

February 1996  
Vol. VI • Issue 2 • #34

# Game Informer™ MAGAZINE

**Descent**  
Explodes Onto  
Your PlayStation

**Ridge Racer  
Revolution**  
The Next Step In The  
Evolution Of Driving Games

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Super Mario RPG, Street Fighter  
Alpha, X-Men: Children of the Atom,  
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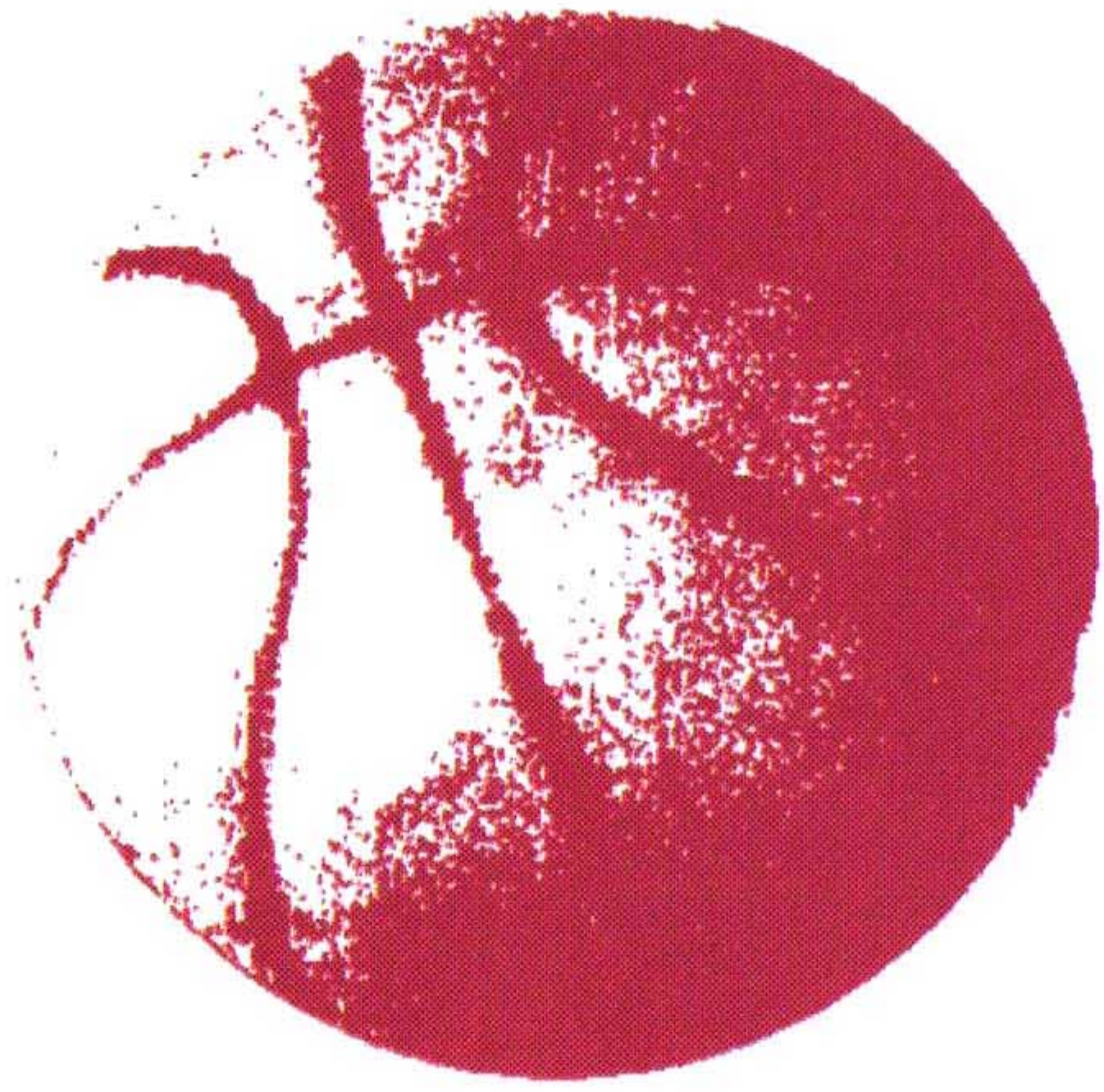
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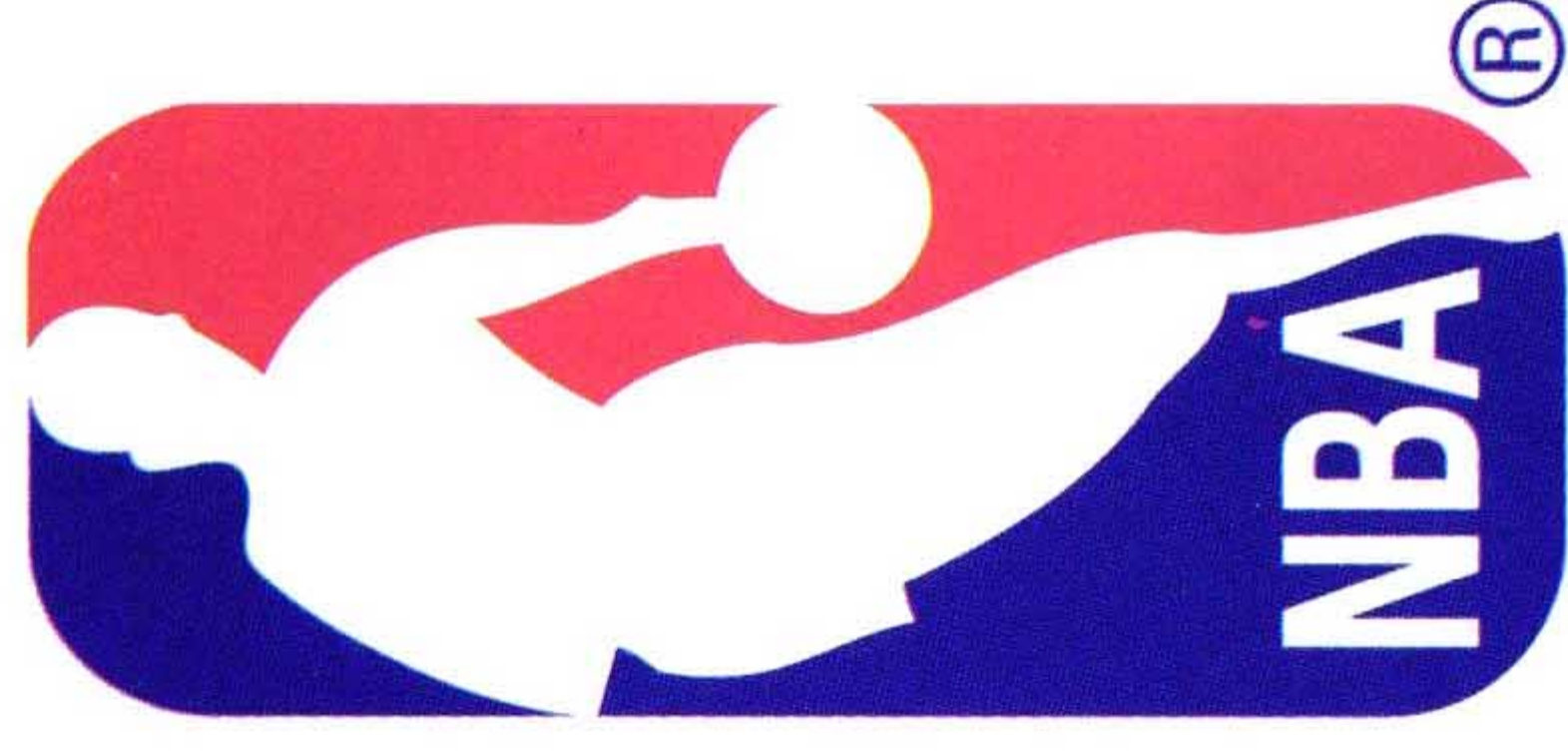
**Ultimate  
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Kombat 3**  
Nothing Has Prepared  
You For This Pg. 49





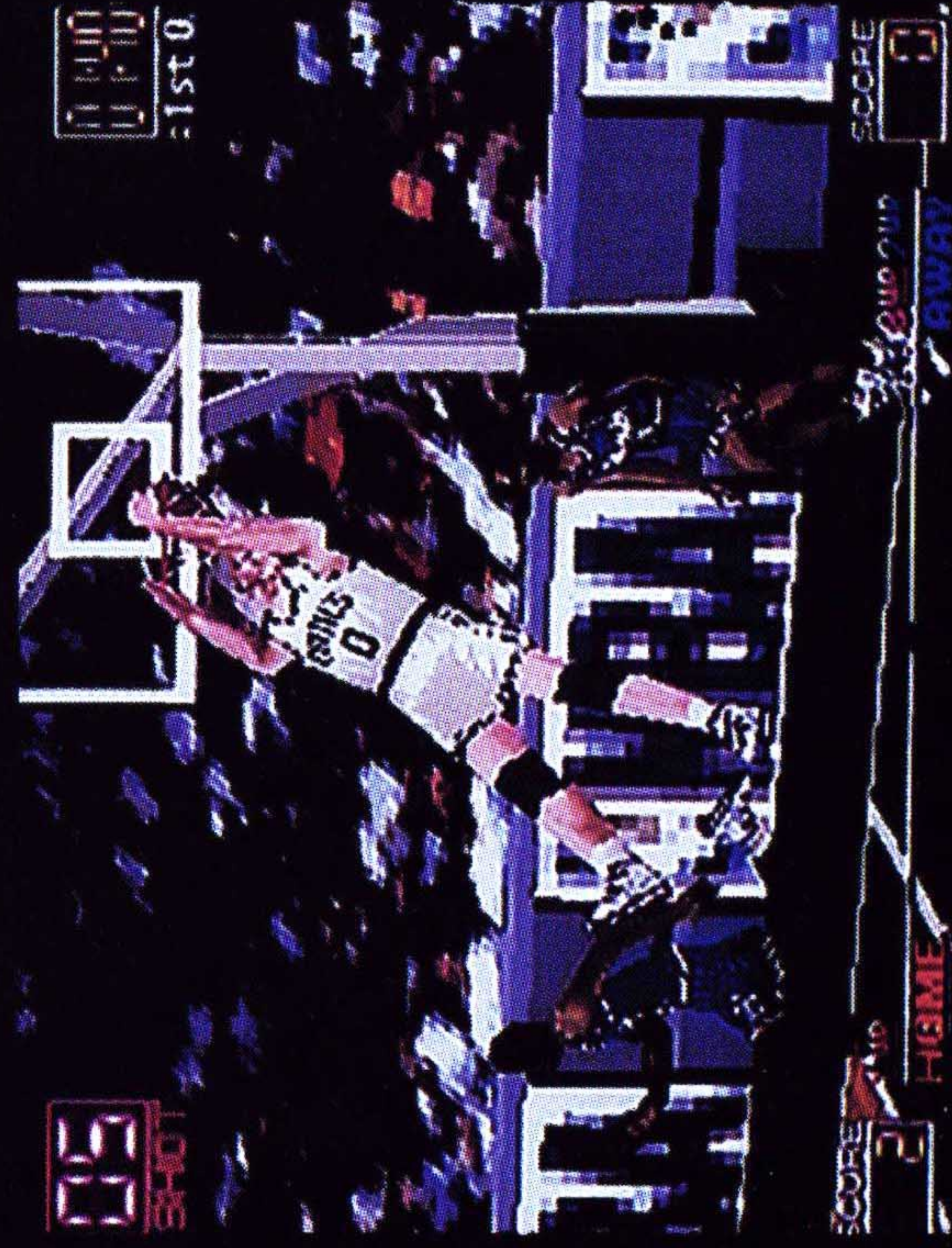


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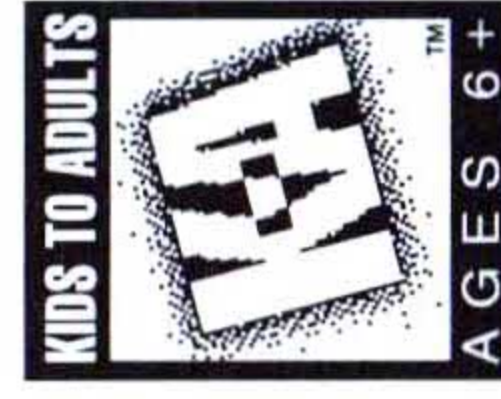
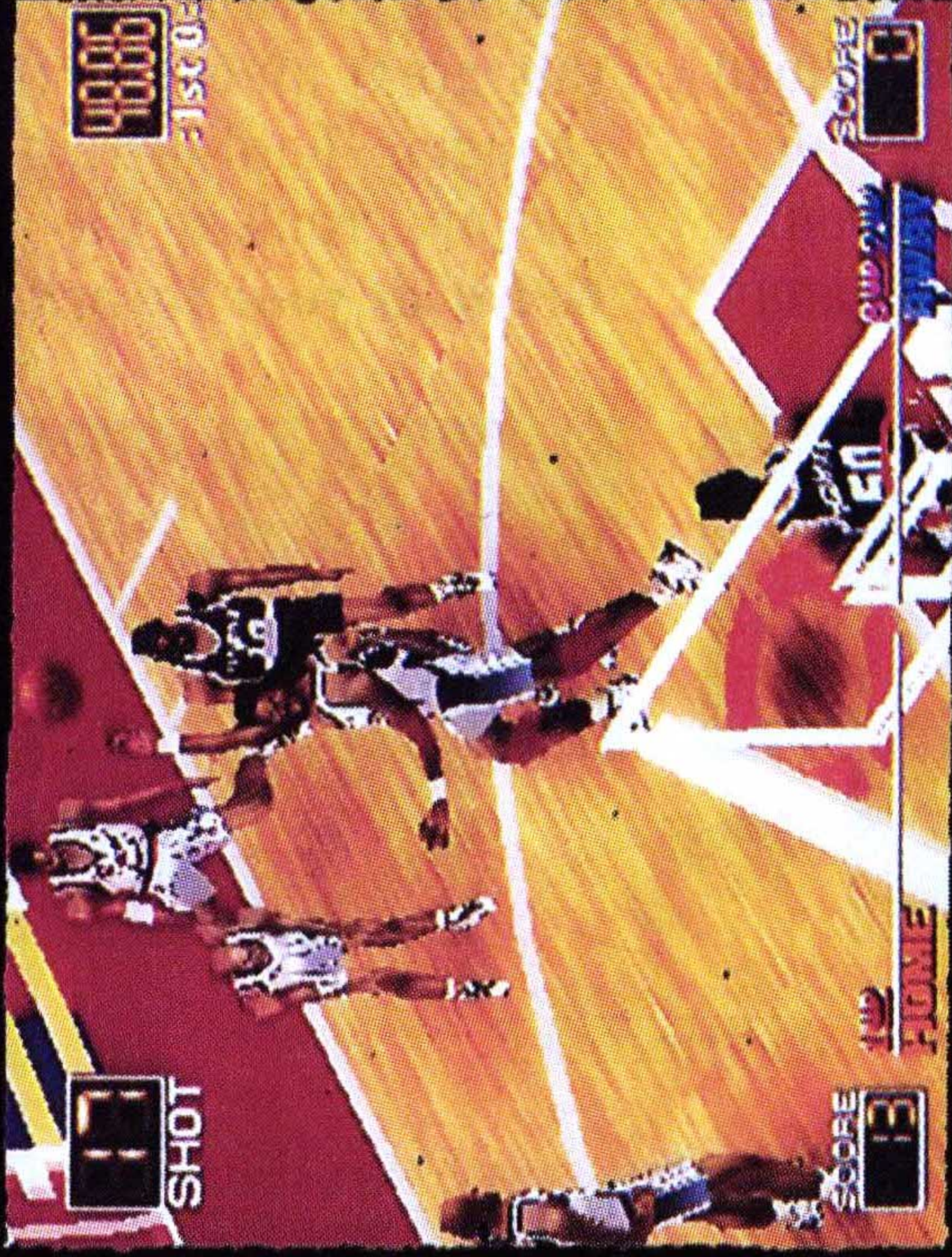
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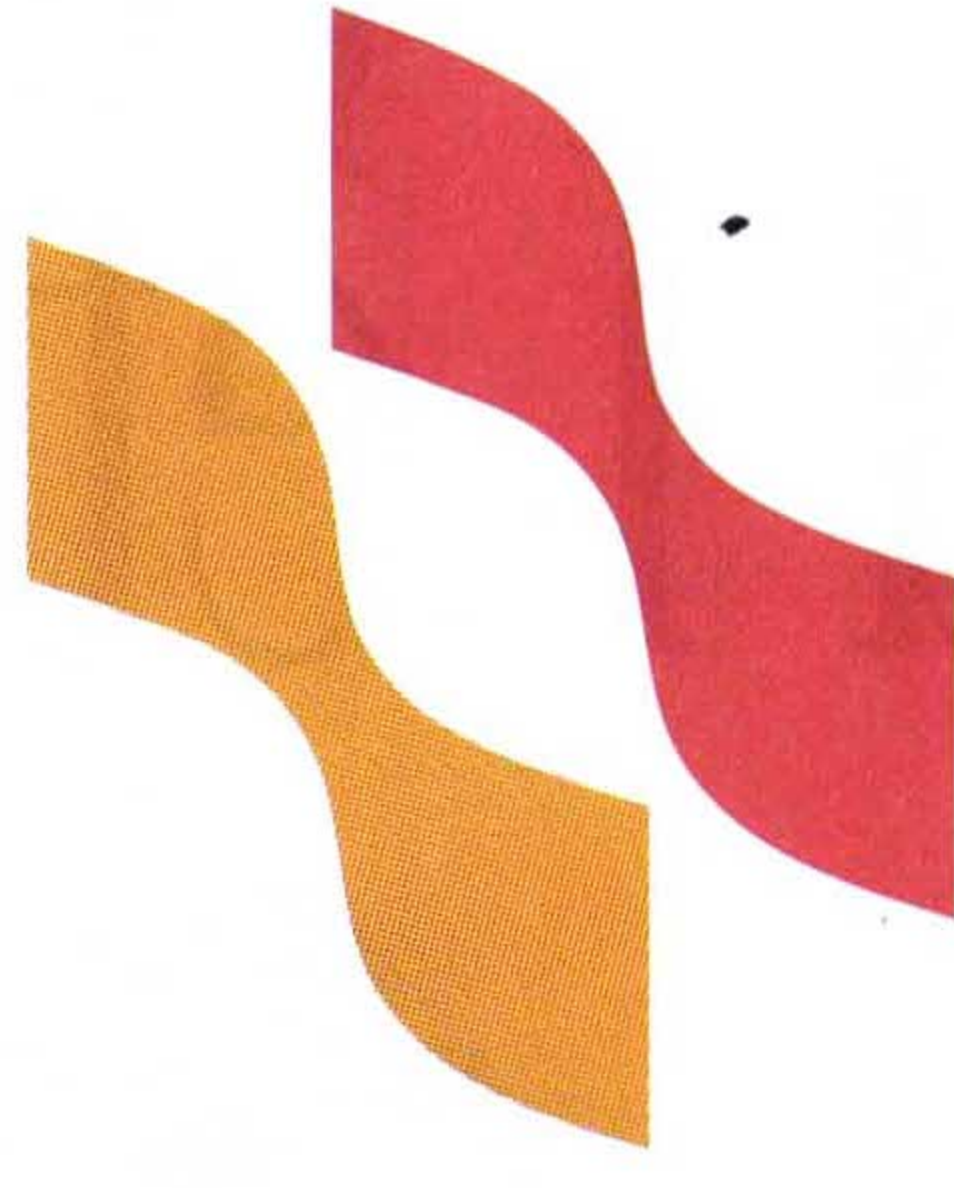
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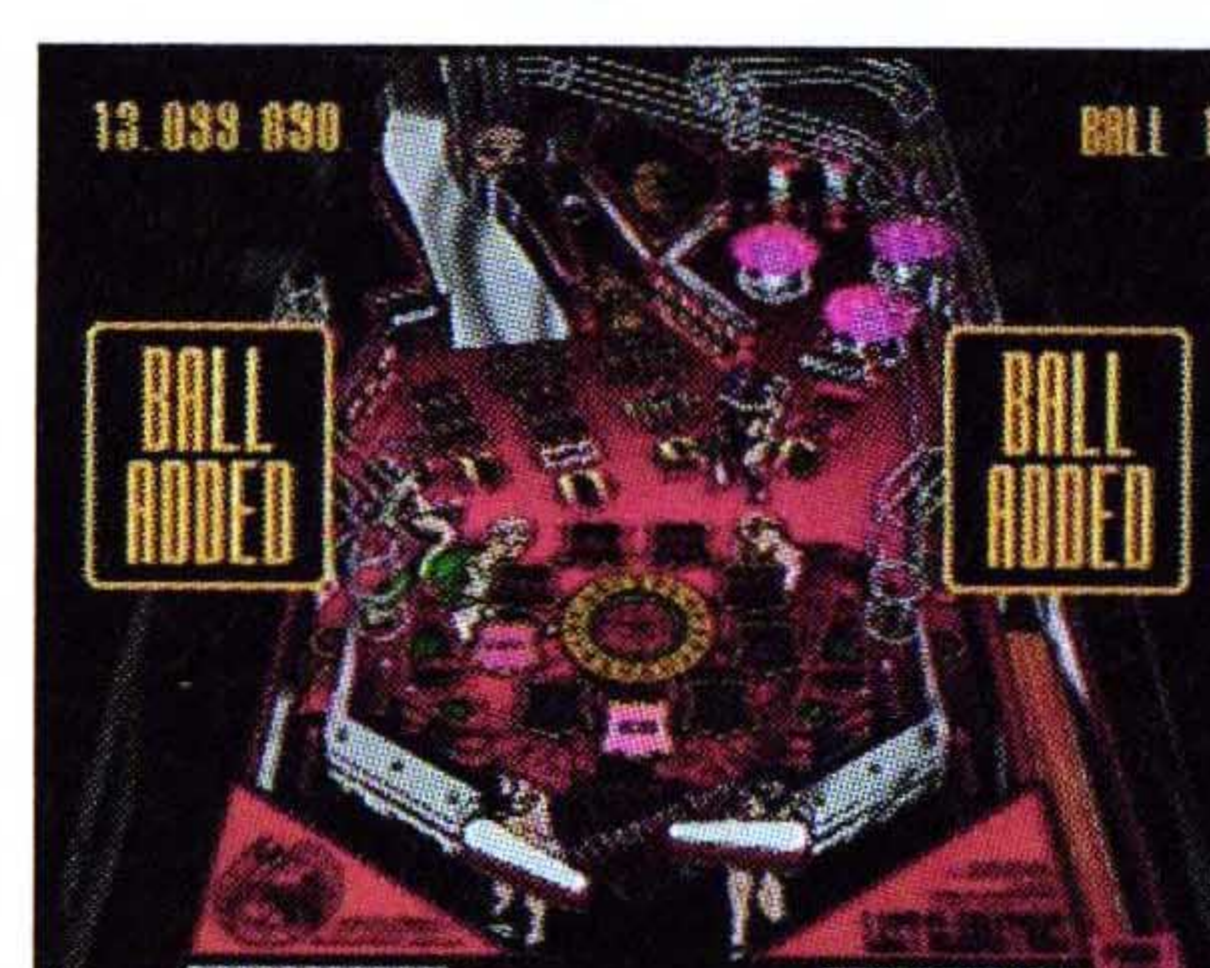




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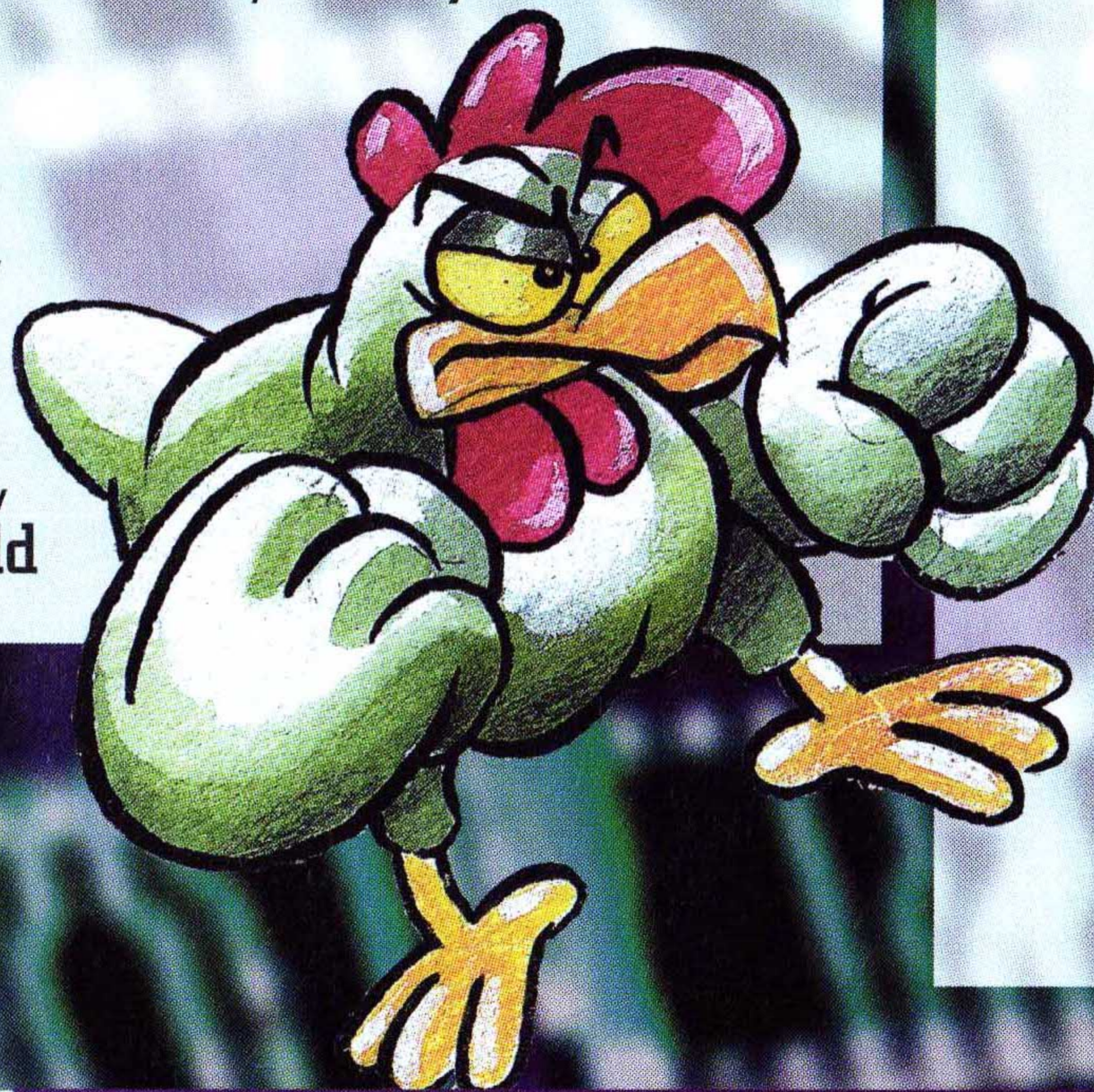
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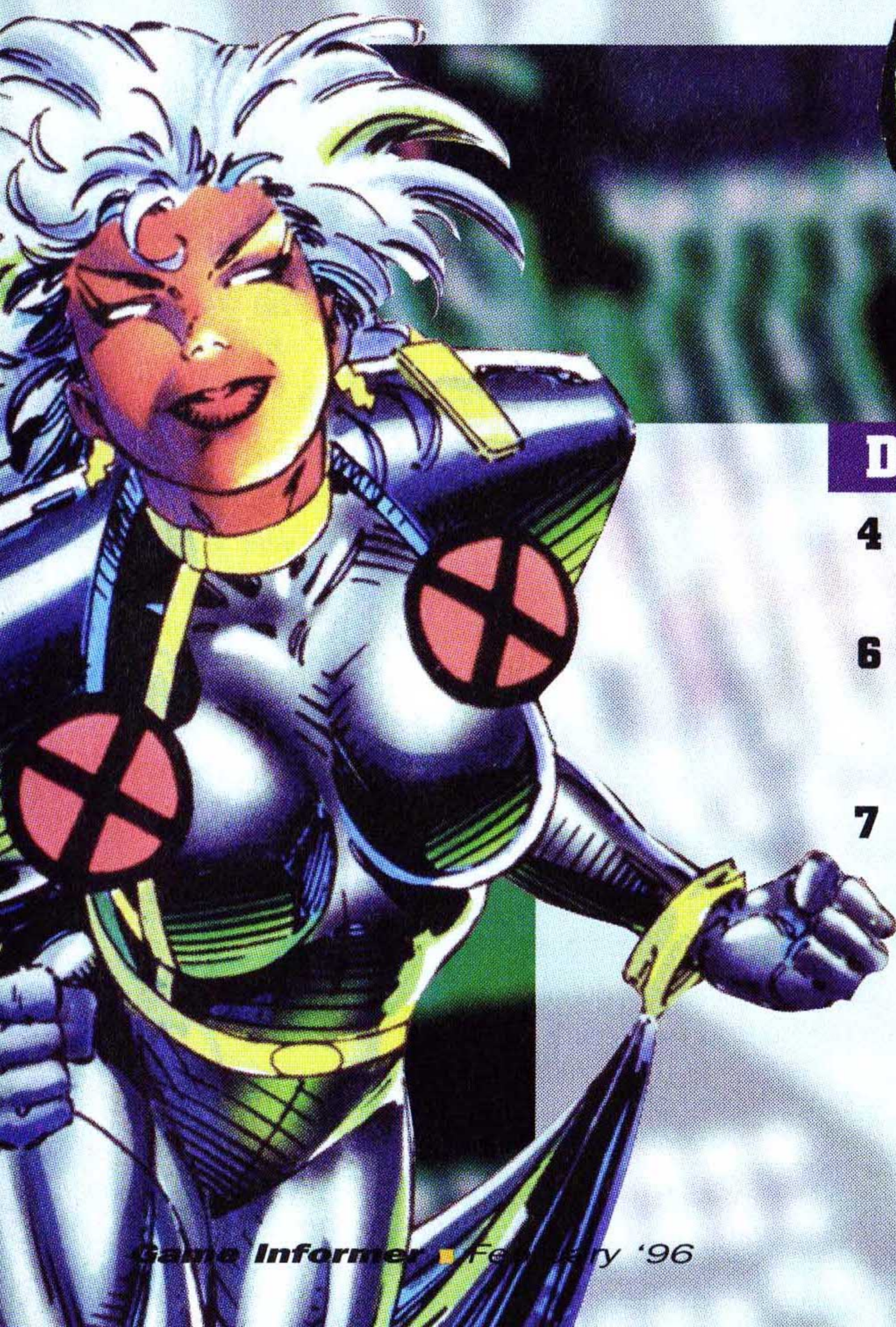
Electronic Arts delays Madden and NHL for the 32-bit systems, Interact introduces Game Shark, and tons-o-fun with, Name That Game!, trivia, and GI's top ten.

**59 Back Issues**

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# LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

## And the winner is...

...well before I tell you who the winner is I would like to take a moment to thank everybody that mailed in a letter. There were thousands of them, and I stayed up late a couple of nights reading each and every one, but in the end it was worth it. I'm not trying to be hokey. I really read all of them - and let me tell you - I was amazed by your ideas and your letters. So when it came down to picking one I really had to bear down and decide which letter said something constructive about the magazine and didn't include the words "give me the PlayStation!" followed by the word "Please" written a thousand times.

The lucky winner is Daniel Gurewitch of Suffern, New York. He managed to give us a number of good ideas, including expanding What's Hot! (which we have already done) and making Arcade Brigade more informative. He also got his parents involved to help us get an angle from someone who doesn't play video games, but uses the magazine to buy games. Overall, his letter was entertaining and well written. Perhaps his best line was "Tech Talk is so booo-ring! Who cares about a new kind of mouse that you don't need to clean with a Q-tip? To me, reading Tech Talk is as boring as watching a clock tick: Tech...Talk...Tech...Talk... if you catch my drift". Hey, at least he was honest! However, he wasn't the only one with good ideas.

Actually there were a bunch of great ideas, and we'll be working in as many of them in as we can in the coming months. So keep watching the pages of *Game Informer* as we continue to evolve into an even better magazine.

Always remember that we are always interested in your input. Although we won't be offering a prize for your input, we're certainly willing to listen. In the end, we just want you to remember that this is your magazine (and if it wasn't your magazine I would have to go out and find a real job). So keep on reading and writing, because I would love to know what everyone thinks about the changes we've made so far (and the ones we will make in the future). Thanks again to everyone and keep on gaming.

### The GI Review Staff: Gamers with a Grudge



**Paul**

**The Pro Player**

"I don't think I'm in the minority when I

say that I'm bummed that EA delayed Madden for the PS-X and Saturn. My theory is that the installed base in North America didn't justify its release at this time. EA Sports must be waiting for more systems to reach the streets. Sure, they had no problem getting a great playing version of FIFA on the shelves, but it has more world-wide appeal. With all the development time that was spent on Madden, limited sales would not help EA's business."



**Andy**

**The Game Hombre'**

Hey Rick, thanks for the insight! I don't

think anybody knew that 32-bit gaming was new this year! Anyway, I don't have much to say, since all I do all day is play linked Descent and Ridge Racer Revolution. Hey by the way, in case you didn't know Paul's getting married next month. I think he'll have to change his name to the Pro Players. Vivat Grendall!"



**Reiner**

**The Raging Gamer**

"Since our editor was out of town for the

majority of this issue, the rest of the review staff had to work double time. Surprisingly, we made our deadline and accomplished the task at hand. However, due to working 100+ hour weeks our brains were fried like a northern pike in hot butter. Andy's been slowly nursing us back into the grove by reading children's books to us in front of an open fire. Isn't he swell? Next month I'll announce the winner of the Raging Art Contest."



**Rick**

**The Video Ranger**

"Well another year has come and gone and

the big story of the year is the advent of 32-bit gaming. Specifically the PS-X and Saturn. On the 16-bit front the SNES dominated the Genesis with an unbelievable year for RPGs (Chrono Trigger, Secret of Evermore, Earthbound, need I say more). I'm looking forward to a great '96 with the addition of the Ultra 64, the 2nd generation 32-bit games and maybe 3DO's M2 accelerator."



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## A TALE OF TWO SYSTEMS

Great mag! I don't know how to tell you how nice it is to pick up a magazine that doesn't suck up to every review they do. I received a 32X last Christmas and was extremely disappointed after months of wading through a sea of terrible games, at least until Virtua Fighter came out in early October. The Saturn and PlayStation are both totally cool systems, but also are totally out of my price range! For a while there, I was stuck in the mud. The next thing I knew was that I was looking at a beautiful Virtual Boy in the pages of your Game Informer.

I tried Mario's Dream Tennis at a local store and the game and system are excellent! Although I am definitely going to sell my Genesis and 32X, I am still worried about Virtual Boy for one reason. I'm not trying to dis' the 32X, but there is no sign of 32-bit quality in most of its games. The 32X's publicity and attention are drawn away by the ultimate powers of the PS-X and Saturn.

So what I'm trying to say is...do you think the Virtual Boy could possibly go through the same downfall the 32X went through? Also, could you please list a couple of Virtual Boy's cool games for me to get my hand's on?!

**Andy Margolis**  
Northbrook, IL

*I can certainly understand your disappointment with the 32X. From the start it has been under fire for its lack of good titles and it doesn't seem like anything is going to change anytime soon. As matter of fact, since Sega CD is now history, I would put 32X next on the video game system chopping*

*block, simply because nobody wants to make games for it!*

*Speaking of chopping blocks, that just might be the fate of the Virtual Boy. While it is a pretty cool piece of hardware, third party developers aren't really that interested in supporting it. Plus, Nintendo's library of games thus far have not been very impressive. If you really want a Virtual Boy, go for it, but my advice to you is to wait and make sure that there will be software support for the Virtual Boy in the future, because I would hate for you to go through the same experience you went through with your 32X!*

*Well, either way here's a list of some cool Virtual Boy titles, or at least the ones that I think are all right: Mario's Dream Tennis, Wario Land, and Red Alarm. Sorry there's not many, but that's the reason why things look so bleak for the Virtual Boy. Let's hope the outlook gets better, otherwise it could be chop-city for the VB!*

## A 5-HIT ULTRA

### COMBO...HMMM...QUESTION?

I have a couple of questions to ask so let's get right to it. The most important one to me is why is it taking Nintendo so long to produce the Nintendo Ultra 64 (NU64)? In your March '95 and January '96 issue you said there were 105 people working on the Ultra 64, yet it still is running behind schedule. I can't think of any reason why it is taking Nintendo so long!

Also, I heard a rumor that Leisure Suit Larry may be coming out on the NU64 and I was wondering if this was true? Plus, is Shigeru Miyamoto working on any more games for the Ultra 64 other than Pilotwings? And finally, is Spectrum Holobyte's Top Gun for the Ultra going to be anything like Top Gun on the NES?

**David Verret**  
Baytown, TX

*The reason it is taking Nintendo (and Silicon Graphics) so long to produce the Ultra 64 is that they were having problems with the Reality Co-Processor. Nintendo gave Silicon Graphics a list of requirements for the Ultra 64. It had to do this...it had to do that... AND it also has to come in under the \$250 price*

*tag. So right off the bat things weren't going too well for those 105 guys working on the Ultra. If you read last issue's article about the Ultra, you'll see that there are a number of features built-in into this processor. If one of these doesn't work, then they've got to keep redesigning it until it does. Well at least now it's done, or at least that's what Nintendo says.*

*As far software goes, I don't think Leisure Suit Larry (LSL) fits into the Nintendo family of software. Right now Nintendo is basically demanding that third parties give them exclusive titles - and LSL doesn't fall into that category. But hey, maybe someday!*

*Shigeru Miyamoto is a busy man, but what exactly he's doing is a mystery. Since he is the head of Nintendo of Japan's (NOJ) software development he basically has say in just about any software that comes out of NOJ. However, he has stated that his main projects are Super Mario 64, Pilotwings, and StarFox 64.*

*And no, I'm sorry to tell you that Top Gun for Ultra will be much different than the NES version. It's actually based on the PC version Spectrum put out late last year!*

## WHERE DOES FIRE COME FROM?

I was reading the December 1995 issue and I noticed that your preview of Breath of Fire 2 (BOF2) stated that it was made by Capcom. I peeked into another magazine's ad, and it also said it was made by Capcom. We all know the original Breath of Fire is made by Square Soft, but BOF2 is made by Capcom. What's going on here?!

**"Boy of Destiny"**  
Oregon City, OR

*Sorry to tell you this, Boy of Destiny, but we don't all know Breath of Fire 1 was made by Square Soft. In actuality, it was only published by Square Soft. Capcom did all the programming of both Breath 1 and 2. So here is how the story goes. Capcom released the game in Japan, but then decides against releasing it here in the states. Enter Square Soft. They thought the game was good enough to publish here in the states so they*





bought it and published it here. Of course, once Capcom saw that people really wanted games like *Breath of Fire* they weren't about to sell Square Soft the sequel. Get it! Good! Live on Boy of Destiny!



## HARDWARE WARS

I would like to start off by saying I think you guys have a great magazine. However, I have one complaint. In almost every issue you seem to favor the PlayStation over the Saturn. It's not that you are really putting down the Saturn, but glorifying the PS-X. It's not fair because the Sega Saturn is more

advanced, and has better games. No joke!

In some of your game reviews, you have made Saturn look bad! For example, in your December '95 issue, *Saturn Theme Park* got a so-so 7.25 overall, and Rick gave it a 4.25 overall. I don't care about that, what I DO care about is the fact that the game is also out on the PlayStation. You didn't say that in your little "info." box and made it seem like the PlayStation would have no part in this mediocre title.

Being a Sega fan, I'm writing to stand up for Saturn. Although the PS-X is cool too, it's simply not fair that you and a lot of other game magazines are panning the Sega Saturn.

Wesley Ringel

**"In almost every issue you seem to favor the PlayStation over the Saturn."**

Milford, NJ

*I'm glad you brought this up Wesley, because I would have to agree with you that our magazine has covered a lot more PlayStation stuff in the last couple of months than anything else. In our*

defense though it's not really our decision because it ultimately is up to the third party publishers. Right now, the third party publishers are releasing more titles on the PlayStation than on the Sega Saturn. Partly because the PlayStation is easier to program on (so more programmers wanted to work on it) and partly because the sell through on the PlayStation has been a little better than the Saturn. So though both you and I are both aggravated by the lack of Sega Saturn titles (and Super NES and Genesis and 3DO and ...etc...), there's nothing we can do to change it. Luckily, it seems that there are a lot of Sega Saturn titles on the way, so hopefully soon we'll be able to cover more

Sega Saturn stuff. Until then, we'll write about every Sega Saturn title we can get our hands on. Concerning *Theme Park*, Rick doesn't like Strategy games so he panned it, but the rest of us loved it. We even gave it an award - check out page 23!

# Envelope Art

## 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.



Hong Le • Silver Springs, MD

"Hong is on a rampage with yet another awesome envelope art entry."



Wyatt Elliott • Rockford, IL

"Here's a shot from one of the lost episodes of Sesame Street."



February Winner!

Front

David Young • St. Paul, MN  
"Deep from the bowels of hell comes a great portrait of Paul. He even has the goatee"



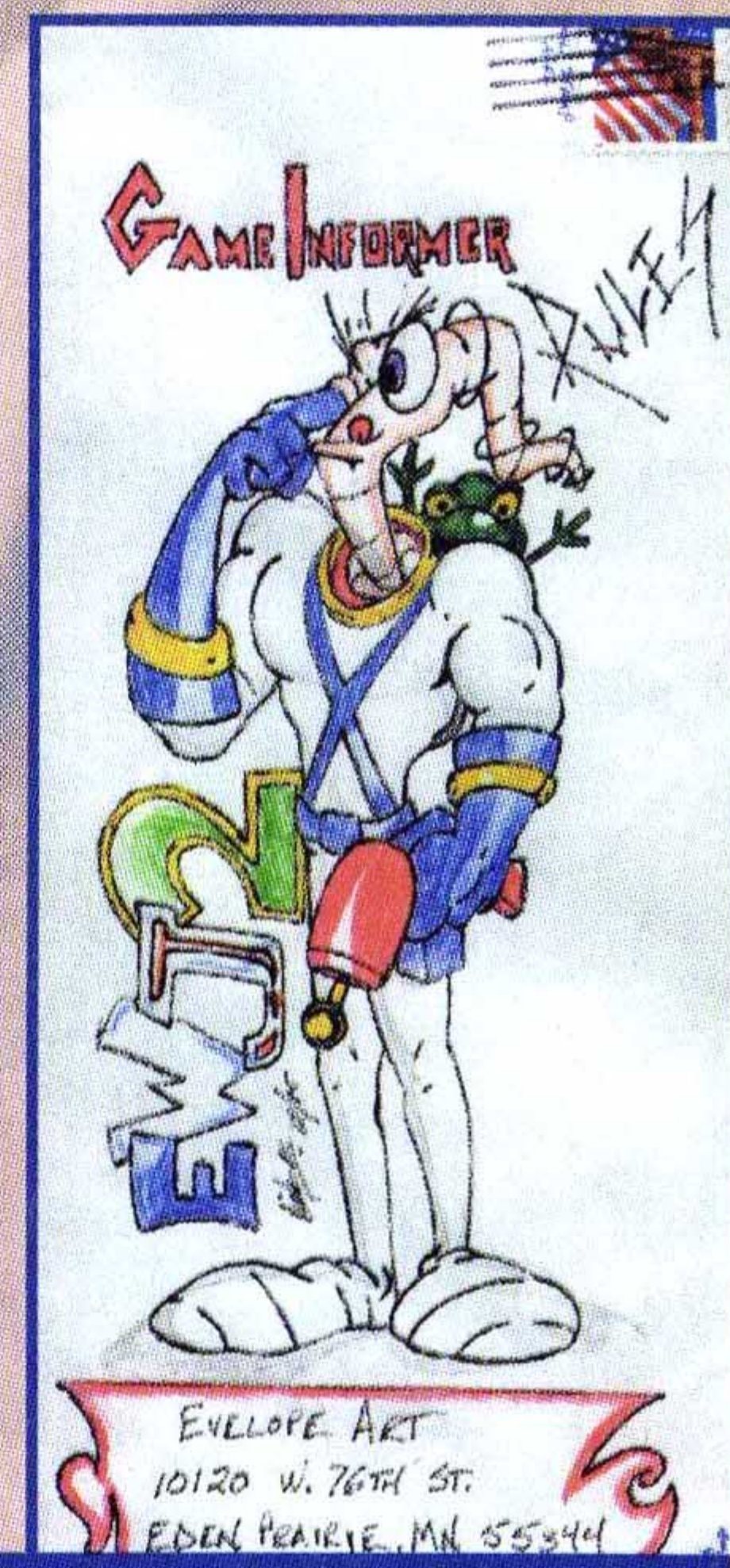
Robert Patino

Chicago, IL  
"Hellllo! May I have a bite of your cookie?"



Rick Benavides

Anoka, MN  
"My brain itches! I think I'll dig deeper!"



Leona M. Rivrt • Lino Lakes, MN  
"Great glitter effect, but I never realized the Moogles were so ruthless with their mates."

Back



# D E S C E N T

**Y**ou step into the office with your standard, cocky expression. You know that you are the best zero-gravity pilot on the planet. You've invented strategies of combat that have been imitated by thousands - the Rearview Firing Retreat, the Inverted Ziggurat Concussion Slide, and the Overhead Vulcan Hammer. Millions of children look up to you, thousands of pilots want to be like you, and everyone on the planet knows your name. You get so many invitations to perform and appear that you rarely take them seriously - except for this one. When the largest, richest, most powerful corporation the world has ever known asks you to meet with its president, you don't just let that slide.

Over the past few decades the Post-Terran Mining Corporation has been establishing unmanned mining operations on every piece of space rock between the Moon and Pluto. With the resources they pulled in they grew at an astronomical rate, until they were so large and so powerful they were the effective rulers of the planet. So you answered their invitation, planning on making a nice little

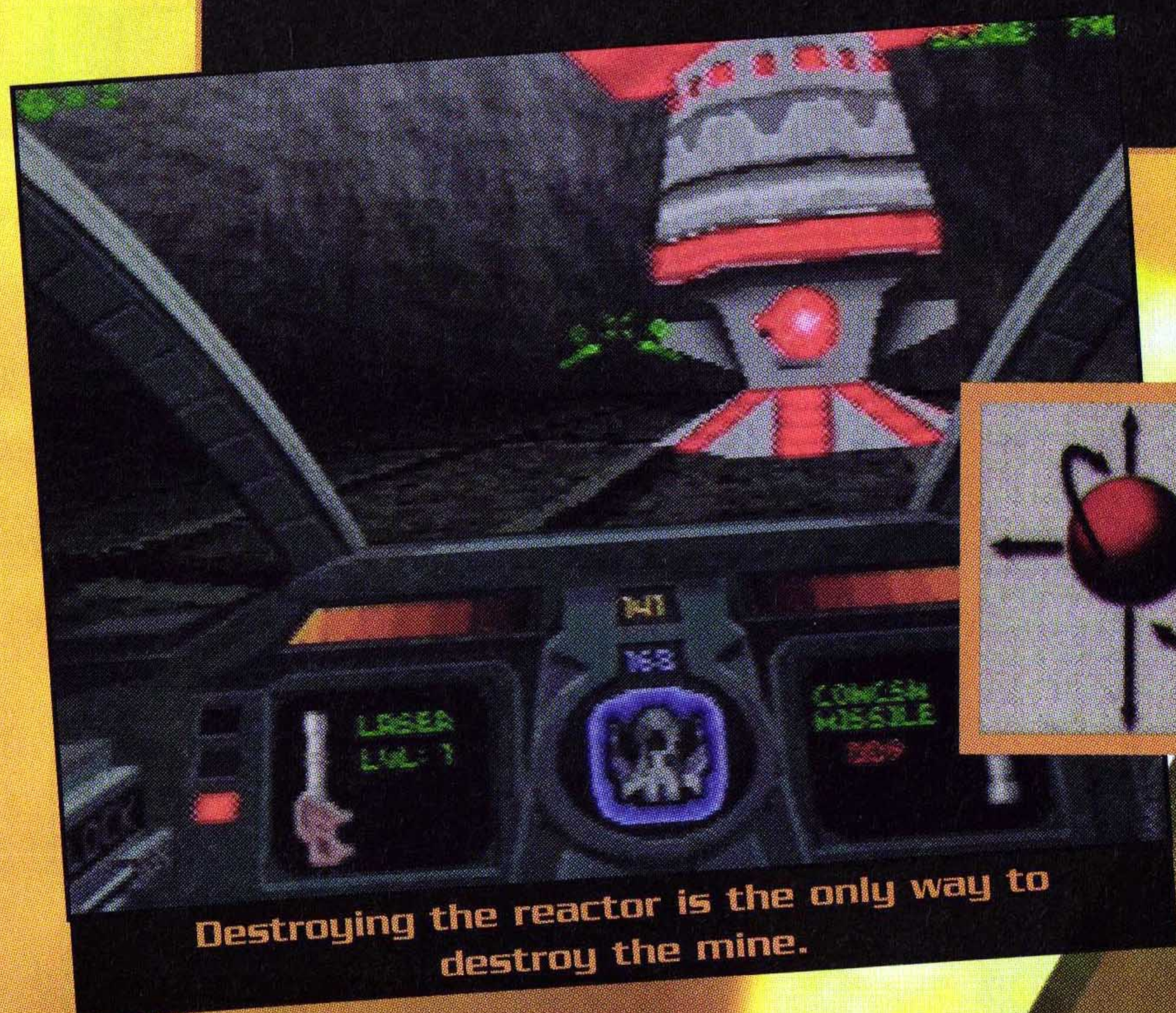
profit doing who knows what. When you sit down and hear what the president tells you, the severity of the situation comes clear.

He explains that each of these stations were equipped with defense systems to protect them from an alien invasion or, more realistically, from a possible Earth competitor. Unfortunately, the furthest station, Pluto, had some malfunctions in their defenses. A few days later, all communications were lost. The problems didn't end there, however. Communications were soon lost with a few more stations. When surveillance was finally established, it became apparent that the stations were still operating, but were under the control of another, unknown force. What's worse, there seems to be a virus which is spreading to

all of the other stations, taking control of the worker robots and reprogramming them into deadly, aggressive war machines. They have also devised a way to manufacture almost unlimited supplies of these machines on the mining stations. This massive force is converging on the Earth and it appears our time is limited.



## Prepare to Enter a New World of Pain and Suffering



Destroying the reactor is the only way to destroy the mine.



The SuperHulk is the first boss you'll encounter.



**PAUL, THE PRO PLAYER**

**Concept:** 9.5 "With the additional levels and graphic effects, this nearly rivals the PC version. Sure the PC can network 8-players, but the PS-X 2-player link game is undoubtedly the best I've seen for the PS-X. The sheer magnitude of the levels make the playtime of this game enormous. The control is excellent, but I find that it does take some time to find a comfortable control set-up. Even though it doesn't have the gore-filled carnage of Doom, Descent offers equal intensity and much more strategy."

**Graphics:** 9.75

**Sound:** 9.75

**Playability:** 9

**Entertainment:** 9.5

**OVERALL:**  
**9.5**

**REINER, THE RAGING GAMER**

**Concept:** 9.25 "No matter what platform Descent finds itself on, it's determined to be an instant classic. In the PS-X's case, Descent finds itself to be every bit as good as its PC parent. I think that the explosions could have been a little bit more dramatic, however, how can I complain when the action is this intense? Descent delivers a nasty TKO punch to the cerebral cortex with the combination of non-stop heart throbbing action and the eerie feeling of spelunking in a disorienting cyber-world."

**Graphics:** 9

**Sound:** 8.75

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9**

**ANDY, THE GAME HOMBER'**

**Concept:** 9 "Out of all the first-person games, Descent is probably the most difficult and most challenging game you'll ever play. The only problem is that you really have to like this game to master its complex flight control and mind-boggling mazes, however, I am a bonafide Descent addict! This game will keep you glued to your TV for months, and, if you can believe this, it's even better in 2-player. Outstanding game!"

**Graphics:** 9.25

**Sound:** 9.5

**Playability:** 9

**Entertainment:** 9.5

**OVERALL:**  
**9.25**

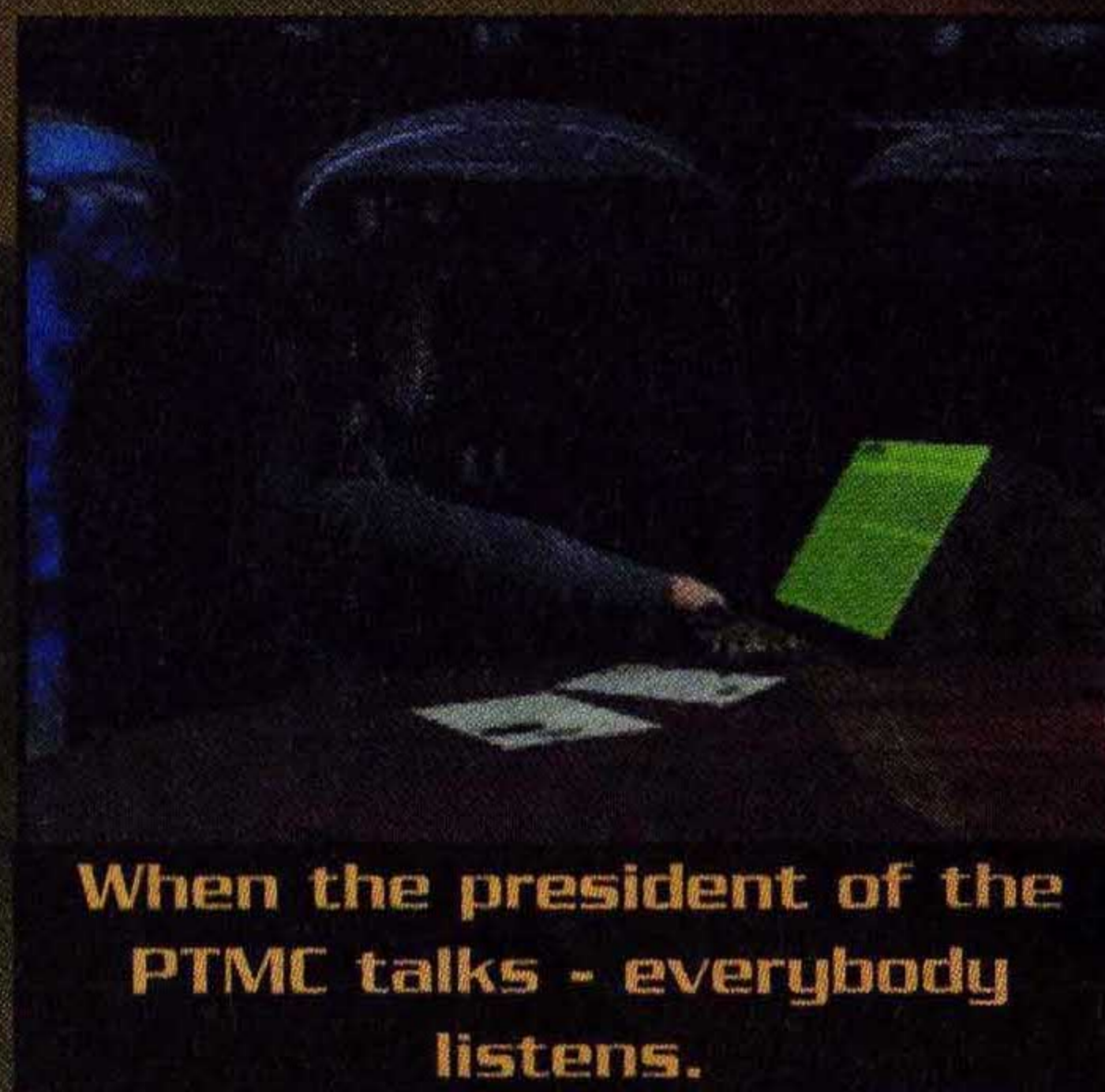


If you kill the second player from this distance, you're likely to get blown up in the aftermath.



If you let enemies get this close, you'll have to rely on superior firepower.

► **THE BOTTOM LINE 9.25**



When the president of the PTMC talks - everybody listens.



We've got multiple bogeys closing fast!

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Flying (2-Player w/Link)
- **Special Features:** New Music From Skinny Puppy and Type O Negative, Improved Lighting Effects, and New Levels in Anarchy Play
- **Created by:** Parallax Software for Interplay
- **Available:** D-Day March 13 for Sony PlayStation



Medium hulks shoot missiles, so take them very seriously.

**T**his is where you come in. The president explains that a large force would never be able to conquer and reclaim the stations because of the built-in defenses. Only a small force - one or two fighters - will be able to descend into the mines and destroy them from the inside. Each mine has a reactor core which has been determined as the stations' only weak spot. When the core is destroyed, a chain reaction will occur which should destroy the mine and everything in it. Ideally, the pilot who destroyed the core could escape before being vaporized.

You will be given a modified Israeli made Pyro-GK zero gravity fighter. In addition to having a laser cannon and a supply of concussion



missiles, it will also be able to incorporate any spare weapons you may find in the mining stations. You must enter each station, destroy the core, and escape. On a final note: although these stations are unmanned, there were a handful of human technicians placed on each one. It is believed that these people were taken hostage. If you can rescue the hostages, you will be well rewarded.

With these words echoing through your mind, you begin to ready yourself mentally for the task ahead. With a sigh of acceptance that you are the Earth's only hope of survival, you grab your pilot gear, head to the launching platform, and prepare for Descent.

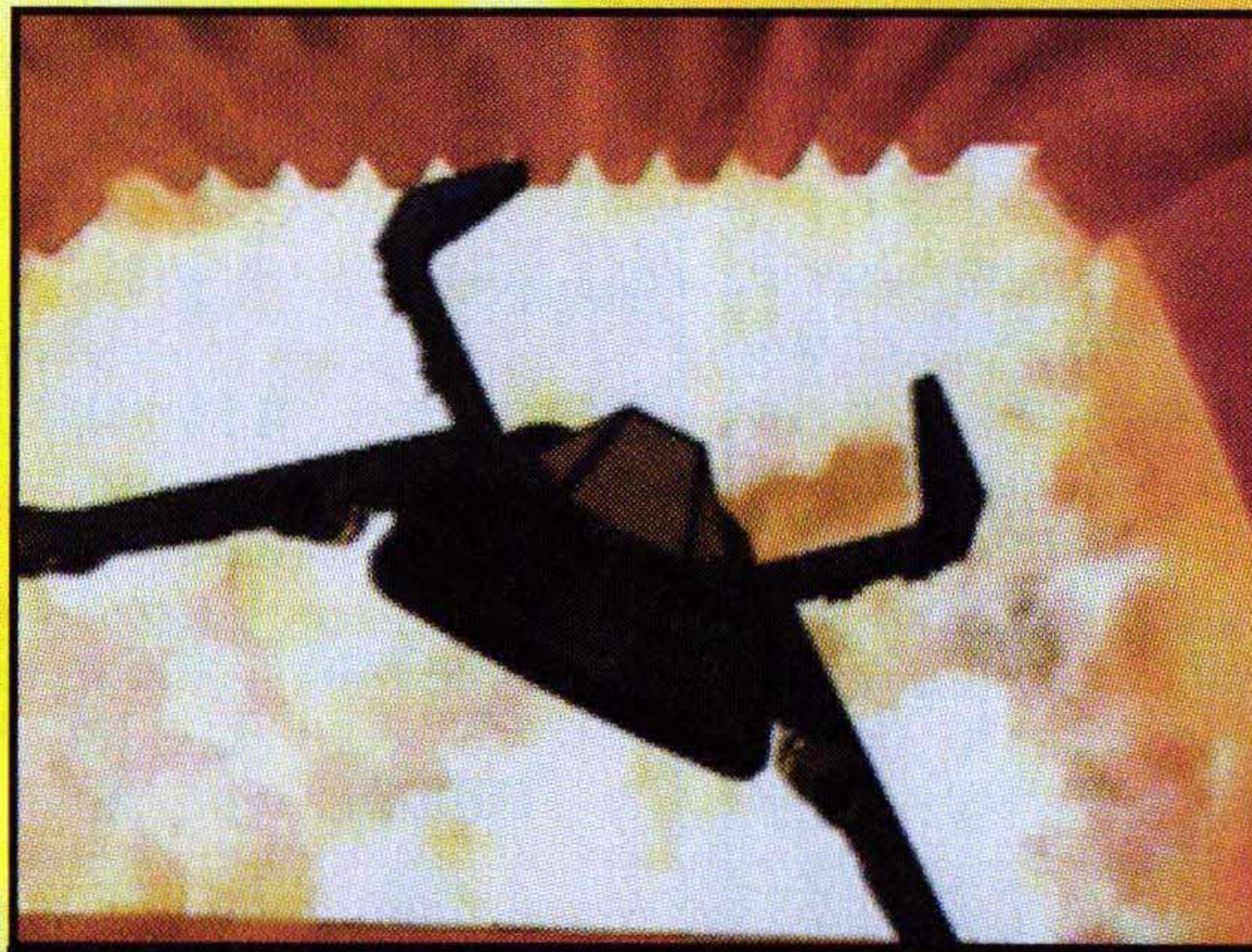


## The Game

**D**escent is yet another PC game which has been successfully ported over to the PlayStation. It was an incredibly successful game for the PC, and by the looks of things it should be quite popular for the PlayStation as well.

It is a descendant of Doom. That is, it's a first-person perspective game where you must basically shoot anything that moves. However, it differs from Doom in that it plays in zero gravity and three dimensions. This dramatically increases the number of things which you must deal with. You'll be able to move forwards and backwards, sideways, and straight up and down. You can also spin clockwise or counter-clockwise, and bank left, right, up, or down. It is essential that you set up your controller so that you can do everything you want instinctively, and have ultimate control over your ship. The importance of this is that you'll not only have to be dealing with enemies in front, behind, or beside you, but above and below you as well.

Weapon power ups abound in this game. Your laser can be upgraded to level four, and you can find a quad-fire power up to double the impact. There is also a Vulcan cannon, a plasma gun, and a fusion blaster. You can use concussion and homing missiles, as well as mega missiles, smart missiles, and proximity bombs. As long as you stay alive, you get to keep your weapons, so it is advised that you save frequently.



Ice me up a cold one, boys, I'm coming home.



They often put power ups behind grates so you can see them, but you can't grab them.



You've got the key - go ahead and drop down to the blue door.

## Some Of The Enemy's You Will Meet



Supervisor

CLASS 2 SUPERVISOR ROBOT  
ATAC COORDINATING UNIT  
SIZE: 4 METERS  
EST. ARMAMENT: NONE  
THREAT: HIGH

SUPERVISORY ROBOT, USED TO COORDINATE LOCAL ROBOT OPERATIONS. WILL INCREASE THE DANGERNESS OF OTHER ROBOTS NEARBY.



Three on one!!!!



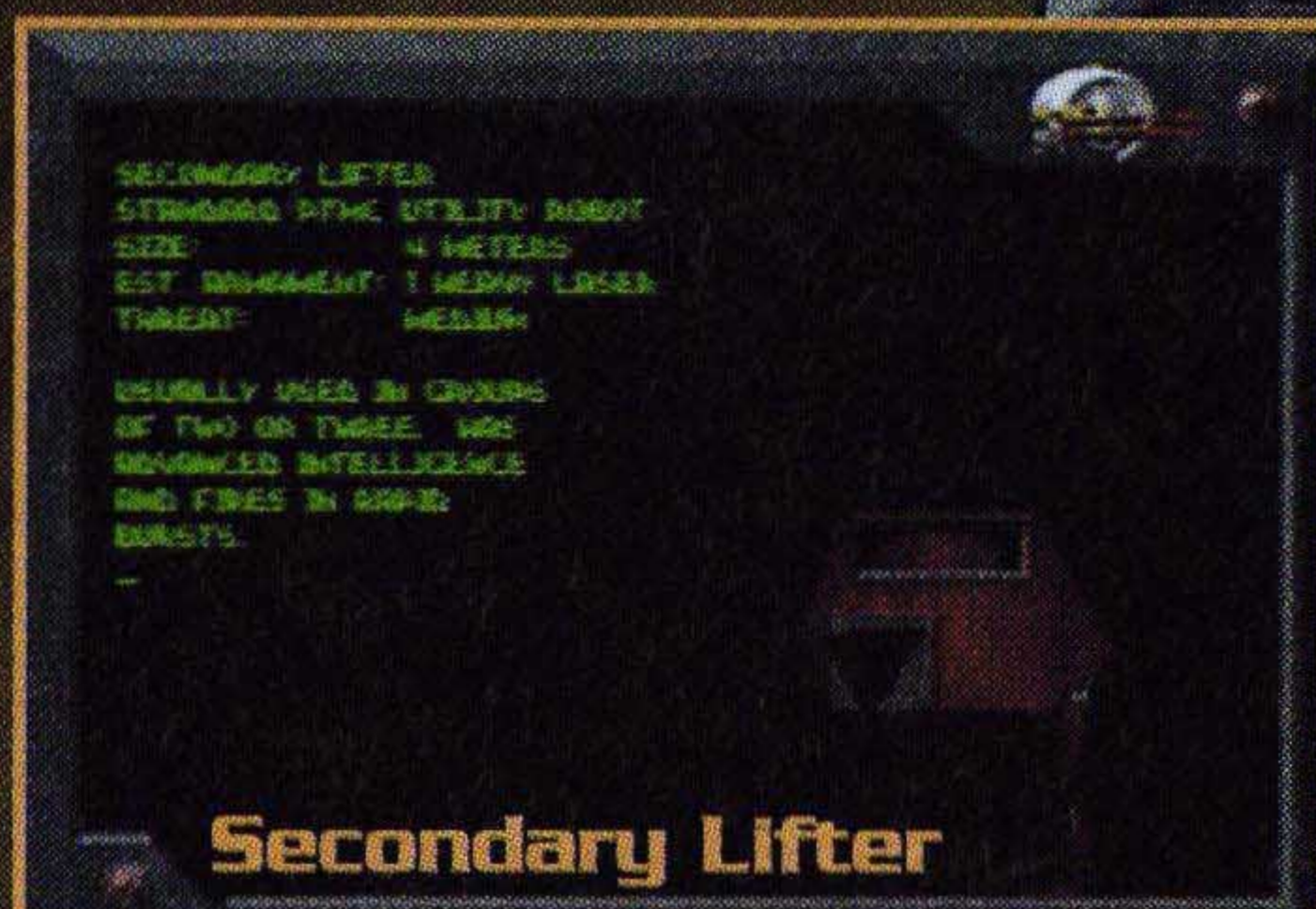
Hostages are trapped in cells. Blow the doors and go to the rescue!



Advanced Lifter

ADVANCED LIFTER  
ATAC UTILITY ROBOT  
SIZE: 7 METERS  
EST. ARMAMENT: 4 FINGER GUNNERS  
THREAT: HIGH

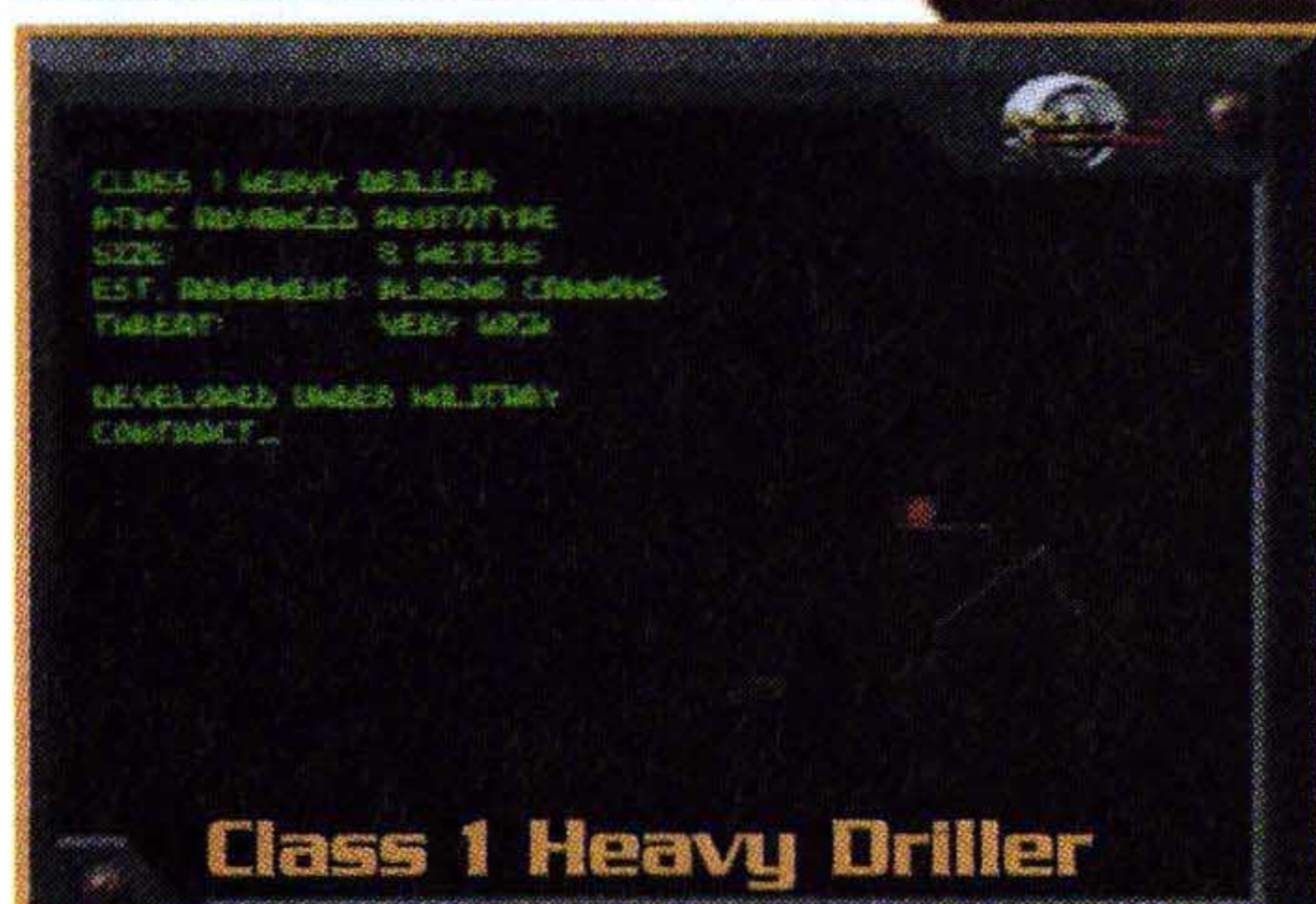
WORKS SILENTLY AND IN GROUPS. DON'T LET THEM GET ON YOUR BLIND SIDE.



