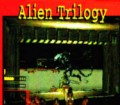


Screen shots from  
the hottest new home  
and arcade games



NUMBER  
**76**

YOUR GUIDE TO:

Super NES • Genesis  
32x • Sega CD • 3DO  
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Jaguar • CD-i • Neo-Geo  
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# ELECTRONIC GAMING MONTHLY

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Unleash mayhem & destruction  
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### NEW FROM JAPAN!



### Toshinden 2

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First Madden '96  
Football Strategy

NOVEMBER, 1995

\$4.99/\$6.50 Canada



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Emmitt Smith Interview Inside

The **LATEST** Gaming  
News & the **BIGGEST**  
Gaming Previews!

First Look!!!  
PlayStation  
Super Doom





# International conflicts should

“...the best soccer game yet. Period.”

— *Game Pro*

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. ‘Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.



“One of the best soccer games I have ever played!”

— *Electronic Gaming Monthly*

3800 world class stars. 237 teams. 12 international leagues. One helluva’ world summit meeting. Complete with authentic and localized crowd chants. (Brazilian drums, Italian cheers, etc.)



“...the best 16-bit soccer game ever, and one of the best sports games in general!”

— *Game Sport*

You gotta defend your turf. So we gave you slide tackles. Body tackles. And elbow shots. ‘Cuz sometimes the best defense is a good, hard-hitting defense.



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# be settled with legs. Not arms.

“Finally! The ultimate soccer simulation has arrived.”

— *Diehard Game Fan*

You better bring your big guns.

This year, the goalies are smarter, faster and tougher.

They even come out of the net and make leaping saves.

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— *Electronic Gaming Monthly*

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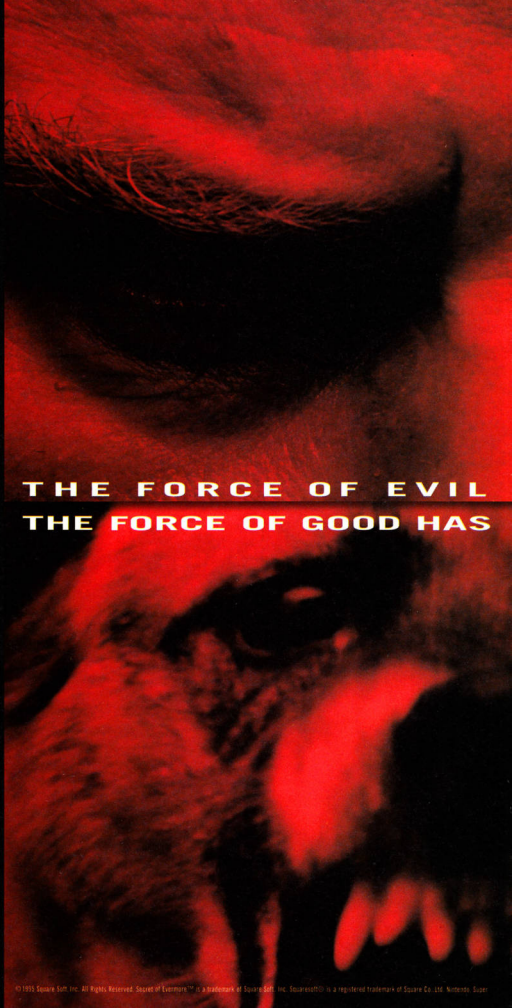


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it's in the game.

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**THE FORCE OF EVIL**  
**THE FORCE OF GOOD HAS**

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

HAS AN UGLY FACE.  
AN EVEN UGLIER ONE.



# ELECTRONIC GAMING MONTHLY

November, 1995

Number 8.11

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# A SONY PLAYSTATION...FREE?

by Ed Semrad, Editor in Chief



The analysts are at it again. With nine months of less-than-expected video-game hardware and software sales, the experts are already predicting another dismal year for our industry. Worse yet, with the exceptionally high price of the next-generation systems coupled with the phenomenal growth of the PC CD-ROM industry, many are saying that the game boom has now been changed to **DOOM**.

Could it really happen? Is it just the U.S. or is it worldwide? Our editors have recently returned from a 20,000-mile Chicago-London-Tokyo-Chicago world trip and while they confirm that both Europe and Japan are feeling the pinch this year, everybody is optimistic about 1996.

For example, the games market in Europe is down 35 percent from 1993 but with the new systems starting to sell through, the forecasts for 1996 are expecting a bounce-back of over 20 percent. Retailers aren't taking the lower game sales without a fight though. Like the 'trade in the old system' deal that U.S. retailers are using to drive sales of the new hardware, the U.K. game retailers have gone and offered Acclaim's **BATMAN FOREVER** cart for under £19 (about \$27) when you trade in three old 16-Bit games.

Japan has always been a harder market to read. The new systems are selling well but the newness hasn't worn off yet. Players there have always had an interest in new systems as shown by strong early sales of the FM Towns Marty, LaserActive and PC-FX. This trend may be starting to slow down, though, as we noticed one retailer selling the **VIRTUAL BOY** for \$95 (¥9709) stating that "It's not selling." On the software side, games come and go very rapidly, and while there isn't a rental market in Japan, used game stores are common and preowned cart sales are strong. Overall, the market is down from 1993 but expected to rise in 1996.

And the U.S.? The new systems appear to be selling, but now Sony and Sega have gotten into a press release numbers war. Both claim 120,000 systems in players' homes. The big push will be Christmas, of course, and not only will there be dozens of new 32-Bit games to choose from, but the big guys who decided to stick it out in the 16-Bit market are expected to be **SMILING** all the way to the bank.

Bottom line, we've all taken our lumps this year as no hardware transition is ever easy to weather, but with over a quarter million 32-Bit systems already in the homes, hopefully we'll hit the magical million units yet this year.

In other news, we hope you will like the new look of **EGM**. This time around we have decided to beef up some of our sections with more text. The whole look is easier to read and more informative. Let us know what you think.

# OVERREACTING?

NO I'M NOT, IT'S HUGE. IT'S

UGLY. IT'S THE HUGEST

UGLIEST **ZIT** ANYBODY'S

EVER HAD. AND TO BLAST IT

INTO THE NEXT SOLAR

SYSTEM IS GOING TO TAKE

SOMETHING **WICKED**.

SOMETHING POWERFUL.

**SOMETHING** THAT

DOESN'T JUST DEEP

CLEAN BUT HAS

**MORE KILLER**

**STUFF** IN IT THAN

THE NUMBER ONE

PAD TO **ZAP**

**zits**. AND THAT

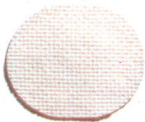
SOMETHING IS

THIS **RIGHTEOUS**

LITTLE **PAD**

FROM

**CLEARASIL®**.



© P&G 1995

A large, close-up image of a mouth with a beetle inside. The mouth is open, showing the tongue and teeth. A large, dark beetle with a metallic, iridescent sheen is positioned inside the mouth, resting on the tongue. The background is a deep blue and purple gradient, with some light reflecting off the beetle's body and the mouth's interior.

For strength, speed, and that  
healthy reptilian glow.



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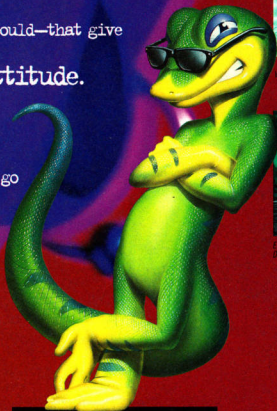
# GEX

Get ready for one serious

See-Food Cocktail.

It's GEX, your bug-munching,  
tongue-lashing alter-ego. Oh yeah, we got  
Hungry-Man portions of pop-culture  
cheese all right. With late night TV freaks  
like Gamera and Flatulence Man. But  
it's our special sauce—over 300 hilarious  
one-liners and sound effects from HBO®  
comedian Dana Gould—that give  
GEX major attitude.

So forget about  
good taste. And go  
with the skanky  
bug du jour  
instead.



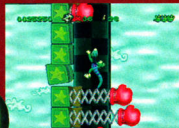
**CRYSTAL  
DYNAMICS™**



To see adjust your horizontal hold, 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.



Advance into different worlds like Indiana Jones and Frank R. Stein. (Legal wasn't quite as big a veggie.)



By jarring, tail-whipping & face-slacking to discover secret levels/ bonus stages that only fly in Engineering knows about.



Electronic Gaming Monthly "Editors' Choice Gold Award"  
Diamond Gamestar "Character of the Year"

**NEW** for  
**Sega Saturn™**  
and the  
**PlayStation™**  
game console.



**ELECTRONIC  
GAMING  
MONTHLY**





# DARKSTALKERS

The Night Warriors

# Cover Story

*Twisted Metal could be the most warped game ever. It's a giant thrash-o-rama with cars and hapless pedestrians!!!!*  
STORY BEGINS ON PAGE 136!!!

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# FACT FILES



**SUPER NES 90**  
Capcom roars with Final Fight 3 and Megaman X3. Lots of cool stuff!



**Saturn 118**  
Build an empire with SimCity 2000, or blast through Solar Eclipse.



**Genesis 100**  
Light Crusader and Vectorman strike the Genesis. Prepare to empty your wallets...



**PlayStation 126**  
Twisted Metal, Lemmings 3D and Philosoma will blow you away.



**32X 110**  
Experience Kolibri and T-MEK with this bizarre Genesis plug-in!



**3DO 142**  
Tingle your spine with Killing Time, the latest 3DO thriller.

# NUMBER 76



# WIN BIG!

**YOU WANT THE GOODS? ENTER THESE GREAT CONTESTS...**

**Check out the contests from Crystal Dynamics, UBI Soft, Atari and Panasonic. Wanna be greedy?**

**SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS**

## FEATURES



### THE DARKSTALKERS ARE ON THEIR WAY TO THE PLAYSTATION!

**EGM** gives you a close-up look at the workings of the arcade hit. It's not done yet, but we'll give you a good idea on how it looks and plays so far—anything you could want to know and more. If you like fighting games, this could be one that you should get a hold of. Play it if you dare!

**"If the gameplay is sped up, and the animation smoothed out, this should be a near-exact translation."**

### OVERSEAS GAMING SHOWS GIVE A GLIMPSE OF THE FUTURE!

For the home we've got Ridge Racer Revolution and Toshinden 2; big news for PlayStation owners. At the JAMMA we saw the latest arcade imports. Fighting Vipers (sequel of sorts to VF2) from Sega, Soul Edge (Tekken sequel) and Dirt Dash from Namco. Things games are on their way to the States.

**"Here's a look at what we'll be seeing in the near future..."**



### EXCLUSIVE MADDEN '96 STRATEGY

An in-depth look at what will be the best 16-Bit football game for the Genesis, and possibly the best football game ever made. Learn all the plays and moves to help your team come out on top, and grind your opponents into the astro-turf.

**"Madden '96 sacks the competition!"**

The flying is so realistic,  
it'll actually create

a sonic  
boom.

boom.

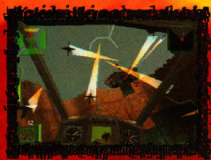
(In your shorts.)



To find out more about PlayStation, check out our Website address at <http://www.sony.com>. For game hints call 1-800-333-SONY(7649), 24 hours a day/7 days a week. U.S. only. Sony is a registered trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of The Interactive Digital Software Association.



## PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK,<sup>®</sup> the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation<sup>™</sup> and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag

SONY



not included.) Your mission, should you choose to accept it, is to battle the madman Kreele

through six different 3-D worlds before he grabs

enough red mercury to destroy the

universe. With Swarmer missiles, Plasma

cannons and Doomsday bombs, you've got more

firepower than a state militia. And you'll need it,

because while tanks are shelling you from the

ground, bogeys are swarming

all over you in the air. Just don't throttle back

too fast. Or you'll wish

you'd brought along an extra pair of boxers.



CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO SNOW JOB ONLY ON 3DO

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

# Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.

So what chaste champions of family values came up with this collection? The developers with a morally high-fiber diet, Studio 3DO, that's who. Gaming geniuses that have generated more solid hits than the last Tyson fight.

See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: [www.3do.com](http://www.3do.com)



STUDIO  
3DO

MORE  
WHOLESOME  
FUN ONLY  
ON 3DO



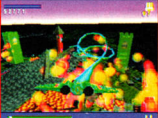
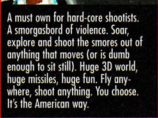
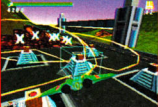
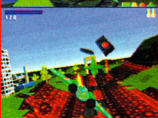
SNOW JOB



Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



STAR FIGHTER



A must own for hard-core shootists. A smorgasbord of violence. Soar, explore and shoot the smores out of anything that moves (or is dumb enough to sit still). Huge 3D world, huge missiles, huge fun. Fly anywhere, shoot anything. You choose. It's the American way.

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PHOENIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



## PHOENIX 3



Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snat out of them. Can't we all live in peace and harmony? In a word, no.



## BATTLESPORT



Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.



## GOLDEN GATE: TREASURE BY THE BAY™



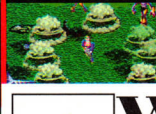
Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.



## CAPTAIN QUAZAR™

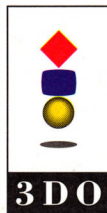


"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.



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ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



**WE  
GOT  
IT.  
THEY  
DON'T.**

THE BEST VIDEO GAME NEWS

# PRESS START

# SATURN

## GAMES MAKE THE JUMP TO PC



Absolute Zero, from Domark, brings its firepower to the Diamond Edge 3D game accelerator board. A special deal between Diamond and Sega will bring several Saturn games to the PC platform.

**T**he line between console and PC gaming just got more blurry, thanks to what Diamond Multimedia Systems hopes will become the new standard for PC games.

Meet the Diamond Edge 3D board, a jack-of-all-trades accelerator board optimized

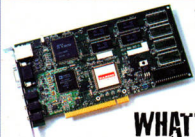
for Windows 95. The Edge 3D takes advantage of chip technology from the NVIDIA Corp., which recently inked a deal with Sega to port Saturn games over to the PC.

"For the first time ever, gamers can experience the realism and fast action traditionally reserved for dedicated video game systems with a

Diamond Edge 3D board on their Windows 95 PCs," said Ken Wirt, Diamond Multimedia's vice president of marketing.

The Edge 3D boasts a nifty array of graphics capabilities such as quadratic texture mapping, a new method of drawing 3-D environments. Normally, a curved shape is

rendered in a game through thousands of polygons, a process that saps the life out of a CPU. With QTM, a curve is defined by a mathematical equation, resulting in smoother textures and greater speeds. This technology also provides for video texture mapping and special effects such as fog, smoke and transparencies.



The Diamond Edge 3D gets its processing power from the NVIDIA chip (the white one in the middle). In addition to graphics, the board has full sound capability.

## WHAT CAN IT DO?

### QUADRATIC TEXTURE MAPPING



QTM gives software makers the power to draw curved shapes without taking up valuable memory. It also lets programmers place pictures or video on a curved surface.

Why settle for polygon shapes when the Edge 3D can draw

On the audio front, the Edge 3D contains a special audio processing engine that efficiently shuttles sound data between a PC's RAM and the CD. As a result, sounds can be mixed efficiently and in sync with video, while preventing any hints of slowdown.

In addition to an eight-channel digital gameport, the Edge 3D has two special ports specifically for Sega Saturn controllers.

The accelerator cards will come with four CD-ROM games and a fifth demo flight sim CD, which showcase the Edge 3D's aptitude for graphics.

Those four games bundled with it certainly aren't no-name games. Diamond has forged deals with major software publishing powerhouses to bring out Edge 3D-enhanced versions of their games.

From Sega comes a ported version of Virtua Fighter—virtually identical in look to the Saturn version. Interplay's contribution will be Descent: Destination Saturn. Domark will offer Absolute Zero, while Papyrus brings out NASCAR Racing.

Future titles in the works include Panzer Dragoon from Sega and Descent II from Interplay.

The DRAM version of the Edge 3D (2000 series) will run \$249 to \$299, while the VRAM version (3000 series) will run \$399 to \$449. All of the prices include the four-game bundle and demo CD.



## NVIDIA CHIP

accurate spheres—and rotate them—with no signs of slowdown.

# WOW

## PLAY JAPANESE GAMES ON THE U.S. PSX

Calling all PlayStation owners: If you were wondering if there was a way to play your favorite Japanese games on the U.S. PlayStation, we've found a way.

First, turn on the PlayStation without a disc inside and get to the audio CD menu. Open the CD cover and insert a U.S. PlayStation game.

Now the devious trickery begins. Instead of closing the cover, keep it open and press the small button on the upper-right side of the CD tray. The disc should stop spinning after several seconds.

WITH THE SMALL BUTTON STILL DOWN, take out the U.S. game and replace it with a Japanese game, then exit the CD audio screen.

If everything is done right, the Japanese game should begin loading up for play. The only drawback is that you have to play the game with the tray open, and you have to find a pencil eraser or something similar to keep that small button depressed.

We've tested this method on several games and it worked fine. We can't guarantee it'll work for all games; you might have to experiment with different U.S. games to get a Japanese title loaded up.

It's like getting two PlayStation for the price of one. Instead of waiting for hot titles such as Arc the Lad to come out in the U.S., gamers can play the game without shelling out big bucks for a Japanese model.

It's unknown at this point if Sony will (or can) alter the PlayStation's compatibility check programs so future releases can't be played via this method.

# SATURN ADAPTOR

To all of those Saturn owners wondering if Japanese games can be played on U.S. consoles, the answer is yes—but there's a catch.

The catch? You'll need a special cartridge called the Universal Adaptor, made by Datel Electronics.

The adaptor was specifically made for the U.S. Sega Saturn. All gamers need to do is plug the adaptor into the cartridge slot and switch on the console.

With the Universal Adaptor in place, the Saturn will boot into the CD control panel screen. Simply press the joy pad to load a Japanese game as you would any American game.

But there is a warning: Always switch off the console before you connect or disconnect the cartridge.

# PRESS START

**Nintendo** is boasting sales of more than 150,000 Killer Instinct games since it was released in September. It's the year's fastest-selling game and it has left retailers wanting more. Nintendo's previous best seller was Donkey Kong Country, which was released last November. By way of comparison, one retailer reported he sold more units of Killer Instinct on its first day of availability than he did of Donkey Kong Country in its first week.

**Sega** plans to open an interactive entertainment center next July in Seattle. It will feature interactive amusements and virtual-reality attractions such as motion simulators, interactive rides and simulation games.

**Crystal Dynamics** is readying its world-famous Gecko Gex for his trip to the Sony PlayStation. The game was first received on the 3DO platform, and Crystal is climbing the walls after the game reportedly sold more than 1 million units.

**Art Data Interactive** will introduce Doom for the 3DO. This version includes new monsters, more weapons and nine never-before-seen levels.

**Microsoft** has increased the number of companies making games for Windows 95 by cutting a deal with several of gaming's heavy hitters.

**Microsoft** recently inked deals with **Namco** and **Capcom** to port titles such as Tekken, Ridge Racer, Street Fighter and Mega Man over to Windows 95.

**Atari** and **Activision** have signed a deal that will bring Pitfall: The Mayan Adventure to the Jaguar and PC-CD. Under the agreement, Activision will also publish other Atari titles for the PC-CD market.

**Electronic Arts** recently added another impressive license to its gaming repertoire by signing a deal with the Jane's Information Group, the world leader in publishing military and defense information, including data on helicopters, war planes, ships and other weaponry. **EA** aims to use this newly acquired wealth of information to create some of the most realistic war simulations ever made. The first products out of the gate for this Christmas season will be two PC war games: SuperFighters and AH64D Longbow.



## Acclaim offers Gamers a knockout deal

This deal is for real. Acclaim has worked a deal with Gold's Gym to offer a two-week membership inside every Foreman For Real game purchased (a \$50 value) for the Sega Genesis and Super NES versions through 1995.

"We wanted to come up with a cool promotion," said Ken Gold. "So we talked to George Foreman's people. He uses Gold's

Gym and we thought it would be an ideal promotion. We gave them some signage in the game and were able to put this unique offer together."

Acclaim's latest knockout marketing effort is one in a long list of cool gaming promotions that they have come up with.

Watch for more ways to win with NFL QB Club '96 and Cutthroat Island.

## 3DO CD video adapter finds way into M2

In late August, Matsushita heralded a new standard in Video CD capability by releasing an adapter in Japan for the company's 3DO Real II machine.

With a starting retail price of ¥19,800 (about \$200), the adapter fits into the expansion port of the Panasonic Real II 3DO. The box decodes MPEG-1 data, a video compression standard, to play full-motion pictures at close to

VHS-standard quality.

The adapter uses a newer format called Video CD 2.0 (developed by Sony). The Video CD 2.0 allows for simple interactivity such as branch menus and better resolution.

The product probably won't be released in the U.S., according to spokespersons from Panasonic of America. That's



the bad news. The good news is the M2, a 64-Bit graphics processor for 3DO systems, will have the Video CD 2.0 standard built

in and will be released early next year. Matsushita released a video adapter for the 3DO, which wasn't Video CD 2.0 compatible, but used an older standard.

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**THE SOURCE**



**BEHIND THE FORCE.**

SEGA SATURN™

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# BULL'S EYE

## VIRTUAL BOY'S SPECIAL DAY HAS GAMERS SEEING RED

**N**intendo set its massive marketing machine in motion and blanketed the entire U.S. with a one-day Virtual Boy promotion over the Labor Day weekend. They pitched their Virtual Boy day tents at Blockbuster Video locations in Chicago, Houston, New York, San Francisco and Atlanta.

The **EGM** news crew took to the streets and attended the Blockbuster/Virtual Boy party in Chicago.

We had our opinions on how much we liked the Virtual Boy and its technology. But we wanted to find out what you, the gamers, thought of Nintendo's table-top system.

We asked some of those who tried the Virtual Boy how they liked the experience and what they thought of the system.



**Gamers young and old—but mostly young—got their first peek at Nintendo's 32-Bit system.**

Then we asked how they feel about paying \$179 for the system and \$39-49 for each of the games that have currently been and will be released for the system.

We asked Diana Love what she thought about the Virtual Boy. "It's interesting, I don't

really understand it, but as you play the games it's interesting and entertaining. I don't think I would pay \$179 for one. Not right now anyway, but I would pay \$99 for it. I think some parents will be hooked on the technology, but I'm a little worried that staring through the viewfinder at the color red might not be too good for you if you stare at the thing for hours on end," she said.

Robert Colon said, "I like the visual effects of the Virtual boy. It is very cool. I'm definitely going to pay \$179—sorry \$169 with the \$10-off coupon that I get after I rent it from Blockbuster. The thing to do is to rent it for a weekend first from Blockbuster for \$9.99 for the three days with the two games, then make up your mind. You can't play it for 10 to 15 minutes then decide, 'Yeah, I'm going to spend that kind of money.' You have to try it and

**PRESS START**

## Batman Forever on Video!

Oct. 31st...a date that means more than people just dressing up in silly costumes and acting like superheroes.

The third movie installment of the Caped Crusader's series, *Batman Forever*, was released on video Oct. 31, so



snag a copy if you haven't already.

With a rockin' soundtrack featuring artists such as U2, Seal and Offspring, *Batman Forever* is one sight and sound extravaganza.

Look for a price around \$20. A special widescreen laserdisc version is coming this fall for \$39.98.

Already out are the video game versions of *Batman Forever* for the Super NES and Genesis.

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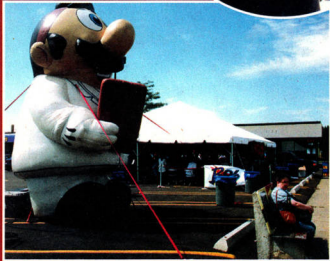
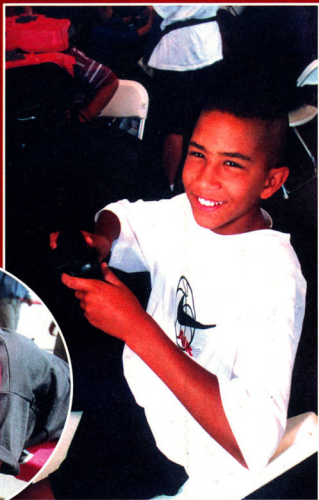
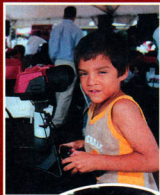
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then decide, it's that simple."

Paul Stack, 12, had some interesting things to say. "I like the 3-D graphics. I'm hooked on the Nintendo brand name. As for the price, I would like to see if it will come down. But for this kind of technology, it's cheaper than the other new technologies people are paying for. If it was under \$100, I'd buy it right away. At \$179, I'll have to rent it a couple of times before I make up my mind."

Curtis Cotton, 12, also tried the Virtual Boy at the event. "It's a very cool technology. However, I bought a Super Scope and I don't know if my mom's going to want to take a chance on a system that hasn't proven itself yet. I'm going to wait and see what type of new software comes out by



**Even Dr. Mario showed up on Virtual Day. His Rx for bored gamers: Check out the Virtual Boy, of course.**

Christmas, then I might ask for one."

Maria Arzuago was out shopping and got in line to check out what the hullabaloo was all about. "It was a great visual experience, but I lost. I wouldn't pay \$179 for it. I'll have to check it out some more. I wouldn't buy

it for myself—I'd buy it for my kids. I came here because they wanted to check it out."

We had a chance to talk with Wally Krol for his Virtual Boy opinions. "I think the technology is neat. I wish it was cheaper. If it was three colors, it would be worth it, one color, red, doesn't

**Nintendo's hoping their Blockbuster \$9.99 Virtual Boy three-evening rental with two games will get gamers' attention.**

excite me too much. I think people will buy it no matter what the price is. People have to have some toys to play with, whether it's an antique car, a stereo system or a big-screen TV. If you don't have toys, life isn't worth much and \$179 is not that much money compared to how much some people pay for their toys. Since it's for the kids, parents will pay \$179 for them to have the latest and greatest technology. Nintendo knows what they are doing. They know their audience and they get their message out very well.

"When Intellivision came out after Pong, it seems like it was just yesterday—Pong was the start of what we have today. Where we have gone from that is astounding and incredible. I believe in UFOs—when we find them we'll use their technology

for gaming systems and one thing is for sure: Their technology will be better and cheaper than \$179."

The Virtual Boy party was part of Nintendo's nationwide product sampling and sweepstakes it had entered into with Blockbuster Video. Through December 1995, consumers can rent a Virtual Boy for three nights for \$9.99 at 3,000 participating Blockbuster stores nationwide.

It's a good thing Nintendo has a tie-in with Duracell batteries. The Virtual Boy adapter wasn't on store shelves as of this writing, and the average battery life for six AA batteries is three to four hours—that could get expensive. This was one innovative promotion and Nintendo should be recognized for it.



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



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



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



## I'm good enough...I'm smart enough... and people like me

Whoever said "winning isn't everything" must have played Endorfun for Windows.

Endorfun is a CD-ROM puzzle game in which a player moves a cube around a 3-D gridwork.

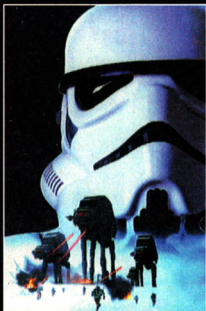
While it's not bad to rack up a high score, the real idea behind Endorfun is to give players a healthy dose of positive "subliminal" messages while playing the game.

One of the voices that offers encouraging messages sounds like Leonard Nimoy.

Endorfun is a sure-fire cure for any gamer who's in need of a mental pick-me-up.



# RETURN OF THE FORCE



**A** resurgence of interest over the *Star Wars* trilogy has companies putting out new products to sate fans' appetites.

Some more goodies to add to your collection include the Zanart *Star Wars* prints. Some are the blue-prints of the vehicles, while others depict various scenes from the movies. The new ChromArt prints feature artwork from the popular line of LucasArts computer games (like *Dark Forces* and *Rebel Assault*). The other new prints are the artwork from the new digitally remastered trilogy. Like all ChromArt prints, the *Star Wars* prints are matted and

have cool, chrome-edge enhancements. Every Zanart print comes with a certificate of authenticity.

More items collectors should check out are new figures. With a new look to the characters, the figures are what dreams are made of.

For those who haven't seen them, Luke is now buff and cut while Chewie got a major haircut (his muscles are defined). The figures show more detail than before and each carries a newly designed weapon.

The worst part about these figures is finding a place that hasn't already sold out of them.

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## From the arcades, to the movie screen, to in your face!

1995 may go down in history as the year of *Mortal Kombat*, thanks to a feature-length MK film, the formation of a toy line and the unleashing of the MK 3 video game. It's no surprise that the marketing behemoth known as MK would spawn an international live-action tour, which kicked off in October in the United States.

"The sale of the video game at home and from the arcades has been so tremendous that there's been more thirst for MK entertainment," said Lloyd Blasen of David Fish of Presents, the firm producing the 200-city tour.

There's not much innovation as far as story line goes: Humans beat overwhelming



odds to save the planet from not-so-human bad guys.

The live tour combines rock 'n' roll, visual illusions and (surprise!) a healthy dose of choreographed martial-arts and gymnastic scenes.

In addition to the high-tech special effects, the show offers lots of interaction to get the crowd involved.

The show features all the characters from the MK series. Some actors from the arcade game also star in the tour. One of the show's treats is the unveiling of never-before-released *Kombat* codes for the arcade and home video games.

"It's a complete entertainment product," Blasen added. "It's really meant to blow people away."



**Fight sequences in the *Mortal Kombat: The Live Tour* were choreographed by Pat Johnson, the same person who directed the stunts in the MK movie.**

# MK LIVE TOUR

## VIDEO GAMES TURNED INTO EYE-POPPIN' ART



**Virtual Boy/Panic Bomberman** PHSCologram by Lou Moliana, Hudson Soft USA; Don Conte, Dieterich and Ball; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)<sup>1</sup> Laboratory.

**W**hat's the recipe for a great piece of pop-culture art? Well, a group of graphic wizards may have found the main ingredients: video games and imagery.

Known as the (Art)<sup>1</sup> Laboratory, the group makes PHSColograms. (The letters stand for photography, holography, sculpture and computer graphics.) PHSColograms are taken from a set of 13 or so computer images or photos.

When modified and combined together via a special patented process, they create a high-resolution, full-color 3-D image.

"Some say 'it's commercial,' but it's for a newer generation of art collectors and exhibitors, and it's being a little more respected," said (Art)<sup>1</sup> Laboratory Director Ellen Sandor.

The innovation has been used by scientists to visualize the structures from viruses to the space shuttle. Its newest application involves computer-generated artwork—and what better subject to handle than computer games? To date, (Art)<sup>1</sup> has made artwork from Nintendo's Virtual Boy and Rare's *Killer Instinct* and

Donkey Kong Country.

With a price tag of \$2,000-4,000 per piece, the PHSColograms are meant for serious art collectors. "It's a part of pop culture," said Sandor, who added that 2-D photos don't do justice to the stunning impact of the PHSColograms.

For more information on (Art)<sup>1</sup>, check out the laboratory's World Wide Web site, which contains detailed background information on the firm's growth and an electronic art gallery. The site's address is <http://www.artn.nwu.edu>.



**Sega Sega** PHSCologram by Leonardo Barbastefano, Pedro Barbastefano Jr. and Clóvis Cordeiro, meta29, São Paulo; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)<sup>1</sup> Laboratory.

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# GAMING GOSSIP

Sony's cartridge case crisis...  
Williams paves the way for MK4...  
Ultra 64's wicked controller...  
Is Saturn falling out of orbit?...  
Why Virtual Boy may not make the cut...

...Whattup, my loyal Q'sters, it's Q-Mann ready to bust out this month's bloated bag of believe-it-or-not babble. This month has been tough on the ol' Q-Master, as I've staked out a new secret headquarters to take my gig even further incognito. The Q-Mann spares no expense to search and disclose the latest and grittiest gossip. Now take a drag off that pacifier and hitch up your diapers my little Q-Babies, it's time to rattle off this month's dribblings...

...At PlayStation Central, Sony apparently turned to Sega shortly before the PlayStation launch. Sony couldn't get enough plastic sleeves to house games, so they used Sega Saturn game cases for titles like Rayman from Ubi Soft and Battle Arena Toshinden. Did this have an impact on sales? N-O-T. More than 100,000 people preordered PlayStations and more than 130,000 units were sold in the first week. Sega's Saturn has just reached the 120,000 mark despite its two-month headstart on PlayStation...

...At Nintendo, Q-Radio is reporting the Ultra 64 controller will be a highly innovative *analog* controller. Instead of just moving the direction pad or pressing buttons, the controller will be sensitive to the touch. For example, in an auto racing game you will be able to steer much more realistically because the controller will be able to determine how hard you are pressing. Another bonus comes with the cross-pad controls and buttons, so players can do different things at the same time. For instance, in a war simulator the cross-pad will enable players to control the movement of a tank, while at the same time he can move around the turret crosshairs to blow up something. Also—and here is the big news—there is supposedly a memory card slot *in the controller*. Rumor has it you will be able to save back-up data (remember there are four controller ports on the Ultra 64) and bring it to your friend's house and pick up playing where you left off. Reports that the Ultra 64 will be further delayed are running rampant throughout the wild world of gaming, but it has been confirmed by the Q-York Times that Nintendo will have 100 Ultra 64 machines on the floor at the Shoshinkai/Famicon Space World trade show Nov. 24-26. There will be 10 titles on display to play; and rest assured Q-Mann will be there pressing his face firmly against each of the 10 game screens...

...Taking Capcom's lead, Williams is considering making a new Mortal Kombat game based on the movie. Since Mortal Kombat got rave reviews and two fatalities up from gamers, it has made a killing at the box office with six weeks in the number one spot. Apparently, the extra \$10 million spent to spice up the special effects was worth it. Insiders are suggesting that for Mortal Kombat IV, Williams is planning on using the same technique it did for its new arcade game War Gods. In that game, Williams only motion-captured two actors doing various movements, and then texture-mapped other models' faces onto their two bodies...

...Over in Japan, Sega just released Netmark, an arcade game with a VR headset that provides a 360-degree playing field of vision. In addition, the game also has a gun that shakes when fired (simulating the recoil of a real gun). Sega developed the hardware with Virtuality, a British VR company. In other news from overseas, Victor recently released a Video CD attachment device for the Sega Saturn (and for the V-Saturn, Victor's version of the Saturn). The device has a time skip, number search, intro, slow motion, flash play, zoom and has a few other functions. It is compatible with Sony's Video CD 2.0 MPEG 1 format. So far there's been a computer graphics version of Virtua Fighter 2 out for it, along with Vampire Hunter and Virtua Special...

...In other news, is the Saturn falling out of orbit with gamers and retailers? Rumor has it one major retailer has shipped back its 32X stock and left it on Sega's doorstep. Some major retailers are refusing to carry the Saturn system or any games. They still have a bad taste in their mouths over the early release of the Saturn because Toys 'R' Us, Babbages and Electronics Boutique were given Saturn units while other retailers were shut out...

...And finally, I've found out why the Virtual Boy was brought out in North America. Nintendo of Japan forced it down Nintendo of America's throat, much like my Grandma Quartermann did when she tried to make me eat a hunk of Spam like an apple. I'll stick to my diet of Snapple and video games, thank you very much. Sources within Nintendo aren't too hopeful that they'll be seeing too much green over sales of their lean, mean, two-color machine. Some have even suggested to me that if folks do buy the Virtual Boy, consumers will be seeing red because only a limited number of titles will be made for the 32-Bit system. Some are suggesting that the Virtual Boy could be another Super Scope Six.

...On the Panasonic front, the company will be releasing Mortal Kombat 3 for the 3DO next year, but more recently some insiders are suggesting the 3DO could see a further price drop to \$199 or \$249 this Christmas, or before Nintendo releases the Ultra 64 next year. Rumor also has it Capcom may be working on a version of Mega Man for the 3DO along with a new version of Street Fighter that will use the new M2 technology. Sources within 3DO are now saying the M2 technology will not be released this year and that we will see it in March or April of next year. That's it, Q-Readers. I've got to go now, the folks who set up NORAD are on their way over to help Q-Mann with security measures in his new digs. With Christmas just around the corner, be prepared for Q-Mann to stuff your stockings full of foil-covered gossip next month. Until then, may all your quarters have strings on them...Aloha!

**-QUARTERMANN**

# don't play mind games

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SEGA SATURN



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So waste 'em with bombs, your sword or even archers. If you don't, these demented hordlings are gonna devastate the village you've built. With killer 3-D texture-mapped characters and backgrounds as well as 35 minutes of video, it's no wonder The Horde has been critically acclaimed by everyone with a pulse — and an appetite for destruction!



## CONTEST

Tell us the best way to pop a Hordling and you could win this beefy-T.

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Contest Ends December 31, 1995

CRYSTAL DYNAMICS

Graphics Sound Control Total score



GamePro 3D0™ rating

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# \$ EASY \$ MONEY

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## • Data East's Defcon 5 & Creature Shock: Special Edition

In Creature Shock: Special Edition, battle an army of beasts while trying to solve the mystery of the survey ship—which is floating aimlessly in space on a mission to find a new world for Earth to colonize. Data East's latest action game features spectacular full-screen, 3-D rendered, ray-traced animation. You'll find fast-paced space shooting and combat which makes for exciting, varied game play. Experience the suspense of this game, heightened by atmospheric music and sound effects.

If you're looking for a captivating space adventure featuring an incredible diversity of game play, then Defcon 5 is for you! A rich, involving story line will engross sophisticated players and draw them in to exciting, full-motion video sequences coupled with first-person action, 360-degree space shooting and ray-traced graphics. Players must discover who (or what) is behind the sabotage at the space station, while surviving the continuous enemy onslaught. It's visually stunning and addictive!

## • Panasonic's D

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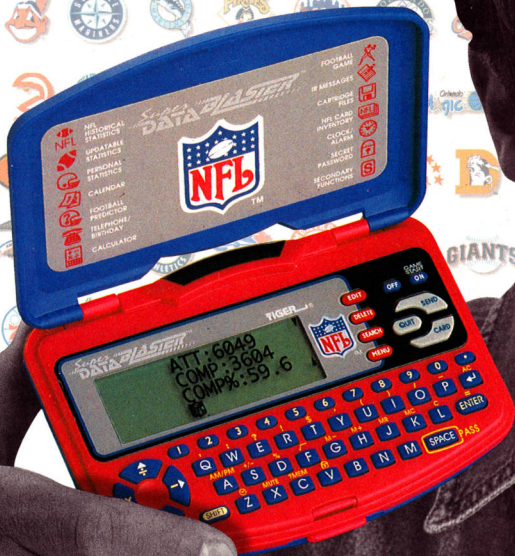
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the

uLTiMate

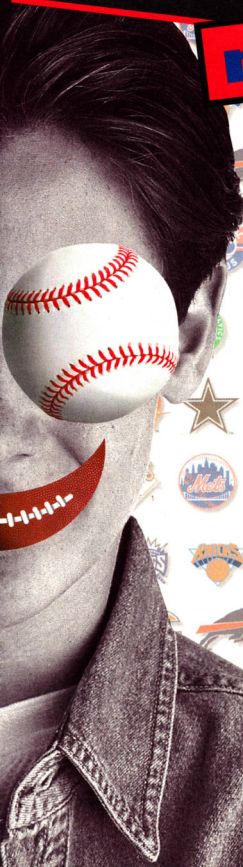
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# REVIEW CREW

## THE REVIEW CREW



**ANDREW  
baran**

**Current Favorites:**  
EB Girls in Black  
3000 GIs  
Dates with Cheetos

What has the illustrious Cyber been up to lately? Well, it seems like his luck with girls has improved. One actually acknowledged that he existed. He must be making progress.



**MARK  
lefebvre**

**Current Favorites:**  
Driving to Work  
LaBrea Tar Pits  
The Dark Side

Mark (a.k.a. Candyman) believes himself to be the incarnation of Phlegm. When he's not practicing his fanatical worship of his new PlayStation, he's sticking pins in Dano dolls. You gotta love him.



**MIKE  
desmond**

**Current Favorites:**  
Raid  
Holly Berries  
Cheap Roach Motels

His real name is Roach. He likes rotten food and tone-deaf rap. He thinks he's the gangsta rapps of the insect world. No matter what we do, we can't seem to rid ourselves of him.



**SCOTT  
parus**

**Current Favorites:**  
Warhawk  
Twisted Metal  
High-powered Rifles

If you've got a war, Scott's your man. A virtual one-man army, this good ol' boy delights in carnage to a grand degree. No town is too small or city too big. He's holding us hostage...Help!

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The reviews that are published in **ECM** are created after each game on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

ANDY

MARK

MIKE

SCOTT

playstation

## JUMPING FLASH

sony computer entertainment



category: release date:

Action/Shooter	Now
challenge:	back-up:
Moderate	Memory Card

I always wondered what Mario or Sonic would be like if they were shown from the first-person perspective. Jumping Flash is it. The graphics are outstanding and you really interact in a 3-D world. I thought the cutesy theme would get on my nerves, but it didn't. This game excels in every department. Sometimes dodging the hit of some enemies is hard, but in this game, it's livable. Jumping Flash is, most importantly, fun and shows off what the PlayStation can do.

Many games come out that are rip-offs of other titles, so it's very rare to play something totally unique. Jumping Flash fits right into this category by offering the player 3-D graphics with a totally new twist: height. The overall look has a very kid-like feel to it, but even the most experienced player will be challenged by the numerous techniques that will need to be learned: Jumping Flash is one of those games that I could play over and over. Afraid of heights?

Those who have motion sickness beware. First, let me start by saying this has got to be one of the weirdest games I have seen or played in a long time. (That's a good thing.) Even though at first glance the game seems childish, it is not. It will give even the most seasoned game player a run for his or her money. The best part of this game is the fact that anyone—from a gaming novice to gaming stud—will be able to pick it up, play it and have tons of fun.

A giant mechanical rabbit-type substance? Who couldn't fall instantly in love with Jumping Flash? Precise control and fast-changing, top-down views let JF reach unprecedented heights. Power-ups and special items will help you fight off the unique enemies, including a purple moose (?) and an excrement (bomb) rolling dung beetle. JF beautifully executes what Nintendo hoped to do when they introduced polygon graphics with StarFox way back in '93.

