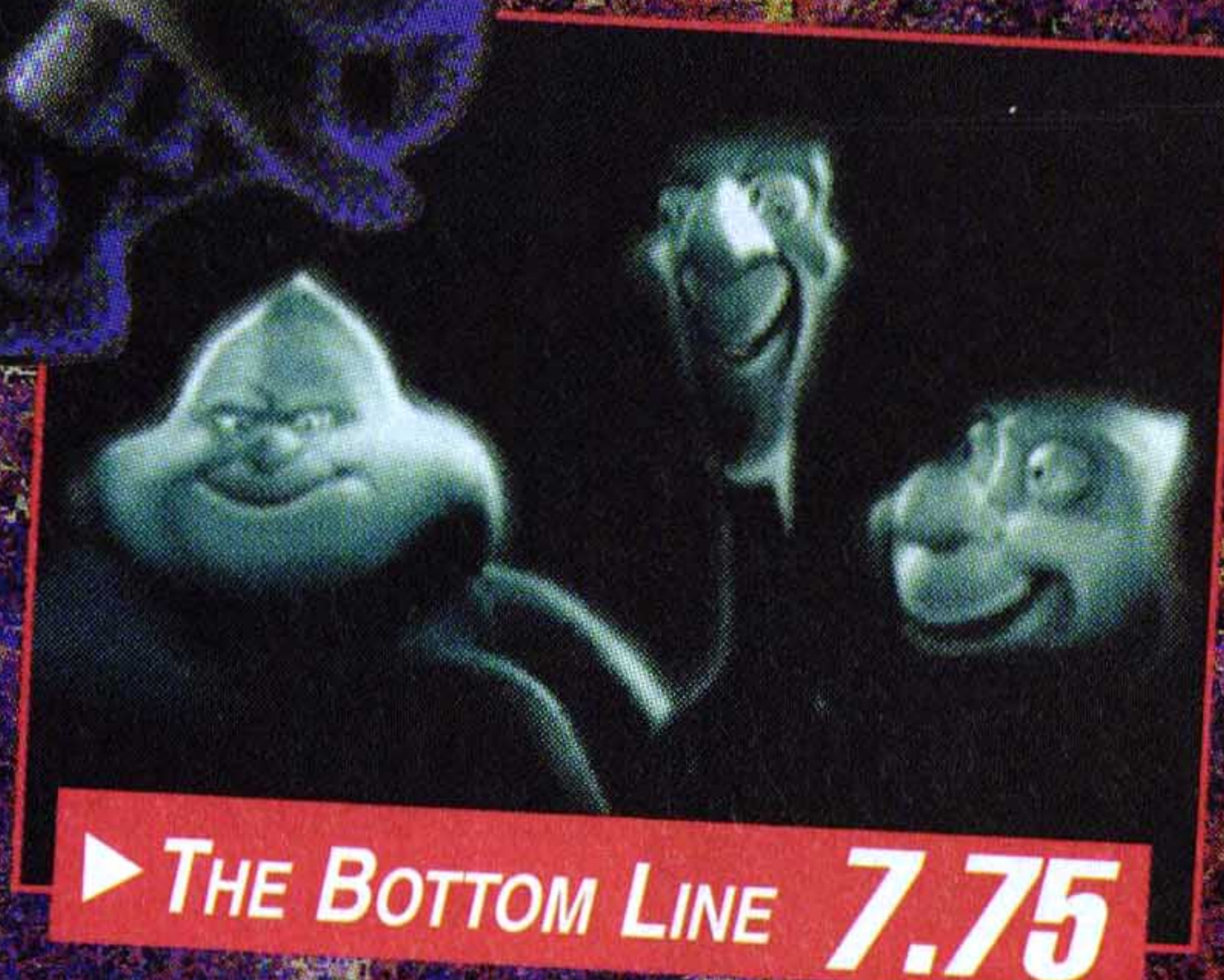
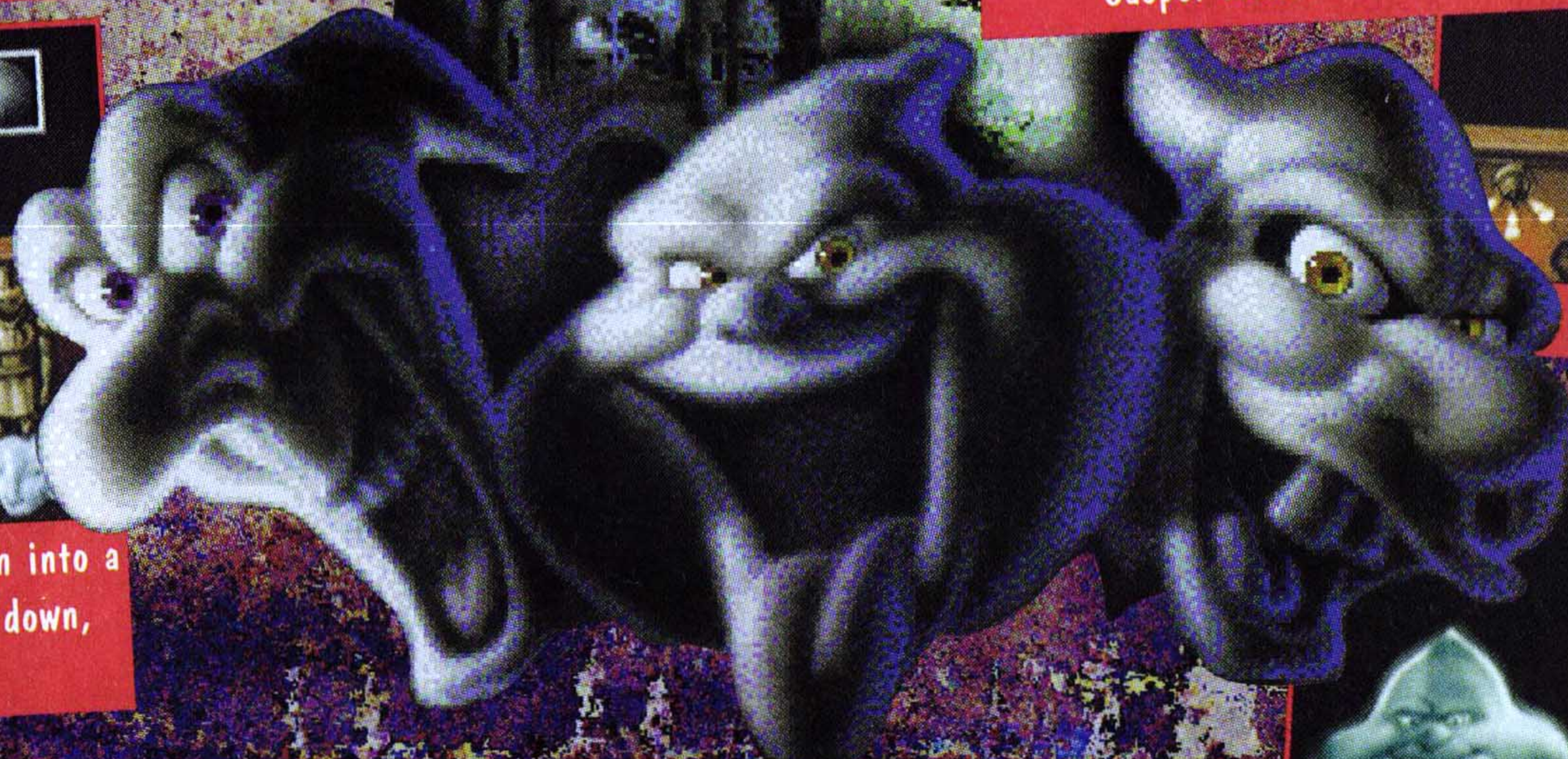
Casper makes new friends.



One of Casper's morphs turns him into a bouncing ball. Wheee! Up and down, up and down.



Yo!



▶ THE BOTTOM LINE 7.75

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy Adventure
- **Special Features:** Casper Morphs, Challenging Puzzles, a Push and Pull Feature, a Bountiful Inventory of Items, Tons of Secrets, and Spooky End Bosses
- **Created by:** Amblin Entertainment/Fun Com for Interplay
- **Available:** Now for 3DO

ANDY, THE GAME HOMBRÉ

Concept: 7 "I was surprised that the graphics in this game were as good as they are.
Graphics: 8.5 Casper and all his cohorts look great and the levels look just like they're right out of the movie.
Sound: 7 However, the sound effects aren't that cool and the game is somewhat trying.
Playability: 7 At first I was gung-ho to work my way through this game, but soon I found that I could care less what happens to Casper and I just gave up. It's OK, but you might want to try it first to see if you like it."
Entertainment: 6.5
OVERALL:
7

REINER, THE RAGING GAMER

Concept: 8.5 "It's about time that someone released a title like this again. I was a big fan of Maniac Mansion and now I'm an even bigger fan of Casper. I haven't seen a really good 3DO title since Gex, but I think Casper will fill this gap nicely. The graphics are fantastic and the music is magnificent. It's too bad for 3DO that this game is coming out on the Saturn and PlayStation too.
Graphics: 8.5 This could have been the title that made people really look at the 3DO again. Casper in nothing short of a haunting good time!"
Sound: 9
Playability: 8
Entertainment: 8.25
OVERALL:
8.5

PAUL, THE PRO PLAYER

Concept: 7 "Although this game was a little late in coming out of production, it has potential to appeal to a wide variety of age groups. It has a simple interface and easy controls, yet the puzzles and immense playfield offer plenty of challenge. Initially I thought it was somewhat childish, but for some reason I kept playing. The graphics and sound effects are nicely done, and the characters look especially good. If you have any interest in Casper you should give this a look."
Graphics: 9
Sound: 8
Playability: 8.5
Entertainment: 8.5
OVERALL:
8

GLANCE

Iron Storm

Saturn Preview

Size:
1 CD-ROM

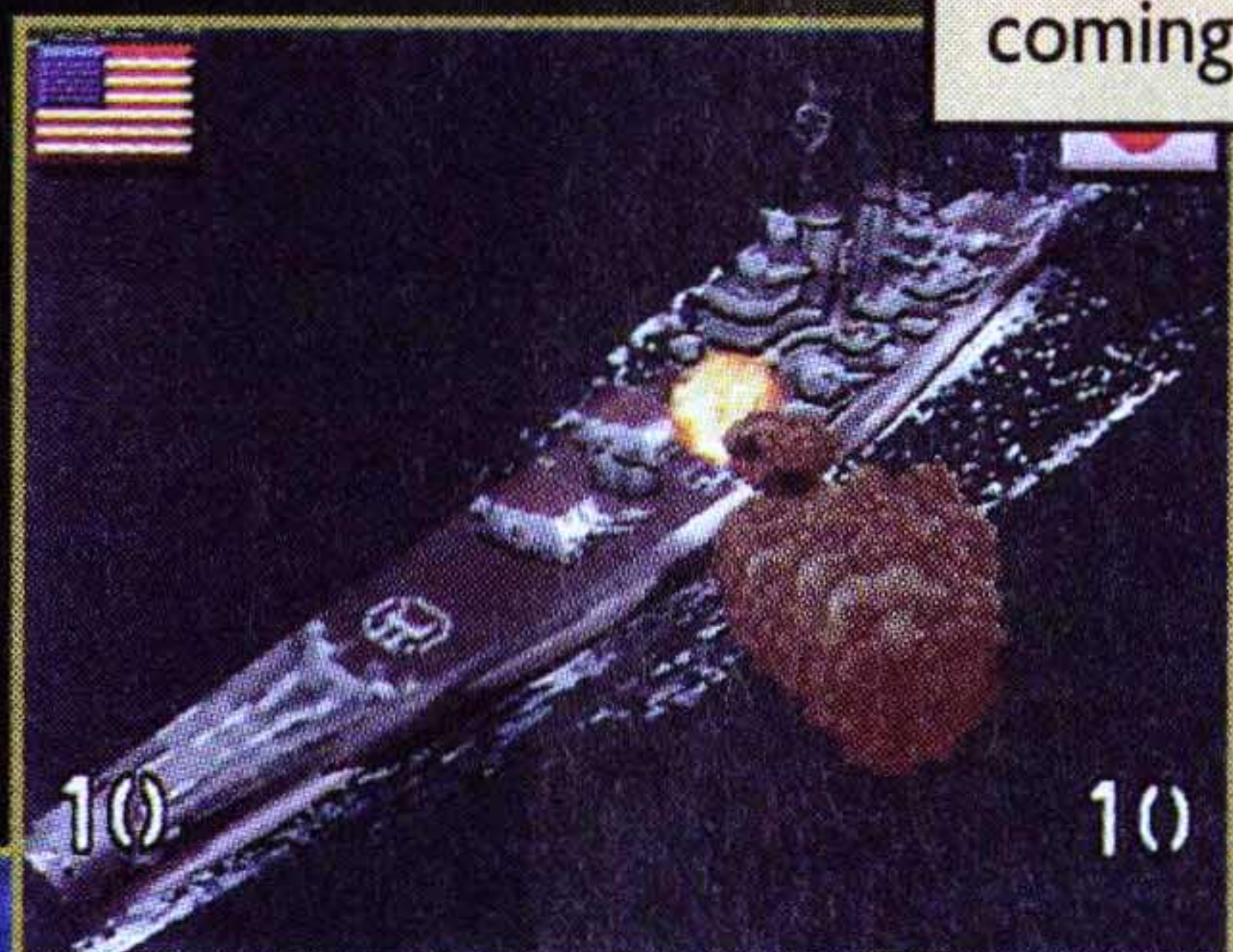
Style:
1-Player WW II Strategy

Special Features:
3D Battle Scenes,
Command the Armies of
Japan, U.S.A, or Germany,
Two Gameplay Modes,
100+ Hours of Playtime

Created by:
System Soft
for Working Designs

Available:
March for Sega Saturn

Sega Saturn owners craving a World War II strategy game should be on the look out for Iron Storm from Working Designs. Prior to its release in Japan, Iron Storm pre-sold a whopping 250,000 copies. It will mix a traditional 2D, hexagon pieced playfield with 3D polygon battles. The game can be played in two modes. The Scenario Mode will let players choose from 54 different battles, and the Campaign Mode lets the player fight out the war in the role of the Japanese, American, or German army. Working Designs will donate 50 cents of every copy sold to the U.S. Holocaust Memorial Museum. Look for this game coming to a store near you.



Tetris Blast

Game Boy Review

Size: 2 Megabit

Style: 1-Player Puzzle
(2-Player Via Link)

Special Features:
KA Rating, Three Different
Play Modes, New Block
Shapes, and Password Save

Created by: Bullet Proof
Software for Nintendo

Available:
Now for Game Boy

Take Tetris, add a pinch of Kirby's Avalanche and a teaspoon of Bomberman and you've got Nintendo's newest puzzler - Tetris Blast. In Contest Mode you must align blocks containing explosives to clear out all the rows on the screen. In Fight Mode, you must take on 8 different blasters, using explosive blocks to blow them into next week. Build a Super Bomb by placing four Mini-Bombs together, then watch the fireworks fly. Easily, one of the more entertaining Game Boy puzzle games to come down the pipeline in a while.

Overall: 8.75

The Need for Speed

PlayStation Preview

Size:
1 CD-ROM

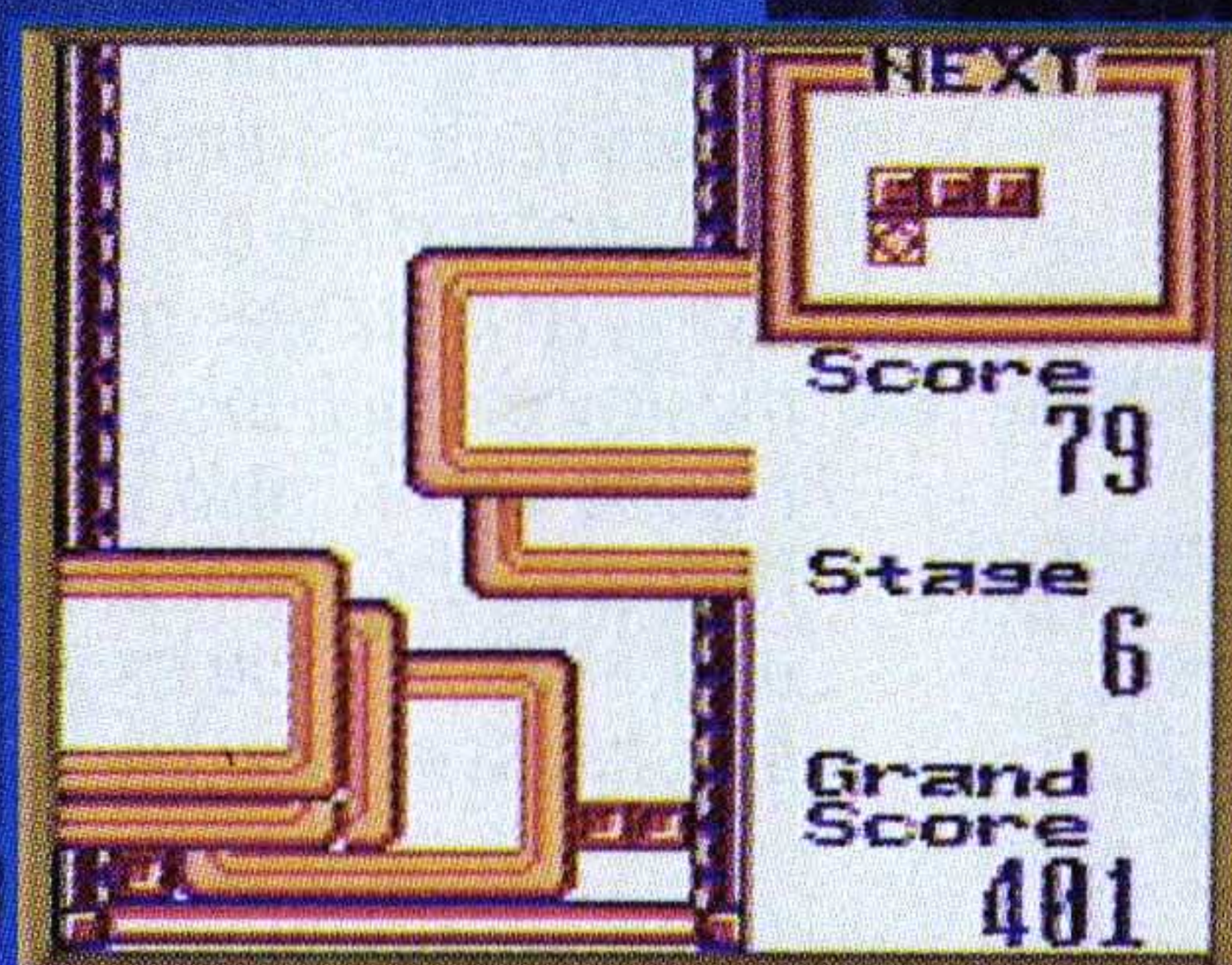
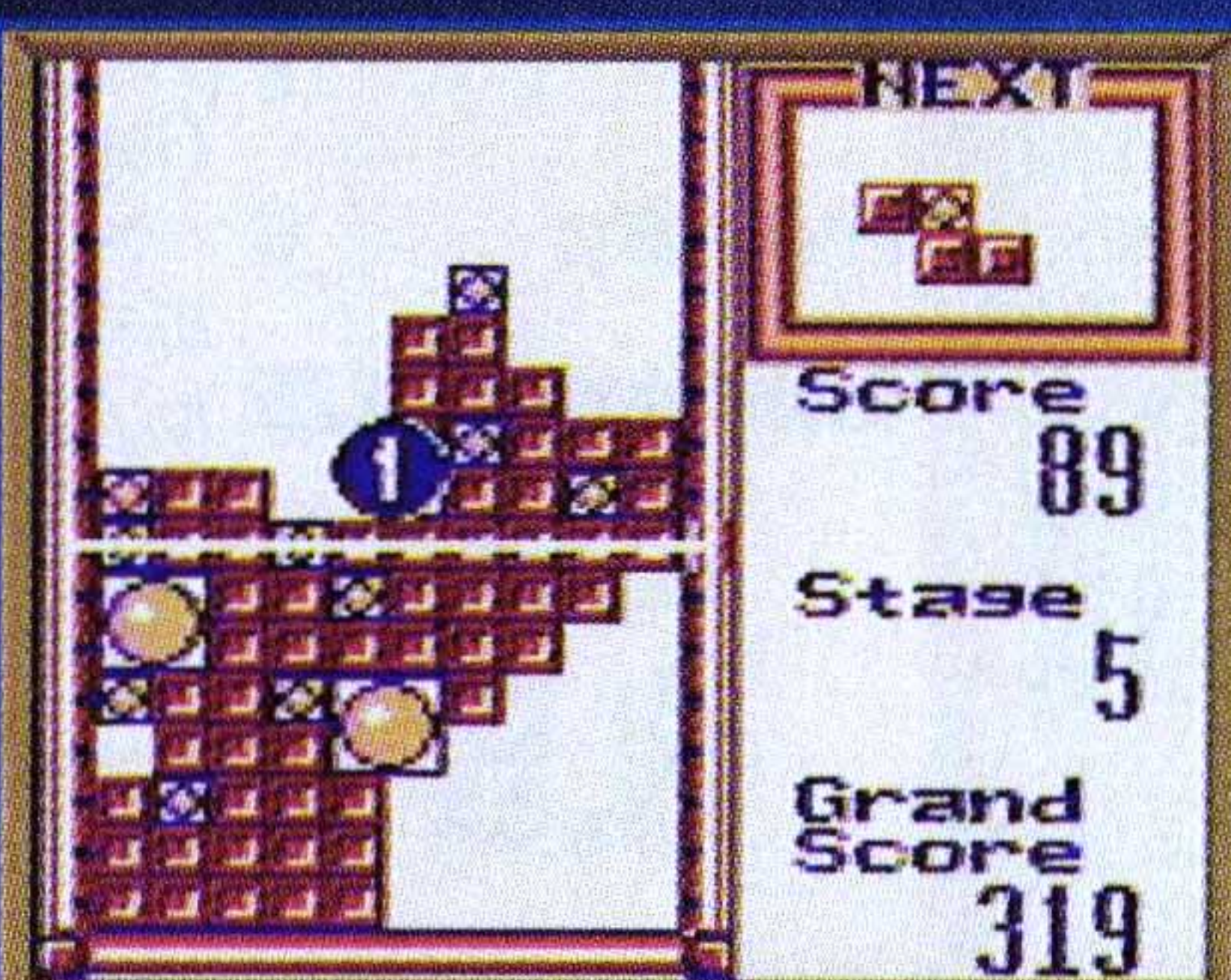
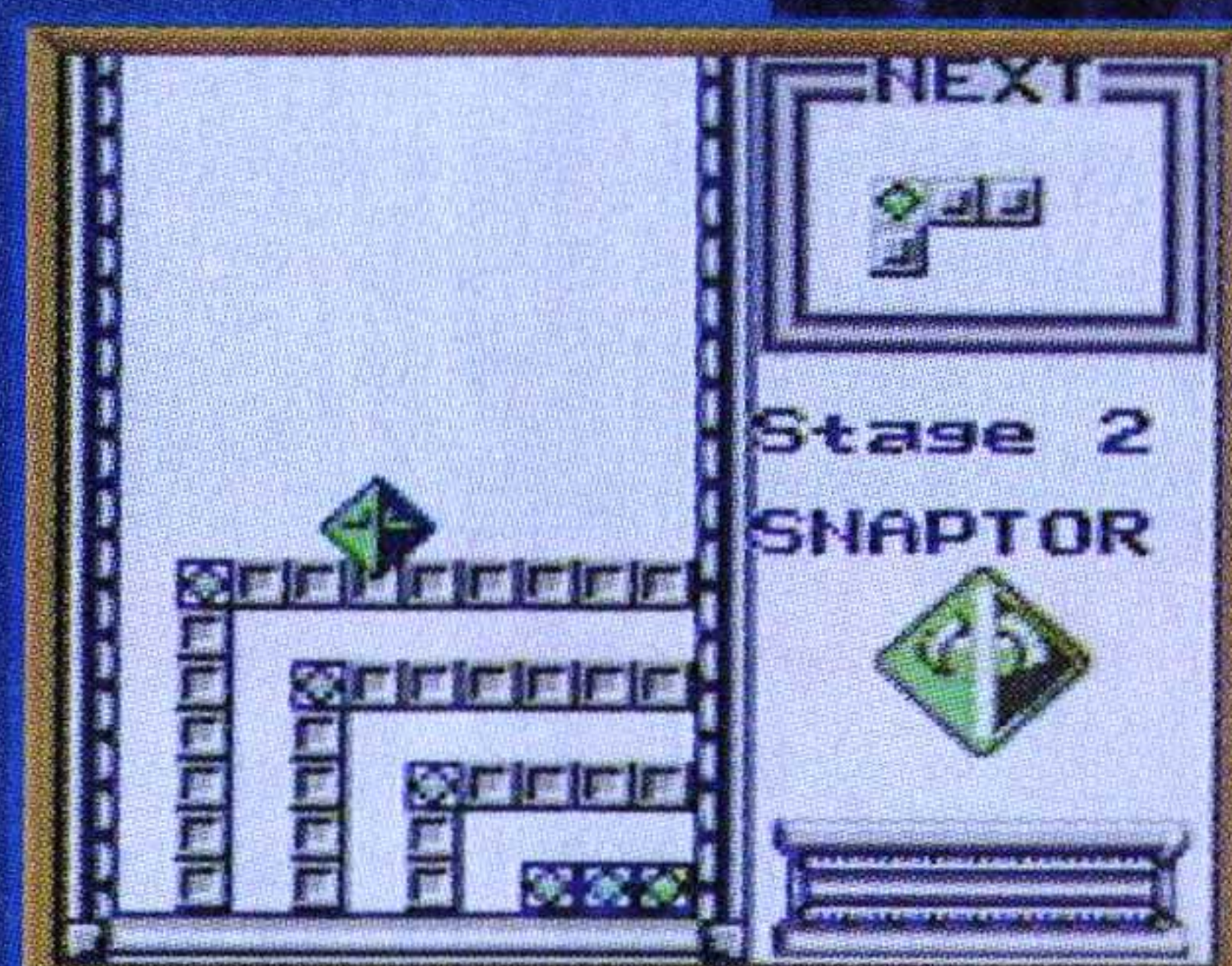
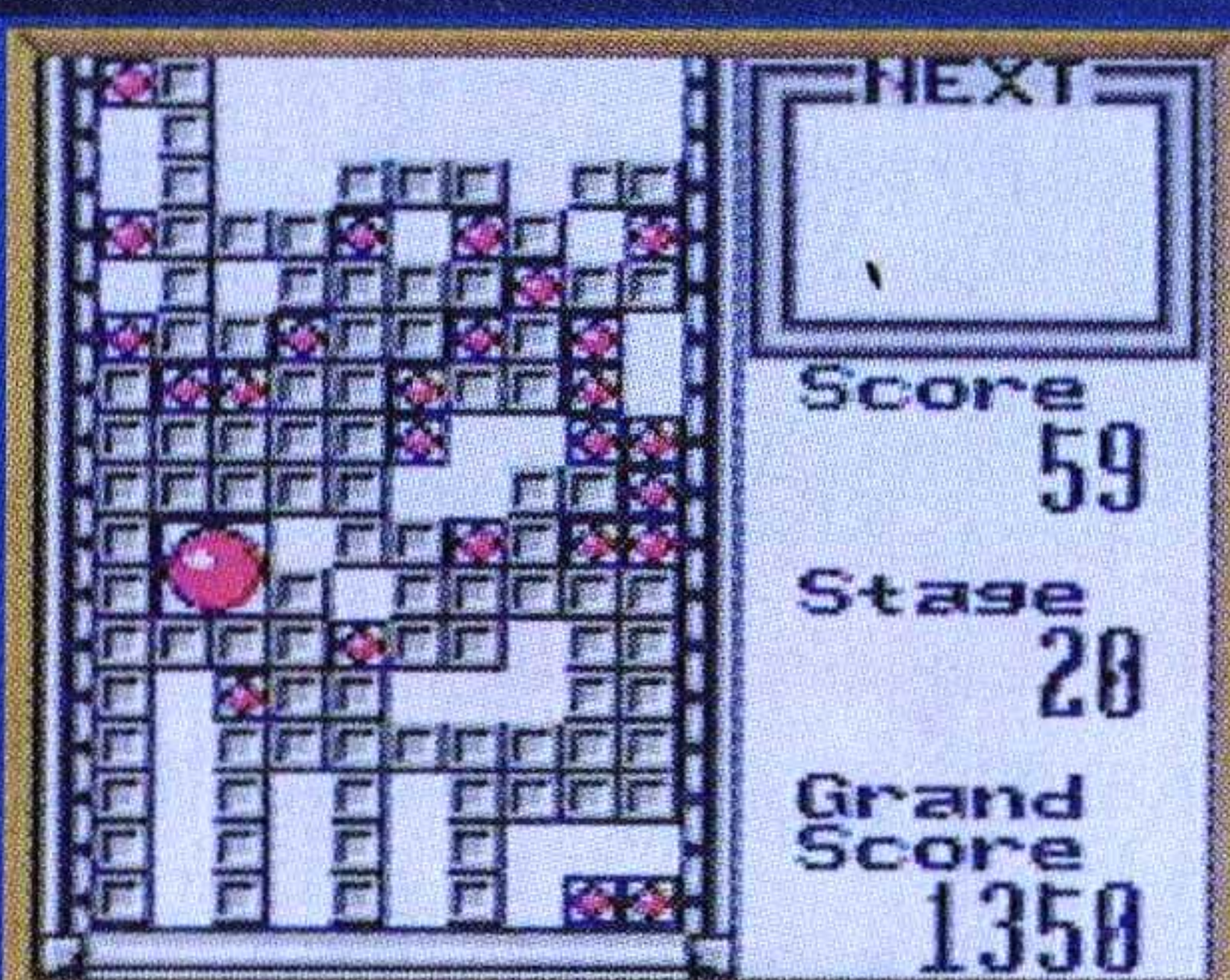
Style:
1 or 2-Player Driving
(Sony Link Compatible)

