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TEKKEN
PlayStation's Hottest Brawler?

GAME PLAYERS

ISSUE 76

Sega and Sony Get LOADED

WIN PlayStations, an **MK3** coin-op, and more!

Interplay's top-secret 32-bit monster is videogaming's best surprise of the year!

Will action games ever be the same?

SCORCHING STRATEGIES:

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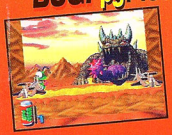
CHRONO TRIGGER pg. 116

BUG! pg. 106



WEAPONLORD

Is this the last of the great 16-bit fighting games? The full review starts on page 78...

MADDEN '96
UNBELIEVABLE 32-BIT GRAPHICS!

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OCTOBER 1995 Vol. 8, No.10

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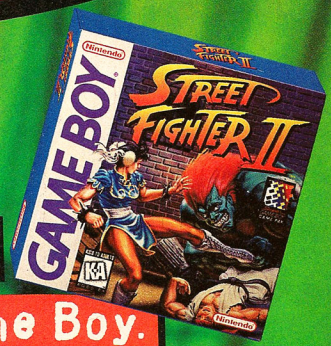
"If you're going to fight, do it outside."



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Your momma. She knows the bad boys of Street Fighter II™* are now on Game Boy®. She knows its **nine levels** of **destruction** can't be contained by the four walls of your lovely split-level suburban domicile. Knows **Street Fighter II** is finally loose on the streets where it belongs. Knows all about the **Special Moves**, the flaming fireballs, spinning back-fists, jabs, jukes, blocks, flash kicks and sucker punches. She knows that with the **two-player** mode she can kick your butt on Game Boy or Super Game Boy®. **Your momma** is one bad lady. No wonder she wears combat boots.

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A RUSH FELT BY A HANDFUL OF WORLD-CL

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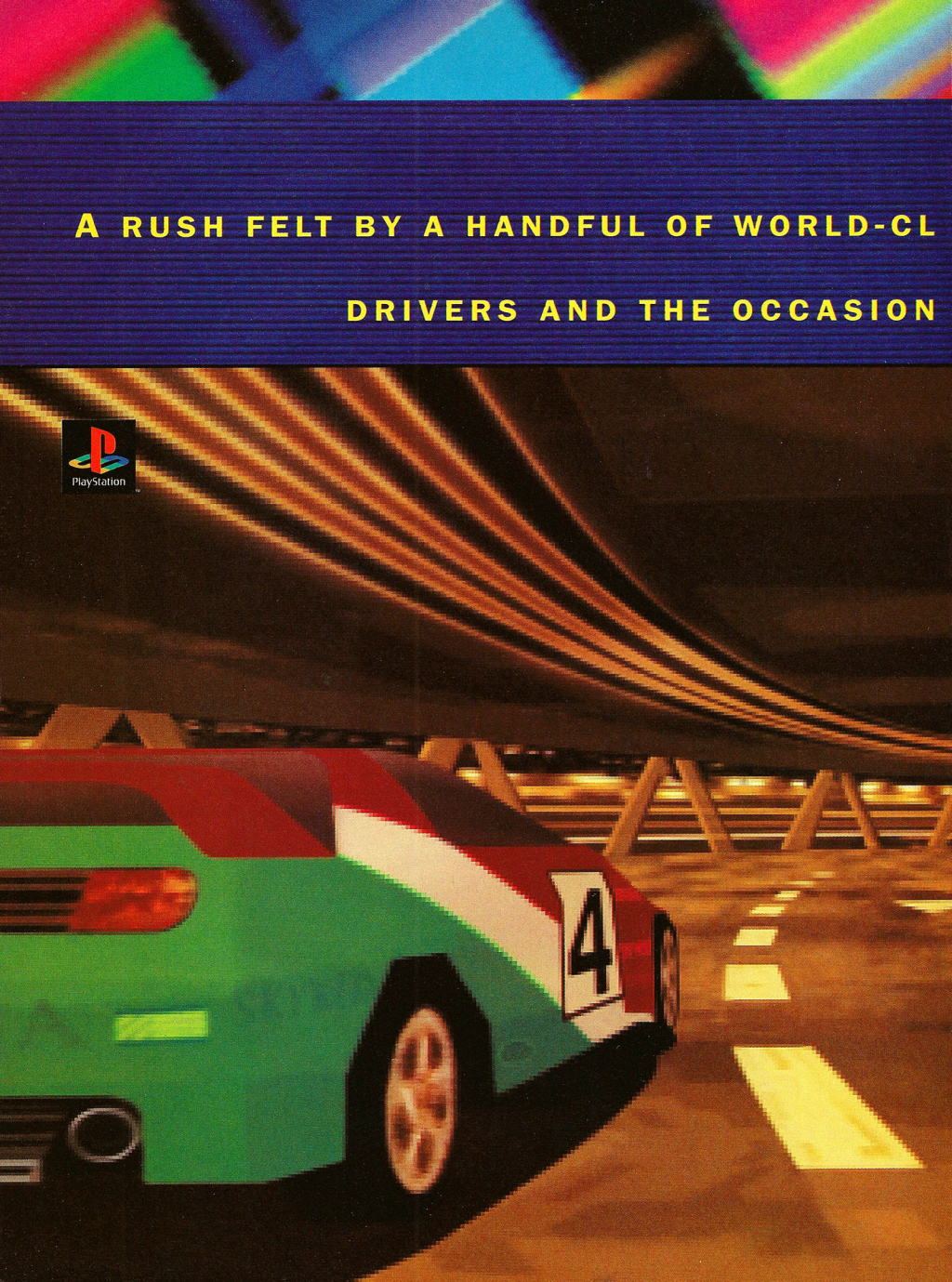

ASS

AL PARKING VALET.

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IT APPEARS ONE SIDE HAS

POWERED BY namco

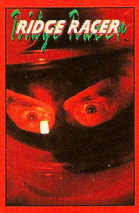
Tekken. More brutality for your buck.

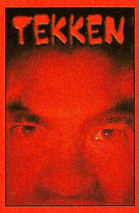
You're looking at the fastest racing game in history. Ridge Racer.

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

TWEEN 32-BIT SYSTEMS, GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT WE WERE JUST MAKING GAMES.





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

PlayStation

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Welcome to GAME PLAYERS

Welcome to another butt-kickin' issue of *GAME PLAYERS!* Just by looking at these pages, I think you can tell that this issue is gonna be the mother of all issues! OK, if it can't be the mother, how about the Great Aunt? Now that we've got that out of the way, let's take a look at what we got going on. We've got the first look at *Loaded*, a very intense, bloody shooter that's gonna slay ya! We've also got a huge strategy for the most beautiful of fighting games—*Toshinden!* No one will be able to survive your attacks after reading this baby. We've got so many new games to review in this issue that we've started a new kind of review format. We're featuring some half-page reviews that are concise and to the point, just like our regular reviews. And there's tons more stuff inside just waiting to be discovered, so what are you waiting for? Oh, and on a final note, The Cleansing reaches its final, spectacular, action-packed conclusion in this month's Subscriber Newsletter! So, if you don't subscribe, find someone who does and check it out! Is it the end for Gazuga? Enquiring minds want to know!

Chris

Right about now, you're probably saying 'Hey, where the hell are the Color Codes?' Well, with all the new systems coming out now and in the near future, it was getting harder to find easily discernible colors for each system, so we said, 'To hell with it!' and threw it away! Are you happy now?

32

The robots are coming and boy, are they mad! Check out Criticom on page 32!

Mega Man is back... again! The action starts on page 42!

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A graceful gospel of gaming goodness!

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More news than you'd find at a drooling contest!

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Now that Gazuga's gone, DKC is back on top!

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More fun than giving your quarter to a wino... right?

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A little bit of the future... today!

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We see 'em coming, so you don't have to!

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We thought things would calm down... we were wrong!

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Chris and Bill get a Mystery Package... and it stinks!

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Send us money or we'll be your friends!

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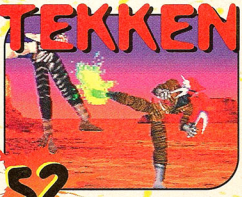
Cheaper than a car and funnier, too!

WEAPON LORD

78

They slice, dice and chop. The carnage of *WeaponLord* starts on page 78!

TEKKEN



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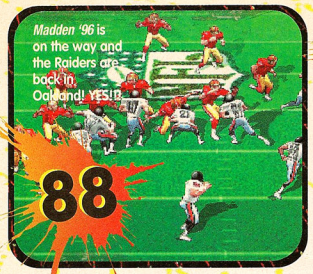
Rah, Rah, Ree, kick 'em in the knee! We hit all the critical points in our *Tekken* story on page 52!

MEET THE TEAM

Who are you dressing up like for Halloween and why?



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We give you more gaming info than you could get from any other mag or small aquatic mammal!

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We want you to win. You want to win. Go ahead, use the Cheat Sheets. We won't tell anybody!

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What's got more blood than the Transylvania Blood Bank? It's *Loaded!* The gore starts on page 28!!!

Sports Reviews 87

Our offense has a whole new look! Check it out!

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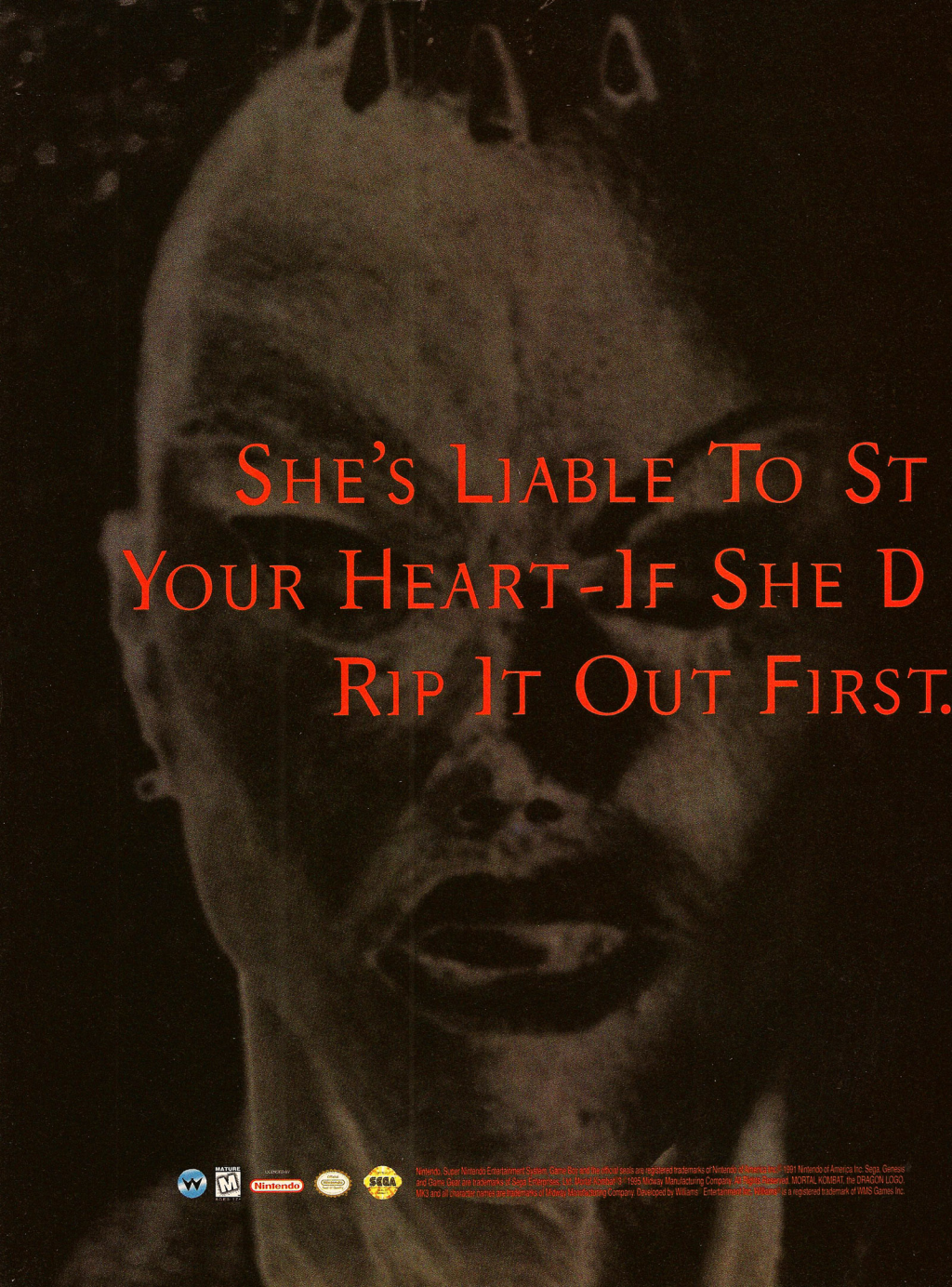
Now Playing 90

We know that you could care less about all those prizes we sometimes give away in here! Right, gang? Uh... gang... hello?



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EAL

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Meet Sheeva. The four-armed, red-eyed wonder girl of your dreams. Isn't she a beauty?

Haven't you always wanted a girl who could set you on fire? Well now you can have her

since MK3 is coming home on Super NES®, Game Boy®, Game Gear™ & Sega Genesis.™

There's a lot of lovin' in those four arms. Enjoy.

MORTAL KOMBAT® 3. BE CAREFUL. IT'S HOME.

READERS' NETWORK

We were a bit worried that with The Cleansing being over, we wouldn't get any bizarre mail from you guys. This month's offerings go to show that we shouldn't have worried... or maybe we should have!

THE CLEANSING IS OVER!!!

That's right, you can all come out from your shelters now, it's safe. Gazuga, Habeeb, Moogoo, and the whole happy clan are gone from these pages for good. We mean it. They're not coming back. May Gazuga strike me dead.

So please don't send us any more letters mentioning Gazuga, Skullbats™, Undead Lizard Warriors, or any of that stuff. Your response to the whole thing has been overwhelming, and we've had tons o' fun. But it's simply time to move on to other, even freakier, ideas. By all means, still send in wild, deranged letters, but let's see what new stuff we can come up with.

By the way, loyal ***GAME PLAYERS*** subscribers got to see exactly how the Cleansing went down in the Subscriber's newsletter. If you missed out, track down a subscriber and check it out — it's definitely not for the squeamish.

SPROUTING OFF!

I have been reading your magazine for a long time and I love it. I do have one complaint, though. When you answer mail, you always insult the person who wrote if they have a different opinion than you do. If they believe something that you don't, you make fun of them. Those are the only complaints that I have about your magazine. Keep up the good work!

Sgt. Sprout
76726.2045@compuserve.com

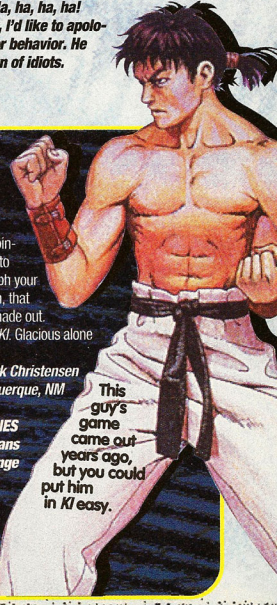
BILL: What's the matter, Vegie Boy? Afraid you'll wilt in the heat? Look out!!! Here come some cows! They might graze you!!! Hey, when I say Caesar salad, do you get nervous? What a cuke! Ha, ha, ha, ha!
CHRIS: (Sigh.) Mr. Sprout, I'd like to apologize for Bill's uncalled-for behavior. He just can't help making fun of idiots. Please forgive him.

GOODNESS GLACIOUS

I'm disappointed with the review for *Killer Instinct* for the Super NES in your August issue. Not because it got less than a perfect score, but because Chris 'shouldn't be talkin' Slate and Jeff 'needs to keep his opinion to himself' Lundrigan shouldn't have done the review. I don't want to hear from some *Virtua Fightin'*, die-hard Ryu stylin', Shang Tsung morph your thoughts onto biased paper. Being a *KI* fan, I want to hear from a *KI* fan, that way I'm getting a full picture on how the arcade-to-home translation made out. Maybe Nintendo did combine *Street Fighter* and *Mortal Kombat* to get *KI*. Glacious alone is worth the rest.

Mark Christensen
Albuquerque, NM

CHRIS: As both Jeff and I mentioned in our review, the Super NES version of the Coin-op KI is a very good 16-bit conversion — fans of the arcade won't be disappointed. But that still doesn't change the fact that this game wasn't near perfect to begin with. I'm the biggest fighting-game fan around, and I still say that a totally sprite-based, 2-D, SF-'inspired' game like KI is just boring these days. The rendered images make for nice eye-candy, but what else is there? I want something that plays great, something that's innovative, and I want it now!



This guy's game came out years ago, but you could put him in *KI* easy.

GO AHEAD AND JUMP!

Hello. My name is Ashley. Your magazine is very crunchy. My pet monkey thinks Chris Slate is 'all that', but Bill scares her. Your magazine makes me want to jump up and down and say 'Woo-oo'!

Ashley
Apple Creek, OH

BILL: Hello. My name is Bill. The magazine would be less crunchy if Mike wore socks. Chris is usually 'alright', except when the lights go out during electrical storms. That's when I get scared. What we want YOU to do is jump up and down and say 'My monkey is ripe, so let's have a barbecue!' We'll bring the nachos.

ENQUIRING MINDS WANT TO KNOW

I think you guys are doing a great job. I respect your opinions concerning the next-generation systems. I have a few important questions for you guys:
1. Can the Sega Saturn play Sega CD and 32X games?
2. When is *Virtua Fighter 2* going to be released for Saturn?
3. What is the next game that Sega's AM2 and AM3 divisions are working on?

John Hughes Jr.
Rosenhayn, NJ

CHRIS: Answer time!
1. No!
2. November!
3. A new polygon brawler called Fighting Vipers, then Virtua Fighter 3! (Pant!)

POP QUIZ

Yo ***GAME PLAYERS***, I have a few questions that you better put in your magazine, or ELSE:
1. Why is it that there are no women on your staff? I mean, I'm not a girl but I'd like to know what a women would think of certain videogames.
2. What do you guys do with your time off? That is, if you do get time off.
3. Does Gamer X have a pet?
4. And finally, the most important question: If a train is going 60 mph and another train is going 40 mph, and they're both on a 200-mile track, what would you have for lunch? HAHAHAHAHAHAHA!

(no name given)
Englewood, FL

BILL: It's answer time again!
1. Because we're really ugly and don't have a real cool car.
2. Ha, ha, ha, ha, ha!
3. Yes.
4. Either a taco or some caviar, depending on who's buying.

MELVIN!!!

You missed the point of Ocelot's 'Peep Show' letter in the July 1995 issue. I am sure that she meant that the girl shown doesn't have to have her **** hanging out everywhere. Plus, the bottom part of her suit is so high-cut, she'll have a permanent wedgy.

Sherry Miller
Sailor Springs, IL

CHRIS: I think it's you who missed the point, Sherry. I was being SARCASTIC. Sorry if my dry wit was too, er... dry. I totaly agree, women are treated like meat in videogames. But hey, it's not like their hunky Conan-type male counterparts are usualy wearing much more. The industry's definitly biased, but maybe not quite as much as you think...

HIT THE SHOWERS

I really am pissed-off at you guys for showing that 'saucy' Chun-Li shower scene. Why did you have to show that? I am really not happy. It really ticks me off to see you guys, my best friend's role-models (not to mention mine) show everyone's favorite *Street Fighter* in this way. I am mad, I want this published, and I'll keep mailing you over and over until you do.

Psycho Bear
suzie.heller@yebb.com

I am outraged! I cannot believe that *SFII: The Movie* Chun-Li used to be a respectable character but this shower scene has turned her into a *****! Whoever thought up that idea from hell deserves to die!! Chun-Li deserves more than this ****! And you guys are ass****s for raving about it! Why the **** do you think girls don't play games? 'Cuz of bull**** like this!

A MAD Woman
Muchacha, Canada

CHRIS: Hey, Chun-Li was young and she needed the money. Seriously, that scene was from Capcom's own official Street Fighter animated movie. We weren't trying to be sneaky or anything. Most of our readers' were upset that we put those 'damn bars' in the way.

STOP! YOU THIEF!!!

75 cents for one game of *Mortal Kombat 3*? RIP OFF! I know it's the '90's, but whatever happened to the game that only costed a quarter? What's up with this CRAP?!?

A MAD Reader
Pennellville, NY

CHRIS: No joke. A lot of the coin-op industry folk would blame their rising prices to increasing competition from the more advanced home systems, but they're full of crap. If arcade owners and coin-op manufacturers would get off their asses and market these games, try to COMPETE with the home market, then we'd be able to buy 30 seconds of game time for a quarter instead of a buck. Screw 'em — just stay home and play if they're ripping you off.

READER ART

It's true. Bill Donohue does do the best Charlie Chan imitation in the whole GAME PLAYERS office!

WINNER

Phong & Minh Nguyen, Miami, FL

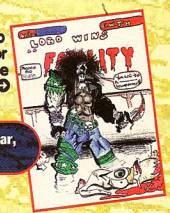
The barbecue was already out of control, but then Ninja dropped the steak!

Arnold Gallegos, San Diego, CA

Ryu was astounded! What had happened to her left hand?

Chris Flecker, Pittsburg, PA

He was hired because they knew he'd be a great waiter!



It was time to either fish or cut bait, so he cut bait!

Lamont Salazar, Denver, CO

There were still some bugs to be worked out in the X-Ray specs!

Eliezer Sabado, Ontario, Canada

REALLY SICK AND TIRED

I'm sick of wasting my hard-earned cash on videogames, so here is a list I compiled of things I would rather do than shell out $70 for another crappy game:

- Dive off the Sears Tower head-first into a very sharp thumbtack
- Bathe in honey and walk naked through a bear cage, as slowly as possible
- Skydive with a defective parachute
- Put my head in a heated waffle iron
- Be operated on by a blind proctologist
- Be sacrificed to an Aztec god
- Eat chalk
- Watch The Grind on MTV
- Go to a disco bar in San Francisco
- Swear at Ict-T while wearing a police uniform
- Swim in liquid nitrogen
- See Kriss Kross in concert
- Jump off the World Trade Center onto a bike with no seat
- Be circumcised by a blind, paranoid, cocaine-addicted schizophrenic with a rusty chainsaw on the 'Ultra Twister'

(no name given, parts unknown)

BILL: With the exception of seeing Kriss Kross in concert, any one of these ideas can be a fun and inexpensive way to kill an afternoon. So why spend all that money on a game, when you could send it to me? Just because The Cleansing is over doesn't mean I don't want your money! And, if you can't send money, you could always send beer!

The Burning Question: June

With Nintendo's announcement that the Ultra 64 would not be released in the United States until April 1996, are you willing to wait an extra year for this next-gen platform, or will another system, like the Sony PlayStation or Sega Saturn, grab your gaming dollars?

I am not willing to wait for the Ultra 64 to come out. What kind of idiots do they have working for them?!? 'Software development laggin', my ass! They're waiting to see who their main competition will be based on sales this Christmas. The Sony PlayStation will get my gaming dollars.

Ryan Fields
Medford, OR

I think that any next-generation system will be a great gaming experience, no matter which you choose. But I also think that with the delay, software companies can their time on developing and come out with well-done quality games for the Ultra 64. Nintendo is known for its excellent hardware and software, which is why I'm willing to wait for it.

Phil Aaron
Baltimore, MD

You bet your ass I'm willing to wait 'till '96! I mean, what's the rush? Super NES will prove again this fall with Killer Instinct and Donkey Kong Country 2 that you don't need a next-gen system so soon!

Herman McClain
X-Band

HELL NO I'M NOT BUYING AN ULTRA 64! I hate waiting. Besides, the Sony PlayStation looks like a much better system. When are these Super Mario-playing peons going to realize Nintendo's got them by the short-hairs and they know they can do anything they want and get away with it?

Jamie Rollins
Monroe, NC

I feel that any drooling lunatic who would actually waste their cash on a piece of **** machine like PlayStation or Saturn is in a straight jacket being hand-fed liquefied carrots and peas. Everyone knows that Nintendo has consistently come out with the best games such as the Final Fantasy series, which is only on Nintendo. Other Nintendo originals such as Donkey Kong Country and Zelda proved Nintendo's worth to its devoted fans. And these were only 16-bit games! My eternal confidence is confided into the exalted supremacy of Nintendo's Ultra 64. I have no problem waiting a few extra months for a better system at a much better price. In other words, all hail Ultra 64!

TAM THE GREAT
Traverse City, MI

I plan on buying an Ultra 64, but I do not intend on buying one in April. I am writing to tell the gamers out there to take our collective hands and pull Nintendo's big thumb out of its big ASS. So write angry letters to Nintendo to tell them to get their system out earlier. Let our voices be heard!

Rick Rynerson
Pekin, ILL

CHRIS: I think what we all learned here today is that loyal Nintendo fans WILL wait for the U64, not-so-loyal Nintendo fans will buy something else first, and come next April when we're bombarded with megabucks worth of U64 advertising, we'll all follow Nintendo to trilinear mitmapped 64-bit glory like cattle.

I'VE GOT A SECRET

Where the hell is *The Secret of Evermore?* It made your cover in May and I haven't heard of it since. What is wrong with you people?

Anthony Commesso
West Islip, NY

JEFF: Don't blame us, blame Square Soft. After making a huge publicity push and telling us the game was hitting in June, they pushed back the release and put out* Chrono Trigger *instead. Don't panic, though. As we went to press, a complete* Evermore *landed in my hot little hands — you'll get the full test drive next month.

LESS IS MORE

I think that what your mag needs, as a purely visual improvement, is more scantily-clad chicks. A certain videogame mag that I've seen on the newsstands (I won't name names) has all kinds of that stuff, such as an article about *Mortal Kombat* wear, with photos of the model who played Sonya Blade barely stuffed into her clothing — now that's what I call coverage! Yes, you have a good mag, but photos of next-to-nude (or nude) gals would make it 100% better. PS: I liked August's nudie code!

Sexma Niac
Salinas, CA

CHRIS: Sexma, we're all for givin' the nude gals to the guys as well as the nude guys to the gals, but some people just don't take well to us putting that kind of stuff in the magazine. Just like the MPAA, we can show a zillion beheadings and countless mutilations, but exposed skin is a big no-no. Sorry.

TAKE A BREAK

Ed 'The Legend' Price's (Anaheim, CA) top-ten hints that you should take a break from videogames:

10. You look for strange ways to hold the controller just for added challenge.
9. You solve all the Wheel Of Fortune puzzles before you even spin the wheel.
8. You decide to play a two-player game by yourself just to see who wins.
7. You have seizures at regular intervals and predict their date, time, and length.
6. You keep trying to take off your head and use it as a jump rope.
5. Your mom yelling at you sounds an awful lot like ape grunting.
4. You throw trash cans at walls, trying to find secret bonus rooms.
3. You swim naked in a pool of marshmallows and try to inhale anybody that gets close enough.
2. Your idea of a break is sitting on your porch with a BB-gun, shooting everything that moves while yelling, 'Die, Zebien scum!'
1. Your mom catches you kicking the cat, trying to gain experience points.

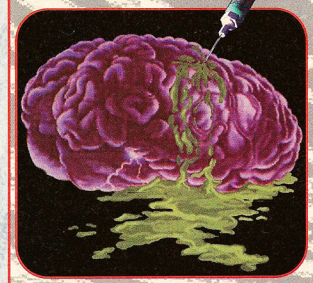
THE NOSE KNOWS!

I recently read your September '95 issue, and after finishing all I could say was 'HOLY MOTHER OF STINK!' Why did you put that advertisement for *Earthbound* in your magazine? Does old mailed cheese smell better? I could smell the ad at least five pages away. I couldn't get the stink off my hands for hours!

John Jasberg
Peoria, IL

CHRIS: HA HA HA! Our evil plan worked! Now we will be able to tell a loyal GAME PLAYERS reader simply by their smell. Soon, yes, VERY soon my hidden agenda will become clear... hoo-hoo ha ha HA HA HAAA... That ad did kinda stink, didn't it?

GAME IDEAS!



SO MUCH FOR FLATTERY

My game is called *The Big Fat Superhero Wannabe Who Throws Cream Cheese On People And Beats Them With A Polish Sausage*. You play a big, blubbery person who just escaped from a mental hospital. He puts an udder on his head, takes up a vat of cream cheese, a polish sausage and a strange vow. He must travel the streets asking for a wheel of moldy Limburger cheese. If they don't have the cheese, you cover them with cream cheese and beat them to death with a polish sausage. There are power-ups, but they don't do anything, so people will always call your helpline asking for help.

Andy King,
San Ramon, CA

BILL: Hey, wait a minute, Andy! I resemble this game idea! I'm carving your name on a polish sausage right now. You better duck the next time you smell pizza!

THE UNKINDEST CUT

My game is called *Mr. Surgeon Interactive*. The object is to 'try' and do surgery on people. If you make a mistake (Here comes the fun part), you can just go insane and do anything you want. You can stuff him full of peat moss, for all I care! I'd remove the lungs and sell 'em for Geo air bags!

Devin Waterbury,
Newcastle, Canada

BILL: Tell me, Devin, just who do you know in the medical malpractice insurance field? A close relative, maybe?

JUST PLAIN CHICKEN

My game is called *The Journey of Captain Booper*.The game is about Captain Booper, a moosecow who is trying to stop the evil Dr. Fleet, who sticks a moldy sock in Captain Booper's Rubber Chicken dinner, which gives the captain bad gas. This is a new weapon for Captain Booper, who starts his journey with his trusty waffles and a rancid odor.

Jared Tombs,
Holmdel, NJ

BILL: Well, Jared, I think I can sum up how I feel about this delightful, little game in one word: HUH? OK, how about two words: SAY WHAT? I think I can truly say that I've heard it all now!

WINNER

LOW FAT SPREAD

My game is called *That Ain't Butter*. You are a disturbed boy named Keith who finds various liquids and puts them in jars. Once you collect 12 different substances, you lure winos and pimps into your outhouse by dressing as a grease-covered Slim Jim and shouting 'Oy, my giblets!' When you capture someone, you force them to drink a liquid. Then the fun starts. Depending on what they drink, an assortment of gory deaths occurs. And for the bonus round, you become a roll of toilet paper and wait...

Jason Dix,
Kingsberg, CA

BILL: Jason, you are truly sick and twisted. Even though you won, I'm still mad, 'cuz you gave away my Halloween costume idea! Now what am I gonna do with all that sausage casing and 30-weight oil?

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE! Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Jason Dix**, of **Kingsberg, CA**, but I've still gotta find a new costume idea. Damn!!! So don't delay! Write in today!!!

TRENDY, BUT DISTURBED

I see a disturbing trend in some of your reviews, particularly on the 32X. Granted, some (all right, most) of the games so far have been pretty lame, but there have been a few decent games: *Doom, Shadow Squadron, Mortal Kombat II*, and *WWF Raw*, to name a few. Personally, I thought *MKII* for 32X was super, easily the best translation to date and a darn near-perfect copy of the arcade. However, I read in your mag that you thought it was pretty good, but you expected more from a 32-bit game. Wait a minute — are you guys getting caught up in all the hype from the manufacturers? 'My system has more bits than yours so I'm better?!?' Get with it, guys! I don't care if it's an old Atari 2600 or the latest 128-bit vaporware from Nintendo, if the game is fun to play, that's all that really matters. As long as I'm bitchin', quit saying about 32X games... 'it's OK if you already own a 32X, but it's not worth the cost of a game and the 32X.' There have been few games in the history of electronic gaming that actually sold systems — the original *John Madden* and *Sonic* for Genesis and *Street Fighter II* for Super NES are the only ones that come to mind.

Gary Howard
GLHoward@aol.com

CHRIS: You're right, gameplay IS the only real important thing. But by your rationale, why did you even buy a 32X? If games can be just as satisfying on older systems, why buy into the whole 'next-generation' of gaming? Because you want bigger, brighter, fancier games, that's why. So when we say 'it's OK if you already own a 32X, but it's not worth the cost of a game and the 32X', what we're really saying is that the game doesn't offer anything that you couldn't get just as good on another machine that you probably already own. We don't want you wasting your money!

PAPERBACK WRITER

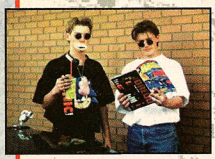
When we printed the requirements to become a GAME PLAYERS writer in our June issue, we didn't think that anyone out there would by crazy enough to actually TRY it. Our most heartfelt thanks to Dean, Gregg, Robin, Pyrie, Scott, and Jeremy of Vegreville, Alberta, Canada for proving us wrong (sorry we had to cut up your letter, guys — there was just way too much good stuff!).

Me and the rest of the guys decided to take a break from the regular toil and trouble of our average weekend, which consists mainly of parties, fighting, and videogames, to attempt the perilous journey of the *GAME PLAYERS* writer (perilous meaning we missed *Animaniacs*).

Hi, I'm Dean and I'll be your tour guide to our little excursion into the foul Ukrainian-infested bowels of Vegrevillian territory. This is Gregg (right). Gregg: I like guided tours... they're guided. Dean: Uh, yeah.

We hauled our asses down to Arizona and set out searching for the Great Wolf atop the highest peak, but we couldn't find it. So I (Gregg's afraid of heights) climbed to the top of the Post Office building.

Now we advance to the final stages of our voyage as we witness the baptising of the piglet. Gregg: Slurpee... yummy.



So I wore the pig, drank the Slurpee, and talked to the wolf, but we couldn't figure out the exchange rate of Canadian to US dollars so we're sending you three garbage bags full of pesos. They're in the mail, really.

BILL: Uhhh... OK. Say, you guys have a lot of spare time on your hands, don't you? Anyway, here's your first official assignment: play Zaxxon's Mother Base 2000 for about two or three months. If any of you are still alive (and sane), send us a 600-word review. We won't print it, but you'll get a taste of what it's like to work here.

THEY MET THE CHALLENGE!

James Beltz *of* **Ft Riley, KS** *whipped through* **Donkey Kong Country** *in a mere* ***26 minutes****, while* **Wendell Parker** *of* **Dalton, GA** *crushed the Expert Track in* **Daytona USA** *with a fastest lap of* ***1'32"39!*** *Way to go! Keep your eyes peeled for more* ***GAME PLAYERS*** *challenges!*

THE LOVE CONNECTION

I'm having a really big problem. There's this really cute girl, (name withheld), who's in about half my classes. She isn't seeing anyone right now, and I really like her. I'd have asked her out by now, but I'm excessively shy. What do you think I should do? PS: I'd like input from other readers, too.

Star-Struck in Salinas
Salinas, CA

Arelene's 'Lau Love' letter needs a counterpart. I'm talking about all those dangerous dames who have not only won my heart but have so rightfully earned a place among fighting games today. I kinda got something for Aska of *TMNT Tournament Fighters*, and that cute little butt attack of hers. Or how about that new Sonya in *MK3*? Or the queen of the hill, the stunningly-sweet Mai 'me bunchy!' Shiranui of *King of Fighters '94?* Now THOSE are some bodacious Betty's. Sorry Arlene, but these battling beauties are here to stay and will continue to turn your hunks into chunks!

Peter 'Totally Budded' Keller
Long Beach, CA

I am madly in love with Knuckles. I find myself renting the game *Sonic and Knuckles* only to stare at Knuckle's captivating smirk. What should I do?

Alexandria Media
Missouri City, TX

Beware! I am Character X, your worst girlfriend. Ha, ha, ha, ha, ha, ha! Do you remember the prom, you know, like the one you were supposed to take me to when we were 16? Well, I didn't show because I saw you disguised as a T-shirt on another girl. BEWARE! You do not want to know the wrath of a teenage girl who wants to tear out your black heart and use it as a target for my bazooka!

Character X
Santa Ana, CA

BILL: OK, it's answer time again! Star-Struck, send me her picture. I'll work it out! Pete, they're not real, OK?!? Alexandria, echidnas don't brush their teeth or bathe very often. And Character X, Gamer X perished in The Cleansing. Get a life, woman! It beats therapy every time!

CONNECTIONS

Attention adults! 18 or older. Do you still love video games? I'm 29 and have a Sega CD.

Joseph Weglarz
P.O. Box 615
Croton, NY 10520

My name is Carrie and I'm 12 1/2. I would like a boy or girl penpal, age 11 - 14.

Carrie Lipp
2206 172nd Pl., SE
Bothell, WA 98012

If you like RPG's or good fighting games, write to me. I'm 13 and have a SNES and a Sega CD.

Hayes McCardell II
71 Maple St.
Walden, NY 12586

I'd like a penpal to write to about videogames for any system. I'm 16 and would prefer a girl.

Josh Gill
454 Tally St. NW
Cleveland, TN 37312

I'm 11 and looking for someone who plays fighting games on SNES.

Christopher Mims
RR 2, Box 176
Caldwell, TX 77836

I would love to be in the penpal connection to exchange tips and codes with other people.

Kris Obajimi
PO Box 1314
Sapon, Abeokuta,
Ogun State, Nigeria

I'm 11 and would like a penpal to share tips.

Chris Holley
1765 E. Sudan
Greenville, MS 38701

I'm an 11 year old kid that wants tips for NES and Game Boy.

Ryan Ogilvie
Box 1030
Kemptville, Ont. K0G 1J0

I'm 11 and would like a penpal 10 - 13 so we could switch codes for Sega.

Christopher Bond
RR1
Kemptville, Ont. K0G 1J0

I'm a 10 year old girl who wants a penpal, but I don't know a lot about games.

Tania Gora
11 Lipton
Whitby, Ont. L1R 1W6

I'd like to talk to a male of female about SNES and Game Gear. I'm 14.

Jermaine Knowlin
17 Hyde Rd.
Havelock, NC 28532

I'd like to get in touch with a 12 - 14 year old boy or girl, who has a Genesis, SNES or NES.

Ryan Lemieux
RR1 Box 1329
Richmond, ME 04357

I want a penpal who is a Genesis freak. I'm 8.

Justin Hamby
7323 Autumn Park
San Antonio, TX 78249

I am 14 years old. I don't care about age, race or sex. I love fighting games.

Adam Vasquez
576 Paradise Bl.
Hayward, CA 94541

I'm 13 and I'm into Star Trek. I'd prefer a female, not over 14, who's into SNES, NES, and Genesis.

Andy Stouts
926 4th St.
Pulaski, VA 24301

I'm 12 years old and would like a penpal that I could just talk about anything with, including video games. I prefer a girl between 11 - 14.

Brandon Moore
2413 Shadow Oak Ln.
Modesto, CA 95355

GET OFF YOUR @SS!

Write to ***Game Players*** at the following addresses:

For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

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

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

Or contact us online at:
jfflucky@netcom.com

SHINOBI™

LEGIONS

Blood Is Thicker Than Water.

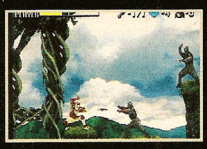
Sho & twin brother Kazuma don't think so.

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

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

Sometimes you just can't depend on family.