<b>Best Feature:</b>	<b>New Concept</b>
<b>Worst Feature:</b>	<b>Vertigo</b>
<b>Time To Complete:</b>	<b>Medium</b>
<b>Also Try:</b>	<b>Not Much Like It</b>

super nes

## KILLER INSTINCT

nintendo



category: release date:

Fighting	Now
challenge:	back-up:
Variable	None

I really enjoyed the arcade game, but the home one really doesn't match up. The controls just seemed a little too loose for my taste. The coin-op was loaded with eye-popping effects, and while it's a nice attempt on the Super NES, it wasn't the same. The combos are a little bit easier to pull off, although some of my old ones got split into smaller ones here. The No Mercies were laughably weak, especially Raptor's. If you must play KI at home, go for it. Otherwise, pass on it.

With the exception of the graphics being downgraded from its arcade predecessor, KI is a superb translation. Almost everything you've come to expect from the coin-op has been retained, such as Ultimates, Ultras, Danger Moves, Humiliations and Combo Breaker. Two additional features include a Practice Mode where you can work on your combos and a Tournament Mode where up to eight players can join in on the fun. KI definitely gets my vote!

The killer (no pun intended) arcade hit finally comes to the home systems. Nintendo did a great job of porting it over to the Super NES. The playability and music are top-notch. Any gamer who knew how to play at the arcade will not have trouble pulling off the moves on the home version, which really surprised me. The only major difference between the arcade and home is the voice and minor differences in the Fatalities. Bottom line: Any Killer Instinct fan should check it out!

The long-awaited KI has really made a strong showing on the Super NES and for good reason. The game has been faithfully reproduced from arcade version into cart form, and it has managed to retain most of its appealing features. Tournament Mode adds a load of fun by automatically keeping track of the placement bracket. I'd guess KI will be Nintendo's "last blast" fighting game for the Super NES. It is going to be a hard game to top in this dying market.

<b>Best Feature:</b>	<b>Sound</b>
<b>Worst Feature:</b>	<b>Smaller Fighters</b>
<b>Time To Complete:</b>	<b>Medium</b>
<b>Also Try:</b>	<b>KI Arcade and any MK</b>

super nes

## MEGAMAN X3

capcom



category: release date:

Action

Now

challenge:

back-up:

Hard

Password

Megaman X3 excels where MMX2 failed. While the levels aren't the most original, they are larger than the others by far. The control is exactly the same as before. There are tons of secrets hidden throughout the game. MMX3 is a little too tough, however. Megaman has a cool homing shot later on, and you can even play as his pal. Even though the snow level hurt my eyes, MMX3 is fun to play, because the secrets are everywhere. Can you find them all?

I've always been a big fan of the Megaman X series, but I'm very indecisive about this third game. Everything that made the first two games great has been kept in 3; however, I would like to see some change. Even though I like the game the way it is, how about trying something new that would separate it from its prequels? I guess if it's not broken, why fix it? With the exception of a few minor changes, MMX3 is a close duplicate to MMX2.

Megaman X3 is quite similar to Megaman X2. The control and basic powers are exact. However, the levels are noticeably larger than its predecessors. There are a lot of hidden levels and power-ups that you can find to make the game a lot more fun. The game tends to annoy me because of the difficulty level. It's hard! To be honest, it's a good game, but I find it too similar to the other Megaman games. I wish there were more changes from its predecessors to make this installment more enjoyable.

I am so sick of Megaman, that I have dreams at night of the blue-clad hero showing up to my house and forcing me to play more of his redundant titles. This latest release is just like all the rest; it looks and plays really well but the story needs a serious facelift. Besides the addition of Zero and the new custom power-ups, there isn't anything new to stimulate audiences. Megaman X3 has nothing we haven't seen before in earlier Megaman releases.

Best Feature: Lots o' Secrets

Worst Feature: Hard as a rock

Time To Complete: Eternity

Also Try: Any of the 100 Others

super nes

## THE MASK

t\*hq



category: release date:

Action

Now

challenge:

back-up:

Moderate

None

I can't profess to enjoying the movie, so pardon me if I seem a little jaded. The Mask offers colorful graphics and lots of humorous enemies. The game play is fast and—for the most part—pretty good. I wish there was a jump attack. The music is a lively tango. One major gripe I have with this cart is that you have no idea where you are going or what you are trying to accomplish. The levels are huge, but it's all mindless action. The Mask is a good game, but it needs more diversity.

Most movie-to-game conversions suffer because the game is expected to sell on the title rather than what it has to offer. The Mask is one of the few adaptations that breaks this mold by actually offering some cool features. While the overall graphics are only average, the animations are extremely well done, and the game offers numerous methods of attacking the villains. The biggest drawback are the levels; they are drawn out and repetitious.

Another game based on a hit movie. Play as the Mask who must traverse through the hallway of your apartment, the streets and more. The animation of The Mask really impressed me and you are given enough weapons to take them out. However, the annoying music and enemies are lame. The first level will make many players lose their bearing of where they have been and need to go. Overall, it is a good game in its own right, but there are similar games out on the market.

Usually when a movie is converted into a game, a lot of integrity is lost in the process. But The Mask is different—it revolves closely around the outlandish actions seen in the movie. The graphics and animations are deserving of the name on the box. Levels are challenging but can be beaten easily by experienced players. Undefeatable enemies such as the "cat thrower" are unimpressive for players with no patience to sneak by them. If you liked the movie, give the game a shot.

Best Feature: Animation

Worst Feature: Fun Factor

Time To Complete: Medium

Also Try: Spawn

super nes

## WILDC.A.T.S

playmates



category: release date:

Action

Now

challenge:

back-up:

Adjustable

Password

WildC.A.T.s is an above-average fighting game, if you look beyond the fact that (except for the Bosses) you battle the same enemies over and over. The cinemas are cool, as is the story. Why does the ending use the same cinema screens? WildC.A.T.s is a good challenge, and I like the levels for the individual characters. They controlled a little too loosely, however, and I slid around a lot. The graphics were top-notch and reflected the look of the comic.

WildC.A.T.s may appeal to the younger audience if they're really into the comic-book series, but as far as the game goes, it left a bad taste in my mouth. It does have some neat features, such as different moves for the three characters and a story line that actually followed the game, but fighting the same villains over and over got repetitious after about a half hour of play. It takes more than just pushing the same button constantly to hold my interest in a game!

WildC.A.T.s, which is based on the comic-book series, follows a story line and contains characters that have three basic moves. As in any Final Fight-type game, it is a typical side-scroller in which you must punch and kick your way through the levels. After a while, the enemies are all similar and the levels get old and repetitive. Punching and kicking my way through this game did not hold my attention for very long and basically made me yawn.

I was expecting a lot worse before I even started WildC.A.T.s. I was dreading the thought of more converted comic-book heroes that look good but play truly nasty. But after trying it, the decent control and the superb superhero animation really got my attention. The ability to use the entire screen in the classic Double Dragon style also added some fun. The Bosses are kind of tough; they always seem to be just a tad faster and more powerful than your character.

Best Feature: Story

Worst Feature: Automatic Hits

Time To Complete: Medium

Also Try: Final Fight

genesis

## VECTORMAN

sega of america



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

It seems like Sega has a new mascot. Vectorman offers graphics that make it look like it's on a system other than the Genesis. The animation is really smooth. Surprisingly, VM excels in the control department. It doesn't have anything really new, but it plays well. The game play is fast, and the action generally is intense but not frustrating. Think of Strider with a gun. The audio is still right. I recommend this cart to anyone who just plays his or her Genesis. It's worth purchasing.

Most Impressive! Vectorman totally blew me away with some of the most detailed graphics and heart-pounding sounds I've ever seen on the Genesis. The animations of the characters in this game are fabulous, and the large levels are loaded with tons of hidden areas and secrets. With a wide range of power-ups and the ability to transform yourself into many different forms, Vectorman is everything you could ask for in an action game.

The clean graphics and animation are the first thing I noticed about this game. The levels are big and have plenty of hidden areas. Throughout the game, Vectorman can morph into various forms including a jet, fish, bomb, missile and more; which keeps the game interesting. It might just be me, but I found the levels and enemies can get boring after playing for some time. Overall, Vectorman is definitely a game to check out if you're looking for an addition to your Sega library.

Vectorman brings superb game play, precise control and sophisticated sound and graphics to the Genesis. This cart is challenging all the way through with tons of enemies and random goodies to shoot. A load of power-ups and specials also add to the action and variety. The worst part of the entire game is the lack of a password or back-up of any sort. Earthworm Jim lovers need to check this title out—it's not as silly as EWJ, but highly addictive.

Best Feature: Nearly Everything

Worst Feature: Repetitive

Time To Complete: Medium

Also Try: Baliz

genesis

## LIGHT CRUSADER

sega of america



category:

release date:

RPG/Adventure

Now

challenge:

back-up:

Easy

Battery

It's good to see another RPG for the Genesis. I just wish that it would leave the Boxite puzzle elements out of it. The graphics are really good, and the story is cool enough. The fighting sequences are difficult, especially when the range of your sword is so small. Magic helps a little. The perspective works, and it doesn't. It adds a new dimension to the game, but at times the combat is hindered and doors are hard to see. Still, Light Crusader is fun despite these flaws.

Light Crusader is a hard game to judge. It excels in terms of graphics, and the ingenuity of gameplay. However, even the most hardened players will find the perspective difficult to get used to. I've never seen puzzle elements mixed with action quite this way. Light Crusader is weak in the story department, particularly where you must find out where to go next! The interface is nice when using items, but the combat did not work. LC needs more action scenes and less puzzles.

Light Crusader is an RPG/adventure game with a simple and easy-to-use interface. The graphics are clean and somewhat colorful plus the musical score is fitting. All RPGs should have a story line and a purpose for your adventure, but Light Crusader is a little weak. The game suffers from drab enemies and boring gameplay. If you are looking for an RPG/adventure with a great story line, you had better keep on looking because this game is not it.

Can anyone help me find the story? Maybe it's just a trend not to include a story in an RPG, but I think it's wrong. The graphics in Light Crusader are possibly the only item that deserve honorable mention. While the control will strike fear into the hearts of many, the story (or lack of) is very restricting, forcing you to complete one action at a time with little decision making. Light Crusader is a fine example of another battle lost in these final days of the 16-Bit generation.

Best Feature: Backgrounds

Worst Feature: The Story

Time To Complete: Medium

Also Try: Boxite &amp; Zelda

genesis

## EARTHWORM JIM 2

playmates



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

Password

Earthworm Jim 2 tries hard to be better than the original. But where the first had technique, this one just gets cheap. Visually it isn't all that good-looking. The animations are really cool, but it seems like they are substituted for decent game play. There are tons of instant hits throughout. The gameshow as well as the Psy-Crow scene really irked me. What do the levels have to do with the story? Why a salamander? I can't say I had any fun with this one—it's too tedious.

The original EWJ made Game of the Year. How about 2? Everything that you've come to love, and then some. Better weapons, better levels, more methods of attacks. Who can forget the stand-still animations? Like its predecessor, EWJ2 excels in every aspect of the game and first and foremost is fun! The game does have a slightly different feel to it, since Jim is now shrunk down quite a bit, and moves a little differently than he did in the original.

Whoever liked the original Earthworm Jim (who didn't?) will like EWJ2. EWJ2 has more weapons, totally weird levels, a mucous-type parachute/swinging mechanism and more cows than before. The game controls are somewhat similar to the first and the animation is as good as ever. Some of the stages can be a little drawn out and boring. Other than that, it is a good game and sequel to the Game of the Year. Definitely try this cart out!

The first EWJ really got my attention when it was released and the second version was no different. I imagined all of the wackiness was used up in the initial EWJ but to my surprise it wasn't. The entire game remains basically the same with the only change being the levels, which are even crazier than before. Slugs running from salt, saving puppies being thrown from windows and racing chickens through levels all make EWJ2 well worth the wait.

Best Feature: Just Like EWJ

Worst Feature: Hasn't Changed

Time To Complete: Long

Also Try: EWJ

ANDREW

MARK

MIKE

SCOTT



# AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



Resting



Walking

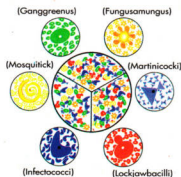


Playing Zoop

**Output of the Heart**  
(gallons of blood per minute)  
when man is:



$(zoop \times 10^{10})$

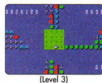


A healthy Iris

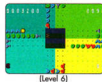


The same Iris  
after Zoop

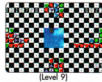
**The stages of Zoop**  
(what to look for)



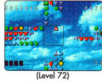
(Level 3)



(Level 6)

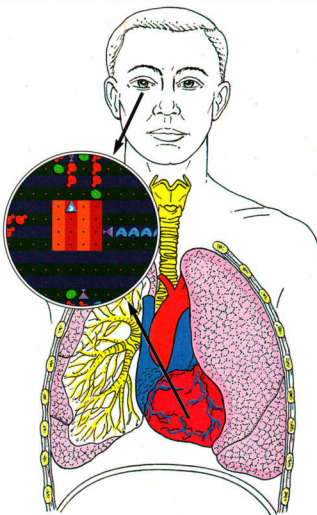


(Level 9)



(Level 72)

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



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

**Known carriers  
of Zoop**



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Macintosh®



PC



PlayStation™



Saturn™

**How Zoop affects  
the brain**



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

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

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

genesis

## GARFIELD

sega of america



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

Password

Garfield has the humor and animation of the cartoon. The graphics are top-notch, the sound is pretty good for the Genesis and the levels are themed. I can't help having visions of Gex every time Garfield is sucked into his TV. The gameplay—for the most part—is decent, but it's very hard for you to avoid hits from some of the enemies. This is one of the games that will keep the Genesis around after the next-generation systems hit. Garfield is cool but sometimes cheap.

I don't mind playing a difficult game, as long as it's difficult for the right reason. A game is supposed to be challenging enough to keep your interest, but not so impossible that no matter how many times you go through a given level, you're still going to get hit by the same enemies. Garfield would have been an enjoyable game to play, but due to loose control and mandatory hits, in the end it turned out to be more frustrating than anything. I suggest skipping it!

When first seeing this, the average person would think that it is a cute game with great animation and graphics containing Garfield, Odie, Pookie, etc., but it isn't. Throughout the game there are cheap and mandatory hits that would drive the average person insane. The game control is slow and loose. This might be the reason you take so many hits. If Garfield had more range with his swing and was quicker, it would be more tolerable and significantly easier.

The title of this game should be changed to "Garfield And The Tale Of Automatic Damage." It has way too many cheap hits to make it enjoyable for the younger audiences it is aimed at. The character graphics and level originality are very good, but still don't make up for sloppy control. Cheap hits and a bad control interface really bother me and Garfield has both of them. If you don't mind these flaws try it out, but Garfield has really rubbed my fur the wrong way.

Best Feature: Yep, the Cat

Worst Feature: Cheap Hits

Time To Complete: Medium

Also Try: Game Gear Version

32x

STAR TREK:  
STARFLEET ACADEMY

sega of america



category:

release date:

Simulation

Now

challenge:

back-up:

Adjustable

Password

While I watch *Star Trek*, I just couldn't get into this cart. Hard-core players may enjoy its depth and sheer amount of Trekkie lore, but to me it just got tedious. The space combat sequences were boring (no wonder there are so few on the shows) with little real strategy that I was able to find. I did like the music, which sounded good, but tiny. The graphics are a little too dark for the subject matter. Overall, great for fans, but too complex for regular players.

I was disappointed that the game looks and plays like the 16-Bit version of *Starfleet Academy*. There are some cool aspects to the game, but after playing it a short while, I lost interest. One would think that the 32X's capabilities would be used to enhance the visuals. The ships should look realistic or there should be other improvements. However, SFA doesn't look 32-Bit. If you're a true Trekkie, you may enjoy the game—but it didn't have enough to keep my attention.

As in the Super NES version, *Starfleet Academy* has many options, scenarios and a simulator to practice your battling techniques and misadventures. This game does not exploit the capabilities of the 32X—I was expecting more out of the graphics and sound. The game would be better off if there was music and cleaner graphics. Overall, Trekkies might find it enjoyable because of the familiar sights and sounds from the popular series, but once again, I was expecting more.

Let me start out by saying that the 32X version really hasn't changed much from the original Super NES version. Besides the improved 3-D ship polygons, not much else has changed to tap the 32X's graphic capabilities. The simulations have good content, but are severely restricted during combat. Manually targeting enemy ships is a chore to accomplish, being hard to precisely aim and fire accurately. This version has improved, but still wasn't what I expected.

Best Feature: It's Star Trek

Worst Feature: Limited

Time To Complete: Medium

Also Try: ST: SFA (Super NES)

32x

## T-MEK

sega of america



category:

release date:

Simulation

Now

challenge:

back-up:

Moderate

None

I enjoyed the arcade game a lot. It was a fun brainless brawler. For some reason it didn't translate well to the home. Sure, the graphics are good, and all the game elements are here, but it doesn't have any substance. Something should have been added. As it is, the sound is pretty good, and the grainy look of the game is minimal. T-MEK slows down quite often, which hurts its score. T-MEK is fun for a few hours, but you'll end up bored after playing it for awhile.

T-MEK is an arcade translation that falls short of bringing the "real" experience to a home system. The graphics were not the best to begin with in the arcade and have deteriorated further on the home version. I wasn't impressed by the sound either. There was a special feeling in the arcade, but its intensity has been lost. The only positive was the ability to fight another player in an exciting battle to the death. When translated, the element of excitement seems to have been left out.

In T-MEK, the only goal is to destroy as many enemies as possible within the given time limit. You have a choice of six mechs, which vary in speed, shield and weapons, and six playing fields. The actual game controls fairly well, but it was really stripped down in the conversion from arcade to home system use. I would have enjoyed the game much more if they would have added a few more options in the transition from arcade to home to increase the playability.

Mech battling in an arena filled with special weapons and obstacles is long overdue for mecha systems. However, I feel that T-MEK isn't the title that does the job. T-Mek has a good concept and a challenging game, but its conversion appears to have wasted the increased processing muscle of the 32X. I have no doubt that the same title could have been done the same (if not better) on the Genesis. I really couldn't get into this game at all.

Best Feature: Two-player simultaneous

Worst Feature: Few Options

Time To Complete: Medium

Also Try: T-MEK (Arcade)

ANDREW

MARK

MIKE

SCOTT



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32x

## KOLIBRI

sega of america



category: release date:

Shooter

Now

challenge:

back-up:

Moderate

Password

Kolibri will instantly bring to mind Sega's other nature-themed game, Ecco. While the visuals are beautiful to behold (lots of colors and detail), they get repetitive. Kolibri has a very unusual control scheme that is hard to get used to. Some of the levels have a puzzle that needs to be solved, but the player is left hanging as to what it is. Kolibri is part puzzler and part shooter. The action aspects lack precision: If you die, you can get caught in a loop of deaths. It's okay, but I just don't get it.

This one's a little hard to describe. It's a shooter-type game much like Gradius, but instead of being in control of some futuristic aircraft, you lead the life of a small bird. This groundbreaking title was done by the same people who masterminded Ecco the Dolphin. The game plays somewhat like Ecco, except that the levels are much smaller. The controls for your feathered friend are very realistic and the graphics for the game look superb on the 32X. Very ingenious!

The first things that impressed me about the game were the clean graphics, the serene music and, the calm atmosphere that surround this game. It reminded me of Ecco the Dolphin though it differs quite a bit (it's a shooter). Although the enemies and levels are unique (bullfrogs, bees, waterfalls, etc.), you can easily become frustrated. Once you continue after being killed, you reappear as a one-hit wonder and quickly get killed again. What's that all about?

Just when I thought there was nowhere left to go with a shooter, suddenly a hummingbird hops into play. Kolibri is filled with the best possible graphics of birds and insects I have ever seen. It controls fairly well, but the game needs work on the cheap deaths when restarting. Wind pressure is also a source of irritation since it forces you where you don't want to be. There is no mistaking it: Kolibri is the first of a new trend in bird shooters. Wait, let's forget I even said that last statement.

Best Feature: New twist

Worst Feature: Boring

Time To Complete: Medium

Also Try: Ecco the Dolphin

saturn

## ROTK IV

ROMANCE OF THE THREE KINGDOMS IV

koei



category: release date:

Strategy

Now

challenge:

back-up:

Moderate

Memory Card

I've been a fan of Koei's sims for a long time, and Romance for the Saturn lives up to its name. The same addictive game play and strategy from the Super NES version are here. That in itself is excellent, but FMV cinematics have been added and the graphics are touched up. Like before, you can create your own generals with the edit feature. You can have loads of fun adding your friends to the pages of history. If you enjoy war sims, you'll have a ball with this one.

Romance of the Three Kingdoms IV has everything you could ever want in a strategy simulation. Fully customizable rulers and officers, different modes of game play and an interface that will allow the player to have total control of his or her actions. The game is very in-depth and will be enjoyed by players of this genre. If you have problems finishing games quickly after buying them, give ROTK4 a spin. Trust me, you'll be playing for a while!

ROTK4 is similar to many of the Koei games done in the past. The game, complete with small clips of full-motion video sequences and the ability to make full complete libraries of rulers and officers, can be addictive. The interface as well as the game itself can be quite consuming, but as long as one reads the instructions, the game can become addictive. Full of scenarios and multitudes of variables to make each game different, this game has a playability factor of 10.

Koei has a winner forcing its way into the Saturn market. ROTK4 is perfect for all strategy-minded individuals who enjoy driving enemy masses before them (which is a lot of fun when the enemies are your friends in Multiple-player Mode). Custom rulers and generals let you design your "perfect" monarch to lead your empire. The many cinematics are also a welcome addition to this feudal strategy sim. Wanna-be Napoleons should keep an eye out for this one.

Best Feature: Multiplayer

Worst Feature: Starting Out

Time To Complete: Eternity

Also Try: Other ROTKs

saturn

## VIRTUA FIGHTER

REMIX

sega of america



category: release date:

Fighting

Now

challenge:

back-up:

Moderate

None

I really don't know how this will be received by players. Why didn't they focus on the much better VF2 instead of rehashing the original? The visuals and game play have been tweaked a bit here. Although it's enough of a difference—that if you see them side by side—you'll see that Remix is better. It's still just the same game, though. If you love Virtua Fighter, you'll probably chuck out your old disc in favor of this one. It's cool, but more of the same.

If you're a huge Virtua Fan, then Remix may be the game for you. On the other hand, the only noticeable changes in the game are the graphics. A lot of the glitches that plagued the earlier version of VF have been fixed. Texture mapping was used to make the overall game have a cleaner look to it, and the players have gone through a noticeable size increase. If you do not already own VF, then Remix is the definite choice, but if you do, it's just more of the same.

The first thing I noticed about this game was the redrawn caricatures of the fighters. Upon further playing the game, I noticed the fighters are all revamped with more body detail (not just plain polygons anymore) and redone music. Other than those changes everything is the same; the moves can be pulled off the same and stages have not changed. Don't get me wrong, I like the game, but it is just a rehash of the original Virtua Fighter.

Not being a big fan of the original Virtua Fighter, I must admit that I wasn't very excited to get my hands on the remix, but after seeing the excellent graphics that increased tenfold over the first VF, I quickly became a loyal follower. The only negatives I found were the floating jumps and consistent falling (or being pushed) out of the ring. Compare it to molder or whatever you like, the VF Remix will definitely grow on you. It is the best game you can get for its nonexistent price.

Best Feature: Revamped Fighters

Worst Feature: Variable Gravity

Time To Complete: Medium

Also Try: Virtua Fighter or Tekken

ANDREW

MARK

MIKE

SCOTT



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## saturn

## STREET FIGHTER:

THE MOVIE

acclaim



category: release date:

Fighting Now

challenge: back-up:

Moderate None

I don't like this game for two reasons: The control is poor, particularly when charge moves are concerned; and the two-frame animations need to go. Other than that, it's digitized Street Fighter. No, it's not a translation of the arcade game of the same name. No juggling combos, or anything like that. The FMV cinematics are really clear, and the Story Mode is a really cool idea that should be used more often. If not for the control (a major point) SF: The Movie would have rated higher.

Some good points, some bad points. First, even though the quality of the movie clips was below average, it did a good job of setting up the story of the game. The overall graphics could have been better but were passable. The controls were another story. Besides having problems getting some of the moves off, there was a lot of limitation in comparison to the coin-op. The Movie Mode is a cool feature, but not enough to send me running to the store for this fighter.

Could have been better. The Movie Mode is a bonus and the clips were alright, but the game play itself needed some work. I found it difficult to pull off even the simplest of moves (fireballs, dragon punches). I was disappointed that this game was not as faithful a rendition of the arcade as I thought it would be. By itself, the game is not half bad, but if compared to the arcade, it is a weak translation. Definitely one you want to try before you buy.

Remove the movie-like animations of the characters and the extraordinary full-motion video intro and you are left with a normal version of Street Fighter that really hasn't changed much from the earlier versions. The sound has improved as compared to other SFs but still pales in comparison to the arcade version. More time was spent digitizing the characters than was put into bringing the game to a higher level. Street Fighter: The Movie continues to be an acquired taste.

Best Feature: Story Mode

Worst Feature: Control!

Time To Complete: Variable

Also Try: Mortal, well you know...

## playstation

## LEMMINGS 3D

psygnosis



category: release date:

Shooter Now

challenge: back-up:

Moderate Password

Lemmings 3D is an innovative puzzler. The graphics are outstanding, especially in a genre where they are largely ignored. The game play is different, and very hard to pick up. You will spend hours trying to learn how everything works. The camera movement is tough. I was daunted by the play mechanics. Once you finally get the hang of it, Lemmings 3D is loads of fun. It's one of those games you buy and play when you're tired of playing your favorites.

The only complaint I have about Lemmings 3D is that I wish I had more time to play the game. Being a huge fan of the original Lemmings and puzzle games in general, I was very impressed with the way the game looks and plays. This is definitely a title that would get my award for most unique game. Multiple camera angles, a Training Mode for new players and an incredible interface to a very complex game are just a few reasons Lemmings 3D is a winner.

Lemmings go 3-D! I liked the original Lemmings games, but I love Lemmings 3D. This game has new features the originals didn't, such as a new Turner Lemming (turns the others 90 degrees), four cameras you can set up at different angles and Virtual Lemming (my favorite). With the Virtual Lemming you can actually get a first-person perspective of an actual Lemming while playing. Any person who is a Lemming lover or wants a game that differs from the rest, check it out.

As a long-time Lemmings fan, it's great to see them grow into the third dimension. The masses have been rendered into 3-D with impressive accuracy. Adjusting to the unlimited view and camera control can be a shock for the unsuspecting. The mazes hold the same classic challenge and most importantly, it feels as if you are still playing a Lemmings title and not a Doom clone with green-haired characters. Previous Lemmings fans, rejoice.

Best Feature: The Challenge

Worst Feature: View Control

Time To Complete: Long

Also Try: Nothing much like it

## playstation

## DISCWORLD

psygnosis



category: release date:

Adventure Now

challenge: back-up:

Moderate Memory Card

Discworld is best described as an interactive *Monty Python* episode. The voice prevalent throughout gameplay is hilarious and the quest is loads of fun. The graphics are drawn well. I wish it was possible to interact with more things, but the game is large enough to overload you with puzzles. The access time in the opening cinema has to go. If this is a sign of the adventure games to come for the PlayStation, the future looks very bright indeed. Great game, hilarious story.

Discworld was originally developed for the PC, and will be making its way to the PlayStation. Before all, you should buy the PlayStation Mouse because you can totally enjoy it because the pad gets cumbersome. This is one major drawback that—up until now—has plagued many home conversions. I found myself not wanting to put this baby down right from the get-go. Excellent graphics, intricate story line and humor are just a few of the features that make Discworld a winner.

This game, originally designed for the PC is now going to grace the TV screens of PlayStation owners. In Discworld, you control the character Rincewind and must rid your kingdom of a dragon. Eric Idle of *Monty Python* is the voice of Rincewind; and with the voice of Eric also comes the humor of *Monty Python*. The game is hilarious. The worst thing about the game is the fact that once you start playing if you will have absolutely no friends or social life.

I hear Eric Idle's voice. No more needs to be said! As the funniest point-and-click adventure to appear in a long time, Discworld features a load of dialogue all done in sarcastic British humor. This game is solid entertainment from the intro to the last stage. Even the riddles and quests have been developed for enjoyment more than purpose. Graphics are top-notch. And control is, well, the standard for a point-and-click. My only gripe is that the game drags at some points.

Best Feature: Humor Scripts

Worst Feature: Slow Play

Time To Complete: Medium

Also Try: Discworld—PC



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3do

## FLYING NIGHTMARES

domark



category: release date:

Simulation

Now

challenge:

back-up:

Moderate

None

Flying Nightmares will probably turn off 90 percent of those who play it. It is extremely complicated and you have to use the instruction manual at all times or you won't ever get off the ground. The complexity is a bit extreme, especially without a keyboard. It scrolls smoothly and it has some really awesome music. Flying Nightmares isn't all that thrilling, even in Arcade Mode. If you want realism, Flying Nightmares has it, but you're going to have to take lessons first.

I'm a big fan of the flight sims, but this one came up short in just about every category. First, the controls are near impossible to figure out since there are so many combinations with the shift buttons on top. It took me more than 20 minutes just to get the plane off the aircraft carrier in the training mission. The graphics are well below average and the sound effects are enough to put you to sleep. It should be called crash and burn instead.

Flight sims are definitely my cup of tea. With all the flight sims out on the market right now, I really don't think Flying Nightmares will cut it. Aside from the cool cinematics and quicktime movies on the Weapon Selection Screen, the game is not that good. The control of the plane is bad, the graphics and sound effects are less than satisfactory and game itself is basically just not fun. Instead of "Flying Nightmares" maybe they should have called it "Nightmare."

Warning—don't even attempt Flying Nightmares without the 3DO flightstick. The title accurately describes the experience you will encounter if you try to use the keypad. FN is undoubtedly the best in-depth flight sim to be released in a long time. Its complex series of controls will test your abilities (and memory skills). While the sound effects will put you right there in the cockpit flying at mach 0.91. The mystique of piloting a Harrier got my attention in a big way!

**Best Feature:** Blowing Things Up**Worst Feature:** Landing**Time To Complete:** Medium**Also Try:** Air Combat

neo-geo

## KING OF FIGHTERS '95

snk



category: release date:

Fighting

Now

challenge:

back-up:

Moderate

None

King of Fighters '95 is an excellent fighting cart. I would recommend it to anyone with a Neo-Geo. It is a good improvement over the original. The Team Edit Mode was something I really needed. The new team added to the game has Billy Kane, a personal favorite of mine. The backgrounds are beautiful and make full use of the Neo's capabilities. The sounds are just average. The control is top-notch but the super moves are just plain inhuman to get off. At least try it in the arcade.

If you're a fighting nut, then King of Fighters '95 is definitely the game for you. Some major improvements over last year's version include cleaned-up graphics throughout the levels, some teams have been pulled out and replaced by others and a team edit where you can pick any three fighters from the available 24 and make your own dream team. As far as Neo titles go, King of Fighters '95 is at the top of my list. The game is expensive, but well worth it.

SNK has done it again. I didn't think they could do it but they improved upon KOF '94. In KOF '95 they replaced one of their old fighting teams and added a new one. My favorite new option was the added Team Edit Option in which the player can choose any three of the 24 fighters to make their own personal team. The game play and animation is top-notch. With these changes and the new backgrounds, SNK has produced perhaps their best fighter yet.

The '95 addition of King of Fighters includes a new variety of impressive stage backgrounds filled with new water and fire effects. Also new in '95 is the ability to select a whole team (as in '94) as well as allowing you to pick from any of the 24 available characters to form your own lethal combination. As a whole, King of Fighters '95 really hasn't changed all that much or added anything to get excited over, but it's still a well-rounded game definitely worth buying.

**Best Feature:** Character Selection**Worst Feature:** Cost**Time To Complete:** Medium**Also Try:** Any Fighting Game

game boy

## POWER RANGERS:

THE MOVIE

bandai



category: release date:

Action

Now

challenge:

back-up:

Easy

Password

Power Rangers is surprisingly good. The control is very precise and the attacks are easy to do. My only problem came with punching through the enemies. The graphics are large and easy to see—very important on a portable game. The opening music really rocks. There are some cheap areas where even with precision control you tend to die. Still, Power Rangers is a long adventure that will take time to win and still be fun all the way. It's worth purchasing.

Mighty Morphin good time! I had a lot of fun with the game, but it would have been nice to see some differences between the Rangers. I was impressed to see that you could pick between each of the six heroes, but besides the color, each one is identical. Sort of a letdown. The levels were pretty big, but the game seemed very easy to get through especially using the elbow slide after morphing. I was also impressed by the catchy tunes!

Power Rangers could have been a bit better. The biggest problem I had with the game was that the only difference between the characters is the color of their suits. Another drawback is the attacks: When punching or kicking, I found myself punching or kicking through the enemies due to lack of collision. Small children will find this cart entertaining because it is the Power Rangers, but if you're looking for actual game play, you might want to look elsewhere.

I was expecting a better conversion to the Game Boy from the admirable Super NES version. I was shocked to find that the game play didn't even hold a candle to the design of its bigger brother. It is poor and extremely simplified even for a GB title. All of the Rangers have the same moves. The only reason to try any of the other characters is just to see the color of their suits change. All but the youngest players and hardcore MMPR fans will find this title excessively lame.

**Best Feature:** Good Game For Kids**Worst Feature:** Lack of Attacks**Time To Complete:** Short**Also Try:** Super NES Version

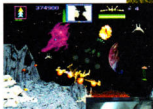
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## game boy

## STREET FIGHTER II

nintendo



category: release date:

Fighting

Now

challenge: back-up:

Adjustable

None

If you've got to have Street Fighter on the go, this is as good as it gets (except for the Turbo Express SF2). The animation is very choppy and having only two buttons tends to hurt the game play. The graphics are surprisingly good and the Super Game Boy adds some nice touches when you use it. The music is just like the Super NES—well not really, but it's close. You can get the moves off, even the Spinning Piledriver. It's good, but Street Fighter's old now.

I was surprised that a six-button game could be done so well for a system that has only two buttons available. Most of the moves seem to be intact, but for big fans of the game, it would seem like more of a hassle to relearn all the moves. I like the fact that the Endurance Mode was added, it is a nice addition to a downsized version of the game. The graphics are done extremely well on the Game Boy, and with playability at its best, SF2 gets my vote for the portable.

The first thing that came to mind was: "Why is this coming out now?" The game play in SF2 was surprisingly great. I could actually pull off combos as if I was playing the arcade version. The game speed was lethargically slow, and the collision was not accurate. I found myself throwing fireballs and hitting the opponent at the peak of his jump. Basically, it is a good fighting game for the Game Boy, but still I wonder: "Why did it take so long?"

Better late than never is the first thought that comes to mind. While other systems have advanced to SF: The Movie, Capcom brings up the rear with its latest addition to the Game Boy line. It has all the same thrills as expected from SF but is very slow. The adjustable difficulty can be lowered to a level low enough for players of any age to enjoy. The special moves have not changed much and are fairly easy to complete as long as you have a slow metabolism.

Best Feature: It's Street Fighter

Worst Feature: Choppy Animation

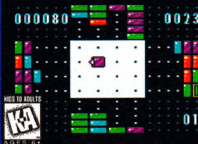
Time To Complete: 1 hour

Also Try: Beating up your brother

## game gear

## ZOOZ

viacom



category: release date:

Puzzle

Now

challenge: back-up:

Hard

None

I didn't really care for Zoop all that much. It's a novel concept that reminds me of a game I have for the Atari 2600. The graphics are simplistic, like all the other puzzlers. This cart isn't really fun to play. It is more like work than anything else, and it certainly isn't addictive. The audio is really poor, even for the Game Gear. I enjoy a good puzzle game, but Zoop wasn't exciting enough. It needs more to keep my attention. Not enough brain teasing for my liking.

I really enjoy any type of puzzle game, and Zoop is no exception. There isn't really anything flashy or special about the game, but that's okay. The game has only one job and does it very well: Offer the player hours and hours of endless hair-pulling fun. The game is so simple that players of any age can enjoy it, but experienced players as well will be able to have a good time with this title. The sound can get annoying after a while, but that's what the volume control is for.

If you are looking for a game to drive you completely insane, this is it. Zoop is comparable to Tetris but with a twist: Once you begin playing it, there is no turning it off. However, the control seems too sloppy and too fluid, which made it difficult to get used to, but that is a small price to pay for tons of fun. As the levels increase, so does the difficulty and intensity. Those who are looking to fulfill hours of their time and get a game with loads of playability, definitely give Zoop a try.

Zoop is one of those puzzle games that will make you...well...insane. The instant you play this one in, bad Tetris flashbacks appear, ready to turn your brain to mush. Zoop's graphics and sound definitely do not push the Game Gear to its limits, but they are more than adequate for a puzzle game. The control is a little sticky for a fast-action game, but that is part of the fun (difficulty) of playing such a game. A must-try for everyone living in rubber rooms.

Best Feature: Challenge

Worst Feature: Sticky Control

Time To Complete: Medium

Also Try: Tetris

## game gear

## BATMAN FOREVER

acclaim



category: release date:

Action

Now

challenge: back-up:

Moderate

None

Batman Forever is a poor game. The graphics are very grainy and everything is hard to see. The worst feature has to be the frustrating control. The gameplay is so unresponsive and confusing, I was tempted to stop playing altogether. Everything about this cart screams that it was rushed. The use of digitized characters hurt this game more than it helped. They just don't animate right. On the bright side, it is better than the 16-Bit versions.

For a Game Gear title, Batman Forever boasts some very impressive graphics. When a game comes out for cross-platform systems such as the Genesis and the Game Gear, most of the time, the game suffers significantly in the looks department. Batman Forever was surprisingly very similar to its 16-Bit brother, but with only three buttons to use it becomes very difficult to use all the special moves that are incorporated into the game.

Batman Forever's graphics, moves and levels are identical to the Super NES and Genesis (despite the fact that you do not have a grappling hook in this version). Overall it is a great translation. The control of the game is a whole different story. On top of the fact that it moves slow as molasses, one tap of the punch button unleashes a flurry of punches that can become annoying and sloppy. This is one of those games that you should try before you buy.

The first and most noticeable feature is the graphics. The characters and movements have been faithfully reproduced into the Game Gear with astonishing accuracy. However, control is a different story. The limited buttons combined with very slow play make the characters feel delayed and sluggish. Punching enemies is nothing more than a delayed sequence that continues well after the enemy is dead. Use Bat-repellent spray on this one.

Best Feature: Graphics

Worst Feature: Slow Moves

Time To Complete: Medium

Also Try: Other Batman Forever's

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Hey! Give it to Eyedol like he deserves!

Super  
NES



ASCIIWARE

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a psychotic clown who wants to splatter you with flaming ice cream cones. Suburbia will never  
be the same. And thanks to the Sony PlayStation's superfast ultra realistic gameplay, you

can use impressive 360° moves, say, while shredding sod in someone's front yard as you

dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one

more thing: Look out for that cute little doggie crossing the street. Oops, too late.

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# TRICK OF THE MONTH

## 58 EGM

# mission: DEADLY SKIES™


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**PC CD-ROM**



 **SEGA SATURN**



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## KILLER CODES

### RIDGE RACER

(Namco/PlayStation)

This trick will allow you to drive extra cars! While the game is loading, the short "Galaxian" game will appear. You must destroy every alien and get a perfect score on this shooting sequence to make the trick work. Now, press **START** at the Title Screen and then go to the Car Select Screen. You will see that your number of cars has increased by eight for a total of 12 cars! Some of the cars are faster or have better handling. This makes a well-rounded selection of automobiles!

Another code will let you play with the flag logo. On the title screen, use buttons L1, L2, R1, R2 and the directional pad on pad one to rotate the Ridge Racer logo and flag. You can also use the other buttons to scale the logo in and out.

### PRIMAL RAGE

(Time Warner Interactive/  
Super NES)

This method will let you choose an alternate color for your deadly dino in Primal Rage. All you do is go to the Character Selection Screen and choose whatever beast you want by pressing Y, X, B and A at the same time. When you begin your game you will have the alternate-colored character.

**Brandon Brescia**  
Winter Haven, FL

### CHEAT SHEET:

#### Play as the Secret Black Car

Place first in the four races and you will get four more, including an "extra" time trial. Beat this to play the black car.



Choose any vehicle at the Car Select Screen. Begin racing and win every race. After completing the first three courses and the time trial *in first place*, you will be able to access four bonus courses. The courses are the same as the first four but you must race them completely backward. The last bonus course is the time trial. You may choose to race on this course immediately. At first, you only race against one other yellow car. But after the first couple of turns, the secret black Diablo is waiting for you. If you can make it through all three laps to the finish line before the Diablo does, you can add

## RIDGE RACER

System  
PlayStation

Publisher  
Namco



Beat all of the courses until you reach the extra time trial.



In the "extra" time trial you will pass the black car.



Go back to the Car Select Screen to find the black car.

this elusive race car to your collection of cars. It would be a good idea to do the trick to play more cars (shown on the sidebar to the left) before



Do the "More Cars" trick. Try racing with this one.



You must finish in first place for the trick to work.



You're now racing with the fastest vehicle in the game!

attempting to beat the Diablo. This way you will have more choices of faster cars, which will give you a better chance to win.

## STREET FIGHTER: THE MOVIE

System  
PlayStation

Publisher  
Acclaim

### CHEAT SHEET:

#### Secret Configuration

Play the game and press **START** to pause at any point. Next, press the **SELECT** button and you will get the configure options.



This method will get you a secret configuration mode that is not mentioned in the manual. All you have to do is



During play, press **START** to immediately pause the game.

press the **START** button to pause the game during play. Now press the **SELECT** button to get the options.



When paused, press the **SELECT** button. This gets you the config.

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## KILLER CODES

### KILLER INSTINCT

(Nintendo/Super NES)

Here are the special moves for Eyedol on the Super NES version of Killer Instinct (refer to the trick on the right to play as Eyedol).

(Note: All of the moves are for the player facing right):

**Slow Fireball**—▼ ▲ ▶

+ weak punch

**Medium Fireball**—▼ ▲ ▶

+ medium punch

**Fast Fireball**—▼ ▲ ▶

+ fierce punch

**Huge Club Swing**—

charge LEFT and then press RIGHT and fierce punch.