Special Features:
Choose from 8 Authentic
Cars, Cars' Performance
Based on Road & Track's
Testing, FMV Car Intros,
Multiple Views, 2-Player Split
Screen, Memory Card Save

Created by:
Electronic Arts

Available:
April for Sony PlayStation

Although this game shares a title with the 3DO version, the PS-X game offers many more options and tracks. Probably the biggest addition to the game is the two-player split-screen and Sony Link options. The "alpha" version that we got a chance to test also does the 3DO one better by increasing the gameplay speed. Not only do you get an increased sense of the car's acceleration, EA added numerous areas where your car can catch some serious air. If you like the idea of racing the countryside in the hottest sports cars on the planet, Need for Speed is new and improved for the PS-X.



NFL Quarterback Club '96

Saturn

Review

Size:
1 CD-ROM

Style:
1-12 Player Football

Special Features:
Regular and Simulation Play Mode, 3 Difficulty Levels, Multiple Camera Views, Memory Save

Created by:
Iguana for Acclaim

Available:
Now for Sega Saturn

The very first NFL football game has finally hit the Sega Saturn, only a few months after the Super Bowl. Unfortunately, it's not as good as you'd like it to be. The massive sound effects consist of what sounds like two grunts. The running game seems almost non-existent. While there are numerous views available, only one is coherent enough to be used. The classic QB Club simulations are there, but what happened to making a custom quarterback? Wasn't that the real draw in the 16-bit QB Clubs? If you're desperate for football, this is your only Saturn option, but you may wonder if you've been hit in the head with a club. A quarterback club, that is.

Overall: 6



Snow Job

3DO

Preview

Size:
1 CD-ROM

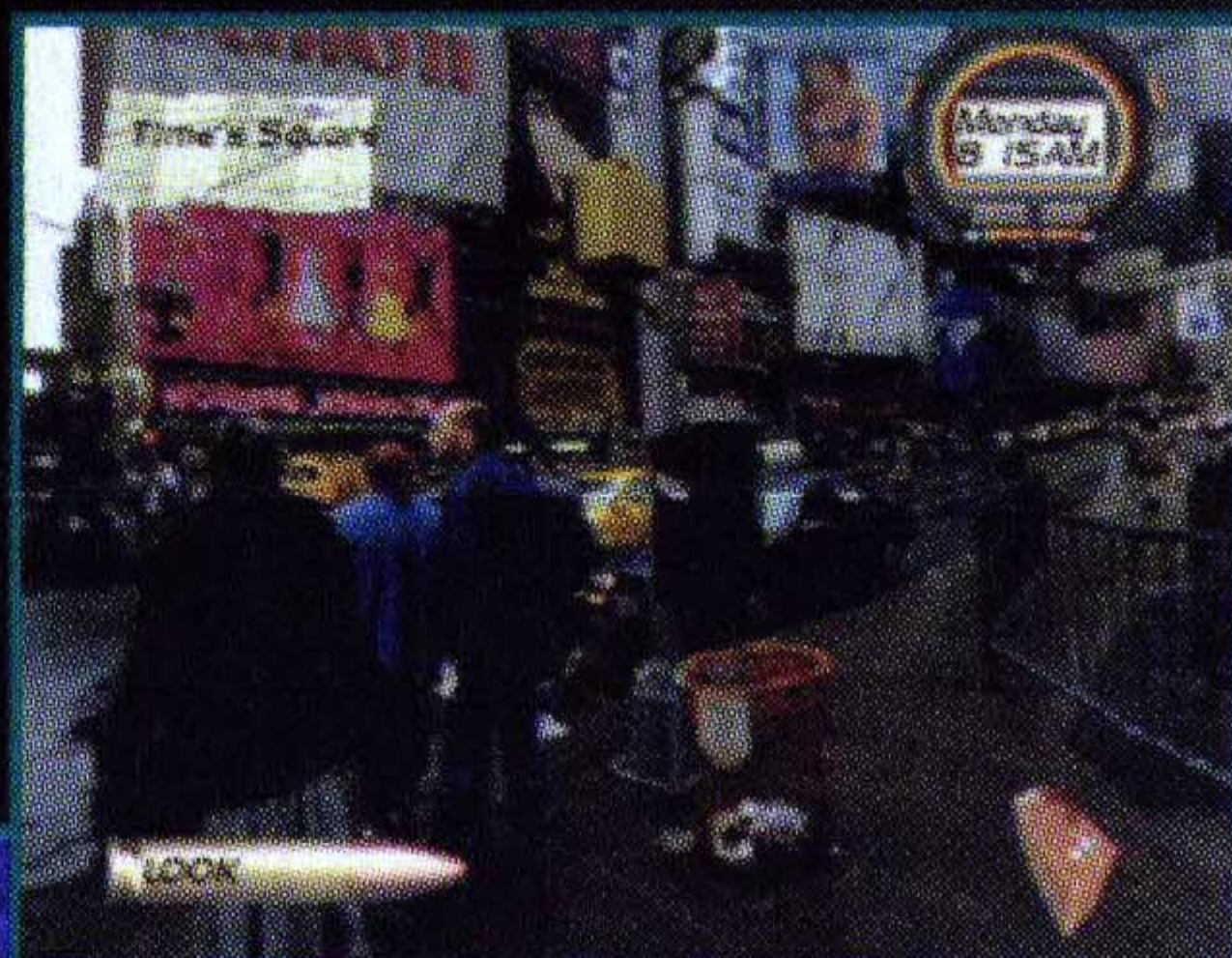
Style: 1-Player
Full-Motion Video Adventure

Special Features:
Multiple Endings, MA-17 Rating, Full Motion Video

Created by:
Studio 3DO

Available:
March for 3DO

She walked into the office wearing a red dress that was so tight you could see this dame was trouble. Still, some crack dealer was trying to bump her off and I've had a soft spot in my heart for brunettes ever since the Waltons, so I decided to help her out. Welcome to the FMV world of Jock Lamont, P.I. Snow Job is another video adventure game where you'll have to solve puzzles to be rewarded with clips of live actors on video. With a MA-17 rating and loads of action, drama, adventure, violence, drugs, and sex, this game may cause quite a stir among 3DO owners.



Phoenix 3

3DO

Preview

Size:
1 CD-ROM

Style: 1-Player
Action/Platform
Space Shooter

Special Features:
Intense Graphics, Multiple Game Modes, Different Weapons on Pick-Up, and Rendered Full-Motion Video Clips

Created by:
Studio 3DO

Available:
April for 3DO

You take up the role as world renowned astro hero Derek Freeman. As Derek the brave, your duty to Earth is essential. A blood-thirsty alien army has waged war against you and the entire planet. Your battle is never ending, as you try to put an end to the invasion and the enslavement of your peaceful planet. Phoenix 3 is a 3DO exclusive title done by none other than Studio 3DO. Three different game modes – shooting, flight and scrolling action – are randomly placed through 10 star systems. Razor sharp flight operations and fast and furious side-scrolling action highlight the gameplay. Phoenix 3 is almost here, and you can be sure to see future coverage of this title in upcoming issues.



Arcade Classics

Game Gear Review

Size:
4 Megabits

Style: 1 or 2-Player
Arcade Classics

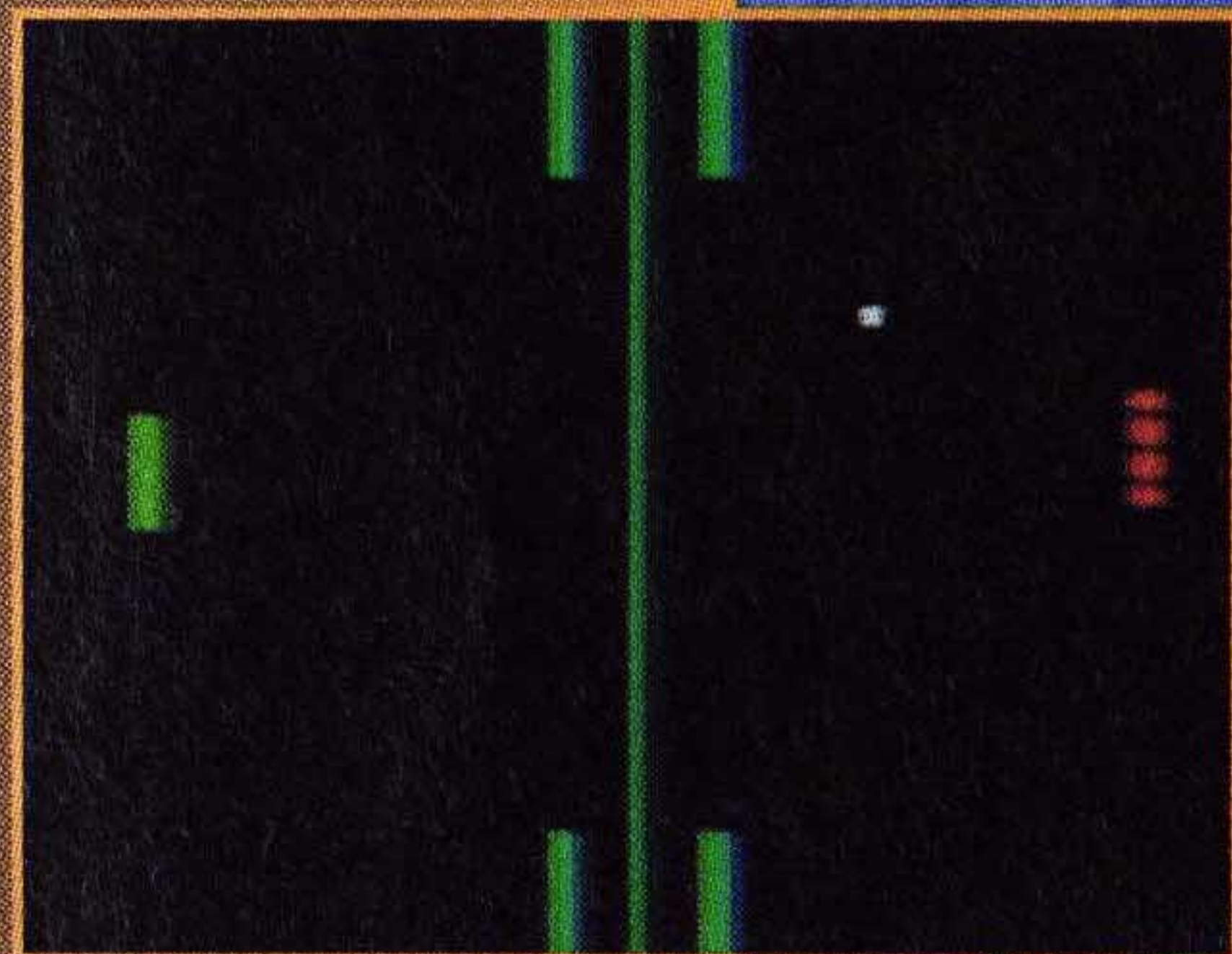
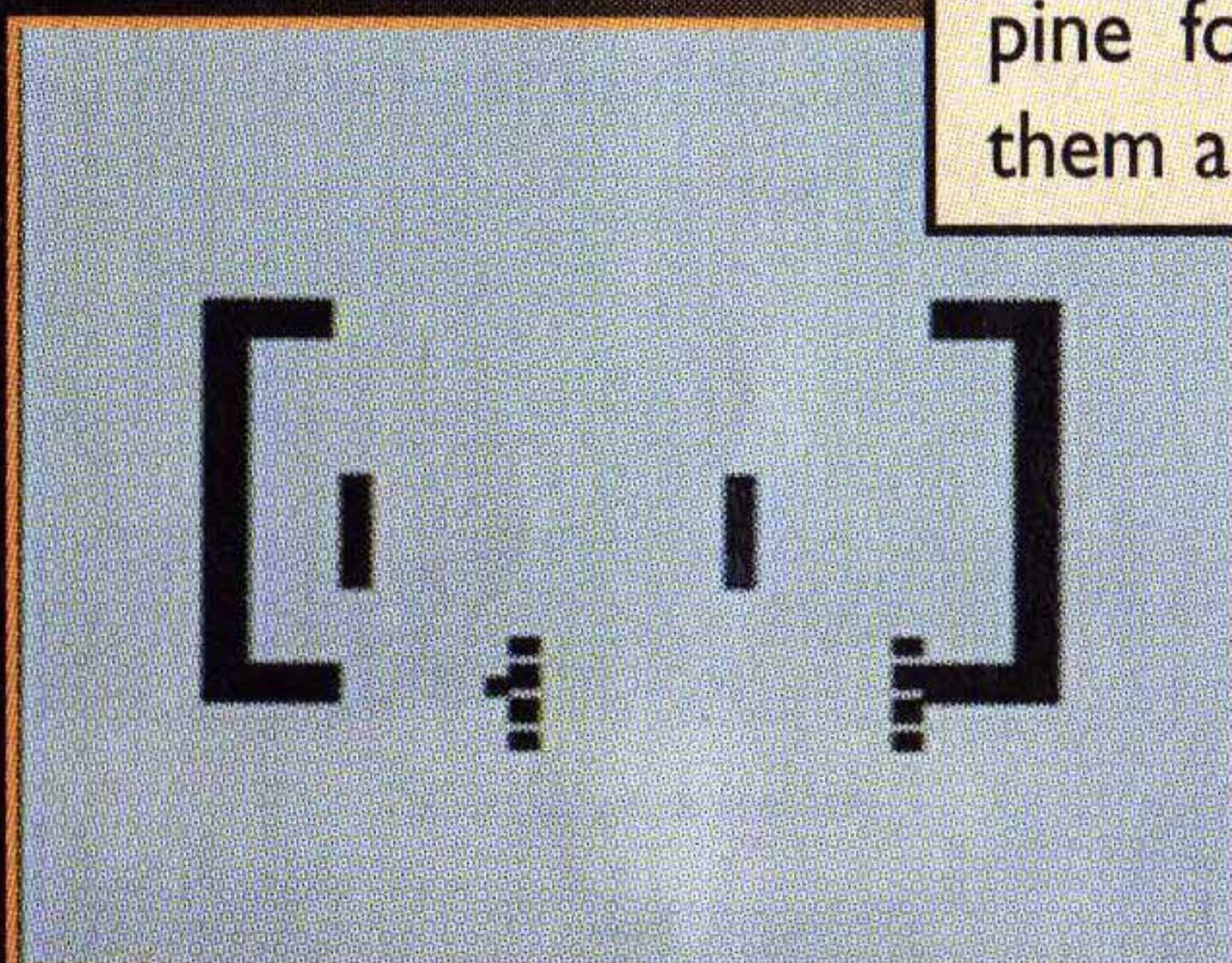
Special Features:
Pong, Missile Command,
and Centipede Games,
2 Versions of Pong,
Adjustable Difficulty Levels

Created by:
Amoeba Group/Al Baker
& Associates for Sega

Available:
Now for Game Gear

Jumping on the bandwagon with the rest of the video game world, Sega has decided to release some portable arcade classics for the Game Gear. Packed into this cartridge are versions of Centipede, Missile Command, and Pong (Trackball and paddles not included). The best game on this cart is Pong, which features a variety of options including Hockey Mode and different player configurations. The Missile Command is much like the old Atari 2600 version, as you fire from only one missile base. However, MC only lets you have three explosions on the screen at once - big trouble if you miss on high levels. Check these games out if you pine for the days of old, otherwise give them a pass.

Overall: 6



Mortal Kombat 2

Saturn Review

Size:
1 CD-ROM

Style: 1 or 2-Player
Head-To-Head
Tournament Fighter

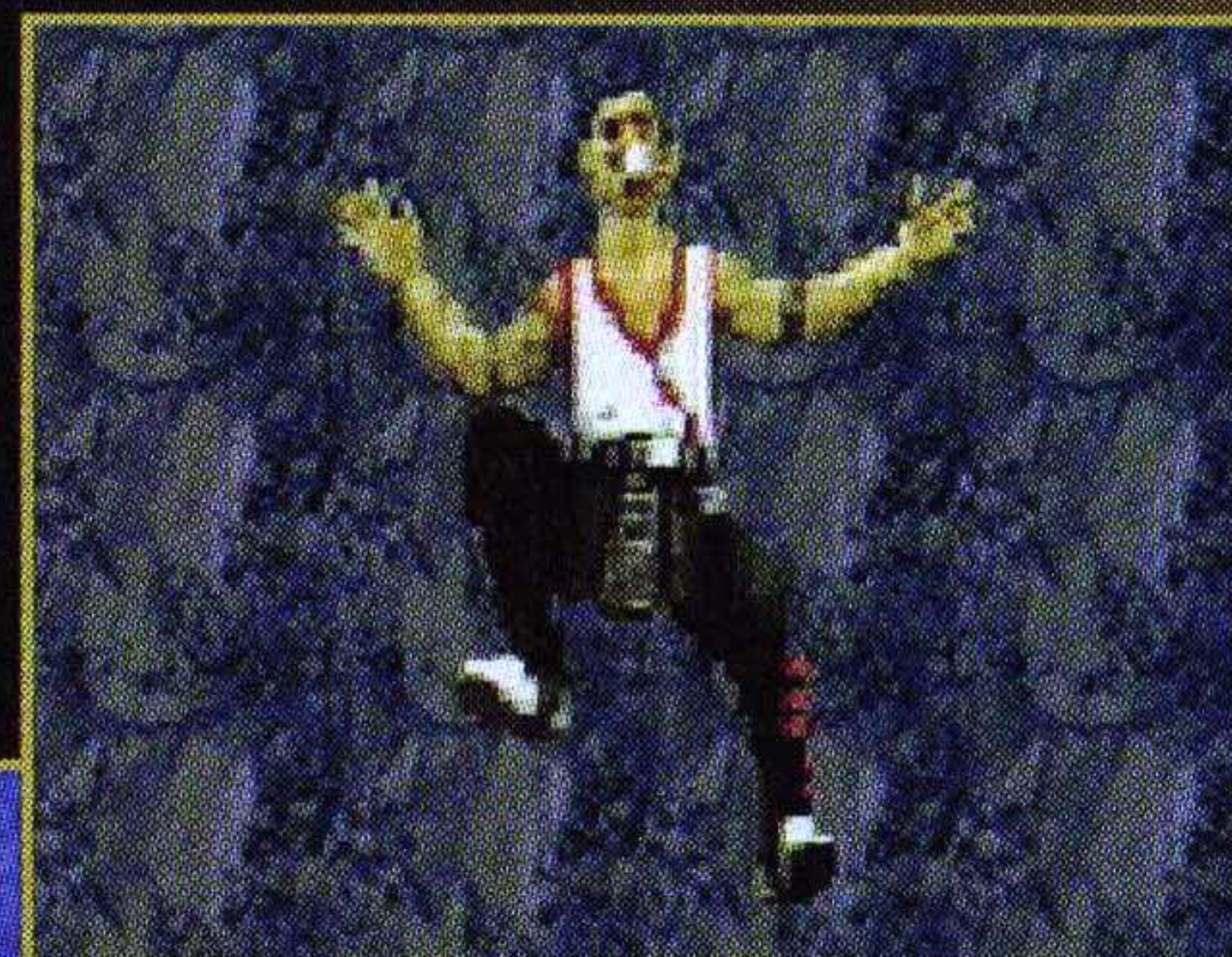
Special Features:
Shang Tsung Morph Limiter,
All the Secret Characters,
Babalities, Fatalities, and
Friendships from the Arcade,
and 5 Difficulty Settings

Created by:
Probe for Acclaim

Available:
Now for Sega Saturn

Almost a year later and MK2 still lives on. Featuring all the things that made you buy it the first time, MK2 is now out on the Sega Saturn. Unfortunately, it really isn't that impressive on the Saturn. Sure the graphics and sounds are better, but the gameplay is still the same as your SNES or Genesis version that's buried somewhere in the closet, except the SNES version isn't riddled with long load times for morphs and fatalities. Overall, MK2 for Saturn is exactly what you would expect - a 16-bit game with 32-bit graphics. MK2 fans will dance in the streets, but we'll stick with MK3.