Secondary Lifter

SECONDARY LIFTER  
STANDARD ATAC UTILITY ROBOT  
SIZE: 4 METERS  
EST. ARMAMENT: 1 HEAVY LASER  
THREAT: MEDIUM

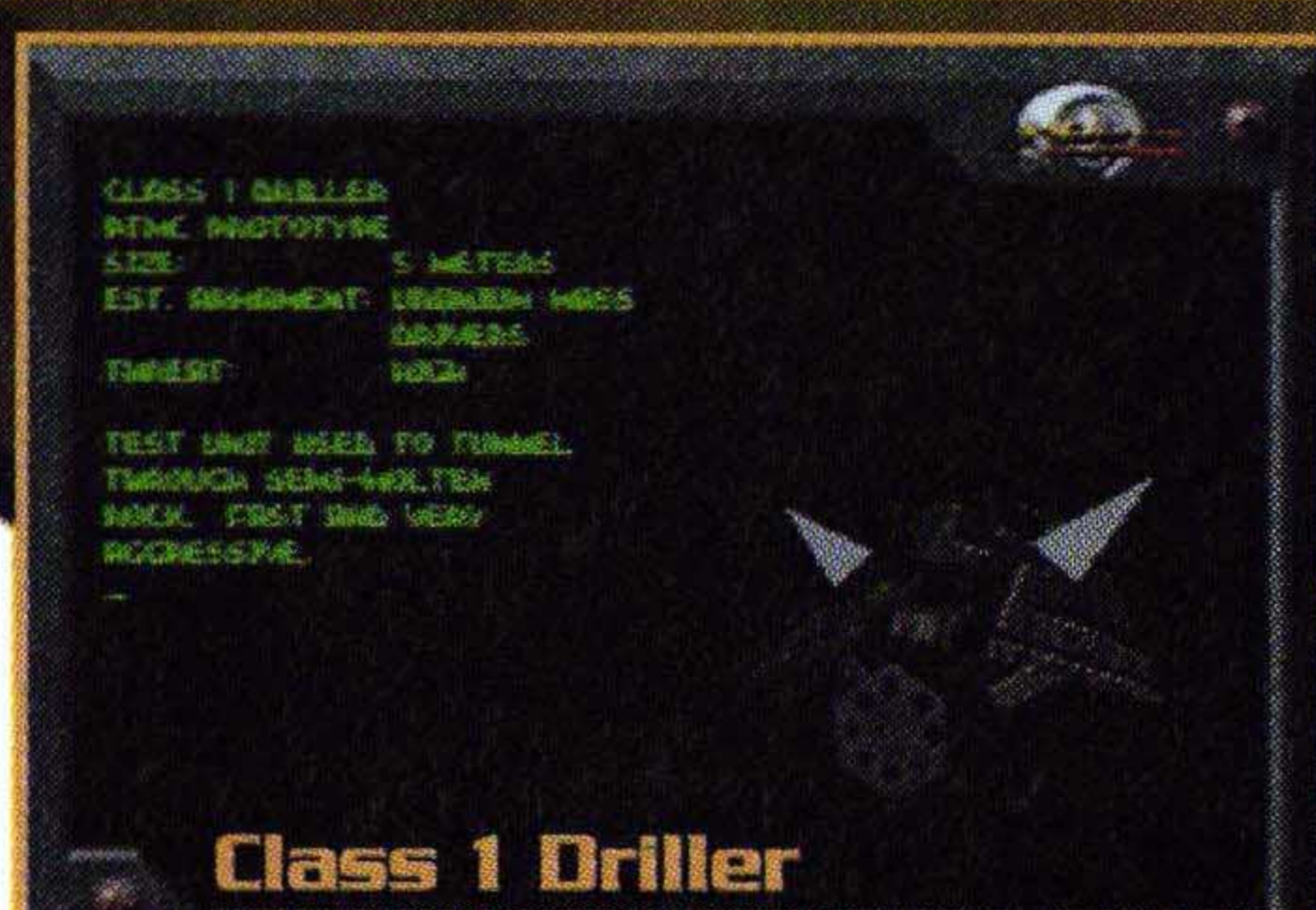
USUALLY USED IN GROUPS OF TWO OR THREE. HAS ADVANCED INTELLIGENCE AND FIGHTS IN GROUND BARRIERS.



Class 1 Heavy Driller

CLASS 1 HEAVY DRILLER  
ATAC ADVANCED PROTOTYPE  
SIZE: 8 METERS  
EST. ARMAMENT: PLASMA CANNONS  
THREAT: VERY HIGH

DEVELOPED UNDER MILITARY CONTRACT...



Class 1 Driller

CLASS 1 DRILLER  
ATAC PROTOTYPE  
SIZE: 5 METERS  
EST. ARMAMENT: UNDERWATER MISSILES  
THREAT: HIGH

TEST UNIT USED TO TUNNEL THROUGH SEMI-MOLTEN ROCK. FAST AND VERY AGGRESSIVE.



The exit won't open until you've blown the reactor.

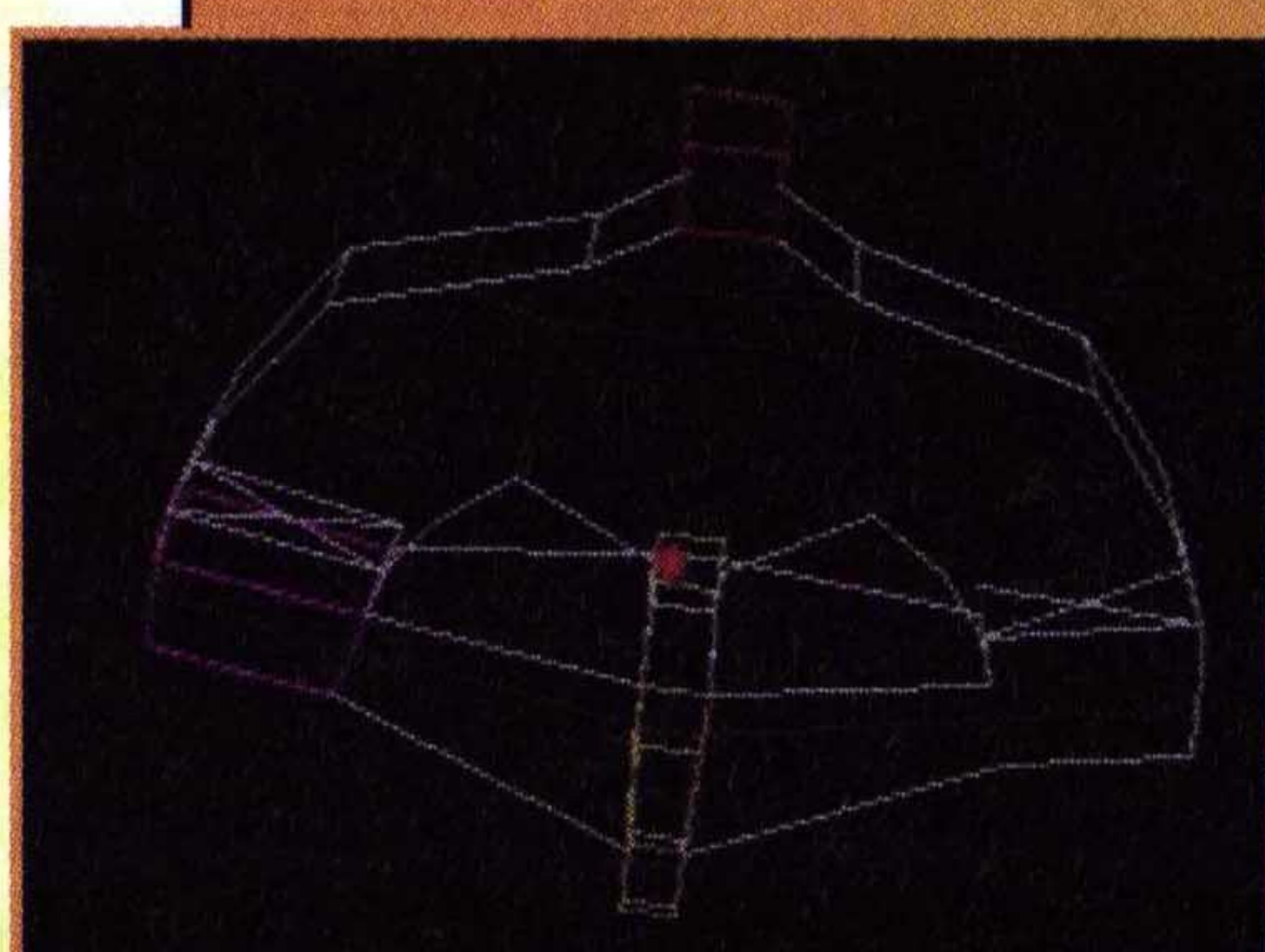
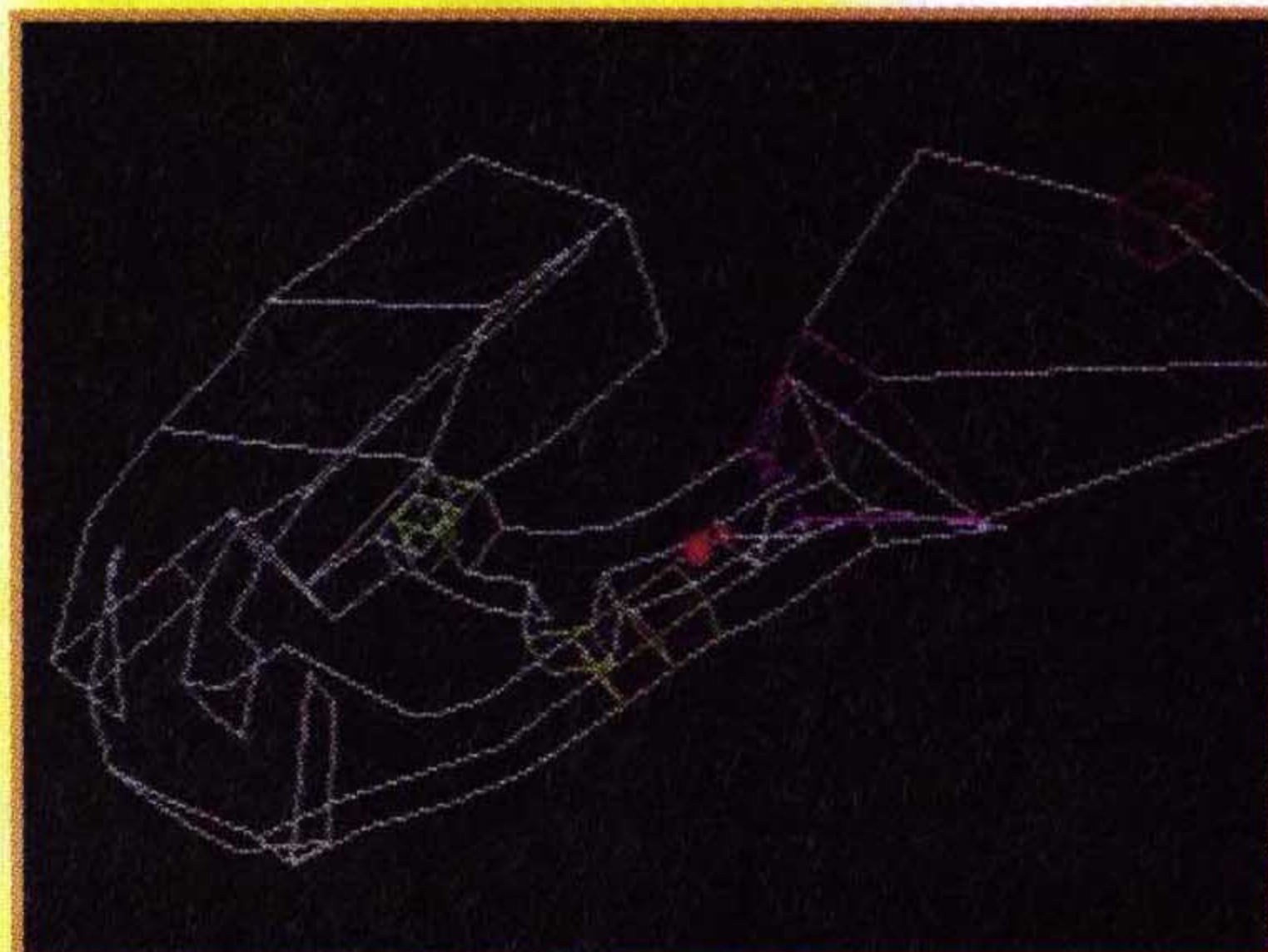
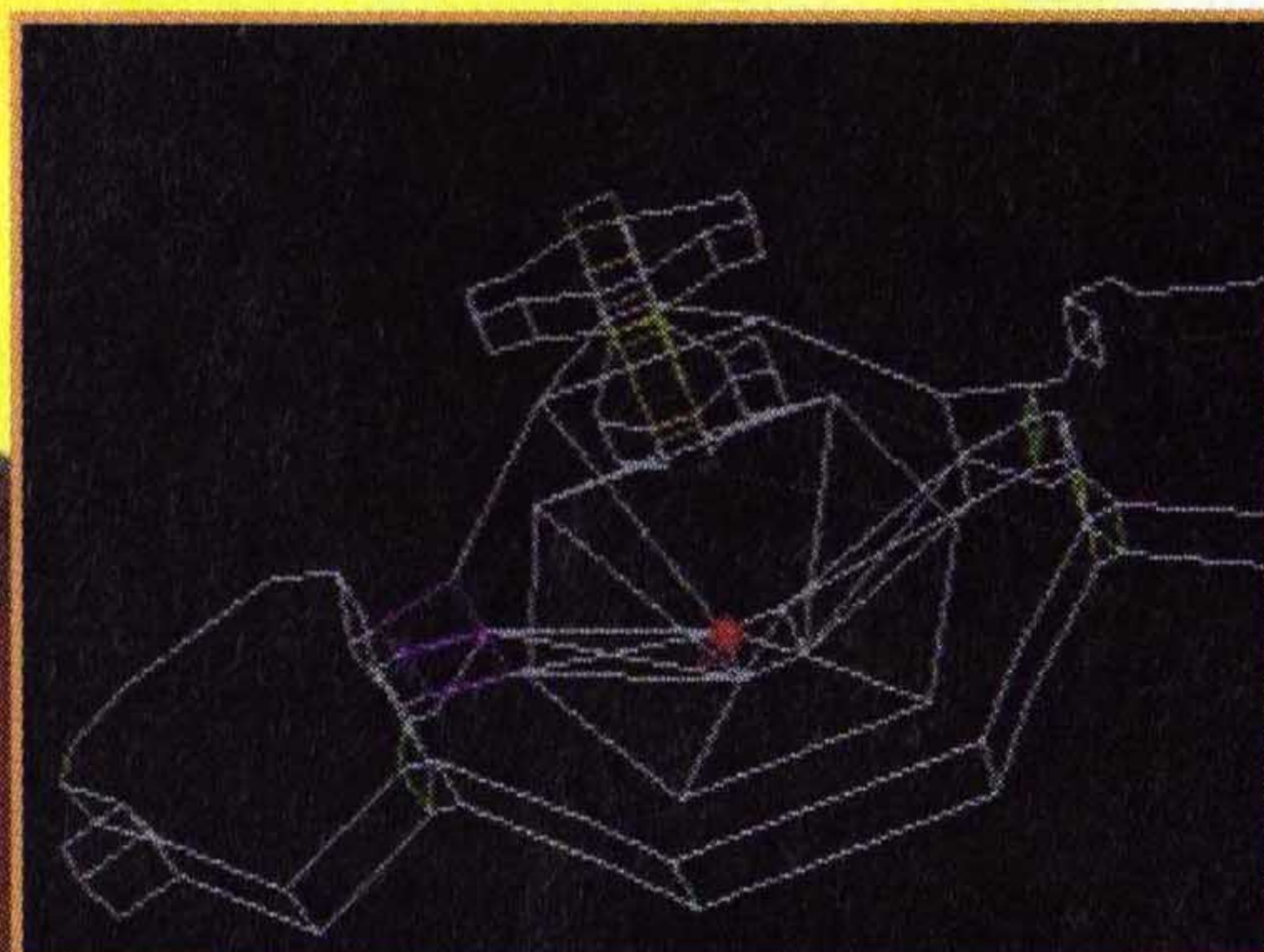
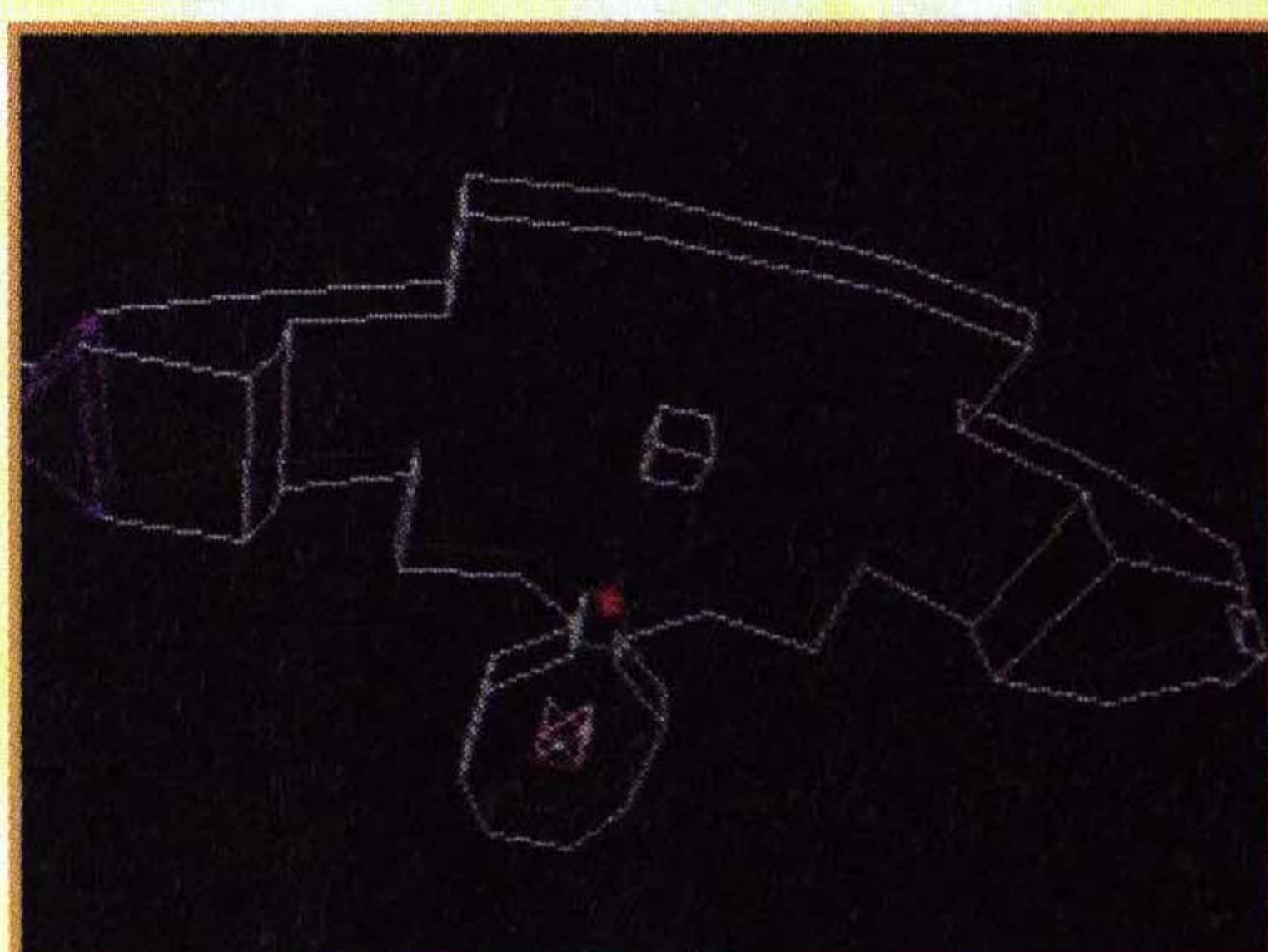
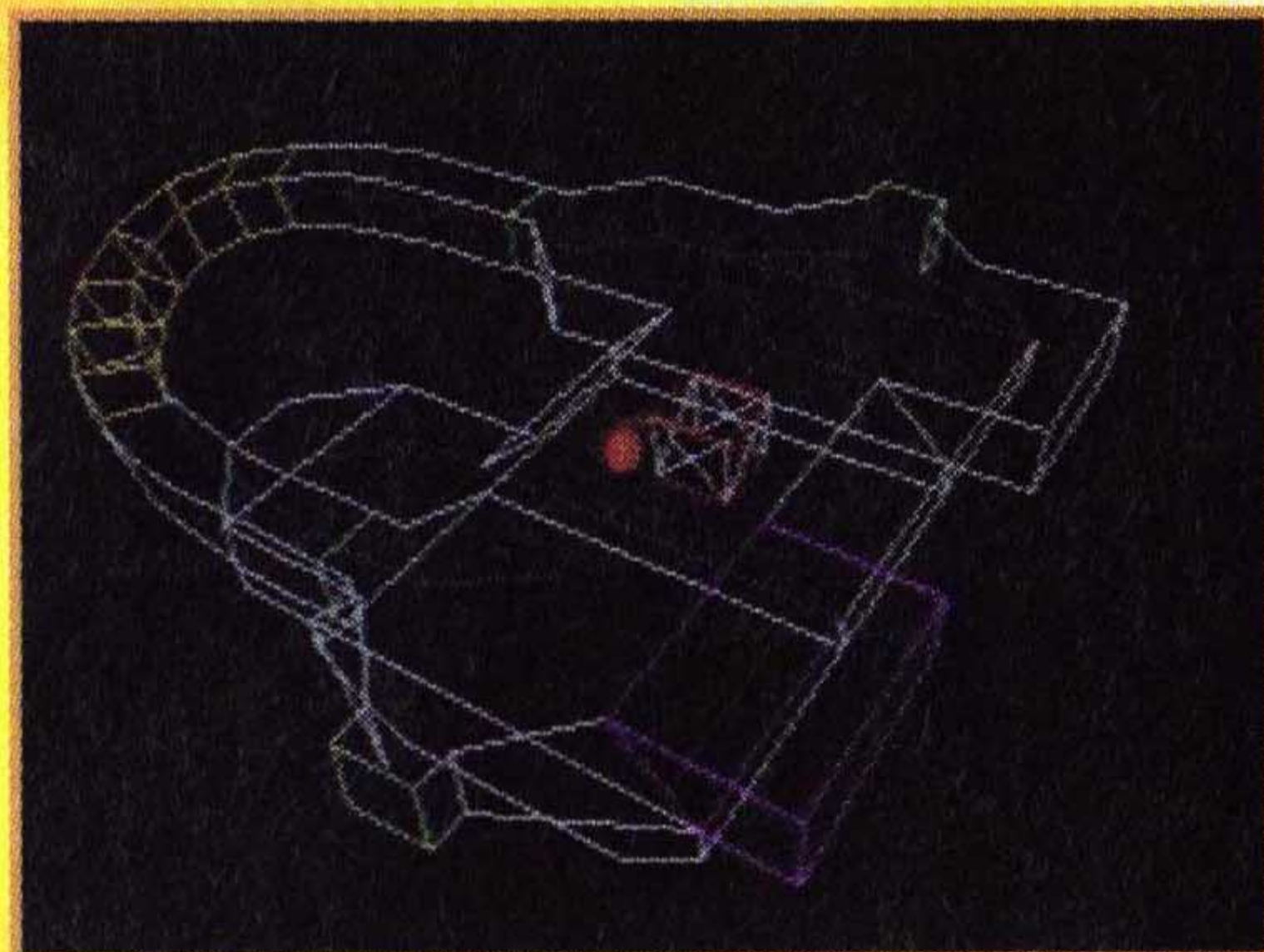


## Two-Player Mode

One of the things that made the PC version so popular was the multi-player capabilities of Descent. While you could network up to eight players on the PC, you are limited to two on the PlayStation. Even so, this adds a whole new dimension to this shooter. You can play in cooperative mode where you and a friend try to conquer the 27 levels side by side. Or you can play head-to-head where you try to shoot each other down or trap each other in an exploding mine.

In head-to-head mode, you'll have access to 10 additional levels which were not present on the PC version. These levels are smaller than the normal levels, and allow for a more arena-type atmosphere.

There are a few strategies which only become useful in a 2-player game. For one, you'll actually have a use for those proximity bombs, which you can trail behind you to smite your opponent and block the exit to the mine. You can also set them in front of doorways so your opponent enters a room for a nasty surprise. Secondly, if you've got the "rearview" button programmed in a convenient spot, you can perform the "rearview firing retreat" where you look and fly backwards while laying on the fire button, letting you see where you're headed while firing a constant stream of death behind you.



Here are the maps of the five New "Arena" levels.



When you die, all of your power-ups will be waiting for your next ship



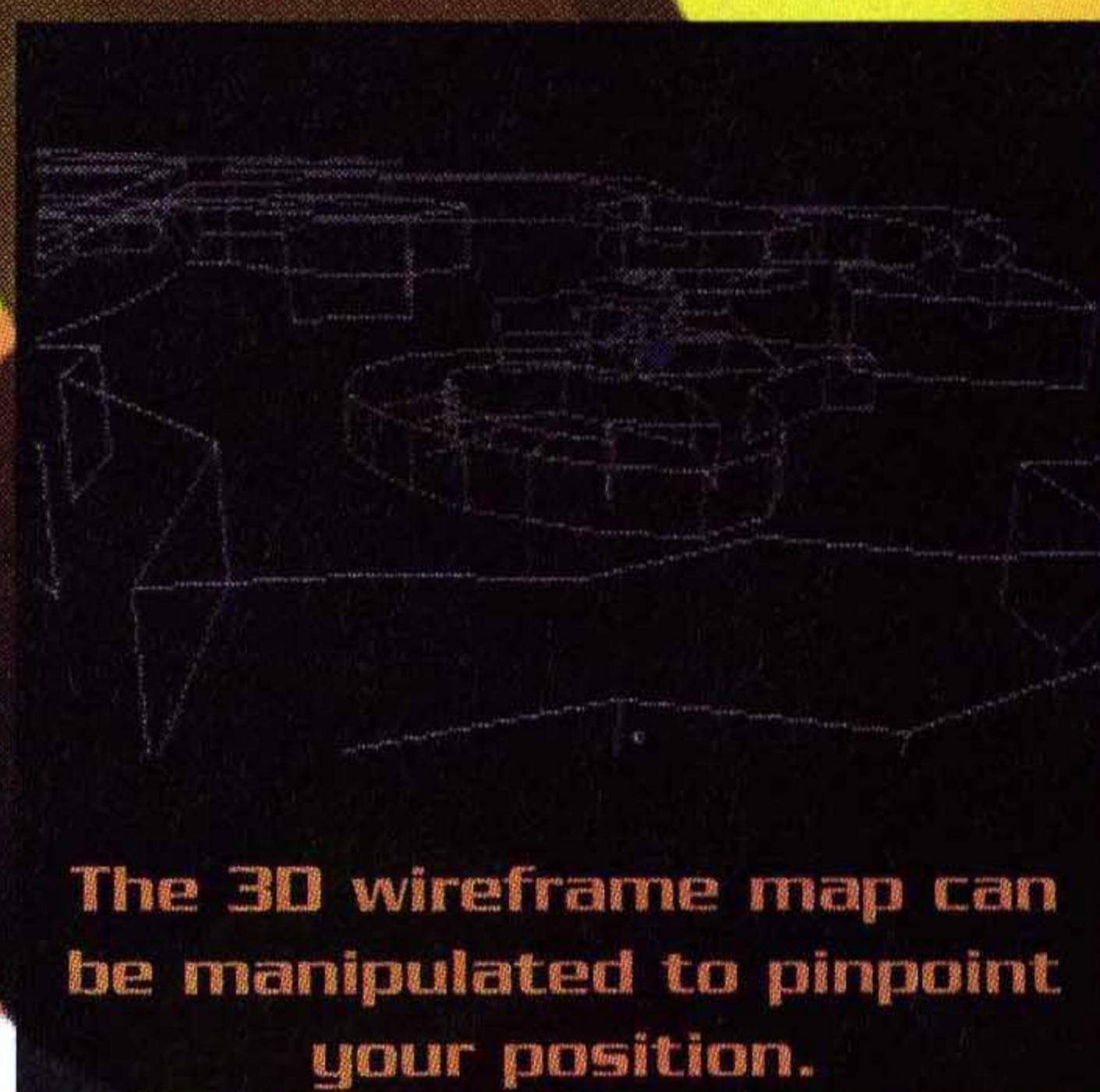
This is a monster generator. Don't hang around them.



What inspired the architects to put in this big, red lump remains a mystery.



You gotta love finding an Extra Life icon.



The 3D wireframe map can be manipulated to pinpoint your position.



Blue glowing balls are spare shields - grab them whenever you can.



## Secret Worlds

In addition to the 27 levels in the regular game, there are three secret levels which can be accessed. These mining stations were built on asteroids, and the entrances to them are hidden as alternative exits on levels 10, 21, and 24. As opposed to being the obvious exit, they are hidden behind secret doors in the walls, ceilings, or floors. Here is a brief description on how to access each one.



Secret Levels are hidden in asteroid fields



Behind a secret door lies the entrance to the first Secret Level.

### Secret Level 1

As you approach the reactor room near the end of Level 10, you will notice an Extra Life icon above a glowing cube. Grab the icon and stay where you are, hovering above the cube. The reactor room will now open. Once you have blown the reactor, head back towards the red door. Once through this door, shoot the second panel on the right side of the wall. This will open the door to Secret Level 1 which is located just beyond this point.

### Secret Level 2

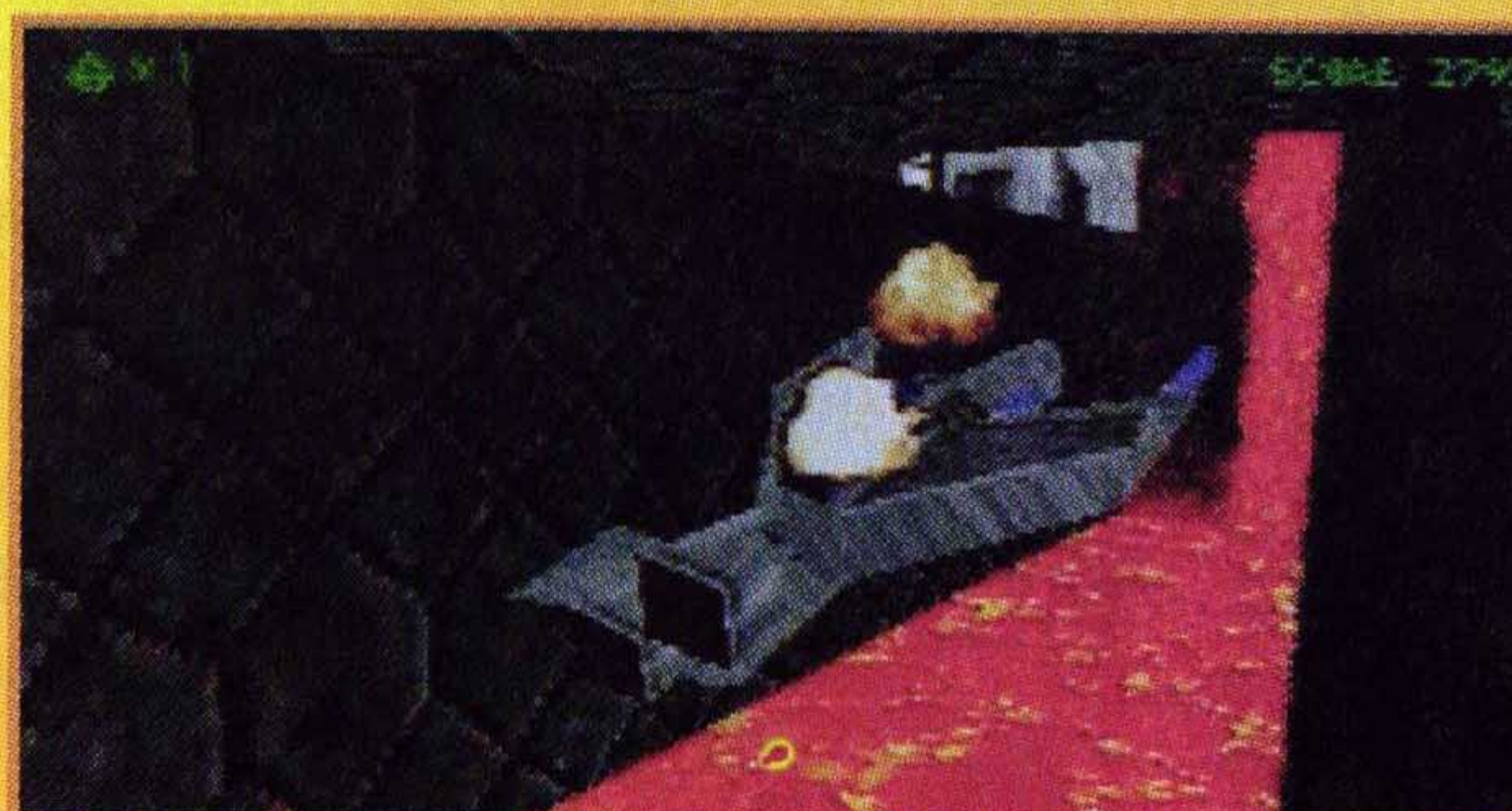
On level 21, destroy the Reactor. The secret exit is located past the regular exit. Go through a curvy, twisty corridor. It is at the end of this tunnel, in the ceiling, just past the pillar on your left.

### Secret Level 3

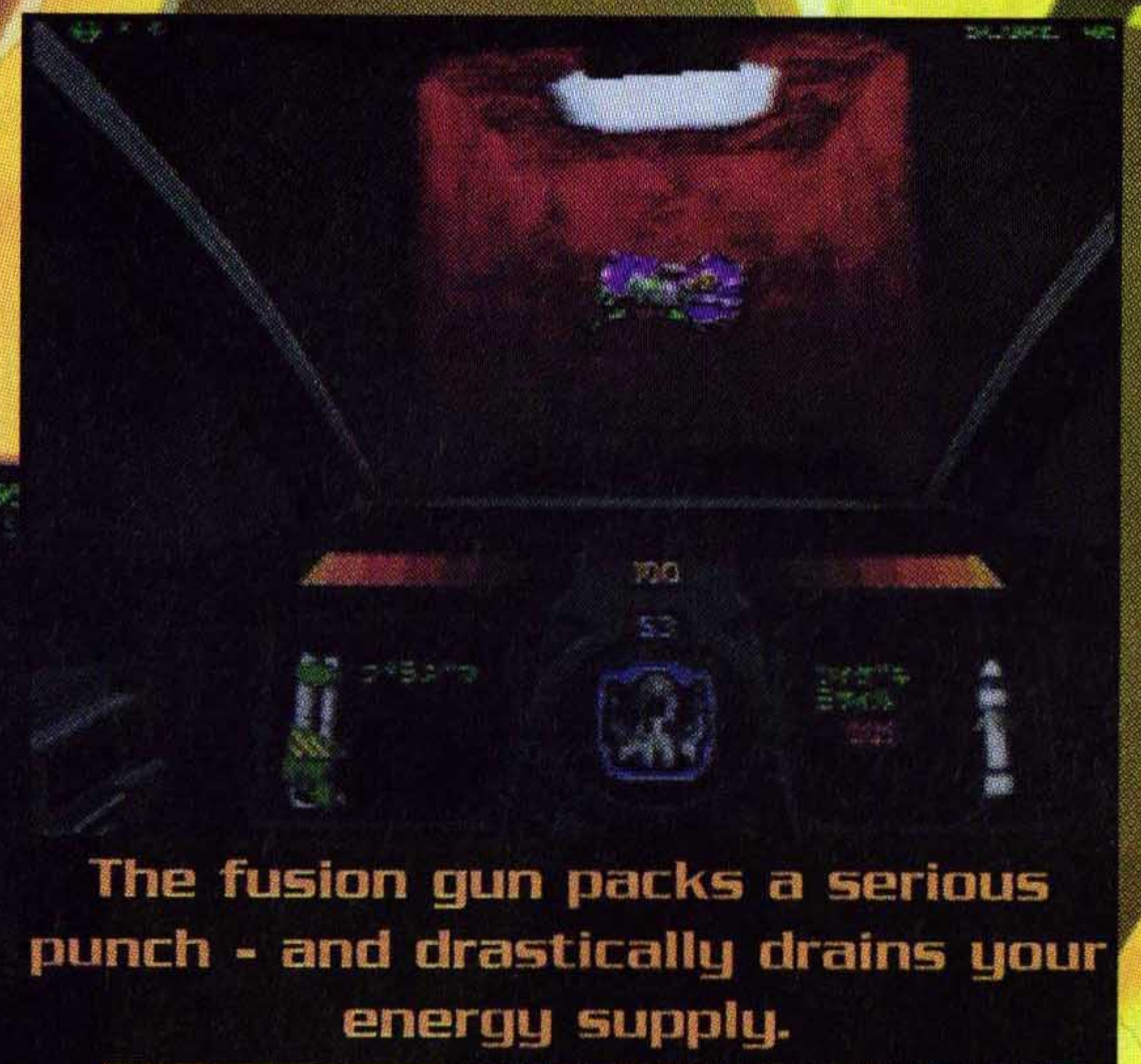
On level 24, there is a large, pit-like chamber where the regular exit is located. The secret exit is at the bottom right, next to the hallway with the red door.



Make sure you know what's behind a door before you go charging into a room.



And he dies is a swirling ball of flame.



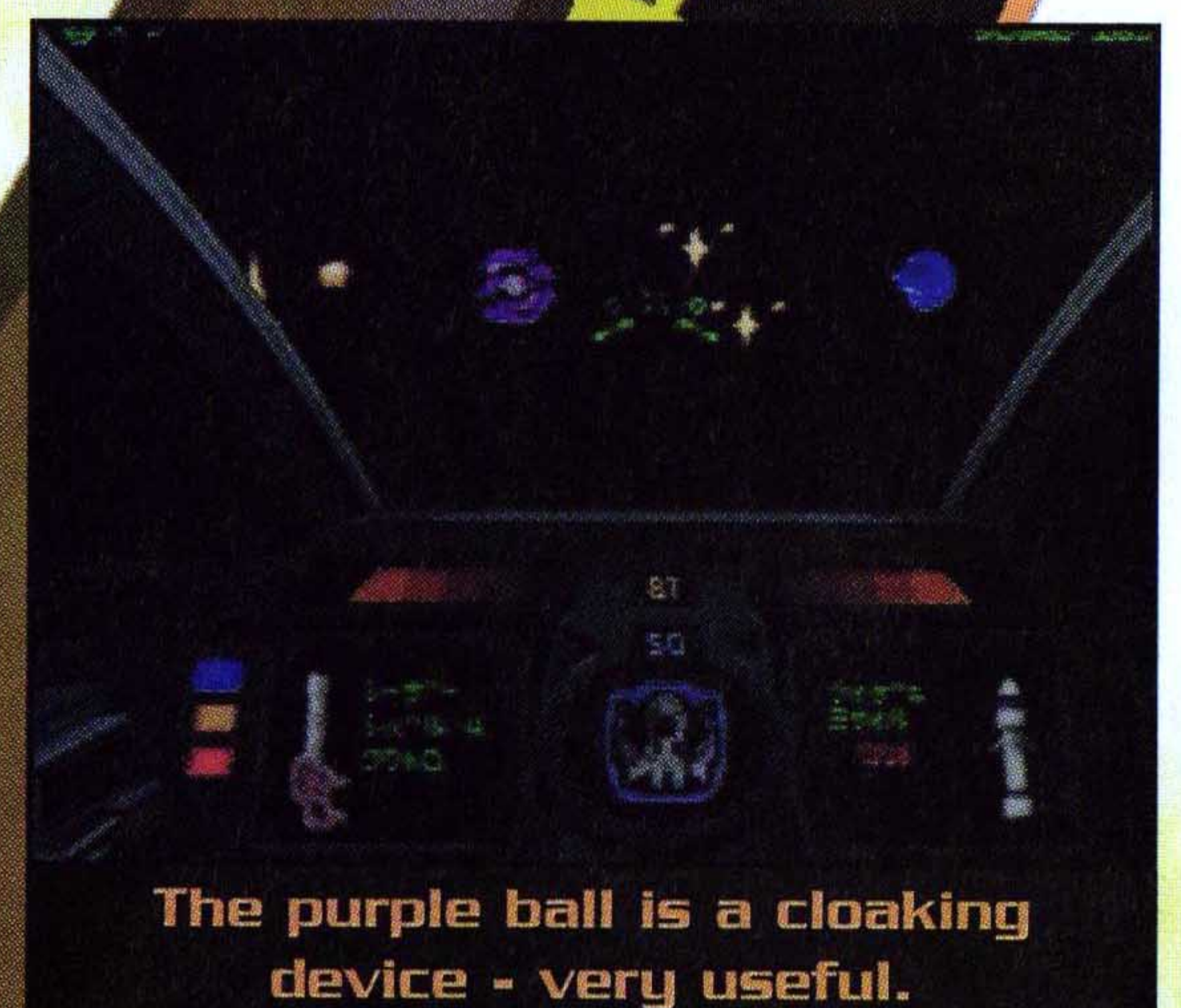
The fusion gun packs a serious punch - and drastically drains your energy supply.



The lavafall is both beautiful and deadly.

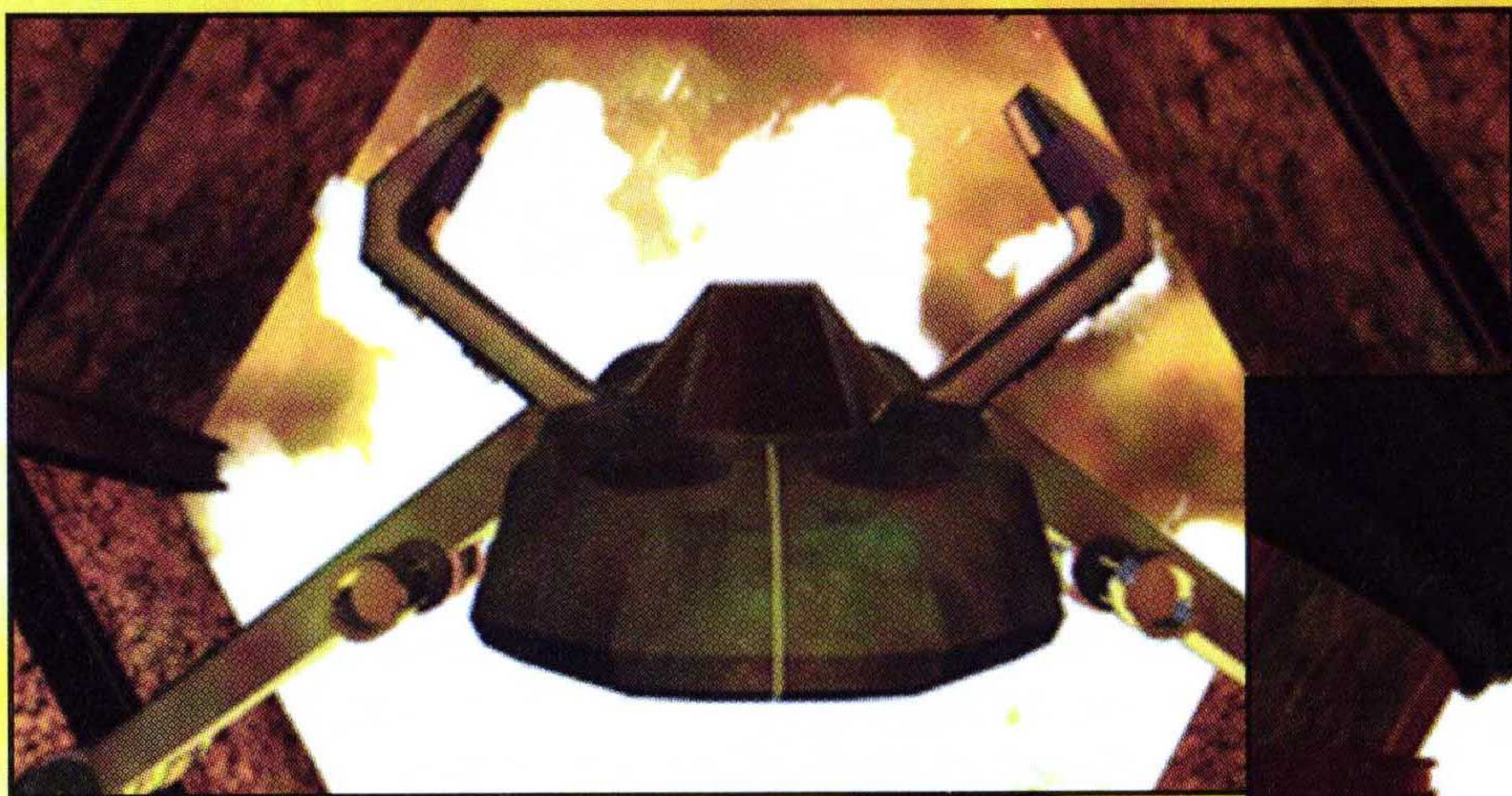


That Vulcan machine-gun makes the Class 1 Driller a formidable foe.



The purple ball is a cloaking device - very useful.





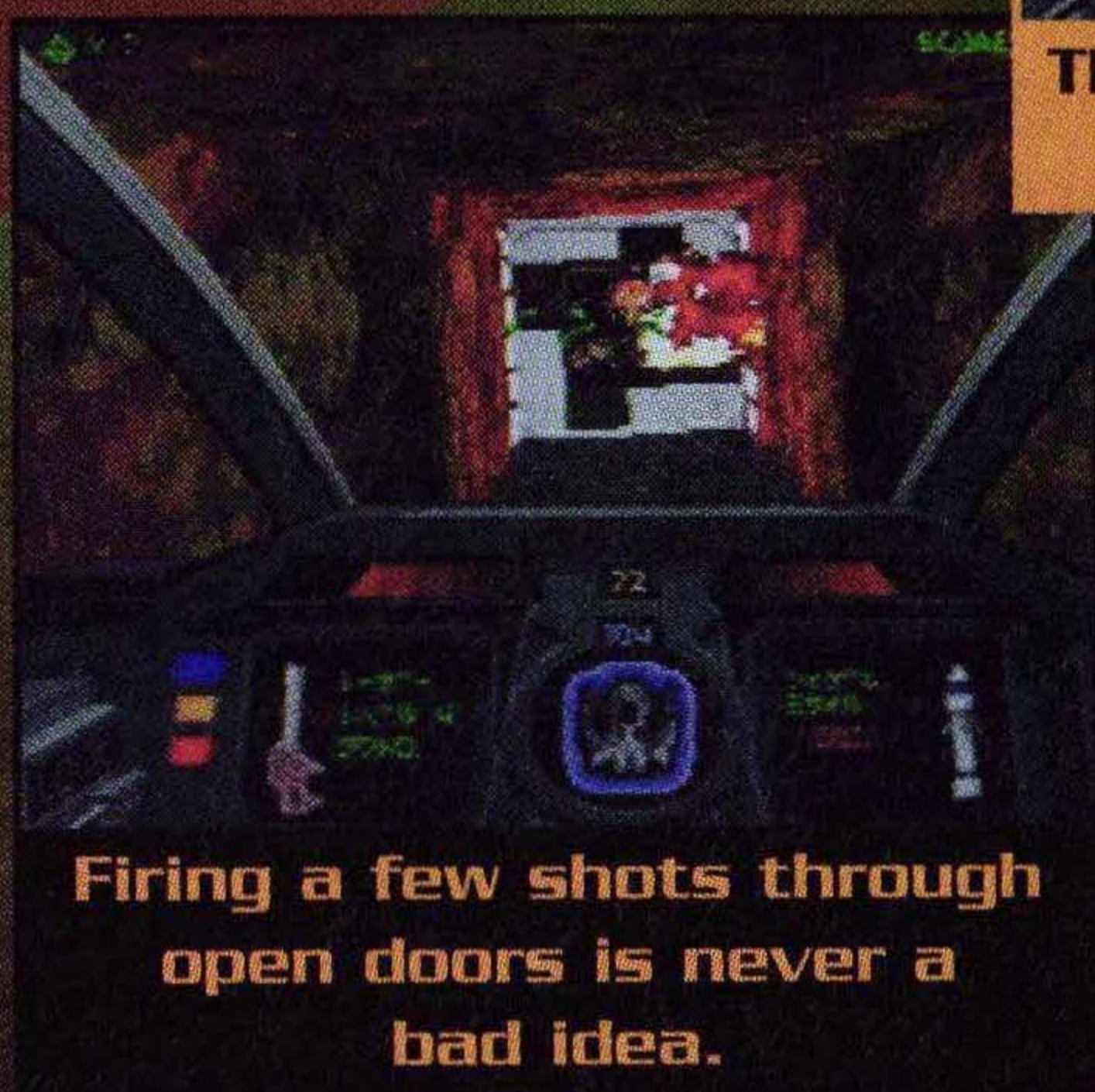
New Rendered Cut Scenes



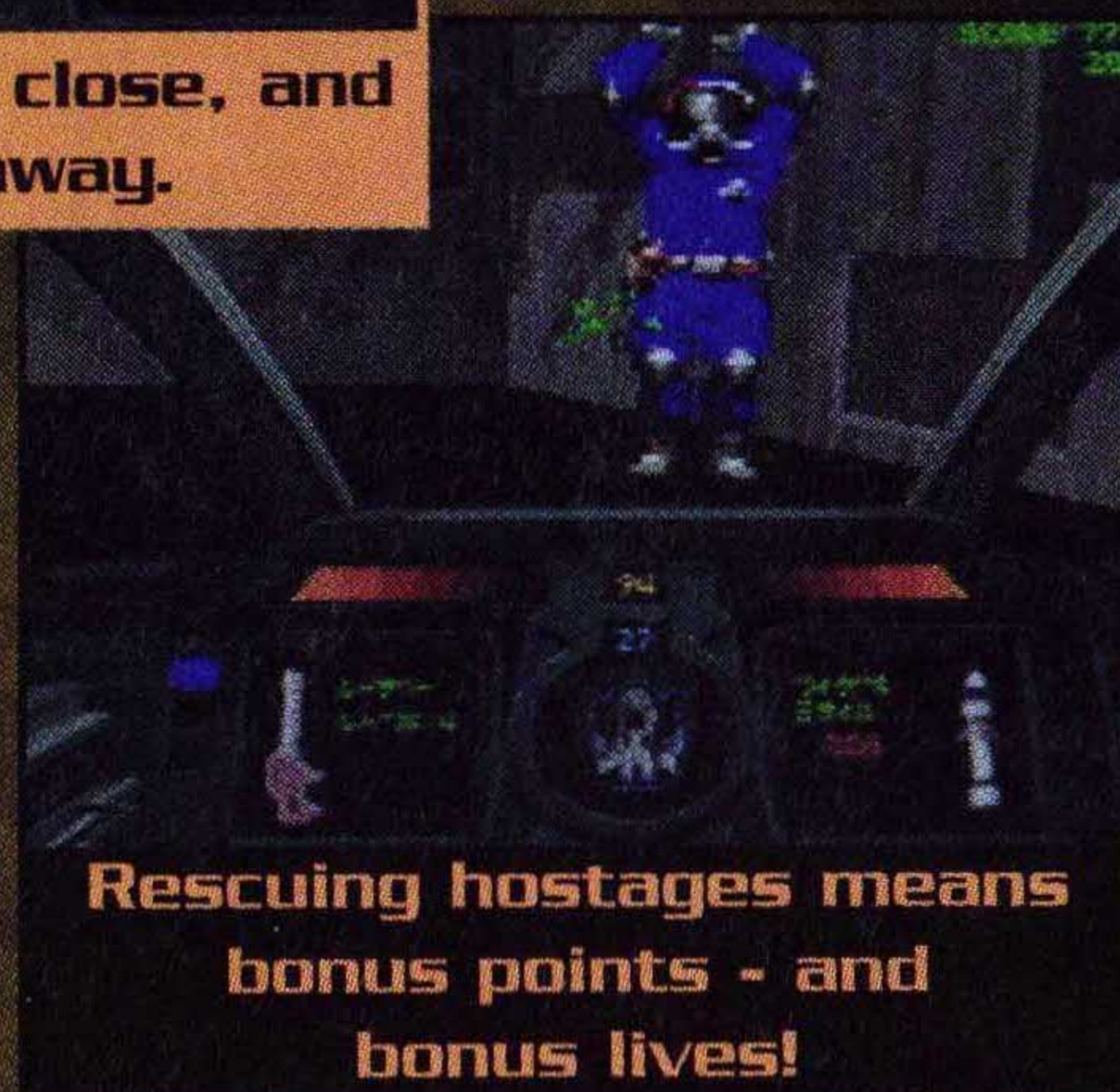
The Red Key - so close, and yet so far away.



After you blow the reactor, you've only got 45 seconds to find the exit.



Firing a few shots through open doors is never a bad idea.



Rescuing hostages means bonus points - and bonus lives!

### Controller Settings

The proper controller settings are vital to success in Descent. We found that Default #1 was close to ideal. However, consider moving your firing commands to L1 and L2, and making R1 and R2 Slide Up and Down, respectively. Banking is less important and can easily be changed to Select +  $\blacksquare$  and Select +  $\bullet$ . Paul played this way, only he put the firing buttons on the right side and the Up and Down Slide on the left. Andy preferred the R1 and R2 buttons for Accelerate and Reverse, using the  $\blacktriangle$  and  $\blacktimes$  buttons for Slide Up and Down. Keep experimenting until you find one you like, but remember that being able to slide in all directions is crucial.

DEFAULT SETUP	CHOICE #1
BANK LEFT	SELECT + L1
BANK RIGHT	TOGGLE PRIMARY
PITCH FORWARD	SELECT + R1
FIRE PRIMARY	TOGGLE SECONDARY
FIRE SECONDARY	SELECT + L2
ACCELERATE	FIRE FLARE
SLIDE RIGHT	SELECT + R2
REVERSE	DROP BOMB
TURN LEFT	
PAUSE/MENU	
SLIDE LEFT	
PITCH BACKWARD	
TURN RIGHT	

▶ ACCEPTS: L1 & R1 CHOICE DEFAULTS. ◀ EXITS



## Game Informer's TOP TEN

GI Reviewer's Top Ten Video Games of 1995

### Rick's Top Ten of 1995

Tekken – PlayStation  
Battle Arena Tohshinden – PlayStation  
Donkey Kong Country 2 – SNES  
Virtua Cop – Saturn  
Lunar: Eternal Blue – Sega CD  
Dayton USA – Saturn  
Mortal Kombat 3 – All Systems  
Chrono Trigger – SNES  
Secret of Evermore – SNES  
Doom – PlayStation

### Vinny's Top Ten of 1995

Doom – PlayStation  
Donkey Kong Country 2 – SNES  
Worldwide Soccer – Saturn  
Ridge Racer – PlayStation  
Tekken – PlayStation  
World Series Baseball – Saturn  
Breath of Fire 2 – SNES  
GEX – 3DO  
Civilization – SNES  
NHL '96 – SNES and Genesis

### Reiner's Top Ten of 1995

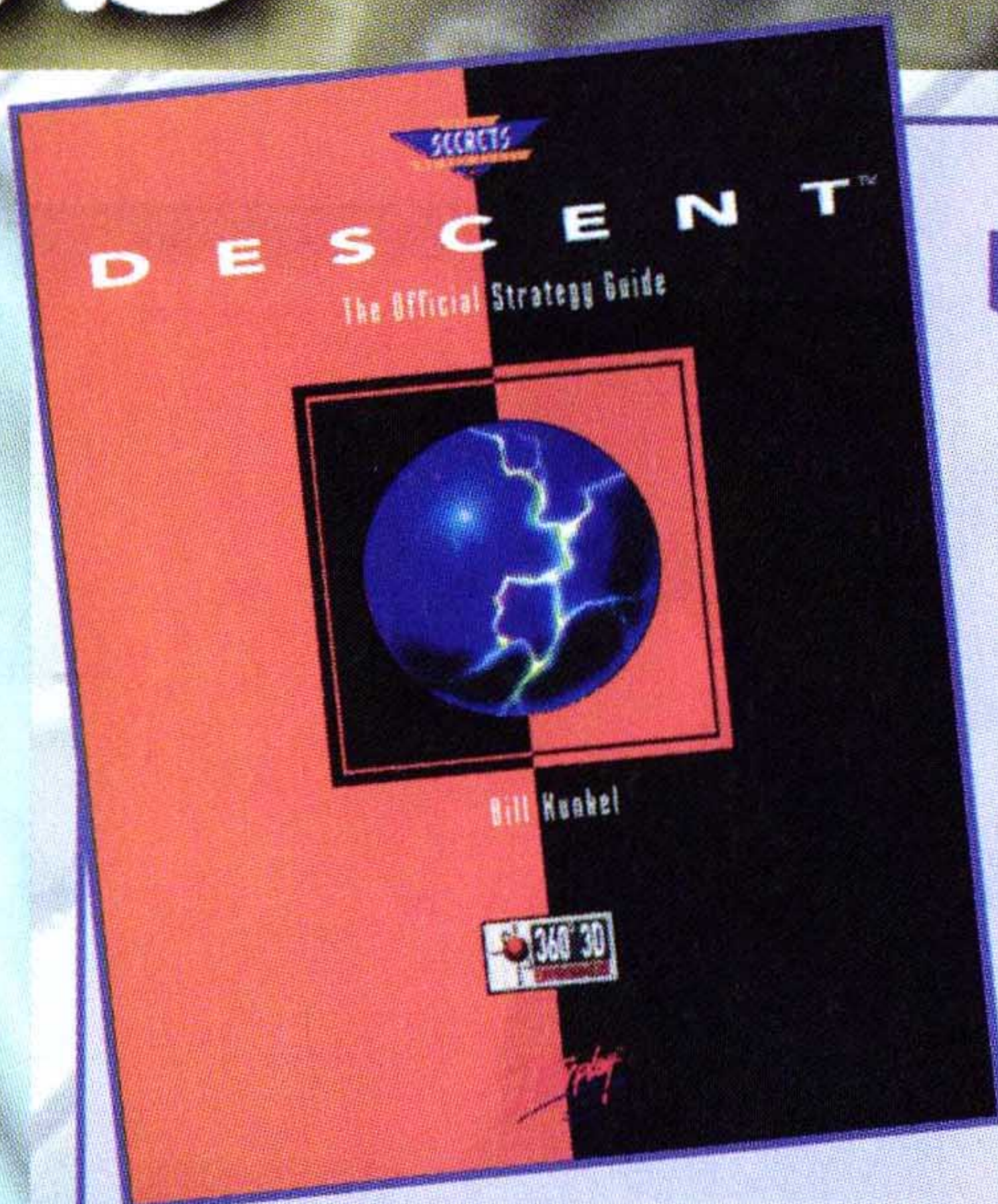
NFL Game Day – PlayStation  
Tekken – PlayStation  
Chrono Trigger – SNES  
Super Mario World 2 – SNES  
Virtua Fighter 2 – Saturn  
Destruction Derby – PlayStation  
Secret of Evermore – SNES  
Donkey Kong Country 2 – SNES  
Tekken 2 – Arcade  
Mortal Kombat 3 – PlayStation

### Paul's Top Ten of 1995

NFL Game Day – PlayStation  
Madden '96 – Genesis  
NHL '96 – SNES and Genesis  
Tekken – PlayStation  
Virtua Fighter 2 – Saturn  
Ridge Racer – PlayStation  
FIFA '96 – PlayStation  
Donkey Kong Country 2 – SNES  
Sega Rally – Saturn  
Earthworm Jim 2 – SNES and Genesis

### Andy's Top Ten of 1995

Ridge Racer – PlayStation  
Yoshi's Island – SNES  
Tekken – PlayStation  
Mortal Kombat 3 – All Systems  
NHL '96 – SNES and Genesis  
Chrono Trigger – SNES  
World Series Baseball – Saturn  
Killer Instinct – SNES  
Gex – All Systems  
WarHawk – PlayStation

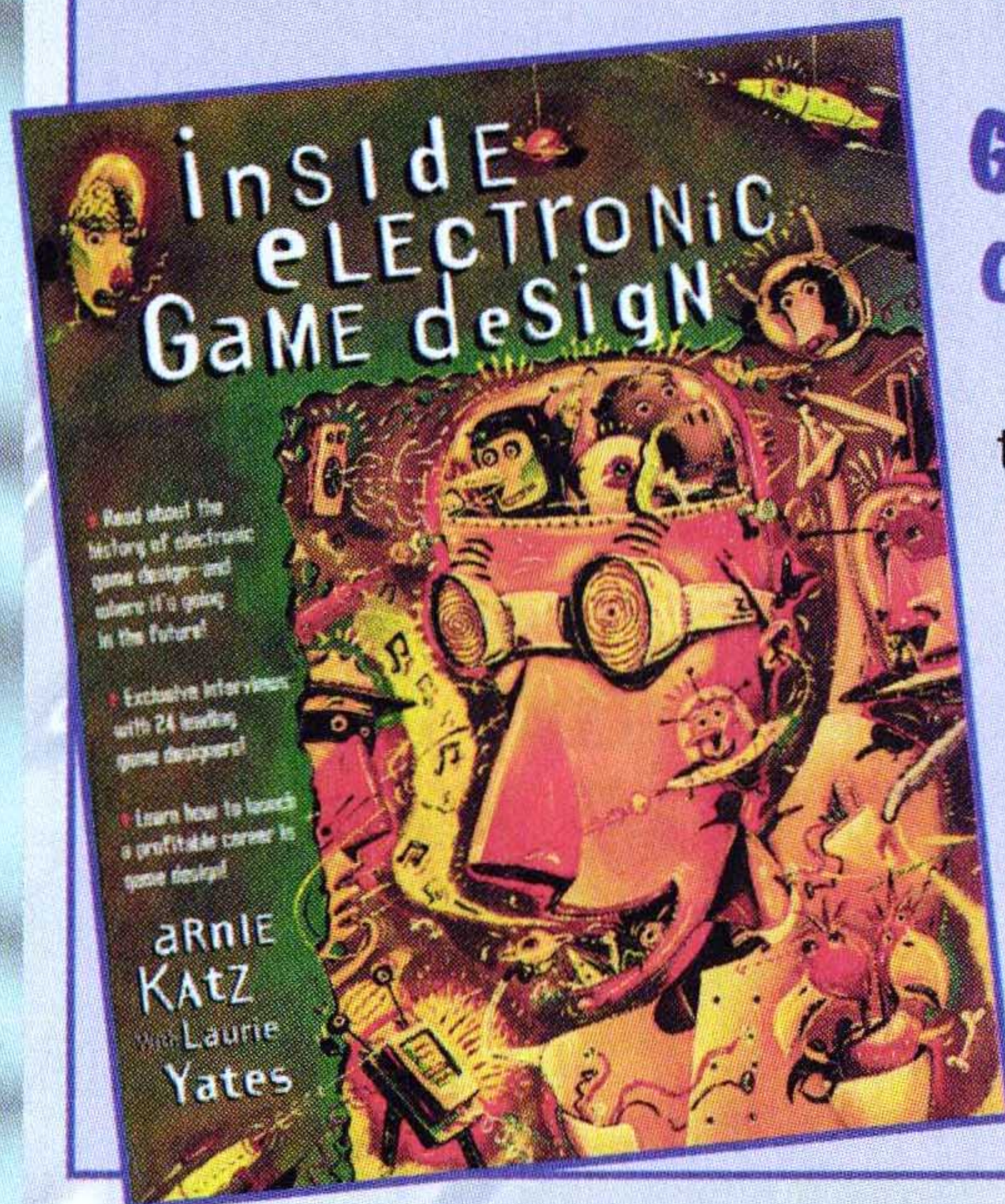
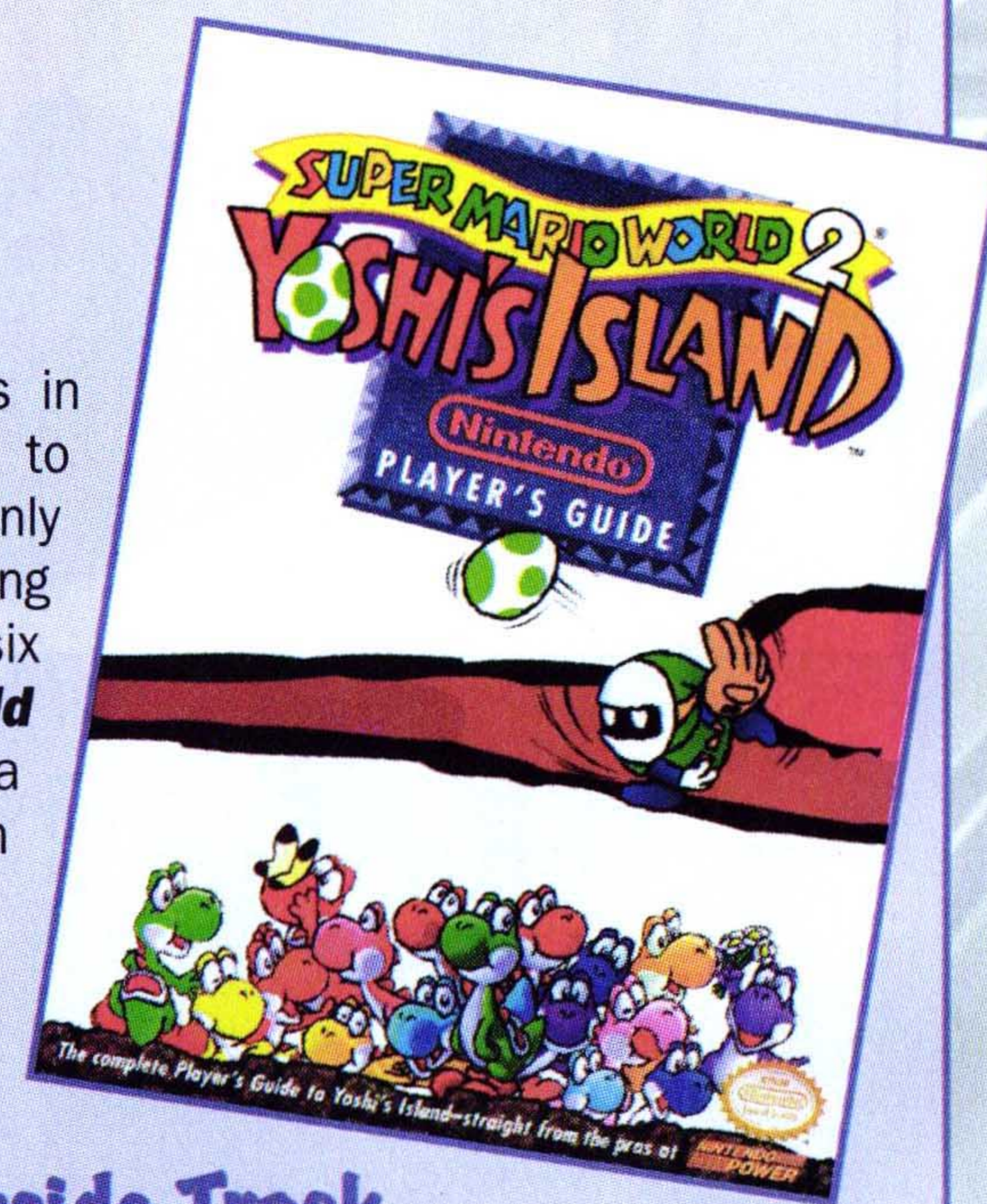


## Descent Guide

The complexities of **Interplay's Descent** may send you into a frenzy, but there is hope if you have **Descent: The Official Strategy Guide (Prima Publishing)**. Authored by industry veteran Bill Kunkel, this book has it all. Level maps and walkthroughs that provide the strategy and secrets to all 30 levels of the PC game. Although it was written for the PC version of **Descent**, the **PS-X** game is almost identical and this book works just as well with it. **Descent: The Official Strategy Guide** has a cover price of \$19.95.

## Lost on Yoshi's Island??

Having trouble finding all the Bonus Games in **Yoshi's Island**? **Nintendo's** Player's Guide to **Super Mario World 2: Yoshi's Island** will certainly help you out. Packed to the hilt with outstanding level maps, this book takes you through the six worlds of Yoshi's Island. The **Super Mario World 2 Player's Guide** is available now and has a cover price of \$11. To order by phone direct from Nintendo call 1.800.255.3700.

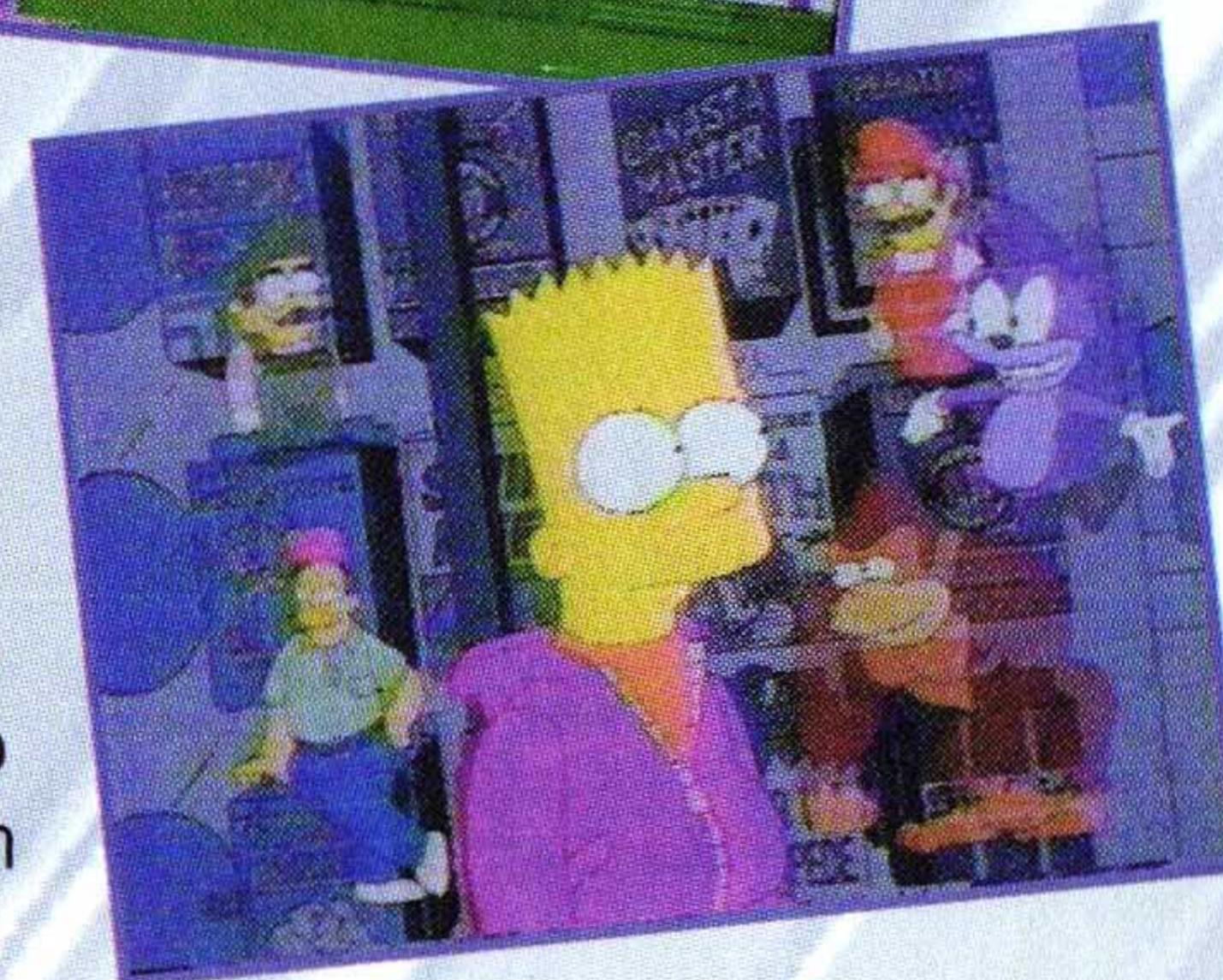


## Get the Inside Track on Video Game Design

So you've got dreams and aspirations of designing the next big video game? Well your first step should involve reading **Inside Electronic Game Design (Prima Publishing)**. Arnie Katz, with the help of Laurie Yates, not only write an informative history of game design, but go deep into the theory involved with all of a game's components. In addition, the book provides interviews with leading game designers and a list of contacts within the electronic entertainment industry. **Inside Electronic Game Design** has a cover price of \$24.95.