**Ramming Charge**—

charge LEFT and then RIGHT and weak punch.

**Power-Up Stomp**—hold

LEFT and medium punch. (doesn't power you up, but cool to see).

**Ramming Club Swing**—

charge LEFT, then RIGHT and weak punch.

**Running, Ramming Charge**—charge LEFT,

press medium punch, then RIGHT and weak punch.

**Running Club Swing**—

charge LEFT, press medium punch, then right and fierce punch, followed by charging left, then right and fierce punch.

**Projectile Deflection**—

charge LEFT, then RIGHT and fierce punch.

**Frank Malizia  
Brewster, NY**

## KILLER INSTINCT

System

Super NES

Publisher

Nintendo

### CHEAT SHEET:

#### Many Killer Tricks

Follow the methods below to do easy combo breakers, play as the boss, Eyedol and do many game speeds.



**Easy Combo Breakers:** At any character's Vs. Screen, press DOWN and START simultaneously.

**Play as Eyedol:** Choose Cinder from the Player Selection Screen. When the Vs. Screen appears, hold RIGHT and quickly press weak punch, weak kick, fierce punch, medium kick, medium punch, then fierce kick before the screen fades.

**At the Vs. Screen:**

**Slower fighting:** Hold LEFT on the directional pad and press all three kick buttons



Choose to do any of these tricks in a one- or two-player match.



First choose Cinder on the Player Selection Screen.

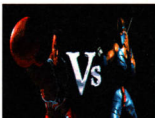
simultaneously.

**Turbo 1:** Hold RIGHT and press all three punch buttons simultaneously.

**Turbo 2:** Hold RIGHT on the pad and press all three kick buttons simultaneously.

**Turbo 3:** Hold LEFT and press all three punch buttons simultaneously.

**Deniss Maciupa; Hawthorne, NJ**



Do any of the speed codes right here at the Vs. Screen.



On the Vs. Screen, hold RIGHT and do the code.



Eyedol is now a playable character!

## KILLER INSTINCT

System

Super NES

Publisher

Nintendo

### CHEAT SHEET:

#### Pick Stages and Secret Stage

Access the stages you want in a two-player game by pressing these buttons simultaneously when choosing a character.



On the Title Screen, begin a two-player game. After you know the characters you would like to pick, the first player to choose them with the following button combi-

nations will access that particular stage:

**Random stage selection**—UP and START

**Gladius' stage**—UP and weak punch

**Ice Stage**—UP and fierce punch

**Dungeon**—UP and medium punch

**Spinal's stage**—UP and weak kick

**Orchid's stage**—UP and medium kick

**Cinder's stage**—UP and fierce kick

**Thunder's stage**—DOWN and weak punch

**Riptor's stage**—DOWN and medium punch

**Eyedol's stage**—DOWN

and fierce punch

**Street stage**—DOWN and weak kick

**Sabrewulf's stage**—DOWN and medium kick

**Fulgore's stage**—DOWN and fierce kick

**Sky stage**—both players press DOWN and medium kick simultaneously.



The secret Sky stage is now accessible with this trick!

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entertainment group, inc.

## KILLER CODES

### RED ALARM

(T&E Soft/Virtual Boy)

In the first stage of the game, play the game as normal until you reach the room with people running on the floor. Destroy all of the enemies in this particular room and then turn yourself around so you're facing the way you came into the room. Fly along the right wall toward the place where you first entered. When you reach the point where you see the wall in front of you, shoot it until a house appears. If you look carefully, you'll see two people inside sitting at a table with a hanging lamp above them!

**Matt Hershberger**  
Mentor, OH

### TELEBOXER

(Nintendo/Virtual Boy)

This simple trick will allow you to control part of the introduction cinema for the 3-D game, Telero boxer. Turn on the game and wait for the introduction to appear. As soon as you see your fighter standing there, press the left and right punch buttons on the underside of the controller. This will make your guy punch at the screen. You can keep doing this even when your robot boxer appears behind you. This will end when your robot finally punches the screen, but it's still a fun little trick to see.

**Casey Li**  
Pembroke, Ontario

## MECHWARRIOR 3050

**System**  
Super NES

**Publisher**  
Activision

At the Title Screen, move down to the "Options" and choose it. On this Game Options Screen, move to the "Password" option and

access it. Now put in the password: M1R0G3 and choose "Enter." Back at the Title Screen, begin your game. You will then get to your mission objective and then the Weapon Selection Screen. Any weapon you choose will have an unlimited amount of ammunition!



In the game's Options Screen, move to "Password."

**CHEAT SHEET:**  
Unlimited  
Ammunition

From the Options Screen move to "Password" and enter the code: M1R0G3. Begin your game—you'll have unlimited ammo!



Enter the code: M1R0G3. Go back to the title and start.



Now you can shoot without worry of losing ammunition!

## STREET FIGHTER: THE MOVIE

**System**  
Saturn

**Publisher**  
Acclaim

**CHEAT SHEET:**  
Secret Configuration

Pause the game with START and press A or C.



This method isn't mentioned in the manual. All you have to do is press the START button to pause the game during play. Now press the A or C button to get the options to configure buttons.

**Adam Hunter**  
McKeesport, PA



Configure while playing!

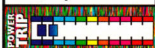
## LEMMINGS 2: THE TRIBES

**System**  
Super NES

**Publisher**  
Psygnosis

**CHEAT SHEET:**  
Closed Captioned  
Game Option

On the Lemmings 2 Title Screen, move up to the dot above the "I" in the title. A balloon will read, "Hi!" Now press button B.



At the title, move the cursor up to the dot above the word, "Lemmings." Press B and a balloon will read, "Hi!" In the



On the Title Screen, move to the dot and press button B.

game, they'll make their noises, but they will also have words for what they're saying. **Jon Sakura; Albuquerque, NM**



Every "oof" and "squelch" can now be seen in words!

# THIS GAME WILL KNOCK YOU OUT!



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Dracula



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# TRICKS OF THE TRADE

## ROBOTICA\*

System

Publisher

Saturn

Acclaim

Begin a new game. At any point while playing the game, take the first controller and hold the top L and R buttons. While holding these, take controller two and press any of the corresponding buttons for various results:

X—Weapon level-up (faster gun power)  
Y—Automatically open the gate without using the key  
Z—Show all of the map  
A—Shield recovery  
B—"Special Energy" recovery (red bar)  
C—Reload the bullets to 999  
START—Skip to the next level

**Tomy Leung**  
Vancouver, Canada

### CHEAT SHEET:

#### Tons of Special Cheat Codes

Take the first controller and hold the top L and R buttons. Next press one of the buttons on controller two for power-ups!



With this trick you can refresh your shields, energy, weapon power, show the map and open any gate instantly!

## SHINOBI LEGIONS\*

System

Publisher

Saturn

Vic Tokai

To view all of the full-motion video scenes in this game, press the following button combination at the game introduction:

C, X, B, Y, A, Z and then START. To get 999 shurikens, go to the Options Screen. Highlight "Shurikens" and hold the top L and R buttons. Now press buttons C, A, then B.

**Craig Russell; Wheatland, WY**

### CHEAT SHEET:

#### View all FMV, 999 Shurikens

At the opening intro, press C, X, B, Y, A, Z, START for all FMV. In Options, hold L and R. press C, A, B for 999 shurikens.



Do the codes as shown above to view all of the full motion video in the game and to get a killer 999 shurikens!

\*This trick was done on either a preproduction or Japanese version of the game and is subject to change.

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[www.wfnet.com/wtkonami.htm](http://www.wfnet.com/wtkonami.htm)

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THAT WAY  
YOU'LL KNOW WHO  
RAN  
YOU OVER.**



**ONLY FOR SNES®**

## KILLER CODES

### KILLER INSTINCT

(Nintendo/Super NES)

Here are a few more codes for this awesome fighting game: **Random Select**—When choosing your player from the Character Selection Screen, hold UP and press the START button and the computer will randomly choose one for you. **Color Choice**—As soon as you know the character you want to fight with, move to him/her and then press UP or DOWN on the pad to change their outfit.

### EARTH- WORM JIM: SPECIAL EDITION

(Interplay/Sega CD)

Give Earthworm Jim a black afro (instead of the red one). To do this, begin a game and press START to pause. Now take the controller and press B, A, A, A, A, B, C. Press START again to unpause the game and you will see Jim with a huge, black afro! Just let Jim stand there when there are no enemies around and you'll see new animations with the 'fro! **Sam LaScuola; Hapstead, MD**



It's the Earthworm Jim Mod Squad! Time to kick butt!

## SNATCHER

System

Sega CD

Publisher

Konami

When you begin your game and you're in Junker Headquarters, go to the computer room and access the Jordan computer.

### CHEAT SHEET:

#### Uncensored Mode

In the computer room access the Jordan computer. Enter the name **KONAMI**. You'll hear a sound to confirm it.



Choose "Load I.D. File" and then pick "Enter Name." Put in the word **KONAMI**. You will get a confirming sound after it's entered. From now on, you have an uncensored game. Do this at your own risk, as you'll see a lot of blood, guts and more.

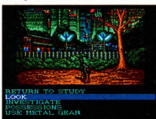
**James R. Geiger; Shellsburg, IA**



When asked for an ID, enter the name **KONAMI**. You'll hear a sound.



At the Junker HQ go to the computer room and use Jordan.



We won't spoil it, but you might not see this dog in the same way!

## GEX

System

3DO

Publisher

Crystal Dynamics

### CHEAT SHEET:

#### Get to Planet X from the First Stage

Follow the methods listed below and to the right of this page to find the secret bonus stages that lead to Planet X!



First, go into Frankie & Heli stage. Pause the game, hold the top R button and press LEFT, C, DOWN, RIGHT, UP, B, B, RIGHT, RIGHT. This gives you the jumping power. Now find the first portal in this stage (the one with a small crawl space) and enter it.

Now just follow the pictures shown to the right of this page and you'll find a section with warps to each bonus level. Planet X awaits! **Jason Wesley; Don Mills, Ontario**



In Frankie & Heli, find this warp by the small space.



Jump onto this platform. Make sure the jumping code is in.



Suddenly, you'll be warped to a room of bonus level warps.



After warping, travel right but don't go in this warp.



Get a running start and jump left and high into the air.



Finish each bonus level perfectly to gain the remote to Planet X!



**KONAMI**  
XXL  
SPORTS SERIES



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# CLASH OF THE TITANS

Ladies and gentlemen, welcome to **EGM's** main event: the first round in the battle for the U.S. home video-game championship belt. In this corner, weighing in at 32-Bit, hailing from Japan, in the black trunks, the Sega Saturn (**APPLAUSE AND LOUD CHEERS**). In the other corner, also weighing in at 32-Bit, from Japan, in the off-white trunks, the Sony PlayStation (**LOUD CHEERS AND MORE APPLAUSE**). Ladies and gentlemen, are you ready to rumble?

Not since the 16-Bit days of Super NES and Genesis have two gaming systems been pitted head to head. But in this case, the stakes have never been so high.

For Sony, the PlayStation will undoubtedly make or break its chances in the video game console arena. Should the PlayStation go the way of its Walkman, Sony will be in a position to swamp the market. Should the PlayStation go the way of its Betamax video-cassette recorder, Sony may not be in the gaming business for long.

For Sega, it's virtually a whole new ball game with the Saturn. Because of its higher price tag compared to the Genesis, it will be that much tougher to market this holiday season. Now with stiff competition coming from Sony—and next year from Nintendo's Ultra 64—only one option remains for Sega: Eat or be eaten; fight or be scorned.

So which machine will gain the upper hand? We're only in the early rounds, but some telling facts have emerged about the pros and cons from developers making games for both systems.

Some are very diplomatic, others are blunt, but mostly game producers and programmers say they've found fewer flaws with the PlayStation than with the Saturn. (The diplomatic folks are quick to note these flaws

can be compensated for through a touch of savvy programming.)

The biggest piece in the PlayStation missing from the Saturn is a geometry engine (GTE). Built into the main processor, the GTE aids in the drawing and shading of complex polygons.

"You see a lot of smoothness [in PlayStation games] because the 3-D architecture is so much more expanded," said one programmer developing games for both

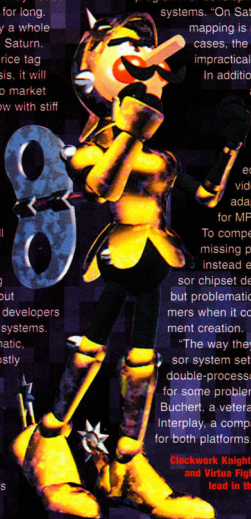
systems. "On Saturn, the texture mapping is much slower. In some cases, the texture mapping is impractical."

In addition, the PlayStation has a data compression engine (MDEC) that supports JPEG video format. The Saturn does not have an equivalent standard for video (although an adapter is in the works for MPEG-1 video).

To compensate for these missing parts, the Saturn instead employs a co-processor chipset design—an adequate but problematic remedy for programmers when it comes to 3-D environment creation.

"The way they have the co-processor system set up, it's not a true double-processor system, so it makes for some problems," said Rusty Buchert, a veteran producer for Interplay, a company publishing titles for both platforms. "It's a difficult task to

**Clockwork Knight, alive, Daytona USA and Virtua Fighter gave Sega an early lead in the 32-Bit race.**



use both processors efficiently. We're still hashing the process out."

The co-processor design means more "pounding the iron" for Saturn programmers, but the design isn't a problem to the extent that it affects game-play quality.

Turning to game design, the PlayStation and Saturn offer two very different ways of making games. Sony has set up a rigid interface for programmers, while Sega offers a more complicated but flexible and open-ended approach.

What does this mean to gamers? For Sony, the strict boundaries help ensure that PlayStation games can be played on future PlayStation models. Because Sega lets programmers get down and dirty with the machine code, the prospect for game compatibility with future Saturn upgrades will prove to be a very tough task.



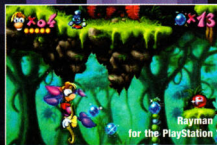
While some gamers may see that as a minus, the Saturn's open-ended programming philosophy could give the edge to Sega down the road, as far as software is concerned.

The flip side of the PlayStation's desire for upward compatibility is that Sony is forced "to maintain it by constraining what (programmers) can do in the future," according to David Kirk, chief scientist at Crystal Dynamics.

With the Saturn, the sky's the limit—once programmers learn how to fly with it. "There's really no limitations to the



Saturn," said a programmer developing games for both systems (who wished to remain anonymous). "They will have better and better games...once developers find tricks and shortcuts [in the programming]."



On the audio front, Sega has the superior sound hardware, but Sony wins with its less-is-more approach—a reflection of the company's finesse in hi-fi audio.

"Game developers are only worried about getting cool games done," the anonymous programmer said. "All we need are the basic sound functions; the rest is fluff. The PlayStation offers a much simpler and better system."

A virtual dead heat between both systems' new controllers resulted after talking to programmers about design considerations.

While those comfortable with Genesis controllers said they were satisfied with the Saturn design, many were wowed by Sony's handlebar-looking controllers. "The design is pure Sony," commented one programmer. "It's slick and less bulky than the Saturn controller."

Unfortunately, the PlayStation controller falls far short in one category—cord length (the U.S. PlayStation comes with a longer six-foot cord).

In terms of game-play speed, the systems are neck and neck. Slowdown problems in the hardware can be buoyed by the software, according to programmers. In essence, both machines take different routes to the

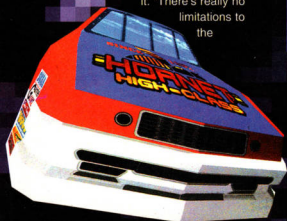


same end; both are viable machines in their own right.

"Obviously, they're both sports cars in terms of computing horsepower," Kirk offered. "I'd say the Saturn is the Ferrari and the PlayStation is the Porsche. The engines are different in design but both have enough juice to go head to head," he noted.

But if the 16-Bit era taught gamers anything, it's that hardware wins battles, but soft-

Continued on page 76



But Sony's countering with titles such as *Jumping Flash*, top, *Arc the Lad* and *Tekken*, right.

# CLASH OF



## Saturn specs

**CPU**  
Two Hitachi SH2 32-Bit RISC chips @ 28.6MHz  
Hitachi SH1 32-Bit RISC chip

**Graphic Processors (2 32-bit VDP chips)**  
500,000 flat-shaded polygons/second  
200,000 texture-mapped, shaded polygons/second  
60 frames of animation/second

**Colors**  
16.7 million

**Resolution**  
Three levels: 320x224;  
640x224; 720x526

**Sound Processors**  
22.6 MHz Yamaha FH1 24-Bit digital signal processor  
32 PCM channels, 8 FM channels; built-in digital effects such as reverb, envelope

**Memory**  
Main RAM-16 Mbit  
VRAM-12 Mbit  
Sound RAM-4 Mbit  
CD-ROM cache-4 Mbit  
**RAM Cartridges**  
for Data Saving  
(512K)



ware wins the war. The jury is still out on which software line will hold the line.

"It's too early to tell because both [platforms] have a mish-mash of titles," said Buchert, whose personal opinion leans toward the PlayStation. "I had more fun with games like Ridge Racer. There are a lot of solid titles out for the PlayStation that I've seen, some of them I didn't think I'd like until I sat down and played them, [such as] Jumping Flash—that was a kick in the pants."



Gamers and developers alike will need to take a wait-and-see attitude on software superiority, Kirk said.

"Platform and side-scrolling games are going to be much more prevalent on the Saturn because the hardware is able to do it well on those and it's difficult on the Sony," he said. "As far as other kinds of games, a sophisticated developer can do equally complicated 3-D things on both platforms."

The anonymous programmer, who gave the hardware edge to the PlayStation, said Sega's side-scrollers give Saturn the lead on the software front.

"I'd get a Saturn," the programmer said. "There are more fun games on the Saturn that I like, [such as]

Bug! Astal, Rayman...Sony is overemphasizing its 3-D capability on its box, so the only thing that looks good is [Battle Arena] Toshinden."

The final decision rests in the hands of gamers, and initial sales figures in the U.S. are just starting to come in. To date, it is neck and neck with both Sega and Sony each claiming 120,000 units sold. It should be noted that the Saturn has been out for four months; the PlayStation has only been out a couple of weeks.



"I've been up on new systems," says PlayStation owner George Mackey. As far as his prediction for the PlayStation, he points to Mortal Kombat 3. "That will be a big game for the system," Mackey said.

Whether the initial euphoria over the PlayStation will last remains to be seen. Sega has tried to cushion Sony's blow in September by offering a promotion for that month: three free games with the purchase of a Saturn.

Price wars are sure to follow. As Round One comes to a close between Sega and Sony, it'll be a dog fight to see who'll win the hearts of the public.

Hardware will not win over gamers, good software will.

# THE TITANS



## PlayStation specs

**CPU**  
R3000A 32-Bit RISC chip @ 33MHz  
Instruction cache 4 KB  
Data cache 1 KB

**Graphic Processor (GPU)**  
360,000 flat-shaded polygons/second  
180,000 texture-mapped, Gouraud shaded polygons/second

**Colors**  
16.7 million

**Resolution**  
256x224 up to 640x480 dots

**Sound Processor (SPU)**  
ADPCM audio, 24 channels  
built-in digital effects such as reverb, envelope

**Data Compression Engine (MDEC)**  
JPEG format for full-screen, full color video (up to 35 minutes from one CD-ROM)

**Memory**  
Main RAM-16 Mbit  
VRAM-8 Mbit  
Sound RAM-4 Mbit  
RAM Cards for Data Saving (128K; 15 slots per card)





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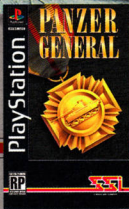


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**R**emember how you *used to* think school sucked? Remember how you *used to* hate doing homework? Remember how you *used to* hate those class projects? Well, it's time to rethink school and the way it *used to* be. Nintendo has teamed up with the DigiPen Applied Computer Graphics School in Vancouver to form the first-ever video-game programming school outside of Japan!

DigiPen was established in 1988 and began offering classes in computer graphics in 1992. In September of '94,



Claude Cormair is DigiPen's president and founder.

the first classes in video-game programming began.

Founded by Claude Cormair, DigiPen offers a comprehensive two-year course study where you can learn to become a video-game programmer.

The first year, known as the Foundation Year, consists of courses in mathematics, advanced computer modeling and high-level programming.

The second year, known as the Production Year, takes the student on a roller-coaster ride to learn how to program games for platforms such as the Super NES and 3-D Virtual Boy systems.

So, what's Nintendo's take on all of this? According to Cormair, Nintendo simply wants to help create a force of enthusiastic programmers who will take this electronic form of entertainment into the next millennium. Nintendo doesn't force the graduate to work for them. As a matter of fact, he said DigiPen has "already lost some of our students to other companies! Nintendo is not interested in having our students work for them only. Nintendo's main concern is having a large amount of skilled programmers to drive

# Who Said School Couldn't Be Fun?



Here's a screen shot from the game *Dungeons of Passage*.



DigiPen's downtown Vancouver school attracts gaming enthusiasts from around the world.



Students produce their video games completely from scratch!

the industry as a whole. DigiPen teaches students the skills to immediately enter the gaming business and instantly contribute."

This is all fine and dandy, but what's this place really like? The place is impressive. From the minute you step into DigiPen's admittedly small confines, you get the feeling that there is an imaginative energy being nurtured. A lot of enthusiasm comes from both the instructors and the students. If you want to go to school to learn how to program games, this is definitely a place you should consider.

The requirements to enter DigiPen are strict, but not so hard that you need to be a rocket scientist to get in. You need to have graduated high school and have had at least a "B" average in grades 10-12 math. A strong math background will help a great deal in getting you through the door, but it's not an absolute necessity. (Yes, there's still hope for all of you with only semi-fantastic math skills!) Finally, if you survive a one-on-one interview with Cormair (you can try to bribe him by telling him you read about him in *EGM*, if all else fails), you're on the launch pad to a



Daniel Tyrell (left) and Cary Chao plan their next gaming project.

career in video-game development! Of course, over the next two years, you need to be prepared to literally bust your hump working many hours honing your abilities. *It's a lot of work.*

While on the grand tour of the DigiPen facilities, we had an opportunity to see some of the games that the students had produced. Many of them were pretty good for first-time efforts. Some of them, as a matter of fact, looked so good, you wouldn't even know that they were done by students!

If you're interested in finding out more, call or write to: **DigiPen Applied Computer Graphics School**  
5th Floor, 530 Hornby St.  
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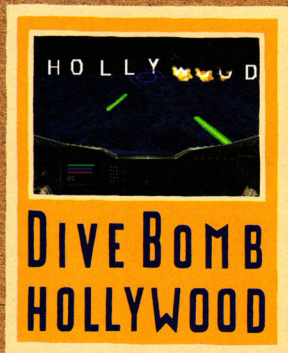
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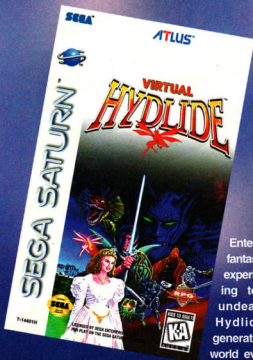
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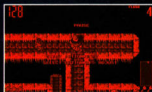
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# SPECIAL FEATURE



## The Night Warriors Return...

Recently we received a beta copy of Darkstalkers: The Night Warriors in the mail for the PlayStation. We popped it right in to see how the latest incarnation of one of Capcom's greatest fighting games is turning out.

So far, Darkstalkers looks like it will be a good translation. However, the copy we have is still extremely early. In fact, there are only four playable characters and it is only possible to fight against the same character you selected. Of course, this will all change when the game is finished.

The first thing we noticed was the attention to detail. The looks have been faithfully ported over and the characters look the same size. All of the background tidbits are here, including the dancing girls from Demitri's Stage. The PlayStation really shows off its stuff with the sheer

number of on-screen colors. There is no way that a 16-Bit machine could come this close to the arcade game.

Since the game is on CD, you can expect two things: The music of each stage is identical to the arcade (not too hard of a feat for a CD system). The other noticeable element was the access time. So far it's horrible, taking minutes to load up a match. Remember, this will probably be fixed in the final release. (Let's hope so.)

If you let the opening



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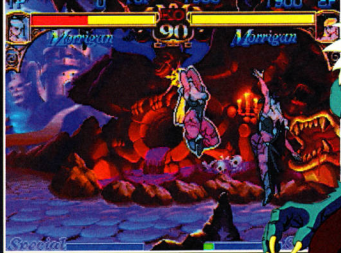


demos pass, there is a cool video that splices cinematic sequences from the arcade with introductions of each character. There is even a little CG to be found. The music had a real catchy beat to it.

The four playable fighters were Lord Raptor, Demitri, Morrigan and Jon Talbain. All of them had a whole complement of moves,

**"The first thing we noticed was the attention to detail"**

exactly like the arcade. The specials are executed easily, despite the lack of fine-tuning. While the projectile moves were in, the graphics of their attacks weren't. It was pretty funny to see Morrigan try to launch a fireball with nothing coming out. The moves did seem to lack some animation,




and there were a few cursory glitches that occur in every early game.

All in all, the game play still mirrors the arcade. While it would have been better to feature the sequel's engine instead, it did play well. Combos were a little hard to perform, but they are there. Lord Raptor has a nasty combo that lets you jump in with a fierce kick, then follow it up with a fierce punch. It removes about half your opponent's energy. Any combos you might know from the arcade should work if you practice up on it.

While it is not included yet, there should be a speed setting. Right now the fighters move slowly. But Capcom says that they should be sped up.

So far, DarkStalkers looks promising. If the game play is sped up slightly, and the animation smoothed out, this should be a near-exact translation. And knowing Capcom, you can count on it.





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SUPER NES



# Final Fight 3

## Fight For Your Life

**T**he popular Final Fight series now has a new addition, Final Fight 3. Capcom definitely kept the look and feel of the original side-scroller while making some distinct changes to the game.

Retained from the older versions are the street debris. Punching items like oil drums and garbage cans will reward players with health, points and weapons. In addition, the

stages in Final Fight 3 are all side-scrolling and maintain the same look and feel of the previous Final Fight games in which contestants must fight through streets, alleys and busses.

On the improved side, Capcom added two new fighters, Dean and Lucia, to the Final Fight roster and removed Cody. Both Dean and Lucia have two Special Moves as opposed to

Haggar and Guy. Lucia's fighting technique is similar to Chun Li, using her strong legs and helicopter kick. Dean is a cross between Haggar and Guy, having the strength of Haggar and agility similar to Guy's.

Unlike its three predecessors, Final Fight 3 gives the player a choice of four characters to choose from: Haggar, Guy, Dean and Lucia. Each of the charac-

ters' special moves are done by a certain button and pad movement similar to the Street Fighter series. The command moves vary greatly from character to character and can be used to finish a deadly combo. Another addition to Final Fight 3 that was not in the previous games is the Super Meter. Just like the Street Fighter series, The Super Meter is charged up by hitting the enemy. Once charged and blinking, you can use your

## COMPUTER COMPANION

Final Fight has a new option that we haven't seen before, Auto 2 Play. Now, for the first time, a person can team up with the computer to go against the baddies. This allows you to have a two-player simultaneous game with just one player. You have the ability to choose your character, the character the computer controls and the strength of the computer's character. Finally, all those who have no one else to game with can now play a two-player game with the computer. Very cool!



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
Capcom	24-Meg	
PLAYERS	THEME	% DONE
1-2	Action	100%



#### Super Special Move.

Each of the characters has a wide variety of moves that can be pulled off, depending on the situation. Using the dash and hitting the punch button is a good quick attack to knock the enemy down. From a grab, the character can throw him on the ground and punch him in the gut, pull off a backbreaker, smash the



**"The game is a good balance of new and old"**

enemy on your knee and more. It's important to learn each character's combo for maximum effectiveness.

Strategy plays a key element in this game, believe it or not. The most effective way to take off as much energy as possible is to use a combo. Start with a punch or two and finish with your special move. When grabbing

and throwing the enemies, kill two birds with one stone and throw them at other enemies on the screen. Use your Super Special Move wisely and attack an enemy with a decent amount of life. Lastly, before attempting a combo, make sure no enemies are

behind you waiting to take a cheap shot. The game is a good balance of new and old. The new characters, special moves, Super Meter and levels combined with the control and look of the original make this game a winner.



## HEAVY HINT'S

Those bad Bosses...



Fighting the Bosses can be a serious pain, so here are some general tips that can help you take 'em down. When you know you're near the end of the stage, save your Super Special for the Boss. Use the enemies around the Boss to your advantage; beat them up to build up your Super Meter and throw them into the Boss. Lastly, remember Bosses can be grabbed just like any other enemy, so grab them and build a combo by throwing a couple punches and using your Special Move or a throw. Using these strategies can give you the edge over any Mid-Boss or Boss. Good luck!



SUPER NES



# MEGA MAN X3

## Third time is a charm...

**T**he newest addition to the Mega Man X line breaks through the barrier of redundant supplemental releases normally expected by fans of the Mega Man series. This latest version breaks

new ground with the ability to play not only as Mega Man but also his brother Zero. Calling on his brutish strength and the ability to take damage that could kill two Mega Mans, you can now advance through beginning enemies

that would normally stop the star character dead in his tracks.

Level passwords and unlimited continues like in the countless other releases can be used to repeatedly attempt levels. Custom controller configuration is also supplied letting the players who are particular over their

control satisfy their needs.

Sound and graphics follow the traditional look and feel of Mega Man. The background music has the same up-beat rhythm expected from action games, but with a carnival



RELEASE DATE		DIFFICULTY	
November		Hard	
PUBLISHER		SIZE	
Capcom		16-Meg	
PLAYERS	THEME	% DONE	
1	Action	85%	



**"Same Mega Man X style but with a new gaming feel."**



feel to it. The weapon and action effects are also good and fitting, but are nothing new to the MM X line. Visuals have hardly changed, keeping the same appearance in X3 as in all of the others. The size and appearance of the characters and enemies remains virtually unchanged.

The overall feel of the game has remained the same. The biggest change fans of Mega Man X will notice, besides the ability to play as Zero, is the way you can custom configure Mega Man by building your own selected balance of power-ups to improve certain areas. Each player



can fill the four standard upgrade slots but you can only add the special power-up (which is the ultimate addition to your character) to one. This allows you to have a character that can jump seemingly off the screen or have a weapon with the power to destroy small cities.



# WHAT THE?!

Capcom's ever-watchful eye over the production of the Mega Man X series is evident in the ability to use Street Fighter-style moves after completing a specific trick. The first release let you throw a fireball at enemies while the second allows you to clean up with a dragon punch that traversed most of the screen. We can only wait and see what trick shows up for the third version. Compulsive Mega Man fans keep their eyes and ears open to see what may have been included in the latest version.



In Mega Man X3 the choice is yours.

The level design and layout have changed, now being a lot larger than before and filled with enemies that are all blessed with the uncanny ability to reappear, taking out all their frustrations on you as you try to reach the new level and mid-Bosses.

The ever-increasing level of challenge that has been

incorporated into all the previous releases has been carried over into Mega Man X3, continuing to give even the most seasoned players a rough time. Although the Mega Man name has been worn out to an unrecognizable status, this one has evolved and is bound to be loved by Mega Man fanatics everywhere. Add it to your collection.

SUPER NES

# WILDC.A.T.S

## COVERT-ACTION-TEAMS

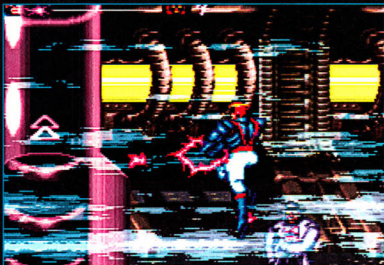
### SUPER-POWERED THRILLS OR SUPER-POWERED BORES?

If you're a fan of the comics, you'll see a few familiar faces here. WildC.A.T.s is based on the Image comic of the same name. This cart is more or less a Final Fight clone. You can control one of three characters, though you can only use one (Spartan) on the first level.

Each superhero controls differently. First there is Spartan, who's sort of like the standard guy in spandex. He has the usual array of punches and jump kicks, along with the ability to launch plasma out of his fingertips. The second guy is called Maul who's a big lumbering hulk. He has a jumping maneuver that knocks everyone on the screen down. This is very useful, because it lets you keep your bearing in tight spots. Maul is also the only character who can run. Last but not least is Warblade (a typical Image

comic name, isn't it?). WB has a unique ability to form weapons from his hands. While his attacks do a pitiful amount of damage, he can do a double-jump and climb up walls. Each warrior's fighting style is different, though the bulk of the attacks you should do consist of jump hits. These knock foes down and keep you from being shot easily.

The first level plays out in the typical fashion of all Final Fight spin-offs. You start out in the city combating endless guys in trench coats and biker thugs. Having the same enemies appear consistently throughout the game with little change except for Bosses make this game (and many like it) tedious. It gets boring



seeing the same Daemons, Drones or whatnot screen after screen. One good aspect was that the screen didn't just scroll blandly to the right. Instead, there were inclines and even a sequence where I had to use a forklift to break through a wall. There should have been a few more things like this to keep away the monotony. After passing

through the docks and a building or two, a man called Attica awaits in a forklift. He has a seemingly simple pattern, but it is amazingly cheap. He moves back and forth repeatedly until one of you dies. This is a battle of attrition. You will get hit no matter what you do. Jumping doesn't help and Spartan moves too slowly to dodge him vertically. The best bet you have is to get behind him and repeatedly fire plasma bolts. Dodge the best you can by moving up and down. That's your best bet at winning. A few super-mega kill-'em attacks aren't such a



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
Playmates	16-Meg	
PLAYERS	THEME	% DONE
1	Action	100%



bad idea. Use them while you have 'em.

The second level is enormous. It takes an average player about an hour and a half to beat. Each character has roughly three sections to his level, and to move on to the next, another hero must complete a section. For example, Spartan must destroy the computers to shut down the acid vats in Maul's stage. While it adds to the story, it gets a bit frustrating when you're really

but his levels offer little in the way of traps, except for the slime droppers that are easily avoided. Eventually he'll have to beat some information to a scientist. That's his Boss! A lady in a white coat is supposed to be the Boss of a giant green superhero! To smash her,

There is a healthy complement of all the basic enemies that you have fought against all along. (Oh boy, more of the same...) There is really nothing new until you make it to the last Boss. Your best bet is to use Maul. Against the last guy he can inflict the most damage in a single hit.

enthusiasm. The later screens are simply mundane with little in the way of eye-candy. Power-ups come in the form of life containers, nuke attacks and extra lives. There is also a plasma power-up for Spartan.

Cinemas abound, adding to the comic feel of this



just use jump punches and she'll go down. Maul also has the pleasure of having to fight the big Boss of Level Two. The anti-gravity machine is a whirling pod that shoots fireballs. Every once in a while it'll open up, revealing its weak point. Use your jumping attacks to whittle it down.

Warblade's levels are reminiscent of the game Strider. He has to climb walls while fighting enemies. The only annoying problem here is that if you get hit, you fall all the way to the bottom. After eating dust a few times, you'll get frustrated. It takes practice to jump from wall to wall. Warblade may look awesome in combat, but his attacks do little damage. Use his double jump to find hidden items. Try even walking through a couple of walls. His Boss is a giant machine that spits out fireballs. To do the most damage the quickest, get in close and do your spinning jump attack. It should drain most of its life bar.

The third (and last) level is the same no matter which character you choose. You must enter a giant temple where one of your teammates is being held captive.



It's just too hard with the other two. Warblade can find lots of hidden power-ups but against the final Boss, they are pretty much useless. Use more jump hits. They are the key to beating this game.

The characters in WildC.A.T.s are pretty big and the graphics are really cool. However, after the first level, it seems like the designers lost their

cartridge. If it were not for the same set of bad guys attacking your characters over and over, this could've been a really exciting title. The controls are too tight in terms of jumping and the collision is unfair at times. Overall, comic fans will have fun with it, but remember that it gets boring after the first 10 minutes of playing. It could have been a lot better if it had diversity.

## SAME OLD, SAME OLD

Fighting games always end up with players fighting the same bad guys over and over with only a change in color. In WildC.A.T.s there are only six enemies. As a result, things get boring really fast. It's a shame.



rocking with a character and have to switch.

Spartan must search for five computers hidden in a maze of corridors, and then destroy an alien nest. The nest is an instant-hit zone with electric floors that really take down your health. Eventually, Spartan must fight a clone of himself using plasma blasts. (He uses an easy pattern. Watch carefully, and time your blasts to his jumps.)

Of all the characters, Maul's levels are the simplest. He fights the same baddies as everyone else,



SUPER NES



## Spawn treading on all too familiar ground

**C**hildren (including Spawn's daughter, Cyan) have been kidnapped by a sinister foe. It is your duty to save them. You just don't go as any mortal, however; you have been given the power to fight as Todd McFarlane's popular superhero, Spawn. Using your arsenal of hell-spawned weapons, fight your way through the urban landscape to reach the captive children.



Spawn can be compared to every typical comic-book hero that has been transformed into a video game. The character bears a striking resemblance to the comic book (which is good), but game play and uniqueness have been passed over flying at warp 9. This unidirectional side-scrolling action title

puts you up against an army of hired thugs with knives, guns, fire bombs and bare fists. However, one problem arises with this impressive-sounding scenario. They can't hurt you. All of the enemies could be armed with nuclear devices and still not put a scratch on you. Why? Because you're Spawn, a superhero that can't be harmed by mortals. Give me a break! These fall-down enemies do nothing more than just irritate you and boost your self-confidence as you walk through them with the greatest of ease.

The appearance of the character and the rest of the



RELEASE DATE

November

DIFFICULTY

Moderate

PUBLISHER

Acclaim

SIZE

24-Meg

PLAYERS

1

THEME

Action

% DONE

100%



# INSIDE TRACK

## What's up with Anti-Spawn?



Once Spawn reaches the warehouse and frees the children, he must combat his arch-nemesis Anti-Spawn more than once. Surrounded by an aura of flying mannequin parts, Anti-Spawn tries to get the chain-wielding hero back for releasing his hostages. Block your way through the airborne plastic body parts, jump over his powerful light beam attack and pick him apart one scratch at a time. Remember the damage his minions did (or I should say didn't do) to you? Well, now you have the favor returned as you watch all of your weapons and attacks switch to the "Gentle" Mode and barely harm him. After many tries and countless attacks, you defeat him. But wait—now he is back again with even more special powers. And you're expected to beat him all over again. Once is more than enough!



scenery look as if they have been plucked right out of the confines of the Image world. Spawn's actions and movements also coincide with the superhero look. His use of buildings to get that all-too-familiar superhero jump off of the side of a vertical object is also a nice touch. Apparently, the programmers thought so too because you will need to complete levels where all you do is use this jump to get from one ledge to another. The first level you come across where you are required to do this is fairly easy; you only have to fight

with the terrible control interface in this area. The next level where you are expected to ascend vertically is where the difficulty arises. This is the stage where you are trying to enter the warehouse, and the hired guns are practicing up on their sniping skills by launching giant exploding bullets at you. You don't come across one enemy here either, only a single crosshair that is always right on your tail. Your job is to stay ahead of it as you climb to the roof and the bullets explode at

your tail. Keep in mind that the control is fighting you every step of the way and one mistake will knock you out of your jumping rhythm as the giant projectiles pound you mercilessly. Again, not fun! Fortunately, an unlimited amount of continues are available for use throughout the game.

Spawn's entire game layout tries to purposely annoy the player instead of being entertaining and challenging. The style is more of the same with nothing new except the character. Bad control, unbalanced enemies and absolutely no power-ups force Spawn well into the snoring range.



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Philadelphia, PA
- Oct. 7-8  
Mall-TBA
- Oct. 14-15  
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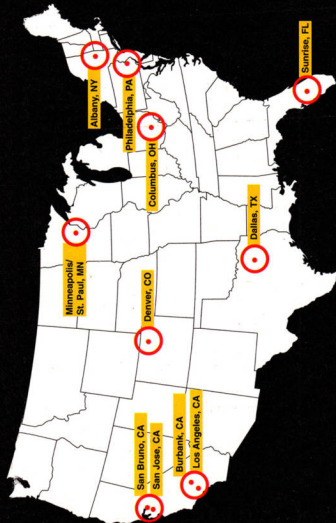
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## GENESIS



# Light Crusader

## Swordsman Seeking Relaxation

**E**very day, RPGs continue to recruit new fans into its no-longer exclusive club. This plus the recent release of some very hot titles only contributes to their popularity. Light Crusader has a small amount of this same pizzazz we all search for in an action-oriented RPG, but the other game

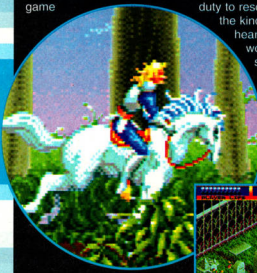
elements leave something to be desired. The game begins with a four-screen intro that most gamers will find too short and dry for a story-based game. The plot contains less than a paragraph of text explaining what your job is as Sir David, the swordsman. The story is based on the disappearance of townspeople and it is your duty to rescue them out of the kindness of your heart. This is the worst and the shortest story I have ever seen in any RPG. After this so-called intro, you find yourself in the king's court



ready to seek out the peasants that are missing.

The first noticeable problem encountered is a difficulty controlling your character and moving objects. Light

Crusader allows you to push nearly anything or anyone all over the screen to search under them for hidden items. Many of the rooms within a level require a physical action, such as pushing



RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	SIZE	
Sega	16-Meg	
PLAYERS	THEME	% DONE
1	Adv./RPG	100%



Each tough enemy Boss has its own weaknesses that need to be exploited to conquer the Boss and advance past its barricades.

blocks onto weight platforms or placing exploding barrels near a locked door to be performed before a door or gate will open. This could be a high point in game design, but the character control is not accurate enough to compensate for the added

challenge of precise movement. On many occasions you will have to exit and re-enter a room because of a control-oriented mistake. This resets the items in the room and you can give it another go and causes undue irritation when you have to complete a complex series of steps only to have to repeat them all because

**"An ideal game for players with little patience for RPGs"**



Learning to properly combine spell elements allows you to use magic as an additional special weapon.