Overall: 7



Guardian Heroes

Saturn Preview

Size:
1 CD-ROM

Style:
1 to 6-Player Action

Special Features:
3 Fighting Planes,
Choose from 6 Characters,
Multiple Storylines and
Endings, Compatible with
6 Player Adaptor

Created by: Sega

Available:
March for Sega Saturn

Guardian Heroes mixes elements of action, fighting, and a hint of role playing into one game. You take on the role of one of six unique characters to battle it out through five treacherous levels. Each character has his/her own special moves, weapons and magical abilities that increase as you progress in the game. The Sega 6-Player Adaptor allows for intense multi-player action. The route you take with a particular fighter determines the outcome and activates different storylines. This fighting/action game with Anime style artwork is coming soon to the Sega Saturn.



Iron Angel of the Apocalypse: The Return

3DO

Review

Size:

1 CD-ROM

Style:

1-Player First Person
Perspective Adventure

Special Features

Rendered Intro Scenes,
New Flying Segments,
Multiple Weapons and
a Decent Storyline

Created by:

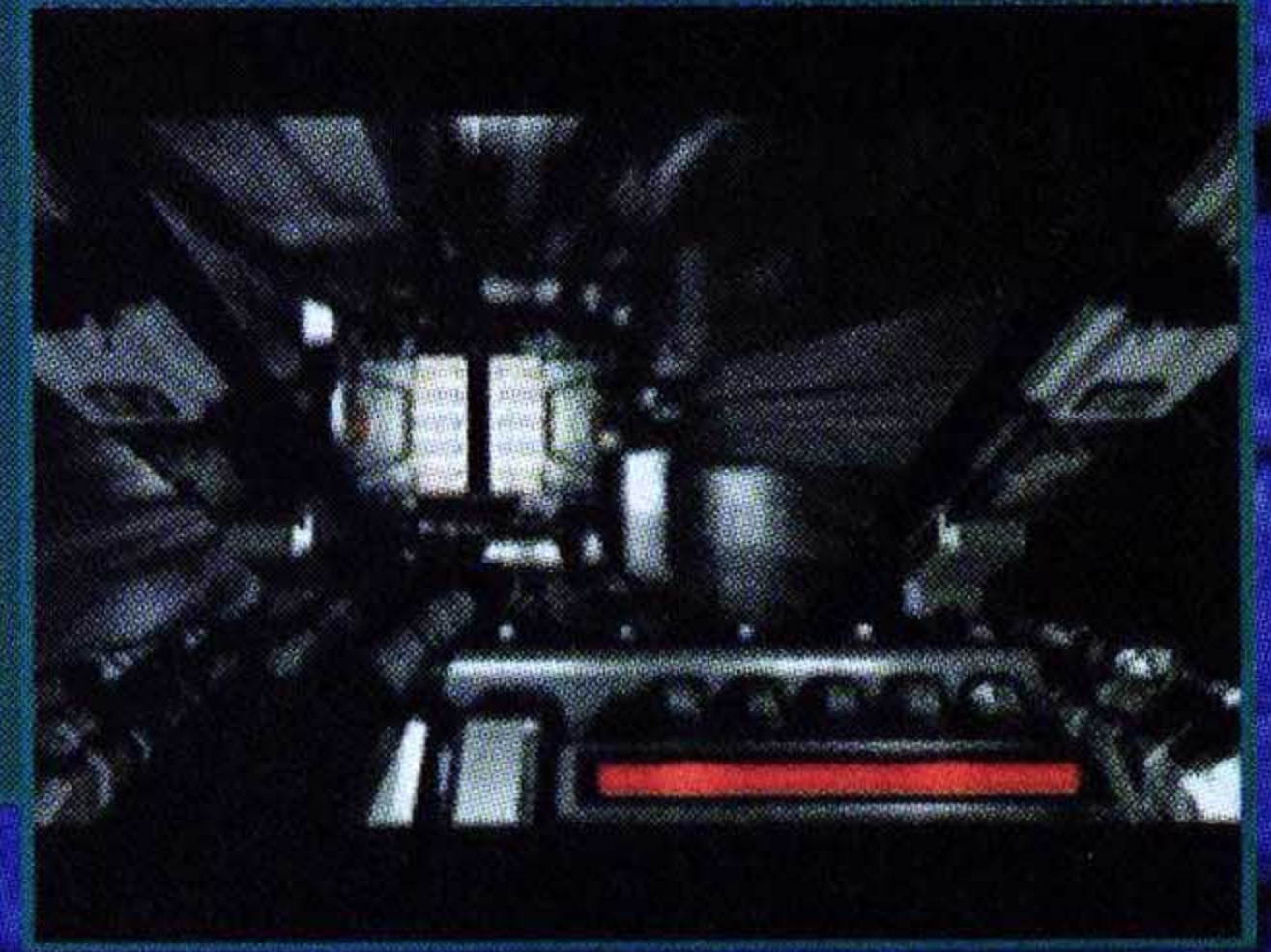
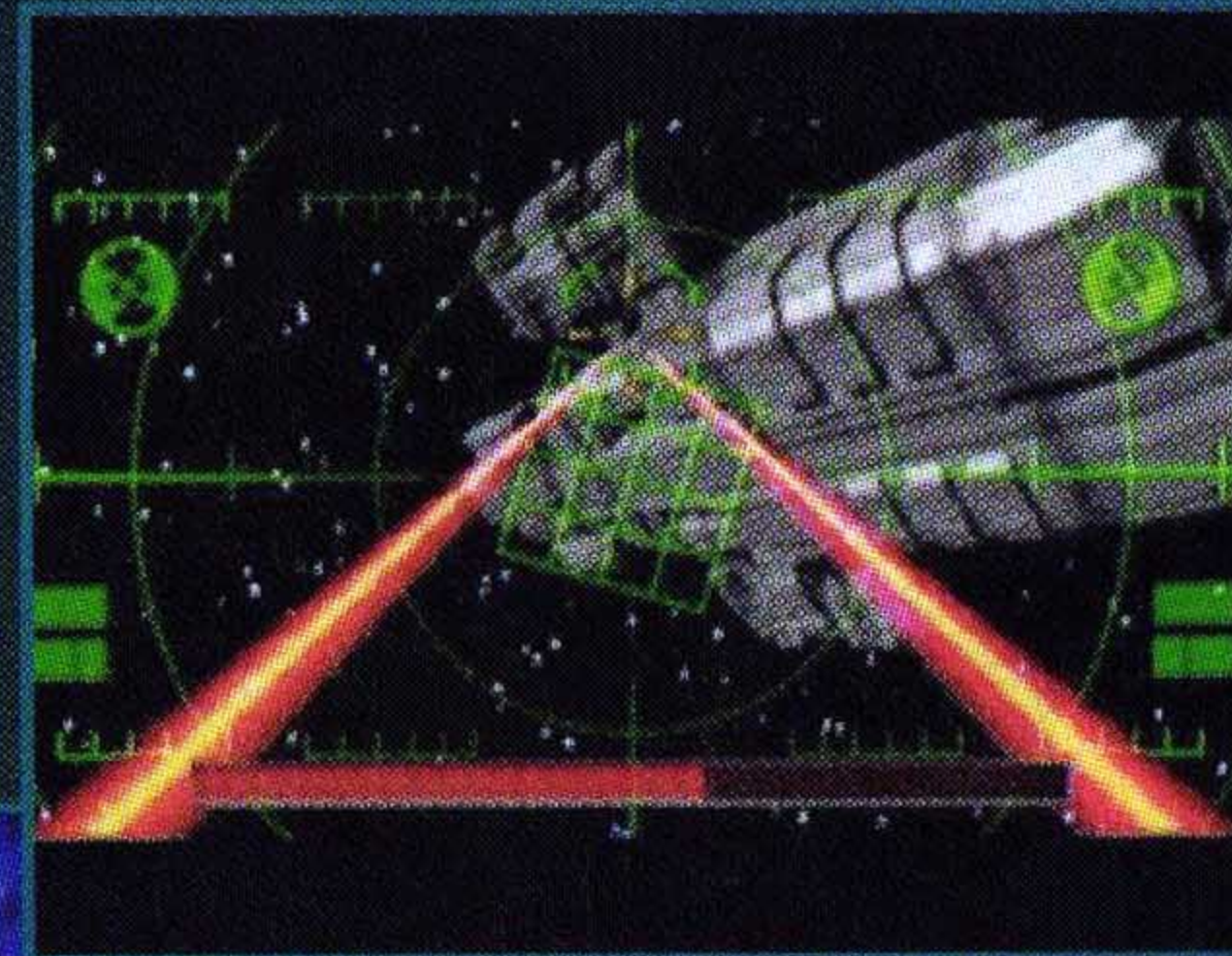
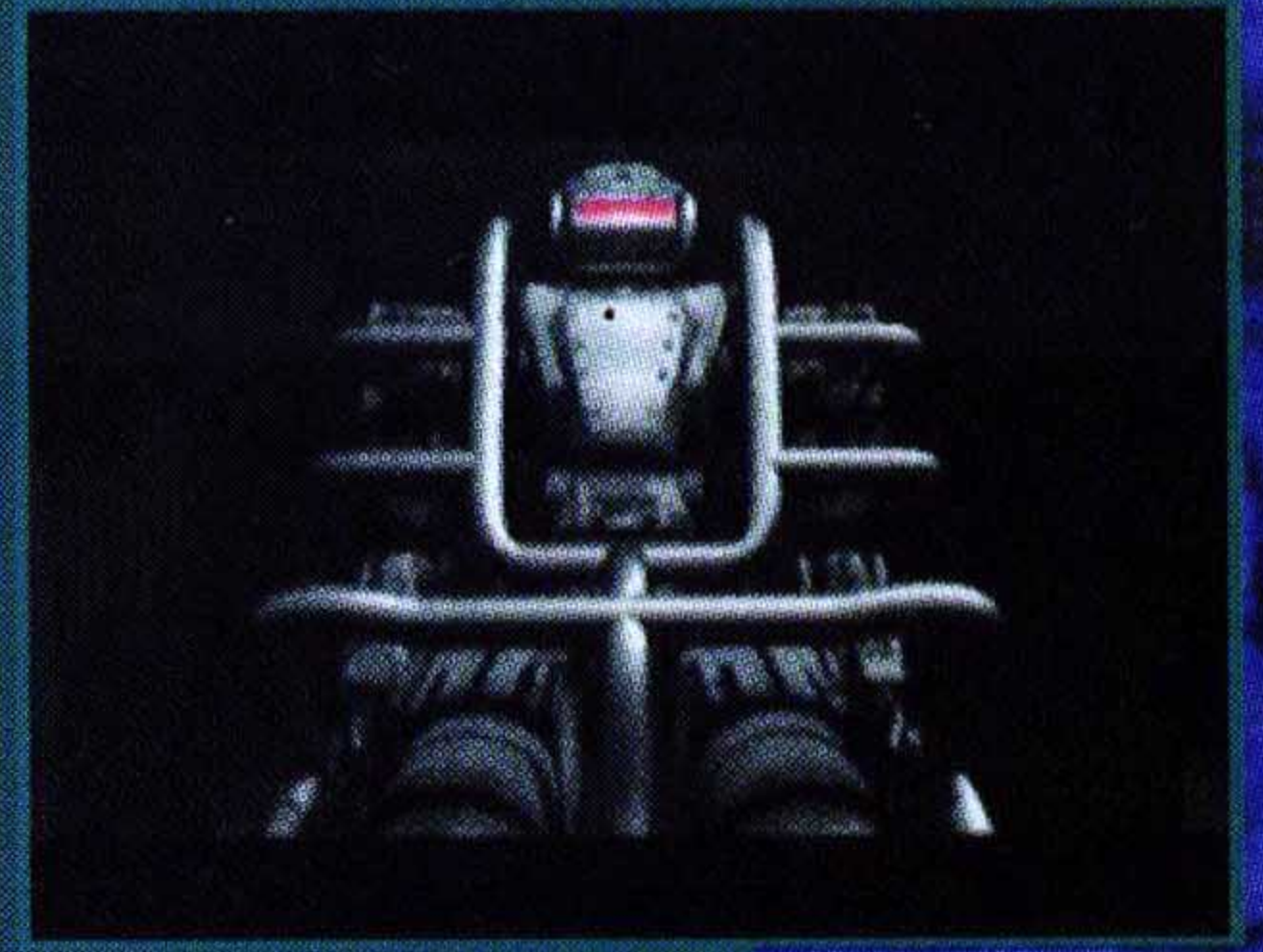
Synergy Interactive

Available:

Now for 3DO

Overall: 5

Iron Angel of the Apocalypse: The Return marks a theory that hasn't really been explored in video games. Basically, gaming evolution is always on the up and up, and Iron Angel's second attempt "The Return" takes a huge step back in evolution. It's hard to believe, but this game is even worse than the original. Adding full motion flying bits not only makes the game more annoying, but a lot more tiresome as well. The only enjoyment found in this game comes from the rendered intro and movie clips. This game could have been done much better.



D

Saturn

Review

Size:

2 CD-ROMS

Style: 1-Player

FMV Strategy/Mystery

Special Features

Great Looking Rendered
Graphics, Two Discs Packed
with Beautiful Graphics, and
Impressive Rendered Effects
On the Graphics

Created by:

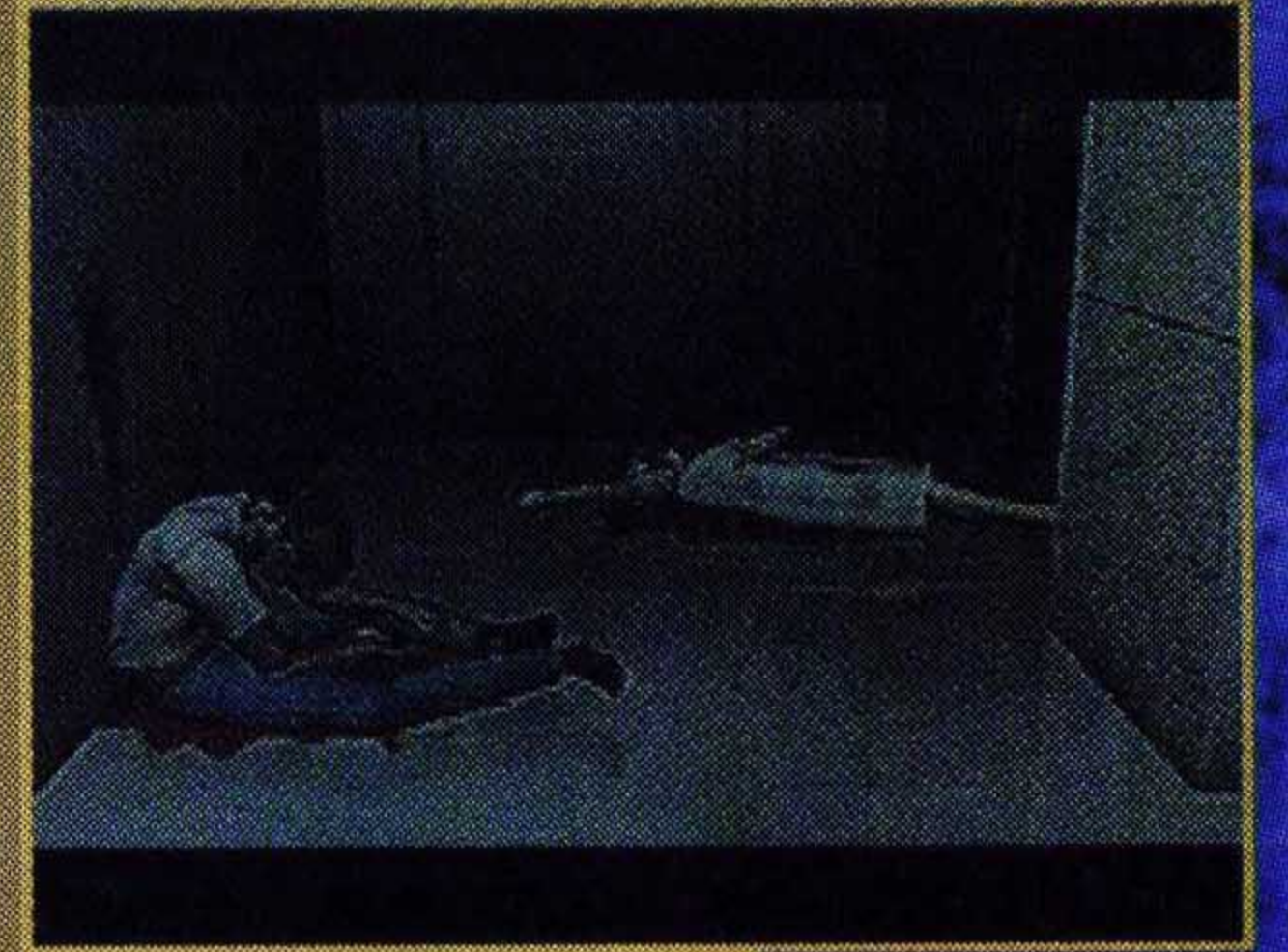
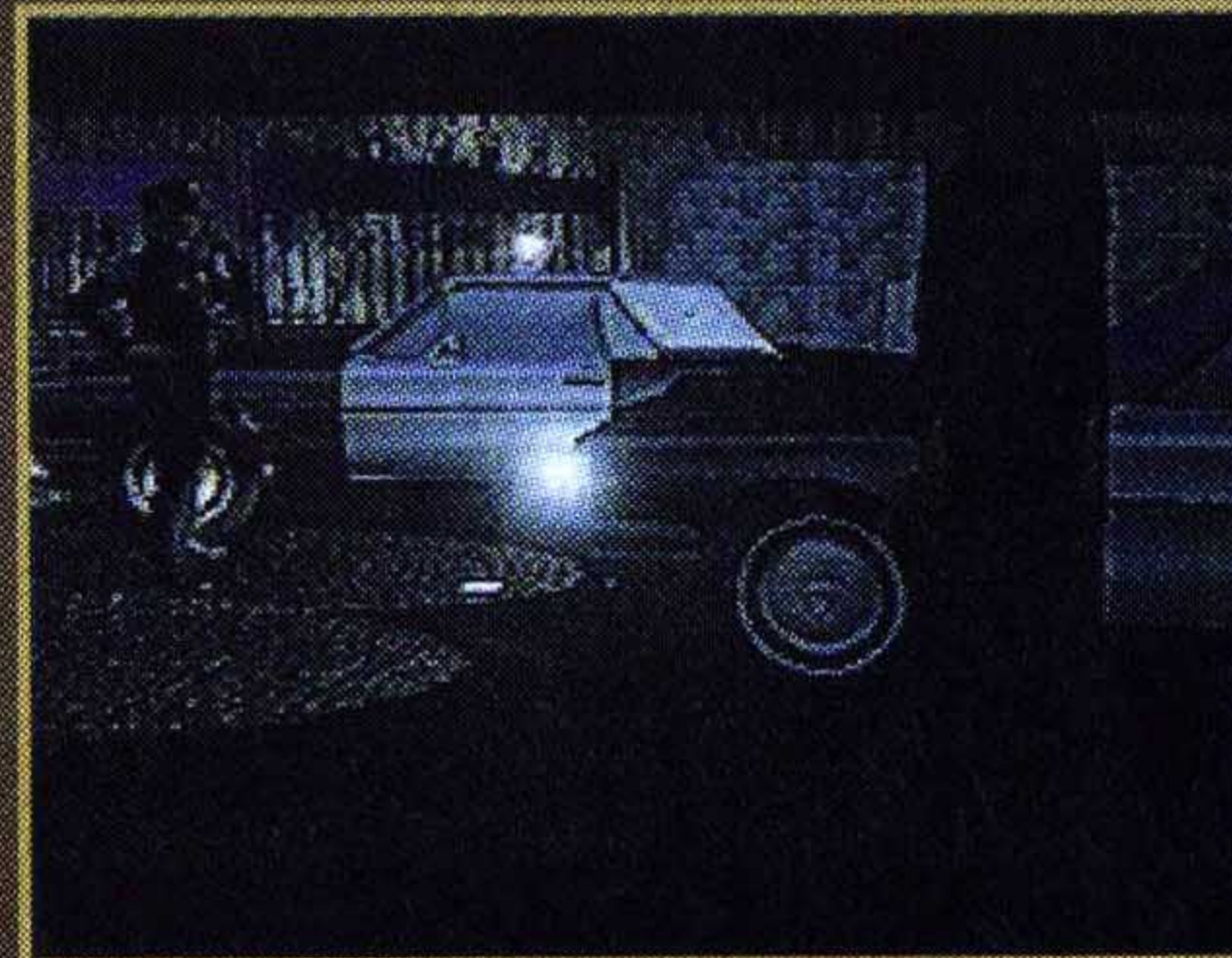
Warp for Acclaim

Available:

Now for Sega Saturn

Overall: 6

This is the type of game that should instantly be made for the VCR. The point is, there isn't much action here! The highlights found in D are based solely off of the magnificent looking rendered graphics and that's about it. The story would make a great movie or book, but not a game. Some people may argue that D is in fact a great strategy game, but if you have any shred of decency, you should easily be able to pin-point the flaws. The graphics couldn't be much better, but the gameplay is rather tedious.



Syndicate Wars

PlayStation Preview

Size:

1 CD-ROM

Style: 1-Player

World Domination Simulator

Special Features

360° Rotation View,
Zoom Options,
Realistic Light Sourcing,
Massive Number
of Weapons

Created by:

Bullfrog Productions
for Electronic Arts

Available:

Early 1996 for PlayStation

A few years ago, a game called Syndicate came out for the PC. It was such a success that it was soon ported over to the console machines. Now, the sequel is being released for a console unit with a PC version to follow. The sequel will play much like the original, but some new features will make it more playable and action packed. In this version, you'll be able to rotate the view to any angle, which should correct the frustration of maneuvering behind buildings. In addition, realistic light sourcing techniques will allow for the use of spotlights, thermal target detection, and radiation bleeding camouflage suits.