## Video Games Show Impact on National Television

In this year's **Simpson's Christmas Special**, you might have noticed a few familiar faces from the world of video games. In the episode, Bart wants a new video game called BoneStorm, which featured two six-armed Goro-like creatures slugging it out. When Bart's mom won't buy it for him, he is tempted to shoplift the said game. At this pointed he is sweet-talked into stealing the cartridge by some familiar game characters. Also mentioned in the show was **BloodStorm**. We are unsure as to whether the show's creators were aware that **BloodStorm** is a real game. However, it is nice to see video games making a showing in the mainstream, especially on a show of such undisputed quality as the Simpsons.





# What's HOT!

## Sega CD Dead?

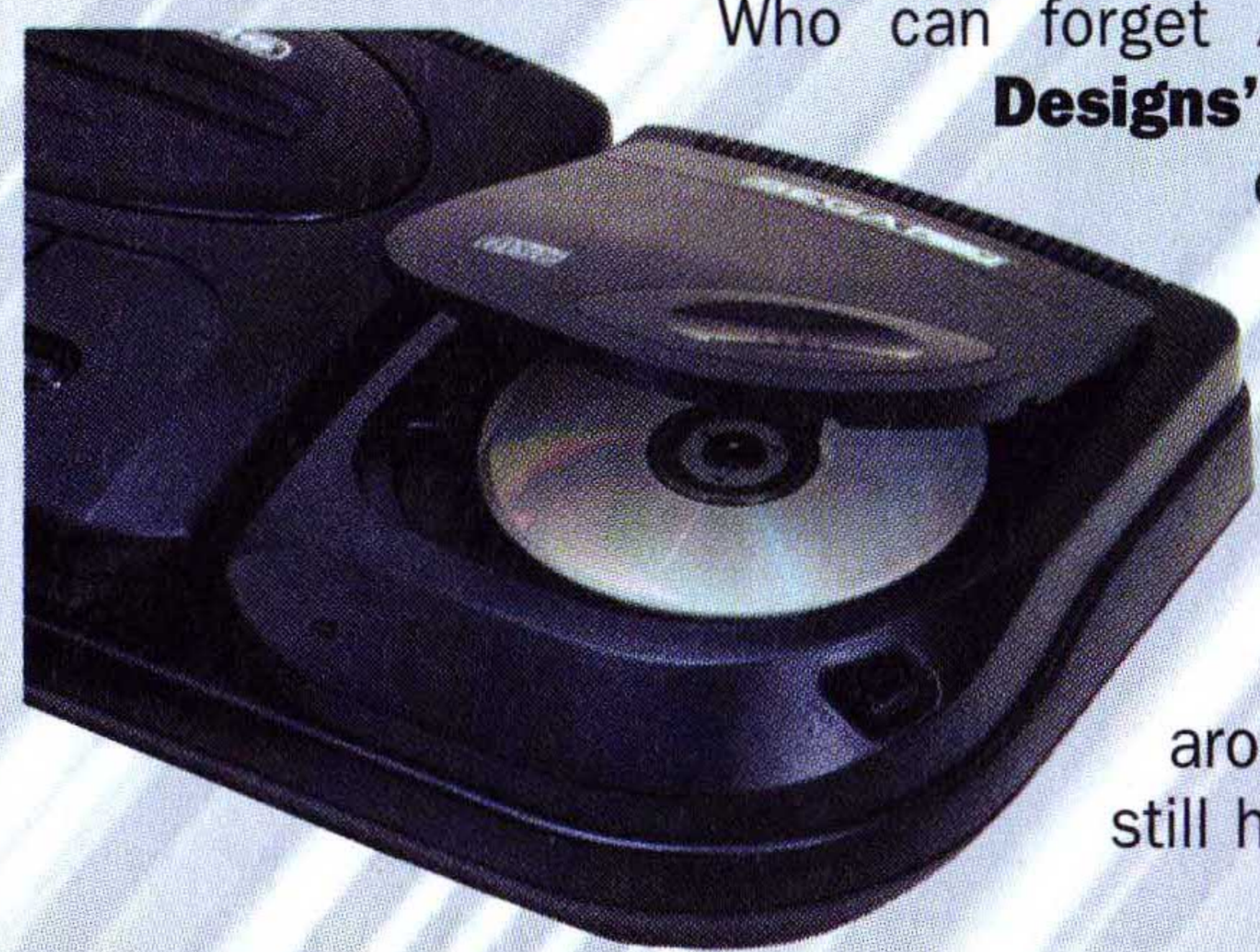
It seems like decades ago when we first introduced our readers to the **Sega CD** in our November '92 issue. As the first console gaming machine to utilize CD-ROM technology, the **Sega CD** paved the way for the flashy CD-based systems such as the **3DO**, **PlayStation**, and **Saturn**. It comes to no surprise with retailers giving valuable shelf space to new 32-bit platforms that the **Sega Genesis CD** has seen its demise. It was reported that **Sega** will no longer develop games for the system. However, the company will still provide support to third party developers, but has no plans to release any more games for the short lived system.

Over the last three years, the system introduced a number of memorable and not-so-memorable titles to the gaming community.

Who can forget **AH-3 Thunderstrike**, **Working Designs' Lunar Series**, **Digital Pictures'**

controversial **Night Trap**, and the gruesome **Eternal Champions**? On the flip side, we may never see anything worse than "games" like **Panic**, **Star Wars Chess**, and **Kriss Kross: Make Your Own Video**.

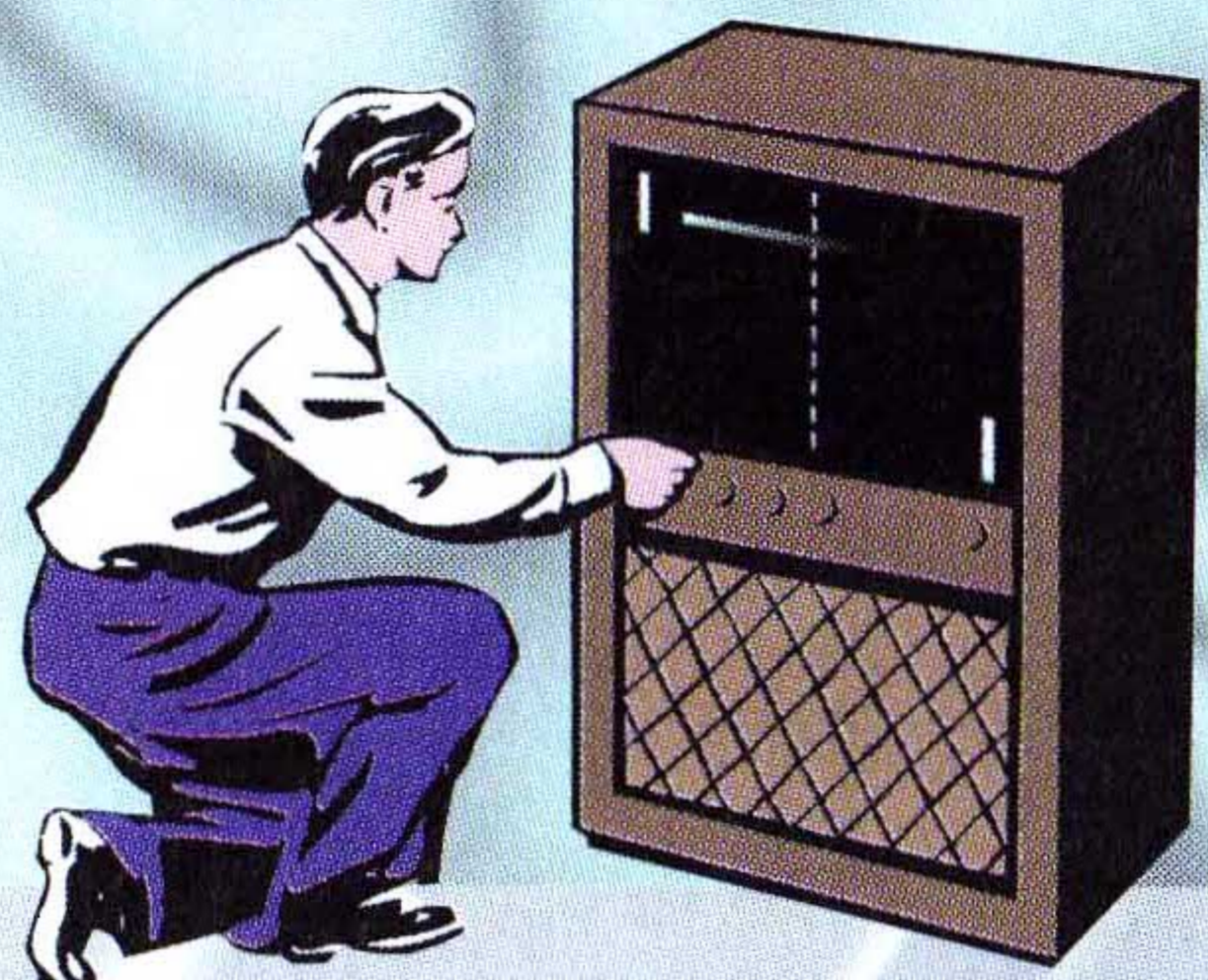
Although the **Sega CD** will still be around for while as numerous companies still have new and used games and systems



## CLASSICS ATTIC HALL OF FAME

Coming back from the grave is our long-lost Classics Attic section in a new form. 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.

- Bionic Commando – Nintendo
- Blaster Master – Nintendo
- Super Tennis – Super Nintendo
- Lady Bug– ColecoVision
- Chakan: The Forever Man – Genesis
- Global Gladiators – Genesis
- Baseball Stars – Nintendo
- Super Dodge Ball – Nintendo
- Final Fantasy Adventure – Game Boy
- Earth Defense Force – Super Nintendo

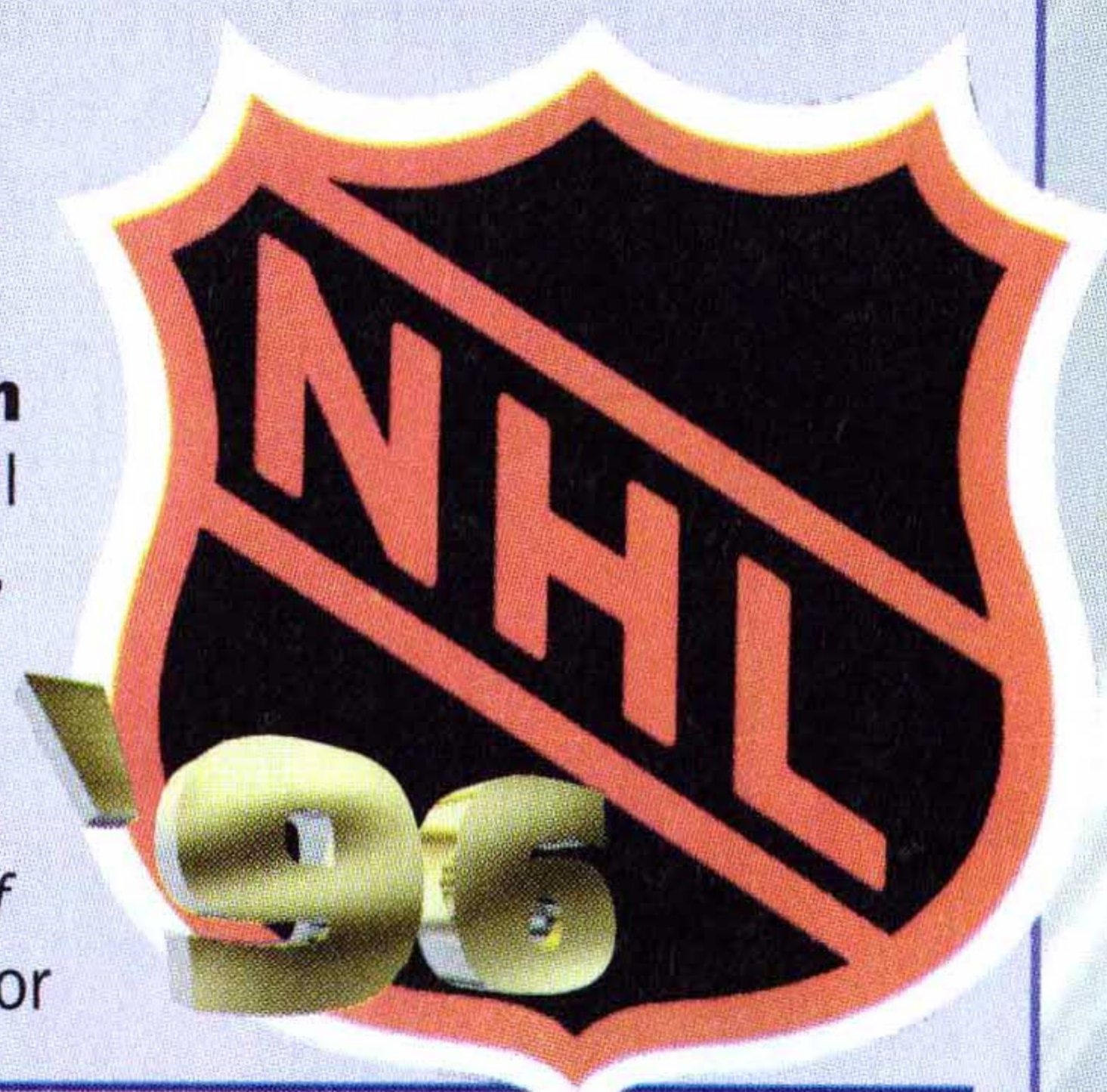


## EA Sports Delays 32-bit Madden & NHL

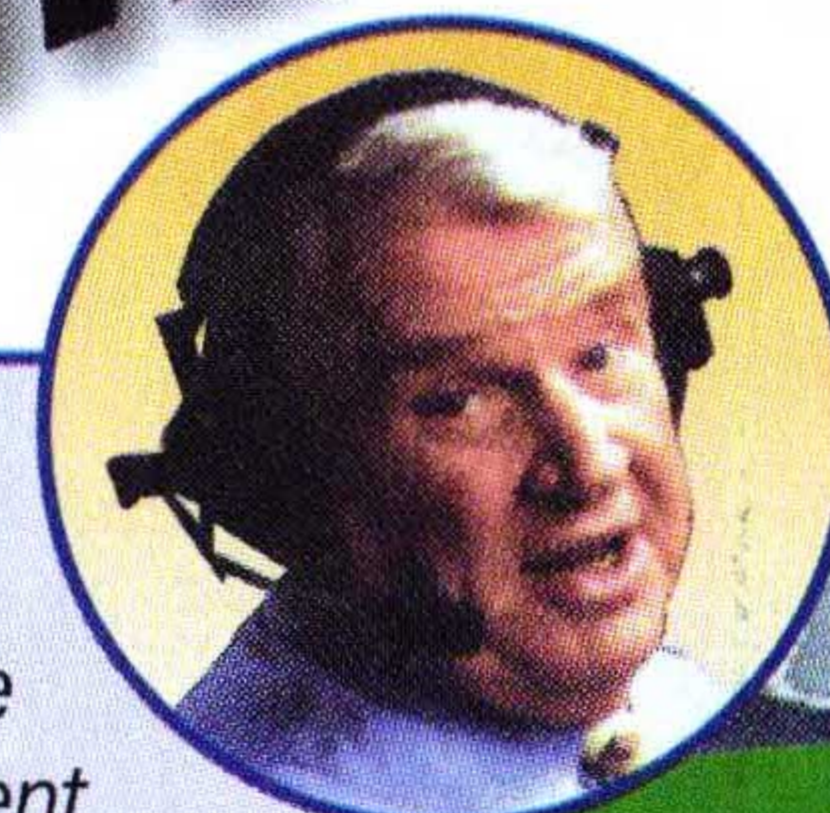
**E**A Sports recently announced the **PlayStation** and **Saturn** release of **Madden '96** and **NHL '96** would be delayed until this fall. Originally scheduled for a December '95 release, the two highly anticipated titles apparently did not meet the **EA's** quality standards in play control.

While six months may be a long wait, at least their are two worthy substitutes in the form of **NFL Gameday** and **NHL Faceoff** for the **PS-X**. Saturn owners may have to do some searching for worthy substitutes.

"As we conducted the final product reviews of 32-bit hockey and Madden PlayStation titles, however, we determined that although the products looked spectacular, the gameplay needed additional refining in order to meet the level of quality expected from EA Sports titles. Rather than ship products that we didn't believe represented the high standard that consumers have come to expect from EA. [When hockey and Madden are released] we can assure customers that the games not only look good, but will provide high quality play for the life of the product. We know this will be a great disappointment to many who were eagerly awaiting them, however EA Sports' commitment to quality was a critical factor in achieving our #1 market position in the sports category and we are not willing to jeopardize that standing by shipping products that fall below our standards for outstanding gameplay," EA Sports.



## MADDEN 96





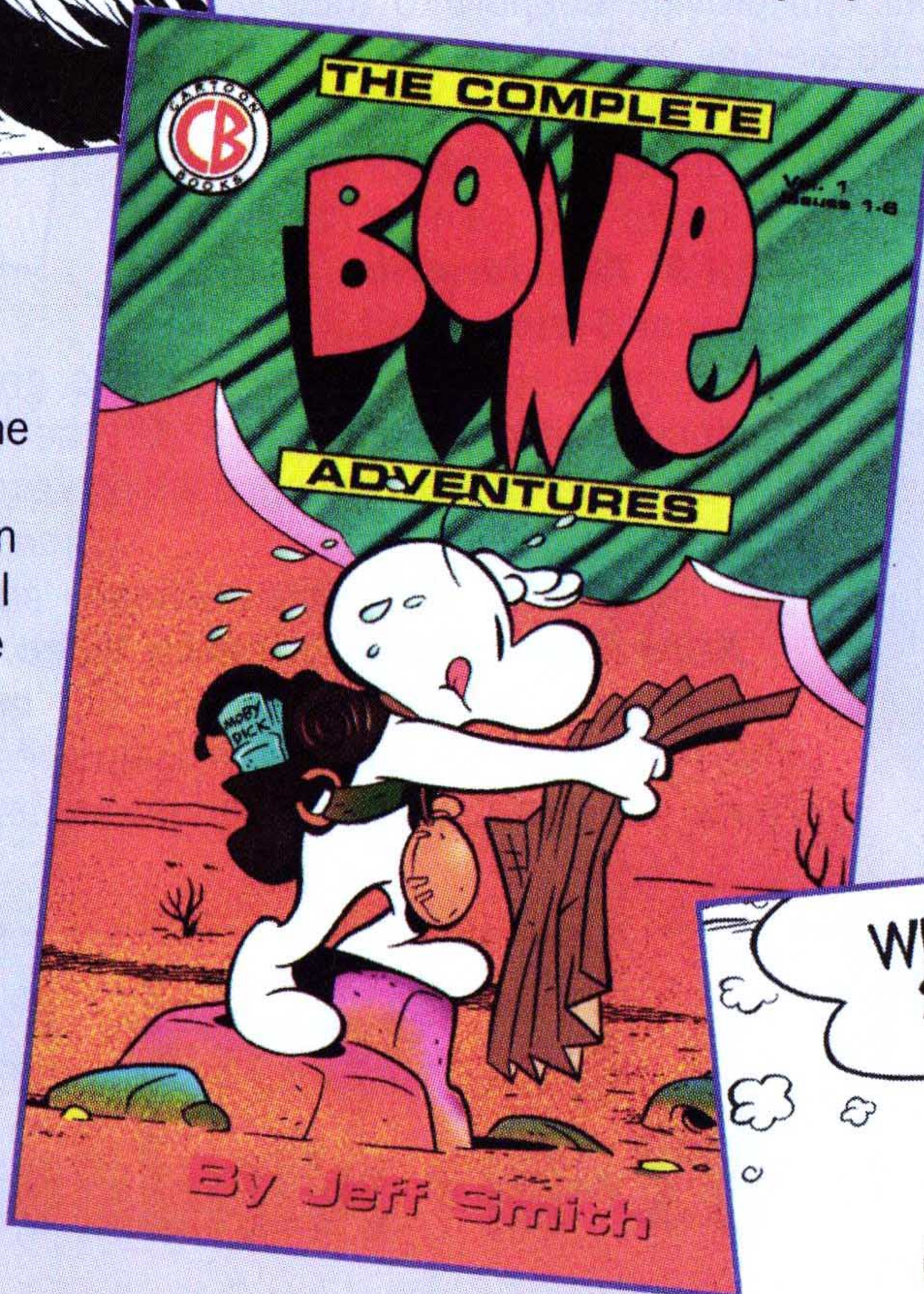


## White as a Bone

- **Bone #22**
- **Publisher:** Image Comics
- **Cover Price:** \$2.95
- **Available:** Now

Let's start this comic blurb out as eye candy for all video game developers. All we can say is, "What are you waiting for?! This has game material written all over it! Bone didn't win Best Story of the year for nothing! Talk to your commanders and pick this license up!" Anyway, Bone issue #22 continues to build

around Phoney Bone's fake bar schemes. In this issue, Phoney Bone even goes as far as building his own dragon fighting alliance. How far will he go? We don't know, but when Gran'ma Ben, Thorn and Bone find out, we're sure it will end. Plus, Gran'ma Ben tells Thorn everything about the Lord of the Locusts. What action!



## Ideas for Bone Video Game

**Game Style:** Make sure that you keep the storyline intact. An action/RPG would probably suit it best.

**View:** Use a 3rd Person Perspective View (as in Zelda 3) to capture the immense detail and overall feel of the comic. This view is also great for telling the story and supplying suspense.

**Combat:** Keep it in a 3rd Person Perspective View, and keep it live. Have Bone find, purchase or receive different weapons and items.

**Contrast:** Use the classic RPG elements like gaining experience - level ups, coins (or in Bone's case eggs), huge bosses, towns, people to talk to.

**Spare Thoughts:** As in the comic Bone can meet up with other travelers (i.e. Phoney, Smiley, Thorn), and maybe, just maybe, team up with them for certain tasks.

Inquiring Programming Minds can contact us on the whereabouts of Bone comics.



## Mysterious Worm Found In the Marvel Universe

- **Earthworm Jim # 1**
- **Publisher:** Marvel Comics
- **Cover Price:** \$2.25
- **Available:** Now

With the launch of a successful game line, cartoon series and toy line, **Earthworm Jim** was destined to be picked up as a monthly comic book series. Luckily, **Marvel Comics** was the gold waiting at the end of the rainbow. Jim's series falls right into the newly polished **Marvel Absurd** comic line, in which he is accompanied by other wisecrackers like Ren & Stimpy and Beavis and Butt-Head. Jim's first comic is entitled "Earthworm Jim in Heck Hath No Fury (Like a Lawyer Scorned)". In this issue and like the games, Jim's love for Princess What's Her Name abounds. Almost every villain you can think of is here to make Jim's day a bad one. Fans of the game and cartoon should not miss this epic tale.





## Corporate Warfare Round 1

- **DC Vs. Marvel #3**
- **Publisher:** DC & Marvel Comics
- **Cover Price:** \$3.95
- **Available:** February

This is the issue you've been waiting for! It all ends here folks, the galactic battle between these two comic powerhouses resolves right here in issue #3. This is the first time that the readers had a chance to predict the outcome of a battle. Either you voted **Marvel, DC** or right up the middle. No matter what you chose, you find out the results in the last action packed issue of **DC Vs. Marvel**. For fun, the GI staff decided to vote as well, here's our picks.

**Superman vs. The Hulk** – Superman, he's invulnerable and powered by the sun. The Hulk doesn't stand a chance.

**Lobo vs. Wolverine** – This is a close one, but we have to stick with the fan favorite Wolverine. He's really nasty with those claws.

**Batman vs. Captain America** – We'd love to say Batman, but if you look at the match up it's a detective vs. a super patriot. Sorry Batsy, Captain America is going to shred you like a ribbon with that shield.

**Wonder Woman vs. Storm** – Definitely Wonder Woman. She'll fly in with her invisible jet and whack Storm before she has any clue as to what's going on.

**Superboy vs. Spider-Man** – We'd love to say Superboy (since he's invulnerable), but he has the "inexperience factor" on his side. Spider-Man will make him look silly.



...DATA FLOW...DATA FI  
FLOW...DATA FLOW...DA

### The Numbers are In?

It is a consensus that the **Sony PlayStation** clobbered the **Sega Saturn** during the holiday buying frenzy. **Game Informer** conducted an informal survey of retailers and concluded that the PS-X outsold the Saturn more than 2 to 1. Some sources even claimed that this margin was as large as 6 to 1.

### Atari Slashes Jaguar's Price

**Atari Corporation** has lowered the price of its **Jaguar** system from \$149 to \$99. Atari has been airing 30 minute "info-mercials" offering a special price if you order direct by phone.

### Tekken Hits Platinum Worldwide

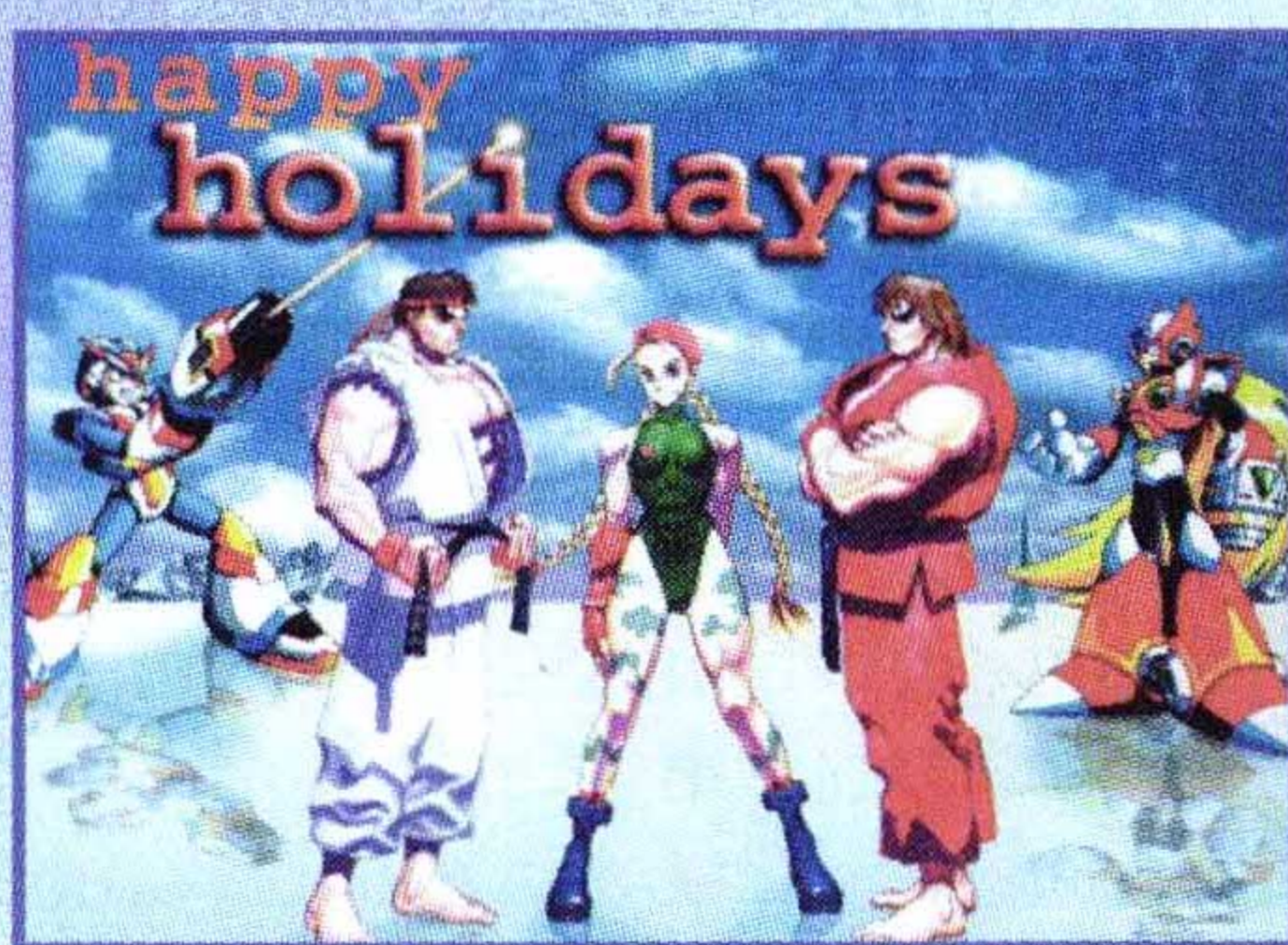
In the recording industry a platinum record signifies that it has had 1 million in sales worldwide. **Namco** announced that it's 3D brawler **Tekken** is the first title to hit this "platinum" mark for the **Sony PlayStation**. Clearly, with many stores selling **Tekken** for under \$40, this title flew off the shelves over the holiday season.

### Sonic PC

**Hewlett-Packard Company** made a special **Sonic the Hedgehog** version available to purchasers of their HP Pavilion PC during the holiday season. Consumers who bought the computer were offered a version of the game for \$9.95.

### 3DO Acquires Development House

The **3DO Company** announced the acquisition of **Cyclone Studios**, a game development house that has worked closely with **3DO Studios** in the past year. Cyclone, established in 1993, developed both **Captain Quazar** and **Battle Sport** for the 3DO.



Over the holiday season our mail bags are full of cards from well wishers throughout the industry. We thought we'd show you Capcom's **Street Fighter** wonderland and LucasArts' **Death Star** ornament.

## Video Game



### Questions:

- 1: What was the first video game cartridge where you could find a hidden room with the programmer's name (i.e. the first Secret 'Code' in a video game)?
- 2: How many rings do you need to enter the bonus level on Sonic 1?
- 3: How many different home video game platforms has Sega released?
- 4: What was the first arcade head-to-head tournament fighter?
- 5: What was the first "first-person perspective" computer game?

(Answers on the bottom of page 19)

## Game Informer's Site O' The Month

The Usenet is a loaded with opinions and debate on video games. **DejaNews** provides a fantastic way to zero in on the comments made by gamers from around the world!



DejaNews:  
<http://www.dejanews.com/>



This gem was initially released in the arcade and was translated to the Genesis in 1991. What game is it?

(Answer on the bottom of page 19)



From the look of the fireball emerging from Chris Tawater's hand he must certainly be mad at something or someone! Luckily, it's not us (whew)! Chris sent us his top ten list from the town of Houston, TX. Way to go Chris! The word on the street is Chris actually wrote this Top Ten dangling from the ceiling of the Astrodome while throwing Cheetos at the Houston Oilers.

See you when you get out of the cell, Chris!



### Don't You Hate it When...

10. Some four year old trashes you silly just by using the weak kick button?
9. The instruction book doesn't give any moves except jump and kick?
8. You can't find anyone who appreciates your video game action figure collection?
7. The change machine won't accept your last pathetic dollar?
6. RPG endings consist of nothing more than Congratulations and The End?
5. You receive the hottest new game as a gift and it's for the wrong system?
4. Your only TV is consumed with Ten Yard Fight and your new PlayStation sits idle?
3. Johnny Thunder Fingers drops a quarter in just as you're about to cream Dural?
2. You misplace the code to the boss on the last section of the final level?
1. CHEETO EATING FREAKS don't bother to wash their hands and your controllers suffer sticky trauma effects?!

### More Game Informer

## TOP TEN

### Top Ten Signs of Web Addiction

10. Unhealthy obsession with data transfer speeds
9. Humming the modem connection beeps instead of your favorite tunes
8. Your greatest fear in life is a busy signal
7. You no longer want to talk to people who aren't covered in graphics
6. You've forgotten that surfing once involved the ocean
5. All your friends last names end with .com
4. You've read so much about an upcoming game, that when it comes out you just don't care
3. It makes you angry that food can't be delivered directly through the phone line
2. Uncontrollable mouse button finger twitching
1. You insist upon staying connected 24 hours a day just so you don't miss that once in a life-time IRC conference with Adam West

### Top Ten Uses for a Bad CD Game

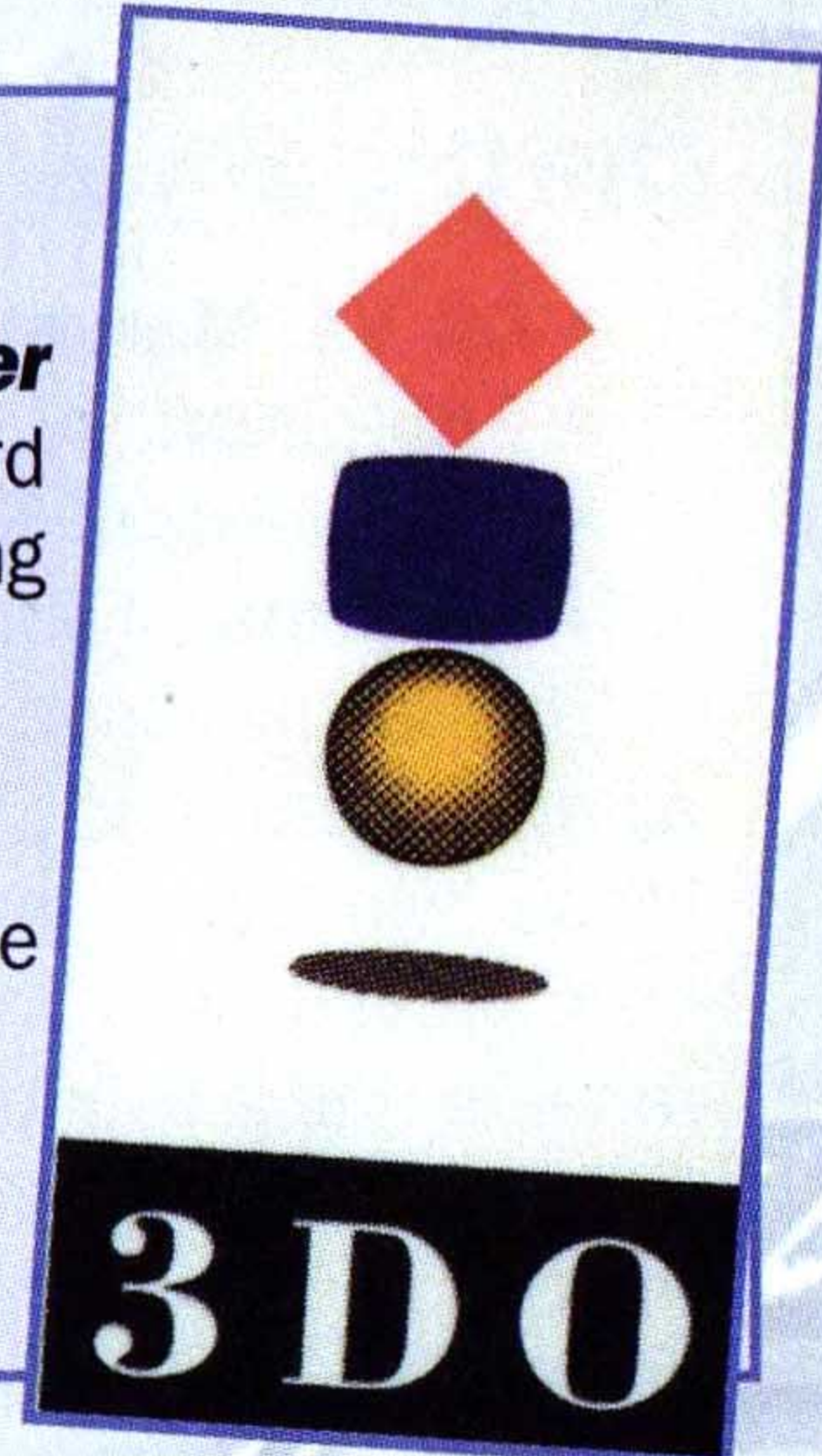
10. Tire for Your Broken Tonka Truck
9. Laser Shield
8. Side Mirror for Your Big Wheel
7. Light Reflecting Morse Code Tool
6. Microwave Firecracker
5. Soda Coaster
4. Portable Make-Up Mirror
3. Reminder to Not Buy the Sequel
2. Blunt Throwing Star
1. Lip Disc

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:  
**Game Informer Magazine**  
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 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!

## 3DO Company Presents Game Awards

Just as we award the best games of '95 with the coveted **Game Informer** Trophy, the **3DO Company** handed out it's best of the best. The 3DO award are a result of a survey of industry professionals and the general gaming populace. Here some highlights of their top picks.

- **3DO Game of the Year** – The Need for Speed – Electronic Arts
- **Fighting Game of the Year** – Primal Rage – Time Warner/ LG Software
- **Sports Game of the Year** – Slam 'N Jam '95 – Crystal Dynamics
- **Action Game of the Year** – GEX - Crystal Dynamics
- **Strategy/Puzzle Game of the Year** – Space Hulk – Electronic Arts



## A Jolly Trio of Unbelievable Proportions

A band that is near and dear to our hearts is **Unbelievable Jolly Machine**, (formerly gus), featuring **Game Informer** editor **Andy McNamara**. The Machine recently recorded their first album at the Pachyderm Studios in Cannon Falls, MN. You may have heard Pachyderm's recording excellence on such albums as Nirvana: In Utero, Live: Throwing Copper, and Soul Asylum: And the Horse They Rode In On. The power-trio whittled off 14 songs which can't really be compared to anything, but if you need a comparison it's a mix of Primus, Soul Asylum, and Walt Mink, with a hint of Duke Ellington. The band is shooting for a March release for the CD.



Many members of the GI staff enjoyed the opportunity to sit in on the recording sessions and to have the opportunity to throw this blatant plug into the magazine without the editor's knowledge.

## American Laser Games Drops Arcade Division

Citing a downward spiral in the arcade business, **American Laser Games (ALG)** has pulled out of the coin-operated arcade market to focus on home entertainment. Known for their light gun games incorporating live footage, **ALG's** first and probably most popular arcade game is **Mad Dog McCree**.

Currently, ALG is working on a number of games for the PC, **Saturn** and **PlayStation**.



## Goldstar 3DO Price Drop

In the seemingly constant downward track of the **3DO's** price, **LG Electronics U.S.A.** announced the price drop of its **Goldstar 3DO** to \$199. This price tag not only give purchasers the system, but comes packaged with EA's **Shock Wave** and **FIFA International Soccer**. In addition to the games, the package also includes an extra controller.







## Virtual Reality Makes Dangerous Job Safer

After the collapse of the Soviet Union and a lack of demand for nuclear weapons, many of the factories that made materials for these tools of destruction have been decommissioned and shut down. Unfortunately, the high level of residual radiation makes the destruction of these plants very dangerous. This is why some engineers are using the **WorldToolKit** from the **Sense8 Corporation** to determine how the job will be done and what tools will be used by looking at the plants on a virtual level.

Photographs and other pieces of information are gathered and imported into **WorldToolKit** to create a virtual reality model of what the workers and engineers will encounter when they take on the real job. Without fear of radiation, they can practice the procedure through virtual reality, eliminating much of the unknown and unexpected. Just another example of how video games can make the world a better place to live.

*Models courtesy of TRW. Photos courtesy of Sense8 Corp.*



Which is real?...



...and which is not?

## There's a New Joystick in Town

Do you long for an analog joystick which allows you to make gradual changes in direction? **Asciiware** is planning on releasing just such a product known as the **Vortex Analog Controller**. It features a large analog joystick with an ergonomic design for a comfortable grip, a "hat" button on the top of the stick, and several other buttons on the stick and base. Connect this to your **PlayStation** with its seven foot cord and you're ready to take to the skies, space, or wherever else the software will let you go.



## Multi-Player Fun on the PlayStation

We knew that it was coming out, we just didn't know when. The long wait is over for the **Sony PlayStation's MultiTap** accessory. It plugs into a controller slot on your **PlayStation** and four controllers can plug into it. It also has slots for four memory cards, but it is unclear as of yet whether software will support access to four different cards.

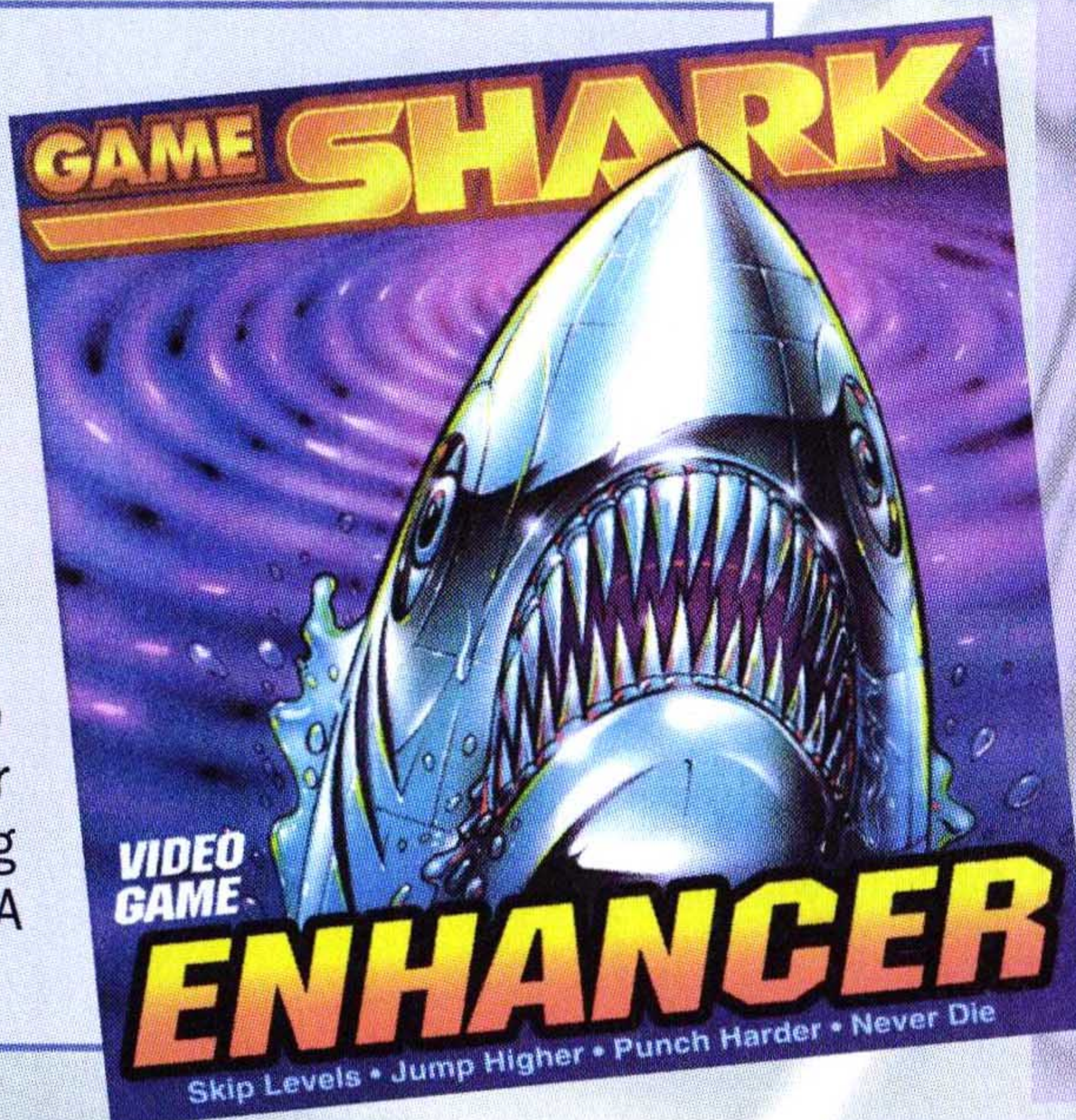
Games that are compatible with the **MultiTap** will have a MultiTap icon printed on the box. Many of your favorite sports games will have four-player capabilities, and some such as **In The Zone** from **Konami** will support up to eight-players at a time. It does represent a sizable monetary investment to buy the tap (or taps) and enough controllers to fill all the spots, but it's the only way to experience 4 to 8-player action.



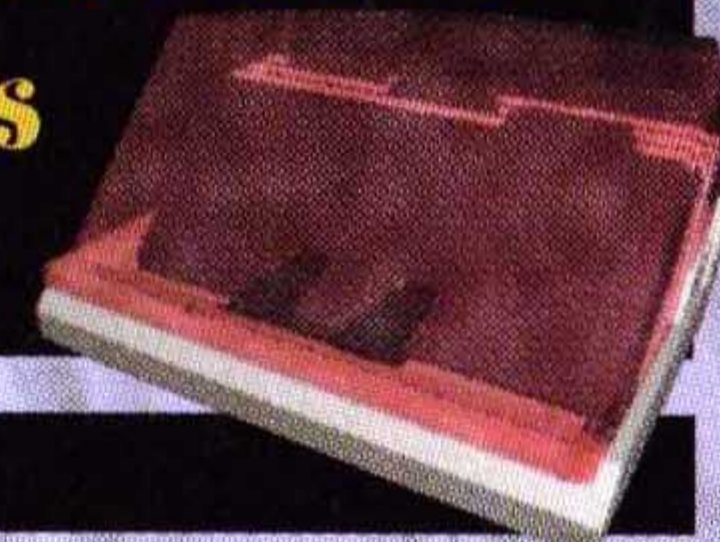
## Sharks Infest Saturn Waters

Even though there isn't a **Game Genie** for the **Sega Saturn**, **InterAct Game Products** has come up with a unit with similar capabilities. The **Game Shark** plugs into the cartridge slot on your **Sega Saturn** and can be programmed with codes that will affect your gameplay. The **Game Shark** comes preprogrammed with codes for a number of Saturn titles, and new codes can be entered and saved into the unit.

**InterAct** will make new **Game Shark** codes available for new releases in a variety of ways. They will have a club newsletter, a World Wide Web page, and a 1-900 number dedicated to **Game Shark** codes. We may also be publishing new codes in the Secret Access portion of **Game Informer**. A **PlayStation** version is to be released soon as well.



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### Answers

Video Game Trivia Answers:

- 1: Adventure - Atari 2600
- 2: 50
- 3: 7 (Master System, Genesis, Sega CD, 32X, Game Gear, Nomad, Saturn)
- 4: Karate Champ
- 5: Aklabeth (Apple II)

Name That Game Answer:  
Flicky



# Video Game Awards

Who's Hot in 1995

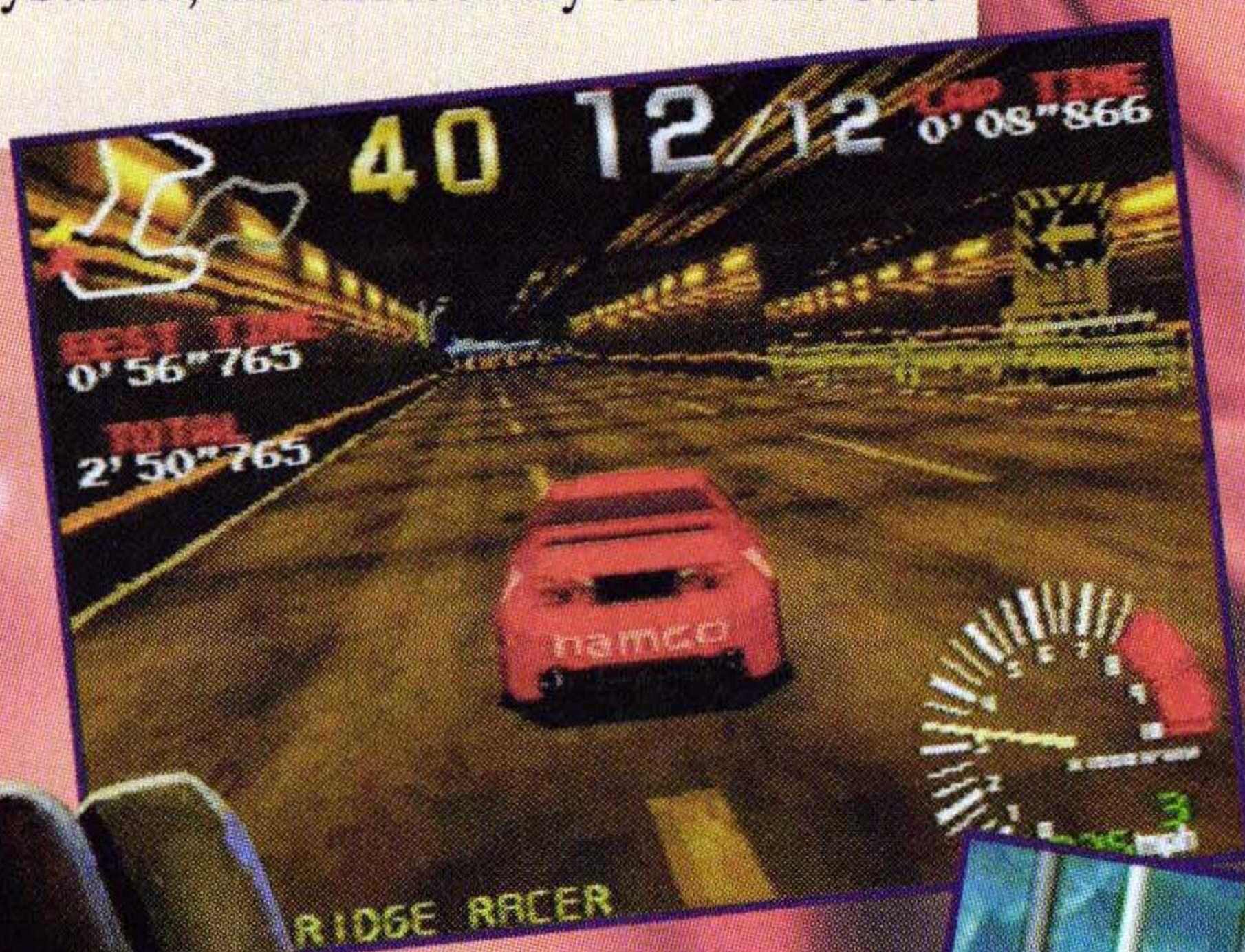
1995 marked the introduction of a handful of revolutionary 32-bit hardware machines. For the most part it seems that the war between the 16-bit platforms finally ended with the arrival of the 32's. But once again, even with their short life, a glimmer of competition arose on this new frontier. When it comes down to the wire, it doesn't matter who has the largest library, or the best advertising ploys. What really matters is who has accomplished the most, and presented the best product possible. Without further delay, the GI Staff proudly presents the awards for those who deserve the gold.

## PlayStation Game of the Year Ridge Racer - Namco

### Honorable Mentions:

- Tekken - Namco
- Mortal Kombat 3 - Williams

It looks like Namco's Ridge Racer pulled a sneak Fatality on two of the hottest fighters around. The competition was tough but the racer came clean. Ridge Racer was the first title for the PlayStation, and undoubtedly one of the best racers ever.

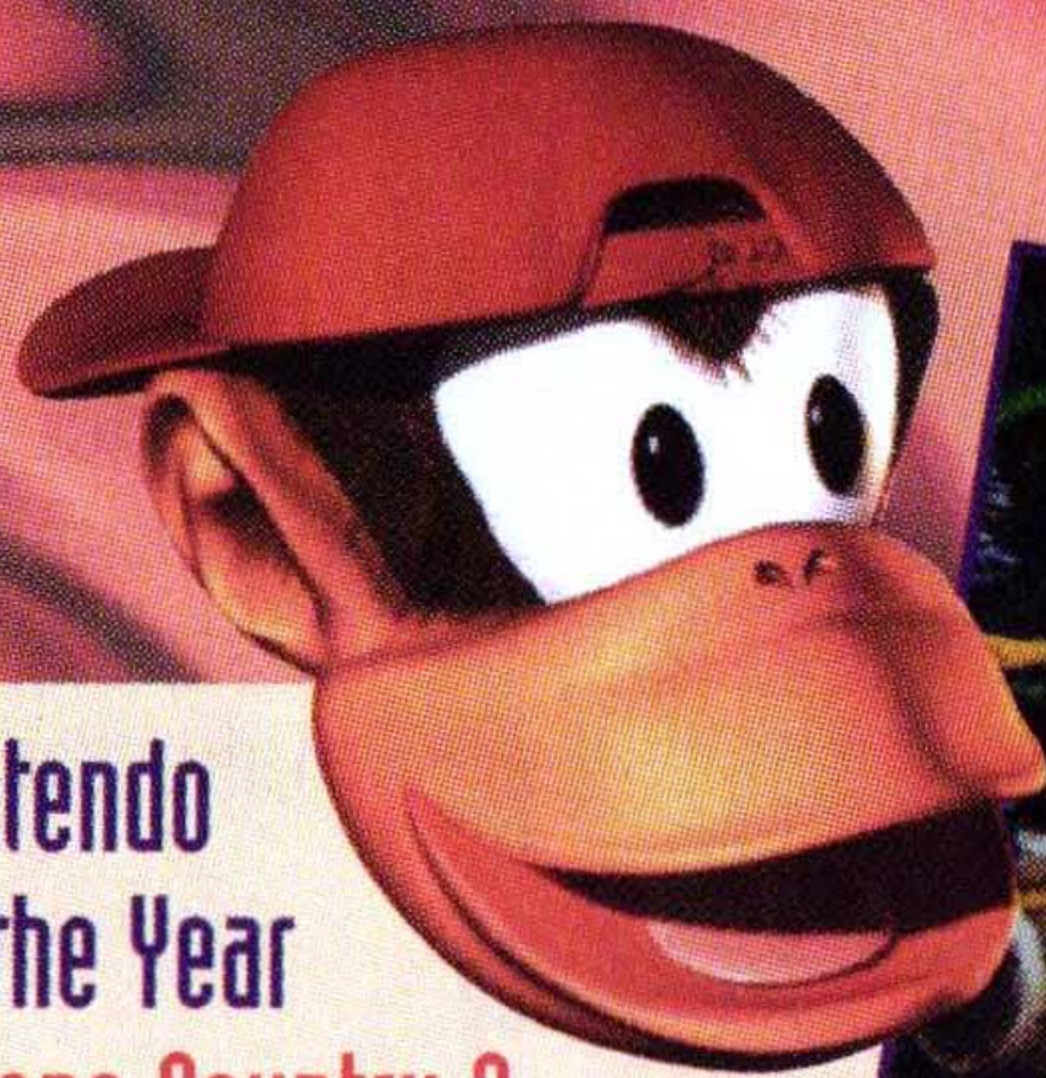


## Super Nintendo Game of the Year Donkey Kong Country 2: Diddy's Kong Quest - Nintendo

### Honorable Mentions:

- Super Mario World 2: Yoshi's Island - Nintendo
- Mortal Kombat 3 - Williams

This year's selection for Super Nintendo Game of the Year was a little harder to decide than last year's DKC sweep. Both Yoshi's Island and MK3 put up a good fight. But, Nintendo's DKC2 took the prize with its outstanding rendered graphics and mind blowing gameplay.



## Jaguar Game of the Year Cannon Fodder - Sensible Software

### Honorable Mentions:

- Alien vs. Predator - Rebellion Software
- Tempest 2000 - Llamasoft

Cannon Fodder took home the award as the only Jaguar Game of the Year. It was a delightful romp in the fields of destruction and gave us a glimpse into the lighter side of death and destruction. Unfortunately, we had to give the Honorable Mentions to last year's games, as nothing else this year surpassed them. Usually games get better year after year, but Atari has proved that every rule can be broken.



## Genesis Game of the Year Vectorman - Sega

### Honorable Mentions:

- NHL '96 - Electronic Arts
- Toy Story - Disney Interactive

Sega's Vectorman was the surprise title of the year for the Genesis. Vectorman not only introduced a groovy new character, but it also gave gamers the chance to win a bundle of cash. Yet another instant classic for the Genesis. By the way Sega, our Vectorman game said that we won the dough. Give us the cash and we'll give you your trophy. Simple business nothing more.





**Saturn Game of the Year**  
**Virtua Fighter 2 - Sega**

**Honorable Mentions:**

- Sega Rally - Sega
- World Series Baseball - Sega

All the games mentioned are great titles, however, one stood out above them all. Sega's intense polygon fighter, Virtua Fighter 2, is not only a great improvement over the original, but it also showed us that the Saturn can do much more than we originally thought.



**Sega CD Game of the Year**  
**Eternal Champions: Challenge From the Dark Side - Sega**

**Honorable Mentions:**

- Lunar: Eternal Blue - Working Designs
- Earthworm Jim: Special Edition - Interplay

EC not only gets the award for Best Sega CD Game of the Year, but Most Blood in a Video Game as well. This is a vampire's dream packed into one sturdy disc. A great game to begin with, but even better with the oozing blood. Nice touch Sega.



**Game Boy Game of the Year**  
**Galaga/Galaxian - Nintendo**

**Honorable Mentions:**

- Donkey Kong Land - Nintendo
- Kirby's DreamLand 2 - Nintendo

No matter what title was chosen this year, it looks like Nintendo would have ended up with the award anyway. Reviving arcade classics like Galaga and Galaxian is not only a great idea, but a worthy feat that Nintendo pulled off well.

**Game Gear Game of the Year**  
**Super Return of the Jedi - TH\*Q**

**Honorable Mentions:**

- Ristar - Sega
- Garfield: Caught in the Act - Sega

Super Return of the Jedi was a great SNES title to begin with, and seeing TH\*Q's almost identical translation on the Game Gear is definitely a sight to behold. Hands down the best Game Gear title of '95.

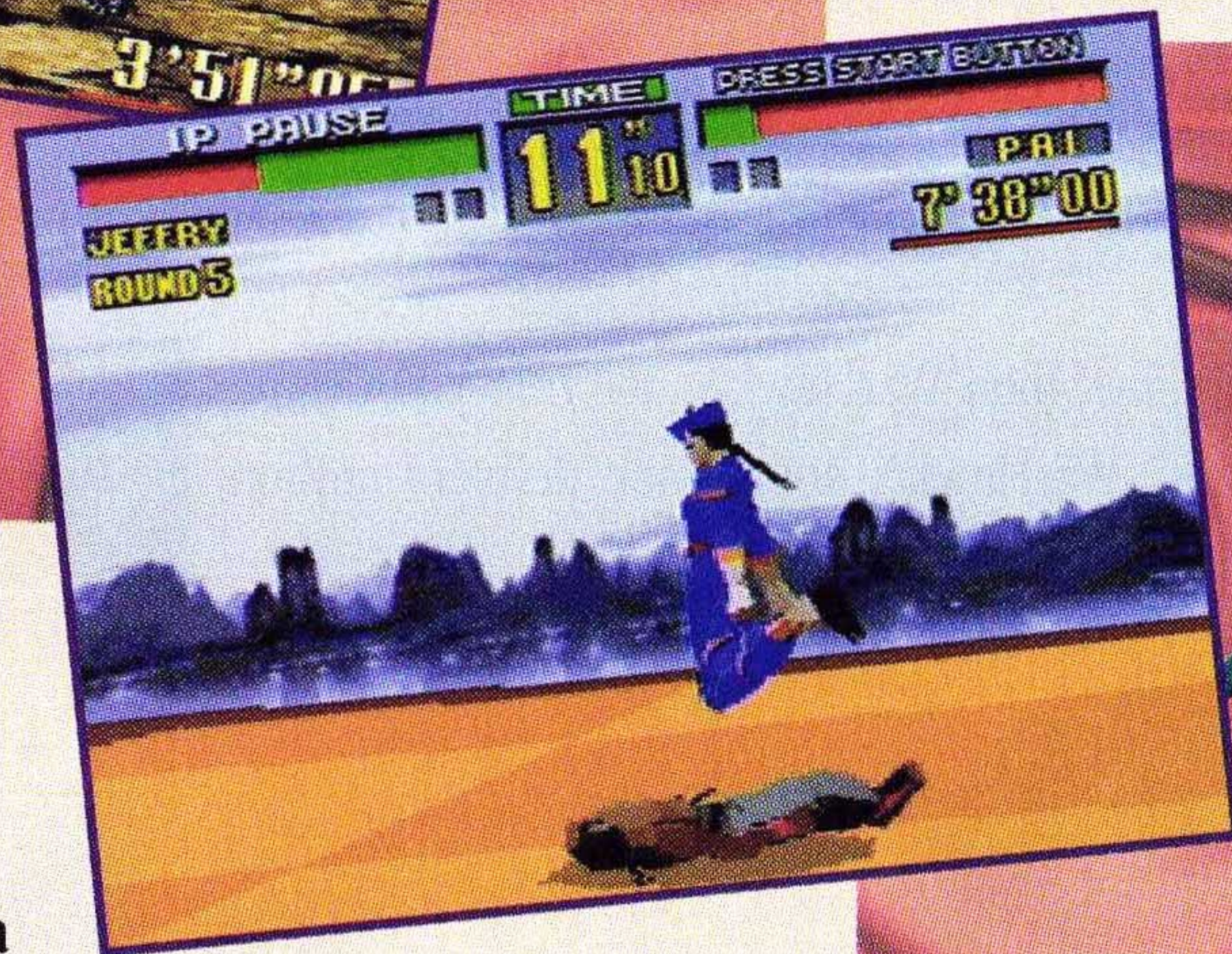


**32X Game of the Year**  
**Virtua Fighter - Sega**

**Honorable Mentions:**

- Shadow Squadron - Sega
- WWF WrestleMania Arcade - Acclaim

This is technically the most impressive 32X title yet. Who would have thought that the little black box atop the Genesis could produce a title of this caliber. New camera angles, replay mode, and a host of other options made this version even better than the Saturn version.

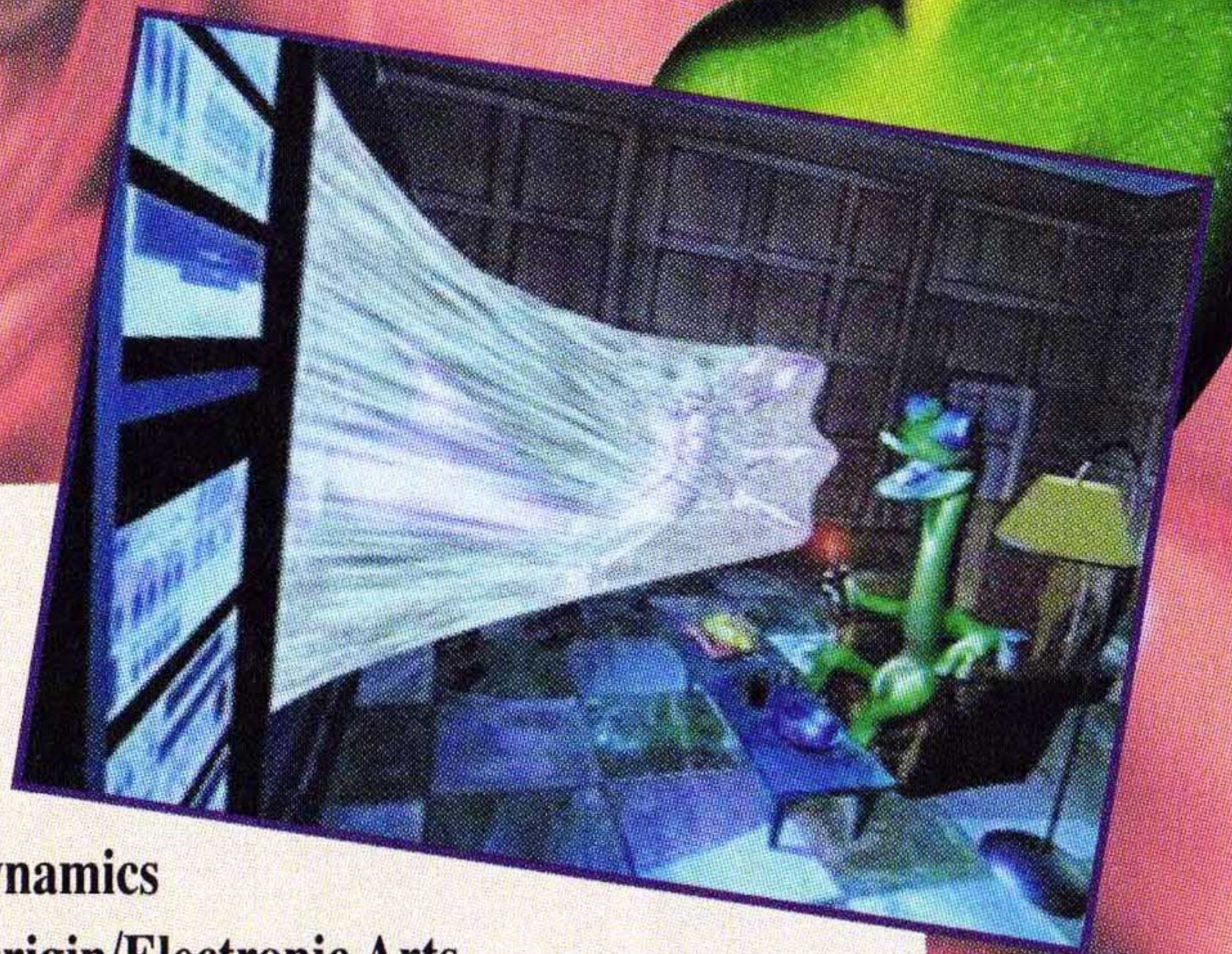


**3DO Game of the Year**  
**Gex - Crystal Dynamics**

**Honorable Mentions:**

- Slam N' Jam - Crystal Dynamics
- Wing Commander III - Origin/Electronic Arts

Up until a few months ago, Gex could have been considered 3DO's mascot. In fact, Gex set such a high standard on the 3DO that it's almost impossible to think of anything that could topple it next year. Gex is the first title to port directly from the 3DO to the other 32-bit systems. We guess this shows that the 3DO can hang with the big boys.





**Best New Character  
in a Video Game**  
**Gex - Crystal Dynamics**

No matter how much you enjoy his stand-up, Dana Gould was the only person who could have made Gex the way he is today - funny with a bit of sarcasm. This award not only goes to Crystal D, but Dana Gould as well, for his great job of creating a lovable character with a bite.



**Best Playability in a Video Game**  
**Super Mario World 2:  
Yoshi's Island - Nintendo - Super NES**

**Honorable Mentions:**

- Donkey Kong Country 2: Diddy's Kong Quest - Nintendo - Super NES
- Ridge Racer - Namco - PlayStation

Five years after the original Super Mario World, Nintendo releases the long awaited sequel, Yoshi's Island. Playability-wise this cart takes the award hands down. Improved Yoshi control and fabulous crying baby power give this game the oomph it needs to take the prize.

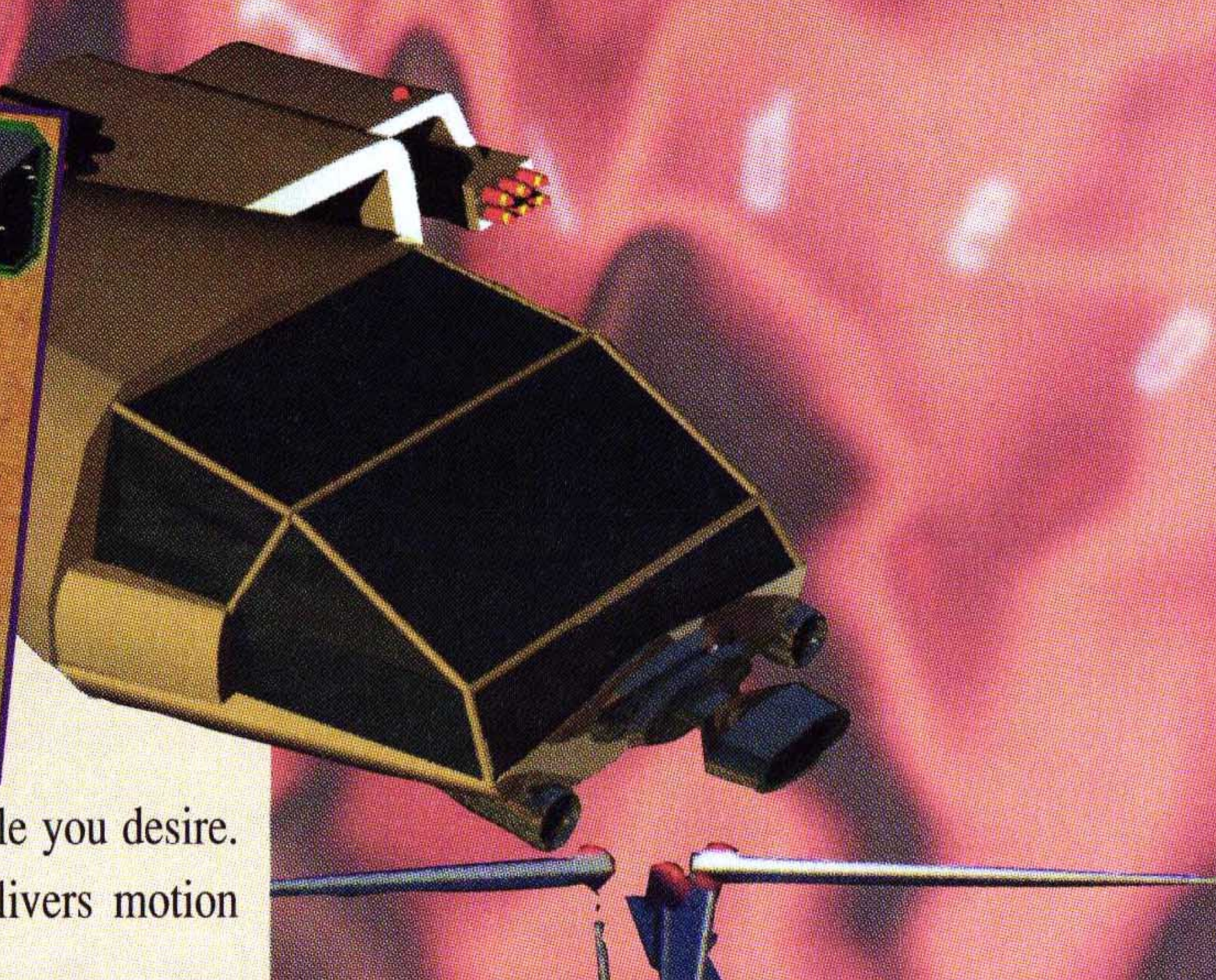


**Best Sound in a Video Game**  
**WarHawk - SingleTrac - PlayStation**

**Honorable Mentions:**

- Ridge Racer - Namco - PlayStation
- Doom - Williams - PlayStation

If you're looking for a soundtrack that pulls you right into the game, then WarHawk is the title you desire. Remember the feeling you received while watching Star Wars? WarHawk's soundtrack delivers motion picture quality to a video game.



**Best Translation From the Big Screen**  
**Toy Story - Disney Interactive - Super NES/Genesis**

It's the closest thing to having a full length motion picture on your 16-bit consoles.