TEEN T AGES 13+



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FRONT PAGE

INFO TRAK

News. The origins of the word are believed to be based on the directions of the compass: North, East, West, South. Others might claim that the name comes from the fact that anything contained in the news was NEW. Uh... right. Whichever way it got started, here it is! Enjoy!!!

What's Up With Ultra 64?

The latest hype on Nintendo's trump card

Just what IS Nintendo up to? The company has been tight-lipped about all Ultra 64 plans ever since the 64-bit machine was announced, but even the trickle of 'Dream Team' announcements seems to have dried up over the past couple months. This has only added to the speculation, as loyal Nintendoites everywhere grasp for any U64 info they can get. The following is a list of Ultra 64 titles, both official and unofficial.

Ultra 64 Titles: Fact and Fiction

CONFIRMED

- *Ken Griffey Jr. Baseball*/Nintendo
- *Killer Instinct 2*/Nintendo
- *Killer Instinct*/Nintendo
- *Monster Dunk*/Mindscape
- *Mortal Kombat 3*/Williams Ent.
- 'Paradigm Simulations' Miyamoto game'
- *(Pilotwings 2?)*/Nintendo
- *Red Baron*/Sierra On-line
- *Robotech Academy*/Gametek
- Software Creations' game'
- *Top Gun: A New Adventure*/Spectrum Holobyte
- *Turok: Dinosaur Hunter*/Acclaim
- *Ultra Doom*/Williams Entertainment Co.
- 'Virgin Interactive's new game'
- 'Angel Studios' new game'
- *Cruis'n USA*/Nintendo
- 'DMA Design's game'
- 'GTE Interactive Media's game

UNOFFICIALLY CONFIRMED

- *Ace Driver*/Namco
- *Final Fantasy*/Squaresoft
- *Frank Thomas 'Big Hurt' Baseball*/Acclaim
- *Madden '96*/EA
- *Mission Impossible*/Ocean
- *Star Wars*/LucasArts

RUMORED

- *Akira*/THQ
- *Alien Trilogy*/Acclaim
- *Batman Forever*/Acclaim
- *Castlevania*/Konami
- *Dragon Quest*/Enix
- *F-Zero*/Nintendo
- *???*/HAL
- Mario RPG/Nintendo
- *Mario Kart*/Nintendo
- *Metroid*/Nintendo
- *???*/Seta
- *Stacker*/Virgin
- *Star Fox X*/Nintendo
- *SF: The Movie*/Capcom
- 'Surprise Ltd.'s game'
- *The Crow*/Acclaim
- *Ultra Tetris!*?
- *Waterworld*/Ocean?
- *Zelda*/Nintendo

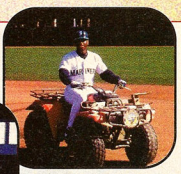
Sony Pulls A Fast One

Amid threats of lawsuits from many of Sony's competitors (Atari chief among them), Sony has pulled a fast one and managed to dodge a potential bullet. At the suggested retail of $299, the US PlayStation would have been priced extremely cheaper than its Japanese counterpart, which is an illegal act called 'dumping'. However, the Japanese PlayStation recently dropped to a US equivalent of $320, which is close enough to avoid a lawsuit. Kudos to Sony on correcting a potentially destructive situation for both themselves as well as hungry US PlayStation fans. Word is, Sony is looking to produce an even cheaper model sometime this year, which could possibly go as low as $199. That'd be cool.

Ken Griffey Jr. 'Playing It Loud'

Baseball star to develop two new games

He was still on the injured list, but Ken Griffey Jr.'s signing hand was good enough to sign with Nintendo for an exclusive multi-platform deal. Howard Lincoln, Nintendo's US chairman, said, 'We're talking the same breakthrough computer rendering that proved so popular in *Donkey Kong Country* last year and used for the first time ever in a sports game.' Meanwhile, Griffey promises to lend more than his name to the new games, 'it's going to be realistic... but not just in the way it looks. I want it to feel just like it actually does to play in the 'big show'.' Sounds great! Look for the Super NES title at the start of the '96 baseball season, and watch for the Ultra 64(!) versions in late '96 or early '97.



'I kicked some fat plumber off his four-wheeler and escaped. Whew, that was close!'

'At first the whole thing seemed OK. They filmed me batting, fielding, and so on...'

'But soon I learned a little too much, and they turned their laser on me! Luckily, I still had my bat...'

Capcom: Still Standing

The former giant shows signs of new life

Everyone wants to know — 'what's up with Capcom'? Once the biggest developer on the block, the former giant lost its grip on the industry after failing to keep up with its own quality standards and dropping the ball with the *Street Fighter* series. Now, a humbled and severely restructured Capcom is trying to battle back against hard times, bad luck, and seemingly impossible odds. After selling the rights to the *Street Fighter: The Movie* game to Acclaim (which is where *X-Men* for the PlayStation and Saturn is rumored to have gone as well), Capcom still seems to have amassed a decent lineup for the remainder of the year (more of the same, but decent nonetheless). As for *Street Fighter 3*, the game that could've arguably helped Capcom avoid this whole mess, the game is still rumored to be 'in the works' — right where it's been since *SF2*.

Capcom's Fall Console Lineup

Sega Saturn

Fox Hunt	Nov/Dec
Dungeons and Dragons: Tower of Doom	Nov
Incredible Toons	Dec
Night Warriors: DarkStalkers' Revenge	Dec
Street Fighter Legends	Jan

PlayStation

Fox Hunt	Nov
Dungeons and Dragons: Tower of Doom	Nov
Dark Stalkers: The Night Warriors	Nov
Incredible Toons	Dec
Street Fighter Legends	Jan
Bio-Hazard (working title)	Q1 '96

Super NES

Captain Commando	Aug
Mega Man 7	Aug
Breath of Fire 2	Nov
Mega Man X3	Nov
Final Fight 3	Nov
Marvel Super Heroes: Thanos' Quest	Q1 '96

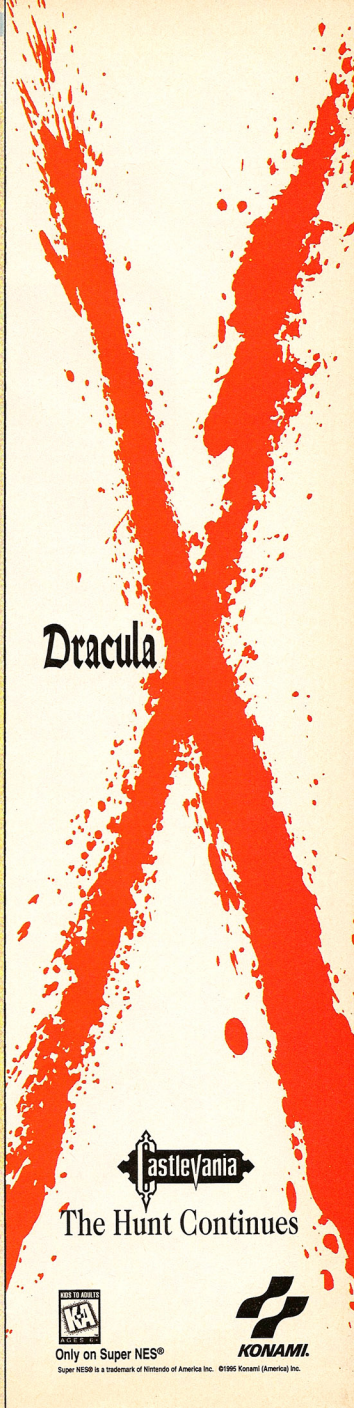
A Bullet For CES

The videogame industry parts ways

The Consumer Electronics Show — once looked to as the videogame industry's big show, the biannual event where the world got its first glimpse at the future of electronic entertainment. Where game developers put their best foot forward, and we in the press got to rake in the freebies. But over the last couple years, the industry has lost interest in CES, mostly because of its overwhelming size (CES also includes all other forms of consumer electronics), and because two shows a year is a bit much. January's Winter CES was the worst, placed just after the holiday buying season — who's got anything to show then?

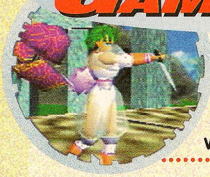
So, after the resounding success of last May's E³ show in LA, the videogame industry has finally decided to say good-bye to CES. Nintendo was the first heavy-hitter to officially announce its departure, closely followed by Sega, Sony, and everyone else. A few scattered third-parties may still show up, but only to take product orders without showing anything.

What this means is that our industry will now only have one big US party each year, with each company holding onto its plans a little longer. Don't worry, though — your pals here at **GAME PLAYERS** are hard at work keeping you up to date on the latest developments so you won't miss a beat.



CHATTER

GAME GOSSIP



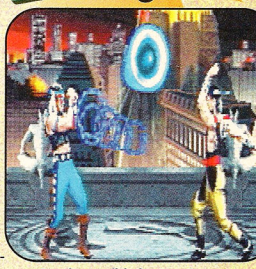
After a few hot days in the sun, our gossip smells like our sources — stinky and full of crap. Well, what do you expect? We get most of the this stuff in the corporate washroom, while disguised as a towelboy...

JAGUAR One Sneaky Ol' Cat

An unnamed third-party is rumored to have a Web Browser in development for the Jaguar for a possible surprise holiday release. Atari is said to be working on a keyboard, a modem and storage device - items essential for Web surfing. • *Fight For Life* was canceled, but is now being reworked instead for a far-future release. In the meantime, don't be surprised if *Virtua Fighter* makes its way to Jaguar as the first in a six-title cross-over deal that Atari and Sega worked out in a patent settlement earlier this year.

Sony: Still Anyone's Guess

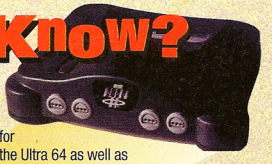
The suits at Sony CE of Japan vetoed the US PlayStation's 'Polygon Man' ad campaign, and have reportedly been at odds with Sony CE of America over name changes, price drops and controller design. • When you finally lay your hands on a PlayStation, expect to see a 'slimmed-down' version of the machine missing the S-Video port and a few other odd bits. A third, even cheaper revision is also in the works, and should be released soon after the initial US launch. The main difference with this one is said to be cheaper RAM. • A lower price of $199 is also being whispered about (many retailers are already offering 'swap' deals — trade in your old games for the $199 price). • The US PlayStation will sport slightly larger controllers with longer cords and a possibly slightly different directional pad. • Rumors persist that *MK3* may be offered in a special PlayStation bundle pack. It's doubtful, but may be an option at individual retail outlets. • Sony also has a third-party working on internet access for the PlayStation, although details for this gem are tricky to come by. Don't be surprised, though, if you see this one sooner than later.

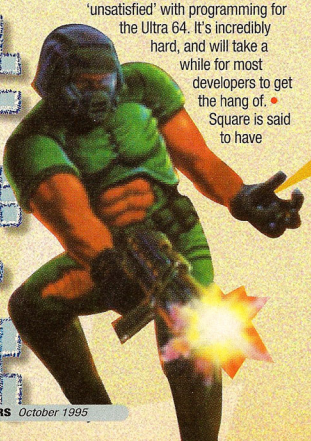


Can it possibly be true? Will *Mortal Kombat 3* actually be bundled in with the PlayStation? While rumors persist, finding the truth could be tougher than surviving in the Outworld!!!

Does Even Nintendo Know?

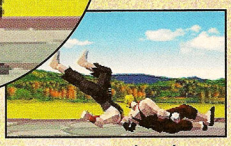
So it seems Nintendo WILL unveil the Ultra 64 at the November Shoshinki Show in Japan after all. Playable titles that will be appearing on the show floor are *Pilotwings 2*, *Killer Instinct II* and *Turok: Dinosaur Hunter*. • Other Ultra tidbits include a rumor that many companies, including Nintendo's own Rare Ltd., are 'unsatisfied' with programming for the Ultra 64. It's incredibly hard, and will take a while for most developers to get the hang of. • Square is said to have developed a 'Mario RPG' for Nintendo to publish for the holidays. The new *Mario* game, along with Nintendo's other big year-end titles, could possibly push back the Japanese release of the Ultra Famicom, which was previously scheduled for a December 1st release. • Look for Playmates to become an Ultra 64 licensee. The company's first project is said to be set in a dark, *Bladerunner*-type setting, with polygon-based action. • A source at Square says 'Square is coming out with a new more-powerful *FF* game (for the Ultra 64). Square Soft is not going to stop with the Ultra *FF* game. About four more are in the works (at least two for the Ultra 64)'. Other rumors state that the Ultra version of *FF* was simply going to be a revamp of a 16-bit version that Square of Japan had nearly finished, and that the company decided to go ahead and release the 16-bit game and start from scratch on the U64 title. • Super NES woes: *Starfox 2* keeps getting pushed back, and *Comanche* may not be released at all. This after Nintendo dropped the sad *FX Fighter* from its holiday lineup (GTE may still release the game on its own). • A new *Zelda* game is rumored to be in the works for the Ultra 64 as well as the Super NES. A NOA spokesperson hints, 'A new *Zelda* game is always in the works at Nintendo'. Some rumors say that the Super NES version will be SGI rendered, and could either be a brand-new adventure or a type of 'Zelda All-Stars' compilation of previous games. • Look for Ultra 64 *Doom* to feature new enemies, new levels, new textures, and new music. Look for it to be extra-bloody. When asked if Nintendo would be toning down Ultra *Doom*, Jay Wilbur of Id software replied 'Id will no t allow censorship'. Jay also stated that the monsters will be '3-D scans of character models for a true 3-D implementation'. • Nintendo has reportedly scrapped all plans for the long-rumored Ultra 64 CD-ROM drive in favor of a magnetic optical storage drive, which could release as early as mid '96. Nintendo said the format would be able to hold 120 megabytes (as opposed to 600+ megabytes on CD), and will have eight-times faster access than CD-ROM.





Sega Bulking Up For Battle

Three words: Digital Video Disc. It's a new CD standard that could bring laser disc quality (or better) video and audio to a 5-inch CD. Sega has agreed to back the Toshiba/Time Warner-proposed standard, while Sony is developing a competing standard with Phillips that will reportedly be used in the second version of the PlayStation a couple years from now. Nintendo, however, stills refuses to accept CDs as a viable videogame medium and has decided to take a wait to see just what happens with DVD. • Nomad, Sega's Genesis-compatible 16-bit handheld, is rumored to be hitting in limited release this Christmas, featuring a 3" LCD color screen. • *Sega Rally* and *Virtua Striker* are both being converted for the Saturn, with *Rally* a possible holiday release. • *Virtua Cop* is coming for 32X. • A new group at AM2 is passing the time between *Virtua Fighters* by working on a *Virtua*-type game called Fighting Vipers. • Sega and Lockheed Martin (the company that resulted from the Model 2-contributor Martin Marietta and Lockheed Aerospace) are working on the new board for *Virtua Fighter 3*.



***Virtua Fighter*: new board on board?**

Another rumor says that the board is a PowerPC-based version of their arcade board. Anyway, the new hardware configuration is said to be able to juggle somewhere over 750,000 high-resolution texture-mapped polygons per second, and features a new 3-D audio processor among other neat features. • Sega of Japan is currently working on Saturn 2, a slightly beefed-up version of the normal Saturn to battle back against the PlayStation in Japan, where Saturn sales have reportedly dropped since the initial *Virtua Fighter* frenzy. • Eternal Champions for Saturn has been postponed in favor of a bigger world-wide push of the *Virtua Fighter* series. Expect EC to resurface sometime in '96. • A new Sonic game (actually featuring Sonic!) is in the works for both Saturn and 32X for '96. • *Virtua Fighter* gets a cartoon next year. • Official Sega line on Saturn price reduction: 'At this point we are not planning any price reductions... but with any technology that comes to the market, with time the price will fall, when demand and volume increases.' Still, many sources say that Sega has a sneaky plan to drop the price when the PlayStation is released. • Following similar Sega partnerships with JVC and Hitachi in Japan, expect to see a Panasonic Saturn machine here in the US sometime in '96. • *Sega Rally* should improve greatly on *Daytona* with more polygons and less drop out, using the same new programming that makes *VF2* so much better than *VF1*. • Playmates (who originally had the US rights to Takara's *Toshinden*) is supposedly inking a deal to bring the 3-D brawler to Saturn, with Sega as publisher. Playmates is also said to have finally secured the US rights to *Toshinden 2* for both a PlayStation and Saturn release next year.

NAMCO Gets Busy

Look for Namco to enter the sports market with an NBA 5-on-5 basketball game. The developers took footage of the top players and modeled all of their shots, dunks and other moves to look exactly like their real-life counterparts. It should hit PlayStation mid-next year. Also, a Namco baseball game is in the works. • *Rave Racer* and *Cyber Cycles* are also on their way to PlayStation. • Look for an arcade conversion of *Ace Driver* to become Namco's first Ultra 64-exclusive title. • Namco's '*Toshinden*-beating' 3-D sword-fighting game is due out in arcades late this year, with a PlayStation version targeted around a June/July '96 release. The action is said to be 'more physical and less magical' than *Toshinden*.

Bits and Bytes

Hudson Soft is changing directions, focusing more on the next-gen systems. They've given over *Panic Bomber* and *Vertical Force* to Nintendo, and the company may cancel *Super Bomber Man 3* for Super NES. • THQ is revamping their *Akira* games for release mid to late next year alongside a new live-action movie and cartoon series, and will reportedly be the company's biggest games ever. Development is said to be taking place in Japan, with an Ultra 64 version rumored as well. • Interplay's VR Sports division is currently wrapping up *VR Baseball '95* for Saturn and PlayStation, with *VR Hockey* and *Basketball* next on the list. After that expect a football game, with other sports like soccer and tennis down the line. Also look for the VR Sports line to sign some big names from the sports world as gameplay consultants. • UBI Soft, hot on the heels of *Rayman*, will unleash a 'bizarre' racing game for Saturn and PlayStation around mid-next year. As good as *Rayman* looks, the racing game's graphics are said to be far, far superior. • Take the hard action of *Contra* and toss in the video game antics of *Earthworm Jim* and you've got Capcom's next 'major' platform project: *Major Damage*, a side-scrolling, character-based shooter with humor for release on Saturn and PlayStation in spring '96. Players will be able to fire into the background and foreground, and the characters (think big-headed puppets) will boast incredible animations. • Along with the *Street Fighter: The Movie* games, Acclaim is said to have snagged the distribution rights to Capcom's *X-Men* as well in a deal that will help Capcom restructure (rumors persist that *Street Fighter 3* is in development for '96, and could either save or bury the sinking giant). • 3DO's in-house lineup for M2 includes an action/adventure RPG, an F-1 racing sim, and an SGI-rendered baseball game. Also look for Interplay's M2-exclusive *Clayfighter 3* and Take 2's *Ironblood*, an AD&D fighting game.

***Super Bomberman 3*: cancelled for the Super NES?**

Will *Rayman* be replaced by 'Raceman'?

CHARTS

HIT LISTS

Here we go again! Our accounting office, buried somewhere deep in the bowels of the *GAME PLAYERS* building, has somehow managed to come up with your Top Ten favorite games. We also have a new winner this month. He is *Cory Soriat*, of *Addis, LA!* His Mystery Prize is on the way! Yours could be, too. Send in your top five favorite games. You could see your name here next month!!!

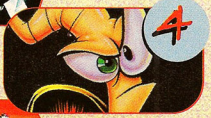
OUR READER'S TOP TEN

Based on our reader mail!

1. ***Donkey Kong Country***
   Super NES
   Nintendo

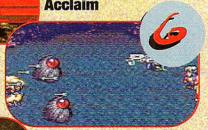
2. ***NBA Jam TE***
   Super NES
   Acclaim

3. ***Killer Instinct***
   Arcade
   Nintendo



4. ***Earthworm Jim***
   Super NES/Gen
   Playmates

5. ***Mortal Kombat II***
   Super NES
   Acclaim

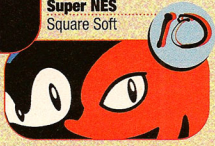


6. ***Final Fantasy III***
   Super NES
   Square Soft

7. ***Doom***
   32X
   Sega

8. ***Virtua Fighter***
   Saturn
   Sega

9. ***Secret of Mana***
   Super NES
   Square Soft



10. ***Sonic & Knuckles***
    Genesis
    Sega

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	*Virtua Fighter Remix*	**Saturn**	Sega
2	*Loaded*	**PlayStation**	Interplay
3	*Wipeout*	**PlayStation**	Psygnosis
4	*Destruction Derby*	**PlayStation**	Psygnosis
5	*Tekken 2*	**Arcade**	Namco
6	*Chrono Trigger*	**Super NES**	Square
7	*Virtua Fighter*	**32X**	Sega
8	*Rave Racer*	**Arcade**	Namco
9	*Riglord Saga*	**Saturn**	Sega
10	*Clockwork Knight 2*	**Saturn**	Sega

TOP TEN FROM THE U.K.

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

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	*Arc The Lad*	**PlayStation**	Sony CE
2	*Ace Combat*	**PlayStation**	Namco
3	*Mobile Suit Gundam*	**PlayStation**	Bandai
4	*Aquanaut's Holiday*	**PlayStation**	Artdink
5	*Tekken*	**PlayStation**	Namco
6	*Sim City 2000*	**S. Famicom**	Nintendo
7	*Super Bomberman 3*	**S. Famicom**	Hudson Soft
8	*Dearanguritusa*	**S. Famicom**	Mesaiya
9	*Daytona USA*	**Saturn**	Sega
10	*Chrono Trigger*	**S. Famicom**	Square

WRITE IN AND WIN A GAME!

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

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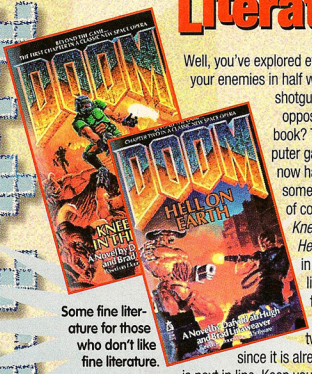
In Related News...

Well, here we are again. It's time for us to fess up with all that is cool in non-gaming news; a bit of a heads-up on the real world, if you will. So, this month we've made a special effort to stay on top of what's going on and we believe that we've come up with at least a few things you'll be interested in. We certainly hope so, after all.

Knee-Deep in the Literature?



Some fine literature for those who don't like fine literature.

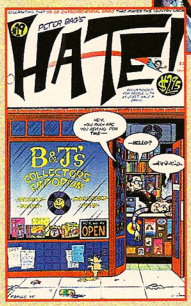
Well, you've explored every nook and cranny of the mazes, you've cut your enemies in half with a chainsaw, and you've blasted shotgun holes in everyone that dared oppose you, but have you read the book? That's right, inspired by the computer game phenomenon, *Doom*, we now have two novels that tell the gruesome tales that you love to hear. It is, of course, doubtful that either *'Doom, Knee-Deep In The Dead'* or *'Doom, Hell On Earth'* are going to go down in the books as any kind of classic literature, but, that doesn't mean they aren't a fun read. Authored by Dafydd ab Hughand and Brad Linaweaver, the two novels are more than likely only the beginning, since it is already being suggested that a major motion picture is next in line. Keep your shotgun loaded and near by.

Cool Comics From America?

With the wealth of cool comics coming from Japan it's easy to forget about all the talented comic artists and writers here in the US, but let's face it — that's just not smart.

THE X-FILES LINE

By now, you've undoubtedly seen the show, and whether you're a devoted fan or not, it's impossible to question the dramatic effect this show has had on the American viewing public. Now, for all those *X-Files* maniacs, there is a series of comics from Topps Comics just waiting to satisfy your mid-week jones for Mulder and Scully. As a side note, it's also rumored that the value of these particular comics is rising very quickly, so we suggest you hurry up and start tracking down those missing issues.



HATE and X-Files, two comics just waiting to be your next favorite read.

HATE

Peter Bag has been venting his frustrations through his comic series, *'HATE'* for years, and until now his readers have been able to enjoy that special kind of underground bliss that only comes from loving something that no one else knows about. Well, with other similar comics moving more into the mainstream it seems doubtful that the lid will be staying on for much longer. The key point is, however, that even if everyone in the world knew about this comic, it would still be funny as hell. So, if you hurry-up and find it, you can not only have a good laugh, but you can still be cool for reading an underground comic. Otherwise, you'll just be another johnny-come-lately reader.

Musical Pick of the Month

The latest release from Teenage Fanclub is available now at your favorite record store.

Since the very first 'In Related News' column we have been trying to do our best to keep you up to date on cool new music, and this month we have finally decided to go all out and simply have a Pick of the Month. From here on out, this is where you will be able to look to find at least one new album that we believe wholeheartedly is worth checking out. The albums you find here might not be from artists you know, but then again what's the point of telling you to buy stuff you're already going to buy. So, the point is, if you're feeling adventurous and you're looking for something new to listen to you can always try our pick of the month.

Teenage Fanclub *'Grand Prix'*

This month's pick is Geffen's Teenage Fanclub. These guys released an album a few years back called *Bandwagonesque* and seemed at that time to be on the verge of real success, but alas the album never quite caught on beyond the MTV *120 Minutes* crowd, but now that the demand for modern rock is so high it seems likely that the band's newest release, *Grand Prix*, is going to be the one that puts them on the alternative map.

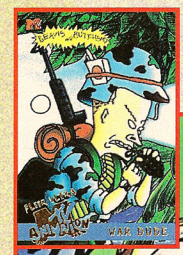
The overall sound is a bit on the poppy side, with some really nice harmonies to boot, but it's difficult to call them an all-out pop band. They certainly have all the hooks and catchy riffs that make all the great pop bands great, but there's something more here. Whether it's the lyrics, song structures or something else entirely I'm not sure, but there is definitely something in the songs on *Grand Prix* that make Teenage Fanclub somehow more important than most pop bands. Check it out as soon as possible.

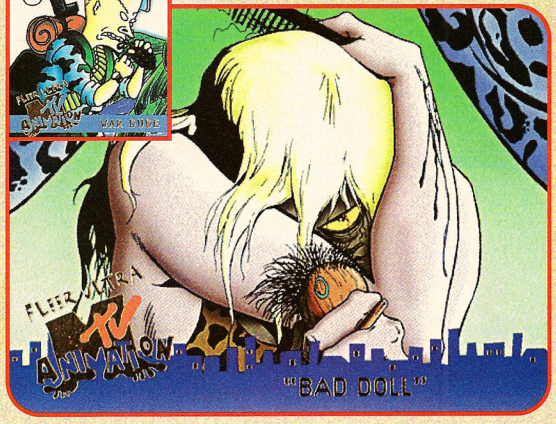
More Trading Cards

Fleer has, undoubtedly, established itself as the premiere trading card manufacturer of the modern world. This month they've checked in with a couple new lines of trading cards.

MTV CARDS?

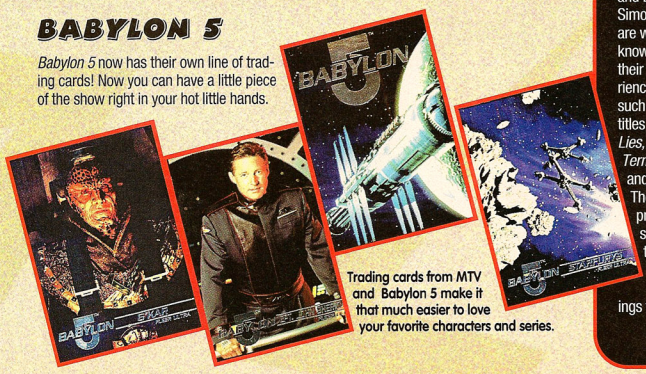
A long time ago when MTV just played Music Videos, the only thing Fleer could have possible cashed-in on would be VJ trading cards. It's doubtful that anyone would have gone too crazy over Nina Blackwood and JJ Jackson cards. But now, MTV has an entire list of animated series to be licensed off on trading cards! All you fans of *The Maxx*, *The Brothers Grunt* and, of course, *Beavis and Butt-Head* now have a way to take the fun home with you. The new MTV Animation series from Fleer features all of the MTV series in the bright bold fashion that we have come to expect from the leader in the trading card industry.





BABYLON 5

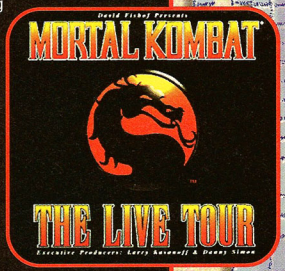
Babylon 5 now has their own line of trading cards! Now you can have a little piece of the show right in your hot little hands.



Trading cards from MTV and Babylon 5 make it that much easier to love your favorite characters and series.

Mortal Mania

You've played the game, you've seen the movie, now it's time to see the live tour. That's right, all your favorite *MK* characters are coming to a stage near you. Billed as the first interactive high-tech live show, the *MK* live tour will be hitting 200 cities worldwide this Fall. The shows Executive Producers — Larry Kasanoff and Danny Simon — are well known for their experience with such Hollywood titles as *True Lies*, *Terminator 2* and *Platoon*. The Live Tour promises to showcase the best in martial arts for all those hungry *MK* fans. Check your local listings for the venue nearest you.



Mortal Kombat: the live show? Where will it end? Next up: Mortal Kombat, the crunchy but deadly breakfast cereal.

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PART OF THE PIÑATA.

Across the room a gorgeous blonde in skin-tight leather beckons for you. Is it the start of a wet dream? No, it's a beating by Sofia, *Battle Arena Toshinden*'s™ Queen of Pain. The Sony® PlayStation™ is the only place where multiple camera angles, 360-degree movement and epic 3-D graphics add up to some of the most memorable massacres ever. Save your quarters and look for Battle Arena Toshinden and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.

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PREVIEWS

Once again, we break the old crystal ball... Ooops, I mean we break OUT the old crystal ball and take a look at the games that are on the way to a video game store near you! Look, the ball is clearing! Oh my Gawd!!!

LOADED

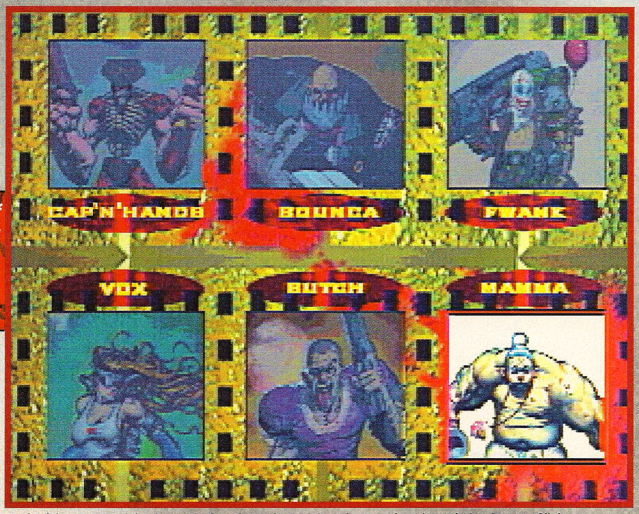
Interplay for PlayStation

Upping the ante in the gore sweepstakes, Interplay comes charging out with possibly the bloodiest title of the year. Set in a bizarre galaxy in the far future, you can choose from among eight 'behaviorally unsound' characters, framed and sent to prison. Your first task is to bust out of there, then head across space to find who set you up and make 'em pay off.

The action is fast and intense. Each character comes with his or her own set of really, REALLY big guns, each guaranteed to effectively splatter the walls with the body parts of your hapless victims. The playable demo we received was enough to set the entire ***GAME PLAYERS*** staff to giggling like madmen at their desks.

What a Bunch of Characters
With designs by Judge Dredd artist Greg Staples, you know this ain't all sweetness and light.

The final game features twelve levels, a mystery to solve, a two-player mode, and character designs by Greg Staples of *Judge Dredd* and *2000AD* fame. I think you can count on this one being a twisted, thoroughly enjoyable splatterfest. Wow!



Each of the game's eight characters has the tools, and the talent, to plow through the dozens of little meaty obstacles this game puts in their path.

Cap 'N Hands

The galaxy's most despised pirate. His head is the only part that's left from his original body. The rest is cyborg replacements — a little outdated in design, but he likes the noises they make.

Mamma

Abandoned as a baby at one of the galaxy's busiest starports, nobody paid him any attention. He grew up with no education, knowledge of manners, or even basic hygiene skills. The only thing that keeps him going is the constant repetition of the word, 'Mamma!'

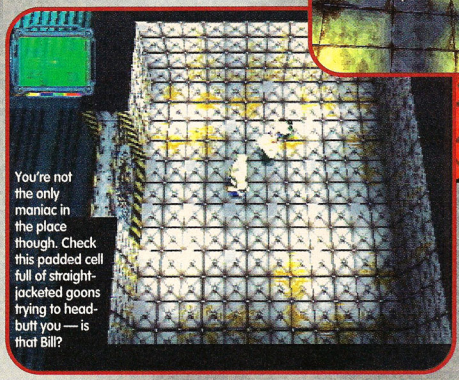
Fun Stuff

There's hidden stuff, some puzzle stuff, and best of all, lots and lots of stuff that blows up real good!

Hmmm, somethin's in my way. I can take care of that — most, in fact pretty much all, of the stuff you come across is completely destructible.

The Big Bust Out

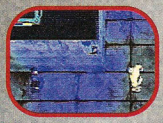
Somebody put you in prison, and this time it's for something you didn't do. Geez, some days it just doesn't pay to get outta bed.



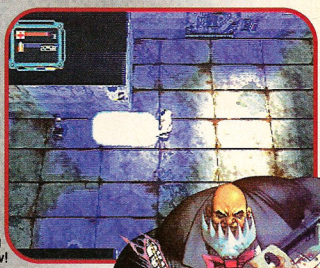
You're not the only maniac in the place though. Check this padded cell full of straight-jacketed goons trying to head-butt you — is that Bill?

Whoa! Lookit here — somebody left a key-card lying around. Better pick that up.

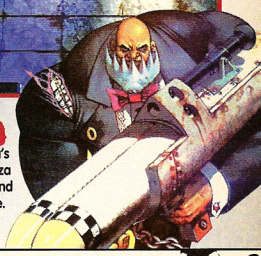
As you collect more power-ups, your firepower increases in a most satisfying way.



The guards in the prison seem to have a sense of humor. They keep yelling 'Freeze.'

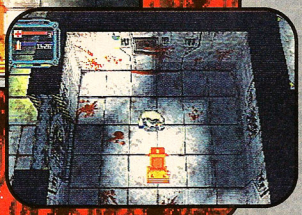


'Freeze', my hiney! Watta ya think this is, Starsky and Hutch? Have a taste of my big blue blaster, ya lousy screw!

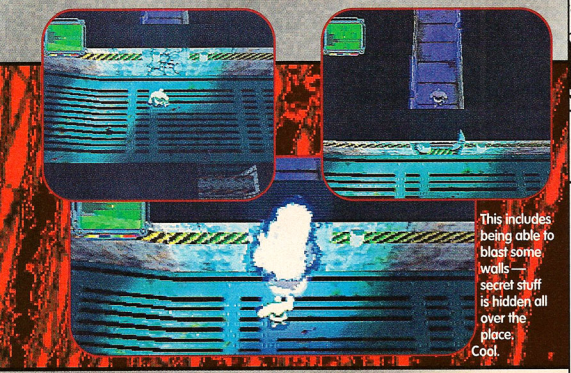


Bounca

Stupid but very well dressed, Bounca's main goal in life is, 'Slappin' some geeza around a bit.' He's been everywhere, and seen more than almost anyone else alive. Trouble is, he just doesn't care.



The 3-D isometric view is adjustable. You can zoom in or out on the action depending on how much of the area you feel like seeing, or how close to the meat of the whole thing you want to get

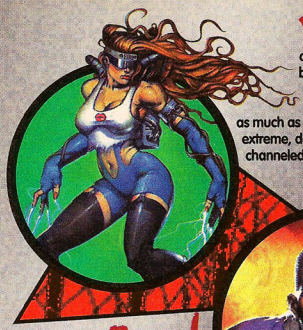


This includes being able to blast some walls — secret stuff is hidden all over the place. Cool.

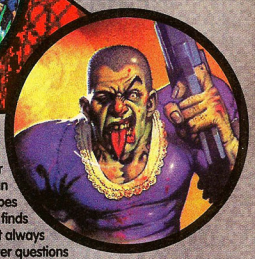
FWaNk Wuz HcRe LOADED

Let's Make a Mess

Folks not only blow up real good, but they spatter real good, too! Yeeee-haw!!!

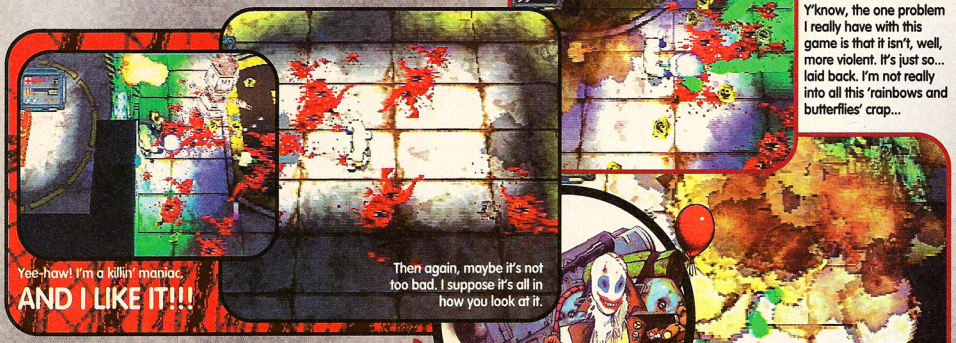


Vox — A woman who can kill with a single word. Her weapon was developed by the Gabbist Monks, an order who take a vow never to shut up, and amplify their voices as much as possible. She took it to the extreme, developing a sonic blaster channeled through her own voicebox.



Butch The most dangerous cross-dresser in the known universe. He didn't plan it that way, but every time he escapes he grabs the first item of clothing he finds — by a bizarre coincidence, it just always happens to be a dress. Nobody ever questions his fashion choices, though. Nobody alive, that is.

Y'know, the one problem I really have with this game is that it isn't, well, more violent. It's just so... laid back. I'm not really into all this 'rainbows and butterflies' crap...



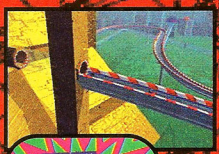
Yee-haw! I'm a killin' maniac, **AND I LIKE IT!!!**

Then again, maybe it's not too bad. I suppose it's all in how you look at it.

Fwank A pure psychopath, Fwank doesn't care much about his fellow life forms, seeing them as little more than toys, or worse, cardboard targets at a fairground shooting gallery. Identity unknown, all he really cares about is his teddy.

CYBERSPEED

Mindscape for Playstation



There seems to be an awful lot of racing-slash-shooting games in the works these days, and everybody wants to get into the act. Mindscape's latest offering is a bit different from the rest — a wide selection of hovercars race around a magnetic track, and in order to keep up speed, you've got to stay low in the curves. There's no way to run off the track, but there are plenty of other obstacles to worry about, including other drivers trying to blast you from behind. The music is very cool, and they've neatly avoided the polygon 'draw-in' problem by carefully constructing each track so you can't see far enough ahead for it to matter. Only three tracks were available at press time, but the complete game should have about 16 tracks. Shoot 'n' move man, shoot 'n' move!