ARCADE BRIGADE

BY RYAN MACDONALD & JOHN FABIAN

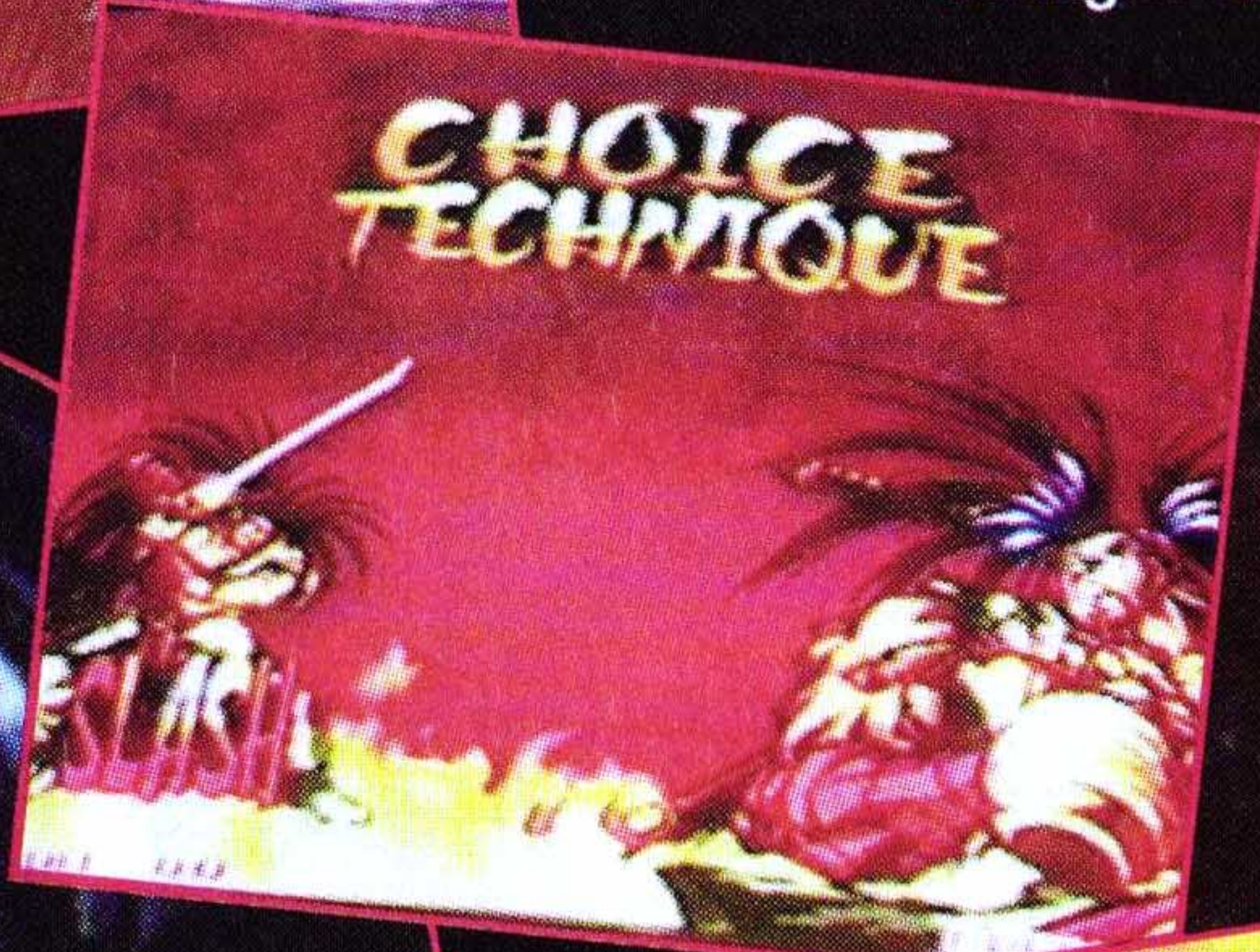
Blades of Blood

SAMURAI SHODOWN 3

- **Size:** 1 Cabinet
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Chivalry or Treachery Character Moves, Rage Gauge, 3 Skill Levels, 12 Characters Including Five New Characters
- **Created by:** SNK
- **Available:** Now at an Arcade Near You

TRAINING CARD

Check out *Game Informer's* Training Card #22 for more SS3 moves!



In the beginning it was a noble battle between brave warriors, but now anything goes. *Blades of Blood* marks the third installment in the *Samurai Shodown* saga. Once again we are rejoined by Haohmaru, Galford and the other Samurai warriors in addition to five new characters and a mess of new moves.

The biggest difference between this *Samurai Shodown* and the previous two is that now you must make two choices after the character selection screen. First, you must decide whether you will be a fighter of Chivalry or Treachery. This is basically a choice between being a Good Guy or a Bad Guy, with each type of character having a different color of clothing and a different set of moves.

Next, you will have to make a choice between three classes – Beginner, Middle, and Upper. These (as you can probably imagine) are difficulty settings. In Beginner Mode you will have an auto-blocking feature, so if you block the first strike but don't see the next one coming, you will still keep your guard up. Middle Class is straight-forward *Samurai Shodown* – no advantages or disadvantages. The Upper Class will give you a full Rage Gauge, but be prepared for the computer to hack you to shreds.

On a final note, SNK has changed its button configuration. The D button is now the only kick button, with A, B, and C being different strengths of slash. Don't skip the introduction scene and all will become clear. ■

RYAN, THE ARCADE ALCHEMIST

- Concept:** 8 "Whatever magic the first two *Samurai Shodowns* possessed has been screened out with complicated moves and button configurations. The graphics and sound are as sharp as ever, but the game play is just not as smooth as the original. Maybe I'm whining, but every time I would swing the computer would simply run behind me and stick me in the back. Some of the special moves are really cool looking with their big fiery explosions, but if both characters do these at the same time, get ready of a massive screen of fire and confusion and wave good-bye to most of your energy bar. SS3 is simply not the classic the first one was."
- Graphics:** 8
- Sound:** 8
- Playability:** 6
- Entertainment:** 5

OVERALL:

7

Samurai Shodown Moves List

FRGM = Full Rage Gauge Move
(continued from Training Card #22)

HAOHMARU

Chivalry Moves:

- Cyclone Slash - D, DF, F + Slash
- Crescent Moon Slash - F, DB, D, DF + Slash
- Earthquake Slice - B, D, DB + Slash
- Flying Cyclone Slash (In Air) - D, DF, F + Slash
- FRGM - F, B, DB, D, DF, F + (C + D)

Treachery Moves:

- Cyclone Homicide Slash - D, DF, F + Slash
- Crescent Moon Slash - F, DB, D, DF + Slash
- Typhoon Wave - D, DF, F + Kick
- Serene Slice - D, DB, B, F + Slash
- FRGM - B, D, DB, B, D, DB + Slash

HANZO

Chivalry Moves:

- Ninja Exploding Dragon Blast - D, DB, B + Slash
- Ninja Buddha Reverse Blow (When Hit) - A + C Buttons
- Ninja Devil Reverse Blow (When Hit) - B + D Buttons
- Ninja Strike Dash - F, D, DF + (C + D)
- FRGM - F, DF, D, DB, B, F + (C + D)

Treachery Moves:

- Ninja Earth Opener - B, DB, D, DF, F + (B + C + D)
- Ninja Exploding Dragon Blast - D, DB, B + Slash
- Ninja Monkey Dance - B, D, DB + Any Button
- Ninja Exploding Atom Flash - F, D, DF + (C or D)
- FRGM - D, D, D + (A + D)

UKYO TACHIBANA

Chivalry Moves:

- Snow Fall Flash - D, DB, B + Slash
- Swallow Swipe - (In air) DB, D, DF, F + Slash
- Haze Hack - D, DF, F + Slash
- Heavens Gales - F, DF, D, DB, B + C, A
- FRGM - F, B, F + (C + D)

Treachery Moves:

- Skylark Swipe - B, F + A
- Swallow Swipe - (In air) DB, D, DF, F + Slash
- Dream Mist - DF, D, DB, B, F + Slash
- Heat Flash - F, D, DF + Slash
- FRGM - B, DB, D, DF, F, B + (C + D)

GENJURO

Chivalry Moves:

- Triple Death Hack - D, DF, F + Slash Three Times
- Cherry Blossom Attack - D, DB, B + Slash
- Death Drops - B, D, DB + C
- Scarlet Slash - F, DF, D + Slash
- FRGM - F, B, DB, D, DF, F + (C + D)

Treachery Moves:

- Lightning Wings - F, D, DF + Slash
- Death of 100 Demons - F, B, F + Slash
- Three Heavens Death - D, DF, F + Slash Three Times
- Purple Sunset - F, DF, D + Slash
- FRGM - B, F, DF, D, DB, B + (A + B)

BASARA

Chivalry Moves:

- Stabbing Fist - (In air) Down + Kick
- Friendly Rip - B, DB, D, DF, F + A
- Shadow Stitcher - F, DF, D, DB, B + Slash
- Soul of Beast - B, DF, D, DB + C
- FRGM - B, DB, D, DF, F, B + (C + D)

Treachery Moves:

- Friendly Rip - D, DB, D, DF, F + A
- Shadow Exit - F, DB, D, DF + Slash
- Shadow Sucker - D, DB, B + Kick
- Shadow Feint - F, B, F + Any Button
- FRGM - B, DB, D, DF, F, B + (A + D)

RIMNERAL

Chivalry Moves:

- Kumui Shtokke - D, DB, B, F + C
- Konril Myu - B, DB, D + A
- Lupu Quall - D, DF, F + Slash
- Konrui Nonril - F, DF, F + Slash
- FRGM - F, DF, D, DB, B + (C + D) Twice

Treachery Moves:

- Lupu Thomumu - F or DF + (A + B)
- Konril Shlayu - (In air) F, DF, D + A
- Lupu De Mu - F, DF, D, DB, B + Kick
- Lupun Oh - Tap Slash Repeatedly
- FRGM - B, DB, D, DF, F (Twice) + (C + D)

Ultimate MK3:

Secret Characters Revealed!

All three secret characters have been found:
Mileena, Ermac, and MK2 Sub-Zero.



Mileena:

2, 2, 2, 6, 4, 2, 2, 2, 6, 4

Ermac:

1, 2, 3, 4, 4, 4, 4, 3, 2, 1

MK2 Sub-Zero:

8, 1, 8, 3, 5, 8, 1, 8, 3, 5



"OK. You're a private detective that is pretty hard up for some cash and a case, but you never expected to be hunting down werewolves and other supernatural creatures! Sounds pretty cool, huh? The sound is good and spooky, and the graphics are all right, but there's nothing really spectacular except when things get splattered - it looks really cool. A typical arcade gun game, except this one comes equipped with a pump-action shotgun that makes it hella fun to play." - Ryan

■ **Size:** 1 Cabinet

■ **Style:** 1 or 2-Player Zombie Shooter

■ **Special Features:** Pump-Action Shotgun, 25" Monitor

■ **Created by:** American Sammy

■ **Available:** Now at an Arcade Near You

► **THE BOTTOM LINE** **7**





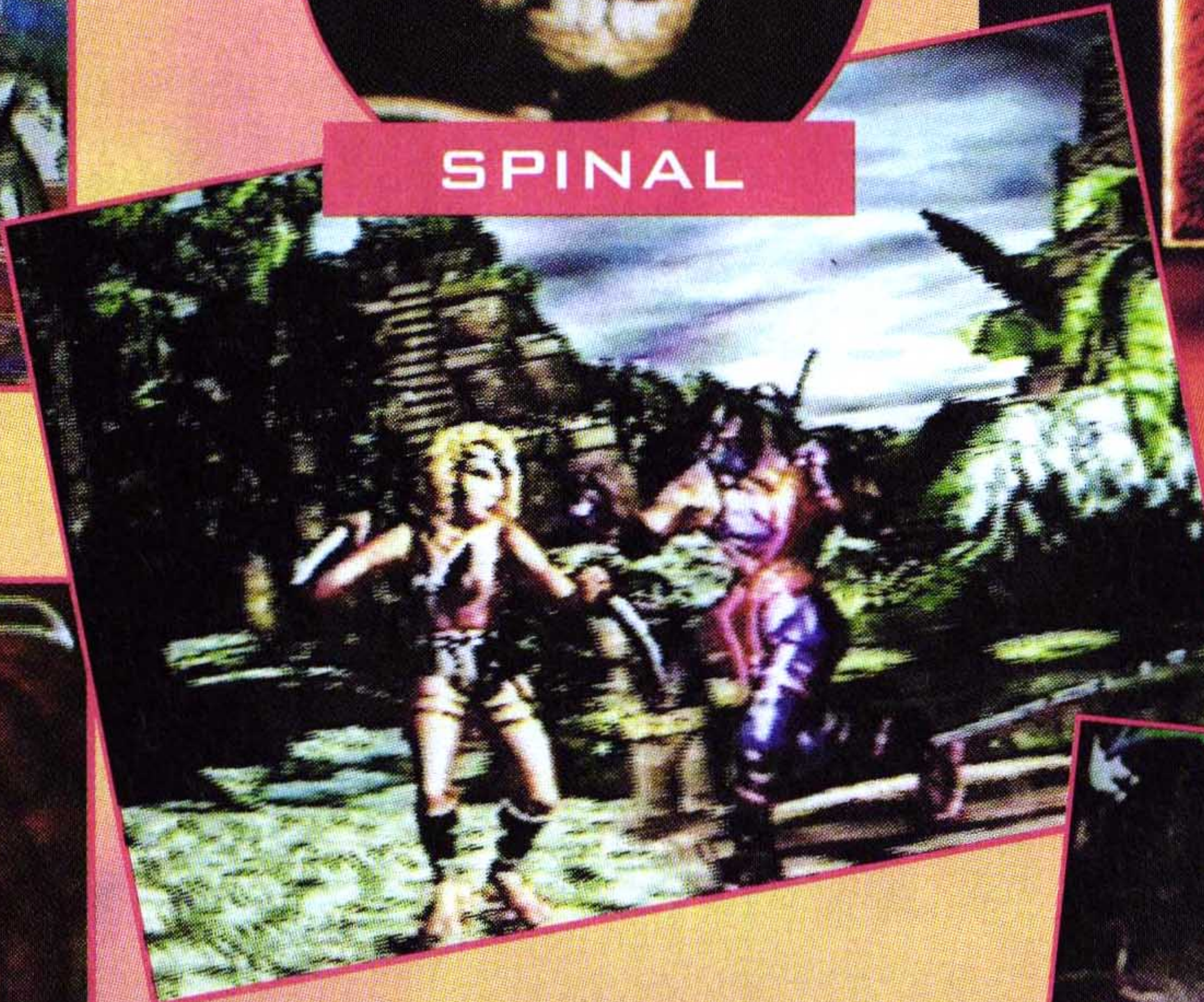
New Ghost Moves will give characters a second wind.



The back-grounds are bigger and better.



SPINAL



Interactive backgrounds unleash spectacular events.



FULGORE



B. ORCHID



TUSK

The game that everyone has been waiting for on the Ultra 64 is on test in the Windy City. Killer Instinct 2 should be at your local arcade now. Game Informer takes a sneak peek at Nintendo's powerhouse fighter.

Killer Instinct 2 is back where part one left off, and boy did Rare do a great job on this one! Everything from the graphics and moves to the music has been redone. Killer Instinct 2 has ten playable characters, including three new fighters. From the original KI, Jago, Glacius (who returns with some monstrous hands), Orchid (looking better than before with her new longer hair), Sabre Wulf, Spinal, and T.J. Combo return. Unfortunately Riptor, Cinder, and Chief Thunder did not make the cut this time, and were replaced by three new characters: Tusk, who makes Conan the Barbarian look timid; Maya the jungle woman, who has two vicious blades; and Kim-Wu, who sports a set of nunchucks.

Besides new characters, KI2 has new graphics as well. The stage backgrounds are some of the best we've ever seen, especially Spinal's stage where you fight on an old Viking ship and in the background, all of Spinal's minions are rowing the boat. It will take even the most serious KI fans a while to figure out the new moves because many of the old charge moves are now more complex moves, using the joystick. Plus, Nintendo and Williams added a couple of new dimensions including a Power-Up bar to give more aggressive players an



GLACIUS

KIM WU

INSTINCT

MIDWAY

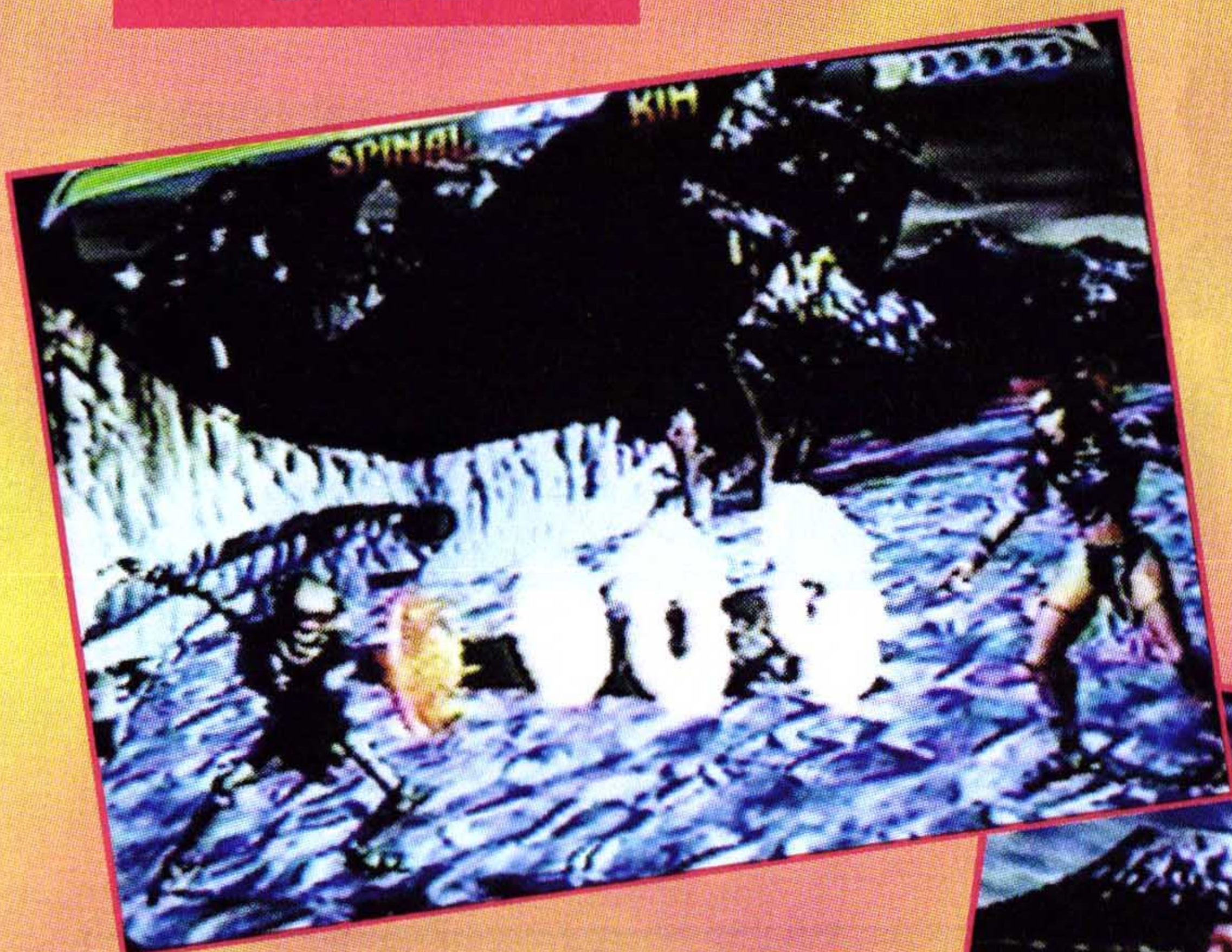
SOUND SYSTEM



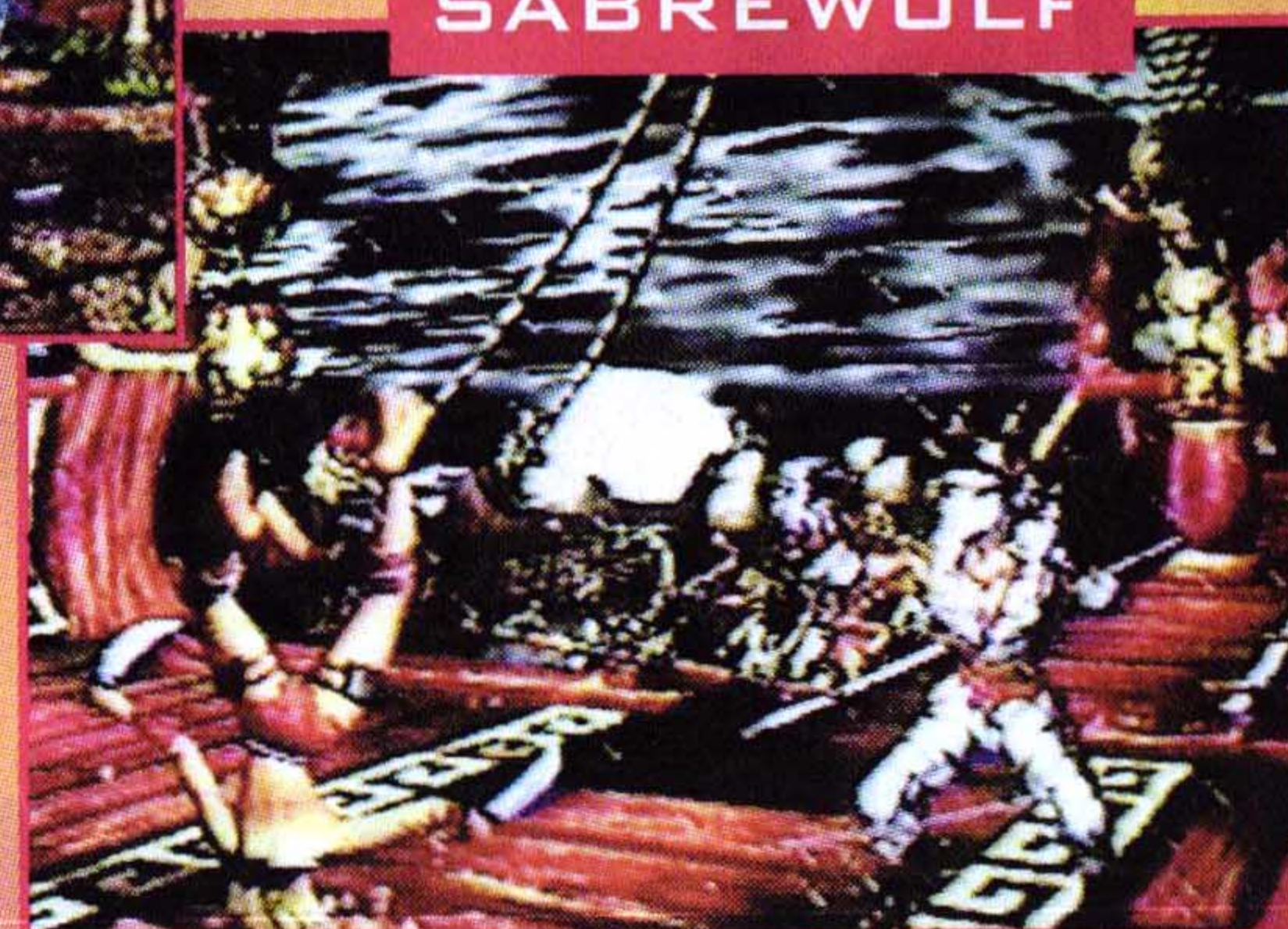
Replacing Eyedol is this ferocious gargoyle named Gargus



JAGO



SABREWOLF



offensive edge, you can also throw during combos. If that wasn't enough, there are more stage fatalities than ever before. So far we've seen three: anything from knocking fighters off bridges, rooftops, through walls, and down a well. However, most of the stage fatalities were incomplete, including some missing player fatalities and humiliations. Last, but not least, it looks as if we might have a new boss!! Gargus, a huge gargoyle, replaces Eyedol. He has the ability to fly and breathe fireballs, making him a very formidable opponent. (Gargus was a playable character by putting in a code while choosing Tusk.) The test machine that we played was a very early version and is bound to change by the release of the final, but keep an eye out in your local arcades for this killer new fighter from Nintendo. — John

We would like to thank Diversions Arcade of Chicago for letting us use their facilities to test this great game.



MAYA

TJ COMBO

- **Size:** 1 Cabinet
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Interactive Backgrounds, Improved Sound System, Three New Characters, Power-Up Bar For Special Moves, ComboThrows
- **Created by:** RARE, Nintendo, and Midway
- **Available:** Now at an Arcade Near You

Envelope Art

March Winner!!

Wanted: Envelope Art

Enter the **Game Informer Envelope Art Contest**. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in **GI** and you'll receive a video game prize from the **Game Informer** vault.



Javier Martinez Dallas, TX
"Tasty!"



Marlene Martins: San Jose, CA
"I see that anime runs deep in your veins."



Ivan Guerrero: Chicago, IL
"Cyrax is cutting off my head. Think I'm gonna be dead. Cuz..."



Santeimo Vazquez: New Britain, CT
"Wild animals and fresh blood - it's a postal worker's worst nightmare."