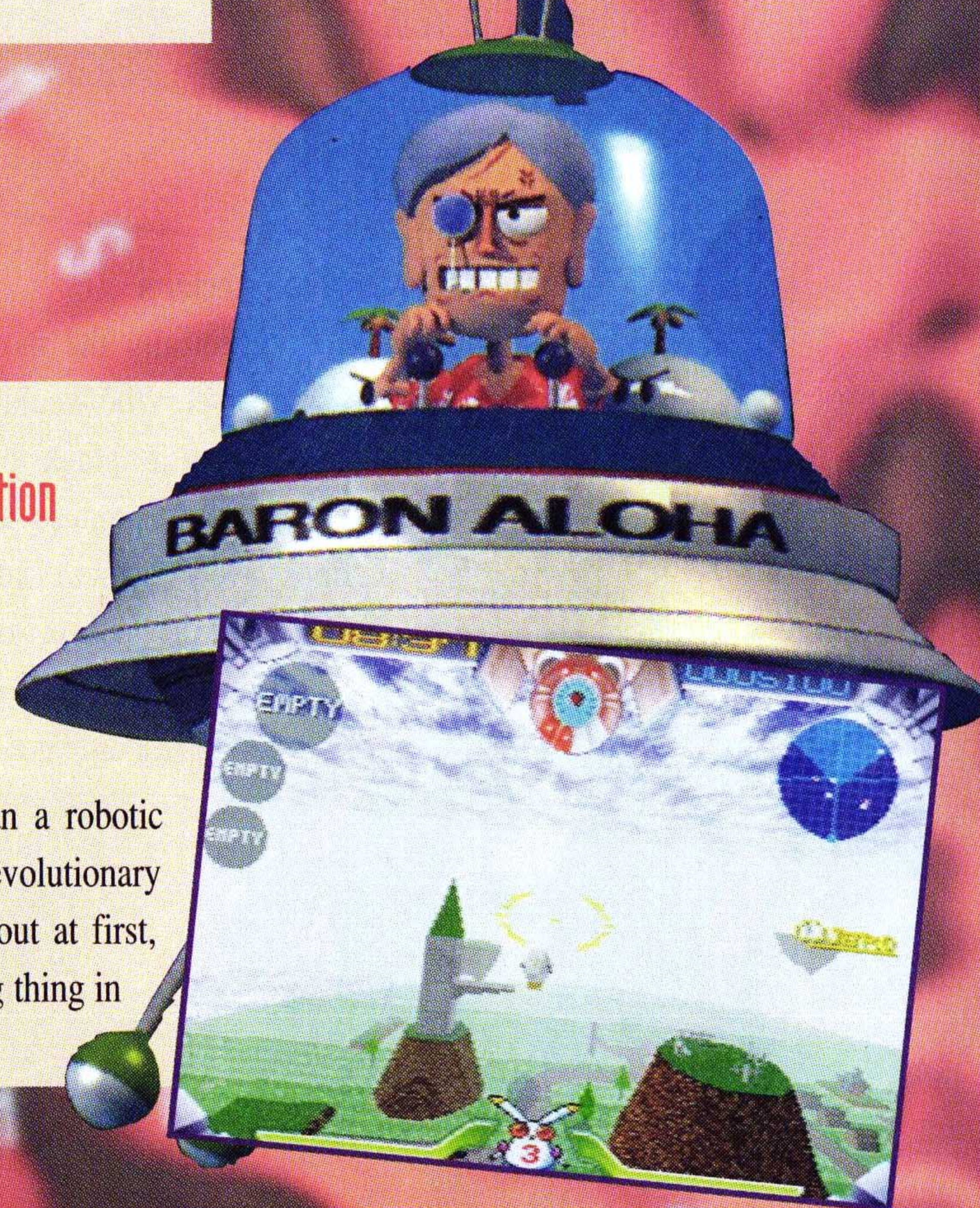


**Best Concept in a Video Game**  
**Jumping Flash - Sony - PlayStation**

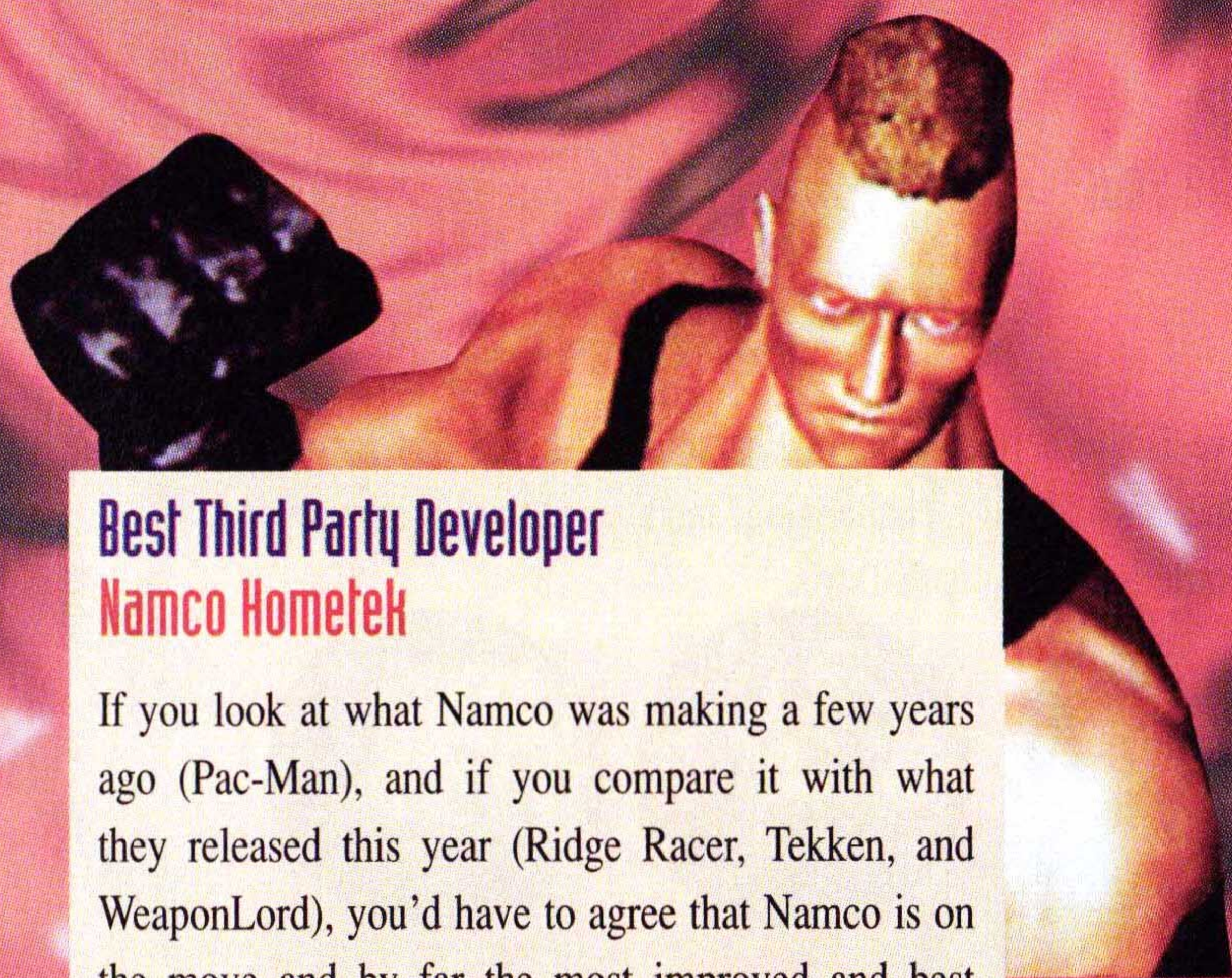
**Honorable Mentions:**

- Bug! - Sega - Saturn
- Destruction Derby - Psygnosis - PlayStation

What could be more innovative than a robotic rabbit jumping for carrots within a revolutionary 3D environment? It may freak you out at first, but after awhile it's the most soothing thing in the world.





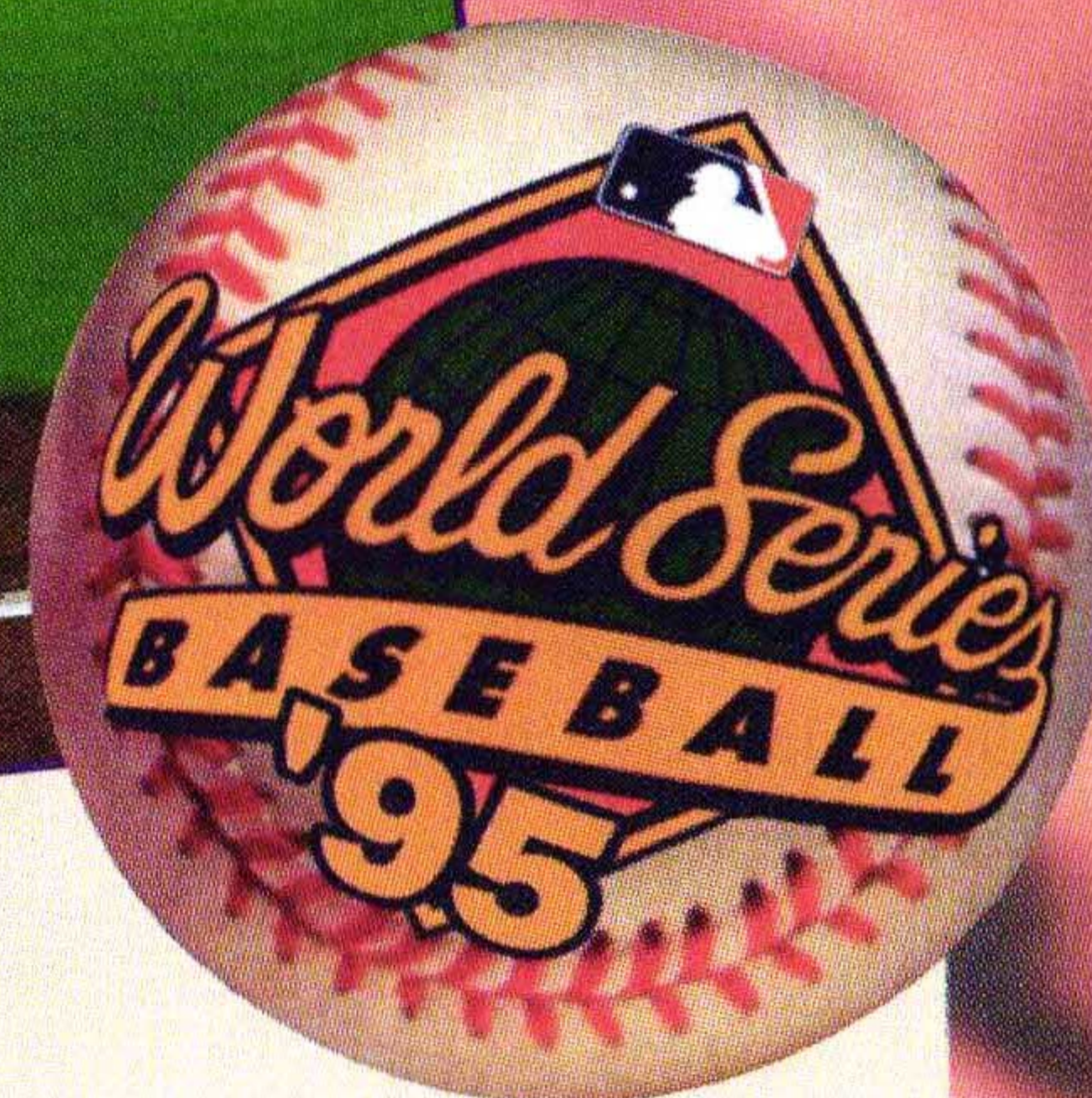
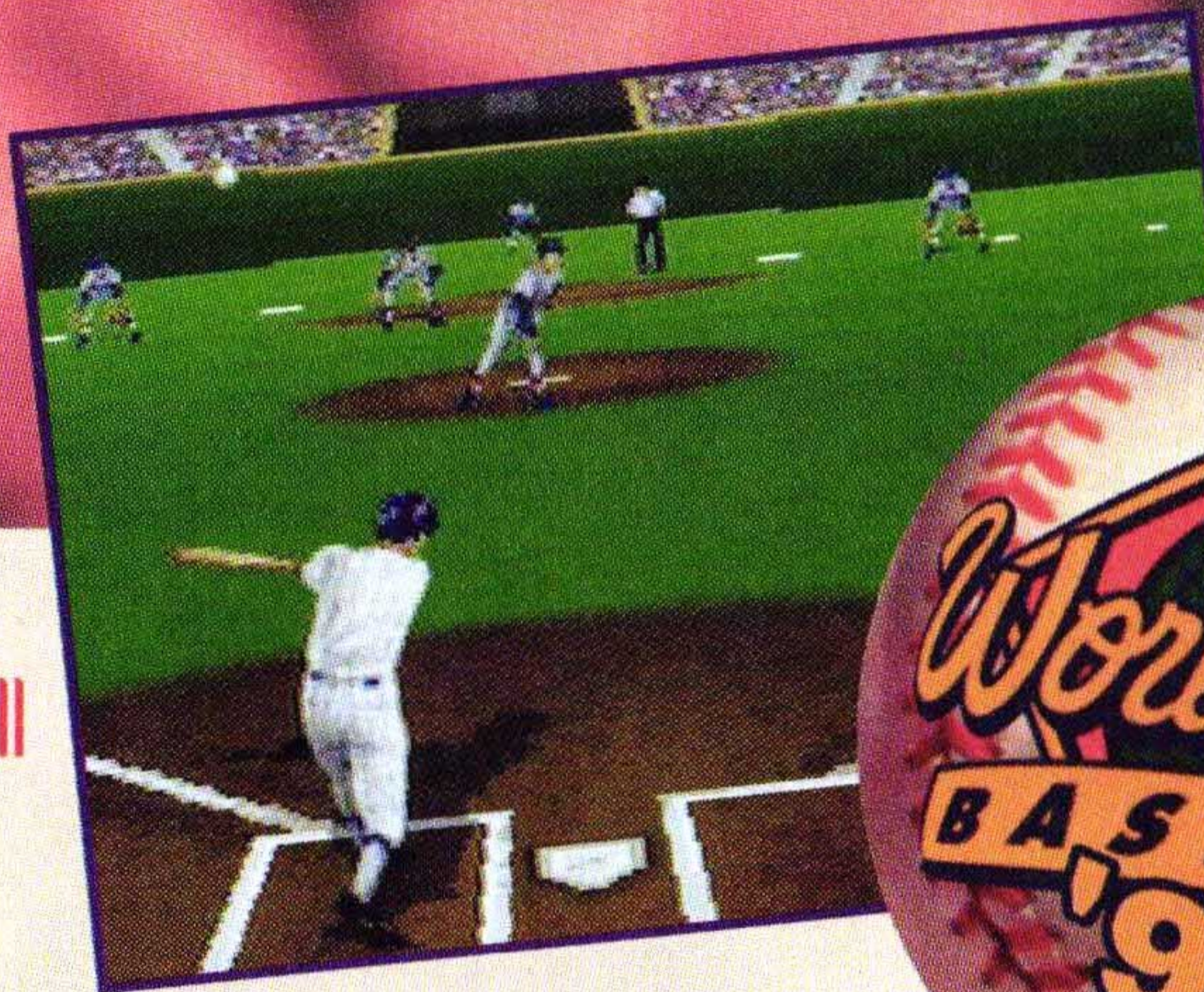


### Best Third Party Developer Namco Hometek

If you look at what Namco was making a few years ago (Pac-Man), and if you compare it with what they released this year (Ridge Racer, Tekken, and WeaponLord), you'd have to agree that Namco is on the move and by far the most improved and best developer of '95.



### Best Sports Game World Series Baseball - Sega - Saturn



Honorable Mentions:

- NFL Game Day - Sony - PlayStation
- NHL '96 - Electronic Arts - Genesis/Super NES

This was a tough category in which to decide the ultimate winner, and luckily we managed to pick one as the champion. Sega's World Series Baseball justly deserves this award. Its awesome graphics and fantastic real-time commentary not only brought a new feel to baseball, but made it one of the few baseball games that you can actually play without falling asleep.

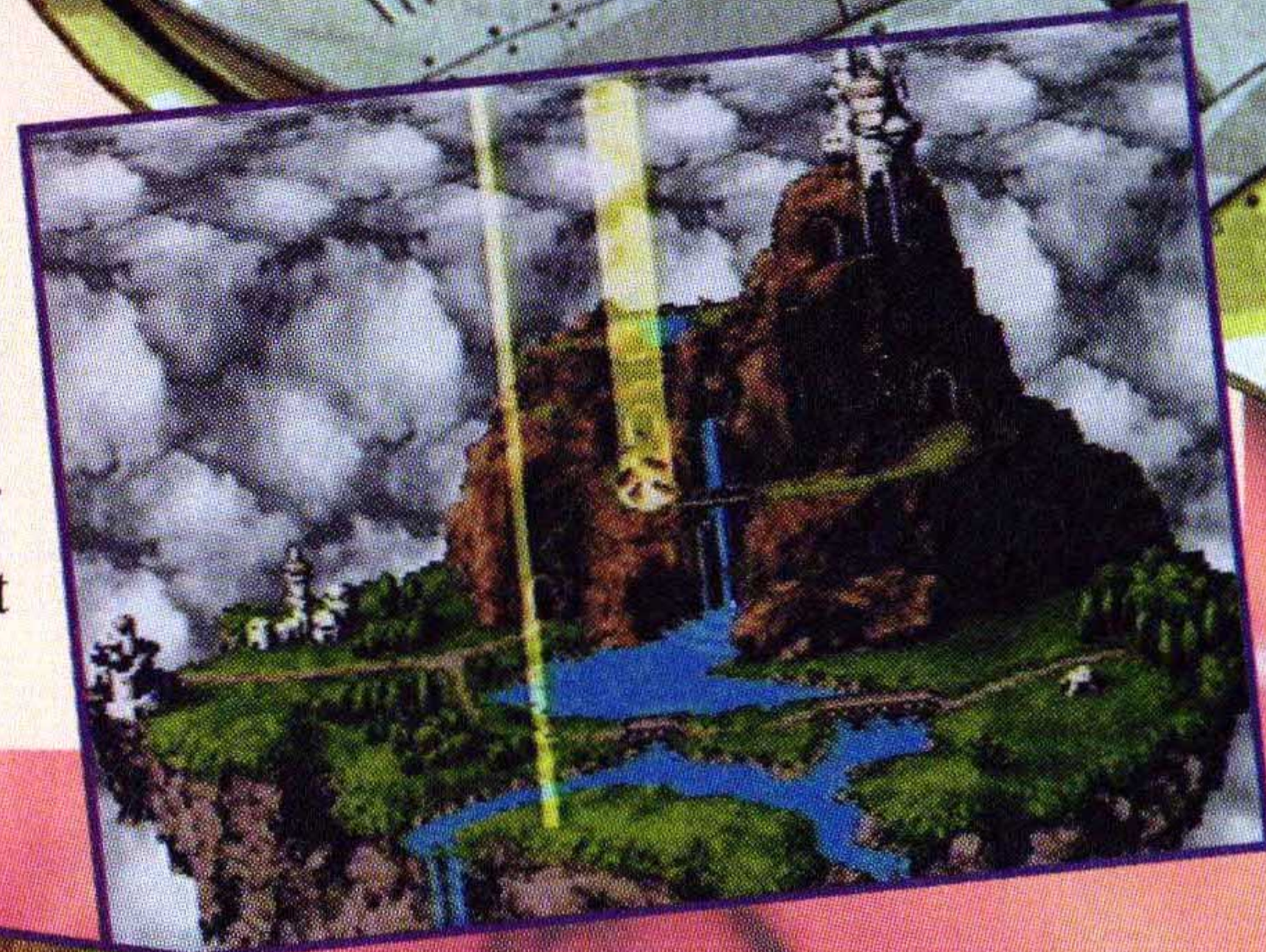
### Best Role Playing Game Chrono Trigger - Square Soft - Super NES



Honorable Mentions:

- Secret of Evermore - Square Soft - Super NES
- Lunar Eternal Blue - Working Designs - Sega CD

Square Soft doesn't release a bundle of titles each year. However, the ones that they do are always impressive. This year Chrono Trigger edges out Secret of Evermore for RPG of the Year. Could Square Soft create a better RPG?



### Best Shooter Game Panzer Dragoon - Sega - Saturn



The perfect game for anyone with any itchy trigger finger. Panzer Dragoon mixes sci-fi elements with intense shooting action. Definitely one of the best Saturn titles of the year.

### Best Graphics in a Video Game Donkey Kong Country 2: Diddy's Kong Quest - Nintendo - Super NES

Honorable Mentions:

- Destruction Derby - Psygnosis - PlayStation
- Virtua Fighter 2 - Sega - Saturn

Just look at it! Need we say more?



### Best Strategy Game Theme Park - Bullfrog - Various Platforms



What could be more entertaining than creating the perfect amusement park? The only thing we could think of is destroying the perfect park and tormenting thousands of helpless little children. Fortunately, you can do both of these things in Bullfrog's Theme Park simulator.



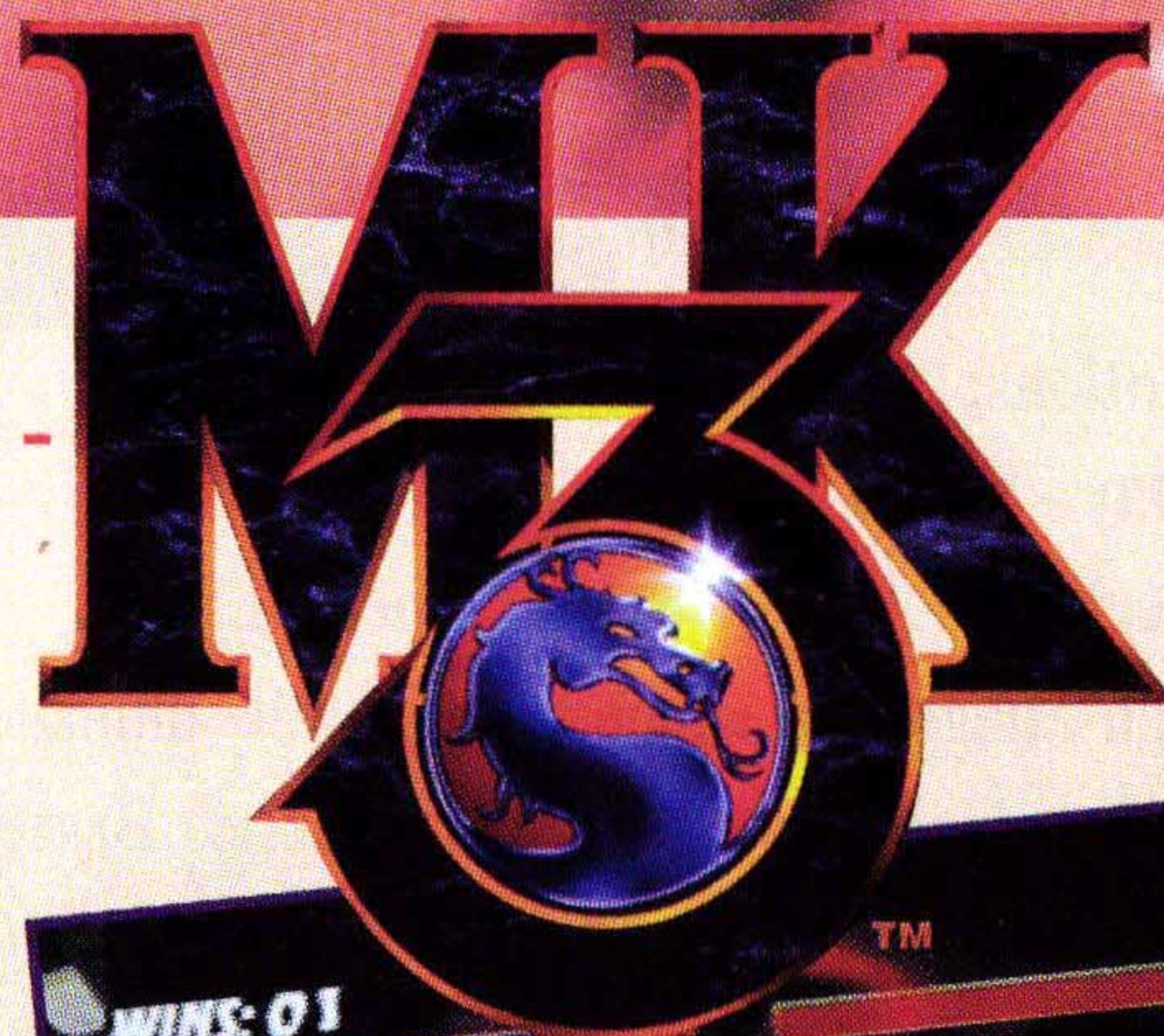


**Best Fighting Game**  
**Mortal Kombat 3 - Williams/Sony - Various Platforms**

**Honorable Mentions:**

- Tekken - Namco - PlayStation
- Virtua Fighter 2 - Sega - Saturn

There hasn't been a more talked about title than MK3. With new options and enhanced graphics it's hard to dethrone last year's undisputed champion. Both Honorable Mentions made a valiant effort, but in the end MK3 reigns supreme.



**Best Puzzle Game of the Year**  
**Bust-A-Move - Taito - Super NES/3DO**

Bust-A-Move is the perfect tool for distracting a loved one for a long period of time. It's addictive, challenging, and above all, fun for everyone. Finally a puzzle game that isn't Tetris.



**Best First-Person Perspective Game**  
**Doom - Williams - PlayStation**

**Honorable Mentions:**

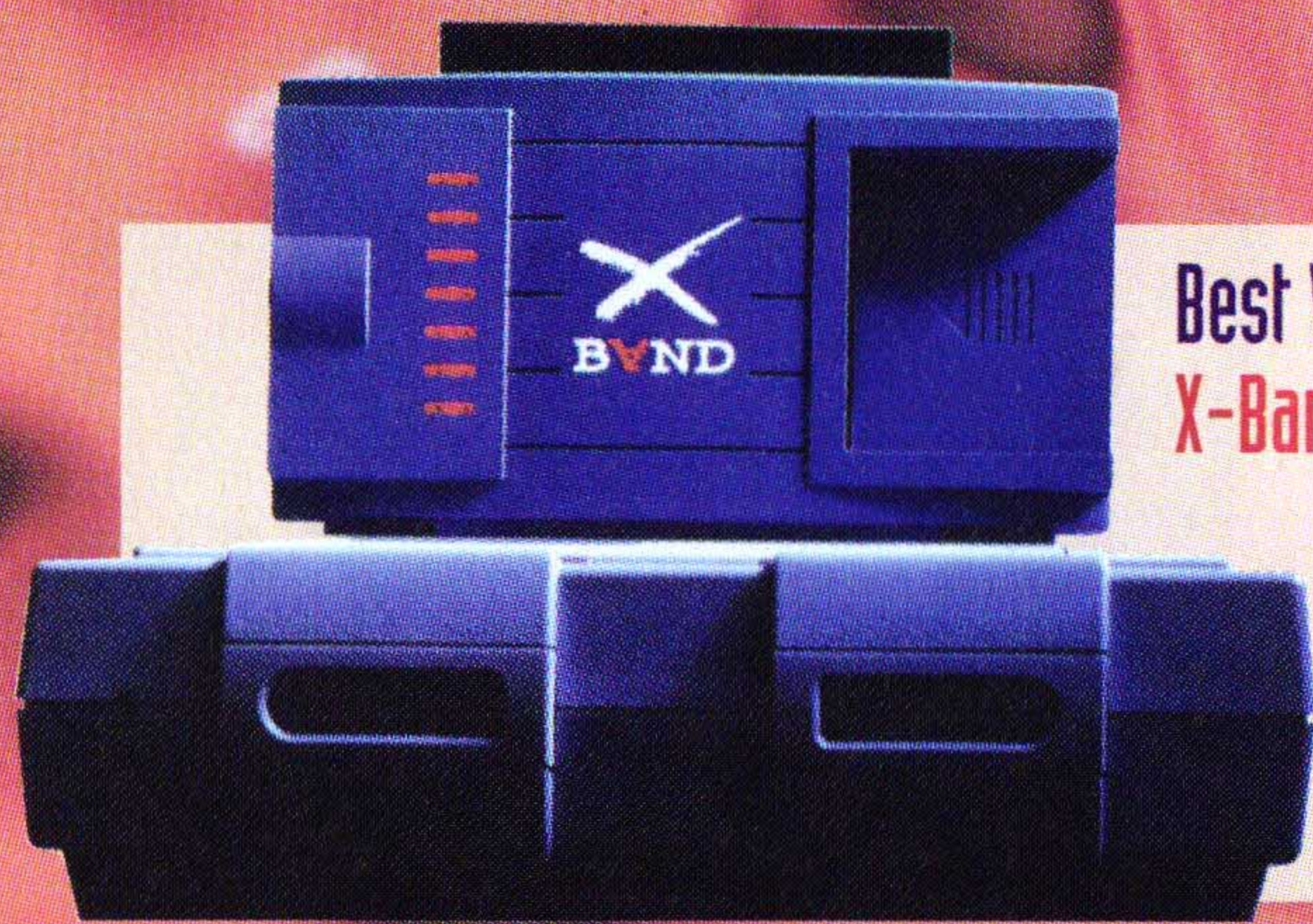
- Jumping Flash - Sony - PlayStation
- Killing Time - Studio 3DO - 3DO

Even though it's been a few years since the initial launch of Doom, the Sony PlayStation rendition done by Williams Entertainment is the best non-PC version we've seen yet. Over 50 levels from Doom 1 and 2, and the 2 player link mode give you a lot of Doom for your buck.



**Best Video Game Accessory**  
**X-Band - Catapult - Genesis/SNES**

Who says that an accessory can't win two years in a row? Long distance gaming has never been better thanks to Catapult and their wonderful X-Band.



**Worst Game of the Year**  
**Rise of the Robots - Various Publishers**

One of the most over-hyped games of the year, this "fighting" game featured only 2 special moves per character, and you always had to be the same character in the 1-player game. Incredibly boring, incredibly dull, and incredibly lame.



**Best Comic to Video Game Translation**  
**X-Men: Mutant Apocalypse - Capcom - Super NES**

The X-Men comics are huge, and seeing a title that brings the same excitement from the comics to a vid is a definite winner. This title took action/platform games one step further by flawlessly incorporating special moves into the gameplay.





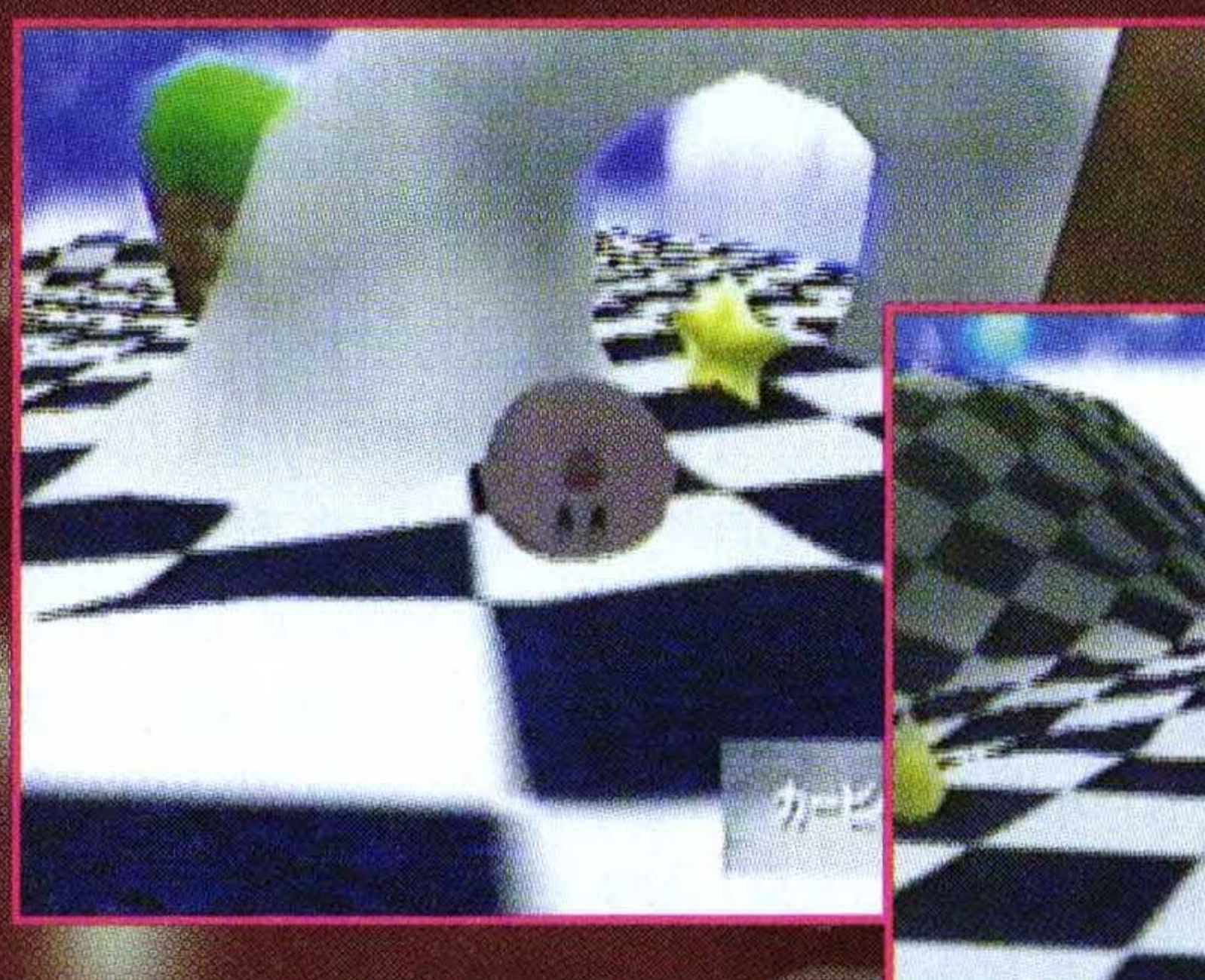
# Ultra 64

Last month we gave you a report on the Ultra 64 and all of its components. While it'll be hard to follow up last month's article, this time around we want to delve a little deeper into the Ultra's upcoming software. From insider's reports to first hand experience, we'll try to fill you in on all we know and all we've heard. However, it is important to note that on all the information we received from Nintendo, it stated that all specs and features were subject to change. So if you're reading this to help you decide which system you want to buy you may want to keep in mind that all this wonderful information about the Ultra could change before the consumer version is available this April.

## Super Mario 64

**Developer: Nintendo**

Super Mario 64 is one of the few games that we had a chance to get our hands on. This game features huge 3D environments and lots hidden items (duh! it's a Mario game). Using the analog joystick on the Ultra enables Mario to go just about anywhere in this Mario adventure. He can climb trees, hang from ledges, swim, and even use objects he finds in each world. From hitching onto a flying owl to swinging Bowser around by his tail, Mario can do just about anything.



## Kirby Ball 64

**Developer: Nintendo**

Although Kirby isn't too impressive graphically, it does offer some wacky fun. In the one-player mode, the game features a downhill time-trial race where Kirby can either ride a snowboard or just roll down like a bowling ball. Interesting, but not quite as innovative as the battle bowl - where you and up to 3 other computer or human players go head-to-head-to-head-to-head. Using the analog joystick, you must use your ball to knock the opponents out of the ring. Besides zany power-ups that make you bigger you can also jump to avoid an oncoming attacker.



## Blast Dozer

**Developer: Rare**

What happens when you take the biggest heavy machinery you can imagine and then unleash it on a 3D environment? You get one of Rare's Ultra projects, Blast Dozer. Unfortunately, when don't know much about this game, but jumps and explosions are frequent!

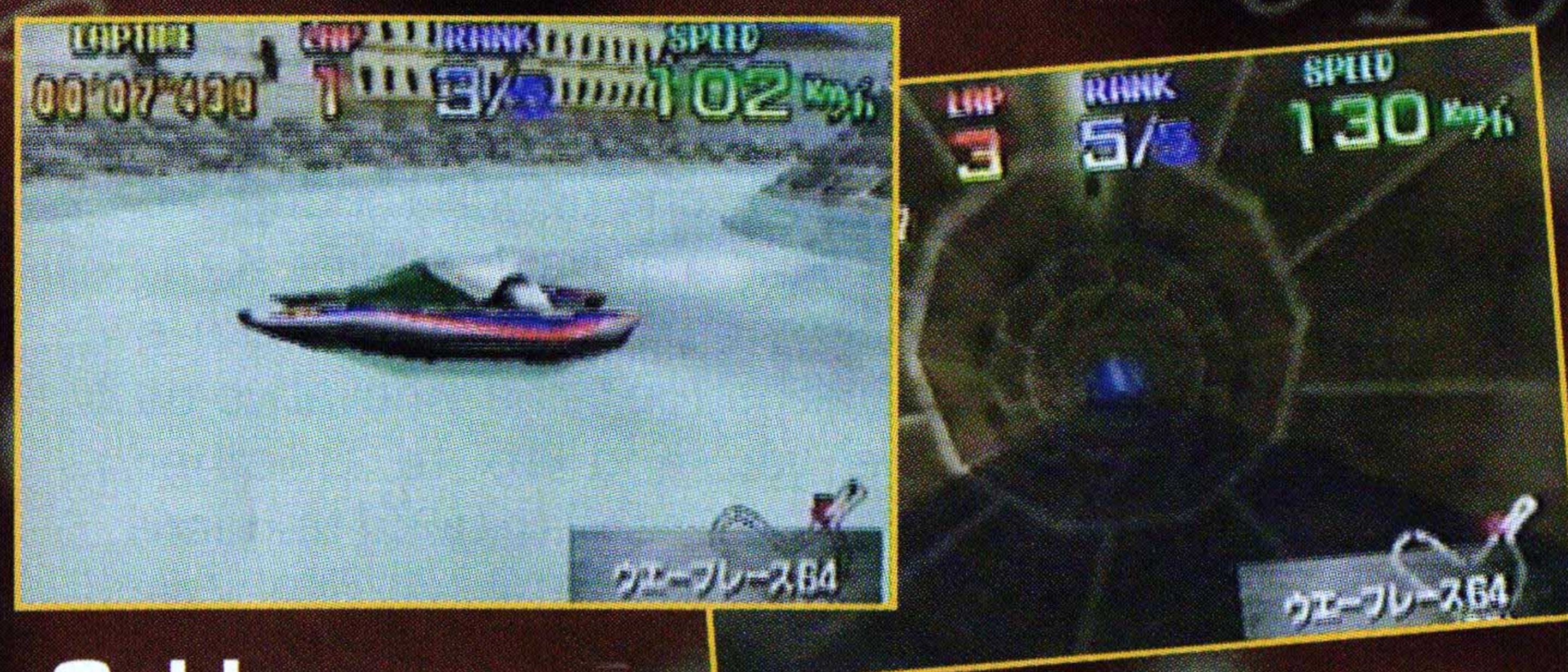




## Wave Race 64

**Developer: Nintendo**

This edge of your seat racer features something truly unique. Besides having all the standard features you have come expect from any racing game, Wave Race takes racing one step further by using real-world physics on the water. In other words, the wake from other boats will not only knock you off course, but also send you flying through the air. This game looks like it could be one of the best racing games yet, and it's rumored to multi-player!



## Goldeneye

**Developer: Nintendo and Rare**

Based on recent Bond movie of the same name, Goldeneye is still shrouded in mystery. From the video footage we've seen, it looks somewhat like Virtua Cop. However, when we confronted a producer at Nintendo he said the game was a first-person shooter like Doom. If that's the case, let's hope they incorporate a couple of different play modes like driving or flying. What's a Bond game without crazy gadgets?



## Buggy Boogie

**Developer: Angel Studios**

From what we've seen of this game it may have the best looking texture maps out of any of the upcoming Ultra titles, however, the frame rate on this game looks rather bad. Although still very early, Buggy Boogie will feature a customizable buggy that will battle it out with other buggies.

## Body Harvest

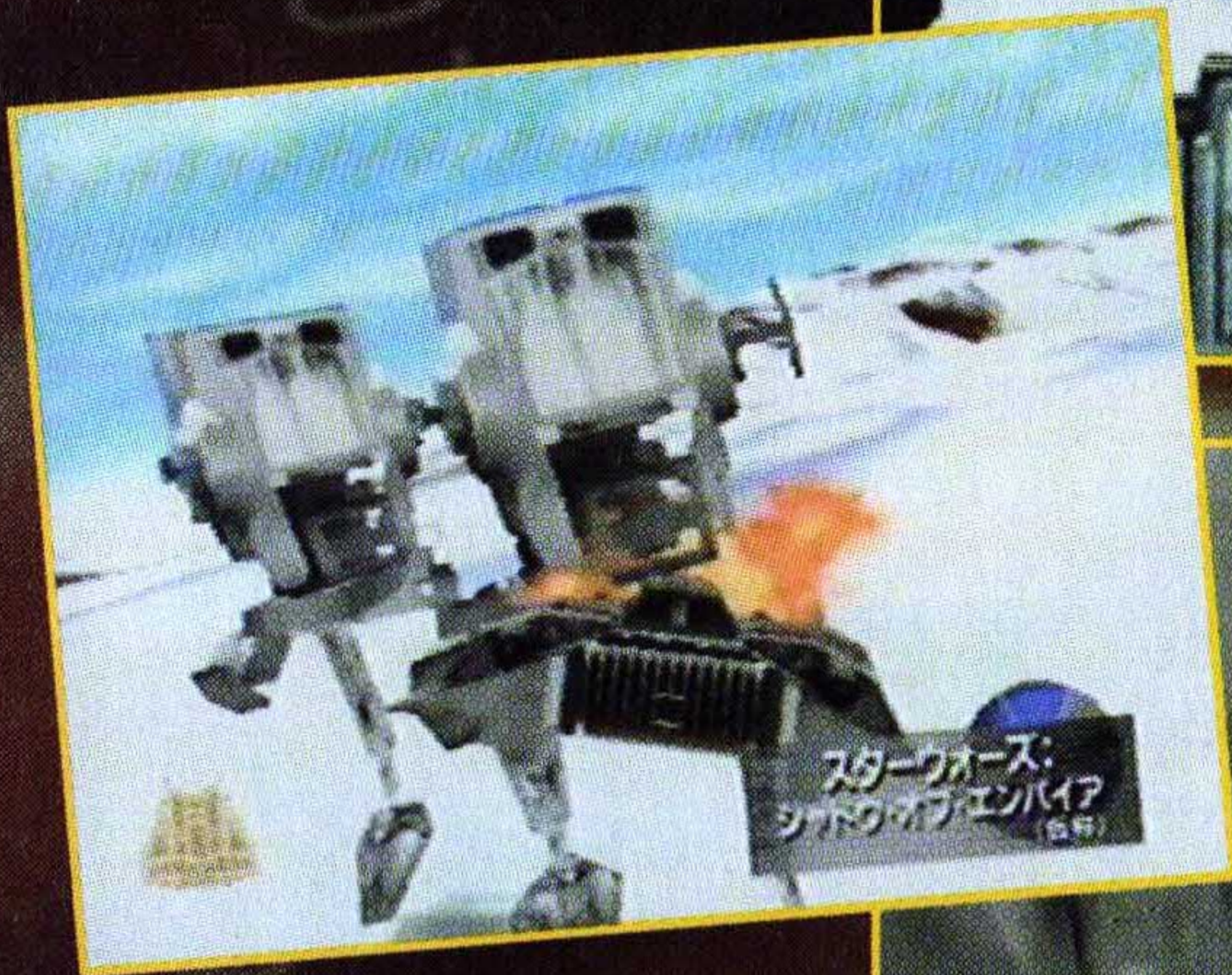
**Developer: DMA**

We have no idea what the storyline is on this one, but one thing is for sure it's got lots of carnage. From what we've seen on video tape, you're one man against an army of aliens. Luckily, as you run around the enemy's compound you can hop into any vehicle you find to continue the onslaught. Use all the vehicles on land, sea, and air to take out the alien infestation.





## Star Wars: Shadows of the Empire



### Developer: LucasArts

Rumored to be produced by Lucas himself, Shadows of the Empire will surely be a hit with Star Wars fans everywhere. Based on a brand new story line, Shadows is said to feature all the play modes that you could find on the Star Wars computer versions, except fully controllable in a 3D environment! We can't wait, it'll be just like shooting womp rats back home.

## Mario Kart 64



### Developer: Nintendo

Mario Kart 64, like all the other Ultra 64 titles, runs at 340x240 resolution. Resolution refers to the number of pixels that the computer uses to create the images that you see on-screen. The unique thing about the

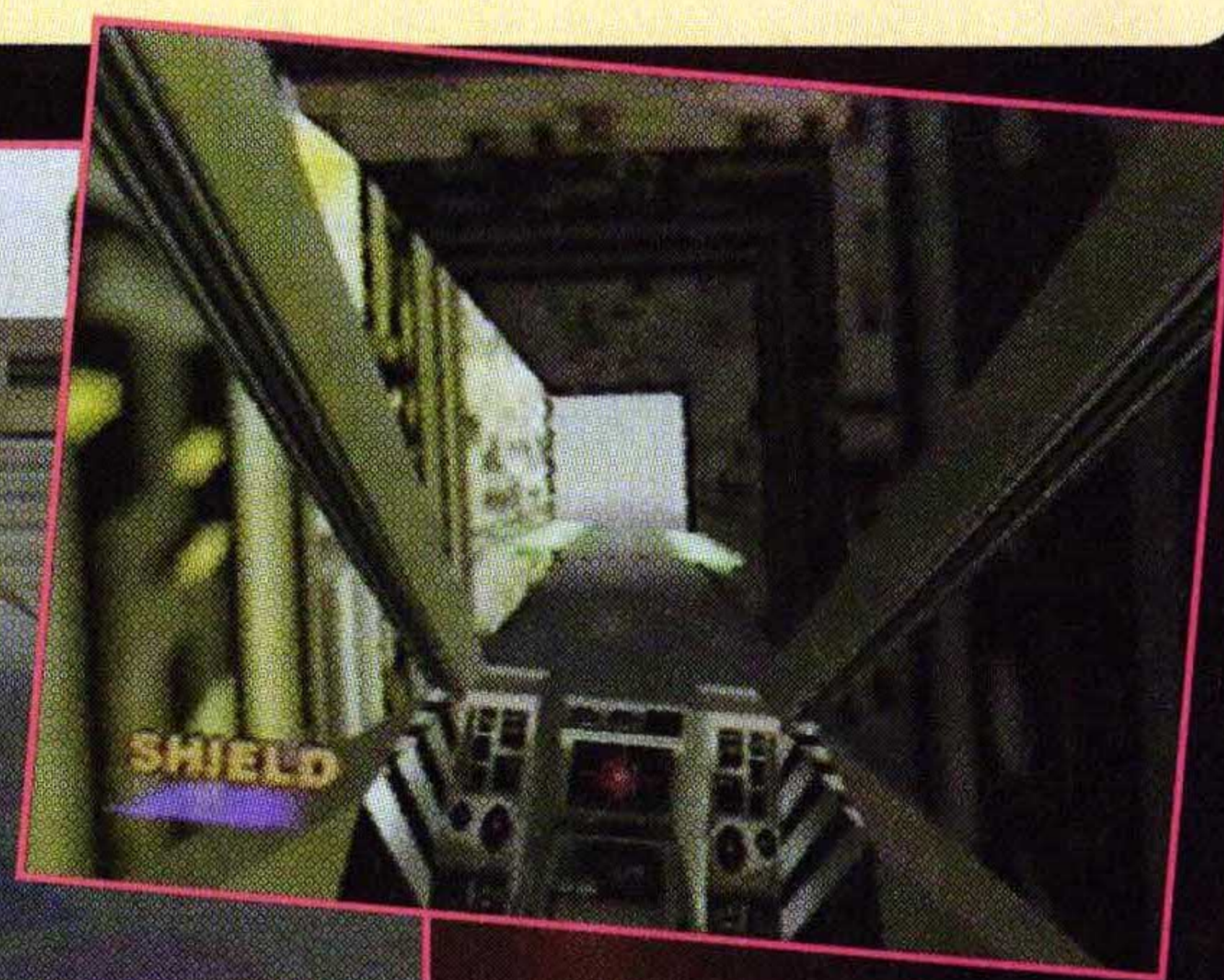


resolution in Mario Kart 64 is that in 4-Player mode the Ultra ups its resolution to 640x480, so that the 4-square style screen is as clean and crisp as can be. Of course it's easy to see that the graphics on Mario Kart 64 are greatly increased over the SNES version, but something you may not notice offhand is the addition of hills, tunnels, and lots of different backgrounds. We got a chance to speak to a producer at Nintendo and he said that this game is not only more fun than the original, but also features tons of tracks. They hinted at a number somewhere around 80!

## Star Fox 64

### Developer: Nintendo

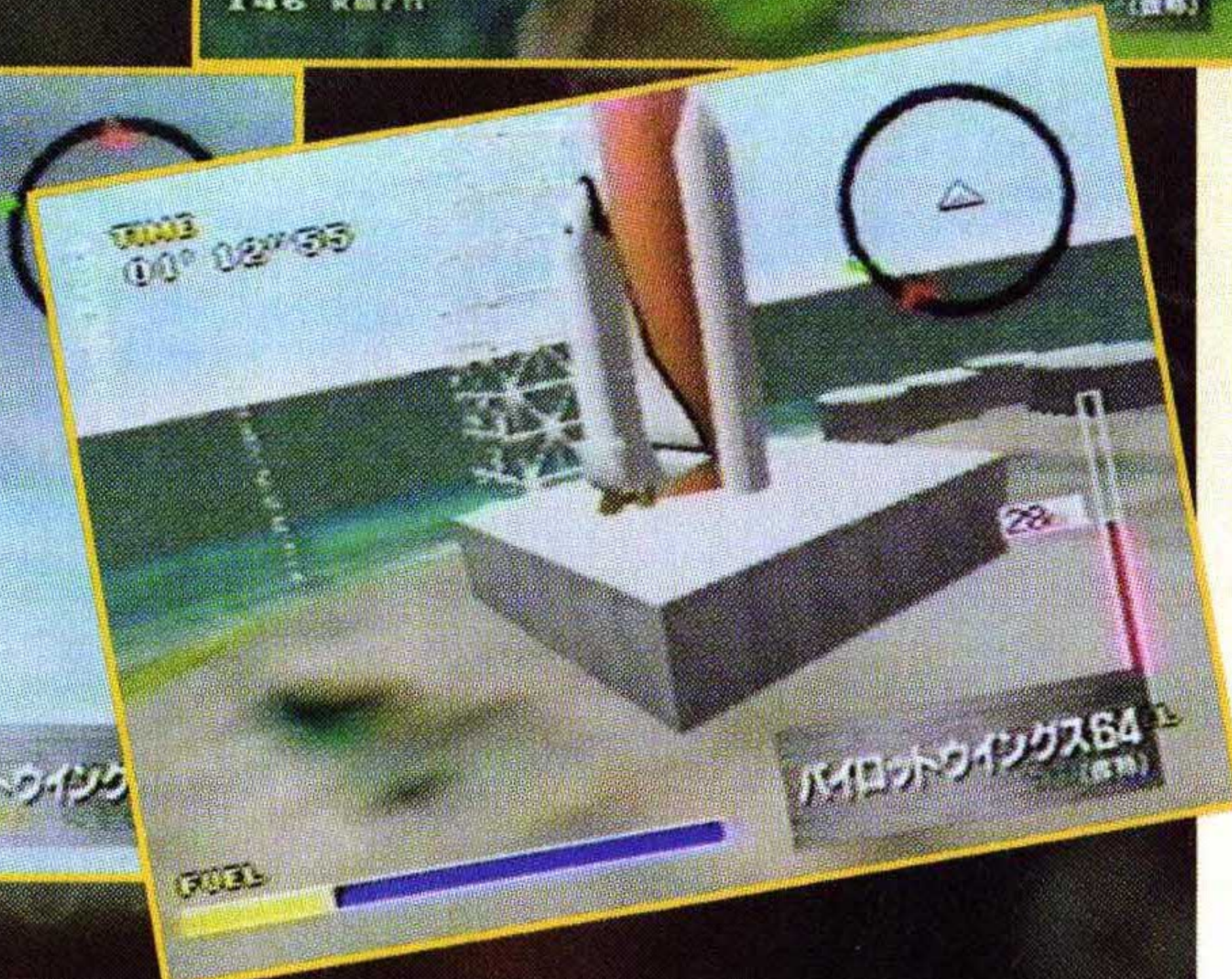
Since Nintendo has been tight-lipped about this one, we can't tell you much, however we will take any chance to run more pictures of this amazing looking game. Based on the original storyline, Star Fox 64 will take space jockeys to the edge of the universe and back because this time you can fly freely in this Star Fox adventure.



## Pilot Wings 64

### Developer: Paradigm Simulation

Created using physics-based motion models, Pilotwings features just about everything from the first installment. Although, the plane is no longer a part of your training, the Gyro-copter, Rocket Pack, and Hang Glider are back (however, Paradigm did admit that there will be lots of secrets including other forms of transportation). Breathtakingly beautiful graphics and analog joystick controls will make this tricky game an instant hit at the release of the Ultra.





# SUPER MARIO RPG

THIS PLUMBER CAN DO IT ALL

A few months from now Nintendo will release Super Mario RPG upon the Japanese gaming market. With the addition of Square Soft on the design team, this exciting new tale is destined for greatness. The story has always been there, and as Nintendo has shown us with oodles of fascinating games, Mario has what it takes to fulfill a gamer's RPG standard.

Like Square's hot series Final Fantasy, Mario utilizes the same format of drawn out strategic battles. Also, to keep the classy Mario action in full throttle Nintendo combined a fair amount of the action/platform element with the standard RPG default. Thus, Mario will be up to his nose in koopa stompin', coin chasin' mayhem. We all know Mario has some magical powers. We've seen him instantly grow, fly, swim without breathing, and turn into cute fuzzy animals, but now we'll see the true magician within. With the help of a few toxins and herbs, Mario can now do what every wizard does best - cast spells.

Casting wicked spells is only half the fun. Mario can team up with three other allies to launch a full fledged attack on the baddies. Some of the characters have the ability to combine and perform more devastating attacks. Also, some of the characters have the ability to call in other allies to help. For instance, Mario can use a spell that allows Yoshi to join in for an attack or two.

If you're wondering what the plot is, don't hold your breath because it's nothing new. Once again the sweet cutie known as Princess Toadstool has been kidnapped by the bad, bad Bowser. It's the same storyline that most of the 16 and 8 bit Mario action games possess, just drawn out into an RPG context.

With a great "dream team" working on this project and fully rendered 3D graphics, everyone who thought this game was going to be a little corny doesn't have to worry. Yes, it may take a while to adjust your brain to deal with Mario instead of a medieval madman, but it will be well worth it. This is definitely the most impressive looking RPG to grace the 16-bit consoles, and from what we can tell it will probably be one of the best 16-bit RPG's of '96. Look for more coverage and a US release date in a future issue of Game Informer.



Oh my! The Princess is missing!!!



Mario's back to his old log jumping tricks.



Yoshi uses the thick of his tongue to take out this baddy.



Bowser lines up his troops.



Combo attack express!



All the graphics in Super Mario RPG are fully rendered and impressive to say the least.



The combat format featured in Super Mario RPG is very similar to the Final Fantasy series.

- **Size:** 32 Megabit
- **Style:** 1-Player Action/Strategy RPG
- **Special Features:** Fully Rendered Characters and Backgrounds, Strategic Combat, Final Fantasy-esque Function Windows, Combination Attacks, Tons of Items and Spells, and a Guest Appearance by the Tribe of Yoshi
- **Created by:** Square Soft for Nintendo
- **Available:** March 9th for Super Famicom, Summer '96 for Super Nintendo





What's Your Virtual Handicap?



- **Size:** 8 Megabit
- **Style:** 1-Player Golf
- **Special Features:** 1 Course With 18 Holes, Create Up to Seven of Your Own Players, Storage of Both Course and Individual Records, 47 Challenging Foes in Tournament and Stroke Play, 3D Directional Radar and Wind
- **Created by:** T & E Soft for Nintendo
- **Available:** Now for Virtual Boy

▶ **THE BOTTOM LINE** **6.75**

If you were to play nine holes through infra-red vision you might be able to recreate the lovely red experience featured in Virtual Boy's first golf title – Golf. Okay, so the title isn't that exiting, and well... the gameplay doesn't harbor anything revolutionary. But how can you deny the thrill of stroking birdies and eagles on the greens (pardon, the reds) of your own virtual golf course?

T & E Soft and Nintendo have teamed up to bring this popular lazy Sunday experience to all Virtual Boy owners. Eighteen holes filled with nasty bunkers and rolling rivers are brought to life with enthralling 3D effects and intense golf action. Up to seven human players can be created and tracked through Tournament and Stroke Play. Accompanying you through the greens are 47 difficult virtual competitors who are set on making sure that the only chance you have of winning is being the caddie for the number one man.

Golf games have always gone over big on almost every platform. This is no exception for Virtual Boy. This is a great title that any lazy gamer needs to get his fix.



	Andy	Paul	Rick	Reiner
<b>Concept:</b>	7.5	7.5	5	7
<b>Graphics:</b>	5	8	7	7.25
<b>Sound:</b>	5	7	7	8.75
<b>Playability:</b>	7	9	5	8
<b>Entertainment:</b>	5	8.5	5	7
<b>Overall:</b>	6	8	5.75	7.25

**ANDY, THE GAME HOMBRE**

"The interface for this Golf game is fantastic, however it doesn't really use the 3D capabilities of the Virtual Boy to make it any better than any other golf game."

**PAUL, THE PRO PLAYER**

"This game really gives you the 3D effect. The terrain looks great and the control is excellent. As it stands now this is my favorite VB game."

**RICK, THE VIDEO RANGER**

"I'm just beginning to be a big video golf fan and I have to say that Virtual Boy golf has discouraged me in this regard. Even with the 3D qualities of this game I found it hard to determine the break in the greens. This game just doesn't work for me."

**REINER, THE RAGING GAMER**

"Keep in mind that there probably won't be that many golf titles for the Virtual Boy, and T & E Soft's Golf may just be the best offering. The entire game is coated in red and black, and you can imagine how tiring this becomes. However, with accurate and simplistic control you may just be able to overlook the Mars effect and have some fun."



**Nintendo's Eye Straining Spectacular!**

Instinctively Nintendo followed their familiar trail of software development by flooding the Virtual Boy with the ever popular Mario spin-off titles. The latest spin and technically the most impressive Virtual Boy title yet features the bad boy bully of the Mario universe, Wario.

Wario Land utilizes the full capabilities of the Virtual Boy by integrating a playable foreground and background into the mix. Instead of being a basic run from left to right action/platform game, Nintendo has made it possible to jump into the background and interact within. Thus, with the standard Marioesque gameplay and difficult level puzzles, players can now experience a brand new style of action within a 3D environment.

Once again, Nintendo has packed Wario Land with tons of hidden tricks, bonuses, and magical items. Wario basically harbors the same standard moves and special moves as Mario. He can stomp, grab, and throw enemies, grow with the help of a magical onion, and shoot fireballs with the whiff of a mystical flower.

The Virtual Boy library is slowly growing, and with the addition of a game like Wario Land, Nintendo may be able to create a fascinating collection of instant classics for the hungry 3D gamers. Wario Land is definitely a game that cannot be missed by Mario fans and Virtual Boy players.

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	8.5	6	7.5	8.25
<b>Graphics:</b>	8.75	7.75	7	8
<b>Sound:</b>	8	7	9	7.75
<b>Playability:</b>	8.5	8.5	8	8
<b>Entertainment:</b>	8.5	7.75	7	7.25
<b>Overall:</b>	8.5	7.5	7.5	7.75

- **Size:** 8 Megabit
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** 3 Save Slots, Challenging Bonus Stages, Multiple Helmet Attacks, Gameplay In Both Foreground and Background, and Onion Power-Ups
- **Created by:** by: Nintendo
- **Available:** Now for Virtual Boy

▶ **THE BOTTOM LINE** **7.75**

**ANDY, THE GAME HOMBRE**

"Definitely the best game yet for the Virtual Boy! Wario Land has all the features that make for a great action game mixed with cool 3D graphics."

**PAUL, THE PRO PLAYER**

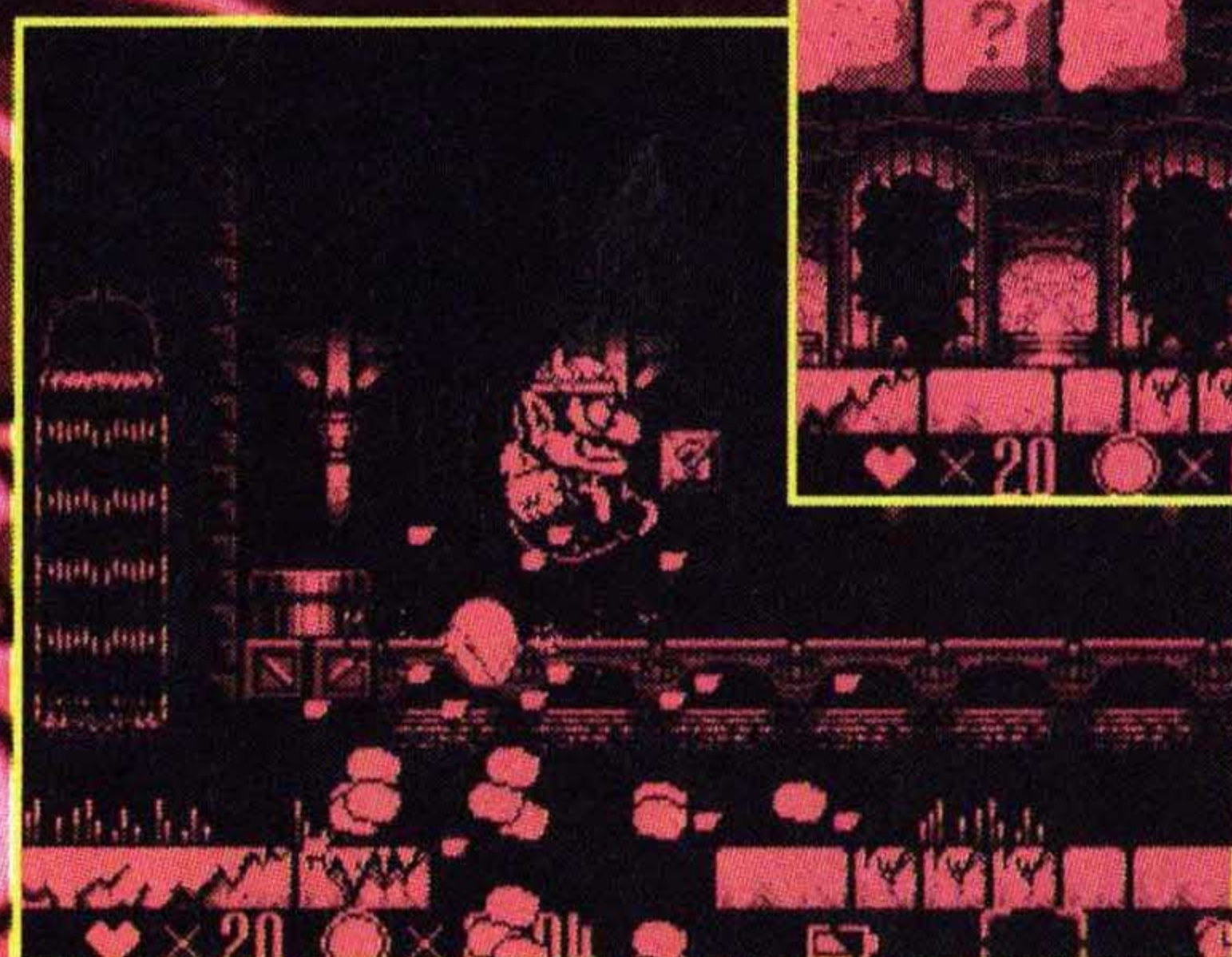
"Wow! I had fun with this game, but most of it seems like it could have been done on the SNES. This is far better than Mario Clash."

**REINER, THE RAGING GAMER**

"This is by far the best Virtual Boy title yet. It plays just like the 16-bit Mario's with a few 3D additions to spare. Gameplay not only consists of foreground battles, but background as well. This is a cool idea that should be explored more thoroughly in future Virtual Boy titles."

**RICK, THE VIDEO RANGER**

"I'm not much of a VB fan but Wario Land took advantage of the capabilities to make one pretty entertaining gaming experience. The play control is very smooth and has a few more options than it's NES counterparts. The best part of this game is the sound. I could swear that I heard things whizzing by my head."





# SPIDER-MAN

## WEB OF FIRE



UNGH! SPIDER... SENSE GOING... CRAZY! IT MUST HAVE SOMETHING TO DO WITH ALL THE CHAOS ON THIS BRIDGE.



WAY TO GO YOU FUNKY SPIDER!



FATALITY.



I'LL SAVE YOU DAREDEVIL.



RUN! RUN! MOVE THOSE SPIDER TIGHTS PARKER!

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Difficulty Settings, Motion Capture Animation, Rendered Bosses and Stage Backgrounds, Cameos By Some Of Marvels Most Recognizable Villains and Heroes and Web Slings
- **Created by:** Blue Sky/Marvel Comics for Sega of America
- **Available:** Now for 32X

It seems that comic licensees are the big commodity for all massive 1st and 3rd party developers. For example, Acclaim Entertainment has acquired the rights to big names like; Spawn from Image, Batman and the Justice League: Task Force from DC, and Spider-Man and Venom from Marvel. While this is definitely enough comic titles to saturate the video game industry, a few more companies including Sega of America did likewise and threw their few cents into the comic war.

Sega has already amazed and delighted the little children of the world, with their beautiful work on the X-Men titles. Now, thanks to Blue Sky and Marvel Entertainment, Sega will release their first Spider title upon the 32X entitled Spider-Man: Web of Fire. The basic design of this title is the typical action/platform format. Sega added a few highlights to the mix by incorporating motion capture animation on all character movements and fully rendered bosses and stage backgrounds into the graphics.

Web of Fire should satisfy all the web groupies around the world with non-stop action and its loyalty to the Spider-Man legacy. Like the comics, Spidey can stick and climb on all solid surfaces including ceilings, paralyze villains with a web net, and web sling through the city. While Spider-Man's webbing seems like the best formula for attacking and evading, you'll have to limit yourself to using it only when needed the most because it's limited. Don't worry though, if you do happen to run out of juice, extra webbing is hidden within the levels.

Spider-Man also has the reflexes and instincts of a spider. Thus, he's quick, tough, and very elusive. Many hand-to-hand attacks have been added, like leg sweeps, fierce uppercuts, and running jump kicks. If in trouble, Spider-Man can also call upon some other Marvel Super Heroes to help fulfill the task at hand.

The 32X has been in need of some good old fashioned action/platform titles, and Spider-Man: Web of Fire is one indeed. Don't miss out on this title, Spider freaks.

► THE BOTTOM LINE **5**

### ANDY, THE GAME HOMBRÉ

**Concept:** 5 "Would somebody please tell me what happened to the 32X? All the games that come out for it are either upgrades of a game that came out a year ago or bad exclusive titles. Spider-Man falls into that list of bad exclusive titles. This game is pathetic! The graphics aren't that great, the sound effects stink, and the play control is horrible. In other words, don't get caught in Spider-Man's Web of Crap!"

**Graphics:** 4

**Sound:** 5

**Playability:** 5

**Entertainment:** 5

**OVERALL:** **5**

### RICK, THE VIDEO RANGER

**Concept:** 6 "I'm a huge Spider-man fan and once again I am let down by a lame Spidey game. The one thing I like about this game is that it plays fast. Spidey can cruise the rooftops with breathtaking speed. That's about it for the plus side."

**Graphics:** 6.5

**Sound:** 6

**Playability:** 4

**Entertainment:** 4

**OVERALL:** **5.25**

### PAUL, THE PRO PLAYER

**Concept:** 7 "I'm a big fan of the Spider-Man games on the Sega systems, but this one doesn't have the appeal of the Genesis and Sega CD games."

**Graphics:** 6

**Sound:** 4

**Playability:** 4

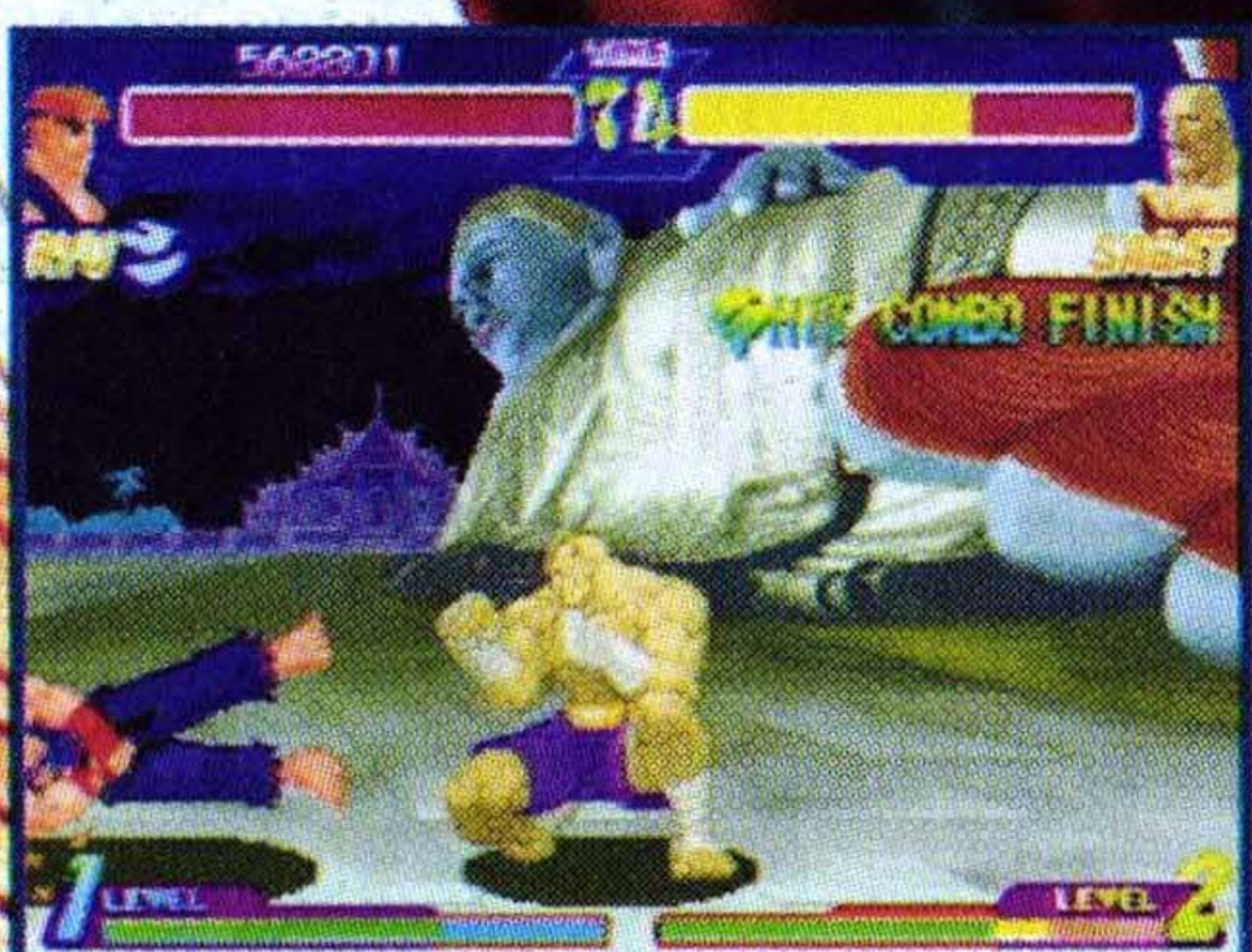
**Entertainment:** 4

**OVERALL:** **5**



It's a Prequel Within a Sequel

# STREET FIGHTER ALPHA WARRIORS' DREAMS



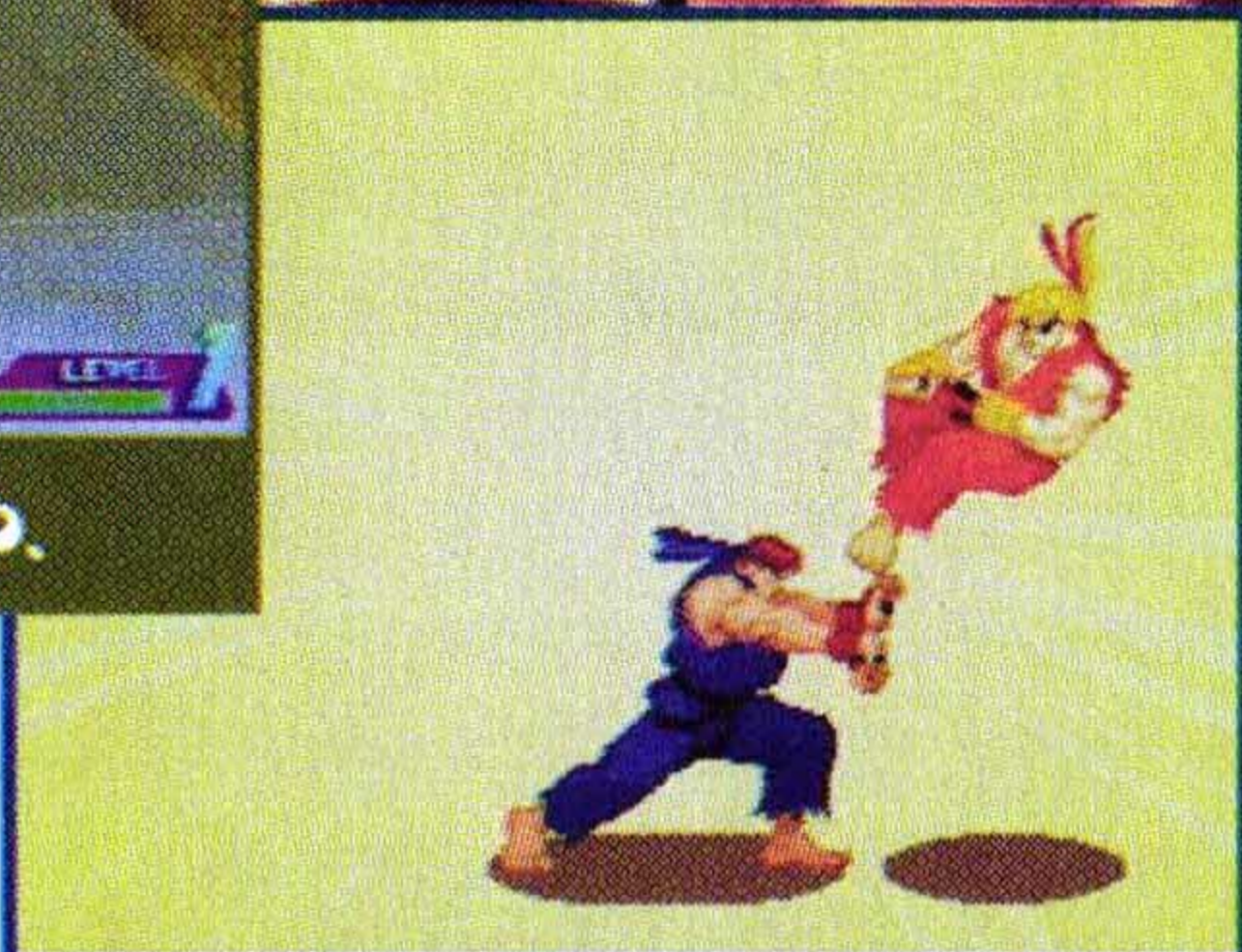
Same background as in SFII with a new angle. How sporting.