There are currently eight different racers and vehicles you can choose from, and all eight have different design specs and weapon loads.

I don't know what kind of a future this is set in, but the game is constantly breaking in with commercial messages. Hey, it gives you a chance to head to the bathroom between stages.

Virtua Fighter 32X

Sega For 32X

It's Got It.

32X flexes its muscles.

Talk about quieting the disbelievers! Sega has managed to push the 32X to limits some (including us) didn't think possible. *Virtua Fighter*, the nearly two year old Arcade polygon brawler, was packed in with Sega's high-end Saturn, and it seemed like a squeeze with several glitches and a significantly smaller polygon count than the arcade. Now the 32X *Virtua Fighter* is nearing completion and it looks almost as good as the Saturn version! What's more, it plays exactly the same, and gameplay is what makes *VF* such a great game.

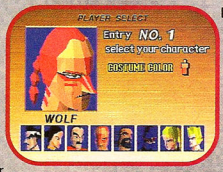
What the folks at Sega have done is pulled off a miracle of digital compression in the creation of this title. Not only that, there are new features as well. You can choose the color of your character's outfit, anything from pink to creme. There are three new camera angles to fight from: a low-angle, a high-angle, and a bird's eye view. There's a tournament mode for a group of competitors, and a full match replay feature that's enables you to see the whole fight again. All of these are features that home games need to have, and ones that certainly should've been included with the Saturn version.

So should you scrap buying the Saturn and just pick up a 32X? No, don't even think about it. *Virtua Fighter Remix* (see this issue's Hyper-Exciting, Ultra-Visual, 100% Pure Japanese Previews) and *Virtua Fighter 2* are coming to the Saturn soon and could never make the 32X. However, if you already own a 32X, get ready for the best 32X game yet.

Every character is here from the original...

...as is the popular replay feature.

And most importantly, all the moves are here.



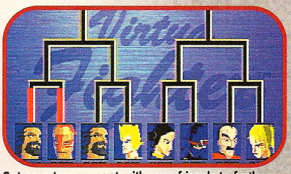
Pick any color scheme for your characters.

They even let you pick ugly colors like these. Eew! Somebody call the fashion police.

Touche'

Saturn didn't include these features!

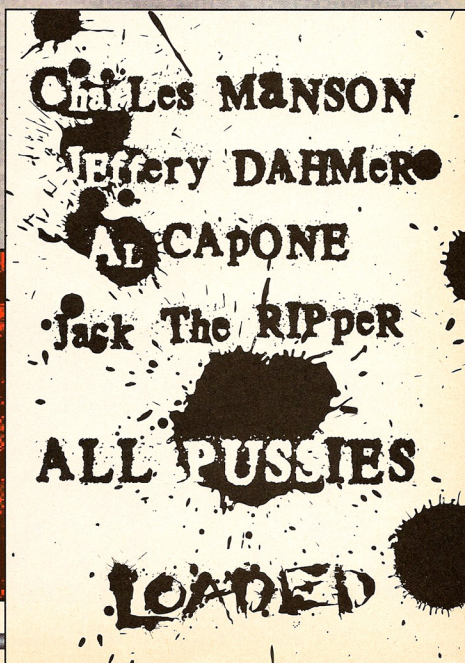
Three new angles to choose from give you options that weren't in the Saturn or Arcade versions.



Set up a tournament with your friends to further lengthen the life of this game.

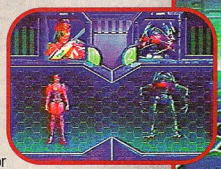
The races are all fast and action-packed, although the mechanics of staying low and getting up speed can take some getting used to. Looks mighty cool though.

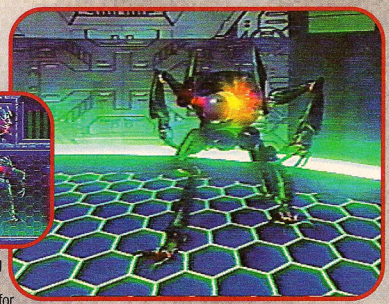
Get outta my way hover-scum! I'll blow ya off the road, I swear I will!



CRITICOM

Vic Tokai for the PlayStation





All we can really tell you about Criticom is that it sounds pretty cool. The idea is similar to that of *Toshinden* or *VF2* in that it will certainly be a 3-D fighting game, but the development team from Kronos will be throwing in a few surprises for us. From what we've seen so far, it will, at the very least, look like a million bucks, and that's not a bad start!

These SGI-rendered images are designed to give an idea of gameplay and game structure. Hopefully the game itself will be able to capture the same spirit.

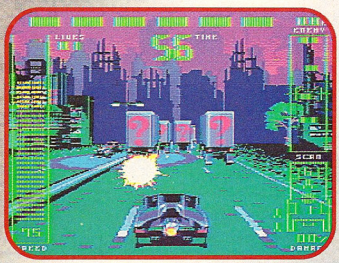
All screenshots are courtesy of KRONOS DIGITAL ENTERTAINMENT, INC.

With robots like these, who needs a can opener? Or a back scratcher, for that matter. From all appearances, this game is really gonna rock!!!

THE ADVENTURES OF BATMAN AND ROBIN

Sega for Sega CD

What the folks at Sega have done is create a whole new game for the Caped Crusader's CD outing, as well as adding a better soundtrack and some extra animation!

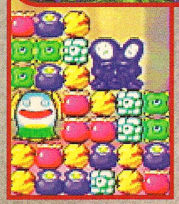


It's Rush Hour in Gotham City and it looks like the Riddler has taken over the Teamster's Union!

TRIPP'D

Panasonic for 3DO

Remember *Dr. Robotnik's Mean Bean Machine?* Same thing, only different, adding monsters and an extra bean to each object dropping in the field.

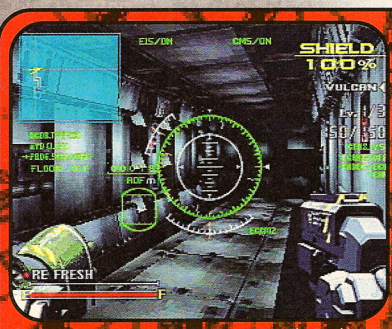


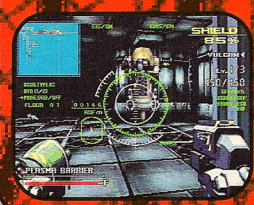
Tripp'D brings a few new wrinkles to the old *Puyo-Puyo* formula.

ROBOTICA

Acclaim for the Saturn

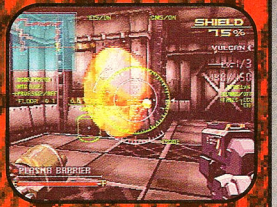
Originally called *Daedalus* in Japan, *Robotica* is an extremely sharp looking, *DOOM*-style action game with a futuristic twist. If you've been hoping for this kind of action to come to your Saturn system, the wait might be over. The real question is, however, whether Acclaim can do anything new here to make this one stand out beyond the other similar games that are sure to follow.





The graphics are pretty amazing amd the motion is just as nice.

The futuristic enemies set the mood for the game, but they lack the terror aspect of zombies and other creatures of the night.



If the story-line is done as well as the grahics, then this might just be a strong title for the Saturn.

MORTAL KOMBAT 3

Well, since you've been waiting so patiently for *MK 3* to come to your favorite system, we thought we would do what we could to give you an idea of what you can expect, and the truth is that you've got quite a bit to expect. As you probably already know, the PlayStation version is damn-near arcade perfect, but what you may not know is that the 16-bit versions are not far behind. That's right, this month we thought we would give you a more thorough look at what's coming for the Super NES and Genesis. And by the way, we think you'll be impressed.

Don't fret, all your favorite moves are here.

Super NES

The backgrounds are nearly as detailed as the arcade version.

The days of Nintendo banning the blood are long gone.

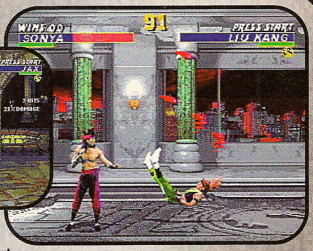
Playstation

If you like the arcade version...

At long last, the face of Sub-Zero!

Of course, all the characters are here, too.

Genesis



There are a few more colors missing in the Genesis version, but it still looks great.

As with most Genesis games, the action is fast and furious.

WHAT GOOD IS A SONY® PLAYSTATION™ IF IT ISN'T LOADED™?

Developed By: Gremlin Interactive

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Interplay™ BY GAMERS. FOR GAMERS.™

KOLIBRI

Sega for the 32X

These colors and fine graphic touches are unmatched by any other 32X title to date.

With strong titles like *Virtua Fighter*, Sega is trying to make people believe that the 32X is a machine worth purchasing. They're also hoping that *Kolibri*, a gorgeous side-scrolling shooter, will have much the same effect. If the gameplay turns out half as exciting as the grahics are, then it just might be able to do it. There is also the question as to how closely this one follows the side-scrolling shooter formula. Hopefully there's some innovative gameplay to go along with the new standards in graphics.

This title could never look this good on the Genesis, but the 32X delivers without any problems at all.

GHEN WAR

Sega for Saturn

Here's *Ghen War*, a new first-person shooter from Sega. It's looking pretty good so far. We'll keep you up to date.

This kind of first-person view is sure to be the standard for most next-generation shooters.

ULTRA VORTEK

Atari for Jaguar

You should definitely be paying attention to this if you're one of the many saddened souls that sits at home at night with your Atari Jaguar just wishing you could play a game like *Mortal Kombat*. While it is rumored that the *Mortal Kombat* series will be coming to the Jaguar, there will soon be something that should satisfy that need just fine. That right — *Ultra Vortek* is a very close clone of *Mortal Kombat* and damn near as good from what we've seen. So don't despair, help is very near.

The look is of the gory variety, but let's face it, that's what folks want these days.

There is plenty of blood to be found in Ultra Vortek for all those that like that sort of thing.

SPIDERMAN: WEB OF FIRE

Sega For 32X

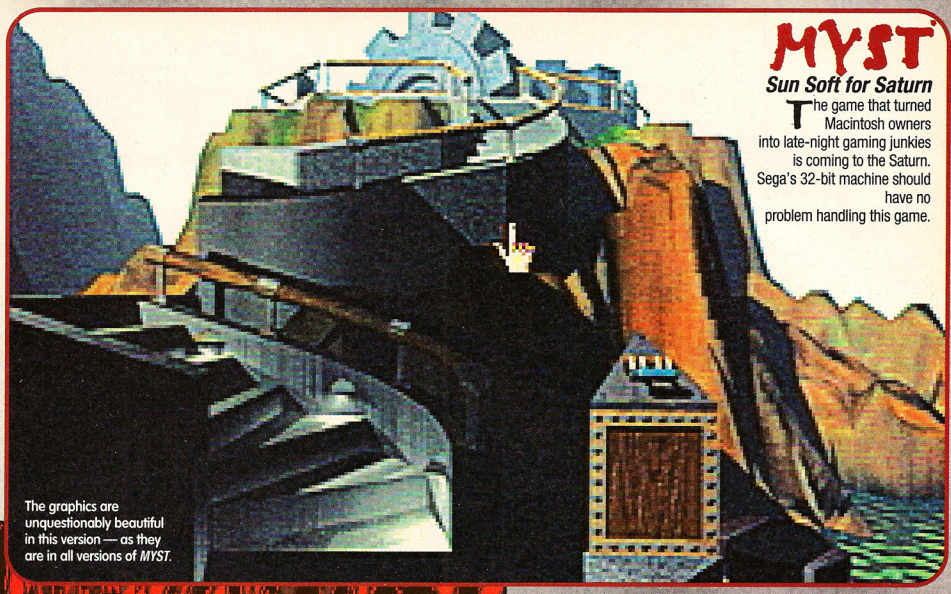
The web-slinging super-hero is coming to the 32X soon enough. Sega is hoping this next batch of games can make 32X owners forgive and forget the last batch. We'll see.

Spidey in more side-scrolling action. Get excited if you must.

MYST

Sun Soft for Saturn

The game that turned Macintosh owners into late-night gaming junkies is coming to the Saturn. Sega's 32-bit machine should have no problem handling this game.



The graphics are unquestionably beautiful in this version — as they are in all versions of *MYST*.

The moves are definitely of a vicious nature and the action is pretty much down and dirty.

Oh, the humanity!

ICEBREAKER

Panasonic for 3DO

An action-puzzle game that lets you — yes, you — become a little red pyramid, bent on destroying all the other pyramids before they get you. Sound strange? It did to us too.

Icebreaker brings you pyramids of death — as if we needed more of them.

ESPN EXTREME

Sony Imagesoft For PlayStation

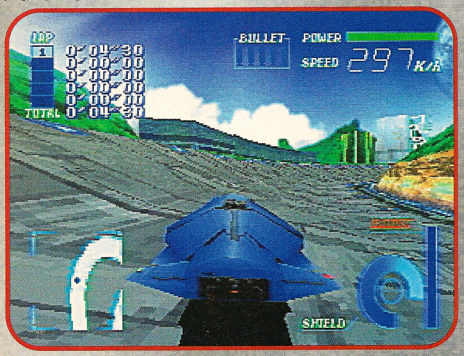
You saw the games, now play them. Sony Imagesoft's first PlayStation release is coming soon and it's near completion. Each and every track looks great! If they can add some more speed, this game could bring back fond memories of *Road Rash* for 3DO.

Some exotic locations like this make Extreme a nice-looking game.

Cyber Speedway

Sega for Saturn

Hey! *Cyber Speedway*, a furturistic racing game, is due any time now. Expect good things from this one.



With stylistic graphics and great play control, this should be an extremely solid title for Sega.

Lemmings 3-D

Psygnosis For PlayStation

The stupid little green-haired guys are back, and this time they're polygons. Expect the same addictive gameplay as the first two, with some awesome 3-D graphics. A variety of views, including the view from inside a Lemming, are bound to make this game very interesting.

Their polygon count may have gone way up, but their IQ hasn't.

Zero Divide

Zoom for PlayStation

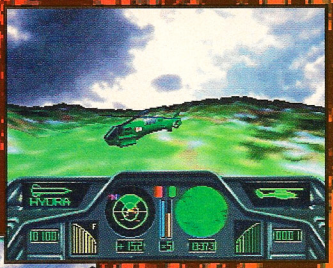
It's just like *Rise Of The Robots*, except that it doesn't suck. Robots battling in a *Toshinden*-type 3-D environment. We are willing to sacrifice Bill to get our hands on a copy (oh hell, we might just sacrifice him anyway).

All we have are screenshots, but when screens look this good, it definitely causes some excitement.

Blackfire

Sega for the Saturn

The Sega Away Team has been hard at work on a brand new helicopter action game called *Blackfire* and, from what we've seen so far, this one could be a real success story for Sega. The doubts that we have so far all pertain to issues of control, and hopefully those should all be worked out by the time they release this good-looking title.



The enemy helicopters look great and make tough little targets.

The 360-degree view is a good way to showcase the 3-D environments of *Black Fire*.

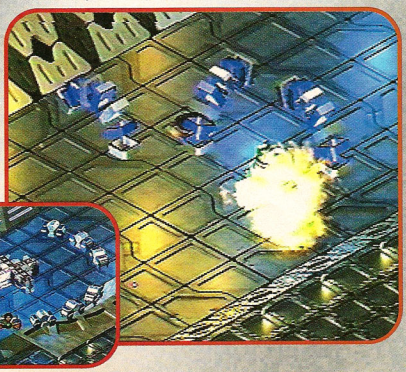
The rolling hills move in and out of view quite gracefully as compared to other 3-D games we've seen.

Hopefully there's plenty of action like this in the final version.

Viewpoint

Electronic Arts For PlayStation

The arcade shooter from American Sammy crammed its way onto a Genesis cart (unsuccessfully) last year. Now a PlayStation version is set to make that version look even worse. It's just a 3/4 perspective shooter, but it's looking great.



Fans of the arcade game are going to be happy to see a version of *Viewpoint* that is beyond arcade-perfect.

IN THE WORKS

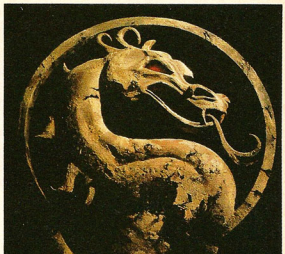
Here's our new monthly list of games from the far-flung future. Keep in mind that details are sketchy on some of these games, so keep your eyes on this page for further developements.

Company • Title • System • Date

The 3DO Company • BattleSport • 3DO • Q4
The 3DO Company • Captain Quasar • 3DO • Q4
The 3DO Company • Killing Time • 3DO • Q3-Q4
The 3DO Company • Phoenix 3 • 3DO • Q4
The 3DO Company • Planet Strike • 3DO • Q4
47 Tek • Team 47 Go-Man • PS • Nov
Absolute • P & T's Smoke & Mirrors • 3DO • Q4
Absolute • Battletech • SAT • '96
Acclaim • Batman Forever • PS/SNES/GN/GB • ?
Acclaim • Robotica • SAT • ?
Acclaim • The Crow: City of Angels • • ?
Acclaim • Spawn • SNES • ?
Acclaim • Myst • SAT • ?
Acclaim • Demolition Man • • ?
Acclaim • The Dragon • • ?
Acclaim • NFL Quarterback Club '96 • PS/SNES/GB • ?
Acclaim • 'Big Hurt' B-ball • PS/SNES/GB • ?
Acclaim • Mortal Kombat II • PS • ?
Acclaim • Turok: Dinosaur Hunter • U64 • ?
Acclaim • Cutthroat Island • SNES/GB • ?
Acclaim • George Foreman • SNES/GB • ?
Acclaim • Judge Dredd • SNES/GB • ?
Acclaim • Justice League • SNES • ?
Acclaim • Maximum Carnage 2 • SNES • ?
Acclaim • Revolution X • PS/SNES • Oct
Acclaim • WWF Arcade • SNES • ?
Acclaim • Alien Trilogy • PS/? • Oct
Accolade • Hardball '95 • PS • ?
Activision • Shanghai: • PS/SAT • Q3 - Q4
Atari • Mutant Penguins • JAG/JAG CD • Oct
Atari • Defender 2000 • JAG • Oct
Atari • Highlander II • JAG CD • Oct
Atari • Starlight Bowl-A-Rama • JAG CD • Oct
Atari • Sky Hammer • JAG CD • Oct
Atari • Thea Relm Fighters • JAG CD • Oct
Atari • Brett Hull Hockey • JAG/JAG CD • Nov
Atari • Commando • JAG CD • Nov
Atari • Checkered Joust • JAG CD • Nov
Atari • Formula Racing • JAG CD • Nov
Atari • Highlander III • JAG CD • Nov
Atari • Varuna's Forces • JAG CD • Nov
Atari • Black ICE/White Noise • JAG CD • Dec
Atari • Deathwatch • JAG • Dec
Atari • Magic Carpet • JAG CD • Dec
Atari • NBA Jam Tournament Edition • ? • Dec
Atari • Dune Racer • JAG CD • Jan '96
Atari • Iron Soldier II • JAG CD • Jan '96
Atari • Alien vs Predator • JAG CD • Feb '96
Atari • Mind-Ripper • JAG CD • Feb '96
Atari • Batman Forever • JAG CD • Apr '96
Atari • 'Big Hurt Baseball' • ? • Apr '96
Atari • Ironman/Exoman • ? • Apr '96
Atari • Mortal Kombat 3 • ? • Apr '96
Atari • Dante • JAG CD • Jun '96
Atlus • Canyon Racer • SAT • Oct
Atlus • Jack Bros. • VB • Sept
BMG • 'Boss-game' • PS/SAT • Q1 - Q2 '96
BMG • 'DMA game' • PS/SAT • Q2 '96 - Q3 '96
BMG • Ruins • PS/SAT • Q1 '96 -Q2 '96
Capcom • Darkstalkers • PS • ?
Capcom • Night Warriors • SAT • Dec
Capcom • X-Men • SAT/PS • Q4 '96
Capcom • Fox Hunt • PS/SAT • ?
Capcom • SF Legends • PS/SAT • Q1 - Q2 '96
Capcom • Incredible Toons • PS/SAT • Q1 '96
Capcom • Bio Hazard • PS • Q1 '96
Capcom • SF: The Movie • PS/SAT/3DO • Q1 '96
Capcom • Breath Of Fire II • SNES • ?
Capcom • Mega Man X3 • SNES • ?
Capcom • X-Men 2 • SNES • ?
Capcom • D&D Tower Of Doom • PS/SAT • Q4
Crystal Dynamics • GEX • PS • Q1
Crystal Dynamics • Legacy of Kain • PS • Q4
Crystal Dynamics • Blazing Dragons • PS • Dec
Crystal Dynamics • Solar Eclipse • PS • Q3-Q4
Crystal Dynamics • 3D Baseball • PS • Dec
Crystal Dynamics • Basketball '95 • PS • Q1
Crystal Dynamics • Dragons of the Square Table
Crystal Dynamics • The Horde • SAT • Q3-Q4

Data East • Defcon 5 • PS/SAT • ?
Data East • Virtuoso • 3DO • ?
Data East • Minnesota Fats • PS/SAT/GEN • ?
Data East • Dark Legend • PS/SAT • ?
Data East • Creature Shock • PS/SAT • ?
Data East • AD&D Dark Sun • PS/SAT • ?
Digital Pictures • Prizefighter • SAT • Nov
Digital Pictures • Corpse Killer • SAT • Oct
Digital Pictures • Max, Surge • SAT • Nov
Digital Pictures • Max, Surge • 3DO • Jan '96
Digital Pictures • Double Switch • SAT • Nov
Digital Pictures • QB Attack • SAT/3DO • Oct
EA • Magic Carpet • PS • ?
EA • Syndicate Wars • PS • ?
EA • Shredfest • PS • Q4/Q1 '96
EA • Viewpoint • PS • Oct
EA • Reboot • PS • ?
EA • FIFA Soccer '96 • PS • Oct
EA • Road Rash • PS • Q3 - Q4
EA • Shock Wave • PS • Oct
EA • Shock Wave 2 • 3DO/PS • Q4
EA • Psychic Detective • 3DO/PS • Q4
EA • Madden '96 • PS • Oct
EA • High Octane • PS • Oct
Gametek • Robotech Academy • U64 • ?
Hudson Soft • Super Bomberman 3 • SNES • ?
Interplay • Descent • PS • Q4
Interplay • Cyberia • PS/SAT/3DO • Q4
Interplay • Waterworld • PS/3DO • Q4
Interplay • Casper • 32X/SAT/3DO/PS • Q4
Interplay • Loaded • PS/SAT • ?
Interplay • VR Baseball '96 • PS/SAT • ?
Interplay • Clayfighter 3 • M2 • ?
Interplay • Star Trek: Starfleet Acad. • 32X • Q4
Interplay • Kingdom: The Far Reaches • 3DO • ?
Interplay • Blackthorne • 32X • Q4
Interplay • Alone In The Dark • 32X/SAT • Q4
Interplay • C2: Judgement Clay • 3DO • Q4
Interplay • Casper • 3DO • Q4
JVC • Split Realities • SAT/PS • ?
JVC • Varuna's Forces • SAT/3DO • Q4
JVC • Emmit Smith Football • SNES • Q4
JVC • Center Ring Boxing • SAT • Q4
JVC • Screaming Wheels • PS/SAT • Q4
JVC • Deadly Skies • 3DO/SAT • Q4
Koei • PTO II • SNES/SAT/PS • Dec/Q2 '96
Konami • 'MLBPA Baseball' • PS • ?
Konami • 'NBA Basketball' • PS • ?
Konami • 'NFL Football' • PS • ?
Konami • 'Golf' • PS • ?
Konami • Goal Storm • PS • Oct
Konami • Project Overkill • PS • ?
LucasArts • Ballblazer • PS • ?
Mindscape • V MAX • PS • ?
Mindscape • The Raven Project • PS • ?
Mindscape • The Warhammer • PS • ?
Mindscape • Harbinger • PS • ?
Mindscape • Cyber Speed • PS • ?
Mindscape • Monster Dunk • U64 • ?
Namco • Tekken • PS • Oct
Namco • Tekken 2 • PS • ?
Namco • Cyber Sled • SAT/PS • Oct
Namco • Starblade Alpha • PS • Q4
Namco • Rave Racer • PS • ?
Namco • Cyber Cycles • PS • ?
Namco • Pac-In-Time • GEN/GG • Oct
Namco • '3D Swordfighting Game' • PS • '96
Nintendo • K. Griffey • SNES/U64 • Q2/Q4 '96
Nintendo • Killer Instinct • U64 • ?
Nintendo • Cruisn' USA • U64 • ?
Nintendo • Goldeneye • SNES/U64 • ?/?
Nintendo • DKC 2: Diddy's Quest • SNES • ?
Nintendo • Defender/Joust • GB • Oct
Nintendo • Asteroids/Missile Command • GB • ?
Nintendo • Verticle Force • VB • ?
Nintendo • Panic Bomber • VB • ?
Nintendo • 'Angel Studios' game' • U64 • ?
Nintendo • 'DMA Design's game' • U64 • ?
Nintendo • 'Paradigm's game' • U64 • ?
Nintendo • 'Software Creations' game' • U64 • ?
Nintendo • Star Fox 2 • SNES • ?
Panasonic Software • Cyberdillo • 3DO • Q4

Playmates • Earthworm Jim 2 • SNES/GEN • Oct
Playmates • Skeleton Warriors • SAT/PS • Dec
Playmates • Mickey Thompson's Supercross • SAT/PS • Q1 '96 - Q2 '96
Playmates • WildC.A.T.S. • SNES • Nov
Psygnosis • Wipeout • PS • Oct
Psygnosis • Destruction Derby • PS • Oct
Psygnosis • 3D Lemmings • PS • Oct
Psygnosis • Myst • PS • Q4
Psygnosis • G Police • PS • Dec
Psygnosis • PowerSports Soccer • PS • Q1 '96
Psygnosis • Parasite • PS • Q1 '96
ReadySoft • Dragon's Lair 2 • JAG CD • Oct
ReadySoft • Brain Dead 13 • • ?
Sega • Virtua Fighter • 32X • Aug
Sega • Virtua Fighter 2 • SAT • Nov
Sega • Clockwork Knight 2 • SAT • ?
Sega • Panzer Dragoon 2 • SAT • ?
Sega • Gheri War • SAT • ?
Sega • Sega Rally • SAT • ?
Sega • Black Fire • SAT • ?
Sega • Prime Time NFL • SAT/32X/GEN • Q4
Sega • Power Rangers: Movie • GEN • Q3 - Q4
Sega • VR Troopers • GEN/GG • Q3 - Q4/Q4
Sega • Nightmare Circus • GEN • Q3 - Q4
Sega • NBA Action '96 • SAT/32X/GEN • Q4
Sega • X-Men: Mojo World • GG • Q4
Sega • World Series Baseball '95 • SAT/32X • ?
Sega • Chicago Syndicate • GG • Q3 - Q4
Sega • NHL All-Star Hockey • SAT • ?
Sega • Virtua Fighter Remix • SAT • ?
Sega • Virtua Cop • SAT • ?
Sega • Congo • SAT • ?
Sega • Free Runner • SAT • ?
Sega • Spider-Man: Web of Fire • 32X • Q3 - Q4
Sega • X-Men • 32X • Q3 - Q4
Sega • 32 Xtreme • 32X • Q3 - Q4
Sega • Virtua Hamster • 32X • Q3 - Q4
Sega • Vectorman • GEN • Q3 - Q4
Sega • Kolibri • 32X • Q3 - Q4
Sega • X-Perts • GEN • Q3 - Q4
Sega • Garfield • GEN/GG • Q3 - Q4
Sierra On-Line • Red Baron • U64 • ?
Sony CE • Mortal Kombat 3 • PS • Oct
Sony CE • Jumping Flash • PS • Oct
Sony CE • Razor Wing • PS • ?
Sony CE • 'Kileak 2' • PS • '96
Sony Imagesoft • Warhawk • PS • Oct - Nov
Sony Imagesoft • Twisted Metal • PS • Oct - Nov
Sony Imagesoft • Johnny Mnemonic • PS • Q4
Sony Imagesoft • Virus • PS • Q1 '96
Sony Imagesoft • NFL Gameday • PS • Oct - Nov
Sony Imagesoft • NHL Face-Off • PS • ?
Sony Imagesoft • 'basketball' • PS • ?
Sony Imagesoft • 'fighting game' • PS • ?
Spectrum Holobyte • Top Gun • U64 • ?
SSI • AD&D Slayer • PS • Oct
Time Warner • Primal Rage • SAT/PS/32X • Nov
Time Warner • Primal Rage • JAG CD/3DO • Nov
Time Warner • T-Mek • 32X • Oct
Time Warner • Stewart Golf • GEN • Oct
U.S. Gold • BC Racers • 32X • ?
U.S. Gold • Skeleton Krew • GEN • ?
U.S. Gold • Indiana Jones' Adventures • GEN • ?
U.S. Gold • Head-On Soccer • GEN/SNES • ?
U.S. Gold • Virtual Golf • 32X • ?
U.S. Gold • Soulstar • 32X • ?
Viacom New Media • Zoop • PS • Q4
Viacom New Media • Aeon Flux • PS • Q2 '96
Vic Tokai • Shinobi: Legions • SAT •
Vic Tokai • Alien Virus • PS • Oct
Vic Tokai • Criticom • PS • ?
Virgin • SPOT • PS/SAT/32X/SNES/GEN • Oct/?
Virgin • Agile Warrior: F-111X • PS • Q4
Virgin • Converse Hoops • PS/SAT/32X • Q4
Virgin • Converse Hoops • SNES/GEN • Q4
Virgin • 11th Hour • 3DO/PS/SAT • Q3/Q4/Q4
Virgin • '3D action game' • U64 • ?
Virgin I• Heart of Darkness • ? • ?
Williams Ent. • Ultra Doom • U64 • ?
Williams Ent. • MK 3 • SNES/GEN/U64 • ?



MORTAL KOMBAT
ORIGINAL
MOTION
PICTURE
SOUNDTRACK

KMFDM
TYPE O NEGATIVE
GZR. (FEAT. GEEZER BUTLER)
THE IMMORTALS
SISTER MACHINE GUN
UTAH SAINTS
TRACI LORDS
ORBITAL
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JAPANESE PREVIEWS

HYPER-EXCITING, ULTRA-VISUAL, 100% PURE,

Each and every move feels that much more powerful, due to the solid characters.

VIRTUA FIGHTER REMIX

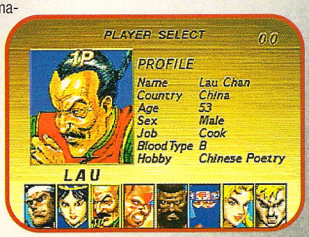
Just a few short months ago, the U.S. Sega Saturn was launched with a blocky *Virtua Fighter* as a pack-in. Now the PlayStation is launching with sharp looking fighting games like *Battle Arena Toshinden* and *Tekken*, which made the Saturn look like an inferior

machine. However, the guys at AM2 in Japan weren't going to let that happen. They immediately started working on *Virtua Fighter Remix*.

Gone are the flat, boring polygons and the choppy animation. *Virtua Fighter Remix* is a smooth-moving, beautiful fighting game that just didn't seem possible after the glitchy *Virtua Fighter*.

The characters have all been redone to look just like the *VF2* arcade characters. The backgrounds haven't been changed and the gameplay is the same, but the solid characters make each punch and kick that much more satisfying.

The character select screen is the first place you notice a change. All the characters are drawn in quite differently.



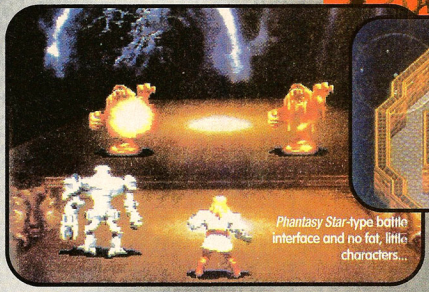
Dare to compare the *VF* that came with the Saturn to *Remix* — there's no contest.

In Japan you can buy a Sega Saturn with a *Virtua Fighter Remix* pack-in. This game is definitely coming to the U.S., but in what form Sega isn't sure. It could be a new pack-in or some other special promotion, but any way *Virtua Fighter Remix* comes, it's a great game that gives new hope to the Saturn.

Perhaps the most noticeable graphics are the up-close replays. Wow!

Mystic Arc

They're still making RPGs for the Super Famicom in Japan, and this one looks great. With some interesting graphics and the usual odd Japanese storyline, there is hope that this game can make the states sometime soon.



Phantasy Star-type battle interface and no fat, little characters...

...that is, until you return to the regular screens. Still, there is hope for this one.

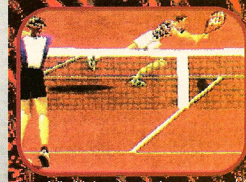
Power Instinct 2

The arcade game received a cult following, and the PlayStation version should be arcade-perfect. It's just another animated fighter, but any game where throwing debutantes is a special move can't be all bad.

A zany fighting game with birds and ballerinas, *Power Instinct 2* has a cult following.

The graphics on this PlayStation version look just as good, if not better, than the arcade.

V-Tennis



Hopefully this is going to play half as good as it looks.

Perhaps the best-looking tennis title we've ever seen, *V-Tennis* features large players and fast action. Someone is bound to pick this game up and bring it to the states.

Man, does this game look hot! Dive for a streaking ball at the net!

Gundam

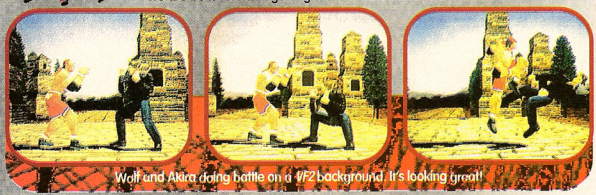
Outdoors *Doom* with decent graphics and seemingly endless levels. This robot combat game is bound to come over and bring it's mostly repetitive gameplay with it.

Look, you can knock someone on their ass! That's always fun, right?

Graphics aren't much better than OK, which is always disappointing on a next-gen system.

VF2

More pictures from the most hotly-anticipated game in Japan. After seeing how *VF Remix* looked and played, we are believers and getting a bit excited ourselves.

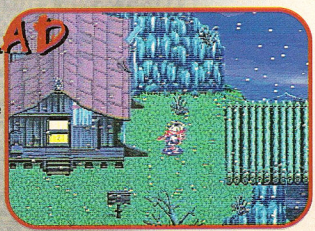


Wolf and Akira doing battle on a *VF2* background. It's looking great!

Arc The Lad

Here's a PlayStation RPG that looks and sounds great, has a decent battle interface and no English. A translation of this game for the U.S. would be great and should be expected.

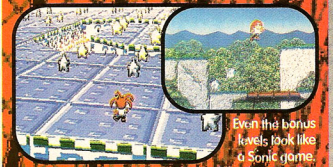
Short, fat-headed RPG characters are still the norm, but some real nice visual tricks like this make a difference.



Talking to characters is fundamental in RPG games. Unfortunately, these characters speak only Japanese.

Hermie Hopperhead

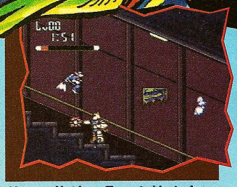
Here's a side-scrolling platform game with an attitude. With a name like *Hermie Hopperhead*, this may not ever be a U.S. title, but you never know.



The graphics look nice, but not nice enough for a PlayStation game.

Even the bonus levels look like a Sonic game. Hopefully, there's going to be some interesting new gameplay.

The Fur's Gonna Fly.



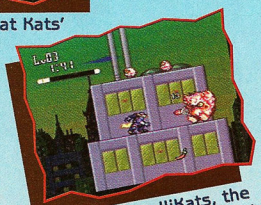
Use all the Swat Kats' cool gadgets like the Turbokat jet and the slicer missile.

You've seen them on TV.
You know all their moves.
Now it's your turn.

SWAT KATS™ THE RADICAL SQUADRON

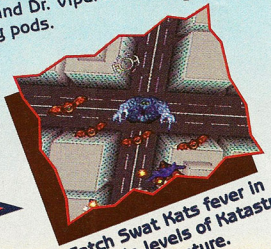
Fire up your Turbokat jet and prepare to get furrrocious in a totally radical hair-raising adventure—starring the baddest Kat-crusaders this side of Katmandu!

Be Razor™ and crush Dr. Viper's™ acid-spitting pod battalion. Be T-Bone™ and sink The Pastmaster™ in a dizzying aerial shoot-out. Rust the infamous MetalliKats™ in a brawl through the subways of MegaKat City... Do it all—with a little help from some killer gadgets—in *Swat Kats*™: *The Radical Squadron* for the Super NES.



Face the MetalliKats, the Pastmaster and Dr. Viper's acid spewing pods.

They're here.
They're bad.
And the fur's gonna fly.



Catch Swat Kats fever in multiple levels of Katastrophic cartoon adventure.

$5 MAIL-IN REBATE OFFER:

Get $5 back with purchase of *SWAT Kats*™ Super NES and any *Swat Kats*™ Turner Home Entertainment video.

offer expires 11/30/95. See details in packaging.

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If you piled up all the games we've reviewed in the last year, they would make a really tall stack. Then, if we put these games on top of that, we could all run screaming as the tower collapsed! Real fun, huh?

THE GAME PLAYERS ULTIMATE AWARD

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

INFO While this stuff isn't the funniest part of a review, it's probably the part with the most info... huh?

REVIEWER Half man and half Amazon river snake, this guy is all business when it comes to reviews, or eating small mammals that fall in the water.

OPINION While this isn't the funniest part of a review, it is the most opinionated... Now cut that out!

The Rocket Science:

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

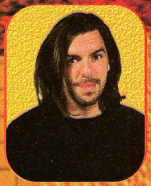
Graphics: Weighted by a factor of two.
Music & Sound FX: Weighted by a factor of one.
Innovation: Weighted by a factor of one.
Gameplay: Weighted by a factor of eight.
Replay Value: Weighted by a factor of six.

SCORE While this is sometimes THE funniest part of a review, it doesn't eat small mammals!

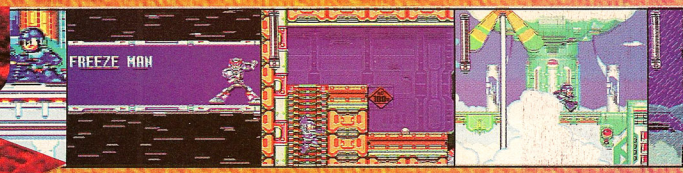
100% Flawless 90% Excellent 75% Very Good
60% Good 50% So-So 30% Total Crap!!!

SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $59.99



If he had a date for every *Mega Man* game ever made, *Mike Salmon* could stop taking his little sister to high school dances, not to mention Inspiration Point.