David Rivera: Bronx N.Y.
"It's the sign! We must join our Shaolin brothers now!"



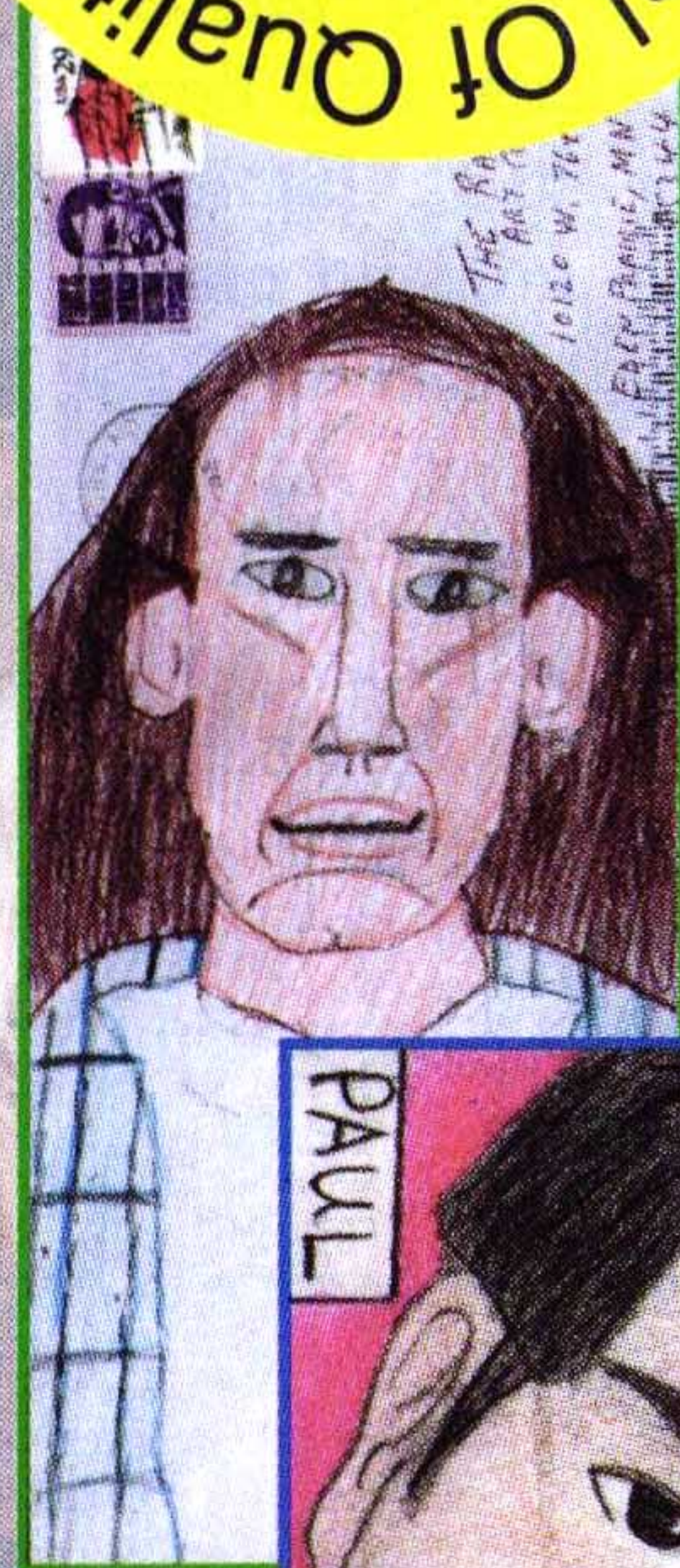
Zavier Aceuedo: Brooklyn, NY
"They're green and they're mean!"



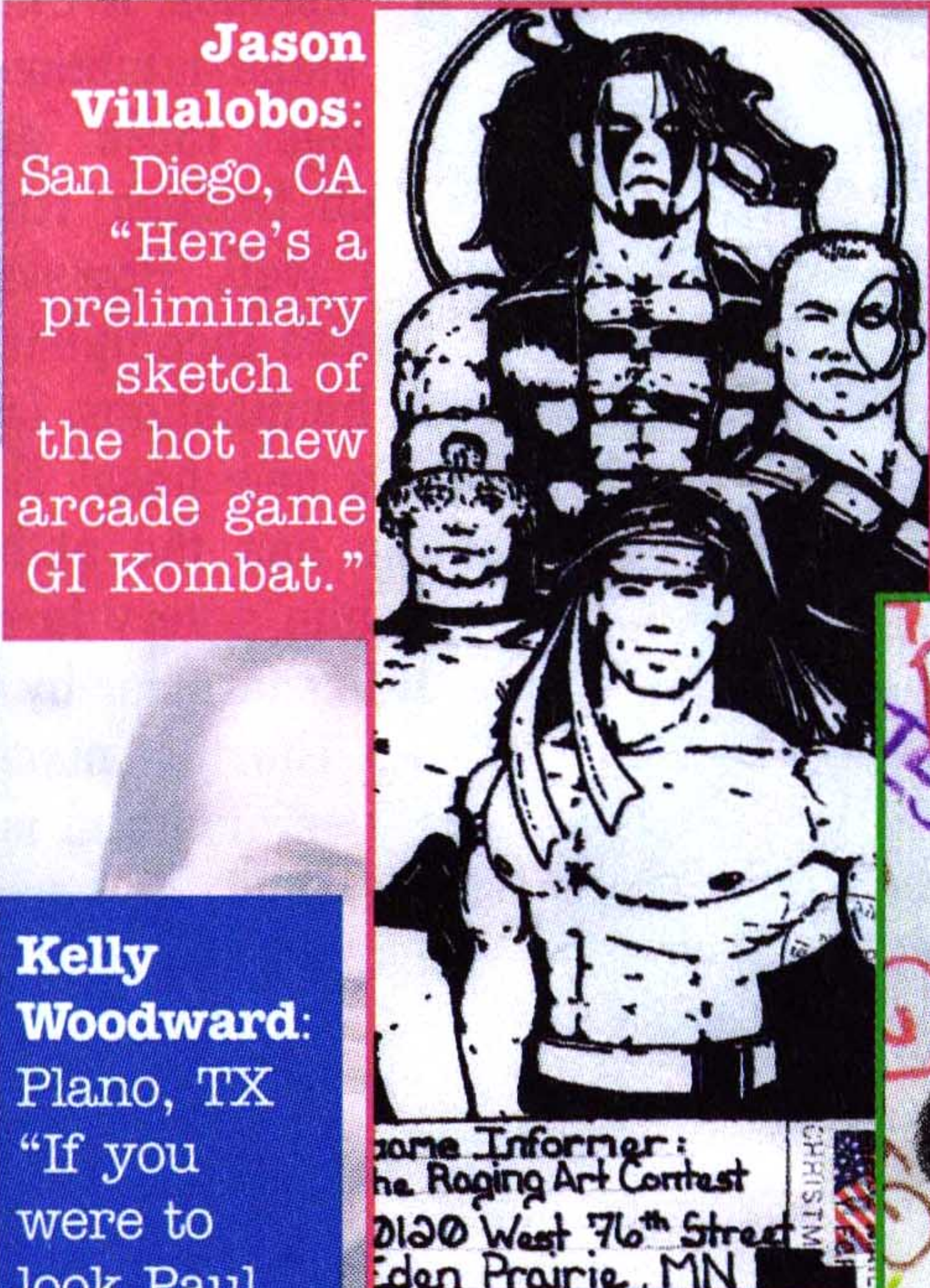
Bao Ngo: Ottawa, Ontario
"Check it out, he's even got the reflections in the windshield."



RAGING ART CONTEST



Josh Bogdanor: Clarksville, MD
"This art brings Andy's ape-like characteristics to life!"

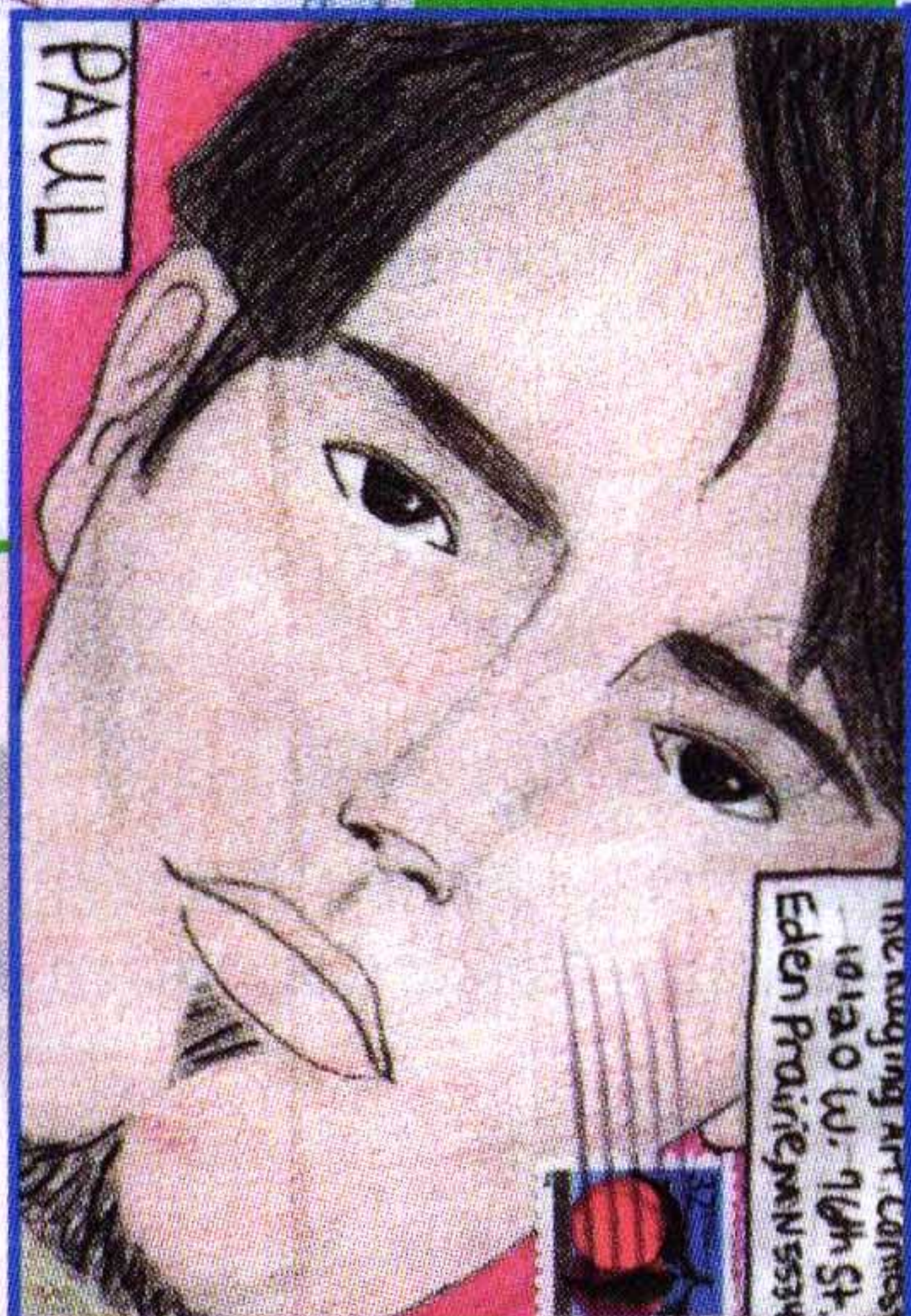


Jason Villalobos: San Diego, CA
"Here's a preliminary sketch of the hot new arcade game GI Kombat."

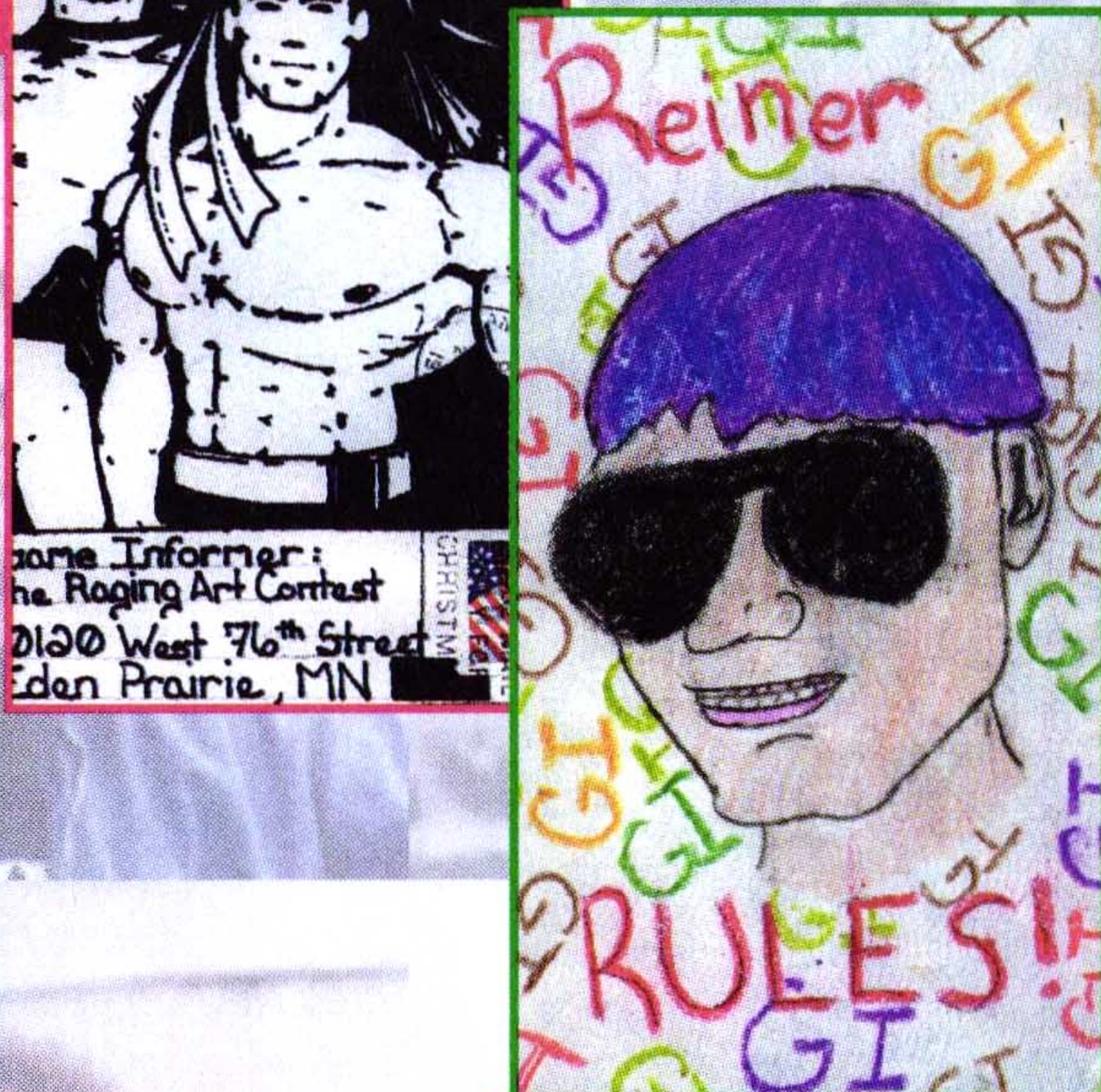


Hong Le: Silver Spring, MD
"This guy must know us or something. It's true we're all idiots. Great job!!!"

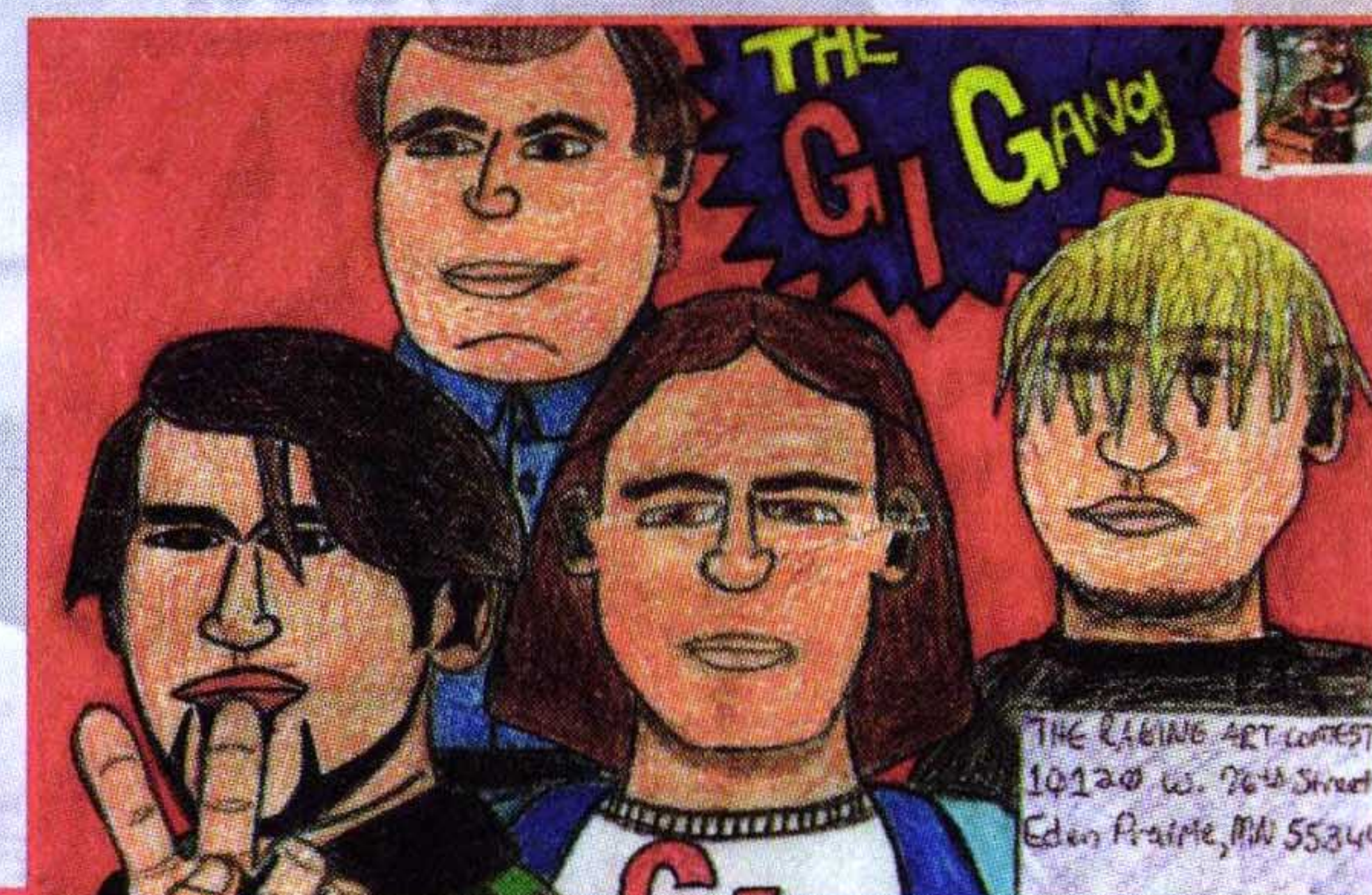
Winner!!



Kelly Woodward: Plano, TX
"If you were to look Paul directly in the face, this is probably what he would look like. Ohh, so sensitive!"



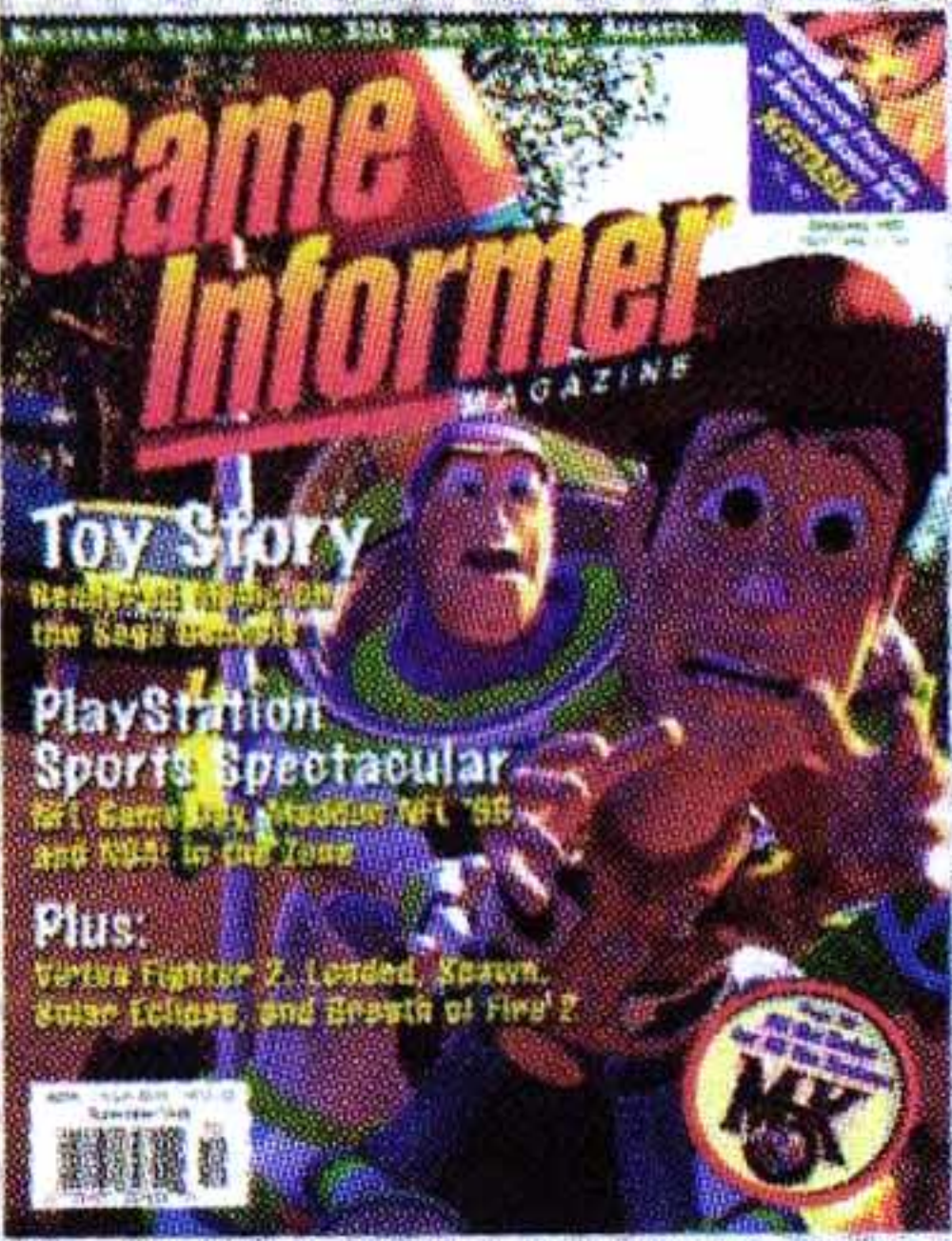
Wes McLauchn: Azle, TX
"Mood hair in its purist form."



Brian Flaningam: Bristol, WI
"This is modern art at its best. Notice how Rick appears to be lost floating freely in another world."

