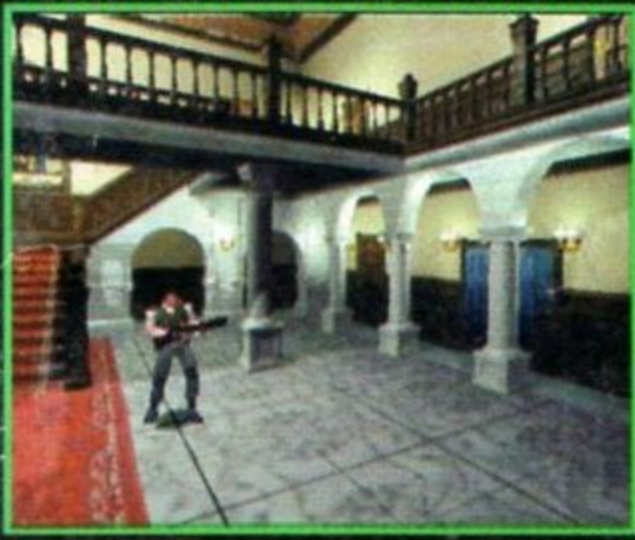


GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 10

GAMEFAN EXCLUSIVE!



CAPCOM'S
Resident Evil

INSIDE THIS ISSUE:
SATURN
 SKELETON WARRIORS
 RAYMAN
 DARK LEGEND
 SOLAR ECLIPSE
 SHINING WISDOM
 SEGA RALLY
PLAYSTATION
 DARKSTALKERS
 TWISTED METAL
 PHILOSOMA
 WIPEOUT
 ESPN EXTREME
3DO
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 PRIMAL RAGE
32X
 KOLIBRI
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VECTORMAN
THE GENESIS
STILL DOES!

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INSIDE GF SPORTS:

SATURN
 NHL ALL STAR
 HOCKEY
PLAYSTATION
 POWER SERVE
 NHL FACE OFF
 NFL GAMEDAY

SNES EXCLUSIVES:

MEGAMAN X3
 FINAL FIGHT TOUGH
 BREATH OF FIRE 2
PLUS:
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Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

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the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...

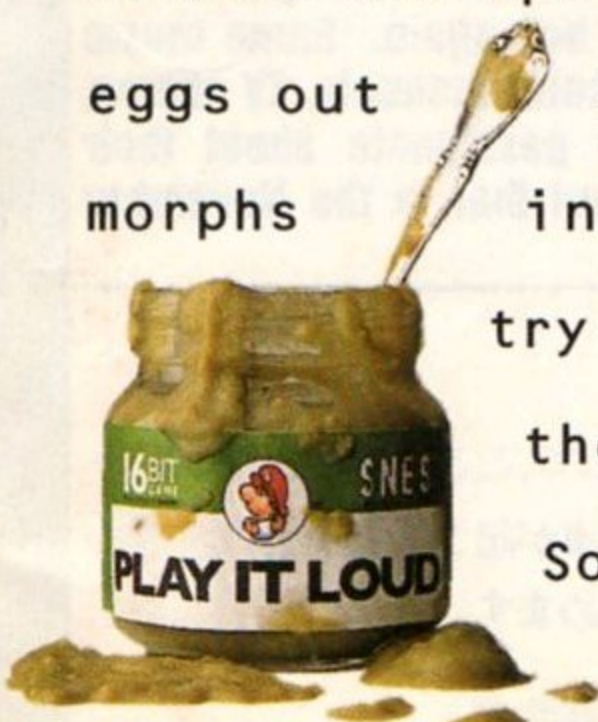


This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



Only for **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

EDITORIAL ZONE

GameFan Magazine wants to extend an apology specifically to Electronic Arts and the college leagues represented in the game, the CLC and the CF USA, for any damage the erroneous review has caused them. We understand the impact this could have on the reputation EA SPORTS, and we want to assure you that in no way was this article intended to cause harm to Electronic Arts, the college leagues, or to disparage the game COLLEGE FOOTBALL USA '96. In addition to the malicious text included in the September article several errors were found in the rating section. A corrected review of the game appears in this issue (see pg. 106).

August 24, 1995

As you may or may not be aware, tragedy struck the September issue of GameFan in the shape of a sports article. This seemingly unsuspecting review was invaded with some of the ugliest text I have ever read. Though most of the issues were stopped and the page cut out, there are undoubtedly some in circulation.

I know it's a shock but I can assure you all, these comments in no way reflect the beliefs or opinions of anyone on the GF staff. As you, and all of our readers know, the editors of GameFan are as passionate about the Japanese gaming scene as one can be, and hold our Japanese friends in the highest regard.

You cannot imagine, nor can I describe, the shock when we discovered this text. Imagine the reaction of the people here that have worked diligently putting in 250+ hour months to produce the finest quality publication in the industry. People like Nick Des Barres who not only speaks and reads Japanese fluently, but works through the night doing complex Photoshop layouts on Japanese games (it's all he'll play). E. Storm who's dream in life is for the U.S. game scene to mimic Japan's. Andrew Cockburn who visits Japan frequently for GF and has a Japanese wife. It was devastating.

We have spent hundreds of thousands of dollars establishing ourselves in Japan, through extensive travel, entertainment, our office, and employees. Game You 2, a popular Japanese arcade magazine, does a monthly column on GameFan because our import coverage is so extensive. This was like getting hit by a freight train. And it runs us over every day.

What's worse is knowing that it's out there and we're not standing beside you to give you an explanation. The halls of GameFan are littered with confused, dejected editors. We work extremely hard to deliver a magazine of this quality and this just hurts. It hurts bad.

This offensive text was actually littered throughout GameFan and was caught prior to shipping final film. We thoroughly believed we caught it all, however, the page in question slipped by undiscovered. For this we can not express how sorry we are. We were on the tail end of a 72-hour marathon shift to get you the very latest, as usual, and went into simultaneous massive shock when we found this absurd planted text.

GF is a busy place around crunch time as editors have sources and friends in to either gather information, search the net, help on articles, or play a little Tekken 2 while images are processing. Apparently we were victims of the worst joke in video game publishing history. We are currently doing all we can to reprimand the responsible party and insure that this doesn't happen again. In the meantime, I feel compelled to reiterate how very sorry we are.

Anyone who reads GameFan religiously knows that out of all the game publications out there we cover the imports more than anyone else. We were the first with an office in Japan and have many friends there. We're the guys fighting to make the U.S. industry as cool as the Japanese. This is obviously why this joke text was formulated in the manner it was. Someone knew exactly how to really hurt us, personally and professionally.

By blowing this incident out of proportion we will only promote the intent of the unfortunate text, so I ask that you please not only disregard these harsh words completely but tear them vigorously from your GameFan and aim for the nearest receptacle.

Most of you who have called in stood by our side and reinforced your support for us. Your understanding is a great comfort and gives us even greater incentive to continue bringing you the best editorial product on the market.

I'd like to publicly apologize to Namco. Unfortunately, they were the victim of the ugly text. We sincerely thank Namco for being gracious and understanding regarding this delicate matter. They, and our readers know, that we hold them in the highest regard. In fact, in the same issue Namco not only has a spot on the cover, but Air Combat, which was the focus of the text in question, is reviewed on page 28 and received stellar scores in Viewpoint (88, 95, 93).

We would not and have not ever knowingly attacked a third party. We are honored to be a part of this industry and have the utmost respect for all of the manufacturers and developers. Those who have dealt with Jay and myself know this. Of course, the fact remains, when all is said and done, this should never have happened in the first place, and it is ultimately our fault (especially mine) that it did. Safeguards against such acts have been put in place at every juncture, right up to the presses. I guess you can partially chalk this up to naiveté as well. We just never stopped to think that something like this could happen. We're too busy playing games and darting around California for product and stories. The letter you see below is for all of our Japanese readers. To you especially, we apologize whole heartedly. Please try to find it in your hearts to forgive us.

You know, as fate would have it, my original topic for this month's Editorial Zone was the difference between the Japanese and U.S. gaming scenes. After seeing the Astal box (sorry, Sega), and playing all these awesome import RPGs, I thought it was time to get up on my soap box again. Game music CDs, Anime, fantastic art, color manuals, TV shows, you name it... They are passionate about their games. I'll talk more about that in the November issue. What a month...



TEAM GAMEFAN

Signature of Dave Halverson

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MIKE L., ANDREA, TOM C., JENNIFER B., MATT,
KEVIN H. AND ALL OF OUR READERS!