Chun-Li gets a grip.



Check out Ken's eighties hair cut. It's a pony-tail! He he he!



Just like that Ryu pulls off a super finish.



Guy takes first blood against Ken.



M. Bison shows Nash how strong the soles on his shoes really are.

Street Fighter 2 could easily be considered the godfather of the fighting game age. While it doesn't hold the title as the first head-to-head fighter, SFII was the first to be recognized as the premier fighter for the so called Generation X. With a massive following and a steady growth of fame SFII reached the point where it needed an immediate sequel. Capcom's answer to this was a simple process of reissuing the same game with a few added items and an extra word or two on the name. This theorem worked for awhile, but as expected people grew tired of the same fighters over and over and moved onto the smash MK series. Fortunately, Capcom decided to release a sequel with new fighters, new moves, and no number two on the tail.

Street Fighter Alpha (known in Japan as SF Zero) debuted in the arcades and found itself an instant smash. However, if you look at the storyline and the design of the characters Alpha is actually a prequel in a sequel's body. The animation has improved tenfold and the sound and gameplay has been intensified, but the story after part two is still unanswered. The term zero in comics usually stands for the issue of origins, and if you use the Japanese title this stands true for Street Fighter Alpha as well.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Automatic or Manual Blocking, Air Blocks, New Special Moves for the Original Cast, Normal and Turbo Speeds, Training Mode, Super Moves, and Six New Playable Characters
- **Created by:** Capcom
- **Available:** February for Sony PlayStation

A few characters have been replaced, and others have been added. One new character who is worth mentioning didn't find his debut in this title like all the other characters. The man known as Guy originally was based in Capcom's side scrolling brawler series Final Fight. We're not sure as to why Guy is in here, but hard-core gamers are really eating him up. In fact, Guy has found unprecedented success and ranks right up there with the Ken and Ryu in popularity.

Along with the awesome responsibility of adding a new cast, Capcom also responded by creating a few new moves for the original cast. When it comes down to it SF Alpha is a great sequel to the series. The gameplay is almost identical to that found in Super Street Fighter II Turbo. A few new additions are also jammed into this disc. A new Training Mode allows players to practice their moves before entering combat, and auto or manual blocking also exist.

The SFII monotony is over and welcomed with a fresh new SF title. If you missed it in the arcades or if you're just waiting to buy your own copy, then your time is now. Don't miss out on this one, it's gonna be a barn burner!



# RIDGE RACER REVOLUTION

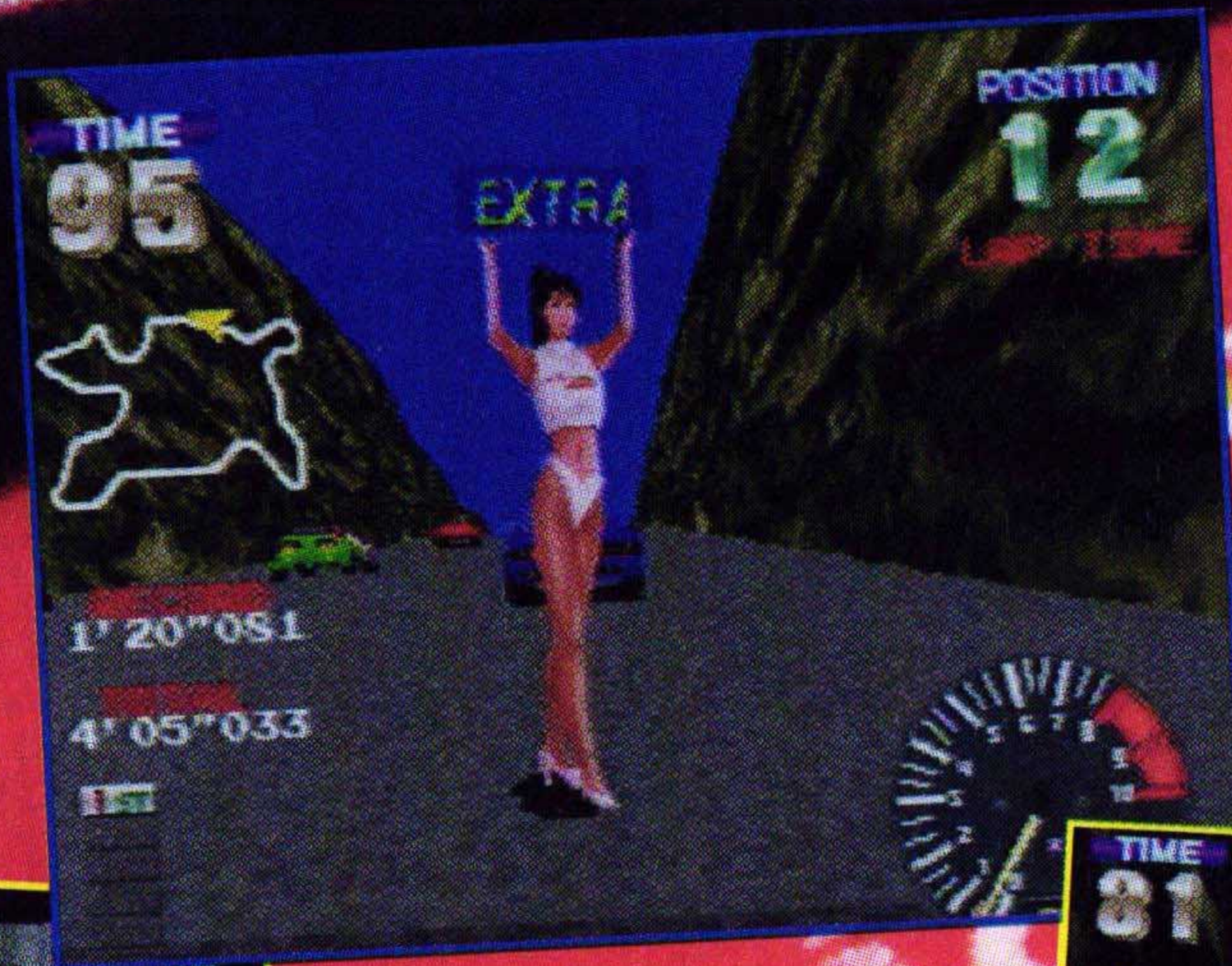
The Revolution Will Be Televised

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing (2-Player w/Link)
- **Special Features:** Memory Card Save, 4 Cars Plus 10 Bonus Cars, Bonus Backwards Tracks, 4 Levels of Difficulty, Rearview Mirror
- **Levels:** 3 Variations of the Track + Backwards Versions
- **Created by:** Namco
- **Available:** February for Sony PlayStation

It's a clear and sunny day on the mountain by the ocean side. For some reason this day seems a bit brighter than usual, as if everything you look at was just unwrapped from its packaging and shines with the newness of a freshly laid egg. A smile crosses your face as you once again think about what brought you to this spot, what is giving the world that sparkle, and the reason you bought that \$600,000 automobile. For today is the return of the Ridge Race - the day when you push your car and your driving skill to the limit against eleven of the hottest racers in the world. There's a new track this year, and three different heats to test your ability. Screw your courage to the sticking point, for you shall need all of your guts to grab the glory.

In the style of the original Ridge Racer, there is only one track. However, this time there are three variations of the track instead of two. In addition, the variations are much more varied than they were in the first game, as each style starts you in a different place, and there is only one stretch of the track that is common to all three choices. In addition, the maximum speed increases for each track just as it did in the original Ridge Racer, which changes the dynamics of each turn and each car.

The game plays almost exactly like Ridge Racer, only it's bigger and better. You've still got the air tight control, you'll still have to perfect the power slide, and you'll still find yourself moving in your chair as though you could change the direction of the car with the weight of your body. The graphics, however, have been updated with subtle touches like Gouraud shading on the helicopters, absolutely seamless roadways, and the wonderful addition of the rearview mirror. This brings a whole new aspect to the game as you can block out the cars that are trying to pass you. With some successful defense, you'll be able to keep the lead on the straight-aways even when a faster car is trying to make its move..



▶ THE BOTTOM LINE **9.25**

Is that Heiachi on the billboard, or is the speed playing tricks with your mind.?

Try to pass before you get into the turn, or you may get cut off.

## The Tracks

初級 NOVICE



中級 ADVANCED



上級 EXPERT







To get eight extra cars, get a perfect in Galaga '88.



1"745



The helicopter will record your greatest moments for the replay tape.



A big mass of cars makes it tough to negotiate the turns.



There are a lot more jumps in Ridge Racer Revolution.



Few things are more satisfying than red lining a performance racing vehicle.



The standard red car has an even balance of acceleration, grip, speed, and handling - making it a good beginner's choice.



No passing in the tunnel, please. Yeah, right!

When the game begins, you'll have your choice of one of four cars. You can also get a perfect score on the Galaga '88 loading game which will give you a choice of 8 more cars. Among these 12 you should find a car that fits your personality. With this arsenal, you'll need to take first place on all three track variations. This will open up the backwards tracks where the competition is even more fierce. You will also be able to adjust the top speed setting on all the tracks after this point, though minimum speeds will be in place on the new tracks. Beating the tracks also puts the super cars into the time trials. The forwards time trials have you racing against the familiar black Car #13, and the backwards tracks pit you against a never before seen white car that is absolutely smoking. We assume that you can make these cars playable once you beat all the time trials, but that theory has yet to be tested.

One of the best games of 1995 is back with a vengeance. Anyone who appreciated the finest in driving games loved Ridge Racer, and Ridge Racer Revolution will offer an even better experience than the last. This one will even be compatible with the Sony Link cable for some heavy head-to-head competition, and for a genuine racing experience, RRR comes fully compatible with the Mad Catz analog steering wheel.

**ANDY, THE GAME HOMBRE**

Concept:	9	"I love Ridge Racer, and it didn't take much to convince me that this is a great sequel. The graphics have been cleaned up and the new track is full of amazing jumps and gut-wrenching turns. If you're looking for a driving game look no further than Ridge Racer Revolution; it is easily the best driving game on any system. Plus, the two-player link is awesome - I may never leave the house. Fan-freakin'-tastic!"
Graphics:	9.25	
Sound:	9.5	
Playability:	9.5	
Entertainment:	9.5	
<b>OVERALL:</b>	<b>9.5</b>	

**REINER, THE RAGING GAMER**

Concept:	7	"All right gamers, here's the first sequel on the PlayStation. Less than a year after the original, Namco releases Ridge Racer Revolution. Within this short time period, I didn't think that many improvements could be incorporated. For the most part I was right. Revolution is structured almost identically to the first with the addition of the 2-Player Link. The tracks are longer but the gameplay is almost identical. Basically, if you loved the first one, this is the racer you want to buy."
Graphics:	8.5	
Sound:	8.75	
Playability:	8.25	
Entertainment:	9	
<b>OVERALL:</b>	<b>8.5</b>	

**PAUL, THE PRO PLAYER**

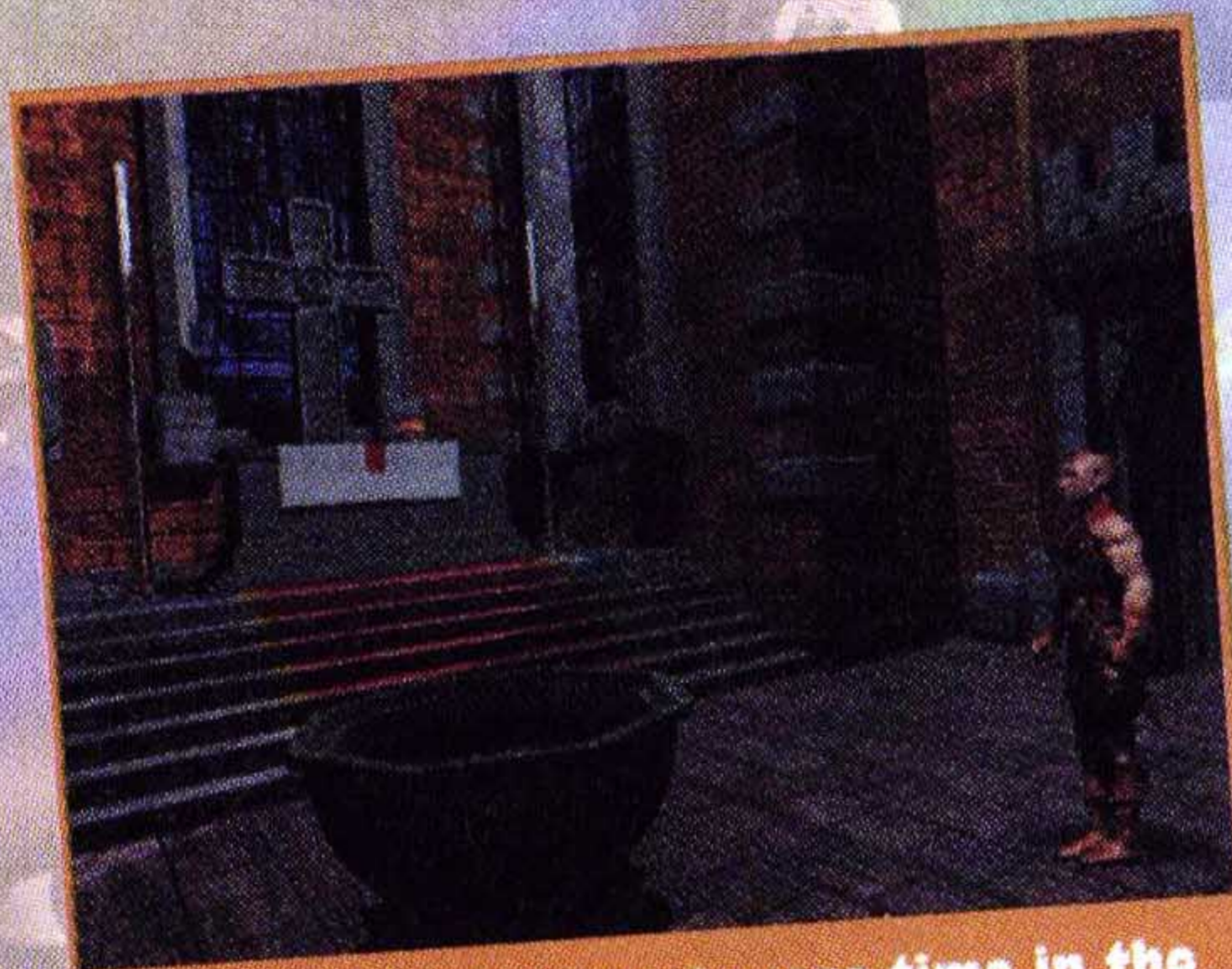
Concept:	9	"Wow! The original game has barely been out for about 6 months and now there's a sequel? Easily the best new feature is the two-player link. The one-player game is basically the same and it's not too hard to beat the regular races. The time trials are what offer the greatest challenge. Once again the sound is killer and works the best with your own music. It may not be a whole lot different from the original, but I think RRR is clearly the best racer on the market."
Graphics:	9.25	
Sound:	9.75	
Playability:	8.5	
Entertainment:	9.75	
<b>OVERALL:</b>	<b>9.5</b>	



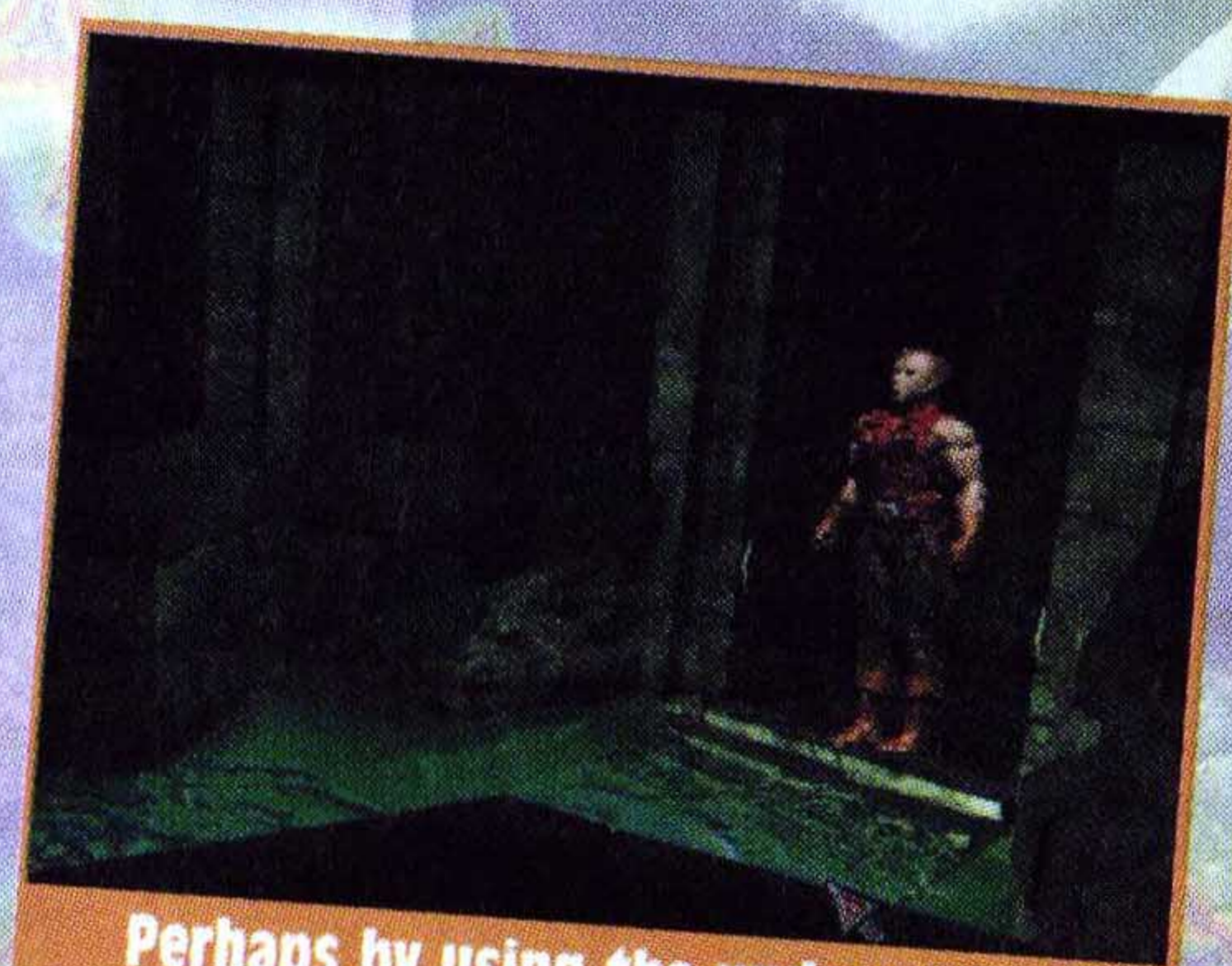
# Chronicles Of The Sword

## When Knights and Honor Ruled the Land

Are you ready for the adventure of adventures in a time when the Knights of the Round table were the cornerstone of legend and myth? If so, then you're ready for Chronicles of the Sword. This point and click adventure puts you in the role of Gawain, a prominent Knight whose allegiance lies with King Arthur. Arthur's evil half sister is launching a plan that will leave mighty England in chaos, and it is up to you to uncover and stop that plan. Information on this game is sparse at this point, but the screenshots demonstrate some of the impressive visuals which will be included. Look for Chronicles of the Sword on the PC, as well as the PlayStation, this spring.



Maybe if you'd spent more time in the chapel you wouldn't be having all these problems.



Perhaps by using the underground waterways, you'll gain access to new and interesting areas!



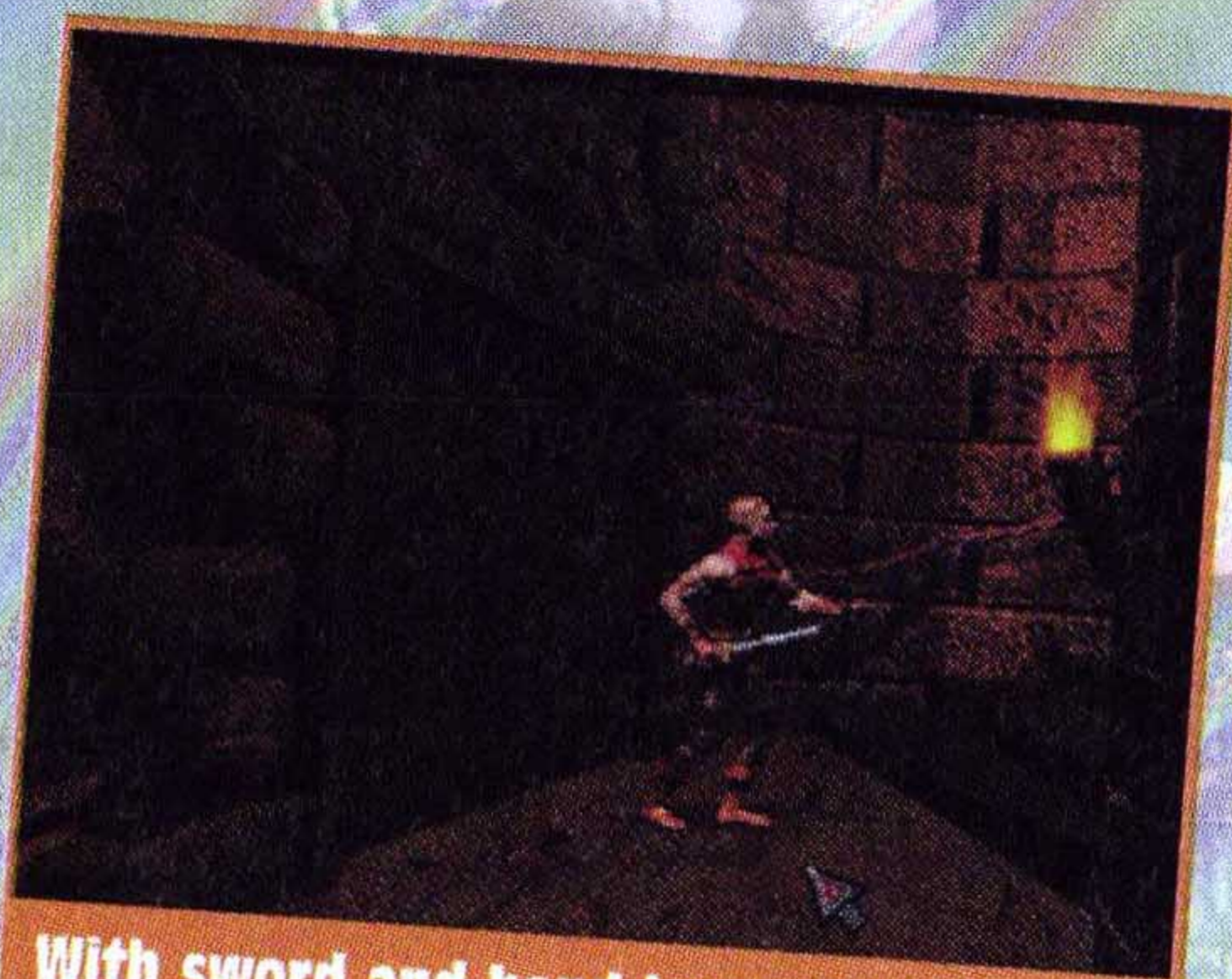
Even a noble knight likes to enjoy the great outdoors!



We're knights of the round table, we dance when 'ere we're able.



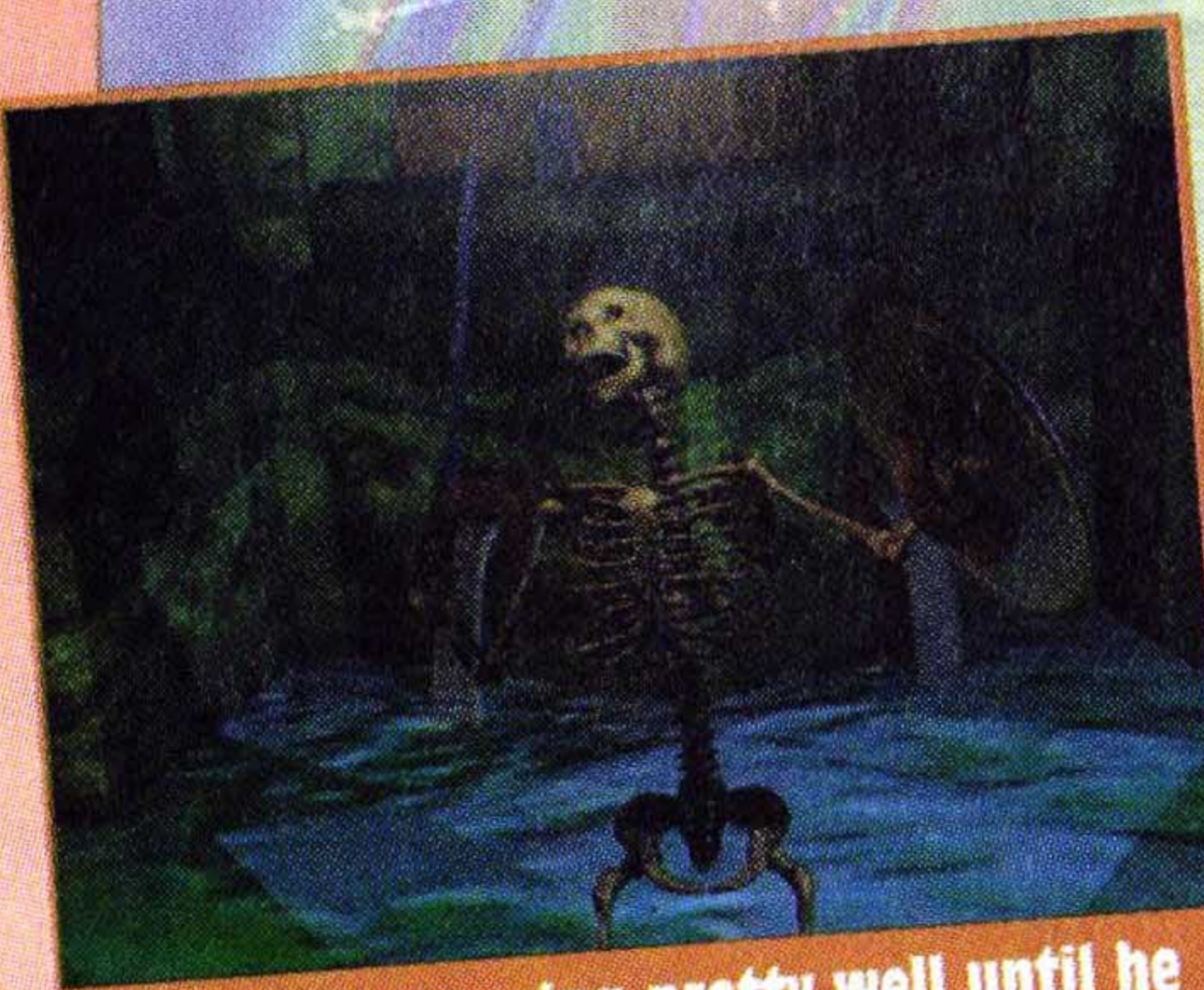
Even if you look into the mirrors of her soul, you'll never understand the evil of Morgana.



With sword and hand he approaches the most treacherous of perils - the spiral staircase.



What a lovely waterfall. It almost makes you forget your problems.

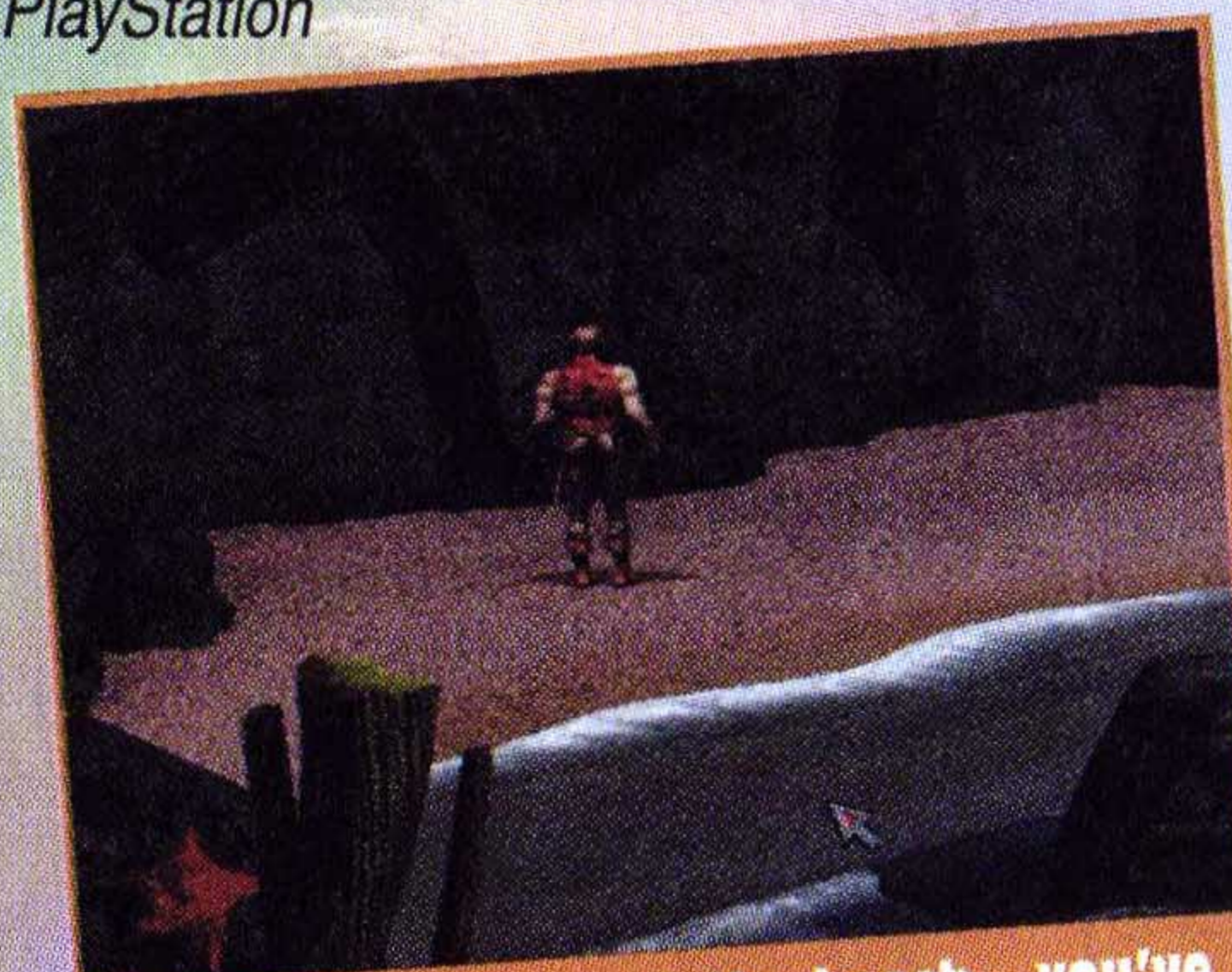


His day was going pretty well until he encounter the WALKING DEAD!!!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Point and Click Adventure
- **Special Features:** Impressive Rendered Graphics, Over 100 Beautifully Detailed Locations, Swash-Buckling Combat, Sony Mouse Compatible
- **Created by:** Dimension Creative Design/Synthetic Dimensions for Sony Interactive
- **Available:** March for Sony PlayStation



Those skeletons aren't moving now - but they could just be waiting to ambush you.



No time to relax on the beach - you've got a country to save!



There's nothing like a big snake to make your feel really small.



The Yellow Submarine Goes Bad!

# IN THE HUNT™

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Simultaneous Deep Sea Shooter
- **Special Features:** Three Directions of Firing, Weapon Boosters, Tricky Terrorist Ploys, Massive Bosses, Three Difficulty Modes, Memory Card High Score Save, and 20,000 Leagues of Subversive Aquatic Fun
- **Levels:** 6
- **Created by:** Xing Entertainment for Kokopeli Digital Studios/TH\*Q
- **Available:** Now for Sony PlayStation

A few years ago the well populated shooter market felt a swift and deafening blow by the arrival of the polygon masters. With this new and exciting gaming format, shooters found themselves trapped in bowling alleys, pizza shacks, out-of-date arcades, and used video stores. Now, thanks to TH\*Q and Xing Entertainment, the Sony PlayStation (king of polygon based games), will field its first full fledged arcade shooter - In the Hunt.

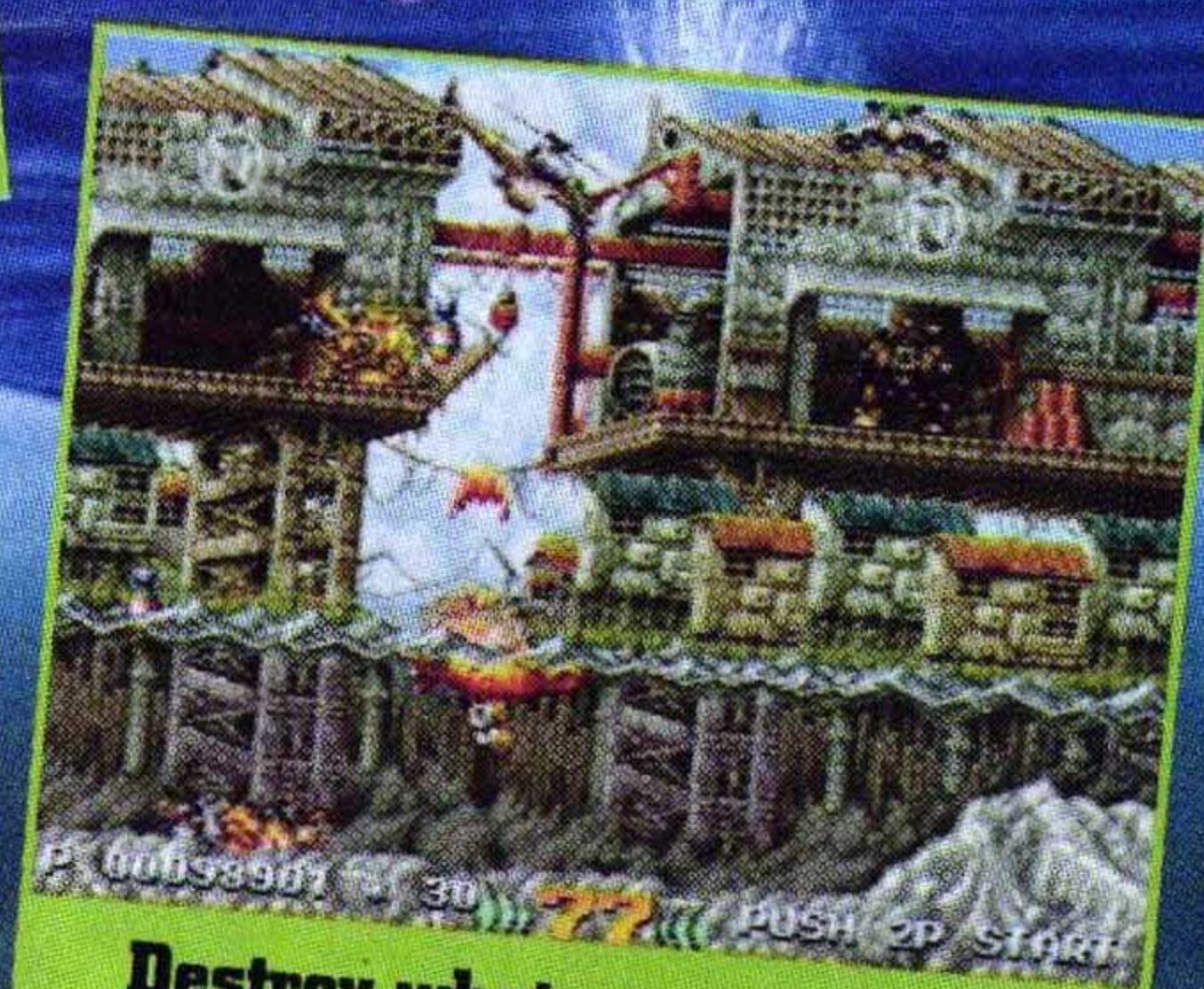
In the Hunt brings the well abused side scrolling mayhem back to the console machines with a vengeance. This title takes the classic shooter format and twists it with a subversive aquatic plot. Thus, the only option available to defeat the deep sea terror would be with a submarine. As Captain, you must guide your faithful orange submarine through terrorist attacks, deadly currents, and murky canyon runs. What could possibly be better than commanding an orange sub though the deadly Atlantic? How about having two subs on the mission? Take it to 'em tag team! That's right, two-players can freely interact and compete for high score in the simultaneous two-player mode.

In the Hunt also features three directions of firing freedom, dozens of weapon combinations and power-ups. The arsenal contains surface-to-air missiles, depth charges, supersonic torpedoes, and floating mines. With this firepower victory is assured, right? Wrong! These power-ups might help for awhile, but sooner or later zillions of crazy terrorist and massive level bosses will put a lid on your fun.

It's always nice to see a good old fashioned arcade shooter on the 32-bit console machines. TH\*Q couldn't have picked a better title than In the Hunt to fulfill this task. If you were fond of the R-Type/Gradius type of games, and you happened to miss In the Hunt in the arcades, be sure to check it out. It's well worth the effort.



Fire torpedoes!



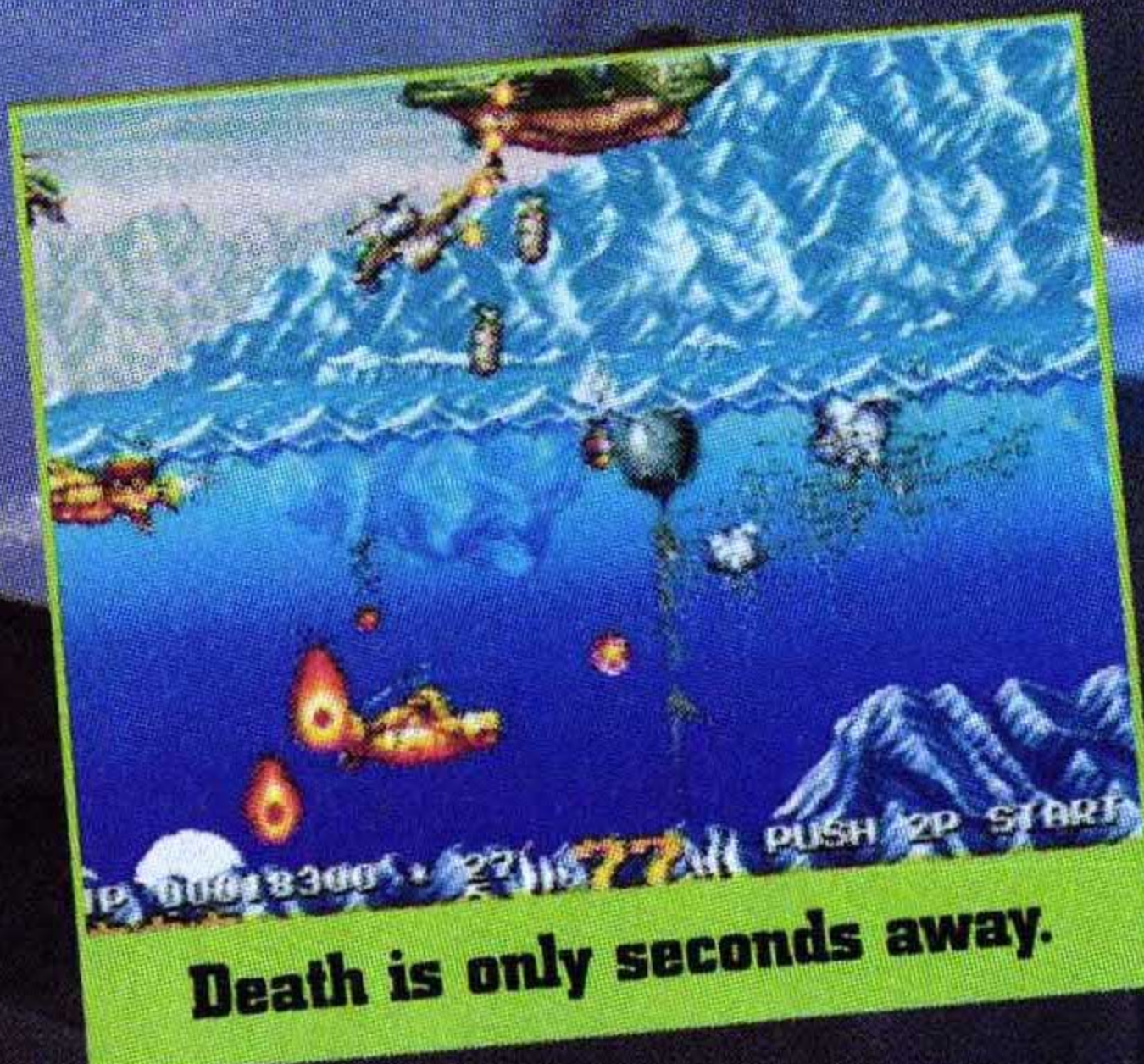
Destroy whatever you want. It's all here for your disposal.



Submerged beneath the cold blue you eagerly await your next kill.



Despite the heavy barrage from above, you still manage to take out a destroyer.



Death is only seconds away.

## PAUL, THE PRO PLAYER

**Concept:** 4 "I think this game should have been updated for the PS-X. I have nothing against arcade nostalgia, but I might be able to find the actual IREM arcade game for the price of the PS-X and this game. It is a lot of fun and Xing does a good job of almost identically duplicating the arcade's sound and graphics.

**Graphics:** 6.5

**Sound:** 7

**Playability:** 8

**Entertainment:** 3

**OVERALL:**  
**5.75**

For what it is In the Hunt is very solid, but I find that this can't be more than a rental if you're not a shooter maniac."

## ANDY, THE GAME HOMBRE

**Concept:** 7 "Wow! This game has got great graphics and really solid play control, however its got one downfall - the old two-player switch! The first time I sat down to play this game I made it all the way to level 5 before I ran out of continues, but if you plug into the second controller port you can use all of the second player's continues to finish this game up in one sitting! It's a shame too, because this game is a lot of fun. Great rental!"

**Graphics:** 8.75

**Sound:** 7

**Playability:** 8

**Entertainment:** 5

**OVERALL:**  
**7.25**

## REINER, THE RAGING GAMER

**Concept:** 8 "The popular shooter phase faded out a couple years ago, and I don't think that it will ever draw a massive crowd again. However, like the Village People, shooters will always have a loyal crowd or a devoted fan. Thus, the resurrection of In the Hunt couldn't have come at a better time. In the Hunt was born an instant classic. This title has a great two-player interface that makes it not only fun but competitive as well."

**Graphics:** 7.5

**Sound:** 7.25

**Playability:** 8.5

**Entertainment:** 8.25

**OVERALL:**  
**8**

► THE BOTTOM LINE

7



# ROAD RASH

Whips and Chains Not Included

- **Size:** 1 CD-ROM
- **Style:** 1-Player Motorcycle Rumble Racing  
2-Player w/Link
- **Special Features:** On Road Fighting, Upgradeable Bikes, Rockin' Soundtrack Featuring Soundgarden, Hammerbox, and More!!!
- **Levels:** 5 Tracks w/5 Levels of Difficulty Each
- **Created by:** Monkey Do for Electronic Arts
- **Available:** Now for Sony PlayStation

Who doesn't dream of jumping on a motorcycle, opening up the throttle and cruising through various parts of California at stomach churning speeds, all the while avoiding cops and other motorcycle racers who would gladly pummel you right into the street? The answer is no one. Fortunately, we can all experience this thrill in Road Rash, now available for the Sony PlayStation.

The game of Road Rash should be familiar to most gamers - it was a smash hit on the Genesis, and one of the best games available for the 3DO. This PS-X version is almost identical to the 3DO version, with the small difference in that you can listen to music while you race. Unfortunately, the race music isn't the same as the music which plays during the options, and features the likes of Soundgarden, Paw, and the wailing sounds of Hammerbox.

If you've played this game to death on the 3DO, you can probably pass this one by. If not, you can find out what you've been missing when you pop Road Rash into your PlayStation.



After a spill, you'll have to avoid traffic as you run back to your bike.



Crash in the wrong spot and you'll have to deal with Johnny Law.



Cheer up, buckaroo - there's a light at the end of the tunnel.



Objects in rear view mirror may be closer than they appear.

# CYBERIA™

## A Quest to Save The World

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	6	7	9	4
<b>Graphics:</b>	7	8.5	8	6.5
<b>Sound:</b>	7	7	8	6
<b>Playability:</b>	4	4	7	2
<b>Entertainment:</b>	3	4	8	2.25
<b>Overall:</b>	5.5	6	8	4.25

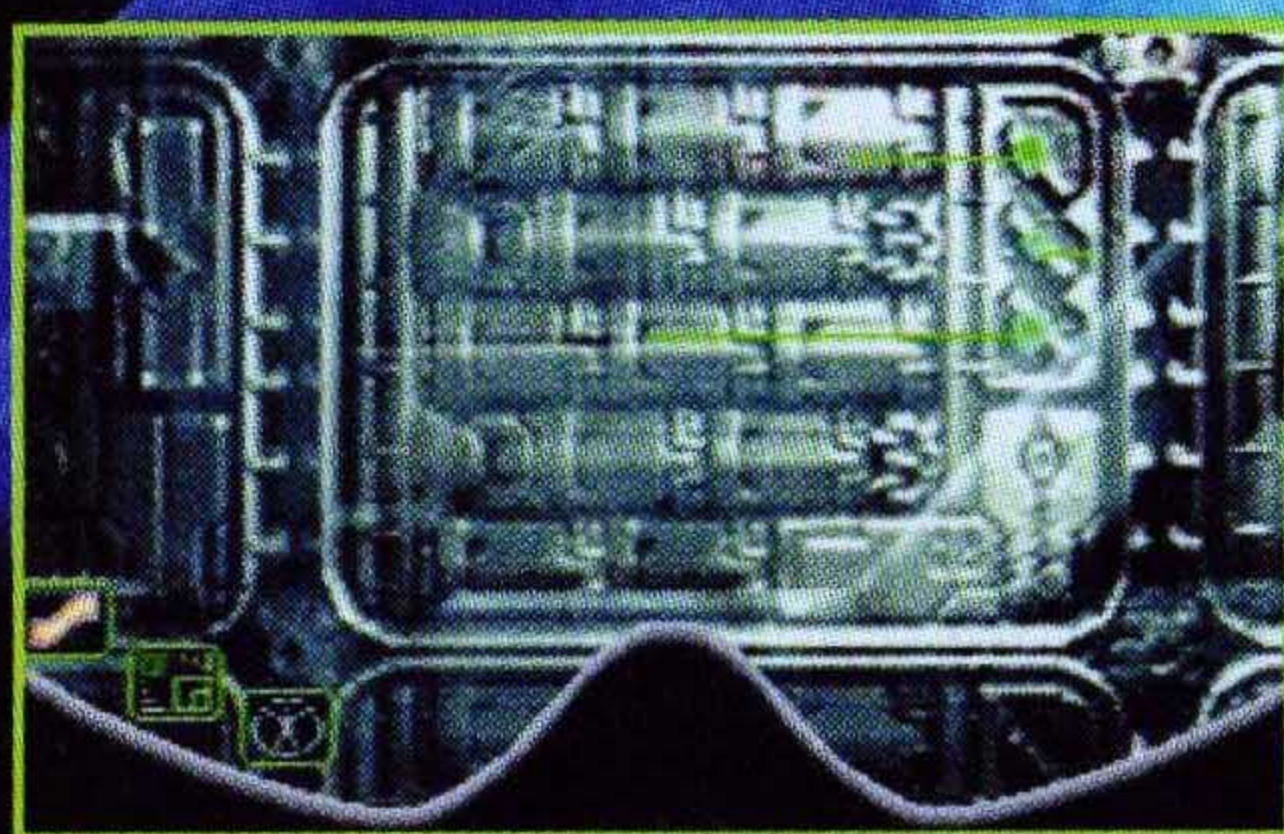
### ▶ THE BOTTOM LINE **6**

The year is 2027 and the world is just a shell of what it once was. World War 3 is five years old and

powerful Cartels battle for control of the world's power and finances. One of these cartels is financing the development of a deadly weapon called Cyberia. You assume the role of Zak and your mission is to infiltrate the Cyberia complex. It's up to you to save the world by destroying the Cyberia weapon.

The game has two basic play modes: arcade and puzzle. The puzzle mode is a cross between Myst and Alone in the Dark. By using your specially equipped visors you can scan areas and solve the various mind benders. The arcade portion of the game consists of pointing the cursor over a rendered FMV sequences. What it all comes down to is memorizing what is coming next.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Puzzle
- **Special Features:** Computer Rendered Animation, Three Difficulty Settings, Password or Memory Card Save
- **Created by:** Xatrix Entertainment for Interplay
- **Available:** Now for Sony PlayStation



#### PAUL, THE PRO PLAYER

"This game should have stayed on the PC. The puzzle part of this game is actually very good. However, the point-the-cursor shooting parts, which are a large part of the game, are archaic and lame."

#### ANDY, THE GAME HOMER

"This game can best be described with one word - YAWN!"

#### RICK, THE VIDED RANGER

"Cyberia is an excellent adventure into the realm of sci-fi action strategy. I really enjoy the story and the great variety of challenges. With a little work on the play mechanics this could have been unbelievable, but I'm not complaining."

#### REINER, THE RAGING GAMER

"I thought that the PC was a great burial spot for this title, but as always this title stalks all gamers again. If you like the 3D rendered point-and-click adventures here's your next victim. If you're like me and can't stand these games, keep on running. Run fast and run far."

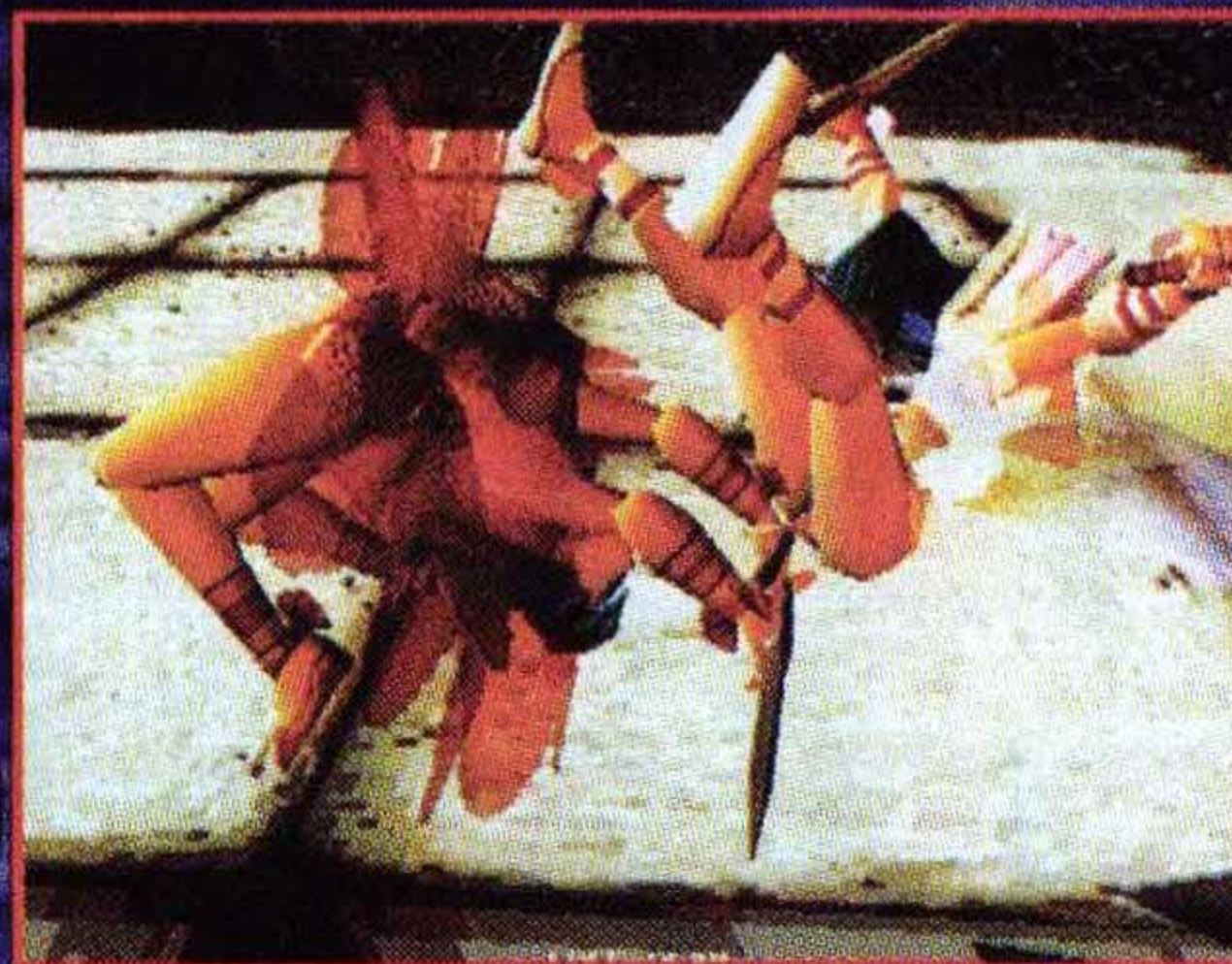


# TOSHINDEN

New and Improved?



↑ Here's a shot of one of the new characters, a female cop.



Ellis is still sportin' her fashionable attire.



Sho has increased mobility without his bulky suit.



Everyone's favorite game babe is back. ↓

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head to Head Tournament Fighting
- **Special Features:** Two New Characters, 11 Playable Fighters, Improved Light Source Shading and Texture Mapping
- **Created by:** Takara
- **Available:** Summer for Sony PlayStation



New animations for some old favorites. →



**B**attle Arena Toshinden arguably defined new standards in fighting games with its complete 3D environments and beautiful looking polygon characters. The game's designers, Takara, have developed a new installment of Toshinden aptly named Battle Arena Toshinden 2. The game is set for a spring release in Japan and may make it to the US by late summer.

Toshinden 2 introduces two new characters to the playable roster, Tracy, a female cop armed with two batons and Chaos, a lanky sickle toting assassin. The boss character Sho is now on the playable roster as well. The new final boss will likely be playble through a code bringing the playable character total to twelve. Another added feature to the game will be the Overdrive Meter. Takara introduced this type of meter in Samurai Shodown and as the meter rises the character becomes more and more powerful. When the Overdrive Meter is at the top, look out!

Toshinden has made its mark in the fighting game genre and we'll have more on the new and improved Battle Arena Toshinden 2 in upcoming issues.



# KRAZY IVAN

## Insane Russian Mech Pilot Saves the World

Mech simulators are an old favorite in the video game world, and this one moves at a blazingly fast speed. If you like to sight up your enemy before pulling the trigger, you're going to be in trouble on this one. You'll need to be able to move and intuitively fire for that brief instant when the enemy is in your sights, avoiding his fire and wearing him down a piece at a time. Another key to victory will be using the side-step buttons while keeping the enemy in front of you. Ideally you can get behind him and shove a couple of missiles up his tailpipe.

Another feature in this game is that you've got three styles of weapons, all of which can be upgraded between levels. You're most useful weapons are the guns on your arms, which range from a simple machine gun to the devastating Beam Cannon. You have a pair of missile launchers on your shoulders which can be a brutal surprise to the enemy when they connect. Finally, you'll have a kind of smart bomb special weapon which is best used to get out of jams.

Suit up, soldier, and be ready for anything. Prepare yourself for a game where the enemy is bonkers, the action is crazy, and so are you.

Red alert! Aliens have invaded the planet and are building shield units to encase the populations and civilizations. The world's only hope lies in a borscht eating, ex-communist, Chevy loving, Russian maniac named Ivan. He is the pilot of an experimental weapon which bears a strange resemblance to a BattleTech armored walker. Your job is to take the controls of this walker and purge the Earth of alien presence. They have spread out over five areas of the Earth, each more dangerous than the last. Good luck, soldier, and go easy on the vodka on those cold Russian nights.



Two thumbs up to Krazy Ivan -- he made the nightly news!



After killing the mechs, you must find and destroy the shield generator to win the level.



You can't always trust your heads-up display, but it will tell you when you're close to being on target.



There's an alien mech around the corner and you're backed against the wall. Bad idea.



Destroy an alien and rescue the prisoners for points and glory.



Behemoth down. Repeat. Behemoth down.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First Person Mech Simulator (2-Player w/Link)
- **Special Features:** Memory Card Save, 3 Difficulty Levels, Weapons Upgrades, Interesting Enemy Mechs, Hilarious Russian Cut-Scenes
- **Levels:** 5
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation

### ► THE BOTTOM LINE **6.75**

#### REINER, THE RAGING GAMER

**Concept:** 6 "Let's just say that I'm not too Krazy about Ivan. Granted, the dialog and FMV clips are hilarious and all, but the gameplay is less than desirable."  
**Graphics:** 7.75  
**Sound:** 7  
**Playability:** 6.5  
**Entertainment:** 5  
**OVERALL:** **6.25**  
 When embarking on each level, your task is to terminate a numerous amount of bosses. That's all you do! Basically, a breakdown of a level would look something like this; collect power-ups, find boss, kill boss, laugh at FMV clip, and move on to the next level. Krazy Ivan had the potential to be a great title. It has outstanding graphics, fast action, and awesome weapons, but without a solid game foundation all of this stuff is irrelevant."

#### ANDY, THE GAME HOMBRE

**Concept:** 7 "While this game does have nice graphics and great sound, the gameplay is rather boring. You walk around until you find a guy to fight, go at it for a while, and then move on to the next guy. Don't get me wrong - this is a solid game that doesn't have many design flaws other than it isn't very fun to play. Great cut-scenes and OK gameplay make this one a good rental."  
**Graphics:** 7.75  
**Sound:** 7  
**Playability:** 7  
**Entertainment:** 6.5  
**OVERALL:** **7**

#### PAUL, THE PRO PLAYER

**Concept:** 5 "There is an overabundance of first-person mech games for the PS-X."  
**Graphics:** 7.75  
**Sound:** 8  
**Playability:** 8  
**Entertainment:** 5  
**OVERALL:** **6.75**  
 This game has some great looking texture-mapped enemies and hilarious FMV scenes. The thing that really bothers me about it is that it is the same thing over and over. You travel the world and the basic look of the terrain doesn't change. It seems like the developers could've thrown a couple structures or wreckage into the levels. I guess the only redeeming quality may be the two-player mode. At best, I would classify Krazy Ivan as a rental."



# RESIDENT EVIL

There's a New Kind Of Gore In the Neighborhood

PlayStation Previews



バイオハザード

Begin burn in three seconds!



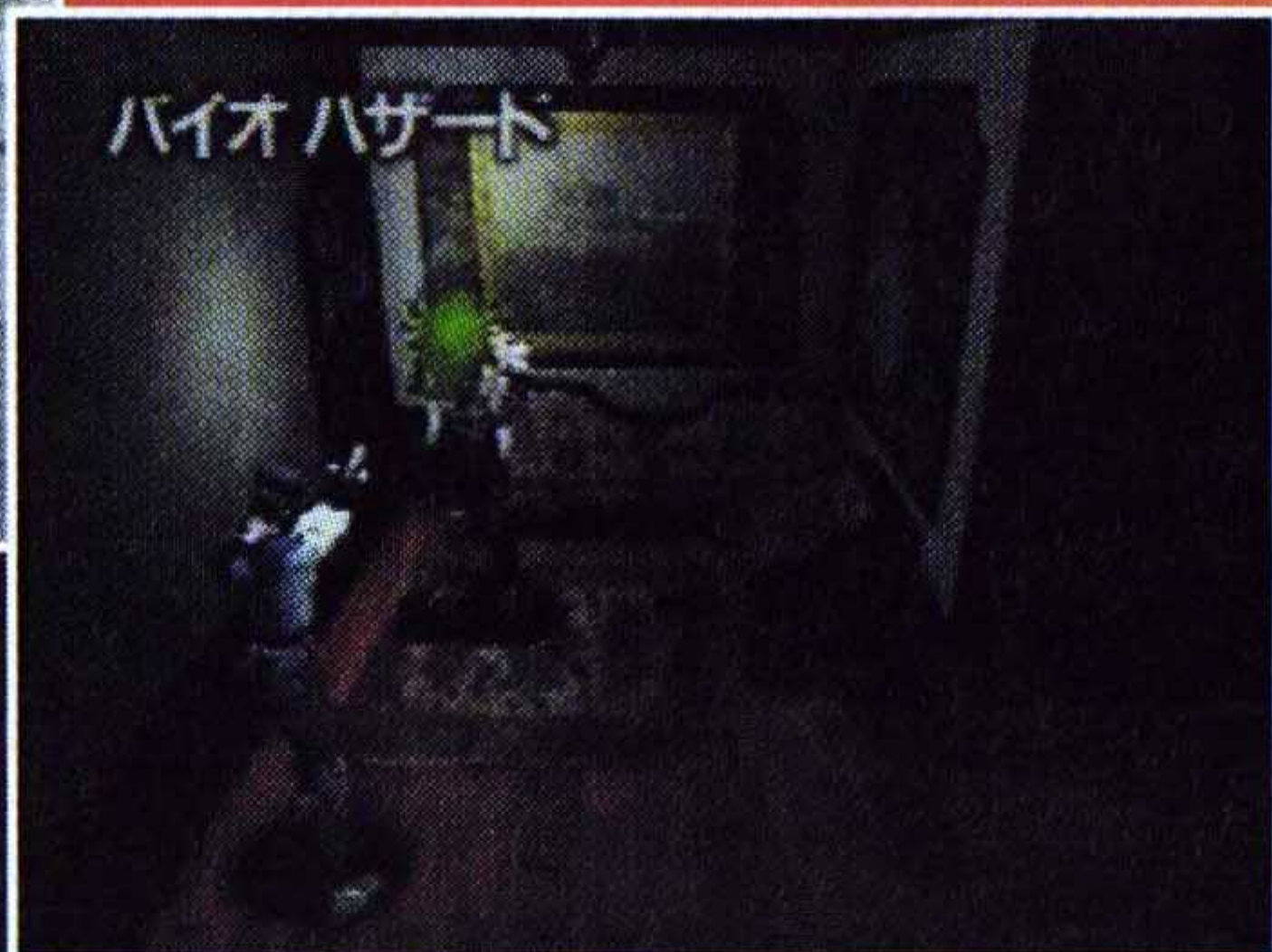
バイオハザード

SGI rendered zombies. YEEESSS!!!



バイオハザード

Is that enough blood for you kiddies?



バイオハザード

- **Size:** 1 CD-ROM
- **Style:** 1-Player Third Person Perspective Adventure
- **Special Features:** Sadistic Plot and Gameplay, Two Totally Different Roads of Gameplay Depending on Which Character you Pick - Chris or Jill, Tricky Puzzles, Multiple Enemy Deaths, Life-Like Characters and Backgrounds, and More Than Six Different Weapons
- **Created by:** Capcom
- **Available:** March for Sony PlayStation

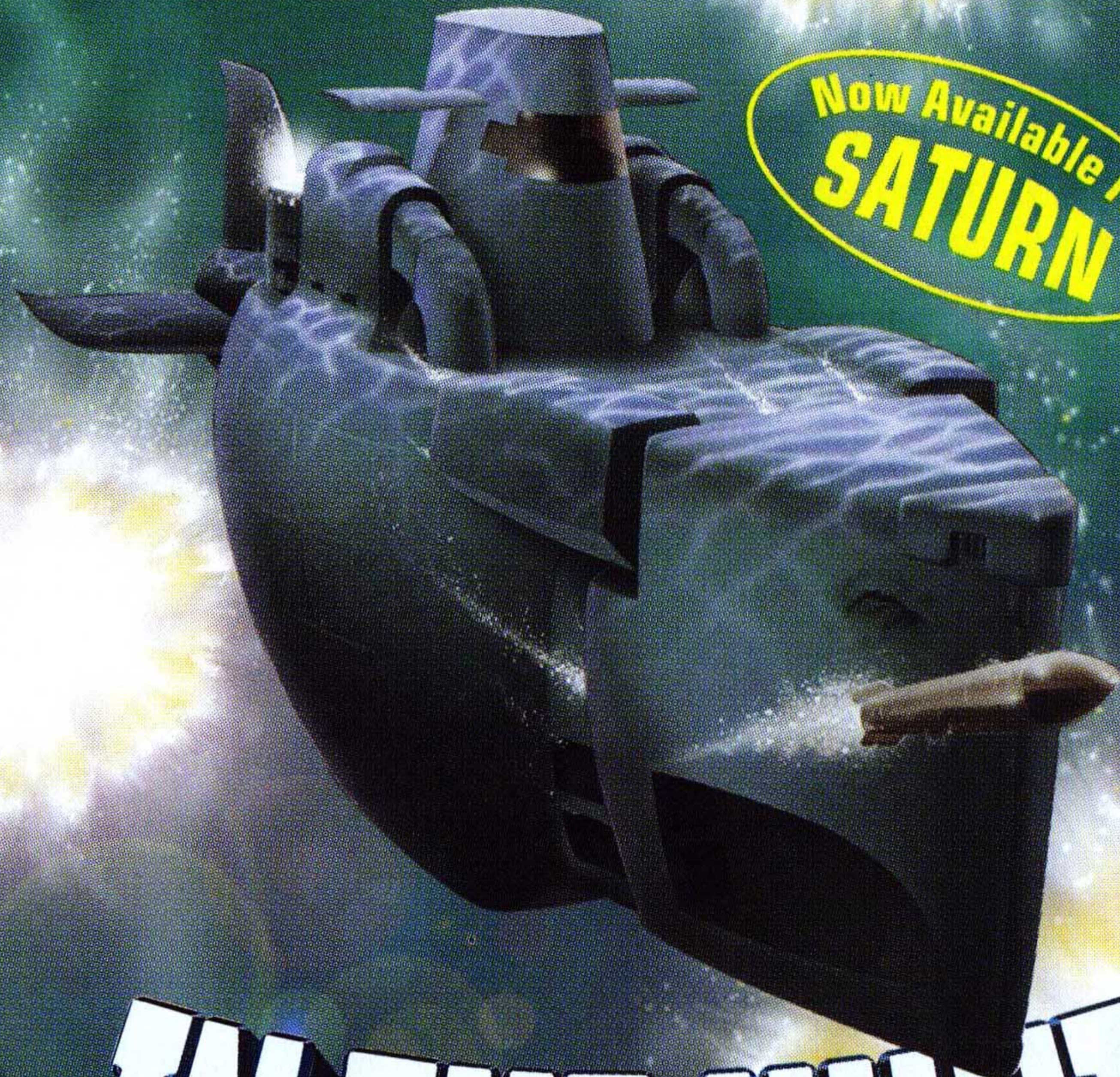
Recently, the GI staff met with a couple of reps from Capcom of America. The hot topic on our mind was where's the beef and what's the beef with Resident Evil? Capcom obliged openly and gave us the whole scoop on this highly anticipated title. From the info they gave us, we learned that Resident Evil is scheduled for an early March release and one very nice representative even went as far to tell us EVERYTHING about the game.

The good news that we received before we lost consciousness and went into a coma from sensory overload is as follows. For starters, Resident Evil is actually two games in one. Depending on which character you pick - Jill or Chris - the missions that await are quite different than the other character's. Also, before the meeting, we thought that the shotgun was the most powerful weapon, but low and behold Capcom surprised us again. Each character, if snoopy enough, has the ability to find not only a feisty flamethrower, but a nasty bazooka as well.

When it comes down to the enemies, tons have been added, and when these beasts are exterminated with different weapons, different deaths have been added for the corresponding weapon. There's oh so much more we can tell you, and we will, but for now we'll go out with a bang. Expect to see: rendered intros, endings, and clips, extremely detailed graphics, and a plot that puts Freddy Kruger to shame.