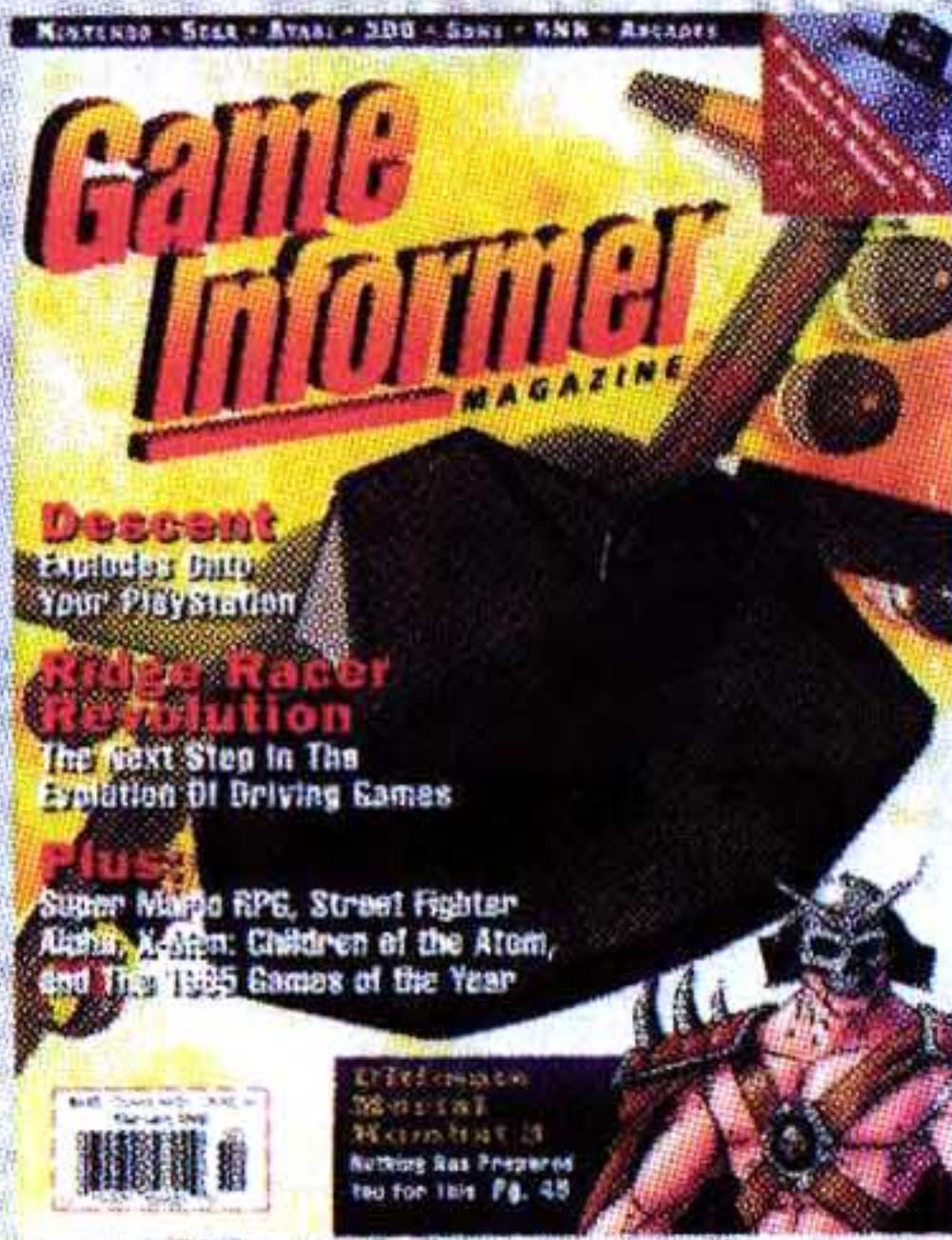
Back Issues

Sometimes you lose them – and other times people take them from you – but whatever you do, don't go through life without a complete collection. Order now before these priceless issues become obsolete!



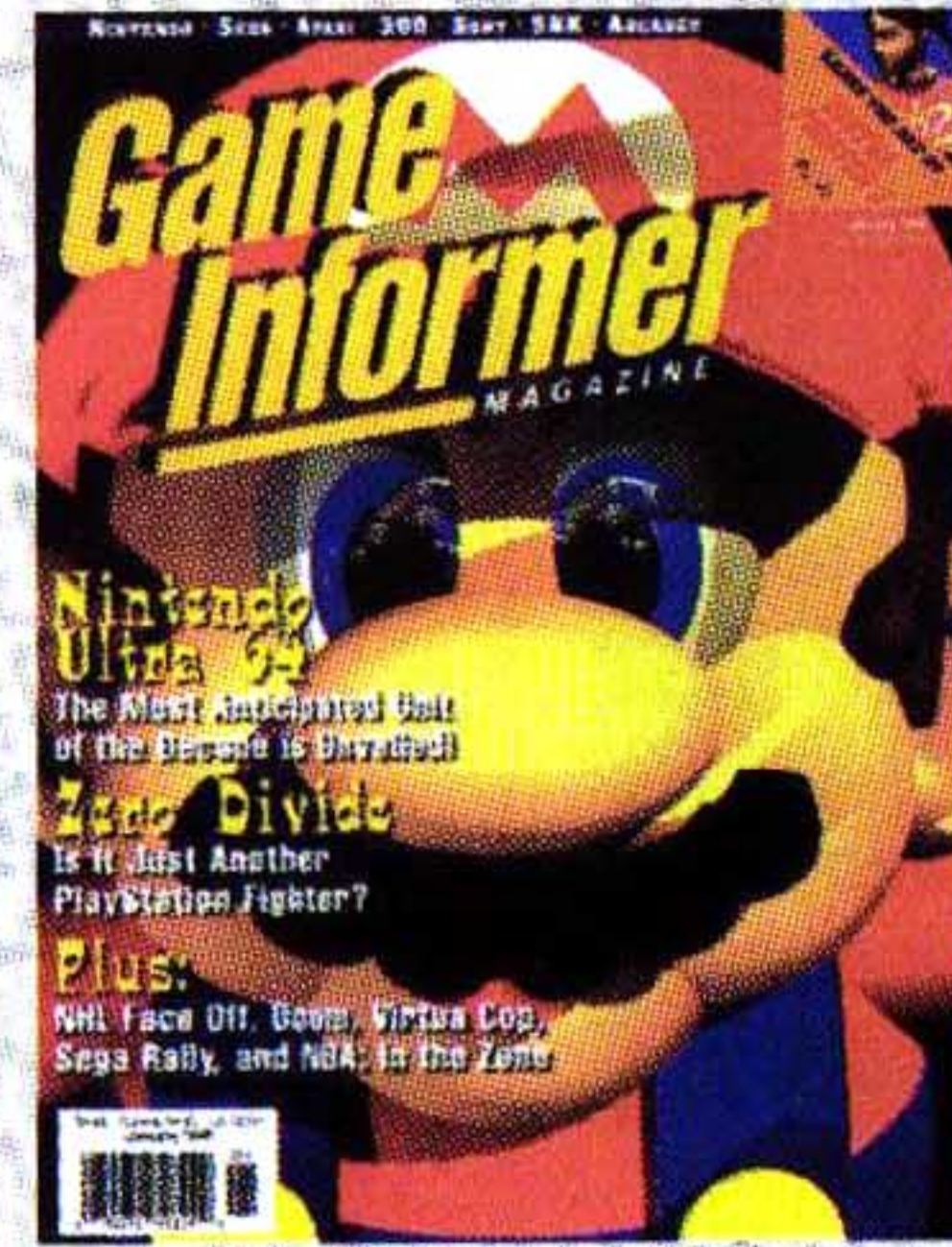
December 95

- Cover: Toy Story
- Secret Access contains: Secret Codes for MK 3 (SNES, Genesis, & PS-X), Moves Guide for Namco's Tekken (PS-X) (Part 1)
- Tip Card 19: WWF WrestleMania



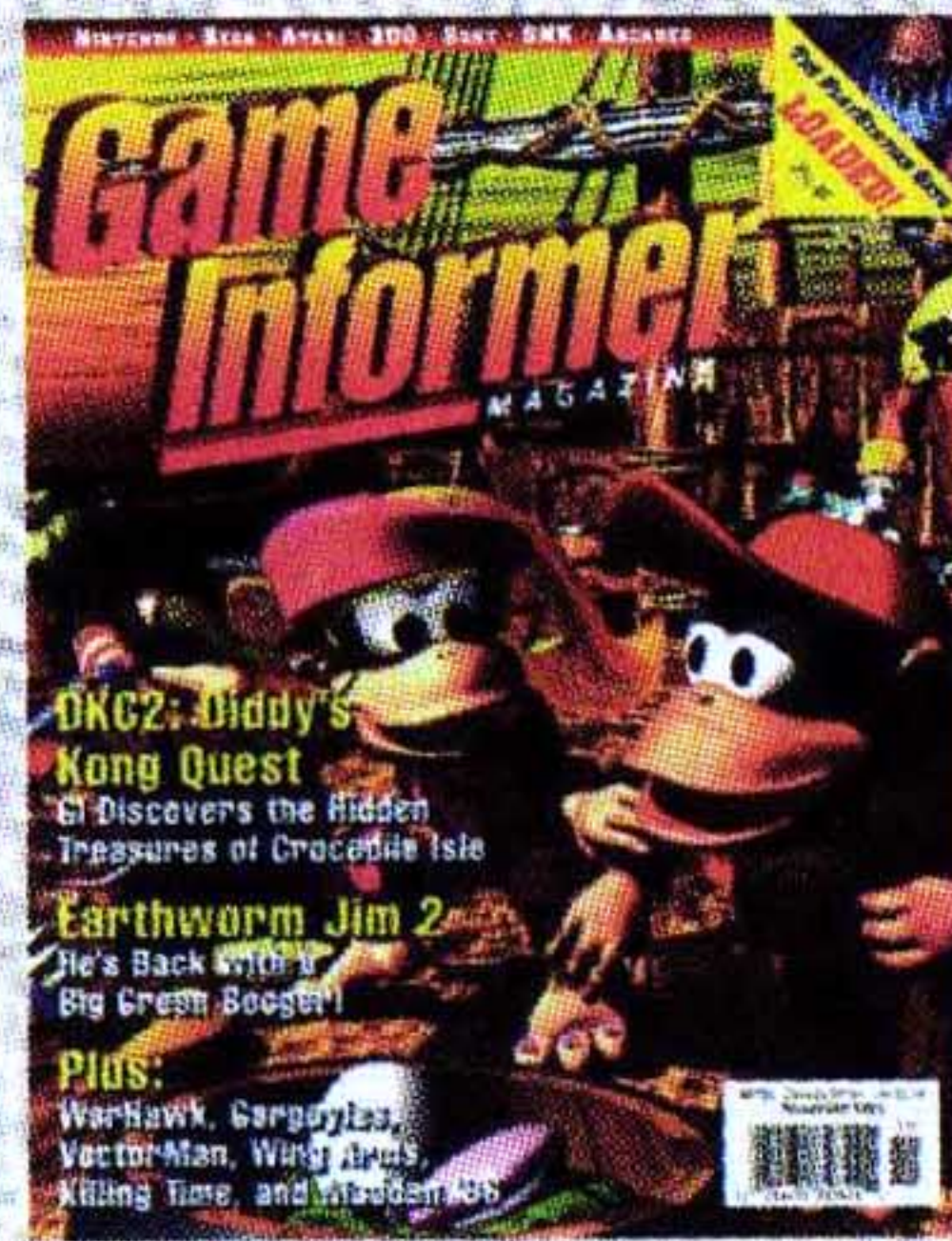
February 96

- Cover: Descent
- Special Features: Descent Play Guide, Ultra 64 Game Update, GI 1995 Awards, and Part 2 of DKC: Diddy's Kong Quest Strategy Guide
- Secret Access: NFL Game Day (PS-X), Twisted Metal (PS-X), VectorMan (Genesis), Separation Anxiety (SNES & SG), Madden '96 (Genesis)
- Tip Card 21: Ultimate MK3



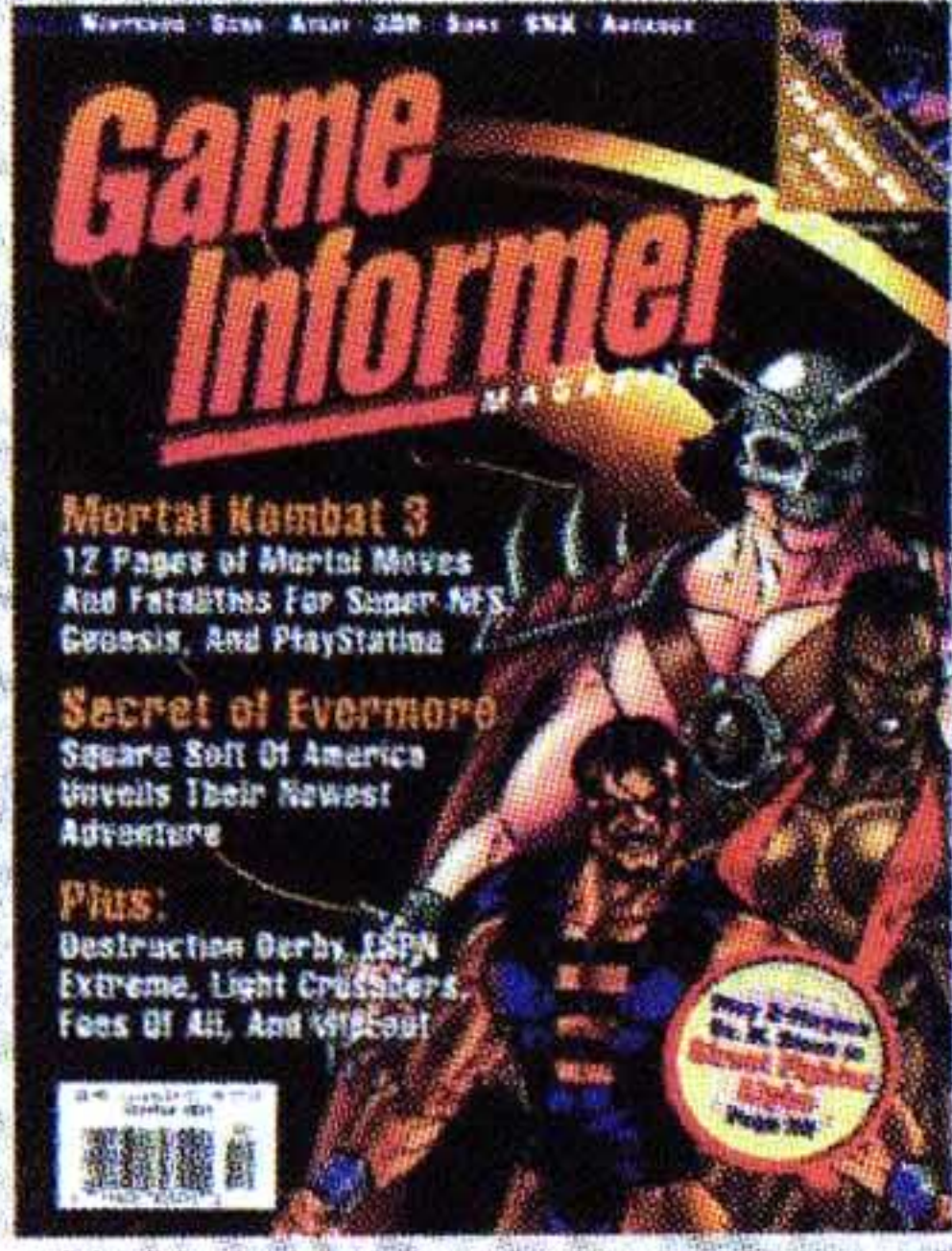
January 96

- Cover: Ultra 64
- Special Feature: Ultra 64 including first pics of Mario 64, Starfox 64, Zelda, Pilotwings 64, and Mario Kart 64. Plus, technical specs and the Ultra's controller
- Secret Access: Moves For Tekken Boss Characters (PS-X), WarHawk Passcodes (PS-X), Syndicate (3DO), and Earthworm Jim Special Edition (Sega CD)
- Tip Card 20: King of Fighters '95



November 95

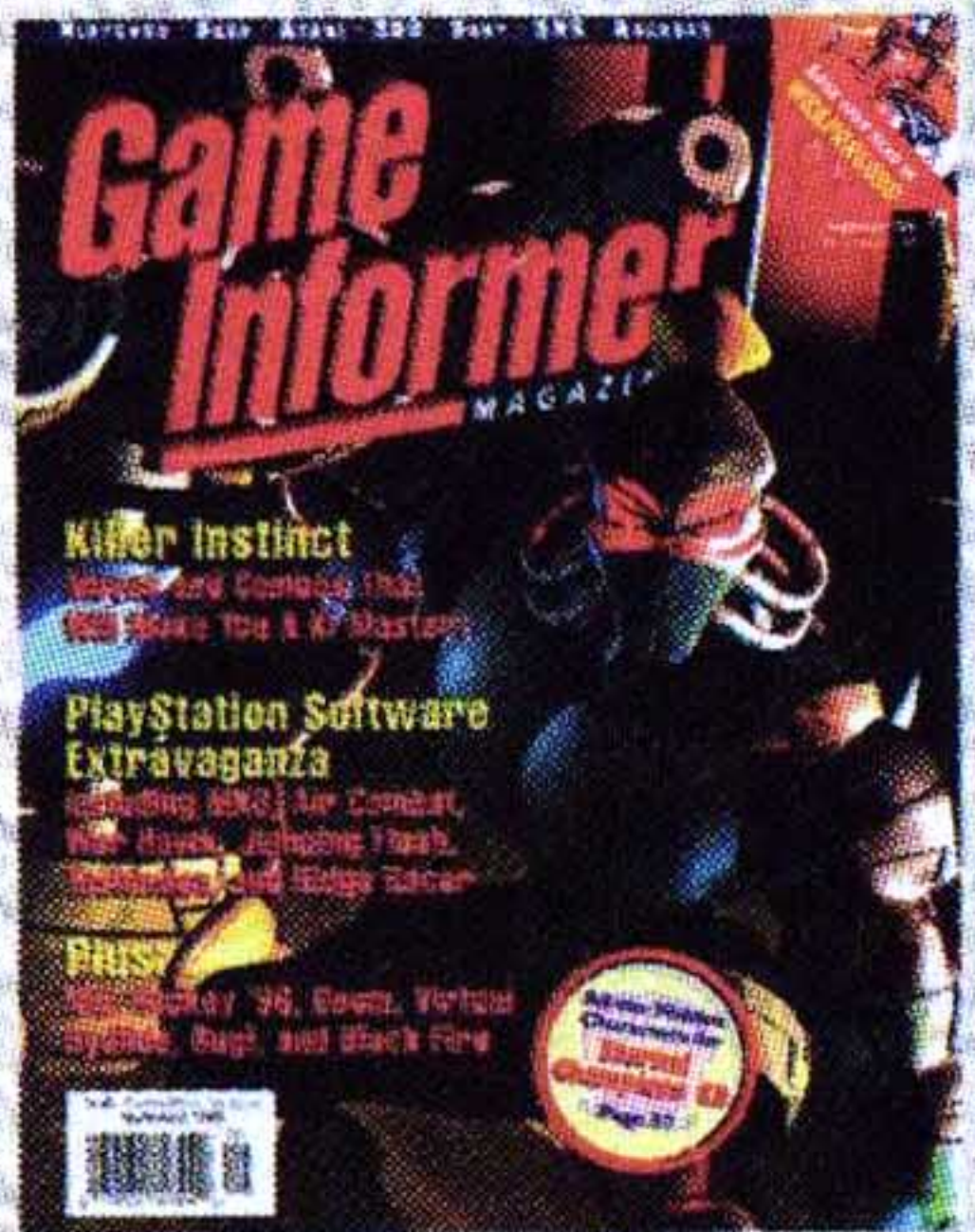
- Cover: Donkey Kong Country 2: Diddy's Kong Quest (SNES)
- Strategy Guide for DKC2: Most of the secret levels and DK Coins
- News about the Amusement and Music Operator's Association
- Tip Card 18: Tekken 2



October 95

- Cover: Mortal Kombat 3 (home versions)
- Strategy Guide for MK3 – all standard moves for all characters, friends and foes
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 2): Complete moves, Death moves, and a death combo for Talazia, Divada, and Zorn
- Tip Card 17: Street Fighter Alpha

SOLD OUT



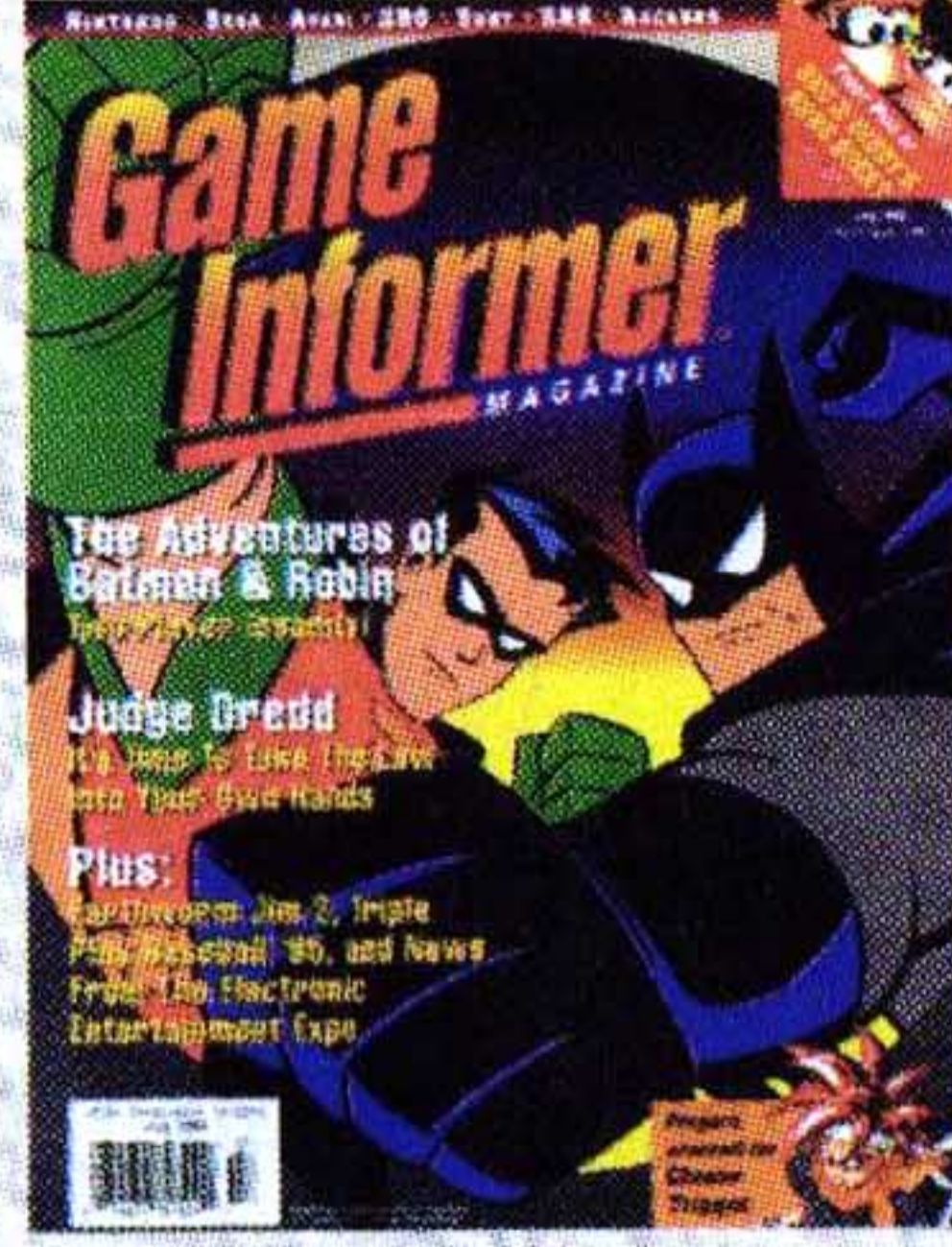
September 95

- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 1): Complete moves, death moves, and a death combo for Bane, Jen-Tai, and Korr
- Secret Access contains a complete list of Vendettas, Hidden Characters, Overkills, and Sudden Deaths for Eternal Champions CD.
- Tip Card 16: Street Fighter: The Movie