## SOLVE THE MYSTERY!

Light Crusader has a very simple story where you can sit back and wander through the game without using your noodle. When entering certain rooms, a voice bellows, "Answer the riddle." A locked or invisible door will open if the correct actions are performed. The riddles start out easy with a large lamp in each corner. To answer the riddle, hit each lamp with your sword to activate the door. Later, more complex sequences must be used in a precise order on moving platforms, hitting tuning forks and



other objects to activate the doors. Still, it's nothing requiring too much thought or anything that will make players frustrated with the game.

the last action was less than perfect. On the lighter side of Light Crusader exist some enjoyable features, including a 48-item inventory, auto map and simple magic control. Visually, Light Crusader is appealing with its highly detailed characters and rooms. Small details in the animations are enjoyable to watch, such as the way Sir David kills the zombies by removing their heads or by slicing them in two at the waist. Townsfolk



swinging from suspended cages, giant full-screen enemies, exploding barrels and lasers are all depicted in more than expected accuracy. Level design is basic and forces you to follow along the planned course of adventure. Locked doors and passageways encourage you to search for the key or lever one at a time (all of which are usually located on opposite ends of each level). With the goal of this title being an action-style RPG, Light Crusader should have been developed with more of a story to keep you interested in your quest and to help you overlook the bad points of this cart. Depending on your requirements in an RPG, you may enjoy it, but it definitely falls into the try-before-you-buy category.



GENESIS

## VECTORMAN

## Takin' Out The Trash

**T**he year is 2049 and the Earth is in total disarray. The human inhabitants have headed for the stars and left mechanical robots called "orbots" to clean the ruined planet under the guidance of Raster, their leader. Everything was working smoothly until attendants accidentally connected a nuclear bomb to him. Raster then became the evil being "Warhead" and caused the ruining of Earth. Returning from delivering a load of refuse from the sun, Vectorman tries to clean up the planet and singlehandedly remove Warhead from power before the humans return to their home planet.

Getting behind the reins of the service robot, Vectorman, your mission is to push your way through the levels in search of



the evil Warhead.

Vectorman is primarily a side-scrolling action game but has a few instances of top-down control through some levels. These levels aren't very long but they do break up the monotony of the game. Plenty of robotic

followers are also present to stop your progression. They are all fairly tough, which adds most of the challenge to this title. They are not your only concern, though, as you are also racing against the clock trying to finish each stage

before time runs out.

Vectorman's control is something legends are made of. Being crisp and accurate, it feels like a direct link to the character instead of just another horrendous game interface. Along the same lines as the control, sound enters the picture. It is also very fitting to this style of game and poses no problems that could hinder this well-rounded title.

The graphics and animation are very sophisticated throughout the side-scrolling part of the game. The only

RELEASE DATE

DIFFICULTY

October

Moderate

PUBLISHER

SIZE

Sega

16-Meg

PLAYERS

THEME

% DONE

1

Action

100%



**Vectorman's enemies are fairly fast but can be destroyed easily. Photons are found throughout the levels. Grab them for points.**

instance where they let up a little and the graininess appears is during the short top-down levels. As stated earlier, these levels are very brief and don't amount to

power-up to propel himself through the water. Combine the control, sound and the outstanding animation and you have a title that you will swear should not be working on a 16-Bit platform.

Vectorman's levels are challenging and very imaginative. Secret rooms and other locations fill the game and give you added bonuses to complete each level. But remember, the clock is always ticking so move quickly while exploring hidden places. Use Vectorman's double-jump ability to get you up to platforms that normally could not be reached.

much. Animation is right on par with the rest of the graphics and doesn't seem out of place. One example that should not be missed is the silky-smooth swimming animation of Vectorman when he is using the "frog"

The skill requirement balance throughout the levels is about 50 percent fighting, 30 percent jumping/accurate

movement and 20 percent imagination (finding secrets). From these points it is obvious that Vectorman is much more than a standard action game with a shooter accent.

To make sure you aren't attempting these levels empty-handed, Vectorman is also given the opportunity during his journey to find a wide variety of power-ups. The added use of point multipliers to increase the power-up is also a welcome feature. For instance, if you should

find a 10X point modifier and find a 1-Up you get an additional 10 1-Ups. Which is nothing to complain about, especially when there is no form of password or memory back-up.

Vectorman is one of those rare releases that really take you by surprise. Usually when a game's graphics and sound are spectacular, the rest of the game is going to lack something. Vectorman is the exception; its beauty is definitely greater than skin deep.



## INSIDE TRACK on Morphing



By destroying televisions and other objects, Vectorman finds morphing cubes that allow him to change his form to gain access to hidden or restricted areas.

There are seven types of morph cubes that change Vectorman's shape. Drill, missile, buggy and bomb forms let you break through specific types of objects. While jet and parachute forms allow you to fly vertically and hover gently back down to Earth, the fish morph allows you to swim quickly through the water. The presence of morphs indicates there is somewhere that you are supposed to get to, so look closely. Little cracks in walls and things that just appear out of nowhere can help you get started.



Although there are the fish morphs to use underwater, you will sometimes find it easier to travel in Vectorman's true form.

GENESIS

# BATMAN FOREVER

Another installment of Bat-multiplatform development hits the Genesis

**S**omewhere deep inside the murky depths of Gotham City evil lurks, waiting for an opportunity to strike.

On the towering high-tech buildings of Wayne Enterprises, a psychotic mastermind plots revenge...

In *Batman Forever*, the latest release from Acclaim,

you can take control of the Dark Knight or the Boy Wonder as they fight two of Gotham City's deadliest menaces, Two-Face and the Riddler. Obviously, the game is based on the summer box-office smash of the same name that had fans flocking to the theaters.

*Batman Forever* is a standard side-scrolling action game with little in the way of heart-pounding excitement. The characters seem to move across the screen casually with no purpose in mind. All the so-called action severely suffers from a case of extreme boredom.

On the lighter side of

*Batman Forever*, character moves are spectacular to see. This can be attributed to the digitization of the real actors wearing the authentic costumes from the movie. The actions and

**"Remove the animation of Batman and his delicate sidekick Robin and you are left with next to nothing"**

movements were acted in front of a bluescreen then digitized into the game. This results in characters that look very good over a background that doesn't seem to fit into the game. The game scenery is dark and gritty, with the actual playing field not faring much better. With the Genesis' capability to display up to 64 colors on a screen at one time, it makes you wonder why the programmers decided to be content with less than 20. Now, I know that Gotham City is supposed to be dark and foreboding but not *this* dark.

Controlling the caped crusader is a battle in itself. You should opt to use the six-button controller instead of the standard three. You will save yourself many headaches and finger cramps by following this advice. Firing the grapple hook straight up (which is used most often) will take a while to get down pat. You need to press the B and C buttons simultaneously



Many power-ups can be found to help the caped crusaders.



The same obstacles and traps that can damage you can also be used for safety and inflict the same damage on your enemies.



RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		SIZE	
Acclaim		24-Meg	
PLAYERS		THEME	% DONE
1		Action	100%



The riddles in each level will give you information on how to complete the stage. Most of them are very obvious and will not require much thought. Now that you know what you are expected to do, you just have to get your character to follow through.

(or the Y on a six-button controller) and immediately afterward, press up on the keypad. You will waste a lot of time mindlessly jumping vertically when you mistakenly press up just an instant before firing the hook.

Common weapons like the Bat-arang require common Street Fighter controller combos to launch. Again, irritating after firing a hundred or so.

Venturing into the even scarier realm of sound, Batman Forever adds nothing to help the Genesis' reputation for less-than-perfect sound. The music is downright terrible, sounding more like a dying cat than anything else. Mercifully, you can turn the music off. Digital voice-overs sound as if they have been liquified in a blender. Every time you come across one of the Riddler's riddles, you hear a



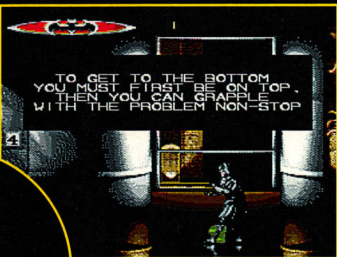
"Riddle me this, riddle me that," sounding like it is being played underwater. The sound effects that correspond to movements and occurrences are decent, however. There are only so many possible ways to butcher an explosion. Even after all the modification, it still ends up sounding like

## WHO ARE THESE GUYS?

Don't miss the highly unusual naming convention of the enemies. In the asylum, you will run into more than your share of Crazy Neds, Eds and Bobs, along with some very demented individuals called Antifreeze and Flame Eater. It makes you wonder if their parents all knew that their children were going to grow up to be psychotic individuals fighting on the side of evil. I'm sure the names were added to liven up the whole



Batman experience. But in the long run, it just doesn't come through.



something being blown up.

Levels are laid out so you must wander through mindlessly and kill anything that comes out at you. The enemies approach you singly in the first few screens. Later, you will never seem to find less than two wandering through-out the levels. When two enemies are fought at the same time, they will consistently end up on either side of your character. While you are taking one character out, the other will always appear behind you and bat you around from the back. You end up spending time "herding" the enemies to one side of the screen so you can eliminate them easier. Climbing up mysterious holes in the ceiling will also take much of your time with the grappling hook, while getting back down through



that same hole will take even longer. Be sure to keep an eye out for plants and other breakable objects. They house a good number of power-ups that can be used to replenish all the generic hits you absorbed from dual enemies. If the 16-Bit's days really are numbered, it's a shame to see it go down (in flames) with games like this. A little thought and planning goes a long way, and it could have saved Batman Forever. Unfortunately, it falls short. Batman Forever is more of a chore and a burden to play than an enjoyment. The Dark Knight's days certainly don't shine very brightly.



GENESIS



# MUTANT CHRONICLES™

## For Sickos and Sadists Alike...

**A**lgeroth's marauding forces of the dark legion are about to destroy the last survivors of the human race. The megacorps trying to retain their power have decided to call the Doom Troopers and order them to search out and eliminate all of the dark legion mutants. Based on the popular role-playing and card game, *Mutant Chronicles* features side-scrolling, Contra-style shoot-'em-up play with an outrageous amount of gore.

Begin the game by choosing to play as Mitch Hunter, Max Steiner or both in simultaneous Dual-Player Mode. They are basically the same character—the only difference being their weapon preference. Mitch's CAR-24 shoots

very fast and lets you get the first shot off quickly, but you will waste more ammo. Max's twin MP-105s are much slower but will save you some ammo in the long run.

staying up all night watching cable TV. Shooting enemies' heads clean off, burning them to a crisp, watching a severed spinal column dangle out of a still-intact lower

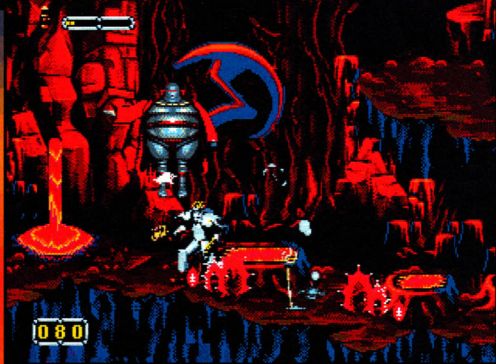


When a weapon power-up is found, Mitch's gun will become a rocket launcher with the same range as his starting gun but with a lot more power. Max will inherit a nasty flamethrower with a very limited range.

During the first few minutes of the game, you will be witness to more gore than you could possibly see

torso, and enemies flopping around on the ground like dead fish while spilling blood profusely will all be evident in the first few stages alone!

RELEASE DATE		DIFFICULTY	
November		Variable	
PUBLISHER		SIZE	
Playmates		16-Meg	
PLAYERS	THEME	% DONE	
1-2	Action	100%	



## LISTEN UP!



As mentioned earlier, Mutant Chronicles has many secret rooms and underground passages. They will help you out a great deal when you need some power-ups in a hurry. You can find the first one by jumping into either one of two

small waterfalls. Once inside, you will find the power-up cases that contain a 1-Up, one weapon power-up, extra ammo and a health recharge.

The gore in Mutant Chronicles makes MKII and MK3 look like kiddie shows. MC:DT's control is very sluggish and never seems

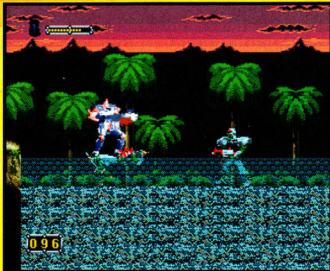
to respond to any of the commands you give it. Not letting you shoot an enemy who is touching your character is a very irritating feature that

you have to overcome by stepping to either side and then opening fire on him.

Although I think Mutant Chronicles is more annoying than challenging, it does have some good points that should be noted. The first unsuspected item for this style of game is a password option. With few available 1-Ups plus enemies who can cause massive (cheap) damage to your character, even the programmers knew a way to continue a previous game was important. MC:DT has very smooth running animations, but unfortunately good graphic quality does not back that up, making the game look unfinished.

"MC:DT is not a game for players who faint at the sight of blood."

Overall, Mutant Chronicles: Doom Troopers tries to shock players with ungodly amounts of gore that appears to be a cover to hide the problems in this game. If you are not disturbed by the thought of floods of enemy bodies spilling nasty stuff out of every orifice, and are willing to overlook the flaws in play, you may like MC:DT.



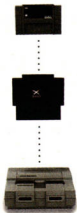
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Video Game Network

32X

# Kolibri

## Suck and Shoot

**K**olibri is the latest game for Sega's 32X adapter. It feels and plays like an aerial Ecco the Dolphin. Continuing the nature theme, take the helm of a hummingbird as it tackles the perils of survival.

Kolibri is one of the few shooters for the 32X. (Zaxxon Motherbase is the only other one that readily comes to mind.) Power-up your hummingbird by sucking pollen out of flowers or collecting bubbles that float in the air.

It may disappoint the purists out there since it combines some puzzle elements to keep you from flying through each level. It's done in a subtle way, much like how Ecco wasn't a total action game. The puzzles detract from the game at times, with the objective not very clear. As a result, you might get frustrated with it.

The game play of Kolibri is certainly complicated



for one just picking up the game. Trying to maintain a set altitude is hard. There are many icons to be picked up, and determining what item is going to do what gets confusing. At times there isn't time to check what you pick up. A major pet peeve is that if you die, sometimes you'll come back in the line of



## Inside Track

### Ecco Revisited?

Kolibri seems like a sequel of sorts to Ecco the Dolphin. One look at the graphics and you can see the similarity. Like Ecco the control is not what you'd be used to for that type of game.

Whereas the control was unique before, this new style of game play just seemed off. The music is very new age as well. If you liked Ecco, this might be of some interest for you, but think of it as a game in the same vein rather than a sequel.





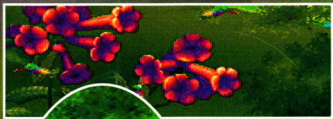
# Inside Track

One of the most confusing levels has to be Expiry. There is a scene with a bird-eating frog at the bottom of a waterfall which you must get past. To make matters worse,

enemy fire. Poof, instant death. That happens more often than you think.

The levels are drawn really well, with the artist making good use of the 32X's color palettes. The same background foliage that makes up the first six or so levels does get boring after a while, though. While the later levels have different motifs, it gets monotonous with what seems like the same level over and over. The self-scrolling levels can be tedious as well.

This one is a hard game to judge. If you didn't have the patience with Ecco, the odds are this game will get annoying. No bones about it, Koilibri looks good, but the game play seems inconsistent.



there is a wind that pushes you back toward the gaping maw of the hungry amphibian. The secret to getting past relies on the little bursts of speed achieved with the "C" button. Select opposition slightly above the frog and keep tapping the button. Don't move the direction controls at all, or you'll get stuck. Keep tapping until the wind stops.

RELEASE DATE		DIFFICULTY	
November		Hard	
DEVELOPER		SIZE	
Sega		24-Meg	
PLAYERS	THEME	% DONE	
1	Shooter	90%	



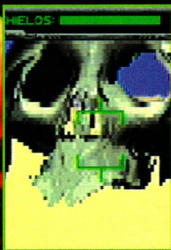
32X

# T-MEK

The arcade hit comes home to the 32X

**T**MEK is an arcade game in which you can choose between six different vehicles, each with its own unique attributes and enter into a tournament to the death against either computer pilots or a human enemy. Each craft is equipped with radar, which will keep track of where your opponents are hiding

players is by sheer strategy. Each level you progress through has different areas or battlegrounds. To plan a strategic attack, use each level to your advantage by hiding behind certain objects such as pillars or luring your opponent out into the open for a clean kill. If you're the kind of player who would rather just go on a suicide



T-MEK features a variety of arenas that look different but have you doing the same old stuff.



throughout the level. It won't take you very long to figure out that with only three buttons—one being a speed booster and the other two for your weapons—the only way you will be able to outsmart and destroy the other

mission and head right out into the open unleashing all your weapons at once in a blind fury (like me), then keep an eye out for the vehicles that are hovering above the battleground. If you fly underneath them, you will

be able to reload your special weapons. One other notable advantage: After destroying one of the other crafts, you will be able to pick up a defensive power-up right by the wreckage of the craft. This will replenish some of your shields and keep you in the fight for a little while longer. The game features both a One-player and a Two-player Mode. In the One-player Mode, your job is to keep progressing through the levels, but you must also stay in first place in the point standings. Good luck; it gets very difficult at

the end. The Two-player Mode seems to be the most fun due to the fact that you can battle against a friend.

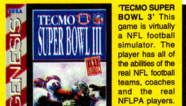
The only problem is the Split-screen Mode, where a good portion of the screen is taken up by the radar and other gauges, leaving both players very little room to view the battle. Are you tough enough to join the battle? If so, strap on your helmet and get ready for the T-MEK tournament.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
Sega	24-Meg	
PLAYERS	THEME	% DONE
1	Sim.	90%

# CHIPS & BITS INC.



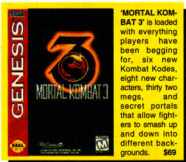
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# Destruction



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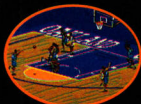
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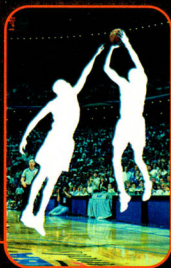


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# SIMCITY 2000

**Build a Thriving Metropolis on a Limited Budget...**

**T**he challenging strategy game of urban conquest and development hits the Sega Saturn. SimCity 2000 allows you to design and build your own personalized city from scratch and manage its resources. Unlike the IBM and Macintosh versions (which are basically identical clones of each other), this latest release has an entirely new look. Childish-looking tool bars and selection icons large enough for the legally

blind change the entire look of the game. SimCity 2000 does, however, come with Great Disasters 1 & 2 (which were sold separately on the computer versions) built right in. This welcome addition of accessories gives you a total of 18



scenarios that allow you to try your luck at helping the city's inhabitants from a wide variety of disasters and problems.

SimCity 2000 moves beyond where the original left off. Not only do you have to worry about roads and train tracks for transportation, but subways, bus depots and highways all have to be taken into consideration when designing a city. Neighboring cities can also be reached in SC 2000 by establishing a transportation connection between the two. New forms of buildings known as Archologies (giant self-

## INSIDE TRACK

In SimCity 2000, buildings are always the recipients of a randomly generated facelift. This change in style reflects the development of the city through the years. If you begin the earliest scenario in the year 1900, your buildings will follow designs of that era being brick and very squared off. As time passes, new looks are cycled through, bringing more rounded designs with plenty of glass and steel.



RELEASE DATE	DIFFICULTY	
November	Adjustable	
PUBLISHER	SIZE	
Maxis	CD-ROM	
PLAYERS	THEME	% DONE
1	Sim.	100%



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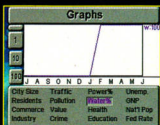
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contained living structures) are offered in later years and are the best means to get your city to grow to outstanding levels.

The control and interface reaction time are extremely slow. Attempting to complete menial tasks such as placing

noted points, the rest of the game in general operates and controls considerably slower than was expected. Music and sound effects are typical for the genre; being mellow and boring, which is expected from any Maxis simulation game. The music seems to be mainly used as a filler so you don't feel lonesome as

you construct. They are nothing great, but what more do you need while you are developing for hours and hours?

As a whole, SimCity 2000

was a real letdown. I was expecting a much better game from Maxis than what was received. If you played the computer version extensively and are

accustomed to its control and speed, the Saturn version will leave you wanting more. The original SimCity for the Super NES is a prime example of what type of play I was hoping for from the Saturn. That version proved that you don't need a hard drive to make an interesting sim—just proper development. The first release took a firm stand and put its computer equal to shame in speed, variety and convenience. SimCity 2000 leaves more to be desired from a CD-based, next-generation system.

**"Some things are better left undone!"**

firefighters near a fire in a large scenario will cause a long hesitation in play. And trying to rotate views slowly (not in 90-degree increments) is choppy and extremely unnerving. Besides these two



## WATER, PRECIOUS WATER

SimCity 2000 also requires you to build under the surface of the ground before your buildings grow. All citizens need water and it is your duty to hook all newly built structures up to the main water supply. Once you place a building, a grey grid of dry pipes appears under it. You have to connect these dead pipes to the ones that carry the water by placing a single pipe between the two. Additional sources of clean water have to be supplied through the use of pumps, towers, treatment facilities and desalination plants to keep the people happy.

Budget			
City Ordinances			
	2095 To Date Impact	2096 Year End Estimate	2097 Year End Estimate
Year to Date Totals	-14	-20	-20
Estimated End of Year	270	270	270
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SATURN



# SOLAR ECLIPSE

## Dark Days for Solar Eclipse

**T**he sequel to the intense polygon shooter Total Eclipse puts you in the pilot's seat of a fast-moving, 3-D alien shooter. In Solar Eclipse, you are attempting to defeat countless enemies that are trying to get a strong foothold on the territory you are sworn to protect. Using your choice of cockpit or chase plane view, you scavenge the texture-mapped land-

scape in search of evil forces to eliminate.

While the graphics easily put the ones seen in Total Eclipse to shame, they are still blocky and highly pixelated. This is the compromise for the extreme game speed that allows your ship to rocket through the stages with the throttle set at nose-bleed. When moving this fast, you get a sense of tunnel vision where you only stare at an approximate four-inch circle in the center of the screen as the sides blur by. This was probably the sole reason the programmers decided not to waste time and resources with astounding graphics that would go unnoticed on the side of your ship.

The selection of weapon power-ups include heat-seeking missiles and power blasts that follow the flight direction of your ship. The massive kill-all



Chase plane view gives you an arcade-style screen where your whole craft is in sight. Use both to get the right perspective for different situations.

weapon is a volley of 20 missiles that evenly divide themselves among all the enemies on the screen. These tracking missiles seek out and destroy everything in their path. Along with enemies, obstacles also block your way. You have to do some sophisticated flying to keep your ship from being

damaged by the moving debris. The left and right buttons control your ship's roll and are used far more

RELEASE DATE  
**November**

DIFFICULTY  
**Moderate**

PUBLISHER  
**Crystal Dynamics**

SIZE  
**CD-ROM**

PLAYERS  
**1**

THEME  
**Shooter**

% DONE  
**50%**

often than in Total Eclipse to avoid the variety of obstacles. Break-away barriers that block your path usually conceal giant metal spikes that lunge out at your ship right before you reach them. So after shooting the barrier, quickly roll to the opening in the obstacle and squeeze your way through.

The best addition to Solar Eclipse is the availability of multiple paths where you can select where you want your ship to go. Do not misinterpret Solar Eclipse as a free-roaming 3-D shooter. It



**"Boredom is not a consideration...this game is merciless!"**



still controls the general direction of your ship's flight path. You do, however, have a decent-sized area to move around in and explore on the sides of your ship that is large enough to still let you feel unrestricted while you fly.

Solar Eclipse is a joy to watch and play. The only problem is that there is a little slowdown that hits when there is a screen full of enemies attacking your ship, but that may be cleared up before the final release. This slowdown is just another way to point out the extreme amount of enemies that flock on the screen at one time.



## INSIDE TRACK

The Bosses are very tough and some fancy flying is needed to avoid their powerful attacks. The best way to eliminate them is to save all of your special weapons (nuke volleys), then fire repeated bursts until you run out. This will lower their energy substantially and let you finish them by using your standard guns. Be sure not to sit in one place and hold the fire button. Their missiles and lasers will seek you there and shred your ship in no time. Stay on your toes.



## A LITTLE HELP FROM YOUR FRIENDS

You are not alone during your attempt to destroy the enemies. You have wingmen that fly with you alongside your ship and keep you updated on the status of the mission. They inform you if they sense anything on their instruments to warn you of impending danger. Usually their information is useful, but sometimes they get you all worked up for nothing, sending you on wild goose chases.



Boredom is not a consideration when there are so many fun things that line up to be shot. There is no doubt; this game is merciless.

The stand-alone graphics in Solar Eclipse are not impressive at first look, but quickly dissipate after you jump into the cockpit and start targeting enemy spacecraft. Solar Eclipse is a prime example of your first impression not necessarily being the right one. If you are seeking a fast-moving



3-D shooter with tons of enemies and challenging levels and can overlook the graphic flaws, Solar Eclipse will give you hours of enjoyment.



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Thrust blocks. The first aggressive blocking system ever in fighting games.

More deadly combos than a fast food restaurant.

# WOULD ROLL IF OUR ENTIRE FIGHTING GAME GENRE.

## HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices.

Introducing WeaponLord™. Combat with a cutting edge. WeaponLord features



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PLAYSTATION

## PHILLOSOMA

Strange Name,  
Cool Game...

**Y**ou've probably noticed that there haven't been that many shooters recently. Back in the heyday of the Genesis, they were probably the most common type of game. If it's high-intensity action you want, Philosoma will whet your appetite for adrenaline.

Philosoma joins Raiden as one of the first shooters for the PlayStation. Surprisingly,

this first-generation game surpasses the competition in every way.

First, the computer-rendered graphics are a sight to see. The cinemas are perfectly smooth, and they are great to watch over and over. They even get more intense as the game progresses. Okay, so cinemas aren't your thing. How about power-ups?

Philosoma gives you a selection of five weapons that can each be powered-up three times. The basic weapon is the Vulcan—a standard spread gun that fills the air with lead. If you're getting swarmed, it's not too shabby. The Laser is a favorite. It's a blue beam that blankets the screen with lethal effects when powered-

up. A-Break is a beam that can be charged up to do more damage. It's perfect for doing a lot of damage to a specific point (like Boss' weak spots). Last is Ray-B. This can be your most important gun at times. It's a simple shot that fires behind you. You'll see its importance later. Aside from these carnage-causing weapons, you'll also pick up icons that give you missiles. Some go straight forward and others home-in on the enemies. To top off everything, use a super-bomb to clear the screen of targets. Sounds cool, huh? Want to hear more?

This CD has five, count 'em five, different perspectives.



RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	SIZE	
Sony Computer Ent.	CD-ROM	
PLAYERS	THEME	% DONE
1	Shooter	75%

"THE  
LUCKY



ONES  
ARE  
DEAD."

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

D



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

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



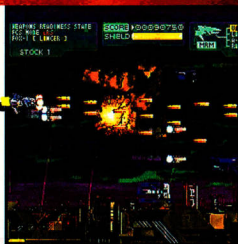
**Panasonic**  
Software Company

# CYBER SEIZES...

It always seems like the first-generation shooters are filled with slowdown or they just don't have the "oomph" that they should. In a way, *Philosoma's* scary. This



game breaks away from the ordinary conventions of shooters and excels in every way. There is no slowdown whatsoever and it plays really well. Compare this to any 16-Bit shooter, new or old. If this is a first-run game, what will the games released in the future be like? We're about to see some major revelations that will stir the gaming market. With new technology, the threshold of what programmers can do has changed. What new genres will be spawned? Think about it...scary isn't it?



No other shooter has this many points of view. (No fools, *Axelay* only had two views.) You have your typical horizontal and vertical views. While practically all other shooters utilize these perspectives, the visuals of these are just so cool. Enemies appear in the distance and fly into the foreground and so forth. Cool effects like that help this title stand out. You will also see forward and rear views. (See, that tail gun would come in handy.) These are sort of like *Microcosm*, but in a good way. For all of you *Zaxxon* buffs out there, there is a view that re-creates its intensity. It's also the only level where you can hit walls. Be warned. The changes in viewpoint add a subtle challenge, and it keeps things fresh.

*Philosoma* has more than its fair share of visual effects.

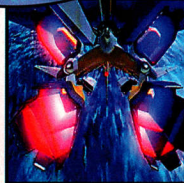


The weapons and the detail in the enemies work well with the backgrounds, which look great, too. They range from a canyon landscape to a city. Each phase is broken down into sequences, each using a different view. The final phase

ends with an enormous Boss. For some reason, they just don't seem to match the quality of the rest of the game. (Except for the train Boss. You have to see it!)

This is a good game to pick up. Even if you don't

like shooters, *Philosoma* will give you all the thrills and spills that any decent game delivers. The action is non-stop and it looks good. What else would you need?



# "ONE BONEHEAD CALL AND THIS



# GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3D0 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 K&S 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? Aahos, Chuckie." ■



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Software Company

PLAYSTATION



# WARHAWK

## The Red Mercury Missions

**Sony breaks the sound barrier with Warhawk!**

**A**t first glance, Warhawk may look like your average, run-of-the-mill shooter, but after playing through the very first level, it was obvious that there was much more to the game than meets the eye! First of all, many games of this type may boast some impressive graphics and cool features, but are very limited since you are always flying along a set course. Perhaps the best feature of Warhawk is the freedom to fly anywhere throughout the level. This way, if you're going in low for an attack pattern on a ground target and miss, you can then hit the thrusters,



do a 180-degree banked turn and set up for a second attack. As far as the overall look, one could go on forever on how incredible the graphics are, but

more important than that is how smoothly the game plays. Warhawk is among the second generation of titles that will be released for the PlayStation, which means that the programmers are starting to learn how to

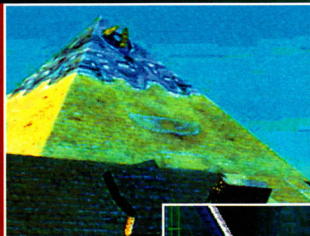
RELEASE DATE		DIFFICULTY	
November		Adjustable	
PUBLISHER		SIZE	
Sony Interactive		CD-ROM	
PLAYERS	THEME	% DONE	
1-2	Sim.	80%	

# INSIDE TRACK

To get a better idea of how the game will play, take a look at one of the four preset controller configurations. There are four setups you can choose from: Aggressive, Hit and Run, Precision and Arcade. Pick the one that will best suit your style of play, but be warned—once you get used to one specific setup, it becomes second nature, and will be very difficult to relearn



the controls. To get a feel for what the game can offer, check out the options you will have available to you in flight. The directional pad stays the same throughout each mode—it will control the direction of your ship. The Aggressive Mode is the default configuration, and the controls for the thumb buttons are as follows: machine guns, missiles, afterburners and toggle weapons. The four top buttons on the controller can be used in conjunction with the directional pad to give full control of the ship. The first two act as the throttle, and the second two are used to bank your ship to either side, but can also be double tapped to perform a 360-degree roll that comes in handy when trying to outsmart a heat-seeking missile.



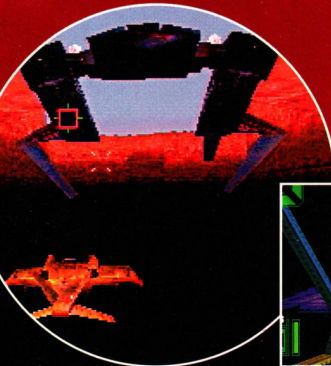
unleash the true powers of this incredible system. As far as controls go: super! Warhawk is one of the few games available on the PSX that utilizes every button on the controller while in flight. One very unique feature of the controls that separates this game from all the other shooters or trench running-type games that have been released in the past is the throttle control. Other games such as Total Eclipse and StarFox may feature some limited throttling abilities, such as a boost or a brake, but Warhawk incorporates full throttle control in both forward and reverse. This advantage, along with the fact that you can fly in any direction, makes for one incredible

game. For example, the Bosses at the end of the levels can be very tricky to defeat, and may need some strategic planning. Flying in just to unleash every weapon you have available may be fun, but also suicidal. Your best bet would be to come in low, raise your altitude, target the enemy and make the kill. Sounds easy, but it's not! Being able to hover is nice, but it also means you're nothing more than a sitting duck.

If you take a considerable amount of damage to your shields, you can reverse your throttle, back off, find a place to hide out while your shields

**"Warhawk is well on its way to closing the gap between the keyboard and the controller."**

recharge, then go back to finish off the enemy. Up until now, platform shooters have always been inferior to the PC titles that can offer brilliant graphics and features while still keeping the true "flight" integrity in the game. Warhawk is well on its way to closing the gap between the keyboard and the controller.





Be sure to search every possible area for items and info that may help you out.



Most of the information you receive will be useless in your quest but fun nonetheless.

# Discworld

Psygnosis boasting British accent

**I**n the past few months, Psygnosis has bombarded the PlayStation market with many previously unseen titles. Continuing this tradition in the point-and-click category is *Discworld*, based on Terry Pratchett's worldwide best sellers featuring wizards and heroic failures.

*Discworld* is a humor-filled adventure game that is designed to challenge you as much as entertain you. Every

object and encounter within the game are there to help you complete the quest or more importantly, provoke laughter. Even the way you talk to others is meant to exploit the included humor text more than to jump to the chase and get the answer you were seeking.

The plot forces you into the shoes of Rincewind, who has been summoned by the arch-chancellor of the Unseen University. The chancellor sends you on a legendary quest to bring an end to the mysterious dragon that has caused a reign of terror among the citizens. Using all of your puzzle-solving ability (and your natural skill to insult others), gather the



items that will help eliminate the fire-breathing beast. Talking with the citizens, collect the required information and tools that are needed to complete this giant task.

*Discworld's* graphics and sound are extraordinary, with everything being easy to control. No fast or precise "hit the button now" actions

are required by the player. This lets you just sit back and enjoy everything this title has to offer.

*Discworld* is not the type of game that can be finished in less than a few hours. A long and hilarious plot filled with many quests and riddles awaits unsuspecting players.

RELEASE DATE DIFFICULTY

October Moderate

PUBLISHER

SIZE

Psygnosis

CD-ROM

PLAYERS

THEME

% DONE

1

Adv.

100%



YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

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## Let's Go Lemming now...

**Y**our favorite, mindless green-haired characters are back to wreak havoc on your PlayStation. Lemmings 3D is packed with the same challenging mazes seen in earlier versions, but they added a twist to the previous side-scrolling title—3-D. In addition, you can also select to control a single Lemming using the new feature VR Lemming or command all of them from a third-person point of view. Third-person is the easier of the two to use, but it still requires practice to become proficient. L3D's most important feature is a free-floating view

allowing you to move your cameras anywhere you want. The cameras are the heart of the game, and you must understand them to take full advantage of the 3-D experience. Don't give up without a fight! Lemmings 3D requires at least a few hours to become familiar with the view control and selection options. Only with constant practice will you be able to get anywhere in this puzzle game extraordinaire. L3D contains a shocking 100 levels of daunting mazes that are broken down into four separate difficulty levels. Highly unusual cinematics featuring Lemmings in some

very weird circumstances await your completion of every 25th level.

A new Lemming talent, "turning" is available to navigate your Lems into the Z plane. After selecting which Lemming to turn, you must choose a direction 90 degrees from the last position of the walkers. This new skill is used more than all others in L3D

to complete the missions. This is the most important skill, for without it this game would be no different than any of the previous ones.

RELEASE DATE	DIFFICULTY	
October	Hard	
PUBLISHER	SIZE	
Clockwork Games	CD-ROM	
PLAYERS	THEME	% DONE
1	Puzzle	100%



Lemmings 3D features better scenery and maze design than all of the previous versions combined.

# VR Lemmings?



L3D has added an unusual feature called VR Lemming. VR allows you to take first-person control over any of the masses. From here you guide your comrades through the maze getting into places where your camera will not go. VR allows you to place yourself in all the horrible circumstances you put those poor Lemmings through in earlier versions. Traps, falls, drownings and mass nukings have never been more fun!



All the old familiar skills have also been brought into L3D. Watching the bashers and miners dig their way through obstacles is very impressive in 3-D. You can also walk along with climbers as they explore towers and hover back to Earth as a floater holding your multicolored umbrella.

A practice session is available for you to learn the Lemming talents and work with view control. They are kind of slow but worth every bit of effort. After graduating from the practice session, you advance to the standard stages that make the practice sessions look like child's play. Wandering through giant cargo ships, airplanes, high-tech futuristic bases, Egyptian pyramids, arctic wastelands and desktops outfitted with



The occasional cinemas won't really seem to fit into the game, but are a welcome sight nonetheless.

Inexperienced players who may have enjoyed a few stages of earlier titles should cover their ears and

## CAMERA STRATEGY

Each of the four cameras can be stationed at specific points before the game begins, allowing you to quick-jump to any of the preset positions during the game. Use the

Paws function to relocate your cameras before you release your Lems. Only with practice can you achieve any measure of success.



run. L3D's childish-looking exterior hides a beast of a game that is just waiting to test your abilities to their fullest. Only players with exceptional talents and an unearthly drive to succeed should even attempt L3D. Clearly, this game has pushed the original concept to a level no one would have expected it to reach.

computers all await your arrival. Every stage encountered will engage your mind even deeper than the previous ones. The use of memory cards and passwords is a welcome addition to L3D. This allows you to attempt tougher levels at a later time. Watch out for the maze levels where you must find your way through an enclosed area where only Lemmings can go. Choosing the right path in these mazes is almost impossible.



Miners and bashers use their skills to break through blocking obstacles.



PLAYSTATION

# TWISTED METAL

## GUNS, MISSILES, SPIKES, ICE CREAM...

**T**wisted Metal is best described with one word: great!

We've all seen the demolition derby games where you smash up other cars. They all pale in comparison to this one. Why? Twisted Metal is, well...sick. Where else can you pit a Hummer against a motorcycle?

This game allows you to choose from 10 different vehicles ranging from the Ice Cream Truck to a Lamborghini. Each one has its own special weapon that

can do lots of damage. Aside from that, there are other types of death-dealing devices, like spikes and missiles. Your selection will also come equipped with machine guns.

**"Where else can you pit a Hummer against a motorcycle?"**

The first couple of levels are only so-so. You start in a measly arena then enter a city district. The fun starts when you start competing in the suburbs. Innocent victims await your treads around every turn. There is a Christmas motif that lends

a bit of perversity to the slaughter. The last level takes place on the rooftops of skyscrapers. One false move, and you fall to your death. It's that simple.

The game play of Twisted Metal is good. The controls are responsive. Switching from weapon to weapon is no problem. Each vehicle has its own strategy. With the giant monster truck, your best bet is to get in close and run over the opposition. This differs greatly from the

ghost car Specter. With him, you should keep your distance and fire from behind cover.

The audio of Twisted Metal is terrific. It mixes a little spaghetti Western with Christmas tunes. Some thrash-heavy tunes round out the soundtrack as well. Another great aspect is that when the other cars are killing each other off (yes, they can do that...), you can hear all of the explosions and weapon noises.



You can change your perspective to inside or outside of the car.



RELEASE DATE DIFFICULTY

Now

Variable

PUBLISHER

SIZE

Sony Interactive Ent.

CD-ROM

PLAYERS

THEME

% DONE

1-2

Action

100%



# FROM ZERO TO HERO



AVAILABLE NOW!



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# SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME



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Did we leave out anywhere?

Fight on the ground, in the air and at sea.



Tired of fighting terrorists? Try the 2-player dogfight mode that's no dog.

PREDICT THE ULTIMATE AERIAL  
WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING  
MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat.\* The action fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air



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3DO

MAZER

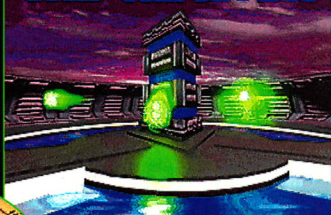
## It takes an act of will to beat this game

When American Laser Games announces a new game, everyone instantly thinks, "Well, another FMV shooter." Surprise, surprise, their latest title is not a Mad Dog mimic, but an action game. Mazer is a bizarre CD that will sort of remind you of a poor man's Loaded. Set against a futuristic backdrop, it is set in 3/4 perspective giving you a panoramic view of the playing field. Choose from

four characters, but each one is practically the same. Freon and Hawk are good for long range, while Azotar and Arashi are best used for close range.

The visuals feature rendered and digitized effects—however, they leave much to be desired as the choppiness of the screen scrolling gets in the way of the game play. The audio is an upbeat heavy-metal thrash that sometimes works with the stage and sometimes doesn't. The

## THE REACTOR



Mazer is loaded with intense action, maybe too intense. As a result, many players will get very frustrated with it.



control is simple, as it should be for action games.

The point of each level is to free humans who are being transformed into cybernetic killers, collect the power-ups and fight a Boss. All of this happens on the small playing board.

Enemies appear through the floor practically swamping you, no matter what your firepower is. If you want to survive, you'll have to manage your shields carefully. The Bosses move slowly but

they inflict lots of damage.

With all of the enemies on the screen, avoiding hits is tough. If you manage to destroy the Boss, you'll be treated to a CG cinema of it blowing up.

The power-ups of Mazer do little to improve your situation. You feel like you're defending the Alamo—the odds are against you. This CD is almost too difficult, and therefore is hard to get into. The choppiness of Mazer hints that the programmers tried to do too much on the 3DO. Maybe it would have been better on another machine. Overall, renting this game would be prudent before buying it.



RELEASE DATE DIFFICULTY

Now

Hard

PUBLISHER

SIZE

Amer. Laser Games

CD-ROM

PLAYERS

THEME

% DONE

1-2

Action

100%

Coming in November.

# Die HUMAN Scum.

## DOOM TROOPERS

We of the alien race, Dark Legion, will not rest until all traces of humanity have been purged from the universe.

That means you. Take on the role of a Doomtrooper, one of only two existing warriors left to fight us. Death and destruction surround you as you make your feeble attempt to stop us. Dare to play hero. But if you do be prepared to die.

### MUTANT CHRONICLES

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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3DO

## KILLING TIME

**T**he biggest advantage CD-based games have over cartridges is the amount of information they can hold. This extra capacity is most effectively used to store vast quantities of cinemas, video sequences and digitized speech. Studio 3DO demonstrates the system's capability with their new release, Killing Time. This Doom-style first-person 3-D action/adventure game will keep you on the edge of your seat with anticipation throughout the entire journey.