MEGA MAN VII

NEVER ENDING STORY

Seventeen times and poor Old Mega Man still can't finish off Dr. Wily!

You captured Dr. Wiley in *Mega Man VI*, so that's the last of him, right?

BUT... You just knew there was a loophole. Wiley is back again.

This whole mega mess started back on the ole 8-bit NES with *Mega Man 1-6*. Then, when the Super NES came out, *Mega Man* jumped to *X*, and then *X2*. In between those were five Game Boy titles, two PC ports, and *Mega Man Soccer*. Now 17 *Mega Man* titles later, they're back at seven. This is the same company that couldn't count to three in the *Street Fighter* series (I'd hate to see their accounting reports).

The *Mega Man* series is known for being the same game repackaged and given a new number. The *X* series on the Super NES added some graphical and play enhancements over the NES, which gave the series a boost of life. However, with *Mega Man VII*, they've gone back to the NES series and graphics. The old blue robot suit is back, as are the blockier graphics and slightly slower gameplay. Don't get me wrong, this game is still on par with the *Mega Man* series. There are the usual eight boss worlds, three confrontations with that slippery Dr. Wiley, and the usual corny dialogue. The game is a challenge of the mind and the reflexes, which is why the *Mega Man* series is so popular. The now classic 'defeat-a-boss-and-use-his-weapon-on-the-next-boss' gameplay is back and it's still fun. There's a ton of nifty mega gadgets and more bosses and mini-bosses than you can shake a stick at.

Fans of the series might as well fork down the cash for the 17th helping of *Mega Man*, just to say they've played 'em all. However, if you are strictly a *Mega Man X* fan, then you're going to be slightly disappointed with the graphics and gameplay. This may be the same game that was on the NES a couple years ago, but it's still a ton of fun and appreciably better than most of the other Super NES games coming out. Now if they would just get to *Mega Man XXX*! **GP**

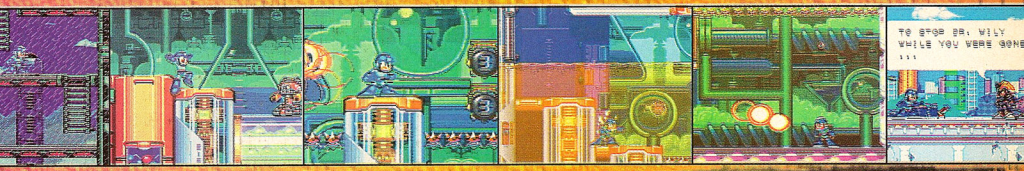
MEGA TOYS

Just like in every *Mega Man* game, the little robot gets a new weapon each time he defeats a boss. Then you have to figure out which weapon works best on which boss, and so on...and so on...

Defeat a boss and Dr. Light gives you insight on your new weapon.

Keep working your way through this game and you can have a collection of weapons like this.

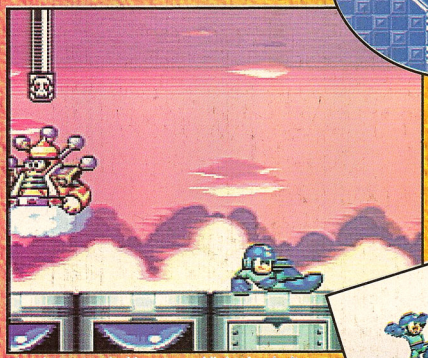
Different colored suits and weapons range from a junk shield to a lightning blast to an odd bubble blower.



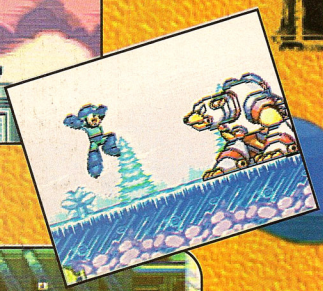
Boss Man

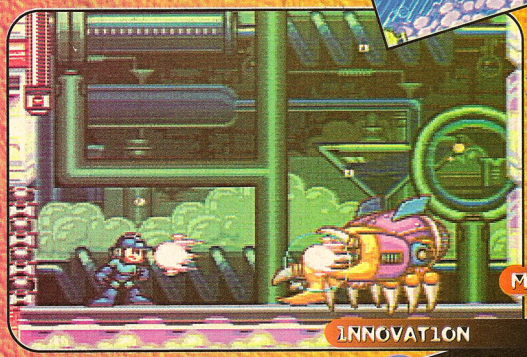
Every boss ends with Man, from Cloud Man to Freeze Man to Burst Man. And each boss takes strategy, skill, and the right weapon (hint: start with Cloud Man, then go to Junk Man).

At the start of the game, you have a choice of four bosses. Doing them in the right order is the only way to win.



Cloud Man's wind bursts and lightning bolts make him tough, but with a quick finger and a lot of sliding, he can be beat with no special weapons.





Get the lightning bolt from Cloud Man and take on Junk Man. Slide under him and blast him over and over, until you win. Each boss is the same way; with the right weapon and a pattern, it's no problem.

A SECOND OPINION

As the oldest *Mega Man* fan in the bunch, I tried and tried to convince the guys that this game was actually better than they thought. But when I read Mike's review, I can't help but agree. Whereas before I considered myself a loyal *Mega Man* fan, now I feel more like Capcom's sucker. They've probably got a machine that cranks these things out by now.

When are we going to see an exciting new *Mega Man* game instead of the same old leftovers? Many of the things that I loved the earlier versions for are still here, but they get more diluted each time. **— *Chris***

GRAPHICS 8

- Sure looks like a *Mega Man* game.
- The 8-bit *Mega Man*, that is.

MUSIC & SOUND FX 7

- Sound FX are on par with the rest of the *Mega Man* games.
- The music is even more annoying than Weezer.

INNOVATION 4

- Innovation has been gone from this series for quite some time.
- I mean a really, really long time.

GAMEPLAY 7

- *Mega Man* always plays good — tough, but good.
- It's a little slower than *X* or *X2*.

REPLAY VALUE 7

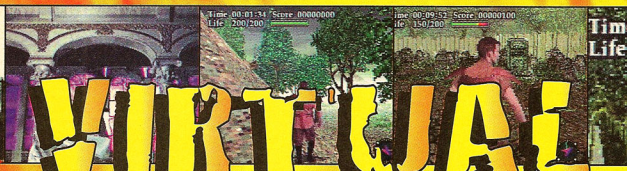
- Tough game that any *Mega Man* fan is going to play until they're done.
- Not the best *Mega Man* game and not one for rookies.

68%
OVERALL GP RATING

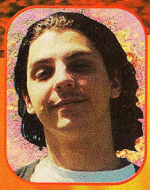
SATURN

KIDS TO ADULTS AGES 6+

GENRE / RPG
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Atlus Software
DEVELOPER / T & E Soft
AVAILABLE / now
PRICE / $49.99



VIRTUAL HYDLIDE



Existing only on roots and berries, *Patrick Baggatta* wandered through endless stretches of forests. It seems that being a vegetarian CAN be helpful, after all.

What may seem like just another innocent shade tree from a distance could prove to be deadly up close.

So far, we've seen sports titles make huge jumps on the new 32-bit systems. The same is true about side-scrolling action games, shooters, and fighting games. But what about the RPG? Well, if Atlus has anything to do with it, *Virtual Hydlide* is gonna set the new standard for next generation RPGs. The question is what kind of standard have they set?

From the very beginning it's obvious that the graphics play a big part in the make-up of this game. Unfortunately, when put into motion, the game's 3-D approach is somewhat awkward-looking and distracting. The beauty of this approach, however, is in the limitless possibilities of environments. Boasting the ability to play a different world every time is probably not too far from the truth.

Landmarks such as this not only play a part in the story-line, but they also help to break-up the monotony of the landscape.

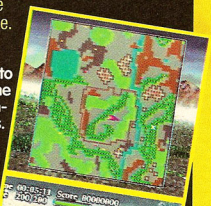
The gameplay boils down to a great deal of exploring and fighting. Since this game is not meant to be strictly an RPG, there is a justified expectation that the action is gonna be fulfilling, but once again the 3-D approach is more of a hindrance than anything else.

Virtual Hydlide does many things extremely well and it does manage to submerge you into the story, but in the end it just seems like this game wasn't quite ready. Maybe the sequel will make a better showing. **GP**

As in all RPGs, if something looks important, it probably is or is gonna be at some point during the game.

Maps and Pointers

In a game as large as *Virtual Hydlide*, it would be near impossible to find your way from one objective to the next without a little bit of guidance.



The first thing to do is check the map for highlighted areas.

Following the pointer gets you where you need to be as efficiently as possible.

The game helps you with directions, but it's not going to fight your battles for you.

GRAPHICS 7
- Some of the environments look great.
- The character animations are extremely stiff and awkward.

MUSIC & SOUND FX 7
- Nice cinematic music and effects.
- The sound effects are very redundant.

INNOVATION 8
- This truly is the first 3-D polygonal RPG.
- The action aspect of the game is definitely run-of-the-mill.

GAMEPLAY 7
- The map feature makes exploration a painless experience.
- The 3-D approach sometimes gets in the way of the action.

REPLAY VALUE 7
- The 'Create World' feature almost makes this a new game every time.
- The game play is the same every time.

71%
OVERALL GP RATING

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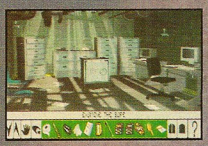
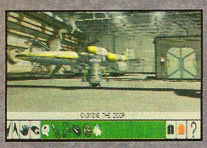
Soon, you will understand. THERE'S A LITTLE ALIEN IN ALL OF US.





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PlayStation™

PlayStation

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KIDS TO ADULTS
AGES 6+

GENESIS

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Sega
DEVELOPER / Sega Technical Institute
AVAILABLE / now
PRICE / $59.99

THE OOZE

He came back from Mexico with amoebic dysentery, so we assumed *Mike Salmon* would run at a chance to push this review out.

Finally, a game about a single-celled, amoeba-like creature has made its way home! Hey, let's give the guys at Sega Technical Institute some credit! Between this game and *Comix Zone*, they're putting out some very different games.

In *The Ooze*, you are the ooze and as the ooze you must use your ooze capabilities to ooze around the playing field and try not to lose. Your attacks include spitting and extending your pseudopods out at enemies. This odd premise actually allows for some very different gameplay. Unfortunately, in the case of *The Ooze*, different doesn't mean better. After the originality wears off, the game becomes quite blah. The spitting and toilet flushing sound FX are great and the music is good until you realize it's the same song over and over again.

The Ooze may not be the best game around, but at least it's something different and that should be applauded. **GP**

Once you defeat an enemy, you suck him up into your blob and grow.

Attack by spitting at your enemies, or extending a psuedopod out to get them.

After figuring out all the nuances of controlling a blob, this game starts to get real repetitive.

7	GRAPHICS
9	MUSIC & SOUND
9	INNOVATION
6	GAMEPLAY
6	REPLAY VALUE
OVERALL	64%

32X

GENRE / action
PLAYERS / 1
SIZE / 32 Mbits
SAVE FEATURE / none
PUBLISHER / Activision
DEVELOPER / Big Band Software/Zombie VRE
AVAILABLE / now
PRICE / $69.99

PITFALL: THE MAYAN ADVENTURE

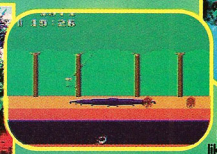
'Run Through The Jungle' always sounded good to *Jeff Lundrigan*. Then he played this game. Now we can't get him to listen to CCR anymore.

Here it is again. We reviewed Pitfall back in December of last year, and it just keeps coming back. This game breaks absolutely no new ground. Way too easy in some parts, way too difficult in others, there's little here you haven't seen before, and done better. For the record, the 32X version includes the extra levels found in the Sega CD version, and appears to have the same graphics as the Super NES version. The animation is noticeably choppy, and it doesn't control quite as well either. If you already own a version of this, you don't need this one, and if you don't own it, you still don't need this one. **GP**

The graphics are roughly the same quality as the Super NES version, although the animation doesn't seem as good.

7	GRAPHICS
7	MUSIC & SOUND
4	INNOVATION
7	GAMEPLAY
5	REPLAY VALUE
OVERALL	62%

A lot of the traps and tricks found in the original 2600 game crop up in 'new' and 'improved' versions in this game — big deal.



The old 2600 game is still buried, hidden for you to find. Decide for yourself which you like better — the game, or the game hidden in the game.

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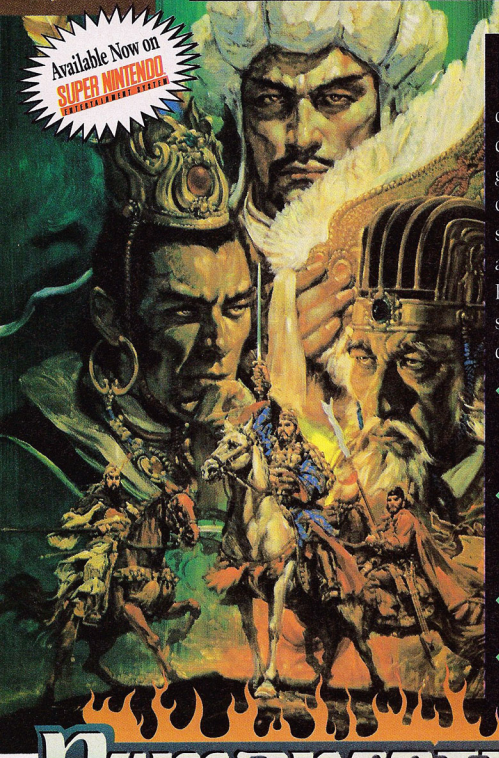

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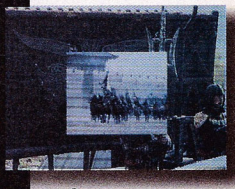

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SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Williams Entertainment
DEVELOPER / Sculptured Software
AVAILABLE / now
PRICE / $69.99

'They're coming after me!', *Jeff Lundrigan* screamed, running down the halls with a shotgun in his hand. But this wasn't a game — it was just another day at the office...

DOOM

Ah, *Doom*. *Doom*, *Doom*, *Doom*. The trendsetter, the benchmark, the game that took over my life, that became THE title to copy for the '90's. Oh well. The most impressive thing about *Doom* for Super NES is that there's even a 16-bit version at all. However, that doesn't make it good.

It's a simple case of squeezing ten pounds of, uh, mud into a five pound sack — it just looks ugly. I'll grant you, it's remarkably complete, and it plays pretty well compared to more high-end versions. The designers have managed to wring a lot of game out of very little horsepower, but the bitmaps on the walls, which are blocky in any version, look positively chaotic in this one. Enemies which are far away blend in almost perfectly with everything else, and the whole game feels as cut down as it obviously is.

Beyond the eyestrain graphics, there are other problems. Control isn't as smooth as it needs to be, and it's mighty easy to get hung up on corners — never a good thing when you're running from a group of imps or demons.

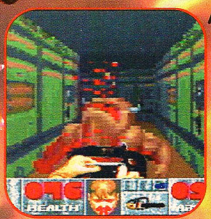
The bottom line is that if you've never played *Doom* before, and a Super NES is all you've got (and face it, that's what Williams is banking on, and there are a lot of gamers like that out there), then by all means, knock yourself out. *Doom* is *Doom*, and you'll have a blast. If you have other options though, think of this as a last resort. **GP**

OK, does everyone see the problem? To squeeze it down to the 16-bit, 3.85 Mhz processing of the Super NES, something had to go — so all the detail disappeared.

Whether you can see 'em or not, there ARE enemies somewhere in this picture — I don't waste shots at empty air. They're just blending into everything else.

Although, actually, they don't look much better close up.

Of course, the game is pretty complete. I couldn't find a BFG 2000 before sitting down to write this, but there's my trusty chainsaw.



And of course, as always for any version of *Doom*, there's plenty of blood — it's just that this time it's splattering out all square.

GRAPHICS 6

- These aren't bad, considering how much they've been squeezed.
- Well, actually, they are that bad.

MUSIC & SOUND FX 8

- Oh, the screams!
- The music just ain't that interesting.

INNOVATION 7

- Must have taken some cajones to attempt getting this on 16-bit.
- Hey look, it's ANOTHER version of *Doom*.

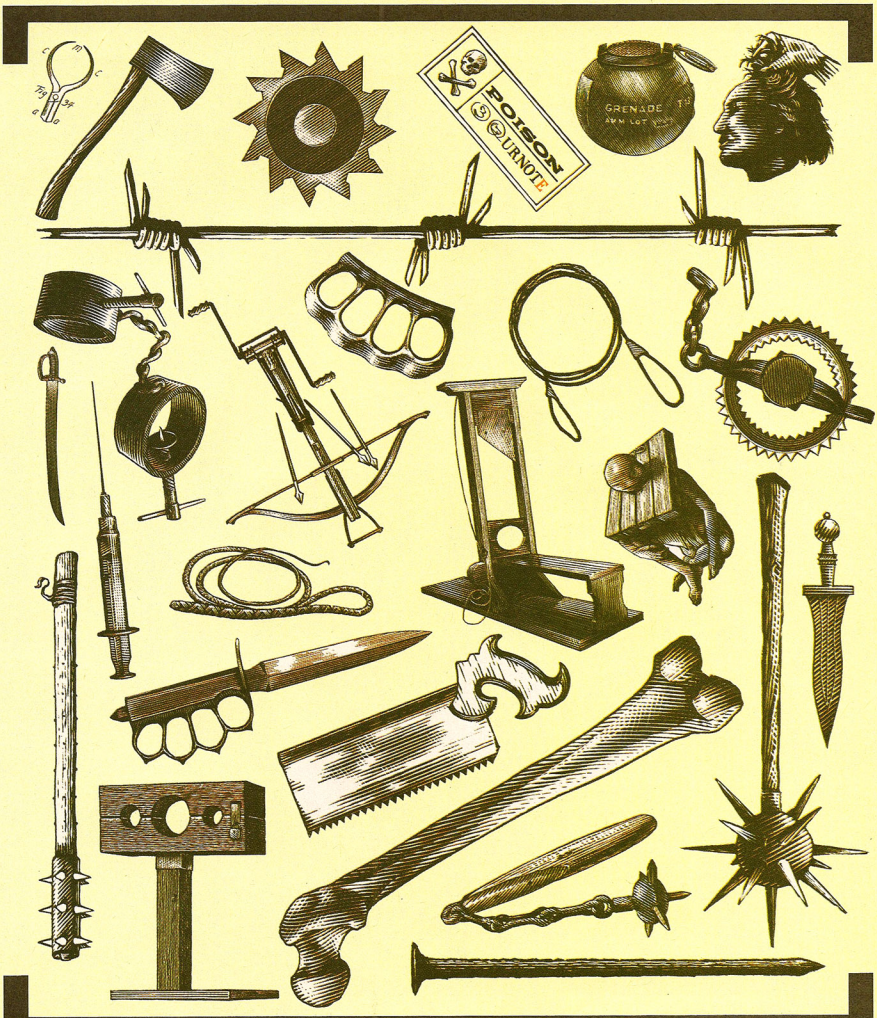
GAMEPLAY 8

- It's still basically pulse-pounding *Doom*.
- Obscured enemies and imprecise handling make you wanna scream, too.

REPLAY VALUE 7

- Tons of hidden stuff, and plenty of levels.
- I'm starting to realize it CAN get boring after all.

74%
OVERALL GP RATING



MK3

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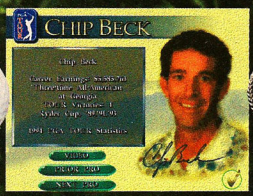

Do you want to play against the pros? Or be one? 14 have had their real swings digitized into the game. Strengths and weaknesses. Although don't count on too many weaknesses. They are, after all, PGA TOUR pros.

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Craig Stadler

Your choice. Tournament play? Match? Stroke? Shootout? Or maybe Skins? There are even more pros to compete against no matter what you play. But first ask yourself, are you really ready to take on the PGA TOUR?

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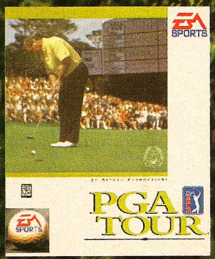

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PLAYSTATION

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GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory cards
PUBLISHER / Namco
DEVELOPER / Namco
AVAILABLE / now
PRICE / $69.99

GAME PLAYERS ULTIMATE

TEKKEN

If anyone knows throw moves, it's *Mike Salmon*. When his girlfriend throws dishes, he moves!

Since *Tekken* was the first arcade game to run on Namco's System 11 board, that matches the PlayStation hardware, Namco claimed the home version would be arcade-perfect. They were completely wrong. The PlayStation version of *Tekken* is much better than the arcade. The sound is crisper, the graphics clearer, the controls more responsive, the sub-bosses are all playable with a memory card, and there is a special ending sequence for each character.

Tekken is the best of both worlds, combining the sharp Gouraud shading of the *Toshinden* fighters with the realistic hand-to-hand combat of *Virtua Fighter*. Each of the eight unique fighters has a vast array of special moves that are dazzling and effective. Each character has at least two throw moves that are easily put into play. The best part about these throw moves is how they are pulled off. In all other fighting games before *Tekken*, you would attempt a throw move and would only know it worked when the animation started. However, with *Tekken*, whenever you attempt a throw move the character's arms reach out to grab the opponent even on a miss. Once you pull off the throw moves, you're in for a treat. Everything from a double arm-brake, to a screen-long toss, to running up the opponent's chest make these the best throw moves ever.

We've had *Tekken* in the office for six months now and we still haven't figured out all the nuances of combat. It's a deep, beautiful fighting game that, combined with *Toshinden*, makes the PlayStation the system of choice for fighting game fans, at least for now. **GP**

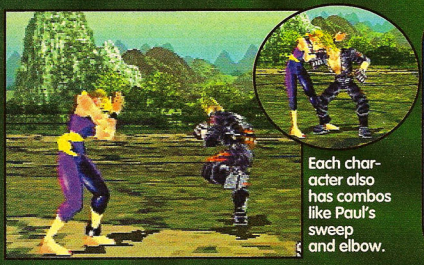
You Move Me

Each of the 16 characters in this game has more moves than Michael Jackson.

Each character also has their own unblockable move. Here Yoshimitsu prepares a shiskabob.

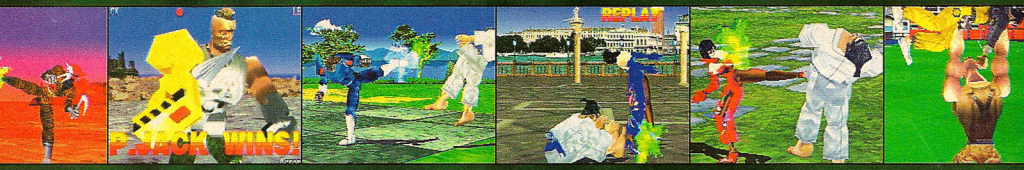
Each character can run at an opponent and jump-kick, tackle, or slide-tackle with their legs.

Just like in *Virtua Fighter*, you can jump on a fallen opponent or just kick him along the ground.



Each character also has combos like Paul's sweep and elbow.

Moves like Nina's sommersault stun the opponent, which sets up massive combos.



GRABBING AIR

The throw moves are easily the best part of this game and if you don't manage to pull them off, you're left grabbing air.

Try to pull off a throw move too early and your hands grasp for nothing.

Or if you're trying to run up your opponent's chest, you see Law's foot step in the air.

SUB-BOSSES

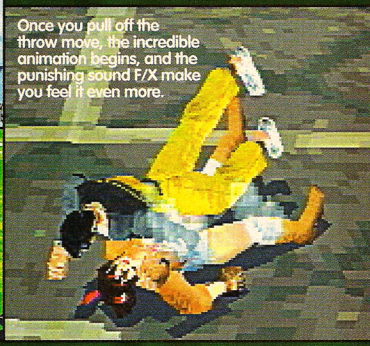
Beat 'em and be 'em.

If you have a memory card you can take every character through and now you can choose from 16 characters.

Beat the game all the way through and you get some cool rendered movies and some evil smiles like this.

A SECOND OPINION

What the hell is Mike thinking? A 91%? For *Tekken*? Gimme a break! Once you get past the flashy graphics, fun gameplay, and deep strategy, there ain't nothin' to this game at all! I'm also not impressed by neat tricks like being able to save the cool hidden characters to your memory card so that you don't have to find them again. I mean, Mike's really lost it, this time. 'Tons of sweet moves for each character'? Well, yeah... 'awe-inspiring graphics'? I can't really argue that one, either... but I'm going to wait for *Fight For Life* for real action! — *Chris*



Once you pull off the throw move, the incredible animation begins, and the punishing sound F/X make you feel it even more.

GRAPHICS 10

- Beautiful, gorgeous, awe-inspiring graphics that make *Virtua Fighter* look like *Fight For Life*.
- Character design that is unique and sharp.

MUSIC & SOUND FX 9

- Breaking bone sounds that make you cringe.
- Good solid music and a totally obnoxious announcer voice.

INNOVATION 9

- Throw move interface is the best yet, and a totally new innovation.
- Much is stolen from *VF*, although it's done much sharper here.

GAMEPLAY 9

- Tons of sweet moves for every character.
- Great fighting and no annoying ring-outs.

REPLAY VALUE 9

- Sub-bosses and humorous rendered endings give you a reason to keep playing.

91%

OVERALL GP RATING

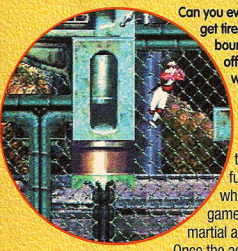
SATURN

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Vic Tokai
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / $50-55

The sword is mightier than, well, just about everything in this game.

Always eager to run some fool through with a sword, *Patrick Baggatta* jumped at the chance to play the latest installment of the *Shinobi* series.

SHINOBI LEGIONS



Can you ever get tired of bouncing off the walls?

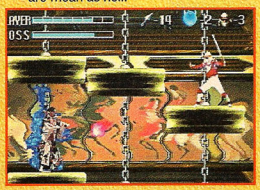
The name *Shinobi* has long been associated with Sega console systems dating all the way back to the Master System, and now that we have the Saturn, it should no great surprise that one of the first games to be released is a *Shinobi* title. Right from the beginning, the Saturn flexes its next generation muscles with a near picture-perfect, full-motion-video opening. The video scenes, which appear between the stages throughout the game, have that delightfully campy feel of a bad martial arts movie minus a certain level of inspiration.

Once the action gets started, however, this game is pure *Shinobi* magic. The sharpened edges of the backgrounds, and deep color palette make the look of this game something special from the very opening stages. The levels are deeply involved, though a little bit pattern heavy, and the boss characters are inventive. The special weapons and Ninja magic of *Shinobi* games past are still a part of the game, but not so much as in the first few titles. Rather, this one is based more heavily on actual sword fighting, including some nice additions in blocking maneuvers and flash moves.

Shin Shinobi Den is impressive, but it's really just a heavily polished version of all the other *Shinobi* games. **GP**

They May Not Look Like Much

The boss characters are not the giant creatures you might expect, but they are mean as hell.



The key to beating the bosses is in finding safe spots and attacking at every opportunity.

9	GRAPHICS
7	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE
OVERALL	80%

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Okay, no one's ever asked us that. But CHECK IT:

Sega Saturn is new. HOW I SEE THINGS.

So if you think you know what it's like,

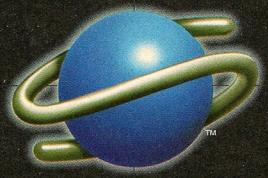
OR HOW I FEEL. IT'S NOT LIKE THAT.

It shares the same architecture as $20,000 arcade systems,

MAYBE IF I WRITE IT, OR

but Sega Saturn pumps the hottest arcade titles straight to

your reflexes for a fraction of the cost.



You're welcome. With a gameplay experience

GET ON THE MIKE, that grabs you and

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YOU'LL UNDERSTAND only on Sega Saturn.

Like intense sports titles with everything but the jock itch.

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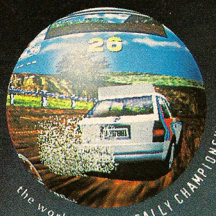
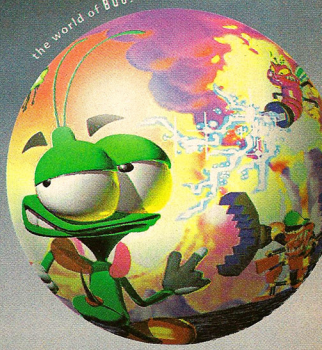
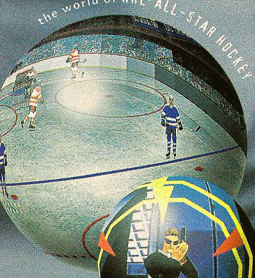
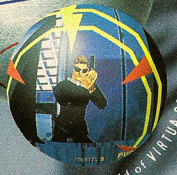
GO THERE.

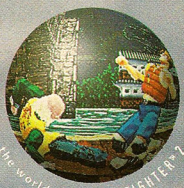
HEAD FOR SATURN











For more information on Sega Saturn, call 1-800-see-saturn or email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on CompuServe at GO SEGA. For game play help, call 1-900-200-sega in the USA ($.85/min. or $1.05/min [live]) Call 1-900-451-5252 in Canada ($1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required.

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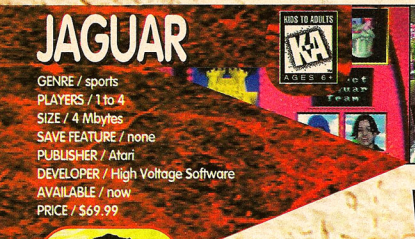
SEGA
SEAL OF QUALITY

JAGUAR

GENRE / sports
PLAYERS / 1 to 4
SIZE / 4 Mbytes
SAVE FEATURE / none
PUBLISHER / Atari
DEVELOPER / High Voltage Software
AVAILABLE / now
PRICE / $69.99



WHITE MEN CAN'T JUMP

Until he found out it was illegal, *Patrick Baggatta* would slam dunk using a pogo stick and a jet pack. Even then, he still only made 20% of his shots!

With the success of titles like *NBA Jam*, it's no wonder that there are several games trying to follow in its footsteps, and though *White Men Can't Jump (WMCJ)* has a more sophisticated look to it, there is no doubt that it was meant to directly compete in this arena. Loosely tied to the movie, *WMCJ* is a two-on-two streetball game with the emphasis on street.

The action in *WMCJ* is pretty close to the actual street-basketball experience. Fouls are called, but not enforced and there is plenty of trash talking. The unfortunate part is that all the trash-talking gets annoying as quickly as it does in a real game. The other most noticeable feature of *WMCJ* are the swooping camera angles which follow the action in an effort to always give you the best view. For the most part the camera works pretty good, but sometimes you wish it would just sit still for a few seconds, rather than dancing all over the playing field. Everything else in the game is pretty solid, including the graphics, which are a little strange at first, but end up looking pretty good as you spend time with the game.

Though playing the computer can be pretty satisfying, the real fun of this game is in playing with friends. The multi-tap hardware for the Jaguar allows up to four players at a time, which is definitely the best way to play. When playing against the computer there's just a little too much that can't be controlled. GP

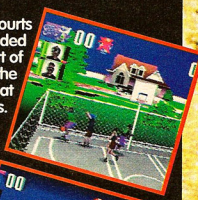
The scaling feature adds a nice feeling of depth to each of the courts.

Don't be too surprised when you catch a flying elbow or even a fist. This is street ball, after all.

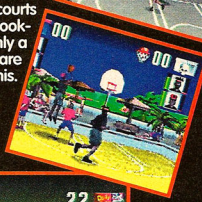
The Courts

There are four different courts to choose from and, though they all pretty much play the same, they each have a distinctive look.

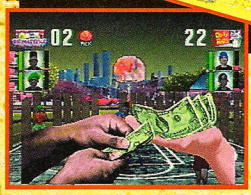
As long as you're playing in exhibition mode you're able to choose which court you'd like to play on.



All the courts are surrounded by some sort of barrier to keep the action moving at all times.



Most of the courts feature onlookers, but only a few of them are wearing bikinis.



There's always money being exchanged at the court.

7 GRAPHICS

- The scaling characters work well.
- The camera moves around too much.

7 MUSIC & SOUND FX

- The sound effects are pretty good.
- The trash talking gets old pretty quickly.

7 INNOVATION

- The half-court game moves faster.
- It's just another basketball game.

7 GAMEPLAY

- The passing and shooting is easily controlled.
- One player games are hard to control.

8 REPLAY VALUE

- The four player multi-tap makes all the difference here.
- You need a four player multi-tap adapter.

73%
OVERALL GP RATING

CHINESE TAKE-OUT

Satisfy your fighting hunger.
Take out an Ancient Chinese Imperial Warlord
(and I don't mean to lunch).

(fortune cookie not included)

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3DO

GENRE / game show
PLAYERS / 2 to 4
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Studio 3DO
DEVELOPER / Studio 3DO
AVAILABLE / now
PRICE / $59.99

After the fall of Communism, *Jeff Lundrigan* fled west to fulfill his dream of lying on the street and pelting passersby with frozen fishsticks.

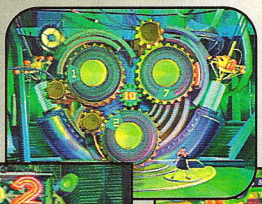
Zhadnost: the people's party

Do you remember *Twisted*, a smart-ass game show game that was an early title available for 3DO? Then you're familiar, at least in theory, with *Zhadnost* (which is Russian for 'greed,' by the way — something our contacts at 3DO kept repeating over and over). The structure is much the same — the player chooses from a collection of oddball contestants, then competes in various puzzle and trivia games while the digitized video keeps you amused.

It worked pretty well in *Twisted*, and it works just as well this time. *Zhadnost* is set in the mythical country of Bizarrnia, where the recent collapse of a totalitarian regime has left the people hungry for capitalist goodies. Most of the game, from the intro sequence to the final sign off where you get to watch the contestants live out their dreams of Western decadence, are absolutely hilarious.

Which also points out the game's one big problem — once you've seen what's on the disk and laughed at it all, that's it. Even the events you compete in get pretty stale in a mighty short space of time. It's cool, and as a party title it's tough to beat, but before too long you're going to have to either put the game on the shelf and find something new to keep your friends entertained, or get some new friends. **GP**

The show is hosted by the leader of the revolution, Bob Blini. Real smart jacket, huh?



As with Twisted, there's a great many bizarre and mysterious gadgets. This one helps determine how many points each round is played for.

Of course you also get the usual 'wacky' contestants — and you get to watch 'em flail around over and over again.

At the end of each round, the contestants square off on the Money Wheel. The rules take some getting used to — you have to step on the right color circle to change it to your color — but you get the hang of it quick enough.

Then you get to compete against another player in contests of skill and knowledge. Some, like this matching game, are pretty simple. Others are harder; all are kind of odd.

The game's one big weakness though is the limited amount of FMV. Sure, most of it is pretty funny, but after a half dozen games, you've just about seen it all.

9 GRAPHICS

- Cool designs and excellent video.
- Sometimes it's a bit too cluttered and confusing.

8 MUSIC & SOUND FX

- There's neat garage-band music.
- Too little of it, and it repeats too often.

6 INNOVATION

- There's lots of cool retro-style touches.
- If you've played Twisted, you know roughly what to expect.

8 GAMEPLAY

- Funny stuff, and the events are pretty simple.
- A few things, like the Money Wheel, can take some getting used to.

5 REPLAY VALUE

- Well, with a bunch of friends, the laughs keep on coming.
- Who are we trying to kid, play it twice and you've seen 90% of it.

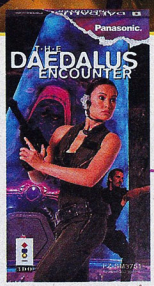
70% OVERALL GP RATING

"I GO FROM WAY COOL

SPACE DUDE TO A BRAIN IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news – I'm on a ship with Tia Carerre. The bad news – I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later."

Panasonic Software Company

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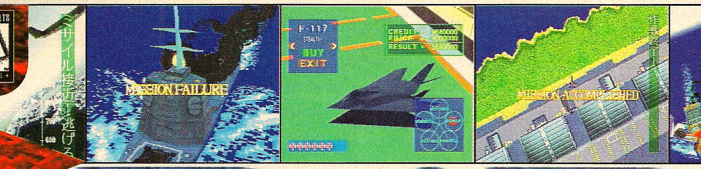
PLAYSTATION

KIDS TO ADULTS AGES 6+

GENRE / flying action
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory cards
PUBLISHER / Namco
DEVELOPER / Namco
AVAILABLE / now
PRICE / $59.99

When he started singing 'Great Balls Of Fire' and calling Patrick 'Goose', we knew *Mike* 'Maverick' *Salmon* had emptied more than his bladder in the Danger Zone.



AIR COMBAT

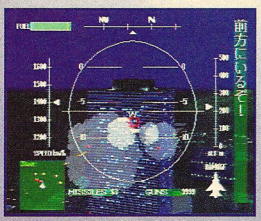
This is one intense game, right from the first mission to the last. I haven't been in dog fights this furious since that poodle incident of '91 (I don't want to talk about it). Flying head-to-head against a tough computer opponent, you have to stop bombing missions, take out oil refineries, and even knock out a city, while fending off a fierce attack from the air and ground.

As you finish each mission you get more funds which you can use to buy bigger and better planes like a Stealth, F-14, a Mig, and an F-22. Each plane has strengths and weaknesses which can be utilized on the varied missions. Pull out your Stealth and attack the city lights at night in one of the best missions in the game, or take out the F-14 and knock out a fleet of ships. When it comes to gameplay, *Air Combat* has got it locked in. In some missions you even get to commission a wing person (politically correct, as always) to fly with you. The more money you spend, the better help he or she is.

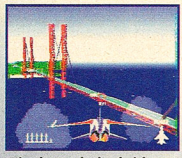
In *Air Combat* you get true freedom of movement. You can attack your target from any angle you choose and the approach you take can be the difference between a successful mission and crash 'n' burn. All the gauges (altitude, speed, compass, artificial horizon) are here, even though this isn't exactly a flight sim.

The one area *Air Combat* falls short on is presentation. The flickering graphics, cheesy soundtrack, and ugly colors just don't match up to 32-bit standards. In spite of its disappointing graphics, *Air Combat* is a total blast and a game PlayStation owners need to have. **GP**

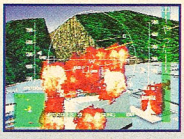
Knock out their fighters before they take off.



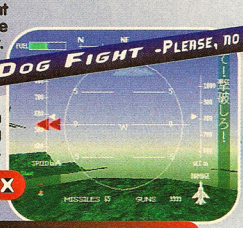
Flying into the city at night and knocking out these buildings can't be beat.



Zip through the bridge and knock out the enemy supply line.



Shooting up the enemy's oil supply is always a good tactic.



Fly between the oncoming fighters.

Now circle around and start chasing 'em.

Lock 'em in your sights and toast 'em. Yeeehaah!