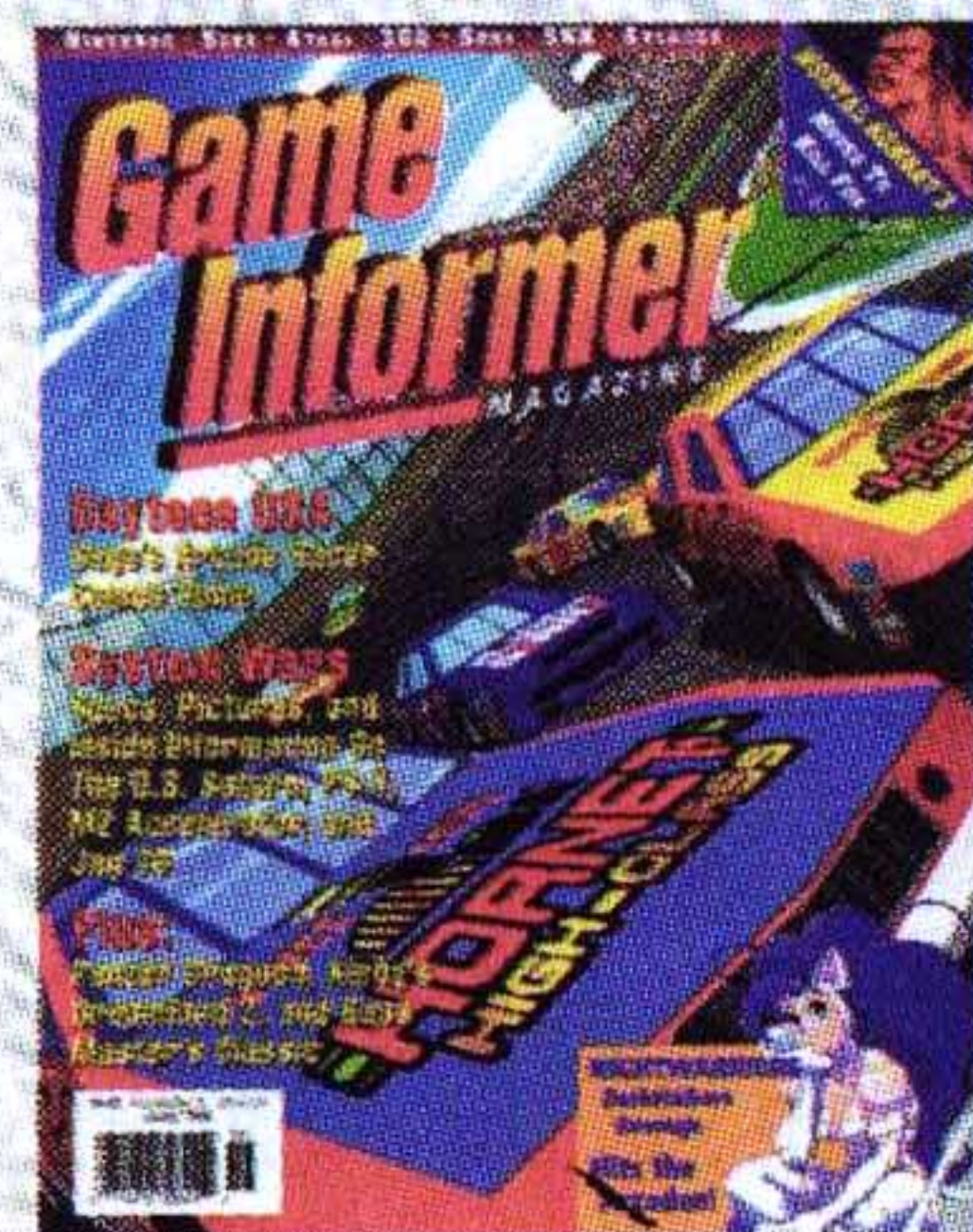
August 95

- Cover: Lunar: Eternal Blue (Sega CD)
- Strategy Guide for Judge Dredd
- Secret Access contains complete list of moves, skill moves, and power combos for all characters in Eternal Champions Sega CD.
- Tip Card 15: Tekken (Part 2)



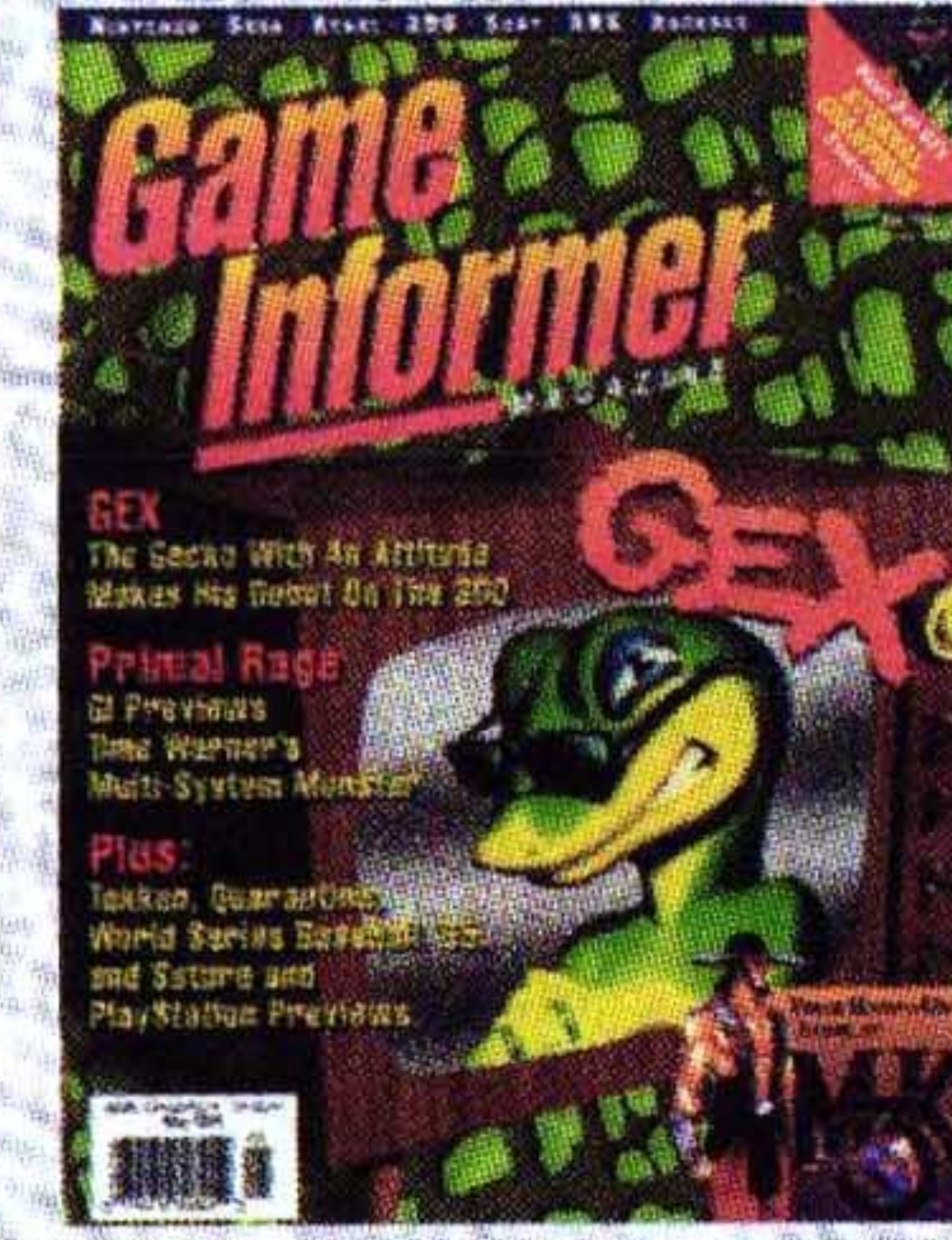
July 95

- Cover: Adventures of Batman and Robin (Genesis)
- Strategy Guide for Adventures of Batman and Robin: Basic Strategies for all four levels (Genesis)
- Feature: Electronic Entertainment Expo '95
- Tip Card 14: Tekken (Part 1)



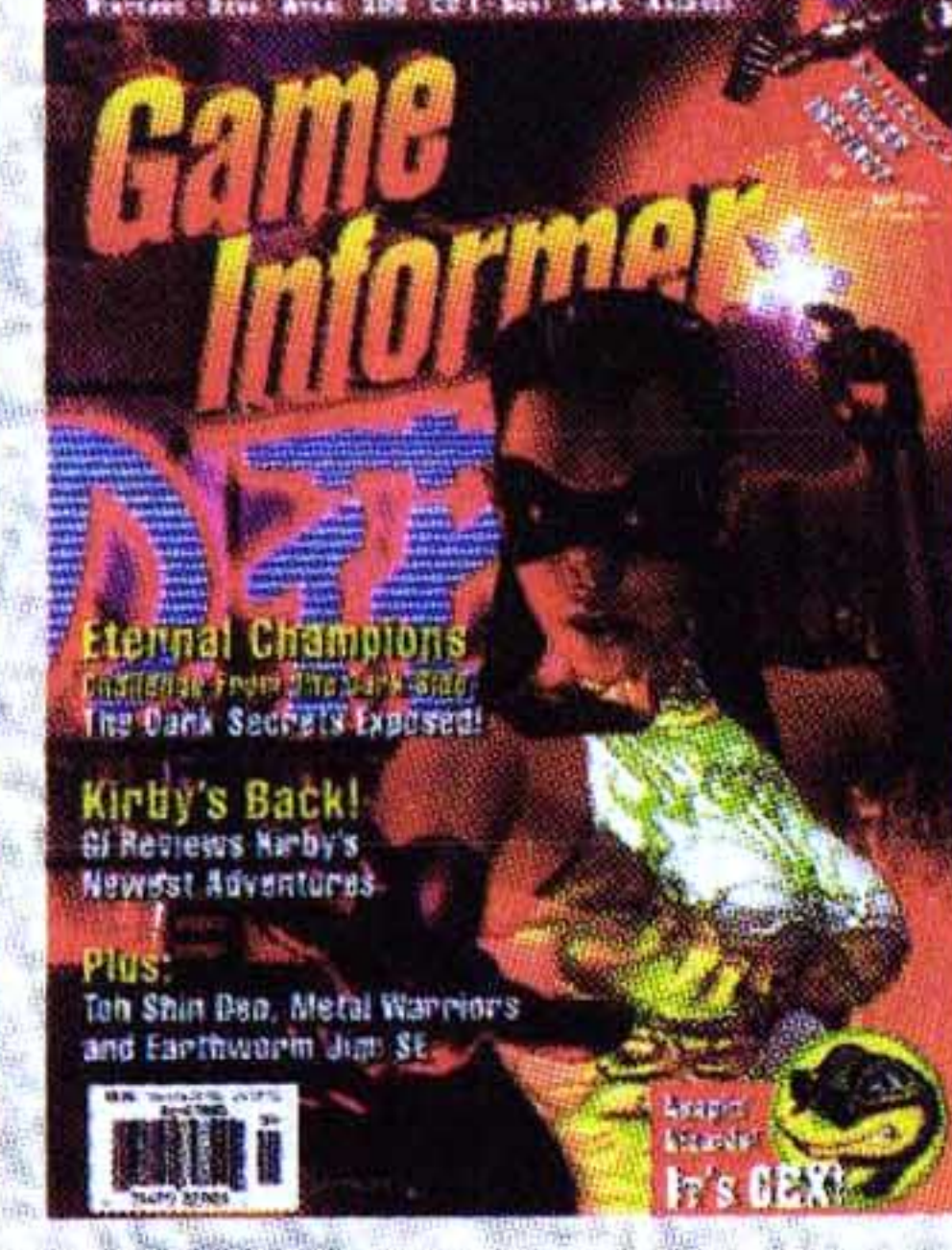
June 95

- Cover: Daytona USA (Sega Saturn)
- Next Generation System Wars: Stories and Specs for the new systems (Sega Saturn, PlayStation, 3DO M2, Jaguar CD)
- Strategy Guide for MK3 Arcade Version 1.0
- Game Informer's High Tech Glossary
- Tip Card 13: Nightwarriors: DarkStalkers Revenge



May 95

- Cover: GEX (3DO)
- Strategy Guide for GEX: Location of bonus worlds
- Feature: First Look at Japanese Sega Saturn and Sony PlayStation
- Strategy Guide for Eternal Champions Sega CD (Part 2): Moves for 2 hidden characters, some vendettas
- Tip Card 12: Tekken



April 95

- Cover: Eternal Champions (Sega CD)
- Strategy Guide for Eternal Champions Sega CD: Moves, overkills, and sudden deaths for all characters, some vendettas, one cinekill.
- Strategy Guide for X-MEN 2: One level map, basic strategy for all levels (Genesis)
- Secret Access contains Eyedol Code for Killer Instinct Arcade
- Tip Card 11: X-Men: Children of the Atom

Other Issues Available:

March 95

- Cover: NBA Jam TE (SNES & Genesis)
- Secret Access contains: Earthworm Jim (SNES), Shadowrun (Genesis), Madden '95 (Genesis)
- Tip Card 10: Virtua Fighter 2

February 95

- Cover: Killer Instinct (Arcade) – Five Pages of tips and tactics.
- Game Informer's 1994 Video Game Awards
- Strategy Guide for Ristar on the Sega Genesis
- Tip Card 9: Killer Instinct - Arcade

January 95

- Cover: Ristar (Genesis)
- Secret Access contains: Shining Force 2 (Genesis), J. Madden (3DO), Earthworm Jim (SNES & Genesis)
- Tip Card 8: Samurai Shodown 2

December 94

- Cover: Doom (32X)
- Secret Access contains: Mickey Mania (SNES & Genesis), Jungle Book (SNES & Genesis), Wolfenstein 3D (Jaguar), Aladdin (Genesis)
- Tip Card 7: Primal Rage

November 94

- Cover: Sonic & Knuckles (Genesis)
- Secret Access contains: Donkey Kong Country Bonus Worlds (SNES), MK2 Moves & Codes (GB, SNES, SG, & GG)
- Tip Card 6: DarkStalkers

Sept/Oct 94

- Cover: Mortal Kombat 2 (SNES & Genesis)
- Secret Access contains: NBA Jam (Genesis), Super Metroid (SNES), MK 2 (SNES & Genesis)
- Tip Card 5: Bloodstorm

July/Aug 94

- Cover: BattleTech (Genesis)
- Secret Access contains: Sonic 3 (Genesis), Jurassic Park (SNES), Super Metroid Strategy Guide (SNES)
- Tip Card 4: NBA Jam TE

May/June 94

- Cover: MLBPA Baseball (SNES)
- Secret Access contains: NBA Jam Secret Characters & Codes (SNES & Genesis), Jurassic Park (Genesis)
- Tip Card 3: Super SF2 Turbo

March/April 94

- Cover: NBA Jam (SNES & Genesis)
- Secret Access contains: Actraiser 2 (SNES), Sonic (Sega CD), Secret of Mana (SNES), Zombies Ate My Neighbors (SNES)
- Tip Card 2: MK 2

Jan/Feb 94

- Cover: NBA Jam (SNES, Arcade, & Genesis)
- Secret Access contains: Eternal Champion Moves (Genesis), TMNT Tournament Fighters (SNES & Genesis)
- Tip Card 1: Super SF2

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Vectorman – Genesis

Sega, who usually has some of the weirdest codes, actually used an old code that we all know well. It first existed as the blood code in Mortal Kombat and now it's present in Vectorman as a sparkling star code. All you have to do is pause the game and hit **A, B, A, C, A, B, B**. Unpause and enjoy the twinkle that only Vectorman can produce. Is there more to this code than meets the eye? Enter it and you'll find out.

Ethan Matteo
Ridley Park, PA

Vectorman – Genesis

More codes for the V-Man. Once again Sega has hidden their codes with secret words. These codes should make beating the game a breeze.

Extra Lives - (BALL) B, A, Left, Left then use X and Y to add and subtract Vectorman's lives

Slow Down - (DRACULA) Down, Right, A, C, Up, Left, and A. enter this code again to turn off.

Turn Into a Cursor - (CALLACAB) C, A, Left, Left, A, C, A, B

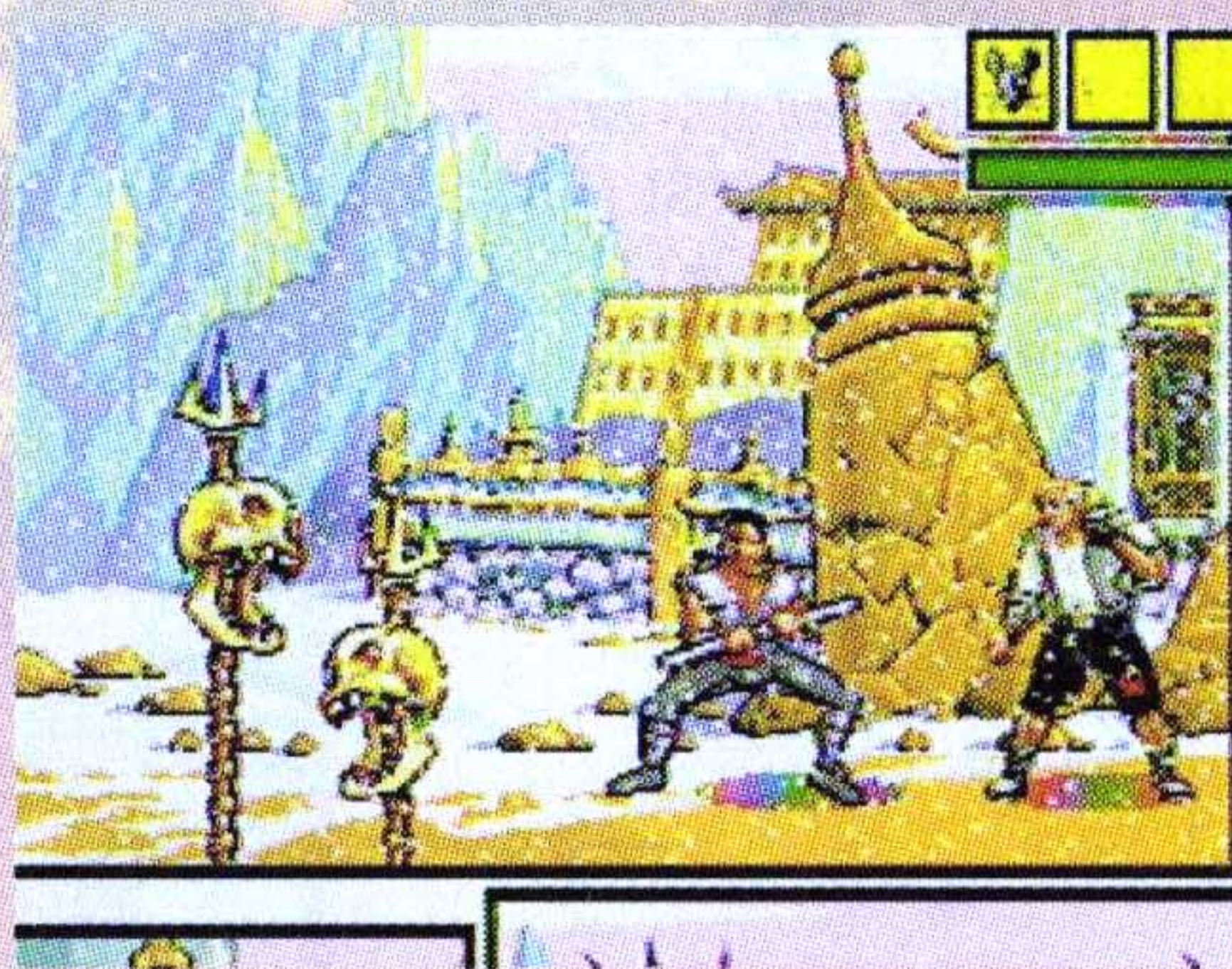
Boschman Jordan
Grapevine, TX

Center Ring Boxing – Saturn

So you've been wondering how to unlock all the hidden characters in this game. Well, all we can tell you is that it's going to be a real pain to complete this goal. We haven't been able to find the button press command (if there even is one), but we did find out that you can unlock them by beating every single boxer from rank 30 to "The Champ". In all honesty it's well worth it. Remember the boxing kangaroo in the Bugs Bunny cartoons? He's in here with a cute little pair of red boxing gloves to go along with his cute little nose.

"The Game Lord"
Chicago, IL

HELPFUL HINTS. SECRET ACCESS PASSWORDS · CODES



Comix Zone – Genesis

He-Man had the power of Gray Skull and She-Ra had the power, only with more curves. But the true question is who has the power now? You do. With the codes below, you can become the ultimate super hero. Take the sheet off your bed and throw it around your neck as your cape. Take your sister's leotards and create your very own super secret costume. With the alternate identity crisis out of the way you can handle all the bullies at school and save all the meter maids that are in distress. What fun!

Invincibility -

Go into the **Options** and place your cursor on **Juke Box** and hit **Start**. Once inside go to **track 3** and press **C**, then **12 + C, 17 + C, 2 + C, 2 + C, 10 + C, 2 + C, 7 + C, 7 + C, 11 + C**. After entering the code start a game and enjoy the true feeling of super hero power.

Level Skip -

Once again go to the **Juke Box** and hit **Start**. Go to **track 14** and press **C, 15 + C, 18 + C, 5 + C, 13 + C, 1 + C, 3 + C, 18 + C, 15 + C, 6 + C**. Now exit this menu and start the game from whatever level you want.

Douglas Williams
Dorchester, MA



NBA Live '96 – Genesis/SNES

Enter in your favorite oldies with the codes below. Genesis users will have to type in the first and last name of the player you want to create, while SNES users only need to type in the last name.

Oldies

Larry Bird
Michael Jordan
Charles Barkley
Julius Erving
Magic Johnson
Bill Russell
Bill Walton
Kevin McHale
Kareem Abdul-Jabbar
(type K. Abdul-Jabbar on the Genesis)
Pete Maravich
Wilt Chamberlain
Dave Cowens
Nate Archibald
George Mikan
Willis Reed
Bob Cousy
John Havicek
Isiah Thomas
Bill Laimbeer
Calvin Murphy
David Thompson
George Gervin
Jerry West
Oscar Robertson
Rick Barry
James Worthy

Special Thanks to:
Jamal Myers and Eddie Osavid
and Mega Special Thanks to:

"D.C."
Philadelphia, PA



Hollywood Codes!!!

Solar Eclipse – Saturn

GI Lackey: Hello gamers! (clap... ...clap... ...clap) Oh... Thanks for the standing ovation, but I don't think I'm the one who deserves it. Put your hands together for Batman Forever's own Adam Vest. (clap... ...clap... ...clap)

GI Lackey: Adam I love your stuff, your acting has really improved since you were on that shoddy sit-com series.

Adam Vest: Actually, I wasn't in Batman For...

GI Lackey: ...Oh man! Listen to this guy! He's not only trying to cover up the identity of Bruce Wayne, but himself as well. You've got to love it!

Adam Vest: No seriously, they didn't pick me for the...

GI Lackey: ...Come on Adam, d o n ' t you think this charade has gone on long enough? We all know you're Batman.

Adam Vest: I'M NOT BATMAN! Nor will I ever be again, they say I'm too old for the part, they picked some snotty Hollywood stars and gave him my uniform! I'm ruined! Sniff.

GI Lackey: Wait a sec. So... ...you're not Batman?

Adam Vest: That's correct.

GI Lackey: Well then, why are you here? Get out of here! We want a real actor who's not going to whine about losing his career and then write a book about it! Get him out of here, and make sure he never comes back!

(Moments pass)

GI Lackey: Okay, we're back! And it looks like we don't have that much time left. So here's what you've been waiting for the Programmer Code for Solar Eclipse. **Pause** the game and press **Right, Down, Down, Left, C, Right, A, Z**, and **Y**. Once this is entered you'll be taken to a secret bonus world where you can gain 9 lives and all the weapons.

"The Rhino"



Shinobi Legions – Saturn

Within the glimmer of a moon beam a faint silhouette makes its way across the open prairie. Its destination is unknown, but it appears to have an agenda. Moments pass, and the shadow character has suddenly disappeared. My heart races with fear, and I find myself in a disturbing sweat. Where could it have gone? Was it a figure of my imagination or was it really out there haunting me? Before I can spin and take a good look, the character appears behind me and gives me a clean decapitation. Luckily, I managed to write down the codes for this game before my demise.

999 Shurikens - Go into the **options** and go down to the **Shuriken**. Now press and hold **L + R**. While still holding this combo press **C, A, B**. Once this code is entered you should be equipped with almost infinite Shuriken.

99 Lives - At the **Title Screen** highlight "Game Start" and press **A, Z, B, Y, C, X** and **Start**.

"The Eradicator"
Phoenix, AZ



Toy Story – Genesis

To activate a Level Select wait until the **Title Screen** appears then quickly press **A, B, Right, A, C, A, Down, A, B, Right** and **A**. If this is done correctly you'll hear a blatant laugh. Begin the game and when you want to skip a level **Pause** the game and hit **Start** and **A**.

To become invincible simply go into **level two** and collect seven stars then jump into the toy box at the beginning of the level. From this point hit and hold **down** on the **directional pad** until the star health meter starts spinning. From this point on you'll be one indestructible toy.