After being witness to the first moments of the introduction cinema, you'll be pulled into the vortex of a plot that gets better with every second. The quality of and the time spent to make this movie-like intro are worth the price of the game alone.

Your mission is to search the grounds of the Conway Estate and look for clues and information that will help solve the riddle of the cult's mysterious disappearance. During your journey you will come across a variety of weird flashbacks featuring ghostly figures that slowly reveal

clues and guide you through the levels. These cinema encounters don't just stop the game, but run right in your character's field of view

**"Killing Time is the type of game that should never be played alone in the dark!"**

blending video and game play like nothing else before. These encounters will make your eyes swell to the size of saucers as the images suddenly appear sometimes for no apparent reason, scaring you half to death. Musically, Killing Time

cycles from quiet and calming backgrounds to wild mambo-style tracks depending where you are in the level. Most of the excerpts have a sinister feel, causing fright without the help of spirited visitors or encounters with humans and mystic creatures.

Encounters come in the shape of people, animals, mutated fantasy creatures and mysterious ghostly forms not of this Earth. They all can easily damage you with anything from normal guns to phantom fireball

RELEASE DATE		DIFFICULTY	
September		Moderate	
PUBLISHER		SIZE	
Studio 3DO		CD-ROM	
PLAYERS	THEME	% DONE	
1	Shooter	60%	



# PROTECT YOURSELF

Throughout *Killing Time*, a slew of enemies are always in your face and on your heels. You begin the game with a single revolver with which to defend yourself. By killing enemies and searching semi-obscure locations, better weapons can be



found to make destroying the human and spirited enemies much easier. Dual revolvers, a shotgun and a flamethrower are some of the weapons that can be scrounged during your quest through the Conway Estate. Each of the firearms are more powerful than the previous one, allowing you to kill tougher enemies with greater ease. Remember to pick up every bit of ammo you can find for each weapon. You will also have to switch frequently to different weapons when your supply runs low. The last thing you want to happen is to get caught within a circle of evildoers with no ammo and nowhere to run.



The ghostly figures relive incidents before their disappearance.

bursts. The damage adds up, taking your health percentage down (just like most 3-D search-and-destroy games). To regain your precious health, you gather assorted health spheres located at designated points in the level. Killing enemies also gives you a chance to grab the health left behind by the enemy before it disappears.



In the maze leading up to the castle, acquire some free health by killing the prey that the hunters. Shoot the ducks with your gun, or if you don't want to waste the ammo, stomp the quackers with the heel of your boot to rob them of their energy. They don't cause you any injuries but are fun to stomp just to shut them up.

With many cines, digitized speech and tough enemies, *Killing Time* could be the best title available for the 3DO. However, the single problem of game speed quickly arises. All of the action and the depth of *Killing Time* make it play very slowly. Moving and turning is very slow and choppy while you are trying to aim quickly at a bunch of enemies who are targeting you. It is so choppy in fact, you end up under- or overshooting the enemy every time. The game is still enjoyable and exciting to play, but for the player

who is looking for a fast-action game with smooth control, the search will have to continue.

*Killing Time* will either be loved or hated by players. It is one of those titles that are either exactly what you are looking for (being a challenging mystery) or everything you don't want (choppy control with a touch of the slow-downs). The story (especially the intro) has been worked over to perfection and you might find yourself tolerating



the choppy movement just to see what is hiding in the next room. If you think that mystery games—even those with only break-even action are worth trying, then by all means give *Killing Time* a shot. At worst, it will still allow you to do what the name on the box says.



3DO

# FLYING NIGHTMARES

**Orville and Wilber never took off vertically...**

**T**he gaming masterminds at Domark have created a new aircraft combat simulator based on the vertical take-off and landing fighter, the Harrier, used by the U.S. Marines. Using all of the weapons and technology real pilots use daily, you wage war against the Barcala government (in Southeast Asia) under the code name: Operation Saber.

Flying Nightmares is a very good interpretation of a Harrier simulator. It allows you to jump into the flight suit

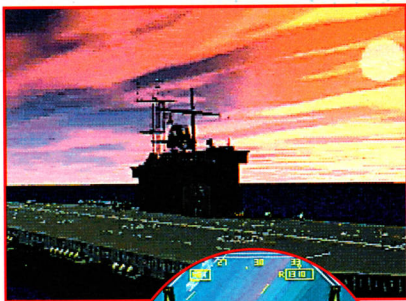
of a Harrier pilot and try out the demanding requirements of a combat pilot in a state of war. The only real problem with this game is trying to use the 3DO keypad to fly the plane. It can be done, but it is

much easier to use the Flightstick Pro (plus it gives a more realistic feel to any flight sim). The in-depth accuracy that makes FN a great sim can also cause real problems trying to remember the 32

different functions and controls while flying this high-tech jet fighter. While all this action is going on inside the cockpit, miles of texture-mapped, 3-D landscape flow by quickly and smoothly. Littering this countryside are over 100 objects that include vehicles, enemy aircraft, buildings and special mission objectives. All these objects are not just represented by a corny icon placed



RELEASE DATE		DIFFICULTY	
Now		Hard	
PUBLISHER		SIZE	
Domark		CD-ROM	
PLAYERS	THEME	% DONE	
1	Sim.	100%	



**The smooth-scrolling cinematics are accented with a rocking Top Gun-style soundtrack featuring Mike Edwards of Jesus Jones.**

randomly on the horizon, but physically appear to be in the world. When something is destroyed, it will smoke and smolder in the background for the rest of the mission, instead of having it change appearance or disappear altogether as with lesser games.

**"Domark pushes the flight sim envelope with their latest release for the 3DO."**

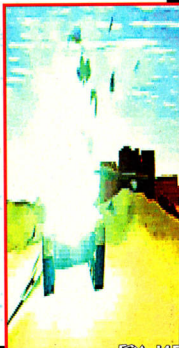
Besides the previously mentioned fault of using the keypad, control leaves nothing to note except that many players feel it is spongy and too loose for accurate flying. Experimenting with the soft control in low-level tight turns

will send many pilots to their watery graves with little or no time to eject. You will, however, have plenty of flight time to perfect your flying ability while attempting the full complement of 36 missions. All of the missions are progressive through the story line. So, after destroying two coastline ground structures in the first mission, there will still be rubble in the second mission

when you fly over them to obliterate something else. Definitely a great feature to have in a sim where the story closely revolves around the orderly completion of missions. The missions begin very tame by hitting ground structures that have no defensive capability. On these missions, your greatest enemy is pilot error. Later the targets will be protected by SAMs and Howitzers, which are ordered to defend important potential ground targets. You will also have to deal with three more

enemy combat aircraft along with "Hueys," C130s and thick armored tanks. They will all give their best shot at trying to down the aggressors using any of the weapons at their disposal. These missions will put all of your training to the test as you battle to save your own neck.

Flying Nightmares as a whole is one of the most challenging flight sims available for any system. It is so challenging in fact, that the manual even comes with tips to add to the already detailed instructions. Flying Nightmares is not a game for players looking for instant gratification, it is an in-depth flight simulator that allows you to get into the pilot's chair and try your luck at downing bogies. Any player who masters Flying Nightmares is either currently a pilot, or should be in U.S.M.C. flight training.



Your best option landing the Harrier is to use the auto pilot, which will set you down on the carrier deck smooth as silk. Be sure that no enemy planes are following you or else they can shoot you down as your plane is trying to land. The way to avoid this is to destroy your pursuer before you turn on the auto pilot. Use an AIM9 missile or if you have none left, circle your fleet with the bogie following you and let the fleet's gunners take out the enemy.

**IT'S NOT OVER YET...**

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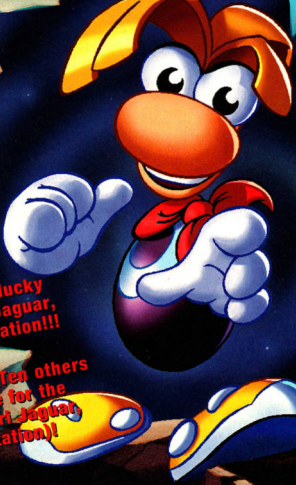
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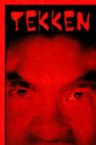
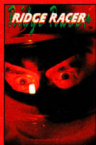


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GameGear



# Garfield

## Caught In The Act

### Scratch Up Some Enemies

**E**veryone's favorite fat feline debuts in his first Game Gear side-scrolling adventure, *Garfield: Caught In The Act*. Different from the Genesis version, Garfield seems to be much easier to control than his 16-Bit big brother. His movements are clean and exacting, causing practically no problems for inexperienced or expert

players. As for protection, this is a cat and he relies mainly on his claw attack to strike close-range enemies. It is slow, but it isn't really a bad means of protection. You have to get

**"How did they pack a cat that size into a Game Gear?"**

used to swinging early though, or you will take some mandatory hits from the opposition. Along with his cat claw, Garfield also has the combat skill to throw projectiles he picks up along his journey at enemies. These are his only two means of defense, but they are enough to get him through the game

with minimal problems.

The levels he must conquer are challenging, diverse and lead through different periods of television time. A welcome feature is that there are never too many enemies on the screen at once. This allows you to keep your head while playing instead of running around, wildly scratching and throwing objects at anything that moves. Again, this adds to the fun.

Garfield for the Game



Limited attacks force you to get up close to fight sometimes.

RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	SIZE	
Sega	8-Meg	
PLAYERS	THEME	% DONE
1	Action	100%



Gear is just what the fans of portable systems are looking for. It may not be the title to put all others six feet under, but it is well thought out and rewarding to play. Players who are seeking a fair and challenging action title for their portable, need to check this game out.



Garfield has to distinguish between friends and foes.

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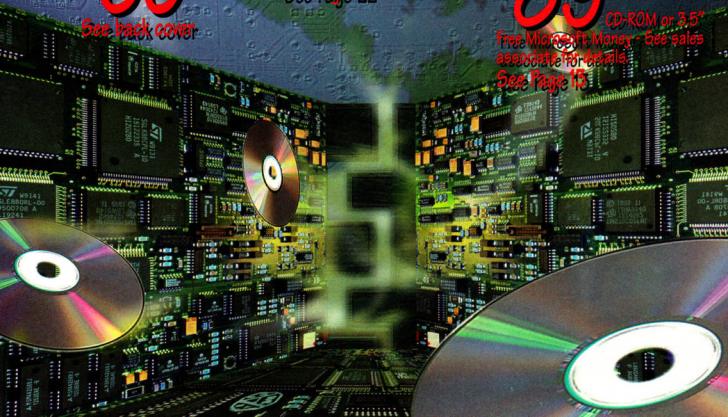


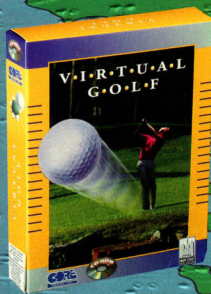
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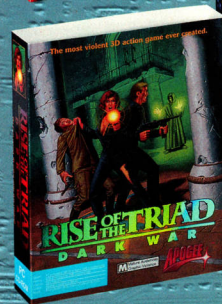
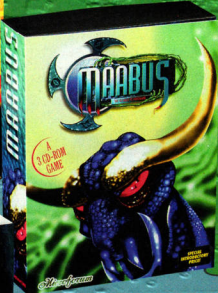
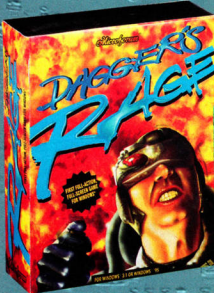
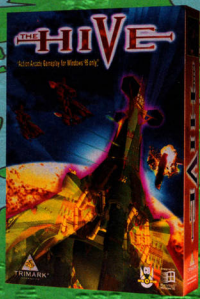
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## ORIGIN CRUSADER: NO REMORSE

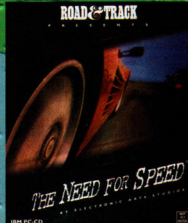
Crusader is a futuristic, mission-based action game that uses live action video for realistic interaction with your fellow rebels. Super VGA graphics add excitement as you outwit and outshoot your enemies!

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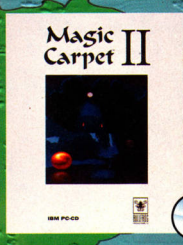
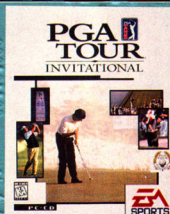
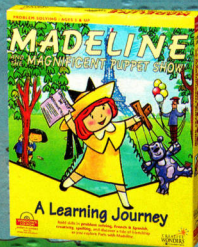
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## WEREWOLF vs. COMANCHE



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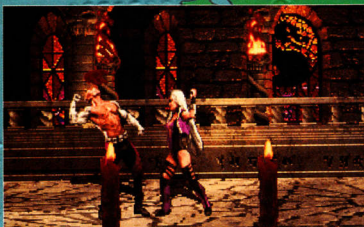
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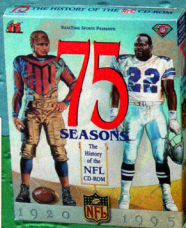
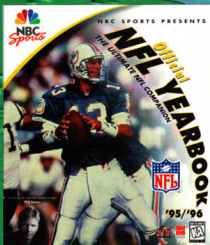
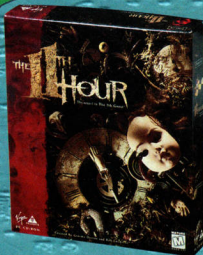
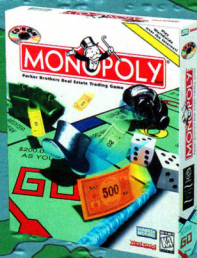
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The Baywatch™ Companion brings the hit TV series to your computer screen. This CD-ROM's array of multimedia features includes live-action video clips; a Trivia Bank including 100 trivia questions; information about being a lifeguard; a romance video collection; an episode listing with credits that hyper-link directly to video clips; a calendar; a print shop; screensavers, more!

WINDOWS CD

**\$29.99**

### MACMILLAN PUBLISHING MARTIAN CHRONICLES

Based on the most popular science fiction book of all time, Ray Bradbury's Martian Chronicles CD-ROM is an adventure that transports you directly to Mars. Once there, you embark on an exploration of the planet to uncover the secrets of the extinction of the Martians. Your discoveries could determine the future of Earth!

WINDOWS CD

**\$44.99**

### MACMILLAN PUBLISHING THE FRASIER™ COMPANION

Featuring the stars and stories of the TV series Frasier™, The Frasier™ Companion invites you behind the scenes of this hilarious show. This CD-ROM features live-action video clips; a Trivia Bank with over 200 trivia questions; "I'm Listening ..." lets you guess celebrity callers' identities; Eddie's Bloopers Reel; an episode listing with credits that hyper-link directly to video clips; a calendar; a print shop; screensavers, more.

WINDOWS CD

**\$29.99**

### MACMILLAN STAR TREK: Emissary Gift Set

This elegant gift set is a software and multiple-media extravaganza sure to delight any PC-equipped Star Trek fan. The set includes: The Next Generation Interactive Technical Manual, The Deep Space 9 Holosuite Missions, The Conversational Klingon, and The Deep Space 9 Emissary.

PC CD

**\$49.99**

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FOR THE STORE NEAREST YOU!

# Interplay Entertainment

## INTERPLAY VIRTUAL POOL

The ultimate pool simulation is so real, we guarantee it will improve your actual pool playing. Virtual Pool features four great pool games, with 3-D and graphics. IBM/CD-ROM

**\$49.99**

## INTERPLAY DESCENT

Welcome to Descent—30 levels of the most stomach-churning action game ever. Featuring true 3-D worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music. IBM CD

**\$39.99**

## INTERPLAY STAR TREK: Judgement Rites

Eight classic Judgement Rites episodic adventures are newly programmed with over 10 Mb of explosive cinematic scenes and cuts, beautiful story transition sequences and sound effects from the original series. IBM CD

**\$64.99**

## INTERPLAY FRANKENSTEIN

An all-new story based on the classic tale, told by the monster. Starring Tim Curry as Dr. F and featuring live actors, digitized speech and 3-D environments. MAC

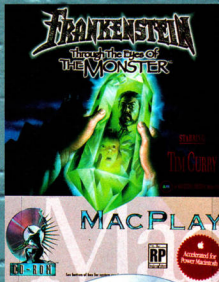
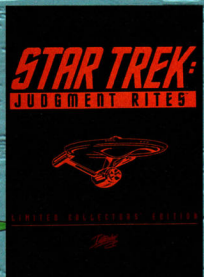
**\$54.99**

## INTERPLAY VALUEWARE

Classic Interplay titles at a classic price. Included are Castles, Classic 5, Lord of the Rings, Two Towers, Out of this World, Omar Sharif on Bridge DOS, Rags to Riches, Russian 6-Pak, Solitaire for Windows, The Lost Vikings, Typing for Today. ASSORTED CD's

EACH **\$12.99**

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# CD-ROM Entertainment

## INTERACTIVE MAGIC EXPLORATION

Exploration is a game of strategy and world conquest. With incredible depth of play, Exploration challenges you to seek fame and fortune as you embark on an expedition to uncharted New Worlds. Choose your crew, equip your ship and buy commodities to fund your expedition.

PC CD-ROM

**\$49.99**

## INTERACTIVE MAGIC CAPITALISM

Capitalism, the new business strategy game from Interactive Magic, challenges you to build your own financial empire from the ground up. Test your ability to compete, raise prices, cut supply, create demand. Play the stock market and control the world!

PC CD-ROM

**\$49.99**

## INTERACTIVE MAGIC STAR RANGERS

Members of the Intergalactic Border Patrol, the Star Rangers, must defend the outer reaches of deep space from alien invasion. Startling SVGA graphics produce eye-opening explosions and realistic flight model dynamics.

PC CD-ROM

**\$49.99**

## INTERACTIVE MAGIC APACHE

Apache is a realistic flight simulation of the U.S. Army AH-64D Apache Longbow Helicopter. This is the first PC-CD-ROM game to use new 3D visual technology optimized to provide unprecedented detail at low altitude. The quick start free-for-all arcade mode allows players to jump right into the action. Also includes multiplayer combat action via network and modem.

PC CD-ROM

**\$49.99**

## CAPCOM MEGA MAN X

Dr. Light's Final Creation, Mega Man X, understood it was up to him to be the ultimate Maverick Hunter. With help from Lights lab enhancements and Cain's countermeasure named Zero, Mega ManX has begun to end Sigma's threat and fulfill Dr. Light's directives.

PC CD-ROM

**\$49.99**

## CAPCOM SUPER STREET FIGHTER II

The company that set the standards in street fighting is proud to present the #1 arcade game of all time for PC CD-ROM. Super Street Fighter II is the latest addition to the popular Street Fighter II series.

PC CD-ROM

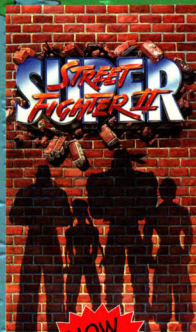
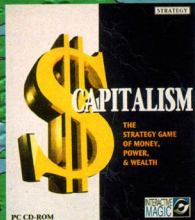
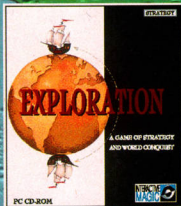
**\$49.99**

## LUCAS ARTS FULL THROTTLE

The heavy metal adventure game, guest-starring Mark Hamill and combining motorcycles, mayhem and murder.

IBM CD-ROM  
ALSO AVAILABLE MAC

**\$49.99**



**NOW  
on PC!**

# CD-ROM Entertainment

## SIMON & SCHUSTER OMNIPEDIA

All the characters, creatures and locations from every Star Trek episode, film and novel, on one voice-activated CD-ROM. Finally, Trekkies can command their own U.S.S. Enterprise! The ultimate Star Trek collectible is an interactive, voice-activated guide that allows visitors to explore the Star Trek universe.

WIN/MAC CD

**\$47.99**

## PHILIPS MEDIA CRANBERRIES

Introducing the first Rainbow™ disc, one CD that will play on audio players, Mac and Windows computers, and CDI players. Hang out with the Cranberries as they share five previously unreleased tracks, concert footage, home videos, interviews, song lyrics and photos.

WIN/MAC CD

**\$22.99**

## PHILIPS MEDIA BURN: CYCLE

The original cinematic adventure game, where great game play meets Bladerunner-style action. Plunge into this surreal world where many characters take you through many challenges to one shocking conclusion.

PC/MAC CD-ROM

**\$49.99**

## PHILIPS MEDIA CHAOS CONTROL

It's the year 2071. Only ace space pilot Jessica Darkhill has the razor-sharp reflexes, courage and composure to eliminate the savage Kesh Rhan extra-terrestrials. Your missions, as Lt. Darkhill, encompass heart-stopping battles in four distinctly different full-screen synthesized universes. Your destiny—to save the earth.

PC CD-ROM

**\$44.99**

## PHILIPS MEDIA THUNDER IN PARADISE

Here's your shot at Paradise, bro. You're in the middle of an action-packed adventure with your cohorts Spence (Terry "Hulk" Hogan) and Bru (Chris Lemmon). Blast your way through three mind-blowing action encounters as you attempt to rescue Spence's daughter Jessica, regain control of the M.A.J.O.R. and crush your enemy, Rampike.

PC CD-ROM

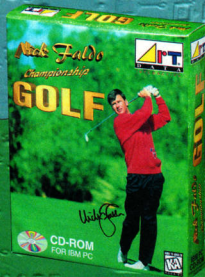
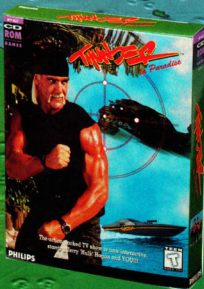
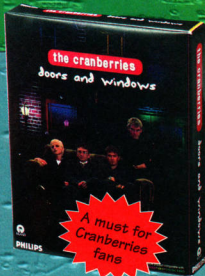
**\$44.99**

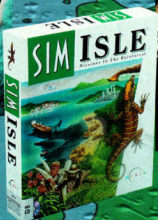
## ART DATA INTERACTIVE NICK FALDO GOLF

Two 18-hole golf courses and eight computer opponents provide challenging play in modes from Amateur to Professional. Also, improve your game with a comprehensive training section with Nick Faldo.

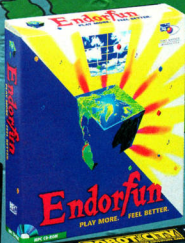
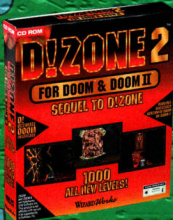
WINDOWS CD

**\$39.99**





HARDBALL 5



## CD-ROM Entertainment

### NEW WORLD GRAPHICS

#### HEROES OF MIGHT & MAGIC

The newest in fantasy wargaming. Players are challenged to conquer their world through resource management and battle savvy. Pitted against computer-controlled warlords, they struggle for world domination.

DOS CD-ROM

**\$49.99**

### MAXIS

#### SIM ISLE

Sim Isle is a simulation game that challenges you to balance economic progress with resource conservation in a rich island rain forest. You send your own team to deal with the competing interests of villagers, terrorists, poachers, movie makers and tourists.

CD-ROM

**\$37.99**

### ACCOLADE

#### HARDBALL 5

All-new Hardball 5 puts you twice as close to the action. With more new gameplay and the best stats ever, it's the ultimate baseball simulation—in a league by itself!

DOS CD

**\$44.99**

### WIZARD WORKS

#### D!MATCH

Play these 500 new levels of Doom for the best challenge yet! D!Match includes new layouts, maps and a Doom interface that are perfect for all players.

IBM CD-ROM

**\$14.99**

### WIZARD WORKS

#### D!ZONE 2

A collection of 1000 all-new levels, utilities, sounds, music, and graphic add-ons. Change skill levels, challenge another player, automatically update, sort, configure your machine, mouse, screen, more!

CD-ROM

**\$19.99**

### TIME WARNER INTERACTIVE

#### ENDORFUN

From the producer of Tetris™, Endorfun is an arcade-style puzzle game. First-timers and hardcore gamers alike will love this strategy with music combo.

MPC/MAC CD-ROM

**\$29.99**

### WARNER ACTIVE

#### PANIC IN THE PARK

This mystery/adventure game is reminiscent of '50's serial thrillers. Interact with park employees and save the park. With more than 200 different outcomes, this game offers a new challenge each time it's played.

WINDOWS CD  
ALSO AVAILABLE ON MAC

**\$39.99**

### BYRON PREISS

#### ROBOT CITY

On a distant planet, an experiment has gone wrong. The player's weapons are his intellect and his knowledge of Asimov's Three Laws as he embarks on an interactive adventure to solve a murder.

WINDOWS CD

**\$44.99**

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# Sierra CD-ROM Entertainment

SIERRA

## THE LAST DYNASTY

A sophisticated combat simulation/adventure game. Create strategies, see the largest space station ever in a computer game. The Last Dynasty is the perfect blend of action, simulation and adventure.

WIN CD

**\$54.99**

SIERRA

## PHANTASMAGORIA

Enter a frighteningly-believable adventure. Starting as a dream, horror unfolds in gripping chapters on seven CDs. Dazzling 3-D graphics with a built-in hint option. Lush realism and a haunting soundtrack.

WIN CD-ROM

**\$59.99**

SIERRA

## TROPHY BASS

Trophy Bass delivers lifelike action with this photo-realistic simulation of bass fishing, including weather conditions, equipment selection, special techniques and more. You'll feel as if you're at the local hot spot!

WIN/MAC CD

**\$54.99**

SIERRA

## COMMAND: ACES of the DEEP

You command a WWII German submarine stalking the seas. Thrill to the arcade-style action of the new deck gun, and enjoy the historically-accurate game play that earned AOD "Simulation Game of the Year" honors.

WIN CD

**\$54.99**

SIERRA

## FOOTBALL PRO '96

The highest-rated Football game by Computer Gaming World three years running is back! Realistic SVGA player animations and easy-to-use Windows interface make this the most realistic football game available.

WIN/MAC CD

**\$54.99**

## 3-D PINBALL

Better bolt down your monitor and fasten your seatbelt if you like to tilt! Realistic 3-D graphics bring you up close and personal with the pinball!

WIN CD

**\$24.99**

SIERRA

## CAESAR II

Caesar II takes an award-winning game and gives it a brand new life: knockout graphics, a streamlined interface, and expanded 3-D Roman city-building. The best of simulation ... and more!

PC CD-ROM

**\$54.99**

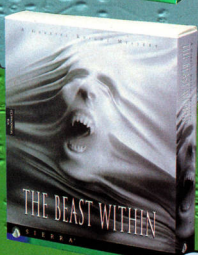
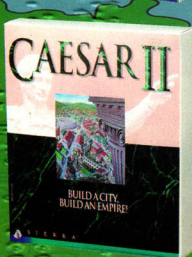
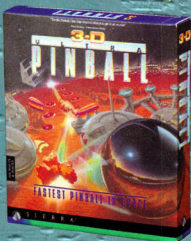
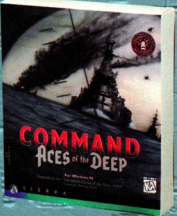
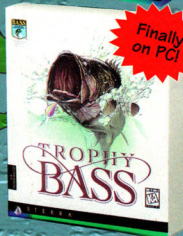
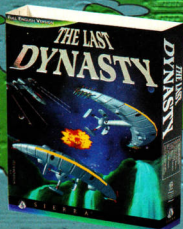
SIERRA

## THE BEAST WITHIN

This is the sequel to the critically-acclaimed Gabriel Knight: Sins of the Fathers. Now we find Schattenjäger (Shadow Hunter), Gabriel and his assistant deeply embroiled in a murder mystery that unravels half a world away.

WINDOWS CD

**\$52.99**



# CD-ROM Education

## THEATRIX

### BUMPTZ SCIENCE CARNIVAL

Kids think scientifically as they join zillions of Bumpz on an intergalactic field trip to Great Galaxies Amusement Park. Over 200 animated puzzles with three skill levels let kids experiment with light, buoyancy, gravity and magnetism.

WIN/MAC CD

**\$39.99**

## THEATRIX

### HOLLYWOOD

With Hollywood you can write, direct and play animated shows with talking characters. An excellent starting place for careers in media communications.

WIN/MAC CD

**\$49.99**

## SWIFTE

### BICYCLE CLASSICS

Bicycle Classics features classic card games like Bridge, Cribbage and Gin Rummy, as well as 50 variations of Solitaire. Bicycle Classics even includes a bonus interactive betting guide to help hone your skills.

CD-ROM

**\$39.99**

## SWIFTE

### Underground Handbook: SAT

Perfect and near-perfect scores on the SAT led the authors to Harvard, Oxford and Cornell. This guide transforms the SAT into hilarious caricatures, and guides students through fast-paced lessons on verbal, math, SAT basics and the SAT II writing test, while sharing their proven strategies and techniques.

WIN/MAC CD

**\$39.99**

## DAVIDSON

### Math Blaster: In Search of Spot

Math Blaster has been the world's best-selling math program for over ten years because it combines learning and fun. And now with this newest upgrade, the tradition continues. Kids will join Blasternaut in an adventure to rescue his robot pal Spot.

WINDOWS CD

**\$39.99**

## KID PHONICS

Talking creatures, toe-tapping music, realistic sound effects and amazing animations encourage children to join in the experience of understanding written words!

WIN/MAC CD

**\$39.99**

## MACMILLAN

### Parents' Guide to Children's Software '96

From Newsweek editors, this is a first-ever review of children's software. Over 300 titles are reviewed in this CD-ROM/book package. The top 50 products are showcased in lively multimedia reviews.

WIN/MAC CD

**\$29.99**

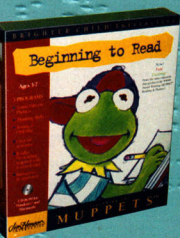
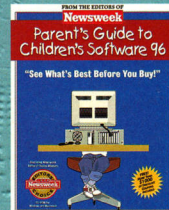
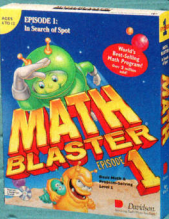
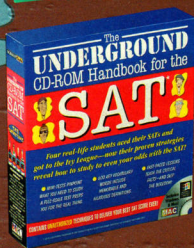
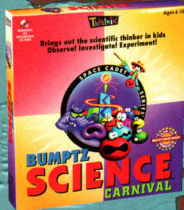
## BRIGHTER CHILD

### BEGINNING TO READ

Containing over 60 activities with instructions that are written and read aloud. Beginning to Read will give children the confidence they need to stay ahead in school. And they'll have lots of fun while learning!

PC CD-ROM

**\$32.99**



# Microsoft

## MICROSOFT MS PUBLISHER

All the tools you need to design professional-quality newsletters, brochures, flyers and more. Microsoft Publisher comes packed with over 1,000 clip art images, 60 TrueType fonts, borders, and enhanced color printing. Finally, a desktop publishing system anyone can master!

WINDOWS '95 CD

**\$79.99**

## MICROSOFT ENCARTA '96

Each annual edition brings information to life through rich multimedia and authoritative encyclopedia is for adults and families. Search for facts, research topics, or just explore.

WINDOWS CD

**New low price!**  
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**for details.**

## MICROSOFT FURY<sup>3</sup>

Play the new hard-core video game for windows with true 32-bit technology. It's fast, furious, non-stop action. It's Fury<sup>3</sup> from Microsoft.

WINDOWS CD

**39.99**

## MICROSOFT WINDOWS 95 Upgrade

Unlock the potential of your PC. Makes everything you do with your computer faster and easier.

- Save time with an easier-to-use interface; long file names; and one-click file access
- Plug and Play technology automatically connects compatible disk drives, sound cards, and more
- 32-bit, preemptive multi-tasking lets you run multiple programs or perform multiple tasks simultaneously
- Gain built-in access to e-mail and faxes with Microsoft Exchange, and to the Internet with The Microsoft Network
- Full-motion video provides vividly realistic gameplay with big, fast, on-screen action.

WINDOWS '95 UPGRADE

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FULL VERSION

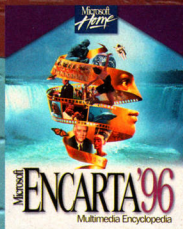
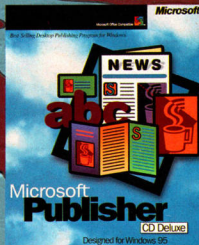
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## WINDOWS 95 TRADE-IN OFFER!

Trade in any three 16-bit Super NES or Genesis cartridges and get

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toward any Microsoft Windows 95 product that is priced over \$50.00



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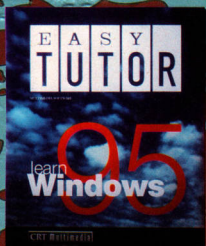
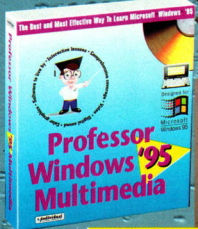
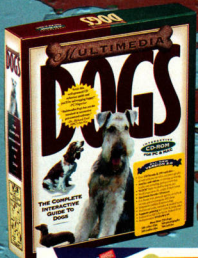
**NEW!**



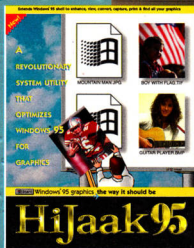
**Easiest Windows Yet!**

**FREE**  
**Microsoft Money!**  
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"Learn To Do Windows '95"



## CD-ROM Personal Productivity

**BRODERBUND**  
**MULTIMEDIA DOGS Vers. 2.0**  
 The all-new complete, interactive guide to dogs. Over 180 breeds and 250 varieties are showcased in full-motion video sensational photography. Informative text and graphics. "Fetch" finds the perfect dog for you.  
**WINDOWS CD \$27.99**

**CRT MULTIMEDIA**  
**EASY TUTOR Learn Windows '95**  
 Learn Windows '95 has been developed to help users learn Windows '95 fast and take the most from the environment through a course of guided learning.  
**WIN '95 CD \$34.99**

**ABACUS**  
**MEGA PAK for Windows '95**  
 A collection of Internet tools, games, utilities, applications, graphic tools, animated icons and cursors. The world's best collection of Windows '95 shareware.  
**WIN '95 CD \$21.99**

**BRODERBUND**  
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 Instantly create greeting cards, signs, posters, labels, calendars, letterheads, envelopes, certificates, business cards and more! Everything you need is included: eye-catching graphics, an extensive variety of layouts, versatile fonts & thousands of special headline effects.  
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**INDIVIDUAL SOFTWARE**  
**PROFESSOR WINDOWS '95**  
 The Professor's lessons are easy-to-follow and fun! True multimedia features will help you learn Windows '95 faster than any other learning method!  
**WINDOWS '95 CD-ROM \$29.99**

**HIJAAK '95**  
 Hijaak optimizes Windows '95 for graphics, with 32 bit performance to provide immediate time savings, thus allowing faster response with large files & documents.  
**WINDOWS '95 CD-ROM \$59.99**  
 NEW LOW PRICE

**ALLEGRO**  
**LEARN TO DO WINDOWS '95 with John Dvorak**  
 Learn to do Windows '95 with John C. Dvorak. Become an expert '95 user in 2 hours or less - guaranteed! Over 30 interactive lessons teach you menus, functions, commands, short cuts and more, with special sections for the 3.1 upgrader.  
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# CD-ROM Personal Productivity

## BALLARD SYNERGY

### D-TIME 10

This CD-ROM accelerator software makes your CD-ROM as fast as your hard disk. D-Time 10 gives you more hard disk space, smooth, high-performance action, without pauses and faster search times.

WINDOWS CD

**\$44.99**

## BALLARD SYNERGY

### D-TIME '95

This new software is based upon technology which observes the user interface with the CD-ROM software, learns from what is observed, and selects speed-enhancing data. It then creates an acceleration space on your hard disk in which to store what's most important. D-Time increases CD-ROM performance economically.

WIN '95 CD

**\$59.99**

## STORM SOFTWARE

### EASY PHOTO READER

Imagine the possibilities! Add photos to labels, letters, flyers, school reports, thank you notes, newsletters, invitations, insurance lists and more! Easy Photo Reader gives you everything you need to express yourself with photos!

WINDOWS CD

**\$269.99**

## HOPKINS

### CHINESE MEDICINE

The definitive source of information on traditional Chinese medicine and pharmacology. Includes basic principles, clinical experiences, herbal formulas, medicinal herb groups and materia medica.

WINDOWS CD

**\$49.99**

## SOFTKEY

### Mosby's MEDICAL Encyclopedia

This complete home medical reference contains nearly 20,000 medical terms defined, full action video clips and animations, 1,200 illustrations, 4,000 audio pronunciations and a complete drug guide.

WINDOWS CD-ROM

**\$49.99**

## SOFTKEY

### ONE STOP CD 2

Following SoftKey's first One-Stop CD-Shop, a new mix of 17 great CD-ROM's adds yet another value option for the CD-ROM buyer. The product is a mix of top-selling titles from many different software categories. Included are titles from SoftKey's pool of exceptional consumer software lines.

WINDOWS CD-ROM

**\$29.99**

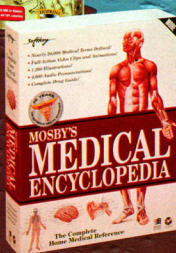
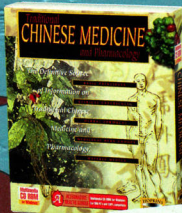
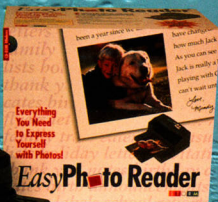
## SOFTKEY

### ONE STOP STUDENT

Ideal for high school/college students or ad teachers looking for tools to supplement printed materials. This 6 CD-ROM set contains valuable reference material and has both factual content and graphic features for presentation enhancement. Typing titles and calendaring serve to increase efficiency.

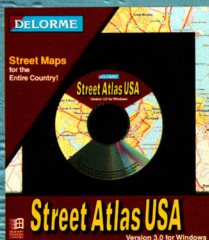
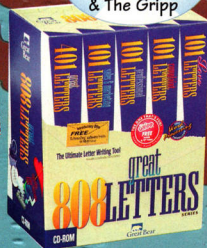
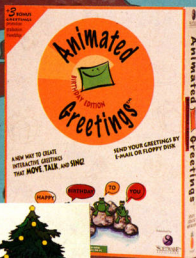
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ANIMATED GREETINGS HOLIDAY



## CD-ROM Personal Productivity

### DISCOVERY CHANNEL BEER HUNTER

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Welcome to the creative and colorful world of animated greetings. Show your friends and family you really care. With a few clicks of the mouse, you can select from a variety of exciting interactive greetings, and personalize your message. It's easy, it's interactive, it's fun!

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#### 808 GREAT LETTERS

808 Great Letters gives you the power of the written word. Whether you are announcing a new product, terminating an employee, soliciting funds or even pursuing new love, letters are essential for successful communication. With 808 Great Letters, you now have a complete library for all your letter-writing needs.

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Print your own detailed maps of any city or town in the entire USA. This is a complete street map of the entire country. You'll have instant access to more than 12 million street segments and more than 1 million lakes, ponds, rivers, parks, railroads and more!

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# CD-ROM Personal Productivity

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Transfer information from a PC to your wrist for easy, portable access. Using Timex and Microsoft personal time manager software, enter and store information on your PC. Then, select the entries you want on your watch. There's also a direct link with Microsoft Schedule and Windows. Download information by simply pointing the Timex Data Link watch at your PC monitor. Stores appointments, phone numbers, lists and alarms. Includes an Indigo nightlight with Night-Mode. Water-resistant to 100 meters. Three-year battery life.

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**\$109.99**

## AMERICAN BUSINESS INFORMATION

### AMERICAN YELLOW PAGES 1995 Edition

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## COMPTON'S

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Compton's interactive Encyclopedia '96 includes over 35,000 articles—the complete contents of the 26-volume encyclopedia, more than 8,000 pictures, over 100 full-motion videos, 3-D animations and presentations and over 15 hours of sounds.

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### SHAKESPEARE COLLECTION

Everything you need to know about the world's greatest playwright. Included in this collection are over 700 photos, over 115 minutes of feature presentations, over 300 interactive questions, Webster's New World Dictionary, American Concise Encyclopedia and Barron's Book Notes for 14 Shakespearean plays.

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## PRO CD

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The amazing best-selling phonebook on CD-ROM! Find anyone, anywhere! Look up 95 million white and yellow page listings by name, street, city, state, zip code, phone number or business heading.

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## PRO CD

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Find friends and family fast! Look up 80 million white page listings by name.

WINDOWS CD

**\$32.99**

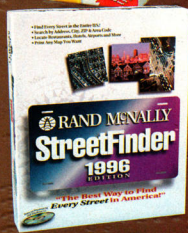
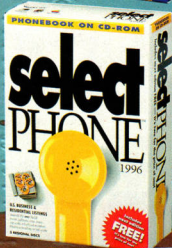
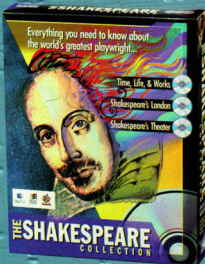
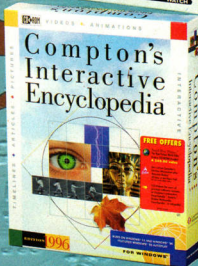
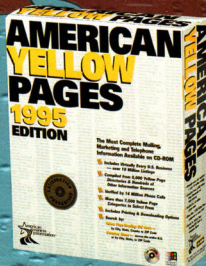
## RAND McNALLY

### STREET FINDER '96

Contains every street in the U.S., from urban to rural. Using current maps, creates directions for the path you trace. Locate places by city, ZIP, area code or attraction. Includes the most accurate maps available.

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## COREL DRAW 3

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CorelDRAW 6 is the world's premier 32-bit Windows 95 application offering fully-featured applications for illustration, photo-editing and bitmap creation, business and multimedia presentations and 3D rendering.

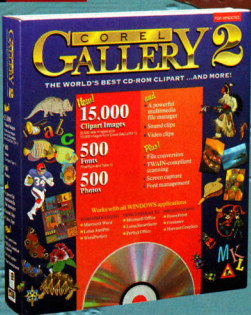
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With 15,000 clip art images plus a state-of-the-art Visual Multimedia File Manager, 500 royalty-free photos, 500 fonts, 75 sound clips, and 10 video clips, Corel Gallery 2 is the ideal partner for all your word processing, desktop publishing and graphics applications.