7 GRAPHICS

- The scenery can be really impressive...
- ...when it's not flickering or drawing in. Could be much nicer looking.

8 MUSIC & SOUND FX

- Sound f/x that'll make you call yourself Mav.
- Danger Zone muzak is corny and way too typical.

9 INNOVATION

- Unique missions like bombing a city at night are great.
- Two-player battle mode is a good idea, but it's not executed real well.

9 GAMEPLAY

- Variety is the spice of life and the key to this game.
- Tough, but not impossible missions are a blast. Kept me playing for hours.

8 REPLAY VALUE

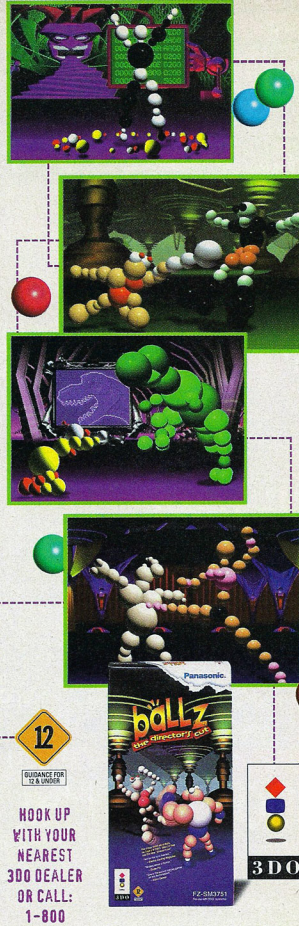
- Each of the 17 missions are so different you'll want to see every last one.
- Unfortunately, it's still a bit too short.

84%
OVERALL GP RATING

"ONE BALLZY MOVE AND

SUDDENLY I'M SUCKING SIDEWALK."

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



12
GUIDANCE FOR 12 & UNDER

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3DO

ballz The Director's Cut

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

Panasonic Software Company

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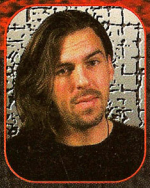
GENESIS

TEEN T AGES 13+

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Virgin
AVAILABLE / now
PRICE / $59.99

DRAGON: The Bruce Lee Story



After going a few rounds with this fighter, *Mike Salmon* started kicking Chris for making him review this pitiful game.

Three Bruce Lee's duking it out should be fun, right? WRONG!

Shots from the movie add absolutely zero to the game.

A typically annoying fight in *Dragon* consists of lots of jumping kicks.

Over a year ago Virgin had planned to release *Dragon*, but couldn't get it out. Acclaim bought the game and brings yet another movie game to the home system.

Unfortunately, *Dragon* is the most simplistic side-to-side fighter I have ever seen. The characters and backgrounds look nice, but a year ago this type of game was stale. The fights are slow, repetitive, and entirely too long. With punches and kicks only hit from ultra-close range and annoying control features, *Dragon* is a real pain to play. There is a story mode that features scenes from the movie (ooh, surprise), which is yet another good reason to hate this game.

The one new feature is the 3 player battle, which would be fun if the fighting wasn't so pitiful. Bruce Lee fanatics are the only people who are going to get much pleasure out of this one. **GP**

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

OVERALL **55%**

3DO

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Panasonic
DEVELOPER / Media Entertainment
AVAILABLE / now
PRICE / $59.99

STRAHL

If only *Jeff Lundrigan*'s life had as many endings as this game. Trouble is, they'd all probably be just as dull.

Well, for all you *Dragon's Lair* fans, I think we've found a game that even you won't like. *Strahl* is your usual 'watch the cartoon, push a button' style game, with the added 'feature' that the correct direction to move is always flashed on the screen for you, and there aren't any pesky things like difficulty settings to worry about. What's more, there are only eight scenes — that's right, EIGHT. Depending on which order you play them in and how many continues you use, there are 48 possible endings, but since you can beat this game in ten or fifteen minutes, if you play for a few hours a day, you see all this game has to offer in three or four tedious days. Boring. **GP**

4 GRAPHICS
4 MUSIC & SOUND
4 INNOVATION
4 GAMEPLAY
4 REPLAY VALUE

OVERALL **40%**

The game has plenty of different endings, but not that many are very exciting.

Unlike a lot of *Dragon's Lair* games, this one lets you choose the order of the stages you play, of which there are eight — count 'em, eight.

Notice that the direction or button you need to push is always displayed — clearly a game for those who need 'left' and 'right' written on the tops of their shoes.

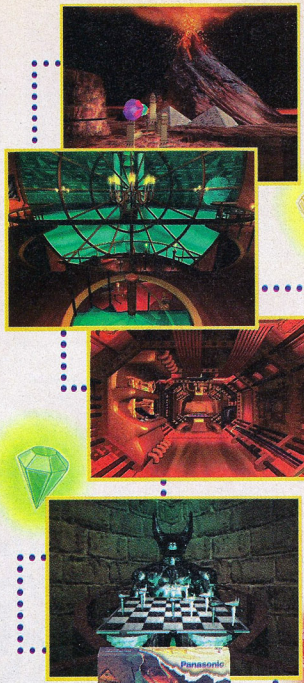
The game's anime' style might appeal to some, but we've all seen it before.

"ONE BONEHEAD CALL AND THIS

GODDESS GETS A MILLENNIUM IN SOLITARY."

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

"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie."



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Software Company

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THE FINAL CUT

TECMO® SUPER BOWL™ III: FINAL EDITION

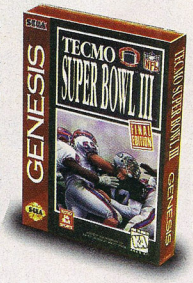
FINAL EDITION

Question: Did the 49ers win the Super Bowl because they were the best *looking* team in the NFL? Of course not! They won because they *played* the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football "games" offer just **"eye candy", ONLY** Tecmo gives you the great looks and the awesome game play needed to capture the total NFL experience.

BETTER FEATURES

Along with offering all 30 NFL teams with 1995/96 rosters, **Tecmo Super Bowl III - Final Edition** brings you the ULTIMATE option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add **YOUR** name and player to the huddle with your favorite NFL players.

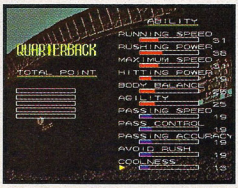
Other clutch options, for those who like to play G.M., are the Trade Mode that allows you to pull the trigger on a blockbuster deal, and the all new Free Agency (FA) Mode. The FA Mode allows your to release/acquire free agents from all of the NFL teams before the season kicks off. You can be conservative and go for backups, or clean some house and go after the best Runningback to put your team in "Prime Time". Its up to you.

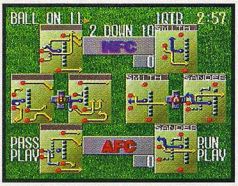


BETTER PLAY AND REPLAY

Tecmo Super Bowl III - Final Edition not only gives you the players and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games").

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that **Tecmo Super Bowl III - Final Edition** offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, **Tecmo Super Bowl III - Final Edition** is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each pick a team to man throughout the 1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.





BETTER HURRY

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the REAL DEAL, bring home **Tecmo Super Bowl III - Final Edition** and find out what it's really like to PLAY it! Be sure you reserve your copy by October 3rd, 1995 or you may not make **THE FINAL CUT**.

TO ENSURE RECEIPT BY CHRISTMAS, RESERVE YOUR COPY BEFORE OCTOBER 3rd

TECMO SUPER BOWL III: FINAL EDITION

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1 / PLAYERS
1 CD / SIZE
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LUNAR 2: Eternal Blue

If it's big and silly, there's only one man for the job, and that man is *Jeff Lundrigan.*

Oh yeah. The original *Lunar* was one of the funniest games I'd ever played. The combination of goofy jokes and 'it's so bad it's funny' unintentional humor was hard to resist, and when you consider the lack of RPGs for Sega CD, it became a must-have. And now, we've got a sequel.

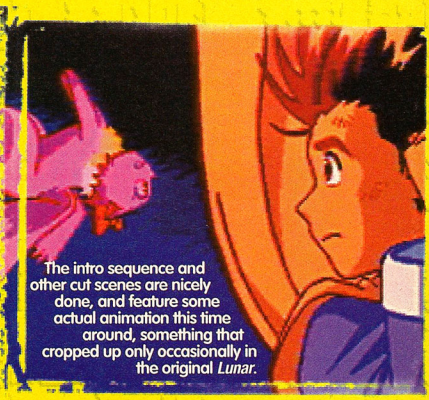
And as luck would have it, *Lunar 2* is much better a game than the original. It looks great (although the super-deformed characters are more deformed than most — I, for one, am getting tired of 'em), and it's really, really big. The music is incredible too.

But I think, in the end, the luck is actually bad. Being a better game to start with, it's somehow not as funny. Working Designs still has it crammed full of off-kilter jokes, and it's good for a case of the chuckles, but the storyline is much more dramatic and involved, and there seems to be less room for outright bizarre touches like the original's *Deliverance*-style town full of inbred country folk, or the hero who dressed like a Scotsman for no particular reason whatsoever.

It's kind of strange to think about it that way, but because it's a better game, it's just not quite as much fun. I still liked it, a lot, and it's definitely recommended, but it feels like something's been lost. GP

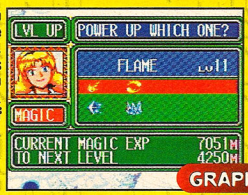
A mysterious woman and a lost goddess is apparently all it takes to get a guy off on a quest these days.

The *Lunar* series signature humor is still there, as self-consciously hip as ever, but this time, it's mostly confined to little asides.

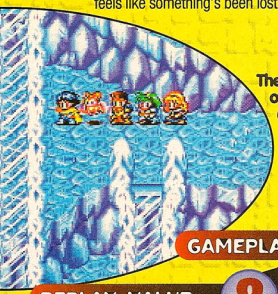


The intro sequence and other cut scenes are nicely done, and feature some actual animation this time around, something that cropped up only occasionally in the original *Lunar.*

The magic system lets you choose any character, and which of his or her spells you wish to improve. Keep track of it, though.



The battle scenes are as standard as you can get for an RPG. In fact, overall, the game doesn't feature much that's new.



The *Lunar* series has some of the longest lines of characters following you around of any RPG series on the planet.

GRAPHICS 9

- Excellent backgrounds and there's nice animation in the cut scenes.
- Stupid, little, big-headed characters.

MUSIC & SOUND FX 10

- The music is absolutely superb, and always fits the action to a tee.
- The sound FX are pretty good, too.

INNOVATION 6

- Light-hearted approach, and an unusual magic system.
- Mostly, this is standard RPG stuff.

GAMEPLAY 8

- Fun, funny, big — what more could you ask for?
- Could be funnier, and parts are plain tedious.

REPLAY VALUE 8

- So big, there's gotta be something you missed.
- RPGs are notorious for so-so replay value.

81% OVERALL GP RATING

SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / strategy
PLAYERS / 1
SIZE / 12 Mbits
SAVE FEATURE / save anytime
PUBLISHER / Koei
DEVELOPER / Microprose
AVAILABLE / now
PRICE / $59.99

CIVILIZATION

Once again, *Jeff Lundrigan*'s flawless knowledge of history makes him the perfect reviewer — his exact words were, 'like, old stuff, or something, right?'

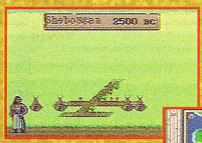
Three years ago, the PC version of *Civilization* took over my life. I couldn't stop playing — friends thought I'd died. The hell of it is, I still boot it up every now and then. It's a bona fide classic that just never gets old.

Now it's available for Super NES through Koei. The game is complete, and everything works way it should. Some of the menus are a little clunky, and it's not as graphically elegant as I'm used to — in fact, it's just this side of ugly — but you play this for the strategy, not the visuals. It still keeps me up nights. **GP**

Ok, getting into the game, you've got a lot of options, from playing on Earth, to creating your own world — you never run out of challenges.

7 GRAPHICS
7 MUSIC & SOUND
6 INNOVATION
10 GAMEPLAY
9 REPLAY VALUE
OVERALL 89%

Ooo, bad luck. The Chinese have come knocking. Still, that's not as bad as finding out the Mongols are your next door neighbors.



So, you've founded your first city. Excellent. Now all you have to do is survive until you can build defenses.

This game ain't pretty.

However, I dare anyone with even a remote interest in strategy games to give it a shot. You simply won't be able to put it down.

JAGUAR

KIDS TO ADULTS AGES 6+

GENRE / racing
PLAYERS / 1 to 8 round robin
SIZE / 16 Mbits
SAVE FEATURE / up to three games
PUBLISHER / Time Warner Interactive
DEVELOPER / Rage
AVAILABLE / now
PRICE / $54.95

POWER DRIVE RALLY

The air was thick with tension as *Patrick Baggatta* told the story of leaving his body and hovering above his car on the freeway. Suddenly, no one wanted to talk to him anymore.

The twists and turns are pretty similar in each track, but they take some practice to master.

Though we haven't seen this style of game in a while, *Power Drive Rally* actually takes advantage of an old standard in video games. Overhead racing games have a few distinct challenges to address from the beginning, such as the limited amount of track that can be seen from the overhead view. *Power Drive Rally* deals with this problem as well as any other game.

All the other important elements are handled nicely, including graphics and sound, although the action is a bit on the slow side. *Power Drive Rally* does offer 30 different tracks, varied weather conditions and multiple cars to choose from. **GP**

7 GRAPHICS
7 MUSIC & SOUND
5 INNOVATION
7 GAMEPLAY
7 REPLAY VALUE
OVERALL 69%

The Skill Tests are a good way to track your progress.

Familiarity with each track is the key to success, but with thirty tracks, this can take some time.

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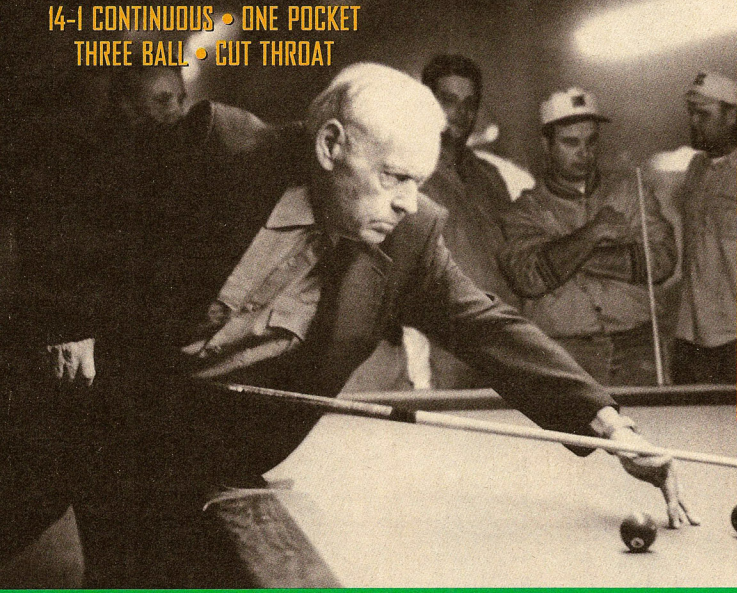

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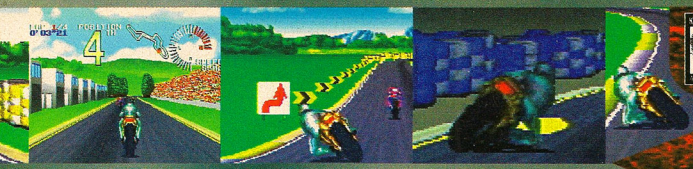


KIDS TO ADULTS AGES 6+

JAGUAR

racing / GENRE
1 or 2 / PLAYERS
2 Mbytes / SIZE
none / SAVE FEATURE
Atari / PUBLISHER
Shen / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

SUPER BURNOUT

He's always had the need for speed, and now that *Patrick Baggatta's* proved himself with this game, maybe we'll let him get on that riding lawnmower he's always talking about.

From the early days of video game racing, Atari has always had a strong presence with games like *Pole Position* and *Stun Runner*. Now that Atari is focusing its efforts on the Jaguar, it seemed only a matter of time before they scored with a solid racing title for the home market. *Super Burnout* boasts very little by way of innovation in the genre, but what is there is done quite well. The thrill of zipping around a tight corner with one knee on the ground is still what the game is all about anyway.

Super Burnout offers a variety of tracks to choose from as well as a selection of motorcycles that is sure to please any racer. Whether your desire is to run a single race in France, for example, or a series of races in a bid for world domination, this game provides you with the opportunities you need to succeed. Once on the track, the competition is tough with a touch of unrealistic performance demonstrated by the other riders, but in the end this only makes the game that much more challenging.

The graphics are far from dazzling with a definite slant towards minimalism, but on the other hand there is absolutely no draw-in and the motion is as smooth as you could ask for. While a game like *Super Burnout* is definitely not head-turning the same way a *Daytona USA* or *Ridge Racer* might be, it ends up pleasing a great deal of Jaguar owners with its exciting game play and sense of realistic motorcycle racing. GP

Some tracks are trickier than others, but with practice all the tracks can be mastered.

THE TRACKS

Super Burnout tracks represent many different countries. Unfortunately they're all a lot alike.

A detailed map of each track is available for your inspection before choosing where to race.

The only real defining element of each track is what lies in the distant background.

THE BIKES

There is a good selection of bikes, meaning it may take some time to find the perfect racing machine for you.

Each bike features either really good handling, top speed or acceleration and one attribute is usually sacrificed for another. Unless you like breaking at every corner consider grip as the most important element.

It's a shame that the graphics have to be quite so simplistic.

GRAPHICS 7
- Everything here is sharp and well-defined.
- There just really isn't much here.

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

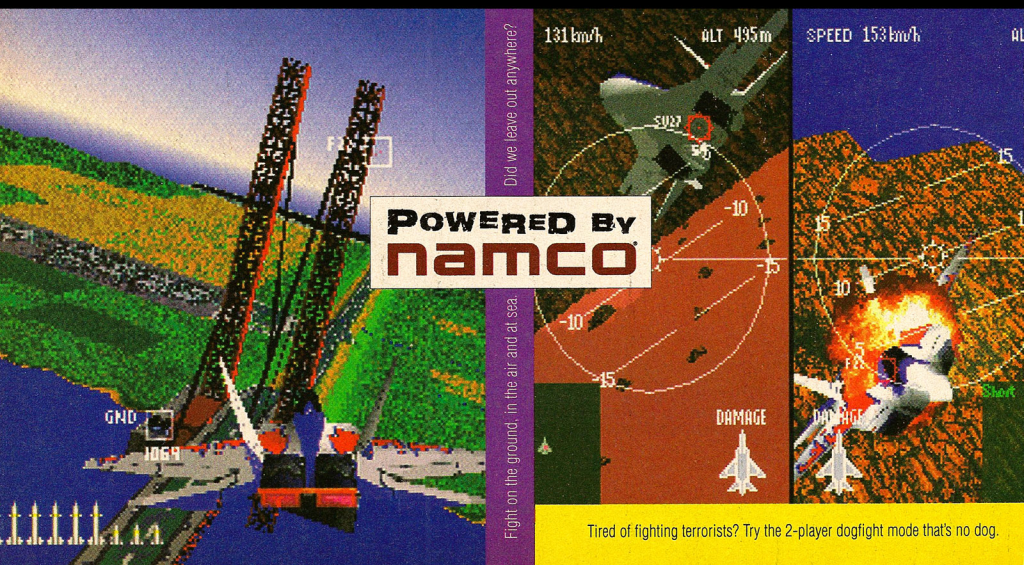
INNOVATION 4
- Small touches like skid marks and dramatic crashes are nice.
- Even these elements have been done before.

GAMEPLAY 8
- The action is really fast and fun.
- The choice of motorcycles helps to customize the action.

REPLAY VALUE 7
- Taking first place is no easy task.
- The tracks are all pretty much the same.

73%
OVERALL GP RATING

SOURCES WITHIN THE PENTAGON
CONFLICT WILL OCCUR SOME



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KIDS TO ADULTS
AGES 6+

PlayStation

PLAYSTATION

KIDS TO ADULTS AGES 6+

GENRE / shooter
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / password
PUBLISHER / Crystal Dynamics
DEVELOPER / Crystal Dynamics
AVAILABLE / now
PRICE / $49.99

Total Eclipse: Turbo

He adored and venerated the PlayStation as a deity, but after reviewing this game, *Mike Salmon* cried, 'It's only mortal after all! Now what should I do with this sacrificial pig?' Then, he barbecued!

Now that the PlayStation has hit the market, gamers are gathering around to see the wondrous system perform. What they (and I) expect is the type of graphics and gameplay that wasn't possible before, and in most cases (*Toshinden, Tekken, Jumping Flash,* etc.) they won't be disappointed. However with *Total Eclipse: Turbo,* there is much disappointment.

Some of you may remember *Total Eclipse* for the 3DO. Well, this is the same game. All that's been added is a touch smoother graphics, a slight increase in speed, and a colon. For those not familiar with *Total Eclipse,* you man a space ship that flies through canyons and hallways dodging walls and enemy attacks, while continuously holding down the fire button.

So we may call this game a shooter, but what it really is is a dodger. You never get a chance to line-up your enemies and blast them, because you are constantly avoiding closing doors, and twisting through curvy caves (which you can't see, because the big colored circles they try to pass off as bullets are in your way).

Total Eclipse is just a simple 'fly-fast-and-shoot' game, with some smooth graphics and a good sense of speed, that just can't hold its own with the superior products that are coming out on the PlayStation. **GP**

Twisting through this canyon is one of the few exciting parts of this game.

It's hard enough flying a craft through a hallway without all these damn traps.

Cereal Killer

Those aren't bullets!!!

And what do you get for power-ups? Different flavors of bullets!

If you play long enough you can shoot entire bowls of cereal at the enemy.

Any kind of testosterone you normally get from blowing things up is totally lost when you see these colorful bullets come out of your craft.

Where the hell am I? The only way to get through these sections without scratching up your ship is to use the force.

7 GRAPHICS

- The graphics are solid and smooth...
- ...except for the bullets, which are completely awful.

7 MUSIC & SOUND FX

- Good sound FX help you get in the mood.
- Heavy Metal muzak may be appealing to some, but not to me.

4 INNOVATION

- Port overs of bad 3DO games aren't what the PlayStation needs.
- Only slight graphical changes and a speed increase were added.

Explosions are decent, but the PlayStation can do so much better.

6 GAMEPLAY

- Flying through the canyons and hallways isn't really awful...
- ...it's just damn frustrating and real repetitive.

6 REPLAY VALUE

- The game is tough and, once you start playing, you want to finish.
- If you own any other PlayStation game you won't need to take this one out of the case.

61% OVERALL GP RATING

'KILLER INSTINCT' All your favorite warriors contend in the KI tournament, each combatant engages in connected moves and finishing tactics to destroy thier opponents. **$69**

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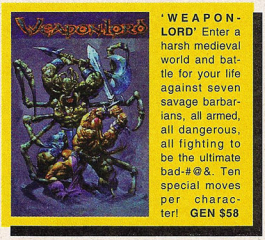

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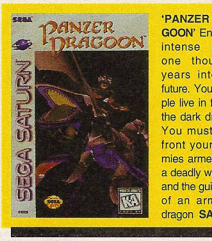

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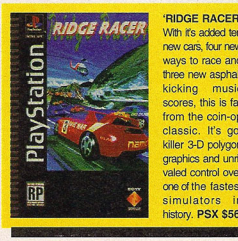

'RIDGE RACER' With it's added ten new cars, four new ways to race and three new asphalt kicking music scores, this is far from the coin-op classic. It's got killer 3-D polygon graphics and unrivaled control over one of the fastest simulators in history. **PSX $56**

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SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Konami
DEVELOPER / Konami
AVAILABLE / now
PRICE / $69.99

Seems *Jeff Lundrigan* won't let anyone else near this game. Turns out he has a, um, THING for whips and chains.

Castlevania: Dracula X

The first thing you should know about this game is that it's NOT *Castlevania VI*, which would have made it a new game in the series. In fact, it's a pretty old game, related to the series. *Dracula X* was released in Japan for the TurboGrafx PC-Engine in the fall of '93, and now it's been ported to Super NES for release here. It's been a long time since I played a *Castlevania* game, but I think I'm gonna have to keep waiting. *Dracula X* is two years old and plays like it — a trip straight to side-scrolling hell.

The graphics are pretty, but the animation is less than smooth, and it's in the control that the game really falls down. Whatever generation Belmont this guy is, he's pretty sluggish, and there's no way to change direction while jumping, for instance. True, that's the way *Castlevania* has always been, but I never remember it bugging me before. On a whim I dug out *Super Castlevania IV*. Sure enough, same play mechanics, but a much better experience.

Dracula X is the sort of game where bumping into any enemy sends you hurtling into the bottomless pit that always happens to be nearby. On the plus side it's a relatively big game, it looks nice, and there are a couple of different paths you can wind up taking through, so you're not always playing the same stages every time. However, this game is more frustrating than it is challenging. **GP**

Yup, it's a *Castlevania* game — don't run around and jump for joy yet though. It may be new here, but this game is almost two years old.

At least it's a big game, and there are a couple of 'optional' stages — take a bad jump across these tall columns...

While some stages aren't bad to look at, others look just awful. However, even the good looking stages are pretty flat.

... and you plunge into Dracula's basement. Once you fight your way out of here, you've skipped a level or so above.

On the other hand, contact with an enemy — any enemy — has a bad habit of tossing you places like, oh, straight down to certain death at the bottom of a chasm. This happens with appalling regularity.

8 GRAPHICS

- Pretty, colorful, nice textures over everything.
- Looks flat, and character animation is almost non-existent.

7 MUSIC & SOUND FX

- Cracking whips, screams, and moans — really cool.
- The music sounds exactly like it does in every other *Castlevania* game.

3 INNOVATION

- No faking this one, it's *Castlevania* all over again.
- Side-scrolling, side-scrolling, side-scrolling...

6 GAMEPLAY

- Good for a quick *Castlevania* fix.
- Frustrating play mechanics, and troublesome controls.

7 REPLAY VALUE

- At least a couple of different paths to take.
- Makes you want to pull out *Castlevania IV*, which is even older.

64%
OVERALL GP RATING

What do you get when you mix...

A Mad Woman with a Rolling Pin

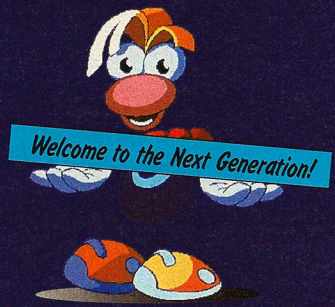
A Stone-Age Maniac

A Deranged Sax Blowing Killer Notes

A Pirate with a Flying Saucepan

...more than you can handle!

RAYMAN™



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Ubi Soft ENTERTAINMENT

PlayStation

JAGUAR 64-BIT

SEGA SATURN

CD Rom

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PLAYSTATION

KIDS TO ADULTS AGES 6+

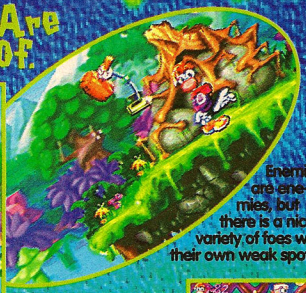
GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Ubi Soft
DEVELOPER / Ubi Soft
AVAILABLE / now
PRICE / $59.99

Ever since his younger days, *Patrick Baggatta* has always dreamed of a world of ultra-rich color, probably because his parents were hippies.

RAYMAN

The Games They Are A-Changing, Sort Of

There's plenty of hidden stuff to find along the way, but somehow it's more gratifying when a game really makes you work for it.



Enemies are enemies, but there is a nice variety of foes with their own weak spots.

The boomerang action of Ray Man's fist is much more versatile than a standard gun.

Face it, we all knew it was coming and, now that it's here, it's time for us to poke, prod and well, review the very first PlayStation side-scrolling action game. So, what's the verdict on this color-fest called *Rayman*? Is it guilty of side-scrolling familiarity? Is it nothing more than a polished version of every other 2-D action game since the early days of *Mario*? Are we doomed to a new truckload of 32-bit clones? These are the questions that most certainly come to mind, and well, my cynical friends, I'm sorry to disappoint you, but *Rayman* is really good.

The maze-like quality of most of the levels offers a little more choice than the standard left-to-right side-scroller.

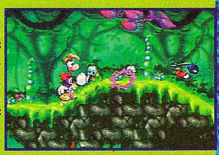
That's right, *Rayman* is actually a pretty original title despite its obvious roots in the most tired gaming genre that has ever existed. It's difficult to explain what drags *Rayman* from the depths of mediocrity, because it's not so much based on any one thing, but rather a combination of hundreds of little things. The puzzle-like strategies, the great sound effects, the rich colors, the fast action and the all-around creative thinking in this game are but a few of its positive attributes.

So, will you like this game even if you hate side-scrolling action games? Absolutely not! This game is what it appears to be, and it does follow many of the rules of the side-scroller, but it breaks just enough of the rules to make it stand out. The important thing to remember about *Rayman* is that you can count on being surprised by the small details. This is truly a next generation action game. Viva le *Rayman!* GP

Check Out The Big Colors On Rayman!

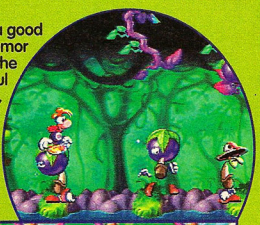
Unquestionably, one of the most impressive elements of *Rayman* are the vivid colors and stunning graphics.

The backgrounds have a nice sense of depth and play nicely off the blinding colors of the foreground.



The sheer number of colors on the screen at one time is enough to tell you that this is no 16-bit game.

There is a good bit of humor found in the playful graphics, though they are a bit on the cute side.



These are definitely 32-bit graphics and it's nice to finally see them.

A SECOND OPINION

Those crazy French! First the fries, the doors, the bread, and now the side-scroller. *Rayman* is an interesting and well done twist on a classic genre that is sure to impress. We thought the side-scroller would die with the new systems, but it just won't go away. However, the side-scroller is being reinvented with 3-D elements, superb sound, graphics, and some genuinely ingenious gameplay. *Rayman* is a perfect example of this. I didn't want to like this game, but after a few hours of playing I joined the ranks, chanting 'Viva Le *Rayman*!!! **— Mike**

What Does A Rayman Do Anyway?

Rayman is pretty much a lean, mean fighting machine, but he does have a few tricks up his sleeve.

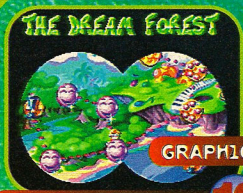
It does tend to help that Rayman can separate his body from his hand just long enough to reach for the next higher level.

The heli-copter trick is one that comes in handy more times than you know.

Did someone say "lend me a hand"?

The incredible shrinking — oh well, you get the point.

Some scenes take a bit of practice to master, and a bit of puzzle-solving to boot.



Choosing a beaten level over again sometime leads to hidden treats.

GRAPHICS 9

- The colors are totally, incredibly amazing.
- There is a very nice sense of style.

MUSIC & SOUND FX 10

- Following the 'less-is-more' theory works very well for the soundtrack.
- The sound effects are creative and funny.

INNOVATION 7

- There are quite a few fun little surprises.
- It's still a side-scroller.

GAMEPLAY 8

- The play controls are very natural.
- Learning the tricks of the game is challenging, but satisfying.

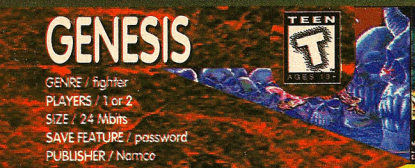
REPLAY VALUE 8

- This game is huge.
- The hidden stuff is always fun to search for.

82%
OVERALL GP RATING

GENESIS

GENRE / fighter
PLAYERS / 1 or 2
SIZE / 24 Mbits
SAVE FEATURE / password
PUBLISHER / Namco
DEVELOPER / Namco
AVAILABLE / now
PRICE / $59.99

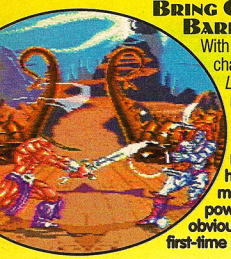


After months of only being allowed to play with nerf weapons, *Patrick Baggatta* was ready, willing and able to get his hands on some real steel cutlery.

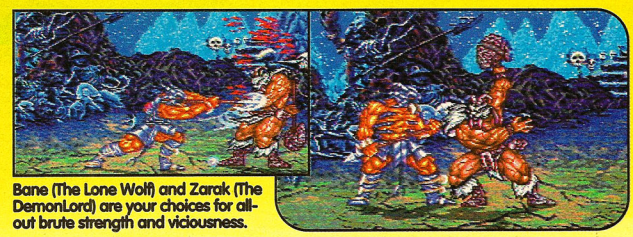
WEAPONLORD

Bring On The Barbarians

With total of seven characters, *Weapon Lord* offers some nice choices in fighting styles.



In what is perhaps the best mix of speed and power, Korr is the obvious choice of the first-time player.



Bane (The Lone Wolf) and Zarak (The DemonLord) are your choices for all-out brute strength and viciousness.

Since the latest flurry of mind-blowing 3-D fighters, it's difficult to get overly excited about another 2-D fighter adding its name to the list. This is the disadvantage faced by the creators of Weapon Lord, a new side-view fighter from Namco. The obvious question that comes to mind in considering *WeaponLord* and its place in the world of sought-after video games is whether it offers anything new to this extremely tired genre.

From the beginning, the creators of *WeaponLord* set out to offer a little more than most gamers have come to expect of 2-D fighters. The most exciting innovation is the added attention to the weapons. Each character carries an impressive form of sharpened steel and they all start with a pretty good idea of how to use them. So what's new about fighting with weapons, you ask? Well, never has there been a fighting game where weapons can actually be used for thrust blocks (a block specifically designed for a counter-attack), actual parry moves and weapon-breaking moves. These moves and tactics don't really come into play until you've begun to master the game a little bit, but once you start developing these skills, they do add quite a bit to the game play.

If you're into women warriors, Divada is undeniably the meanest of the group, but Talazia and Jen-Tai are no sunny days at the beach, either.

If you're looking for the jack-of-all-trades in the group, Zorn (The Defiler) is your man.

Beyond the advanced weapon play, however, there's not a great deal to get excited over. There are some stand-out moves, and a bit of blood thrown in for good measure, but for the most part the action is fairly predictable. The graphics are pretty good, including some nicely-sized characters, but the animation is a little bit stiff, making some of the strategy aspects difficult to master, and the system of combos and fatal moves is reminiscent of other games.

In the end, *WeaponLord* is a very nice addition to a heavily-worn genre with some thoughtful and well-executed touches, but it's definitely still part of that genre. And for you Nintendo fans, there is a near-identical version available for the Super NES. **GP**

The Weapons

The game is called *WeaponLord* for a reason and there's no reason to cover this game if you're not going to talk about the weapons.

The most feared weapon in the game is Zarak's Guillotine. No one wants to be on the other end of that kind of power.

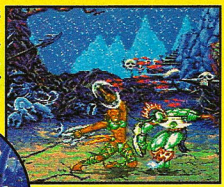
It's not the size of Divada's double-edged staff that gets you. It's the speed.

Bane's warhammer is not to be taken lightly, though this one is pretty easy to get around.

Korr's sword may not be all that innovative, but it's still capable of putting a serious hurt on your ass.

A Second Opinion

What's too bad is that *WeaponLord* didn't make its 16-bit debut a couple years ago. If it had, it would have been one of the top fighting games available, and there might have been a *WeaponLord: The Movie*. However, *WeaponLord* didn't come out two years ago and there won't be a movie (thank God). There is some good solid fighting and some nice art, but ultimately the 2-D fighter is a dead genre. Still, *WeaponLord* could well be the last good 16-bit fighting game and, if you take the time to learn the intense strategy, it is well worth it. — ***Mike***



It always seems to be the come-from-below moves that create the biggest blood splash.

The fact that this game is based on the damage that can done with a metal edge should be enough to warn you of this kind of carnage.

A blow to the top of the head is always good for a barbarian blood bath.

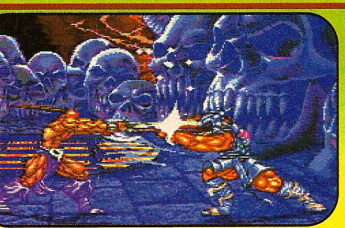
The Blood! The Guts! And Did We Mention The Blood?

In the tradition of other recent fighting favorites, there is plenty of blood to spill in *WeaponLord*.

Did Someone Say Parry?

The most impressive part of the gameplay in *WeaponLord* is the counter-attack set up from the use of the weapons.

The thrust block is designed to use with a vicious counter-attack.



Colliding weapons add to the realistic feel of the sword play.

Get the advantage by chipping away at your opponent's weapon!

GRAPHICS 7
- + The characters are a bit larger than in most fighting games.
- − The animation is sometimes choppy.

MUSIC & SOUND FX 7
- + The driving soundtrack adds to the excitement.
- − The music gets just a bit repetitive.

INNOVATION 7
- + The advanced weapon-play is a very nice touch.
- − It's still a 2-D fighter.

GAMEPLAY 7
- + The action is fast, furious, and plentiful.
- − Some of the move commands are awkward.

REPLAY VALUE 7
- + With four different skill levels, there is plenty of challenge here.
- − The game has a steep learning curve.

70%
OVERALL GP RATING

SMALL SCREENS

It's time again to play 'What's That Thing Hurting My Eyes?' That's right, like it or not, It's time to play, and play we shall. Of course, we know deep inside you love your small screen games, otherwise we wouldn't do this column.

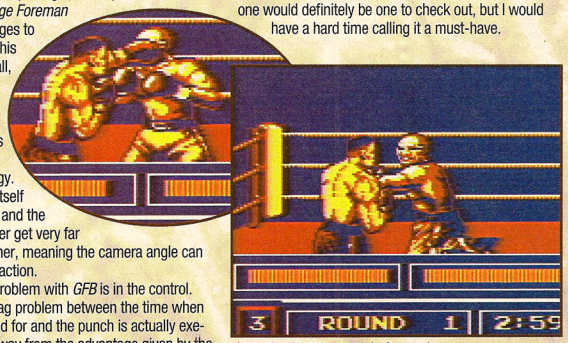
GEORGE FOREMAN BOXING

System: **Game Boy** • ***Publisher:*** **Acclaim**
Developer: **Acclaim** • **now available** • **$34.99**

Sports games on the Game Boy have never been something to get overly excited about because of the extremely limited space available for playing fields and multi-member teams. The edge that a boxing game has over other sports games is quite obvious however, and *George Foreman Boxing (GFB)* manages to take advantage of this quite well. First of all, the characters are quite large in relation to the screen size and this makes it easy to create some sort of strategy. Secondly, the ring itself is reasonably sized and the two characters never get very far away from each other, meaning the camera angle can stay in tight on the action.