Todd McFarlane
Transylvania, PA

Twisted Metal – PlayStation

Here are all the level codes for Twisted Metal. To activate them, simply input the code you desire at the Password Screen.

- Level 2 - ●▲■●●
- Level 3 - ✕■●●▲
- Level 4 - ✕▲■●■
- Level 5 - ✕■▲▲▲
- Level 6 - ■▲✕●✕

Adam Przybilla
St. Cloud, MN

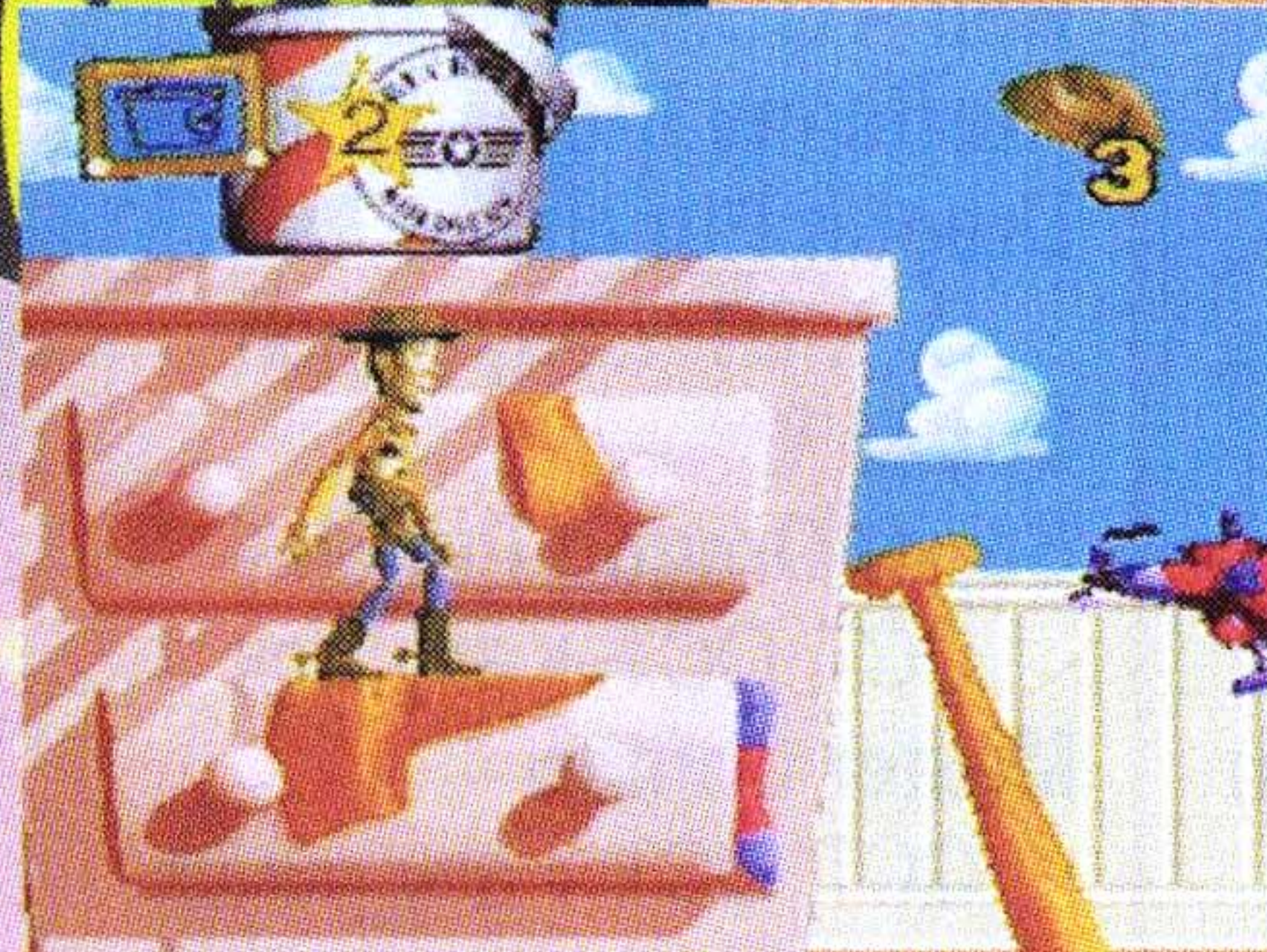
Code of the Month!



Toy Story – SNES

This has to be the easiest code ever made. We were all amazed when we saw it take effect and you probably will be too. In **level one** walk over to the dresser with the army barrel on top and jump onto the first open drawer. From this point, press and hold **down**. Once your star starts flashing and spinning you'll be invincible for the rest of the game. Why can't all codes be this easy?

Ben Morrison
Lee's Summit, MO



NBA Live '96 – SNES

A couple of months ago we printed a fairly small list of hidden players for NBA Live '96. We asked you, the readers, for your help on finding more and you responded with a heap of helpful mail. Thanks to everyone who helped us find these players and we hope you can enjoy them as much as we do.

Rookies

Smith
Vaughn
Stackhouse
Wallace
Meyer
Caffey
Henderson
Marshall
Bennett
Alexander
Ratliff
O'Bannon
Griffith
Allen
Best
McDyess
Burrough
Ostertag
Chidress
Williams
Lewis
McDonald
Barry
Carr
Rusconi

Team

Golden State
Orlando
76'ers
Washington
Dallas
Chicago
Atlanta
Cleveland
Phoenix
San Antonio
Detroit
New Jersey
Milwaukee
Minnesota
Indiana
Denver
Boston
Utah
Portland
Boston
Golden State
Golden State
L.A. Clippers
Phoenix
Phoenix

Edney
Banks
Boyce
Brown
Martain
Nickerson
Zidek
Sura
Reid
Roe
Baily
Fetisov
Respert
Lenard
Zukauskas
Esposito
Stoudamire
King
Parks
Pelle
Meek
Davis
Garnett
Dent
Moten
Reeves
DeClerq
Whitfield
Popa
Finley
Trent
Williamson
Ford
Snow

Virtua Gap Boy '96
Minneapolis, MN

Virtua Fighter 2 – Saturn

Polygons, polygons, polygons! Sega's master fighting game debuts in Secret Access with a massive list of codes. We don't care what you do with them. Enjoy their company or just spit on them. Like we said we really don't care what you do with these. Really.

Dural

To access Dural first go to the **option screen** and push the **R Button** on **controller 1** and **select version 2.1**. Now start a game and place your cursor on **Akira** and press **Down, Up, Right, Left + A**.

Gold Dural

To play as the Gold Dural, do everything the same except for the code. Replace the existing code with **Down, Up, Left, Right + A**.



Slow Motion Replays

To activate slow motion on the replays simply hit and hold **Down, A, B,** and **C** while the "KO" icon is displayed.

Change Clothes

While picking your character hit **Up** and **A** or **C**.

Taunts

To selectively taunt the opposition press and hold **A, B,** or **C** after you've won a round.

"The Game Lord"
Chicago, IL

WipEout – PlayStation

Both of these codes are to be entered at the **1-Player Icon Screen**. What you have to do is hold down the button combo then hit **X**. There isn't an indicator so you'll have to be dead accurate.

Rapier Class Active - Hold L2, R2, Left, Start, Select, then (while still holding this combination) hit **X** to enter the code.

Speedy Firestar Vehicles -

Hold L1, R1, Right, Start, **■**, **●**, then (while still holding this combination) hit **X** to enter the code.

"The Rhino"
Toledo, OH

Doom – PlayStation

For some powerful cheats pause the game and enter the button presses corresponding to the code you desire.

Invincibility - Down, L2, **■**, R1, Right, L1, Left, **●**

Free Stuff - **✕**, **▲**, L1, Up, Down, R2, Left, Left

Level Warp - Right, Left, R2, R1, **▲**, L1, **●**, **✕**

Transparent Walls - L1, R2, L2, R1, Right, **▲**, **✕**, Right

"The Eradicator"
Phoenix, AZ



– PlayStation

Street Fighter makes a valiant effort to reclaim the throne as fighting champion. It's up to you to decide how worthy this competitor is, and with the help of the moves below you'll be able to pull off all the wonderful combos and special moves featured in this blockbuster title. Have fun, and fight on!



Legend

T – Toward
B – Back
U – Up
D – Down
DB – Down Back
DT – Down Toward
QCT – Quarter Circle Toward
QCB – Quarter Circle Back
HCT – Half Circle Toward
HCB – Half Circle Back
FP – Fierce Punch
MP – Medium Punch
JP – Jab Punch
FK – Fierce Kick
MK – Medium Kick
SK – Short Kick



Charlie

Alpha Counter – B, DB, D + any punch
Extended Punch – T + FP
Sliding Kick – Tap B or T + FK
Back Kick – Tap B or T + MK
Sonic Boom – Charge B (2 sec.) then tap T + any punch
Flash Kick – Charge D (2 sec.) then tap U + any kick

Super Moves

Sonic Blade – Charge B (2 seconds) then tap T, B, T + any punch
Somersault Hurricane – Charge DB (2 seconds) then tap DT, DB, U + any kick
Mega Blitz – Charge B (2 seconds) then tap T, B, T + any kick

Chun-Li

Alpha Counter – B, DB, D + any kick
Flip Kick – DT + FK
Split Kick – HCB + any kick
Lightning Kick – tap any kick
Hadoken – Charge B (2 seconds) then T + any punch
Spin Kick – Charge D (2 seconds) then U + any kick
Heel Attack – (in air) D + MK
Super Moves
Super Cotton Fireball – QCT, QCT + any punch
Millions of Kicks – Charge B (2 sec.), then T, B, T + any kick
Shadow Kick – Charge DB (2 sec.), DT, DB, U + any kick



Ken

Alpha Counter – B, DB, D + any punch
Hadoken – QCT + any punch
Spin Kick – T + MK
Roll – QCB + any punch
Hurricane Kick – QCB + any kick
Dragon Punch – D, T, DT + any punch
Super Moves
Super Dragon Punch – QCT, QCT + any kick
Master Combo – QCT, QCT + any punch

GAME GENIE

SWAP SHOP

Donkey Kong Country 2: Diddy's Kong Quest – SNES

E6EE-A7D7 + 6DAF-12EB + 6D8D-C33E

Master Code (Must Be entered)

C2A1-CE5B

Infinite lives

D465-3D67

Start with 3 lives

DB65-3D67

Start with 10 lives

F665-3D67

Start with 25 lives

7F65-3D67

Start with 50 lives

1765-3D67

Start with 99 lives

D4A1-437C

100 bananas gives 2 extra lives

D9A1-437C

100 bananas gives 5 extra lives

EEC2-1A1D

Always have a monkey on the screen

DD6C-C7D4

Pausing then hitting Select exits any level that is not complete

626D-432D

Start with more Krem Coins

626D-4EBD

Start with more Kong Family Coins

C2B9-1297

Kong Coins don't get used up

C2B9-1297

Krem Coins don't get used up

EDD0-735A

Mega jump for Diddy

E7D0-735A

Super jump for Diddy

E1D0-735A

Diddy jumps higher

EDD7-5AEA

Mega jump for Dixie

E7D7-5AEA

Super jump for Dixie

E5D7-5AEA

Dixie jumps higher

EFDD-535A

Mega jump for Rambi

E7DD-535A

Super jump for Rambi

E5DD-535A

Rambi jumps higher

Roderrick Bolden
Detroit, MI

Mega Man X3 – SNES

C2B9-64F9

Start with full life

EEB6-7FD4

Infinite life

C2B6-6FF9

Start with everything

DDC4-A7A2

Do special moves without life being maxed

"The Epoch"
Brighton, MI

Doom – SNES

BDEA-Bo53 + 62EA-B953

Start with mega health and mega armor

E3EA-B17F

Start with more ammo

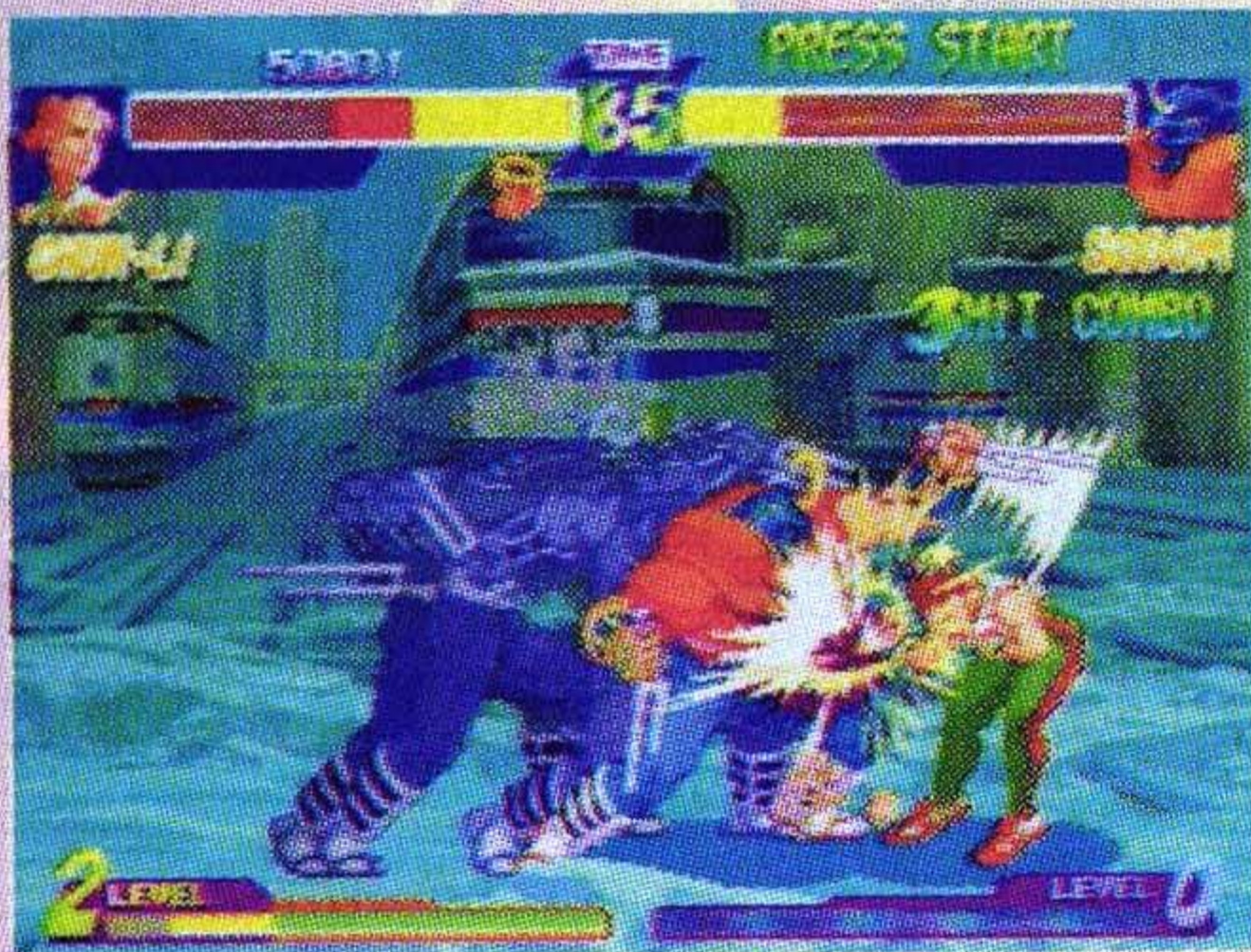
CBD3-B17F

Start with even more ammo

D7CF-F953

Select the Shores of Hell or Inferno

Roderrick Bolden
Detroit, MI



Guy

- Elbow Crush** – T + MP
- Hurricane Kick** – QCB + any kick
- Somersault Elbow Smash** – QCT + any punch then while in air any punch
- Dash** – QCT + any kick
- Flip Kick** – DT + FK
- Super Moves**
- Flying Fury** – QCT, QCT + any punch
- Master Combo** – QCT, QCT + any kick



Rose

- Slide Kick** – DT + MK
- Scarf Slash** – QCB + any punch
- Fire Scarf** – HCT + any punch
- Alpha Counter** – B, DB, D + any punch
- Rising Uppercut** – D, T, DT + any punch
- Super Moves**
- Amazing Scarf Spark** – QCB, QCB + and any punch
- Glow -N-Show** – QCT, QCT + any kick
- Super Rising Uppercut** – D, T, DT, D, T, DT + any punch

Sagat

- Tiger Crush** – D, T, DT + any kick
- High Tiger Shot** – QCT + any punch
- Low Tiger Shot** – QCT + any Kick
- Tiger Blow** – D, T, DT + any punch
- Super Moves**
- Tiger Combo** – D, T, DT, D, T, DT + any kick
- Tiger Cannon** – QCT, QCT + any punch
- Rising Kick Combo** – QCB, QCB + any kick



Birdie

- Alpha Counter** – B, DB, D + any punch
- Head Butt Rush** – Charge B (2 seconds), T + any punch
- Turn Around Head Butt** – Hold any 2 punch or kick buttons and release
- Chain Attack** – DB, D, DT, T, UT + any punch
- Super Moves**
- Chain Grab** – QCT, QCT + any button
- Mega Burst** – Charge B (2 Seconds), T, B, T + any punch

Sodom

- Blade Attack** – D, T, DT + any punch
- Tengu Walk** – B, DB, D + any kick (From Ground)
- Power Bomb** – D, DT, T, UT + any punch
- Carpet Bomb** – D, DT, T, UT + any kick
- Super Moves**
- Super Blade Attack** – QCT, QCT + any punch
- Power Slap** – 720 Clockwise (Starting with B) + any punch



Adon

- Front Kick** – DT + MK
- Jackal Flip Kick** – B, D, DB + any kick
- Stabbing Jackal Kick** – QCB + any kick
- Jackal Knee** – D, DT, T, UT + any kick
- Super Moves**
- Jackal Assault** – QCT, QCT + any punch
- Jackal Revolver** – D, B, DB, D, B, DB + any kick

Ryu

- Alpha Counter** – B, DB, D + any punch
- Hadoken** – QCT + any punch
- Dragon Punch** – T, D, DT + any punch
- Hurricane Kick** – QCB + any kick
- Overhead Smash** – T + MP
- Spin Kick** – T + MK
- Super Moves**
- Super Hadoken** – QCT, QCT + any punch
- Super Dragon Punch** – T, D, DT, T, D, DT + any punch
- Super Hurricane Kick** – QCB, QCB + any kick



Sega

Sega Game Play Assistance
900-200-7342 (SEGA)
 \$.85 per minute for automated assistance and \$1.05 per minute for live help.
Canada 900-451-5252
 \$1.25 per minute automated

Nintendo

Game Counseling
900-288-0707
 \$.95 per minute
Canada 900-451-4400
 \$1.25 per minute
 Nintendo's
 Automated Power Line!
206-885-7529

Sony

900-933-SONY(7669)
 \$.95 per minute
 Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.

ACCESS & ALLIES

Operation: Code Hunt

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

- SNES** . . . *Donkey Kong Country 2*
 Earthworm Jim 2
 Super Mario World 2
 Toy Story
- Genesis** *Toy Story*
 Earthworm Jim 2
- PlayStation** *Criticom*
 Doom (Hidden Level Codes)
 Jumping Flash
 Krazy Ivan
 NBA In the Zone
 NHL Face Off
 X-Com UFO Defense Force
 Zero Divide
- Sega Saturn** *Ghen War*
 Mystaria: Realms of Lore
 Sega Rally Championship
 Virtua Cop
 Virtua Fighter 2
- 3DO** *Shockwave 2*
- Arcade** *Ultimate MK3*

Send Secret Access Requests To:

Access & Allies
 Game Informer Magazine
 10120 W. 76th Street
 Eden Prairie, MN 55344

E-Mail: gionline@winternet.com

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Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

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ASCII Pad PS,
 ASCII Pad PS Special,
 ASCII Stick PS,

Super NES:

Specialized ASCII Pad,
 ASCII Pad,
 Super Advantage,
 Fighter Stick SN

Genesis:

ASCII Specialized Pad,
 FIGHTER STICK SG-6

All runners-up will receive a Game Informer Secret Access T-Shirt to complement their wardrobe.

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 Eden Prairie, MN 55344

E-Mail: gionline@winternet.com





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Diddy's back and better than ever.

Fasten your seat belt.

This **monkey's** coming full throttle. Donkey




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



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

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

ACM graphics, 32 megs and so many **new levels,** it even outperforms last year's

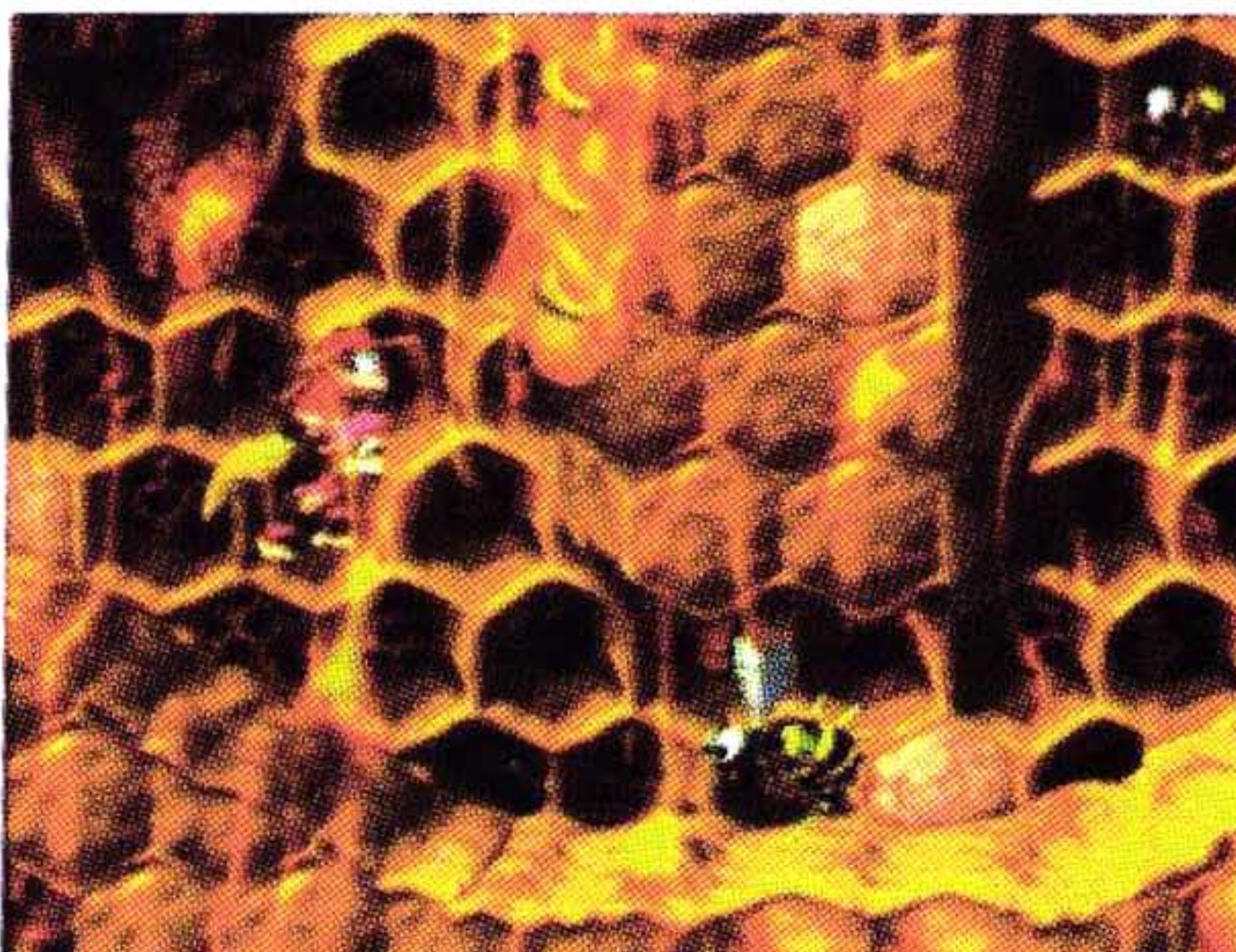
model. But don't take our  word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)



Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special

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



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



Now there are smarter Kremlings out to slap your monkey around. Ouch!

monkey? It **ain't pretty.**)



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 MILLIONS OF MEN AT WAR.
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Our games go to 11!™