AUDIT BUREAU OF CIRCULATIONS
ABC AUDIT & MEMBERSHIP APPLIED FOR:
NOVEMBER, 1994

ISSN# 1070-3020

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お詫び

当雑誌の9月号に冒涇な言葉が印刷されてしまった事について、私ども編集部として、ここに深くお詫び申し上げます。部外者によって、引き起こされた行為とは言え、今後このような事が起こらないよう、私ども編集部は全力を尽くし、読者の方々に引き続きご愛読いただけるよう努めます。

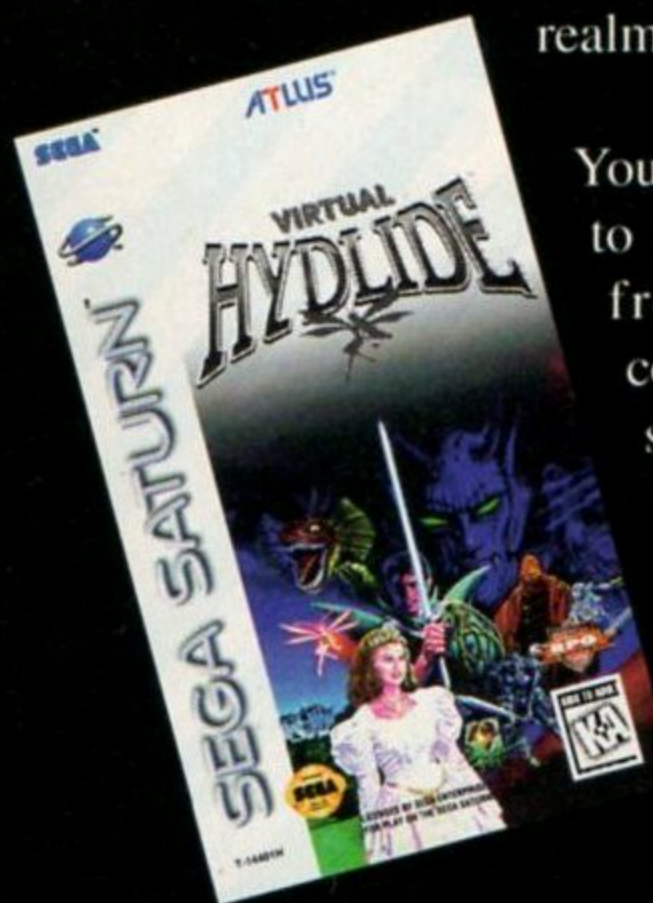
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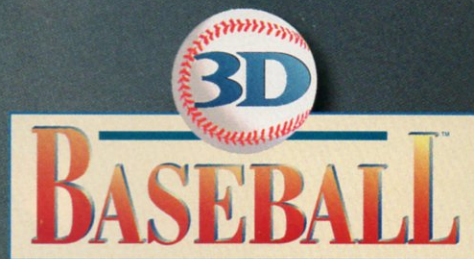


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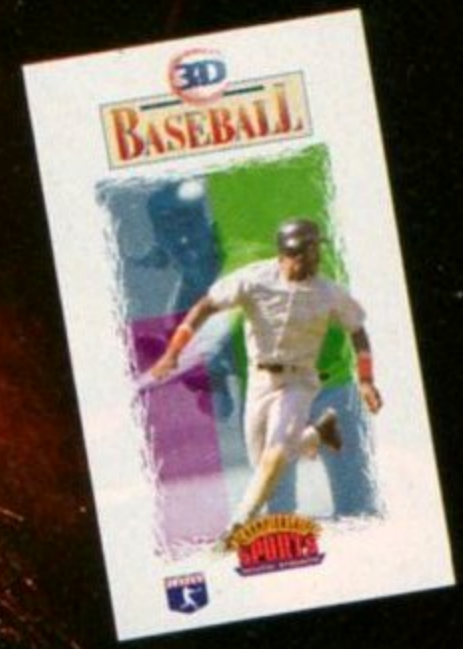


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you'll be double-stealing, throwing

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DYNAMICS™**



CONTENTS



VECTORMAN

Going into October, the Nomad and Blue Sky's new action hero, Vectorman are looming on the horizon. Genesis still does!

PAGE 26



YOSHI'S ISLAND

Miyamoto strikes again! Nintendo's prequel to Mario World is here, and it's the best Mario ever!

PAGE 122



**TWISTED METAL
PAGE 31**



**RAYMAN
PAGE 40**



**PRIMAL RAGE
PAGE 52**



**KOLIBRI
PAGE 62**



**ZERO DIVIDE
PAGE 72**



**DARKSTALKERS
PAGE 31**



**KING OF FIGHTERS '95
PAGE 116**



**RESIDENT EVIL
PAGE 122**

SPECIAL FEATURE



COVER STORY

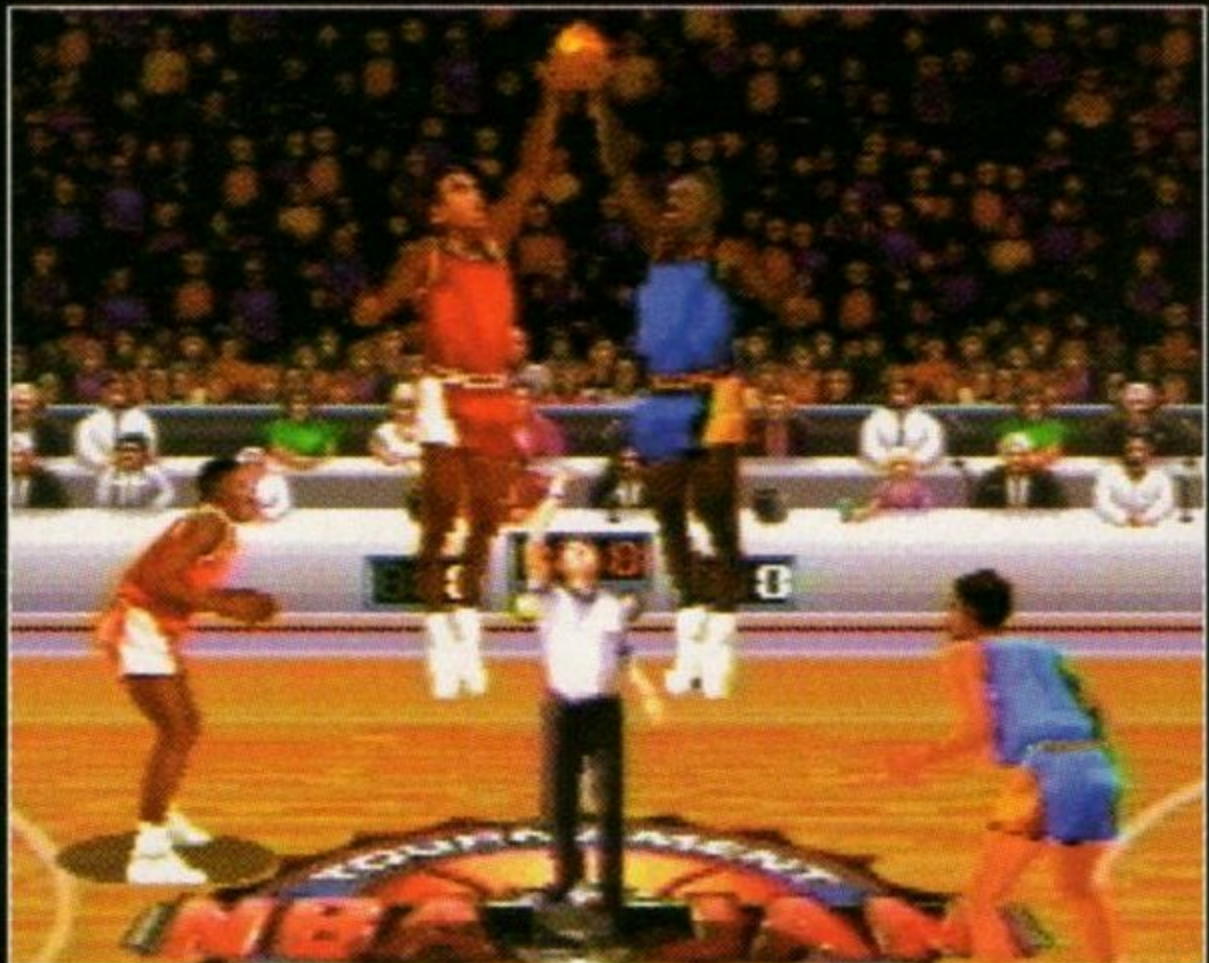
Just as the wave of new 32-bit systems are about to come crashing down, out comes Vectorman, a truly power packed 16-bit wonder! Who said 16-bit was dead?