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WINDOWS CD

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## PARSONS TECHNOLOGY MEDICAL DRUG REFERENCE 2

Now the information you need to know about your medications—and their interactions—is at your fingertips! Medical Drug Reference gives you instant access to critical information on more than 7,000 prescription and non-prescription drugs.  
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**\$21.99**

## MACMILLAN VISUAL DICTIONARY

The world's only visual dictionary has been transformed for use on your multimedia PC. Through the power of computer graphics, animation, sound and interactivity, this unique reference work is now more valuable than ever. The interface enables you to visually and aurally explore over 3,000 entries in English, French or Spanish.  
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## MACMILLAN VR MADNESS 3

Create your own amazing virtual reality with this do-it-yourself kit! Use full working versions of Virtus VR Stereo, 3-D Ware Personal Edition, PhotoMorph 2.0 and Vistapro 1.0 to build realistic, interactive virtual worlds.  
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## FOLLGARD CD VISIONS LOST TREASURES of the WORLD

It gives you practical and fun information, telling you how/where to find treasure. Transports you from the Brazilian Amazon jungle to the African coast, in search of ancient cities, shipwrecks, and more, with host and guide Stan Grist.  
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## INTUIT QUICKEN 5 DELUXE

- Innovative Multimedia Features
- Personal Financial Advisor
- Comprehensive Investment tools for Stocks and Mutual Funds

WINDOWS CD

**\$59.99**

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## INTUIT QUICKEN 5

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- Ease of use
- New features

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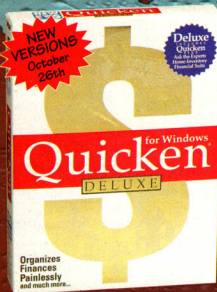
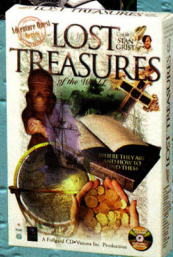
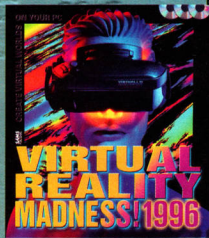
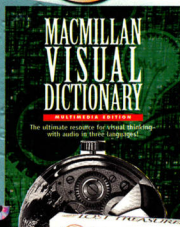
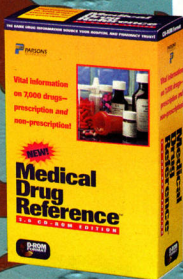
**Window 95 Users -10.00**

**\$29.99**

## INTUIT QUICKEN FINANCIAL PLANNER

Quicken Financial Planner guides you step by step to make retirement planning simple. By saving and investing today with Quicken Financial Planner, you can feel confident about tomorrow.  
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**\$39.99**



## Accessories

### MAXTOR 1080 HARD DRIVE

Increase your storage capacity with this quick and easy-to-install Maxtor 1080 Mb hard drive. Enhanced IDE interface, guaranteed compatibility with industry standard IBM and non-IBM systems. Three-year manufacturer's warranty and Microsoft Windows compatibility. This hard drive has everything you need.

IBM

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### ADVANCED GRAVIS FIREBIRD CONTROLLER

Optimal flight control, maximum firepower. The Firebird features 17 buttons, jet style joystick handle, T-grip throttle, and elevator trim wheel. Execute multiple game commands with a single button press. Includes Firebird pre-configured settings for most popular games.

IBM

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### ALTEC LANSING MULTIMEDIA ACS 52 SPEAKERS

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IBM

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## PNY POWERS-UP YOUR PERSONAL PERFORMANCE

No matter what computer system or printer you're using, PNY has a memory upgrade solution that will dramatically improve your personal performance. PNY's "do-it-yourself" memory upgrades help you work faster, use better software and extend your system's capabilities.



### 4MB UPGRADE KIT\* 1x36 - 70 NS / 72 PIN DEVICE

ALR	.....FlexFlyer
AST	.....Premmia
COMPAQ	.....Fits Most Systems
DEC	.....Fits Most Systems
DELL	.....433, 420
HP	.....Laserjet, Vectra
NEC	.....PowerMate
PACKARD BELL	.....Legend

### 2MB UPGRADE KIT\* 1x9 3 CHIP, 2 PER PACK 30 PIN DEVICE

ALR	.....Fits Most Systems
AST	.....Bravo
COMPAQ	.....Prolinea
HP	.....Vectra
IBM	.....PS/1, PS/ValuePoint
NEC	.....PowerMate
PACKARD BELL	.....Legend

Note: 486 Systems May Require Multiples of 2

\*FITS THESE MODELS AND MORE...



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# Accessories

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**SOUND BLASTER VALUE CD 4X**  
Add 16-bit CD-quality audio and quad speed CD-ROM to your PC with this value-packed multi-media kit. Features stereo speakers and 11 multi-media titles.

CD-ROM **\$329.99**

## CREATIVE LABS

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Turn your PC into a high-performance edutainment center. Includes a quad-speed CD-ROM, Sound Blaster 16 audio card, speakers and 18 multi-media titles.

CD-ROM **\$389.99**

## CREATIVE LABS

### Sound Blaster 32 IDE Plug & Play

Sound Blaster 32 provides true wave-table synthesis! Includes IDE CD-ROM interface & exciting applications.

CD-ROM **\$179.99**

## CREATIVE LABS

### Sound Blaster 16IDE Plug & Play

The most affordable way to add true 16-bit, CD quality audio to your PC. Includes a built-in IDE CD-ROM interface that's perfect for quad-speed CD-ROM drives.

CD-ROM **\$104.99**

## CREATIVE LABS

### BLASTER CD 4X

Get optimum performance with Blaster CD 4X, a quad speed IDE CD-ROM upgrade kit. Bundled with Grolier Multimedia Encyclopedia and QuickCD.

CD-ROM **\$219.99**

## MICROSOFT

### SIDEWINDER JOYSTICK

The Microsoft SideWinder 3-D Pro joystick's new high-powered digital mode adds precision and reliability and eliminates drift problems with new optical tracking.

IBM **\$79.99**

## MICROSOFT

### WINGMAN EXTREME JOYSTICK

WingMan Extreme joystick works with your favorite games and flight simulators including: Comanche, Strike Commander, Falcon 3.0, X-Wing.

IBM **\$59.99**

## MACMILLAN PUBLISHING

### PLUG & PLAY INTERNET v2.0

This easy-to-use software offers a full suite of Internet tools for both Windows95 and Windows 3.11 including e-mail, a World Wide Web browser with a site organizer, TCP/IP stack & dialer combo, and more.

WINDOWS CD **\$42.99**

## MACMILLAN PUBLISHING

### PLUG & PLAY NETSCAPE

Netscape for Windows95 offers the 32-bit version of Netscape. Includes Netscape Navigator 1.1N 32-bit, and offers Internet provider access through the EarthLink Network.

WINDOWS CD **\$36.99**

## MICROSOFT

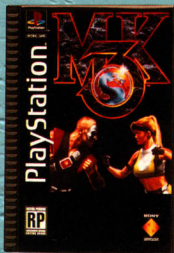
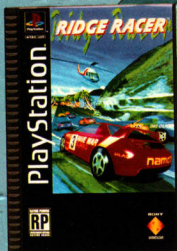
### NATURAL KEYBOARD

The new Microsoft Natural Keyboard is designed to let you work comfortably by positioning and supporting your hands, wrists and forearms more naturally.

IBM **\$99.99**



# Sony Playstation



## SONY RIDGE RACER

You take the driver's seat in this exhilarating adaptation of the arcade mega-hit. Hug the curves, leap off the turns, dodge through the tight spots and experience a non-stop surge of sheer adrenaline. Think you'll finish first without a fight? Forget it.

PLAYSTATION

**\$49.99**

## SONY BATTLE ARENA TOSHINDEN

Welcome to Battle Arena Toshinden, the underworld's ultimate martial arts tournament. Its goal is simple: to determine the strongest fighter in the world. Its rules are equally simple: fighters may use any weapon except firearms.

PLAYSTATION

**\$57.99**

## SONY SONY PLAYSTATION SYSTEM

Prepare yourself for a blast of ultimate game system power. Sony's breakthrough 32-bit processor, CD-ROM architecture delivers real-time experience with ever-changing 3-D perspectives and stereo CD-quality sound.

PLAYSTATION

**\$299.99**

## SONY ESPN EXTREME GAMES

The quest to test the human boundaries of flesh, bone, technology and skill continues. Welcome to ESPN Extreme Games, a 3-D racing/action game where you race on in-line skates, a street luge, mountain bike or skateboard, over some of the most treacherous terrain around the globe, while you battle your opponents with multiple kicking and punching moves.

PLAYSTATION

**\$57.99**

## SONY MORTAL KOMBAT 3

MK3 the newest Mortal match-up features unique "encryption codes" to empower players against enemy warriors and a one-player multiple game selection, where players are given the chance to choose their own destiny.

PLAYSTATION

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# Atari

ATARI

## JAGUAR CD

Harnessing a double-speed drive and 790 Mb of storage, CD titles with CD-quality stereo sound. Jaguar system and control pad not included.

JAGUAR

**\$149.99**

ATARI

## JAGUAR SYSTEM

Interactive electronic entertainment for your home through 64-bit RISC technology.

JAGUAR

**\$149.99**

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JAGUAR CD or JAGUAR SYSTEM

**-100.00**

**\$49.99** after 10 trade-ins\*

ATARI

## SUPER BURNOUT

Riders start your engines! A true crash-and-burn arcade-style motorcycle race against the clock.

JAGUAR

**\$59.99**

ATARI

## ULTRA VORTEX

Seven warriors go against the Guardian for complete control of the Ultra Vortex. If the Guardian prevails the earth will be destroyed.

JAGUAR

**\$69.99**

ATARI

## ALIEN vs. PREDATOR

Choose your weapon and brawl with the notorious warriors of the big screen!

JAGUAR

**\$69.99**

ATARI

## HOVER STRIKE

The ultimate war machine is here! Battle through thirty fully texture-mapped 3-D levels, including Night Vision missions.

JAGUAR

**\$49.99**

ATARI

## FLIP OUT

Puzzle games with an alien twist.

JAGUAR

**\$57.99**

ATARI

## MYST

This amazing adventure has five complete worlds to explore, plus over 2,500 realistic 3-D graphics.

JAGUAR CD

**\$59.99**

ATARI

## WHITE MEN CAN'T JUMP

Ya gotta make the Slam Tournament, but these guys don't play nice, so toss your rule book and get ready.

JAGUAR

**\$64.99**



When you trade in working Sega Genesis (excluding 32X and Sega CD), Super NES, 3DO, Saturn or Jaguar games. Games must include boxes and instructions. Games without boxes, subtract \$2 each. Participating stores only. Offer may be withdrawn at any time without prior notice. No dealers please. Ask sales associates for details.

# SEGA Saturn System

SEGA

## SEGA SATURN SYSTEM

Head for Saturn and the ultimate sensory experience. With 32-bit orchestrated processors, 16.7 million colors, lightning-quick texture mapping, connoisseur-class and surround sound. Includes Virtua Fighter, one control pad. SATURN

**\$399.99**

SEGA

## ASTAL

Within Astal's world lurk evil and great danger. Astal must take on demon Jerado, who wants to take over Quartilla. Breathtaking 3-D scenes filled with character voice interaction bring this cinematic masterpiece to life. SATURN

**\$59.99**

SEGA

## PANZER DRAGON

Enter an intense, 360° world 1,000 years into the future. Your people live in fear of the Dark Dragon. You must battle giant sand worms, man-sized wasps, cyborg scorpions and lethal flying battleships. SATURN

**\$59.99**

SEGA

## DAYTONA

This game is better than the smash arcade hit! You get an exact conversion of the arcade experience, plus Sega Saturn's power and a wide variety of options ... and you don't have to pump in quarters to keep it running. SATURN

**\$57.99**

SEGA

## BUG!

This action game stars the first 3-D cartoon action hero on Sega Saturn! Bug is an actor with a huge ego. You have to steer Bug through his beautiful island without getting him squashed (call in the Stunt Bug if you need to) or he can kiss that sequel goodbye! SATURN

**\$39.99**

SEGA

## NHL HOCKEY 96

The ultimate in breakneck, blistering 32-bit sports action. State-of-the-art player animations combined with quick, clean gameplay make this the most wildly realistic hockey game ever created! SATURN

**\$67.99**

SEGA

## GHEN WAR

An evil empire has come to Earth's solar system to destroy planets and take slaves. Mankind's only hope against The Ghien is you, a crew of five, and a combat hypersuit capable of awesome firepower, armor counter-defenses and blinding speed. SATURN

**\$57.99**

SEGA

## BLACK FIRE

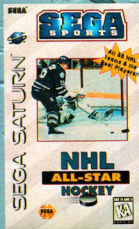
This 3-D helicopter game stars you as a crack helicopter pilot battling an enemy using alien weapons technology. You must win the battle, or there may be no tomorrow. SATURN

**\$39.99**

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# SEGA

## SEGA GENESIS 32X SYSTEM

Boost the power and performance of your Genesis and Sega CD to 32-bit, arcade-quality power and game experience. Forty times faster than 16-bit machines! Compatible with Genesis controllers!  
GENESIS 32X

**\$99.99**

## SEGA Game Gear SONIC 2 SYSTEM

Get the color system on the go and run with Sonic 2 which is included! Sonic & Tails for portable fun.  
GAME GEAR

**\$99.99**

## SEGA GENESIS COLUMNS SYSTEM

The Columns system delivers both amazing value and all new gameplay! For a great price, gamers get the Sega Genesis and Columns, one of the Great Genesis Classics. Includes 16-bit Genesis System, control pad, AC adaptor, and auto RF switchbox.  
GENESIS

**\$99.99**

## SEGA SHADOW SQUADRON

All the fast-flying 3-D action of the best space shooting arcade games. Three awesome perspectives for incredible action. Autopilot, manual, and 2-player "Pilot/Gunner" modes accommodate all levels of play.  
32X

**\$59.99**

## SEGA Zaxxon's MOTHERBASE 2000

You must use all your flying skills as you battle the evil insectoid clan back to their Motherbase and destroy it before they can enslave the entire system. Take over enemy fighters and crush the invasion force. Battle the forces of evil alone, or take on a friend in the 2-player mode.  
32X

**\$57.99**

## SEGA GARFIELD

The world's most famous feline makes his video game debut on Genesis this fall! Featuring all of Garfield's humor, this game is sure to be a hit!  
GENESIS

**\$69.99**

## SEGA THE OOZE

Once he's exposed to radioactive matter, Dr. Caine becomes The Ooze, a slimy mass of toxic waste out for revenge.  
GENESIS

**\$49.99**

## SEGA VIRTUA FIGHTER

Virtua Fighter for the 32X is a kick in the teeth! It has the arcade speed, control and graphics; all 700 arcade moves; revolutionary polygon graphics and changing 3-D perspective with 8 different fighters.  
32X

**\$64.99**

## SEGA POWER RANGERS: The Movie

After six thousand years imprisoned underground, Ivan Ooze is accidentally released. Ivan Ooze brainwashes all the adults on Earth.  
GAME GEAR

**\$37.99**



# Goldstar 3DO

## GOLDSTAR PRIMAL RAGE

Seven imprisoned gods are set loose from suspended animation after a meteor strikes earth in the near future. Humans survive, but most technology is wiped out. Each god sets out to conquer the new "Urth."

3DO

**\$54.99**

## GOLDSTAR GOLDSTAR 3DO BUNDLE

It's not another toy. It's another technology. Packs the power of advanced multiple microprocessors. Offers sharp, 3-D graphics and booming CD quality sound. Nothing else makes entertainment and educational software come alive like this.

3DO

**\$299.99**

## GOLDSTAR GOLDSTAR 3DO CONTROLLER

Do something nice for yourself. Pick up the 3DO Control Pad 2, connect it to your system, and enjoy amazing multimedia power and exquisite gameplay with a friend. Life's too short to spend alone.

3DO

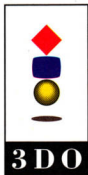
**\$31.99**

## GOLDSTAR DEFCON 5

The Cybernec installing the systems has died in a freak shuttle accident. It's up to the player to take on the job and complete his/her own MRP-6F. A simple enough assignment, until events take a sinister and violent turn for the worse ...

3DO

**\$54.99**



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# 3DO

## PANASONIC FZ-10 3DO SYSTEM

Delivers spellbinding 32-bit, interactive realism. Designed to take you beyond the limits of ordinary video games and everyday television straight into a multimedia future. Full screen, full color, digital video with multi-CD (music, photo, video) compatability.

**\$299.99**

## PANASONIC THE "D"

"D" is more than a game. It's an interactive horror movie rendered at 5,000,000 polygons per second. In your starring role, you must find out what has caused your father's sudden loss of sanity, and thereby forestall the threat of further disaster.

**\$64.99**

## PANASONIC THE DAEDALUS ENCOUNTER

In the icy center of the war-torn galaxy, a single scavenger craft hurls toward an alien sun. Relying on your wits and your fellow crew members, you scramble to avoid becoming the next solar flare.

**\$59.99**

## 3DO COMPANY KILLING TIME

You are trapped in a horrifying first-person passage through unspeakable evils in a 3-D world. Step through dark hallways into dim rooms, speak to the video-real shades of past residents, and kill or be killed until you solve the mystery of Matricius Isle.

**\$59.99**

## 3DO COMPANY BLADE FORCE

The year is 2110 and crime is rampant. Into a world of gritty 3-D cities you come wearing a prototype helicopter flight suit. Fly freely through real-time texture-mapped buildings and streets. Match your 3-D flying skills, weapon proficiency, and cunning against the entrenched defenses of evil crime lords.

**\$59.99**

## 3DO COMPANY CAPTAIN QUAZAR

A dastardly syndicate of intergalactic outlaws has brought the galaxy to its knees, and only Captain Quazar—cosmic cop extraordinaire—can stop them.

**\$57.99**

## 3DO COMPANY BATTLE SPORTS

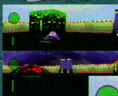
30-ton battletanks go one-on-one in the most ruthless 3D arena combat sport since the Roman gladiators.

**\$57.99**

## PANASONIC BALLZ

You wanna fight? With the new director's cut, you're in for the ride of your life.

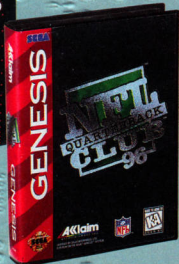
**\$57.99**



# Acclaim



Also available  
for Saturn and  
Playstation.



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# Video Games

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### SECRET OF EVERMORE

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Saddle up for the fastest 3-D space combat game to hit the streets.

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## CRYSTAL DYNAMICS

### 3D BASEBALL '95

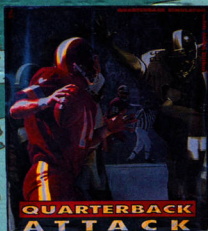
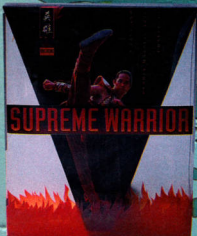
Motion-captured movements translate to incredibly life-like 3-D polygon-based models that bat, pitch and move like 700 Major League players with their stats.

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3D BASEBALL '95

# Video Games



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SATURN

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## OGRE BATTLE

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SNES

**\$74.99**

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SATURN

**\$59.99**

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## TECMO SUPER BOWL 3

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SNES/GENESIS

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## ZOOP

So you're sitting in your office when all of a sudden bizarre objects are coming at you from four directions! How do you stay alive? You'll only find out by playing Zoop, the wildly addictive puzzle game.

SNES

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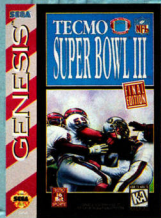
VIACOM NEW MEDIA

## PHANTOM 2040

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SNES/GENESIS

**\$49.99**



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SNES & GENESIS

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Totally enhanced pad for Sony Playstation. Eight-button design with 4/4 layout. One-piece directional disc with 360° rotation.

PLAYSTATION

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The micro-switch in the directional stick, as well as the button layout, give this totally enhanced stick the true feel of an arcade machine. Extra-long cord gives player freedom of movement.

PLAYSTATION

**\$56.99**

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Price more important than turbo? ASCII's first ever non-enhanced pad. ASCII quality at a reduced price.

PLAYSTATION

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## NINTENDO VIRTUAL BOY AC ADAPTER SET

Save your batteries! A must-have for true game enthusiasts. Play for hours without interruption. Safety fuse provides extra protection against short circuits.

VIRTUAL BOY

**\$19.99**

## STD ECLIPSE PAD

A must for your Sega Saturn System. The Eclipse pad features eight fire buttons, independent auto-fire control, programmable synchro-fire, slow motion, LED display panel and extra-long cord.

SATURN

**\$24.99**

## FLEER OVERPOWER STARTER DECK

PER PACK

**\$5.49**

## FLEER OVERPOWER BOOSTER PACK

PER PACK

**\$1.39**

## STD PRO PAD SONY PLAYSTATION

This easy-to-use controller features eight fire buttons with four speeds of auto-fire and three speeds of slow motion. LED indicators and an extra-long cord.

PLAYSTATION

**\$33.99**



# Nintendo and Williams

## WILLIAMS ENTERTAINMENT MORTAL KOMBAT III

Loaded with everything players have been begging for. Including new six-symbol combat codes that allow players to release more secret powers in the game. MK3 features eight new fighters, plus six returning favorites for more secret moves than ever before.

SNES

**\$67.99**

## NINTENDO KILLER INSTINCT

With incredible displays of eyelaser, ice lances, wind kicks and laser blades, these fearless fighters prove their battle prowess. But if you lose, it's hero to zero!

SNES

**\$69.99**

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**\$34.99**

## NINTENDO DONKEY KONG COUNTRY 2

Here is the sizzling sequel, Diddy's Kong Quest, featuring greater graphics and faster action with new worlds populated with new enemies and new friends.

SNES

**\$69.99**

## NINTENDO YOSHI'S ISLAND

Help Yoshi save Baby Mario from the evil Magikoopa! Sixteen Mls of memory take you through six worlds—each with eight stages. Powerful morphing special effects, huge characters and even bigger bosses make Yoshi's Island one awesome game!

SNES

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Wario discovers a huge treasure is really a trap, sending him to new adventures in an underground world.

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Virtual Boy revolutionizes the video game experience. The 32-bit game system features high speed RISC processing, high resolution, authentic 3-D images and full range digital stereo sound.

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## WILLIAMS ENTERTAINMENT DOOM

That screaming you hear? Obviously it's the hordes of 16-bit players crying out for the hottest game ever: Doom. It's the PC phenomenon that's taken the world by storm and now Super NES has it in all its blazing glory. It's all-out war against evil. And the only thing standing between Hell and the end of everything is one angry Marine with a shotgun and a bad attitude.

SNES

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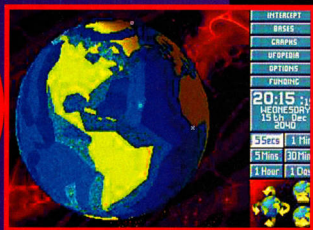
PROLOGUE

LEFT HAND

LEFT SHO

LEFT HA

LEFT



# X-COM: TERROR OF THE DEEP

X-Com: Terror of the Deep is the latest computer port for the PlayStation. Under the rehased guise of aliens destroying mankind, is a complex strategy game that will test players' minds instead of their reflexes.

The main focus of the game lies heavily on building up bases deep underwater. Players must use these to keep the enemy forces at bay. Combat takes place in phases with the humans and aliens each taking turns. Each side has its own abilities, and it's up to you, the player, to figure out ways to get around what your opponent is doing.

X-Com: Terror of the Deep will eventually send you on missions that span the world. At times the fight will take place on the surface. Sometimes you will discover alien technology after winning a battle. You must build up your forces in order to save mankind.

If strategy is your thing, X-Com: Terror of the Deep will give you the fight of your life.



PlayStation owners will get a heavy dose of strategy with X-Com: TDD.

SYSTEM	RELEASE DATE
	December
PUBLISHER	THEME
Microprose	Strategy
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

# SCOOBY DOO MYSTERY

Heads up, cartoon fans. Another Scooby Doo game is on the way—this time on the Super NES.

Unlike the Genesis version, which was more of a puzzle game, this cart contains some action elements.

Scooby can use his snout to sniff out clues, and Shaggy can use weapons found throughout each mystery.

Scooby Doo Mystery has a bunch of brainteasers that'll puzzle the most hardened sleuth.

The graphics are just like the show and the music really creates an eerie mood. It even has Shaggy and Scooby talking in key segments. If you enjoy the show, it's a sure bet you'll like it.

PUBLISHER	SYSTEM	RELEASE DATE
Acclaim		November
THEME	PLAYERS	SIZE
Action	1	16-Meg
		% COMPLETE
		100%



# BRUTAL!

## You're Dead Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.



With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

**Primal Rage.** For Sega® Genesis®, Super NES®, Game Gear®, GameBoy®, and PC CD-ROM.



Utter Shaking Carnage!



PROTOS



# GHEN WAR

Sega has been working on a type of mech combat game for the Saturn for a while now and it is nearing completion.

Ghen War puts you in control of a machine that resembles the power loader from Aliens. It has a number of nasty weapons and can even achieve flight. All sorts of enemies (all 3-D rendered) await in the many levels.

One element that adds to the visual

effects of Ghen War is the ability to blow holes in nearly everything. If you shoot a mountain, there will be a small avalanche. If you battle in a city, the buildings will be torn apart by your gunfire.

Another neat feature is that you can actually enter the building for some Doom-style gameplay.

Sega has pulled out all the stops for this one, and work on it should be finishing up soon.



PUBLISHER		SYSTEM	RELEASE DATE	
Sega			December	
THEME	PLAYERS		SIZE	% COMPLETE
Action	1		CD-ROM	N/A

## GOLDEN AXE the DUEL



Sega is currently considering releasing this game in the States sometime in 1996. This installment in the popular saga breaks away from the side-scrolling theme that its predecessors featured in favor of one-on-one fighting action.

Golden Axe the Duel plays like



SYSTEM	RELEASE DATE
	1996
	THEME
	Fighting
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A



Street Fighter II. In fact, Kain Blade is just like Ryu, complete with Dragon Punch and Fireball.

The graphics and animation are the best seen on the Saturn. You'll see lots of familiar faces from the Golden Axe series. Let's hope it does come out.

# SHINOBI

## LEGIONS™

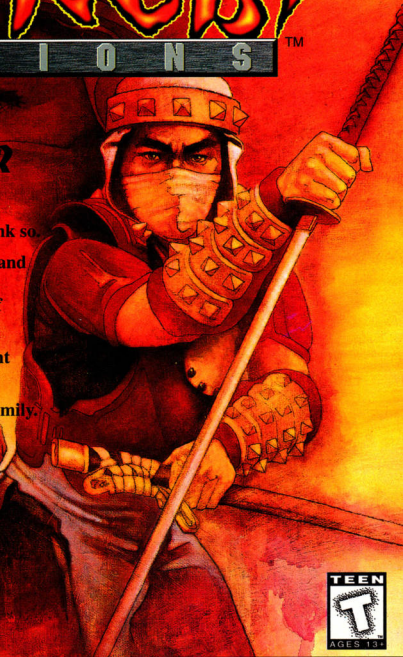
### BLOOD IS THICKER THAN WATER.

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.



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PROTOS

## Agile Warrior

## F-111X



With the PlayStation's vast abilities being shown with every new CD, it was only a matter of time before a barrage of flight sims was

to hit the system. From Air Combat to Warhawk, we've seen different styles of gameplay.

Agile Warrior is a bit more

realistic in its presentation. Fly a real plane into life-like scenarios. For example, you can perform bombing runs in the Middle East and take out terrorist forces. AW gives you lots

of targets to shoot at, but you'll have to conserve your ammunition. Remember, realism is the key point of this game.

To keep you glued to your seat, there are full-motion cinemas that brief you on your mission. (Here's a hint: Try hitting a button during the cinemas to blow up whoever is talking!)

Agile Warrior's graphics

are far from the smoothest when compared to the other games we've seen. However, they are fast-flowing, and after some time, you don't notice. Of course, this game is early so that could change.

As it is, Agile Warrior looks and plays well. Let's wait and see how the finished game is. Hopefully we'll receive a finished copy. It should be decent.



## PUBLISHER

Virgin

## SYSTEM



## RELEASE DATE

November

## THEME

Sim.

## PLAYERS

1

## SIZE

CD-ROM

## % COMPLETE

70%

## PORKY PIG

It seems that Porky Pig has joined the number of newly released games that Acclaim acquired from Sunsoft. While he may not be the most popular Looney Toon character, his game is lots of fun and it has some concepts that haven't been tried before.

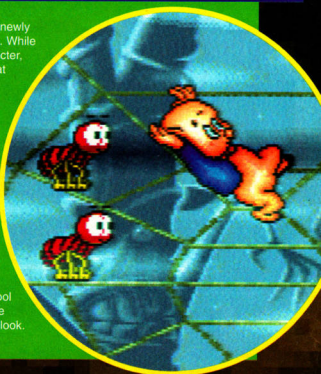
One unique element is that each time you play Porky, the levels will change slightly. It might be spring one time you turn it on and winter the next. It's a great idea; it should be used more often. There are also other types of effects, like a rotating tower that is out of this world.

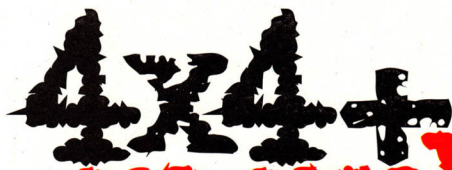
Porky plays like any of the Mario clones. He

controls pretty well, unlike Rabbit Rampage and the other Looney licenses.

Overall, Porky Pig's Haunted Holiday is a very cool action cart. Don't be fooled by its kiddie look.

SYSTEM	RELEASE DATE
	October
THEME	Action
PUBLISHER	SIZE
Acclaim	16-Meg
PLAYERS	% DONE
1	100%





# anarchy

## canyon shredding

# kill fest.



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



### Get a load of **Off-world Interceptor Extreme™**,

the chaotic death-carnage featuring wicked 4x4s and a blood-thirsty arsenal.

Red-line across the galaxy's most intense,

**32-bit** texture-mapped terrain,

switching on the fly between **cockpit**

and chase view. Careful, though. Grabbing

**massive air** could

crush a kidney. Or two.



**CRYSTAL  
DYNAMICS**

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# PROTOS

The game that has been played by nearly 10 million Doom fanatics now comes to the PlayStation. The special PlayStation edition of Doom offers new levels of breakthrough player excitement. Williams pulled out all the stops

weapons, enemies and Bosses from both Doom and Doom II with over 50 sweat-soaking, pulse-pounding levels. Williams kept all the original secrets, switches, triggers and areas for the gamer to explore. Also added was the new ambient lighting. Items such as torches and lit rooms now have a radiance about

them and cast a glow on the walls, floors—even your weapon. The speed of the game moves at a blazing 30 frames per second,



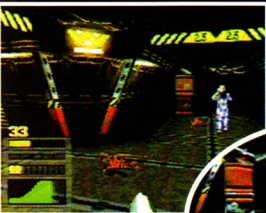
## SUPER DOOM

which allows for a smooth-scrolling game. Williams also gave the sound effects and music a boost with 24-channel stereo sound that makes the gamer feel as if he/she is really there. With the PlayStation's unique linking capability, gamers can play Deathmatch Mode or cooperative play against their best friend (or enemy) for hours of hellish fun. Lastly—and best of all—Special Edition

contains all of the original cheat codes plus an all-new powerful cheat Mode unique to the PlayStation edition.

SYSTEM	RELEASE DATE
	Now
PlayStation	Theme
PUBLISHER	Size
Williams Ent.	CD-ROM
PLAYERS	% DONE
1-2	90%

# ALIEN TRILOGY



you through each of the anxiety-ridden films. Full-motion videos bring the story

turn vicious aliens into steaming acid puddles. Things aren't as they seem, as hidden rooms and power-ups can be found nearly everywhere.

The plot of all three movies is closely followed, with Ripley having to fend off the standard alien warriors, drones and face huggers.

There are even a few queens, chest-bursters and dog aliens. The game is in a 3-D perspective like the Jaguar game, but this one uses

the capabilities of the Saturn and PlayStation to the extreme. No slow-moving bores here! This game will be one intense experience for gamers up to the challenge. This CD should appeal to anyone who enjoys the films. Acclaim has been working on this one for a long time, and it should be way cool. We will definitely give this game more coverage as soon as the news hits our ears.

SYSTEM	RELEASE DATE
	1996
PUBLISHER	Theme
Acclaim	Action
PLAYERS	Size
1	CD-ROM
% DONE	
N/A	

Acclaim will be using their state-of-the-art motion-capture system to create a hot new game based on the popular *Aliens* series. Dubbed Alien Trilogy, players will assume the role of Ripley as she fights off aliens on LV426. Eighteen levels await you in this new game, as they take

alive between areas. Throughout the game you will pick up futuristic weapons that can

## PROTOS

For the first time ever, Spider-Man and Venom must work together in a slugfest that will rock both your Super NES and Genesis.

Separation Anxiety is more or less a sequel to Maximum Carnage (another action game that came out last year).

The interface of this version is better. The control has been tweaked over the older


engine and the animation seems a lot smoother. Play as either

Spider-Man or Venom, and it is possible to have a two-player simultaneous game using both. You'll need all the help you can get, because you are instantly swarmed by thugs as soon as the game begins.

You have a variety of punches and kicks, but the main emphasis is using your web (or with Venom, his pseudopods). You can grab enemies or climb up building to obtain hidden power-ups.



The graphics are a lot cleaner than before, making for a vast improvement over Maximum Carnage, which disappointed a few fans. To top things off, Separation Anxiety has a catchy soundtrack. This looks like the Spider-Man game that fans have been waiting for.

SYSTEM	RELEASE DATE
	December
PUBLISHER	THEME
Acclaim	Action
SIZE	
N/A	
PLAYERS	% DONE
1	60%

## SEPARATION ANXIETY

He's **STRONG**  
He's **FAST**



HE CAN **SAVE** THE WORLD

PROTOS



Yes, this is one of the first games that will link two PlayStations. Play this way, and you'll be drooling and dreary-eyed from playing until three in the morning.

The whole concept of Krazy Ivan has to be appealing to all the Battletech fans out there.



This CD comes closer than the official licensed games to the all-out spirit and adventure of mecha fighting. This will be a PlayStation game to look for. Hopefully we'll be seeing an update on this one. If you love mech games, Krazy Ivan is for you.


How many of you out there wish there was a mecha game that moved realistically and had lots of levels filled with eye-popping effects and relentless enemies? Well, you might just like Krazy Ivan then. Krazy Ivan is another Psygnosis title that is close to completion. So far it looks phenomenal. It's totally smooth and gives all the other mech combat games a run for their money.

Krazy Ivan allows players

to fight in giant armored mechs. Each one is armed with an assortment of deadly weapons that range from missiles to gatling rifles. You can blast away at the enemies, but keep it up too long and your systems will overheat. Not a good thing...on the mech that was playable, there were six different weapons systems. The visual effects for each one are really cool. Think special effects. They explode in spectacular technicolor life.

Krazy Ivan features missions from around the world. Tackle the tundra of Russia or the plains of the good ol' USA. Since this CD has so many areas to battle, you won't get bored in the Two-player Mode.



SYSTEM	RELEASE DATE
 PlayStation	January '96
PUBLISHER	THEME
Psygnosis	Action
PLAYERS	SIZE
2	CD-ROM
% DONE	
60%	

KRAZY IVAN

Next Wave

# Mansion of the Hidden Souls

This will probably remind you of an old Sega CD game with a similar title. MOTHS is a game along similar lines to The 7th Guest. You are in a haunted house where specters help you solve


puzzles and evade danger.

Explore every detailed room for clues: Some will help, others will mislead. Mansion of the Lost Souls is perfect for anyone who thinks they have a knack for solving mysteries.

You don't have free reign to explore the mansion. Instead, you move along on what feels like a track. You can't go wherever you want in each room. While you may not have total

freedom, you may find yourself drawn into its mysteries. MOTHS is a very long adventure. Its eerie mood and confounding traps will have you leaving the lights on at night.



SYSTEM	RELEASE DATE
	October
PUBLISHER	THEME
Sega	Adv/Puz.
SIZE	
CD-ROM	
PLAYERS	% DONE
1	100%

Yeah, right!



another hilarious  
character from our  
**fun & games**  
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**IBM**

## PROTOS

WOLFENSTEIN  
3D

You're probably saying to yourself, "Oh, no. Not another Wolfenstein..." The latest translation of this title is for the 3DO. It contains the usual complement of first-person thrills you've come to expect.

You are on a mission through Nazi strongholds, and in order to make it

out unscathed, you have to shoot every living thing that crosses your path. To aid you, there are health packs and ammunition scattered about.

The graphics move smoothly and the audio is good. If you've played Wolfenstein 3D on any of the other formats (except for the butchered Super NES cart), it is more of the same.



SYSTEM	RELEASE DATE
	<b>October</b>
PUBLISHER	THEME
Interplay	Shooting
PLAYERS	SIZE
1	CD-ROM
% DONE	
100%	

## WORMS



Ocean has a brand-new strategy game that pits armies of worms against each other in a battle of attrition.

Worms will be turn-based,

so players will have a chance to plot their movements. Up to four platoons of four worms each take to the battlefield. Each one has a variety of weapons at its disposal, and you'll probably need them all if




you're going to nuke the opposition. The wars rage over a multitude of zones. There are futuristic levels as well as fantasy—even a psychedelic '70s level!

There will be plenty of options. You can name your worms and even celebrate their birthdays! Play alone or as part of a team. There will be lots of variables to keep

Worms fresh. (Mmmm!)

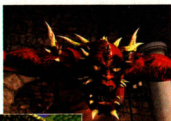
Worms is really early right now, and we've yet to see it in motion. How it plays or how well it animates is something we can only guess on. **EGM** will have more info as it comes in.



SYSTEM	RELEASE DATE
	<b>1st Qtr. '96</b>
PUBLISHER	THEME
Ocean	Adv./Puz.
PLAYERS	SIZE
1-2	CD-ROM
% DONE	
N/A	

# Build it. And they will come. Then you can **Kill** them.

Critically acclaimed  
by everyone and  
their grandmother.  
Maybe it's the cool  
3D characters or  
texture-mapped  
backgrounds.  
Maybe not.



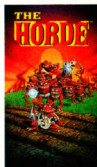
35 minutes of  
video explains how  
piss-boy Chauncey  
saves the King and  
is rewarded with  
the old man's  
Grimthwacker  
(it's a sword).



You're overrun by  
mobs of ravenous  
Hordlings, each  
blessed with huge,  
colon-blasting  
appetites.



Forget about fields of dreams.  
With **The Horde™**, it's more like  
little slaughter-house on the prairie.  
See, we've injected arcade-style,  
belly-slitting fun into that  
sleepy-ass commune you call home. And  
between digging death pits and  
hiring archers, enjoy some  
serious, gut-popping swordplay.  
'Cause man, these neighbors  
really bite!



(Game Pro 100™ review)



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PROTOS

CVN-25



# WING ARMS



Sega has an eye-popping aerial combat game that should really turn some heads. It's called Wing Arms, and it looks fantastic.

You're thrust into the cockpit of some of the deadliest planes in history—locked, loaded and ready to kick butt.



Take to the skies in Sega's newest flying shooter. With multiple perspectives and tons of enemies to shoot down, you won't be bored!

Wing Arms uses texture-mapped polygons to generate missions that look very realistic. The Saturn hardware is really put to the test with this one. The world scrolls smoothly, and there are some impressive effects, like the tracers of your missiles.

Wing Arms allows you to change your perspective as well. So if you don't like the cockpit view, you can switch to an exterior shot. If you are really bizarre, play with your plane flying at you.

There are many types of missions, from hit-and-runs on aircraft carriers to mid-air dogfights. Each has its own challenges so you'll have to



use your head when deciding which plane to use. It can mean the difference between life and death.

After some hands-on playing, you'll find yourself having fun with this one. The flight engine may not be the most realistic, but it does play pretty well. The visuals are among the best seen on the Saturn. This is one of the better Saturn games.

PUBLISHER		SYSTEM	RELEASE DATE	
Sega			January '96	
THEME	PLAYERS		SIZE	% COMPLETE
Flying	1		CD-ROM	60%

# SNATCHER



Konami has a cyberpunk thriller called Snatcher on the way to the PlayStation. If it sounds familiar, it should. Snatcher made a splash overseas on the PC Super CD and here on the Sega CD.

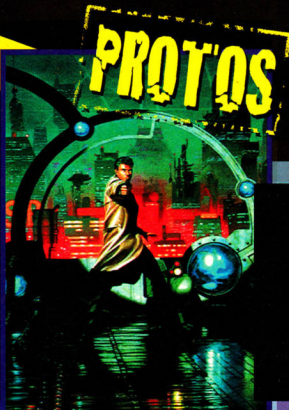
Snatcher is a futuristic adventure where danger and intrigue await around every corner.

Konami really put a lot into this game. The graphic detail has been improved over previ-

ous versions with lots of obvious color enhancements.

If you want a complex story, Snatcher's got it. The plot has more twists than a small intestine. You can interact extensively with nearly everyone you meet.

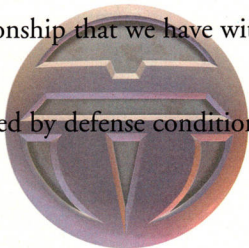
This CD will really test your detective skills as you'll have to piece together clues, do some research and sometimes fight for your life. Snatcher is a real experience.



SYSTEM	RELEASE DATE
	November
PUBLISHER	THEME
PlayStation	Adventure
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1	80%

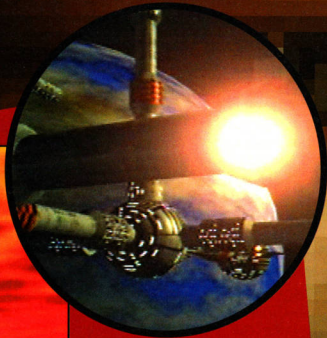
Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



DEFCON  
5™

PROTOS



# NOVA STORM

While full-motion video games aren't all that hot, this one does have some merit.