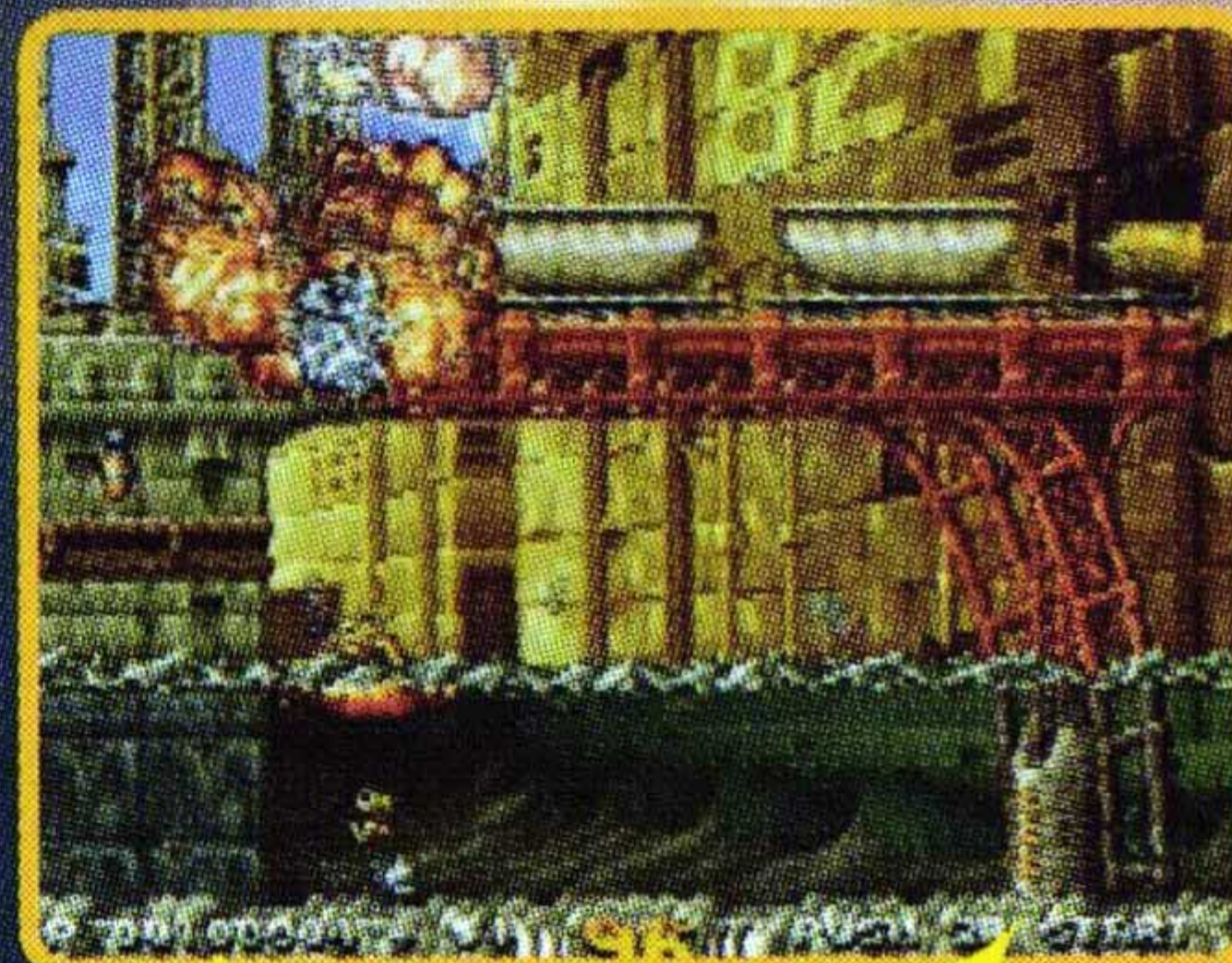
# BLOW 'EM TO SQUID SPIT

Now Available For SATURN



# IN THE HUNT™

For Your Sony PlayStation and Sega Saturn



"The only way to describe ... *In the Hunt* is to combine all of the best shooters you have ever played into one game."

EGM - February '96



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# King's Field

## A Fully Rendered Adventure

Imagine opening your eyes to find yourself staring at an island castle as the waves of saltwater gently lap over your ankles. You are armed with only a dagger, which does not fill you with much confidence as you notice the giant dragonflies buzzing above your head. Before you stands the entrance to the greatest adventure of your life, for the island leads to the underworld where you will face great peril and woe. From skeleton warriors to man-eating termites to giant slugs, almost everything that moves will oppose you. But deep in your heart you know that you must fight them, for you need to gain experience and raise to a level where you can oppose the evil demon Neron and recover the magic sword that has the power to slay the mighty dragon that snoozes beneath the land.

King's Field is the American version of the Japanese title King's Field II. While it is a sequel in Japan, this is the first version of this game we get to see in the States, and is the first RPG to rear its head on the PlayStation. Fortunately for the player, it's a real beauty. Everything in this game is fully rendered and texture mapped. That means that you can look at any of the objects in the game from any angle. The enemies are also fully rendered, so you can run around and attack them from behind if you have the skill and speed. You are exploring a world that is completely invented, which makes the adventure all the more real.

This is one of the only first-person perspective RPGs available anywhere. While the screen shots make it look a little like Doom, that's not really a proper comparison. It moves a LOT slower than Doom, and there isn't nearly the death and carnage you'll find in that title. While the slow movement may put a lot of players off initially, after you've played this game for awhile it is hardly noticeable. You'll be much too concerned dealing with poisonous, carnivorous plants and trying to figure out what you're supposed to do with the Dragon Figurine to worry that the game is moving too slow. In addition, you've been given a run button so you can cruise through areas that have been cleared of enemies. You won't be able to attack for a brief period after running, so you can't use it to speed up your attack.

You'll be able to equip a weapon, armor on various parts of your body, and two items. In addition, you can assign an item to your select button, such as healing herb, so it is available at a moment's notice. You'll also be able to equip a magic spell once you have gained that power. There are various circles of magic including fire, air, water, earth, and dark. When you find a crystal that contains magic from one of these circles, you can use it to gain a new magical spell. The more crystals you find, the more powerful of a magic user you will become.

While it may not be the style of RPG you are used to on a console gaming system, it will absorb you into its world and keep you there until you can complete your quest. The adventure is not a straightforward, linear storyline. You'll have to explore the world and decide which quest to take on next. Choose your battles carefully, valiant warrior, for the King's Field awaits you.



Nothing comes to the rescue like some healing earth herb.



Elven springs are scattered throughout the underworld. If you find one, drink yourself healthy.



Giant snails spit poison. Try to get beside them and hack on their decks.



This castle is well protected by fireball-shooting heads.



Take a moment of silence and reflect upon the fallen comrades who have gone before you.



This poor lady is missing her son, and she won't let you into town until you find him.



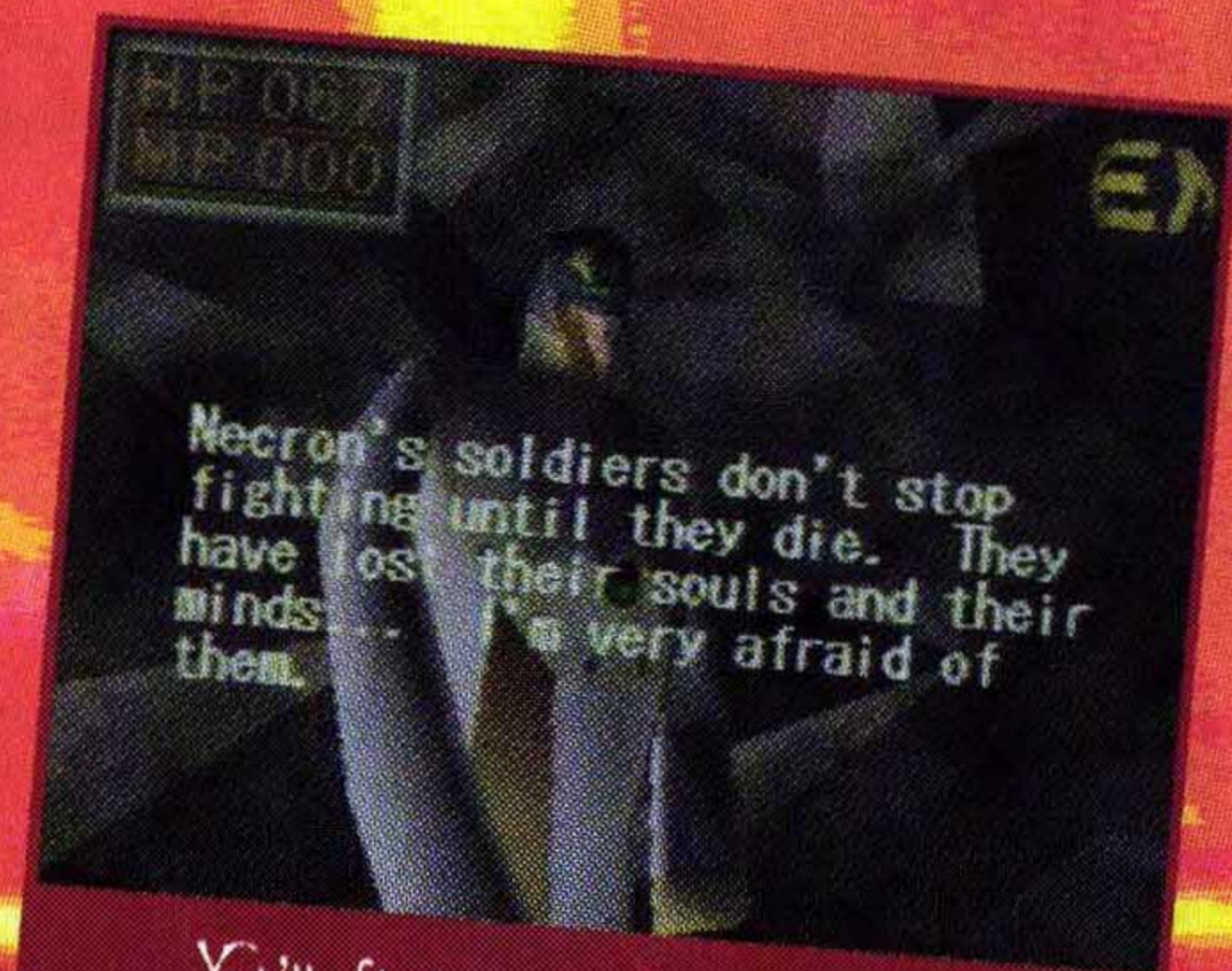
Green slime actually cures poison, so think before you strike.



- **Size:** 1 CD-ROM
- **Style:** 1-Player First Person RPG
- **Special Features:** Memory Card Save, Multiple Spells and Weapons, Fully Rendered Explorable Environment, Townfolk to Talk With, Shops, Real Time Adventure
- **Created by:** From Software for Ascii Entertainment
- **Available:** Now for Sony PlayStation



He's nothing but a pike man. Approach with caution.



Necron's soldiers don't stop fighting until they die. They have lost their souls and their minds... I'm very afraid of them.

You'll find this guy hiding in a passageway. He will offer information and a valuable trade.



Flying enemies are difficult to defeat. You need to look up and down in order to make weapon contact.



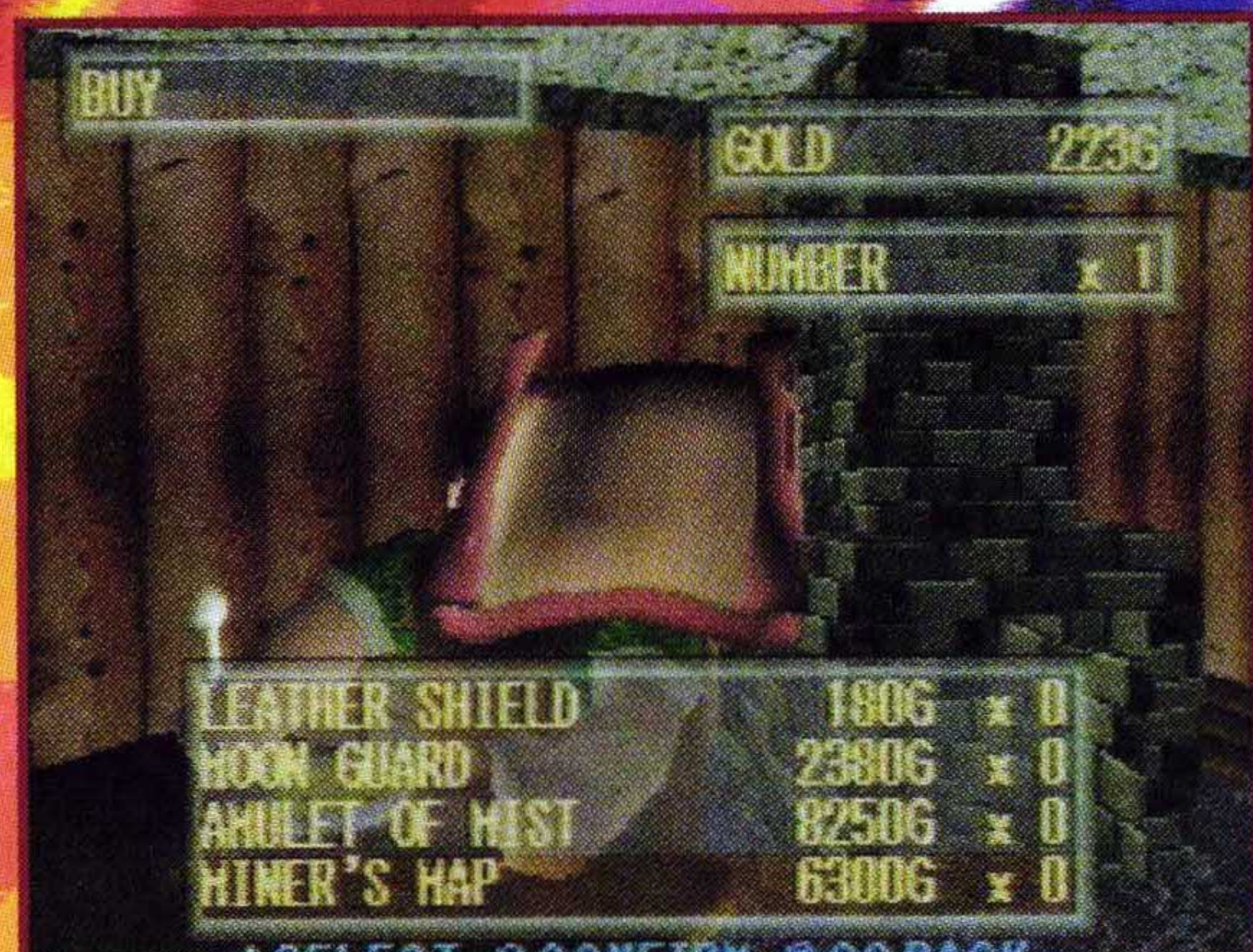
Some chests contain traps - a living skeleton for example.



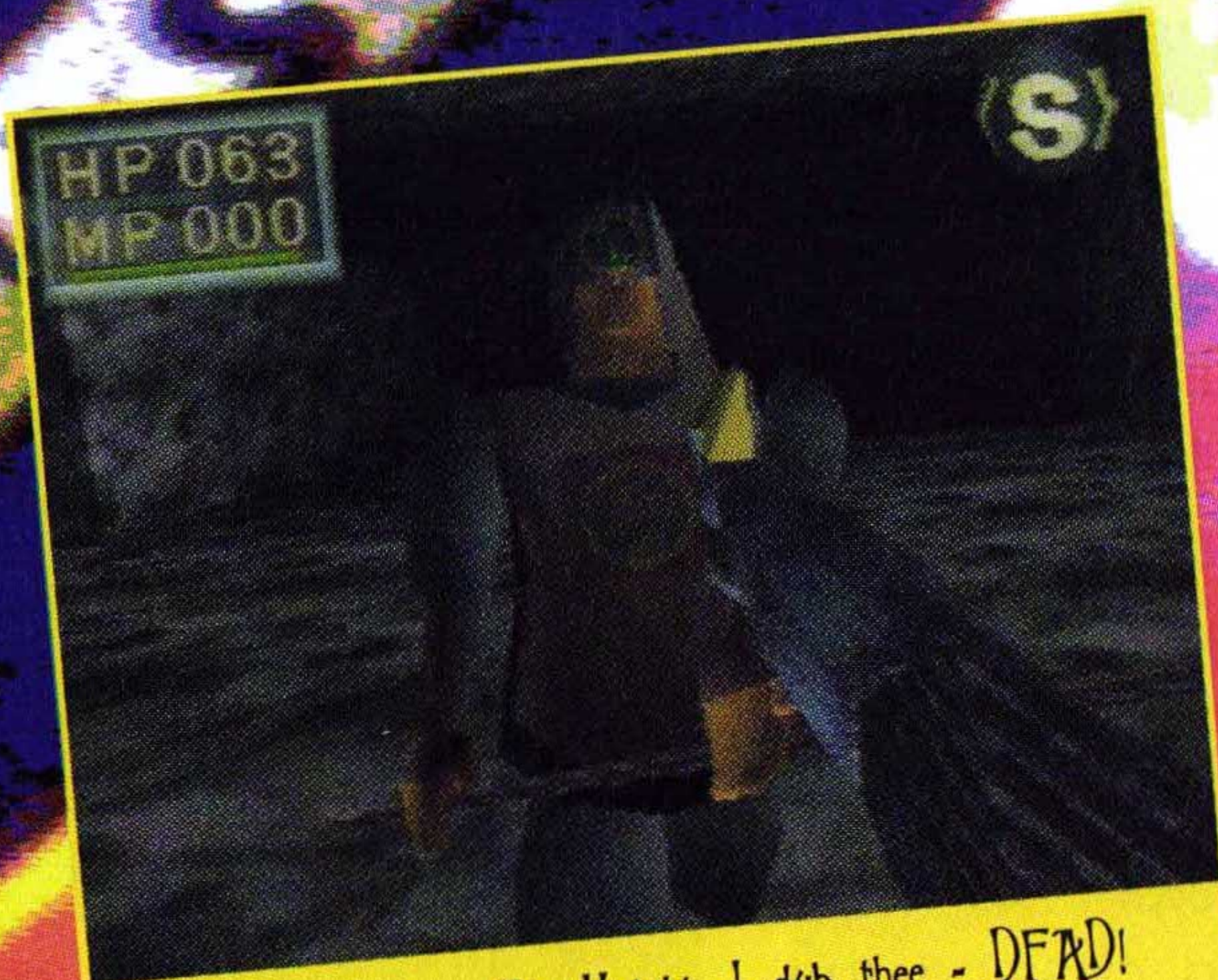
Two man-eating plants, one plant-eating man. Who will reign victorious?



Step carefully near the Kraken - he can push you into the death of deep water.



The shops are expensive, but contain some crucial items.



Congratulations, Sir Knight. I dab thee - DEAD!



Without a bow or some kind of magic attack, the queen termite is indestructible.

► THE BOTTOM LINE **8**

**ANDY, THE GAME HOMBRÉ**

**Concept:** 9 "When King's Field showed up at the office it was a definite surprise. This game is amazing. The graphics are better than average, but the adventure is what makes this game. I felt the play control was slightly sluggish, but it wasn't enough to deter me from enjoying this mesmerizing quest. Slash giant snails and plunder dreaded slime, but whatever you do, don't miss this awesome quest. A must-have for RPGer's."

**Graphics:** 8

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 9

**OVERALL:** **8**

**REINER, THE RAGING GAMER**

**Concept:** 9 "Finally, something that resembles an RPG for the PlayStation. Like Doom, King's Field takes advantage of the impressive first-person perspective view. There are tons of puzzles, traps and meanies that must be toppled before victory is even possible. And for the RPG fans that want a strict inquiry, there's also shops, civilians, maps, and hidden stuff everywhere. You wanted an RPG, and here it is! It may not resemble your standard RPG formula, but it is a decent game that shouldn't be missed."

**Graphics:** 8.5

**Sound:** 8

**Playability:** 8.75

**Entertainment:** 8

**OVERALL:** **8.5**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "It takes a long time to get rolling in this game. It moves fairly slow and the control, although decent, suffers from the graphics trying to keep up."

**Graphics:** 7

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7.5

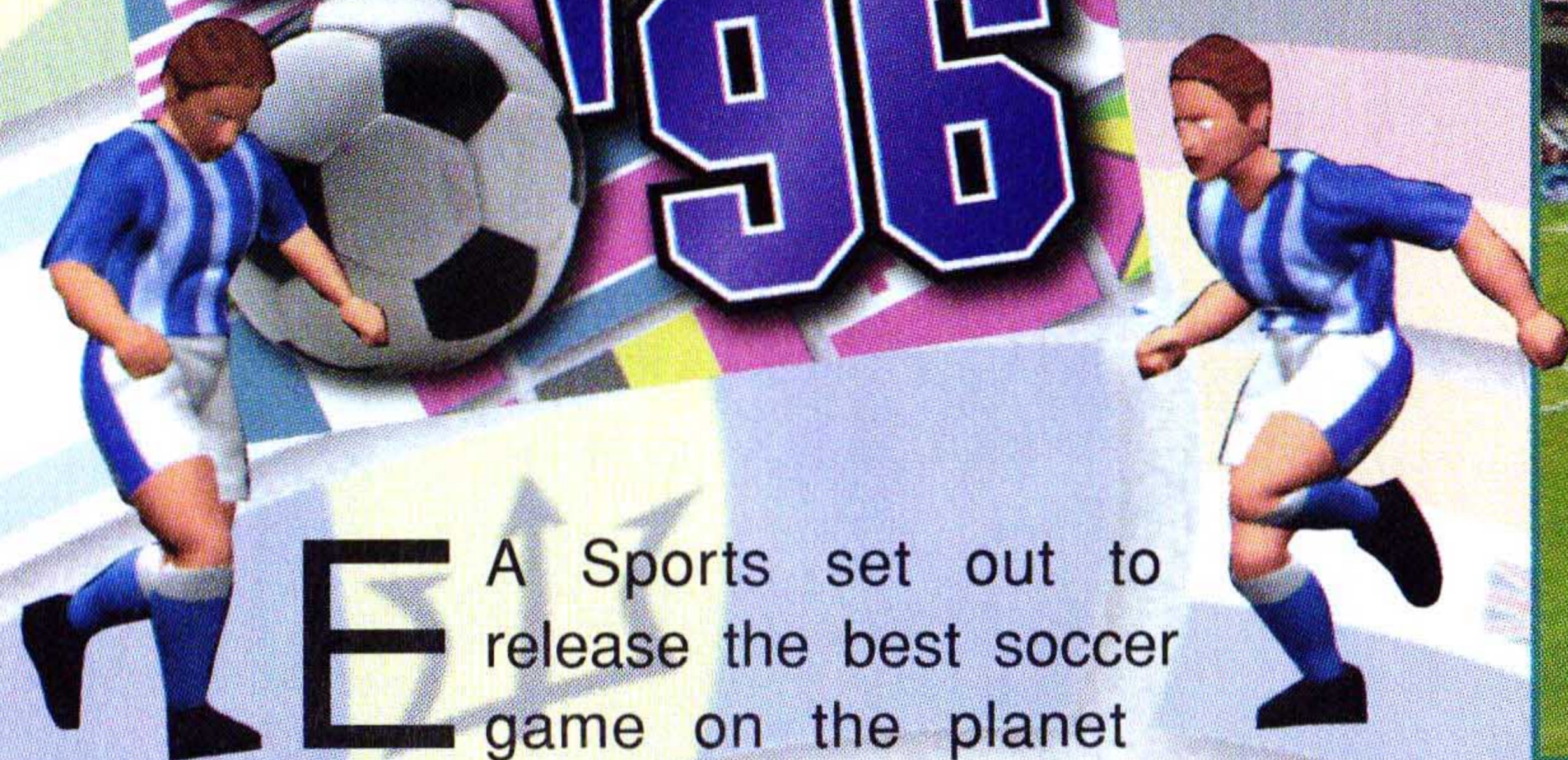
**OVERALL:** **7.5**

Most of the graphics are generic polygons and texture maps. However, there are a couple of things that this game has going for it. It offers some cool combat sequences, like the bow, and it is LONG on gameplay. Although I like the action to have more pace, this is not a bad game for those cravin' an RPG."



# FIFA SOCCER '96

## The Pinnacle of Electronic Soccer



**E**A Sports set out to release the best soccer game on the planet

with it's multi-platform release of FIFA Soccer '96. The 32-bit era allowed them to go into great detail to recreate the look, sound and feel of the game. Unlike previous versions which used hand drawn player animations, all of the players' actions were rendered using SGI workstations with Microsoft's SoftImage 3D modeling program. This additional technology allowed the game's designers to include many new player animations as well as add to the overall look and realism. Additionally, EA recruited John Motson to serve as real-time commentator for every match. Motson has over 15,000 phrases recorded onto the game which change depending on the excitement level of the match.

FIFA '96 includes twelve international leagues as well as a custom league that includes all-star teams. This custom league allows you to choose from over 3,000 real players to edit your line ups. Up to 8 players can compete in Tournament, League, Playoff, or Friendly modes. Like in past, a wide array of option settings can be adjusted to set up formations, strategy, and coverage. Unlike older versions the computer AI and overall game play has progressed to a more technical game. Past versions of FIFA came down to kicking and chasing the ball, whereas '96 is more about passing and finesse. The list of new passing moves, set plays and other controller moves are overwhelming to say the least. A great deal of practice and quick thinking are required to master all of the intricacies FIFA '96 has to offer.

To be sure, soccer doesn't have the same appeal in the U.S. as it does in most other countries. However, EA Sports may have succeeded in developing a realistic soccer simulation that will undoubtedly have world-wide appeal.



PlayStation



vs.



Saturn



FIFA '96 offers seven different play views.

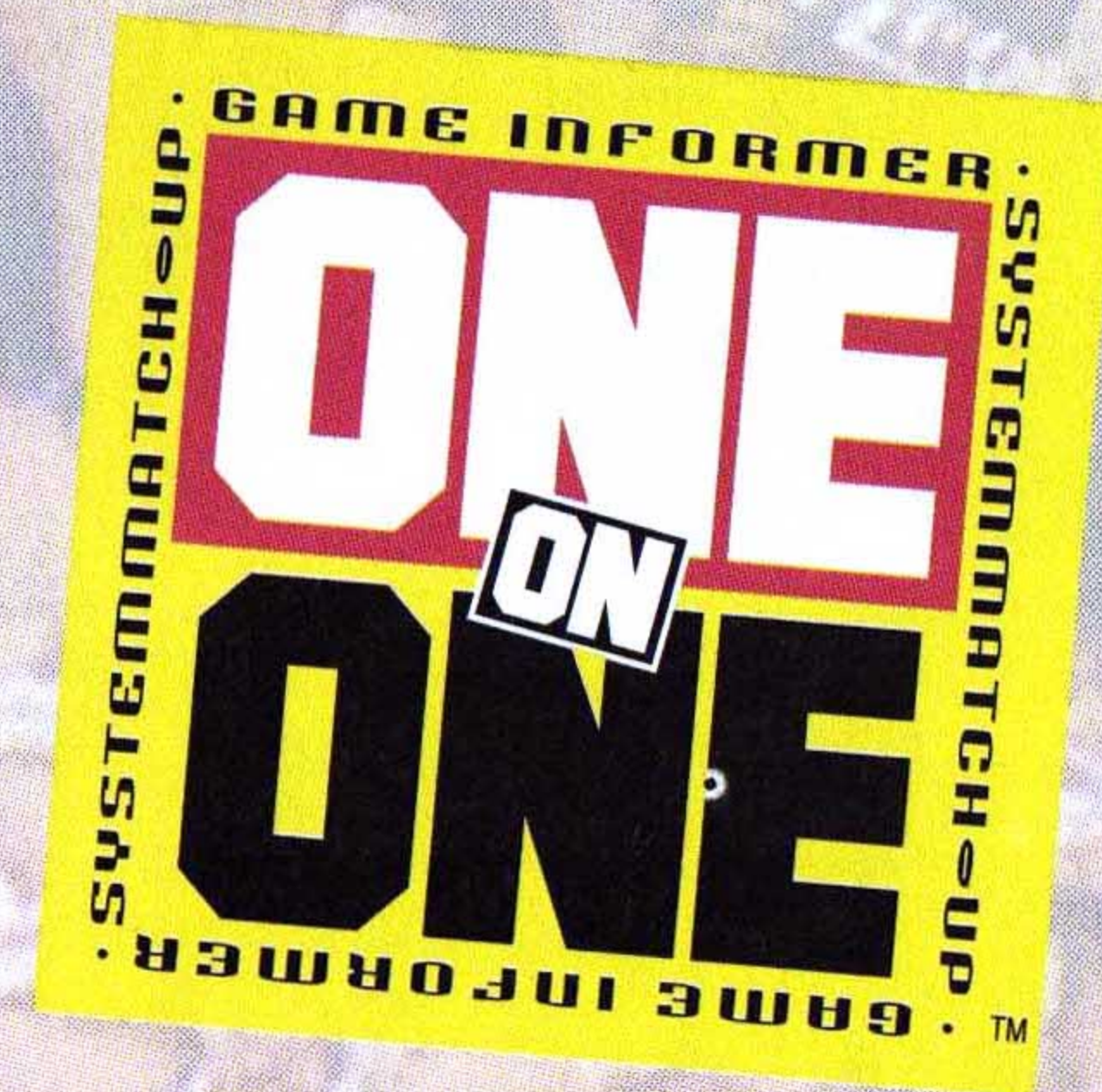


If you start pushing players around you risk an ejection from the match.



Adjust the team formation to give yourself that extra offensive punch.





The replay allows you to review the action from virtually any angle.



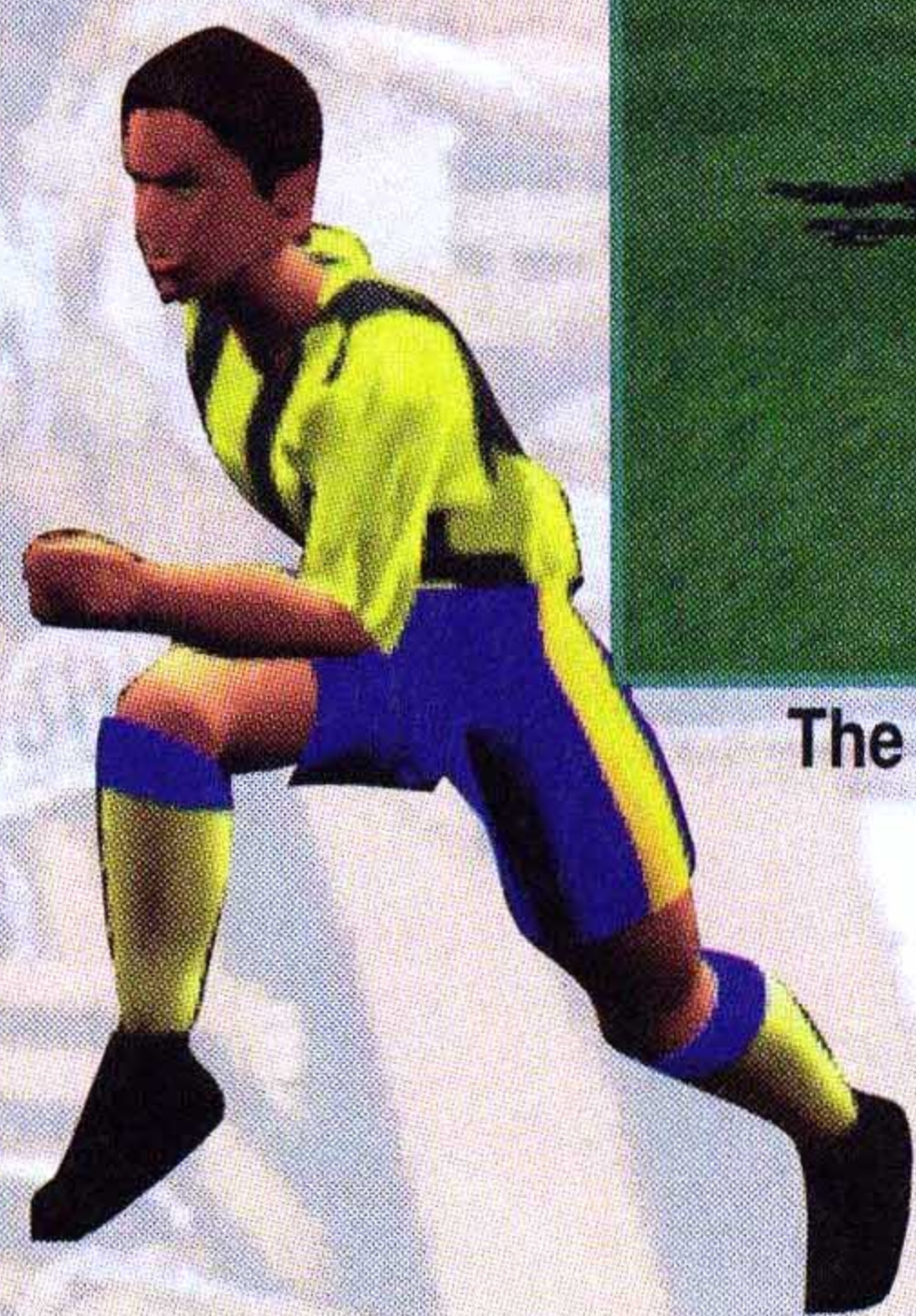
There are a number of set plays that can be run from a corner kick.



The sky is aglow as the sun sets behind the Virtual Stadium.



The team swarms the keeper after a hard fought victory.



► THE BOTTOM LINE

PLAYSTATION

SATURN

8.75  
8.75

**PlayStation**

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Soccer
- **Special Features:** 12 Leagues from Around the World, Multiple Playing Views, SGI-Rendered Animation, Real-Time Voice Commentary with Over 15,000 Phrases, 3,800 Real Players, Dolby Surround Sound, Memory Card Save
- **Created by:** Extended Play Productions for EA Sports
- **Available:** Now for Sony PlayStation

**Saturn**

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Soccer
- **Special Features:** 12 Leagues from Around the World, Multiple Playing Views, SGI-Rendered Animation, Real-Time Voice Commentary with Over 15,000 Phrases, 3,800 Real Players, Dolby Surround Sound, Internal or External RAM Save
- **Created by:** Probe & Extended Play Productions for EA Sports
- **Available:** Now for Sega Saturn

**REINER, THE RAGING GAMER**

	SS	PS-X	
<b>Concept:</b>	9	9	"Besides the views getting further and further away from the field and the characters looking more and more like Lemmings, I'd have to say that this is by far the best FIFA Soccer title yet. When comparing the two, it's a stand still draw. Both versions play, look and smell identical. (Sorry about the smell thing it seemed appropriate) Anyway, you know the game, and you've seen it before. However, now it's 32-bit. With 32-bit CD capabilities EA managed to stuff everything you'd want from a soccer game into this disc. When they say it's in the game, they mean it. Believe them, I do!"
<b>Graphics:</b>	9	9	
<b>Sound:</b>	8.75	8.75	
<b>Playability:</b>	9.25	9.25	
<b>Entertainment:</b>	9	9	
<b>Overall:</b>	9	9	

**PAUL, THE PRO PLAYER**

	SS	PS-X	
<b>Concept:</b>	9.25	9.25	"If you are looking for a soccer game look no further. Both of these games are excellent and there isn't a whole lot of difference between them. I did find that the control for the PS-X version is somewhat better particularly when chasing down a loose ball. Both games have AI that is incredibly aggressive and I found that it took me at least a couple days to not get my butt kicked. With all the moves and passing schemes I think that it will be a long time before I can master this game. Both games are phenomenal, but I have to give the PS-X the slight edge because of the play control."
<b>Graphics:</b>	9	8.75	
<b>Sound:</b>	9.5	9.5	
<b>Playability:</b>	8.75	9.25	
<b>Entertainment:</b>	8.75	9	
<b>Overall:</b>	9	9.25	

**RICK, THE VIDEO RANGER**

	SS	PS-X	
<b>Concept:</b>	8	8	"FIFA '96 is a perfect example of how little difference there is between the PS-X and Saturn systems. I thoroughly enjoyed this game on both of these wonderful game systems. Graphically, the player's look and movements are coming close to lifelike. The PS-X version looked a little more real, but was a bit grainy so I gave the cleaner looking Saturn version a slight nod in this department. The play characteristics are good but there was less mid-field play than in a normal soccer game. Either one of these is better than any other soccer game I have played but I'm reserving higher scores for games yet to come."
<b>Graphics:</b>	9	8.5	
<b>Sound:</b>	8	8	
<b>Playability:</b>	8	7.5	
<b>Entertainment:</b>	8	8	
<b>Overall:</b>	8.25	8	



# WING ARMS

## The Battle Over the Pacific Continues

- **Size:** 1 CD-ROM
- **Style:** 1-Player WWII Air Combat Simulator
- **Special Features:** 3 Views, 2 Difficulty Settings, 7 Planes to Choose From, Fully Rendered Cut-Scenes
- **Levels:** 6 or 8
- **Created by:** Sega (w/Consultation by Aireview)
- **Available:** Now for Sega Saturn



Attack this sea base from the side...

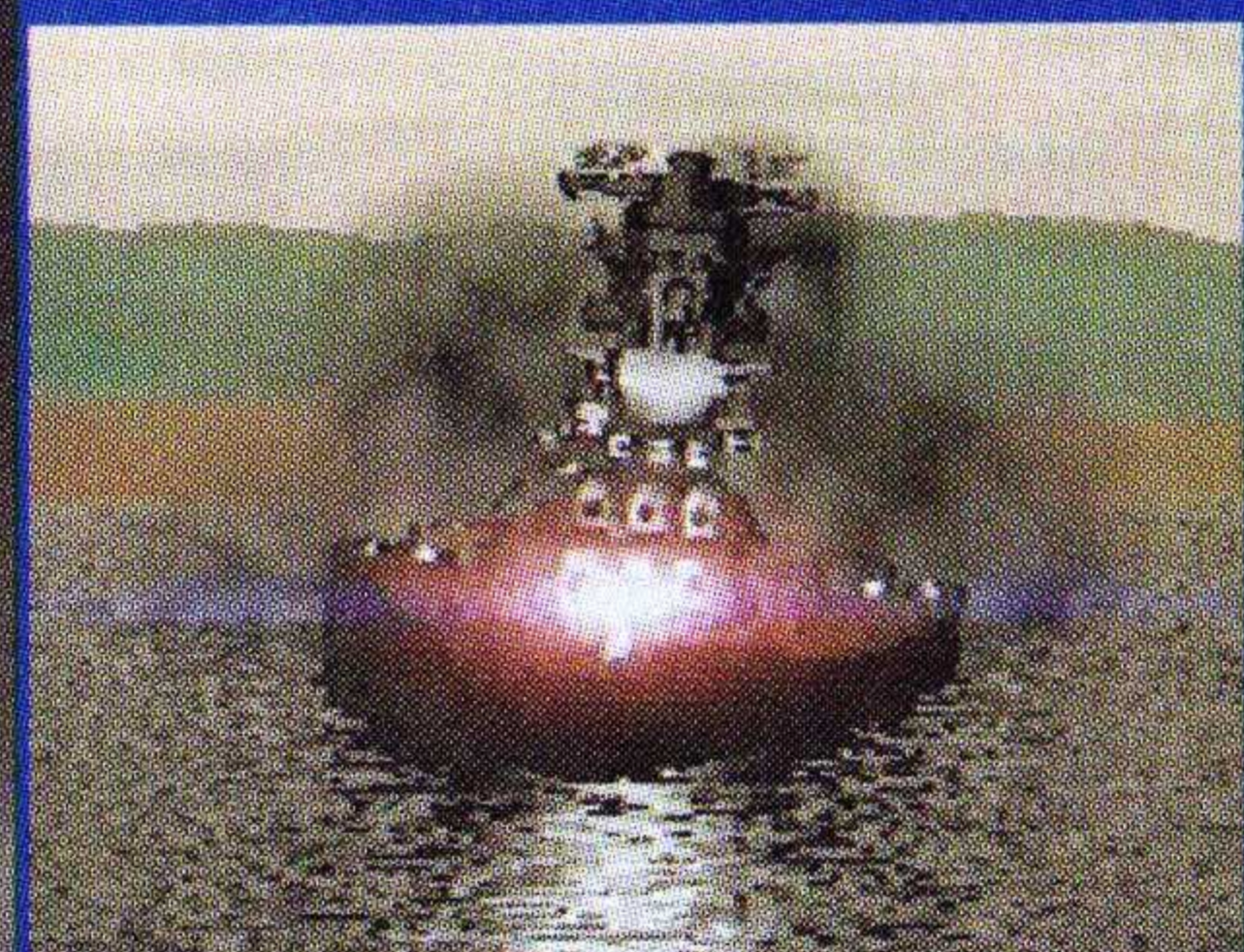
### Attacking Enemy Ships



Some prefer the small exposure of the length attack...



Others the wide target of the side attack...



But the results are the same.



Sleep well, city folk, but watch out for falling shrapnel.



...or rain death from the sky.

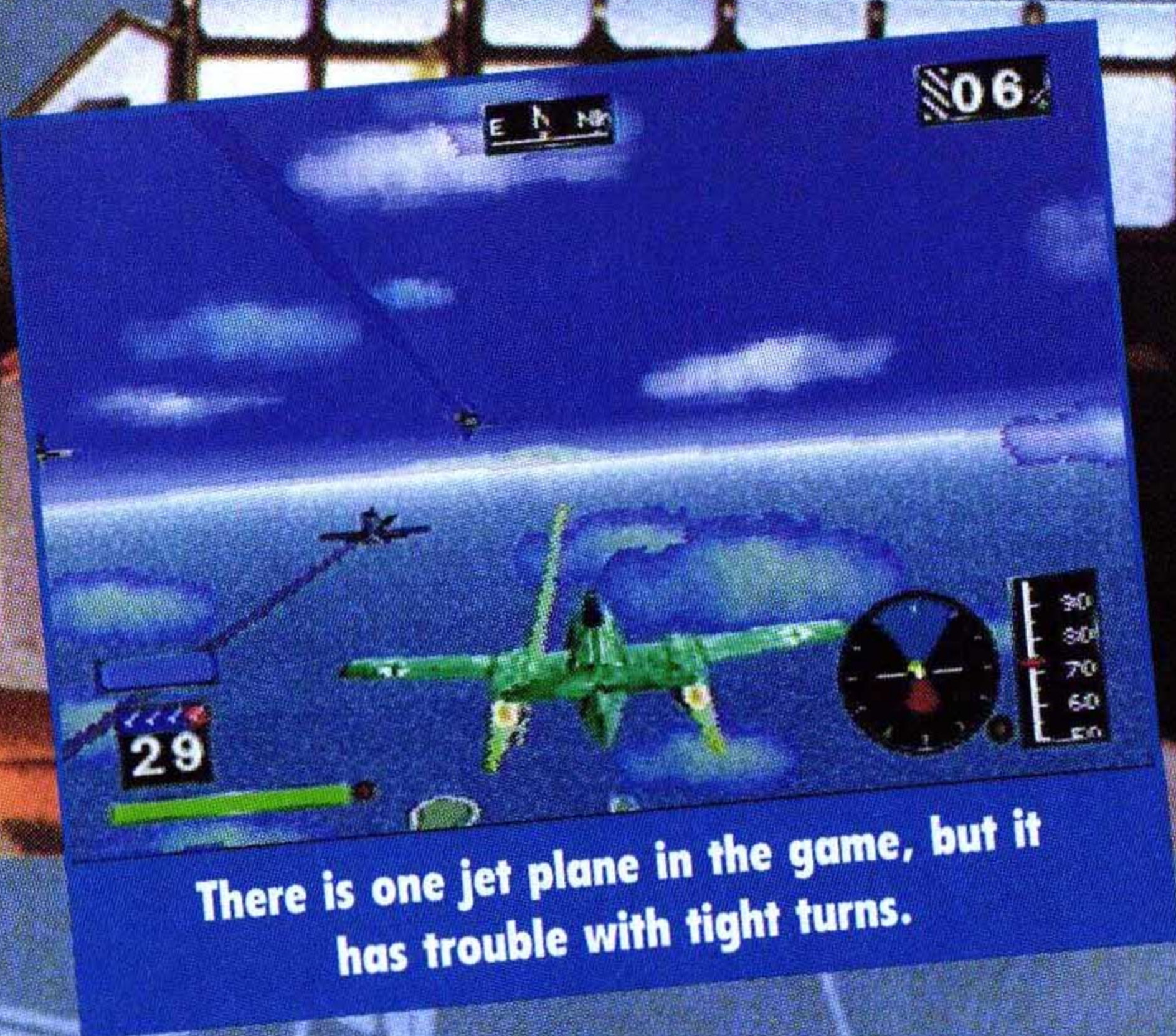


Select your favorite from one of seven planes in the hangar.



The canyon chase mission takes skillful driving and a steady shooting hand.





There is one jet plane in the game, but it has trouble with tight turns.



This peculiar plane moves the propeller to the back. Weird.



When somebody's on your tail, the view automatically shifts so you can see your enemy.

**N**ot all planes are jets. Before this breakthrough in flight technology, planes relied on propellers for thrust. They may not have been as fast, but the pilots who flew them required nerves of steel and an instinctive feel for the skies. Do you long for the days of spinning prop blades, scorching machine gun fire, and unguided rockets? If so, then Sega is bringing out the game for you in the form of Wing Arms for the Sega Saturn.

Gone are the afterburners, heat seeking missiles, radar guided SAMs (Surface-to-Air Missiles), and laser-lock cannons. Instead, you've got a control stick, a pair of guns, and one of seven planes to choose from. Some are faster, yet less maneuverable, some are small and swift but pack little punch, and some are sky behemoths that lumber through the air with massive machine gun power. The plane you choose will change the way you must play the game.

Your missions will vary. You may be taking out enemy planes, attacking ground or sea targets, or protecting your own precious carrier - your only lifeline when you are isolated above nothing but salty water. In addition to using your guns to strafe the ground and bull's eye planes out of the sky, you'll have a nice battery of unguided rockets to help you on your way. In the initial stages of this game's design they were going to allow you to choose from rockets, bombs, or torpedoes before each round, but one out of three isn't bad. You are best off saving those rockets for the big targets, as small planes can dodge them without much trouble.

The novice level consists of six missions, and uses a standard "point the joystick and go in that direction" type of control. Move up to the expert level and you'll add two more missions and have to use separate pitch and yaw control. That means that pushing to the left or right will cause your plane to spin clockwise or counterclockwise, and pushing the trigger buttons will cause it to turn left or right. This will give you more control, but it will definitely take some getting used to before you'll have the fast reactions you need to complete all the levels.

Wing Arms may not have high tech weaponry, but it does have the old time sound and feel of World War II air combat. Grab your leather helmet, silk scarf, and goggles because you're about to jump into some heavy action. Good luck, fly boy.

**MYOKO CLASS HEAVY CRUISER**

LENGTH	201.7m	MAX SPEED	33.5knot	ROTATION	⊕
BEAM	20.7m	POWER	130,000hp	ZOOM IN	Ⓜ
DRAFT	6.32m	ARMAMENT	203mm I X 5	EXIT	Ⓝ
DISPLACEMENT	13,000t		127mm I X 4	ZOOM OUT	Ⓜ
			25mm II X 12	PLACES	Ⓜ
				SHIPS	Ⓜ

You can get info on all the planes and ships in the game.

▶ THE BOTTOM LINE **7.25**

**ANDY, THE GAME HOMBRÉ**

**Concept:** 7 "Straight sevens is about all you can say about this game. From the graphics to the play control, everything is just a little above average. But perhaps the biggest problem with this game is that it is lacking a two-player head-to-head mode. Come on Sega, that's the reason why we played Wing Arms in the arcade. If you really want to fly, Wing Arms is the only trip on the Saturn but I'd rather stick to the ground and play Rally!"

**Graphics:** 7.5

**Sound:** 7

**Playability:** 7

**Entertainment:** 7

**OVERALL:** **7**

**REINER, THE RAGING GAMER**

**Concept:** 8.5 "Sure, you've got to love having seven planes to choose from, and eight radically different missions to exploit, but I think the whole context of the game was missed. In my opinion dog fighting should be intense combat with bullets and junk flying everywhere. In Wing Arms' case, dog fighting consists of shooting the opposition's tail and circling to shoot the tail again. It's definitely a beautiful looking title with great texture mapping, but it's just so darn sloooooow."

**Graphics:** 8.75

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7

**OVERALL:** **7.75**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "When I saw preview copies of this game I was ready to blast the Axis powers in a World War II battle. What finally came was a rather uninspired arcade translation. The control is very nice in terms of responsiveness and option settings. The graphics leave much to be desired, especially on the canyon chase level. Where's the two-player game? Give Wing Arms a try at least, but don't expect more than a week of enjoyment."

**Graphics:** 7

**Sound:** 7

**Playability:** 8.5

**Entertainment:** 5

**OVERALL:** **7**



# HANG ON GP

Motorcycle Racing ACTION!!!!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Motorcycle Racing
- **Special Features:** Three Difficulty Levels, Three Views, Adjustable Highside, Transmission, and Power Slide Settings, 10 Bikes, Arcade Racer Compatible
- **Tracks:** 3 Plus 3 Extension Tracks
- **Created by:** Sega
- **Available:** Now for Sega Saturn

One of Sega's most successful arcade hits was Super Hang-On. It gave us a motorcycle racing experience we had not previously known. It was also one of the cartridges to be released with the initial launch of the Sega Genesis. Since this is Sega's year of the Saturn, they have updated this game for the present day. Equipped with polygon graphics and pumping stereo sound, get ready to experience Hang-On GP.

You can choose from 10 different bikes, but the options don't stop there. You can also pick whether you would like manual or automatic transmission, and decide whether you want to activate Highside and Power Slide. Next stop is the tracks. Initially you'll be able to choose from three tracks. However, after you qualify (place in first, second, or third) a new group of tracks will be available. These three are the same as the first tracks, except that they have an extra stretch of road added

to them, which is where you'll usually find some tricky turns and nasty hairpins. If you qualify in all of these, you'll be rewarded with the ability to race in Endurance Mode. This mode will give you 600 seconds (10 minutes) to race as many laps as you can. Endurance mode will also force you to pit, as you will run low on gas every three or so laps.

On the road you'll have to look out for 19 other racers. Bumping into them won't necessarily send you for a spill, but it can jolt your bike in a fatal way by having you run into the ever-present walls. They seem to have more effect on your driving when you are viewing the game from the "behind-the-handlebars" view than in the other two views.

Have you been feeling the itch that can only be scratched by the scorching speeds of super bike racing? Then put down that calamine lotion and pick up a copy of Hang-On GP for your Sega Saturn.



**MACHINE SELECT**  
 This bike seems to have the necessary speed and handling.

**handlebar view**  
 The handlebar view makes this game quite challenging.

**PIT WORK**  
 Pit work is necessary in Endurance Mode. Otherwise avoid it.

**road hog**  
 Get that road hog out of the way!!!

**tight, knee scraping turn**  
 These tight, knee scraping turns can really get the adrenaline pumping.

**tunnel**  
 After this tunnel, be ready to take a hard left.

**COURSE SELECT**  
 The overhead view lets you know what to expect.

► THE BOTTOM LINE **7**

**ANDY, THE GAME HOMBRE**

**Concept:** 6 "Sega has always been famous for its racing games, but I'm sorry to say that Hang On GP doesn't quite make the grade. Although the game doesn't totally stink, it isn't exactly smooth and the sound effects are pretty weak. The control of the motorcycle and how it reacts to its environments is inconsistent leaving the racer screaming at the screen. I wouldn't recommend this game to everybody, but I'm sure motorcycle racing fans will be able to overlook this game's short-comings."

**Graphics:** 6.5

**Sound:** 5

**Playability:** 7

**Entertainment:** 7

**OVERALL:** **6.25**

**REINER, THE RAGING GAMER**

**Concept:** 7.25 "Finally, there's a title available that I can contentedly say that the Saturn needs a unit-to-unit link for. The best thing about Hang-On in the arcades was the multiple player competition. Sadly enough, Hang-On GP for the Saturn doesn't even feature a split screen duel. This title is decent at best, and nothing to get too terribly excited about. It is the first and only cycling title available for any of the 32-bit platforms, but I'd advise waiting for the next installment. Choppy graphics, and poor control don't fill the thrilling gaming experience for me."

**Graphics:** 7

**Sound:** 6.5

**Playability:** 6.75

**Entertainment:** 7

**OVERALL:** **7**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "I can't say that this is anything truly revolutionary because Hang On has been with us for a long time. The graphics have been nicely updated with the whole polygon and texture-mapping thing, but I do think the overall look is a little rough. True to most of Sega's racers this game has very solid control. Even though the game doesn't have that many courses, the choices of cycles and option setting make for a lot of variety. I find that this is an entertaining game, but it falls short because of the lack of a two-player option."

**Graphics:** 8

**Sound:** 5

**Playability:** 9

**Entertainment:** 8

**OVERALL:** **7.5**



# X-MEN

## Children of The Atom

### XAVIER'S CLAN RETURNS

Since its arcade debut, Capcom's red-hot mutant fighter has burned up millions of quarters worldwide. With top of the line animation, powerful combos, and highly intensified gameplay, X-Men: Children of the Atom has found itself near the top of the list as one of the years most anticipated titles to reach the console machines. Give Capcom a few months to rekindle the magic, and voila, X-Men: Children of the Atom is now available for Sega Saturn of Japan.

When this title is scheduled to hit the States is still undetermined, but from the looks of it, it's going to be fairly soon. Expect to see the same action that the arcade presents. Whether you like to slice and dice with Wolverine's adamantium claws, or charboil a Sentinel with Cyclops' optic blasts, you won't have to worry because all of your favorite gene enhanced mutants' are here. And if there was one company who knew how to successfully unlock each of the mutants special powers it would be Capcom, and as they've shown with X-Men: Children of the Atom know how to suck these mutants powers dry.

The animation found in X-Men Children of the Atom is fairly reminiscent to the high quality animation found in SFII Alpha and the Dark Stalkers series. With this classic cartoon style Capcom took the basic fighting style foundation in SFII and mixed it with a mutant prowess. Of course, since the X-Men are mutants, whereas the cast in SFII is not, a few new heights had to be reached in the gameplay. The list of new features goes on and on, but some of the high points range from super jumps, which allow the character to soar a few stories through the air to a powerful combo system. With this power, players can create their own combos, counters, and tactically break a combo with a Tech Hit.

The X-Men have found themselves on just about every 8 and 16-bit console the gaming industry had to offer, and now with the launch of the 32-bit bad boys the X-Men are already marking their territory on this brave new frontier.



Wow, Iceman just clocked him with a 25hit combo!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Three Speed Modes, Manual or Automatic Blocking, Eight Playable Characters and Two Bosses, Multiple Moves For Each Character Including; Super Jumps and X-Power Moves, and an Intense Survival Mode
- **Created by:** Capcom
- **Available:** Now for Saturn of Japan, Early '96 for American Saturn



The Silver Samurai uses his super jump to gain the high road advantage against Storm.



Two Cyclops'? This must be a Danger Room hologram.



Psylocke destroys Omega Red with a devastating psychic attack.



Is Magneto the toughest boss ever? Most definitely!



Alight who ordered the instant avalanche?



ONLY IN JAPAN



# Jonny Bazookatone



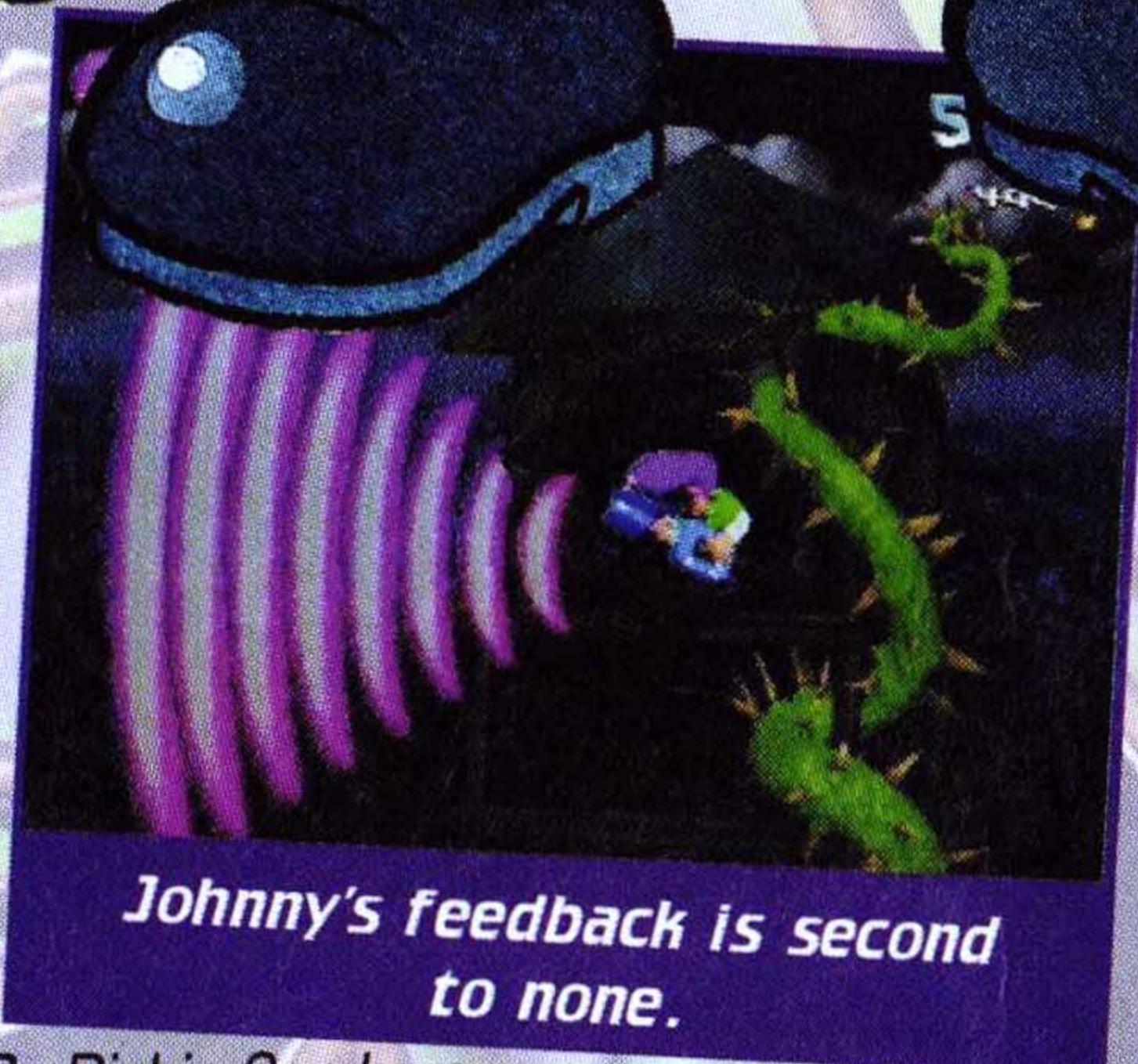
# He's a Rock Star!

With the movement to the 32-bit machines, the basic action/platform genre has evolved with the 3D chaos theory and transformed into multiple perspective monsters. That's not so in Johnny B's case. US Gold took the traditional action/platform format and improved upon it without altering the basic gaming foundation. Like Nintendo's Donkey Kong Country, Johnny Bazookatone glows with rendered delight and flawless animation.

Basically, if you break down the intricate storyline, Johnny Bazookatone features a touching tale between a rock star and the devil. Yes, it's true. The greedy El Diablo has his eyes set on Johnny's guitar. It's not the style or make of the guitar that attracts his eye, but the sounds that emanate from within. Thus, Johnny's guitar is the center point of the story. With the devil on his tail, Johnny and his band are in for the fight of their life. Luckily, Johnny's guitar not only possesses the capabilities to play music, but to engage in warfare as well.

With the swift touch of a plastic pick on wound metal strings Johnny can unleash a destructive wall of sound. Two picking styles allow for blasting riff-tunes which resemble the destructiveness of a machine gun, and ultra-blast tunes which utilize the idea of sonics to propel a mighty blast. Johnny's wonderful magic guitar can also be used as a floating device when fired at the ground.

If you're a fan of the traditional action/platform titles, then Johnny Bazookatone is right up your alley. As an added bonus, US Gold has called upon the talented Richie Sambora of Bon Jovi to do the soundtrack... Well, if you don't like Bon Jovi (which is likely), then you can just look at it as music from hell and tie it into the storyline. "Oh, the devil is trying to seduce me with bad music. That won't stop me! I'll get you Diablo!" See how easy it is!



Johnny's feedback is second to none.



Johnny races to safety with his new rocket wheelchair.



Go back to the Disney films guys. There's no place for you here.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Rippin' Music Video Intro By Richie Sambora of Bon Jovi, A Bazooka-Guitar That Shoots Riff-Tunes and Ultra-Blast Tunes, Tons of Hidden Goodies, SGI Rendered Characters and Scenes, Hidden Bonus Stages, and a Purple Goatee to Stroke
- **Web Site:** <http://www.anime.net/~gs/jbwww/jb.html>
- **Created by:** US Gold
- **Available:** Now for Sega Saturn



Hey, Taximan! Drive me to Santa Monica!

## ▶ THE BOTTOM LINE 6.5



Only ten tons, huh? I can lift that!



### ANDY, THE GAME HOMBRE

**Concept:** 6 "The graphics in this game are definitely impressive, but the gameplay is basically standard issue. OK, so there are some cool levels and lots of hidden bonus areas, but I just don't think Johnny Bazookatone is that cool of a character. Also, I want to make it known that I hate Richie Sambora. I think he's fruity. In the end, J.B. is just a basic action/platformer. If you can't get enough - go crazy! I, however, can think of better things to do with my time."

**OVERALL:**  
**6.5**

### REINER, THE RAGING GAMER

**Concept:** 7 "I'm not too crazy about the rock star in hell storyline, or the soundtrack done by Richie Sambora. However, throw these minor technicalities into the wind and Johnny B shines as one great Saturn action/platform title. To put it boldly, I don't think I've ever seen better rendered graphics on the Saturn. The graphics themselves would be great as still frames, but throw some rippin' animation into the mix, and bam! Johnny B is actually kind of fun."

**OVERALL:**  
**7.25**

### PAUL, THE PRO PLAYER

**Concept:** 6 "Hmmm..I don't know what to think of Johnny. Graphically, the rendered characters and backgrounds look fantastic. It has nice shading, colors, and animation. However, this is about all Johnny has going for him."

**Graphics:** 8

**Sound:** 8

**Playability:** 5 "Like a cheap glam-rock band, this game relies on gimmicks and is short on originality. (Speaking of which, have you seen my Richie Sambora doll?) It's not a completely horrid game, but I think games like Bug! and Gex are more worthy of play time."

**Entertainment:** 3

**OVERALL:**  
**6**



# ARCADE BRIGADE

BY RYAN MACDONALD

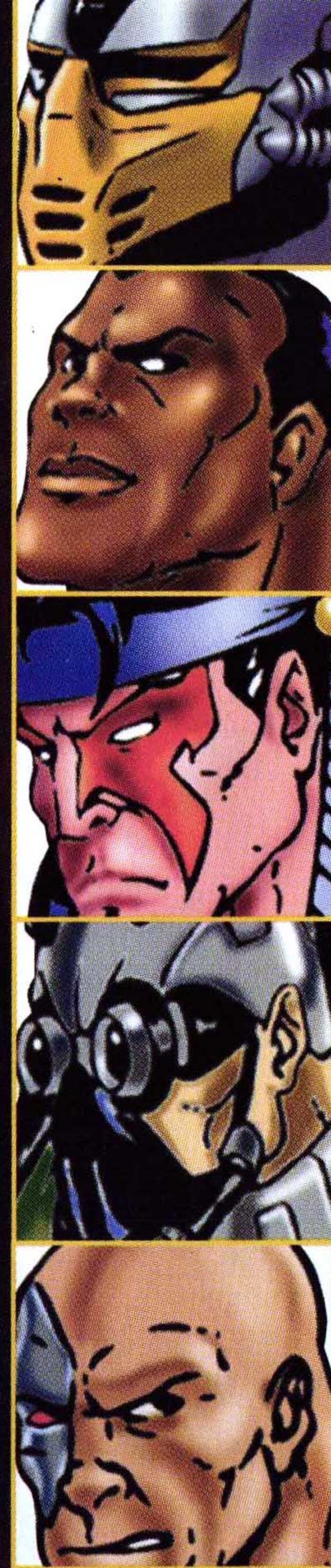
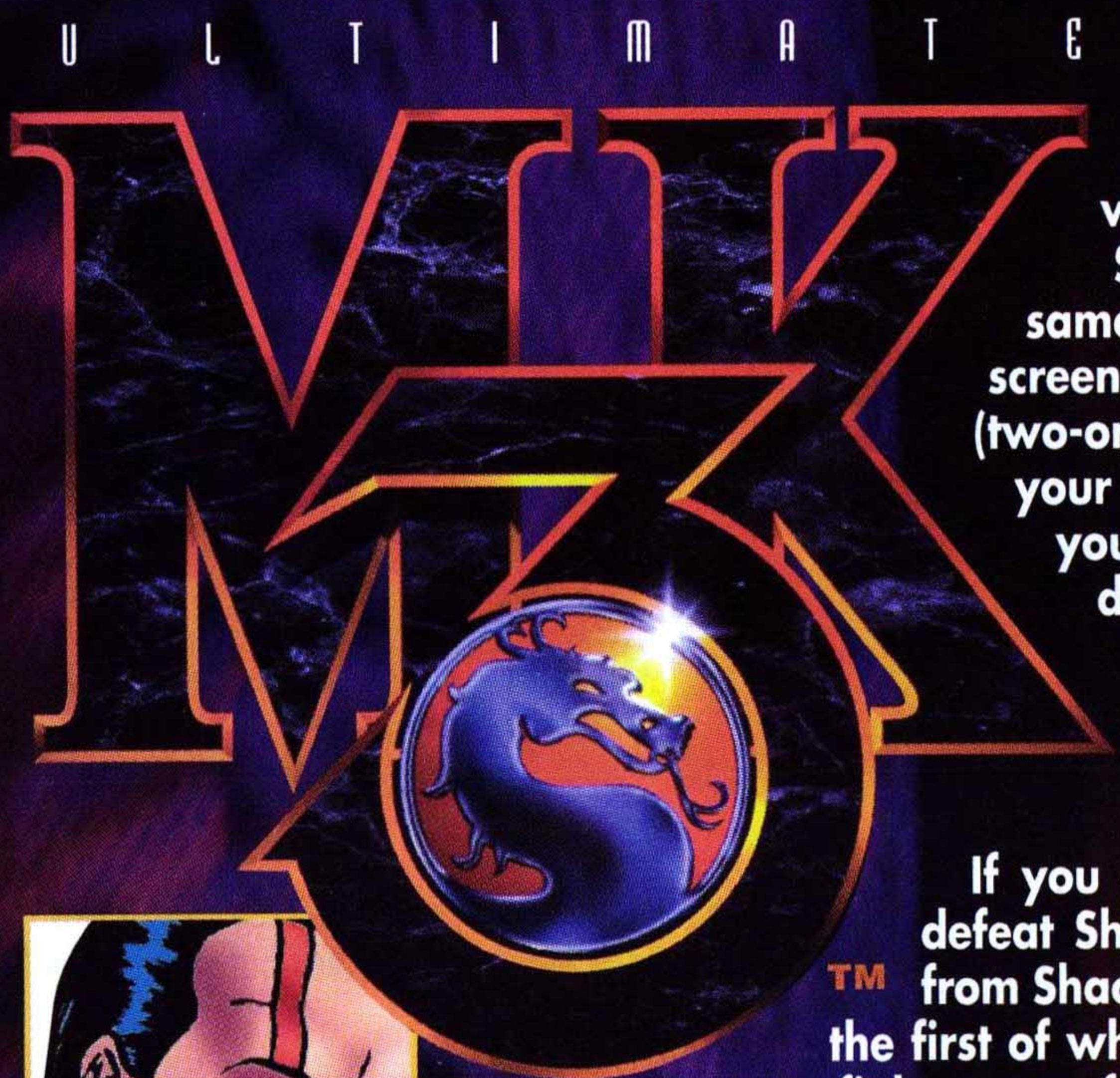
You might have thought that the fight was over, but it is only beginning. With new characters, new codes, new moves, a new zest for life Ultimate Mortal Kombat 3 is rocking the arcades. The most striking change was the addition of 10 new characters in the game. Four of them (Scorpion, Reptile, Kitana, and Jade) are playable from the start. There are three hidden playable characters (Ermac, Mileena, and MK2 Sub-Zero) which are accessed via Ultimate Kombat Codes. The other three (Human Smoke, Noob Saibot, and the purple ninja Rain) have been seen in the demo and been played against, but whether they are actually playable still remains a mystery. There are also five new backgrounds; Hell, The Dock, Sand Dune, Shao Khan's Throne Room, and the Blue Portal, and they make for a nice change of scenery. There are also some new moves for the original MK3 characters, the best of which is Stryker's ability to use his gun!

So you pop your quarters in the machine, expecting the same old thing and then BAM! - there is a game selection screen giving you a choice of Mortal Kombat, four-player (two-on-two), and eight-player Tournament. Mortal Kombat is your standard one-on-one fight. In four-player mode you select your two favorite kombatants, and when your first choice dies the other one jumps in with a fresh life bar. Finally there is the eight-player Tournament which is a standard elimination Tournament, with the winner of each fight proceeding to the next round until only one player stands victorious.

If you are victorious in the eight-player Tournament, or if you defeat Shao Khan in 1-player mode, you get to choose a symbol from Shao Khan's horde of treasure. There will be a row of symbols, the first of which will give you the character's ending. Others will have you fight some of the hidden characters, and the last one on the right is the Ultimate Demo Symbol. Choosing this one gives you a demonstration of MK3 which shows every character's fatalities, friendship, animality, and babality. Beating the computer may not be as easy as it once was, as they seem to have beefed up the A.I.. Nothing significant has been changed as far as the basic fighting goes. You can now combo off the turn around punch and the straight up and down jump kick. Other than that, it's status quo.

On a final note, I realize there have been a lot of questions and rumors about new fatalities called "Brutalities." I have searched for them and followed up many rumors. Having found none of them and having seen nothing of them in the Ultimate Demo, I am mostly confident that they do not exist, though perhaps we will see something in a newer version. Even so, this game is hella-bad. So take your roll of quarters, your GI Training Cards, head to your arcade, and destroy all who oppose you.

Special Thanks to Jeff Gertsman, Nathan Hoemke.





DONKEY KONG COUNTRY 2

# DIDDY'S KONG QUEST



The Rest of the Story!

Welcome back, faithful readers, to the corrections and completions we're calling the second part of our Donkey Kong Country 2 Strategy Guide. You might have noticed that there were a few holes in our previous strategy guide, along with some misinformation. That strategy guide was striving for speed, but now that we have the time we can correct all of our mistakes and fill in all of the gaps, so that when you put these pages together with the pages in the November, 1995 issue, you'll be able to find all there is to find and complete DKC2 with a perfect score of 102%. Here we go.

## Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE



Read on and you'll finally get to see this...

...and most of all...this.

### GANGPLANK GALLEON



#### Lockjaw's Locker - Level 4

In the early part of the level, after you find Enguarde, you will see a DK Barrel and three bananas. Go up at the bananas into the room with bananas in the shape of an 'A'. Super sword the wall on the left.

To find the coin, bring both characters to the end of the level. At the "no fishing" sign, throw your partner up and to the left.



#### Topsail Trouble - Level 5

Whoops - the first bonus barrel is located on the far RIGHT of the playing field.



### CROCODILE CAULDRON

#### Lava Lagoon - Level 3

Near the end of the level, you will find yourself swimming through a big room full of puffer fish. After this room, hit the seal and go past it, to the right and down. You will find an invulnerability barrel AND the DK Coin.



#### Red Hot Ride - Level 4

Ride Rambi on the balloon until you reach dry land. Super charge into the first wall you encounter.

### KREM QUAY



#### Barrel Bayou - Level 1

Right after the "No Rambi" sign you will see an arrow of bananas pointing left and a Kloak who throws barrels. Let him throw two barrels and then follow him to the left. He will now throw a chest. Pick it up and hit him with it to reveal a cannonball. Carry the cannonball left to the cannon. Tricky, tricky!



#### Glimmer's Galleon - Level 2

Directly above where you start you'll find the first bonus level. Swim through the wall above the entrance to the Bonus Round to enter the room with the "3" shaped bananas. Swim up to find the room with the "4" and the DK Coin.

Quite a ways after the halfway point, a Lockjaw will be protecting an opening on the bottom of the screen. Below him will be a curve of bananas that will lead you to the Bonus Round.

#### Slime Climb - Level 4

Everything was right from November, except that the second Bonus Round is easier to get to. They moved the cannon so that you won't have throw the cannonball to enter the Bonus Round. Thank you, Nintendo!!!