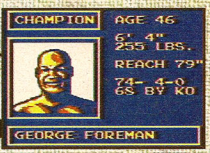
The biggest problem with *GFB* is in the control. There is a serious lag problem between the time when a right hook is called for and the punch is actually executed. This takes away from the advantage given by the large characters. If you see an opening that would allow you to connect with a forceful body punch and the controls are sluggish, then you're sure to miss your golden opportunity.

For the most part, *GFB* is a pretty good boxing game for the Game Boy. If you're a big boxing fan, this one would definitely be one to check out, but I would have a hard time calling it a must-have.



The action is pretty straight forward, once you get into the match.

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



George has never looked so good.

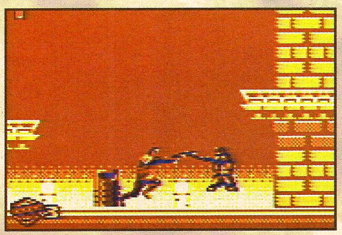
JUDGE DREDD

System: **Game Boy** ***Publisher:*** **Acclaim**
Developer: **Acclaim** • **now available** • **$39.99**

You've seen the movie, you've played the sixteen-bit version, now, I guess, it's time for you to play the hand held version. That's right, *Judge Dredd* for the Game Boy is here and the first thing you're likely to think is 'Are they crazy?'. The fact is that *Judge Dredd* is not really the kind of game that lends itself well to the Game Boy. The action is just too small to be enjoyable, and even on a Super Game Boy, the layered effect of the backgrounds only makes things completely hazy and confusing.

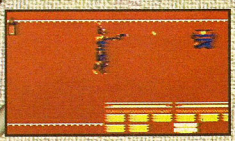
The action, however, is pretty close to the original version of this game. The mission objectives are still there — as is a great deal of running, jumping and, most importantly, shooting. All this action is so tiny that it's hard to make much sense of it. If you've got a great deal of time on your hands, and don't mind doing a good bit of squinting, this game could be fun. There is plenty of action and several stages to master before you've used this game up. The question is whether the game can hold anyone's attention long enough to prove itself a worthy contender.

It's very possible that *Judge Dredd* is simply too involved to make a successful translation to the Game Boy. If you just can't get enough of Judge *Dredd* action, however, this one can at least go in the car with you.



The graphics take a pretty big hit in the translation from the 16-bit version.

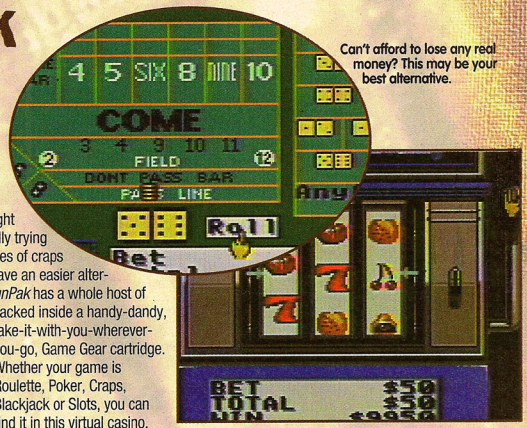
6 GRAPHICS
7 MUSIC & SOUND
6 INNOVATION
7 GAMEPLAY
6 REPLAY VALUE
OVERALL 65%



The action level in the Game Boy version is still pretty intense.

CASINO FUNPAK

System: Game Boy
Publisher: Interplay • **Developer:** Interplay
now available • $34.99

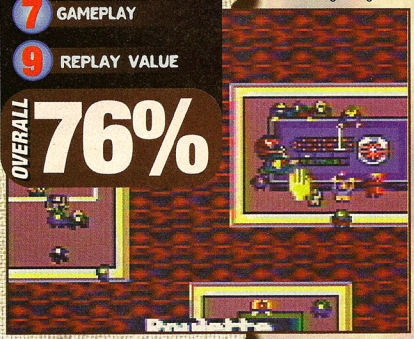


Can't afford to lose any real money? This may be your best alternative.

8 GRAPHICS
6 MUSIC & SOUND
5 INNOVATION
7 GAMEPLAY
9 REPLAY VALUE
OVERALL 76%

Searching for a way to bone-up on your casino skills? Perhaps you're on your way to the real casino right now, and you're frantically trying to go over the betting rules of craps in your head. Well, we have an easier alternative for you. *Casino FunPak* has a whole host of realistic gaming action packed inside a handy-dandy, take-it-with-you-wherever-you-go, Game Gear cartridge. Whether your game is Roulette, Poker, Craps, Blackjack or Slots, you can find it in this virtual casino.

For the most part, *Casino FunPak* does pretty much everything it sets out to do and, aside from a few awkward controls, it does them well. The graphics are clear and simple, and the animation sequences, which are pretty good but unnecessary, can be turned off to speed-up gameplay. There's even a pretty good guide included in the instruction manual on how to play the various games. It would have been nice to see more of a tutorial included in the actual game, but at least they've included it somewhere. The only other fault is that there are still a few games missing, such as Pai-Gow Poker, and Baccarat, but these are, admittedly, a little more on the obscure side when compared to games like Blackjack.



Take a tour around the virtual casino.

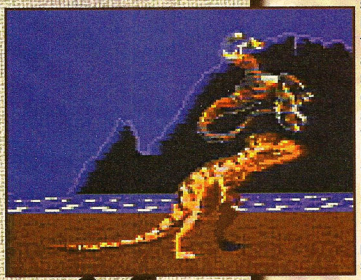
PRIMAL RAGE

System: Game Gear • **Publisher:** Time Warner Interactive **Developer:** Probe • now available • $39.99

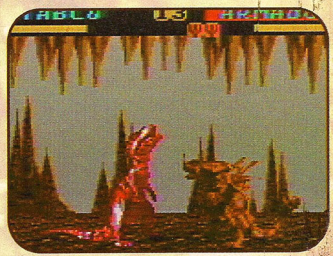
9 GRAPHICS
7 MUSIC & SOUND
6 INNOVATION
8 GAMEPLAY
7 REPLAY VALUE
OVERALL 76%

Making its debut in the arcades, *Primal Rage* quickly became a bit of a phenomenon. The astonishing graphics, great characters and plenty of bloody moves made the original a favorite with one-on-one fighter fans in a big hurry. Now, *Primal Rage* has come to the Game Gear, and yes, it is right to question whether it has survived the translation. The answer is , surprisingly perhaps, yes. In many ways, the Game Gear version is even more impressive than the sixteen-bit versions.

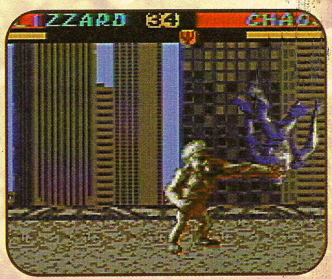
The graphics are very sharp on the Game Gear screen and most of the moves have made it to this version. There was one character that had to be sacrificed however, so for all you Vertigo fans, I'm afraid I have some bad news. Other than that, there's quite a bit to be excited about here. The action is fast and very close to the original version. The music is pretty good and the blood managed to make it in as well. It would be difficult to argue that there has been any better fighting game for the Game Gear, especially if you're already a fan of this game.



If your favorite character is Vertigo, you can start crying now — he didn't make the cut!



The graphics and bloody action translate pretty well to this miniature version of the arcade hit.



The computer is a pretty tough contender most of the time.

GAME PLAYERS

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SUB

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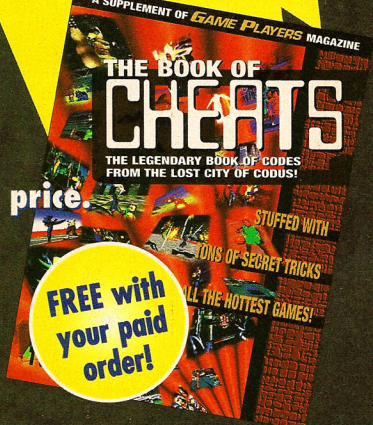

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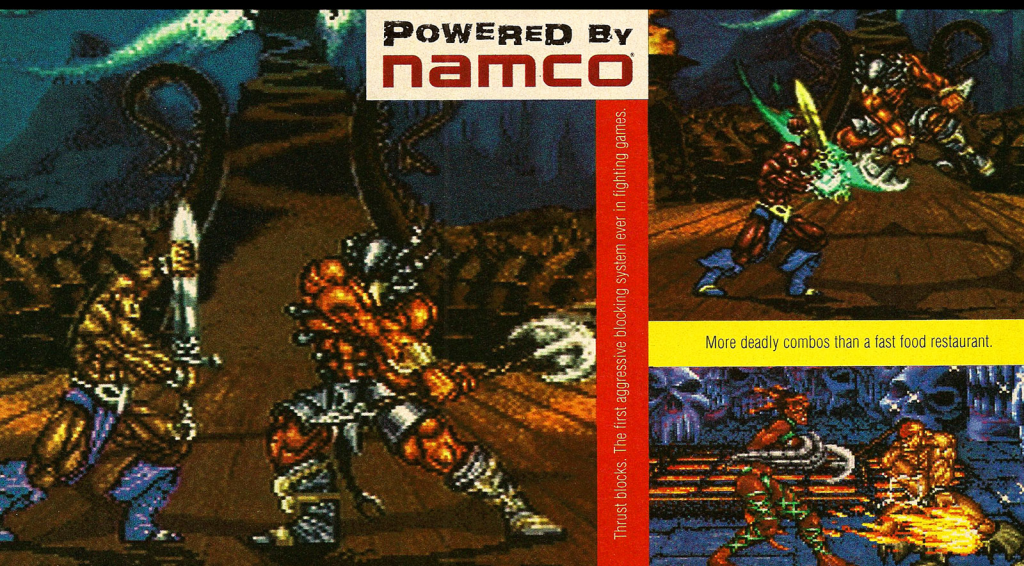
WE WERE WARNED HEADS
NEW GAME DIDN'T REDEFINE THE



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GP SPORTS

My latest look at PlayStation *Madden* has me all excited about a finished product. All this waiting for the 32-bit sports games and all the excitement had me pretty down on 16-bit games. However, when *NHL '96* came across my desk, it was real easy to gain enthusiasm. The game is even better than *NHL '95*, which was unbelievable! Hockey fans and gameplayers in general have to check this game out.

Next month there are going to be more updates on the upcoming 32-bit titles, plus reviews of 16-bit *Madden*, *Prime Time Football*, and *NHL All Star Hockey* for the Saturn. Keep reading these pages for the best sports section in the biz.

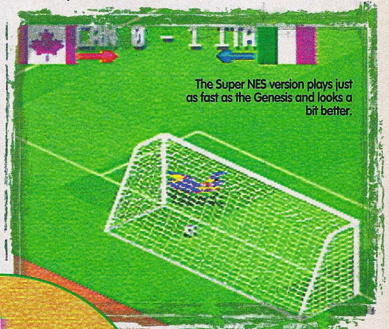
Mike

HEAD ON SOCCER

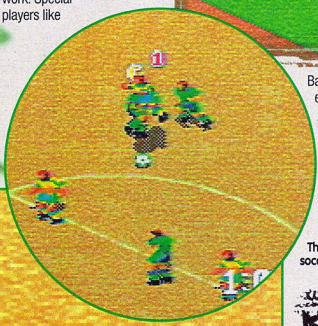
Publisher: US Gold • Developer: US Gold • now available • $55.95

Just last month we had a full look at the Genesis version of this arcade-style soccer game. This month we give a quick glimpse at the Super NES version. *Head On Soccer* isn't a sim like *FIFA;* instead, it's an arcade-style action game. Just put in the cart and start kicking.

The ball control can be tricky as you only get one isometric view of the pitch, making a long pass guesswork. Special players like Barger and Striker use unique special powers to make this game even more arcade-like. The Super NES version is nearly identical to the Genesis, but Super NES owners are more likely to enjoy this type of sports game. Multi-tap owners are sure to enjoy this game, but don't expect the depth of play that a *FIFA* game has.



The Super NES version plays just as fast as the Genesis and looks a bit better.



The special players and violent approach to soccer give *Head On* a different kind of appeal.

The goal celebrations are simply awful, and can't even compare to *FIFA*. But this game still has enough positives to warrant a look.

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

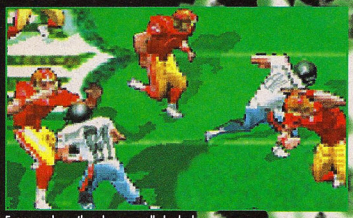
80%
OVERALL GP RATING

ON DECK...

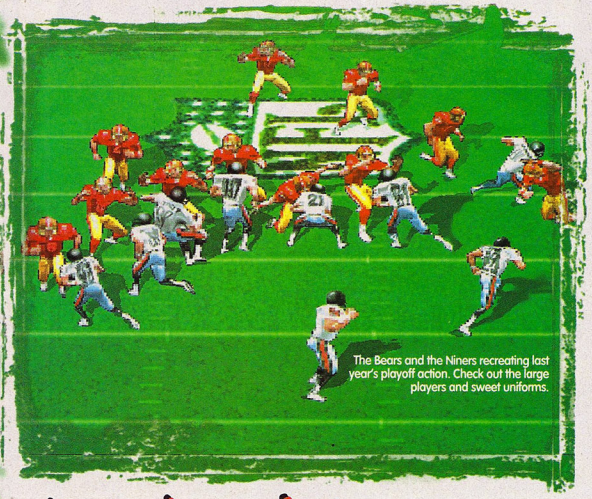
MADDEN '96

EA for PlayStation

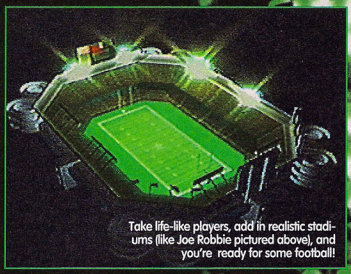
We showed you all the pre-rendered goodies on this hotly-anticipated title last month. Now we've managed to sneak a shot of actual gameplay. Man, I am impressed! If this one moves as smooth as it looks, then every sports fan has reason to rejoice and sing praise.



Even up close, the players really look sharp and this game isn't even complete yet!



The Bears and the Niners recreating last year's playoff action. Check out the large players and sweet uniforms.



Take life-like players, add in realistic stadiums (like Joe Robbie pictured above), and you're ready for some football!

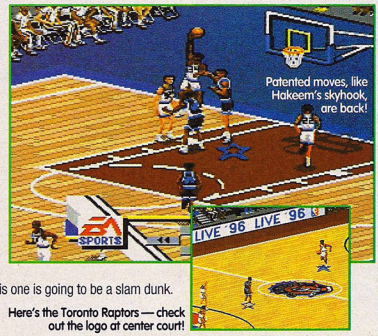
NBA LIVE '96

EA for Genesis, Super NES

Create your own player to add your favorite rookies and free agents to your team!

If '95 was great, look for even better things from *NBA Live '96!*

The annual EA updates are on their way! *NBA Live '96* is the latest in the 16-bit hoops series. *Live '95* added the 3/4 perspective and some faster gameplay. Now if they can improve some more in '96 we could be in for a great hoops effort. The Raptors and Grizzlies are included as well as the option to create a player, which means you can finally play with your favorite rookies. The early screens look real similar to the last effort — now if the gameplay can get a bit more realistic, this one is going to be a slam dunk.

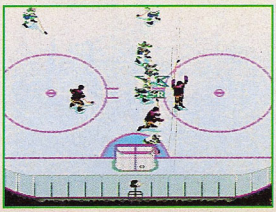


Patented moves, like Hakeem's skyhook, are back!

Here's the Toronto Raptors — check out the logo at center court!

NHL '96

System: Super NES
Publisher: EA
Developer: High Score/Tiburon
now available • $64.95



The ice is a much nicer white on the Super NES and the animations are still great.

As everyone knows by now, the Super NES version of the *NHL* series has been appreciably weaker than the Genesis every time. As a matter of fact, the Super NES version hasn't even been close once. That is, until this year. *NHL '96* for the Super NES has all the features of the Genesis, plus a slightly sharper look and gameplay that almost matches up.

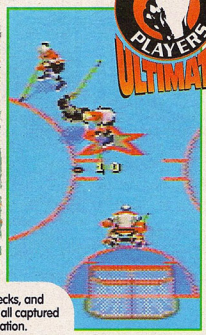
One plus on the Super NES side is the use of the L and R buttons, making it much easier to slam on the brakes and pull off a Spin-O-Rama. However, the computer AI just isn't solid enough to give the kind of challenge the Genesis does.

NHL '96

System: Genesis
Publisher: EA
Developer: High Score
now available • $64.95

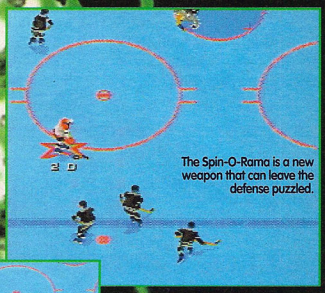
The Genesis version of *NHL '95* was arguably the best sports simulation product ever. I was just hoping and praying that EA wouldn't change too much. Well, my dreams came true. EA added many new features and changed the look a bit, but the superb gameplay of the '95 version has only gotten better with time.

The players have a new sharper look and are starting to resemble humans as opposed to blocks of pixels. The sound has been enhanced with more effects like the slamming door of the penalty box. The computer opponent is a bit tougher, so that winning every game isn't as easy as last year. There are now three difficulty levels to choose from, although only the toughest is any challenge to veterans of the series. The goalies are tougher to score on. New moves and more ways to score, including one-time touch passes and a Spin-O-Rama add to the strategy. Completely updated rosters, season stats, trades, creating players, and four-player play are all here as well, making *NHL '96* the new benchmark for hockey games.

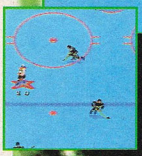


Injuries, crushing checks, and sprawling saves are all captured with incredible animation.

Same great gameplay as in '95. The pass to the center and the one-timer to the corner.



The Spin-O-Rama is a new weapon that can leave the defense puzzled.



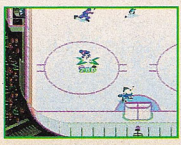
Drop the gloves and start punching, the fight is back. Now humiliate your opponent by leaving him on the ice with his jersey over his head.

And the fights are back! Missing from the EA hockey series since '93, the brawling goons have now returned. The fights have never been an integral part of gameplay, but they're a nice break in the action and good fun. However, EA has even managed to work the fights into the gameplay. When two players square off, the fight doesn't start until the gloves drop. If your top scorer is locked up with a big goon, you can hold onto your gloves and let the other guy pummel you. He'll receive an extra penalty for instigating. They've also added pulling the jersey over the other fighter's head as an option. That's one humiliating way to lose a fight. Another great thing about the fights are that they don't happen often enough to get in the way of the game and only happen when two aggressive players confront each other.

The only thing wrong with this game is that every sport isn't captured this great. Buy this game now or I'll be forced to send a squid to your door.

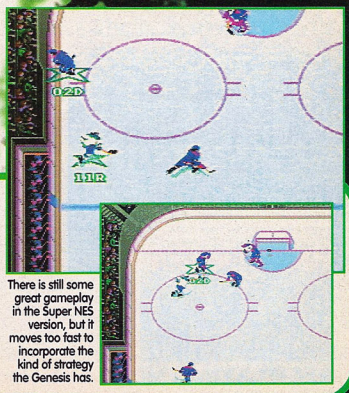
GRAPHICS	8
MUSIC & SOUND	10
INNOVATION	6
GAMEPLAY	10
REPLAY VALUE	10
OVERALL GP RATING	96%

Don't get me wrong, this is easily the best Super NES hockey game ever and a great game, it's just not quite up to the level of the Genesis product. If you have both systems, buy the Genesis version. If you only have a Super NES you still won't be disappointed by this one.



When the players put on the brakes, the Super NES version offers up a shower of ice. Very nice effect, huh?.

GRAPHICS	9
MUSIC & SOUND	10
INNOVATION	6
GAMEPLAY	9
REPLAY VALUE	9
OVERALL GP RATING	89%



There is still some great gameplay in the Super NES version, but it moves too fast to incorporate the kind of strategy the Genesis has.

NOW PLAYING

Chris said I can't give away any more games in this section, but who cares what he thinks? I'm gonna give away a... oh, Hi, Chris. No, I'm not giving away a game... really... Ow! Stop it! OK, I won't give one away!

SLAM 'N' JAM '95

CRYSTAL DYNAMICS FOR 3DO
Review, 8#7

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

OVERALL 91%

TOSHINDEN

SONY CE FOR PLAYSTATION
Review, 8#8

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

OVERALL 98%

•CHRONO TRIGGER

SQUARE SOFT FOR SUPER NES
Review, 8#9

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

OVERALL 95%

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

• denotes games reviewed last month

THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, 8#8

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

OVERALL 66%

AIR CARS

Midnite Entertainment for Jaguar; review, 8#7

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

OVERALL 48%

AIR CAVALRY

GameTek for Super NES; review, 8#7

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

OVERALL 52%

ANIMANIACS

Konami for Game Boy; review, 8#8

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

OVERALL 47%

ASTAL

Sega for Saturn; review, 8#8

The running joke around the office about this game is that it's no fun astal... Get it? The gameplay is rather stiff and formal, which kinda defeats the 'let's have fun' idea behind side-scrollers. If I were you, I'd shine this one!

OVERALL 66%

• ASTEROIDS & MISSILE COMMAND

Nintendo for Game Boy; review, 8#9

Back in the '60's, they used to say that certain drugs would cause flashbacks. Well, they were lying, but these videogame flashbacks are a definite blast! Put some heavy metal or some (bart!) disco on the stereo and relive the early days of gaming!

OVERALL 84%

BARKLEY SHUT UP AND JAM 2

Accolade for Genesis; sports, 8#6

A kind of a tuned-up version of the original, and unfortunately, that's not saying much. You'd probably be better off just getting that other street-ball sim and then swearing at whoever's playing with you. Y'know, talk some trash! This game sure is... uh, does!

OVERALL 59%

BASS MASTER CLASSIC

Malibu for Super NES; review, 8#6

Great graphics, stimulating gameplay and just a bunch of overall fun make this a must-have for any game library. Grab a six-pack of your favorite brew (we recommend beer, but then we always recommend beer) and set out to bag the Big One!

OVERALL 82%

WHAT YOU THINK

What happened in your NBA Jam for 32X review? Mike Salmon says it's the best version of Jam, but it's four point lower than the Super NES version. Seems your system still has some bugs in it.
— Mark Schultz, Toledo, OH

• BLUE LIGHTNING

Atari for Jaguar; review, 8#9

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

OVERALL 72%

• BUG!

Sega for Saturn; review, 8#9

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

OVERALL 74%

BUST-A-MOVE

Taito for Super NES; review, 8#6

Shoot colored bubbles at other colored bubbles and knock them off the wall! Sounds kinda like bath time at my house, but I've never seen any colored bubbles there. Anyway, this is a fun game for lovers of the *Tetris* genre.

OVERALL 77%

CANNON FODDER

Atari for Jaguar; review, 8#6

This is great — draft a whole bunch of little guys, put 'em in uniform and put 'em out in a landscape that rains steel and is watered with blood! Kill all who oppose your philosophy! Hey, war has never been so much fun! This is the best Jag game ever!

OVERALL 89%

CHEESE CAT-ASTROPHE

Sega for Game Gear; review, 8#8

As much as all you guys out there would like to think that I invented this game, I didn't. Help Speedy Gonzales through this side-scrolling action game. The only drawback is that there's nothing really new going on here. It's your call — take it or leave it.

OVERALL 63%

CLOCKWORK KNIGHT

Sega for Saturn; review, 8#8

Hey, look everybody! It's the first side-scroller for a next gen system! Wow, it's really... nothing special. Instead of using the Saturn's power to add innovation to this game, they decided everyone wanted 3-D rendered backgrounds instead. Go figure...

OVERALL 56%

• COLLEGE FOOTBALL USA '96

Electronic Arts for Genesis; sports, 8#9

This is the exact same game as last year's *Bill Walsh College Football*, except that they dropped ol' Bill and added about a million other teams, most of which you never even heard of. So, if you wanna play as the East Mudflap Plover Hens, you can. Whoopee...

OVERALL 82%

COMIX ZONE

Sega for Genesis; review, 8#8

Here's your chance to be a hero in a comic book! Run through frames and hit that attack button to kill off the bad guys. While this game is very glitzy, the *Final Fight*-like attacks kinda make it a bit stale. Still, it's not bad and worth a try!

OVERALL 72%

CYBERSLED

Namco for PlayStation; review, 8#8

OK, what we got here ISN'T the arcade game. No, what we got here is a so-so imitation of the arcade game. While the one-player mode is fun, the two-player mode really bites the big one. And we all know how much fun biting the big one is...

OVERALL 71%

DEEP SPACE NINE

Playmates for Genesis; review, 8#6

Here's one of those rare games that actually mimic the TV show that it's based on! You, too, can be Sisko on yet another boring episode of DS9. Will he save the station? Will he rescue the injured crewman? Will he arrest Quark? Will this be fun? I doubt it.

OVERALL 50%

• DEMOLITION MAN

Acclaim for Genesis; review, 8#9

There's no innovation here. Let me repeat that. There is NO innovation here. While the action is intense and the backgrounds nicely done, this game is exactly like any of the 15 or so other games based on action movies that have been released lately. Yawn.

OVERALL 69%

DONKEY KONG LAND

Nintendo for Game Boy; review, 8#7

All of the beautiful graphics, incredible sound effects, and the stunningly lifelike interaction between Donkey and Diddy Kong just aren't here in this version, but the gameplay is really what makes this small screen version of *DKC* stand out.

OVERALL 81%

EARTHWORM JIM

Playmates for Game Gear; review, 8#8

Ok, so the screen's a little small and those great graphics have been kinda simplified — this is still a great game! All of the frantic action has been captured very well and you still get to launch a cow into the sky! How can you lose?

OVERALL 76%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

• World Series Baseball '95

SEGA FOR GENESIS
Sports, 8#8

Everyone knows how I feel about baseball, but our reviewer gave this such a good rating, I just had to put it up here. Get this one, it rocks! (Did I say that?)

Overall 91%

•Daytona USA

SEGA FOR SATURN
Review, 8#8

The best racing action we've seen so far! While the background draw-in is a little slow, the fun never stops! Why, you can even race a horse! Really!!!

Overall 90%

•Jumping Flash!

SONY FOR PLAYSTATION
Review, 8#8

Climb into your mechanical bunny suit and prepare to kick some frog ass. Watch out for those bombing ducks, though! You gotta have this game! Get it now!!! Wow!

Overall 94%

NHL '95

ELECTRONIC ARTS FOR SUPER NES
Review, 8#2

The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

Overall 90%

ExoSquad

Playmates for Genesis; review, 8#6

It almost seemed a shame to write over the *Power Rangers'* game review with this piece of crap, but what the hell... Lousy sound, bad graphics and really boring gameplay pretty much condemn this one to the rental bins, at least! You don't need this one!

Overall 34%

Fatal Fury Special

Takara for Super NES; review, 8#6

Here's the second... no, third installment of the *Fatal Fury* saga and guess what? It's just like the first two! While this may be major fun for some people, most are gonna find this to be yesterday's news. You can flip a coin on this one, but we'd pass on it.

Overall 74%

• Flip Out!

Atari for Jaguar; review, 8#9

Here's the very first puzzle game for the Jaguar! What, no applause? Come on, this is a totally different kind of puzzle game, with three different puzzles to really bend your brain! Besides, any game with a Cheese World level can't be all bad!

Overall 73%

Gex

Crystal Dynamics for 3DO; review, 8#7

Take one television-addicted lizard with a penchant for snappy one-liners, add a bunch of interesting-looking levels, and (here's the really cool part, gang), mix in some truly weird bosses, like the Flatulator, and you've got some solid gaming goodness!

Overall 81%

Magane

Hudson Soft for Super NES; review, 8#7

Great backgrounds, easy and accurate controls, and plenty of fast and furious gameplay should guarantee a place in any gamer's library for this intense Ninja action game. The only bad parts are the repetitive levels. Oh well, give it a shot.

Overall 78%

• Head On Soccer

US Gold for Genesis; sports, 8#9

OK, this isn't a soccer simulation, it's more like a soccer arcade-style action game. There's some colorful characters with some exceptional attributes, but otherwise this is just average. I still say this is some kind of British plot, but Neil ain't talkin'

Overall 80%

Hell: A Cyberpunk Adventure

GameTek for 3DO; review, 8#8

Go to The Bad Place and meet Dennis Hopper, Grace Jones and Stephanie Seymour (c'mon, you knew they'd all be there). While the game looks good, the action kinda drags and the characters' movements are repetitive. Damned if you do and damned if you don't!

Overall 75%

Hover Strike

Atari for Jaguar; review, 8#6

While the idea of driving a hovercraft into a combat situation might sound like a lot of fun to some folks, this isn't the game that really demonstrates how fun this can be. Real blocky graphics and poor control kinda make this game suck. Shoulda called it *Hoover Strike.*

Overall 65%

Iron Angel Of The Apocalypse

Synergy, Inc. for 3DO; review, 8#7

If you're looking for a game with really cool intro and cut scenes, horrible controls, really blocky graphics, and movement that emulates the heftiest epileptic seizure ever experienced, then this is the game for you! Otherwise, you should forget this *Doom* clone.

Overall 63%

What You Think

Why the heck did you give Mortal Kombat II a 76% rating? There's a lot to scream about, like the friendships and babalities. It should have gotten at least a 90%!

— Christopher Errante, Johnson City, NY

Judge Dredd

Acclaim for Super NES; review, 8#7

Here's how you win this one: declare everyone and everything guilty and blast the hell out of it! The different missions that need to be accomplished save this game from the file-and-forget file, but it's still just another side-scrolling shooter.

Overall 70%

Jungle Strike

Electronic Arts for Super NES; review, 8#7

This is a poor imitation, a second-rate facsimile, a cheap-ass copy of the same game that wowwed 'em on the Genesis. If you need this kind of chopper action real bad, you might consider getting a Genesis — this version just don't fly.

Overall 58%

Justice League Task Force

Acclaim/Sunsoft for Super NES; review, 8#7

Let's look at this game from a real-life viewpoint, OK? A powerful bunch of bad guys is out to kick your ass! You need help now! So you call up all your friends, and commence to kicking their collective butts until they agree to help you! HUH? I think NOT!

Overall 65%

Kileak: The DNA Imperative

Sony CE for PlayStation; review, 8#8

Here's yet another *Doom*-style clone, where you wander around shooting stuff. The graphics here really kick some butt, but the rest of the game is slow and very ho-hum. If you don't have a copy of *Doom* and have to have something like it, get this. Otherwise...

Overall 67%

Killer Instinct

Nintendo for Super NES; review, 8#8

Here's one port-over from the arcade that looks and plays almost as good as the original! It's got a new combo structure and features some very kickin' tunes. The only drawback is that this was originally intended for the Ultra 64. Oh well...

Overall 83%

Kirby's Dreamland

Nintendo for Game Boy; review, 8#7

OK, usually I don't quote from the original review in these little synopses, but I can't think of any better way to say this. Ready? Here we go: This game is just like Mario, but instead of jumping on heads, you suck and blow. That about covers it, I think.

Overall 70%

Knuckles' Chaotix

Sega for 32X; review, 8#6

Here's another cheap-ass attempt by a major corporation to leech a few more dollars out of the public's wallets. Just making your corporate mascot zoom out to the screen is no reason to blow your gaming dollars on this piece of crap.

Overall 41%

Kyle Petty's No Fear Racing

Williams Entertainment for Super NES; sports, 8#7

This game is just like a car (Wow, really? What ever made me think of that analogy?) that has a real stylish body, nice shiny wheels, real fat tires, and a squirrel in one of those little circle-running things under the hood. There's no fear if you don't go near it!

Overall 52%

Myst

Sunsoft for 3DO; review, 8#6

Yes, we know it is really beautiful. Yes, we know it was one of the most popular games ever written for the PC. And yes, we still think it kinda sucks! It takes a lot more than pretty pictures and a so-called 'mystical' story line to make a good game.

Overall 57%

NBA Jam Tournament Edition

Acclaim for 32X; review, 8#7

While Acclaim is still trying to leach every single dime it can out of this title, and the players still look like they've got elephantiasis of the head, this game is easily one of the best 32X games on the market today! Take it to the hole!

Overall 88%

Panzer Dragoon

Sega for Saturn; review, 8#8

I gotta tell ya, the graphics in this game remind me of the good old days, when I used to... never mind. The graphics are eye-popping, the gameplay is smooth and the music is out of this world. This is a must-have for anybody's library! Yes!!!

Overall 85%

Phantom 2040

Viacom New Media for Super NES; review, 8#8

If you like side-scrollers where the music is the high point, and the graphics all have this dull purple/grey cast to them, then this game is for you. Otherwise, you'd be better off leaving the Phantom to an early retirement.

Overall 61%

The Pool Master

Data East for Genesis; review, 8#6

This is a really good billiards simulation, which also happens to be coupled with a story line, which you don't absolutely have to follow. While the lack of shot angles can complicate some simple shots, the overall result is a good game that's lots of fun.

Overall 74%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

KIRBY'S AVALANCHE

NINTENDO OF AMERICA FOR SUPER NES
Review, 8#5

If you wanna help Pac-Man get back to his own time by fighting your way through 50-plus levels of challenging fun, then this game is for you!

OVERALL 93%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

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PREHISTORIK MAN

Titus for Super NES; review, 8#7

Now you, too, can be a caveman and fight off incredibly cute, little animals! Jump from one inexplicably suspended platform to another! Drag your knuckles from left to right, picking up objects! This game is too much fun — if you're six or seven years old.

OVERALL 62%

• PRIMAL RAGE

Time Warner for Genesis; review, 8#9

You gotta ask yourself why these dinosaurs didn't remain extinct after taking a look at this sorry excuse for a port-over from the arcades. The graphics really suck and the action ain't much better. If you wanna fight as a dinosaur, go to the arcades.

OVERALL 62%

QUARANTINE

GameTek for 3DO; review, 8#6

OK, let's see how this game plays... Hmmm, you drive around and shoot at people. That's cool. Then you drive around some more and shoot a whole bunch of people. That's cool, too. And then you drive and shoot some more. No doubt about it — this is cool!

OVERALL 80%

R.B.I. BASEBALL '95

Time Warner for 32X; sports, 8#7

I think by now that all of you faithful readers out there know how I feel about baseball! OK, so I'm not gonna rag to you about what an outdated, boring, over-rated game baseball is. This is a good arcade-style baseball game. Give it a try.

OVERALL 77%

RIDGE RACER

Namco for PlayStation; review, 8#8

Here it is — the poor man's *Daytona USA*! You only get one track to race on — the 'expert' track is the same as the first track, with a little extra road tacked on, and the cars don't handle as well as other racing games. It's not bad, it's just not as cool.

OVERALL 70%

ROAD RASH CD

Electronic Arts for Sega CD; review, 8#6

This bike-ridin', skull-crushing game has always been great fun in the past, so what the hell happened to this version? The low-grade graphics and backgrounds combine with some unknown rock band's music (Hammerbox?) to take a great title to new lows.

OVERALL 62%

ROMANCE OF THE THREE KINGDOMS IV

Koei for Super NES ; review, 8#8

Once again, take control of over forty characters and determine the fate of ancient China! You, too, can sack and pillage every town and village! And let's not forget about that ancient Chinese ability to call down lightning from the skies!

OVERALL 81%

SHADOW SQUADRON

Sega for 32X; review, 8#7

While the sound effects and backgrounds sound and look like they were kinda added on at the last minute, this free-flying space shoot'-em-up has got lots of blast-the bad-guys action, plus your ship isn't stuck on a track; you actually fly the thing.

OVERALL 71%

• SPACE HULK

Electronic Arts for 3DO; review, 8#9

Here's a *Doom* clone with a difference! You've gotta learn how to control and fight with a whole squad of soldiers instead of just one guy — and believe me, you're gonna need every last one of 'em! And there's blood... lots and lots of blood!

OVERALL 81%

WHAT YOU THINK

Your revues stink like yesterday's thrash. I tell my friends never to buy another copy. I hate you. [Bill — Calm down, Ed. First, you need to learn to spell. Second, you need to get some professional help!]

— Edmund Fruchter, St. Peters, MO

SUPER R.B.I. BASEBALL

Time Warner for Super NES; sports, 8#7

Oh lord, when will they finally stop making baseball games? For that matter, when will they finally stop baseball? Anyway, this version just doesn't cut it when placed next to its 32X relative. The graphics are notoriously poor. Three strikes, it's outa here.

OVERALL 57%

STERLING SHARPE: END 2 END

Jaleco for Super NES; sports, 8#6

Here's another one of those football simulations that everyone seems to be coming out with these days. This one isn't in the same league as the *Madden* series; in fact, if this game were a human being on a football team, he'd be guarding the water bucket.

OVERALL 64%

SUPER BASES LOADED 3

Jaleco for Super NES; sports, 8#6

When will the people of America wake up and smell the rotting corpse that big time baseball has become? Ooops, sorry! That was just my opinion. I don't think the sport is relevant anymore. This baseball sim is kinda OK, I guess. Yeah, right...

OVERALL 67%

SUPER-STAR SOCCER

Konami for Super NES; sports, 8#6

Yet another in a never-ending series of soccer games that seem intent on taking over all of the TV sets in America! Is this an Anglican plot? We asked Neil and he said 'Huh?' This game is OK. If you want another soccer game, go for it.

OVERALL 79%

SURGICAL STRIKE

Sega for Sega CD; review, 8#7

Here's another one of those watch-the-movie, push-the-fire-button-now kinda games, but this one's not too bad. You have a limited ability to drive anywhere in the war zone and there's lots of plot involvement. Saddle up and move out!

OVERALL 71%

• SWATKATS: THE RADICAL SQUADRON

Hudson Soft for Super NES; review, 8#9

A long time ago, some idiot got the idea that gamers would buy a game based on whatever cartoon drivel was being served up on the idiot box that season. The really bad part about this whole thing is that the morons keep making these damn things! Forget it.

OVERALL 60%

• THE SPACE ADVENTURE

Hudson Soft for Sega CE; review, 8#9

This graphic adventure isn't very adventurous and it certainly isn't very graphic, unless you're a young boy in the throes of puberty. You are advised to avoid this game like the clap. Jeff said that, so if you need to know what the clap is, write him.

OVERALL 55%

THE SPORTING NEWS POWER BASEBALL

Hudson Soft for Super NES; sports, 8#7

Aaaarrrggh! I can't stand it any more! Please, no more baseball!!!! This is an OK baseball sim. It plays well. It's a solid, entertaining title. Give it a try. Is that enough? Now will you leave me alone?

OVERALL 73%

VIRTUA FIGHTER

Sega for Saturn; review, 8#8

Lightning quick moves and a rocking soundtrack propel this home version to great heights! And, as Mike Salmon found out, you can actually pose these character's in kinda XXX-rated poses! Leave it to Mike to figure that out! You need this game.