Psygnosis is working on converting this one over to the PlayStation. Using the system's abilities, the video backdrop is colorful without a hint of the dithering that plagued FMV games of the past.

The game scrolls much the same way as *Microcosm*, and it plays like it as well. The FMV cinemas are among the best ever seen (although *Philosoma* still takes the cake).

Nova Storm is loaded with



power-ups from beginning to end, although it's easy to lose your ship in gunfire.

The game itself is huge. There are two CDs worth of worlds, each teeming with lots of mindless drones to blast. Each world has its own hazards from fiery sprays of lava to rock-hard walls.

At the end of each area, a



**Nova Storm uses full-motion video backgrounds to plunge you right into the middle of the action.**

giant rendered Boss awaits. They look pretty neat but can get cheap with their hits once in a while. Still, they are better than the cheesy pixels we're used to.

Whether or not you'll like Nova Storm really depends on if you like shooters or not. Nova Storm has its fair share of PlayStation special effects. Oh yes,

there was a version of this game on the 3DO. This game is pretty much the same. If you want a simple shooter that's not too intense, Nova Storm should wet your whistle.



SYSTEM	RELEASE DATE
 PlayStation	October
PUBLISHER	THEME
Psynopsis	Shooter
PLAYERS	SIZE
1	CD-ROM
% DONE	
100%	

# Assault Rigs

Psygnosis' futuristic tank thriller is close to completion. Since we only had cinemas to show you before, we thought you'd like to see some actual game shots.

After some hands-on play, the first thing you'll notice is how "clean" everything looks. The arenas resemble the light-cycle sequences from *Tron* and are made up of multiple rooms. Everything scales and scrolls smoothly. You will *not* see any distortion.

You get your choice of three tanks that look really powerful. They handle like they are on ice. They're hover tanks, so they take some getting used to. As to be expected, there are different types of opponents to be found in the labyrinth-like corridors. This one should be found with multiple players, as playing alone

was a little tedious.

This version is still early, and it is probably being tweaked even as you read this. Psygnosis has proved that they can make top-notch games for the PlayStation, so this one should be really awesome when it comes to store shelves. Let's wait and see how this one turns out.



# PROTOS

Next Wave



PUBLISHER

Sega

SYSTEM



RELEASE DATE

January '96

THEME

Action

PLAYERS

1-2

SIZE

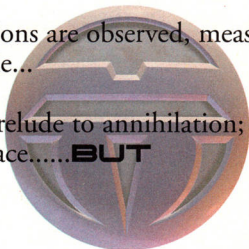
CD-ROM

% COMPLETE

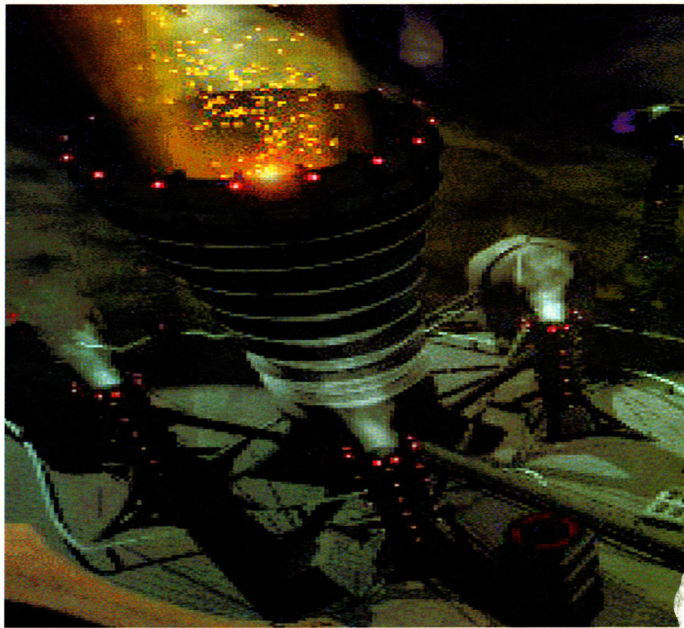
60%

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— EGM

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## Next Wave



# RIDGE RACER REVOLUTION

Ridge Racer, perhaps the best racing simulation for the Sony PlayStation, is flying off the shelves as we write this. Little do these unsuspecting software buyers know that the sequel, tentatively titled Ridge Racer Revolution, is being readied for a December release in Japan. Presently (late September), the game is only about 30 percent done but as the screen shots show, it looks hot and is taking shape very quickly.

Also, this is not a translation of the arcade Ridge Racer 2. We were told that to put the game in perspective, this could almost be



called RR 2.5 as Namco has gone beyond the modest upgrade that was done from RR to RR2.

New to this version is a new mode of play. In Free Run, the player will get to pick the course (there is more than one in this version) and have a free run at it. This is available so that the player can get used to the course. In addition, there is a one-on-one race with the computer and also a



time trial scenario (storable on the memory card).

We also have been told that the black car will be back, so look for an even harder opponent in this version.

Of course, this game will be compatible with Namco's Japanese Nejicom racing controller. (Come on Namco, bring it out in the States!) There will be the option to link up two PlayStations (and two monitors) to go one-on-one with your friend!

SYSTEM	RELEASE DATE
	Dec./Japan
PUBLISHER	THEME
Namco of Japan	Racing
PLAYERS	SIZE
1-2	CD-ROM
	% DONE
	50%





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## Hang On GP '95

Old games don't die, they just reappear later on new systems. We got to play a new Saturn version of Hang On while in Japan and this game rocks! The geometry wasn't perfect yet, but expect the best cycle racing ever. It's not officially on the U.S. schedule yet.

PUBLISHER		SYSTEM	RELEASE DATE	
Sega of Japan			Nov./Japan	
THEME	PLAYERS		SIZE	% COMPLETE
Racing	1		CD-ROM	80%

## Project Overkill

Again, when you want something, go to England! Project Overkill is an intense military killing mission game set in a 3/4 overhead perspective featuring blood, blood and more blood. All of the characters will be rendered in both the Saturn and

the PlayStation versions, which will make the game seem even more realistic. The only things missing are the close-up slow-mo effects of the enemy being killed.

We've been told that there will be four characters, over



50 missions and more than 20 different ways of killing the enemy.

As you can see from the picture, Konami has held nothing back in this gore fest. It's coming out in early 1996.

PUBLISHER		SYSTEM	RELEASE DATE	
Konami England			1996	
THEME	PLAYERS		SIZE	% COMPLETE
Shooting	1	PlayStation	CD-ROM	30%



It should come as no surprise that Takara of Japan is working on a sequel to their popular PlayStation fighting game. What caught us by surprise when we were in Japan asking about the game was the fact that it would be coming out in the arcades! And not by Takara but by Capcom of Japan. (Hmmm...can't do another SF2 game so they decide to do somebody else's fighting game?) Then, before we could ask another question, they said the PlayStation version would be coming out *after* the arcade game (which was nearly done).


As far as new items, Takara is planning on adding three new characters bringing the total up to 11; a new Boss character

## BATTLE ARENA TOHSHINDEN 2

and a new feature translated as an "overdrive gauge."

The polygon graphics have been tremendously improved. The developer stated that in this version to have the best 3-D effect, they will be paying a lot of attention to the lighting and the shadows to enhance the 3-D element even further.



SYSTEM		RELEASE DATE	
		December	
PUBLISHER		THEME	
Takara of Japan		Fighting	
PLAYERS		SIZE	
1		CD-ROM	
		% DONE	
		40%	

# RAYMAN™



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# Give & Go

## PROTOS




We knew that Konami was working on a hot new buckets game (translated from their Run and Gun arcade hoops game), but the U.S. office is so tight-lipped about it that you'd think it was a national secret. No problem—we went to England and played the game!

The Super NES version will feature 27 NBA teams (the Raptors and the Grizzlies will be in the PlayStation version), and the game will be fully four-player compatible (with Multitap). It also features Mode 4 scrolling (where you can optionally view the action from behind your own basket) and we've been told that there will be play-by-play commentary. Hopefully this voice will be able to keep up with the fast and

furios action we liked, once we got used to the new perspective. What we really liked though, was the Arcade and Exhibition Modes. In these modes we could play through the whole NBA season all the way to the Playoffs and beyond!

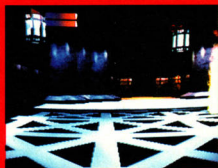
Not happy with the normal teams, after a quick scan of the Options Menu, we discovered a few All-star teams to try. Not bad! With a little tweaking this could be number one!

SYSTEM	RELEASE DATE
	November
THEME	Sports
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1-4	95%

## STREET FIGHTER: ANIME

We just got in a couple of screens for a new Street Fighter game. The working title is Street Fighter 2 Movie and we believe that this game will be loosely based on the animated movie that was released in Japan. Some of the familiar characters, like Ryu, will be in the game along with a Shadow Loo cyborg. The Special

Attack Bar, which fills up whenever you perform a special attack such as a Dragon Punch (similar to the one in SSF2), is in the game as are statistic screens with profiles on the characters. Little information is available at the moment. Since it is tentatively scheduled for a November release in Japan, we should be able to get more info soon.



# TENIKA

Here's an **ECM** exclusive! While our editors were cruising through ECTS in London, they stumbled into an ultra highly rendered PlayStation version of a new Doom-type game from Psygnosis. This is so hush-hush that the U.S. guys won't talk about it and the Brits just kind of smiled as we snapped a few pictures. Based on their reputation for making the most exciting PSX games around, this could be the one to watch in '96!

PUBLISHER		SYSTEM	RELEASE DATE	
Capcom Japan		 PlayStation	Dec./Japan	
THEME	PLAYERS		SIZE	% COMPLETE
Action	1		CD-ROM	N/A

PUBLISHER		SYSTEM	RELEASE DATE	
Psygnosis England		 PlayStation	1996	
THEME	PLAYERS		SIZE	% COMPLETE
Doom	1		CD-ROM	N/A

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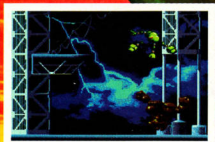
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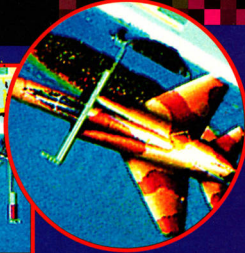
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**SEGA**

## PROTOS



Take to the skies in JVC's newest flight-sim game. Featuring intense aerial combat, players can now pilot an F-16, MiG-29 or even the Stealth Bomber. The Saturn disc is packed with tons of different missions that

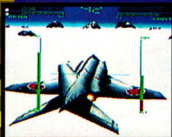
take you over jungles, your home aircraft carrier or a futuristic cityscape. You will be able to test your reactions with quick turns, airbreaks and horizontal spins.

Best of all, when we tested an early

version of the game in England, it was quick! The action was

fast and furious plus the computer-rendered backgrounds were quite realistic. JVC claims to have a Multi-player Mode, but that wasn't up and running at the time of our test.

## DEADLY SKIES



SYSTEM	RELEASE DATE
	December
	THEME
	Flight
PUBLISHER	SIZE
N/A	CD-ROM
PLAYERS	% DONE
1	70%

## IN THE ZONE

In addition to Give and Go for the Super NES, Konami is also working on a PlayStation basketball title. All we were able to see was a tape of some of the action, and as revolutionary as the Super NES version was, the PlayStation game was that much better. Everything is drawn with 3-D polygons and the players' movements seemed to be some of the smoothest we've seen to date.



But looks can be deceiving, and since we have yet to be able to play any of the various companies' polygon sports games, the verdict is still out as to whether polygons are the wave of the future.

Anyway, all 29 NBA teams will be in this game.

Konami did get the NBA license for all of the teams and all of the players, so they seem to mean business. They also promise to have "dramatic" camera angles and "incredible" zooming effects that will let you see the gameplay from all around the court.

DEVELOPER	SYSTEM	RELEASE DATE
Konami Japan		1996
THEME	PLAYERS	SIZE
Sports	1+	CD-ROM
		% COMPLETE
		N/A

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No purchase required. You can also participate by sending in a 3x5 card with your hand-printed name, address, age and phone number to "Sega Play-To-Win Contest" PO Box 7531 Melville, NY 11775-7531. Entries must be postmarked by 6/30/96 and received by 7/31/96. Void where prohibited. 101 prizes available. Individual odds of winning: \$25,000 Grand Prize - 1/515,000; \$10,000 1st Prize - 1/51,500; Sega Saturn - 1/5,722. All prize claims are subject to verification. Total prize value: \$160,910. Prizes won by minors will be awarded to winner's parent or legal guardian. Sega will reimburse verified winners for phone tolls made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-To-Win Rules" PO Box 7531 Melville, NY 11775-7531. Washington and Vermont residents omit return postage. Game ends 7/31/96.



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Nice screen shot, huh?



Cool 3D Graphics

*Abbbb, 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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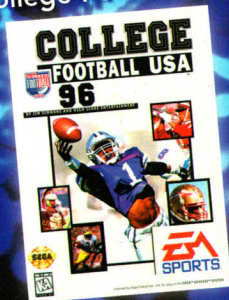


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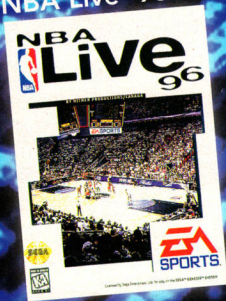
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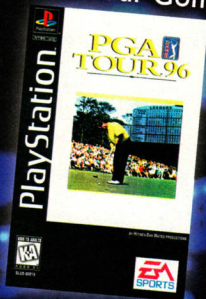


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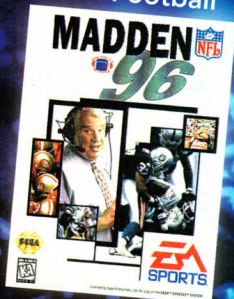


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# PROTOS

# DIRT DASH

Next Wave



Anything Sega can do, Namco can try to do better! So, last year Sega created Sega Rally—an “off-road” racing game and Namco is

now readying Dirt Dash for production. Featuring incredible graphics, thanks to Namco’s Super 22 System board, DD brings not only near perfection to the

visual realism of racing, but they now have also taken the physical feel of driving to the max. Not only does this game feature tactile feedback through the steering wheel (like we had in OutRun), but the sit-down version actually bounces



you left and right and up and down as you swerve around corners and drive over rocks and other debris.

In the version that we played, there are a total of five tracks (snow, town, hills, jungle and cliff) containing some of the most treacherous roads—if you want to call them that—you have ever seen. To get you through the race, you have your choice of

several different vehicles. Whether it is a buggy, sports car or pick-up truck, the driving will still be the

same—intense, white-knuckle, high-speed thrills.

In fact, we liked it so much, our editors picked DD to be the best racing game at the recent Tokyo JAMMA arcade show. Now if we can only convince Namco to bring the game out over here in the States!



PUBLISHER

SYSTEM

RELEASE DATE

Namco Japan

THEME

PLAYERS

**Arcade Scene**

December

SIZE

% COMPLETE

Racing

1-8

N/A

80%

# PROTOS



It's incredible! Tekken 2 has just started appearing in the arcades and Namco is already showing a near-finished version of their next fighting game, tentatively called Soul Edge. (Our non-English speaking representative kept calling it Tekken 3...but it's not.) While it shares very little

with the Tekken series other than it looks and plays great, this version is all 3-D polygons (considerably more than Tekken 2).

If we had to characterize this game it would have to be compared to Namco's WeaponLord. This version takes place in the 15th century and eight fighters are

# SOUL EDGE



battling for a mystical sword that supposedly makes its owner invincible. What really makes this game unique though, is the fact that the background changes from day to night and back again. Having weapons like long and short swords, battle axes and shields are also new and

require a style of strategy different from the other types of fighting games. When playing the game, the moves are easy to learn and are performed with three buttons and a joystick. While we liked this game a lot, it still didn't have the Tekken feel, which may not appeal to all players.

PUBLISHER

SYSTEM

RELEASE DATE

Namco Japan

December

THEME

PLAYERS

Arcade  
Scene

SIZE

% COMPLETE

Fighting

1-2

CD

70%



This character needs no introduction as he is well known here in the U.S., either from his TV show or from his Accolade game. In this arcade version, there are several tracks that take place in three different environments. One is an off-road

dirt course and a second takes place on the highways out in the country. Of course, what would Speed Racer be without his jumping ability? The Jump button is pro-

grammed in this game along with three weapon buttons. The front-mounted saws were our favorite, and it was great watching them cut down the trees as we passed by them. Not a bad game but not the best racer at the show.

# SPEED RACER

PUBLISHER

SYSTEM

RELEASE DATE

Namco of Japan

Arcade  
Scene

November

THEME PLAYERS

SIZE % COMPLETE

Racing

1

N/A

90%

# TIME CRISIS

Look familiar? There have been a lot of shooter games including Sega's Virtua Cop series. It is standard fare, but again, Namco tries to go Sega one better by building in an "Action Pedal." Instead of just standing there out in the open while you reload your gun, if you release the pedal, some type of cover (walls, box, pole, etc.) pops up and you get to hide behind it. The gun also recoils which adds even more realism.

SYSTEM

RELEASE DATE

Arcade  
Scene

December

PUBLISHER

SIZE

Namco Japan

N/A

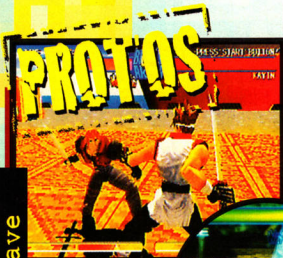
PLAYERS

% DONE

1-2

70%





At every JAMMA show there is at least one surprise. Seeing a Toshinden game as an arcade machine certainly was unexpected, but seeing it in the Capcom booth was a true shock.

What really did it, though, was hearing that the newest



the arcades again when we are there for the Shoshinkai show.

## TOSHINDEN 2

version (Battle Arena Toshinden 2) would appear as a PlayStation game after it came out in the arcades. It will be very interesting to see if—and by whom—this game will appear in the States. The specs are the same as the PlayStation game described in the International Proto section, but what hit us immediately were the phenomenal graphics in this arcade version. The characters are huge and the game plays so smoothly—nothing like the original PlayStation version. We were told that it would appear in



time frame. We'll stop in the arcades again when we are there for the Shoshinkai show.

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	November
THEME	Fighting
PUBLISHER	SIZE
Capcom Japan	N/A
PLAYERS	% DONE
1-2	60%



# 19XX

Do you remember the 1941, 1942 and 1943 series of Capcom overhead vertical-scrolling shooters? They're back—now in a parallel world where WWII didn't end! The newest version is 19XX (they must have forgotten where they left off, and things haven't changed. It's more of the same with virtually no improvement in graphics, gameplay or technology. You still pilot the P38 and the weapons (like the lightning) bring back memories. Nothing new here, just plenty of good reflex-type fun. It's worth a few quarters for old time's sake.



PUBLISHER	SYSTEM	RELEASE DATE
Capcom Japan	<b>Arcade Scene</b>	December
THEME	PLAYERS	SIZE
Shooting	1-2	N/A
		% COMPLETE
		80%

## ROCKMAN



It had to happen. After at least 10 games on the home systems, Rockman (Megaman over here) now has his own arcade game. The plot is the same: more good robots from Dr. Light and more bad robots from Dr. Wile. In this version the evil mech robot is also back. What makes this version unique is the fact that you can play a two-player cooperative game. After struggling to try to get through the game alone, we quickly opted for the Co-op Mode that helped a lot. Will Capcom turn this into Megaman X4?

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	N/A
THEME	Action
PUBLISHER	SIZE
Capcom Japan	N/A
PLAYERS	% DONE
1-2	N/A



This is the first look at Sega's new top-secret AM2 arcade fighting game. As we exclusively reported back in the June issue of **EGM**, Sega was encountering delays in getting

Virtua Fighter 3 up and



running and to

keep the VF play-

ers happy, they were working on an intermediate game (VF 2.5), using the same Model 2 board, to be released at the end of the year. Here it is:

Fighting Vipers!

While the game doesn't use any of the VF or VF2 characters, it does have the same VF three buttons and a joystick configuration and uses many of the same VF series-

type moves.

In FV, you

can choose from

eight characters and battle to the death in an enclosed ring. Also unique to this game is the fact that each character starts off wearing body armor.

As you take hits, sparks fly, pieces of your armor break off and your defensive ability decreases. While there isn't going to be a 'ring out' in this game, the 'wall' around the ring can be put to use as you will be able to use the wall in some of your offensive moves.

The version we played was still early and there were conflicting reports between the playable game and the literature as to what characters will be in the finished game.

Presently, there are five female characters (Tokio, Jane [or Dominique], Picky, Honey [or Mu] and Grace) and three male characters (Raxel, Sanman and Bahn). Rumors abound that there might be a new Dural-type Boss at the end of this game, but nothing could be confirmed. Each of the characters looks very

real, young and are dressed in modern apparel. For instance, Picky has the standard rollerblading apparel (roller blades, helmet, knee and wrist pads) and also carries a skateboard that can be used as a weapon. Also,

each character has the typical bio specs in an Intro Screen. Bahn, for example has type O blood, was born on 8/25/68, is 185 cm tall and weighs 85 kg.

We were unable to get a confirmation as to whether this game will be coming to the U.S., but off the record, sources mentioned

that it would, but not until 1996. When asked about a home Saturn version, again nobody would confirm the fact but they did say, "All VF games so far have been converted to Saturn." More on this as we get it.



PUBLISHER		SYSTEM	RELEASE DATE	
Sega of Japan		Arcade Scene	December	
THEME	PLAYERS		SIZE	% COMPLETE
Fighting	1-2		N/A	80%

# FIGHTING VIPERS

# PROTOS



Perhaps Sega's most visually impressive game was Virtual On: Cyber Troopers. This 3-D polygon robot animation game is being produced by AM3 and really looked hot. Slightly reminiscent of Namco's Cyber Sled, CT places you as a futuristic soldier who patrols an 'area' and must destroy everything in it. You are armed with a sword, beam rifle, bombs and other weapons and it is a seek-and-destroy-type game. Clean up one area and move on to the next. Since it takes place on a pseudo 3-D playfield, the game is played with two joysticks that control all of your directional movements and fire the various weapons.

Visually the game was probably the best at the JAMMA show. When it comes to nonstop action, this was the best. It drew constant crowds. Based on the players' reactions, it looks like Sega might have another game genre well in control.



SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	December
	THEME
	3-D Shooting
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1-2	70%



## FUNKY HEAD BOXING

What can we say? The idea behind this game is to show a full 3-D perspective of the fighter's head. As you take a hit, the programmers wanted a different way to show the effects. In this game, the head warps inward after a blow. Also built in are special killer punches but they have to be used with discretion, for as you use each one, your strength decreases. Despite its strange looks, FHB is a good boxing game. Since it is being programmed for the STV (Titan), there should be a Saturn translation sometime next year!

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	November
	THEME
	Sports
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1	95%

# Sky Target

Remember the old Sega arcade and home game Afterburner? Spruce it up with modern technology, like texture-mapping and a super-powerful model 2 board, and you have Sky Target. The plot is basically the same: Hop in the latest jet fighter and blow away the enemies with your missiles and guns that appear on the screen. Missions take place over water and land. The canyon level was probably the best-looking and the most challenging. Like any other flying game, you are graded on score, number of hits and your kill rate as a percentage.

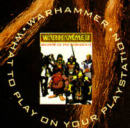
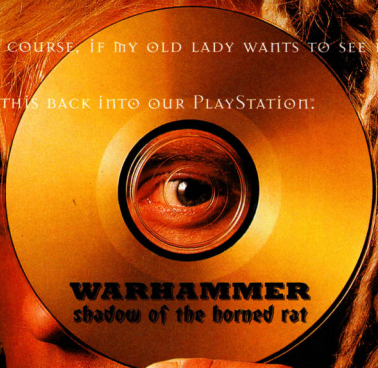


Sky Target will be a '90s version of Sega's old arcade game Afterburner.

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	November
	THEME
	Flying
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1	90%

# I SEE THE WORLD AS MY VERY OWN EMPIRE

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



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



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Konami had a few games out for 'test'. They wanted to see what the players' reactions would be to these games, and if there

was enough positive feedback, Konami would bring the game out. This version of Salamander 2 was one of those games and based on the lines of players waiting to give Salamander 2 a try, it is highly likely that it will be out in the arcades later this year. It was that hot.

Essentially this game is a plain-and-simple side-scroller with detailed backgrounds, large Bosses and plenty of action that requires lightning-quick reflexes to survive. Not much has changed over the years since the first



version came out. This was the major disappointment we had about this otherwise fine game. Based on what is in the U.S. arcades from Konami (not much), the best we can expect to see is an import PlayStation or Saturn version of this game sometime next year.

Players who have been around for a while just might remember the old Konami Japanese arcade scroller called Salamander. If the name Life Force or Gradius rings a bell, this is what we are talking about.

At the JAMMA show



# SALAMANDER

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	N/A
	THEME
	Shooter
PUBLISHER	SIZE
Konami Japan	N/A
PLAYERS	% DONE
1	30%

## MIDNIGHT RUN

More on the conventional side, Konami has decided to enter the highly competitive auto-racing market. Their new game pales against the newest Namco entry; it probably best compares to the Ridge Racer series. Nothing special here: auto or manual tranny,



four cars to choose from and race against other machines linked together. Average graphics and ho-hum computer competition place this game down in the pack. It would make a good PS game, though. Hint, hint!

SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	December
	THEME
	Driving
PUBLISHER	SIZE
Konami Japan	N/A
PLAYERS	% DONE
1-4	N/A

## VIC VIPER

Vic was another of Konami's "test" games. We played a 30-percent finished version and walked away quite impressed. The technology was more up to date than Salamander 2 and this futuristic racing game was fun to play. There was a variety of vehicles to choose from and the built-in computer competition was programmed the way we like it—on the hard side.

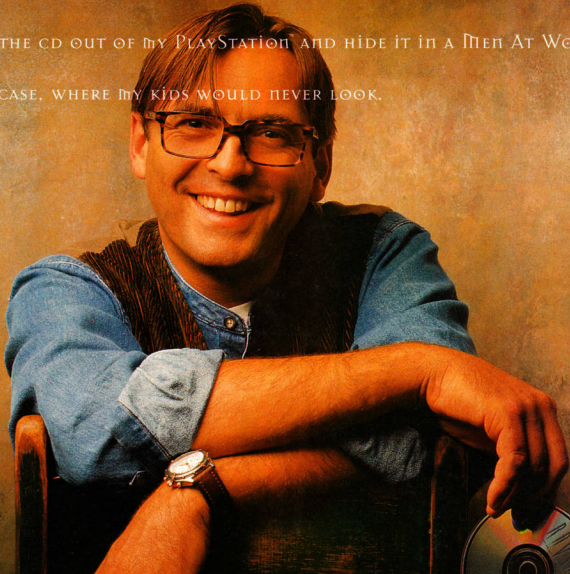
Unfortunately, since it is going up against big-name titles from Sega and Namco, Konami might not bring it out.



PUBLISHER	SYSTEM	RELEASE DATE
Konami of Japan	<b>Arcade Scene</b>	N/A
THEME	PLAYERS	SIZE
Driving	1-2	N/A
		% COMPLETE
		40%

# WHEN I'M NOT BUSY EXTRACTING MOLARS

I LIKE TO JUMP INTO MY SPACE FIGHTER OR MECHANIZED WARRIOR SUIT  
AND SAVE THE EARTH FROM AN ANCIENT ALIEN RACE. WHEN I'M FINISHED,  
I TAKE THE CD OUT OF MY PLAYSTATION AND HIDE IT IN A MEN AT WORK  
JEWEL CASE, WHERE MY KIDS WOULD NEVER LOOK.



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



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# PROTOS

A couple of months ago we noticed that the Japanese magazines were making a big deal about a new update to VF2. Thinking it was nothing more than a minor tinkering (you know, like one of the monthly revisions that Midway makes to MK3), we dismissed the upgrade. Well, the Japanese fighting game players seem to be as fanatical about VF2 as we are about

MK3 and there is indeed a Version 2.1 and it is the latest rage going around the country.

Many of the changes are almost insignificant. One, for example, is the equalizing out of the characters' strengths in order to make it easier for beginning and intermediate players to be competitive. This alone wouldn't be a reason for a whole new game revision.

What appears to have been important was the strong interest the players had in Dural. The newest revision has this end-Boss as a playable character.

Will it come to the U.S.? Not in the arcades, but the rumor is that we will see it in the Saturn version of VF2 later this year.

## VIRTUA FIGHTER 2.1



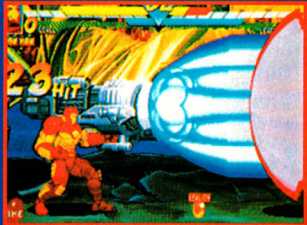
PUBLISHER		SYSTEM	RELEASE DATE	
Sega of Japan		Arcade <i>Scene</i>	Now	
THEME	PLAYERS		SIZE	% COMPLETE
Fighting	1-2		N/A	100%

# MARVEL SUPER HEROES



If anybody was going to make a new fighting game, we would like it to be SNK or Capcom. Their development and programming style is probably the best and most thorough. Capcom rises to the occasion again, and Marvel Super Heroes is another fighting masterpiece. With popular superhero characters like the Hulk, Spider-Man, Captain America, Iron Man, Wolverine and others, players can now act out many of the moves that they see in the comic books.

As you can see, the Capcom programmers have let their imaginations run wild with the super moves and combos in this hot fighter. Plus, you have the added bonus of the Infinity Gems that can give you special



abilities if you can figure out how to release their powers.

SYSTEM		RELEASE DATE
Arcade <i>Scene</i>		Now
		THEME
		Fighting
PUBLISHER		SIZE
Capcom		N/A
PLAYERS		% DONE
1-2		100%

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC  
AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A  
SWARM OF SUPERSONIC  
YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN  
I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND  
POP IT BACK INTO MY PLAYSTATION.



Oh, the things people do to gain an advantage in CyberSpeed. But hey, you can't blame them. With eight  
airships, nine futuristic courses and eight-player network capability, plus the latest  
texture-mapped graphics, it's enough to make any head spin. Even a shaved one.



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Fade to Black is the sequel to the very popular game Flashback from Delphine Software. One thing that sets this game apart from all the other sequels is the fact that all the important aspects of the original game, such as items, enemies and story line, have been kept intact but with a totally new



Start your mission with only two items: the pistol and the scanner. Fortunately, the pistol holds nine rounds and can always be reloaded.

game design to it: a third dimension! One of the reasons Flashback was such a big hit was the controls. Unlike other action games, players had to use complex moves to complete actions that would have been a breeze on other types of games. (In order to take out an enemy on the top floor of a level, you would have to jump up, hang from the edge of a platform, pull yourself up, duck, pull out your weapon then take your shot.) The same is true for Fade to Black, but the third dimension adds an entirely new challenge to it. Not only do you have to perform the complex moves, but you also have to watch your back. The game does have a Doom feel, but after about 10 minutes of playing, you'll figure out that speed and the amount of enemies has nothing to do with the game. What the game does have to offer is strategy. Unlike other games, you may only have one enemy to defeat in a room, but figuring out the correct or easiest way to solve a problem could take you some time. In some cases, you will be chal-

lenged by a simple mechanism, such as figuring out how to destroy a laser cannon in order to gain access to a new area. Besides getting used to the controls, plan on spending a lot of time on the game. This is definitely not one of those titles that you will be able to rush right



through. Also, the graphics are great at the highest resolution setting, but they will bog down on anything less than a high-end Pentium processor.

SYSTEM	RELEASE DATE
<b>PC</b> and Compatibles	Now
DEVELOPER	DIFFICULTY
Delphine Software	Hard
SIZE	CD-ROM
1	100%
PLAYERS	THEME
1	Shooter

# FADE TO BLACK



# BEAVIS AND BUTT-HEAD™

CD-ROM  
ADVENTURE  
GAME

LIKE, MAKE  
YOUR COMPUTER  
AS SMART  
AS US.

IF YOU'RE LIKE, "DAMMIT, MY COMPUTER'S NOT KICKING ENOUGH BUTT AGAIN!" PLAY OUR GAME. IT'S SPOSED TO BE "A CD-ROM ADVENTURE GAME" OR SOMETHING. BUT IT'S REALLY JUST ME AND BEAVIS BEING COOL. AND, LIKE, IT'S NOT IN SPACE OR WHATEVER. IT'S JUST A NORMAL DAY--YOU KNOW, LIKE DRIVING A TANK AND BUSTING OUT OF JAIL AND STUFF. THOUGH I GUESS THERE IS SPACE, IF YOU COUNT BEAVIS'S BRAIN, HUH HUH HUH.



- COOL MINI-GAMES AND MUSIC VIDEOS INCLUDING GWAR, SAUSAGE AND PRIMUS.
- CO-STARRING TODD, BUZZCUT, VAN DRIESSEN, MCVICKER AND MORE!
- VOICES BY MIKE JUDGE, THE VOICE OF BEAVIS AND BUTT-HEAD.
- ALL NEW ANIMATION FROM MTV ANIMATION STUDIOS.
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NO WUSSY RACE-CARS FOR US. ONLY COOL VEHICLES, THANK YOU.



WE'RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.



WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT. HUH HUH, TALENT.



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RP  
PARENTAL STRONG  
EXPLICIT VIOLENCE

# PROTOS



The Dig is an epic science-fiction adventure inspired by the mastermind of moviemaking, Steven Spielberg. If you've enjoyed the previous adventures from LucasArts, such as Full Throttle and Sam and Max, you'll feel right at home with this mysterious journey that will take you light-years away to a distant planet. The finishing touches are still being added to the title, but from what has been seen so far, this promises to be one of LucasArts' best titles yet. The game plays very much like their last adventure (Full Throttle), with the exception of the interface being pulled up by a transparent subscreen for use with items that you will collect throughout the game. Besides the incredible story line, which is usually offered

SYSTEM		RELEASE DATE	
<b>PC</b>		1st Qtr. '96	
and Compatibles		DIFFICULTY	
		Moderate	
DEVELOPER		SIZE	
LucasArts		CD-ROM	
PLAYERS	THEME	% DONE	
1	Action	N/A	



by LucasArts titles, The Dig goes one step further by including two other characters in the adventure. This way, you can carry on conversations and ask advice from the other people in your party. With Industrial Light & Magic helping out on the special effects for the game, The Dig looks to be one of the best games this year.



## The Dig

IONE Skye ON SATURN:

"LABELS ARE TIRED.

Bits, Polygons, MIPS. Labels. Sega Saturn  
THEY'RE AN EASY WAY isn't about labels. We could  
spend all day talking about how it shares the  
same architecture as \$20,000 FOR LAZY PEOPLE TO  
arcade systems, and how Sega Saturn pumps the  
DEFINE YOU WITHOUT hottest arcade titles straight to  
your reflexes for a fraction of the cost. We could  
go on and on about EVER REALLY KNOWING YOU.

how its gameplay experience grabs you and  
pulls you in, but all those words still don't tell you what the



Sega Saturn experience is really like.

ACTRESS.

To understand that, you have to find out for yourself.

SOMEBODY'S DAUGHTER. Don't be lazy.

Don't accept somebody else's definitions.

Even ours. While we use SOMEBODY'S WIFE.

phrases like "the best games are only on Saturn," and

THAT DOESN'T EVEN "this Christmas, Sega

will have the most electrifying library of exclusive  
games on the planet," BEGIN TO TELL YOU  
you should form your own opinions from first-hand experience.

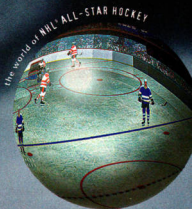
WHAT I'M ALL ABOUT."

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

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<http://www.segaga.com>

Compuserve: GO SEGA.

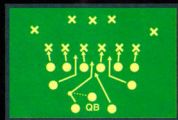


Name:  
Scott Payne

Age:  
Twenty three

Favorite Football Position:  
Running Back

Dream Play:  
Scotts Breakthrough



# What's Your Dream Play?

Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football,<sup>TM</sup> not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?

KIDS TO ADULTS



AGES 6+



JVC MUSICAL INDUSTRIES, INC.

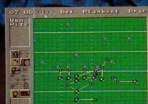
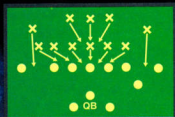
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

Name:  
Ron Tadao

Age:  
Twenty

Favorite Football Position:  
Line Backer

Dream Play:  
I Don't Think So



# Team EgM

## GOING FOR GRIDIRON GLORY WITH COWBOYS' STAR BACK



Emmitt Smith is headed for the National Football Hall of Fame, but this month we have an exclusive interview with him to talk about his new football game.

**T**he wide world of sports gaming is turning the corner from 16-Bit to 32-Bit and the change will be a dramatic one. With graphics approaching lifelike quality, soon it will be hard to tell video games from the real thing. We've got a lot of good information for you this month, as usual.

Our regular features are back and this month we even have the first Madden '96 strategy for the Genesis and Super NES versions of EA Sports' classic football product. This is the best Madden yet and luckily we got this month's Team EGM section done, because it was hard to pull the gang away from the game.

We also have a close look at Madden for the PlayStation, and this

game looks awesome. Lifelike graphics and incredible sound will make you run out and buy a PlayStation if you don't already own one.

We're also taking a look at NFL Game Day from Sony, another incredible-looking and playing football game from Sony Interactive Entertainment, formerly Sony Imagesoft. Team EGM editors flew to San Diego and got some trigger time on the game. It should give Madden for the PlayStation a run for its money.

We also have some hoop action for you in the form of a preview of NBA Live '96.

As you can see, we've been keeping pretty busy getting you the hottest sports gaming coverage on the planet. Now on with the show.

## THE LINEUP

• **EXCLUSIVE INTERVIEW**  
DALLAS COWBOYS' EMMITT SMITH

• **PREVIEWS**  
WWF WRESTLEMANIA (PSX)  
NBA LIVE '96 (SUPER NES)  
MADDEN NFL (PSX)  
EMMITT SMITH FOOTBALL (SUPER NES)  
NFL COMEDY (PSX)

• **BOX SCORE**  
MADDEN NFL '96 (GENESIS)  
PRIME TIME NFL '96 (GENESIS)  
NBA JAM: TE (PSX)  
PGA TOUR '96 (PSX)

• **MADDEN STRATEGY GUIDE**  
TEAM EGM BRINGS YOU CLOSER TO MADDEN NFL '96 FOR THE GENESIS AND FINDING OUT ALL OF THE SECRETS IN WINNING

• **INSIDE LOOK**  
FOES OF ALL (3DD)  
NHL '96 (PSX)





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

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



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## Madden NFL '95 - Genesis



**Matty 7**  
Elmhurst, NY

**120**



**EBONY DRAGON**  
Inglewood, CA

**88**



**Ms. B STRING**  
Franklin Square, NY

**88**



**"Sandman"**  
Coral Springs, FL

**88**



**P-A-T-H-E-T-I-N-D-E-R**  
Kansas City, MO

**65**

## NHL '95 - Genesis



**Johnny Wad**  
Sinking Springs, PA

**800**



**Method Mob O.G.**  
Brea, CA

**273**



**-Vincent Vega-**  
Irvine, CA

**188**



**VIGILANTEH!\***  
Bronx, NY

**187**



**BLITZKRIEG**  
San Jose, CA

**181**

## NBA Jam - Genesis



**Big Daddy Cool!!!**  
Brooklyn, NY

**100**



**"TRIPPIN DAISY!!!"**  
Hudson, MA

**88**



**The HARD TARGET**  
Yuma, AZ

**77**



**NEVERMORE!!!**  
Newark, CA

**72**



**Chill-u-g\***  
San Francisco, CA

**44**



## Top 5 Scores



It's time to come off the top rope: Acclaim and Williams are sure to win the tag-team belt this Christmas as they have created one slamming game.

The graphics are very realistic in this PlayStation

version. But Acclaim is also bringing out this version on the Saturn, Super NES, Genesis

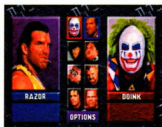
and 32X. It's a one- or two-player game.

The game features eight of the hottest stars of the World Wrestling Federation. The game even has play-by-play from Vince McMahon and Jerry "the King" Lawler along with the king of ring announcers,

Howard Finkel.

Each wrestler has mayhem moves like the Undertaker's Demon Claw and Doink's and Doink's buzzer shock.

This game features awesome, nonstop, ring-rocking action.



The game even tracks your stats, including fastest pin, highest score and most wins.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	THEME
1-2	Wrestling
% DONE	90%

## WWF WRESTLEMANIA

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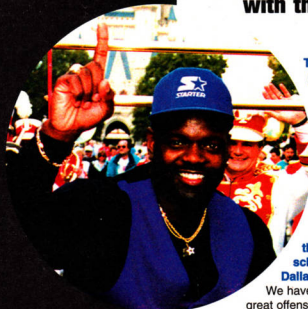


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# FACE to FACE

with the Cowboys' EMMITT SMITH



**TEAM EGM: How good a quarterback is Troy Aikman?**

He's a great quarterback, a great team leader, a good friend and not a bad golfer.

**What aspects of your game are accented by the offensive scheme of the Dallas Cowboys?**

We have a great team, a great offensive line and we have a solid team. We have a lot of great players who do their jobs.

**Are you a big video game fan? What are some of your favorite games?**

I play NBA JAM, PGA TOUR GOLF, NBA Live '95 and FIFA '95 for the Sega Genesis and Super NES. Now I have a good football game; I'll play when I have time. It just so happens it's called Emmitt Smith Football; it's from JVC (the same folks who made the Star Wars trilogy for the Super NES.)

**Do you find yourself being an ambassador of football?**

I don't think of myself as a superstar, just a guy trying to do my job. As far as an ambassador, I'm an athlete and I just try to conduct myself and give my best within the framework of the team, what a team player should do.

**Describe what you consider a perfect day.**

Waking up and having a nice breakfast, going out and playing a round of golf and shooting around a 75. Then going out for dinner with the guys and talking about the round of golf we shot that day.

**Describe the difference between a Barry Switzer-coached Cowboys team and a Jimmy Johnson-coached team.**

Jimmy Johnson was very intense and hardcore, a very no-nonsense type of guy. Barry Switzer is very laid back. Both guys know the business of football and are good coaches.