### KRAZY KREMLAND



#### Bramble Scramble - Level 3

You won't be able to fly back with Squawk anymore. Instead, throw your partner up into the first invulnerability barrel and fall in the gap. Work your way to the right to eventually find the Bonus Round.

From the platform directly under the halfway marker, jump to the right through the wall of thorns. Use Diddy's roll jump to get to the next platform and turn into Squitter. Work your way up through the bananas. Before you reach the top, look at the wall of thorns on the left side. You will see a banana in the middle of the wall. You can go through this part of the thorn wall to reach the DK Coin.



## GLOOMY GULCH



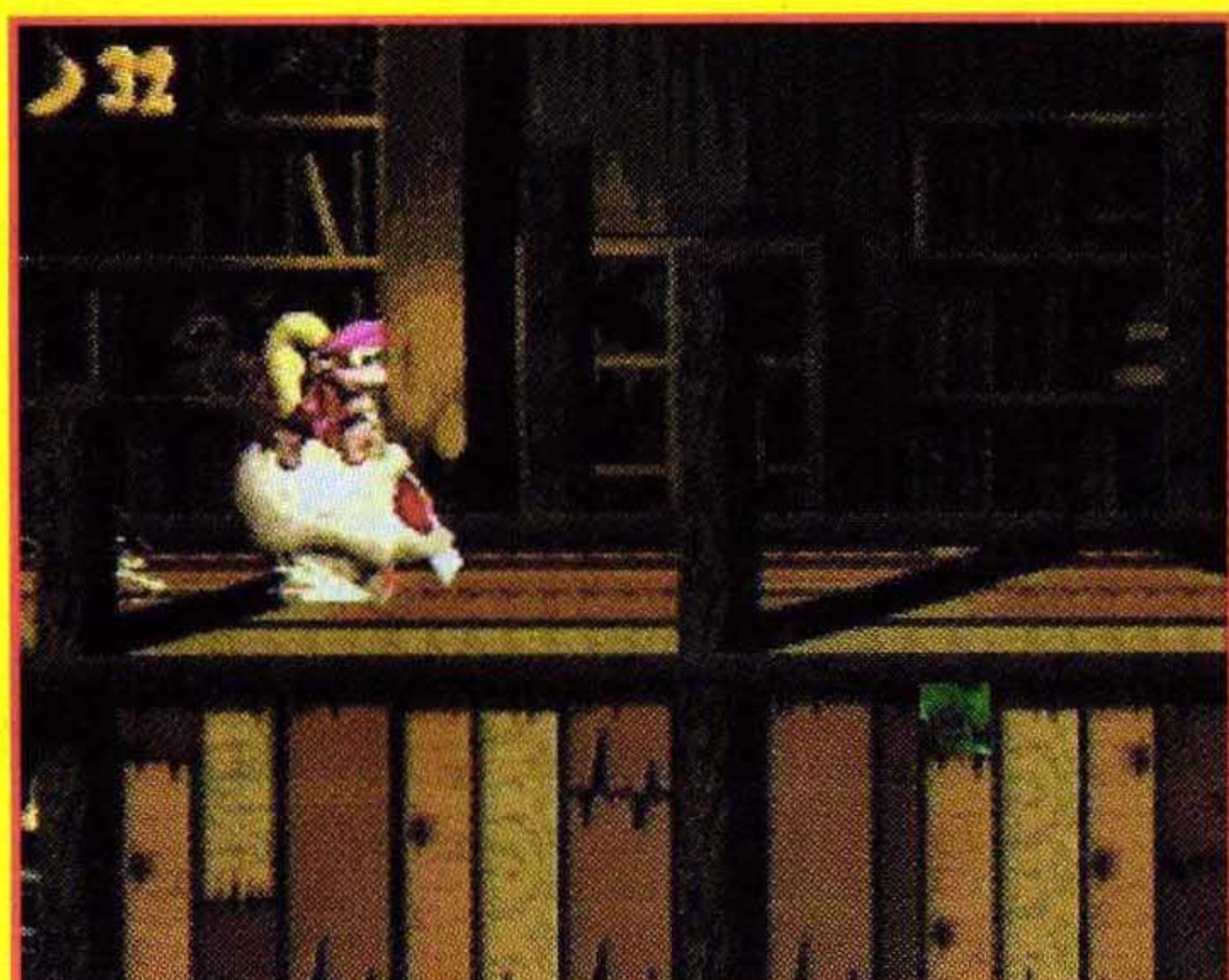
### Ghostly Grove - Level 1

You will see a ghost ladder hovering above solid ground next to the 'O' icon. Have Dixie fall off the ledge to the right and then float to the left into the barrel cannon and before you know it you've captured the DK Coin.



### Gusty Glade - Level 3

Right before the "No Snake" sign, you can see a Bonus Barrel in the air. Jump to it with the snake or throw your partner to it.



### Haunted Hall - Level 2

When you jump to the upper rail to get to the first bonus round, jump over the entrance to that Bonus Round to find another. It's a genuine two-for-one.



### Parrot Chute Panic - Level 4

On the third parrot ride, you will see an open area to the left. Fly the bird up and left as best you can to find the Bonus Round.



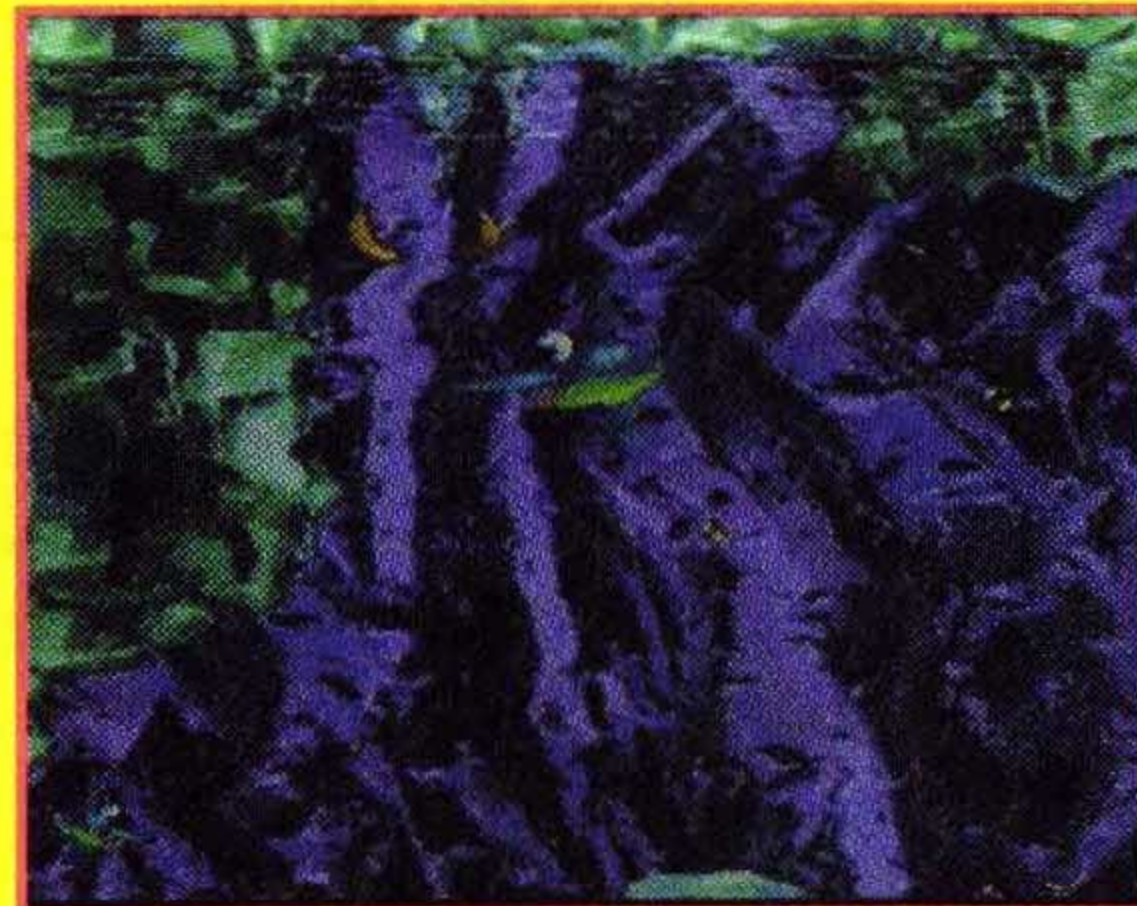
### Web Woods - Level 5

We were right as to the location of the first Bonus Round, but wrong on how to get in. After the large slope with the four attacking vultures, cross the chasm until you see the Kannon enemy. When he fires the slow cannonball, chase it back to the left and it will open the door to a Bonus Round.

After you've crossed a red bee infested open space, you will see an arrow of bananas pointing at a wall. Use the same method described above to open the door to this Bonus Round.



## K. ROOB'S KEEP



### Arctic Abyss - Level 1

After you turn into a fish, the room will mostly empty of water. When you get to the point where it fills back up, go up and to the left where you will see 2 bananas. Super sword that wall to enter the Bonus Round.

After the halfway point, go up the passage with the blowfish and the starfish. At the top, super sword to the right to get on the ledge before the water drains and you've earned yourself a DK Coin.

Near the end of the level, before you get to the room with the blowfish and three Lockjaws, there is a wall on a bottom right corner that you can swim through to find the final Bonus Round.



### Windy Well - Level 2

You will find yourself on a platform above a Krook. Walk off the left side of the platform, swoop under the bee, and get yourself onto the lower of the two platforms where you'll find a Bonus Round.



## K. ROOL'S KEEP



### Castle Crush - Level 3

Grab the first DK barrel to kill the Kutlass on your left, and run over to grab Rambi. When you see an arrow of bananas pointing to a wall to the left, use the super charge move to bust into the Bonus Round.

Immediately after the halfway marker, go through the wall directly left of the DK barrel to find Squawks. Fly up and around to find the DK Coin.

At the "No Bird" sign, Squawks will turn into a TNT barrel. Use it to open the wall where the banana arrow points.



### Clapper's Cavern - Level 4

Even though we called this level 1 in November, everything is still where we said it was.



### Chain Link Chamber - Level 5

Early in the level, you will find yourself climbing a chain and Krooks will be throwing stuff at you from the sides. Kill the top Krook, grab the cannonball and kill the next Krook down. Bring the ball to the cannon and BOOM!!!! you're in the Bonus Round.

When you are climbing the two chains where cannonballs are dropping down on you, you will notice a banana hovering in the air. You can jump through the right wall at this point to find the DK Coin.

When you reach the top of those chains, go to the right and jump into the wall on your left, which is at the same height as the two Kannons. Kill them with your spin move and enter the Bonus Round.



### Toxie Tower - Level 6

To find the Bonus Round, you don't need to beat the green slime to the top as we had previously stated. Instead, go to where you turn into the spider. Kill the bee on the right wall and walk through the wall at that point to find the Bonus Round.

## THE FLYING CROCK



### Screech's Sprint - Level 1

Throw your partner up to the cannonball, and carry it up and right to the cannon.

During the race, when you reach the upper right corner and an arrow tells you to go down, go up and right and work your way around to find the DK Coin.



## THE LOST LEVELS



### Klobber Karnage

At the last spinning barrel cannon, instead of shooting down to hit the target, shoot straight right to enter the Bonus Round.



### Animal Antics

At the end of the spider phase, instead of going in the arrow barrel, go up and over the ledge to find the Bonus Round.



# WIN! The Ultimate Gaming Rig! OVER \$20,000<sup>00</sup> IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with Pentium 133 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				M Y S T E R Y  W O R D
		E			
P	I	N	C	H	
	R				
S					

### WORD LIST and LETTER CODE chart

PINCH .....W PRESS.....K BLAST .....A WRECK .....D  
 BREAK .....Z PUNCH .....S SPRAY .....C TURBO.....V  
 STOMP .....T STAND.....R PRESS .....E DREAM ....O  
 CRUSH.....I SCORE .....H SLANT .....L CHASE.....P

#### MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

**Yes!**

#### ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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City \_\_\_\_\_

State \_\_\_\_\_

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CLIP AND MAIL



# GLANCE

## Alien Trilogy

### PlayStation Preview

**Size:**  
1 CD-ROM

**Style:**  
1-Player First-Person  
Perspective Action/Shooter

**Special Features:**  
Multiple Weapon Upgrades,  
Trillions of Acidic Aliens, a  
Spooky 3D Environment  
Ranging From Tight Hallways  
to Massive Hangers, and a  
Direct Correlation to the  
Movie Trilogy

**Created by:**  
Acclaim Entertainment

**Available:**  
March for Sony PlayStation

Thanks to Acclaim Entertainment, the Alien Trilogy will now be a living nightmare for the Sony PlayStation. From what we've seen this title looks very promising. How well it follows the storyline is still undetermined, however, we're sure it will have some modifications to maintain a constant dose of action. Alien Trilogy has many strong points sliding in its direction, and Acclaim's been sure to make this title as realistic as possible. Also, rumors have been flowing about some new Aliens being featured in the game only. Be sure to find out the full scoop in future issues of Game Informer Magazine.



## NHL Face Off

**Size:** 1 CD-ROM

### PlayStation Review

**Style:** 1 or 2-Player Hockey

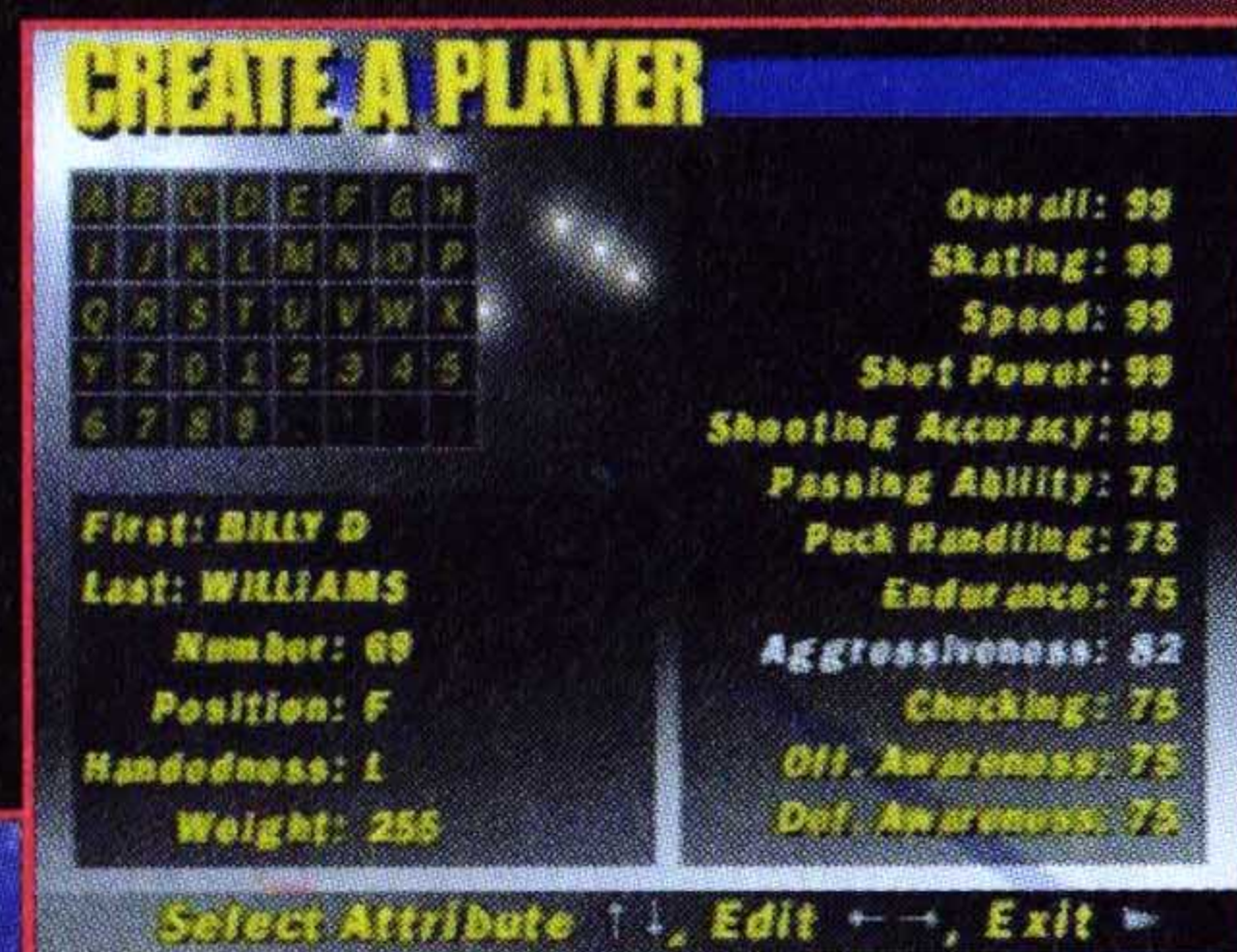
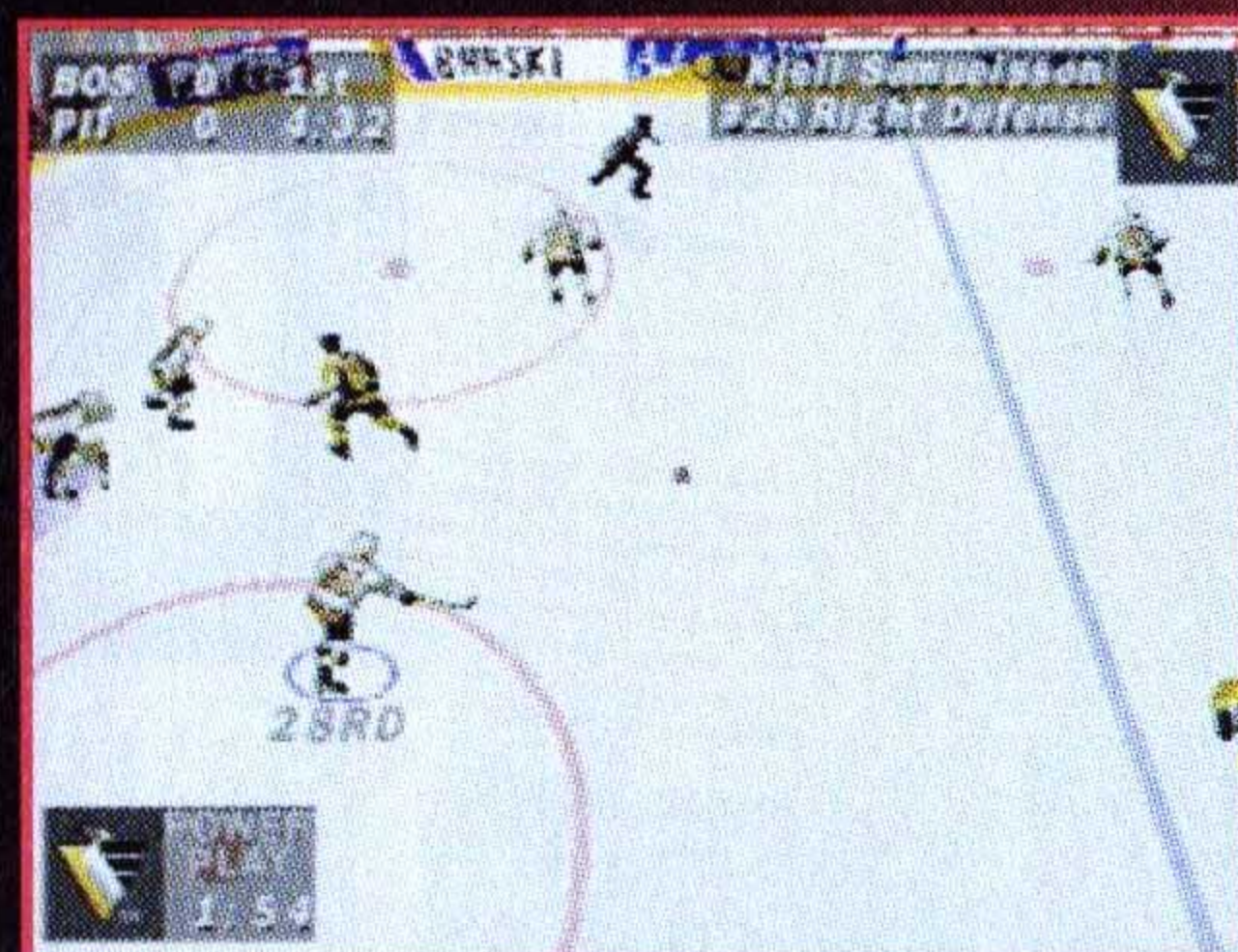
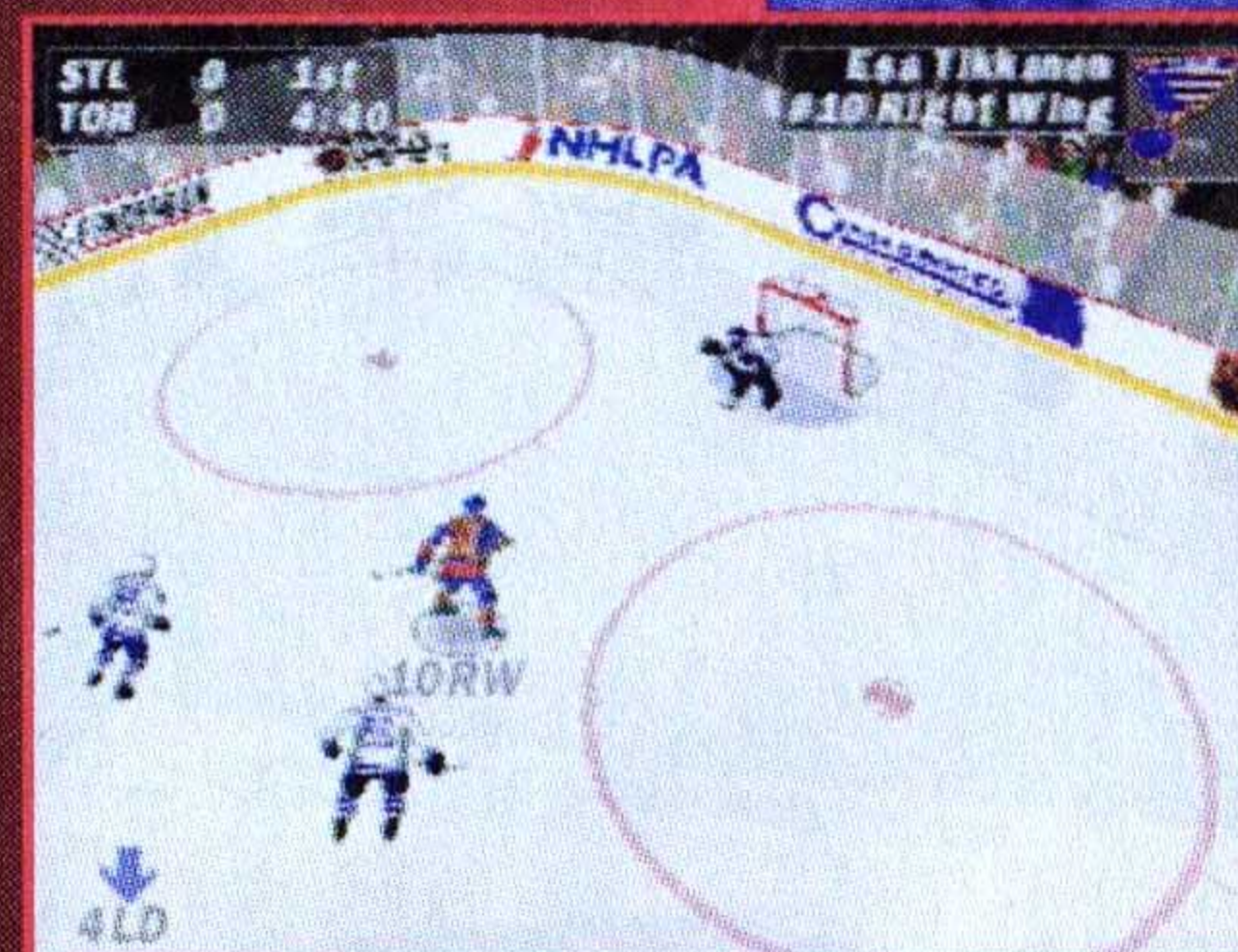
**Special Features:**  
A Player Create Mode, Real  
Player Attributes and Stats,  
Season Tracks Individual and  
Team and League Leader  
Statistics, Deke Defenders And  
Goalies, 5 Different Checks,  
One-Timers, Slap Shots, Team  
Manager Allows Signing and  
Releasing of Players, and Four  
Interactive Playing Views

**Created by:** Sony Interactive  
Studios of America for Sony  
Interactive Entertainment

**Available:** Now for PlayStation

**Overall: 8.5**

There's basically two groups of developers who create hockey titles: EA, and EA clones. Sony is by far the most enhanced clone yet, and their first generation 32-bit hockey title may just exceed what EA releases. NHL Face Off is basically the 16-bit NHL Hockey '9X for the 32-bit machines. Granted, the graphics are more dynamic and multiple camera angles have been incorporated, but when it comes down to what the kids want, NHL Face Off features that oh-so-familiar EA play control. Don't get us wrong, this isn't a bad thing, in fact it's far from it. Copying a solid formula that works is a good move, however, it would be nice to see something original for once.



## Thunderstrike 2

### Saturn Review

**Size:** 1 CD-ROM

**Style:** 1-Player Helicopter  
Combat Simulator

**Special Features:**  
Customized Weapon  
Set-Up, Password Save,  
3 Views, and  
Multiple Weapons

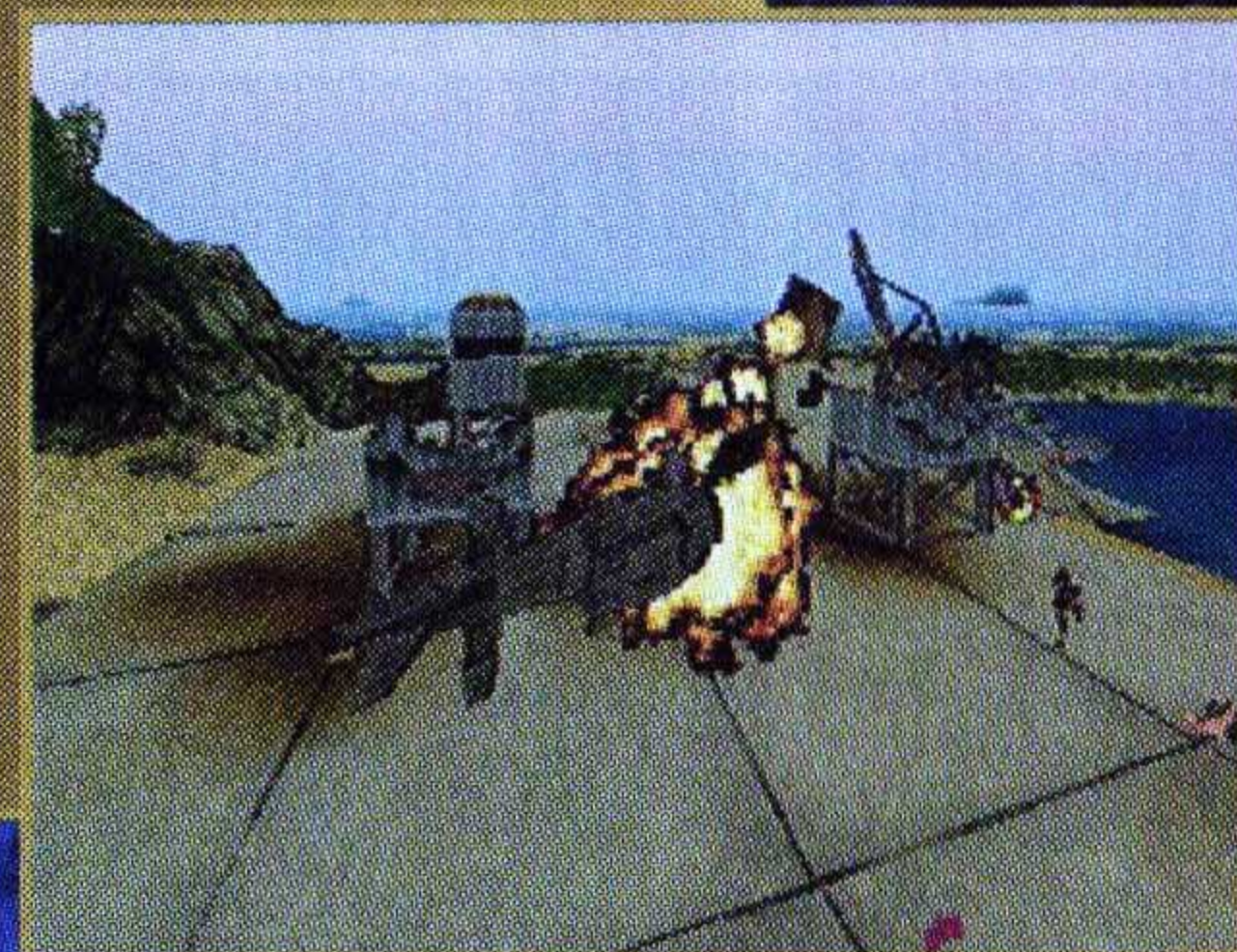
**Created by:** 8 Missions  
w/Multiple Scenes

**Created by:**  
Core for U.S. Gold

**Available:**  
Now for Sega Saturn

**Overall: 7.25**

There are a few places that you don't want to be when the bullets start flying - and one of those places is in the small cockpit of a helicopter. However, a decent helicopter combat game can give you a real thrill. Thunderstrike 2, the sequel to the classic Sega CD game, has been updated for the future. The graphics are quite lovely, though this game suffers from the same pop-up we've been seeing a lot of lately. While there are numerous weapons to choose from, you'll find yourself holding down the trigger more often than not. Finally, when a target moves away from the center of your vision, the view will automatically move to keep it in sight which can get extremely annoying. All this being said, TS 2 is still rather fun.





## Cutthroat Island

Super NES Review

**Size:**  
16 Megabit

**Style:**  
1 or 2-Player Action/Brawler

**Special Features:**  
2-Player Simultaneous Action,  
StoryLine Based on the  
Star-Studded Film,  
Two Characters to Choose  
From, Swordplay or Brawling  
Style Fighting

**Created by:**  
Acclaim

**Available:**  
Now for Super Nintendo

Sometimes you get a good game based on a bad movie, and often times a horrible game based on a great movie. Though we haven't yet seen Cutthroat Island, we can tell you that the game itself is a shining example of mediocrity. This is a one or two-player finger tapping snoozer with the only thing separating it from a sea of other games being the name that was slapped onto it. You can respect the fact that a female finally gets the leading role in a video game, but if you didn't LOVE the movie you're probably not going to like this game.

Overall: 5



## Triple Play '96

3DO Preview

**Size:**  
1 CD-ROM

**Style:**  
1 or 2-Player Baseball

**Special Features:**  
All of the MLB Stadiums,  
Varying Play Views,  
Adjustable Seasons  
and Statistics

**Created by:**  
EA Sports

**Available:**  
Spring for 3DO  
(Also for PS-X & Saturn)

Take a look at some preliminary shots of EA's new 32-bit baseball game. Derived from the 16-bit game of the same title, this is surprisingly the first baseball title that we've heard about for the 3DO. Ahh... better late than never. TP '96 will incorporate SGI rendered players and stadiums in a varying perspective game. EA Sports hasn't confirmed any release dates, but let's just hope they keep the spitting and scratching moves intact.



## NBA Live '96

PlayStation Preview

**Size:**  
1 CD-ROM

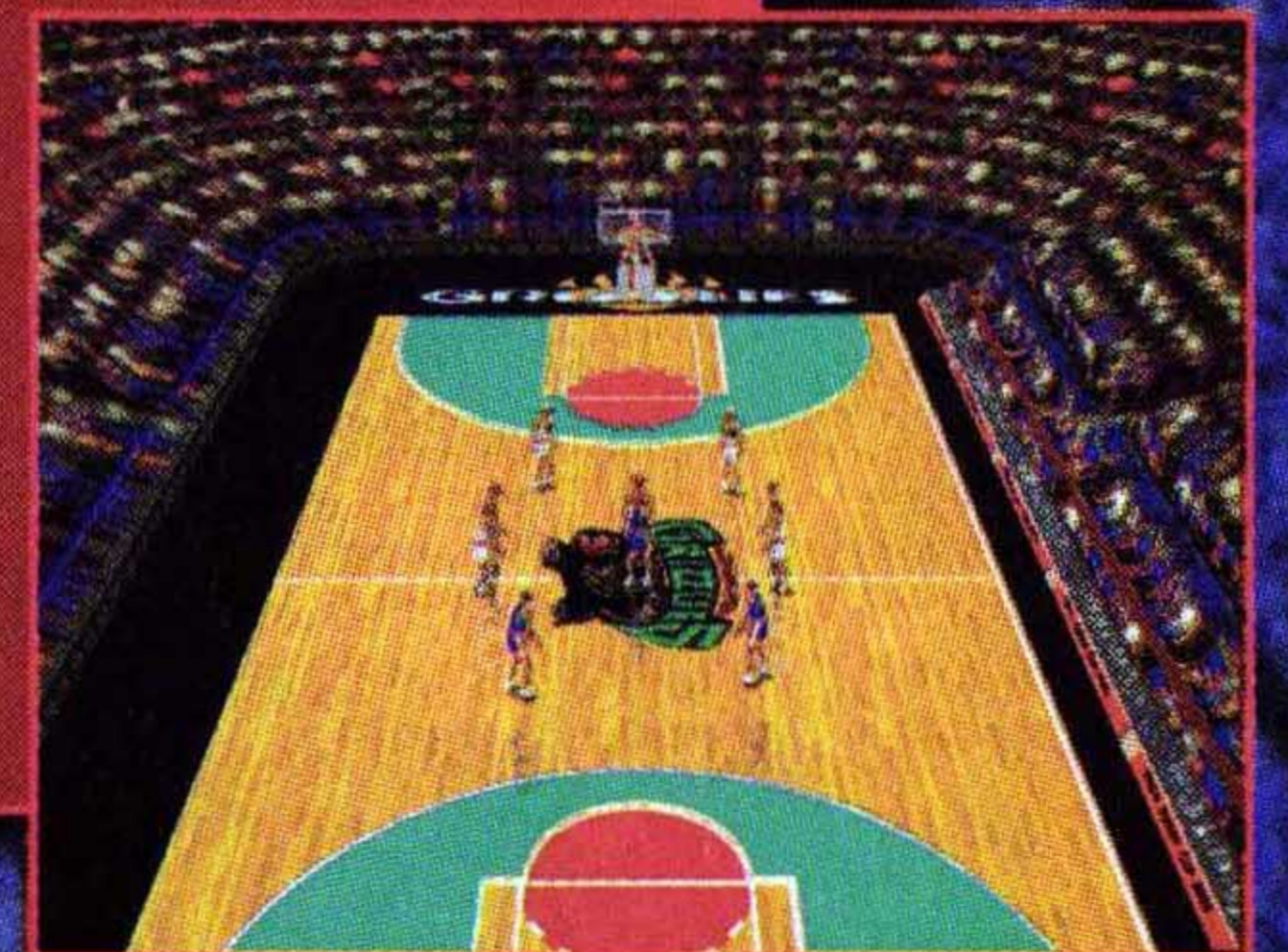
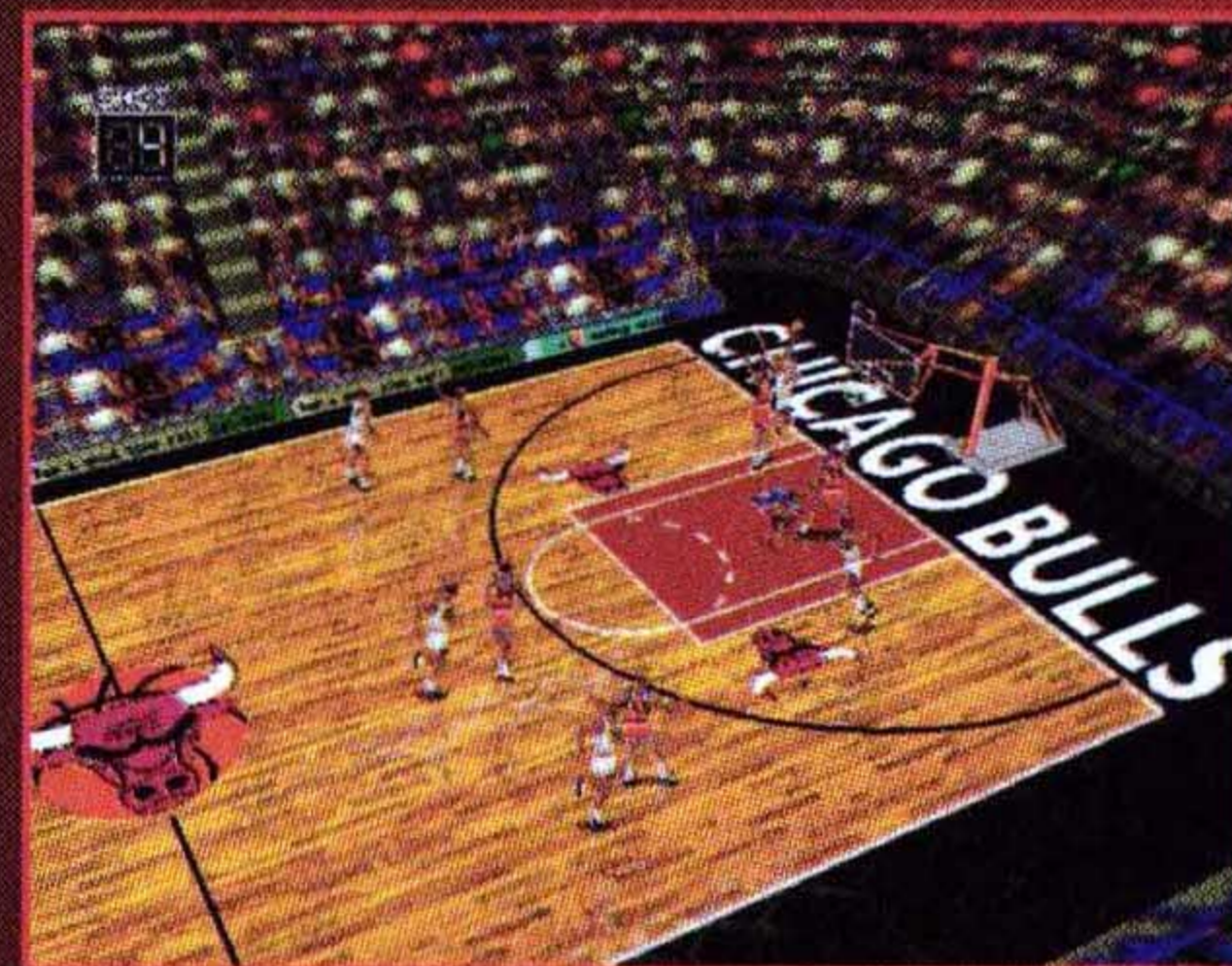
**Style:**  
1 or 2-Player Basketball

**Special Features:**  
Multiple Playing  
Perspectives, All the  
NBA Teams and Players,  
Season Play with Statistics

**Created by:**  
EA Sports

**Available:**  
Spring for Sony PlayStation  
(Also for 3DO & Saturn)

EA Sports is bringing their hot 16-bit basketball title into the 32-bit age. NBA Live '96 is coming to the PlayStation in time for the NBA playoffs. The new game will introduce a number of play views along with all of the NBA arenas. From the looks of it, EA will have many of the same features that were introduced in the 16-bit games along with some possible surprises. Look for more on this game in upcoming issues.





## Iron Soldier II

Jaguar CD Preview

**Size:**  
1 CD-ROM

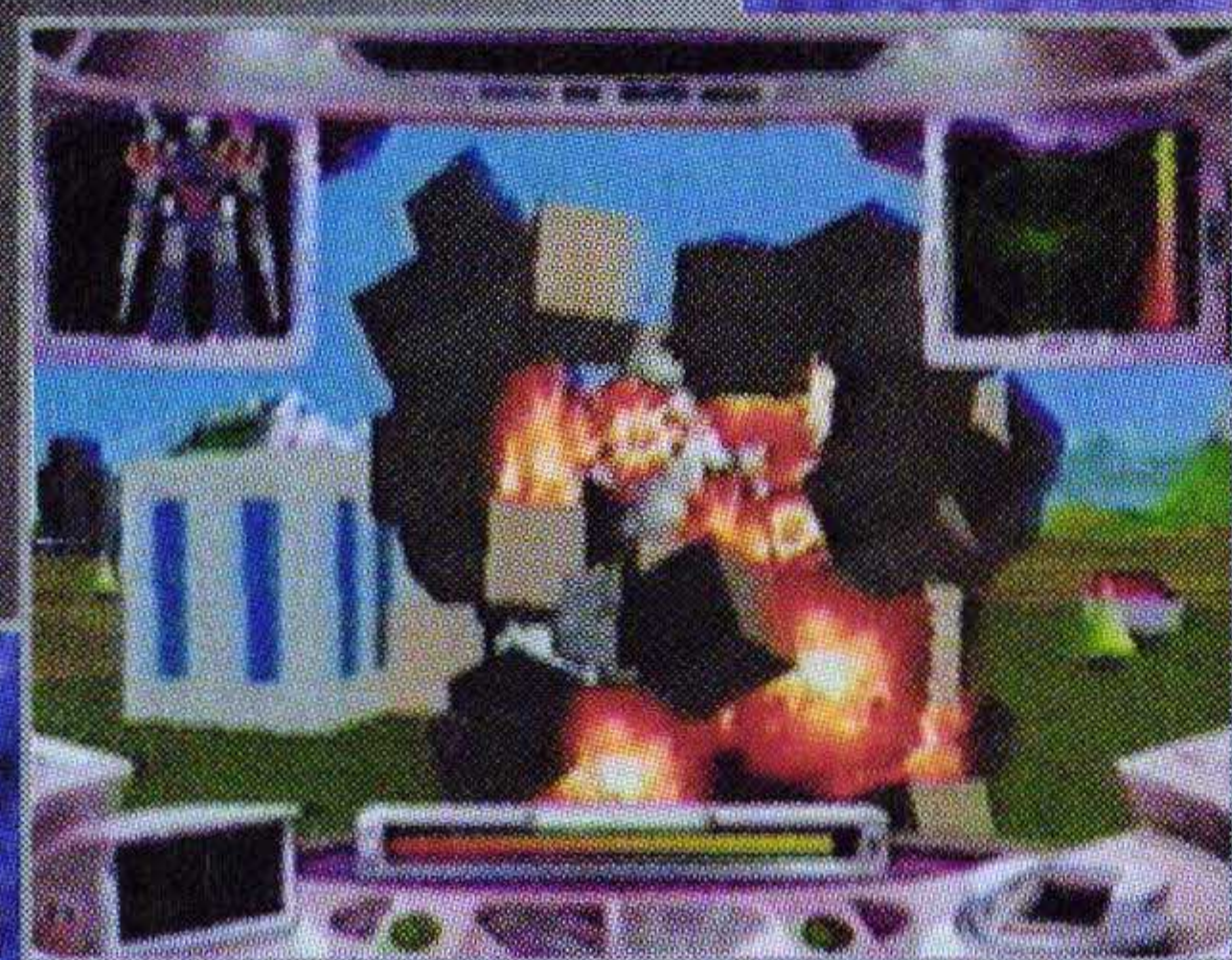
**Style:** 1-Player  
Action/Mech Simulator

**Special Features:**  
New Assortment of Weapons and Enemies, FMV Sequences, Increased Use of Texture Maps, and 16+ Levels of Action

**Created by:**  
Atari

**Available:**  
Soon for Jaguar CD

Climb aboard the 40 foot tall Iron Soldier mech and pilot it on a mission of destruction. The next installment of the popular Jaguar title is now ready to go on the Jaguar CD peripheral. The game puts you right in the cockpit where you'll have new weapons such as the shotgun, homing missiles, and automatic mortar shells. In addition there are new and menacing foes that will go to any length to destroy your mech. With over 16 levels and action filled gameplay, Iron Soldier II may put Jag CD on the map.



## Area 51

Arcade

Preview

**Size:**  
It's Huge!

**Style:**  
1 or 2-Player  
Light Gun Shooter

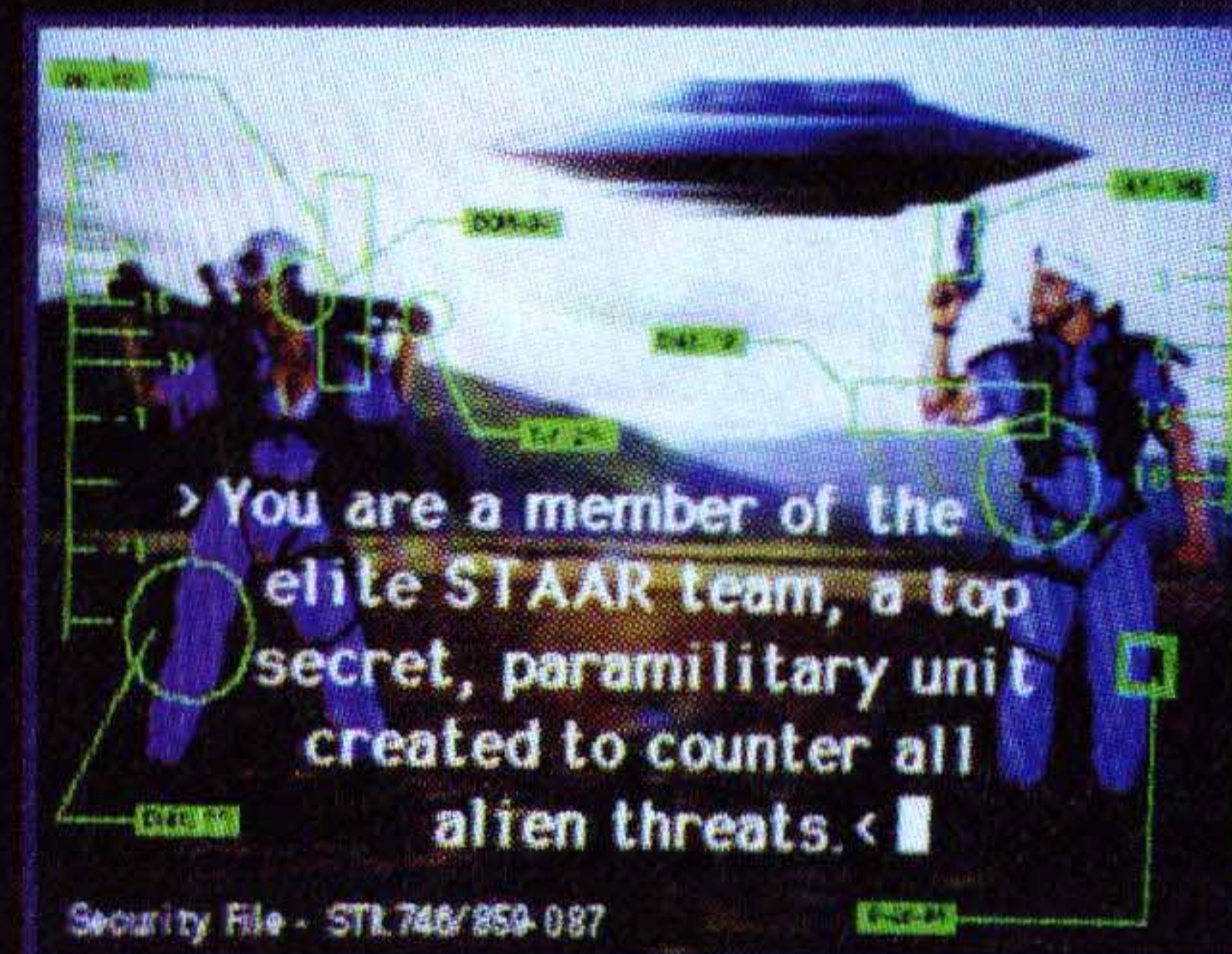
**Special Features:**  
Stop Motion Animated Foes, 3D Environments, 7 Secret Rooms with 14 Separate Entrances, Weapon Power-Ups

**Created by:**  
Time Warner Interactive

**Available:**  
Now in Arcades

What is the government hiding at Area 51? Time Warner's new arcade shooter attempts to uncover Area 51's evil secrets. Grab your weapon and shoot mutating zombies, alien spacecraft, and basically anything that moves. By shooting at different objects throughout the games six areas, you'll be able to acquire improved weapons and other secrets. Much of the environment can yield surprises, so keep shooting to discover secret rooms. Area 51 should be at local arcades right now. All you'll need is some quarters as well as a quick trigger finger to uncover the government's dark secrets.

ARCADE BRIGADE



## Samurai Shodown III

Arcade Preview

**Size:**  
Gigantic

**Style:**  
1 or 2-Player Head-to-Head  
Tournament Fighting

**Special Features:**  
5 New Characters, Three Slash Buttons, Special Moves, Pow Meter, Air Blocks, Brief Sidestep

**Created by:** SNK

**Available:**  
Now in Arcades

Samurai Shodown 3 hit the arcades recently and is a welcomed update to this fabulous fighting game. Some of the new features include a brief sidestep move (slightly similar to Fatal Fury), air blocks, and a complex counter attack system. You'll have to say good-bye to a few characters including Earthquake, Wan Fu, Gen-an, Cham Cham, Charlotte, Seiger, and (regrettably) Jubei. However, it's time to welcome into the Samurai Shodown family Shizumaru Hisame, Basara the Headcutter, Gaira Caffeine, Rinururu, and the boss from the first game Amakusa Shiro Tokisada. That adds up to 12 playable characters and a lot of skills to master. Look for more possible coverage in upcoming Arcade Brigades.





# Psychic Detective

3DO Preview

**Size:**  
4 CD-ROMS

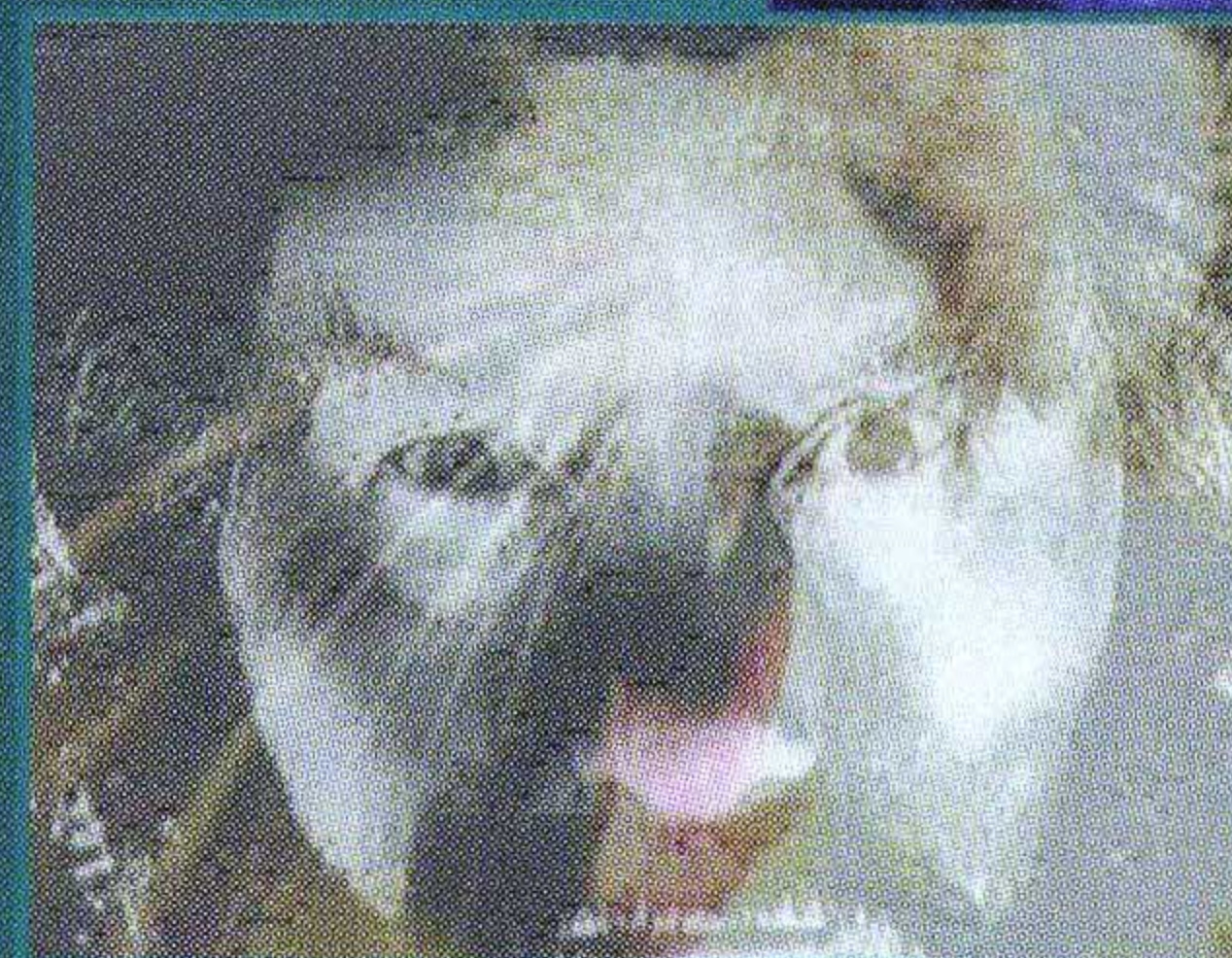
**Style:**  
1-Player FMV Mystery

**Special Features**  
14 Possible Different Endings, a Choose Your Own Adventure Storyboard, and Multiple FMV Interfaces in Every Room

**Created by:**  
Colossal Pictures for Electronic Arts Studios

**Available:**  
Now for 3DO

Psychic Detective (PD) is yet another FMV experiment. For the most part, the gameplay is structured around the movie itself. Depending on which direction you choose will decide your fate. PD is one of the few FMV titles that allows you to complete the game every time you play. 14 different endings have been added, and which one you will receive at the end of your game depends only on how many clues and details you happen to pick up along the way. Hey, it's a detective game. You have to do some snooping before you can see the grand finale.



# Frank Thomas Big Hurt Baseball

Super NES Review

**Size:**  
24 Megabit

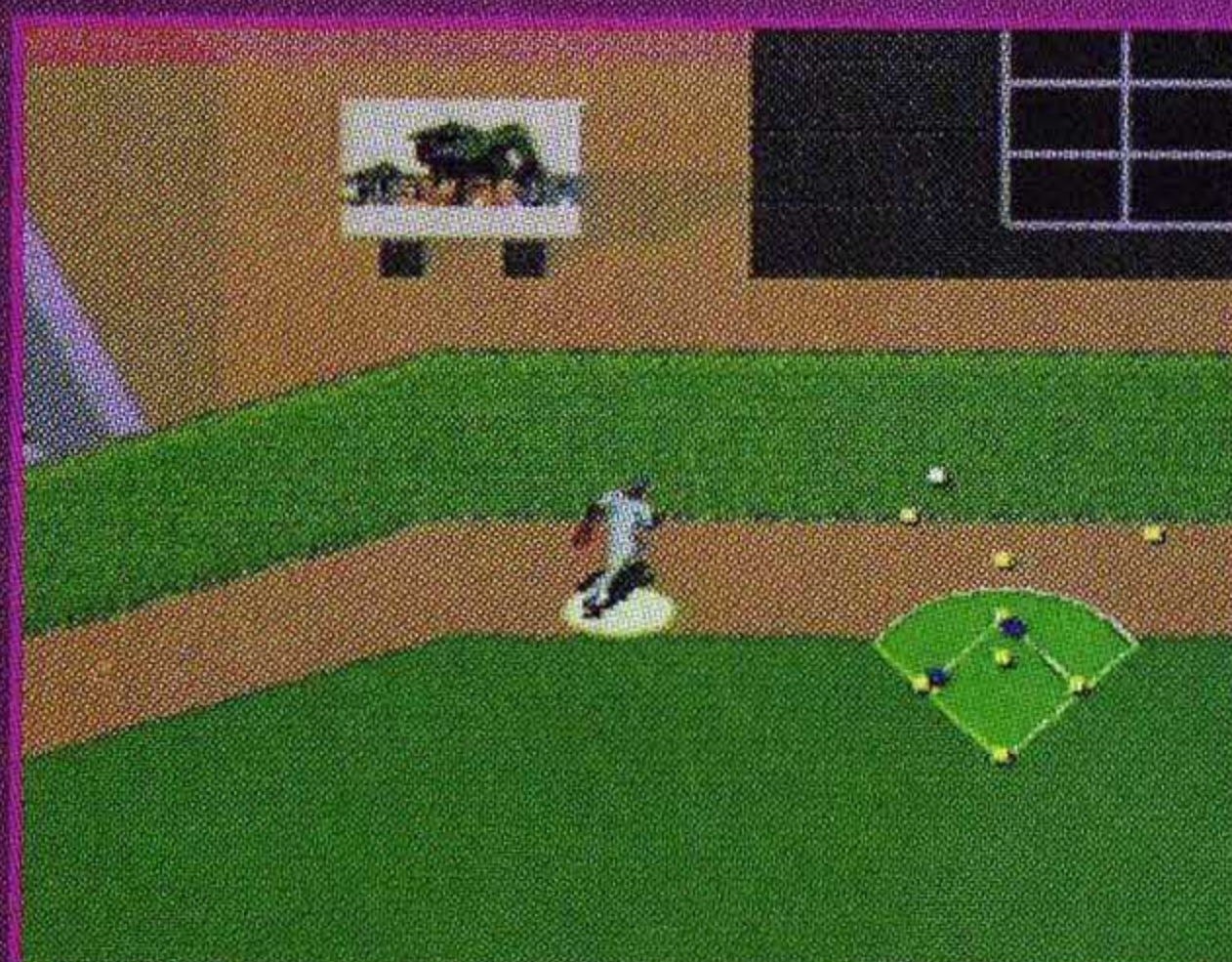
**Style:**  
1 or 2-Player Baseball

**Special Features**  
Season Play, Clutch Time, Home Run Derby, Most MLBPA Players, 28 Stadiums, 2 Difficulty Levels

**Created by:**  
Iguana for Acclaim

**Available:**  
Now for Super Nintendo

Although the baseball season hasn't started yet, monster company Acclaim has released their baseball title for 1996 in the form of Frank Thomas Big Hurt Baseball. Big licenses give this game almost all of the baseball players you know and love, along with 28 recreated stadiums. While individual looks at the graphics may be impressive, things don't flow that smoothly. You also need to hit four buttons before every pitch, which is somewhat of a nuisance. The only innovative thing about this game is that when you swing at bad pitches, you can see your player lurching for the ball. Not a horrible game, but there are a lot of better baseball games to play.



**MULLPEN**

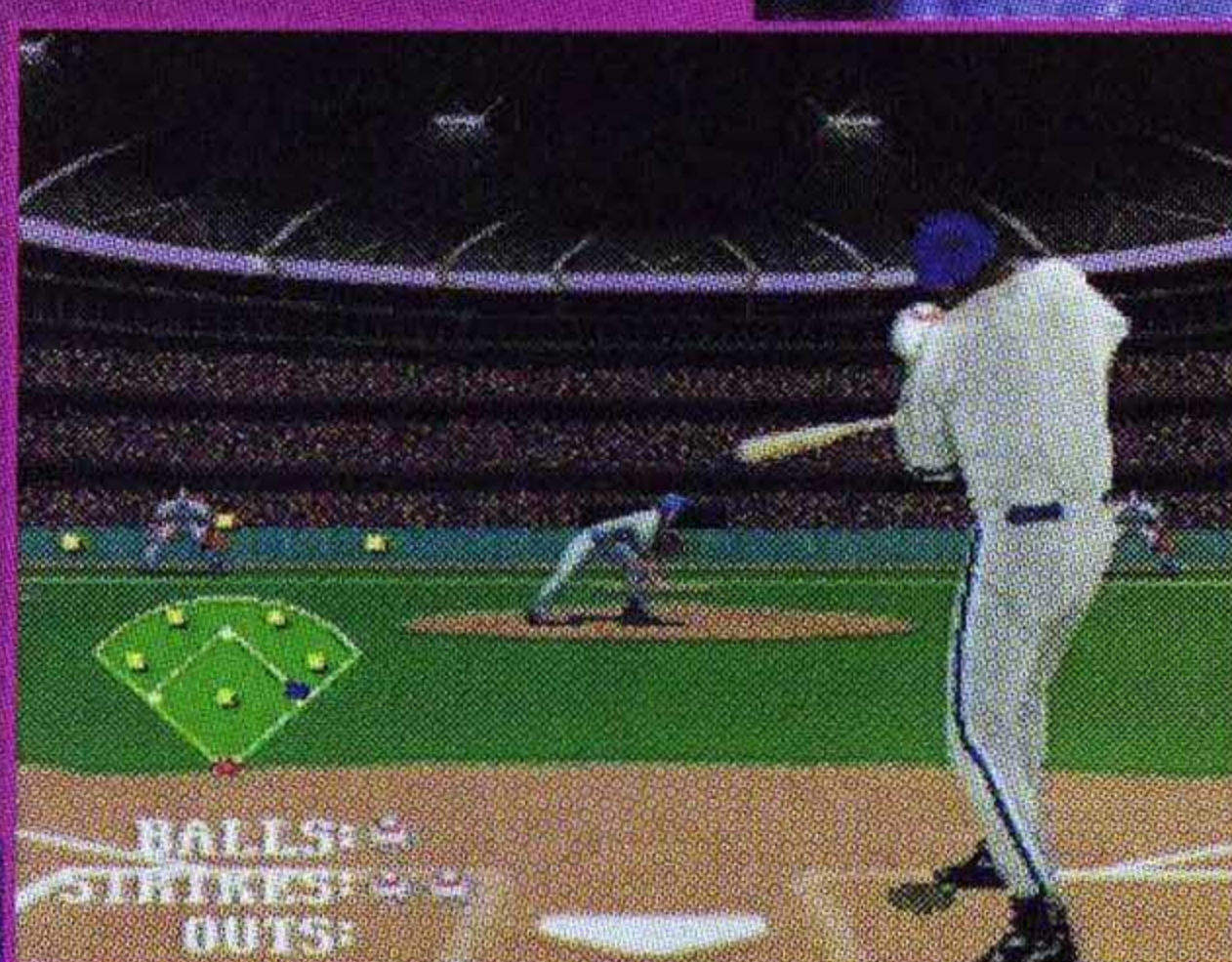
AS THE MAJOR							
NAME	LOSS	S	ERA	IP	R	BB	
P. MADONES	11	0	0530	1510	80	16	

COLD WARM TIRED							
NAME	LOSS	S	ERA	IP	R	BB	
R. ROBERTSON	8	0	0688	0152	2	10	
B. BROKE	4	0	0266	1061	123	24	
R. GUTHRIE	4	1	0450	0460	31	14	
W. ROSSMAN	1	0	0491	0291	20	11	
R. SANDERS	5	4	0401	1256	141	58	
J. COURTREIGHT	12	0	0214	1832	95	65	

VIEWER + DIRT CANCEL

A THIS PITCHER ON MOUND  
B PUTS PITCHER INTO WARMUP



**Overall: 6.25**

# Kileak: The Blood 2

PlayStation Preview

**Size:**  
1 CD-ROM

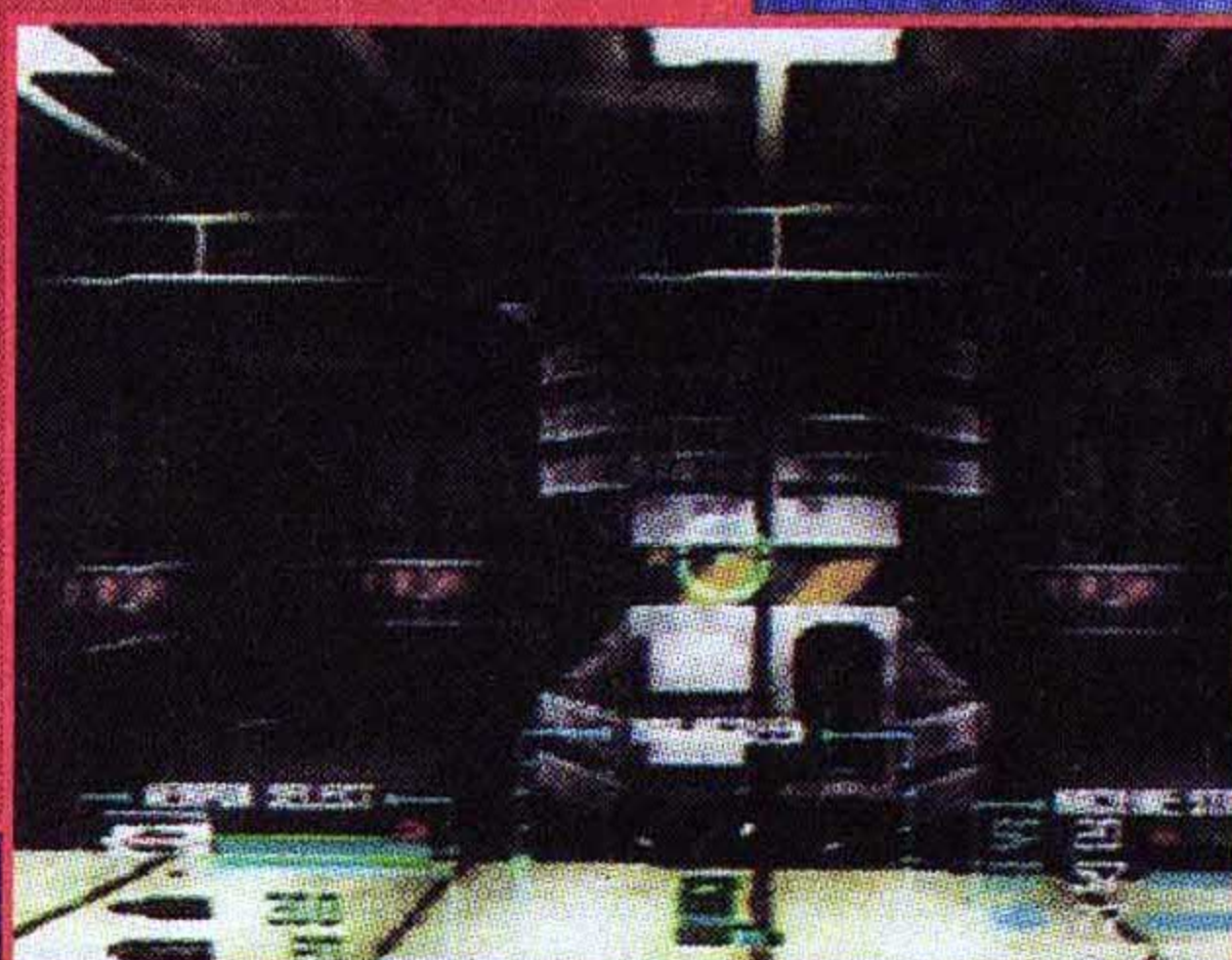
**Style:**  
1-Player First-Person Perspective Action

**Special Features**  
Multiple Weapon Upgrades, Rendered Cut Scenes, Memory Card Save, and Larger, More Detailed Levels

**Created by:**  
Sony Computer Entertainment of Japan

**Available:**  
Now (Only in Japan) for Sony PlayStation

Gamers in Japan are already experiencing Kileak 2 on their PlayStations. This sequel takes the basic premise of the first and improves on it by giving you a better looking environments. Most notably, some rooms now appear to be several stories tall and the texture maps are far more detailed. At this point we are not sure when, if ever, this version will hit the U.S. streets. Stay tuned for more info on the U.S. release.