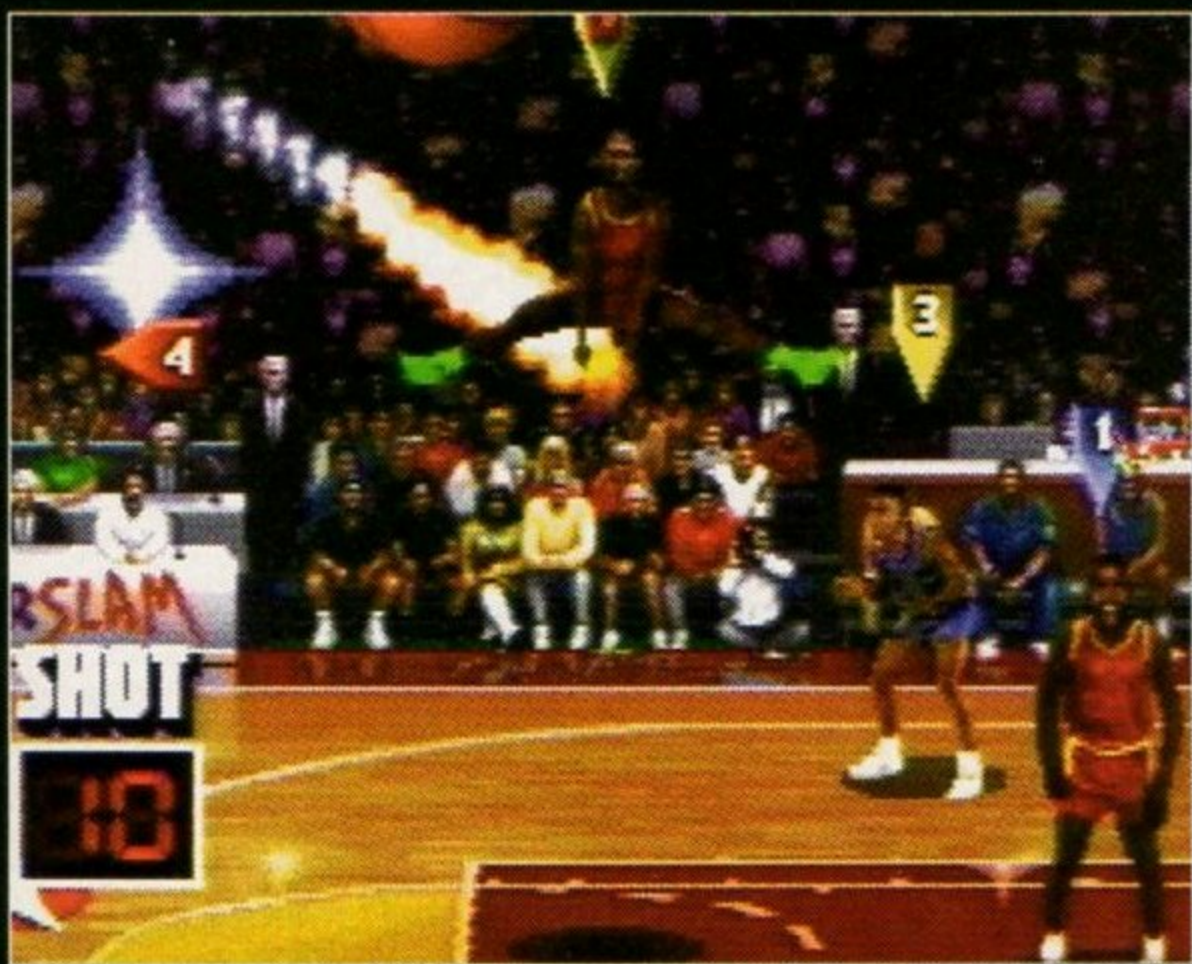
GAMEFAN Original Art

By:
Terry Wolfinger

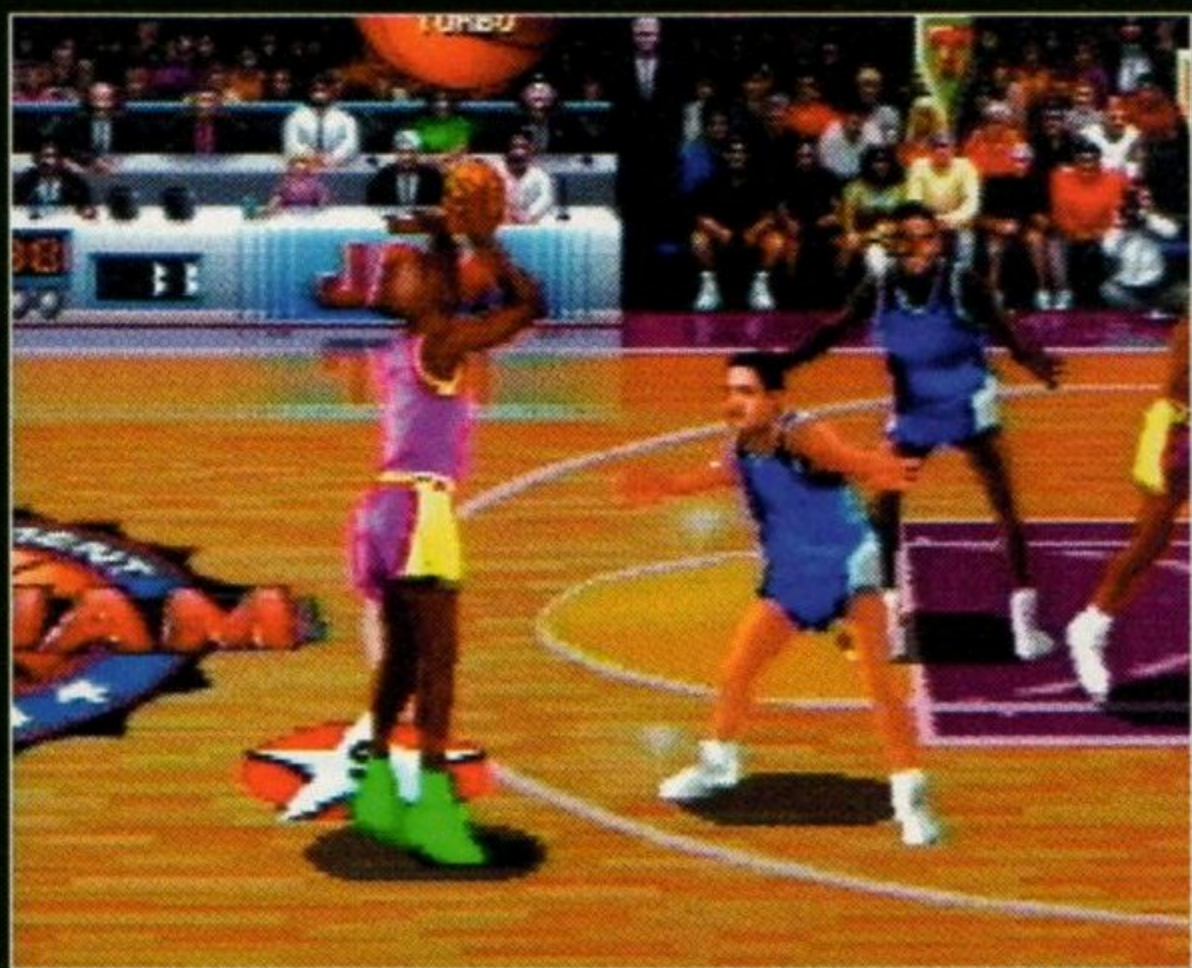
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ARCADE GRAPHICS AND BIGGER PLAYERS!

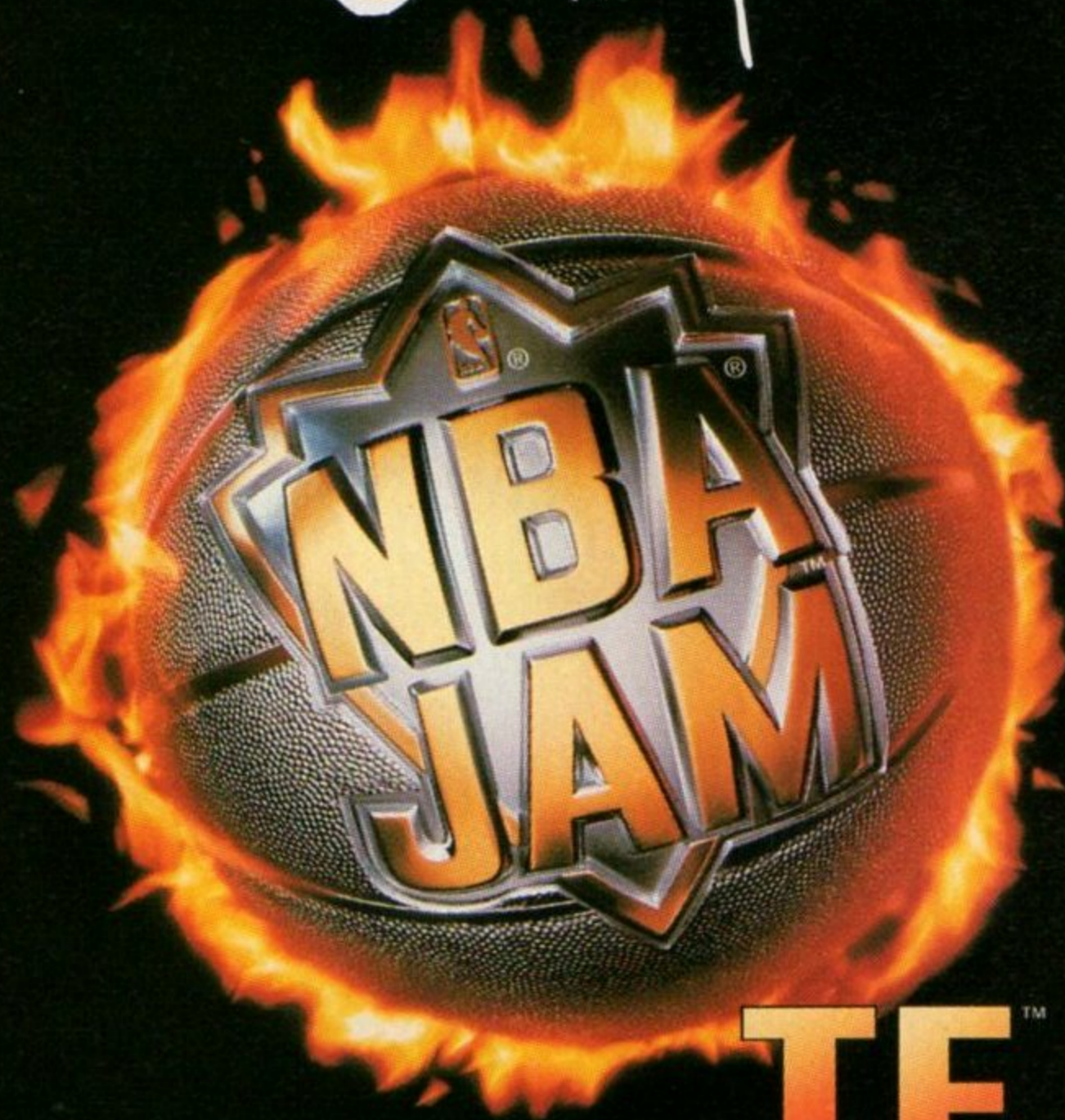


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A close-up photograph of a person's mouth, showing their teeth and tongue. A wasp is perched on the tip of the tongue. The image is overlaid with text.