OVERALL 85%

WWF RAW

Acclaim for 32X; review, 8#7

This game proves that if you've got a Super NES or a Genesis, you really don't need a 32X. Either version of this mat-masher is better than this weak sister. If this title were a wrestler, it would be just like the guy that the Undertaker beats up every week.

OVERALL 70%

• YOSHI'S ISLAND

Nintendo for Super NES; review, 8#9

This is like a fix for all of those Mario fans out there who've been waiting patiently for their hero to return. The graphics and sound effects aren't up to Nintendo's usual standards, but the gameplay is good, solid Nintendo fare. Enjoy!

OVERALL 76%

ZAXXON'S MOTHERBASE 2000

Sega for 32X; review, 8#7

Think of this game like a cup of coffee — when it's made right, it can be a tasteful, invigorating start to the day. If watered down, however, it can become an insipid, bitter brew not worth pouring down the sink. Man, they watered this one down — way down!

OVERALL 36%

Do you read this little, yellow box? If you do, write to: You Read Too Much; *Game Players*; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and we'll send you a mystery prize and some eyeglasses. Remember to include the system you own. GP

• denotes games reviewed last month

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

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digital jungle
out
there.

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It's a place where dollars are exchanged for small worthless coins and men confront each other on the ultimate battlefield. No, it's not Mexico, it's the ...

ARCADES

The Line

There's a giant batch of new arcade games coming down the line. Namco is working on a top-secret new 3-D *Toshinden*-esque fighting game that promises to be awesome. The folks at Namco won't deny they're working on it, but they also won't let us see any early stuff. Hopefully, by next month we'll be able to bring you an early look at the next great fighting game at the arcades.

Namco's also putting out a new racing game called *Rave Racer*, which is *Ridge Racer Deluxe*. The cars are faster, the courses are tougher, and the music is, well, it's rave.

Meanwhile, over in Sega's camp, they're working on a new arcade board called Titan, which is going to be used for games like *Golden Axe: The Duel*, which is coming out shortly.

TEKKEN 2

Just as *Tekken* arrives comfortably in the laps of lucky PlayStation owners, Namco sends another polygon puncher to the arcades.

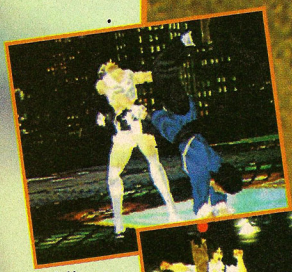
So what's new in *Tekken 2*? First off, *Tekken 2* has an even better look than the original. The characters aren't anorexic any more, and look much more solid. The backgrounds are all new and much better, with cool lighting tricks and some beautiful scenery. The most astounding background is the church complete with stain-glassed windows — it's a sight to see. *Tekken 2* is more than a face-lift to the original, with several changes than enhance an already great game. Each character has been armed with even more moves, making *Tekken 2* the fighting game with the most moves. Possibly the oddest addition is Yoshimitsu's Hari Kari move, where he impales himself with a sword. Perhaps that move is a lesson to the button-mashers of the world.

There are also two new characters — Jun and Lei — who have joined the field of competitors. Both characters bring some great new moves totally different from the other fighters. Another new addition is that the character's heads follow their opponent's example. If a character is jumping in the air, the other character,s head looks up at him and his head looks down. Doesn't add a lot to gameplay, but it makes *Tekken 2* that much more realistic. If you like the first *Tekken*, then *Tekken 2* is going to blow you away.

Jun and Lei are the new characters and they look to be related.

The New Guys

Jun adds another femme fatale to the *Tekken* field. She brings a host of smooth moves, including a vicious arm-breaker.



Lei loves to go to the ground and use some wild moves. He moves a lot like *VF2*'s Shun.

The Old Gang

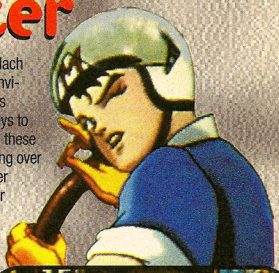
Kazuya's been replaced by Heihachi. The rest of the gang got a face-lift and even more moves.

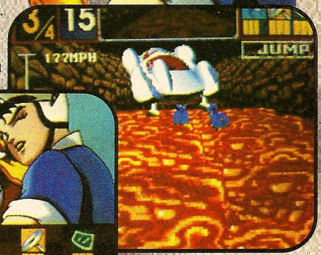
Speed Racer

Finally you have your chance to drive the illustrious Mach Five. You take Speed's car through three different environments, each environment has its own horrendous obstacles to overcome. But not to fear, you have the keys to the finest racing machine ever, and you can overtake these obstacles by quickly steering around them or jumping over them (like to see Michael Andretti do that!). At other points in the race you're required to use the Cutter power-up to blaze through a forest, or blowout your opponents tires with Ninja's Spike Board.

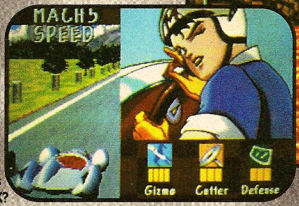
In one environment you have to save up your jumping power to go over a huge river of lava. And possibly the best part of this game is the part where you race along a cliff. When someone tries to pass you on the outside, you can run them off the road!

Not anything visually stunning, but a game that promises some good old fashioned fun.





A giant jump over a bed of lava is enough to keep your butt warm.



There's Speed and the Mach 5 all at your fingertips! Now where's Racer X?

Rave Racer

The title that describes *Rave Racer* quite well is *Ridge Racer 3*. It runs on a super-system 22 board and is leaps and bounds faster than the original *Ridge Racer*. There is also a much-needed variation in tracks, alternate routes, incredible jumps, beautiful visuals, and rave music to race with.

Rave Racer may just be another racing game, but it is much better than *Ridge Racer* or *Ridge Racer 2*. If you want some of the best arcade racing around, scrounge up some quarters, call some friends, and find this game. It is fast!!!

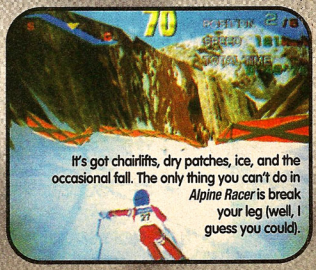
One lonely machine can be fun, but four linked machines is where the real fun is at.

It may look like *Ridge Racer*, but once you sit down to the blaring rave music and ultra-high speed turns, you see the difference.

Alpine Racer

Skiing games always seem like a good idea, but when you're controlling the skier with a joystick, it just doesn't feel right. Namco has taken care of that problem with *Alpine Racer*. You stand atop a pair of skis, holding onto poles and go head-first into some of the fastest, most frantic skiing ever. The graphics are silky smooth, the crashes are crushing, and the control is fantastic. You can swing your hips for wide turns and, for the sharp turns, you can even catch an edge. This game is so much like skiing that you're likely to get off the machine with windburn and snow down the back of your shirt.

It's beautiful, it's fast, but you can't truly enjoy *Alpine Racer* until you've saddled up in the skis.



It's got chairlifts, dry patches, ice, and the occasional fall. The only thing you can't do in *Alpine Racer* is break your leg (well, I guess you could).

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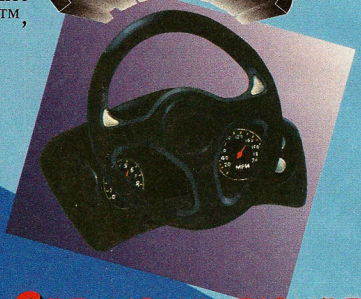

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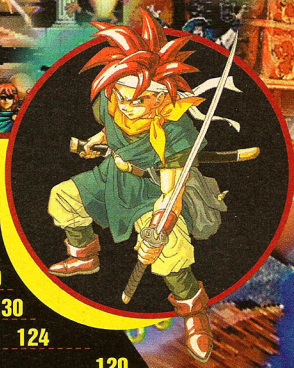

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GET OUT ALIVE!

KEY

If you're using the normal configuration of buttons, they translate to this.

WK . X
WS . . Square
HS . . . . Circle
HP. . . . Triangle
S. . . . Either Slash button
K. Either Kick button

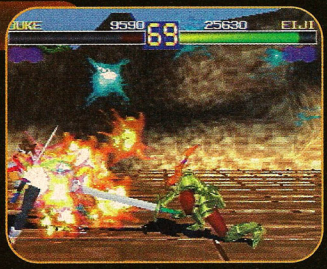
THE BASICS

-Each character has a throw move which is done by pulling back and hitting either hard attack button when standing close to your opponent.
-You can configure the buttons so that four special moves are on the shoulder buttons.
-If you do that, then you can roll by tapping down twice.
-Run forward or backward by tapping twice in that direction.
-The moves vary depending on where you are in relation to your opponent (you get a butt of the sword close in and a slash when you're farther away)
-Beat the game on normal or harder without using any continues and you get to fight Sho. Beat him and you get the game's real ending.

DESPERATION CHEAT

In Very Easy or Easy Mode, you can pull off any character's desperation move by holding down the two right shoulder buttons and down on the controlller.

Now your friends can call you the Desperate Duke (In other words, you can be like Mike — Mike Salmon, that is).



CHANGE CHARACTER COLOR

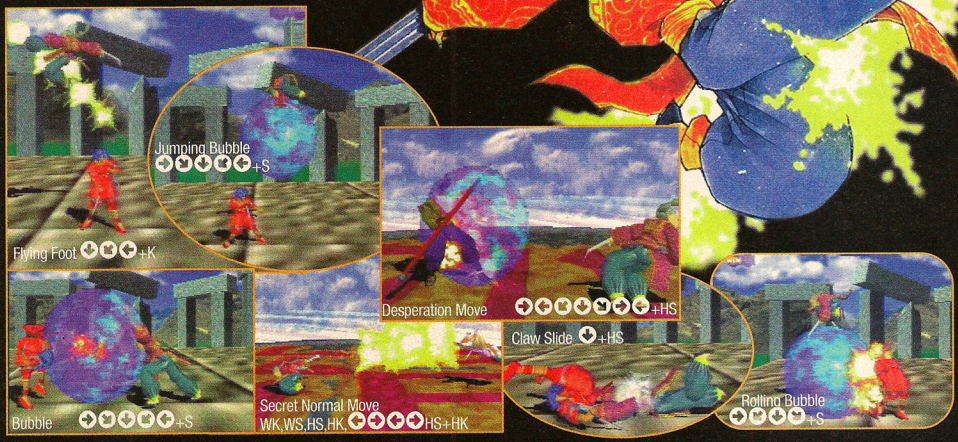
Pick your character in an alternate color by pressing select.

Red Duke and Red Ellis are the only colors for these characters. And besides, Red Duke has that cool scar, and he's my favorite, so there!

FO FAI

Combos
1 . . . . . WS,WS,HS
2 . . . . . WS,WS,Claw Slide
3 . . . . . (Crouching) WK,WK, Claw Slide.

Tips
1 . . . . .When opponent is on ground hover over him, doing a Jumping Bubble.
2 . . . . .Use Flying Foot to knock opponents out of air.
3 . . . . .Surprise a standing opponent with the Claw Slide.



SOPHIA

Tips
1 . . . . Use the in-close HK to hit opponents who are blocking low.
2 . . . . Use the HK when getting up to surprise opponents.
3 . . . . Her throw move (the Bi*ch Slap) is the most humiliating move ever.

Combos
1 . . . . WK,WK,WK,Aurora Revolution
2 . . . . WS,HS,WS,Either Rattle Snake
3 . . . . WK,WS,Either Rattle Snake
4 . . . . HK,HK,WS

Eiji Shinjo

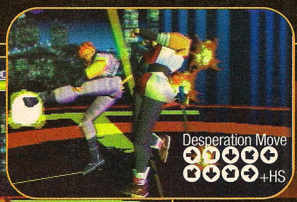
Tips

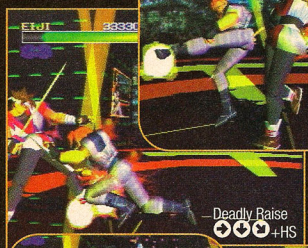
1 . . Do small sword spin while getting up (if opponent is near).
2 . . Do charge when opponent rolls — you always hit.
3 . . Surprise a standing opponent with the Slide Kick.

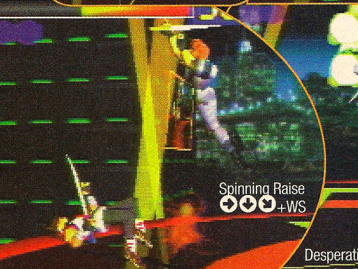
Combos

1 . . WS,WS,WS,HS, Charge or Slide Kick or Fireball.
2 . . WK,WK,WK,HK, Slide or Charge
3 . . WS,HS,HS, Fireball or Slide or Charge
4 . . (Crouching) WK,WS,WS,HS or Charge or Slide or Fireball

Kayin Am







Tips

1 . . Jump over your opponent and use HS to hit him on the backswing.
2 . . Use Helmet Crush on an opponent just getting up to give 'em with a vicious hit.
3 . . When an opponent lands next to you, use Spinning Slash just as he lands.

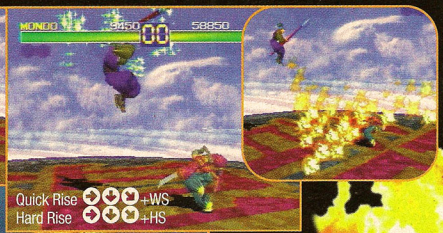
Combos

1 . . WS,HS,HK,WK
2 . . WK,WS, Spinning Slash
3 . . WK,WK,WS,WS
4 . . WK,WS,Desperation Move

Combos

1 . . WS,WS,HS,Charge or Flash Kick
2 . . WK,WS,HS,Charge or Flash Kick
3 . . WK,WS,WS,HS

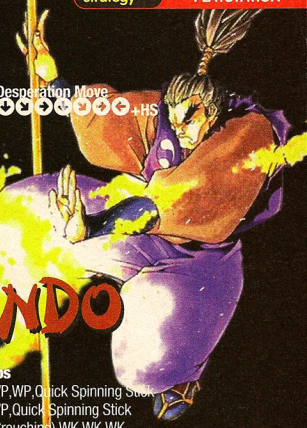
Duke B. Rambert



Secret Normal Move!

Low long Stick +S

High long Stick +S



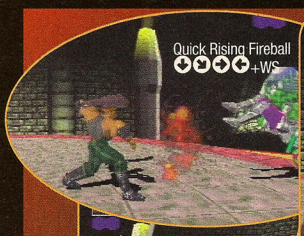
MONDO

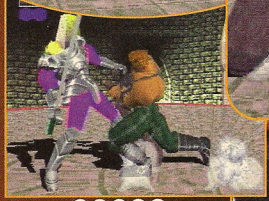
Combos

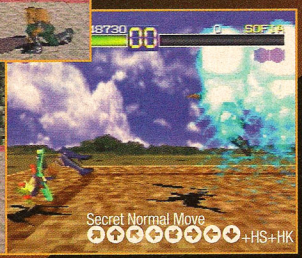
1 . . WP,WP,Quick Spinning Stick
2 . . WP,Quick Spinning Stick
3 . . (Crouching) WK,WK,WK

Tips

1 . . Use Low and High long stick to surprise opponents far away.
2 . . Jump and use fireball for long distance fighting.
3 . . Use the hold, move near the edge and throw your opponent over.







RUNGO IRON

Combos

1 . . WS,WS,WS,WS, Line of Fire
2 . . WS,WS,WS,WS, Charge
3 . . WK,WK,WS, Charge or Line of Fire
4 . . WS,WS,WS,WS,Desperation Move

Tips

1 . . Use high hard slash to whack crouching opponent's head.
2 . . Use Jumping Shoulder in close to knock your opponent down.
3 . . Use Slow Rising Fireball to keep your opponent from getting to you.

ELLIS

Arc Slash ↓↙← +S(while jumping)

Low Flash Kick
Initiate Flash Kick as soon as she leaves the ground.

Blue Flight ↓↙← +K

Knife charge ↓↘→ +S

Sliding Kick ↓ +WK

Flash Kick ↓↙← +K (while jumping)

Combos

1 . . Sliding Kick,WS,WS,HS
2 . . Sliding Kick, Low Flash Kick, WK,WK,WK
3 . . Sliding Kick, Flash Kick, Knife Charge
4 . . WS,WS,WK,WK,WK,WS or HS or HK

Tips

1 . . Low Flash Kick- Jump and do the flash kick the instant you leave the ground.
2 . . Use the Sliding Kick to get in close to the opponent.
3 . . Jump over your opponent, then hit him with the flash kick on the other side.

GAIA

Tips

1 . . Do Full Stream at opponents while they're getting up — it does damage even if they're blocking.
2 . . Sidestep is a deceiving and successful attack.
3 . . Surprise charging opponents with the fireball.

Sea Slash ↓↘→ +HS

Combos

Gaia is too slow for serious comboing but his long-range attacks are second to none.

Desperation Move ↓↘→↓↙←↓↘→ +HS

Secret Normal Move ↓↘→↓↙← →↓ +HS+HK

Fireball ↓↘→↓ +WS or HS

Sidestep ↓↘→↓← +WK or HK

SHO

Combos

Sho can perform any of Eiji's or Kayin's combos, and they'll do more damage.

Tips

1 . . Do sword spin while getting up (if opponent is near).
2 . . Do charge when opponent rolls — you always hit.
3 . . Use double fireball to thwart charging opponents.

Jumping flash kick ↓↙← + WK or HK (while jumping)

Double Fireball ↓↘→ +WS or HS

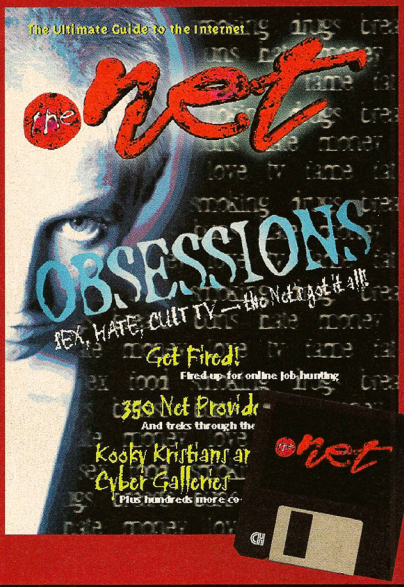
Charge ↓↘→ +HS

Sword Spin ↓↘→ +WS

Flash Kick ↓↙← + WK or HK

Diving Kick ↓↘→ +K

Secret Normal Move ↓↘→↑ ←↙↓ +HS+WK



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5RKA2

BUG!

Get away from me kid... You're bugging me!

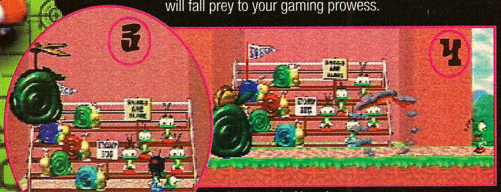
The inventiveness of *Bug!*, The first 3-D platform in existence, doesn't stop at the mere fact that there is great danger in every conceivable direction. In fact, some of the most impressive innovations are found in its deepest side-scrolling roots. Since the earliest days of the side-scroller, the element that has always presented the most fear, challenge and fun has been the big bad boss that stood between you and the next level, and *Bug!* is not going to let you forget that.

In *Bug!*, the player finds some of the most creative and challenging bosses that have shown up in any game in a long time. Taking into account the newly available third dimension, the creators of this game have come up with some excellent challenges, which, as you will see, will take some time to master. With practice and carefully timed action, these bosses will fall prey to your gaming prowess.

INSECTIA

The first boss is, as you may have guessed, one of the easier ones to master. To beat the giant snail you just have to keep your wits about you and be sure to take advantage of every opportunity to attack.

The first step to beating this boss is avoiding being underneath it when it drops to the ground.

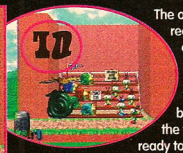


The first round of bombs can be avoided nicely by running to the very edge of the platform.

Of course, the most important thing to remember about fighting this boss is to jump on his back anytime you see a chance.

The triple bombs are easy enough to avoid, if you're ready for them. Once you see them falling quickly run out of their range.

When the fly-by bombs start falling, find a safe place and stay there until they've gone by twice.



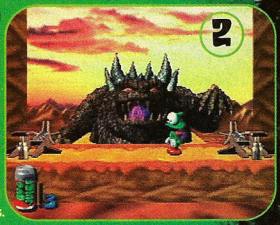
The only really dangerous part of this bomb is the trail. Be ready to jump.

Ah, sweet victory.

REPTILIA

In a strange twist, the boss that protects Reptilia is actually easier to defeat than the first boss. There is one basic pattern that, when learned, aids you in defeating this ugly troll in no time. Even though this boss isn't too tough, he's very cool looking, and all the bosses after this one are pretty nasty.

Keep moving left and right to avoid the tongue strikes.



Stand near the middle as he calls on his boulder friends.

Run to the left after the very first bounce.

Stay all the way in the left corner until the boulders stop moving.

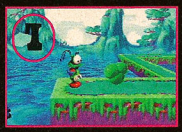
Run to the right and jump on the spring to launch the boulder.

Run to the left and repeat the same action.

Repeat this pattern until he disappears.

SPLOT

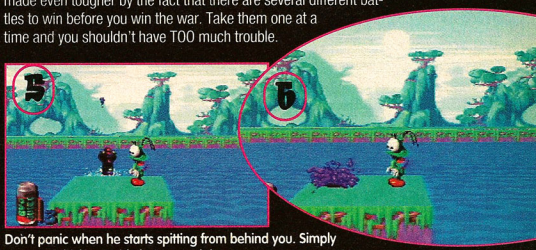
OK, now this is a boss. It may not look like too much trouble the first 50 times you try to beat him, but trust me, he's a cagey little bugger. The key to this boss is not timing so much as learning his patterns and being light on your feet. This boss is made even tougher by the fact that there are several different battles to win before you win the war. Take them one at a time and you shouldn't have TOO much trouble.



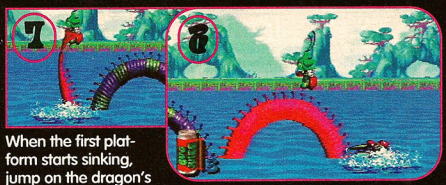
Be sure to collect the spittin' juice at the beginning. You will need it!

Move to the front of the platform to start it moving.

Spitting is a good way to get in a quick shot on this boss, but jumping on his head is more effective.



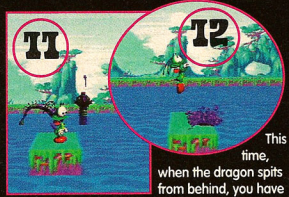
Don't panic when he starts spitting from behind you. Simply move to whichever side he's not spitting on.



When the first platform starts sinking, jump on the dragon's back to move over to the next platform.

Landing on the smaller platform is a little trickier, but not too tough.

Jumping on the dragon is still the most effective way to do damage.



This time, when the dragon spits from behind, you have to jump in the air to avoid its impact.

When he sticks his head up directly in front of you, quickly duck and hold until his spit flies overhead.

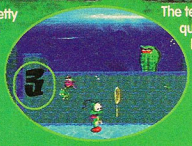
There's just a little more jumping on his head left before he is finished.

Enjoy!!!

QUARIA

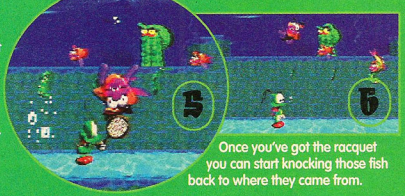
This is one of my favorite bosses in the game. It's not so much that I have any desire to hit fish with tennis racquets, but given the opportunity it's sort of hard to pass up. This is another boss that takes more patience than anything else. If you try to rush through this one you're sure to end up heart-broken and all wet.

This boss is pretty cool, until the fish start flying right at you.



The tennis racquet is Bug's best friend. Snatch it up quickly.

The crab is Bug's worst enemy. Take him out as quickly as possible.



Once you've got the racquet you can start knocking those fish back to where they came from.

Once you've pegged him a few times, you have to spend some time hopping on his tentacles.

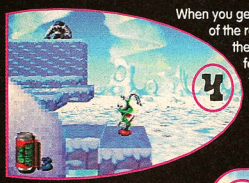
Once you've taken out one of the tentacles you have a safe spot to stand for a little while.

Now commence to taking out the other three tentacles, keeping in mind that once they're gone, so is he.

BURRBS

This is definitely one of the more unusual bosses in an already unusual group. The key to fighting this creature is to always keep moving. His attacks are mostly based on brute strength and, with a little bit of fancy footwork, they can be avoided all together. Trust me, the alternative is near unthinkable. Take heart in the fact that this boss is one of the meanest of the bunch and close to the end of the game.

Start moving along the path watching for his mighty jumps the whole time.

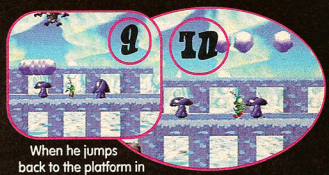


When you get to the end of the road, hop on the moving platform to get to the next level.

If the platform is not ready for you, move back and forth at the end of the road for a second to avoid getting hit with a giant snowball.

Then get back on the path and head towards the end.

Now you have to hop on his head several times. Use the mushrooms to give you a boost.



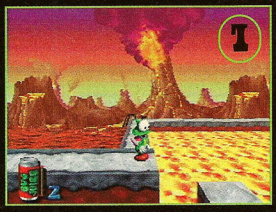
When he jumps back to the platform in the rear, get towards the middle and run under the first bounce of the snowball he tosses at you.

You only get a few seconds at this point to jump on his head, so be quick about it.

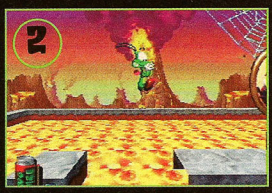
When he grows to about twice his original size, you just have to jump on his head a few more times before he calls it quits.

ARACHNIA

Congratulations! You've made it to the last boss. This is no small accomplishment and you should definitely be commended for your efforts. Now, let's see, how can we reward you for making it to the last boss in a game as tough as Bug!? Wait a minute, I think I've got it. Yeah, how about if we give you just a few choice hints at how to beat him? I mean, you do want to finish the game, right? Now that you've put this kind of work into getting here, I would hope there's nothing more important in the world than beating that creep, so if that's what you're thinking, have a look at the following tips. Otherwise, I just don't know what to tell you, except that you're sick.

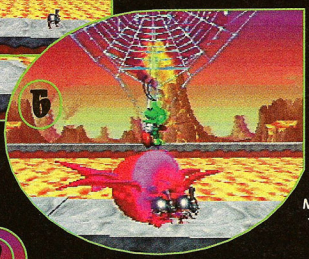


Get the last boss round started by jumping on the little platform in the sea of fire.

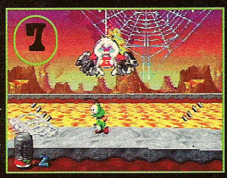


When the platform stops moving, quickly jump to the main platform.

Stand just to the right of the center while he swings back and forth on his web.

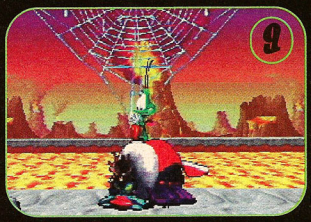


Once he starts dropping his little cronies, jump right, then left, and then left again over the third bug and on to the spider's back. It's important to hit the spider with your last jump or you won't have time to do it at all.

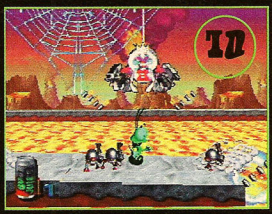


Once you've hit him three times, get directly underneath him and wait for the bullets to start flying.

Move with the spider to avoid being filled with lead.



As soon as the bullets stop, jump on his back. You only have time to do it once, so make it count.



Follow the same patterns as before to avoid the machine gun and his little helpers. The patterns still work, there's just not as much room for error this time through.

Now that you've jumped on his head three more times you have to get moving to the right.

Once you've made it to the big platform, be on the lookout for the dive-bomb attack, and quickly jump on his head when he hits the ground. This part is actually pretty easy.

Everything from here on out is a cake walk to victory.

Congratulations!

ChronoTrigger.™

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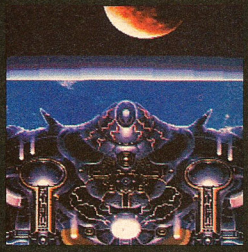
THE END OF THE WORLD.



It's about time.

YOU ARE HERE.

THE END OF TIME.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play. Coming Sept. 1st '95.

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GAME PLAYERS, KMART & WILLIAMS ENTERTAINMENT present the

MK & DOOM SWEEPSTAKES

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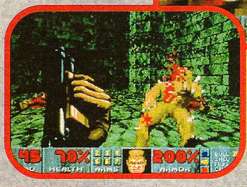
Mortal Kombat © ™ and © 1995 Midway Manufacturing Company. All rights reserved. Developed by Williams® Entertainment Inc.

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

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

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



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

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

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

Grand Prize:

Mortal Kombat® 3 Arcade Game

1st Prize:

A Personal Computer and Lots of Software

2nd Prize:

DOOM™ Leather Jacket

Plus hundreds of Runner-up Prizes:

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

Enter to win your very own MK3 arcade game!

GAME PLAYERS/KMART SWEEPSTAKES Official Rules

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

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

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

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

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

6. List of Winners: For the names of winners, send a self-addressed,stamped envelope to GAME PLAYERS/KMART Sweepstakes Winners List, P.O. Box 52912, Dept. 5868, Phoenix, AZ 85072-2912, no later than November 30,1995.

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SO HERE'S A WORD OF UNLUCKY PEOPLE WHO CASH ON A BRAND K.I. CLEARLY DELIVERS ON 16-BIT, DOWN TO

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Fold Fold

TEEN AGES 13+

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Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.

The only thing you need is an SNES... OK and maybe a tourniquet.

It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.

Fully rendered graphics mean fully rendered pain.

Carnage... mayhem...exploding corpuscles...fun for the whole family!(Not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold

Fold

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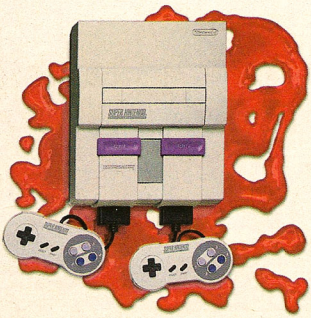
Fold

To Complete The Message,
Fold So "X" Meets "Y"

Remember, you can pick your warriors...

...and pick your weapons...

...just don't pick your scabs.



Even though others might say the end is near for 16-bit ...this sucker'll kill that feud.

Only for SUPER NINTENDO ENTERTAINMENT SYSTEM

Chrono Trigger

Cool, Strange, and Over?

Fifteen different endings in a 32-meg game? There's no way we could cover everything, so we ain't even gonna try. Here's a brief glimpse of the possibilities, just to get you on your way. Down with Lavos!

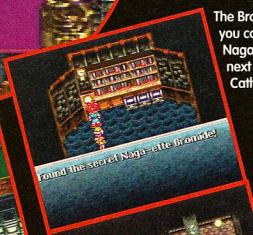
Neat Stuff

Not exactly hidden, a little less than secret, but hey, it's cool.

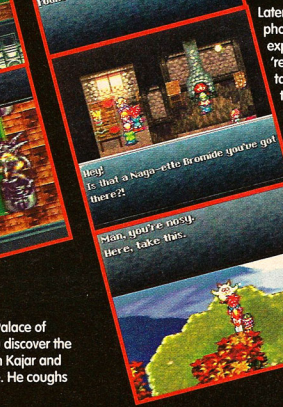
Zeal holds a plethora of Tabs, and no wonder — it's where they were invented. First, open the hidden door in Enhasa by opening the magic books in this order — Water, lightning, then fire. Whoa, there's a secret door behind the bookcase!

Inside are a whole bunch of Nu's. Beat them for a Speed Tab and a Power Tab.

The secret room in Kajar is opened exactly the same way — water, lightning, then fire. There's, uh something strange inside, but you wind up with a White Rock.



The Bromide: Ever wonder what you could possibly do with that Naga-ette Bromide that's hidden next to the chests in the Cathedral? Oh, it's simple.



Later in the game, after the phony hero has been exposed, go to the only 'residence' in Dorino, and talk to the old man twice. He should notice you've got 'the stuff' and offer to exchange it — for a Magic Tab.

The Mountain Guy: On your way up to the Dactyl Nest, be sure to keep bothering this guy, no matter how annoying he is. He coughs up another Power Tab.

Oh heck, here's one more. In the royal Palace of Zeal, offer to scratch this Nu's back. You discover the 'Nu Scratch Spot.' Return to the library in Kajar and turn your fingery talents on the Nu there. He coughs up another Tab.

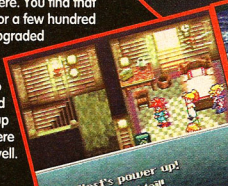
And while you're working your way through the Undersea Palace, follow this wall around the room just to the southeast of the switch that lets you out of the first area. It leads to a secret passage, containing a chest with a Demon Hit sword.

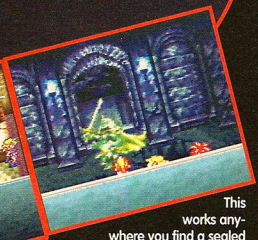
Things to Try

Not satisfied with the loot you've got? Try This.

Once you've gotten the pendant that unseals the 'mysterious force,' go to 600 AD. Go through Truce, Dorino, the Castle, and Porre. Open the sealed chests, but don't take what's inside.

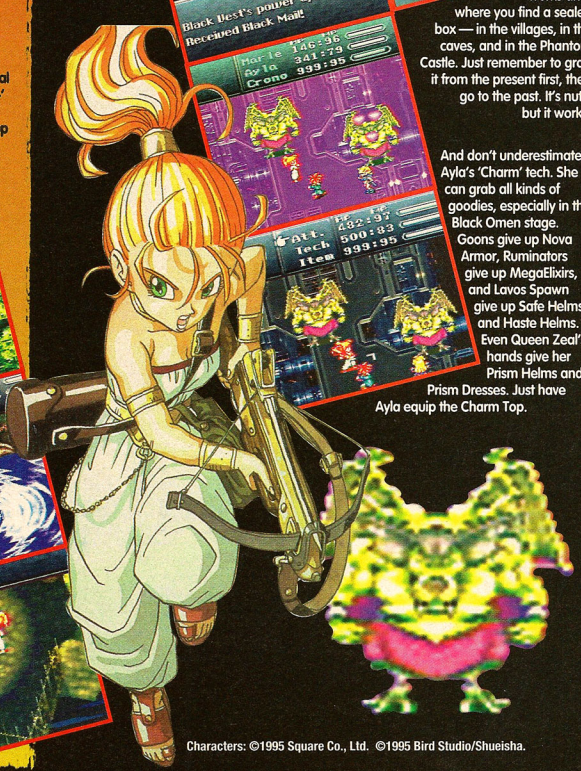
Return to 1000 AD, and collect the stuff there. You find that being open for a few hundred years has upgraded their status. Now, you can return to the past and gather up what's there as well.





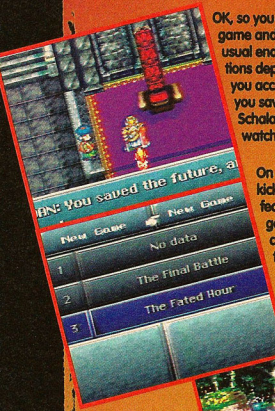
This works anywhere you find a sealed box — in the villages, in the caves, and in the Phantom Castle. Just remember to grab it from the present first, then go to the past. It's nuts, but it works.

And don't underestimate Ayla's 'Charm' tech. She can grab all kinds of goodies, especially in the Black Omen stage. Goons give up Nova Armor, Ruminators give up MegaElixirs, and Lavos Spawn give up Safe Helms and Haste Helms. Even Queen Zeal's hands give her Prism Helms and Prism Dresses. Just have Ayla equip the Charm Top.



Don't Say It's Over

Ah yes, but all good things must come to an end — several times in this case.



OK, so you reached the end of the game and beat Lavos. Great. The usual ending has several variations depending on how much you accomplished — whether you saved the forest, found Schala, etc. Sit back and watch, you deserve it.

On the other hand, for a real kick, Use the 'New Game +' feature, and start another game with the pumped up characters from the last one.

Now, when you reach the Millennium Fair, notice that the right hand telepod has a tiny, sparkling speck. That speck leads directly to Lavos in 1999 AD. Whoa! If you're characters are buff enough, it's possible to beat the slimy critter with just Crono and Marle, right off the bat.

This leads to a very, VERY different ending which has to be seen to be believed! Now try going at various other times, with different characters. Good luck, and good hunting.

Characters: ©1995 Square Co., Ltd. ©1995 Bird Studio/Shueisha.

Finally, baseball with

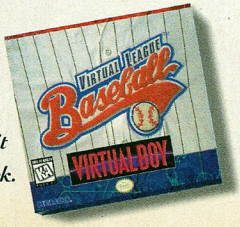
Nice screen shot, huh?

Cool 3D Graphics

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

out the chili dog farts.

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



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GAME SLAYERS

'Marines, we are leaving!', screamed the game cart, as it emptied its gun in a wild, uncontrolled burst. 'Game over, man, game over!' said ***Jeff Lundrigan****, sinking his alien fangs into the game cart's chest.*

Hello again. The *Myst* letters are now knee deep around my desk. Come on, folks, am I the only one giving out help with this game? Don't you have a crazy uncle or someone else you can bother with your endless questions?

But enough of games that are peaceful — if annoying — let's get on to something with teeth. *Eternal Champions* for Sega CD has also flooded my mailbox, and I have to say I'm not surprised. This little brawler has more hidden stuff than any game has a right to. Fortunately, I had help on this one, when a kind reader e-mailed me his own FAQ on the game. It's just nice to be thought of, y'know?

Unfortunately, while the information he sent seems complete, I was a little short on time to be able to confirm everything. So, if something comes up bogus, e-mail Andy and let him know. That's how FAQs are supposed to work. Anyway, until the next time I dig myself out from underneath the tons and tons of *Myst* mail — jfflucky@netcom.com.

Jeff

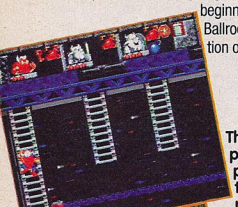
THE LOST VIKINGS

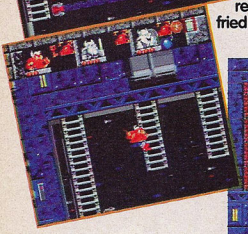
Interplay for Super NES and Genesis

Help me! I have prayed to Gazuga but he says I am not worthy of his advice, so I guess you're the next best thing. I've made it all the way to the Arena, and I need to know how in hell you get the red key in the beginning of the Ballroom (the third section of the stage).