## Frank Thomas Big Hurt Baseball

### Game Boy Review

**Size:**

4 Megabit

**Style:**

1-Player Baseball

**Special Features:**

MLBPA, Password Season Save, Playoff Mode, Home Run Derby, 2 Difficulty Levels

**Created by:**

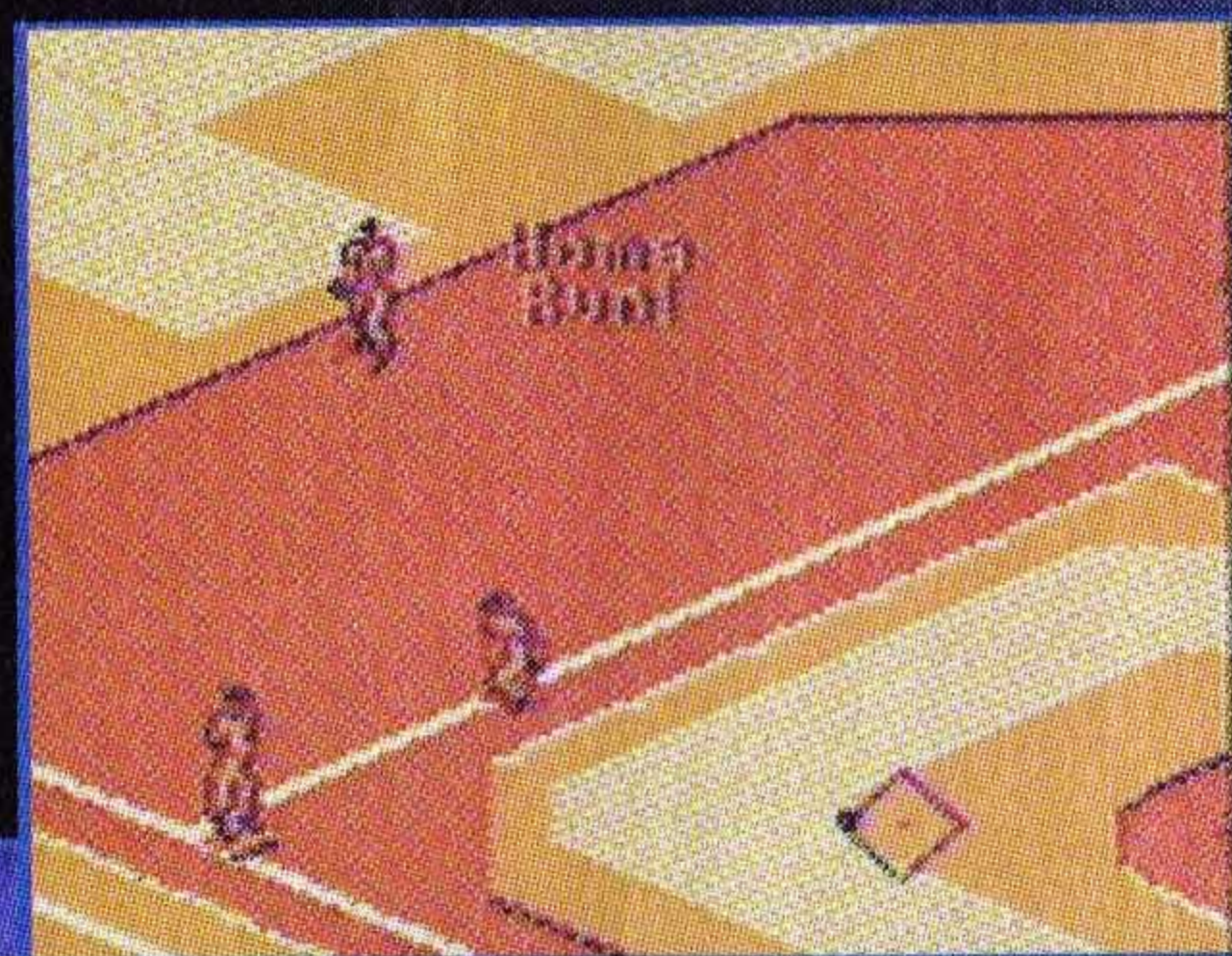
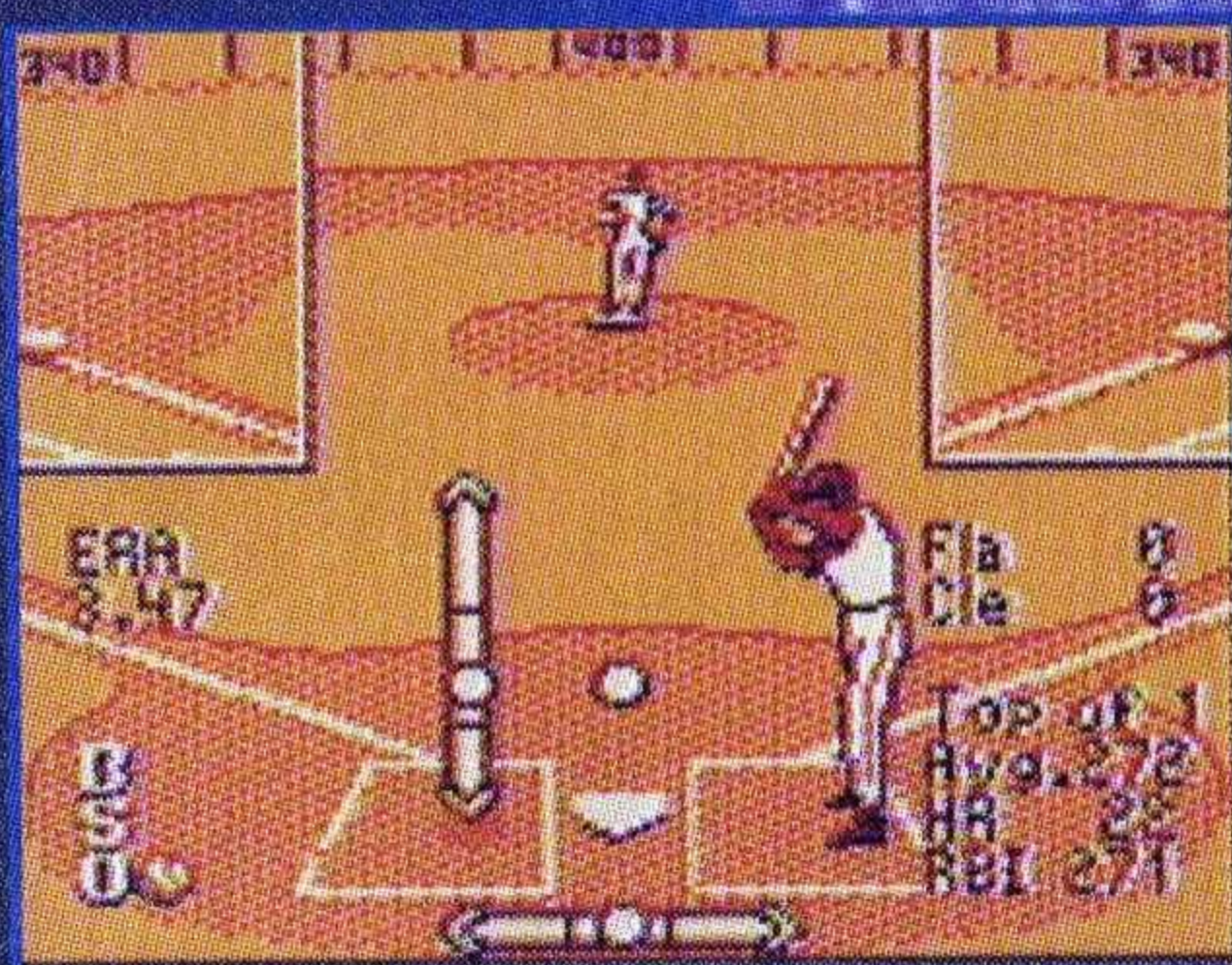
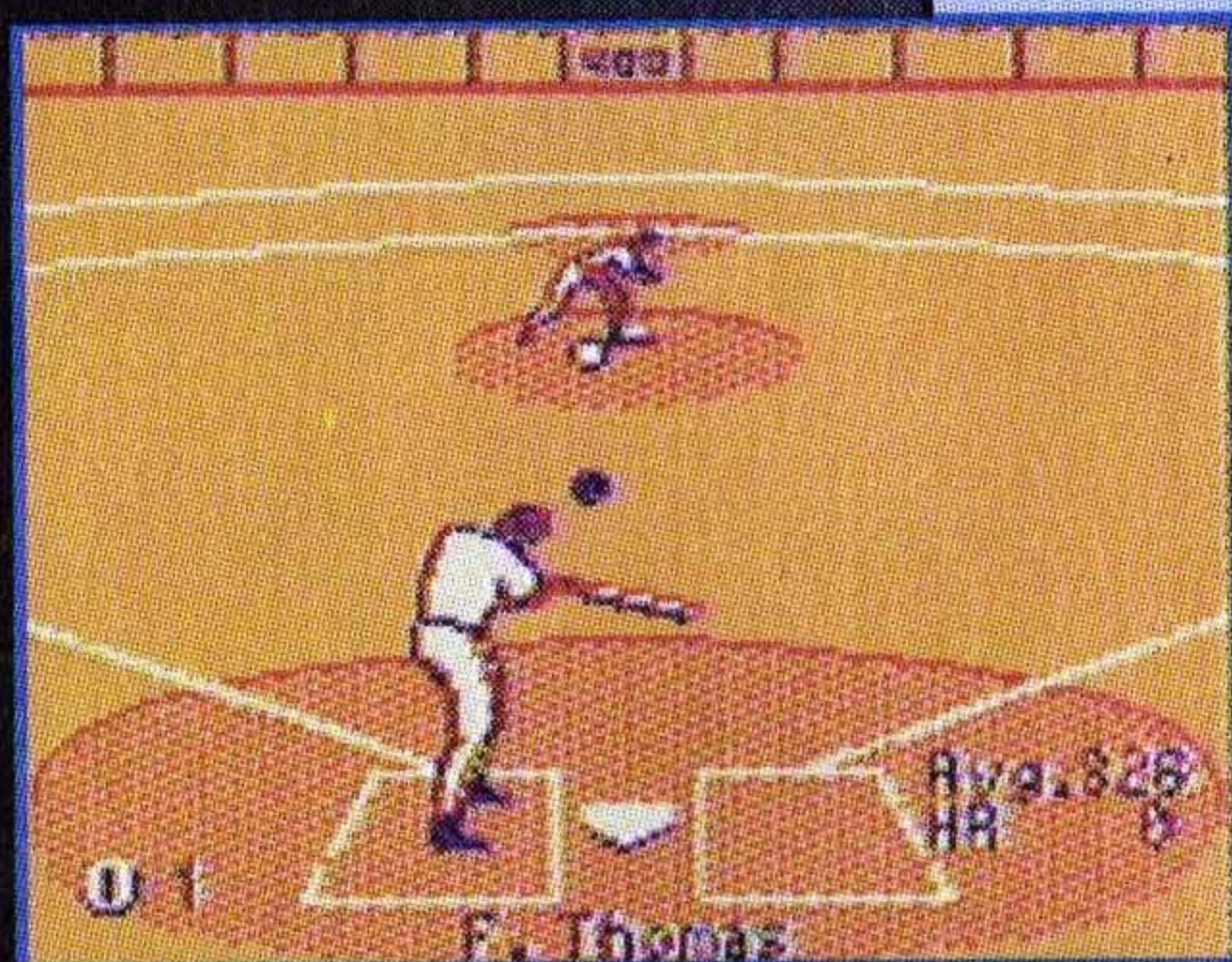
Realtime Associates for Acclaim Entertainment

**Available:**

Now for Game Boy

There are probably quite a few people out there who would love to see an excellent baseball game for their Game Boys. Unfortunately, they are going to have to wait a little bit longer. While Big Hurt Baseball isn't an offensive game, it really doesn't quite make it to the level of fun. Batting isn't too bad, but pitching becomes a little boring as you choose your location, pitch type, speed and then watch it happen. Whatever happened to controlling your pitch in the air? Perhaps baseball purists will like this style better, but it doesn't help the video game action.

**Overall: 6.5**



## Shockwave 2: Beyond the Gate

### 3DO

### Review

**Size:**

2 CD-ROMS

**Style:**

1-Player Space Simulator

**Special Features:**

Three Vehicles Including a Turret, a Hovercraft, and a Fighter, Planet and Universe Select, Intense Full-Motion Video Clips, Top Notch Soundtrack, and Tons of Different Alien Encounters Around Every Corner

**Created by:**

Electronic Arts

**Available:** Now for 3DO

This is the pick-me-up title that the 3DO needed to maintain a steady competitiveness against the other 32-bit machines. Shockwave 2: Beyond the Gate plays almost identically to its predecessor, and features a few new goodies on the side. Three new vehicles have been added - a Fighter, Hovercraft, and a Turret. Each vehicle has its own style of gameplay and purpose in the game as well. When it comes down to the game itself, the control is tighter and the animation is incredibly smooth. Plus, to give the game longevity Electronic Arts incorporated a choose-your-own-adventure type of mission select, which basically makes each gaming experience different. A definite must have for fans of the original.

**Overall: 8.5**



## Super Cross 3D

### Jaguar

### Preview

**Size:**

16 Megabit

**Style:**

1-Player Motorcycle Racing

**Special Features:**

Three Modes of Gameplay, Adjustable Bike Attributes, 4 Cycles, and 14 Tracks

**Created by:**

Atari

**Available:**

Soon for Jaguar

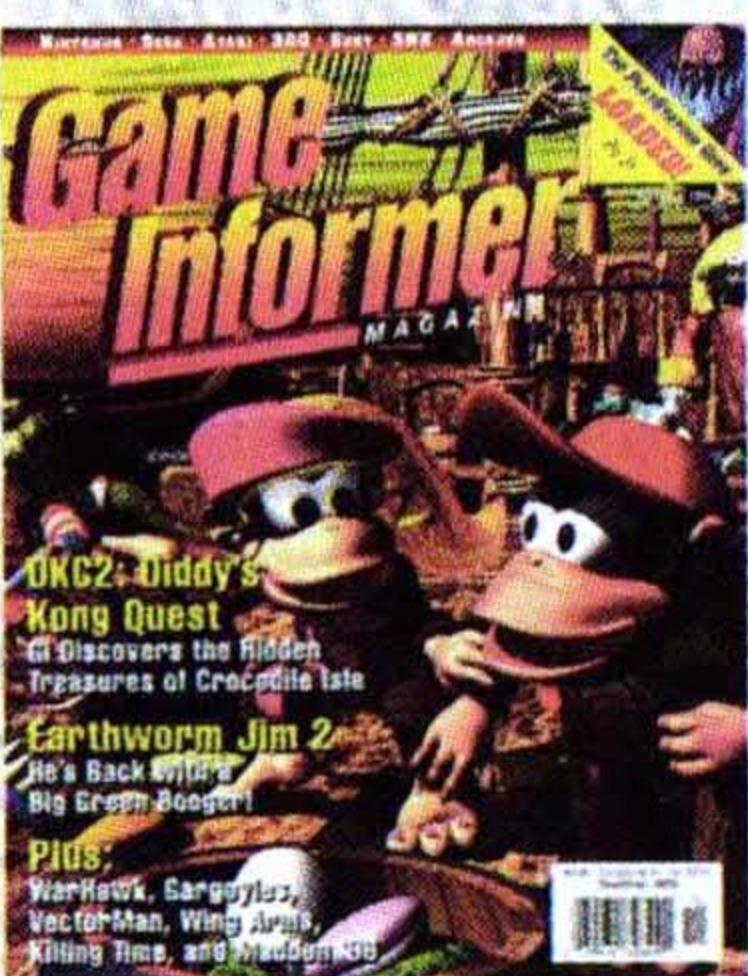
SuperCross 3D is a game similar to the style of games that have already been seen on the 32X and SNES. This behind-the-rider perspective dirt bike racing game recreates the thrills and spills of stadium motorcross. A total of 14 tracks can be raced on in practice, single race, or tournament mode. A wide-assortment of jumps, whoop-dee-doos, and other track obstacles will challenge your skills. Plus, when launching off the large jumps you can impress the crowd with various "tweaks" or tricks.





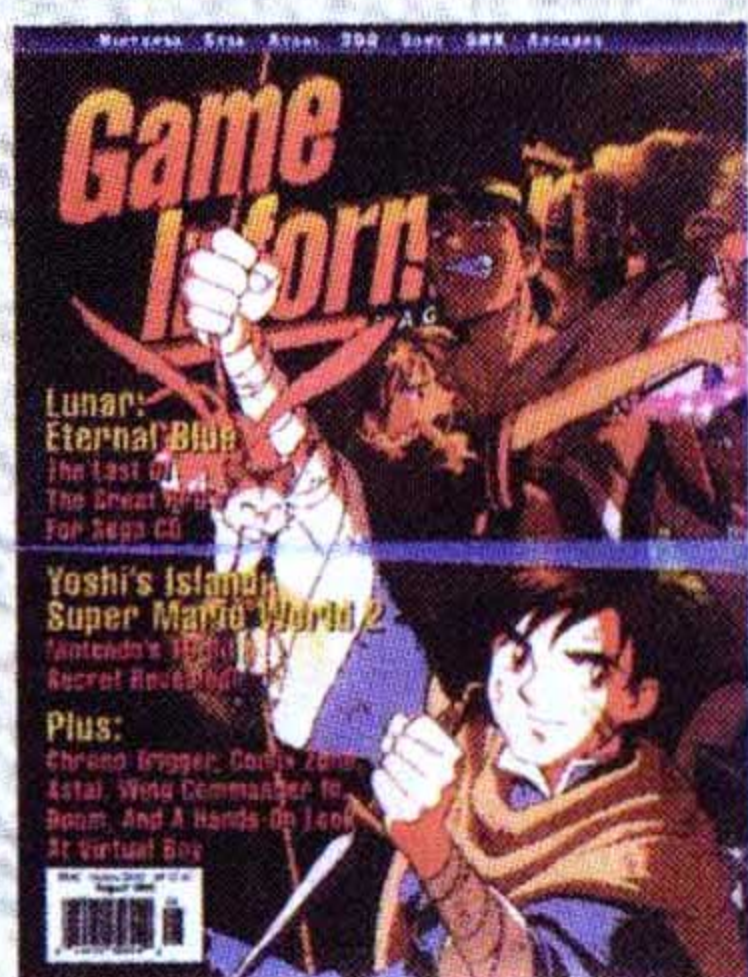
# Back Issues

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!



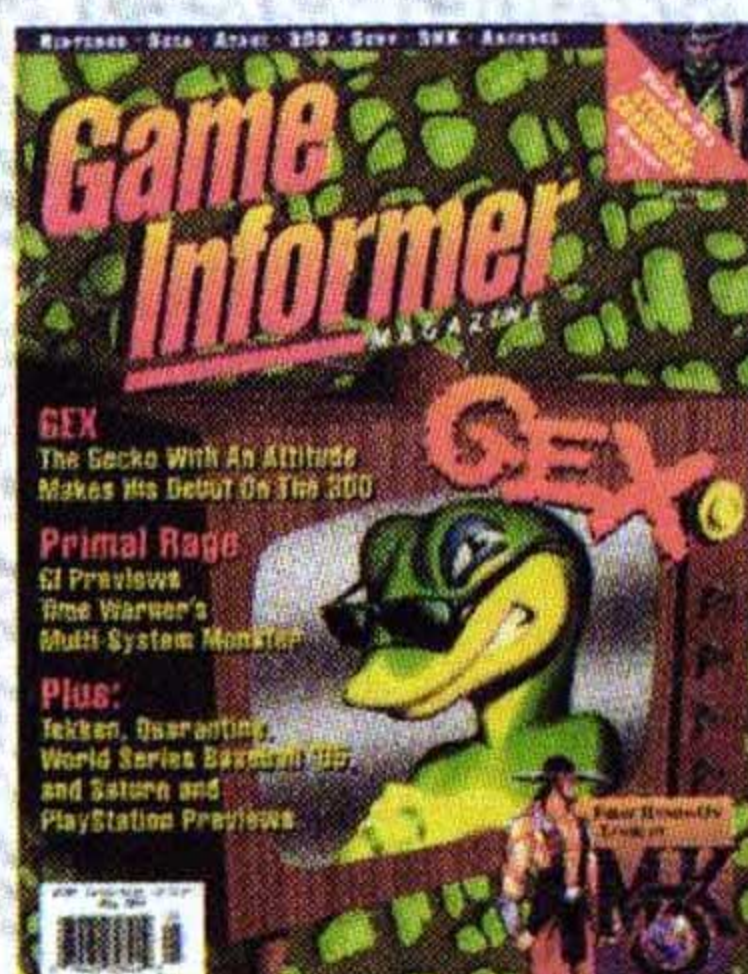
## November 95

- 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



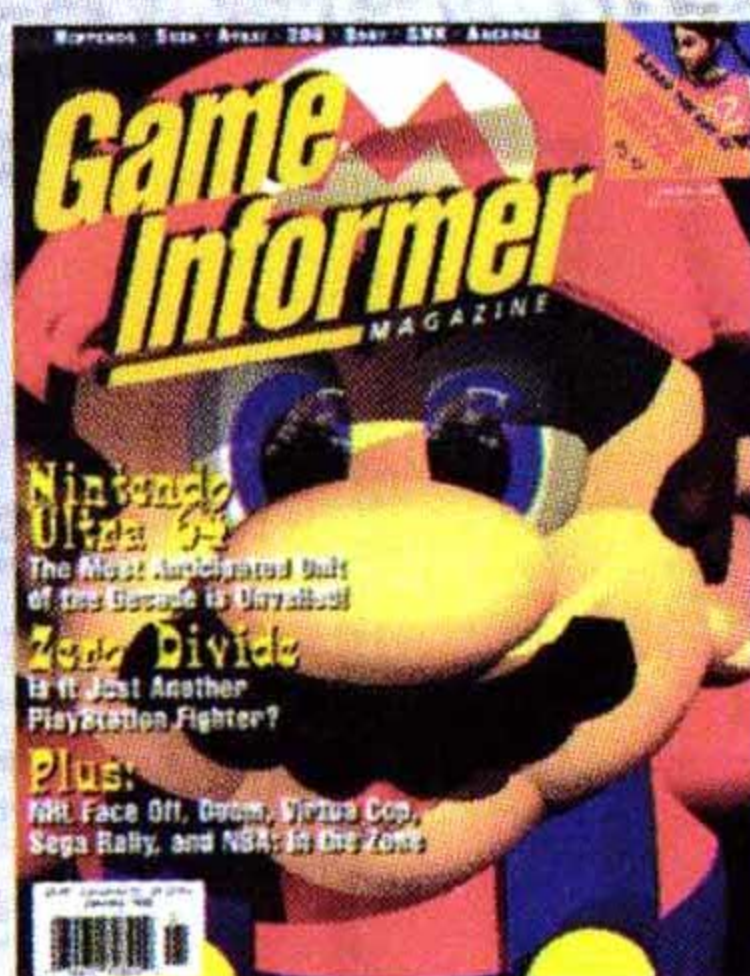
## August 95

- 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)



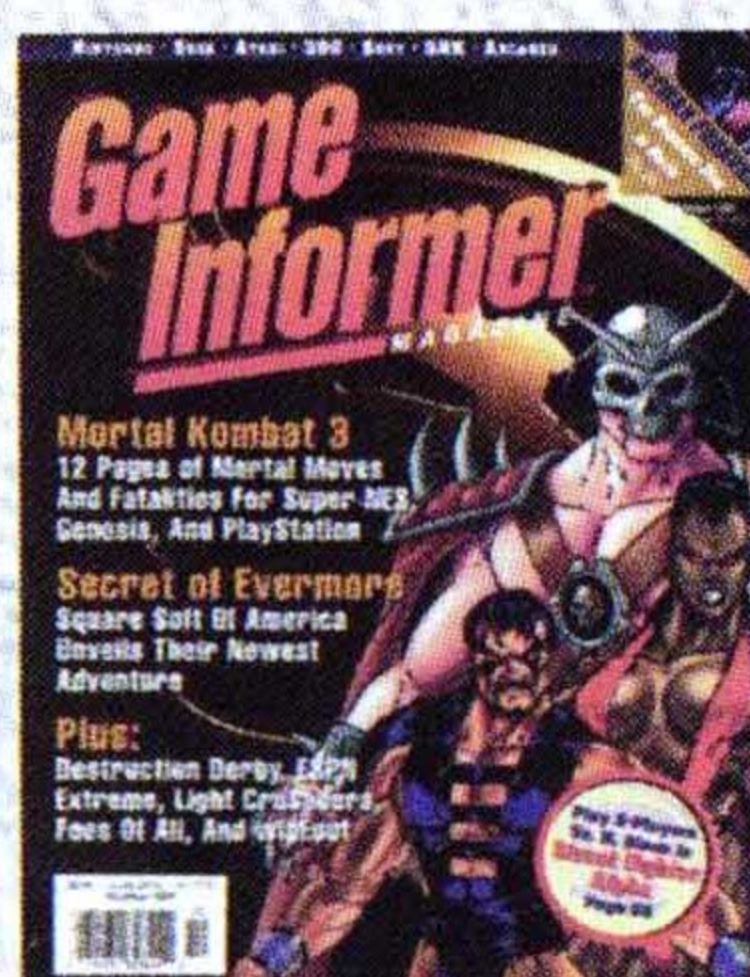
## May 95

- 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



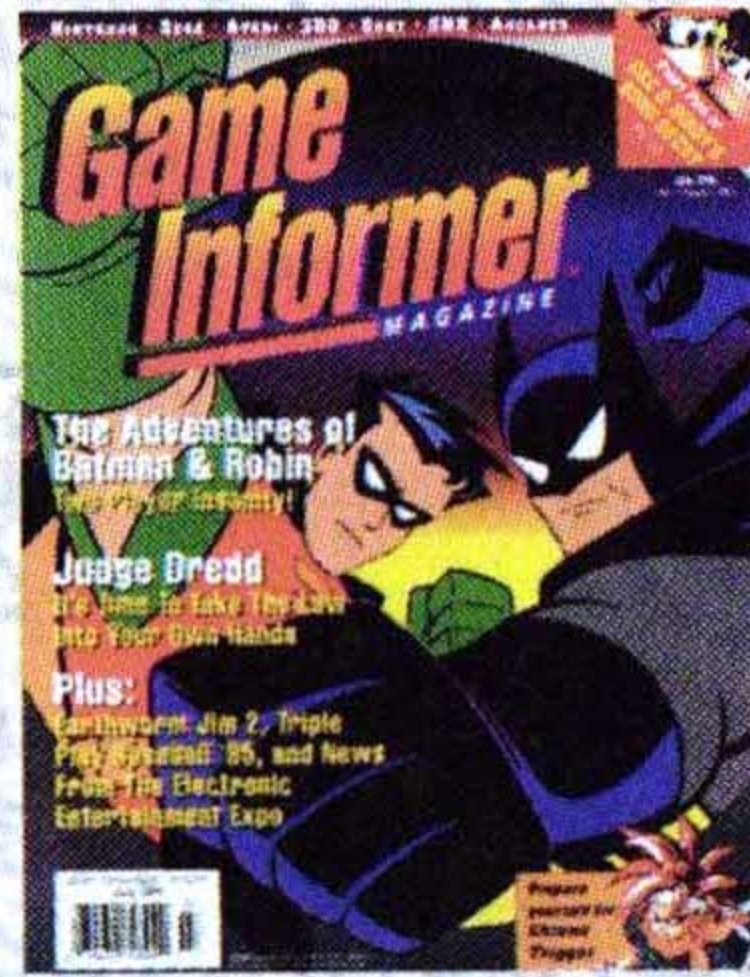
## January 96

- 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



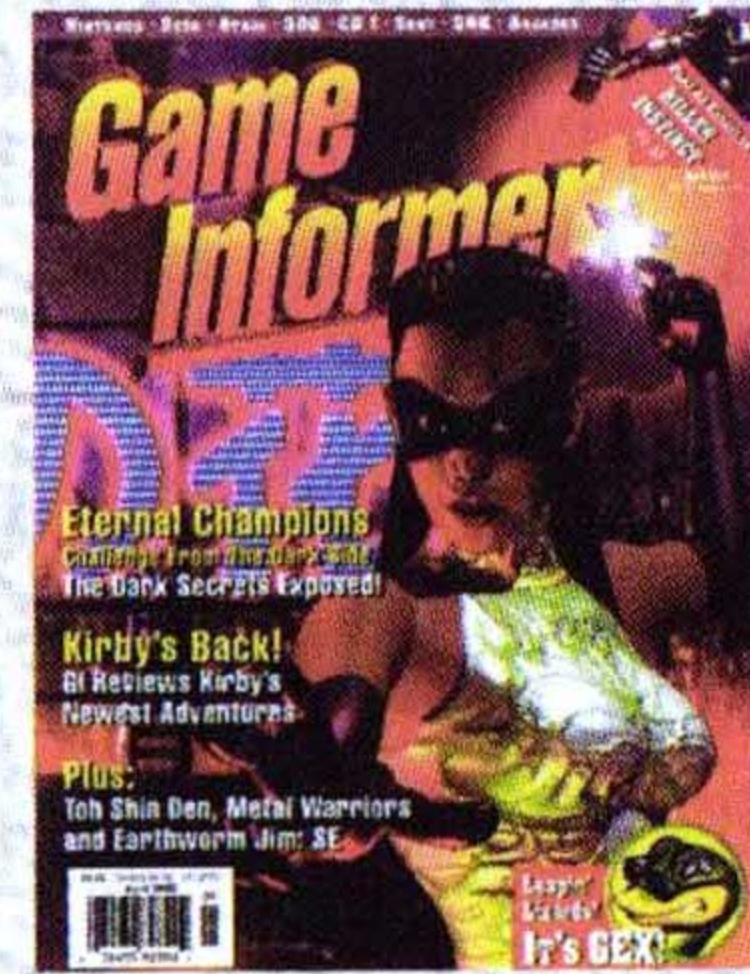
## October 95

- Cover: Mortal Kombat 3 (home versions)
- Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
- 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



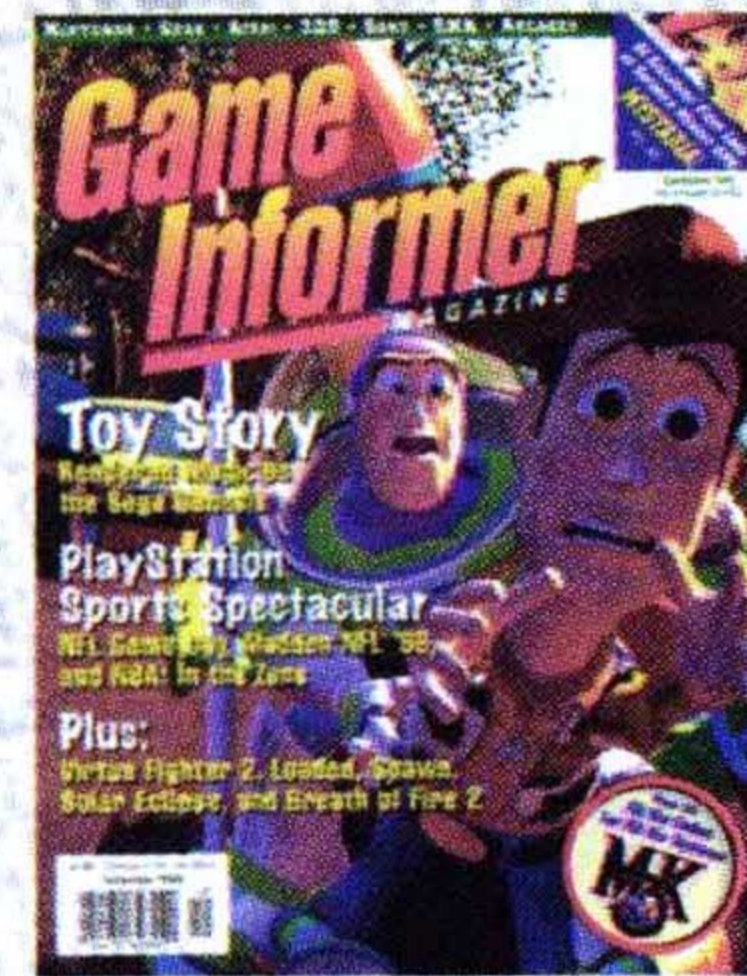
## July 95

- 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)



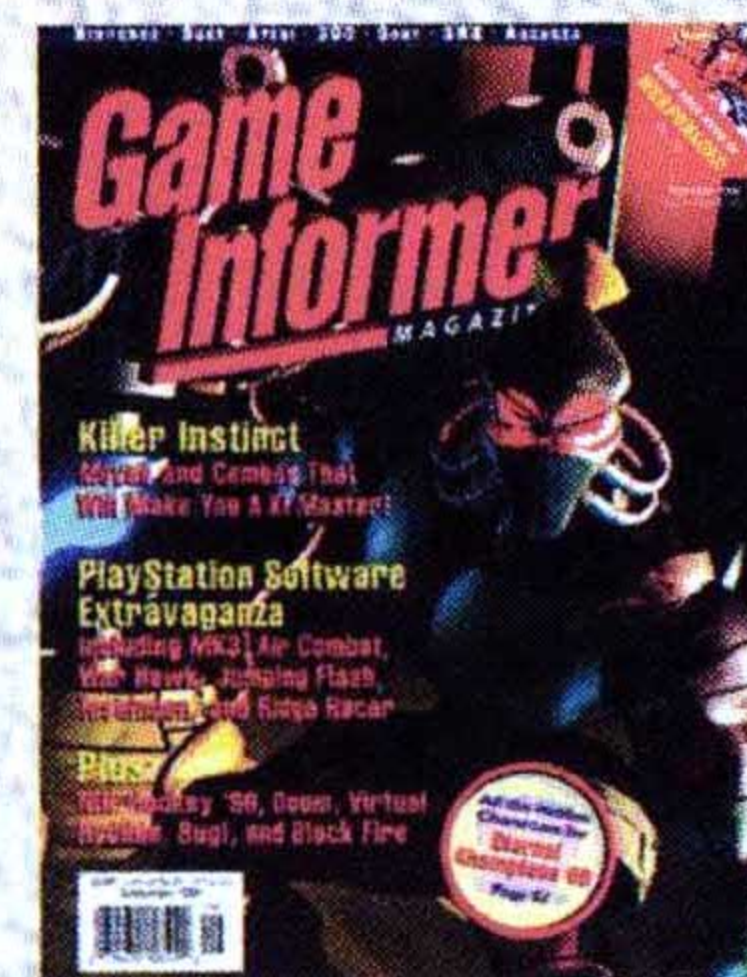
## April 95

- 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



## 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



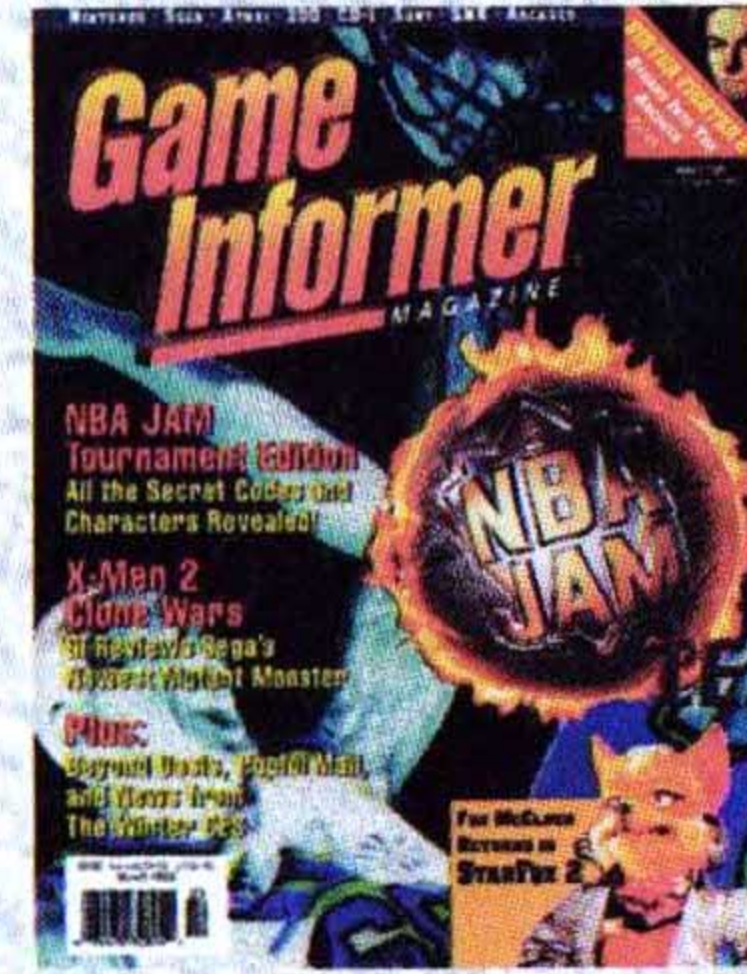
## September 95

- 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



## 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



## March 95

- Cover: NBA Jam Tournament Edition – All the codes and secret characters (SNES & Genesis)
- 1995 Winter CES Coverage
- Aliens vs. Predator (Jaguar) Strategy Guide: Level Maps and Cheat Codes
- Secret Access contains Earthworm Jim (SNES), Shadowrun (Genesis), Madden '95 (Genesis)
- Tip Card 10: Virtua Fighter 2

## Other Issues Available:

### 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: Mortal Kombat 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, 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

### Nov/Dec 93

- Cover: Aladdin (Genesis)
- Secret Access contains: Flashback (Genesis), Mortal Kombat (Genesis), Super Tennis (SNES), Jurassic Park (Genesis)
- Special Role-Play Feature

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### Viewpoint - PlayStation

Have you ever had those days where you can't stop itching? Many theories have evolved from this interesting dilemma. Here's one that you may want to ponder in your spare time. Somehow or another a giant sloth managed to find a way onto your bed while you were sleeping. As you slept, the sloth proceeded to climb up through your nostril and into your kidney. From this position, the sloth's unnatural mating patterns caused the bacteria in your skin to produce a nasty rash. Then, the rash spread from place to place. Thus, your natural instinct is to itch. This is just one of the many GI Viewpoints on itching. To cure this rash, simply input the level codes you desire at the **Password Entry Screen**.

- Level 1: Area 2 - CLL
- Level 1: Area 3 - CRR
- Level 2: Area 1 - FGD
- Level 2: Area 2 - FLJ
- Level 2: Area 3 - FRN
- Level 3: Area 1 - HGD
- Level 3: Area 2 - HLG
- Level 3: Area 3 - HRL
- Level 4: Area 1 - KGG
- Level 4: Area 2 - KLD
- Level 4: Area 3 - KRJ
- Level 5: Area 1 - MGJ
- Level 5: Area 2 - MLD
- Level 6: Area 1 - PGL
- Level 6: Area 2 - PLG
- Level 6: Area 3 - PRD

Josh Marshall  
Dire, NV

### VectorMan - Genesis

Here's a tip that should help you defeat all the ground based bosses. As you've probably noticed once the V-Man gets hit he stays temporarily invincible. Now, when on the boss use this to your advantage. Once Vectorman gets hit walk him into the boss. While he's invincible and still standing on boss, V-Man will stay invincible and won't lose any energy. This is kind of a sloppy code but it does work and is very effective.

Whitby T. Wise  
Richardson, TX

# HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



### NFL GameDay - PlayStation

Here's your chance to be Kevin Costner and create your own field of dreams. Bring back all the old Hall of Famers and forgotten pig skin greats with the codes below. Kevin's recreation might have had something to do with Hollywood, and all the dead players may have been portrayed by acting ghosts, but the game you're about to indulge in is filled with the real deal. Straight from their graves in all their skeletal pride come a bunch of dead guys. We're not sure who they are, but it's kind of cool to see dead people playing football. So eat your heart out Kevin, you water sucking, Robin Hood wanna be punk! We got the real field of dreams right here on our PlayStation!

At the **password entry screen** input the codes below. Be sure to keep them all capitol, and when the worlds are split add a period between them.

- Bone Bowl - SKELETON
- Ten Yard Hits - CRUNCH.TIME
- Strong Front Line - PICK.CITY
- Insane Quarterbacks - CANNON.ARM
- Super Teams - BIG.BOYS
- Hidden Players - URNOTREDE
- Super D - DEFENSE
- Quick Dash - JUICE
- Super O - OFFENSE  
STICKUM  
MAYHEM  
STEROIDS

"Derek"  
Surf City, CA



### Doom - PlayStation

You would think that the demons of hell posses no soul. However, with the new hidden level code entitled "Club Doom" you will see that these demons have a life besides killing. Whether it's on the techno dance floor or at the tonic filled bar, you'll be sure to see the demons kickin' one hell-of-a party! To activate this nightclub code, simply go to the **password screen** and press - **JCGDNFL556**. 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, L
- Free Stuff - ✕, ▲, L1, Up, Down, R2, Left, Left
- Level Warp - Right, Left, R2, R1, ▲, L1, L, ✕
- Transparent Walls - L1, R2, L2, R1, Right, ▲, ✕, Right

"The Eradicator"  
Phoenix, AZ

### Venom & Spider-Man: Separation Anxiety - Genesis/SNES

On the sixth day of Christmas Acclaim brought to me, Separation Anxiety! Five special moves, four stinkin' levels, three difficulty levels, two playable characters, and a spider in a pear tree! To access these cheery level codes simply input the one you desire at the **Password Menu**.

- Level 1 - DCCPMH
- Level 2 - MDRKJP
- Level 3 - STSPPC
- Level 4 - QPMJCV

Arthur Dvortsen  
Mequon, WI



### FIFA Soccer '96 - PlayStation

There's one thing that was never explained within all Star Trek plots. What do these guys do for fun? We know that Kirk filled himself with a steady diet of damsels, and Picard was just too boring to do anything off the bridge. But what about Spock, and Data? Thanks to the team over at Electronic Arts we now know the truth. Low and behold, Spock and Data are actually professional soccer players, and with the codes below, you can unlock the powerful foot work behind these two mysterious Trekkies.

To access these codes, pause while in game mode and select the Options menu. While in this menu enter any of the codes from List One. Now, after entering the codes leave the Options and return to the Main Menu. Now, hit the N button to bring up the list.

To access the hidden teams and different uniforms, enter the codes from List Two in the same manner you did for the previous codes. However, instead of hitting the N button at the main menu, quit your game and return to the Setup Screen. From this screen go to the Options. At the bottom of the list should be the hidden options you entered.

#### List One

- Invisible Walls - ✕✕✕▲■■■▲
- Curve Ball - ▲■✕▲✕✕
- Super Power - ▲▲▲▲▲▲▲▲▲▲
- Super Goalie - ■■■■■▲▲▲▲▲
- Super Offense - ■■■■■▲✕
- Super Defense - ▲▲▲▲▲✕▲
- Shootout - ■▲■✕■▲
- Stupid Team - ■▲✕■▲✕

#### List Two

- Formal - ■▲✕■▲▲✕▲
- Federation - ■▲✕■▲▲✕✕
- Dynamic Duo - ■▲✕■▲▲▲■
- Default Color Pallete - ■▲✕■▲▲▲✕
- Invisible - ■▲✕■▲▲✕▲

Michael J. Fox  
Eden Brook, WA





### Destruction Derby – PlayStation

Recently, the gaming business has been taken over by a crude bunch of mathematicians. Yes, you know things are heading the wrong way when the geeks merge with something, but for once they may be onto something. After doing the math thing, they came up with the conclusion that there's only one way to beat Destruction Derby, and that's with the addition of the codes below. They may resemble the stuff you scrape off your shoes; however, these guys sure know how to calculate the odds. Thanks, math guys!

#### Invincibility -

Enter **!DAMAGE!** as your name and receive no damage.

#### Number of Cars On Track-

Start the Championship and input **NPLAYERS** as your name. Then, quit the tourney. A display should appear asking how many players you want to race.

#### New Track -

Input **REFLECT!** as your name. Exit what you are in and choose the ? marked track from the Track Options.

P.T.D  
Nashua, NH



### 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 - LSNLL
- Level 3 - 6NNLS
- Level 4 - 6SNLN
- Level 5 - 6NSSL
- Level 6 - NS6L6

Adam Przybilla  
St. Cloud, MN

### Twisted Metal – PlayStation

Here's the ultimate Twisted Metal cheats. Whether you choose invincibility or infinite weapons, either way you look at it you will be considered a god. Impress all who observe, and destroy all who attempt victory. All of these codes can be accessed directly through the Password Menu.

- Invincibility - ■▲×\_●
- Infinite Weapons - ▲\_■●●
- Straight to Minion - ▲×●■▲
- Unidentified Code - ▲×▲▲●
- Death Fight - ■▲●■
- Congrats Screen - ▲×▲▲●
- Heli-View - ●●▲×\_ and then while playing hit Start and Up twice.

P.T.D  
Nashua, NH

# MADDEN 96

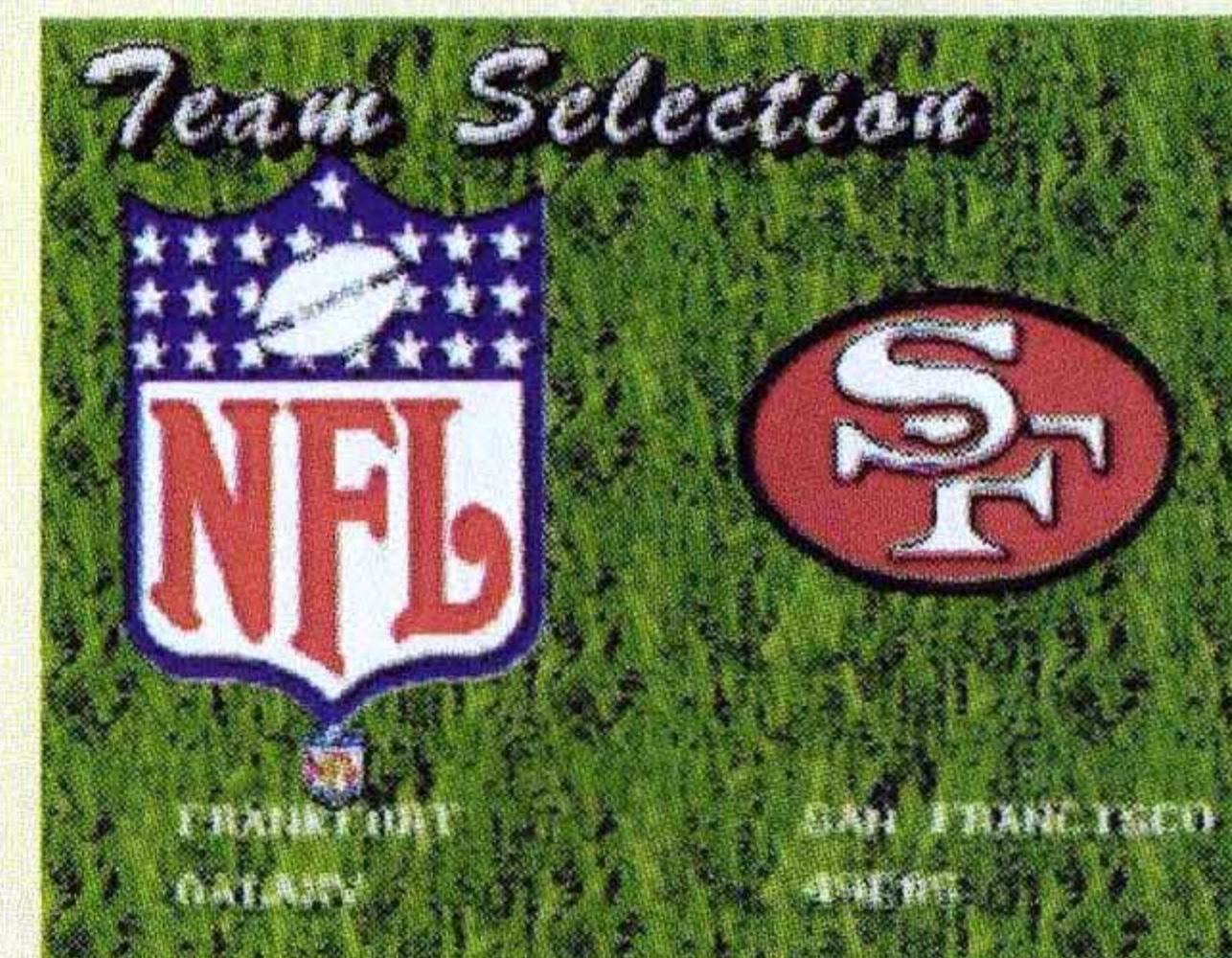


- Genesis

Wow! This has to be a record. Over 100 hidden teams are scattered within Madden '96. All you have to do to access these hidden charms is go to the Team Selection Menu and hit the button presses below for the team you desire. Be sure to check out the EA Sports Team, those guys really rock!

- 70 Cowboys - ACACBC
- 71 Cowboys - ACACABA
- 75 Cowboys - ACABBAB
- 77 Cowboys - ACAABCC
- 78 Cowboys - CBABCCCA
- 92 Cowboys - ABCCABB
- 93 Cowboys - ABCBBAC
- 62 Dallas Texans - BAABACB
- 65 Cleveland - AACBBBC
- 77 Denver - ACBCAAC
- 87 Denver - ACBBBAA
- 89 Denver - ACBACB
- 71 Dolphins - BBACBCC
- 72 Dolphins - BBABCCA
- 73 Dolphins - BBABABB
- 82 Dolphins - BBAABAC
- 84 Dolphins - BACCCAA
- 60 Eagles - BCBAACB
- 80 Eagles - BCACBBC
- 86 Giants - BCAAACC
- 90 Giants - ABCCBCA
- 68 Jets - BCABCBA
- 66 Kansas City - BAAABBC
- 69 Kansas City - AACCCBA
- 62 Detroit - ACBCCBB
- 67 Raiders - BABBCCC
- 76 Raiders - BABBACA
- 80 Raiders - BABABBB
- 83 Raiders - BAACCAC
- 90 Raiders - BAACAAA
- 66 Packers - ACCBACC
- 67 Packers - ACCABCA
- 76 Patriots - BBCBAAC
- 72 Steelers - BCBCBBB
- 74 Steelers - BCCAACA
- 75 Steelers - BCBCBBB
- 78 Steelers - BCBBCAC
- 79 Steelers - BCBBAAB
- 68 Rams - BACBCCB
- 79 Rams - BACBABC
- 84 Rams - BACABBA
- 91 Rams - BABCCAB
- 72 Redskins - CBAACBB
- 83 Redskins - CACCBAA
- 91 Redskins - CACACBC
- 79 Saints - BBCBCBB
- 78 Seahawks - CABCBAB
- 69 Vikings - BBBCBCB
- 73 Vikings - BBBBCBCB
- 74 Vikings - BBBBABA

- 76 Vikings - BBBABAB
- 73 Bills - ABACACA
- 90 Bills - ABABBBB
- 91 Bills - ABAACAC
- 92 Bills - ABAAAAA
- 93 Bills - AACCACB
- 81 49ers - BBCCABBCC
- 84 49ers - CABACCA
- 88 49ers - CABAABB
- 89 49ers - CAACBAC
- 94 49ers - CAABCAA
- 63 Bears - ABBCABC
- 77 Bears - AABACAB
- 85 Bears - CABACCC
- 88 Bengals - ABBCCCB
- 79 Tampa Bay - CACAABA
- 63 Chargers - CAAACCB
- 66 Chargers - CAAAABC
- 81 Chargers - BCCCBBA
- 94 Chargers - BCCBCAB
- 64 Colts - AACACBA
- 80 Oilers - ACCCAAB



#### Special Teams

- AFC Pro Bowl - CBBACBA
  - All 50's - CCABBBA
  - All 60's - CCACABC
  - All 70's - CCACCCB
  - All Madden - CBBAAAB
  - Amsterdam - CBBACAB
  - Barcelona - ACBCAAA
  - Frankfurt - CBCACAC
  - Hall of Fame - CBACACC
  - London - CBCBBBB
  - NFLPA - CCBACAA
  - NFLPA II - CCBBCAB
  - NFLPA III - CCBCABB
  - Rhein Fire - CBCCACA
  - Scotland - CACBCCCC
  - Team Madden - BCCCAACAB
  - Team Madden II - CCAACAB
  - NFC Pro Bowl - CBBBCCC
  - Claymores - CBCCCCC
  - Monarchs - CBCBBBB
  - Dragons - CBCAAAA
  - Galaxy - CBCACAC
  - EA Sports Team - CCAACAB
- "Virtual Gap Boy '96"  
Minneapolis, MN

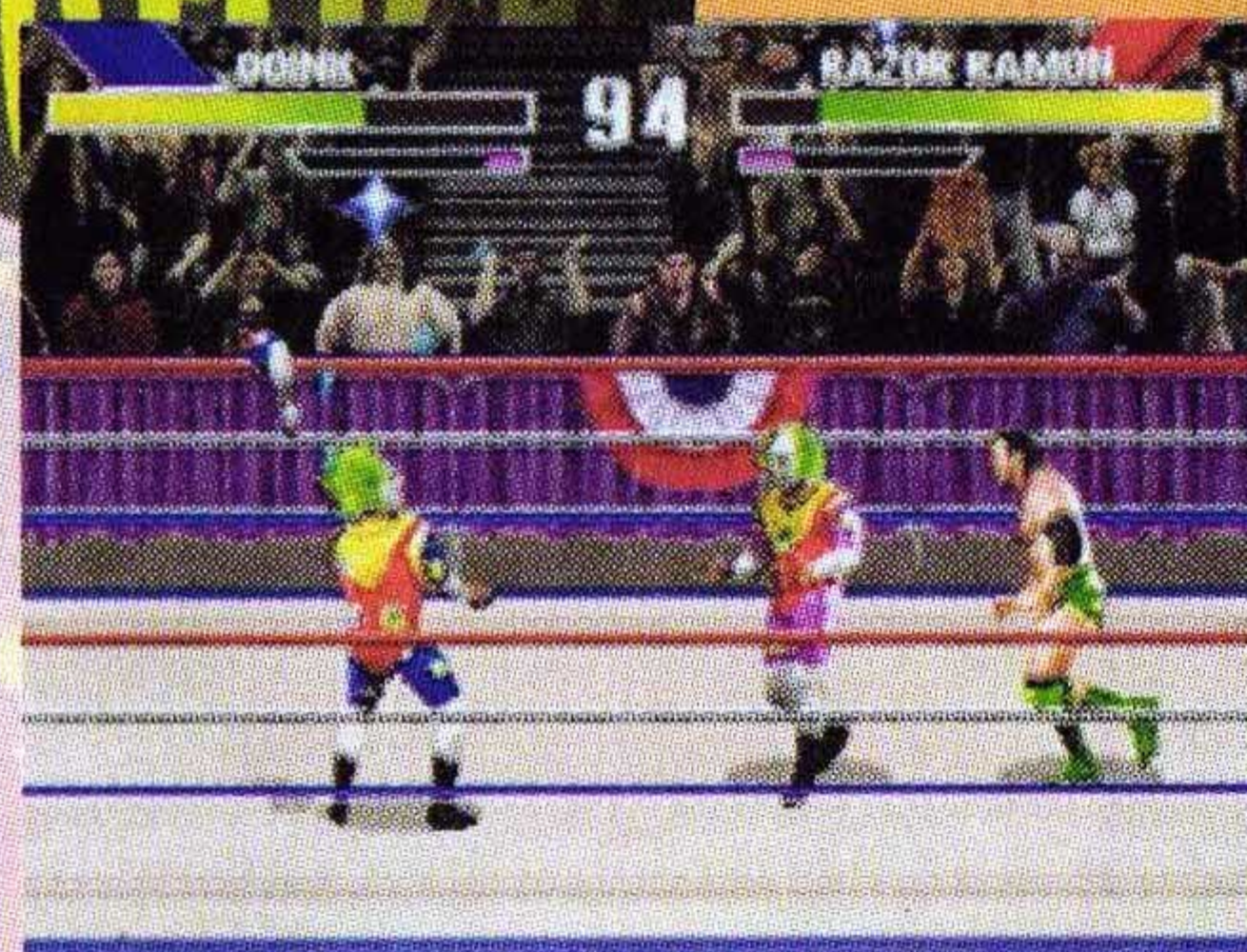
## Code of the Month!



### WWF Wrestlemania – PlayStation

We're not sure what this code does. However, when it's activated during game play it does make the screen flash. So presume that it does harbor some kind of secret. Your mission for the month is to find out what this code does. The first person to figure it out receives not only a free T-Shirt but also a free 12-issue subscription to GI.

????? - Pause the game and hit  
×, ■, ●, ▲, ×  
"GI Lackey"  
Eden Prairie, MN





# GAME GENIE

# SWAP SHOP

## Chrono Trigger - SNES

7F67-5DD0

Kill monsters easily

A1EE-EFD9

Max out party's level to \*\* after one fight

The following codes are for infinite MP. If the first one doesn't work try the second.

Frog

8DAB-7765 (7DA6-7765)

Marle

7DAB-7765 (5DA6-7765)

Chrono

3DAB-7765 (3DA6-7765)

Magus

2DAB-7765 (2DA6-7765)

Ayla

6DA6-7765

Robo

1DAB-7765 (9DA6-7765)

Lucca

9DAB-7765

Jonathan Baker  
Ann Arbor, MI

## James Bond 007 The Duel - Genesis

AECA-AAGC

Start at mission 2

AJCA-AAGC

Start at mission 3

ANCA-AAGC

Start at mission 4

ATCA-AAGC

Start at mission 5

BF6A-AAFR

Start with 10 lives

ATGA-AA56

Infinite lives

BF6A-AAF2

Start with 9 extra clips

K76A-AAGC + K8NT-AAAT

Each clip holds 80 rounds

BF6A-AAGN

Start with 9 grenades

ATGA-AA70

Infinite continues

"The VidMan"  
Uptown, MN



## WipEout - PlayStation

**GI Lackey:** Here it is! The second edition of Hollywood Codes! This month we'll be joined by Baked Sun 32 and a 3rd's own Banana Nichole Smith. Here she comes now. Let's give her a warm... ..WOW! Those codes are HUGE!

**Smith:** That's right GI guys, these codes are massive.

**GI Lackey:** Whoa, man! You can say that again. So Banana, how in the world did you get such big codes. I've never seen anything like them.

**Smith:** Well as you probably know, I'm famous and all, so I decided to visit my good friends at Sony and help you guys by getting some exclusive codes.

**GI Lackey:** Great scott Banana! What a jolly idea!

**Smith:** Ok. (Giggle) These codes are hard to do gamers, so listen carefully. Both 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, N, L, then (while still holding this combination) hit X to enter the code.

Banana Nichole Smith  
Rolling Rocks, IN

## WeaponLord - SNES

There's two ways to recognize complete victory in WeaponLord. One, which is also the most fun to do, is the sacrificing of any limb or organ of your fallen opponent. And two, which is a biggy, is to give offering and let your opponent live until the final battle. Now, with the help of the code below, you can choose which stage you want to do your chaos on. To access this stage select wait until the Title Screen appears, then press and hold the L and R Buttons and hit Start.

Tony Evans  
Pinckneyville, IL

## WarHawk - PlayStation

Here's part 2 of the WarHawk Cheats Extravaganza! Last month we released all the level codes, and now this month we're releasing a massive list of tricks, cheats, and interesting little things. All the codes are accessed through the Password Entry Screen. Enjoy!

### Preview the Epilogues -

■ ■ \_ ○ ■ × ■ ▲

### Special Upgrades -

■ \_ ○ ■ ▲ × × ■

### A-LA Mode -

● ● ● \_ × ▲ × ×

### Preview Movies -

▲ × \_ ○ ● × ▲ ■

### Face-To-Face With Kreel -

▲ × ▲ ■ ■ ■ × ▲

### Kreel's Door Is Open -

▲ × ■ ▲ ● ■ × ×

### Above 3rd Force Field -

▲ × ■ ● ▲ × ▲ ■

### Above 2nd Force Field -

▲ × ▲ ▲ ▲ × ● ▲

### Above 1st Force Field -

▲ × × ■ ● ■ ● ×

### In With the Gate Keeper -

▲ ● ● ▲ ▲ × ■ ▲

### West Gauntlet Boss -

▲ ● ● ■ ▲ ● ● ×

### East Gauntlet Boss -

▲ ● × ▲ ● × ▲ ■

### Volcano Boss -

■ ■ × ● ▲ ● ■ ▲

### Airship is Open -

× ■ ▲ ● × ▲ ■ ■

### Post-Transformation Airship -

× ● ▲ ▲ ● ● ● ×

### Approaching UMA -

● ● ● ■ ▲ ▲ ■ ▲

### In Canyon With Crystal -

● ■ ▲ ■ ▲ ▲ ■ ■

### In Canyon With Belle -

● ▲ × ■ ● ● ▲ ▲

### In Canyon With Amber -

● ● ● ■ × ● ● ▲

### Desert is Done -

▲ ● × ▲ ● ● × ■

### Pyramid Has Risen -

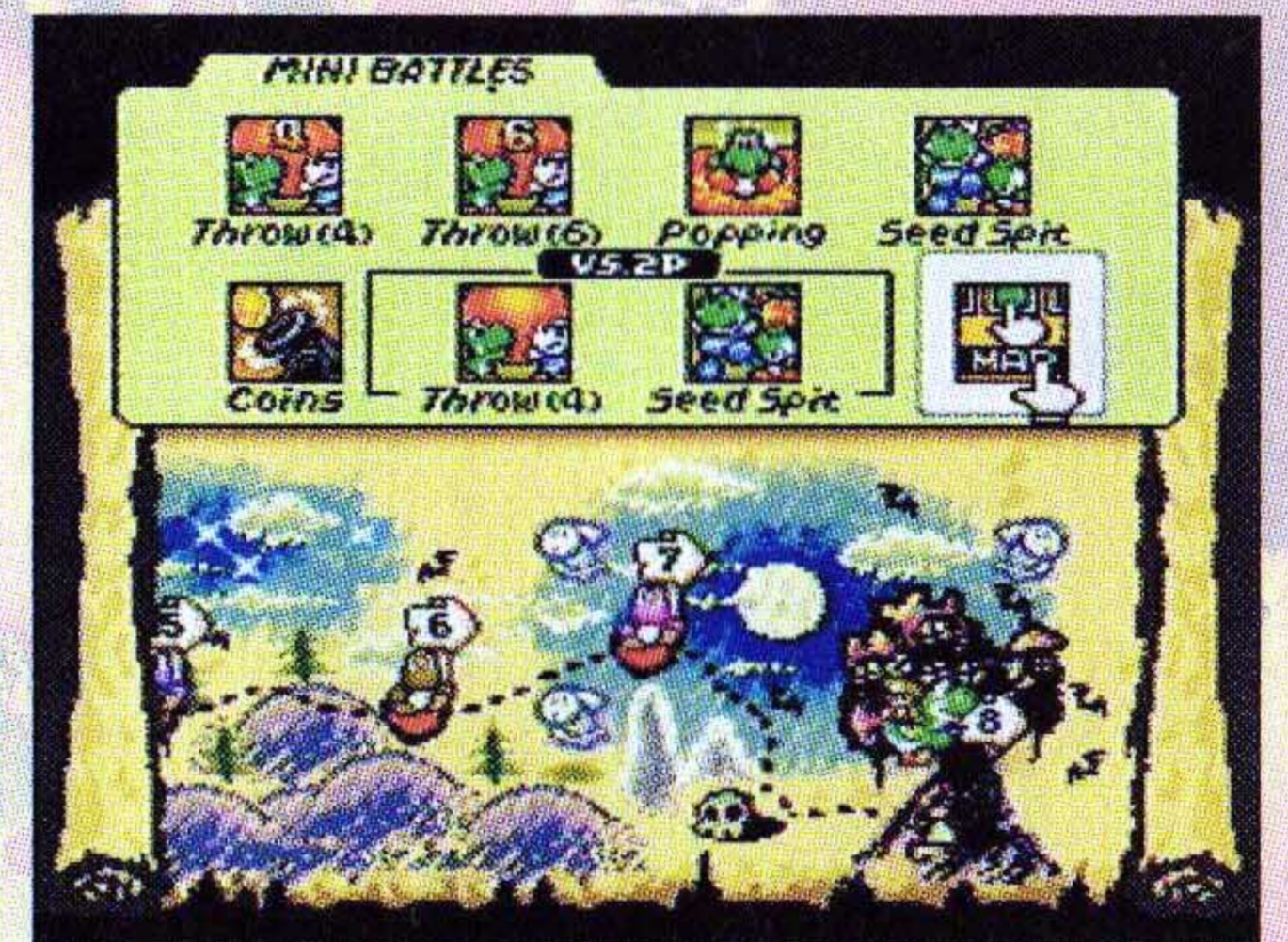
▲ ■ × ▲ ● ● ×

"Chasing Coke"  
Viacam, NJ

## Batman Forever - SNES

Just in time for the home video release of this smash hit, GI managed to scarf up a great code for this semi-decent game. To activate a level select, go to the title screen and press Left, Up, Left, Left, A, B, and Y. Now, choose the game mode you desire. Then when the level select appears press Up or Down to pick the stage and Left or Right to choose then area.

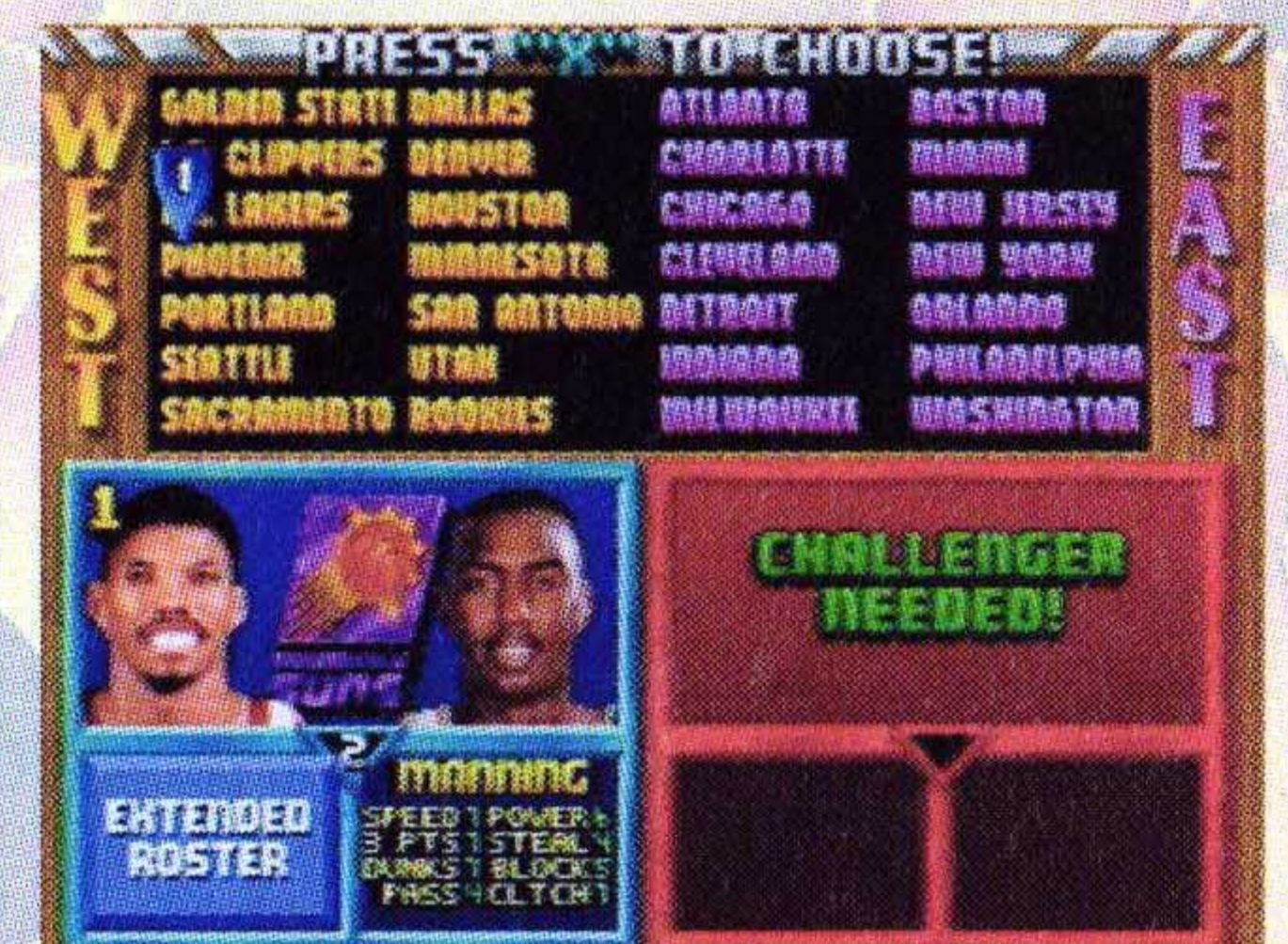
"The Eradicator"  
Phoenix, AZ



## Super Mario World 2: Yoshi's Island - SNES

One must constantly wonder what Yoshi's tongue is really like. From the facts at hand we know that he can elongate it at will and curl it when needed. What we don't know is: What is the texture like? Is it as rough as a cat's tongue or as slimy as a human's? Hmm. Also, do the Yoshi's clean themselves with it? Do they use it as a radar like snakes, or is it simply an offensive and defensive weapon? Hmm. I guess we'll never know. However, if you'd like to research this further, let us know what you come up with. Anyway, here's a great code for Yoshi's Island. At the Stage Selection Screen Hold Select and press X, X, Y, B, then A. Release Select and bang! An entire list of Bonus games are at hand.

Ace Vidtura  
Lefrak, NY



## NBA Jam: TE - PlayStation

NBA Jam: TE is a great game to begin with, but the one thing it needs is larger rosters. With the following code you will be able to unlock larger rosters for each team. However, the code only works on one team at a time. Meaning, to unlock each teams expanded roster you will have to enter the code one at a time. At the team-select screen hold down the Select button and rotate the directional pad counterclockwise twice. If the words Extended Roster appear in the player stats screen the code worked.

"The Rhino"  
Toledo, OH





### Eternal Champions – Sega CD

Alright, here's part two of the Eternal Cheat Section. Originally these codes were scheduled to be printed in December, however due to insufficient data, and an urge to find EVERYTHING we decided to hold off for a few months. So without further adieu here's the last, the greatest, and the most craved EC codes ever.

Before entering the cheats below you will first have to input this **master code** at the Final Statistics Screen on Controller 2: Y, A, B, B, Down, A, B, B, A, Down, Up, Up, Z, Z, Y

Once this is entered you may now enter any of the below codes after pausing on Controller 1.

**Increase Both Player's Health -**  
X, X, X

**1-Hit Damage -** Y, Y, Y

**Inner Strength Bonus -** Z, Z, Z

**Stop the Music -** C, C, C

**Deplete Player 2's Health -** B, B, B

**Deplete Player 1's Health -** A, A, A

**Bring Both Players to 20 for Vendetta's -** Left, Left, Left, A

**Jump to Eternal Champion -**

Right, Right, Right, A

**Jump to Dark Eternal -** Mode,

Mode, Mode, A

As an added bonus we've also found the secret codes that allow the bosses to be activated as playable characters. Enter these codes at the Final Statistics Screen as well.

**Eternal Champion -** C, Left, Y, B, Mode, X, Right, C, Mode, Down, Down, Right

**Dark Eternal -** Up, C, B, B, X, Right, Left, C, X, Right, Y, Left, Down

**New Eternal -** X, Z, A, Mode, Down, Left, C, B, Right, Y, Up, Mode, Y, C

*"The Eternal Programmer"*  
New York, NY

### Ultimate MK3 – Arcade

**Ermac -** 1234444321

**Mileena -** 1251231556

**Classic Sub-Zero -** 5543223455  
*"Robert Deniro"*  
Bronx, NY



### Virtua Fighter – 32X

With the addition of this code you will be able to select two new views. Virtua Fighter 32X has just about every view you could think of, except for first-person which they must be saving for a VR thing. First, go into the **Options** and shuffle through to the last view in the **View Select Menu**. While on this icon keep pressing right, the cursor won't move, but the sound of punching will tell you that the code worked. Now, look through the list again, two exciting new views should be added.

*Josh "Fighting Maniac" Kwedar*  
Downingtonw, PA

### Virtua Fighter – 32X

Play as Dural. First, choose whatever game mode you desire. Then, at the **Character Select screen** place your cursor on Akira and hit **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. Once this is entered you will here a special sound and Dural should be added to your arsenal of deadly fighters.

*Rory Jennings*  
Monmouth Beach, NJ



### PO'ed – 3DO

First, go to the **game map**. Then, before leaving hit and hold the **L Button, A, B,** and **C**. Once this is done you will receive the full library of weapons, tools, and jets. This code is extremely difficult to activate, so patience is the key. It does work! Believe it!

*"Mary's Intelligent Lamb"*  
Asteroid Avalon, Space

### Metroid – Nintendo

Here's a code for the archaic 8-bit NES. This is an oldie, but from the letters and calls we're receiving, you need it. To undress Samus (not completely) and stock up her inventory simply input the code below at the **password screen**.

**Dressed to Kill -** Justin Bailey

(Be sure to use dashes for the bottom line)

*Nathan Barnes*  
Santa Clara, CA



### 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** .....Dirt Trax FX  
Porky Pig  
Spawn  
**Genesis** .....Nightmare Circus  
Scooby Doo  
**PlayStation** .....Agile Warrior  
Doom  
FIFA Soccer '96  
Disc World  
NHL Face Off  
**Sega Saturn** .....Sega Rally  
Ghen War  
Sim City 2000  
Theme Park  
Wing Arms  
**3DO** .....Alone in the Dark 2  
Deathkeep  
**Arcade** .....Ultimate MK3  
Tekken 2

### Send Secret Access Requests To:

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

E-Mail: GI Secret@aol.com

## Secret Access Notice:

### Send Game Informer Your Passwords and Codes and Win!

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.

#### PlayStation:

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.

**Send To:** Secret Access  
Game Informer Magazine  
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Eden Prairie, MN 55344

E-Mail: GI Secret@aol.com









# THIS GAME

# BLOWS

... up every time you play it. How did we make the world's most popular puzzle game even more exciting?

We put bombs in it. It's new Tetris Blast,<sup>™</sup> and it's full of bombs. Little bombs, big bombs and



Mega Bombs. Set the bombs,

blow them up, have a blast doing it. Now on Game Boy<sup>®</sup> and Super Game Boy<sup>®</sup>. Boom!!!!

play it loud





# TREASURE AWAITS ON CUTTHROAT ISLAND!

(if you survive)



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WATCH YOUR BACKS WITH COOPERATIVE TWO-PLAYER ACTION!



BATTLE ATOP A RUNAWAY CARRIAGE!

Sharpen your long swords for the ultimate high seas battle! In plundering two-player action, team up as Morgan and Shaw to uncover a treasure trove of priceless gems and gold bullion! Battle bloodthirsty pirates with knives, pistols and flaming torches! Chart your course through the treacherous locales, but think twice before you leave—a new world may await upon your return! And remember... dead men tell no tales on **Cutthroat Island™!**

Exclusive Interactive Sweepstakes!



**GRAND PRIZE**  
Win a Real Life Treasure Hunt!  
See official rules for complete details.

**CUTTHROAT ISLAND™**

**The Bounty**

Play for gold! Hidden among the many torrid levels of Cutthroat Island are five real treasure chests! Find them...if you dare! Then correctly answer three sweepstakes questions to be eligible for the drawing, and you could sail away with one of a treasure trove of prizes!



**SUPER NES®**

**GENESIS™**

**GAME GEAR™**

**GAME BOY®**



No purchase necessary. Void where prohibited. Sweepstakes ends 12/31/96. For official rules and alternate means of entry details, write to: Cutthroat Island Rules, P.O. Box 9006, Glen Cove, NY 11542-9006.™ & © 1995 Cutthroat Distribution Inc. All Rights Reserved. Developed by Software Creations Cartridge, Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America Inc. Sega, Genesis, and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All rights reserved.