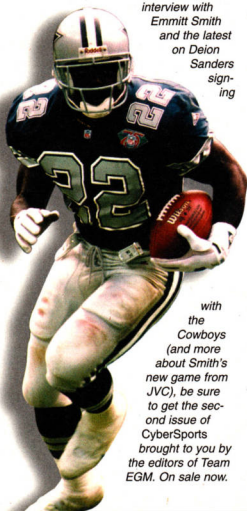
**Do you miss Jimmy as coach of the Cowboys?**

I miss Jimmy, because it was fun having him around. We got along very well.

**What type of a boss is Jerry Jones?**

He's a good boss and a good businessman. He really knows what he's doing and that's good for the team.

*For the complete interview with Emmitt Smith and the latest on Deion Sanders signing*



*with the Cowboys (and more about Smith's new game from JVC), be sure to get the second issue of CyberSports brought to you by the editors of Team EGM. On sale now.*



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we say...

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Acclaim's motion capture technology\*...true football realism!



80 yards of viewable field!

all the top NFL<sup>®</sup> quarterbacks!

## NFL QUARTERBACK CLUB 96

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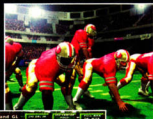


3-D rendered stadiums!\*



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>player, game and full season stats! >substitutions! >replays from any angle! >perfect your gridiron skills in the exclusive practice mode! >custom player feature-build your own dream team! >simulation mode-change history in 50 game-breaking situations! >hyper audibles-choose from 54 plays at the line of scrimmage! and more!<

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\*Saturn, PlayStation<sup>™</sup> and PC-CD ROM

†Exclusive to Super NES<sup>®</sup> and Genesis<sup>™</sup>

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# SUPER NES

# NBA LIVE '96

## ELECTRONIC ARTS

### Specs

- All 29 NBA teams and rosters for the '95-'96 season; includes Vancouver Grizzlies and Toronto Raptors expansion franchises
- All-new features and animations of players—tip stams, one-on-one moves, dive for loose balls
- Unique free-throw perspective
- Block lay ups and dunks (Not in my house!)
- Offensive and defensive sets, assign double team, crash boards, matchups and more...you're able to see your plays in action (pictured on the right)
- New On-the-Fly play calling (also pictured on the right)
- TV-like broadcast presentation of the game
- Never-before Create-a-Player feature; trade players
- Season Mode and Playoffs
- User records; save and record player and user stats
- Multiple-player capability—up to five players

### The Game

Jordan is back on the Bulls' roster, Tyson is bigger than ever and Monica Seles has come back from her rehab and had the chance to win it all at the U.S. Open. It seems some of sports' top names are on the comeback trail. So is EA, with the '96 edition of NBA Live!

Better than ever of course, NBA Live '96 has been beefed up to bring you another great season of NBA

excitement. (I love this game!) You'll get to see the new expansion teams as well as all of the current players in the sport.

If you're looking for the main features that have changed, check out the Specs column and see if they match up to your standards.

As you know,

the AI has been improved to give seasoned players a bit



Now create your own players, and set your plays on the fly.



me a hard time in reaching the NBA Finals. It's not fun when you're scoring close to 200 points every single game. Maybe next year.

The game play has improved in the shooting department. Players can dunk the ball whenever they are under the basket, rather than shooting a jump shot other players can block easily. This is the NBA: If you're 7 feet tall and under the basket, you better dunk the rock. EA Sports has brought NBA Live to another level of excitement.



more challenge, but after playing for a while, the difficulty winds down. There should always be challenge in sports games. If I plan to enter the Season Play, I expect the computer to give



RELEASE DATE		DIFFICULTY	
November		Easy	
PUBLISHER		SIZE	
Electronic Arts		16-Meg	
PLAYERS	THEME	% DONE	
1-5	B-ball	100%	

# How would you design the perfect boxer?

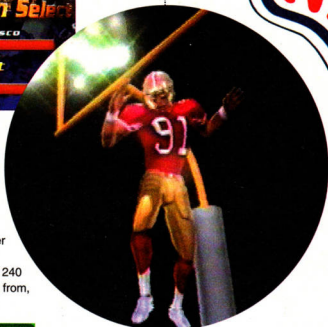


## CENTER RING ★ BOXING ★

Think of the most fearsome fighter imaginable. More machine than man. Born to be the undisputed Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxing™ create your own original boxer...height, weight, even the color of your trunks. Train mercilessly to build speed, power and stamina. Then, box the socks off every challenger in your way. With devastating combos, hooks and uppercuts you might just earn that title shot. But hopefully, you'll look better than this!

PLAYSTATION

# MADDEN



This dancing football fool shown in the game's introduction showcases the quality of the motion-capture process as well as the vivid color and detail that have gone into this game for the Sony PlayStation.

If "football video game" was a term in the dictionary, a picture of Madden NFL '96 would be right next to the definition.

Armed with amazing player animations generated from motion-capture technology, EA has effectively upped the ante for football game standards.

The game play standards set by earlier generations of the Madden series have been left intact. Players have more than 240 offensive and defensive plays to choose from, as well as 30 stadiums in which to play.



However, it's the 32-Bit graphic and sound makeover that really sets this game apart. The player sprites are bigger and move more fluidly than before. All the stadium pictures were fully rendered in 3-D.

The game's attention to detail should also raise some eyebrows. For instance, all the top NFL players not only have expanded statistics, but their portraits as well.



RELEASE DATE		DIFFICULTY	
November		Moderate	
PUBLISHER		SIZE	
Electronic Arts		CD-ROM	
PLAYERS	THEME	% DONE	
1-8	Football	80%	

## it takes 2 to TAngO



Surprise, surprise—Pat Summerall, James Brown and Leslie Visser, all members of the FOX NFL Sunday crew, have been added to the game. Full-motion video clips of Pat and John await you prior to the start of a game, while another animation clip provides a fly-over of the FOX NFL studio. The scenes look like they came straight from a television screen, providing yet another level of realism to an already outstanding football game.

SONY



# wipeout

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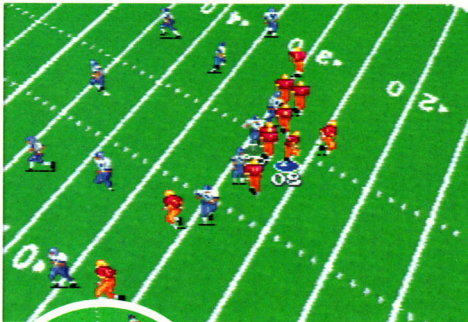
- Game Pro

"With WipeOut, the future really is now"

- Die Hard Game Fan

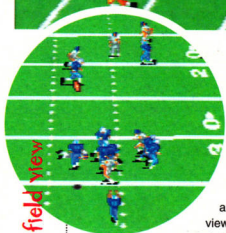
- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Multiple strategic weapons
- Link-up cable option
- Cool sounds & FX
- Totally killer graphics





# SUPER NES

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
JVC	8-Meg	
PLAYERS	THEME	% DONE
1-2	Football	100%



360-degree rotational field view

JVC is running its first play on the video gridiron with a formidable force in the background: the Cowboys' superstar running back Emmitt Smith.

The result is a game that features a 360-degree rotational view that lets gamers watch the action from almost any angle—even from behind the quarterback. The camera view includes a zoom-in-and-out feature.

The playbook contains 50 preset plays, which is a deceptively small number because of the game's powerful play editor program.

The editor lets gamers modify or draw

up new formations on offense and defense, then check them out through a Special Practice Mode. Sixty-four customized plays can be saved by battery, while a password function gives gamers access to an infinite number of plays they've designed and tested.

Of course, the name of the game is Smith, who helped design some of the plays featured in the game's playbook. Throughout the game, Smith offers his words of encouragement after a monster tackle or high-yardage play.

This game features a 360-degree rotational view of the field and a camera you can place anywhere.

# EMMITT SMITH

## FOOTBALL



The play editor lets gamers customize plays tailored to their football skills. The editor feature can even create plays from scratch.

# GREAT THE ONE



Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)

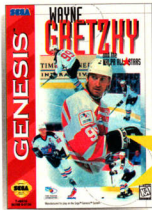
# GREAT

FEATURES

- 26 Teams
- Over 600 NHLPA players and their stats.
- Two gameplay modes: Arcade and Simulation
- Instant "Just Play" option
- Battery backup saves your season and tournament stats

# GREAT

GRAPHICS



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TIME WARNER  
INTERACTIVE



Wayne Gretzky '97



PLAYSTATION

# NFL CAMEDAY



This is one big-time football game and it will give Madden '96 and the gang at EA Sports a run for their money.

Sony Interactive Entertainment, formerly Sony Imagesoft, went out and recruited some of the members of the original Park Place production team who worked on the first 16-Bit versions of Madden.

Now they are armed with SGIs and some incredible talent.

They have put it to good use in making this realistic

football thriller.

All of your favorite NFL teams are included and the game will also have an

NFL Player's

Association license.

You can play the game from at least three different playing perspectives, including a view from behind the quarterback, from the sidelines and from the corner of the endzone.

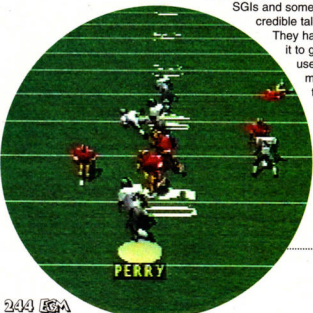
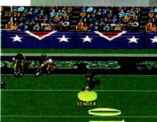
It sounded so good we flew to San Diego to take a look at it as it was being developed. The game has come a long way in a short period of time.

The artificial intelligence of this game is incredible. For instance, if you run one play too often, the defense will shift or change its formation to get you for a loss of yardage on the next play.

This will force you to mix up your plays (which you should do anyway).

The players' names come up as you control them on offense and defense.

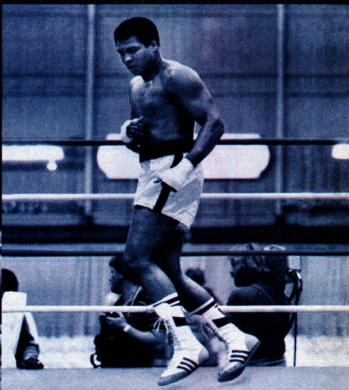
RELEASE DATE		DIFFICULTY	
November		Moderate	
PUBLISHER		SIZE	
Sony Imagesoft		CD-ROM	
PLAYERS	THEME	% DONE	
1-5	Football	45%	



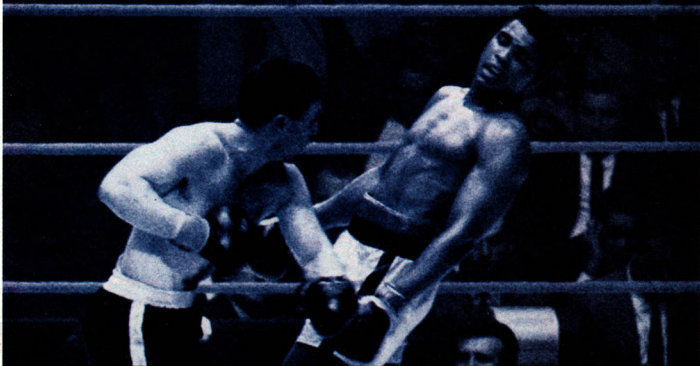
**YOU TALK.**



**YOU DANCE.**



**YOU PLAY HARD TO GET.**



# THEN YOU TURN

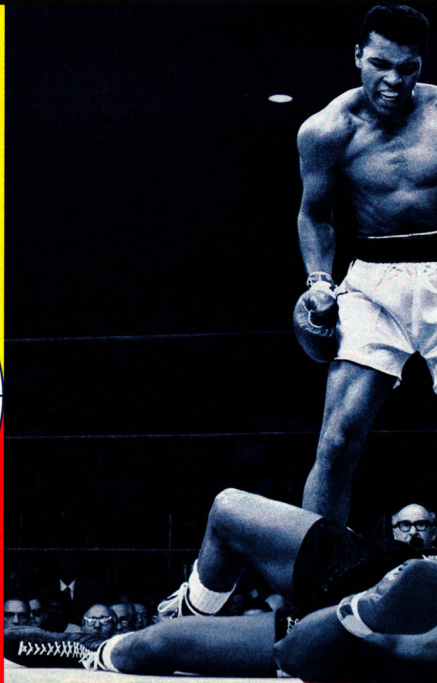


Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur.

Or you'll see "red." Worse yet, you could end up seeing double and have to fight two Alis.



Ali never left a face the way he found it. And with 21 camera angles you see all the action. TV-style presentation gives you commentary and stats. Now all you need is a trainer.



Re-stage many of boxing's most unforgettable and illustrious fights. Step through the ropes in any one of three modes: career, tournament, or exhibition. 15 different fight features let you customize each championship bout.



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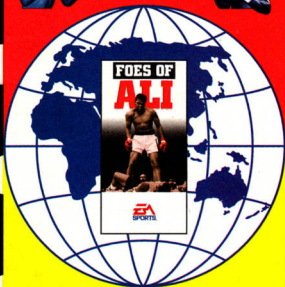
# THE LIGHTS OUT.



Fight as Leon Spinks, Ken Norton, Chuck Wepner, Sonny Liston, Henry Cooper, Jimmy Ellis, George Chuvalo, Bob Foster, or Muhammad Ali, himself. Against the computer or another player. Pick carefully. You can float like a butterfly or get stung by a bee.



The unique skills of each fighter step into the ring. Ali's blinding speed. Norton's jaw-dropping power. Sonny Liston's punishment to the body. It's all there. Boxing at its best. By the best. For the undisputed heavyweight championship of the world.



Live your dream of stepping into the ring with Muhammad Ali. Or was that a nightmare? Either way, prepare yourself to go nose to fist with one of the greatest fighters of all time.



**EA**  
**SPORTS**  
If it's in the game,  
it's in the game.®

# FOES OF ALI

# Box Score

## NBA JAM: TE • PLAYSTATION • ACCLAIM

This game is a direct translation from the arcade with a few more enhancements and hidden characters. I liked the arcade game, and this game definitely rocks on the PlayStation. Acclaim has pumped up the Jam. If you love fast-action sports games with a twist, this game will have you going for the bucket at the buzzer.

Video  
Cowboy

8.5



Everywhere you go, NBA Jam: TE is in your face. It does get a bit redundant seeing this game on every platform, but this translation for the PlayStation is done superbly well. I can't imagine how this game can get any better... unless it comes out on the Ultra 64. In the end, it's good ol' Jam with better graphics.

Dindo  
Perez

8.0

## PGA TOUR '96 • PLAYSTATION • ELECTRONIC ARTS

PGA Tour scores a hole in one with me. The game play is excellent as usual with an EA Sports golf game. The only change this time is it now has the graphics to go with the game play. Whether you're a novice or a pro at golf games, PGA Tour '96 captures all aspects of the complex game of golf. Tee it up.

Video  
Cowboy

8.5



From the first swing to the last putt, PGA Tour Golf is a visual masterpiece. All the features from previous games in this series are intact, such as a variety of courses and a roster of top pro players. Beginners will like the game's easy learning curve, while golfing die-hards will enjoy the game's attention to detail.

Dindo  
Perez

9.0

## MADDEN NFL '96 • GENESIS • ELECTRONIC ARTS

Madden sacks the competition and regains the 16-Bit football championship. EA listened to players and has come up with the best 16-Bit football game ever made. The programmers fixed what they needed to fix from last year. Now you can control the man in motion, and speed bursts have been added.

Video  
Cowboy

9.5



You can't blame yourself for going back to this game. The whole package is here with Madden. The AI is definitely where it should be: hard as hell. Enhanced defense and offense makes this game. Because this title gets better and better, Madden should drink from the fountain of youth, so he can keep producing it.

Dindo  
Perez

9.0

## PRIME TIME NFL '96 • GENESIS • SEGA OF AMERICA

Neon Deion Sanders' name is up in lights, but Sega fumbled in the fourth quarter and has lost its 16-Bit football title. This is a good game, but for the most part, it is exactly the same game as last year with very few improvements or modifications. It plays exactly the same in my opinion. There's nothing much new here.

Video  
Cowboy

7.5



Neon Deion gets his own game, but can the name sell the game? Well, for one thing, the overall game play has changed, offering more challenge and realism for this sport. It's an obvious improvement over NFL '95. You have total control of the team from drafts, trades or any team's playbook.

Dindo  
Perez

8.5

# MADDEN NFL '96 Strategy Guide

## LEARN TO BE ON THE ALL-MADDEN TEAM



Welcome to Madden '96, the new champion of 16-Bit football. Electronic Arts has regained its crown. The following strategy is a tribute to the best 16-Bit football game ever made. This game is a keeper and definitely sicks its 16-Bit competition in the backfield. You will find these tricks and tips helpful as you line up at the line of scrimmage with your favorite NFL teams.

If you press ACCBB anytime during the Intro Screen, you will go straight to a game. The teams will be picked randomly and the team on the right is always the home team.

START button.

To fair catch the ball, press the "B" button then START when the ball is in the air.

You will be glad to know there is a

man in motion on any offensive formation. Just push down left or right on the directional pad to move a receiver from one side of the formation to another. This will keep the defense off balance.

On defense you can even change your defensive packages by pressing C once. Press C two or three times to change the look of your defensive fronts.

*(Continued on Page 250)*



9 OUT OF  
10  
PSYCHOLOGISTS

ReCOMMEND

LOADED

FOR

PATIENTS

With a

SEVERE

CASE

OF

ITCHY

TRIGGER

FINGER.

This is good to show blitzes and change up the looks of your defensive front.

Now here are a few more of our favorite strategies that we came up with when putting Madden '96 through its paces.

## INVINCIBLE PLAYERS

Madden '96 now has injuries in exhibition games, especially if you use a player too much or if you use a wide receiver in a halfback position. There are a few tricks to help you avoid injuries. Punt returners and kick returners cannot be injured. If you have a receiver who also returns kicks, put him in the backfield, and he will never be injured.

## THE TWO BEST PLAYS IN THE GAME

The artificial intelligence in Madden '96 is incredible. But don't be in too much of a hurry to get to the line of scrimmage and blast the play off—wait for your blockers to develop the play both during your offensive series and on special teams. On some kick-off returns, as you run up field, your blockers will try to make a lane for you to run. If this happens, you can rack up some big special team yardage.

**Pro-Form Quick Outs:**

This is a pass to your tight end (receiver B) after he has cleared the linebackers. He is usually wide open over the middle, especially if you have awesome tight ends like Dallas' Jay Novacek, New England's Ben Coates or Miami's Eric Green.

**Shotgun QB Waggle:** the best deep play in Madden. Lob-pass to your slot receiver (receiver B) a

second or two after he makes his cut toward the middle of the field. To make this an even better play, roll your quarterback out, and following the receivers, cut to the inside so that when you throw the lob pass, it is in a straight line and not a diagonal one. This will make the pass nearly impossible to intercept. Take note: This play isn't as effective when it's flipped.

## THE TWO BEST RUNNING PLAYS IN THE GAME

**I-Form HB Toss**—this toss is probably the best-blocked and best-executed play in Madden '96, especially if your halfback has above average speed (11 or higher). It is also one of the few running plays that can consistently be broken for big yardage. Be sure to let the blocking develop as the fullback will usually crush a linebacker or defensive back for you.

**I-Form "36-Slam"**—this play is the best for short-yardage situations for obvious reasons. Be patient and follow the fullback into the interior of the line. This play is usually good for at least two yards, even against stacked defenses. With a good ball carrier and a pass-oriented defense, it could be sprung for huge gains.

## ADVANCED STRATEGIES

**Multipurpose Pass or Run plays:** Pro-Form Double Flares—this is a great play for experienced Madden players because it allows you to use a great pass play, enabling you to run with your halfback or fullback if you so choose. At the hike, press left or right and the pitch button. The

two running backs split behind the quarterback (that were supposed to be used in the flare pass patterns) can receive pitches effectively in the very beginning of the play. Pitch to your best back or to the weak side of the defense. If the defense is overstacked against the run, the flare patterns are excellent pass routes that will get you some positive yardage.

## DO IT YOURSELF "FLEA-FLICKER"

Our favorite around the office is the Do-it-Yourself "Flea-Flicker" play. The addition of the pitch button allows many plays to be turned into them. Most I-Form pass plays are the ones most suitable because the running back lines up right behind the quarterback. Hike the ball, but don't bring up the passing windows. If you bring up the passing windows by mistake, the "START" button becomes the "throw-away" option, and this nice little trick won't work! Immediately after hiking the ball, press backward so that your quarterback runs into the running back. At that moment, press the pitch button and down so that the running back, now behind the quarterback, receives the pitch. This should draw the defenders up, fooling them into thinking you're going to run the ball. Wait a second, then pitch the ball back to your quarterback, and bring up



the passing windows like you do in a normal pass play by pressing the C button. Then let the ball fly to the open receiver.

We'll have lots more Madden strategy in *CyberSports*, the new magazine dedicated to sports that is brought to you by the editors of Team EGM. This month we have an interview with Emmitt Smith, more strategies on Madden '96 and a number of the hidden codes to help you play as some of your favorite NFL teams from years gone by. We also will explain how to trade Deion Sanders from the 49ers to the Cowboys under the salary cap.

Here are a few of those codes that I promised you earlier.

At the Team Selection Screen, punch in the following codes: CAAB-CAA—'94 San Francisco 49ers, BABCCCC—'67 Oakland Raiders, ACC-CAAB—'80 Houston Oilers, AACCACB—'93 Buffalo Bills, ABCCABB—'92 Dallas Cowboys, ABACC-CC—'85 Chicago Bears, BBABCCA—'72 Miami Dolphins.

# inside LOOK

## Foes of Ali

3DO • EA Sports



As you get hit, your vision will become blurred.

This new 3DO title is more than a game; it's an interactive history lesson in boxing.

Who better to teach that lesson than heavyweight great Muhammad Ali?

"Foes of Ali" refers to his toughest opponents: Sonny Liston, Floyd Patterson and Henry Cooper, to name a few.

The game's AI emulates each opponent's unique fighting style. Winning a bout takes more than fast

fingers; it requires a strategic analysis of your foe's strengths and weaknesses. In addition, Ali himself offers tips on how to defeat opponents.

Multiple camera angles, motion-captured video and digitized crowd sounds bolster the game's live-on-TV realism.

In the behind-the-gloves view, the player's "vision" gets blurry or red when the boxer takes a sharp blow to the head.

## NHL '96

PlayStation • EA Sports



Play from various full-rendered views.

We had to go to England to get them, but here are the first published pictures of NHL '96 for the Sony PlayStation.

This game features multiple freewheeling camera angles that will deliver all of the action from end to end.

Digital sound effects and authentic NHL stadium music fills the new 3-D modeled arenas. The crowd is really in this game and this—combined with

the music—make up a unique NHL game play experience.

One-time passes and a number of other hockey specific signature moves have been added.

However, an advanced artificial intelligence will greet you as you make your way over the blue line. Bulging the twine has never been more exciting or challenging. Every NHL team and all the players are back for more.

FORGIVE

ME

FATHER

FOR I

HAVE

SINNED

LOADED

# INTERF

Get your letters into **EGM** today or we kill another editor. You can reach **EGM** by writing to: *Interface, Letters to the Editor* 1920 Highland Avenue, #222 Lombard, IL 60148

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

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## LETTER OF THE MONTH

### READER REMINISCES ABOUT THE OLD DAYS OF GAMING

**Dear EGM,**

Now is the time for the familiar grumblings... "New systems? Why bother, they'll be obsolete soon, just like my system is becoming now!"

I will never understand these people. The advancement of technology and the replacement of gaming systems has been going on since the late '70s. If we took a look at the history of video games, we'd see that it has been one of constant change. Having been 6 years old when the Radio Shack "Video Tennis/Hockey" was introduced, I have watched gaming grow and mature. Along the way, I either owned a system, or had friends who did. From the Pong-like "tennis" (which burned holes in the CRT!) to the Odyssey and its talking keyboard, which mangled four-letter words beyond comprehension, to hours spent dodging Duck-shaped "dragons" in Atari's Adventure for the 2600, to the thrilling voices in Intellivision's "B-17 Bomber" to "Radar Rat Race" and "Jupiter Lander" on the VIC 20 (ah, the VIC 20...10 PRINT "You stink," 20 GOTO 10..."sniff" nostalgia) to the tragically cool but misunderstood Vectrex, which had an internal game that would play without a cartridge in the port, I have seen it all. I have been there, and probably done it...including grafting an Atari joystick to the innards of the Pac-Man tabletop LED game.

I must say that all history notwithstanding, this very moment is the most exciting of Video Gaming History! The PlayStation, Saturn and (eventually) the U64 promise a tremendous leap forward for the hobby we all love! The technology is making quantum leaps, and we, as gamers, should be happy to be along for the ride. I feel lucky to have seen so much advancement—it means the games are getting better and bigger, faster than ever before.

Obsolete systems are a natural phenomenon of progress. Accept it and learn to appreciate it. Just because games are "yesterday's news" does not mean you can't still play them and have affection for them. I still have a library of 2600 games and Intellivision games I occasionally play. But to latch onto one system to the exclusion of others or to curse the coming of new ones is wrong. Gaming is growing and always moving. We, as gamers, should grow with it and follow.

Josh Dobbin  
New Haven, CT

Your letter brought back great memories of my old Atari 800XL, Josh. Anyone remember Beachhead, Raid Over Moscow, Karateka or Space Taxi for the Commodore 64?

Great letter, Josh. Your Acclaim Dual Turbo joystick is on its way.

# AGE

## What's the Hurry for the Ultra 64?

Dear EGM,

I've noticed that a lot of people are complaining about the Ultra 64's delayed April '96 release date. What a lot of them fail to see is that Nintendo is taking their time to produce the *best* machine they can possibly make. With the time that Nintendo has had, I think they can. Do people *really* want what happened to the Saturn to happen to the Ultra 64? The early launch for Saturn did *nothing* for Sega. It's been over three months now, and I still see *only* six to seven games. Sega not only released the system with few games, but poor quality games at that. I have yet to see a game that is so good that would make me buy a Saturn. I think the *real* question is: What's the hurry? Nintendo is taking time, not only to improve on the system itself, but also to tighten up their growing library of games scheduled for launch. Besides, with great 16-Bit games like Killer Instinct and Chrono Trigger, Yoshi's Island and DKC2 coming out soon, why would we need to spend around \$400 on a 32-Bit machine (the PSX might be \$300, but with a game and a memory card it's \$380)? The *safest* thing to do is to wait for the Shoshinkai Show (Nov. 24, 25 and 26) when Nintendo will show their Ultra 64 with several games. Then we will be able to make a clear choice of which system to get. With games like Star Wars, Killer Instinct 2, DKC, Ultra Mario, Robotech, Final Fantasy, and Cruis'n *USA* all *exclusively* coming out for the Ultra 64, Nintendo's 64-Bitter will be hard to pass up. And the fact that the Ultra 64 will be under \$250 with a pack-in doesn't hurt either. So why are so many people complaining? Just because they can't wait?

P.S. Hope you guys get full coverage on the Shoshinkai Show.

## Vega Bros via the Internet

You are correct in saying that Sega's plan of getting a jump on the market by releasing the product early backfired. You are also correct in saying that the *safest* thing to do is wait until the Shoshinkai Show to see what Nintendo has to offer. On the other hand, some gamers don't want to wait for the Ultra 64 because they fear it might be vaporware (Remember Super NES'

CD system?) or they are sick of the hype and no system by the original release date so they purchased a Saturn or PlayStation fearing the Ultra 64 is not all it's cracked up to be. Regarding your P.S., we'll have coverage of the Shoshinkai Show in upcoming *EGM* and *EGM* issues.

## Bits and Boxing

Dear EGM,

I am writing to ask you a few questions. First, are there going to be any Mike Tyson boxing games in the near future for either the 16-Bit systems or next-generation systems? I really enjoyed Mike Tyson's Punch-Out on the NES.

My next question is: How many Megs can be used on a 16-Bit system? If the Super NES/Genesis systems are 16-Bit systems how can they fit 32 Megs into a 16-Bit machine? DKC, Killer Instinct, MK3 and Chrono Trigger use 32 Megs on Super NES.

D.J.  
Shiprock, NM

Unfortunately, at the time of this writing, there are no plans for a Mike Tyson Boxing game, but JVC is in the middle of producing a boxing game. To answer your second question, cartridge size has no bearing on how many bits your system is. Your cartridge can be the size of a car and be 800 Megs (which would make putting it into your system quite difficult, but it could happen) and still work. The reason is your system only processes a certain amount of information at a time. It does not process all the information, just bits (no pun intended) and pieces.


## Mortal Kombat 3 Coming to Comics?

Dear EGM,

I am a subscriber and have been for a while. Your magazine is the most up to date with information and your editorials and opinions are similar to mine. I am a total Mortal Kombat fan. (I have seen the movie four times.) Not just the game, but the story [too]. It sends a message that in order to save the world, people [must] use their own fighting abilities and not weapons like guns. I'll admit that I was one of those players who was not impressed when MK3 was released, but after playing it a few times, the game really grew on me. Of course, I remember having the same reaction to the first Mortal Kombat. I have a few questions that you might be



# IN CASE OF EMERGENCY



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

# EMERGENCY BREAK GLASS



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

**AURA**  
**INTERACTOR**

# INTERFACE

## ASK EGM

**Q:** I am truly perplexed on a rather complex theorem and was wondering if your metaphysics expertise could help. I'd like to know what you think of the assertion of the semiotic thickness of a preformed text that varies according to the redundancy of auxiliary performance codes?

Jeffrey Wade  
Possum Pass, TN

**A:** Forty-two.

**Q:** My question: What is the air speed velocity of an unladen swallow?

Angus Crimp  
Quincy, IL

**A:** Stop watching Monty Python and move out of your parents' basement. Well, just move out.

**Q:** Who are the people who stamp all the oranges and grapefruits with the Sunkist logo and how do I apply for that job?

Sal Shelby  
New York, NY

**A:** I think it is a race of people derived from the inbreeding of the Oompa Loompas and Keebler Elves. In order to become a "Sunkist Stamper" you must be anywhere between two and two and a half feet tall, orangish-red in skin color, know how to make a mean batch of cookies and be real close friends with Willy Wonka.

## Mortal Kombat 3 Coming to Comics? (cont.)

to answer. First: Is Midway going to make a comic book for Mortal Kombat 3 like they did for one and two? I have the first two and would like to complete my collection. Second, my all-time favorite was Johnny Cage. I was not too upset that he was not included in the third installment, but at the very least, are we ever going to find out what fate befell our favorite movie star? I hope so because I would love to know if he was just killed or captured. (I'm hoping for the latter.) Also, I would like to say that Kerri Hoskins is the queen of all women. I'm 23 years old so it's not just the hormonal teenagers she's attracting. Can't wait to see the actress who plays Kitana in the upgrade. The movie actresses are looking good too. My other love is role-playing games and your reviews of the Square games are right on the money. Can Square possibly make their games any better? Well, keep up the quality of your mag.

Luis "Cage" Vasquez  
Galena Park, TX

For the answer to your first question, Luis, Mortal Kombat 3 is NEVER coming to comics, NEVER, NEVER, NEVER! Well, actually, as of right now, we don't know of any plans for a comic, but since Midway licensed out the MK Super Tour, the movie, etc., it's quite probable there might be a comic, but no one knows for sure. As for Johnny Cage, his movie career fell through and was last seen cleaning car windows at stoplights for pocket change. Lastly, I will agree that Kerri Hoskins is queen of all women and Square can make their games better by packaging them with \$50 bills.

## Why the Change in the MK Wardrobe?

**Dear EGM,**

Recently I saw the Mortal Kombat movie; it was great. I have to ask—why do the creators of Mortal Kombat keep changing the characters, especially Sub-Zero and Scorpion? On MK, both Sub-Zero and Scorpion had belts that were between the shoulder straps and had rectangular cloth in front. Also, the shin guards only covered their shins and their faces were covered as well. Now, on MKII, their suits no longer had the

belt; instead, it was only a string around their waist and the shin guards went all the way up to their knees and their face was no longer covered by cloth, but by some weird mouthpiece! In the movie, the suits looked similar to those in MK except they didn't have shin guards and their arms were covered by long sleeves! Why's that, huh?! Why couldn't the costumes the actors used for the making of MK or MKII video games be used in the making of the movie? Why wasn't Raiden in the movie similar to the game? Why didn't Kano use his white uniform?

Alejandro Luevano  
Fort Jackson, SC

The whole reason in the discrepancy of the uniforms is this: the cleaners. All the fighters brought their suits to the cleaners between the filming of the games. Each time the cleaners lost them, and instead of making the same old suits, they decided to design new ones. As for Raiden, with all the royalties from the video games, he hired the best plastic surgeon from Beverly Hills to give him a new look for the movie.

## So You Want to Listen to Your Own Music

**Dear EGM,**

In *EGM* #70, you gave a little trick that could be done with Ridge Racer for the Sony PlayStation. You said that after loading it, you can put your own music CD in the machine and the game can be played to the sound of your favorite songs. My question is can you do this with Saturn games?

Kermit Hooks III  
Hopkinton, MA

The answer is no. The reason is that the Sega Saturn is programmed to reset and go to the CD Main Menu. So once you were to open the unit, it would reset. The PlayStation is not programmed



• Only on the PlayStation can you crank Debbie Gibson while racing at speeds of 200 m.p.h.

# DON'T GET MAD, GET PO'ED!

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# INTERFACE

## EGM's TOP TENS

What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

### EGM EDITORS



**1**  
Destruction Derby  
PlayStation • PlayStation



**2**  
Wipeout  
PlayStation • PlayStation



**3**  
Discworld  
PlayStation • PlayStation



**4**  
Warhawk  
PlayStation • PlayStation



**5**  
Yoshi's Island  
Super NES • Nintendo



**6**  
Virtua Fighter Remix  
Saturn • Sega



**7**  
Donkey Kong Country 2  
Super NES • Nintendo



**8**  
Vectorman  
Genesis • Sega



**9**  
3D Lemmings  
PlayStation • PlayStation



**10**  
Madden '96  
Genesis • Electronic Arts

### EGM READERS



**1**  
Killer Instinct  
Super NES • Nintendo



**2**  
Chrono Trigger  
Super NES • SquareSoft



**3**  
Virtua Fighter  
Saturn • Sega



**4**  
Panzer Dragon  
Saturn • Sega



**5**  
Bug!  
Saturn • Sega



**6**  
World Heroes Perfect  
Neo-Geo • SNK



**7**  
Daytona USA  
Saturn • Sega



**8**  
Gex  
3DO • Crystal Dynamics



**9**  
Kirby's Avalanche  
Super NES • Nintendo



**10**  
Comix Zone  
Genesis • Sega

## So You Want to Listen to Your Own Music (cont.)

to reset and the whole Ridge Racer game is loaded into memory, so after the game is loaded you can open the PlayStation, insert your own CD, play your game and listen to Miami Sound Machine or Debbie Gibson at the same time! Rock on!

## To Chain or Not to Chain, That is the Question

### Dear EGM,

Is it me or is the recent trend in arcade fighting games—mainly the auto-second combo system—reducing the amount of skill it requires to beat an opponent in the arcade? [Like] when a person can whip off a 16-hit combo with only three buttons (Killer Instinct) or pressing buttons in succession (a la Mortal Kombat 3). This just shows me that the makers of the games must even out the game for those who aren't as good at the game to do combos themselves.



• Is it too easy to pull off a 2,000,000-hit combo or is it just my imagination?

Another thing is the damage they do. Take Smoke's nine-hit in MK3 (jump-kick, teleport, lowpunch juggle, spear) and his six-hit does 37 percent damage whereas hit seven-hit teleport-spear combo does 40 percent damage. Is it me or is there something wrong with this picture? I used to work in an arcade and saw a lot of imbalance in the recent MK3 upgrade such as the one mentioned above. I seriously question why they did this system...was it to make the required skill in the game less so they could have little kids play and beat older players? If you take away the auto-second combos you will

**LET YOUR VOTE BE HEARD!** You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at [www.nuke.com](http://www.nuke.com) on the World Wide Web or just send a postcard with your fave game!

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# INTERFACE



## PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Ken Moy, who became quite tired of waiting for Street Fighter 3 so he started his own company.

Dear EGM,

I'm sure all of you have become a little annoyed with the seemingly never coming Street Fighter 3. That is why I, Ken Moy from Kencom Industries, have decided to make the perfect parody of Street Fighter 2, called Kenfighter 2: Very Harry Terry Edition. Before you start stereotyping this game as being "just another fighting game," please peruse the contents of the Kenfighter 2 game box by accessing the enclosed disks (Macintosh format) in the specified order. After reviewing the entire contents of the Kenfighter 2 box, please feel free to contact us with your thoughts on the concept of the game by using the self-addressed stamped envelope.

Eagerly awaiting your response,  
Ken Moy  
President of Kencom Industries  
Lawton Moy  
Chief Executive In Charge of Creativity  
Terry Li  
Game Concept Designer

P.S. Is this letter psycho enough for you?  
P.P.S. Please send three EGM Psycho Letter T-shirts  
P.P.P.S. MACINTOSHES RULE  
P.P.P.P.S. Hi mom!



**You are a  
true Psycho,  
Ken. Your T-shirt  
is in the mail.**

Dear EGM Editors,

I'm sure that all of you have become a little annoyed with the seemingly never coming Street Fighter 3. That is why I, Ken Moy from Kencom Industries, have decided to make the perfect parody of Street Fighter 2, called Kenfighter 2: Very Harry Terry Edition. Before you start stereotyping this game as being "just another fighting game," please peruse the contents of the Kenfighter 2 game box by accessing the enclosed disks (Macintosh format) in the specified order. After reviewing the entire contents of the Kenfighter 2 box, please feel free to contact us with your thoughts on the concept of the game by using the self-addressed stamped envelope.

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Terry Li  
Game Concept Designer



**Kenfighter 2**  
Very Harry Terry Edition

Welcome to the World of Kenfighter!

Fighters from around the world and 14 family class from suffered for us all our blood to determine the World Champion of the world. But like street fighting games, only the "strong" will of the fighters have come here for a purpose and to fulfill their mission. For example, Termination is trying to obtain some from Terry's Wife, while Cliffrey is trying to find the ultimate for his father. But, don't let this appear, Ken is trying to show that his small one-defeat only one. That small is bigger than the world. These are just some of the most in great the chosen few from Kenfighter 2 have accomplished.

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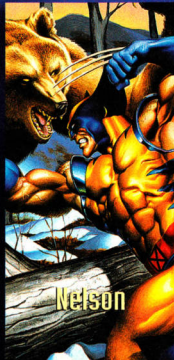
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# DARE TO COMPARE!

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# INTERFACE

## To Chain or Not to Chain, That is the Question (cont.)

see A LOT of kids losing to those who have the skill to execute combos that are nine-hit and do more damage instead of less than a seven-hit. Now don't get me wrong. The auto-second looks good for game play, but they take away from the gamer's skill and creative skill to execute his nine-hit combo in the many different ways possible. The game X-Men: COTA is a good example. There is much more technique and skill involved in X-Men than Killer Instinct and Mortal Kombat 3 combined. The combo possibilities are nearly endless and the higher the hits the MORE damage it does, not LESS. I personally have a 24-hit with Wolverine and a 64-hit with Iceman that do tremendous amounts of damage but REQUIRE that you have the SKILL to accomplish and create the combo. The Capcom fighting games in the arcades such as Darkstalkers, Street Fighter Alpha, X-Men: COTA, Nightstalkers and SF the Movie by far are the greatest fighters ever. And don't let me forget to mention Samurai Shodown II, which is also a wonderful fighter. Ooops, almost forgot to mention Primal Rage with another

great combo system. Blizzard's 10-hit is phenomenal.

Anyway, thanks for listening to me. And thanks to Capcom, Atari Games and SNK for their great games.

**Adam Keeler via the Internet**

Thanks for the letter Adam. I'm sure there are gamers out there who agree with your opinions. Then again, I'm sure there are people out there who disagree as well.

## Man of a Million Questions

**Dear EGM,**

Congrats on a great mag! Keep up the good work! I do have a couple of questions I would like to ask you, though.

1. Is Killer Instinct coming out for any Sega platforms? I called their 1(800)USA-SEGA number and they said it will be coming out for their systems. I thought it was a Nintendo game!
2. Is Sega going to discontinue the production of the 32X since the Saturn is out and ready to wage war against its enemies?

and finally, the third...

3. I noticed that Sega has WAY too many platforms to support out there. Their Sega CD was supposed to be a next-generation platform and the 32X was supposed to be an "upgrade"... are these systems going to be trashed when the Saturn is dominant?

Thanks for the time dudes...

**75467.733 via Compuserve**

1. I attempted to call Sega's 800 number and it was constantly busy, but to the best of our knowledge it is not planned and I can't see KI coming to Sega due to the fact it's a Nintendo game as you stated.
2. Although 32X is suffering, Sega does not plan to discontinue the 32X.
3. As of now, no, and who knows if Saturn will be dominant?
4. Did your Mom ever tell you that you ask too many questions?

.....  
This month's letter column was brought to you by Roach Desmond. This ornery critter may run when you turn on the kitchen lights and crunch underfoot, but this month he takes the helm of Letters. We warned him it would take away his free time. But no, he didn't believe us. It seems like EGM deadline is worse than bug spray to our favorite pest.

## EGM LETTER ART

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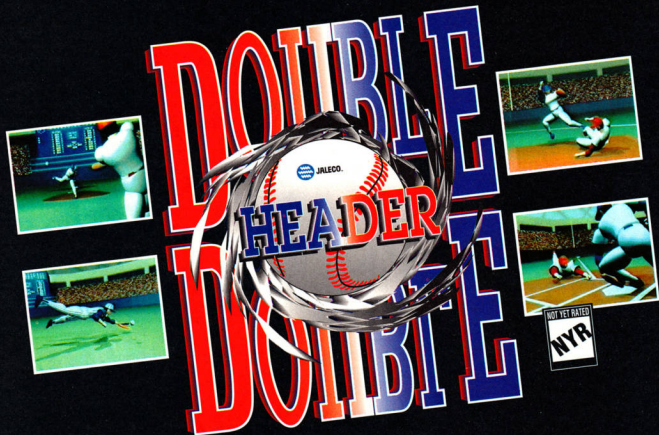


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