Same great **taste.**
Two **new** convenient **platforms.**

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Oh, you'll bust a few of **Miss Manner's** rules in this **32-bit** battle for the remote control. But hey,

only **wussies** worry about good taste, **right?**



Dining out means crunchy dragonflies, juicy grasshoppers, and fat, hairy caterpillars. Not exactly the Colonel's snak n' pak. But lip-smackin' good, all the same.



Each world inspired by golden moments in cheesy pop culture. Like Kung Foo, that Indiana jungle dude, and Frank N. Stein. (Legal weasels require we be vague.)



Do not adjust your horizontal hold: 450 frames of GEX animation, hand-rendered backgrounds, and serious CD-quality sound.



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CRYSTAL DYNAMICS™

TOP TEN MOST WANTED

READERS' TOP TEN

1. Donkey Kong Country - SNES
2. Final Fantasy III - SNES
3. Mortal Kombat II - SNES
4. NBA Jam T.E. - SNES
5. Panzer Dragoon - Saturn
6. S. Street Fighter II Turbo - 3DO
7. Daytona USA - Saturn
8. Earthworm Jim - Genesis
9. Virtua Fighter - Saturn
10. Samurai Showdown II - Neo Geo



READERS' MOST WANTED

1. Killer Instinct - Ultra 64
2. Virtua Fighter II - Saturn
3. Mortal Kombat III - SNES
4. Chrono Trigger - SNES
5. To Shin Den - PlayStation
6. Street Fighter : Movie - Saturn
7. Earthworm Jim II - SNES
8. Cruisin USA - Ultra 64
9. Starfox 2 - SNES
10. Diddy's Kong Quest - SNES



DEVELOPERS' TOP TEN

THIS MONTH'S GUEST DEVELOPER:
Seth Mendelsohn
of Boss Studios

1. Dracula XX - SFC
2. VF Remix-Saturn
3. Daytona USA -Saturn
4. Final Fantasy 3 - SNES
5. Red Alarm - Virtual Boy



6. Tekken - PlayStation
7. Clockwork Knight 2 - Saturn
8. DarkStalkers - PlayStation
9. Ridge Racer - PlayStation
10. Astal - Saturn

GF EDITORS' TOP TEN

- | | |
|----------------------------|--------------------------------|
| 1. RayEarth - Saturn | 6. Shinobi Legions - Saturn |
| 2. Shining Wisdom - Saturn | 7. Clockwork Knight 2 - Saturn |
| 3. Rayman - Saturn | 8. Bug! - Saturn |
| 4. Yoshi's Island - SNES | 9. Vectorman - Genesis |
| 5. EWJ 2 - Genesis | 10. Philosoma - PlayStation |
-
- | | |
|----------------------------------|------------------------------------|
| 1. Yoshi's Island - SNES | 6. Mystic Ark - SFC |
| 2. Street Fighter Alpha - Arcade | 7. Shining Wisdom - Saturn |
| 3. KOF '95- Neo Geo | 8. Philosoma - PlayStation |
| 4. Tekken 2 - Arcade | 9. Front Mission - SFC |
| 5. Lunar Eternal Blue - SCD | 10. Tengai Makyo Shinden - Neo Geo |
-
- | | |
|----------------------------|--------------------------------|
| 1. Yoshi's Island - SNES | 6. Layer Section - Saturn |
| 2. Shining Wisdom - Saturn | 7. RayEarth - Saturn |
| 3. KOF '95- Neo Geo | 8. Twin Bee Deluxe - PS/Saturn |
| 4. Pulstar - Neo Geo | 9. Zero Divide - PlayStation |
| 5. D's - Saturn | 10. Rave Racer - Arcade |



1. Yoshi's Island - SNES
2. Street Fighter Alpha - Arcade
3. Resident Evil - PlayStation
4. Clockwork Knight 2 - Saturn
5. KOF '95- Neo Geo
6. Slam N Jam '95 - 3DO
7. Loaded - PlayStation
8. Killing Time - 3DO
9. Tekken 2 - Arcade
10. Dracula X - SNES



1. Yoshi's Island - SNES
2. Street Fighter Alpha - Arcade
3. Tekken 2 - Arcade
4. Chrono Trigger - SNES
5. Zero Divide - PlayStation
6. Loaded - PlayStation
7. Shining Wisdom - Saturn
8. KOF '95- Neo Geo
9. Rave Racer - Arcade
10. Rayman - PlayStation



1. Yoshi's Island - SNES
2. Chrono Trigger - SNES
3. Arc the Lad - PlayStation
4. Shining Wisdom - Saturn
5. Street Fighter Alpha - Arcade
6. Jumping Flash - PlayStation
7. Philosoma - PlayStation
8. Zero Divide - PlayStation
9. Bug! - Saturn
10. Light Crusader - Genesis



WIN THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize:
Your choice of a core SNES,
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Second Prize:
Your choice of one of the Picks
of the Month in Viewpoint.

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Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

Congratulations

to last month's winners:
First Prize:
Frank Rupp Sourbeer Cumberland, RD
Second Prize:
Jimmy McGhee Lemoore, CA
Third Prize:
Amin Ramzan Taft, CA

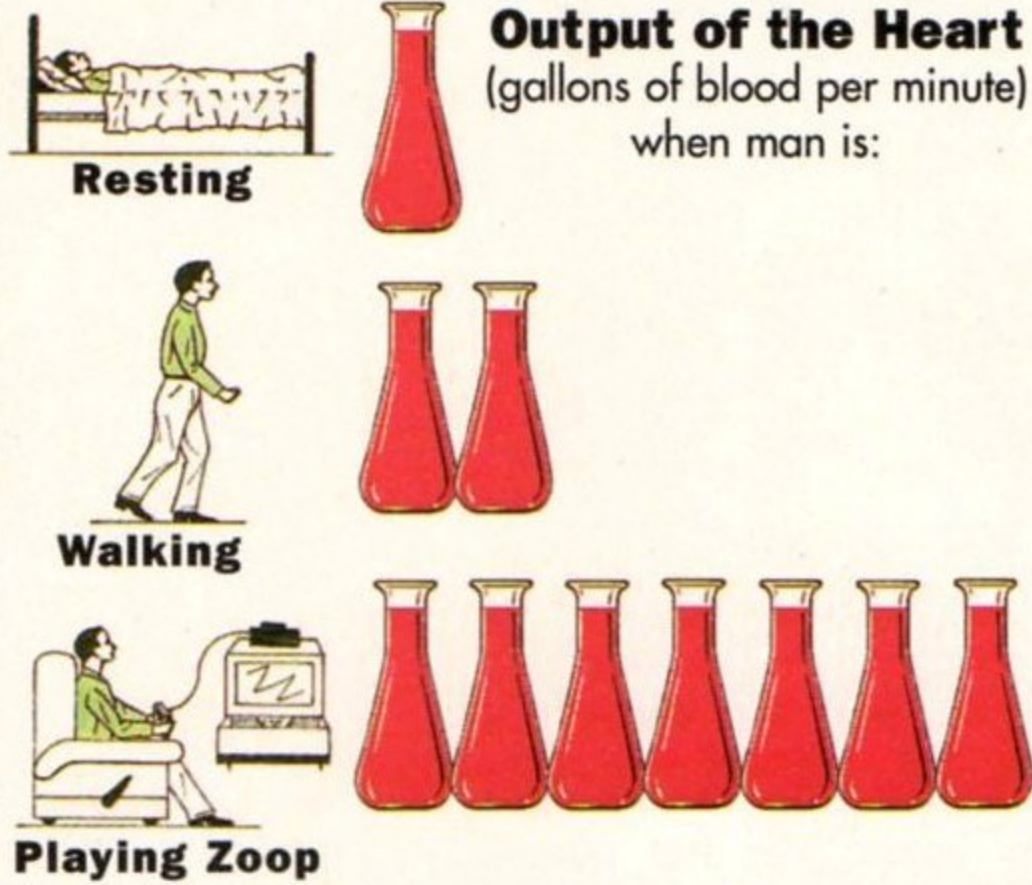
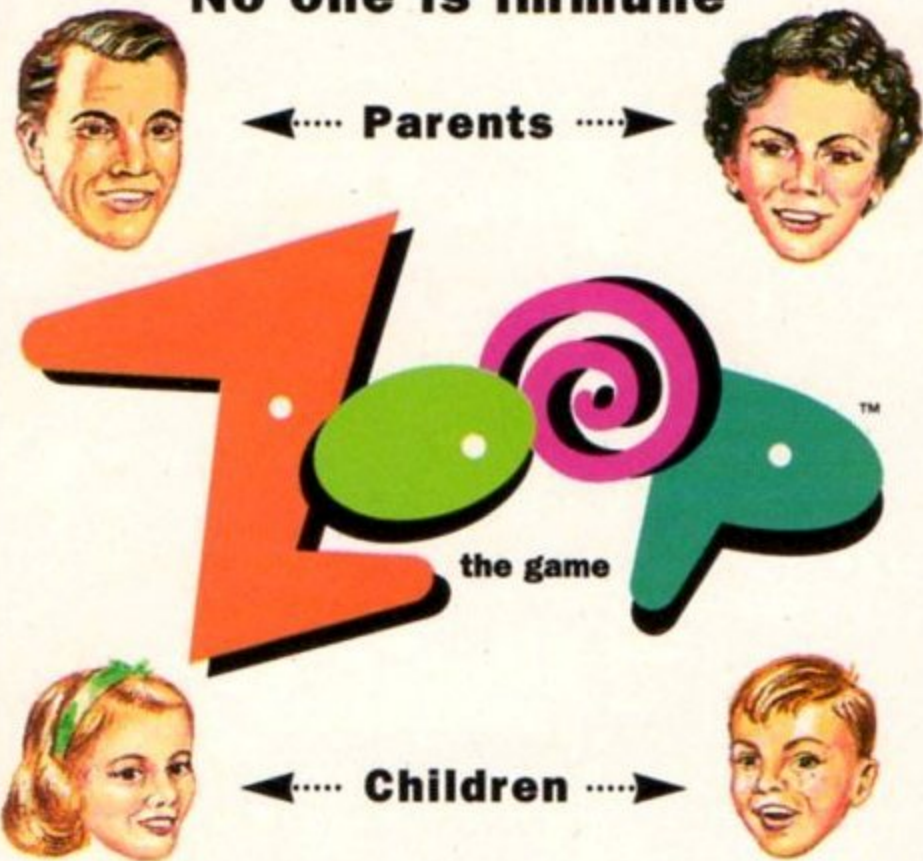