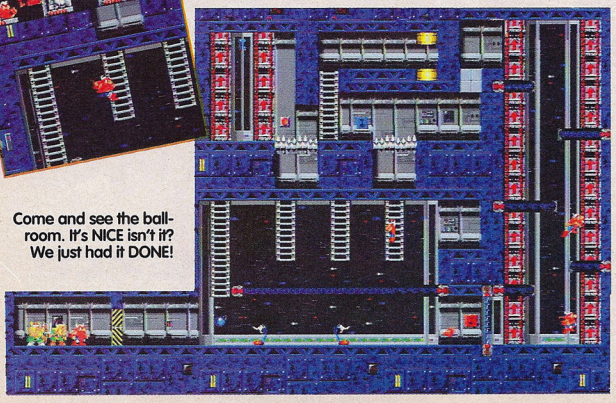
Bryan Bonhorst
Pierre, SD

I was going to make some joke about how the frigid climes of South Dakota probably helped you empathize with the Vikings, but I decided against it. The key in question is reached by using Eric, you just have to be a little tricky about controlling him. Along the way, I'll go ahead and print a map of the whole Ballroom, just for kicks.





The trick to reaching the key is almost embarrassingly simple. Just have Eric hang near the bottom of the ladder, press and hold the Jump button, and THEN push right on the control pad. Just make sure to push up when he reaches the next ladder so he grabs on — wouldn't want a fried Viking, now would we?



Come and see the ballroom. It's NICE isn't it? We just had it DONE!

MYST

Panasonic for 3DO

I only have one simple question for now. How do you get that STUPID DAMN SPACESHIP to take you to the Selenitic Age? I managed to get all the circuit breakers closed, but I keep tripping them. I know I need 59 volts, but how do I do that, and what else do I need to know when I get inside?

Roger Franklin
Trenton, NJ

For a guy with one simple question, you sure ask a lot of 'em. Anyway, the key to powering the ship is just paying attention to how many volts you can turn on with each of the buttons on the right side of the generator control panel. They each bring up a different voltage, and you need exactly 59

MYST

Panasonic for 3DO

volts to power the ship (check out last issue's Game Slayers for details on how to use the Marker Switches and rotate the Tower to find out clues). With a little math, you can figure it out. However, since I've gone ahead and done it for you, you won't have to think at all.

Once you get into the ship though, the really annoying part begins. Fortunately, I've been there before you, and figured a way to cheat, sort of. Inside the ship, you've got a series of five musical sliders you have to set to the correct notes in order to get the thing moving, and you can find the proper notes in the Selenitic book in the library. On the other side of the ship's cabin, four long screens away, is a harpsichord you're supposed to use to get the tones when you set the sliders. Unfortunately, if you're as tone deaf as I am, it's not much help at all.

I'll assume you can all find the circuit breakers and reset them on your own, just in case something goes wrong.

Instead, move the slider carefully and listen for the notes to change, counting the notes so they correspond with the number of keys over on the harpsichord. For the first slider, it's the eighth note on the scale, for the second, it's the twentieth, for the third, it's the twenty-third, for the fourth, it's the thirteenth, and for the fifth, it's the sixth note. It ain't easy, but it's easier than doing it by ear.

Myst is going to be one that doesn't go away, I can tell.

On your way to the ship, stop by the library and open the Selenitic Book to this page of notes. Or, just open your magazine to the page with the picture of the page on it.

Now, once inside the ship, ignore the harpsichord and just count notes on the sliders. It's much easier, trust me.

Ah, there's the book. Now just touch it and your on your way to a new world of pain. Have, uh, fun.

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Deep Water for Sega CD

There's no real letter here, just a FAQ that was e-mailed to me by its author. Since I've been deluged with letters about *ECCD*, I figured I'd just pass on the information, and tack on one or two points I found from other sources.

We printed a nigh-complete list of Overkills and Sudden Death moves back in issue 74, so I won't bother going over those again, except for three that were unknown at the time. Since we only had about half the Vendettas and no clue on Cinekills, I'm going ahead and printing them all.

As for hidden characters, be aware that I'm printing some of these with no guarantees — it's been a busy month, and I lacked the time (OK, and in a couple of cases, the skill) to confirm some of them first-hand. I've been told from reliable sources that this list is pretty much on the money, and that they all should work, even if they occasionally include a couple of unnecessary steps.

So, everyone send a round of thanks to Andy Michelson at DarkChamp@aol.com or Vaultkeepr@aol.com. Now, without further ado:

Sudden Deaths and Overkills:

Midknight — Opponent must land between the electrodes to the right of the booth.

Xavier — opponent must stand in front of the tree on the left side of the screen. Hit 'em with a projectile from the right.

Dawson — Have the opponent land on the left side of the third flat car from the left.

Vendettas:

These must be performed during the last match, when your opponent is down to 33% of health and is stunned.

Blade .....✪✪✪✪X (close)
Dawson .....✪✪✪✪, Z
Jetta .....✪✪✪✪A
Larcen .....✪✪✪✪ Z (close)
Midknight .....✪✪✪ ✪ B (close)
Ramses III .....✪✪✪✪ B (close)
Raven .....✪✪✪✪ Y
Rax .....✪✪✪✪B
Riptide .....✪✪✪✪ B
Shadow .....✪✪✪✪C (close)
Slash .....✪✪✪✪ C (close)
Trident .....✪✪✪✪ A (close)
Xavier .....✪✪✪✪C

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Deep Water for Sega CD

Cinekills:

These ain't easy. To pull one off, you have to hit your opponent with 'an unblockable series of hits,' also known as a Power Combo, so that you damage your opponent by at least 33%, leaving them stunned with less than 20% health. If you get the Combo right, a special icon should appear. So, to sum up:

1. Final round.
2. Victim must be stunned.
3. Victim must have less than 20% health.
4. Power Combo icon is on for the winner.

So, here's a few Power Combos, some of which I've gotten to work, others were provided by Sega. Thank them, everyone.

Hidden Guys:

You're just gonna have to trust me on these.

Crispy — A chicken. Play in contest mode and win 100 matches.

Blast — A green Beret. Play in contest mode and win 200 matches

Chin Wo — Master of monkey-style kung fu. Play in contest mode on Warrior level and win 300 matches.

Eternal Champion — Win with Blast twice on Champion setting. You can only select him in Duel Mode.

Dark Champion — End every match with a Vendetta in Champion Mode, and don't use any continues — just don't lose!

Hooter — An owl. Play a double elimination tournament, lose the first round, drop to the loser's bracket, then win the tournament. Hooter becomes available in Duel mode.

Senator — Play in Contest mode on Neophyte, and win every match by letting the time run out (it's tougher than it sounds).

Thanatos — Perform a Vendetta on Xavier while playing in Contest mode on Champion.

Yappy — Reach 2500 points while playing a Survivor Tournament.

Zuni — Play vs the computer in Duel mode and choose Chin Wo's stage, then finish with a Sudden Death (have loser stand just a little to the left of the right side of the archway and hit them towards the center).

Blade

Jump in with C, ↓+X, ↓+A, A+B+C
Jump in with C, close A, ↓↓↓ C, ↓↓ X+Y so blade hits in air
Jump in with C, ↓+X, ↓↓ B+C, A+B+C

Dawson

Jump in with C, ↓+C, ↓↓↓ B
Jump in with C, ↓+A, ↓↓↓ C, ↓↓↓ B just before last hit of ↓↓↓ C
Jump in with C, ↓+B, ↓+C, ↓↓ B+C

Jetta

Jump in with C, ↓+B, ↓+B, ↓↓Y
Jump in with C, ↓+Y, ↓↓ B+C, ↓↓ Y+Z
Jump in with C, ↓+Y, ↓↓ Y, ↓+A, ↓↓Y+Z

Jetta — Not a lot of subtlety here, she just thinks about you really hard and reduces you to a bloody, twitching mass. Sort of like my last girlfriend...

Larcen

Jump in with C, ↓+B, ↓+Z, ↓↓↓ A
Jump in with C,↓+B, X+Y+Z, ↓↓↓ A
Jump in with C, ↓+B, ↓↓ B+C

Midknight

↓+Z, ↓↓ B+C, ↓↓ Z
Jump in with C, A, ↓↓ B+C, ↓↓↓ B
Jump in with C, ↓+Y, ↓+X, ↓+A, ↓↓ B+C, ↓↓ B+C

Midknight — I'm just gonna hold you down and suck out all your life force. OK? Not OK? Too bad.

Ramses III

Jump in with C, ↓↓↓ C, ↓↓↓ Y
Jump in with Z, ↓+A, ↓↓↓ C, ↓↓↓ C
Jump in with C, ↓+X, ↓+Y, ↓↓ B+C, ↓↓↓ C

Rax

Jump in with C, ↓+A, ↓+A, Z, ↓↓↓ B
Jump in with Z, ↓+A, ↓↓B+C, ↓↓↓ B
Jump in with C, ↓+A, ↓+Y, ↓↓ B+C, ↓↓↓ B

Raven

C, C, ↓↓ A
Jump in with B, ↓+A, A+B+C, ↓

Raven — Pulls the old 'accelerate you in time so you get old really fast' trick. Yawn. Seen it a million times.

Riptide

Jump in with C, ↓↓ B+C, ↓↓↓ Z
Jump in with Z, ↓+A, ↓↓ B+C, ↓↓ Z
Jump in with C,↓+B, ↓+A, ↓+B, ↓+Z, ↓↓↓Z

Riptide — Puts a new spin on the 'Kiss of Death' by adding fangs. Believe it or not, I have nightmares just like this.

Shadow

Jump in with C, ↓+C, ↓+C
Jump in with B, ↓+A, ↓↓ B+C, ↓↓ B
Jump in with C, ↓↓ B+C, ↓↓C

Slash

Jump in with C, C, ↓↓ C
Jump in with C, ↓+A, ↓↓B+C, ↓↓C
Jump in with C, ↓+Y, ↓+X, ↓↓B+C, ↓↓ B+C

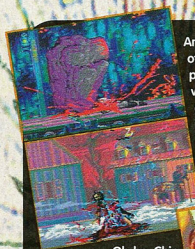
Slash — Being a man of gentleness and refinement, Slash just bursts your head like a ripe melon. Nicely done, nicely done.

Trident

Back-↓ Z, X+Y+Z, ↓+↓+B (rising kick)
Jump in with C, ↓+B, ↓↓ B+C, ↓↓A+B
Jump in with C, ↓+A, ↓+B, ↓↓ A+B

Xavier

Jump in with C, ↓+A, ↓+B , ↓↓↓ C
Jump in with C, ↓+A, ↓↓ B+C, ↓↓↓ C



And here's a couple of Overkills not printed in issue 74. I was going to rant about them, but instead lets just sit back and enjoy their quiet beauty...

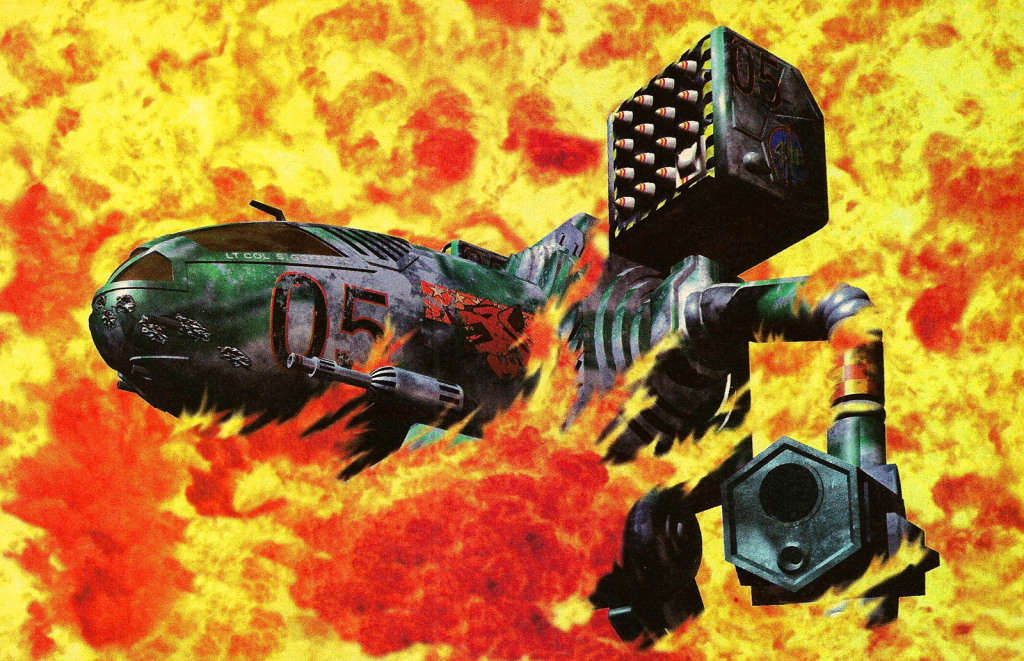
Oh-ho, Chin Wo! If you can win, well, a lot of matches, Chin shows up. Good luck.

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address

Game Slayers

1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010



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CODE BREAKERS

The story begins a long, long time ago when *Patrick Baggatta* was born under the sign of the donkey. From there on out, the idea of fighting his destiny as the Code Breakers' Editor was simply wasted energy.

Hello again. In sitting down to construct this month's code pages, It's my understanding that you've all come looking for some of the hottest new codes available to mankind. Well, we're going to do what we can for you, and I believe in the end you will agree that what we have for you is some pretty cool stuff. If you don't agree, then I'm afraid you'll just have to accept yourself as the kind of person that will never be happy with anything, and that you're destined to end up old and lonely in a low-budget rest home somewhere in swamp-ridden Florida, wearing a T-shirt that reads 'All My Friends Are Invisible'. Tough Break. Maybe next time you'll try to appreciate something when you get the chance.

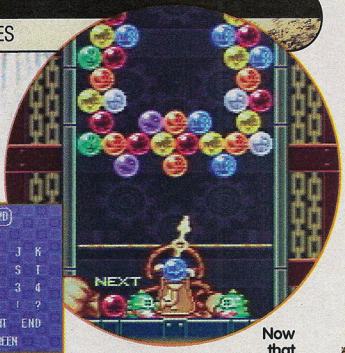
This month we have codes for all kinds of games on all kinds of systems because [redacted] just the kind of goo[redacted] stuff we like to give our readers. Enjoy!

BUST-A-MOVE

Taito for Super NES

Passwords and More Passwords

In a game like *Bust-A-Move* the ultimate goal is simply seeing how far you can get. Now, you can get as far as you'd like to go. Try the following codes to jump all the way through the game, ten levels at a time.



Now that you've mastered level 50, how about trying level 60, 70, or 80?

At the passwords screen enter the following codes.

Sure, we know it's tempting to jump right to level 100, but have some patience and you're sure to get even more enjoyment out of these passwords.

Level 10 . . . **XJZBOX**	Level 60 . . . **6DGCKW**
Level 20 . . . **FG2FWC**	Level 70 . . . **SVGRTR**
Level 30 . . . **5SNRT9**	Level 80 . . . **46V4C2**
Level 40 . . . **LTH3DB**	Level 90 . . . **$K5TT$**
Level 50 . . . **TZDK2K**	Level 100 . . **23Q66$**

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Bandai for Super NES

Power Suit

Did you ever have one of those dreams where you somehow end up at school or on TV or something wearing next to nothing? Well, If you haven't, I'm sure you can guess how unpleasant it must be, so don't let the Power Rangers go out without their power suits, OK?

At the title screen press Up, Down, Left, Right, X, B, Y, A and Start.

Now your favorite Power Ranger will be wearing his/her power suit right from the beginning.

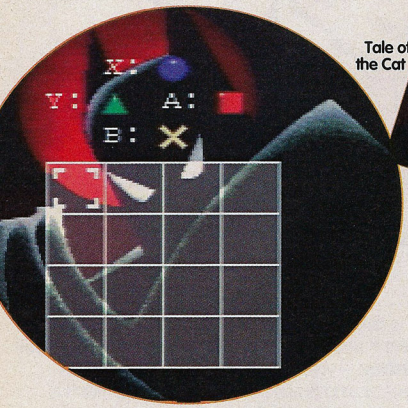
When the letters turn blue, you know you've done the code right.

THE ADVENTURES OF BATMAN AND ROBIN

Konami for Super NES

Pow, Biff, Passcodes

Having trouble with one of Batman's menacing enemies? Well then, skip to the next one. That's what Batman would do, and now you can too. Just check out the following passcodes and the places they can take you.



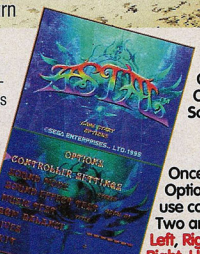
Go to Passwords screen and enter the following passcodes.

ASTAL

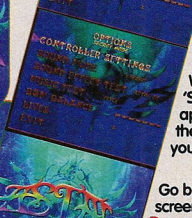
Sega for Saturn

Astalled No More

OK, this one's a little bit tricky to pull off, so don't get discouraged if you don't get it the first time through, but when it does work it's a mighty handy little tool. In a game like Astal, where getting through one tough stage might be keeping you from enjoying the rest of the game, there is often nothing better than a stage select. Well, here you go then.



Go to Options Screen.



Once at the Options Screen use controller Two and press Left, Right, Left, Right, Up, Down, L, R, and then Start.

When you see the words 'Stage Select' appear at the bottom of the screen, you've done it right.

When the words 'Secret Mode' appear at the top of the screen, you know you're on your way.

Go back to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

Now you may choose any level you'd like to play.

PANZER DRAGOON

Sega for Saturn

Rolling, Rolling, Rolling

You know how to do a roll when your life meter is next to empty (double tap in any diagonal direction) but what you'd really like to know is how to roll at any time. Well, that's going to take a code, and since these are the code pages I guess we'll have to give it to you. Oh yeah, I suppose you might also like to know how to use the hidden smart bomb feature as well. OK already, we'll give you the smart bomb code too.

At the title screen try pressing Up, Right, Down, Left four times in a row.

When you hear a crashing noise and see the words 'Rolling Mode' appear then you know you've done it right.

Now that you're in 'Rolling Mode', a double tap in any of the diagonal directions send you into a roll.

As an added bonus try holding any button during a roll and watch all the enemies on radar become locked-on targets.

Let the button go and your enemies are dust in the wind.

Game Players and Psygnosis present the

The Great PlayStation Giveaway

What's that? You're sick and tired of hearing about all these great games for PlayStation™ while you're still stuck with your old 16-bit system? No problem — just sit back and let your good ol' pals at *GAME PLAYERS* take care of everything! Our friends at Psygnosis — that's right, the people that are responsible for such standard-setting hits as Wipeout and Destruction Derby — are giving us a bunch of their PlayStations. And we're givin' 'em all to you! (Ain't we grand?) But wait, that's not all! Those warm-hearted folks at Psygnosis also threw in copies of their two newest games — Novastorm and Discworld! (Whew!) How's THAT for a contest?

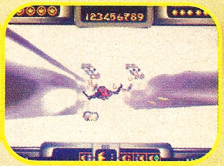
'Sounds great! How do I win?'

It's simple — we're not going to humiliate you this time, and we don't want anybody killed. Just write the answers to the following three questions on a postcard and send it to: The Great PlayStation™ Giveaway, 1350 Old Bayshore Highway, suite 210, Burlingame, CA 94010. All entries must be received before December 1st, 1995. The winners will be selected by random drawing out of one of Bill's empty 12-pack boxes.

1. Novastorm first appeared on what platform?
2. Eric Idle, the voice of Discworld's wizard, was a member of what famous British comedy troop?
3. What the hell is that thing in the Psygnosis logo?

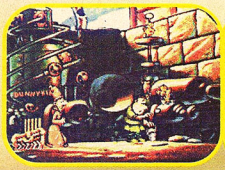
Novastorm

Psygnosis' first PlayStation™ shooter is packed with blast-'em'-up action. No need for alien diplomacy here — if someone gets in your way, just blast 'em!



Discworld

The first graphic adventure game for the PlayStation™, *Discworld* is based on Terry Pratchett's best-selling books of the same name, complete with all of the stories' trademark craziness and humor.



GRAND PRIZE: Five lucky gamers get a brand-spankin' new Sony PlayStation™, complete with both Novastorm and Discworld!

1st PRIZE: Five almost-as-lucky winners each receive copies of Discworld and Novastorm! You'll hafta get yer own darn PlayStation™, though.

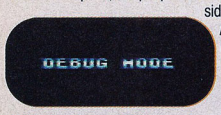
2nd PRIZE: 25 not-as-lucky winners get the shirts off our backs, proudly showcasing our fine *GAME PLAYERS* logo, the modern-day symbol of freedom, truth, justice, and... uh, quality T-shirts — for all!

3rd PRIZE: Millions of unlucky readers will get absolutely nothing! Consider yourself lucky — we were gonna send Bill over to model his new summer line!

BASSIN'S BLACK BASS

Hot B for Super NES

They said it couldn't be done, but not only have there been several fishing video games made at this point, but people are actually playing them, and even enjoying them. In considering this phenomenon, we here at *GAME PLAYERS* have come to the conclusion that the only way to increase this sort of enjoyment is with some codes. Here they are.



With the Super NES turned off, hold X and Y on Controller One and A and B on Controller Two. Then, while still holding all four buttons, turn the power on.

Once the debug mode has been initiated, start a game and try the following codes.

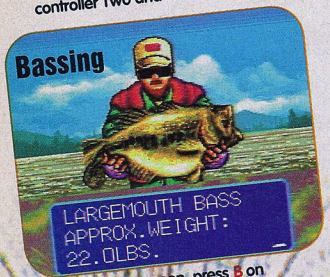
At the boating screen, press X on controller Two and watch time fly by.

Conditioning

For control over the general conditions of the game, hold A on controller Two at the boating screen.

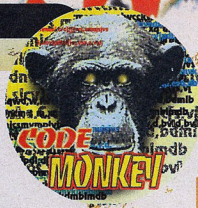
Then, while still holding A, go to the fly-casting screen.

Now you may control the elements.



At the casting screen, press B on controller Two to catch some fabulous, and some not so fabulous, bass.

At the casting screen, press Y on controller Two to instantly catch a nice variety of fish.



CODE MONKEY OF THE MONTH

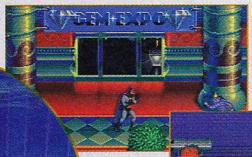
BRAIN FOOD This month's Code Monkey honors are going to a fishing game. That's right — I said it, a fishing game. That means they're not going to a fighting game, a side-scroller, a puzzle game, a shooter or even a graphic adventure game. And what kind of game does that leave to clean-up on the code monkey honors? Don't make me say it again. OK, you asked for it, a fishing game. That's right, a fishing game. (Bill — Patrick has calmed down now and the seizures have stopped. When he was younger, there was a bizarre incident while on a fishing trip, but he's OK now.)Thanks to **Chad Gabel** of **Bismarck, ND** for the codes.

THE ADVENTURES OF BATMAN AND ROBIN

Sega for Genesis

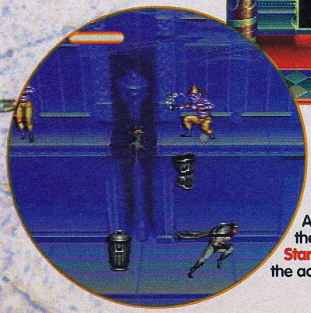
Holy Bat Getaways!

If I don't receive some personal 'thank you' notes for this one, then there is no justice in the world. Let's face it, this game is tough and any help would be nice, but the ability to skip from one level to the next at any point would be even better. Right? Well, let's just say your 'bad luck' (hint, hint) is finally over.



Once the game is paused, press B, A, Down, B, A, Down, Left, Up, C. (Bad Bad Luc).

Now that you can skip ahead to some of those later levels, perhaps you'll finally feel like the crime fighter you're supposed to be.



At any point in the game press Start to pause the action.

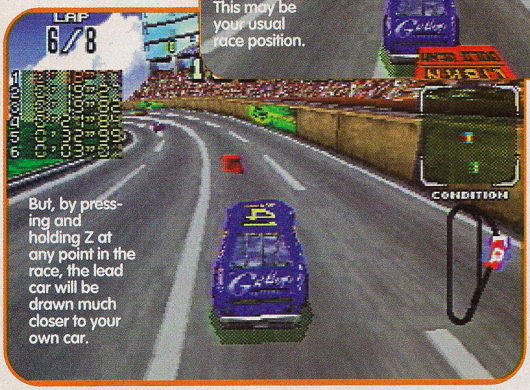
DAYTONA USA

Sega for Saturn

Hey, Wait-up!

That lead car getting a little too far ahead for your taste? Want to make things a little bit more competitive? Well, it's as easy as A, B, Z — that's right, Z.

This may be your usual race position.



But, by pressing and holding Z at any point in the race, the lead car will be drawn much closer to your own car.

PANZER DRAGOON

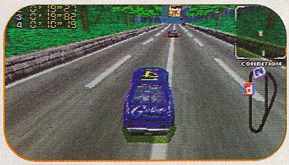
Sega for Saturn

Dragonless Flight

That pesky dragon getting you down? I bet you'd like to give him the boot, right? Well, now you can, and you won't even have to give him severance pay.

This code starts way back in the Saturn Set-up mode where you have to choose German on the language select screen.

Once the game is loaded, go to the title screen and press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.



Passing the lead car from this point becomes only a matter of time.

OGRE BATTLE

Enix for Super NES

Ogreiffic

As in most strategy games, the hardest part is getting started. I mean, let's face it, it's no fun starting out with nothing. If you knew of a way to start out with some sort of experience, some sort of power, some sort of self-worth, you'd surely take advantage of that kind of knowledge. Well, wouldn't you? If you answered 'yes', and I'm guessing most of you did, then read on. If you answered 'no', then you've got a higher sense of morality than the rest of us. But what fun is that?

When you begin a new game, you are given the opportunity to enter a name for yourself.

Enter the name 'FIRESEAL' and continue with the game.

When you get into the game you see that you're in pretty good shape — including high level characters and 300,000 Goth.

JUMPING FLASH!

Sony for PlayStation

Jumping Clouds!

OK, I'm not even going to pretend like this is an especially good code, but if you just need the instant gratification of a working code, this one works as well as any.

At the title screen hold down L1, L2, R1, R2 and press Up.

When the clouds speed up, you've completed the code.

No really, that's it. I told you it wasn't very good.

JUMPING FLASH!

Sony for PlayStation

The Super Brand of Jumping

This one isn't so much a code as it is an award for doing something pretty fantastic. When you manage to beat all the levels on *Jumping Flash!* (and you will), you notice that you are given the option to play again in 'Extra' mode. The Extra Mode gives you exactly what you think it might give you. That's right, extra jumping umph. In fact, you'll now be able to jump twice as high as the first time through.

When you finish the game, return to the title screen and flip through the stage select until you see the word 'Extra'.

Restart the game.

Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple-jump. Enjoy!

CODE DONKEY OF THE MONTH

This month's Code Donkey honors go to a reader in **Reno, NE.** His code for Kirby's Dream Land is as valid as any, and maybe even a pretty good one in the grand scheme of things. So, why make him Code Donkey you ask? Why, when there are so many readers out there who try so hard to be Code Donkey each month, would we want to make this reader Code Donkey for an entire month? Well, to tell you the truth, it has a little to do with the story he told in his letter of not being able to sleep late at night, and running to his Game Boy for some comfort but mostly it's because of his/her name. I mean how could I resist giving Code Donkey to someone using the name 'Cranberry'. Cranberry?

ADVENTURES OF BATMAN AND ROBIN

Game Genie for Super NES

C9S8-340D ..... Infinite Lives
C9A1-34AF ..... Infinite Stars
E38D-C765 ..... Moon Walk
466B-4494 ..... Full Energy From Hearts

THE INCREDIBLE HULK

Game Genie for Genesis

ALVT-8AS2 . . . .Level Select
DVPV-8AG2 . . . No Damage
ACTA-8AG2 . . . Infinite Transformation

CAPSULES

Game Genie for Genesis

ABRV-AAFN . . . .Infinite Ammo

SUPER PUNCH-OUT

Pro Action for Super NES

7E089C1B . . . . . Super Punch
7E089F50 . . . . . Infinite Energy
7E0B2D05 . . . . . Infinite Time

X-MEN 2

Game Genie for Genesis

RFMA-NG0W . . . .Play as Magneto
AKRT-AA5B . . . . .Infinite Lives

BATTLETECH

Game Genie for Genesis

AXYT-CA3V . . . . Infinite Ammo
AX7T-AA7L . . . . . Infinite Lives
AD3T-AAHW . . . . Start on Level Two
AS3T-AAHW . . . . Start on Level Three
AM3T-AAHW . . . Start on Level Four
AX3T-AAHW . . . . Start on Level Five

MEGA BOMBERMAN

Pro Action for Genesis

FF95430003 . . . . Infinite Lives
FFA462000A . . . Infinite Bombs

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCiiWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Chad Gabel**, from **Bismarck, ND**, who scores a controller for his *Bassin's Black Bass* codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!

Now there's no reason for you not to send in your codes! The ASCiiPad is the ultimate in controller action!

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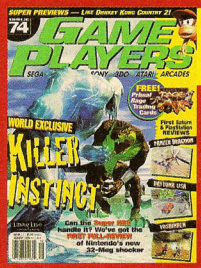

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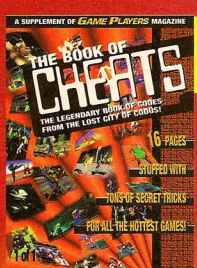

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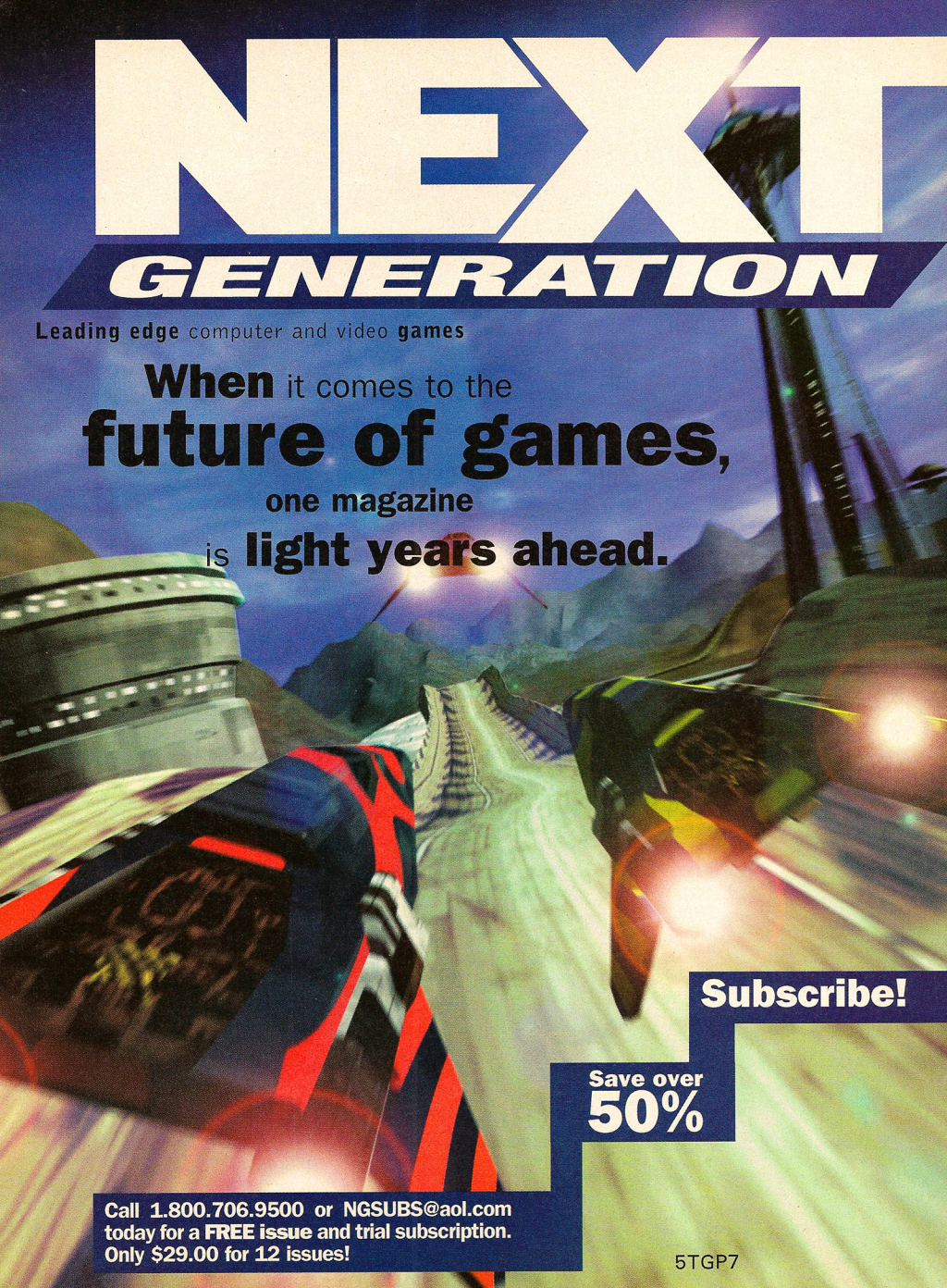
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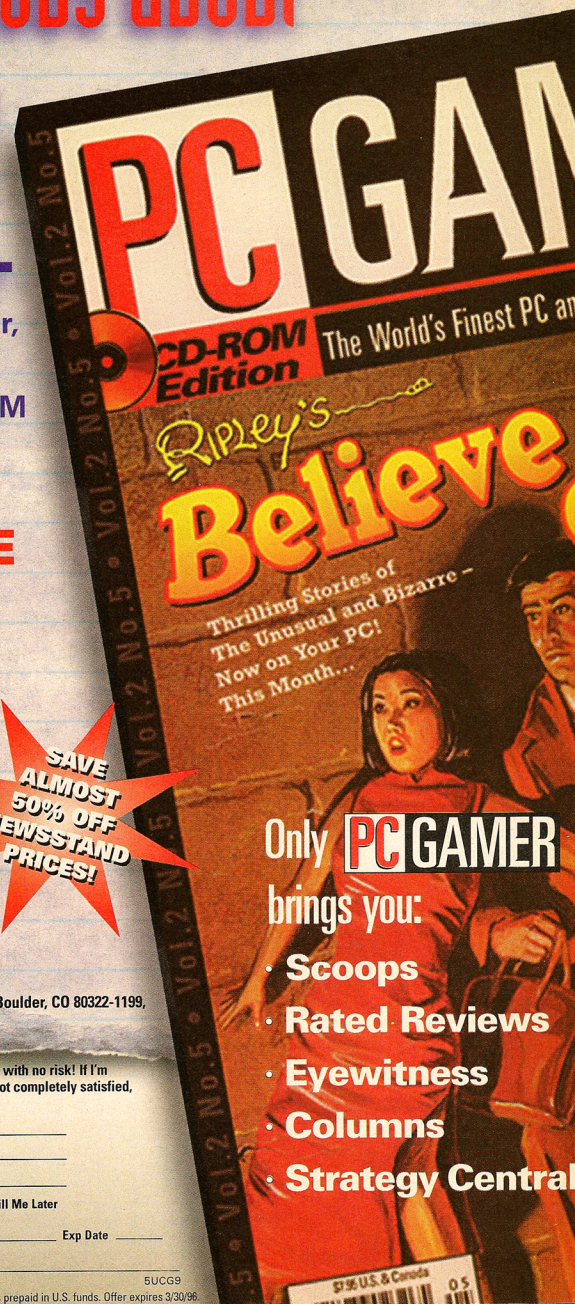

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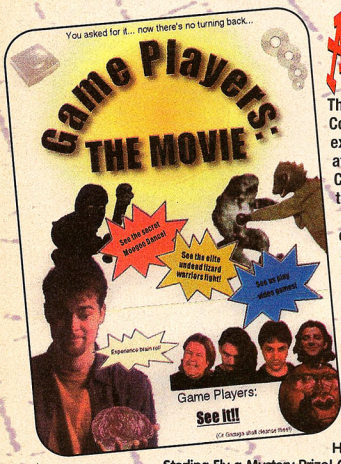

And The Oscar Goes To...

The winner of our *GAME PLAYERS* Movie Poster Contest is **Sterling Ely**, of **Locust Valley, NY**, for his excellent movie poster featuring all the gang here at the office! Hey, Sterling, how did you know that Chris likes to take his brain out and look at it? We thought that was a closely-guarded secret.

If you're reading this and thinking 'Hey, how come I didn't hear about this contest?', the answer is simple. The only people who knew about this contest were subscribers who found out about it by reading the Subscriber's Newsletter, a special page that is bound in with each subscriber's copy! Our subscribers were also the first to learn that The Cleansing had started and, more importantly, was ending in this very issue!

So, what are you waiting for? Subscribe to *GAME PLAYERS* now, and you won't be left out in the future!

Here it is: the poster that won Sterling Ely a Mystery Prize! Chris says 'Look Ma, no brains!'

All we can say about this picture here is 'Good luck figuring out what this is!' We know, but we're not talking. Here's the October Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

October's Scrambled Mess, *GAME PLAYERS*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our June's Scrambled Mess Contest was **Toshi Porter**, of **Los Angeles, CA**. He correctly identified the scrambled picture as a screen shot from *Quarantine*. Your Mystery Prize is on the way, Toshi, but we sent it via Australia, so it will have to spend the customary six months in quarantine!

OCTOBER 1995

EDITOR
Chris Slate

ART DIRECTOR
Mike Wilmoth

PRODUCTION EDITOR
Bill Donohue

ASSOCIATE EDITOR
Jeff Lundrigan

ASSISTANT EDITORS
Mike Salmon • Patrick Baggatta

GRAPHIC ARTISTS
Anna Cobb • Debbie Wells

CONTRIBUTOR
Vince Matthews

IMAGINE PUBLISHING, INC
EDITORIAL, ART, PRODUCTION, ADVERTISING, & MARKETING
1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010
Phone: 415. 696. 1688
Fax: 415. 696. 1678

FOR ALL ADVERTISING ENQUIRIES, CALL
Gregory Bunch, Advertising Manager,
Phone: 415. 696. 1688
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PRODUCTION COORDINATOR
Roger K. Burchill

DIRECTOR OF SUBSCRIPTIONS
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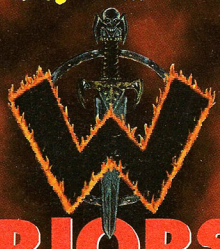

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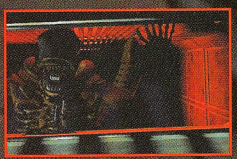

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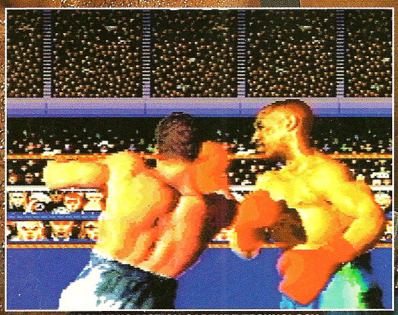

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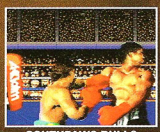

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