AMERICA'S LARGEST KILLER OF TIME™

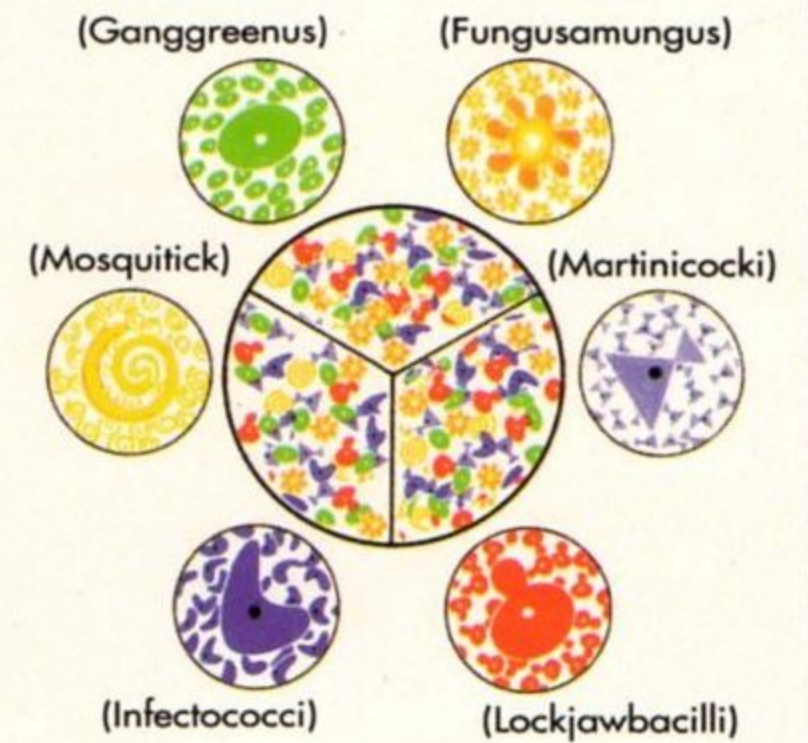
ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



(zoopx10¹⁰)



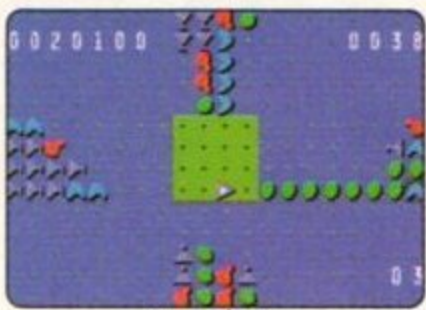
A healthy Iris



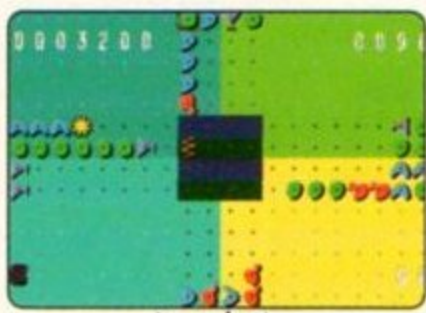
The same Iris after Zoop

The stages of Zoop

(what to look for)



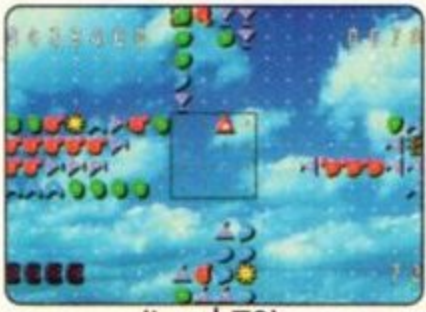
(Level 3)



(Level 6)

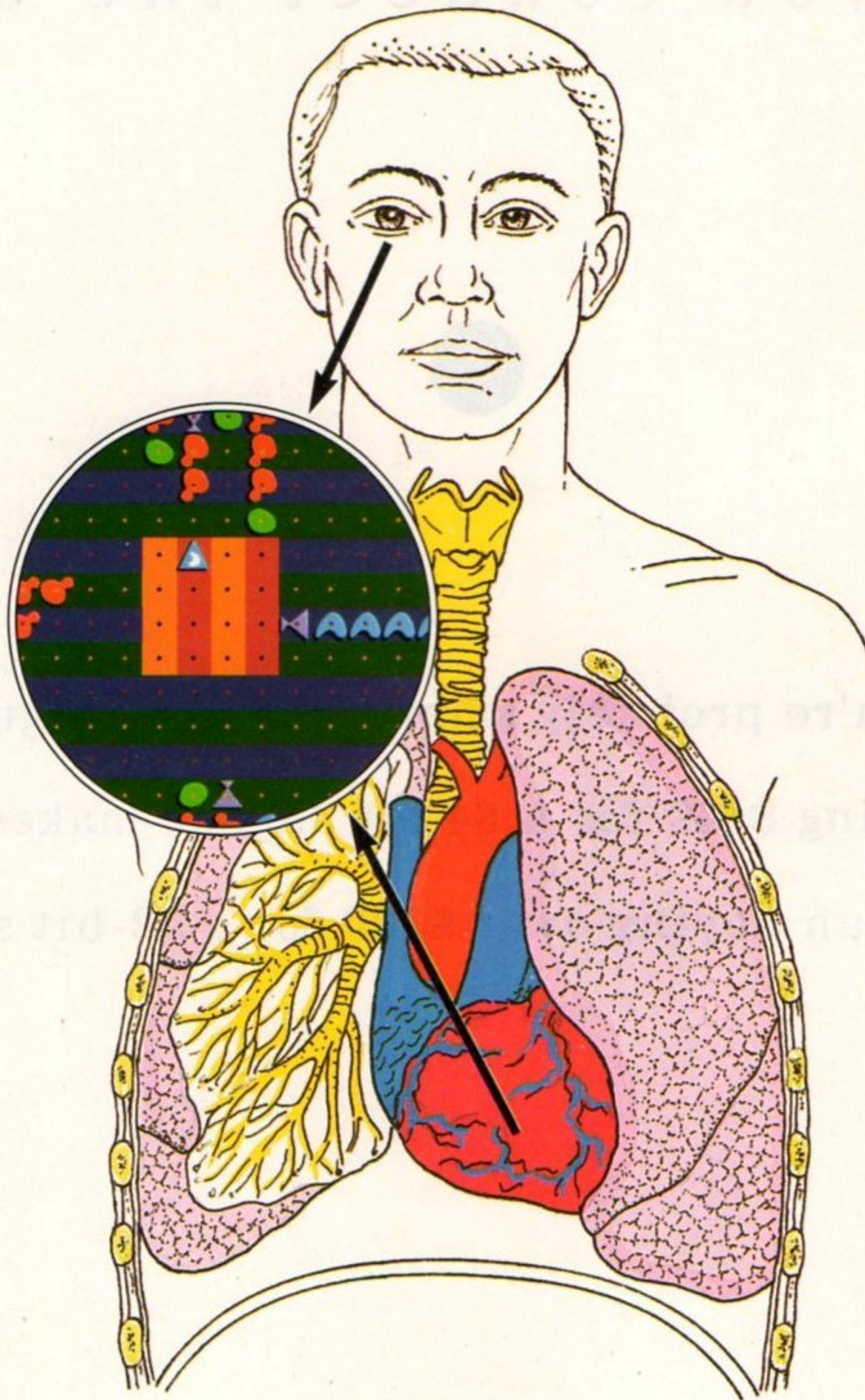


(Level 9)



(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



Genesis™



Super NES®



Game Boy®



Game Gear™



Macintosh®



PC

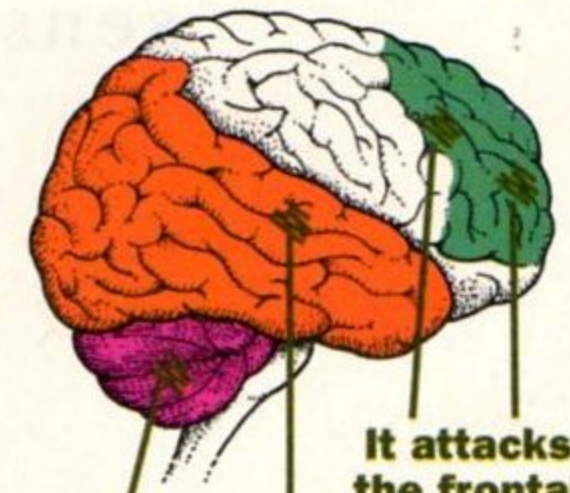


PlayStation™



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

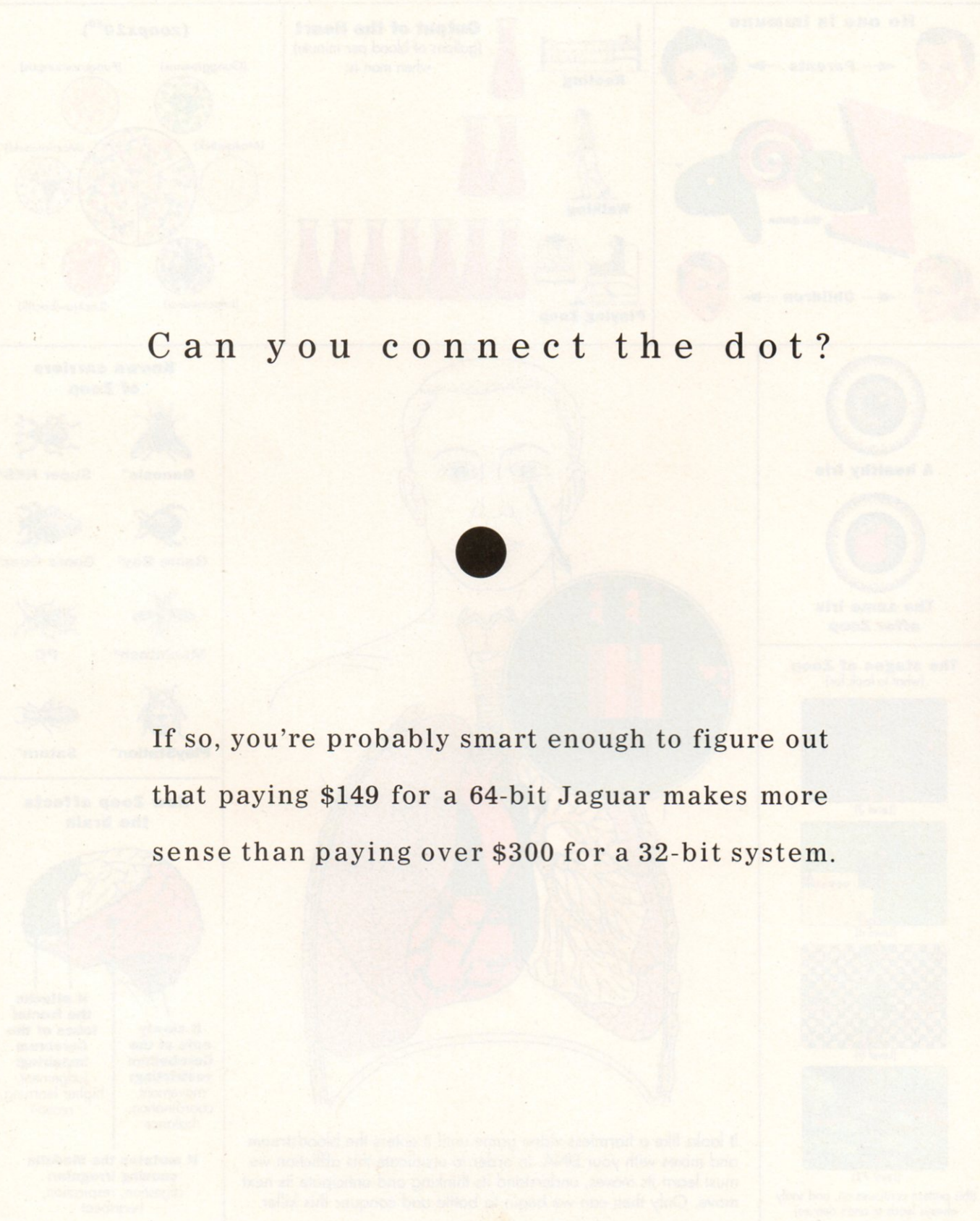


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VIEWPOINT



Legend
Graphics
Control
Play mechanics
Music
Originality



NOVASTORM
 PLAYSTATION
 SONY INT. • CD
 SHOOTER

Boy oh boy. I just LOVE FMV shooters, let me tell you. When compared to the other three Novastorm incarnations on PC, 3DO and Marty, the PlayStation version comes out on top in terms of length, video quality and playability... but who CARES? I honestly don't care for games in which you scoot along through rendered landscapes blasting enemies that don't quite match the background. Sure, everything has collision, great... but this genre just has to go away.

G C P M O 72

I must have been one of a dozen (or less) people stateside that played and loved this game (when it was named "Scavenger 4") years ago on the ol' Marty system, and ever since I've been waiting for a powerfully revamped version. This new offering does more than justice to the awesome original. More bosses? Yes, please! Rendered backdrops, awesome music and CG cinemas? Don't mind if I do. Psygnosis took a great game and made it even better. Splendid, simply splendid.

G C P M O 92

I've played this game now on four different platforms: 3DO, Marty, Sega-CD, and now the PS. My conclusion? Well I'd say the PS has almost too much power for Novastorm. It seems the coders could get so much on the screen that they put the equivalent of two levels' worth of sprites on one. They just dart in and out constantly, never hangin' around to fight. You just power-up spin and shoot. Sure looks purty though!

G C P M O 75

JUMPING FLASH
 SCEA • CD
 3D PLATFORM

Before I begin this Viewpoint, let it be known that I am scoring Jumping Flash based on the Japanese version. Because we have not yet seen the American version, we do not know what changes SCEA has made to this transcendental game. Going solely on the chance that Sony doesn't change JF much, I can safely say that this is the best use of a 3-D environment in any game, ever. Imagine playing a platformer in massive, multi-layered, intelligently layed-out 3-D landscapes. Sounds like joy, no? JF is easily one of the most entertaining games I have ever played... while it lasts. Yes, this otherwise flawless CD suffers from the 32-bit curse of extremely short length. Even so, this is THE reason to buy a PlayStation.

G C P M O 95

Jumping Flash will go down in history as one of the most monumentally innovative games of all time. This is by far my favorite 3-D game, and it's a platformer of all things! In fact, behind Yoshi's Island, this is my second favorite action/platform game of all time. The 3-D movement is sheer perfection. Add to that simply brilliant graphics and very clever control characteristics and you have the quintessential ideal 3-D environment. It started as an experiment, and developed into the perfect hybrid of platform action and 3-D immersion. Awesome!

G C P M O 96

This is definitely one of the most innovative 32-bit games we're likely to get this year. Like Bug!, it attempts to take the action platform and give it an added dimension, but it definitely works better in Jumping Flash. The graphics are simple but effective, and I love the game's little surprises, such as the Doom-ish level. I will say one thing, though, that music is incredibly annoying. I know everyone else enjoys it, but, well, whatever. And a genre is born...

G C P M O 88

WIPEOUT
 PLAYSTATION
 SONY INT. • CD
 RACE COMBAT

Psygnosis has a plethora of strong PlayStation titles in their arsenal, but Wipeout is my personal favorite. Any game that can make my stomach roll is a winner in my book. Together with its amazing 3-D and vast selection of hover crafts, allowing you to tune your game perfectly, Wipeout sports some of the coolest twists, turns, jumps, and bumps I've ever had the pleasure of negotiating. The Total Recall meets Blade Runner locales... perfect. What a game!

G C P M O 90

Wipeout is, to me, much more impressive to watch than it is to play. My key gripe about this otherwise amazing game is its incredibly "floaty" control. The graphics and music are some of the most impressive I've experienced in a long time, which makes the advanced control so much more of a let-down. Of course, there are those who adore the control in this hover-racer, and I wish more power to 'em (as he should-Ed). I like my rubber on pavement.

G C P M O 86

Wipeout has stunning graphics, an incredible soundtrack, and pretty cool play mechanics. I love the variety of hovercraft and courses (but let's face it, that last one was a bad idea). It may take you a while to get used to the inertia-licious control, but once you do you'll definitely enjoy it, unless you have no patience at all (cough cough STALKER cough cough). Best home racing game ever, and definitely a reason to buy a PlayStation, if this is your genre.

G C P M O 93

MK3
 PLAYSTATION
 SCEA • CD
 FIGHTING

What's to say except this is a PERFECT translation of arcade ver. 2.1, other than three things: 1) (not too bad at all) loading time between fights, 2) the extremely obnoxious load pause during Shang Tsung's morphs, and 3) some minor voice dropout. If you don't play as Shang Tsung (or disable morphs), this is everything you want: the combos, the gore, the digitized graphics, the gore, the beautiful cinema screens, the gore... you get the idea! P.S.: The soundtrack's bass effects are unbelievable; better than the arcade!

G C P M O 92

I certainly wasn't much of an MK3 fan when it debuted in the arcades, as I tend to steer clear of over-hyped games. In fact, I really missed the whole MK3 craze. However, I have to give Williams all the credit in the world for their collectively flawless conversion onto the PS. Everything about this version is superior to anything else out there: the control, the graphics, the sound - you name it! The gameplay is truly impressive here, because there is literally no discernible difference between the PS version and it's quarter-slurping big brother. Flawless Victory...

G C P M O 95

Whether you're an MK 3 arcade fan or not, you can't help but be overwhelmed by the perfection of this translation. Now that I can take it home, this is a game I will truly play in depth. Everything has been retained in this spectacular rendition, and I particularly noticed how rich and bassy the music is... krank it up! I have a feeling this will be one of the biggest PS system sellers this fall. Aside from the Shang Tsung morphing situation, I can find next to no faults here.

G C P M O 96

ESPN EXTREME
 PLAYSTATION
 SONY INT. • CD
 3D RACING

I really, really wanted to like ESPN Extreme. With everything this game had going for it, from the next-gen 3D BG's to the unique game play environment, it was a game that could have cracked the top five on PlayStation... to me it just didn't make it. I feel that the game play is a bit plastic and doesn't have the immersive feel of Road Rash. The realism is great but this game seems to lean too heavily on memorization of obstacle layouts and not on pure, all-out, reactive movement. I can see how others would appreciate Extreme, but the style isn't for me.

G C P M O 75

ESPN Extreme Games is one of the select few sports games that I'm actually partial to. The first thing you'll notice when you see this game in action is the fluid scaling and 3-D graphics. I was encouraged enough by the general look of this game to play it to death. The reason I dig ESPN Extreme is because it's one of the few sports games with which non-sports game people (like me) can just sit down and have a good time. I recommend it, even if sports isn't your thing.

G C P M O 85

Extreme's learning curve may be frowned on by some, but I don't expect to beat a game the first time I play it. I'm glad it's tactical. The execution in this game is brilliant. The characters aren't lame blue screen actors, they actually know how to ride, skate, board, and luge. Besides this long overdue attention to detail, SIE has also seen their way clear to bless Extreme with some great 3-D. My only hoggle... I do not want to kiss the trophy girl.

G C P M O 82

After playing the PS version of Rayman I didn't think it could get any better, but it does. Is it just me or is this version a touch faster? I like the cool FX at each level's end and I love the new intro. The developers cared about this game, and it shows. The game itself is as vast and fun a platformer as you'll ever play, and the music is at times incredible, but always good. I guess I can start looking forward to the sequels now... as soon as I find that last Electroon...



G **C** **P** **M** **O** **97**

To start, let me say that I am so unbelievably pleased that Capcom of Japan reprogrammed the atrocity that was the American arcade game and turned it into real SF. To spend the time to not only completely re-code the thing, but add in animation frames that were missing from the coin-op shows that Capcom truly cares. That said, I still couldn't get excited about this game. I felt it was too slow and the digitized graphics were still (generally) cheesy...but what the heck it's SSF2T with a few more moves, a better way to spend the afternoon than with most other games!



G **C** **P** **M** **O** **84**

I'll play as many corridor games as you can plug in to my Saturn as long as they offer me something new and different, and Robotica does. Rather than just laying waste to helpless humans and scary monsters, in Robotica, you must use strategy, as well as skill, to reach your goal. The 3D effects, soundtrack, and CG's are all fitting examples of 32-bit power. My only complaint is a lack of diversity, but it's understood, as the game must stay true to its theme.



G **C** **P** **M** **O** **80**

I may not be a VF fan (I'm more into SF/MK/Neo-Geo), but this particular version held my attention. A truly great game makes you say, "I can't believe the system is doing this," and that was my constant response to VF 32X. The frame rate is basically perfect with no flicker or nothing... it feels just like the coin-op. The audio is as good as I've heard on the 32X. The four new camera angles are actually USEFUL. A marquee addition to the 32X library! (Such as it is.)



G **C** **P** **M** **O** **91**

In the wake of the spectacular PS version I was hoping the Genesis version would be extra special, and it truly is! Whatever tricks Williams used to get the extra colors on-screen, it was worth it. The game is reasonably smooth and I only noticed a few rough areas. A solid and complete home edition of the coin-op, this just shows the everlasting capabilities of the 16-bit workhorse Genesis. When you consider that Shang Tsung is busted in the PS version, this is the better-playing version.



G **C** **P** **M** **O** **91**

Lunar marks my fond farewell to the Sega CD. I actually waited for the translated version this time rather than playing through the import as I normally do. Lunar EB is as good a 16-bit RPG as you'll ever play if you can look past the drama-draining modern day jokes that really break the mood. I don't know who Lunar 2 is aimed at but I felt a tad insulted at times. That's why I play imports. RPG's are my escape, and should be commercial free.



G **C** **P** **M** **O** **90**

Okay... I would really appreciate someone letting me know where Ubi Soft, a name not exactly synonymous with cutting-edge, wholly original titles, obtained the power to create Rayman. On each platform this title has appeared on, it has been one of the best games... and the Saturn is no exception. This version features FMV cinemas, speedier gameplay and more special effects than any other rendition, and consequently is the definitive Rayman. If you own both a Saturn and a PlayStation, I would buy the Saturn version... but the differences are indeed minimal.



G **C** **P** **M** **O** **95**

If I had to describe Street Fighter the Movie in one word, it would be "surprising." Good news, Street Fighter purists... and bad news for fans of the heinous arcade game: This plays exactly like SSF2T. Capcom took the arcade Super Turbo engine, plopped in the digitized characters from the arcade game, whipped up some average music and new backgrounds, added "Special" moves - attacks in-between normal moves and Super moves - and shipped it out. Well, to Acclaim anyway. All in all, a not-unpleasant mixture of hyper-hurtin' American digitization and cool, familiar Japanese gameplay.



G **C** **P** **M** **O** **85**

Break away from the commercial blood squirting 3-D adventures of the 90's, and step in to some big steel. I love scootin' around rather than walking with a cheesy (and by now completely over-used) pistol. I won't miss that lame head in the bottom middle of my screen either, twitchin' to and fro. This is a really cool game that regenerates its maps each time you play. It's not overly testosterone pumping, but a great way to just kick it and get into a groove.



G **C** **P** **M** **O** **80**

At first glance, VF32X looks very, very painful, probably because I'm totally spoiled on the Saturn version. In true AM2 style, however, the 32X version plays identical to the coin-op, and comes loaded with new features: multiple colors, several camera angles, and a cool tournament mode. 32X owners will probably love it, but it goes without saying that the die-hard gamer must have the Saturn edition.



G **C** **P** **M** **O** **80**

The venerable Genesis may be limited in terms of aural and visual power, but that doesn't mean it can't handle a close translation from a super hi-tech game. The sights and sounds in the Genesis-borne incarnation of MK3 may need some work, but it's an excellent port, all things considered. Cramping all of the arcade game's gameplay and abundant features into a 16-Bit cartridge must have been like moving a mountain. My hat goes off to Williams for a brilliantly executed (albeit quite scaled down) translation. I'm no MK3 worshiper, but I really got into this one!



G **C** **P** **M** **O** **90**

Reviewing this undeniably mighty RPG is painful for me, as I am faced with the greatness of Game Arts' staff of ultra-talented artists, musicians, game designers, and scenario writers, and the pain of Working Designs' writers. The Japanese Eternal Blue ranks as one of the best games ever made, yet WD broke the magic experience point system and ruined the translation with cute playground jokes aplenty. But even after all the injustice EB has been put through, you still HAVE to buy this game if you consider yourself at all infatuated with RPG's.



G **C** **P** **M** **O** **92**

Chalk up four phenom platformers for the Saturn, including the as-yet-unreleased-in-the-US, CK2. Is Rayman the best of the bundle? It's anybody's race. CK2 is visually shocking, but short (I scored it too high as it came in last minute, thinking it would be longer), Astal is a Van Gogh, and Shinobi is well, Shinobi. Rayman has it all, huge levels filled with hidden secrets, amazing art, a superb soundtrack, and length to burn. The gameplay continues to expand as the huge game unfolds, and by the end of the massive adventure, you're so vigorously tuned in, you'll be looking for Electroons under your bed. Fantastic!



G **C** **P** **M** **O** **95**

Hard-core fans of the arcade SF: The Movie may be disappointed with the home version of the game, but I feel this game blows away the coin-op. This game combines decent digitized graphics with blissful Super SF2 Turbo gameplay. Although the elevator "muzak" nearly put me to sleep, the SF Alpha-esque voice samples and the multiple super moves more than made up for it. If you like digitized graphics and Street Fighter 2 gameplay, your game has arrived.



G **C** **P** **M** **O** **82**

Although I'm not the biggest fan of Doom-style games, I did enjoy this game. I really liked the dark, futuristic theme of Robotica, and the 3-D scaling was smooth as silk. The graphics are detailed, the PCM music is ultra-moody and the control is great. I really liked how the levels change every time you play it - this gives the game a long replay value and a high degree of challenge.



G **C** **P** **M** **O** **85**

This game should be titled Virtua Fighter plus. With six camera angles, tournament mode, and the ability to manipulate the ring to any size, this is almost like a sequel. Although the polygon count is far from the Saturn's, the characters look great and the animation is identical. SOA's even got the sound chip turnin' and burnin'. I must say this game was a pleasant surprise. I didn't expect VF32X to be all that it has become. With the new low price and the deal on this game, the 32X may get its second wind.



G **C** **P** **M** **O** **85**

MK 3 Genesis stands as (what I believe to be) the best translation possible on the Genesis. The 32-megs are packed to capacity with all the elements from the arcade, no missing voices or music this time! You'll be amazed at the amount of on-screen color, especially during the static full-screen character shots. Of course the game graphics are a bit grainy and the sounds have a bit of static, but remember this is Genesis. If you own only a Genesis, then this should be at or near the top of your Most Wanted list.



G **C** **P** **M** **O** **92**

This is without a doubt the best Sega-CD game ever, and Working Designs deserves many commendations for bringing it out here. However, their bad habit of taking serious text and turning it into cutesy-stupid silliness cost it quite a few points with me. Also unnecessary was the added difficulty. The game takes 40+ hours to beat in its original form, after all. As bad as the translation is, this is still a spectacular game, full of excellent music and animation, and is easily one of the best RPG's of all time.



G **C** **P** **M** **O** **90**



RAYMAN SATURN
UBI SOFT • CD
ACTION PLATFORM



SF THE MOVIE SATURN
ACCLAIM • CD
FIGHTING



ROBOTICA SATURN
ACCLAIM • CD
3D ACTION



VIRTUA FIGHTER 32X
SEGA • 24 MEG
FIGHTING



MK3 GENESIS
WILLIAMS • 32 MEG
FIGHTING



LUNAR 2 SEGA CD
WORKING DESIGNS • CD
RPG

GAME OF THE MONTH

YOSHI'S ISLAND
SNES
NINTENDO • 16 MEG • FX2
ACTION PLATFORM

What words can be used to describe Yoshi? One immediately springs to mind - perfect. Perfect gameplay, perfect graphics, perfect music. Looking back at previous GameFests, it seems a dreadful sin that we gave Donkey Kong Country a perfect "100"... Compared to this further affirmation of Miyamoto's title as God of Gaming, I would give that game a 50, tops. Any gamer would be mad to pass this cartridge up, one of the handful of truly perfect games ever produced. Mario is back, and we already know we don't have to wait another five years for his return... life is good.

G C P M O 100
10 10 10 10 10

There really just aren't enough superlatives in the English language to describe Yoshi's Island. Incredible graphics, innovative play, tons of depth, and a great value... but that description doesn't even come close to doing it justice. I dinged it at one point for Mario's annoying screech (a more open-ended map would have helped, too), but other than that, this is nearly a perfect game. Definitely the best action-plat since SMB3 and probably even better than that.

G C P M O 99
9 10 10 7 10

Perfection, and nothing but, is what you'll find here. There is so much game play innovation I could cry, and at every turn you'll find a new enemy, environment, graphic effect, or game play technique. Some of my favorites are when you start pushing the snow-packed boulder down the hill, the machine-gun spitting, the little Mario invincibility/cape power-up... the list goes on forever. Possibly the best platform game of all time, and definitely the best game of '95 so far.

G C P M O 100
10 10 10 10 10

DRACULA X
SNES
KONAMI • 16 MEG
ACTION PLATFORM

At first glance, Dracula X for the SNES disappointed me greatly. It didn't match up to any of the 16-bit Castlemanias: Castlevania IV, the original Drac X (Still the best Castlevania ever) or Bloodlines. Then I looked at it from the average gamer's standpoint of having never seen Dracula X. This didn't work, however, 'cause they probably did see IV and Bloodlines. What else was there to examine...? The gameplay, which is just as fun and involving as any other Castlevania. With no trademark Konami effects or special touches, Dracula X has to rely on its music and gameplay to hold it up, which, unfortunately, just isn't enough. Though still a very fun and challenging game, X is no IV or Bloodlines.

G C P M O 82
7 8 7 10 7

The Belmont Bloodline continues... It was definitely a relief to finally play another SNES-based Castlevania game, but I came away slightly disappointed in the end. It's a very nice game, but it has its weak points. The graphics, although good, could have been MUCH better - especially given Konami's past achievements. Regardless, I was overjoyed to hear those outstanding "Perfect Selection" music tracks. Sights and sounds aside, I got into this game for a while but it didn't exactly floor me. Dracula XX is a solid title, but nothing spectacular. 32-Bit versions, anyone?

G C P M O 84
7 7 8 9 8

Once I got over my initial disappointment with the lack of the multi-directional whip and swinging from CV IV, and the deletion of multiple characters from the PC Engine, I took a look at Drac X for what it is... still purely INCREDIBLE. With an award-deserving music score, rich and full backgrounds, and the game play I love, this stands as the second best SNES game of the year. MANY paths add true replayability... Even if this isn't the pinnacle of Castlevania, it's better than 90% or more of all other platformers!

G C P M O 93
9 10 9 10 7

KING OF FIGHTERS '95
NEO GEO
SNK • 250 MEG
FIGHTING

KOF '95 is not only the second-best fighting game of '95, just behind Street Fighter Alpha, but it is the best Neo-Geo game ever. The art, in my opinion, eclipses anything ever seen in traditional hand-drawn video game graphics, the effects will make you gape in wonder at SNK's five-year-old "24-bit" system, the music is powerful, and the gameplay is perfect. If there is anything wrong with '95, it is that the damage is set a bit too high. '95 is also the best reason to buy a Neo-Geo I can think of. Well, maybe the Samurai RPG comes close, but it doesn't come out until December...

G C P M O 97
9 10 8 9 7

KOF '95 is the best NEO-GEO fighting game I've ever played. Although I feel 24 characters in a fighting game is WAY too many, that still doesn't take much away from this superlative Neo fighter. The graphics are fantastic, the animation is very smooth, and the music rocks, but the best part of KOF '95 is the gameplay. While KOF '95 has some wild combos and super moves, the game still has a polished and cohesive feel that all blockbuster fighting games are known for. Way to go, SNK.

G C P M O 95
8 9 9 9 8

Last year's world-beating fighter gets its first annual relaunch, and what an upgrade it is! When you consider an entire new team, team editing, and the spectacular new backgrounds and animation, it adds up to my second favorite fighter of year behind only SF Alpha. In certain ways I think King is better than Alpha, especially the BG's...how is it the Neo-Geo, at least three years older than CPS II, beats it hands down? King's biggest problem is the damage control. 3/4 life for a combo WHICH DIZZIES is outrageous. Please fix that next year, SNK.

G C P M O 94
10 10 9 9 8

GEN-32

SHINING WISDOM
SATURN
SONIC SOFTWARE • CD
ACTION RPG

I remember wishing Shining Wisdom would ultimately be somewhat of a 32-bit powered Zelda. Imagine my surprise when it surpassed my expectations. SW is as deep an action/RPG as I have ever experienced, encompassing vast labyrinths locked with riddles, an endless assortment of weaponry, special items and magic spells to burn (literally), and CG graphics on EVERY sprite. The soundtrack is equally impressive for PCM. I'm right in the middle and can't wait for the break to enjoy the rest. Why is this game not even announced here? It's a shame, really.

G C P M O 95
8 10 10 9 10

After "SONIC!!" Software Planning's first foray into the "Shining" series (Shining Force CD), I had dubious expectations for Shining Wisdom. I needn't have worried at all, it seems - Sonic's Zelda... er... tribute is an excellent, lengthy, if graphically unremarkable, action/RPG filled with unique concepts, a cool story and ultra-smooth CG characters. After the last Zelda clone released, Crusader of Centy, this is a welcome change. SW smokes Centy and is near enough to Zelda's glory to demand a purchase by any Saturn owner.

G C P M O 90
8 9 9 7 7

The folks at Sonic Team have studied the Zelda series, and learned their lessons well. Shining Wisdom isn't quite as well thought out as that legendary series, but outside of Zelda it's the top in its genre. The graphics don't get good 'til later on, but the music rocks throughout and it has a pretty clever storyline. I just wish you could equip boots and a sword at the same time.

G C P M O 92
8 7 9 9 5

GEN-32

D'S DINER
SATURN
ACCLAIM • CD
INTERACTIVE ADV.

At first I wanted nothing to do with D's. It's FMV, well, amazing rendered FMV, but still, FMV. Then I played it and realized, it can actually work! This game is just so masterfully orchestrated that even though it's on a set course you totally get into it. Believe it or not, it's actually kinda scary. If D's comes out here (which it should and surely will) pick it up, and play in the dark.

G C P M O 80
8 10 10 7 9

Pure, unbridled FMV POWER! I can honestly say D's is the first FMV game I've ever actually enjoyed... and the first game that actually scared me. Though tortuously short, the two-hour-tops fully rendered D's experience is worth the cover price. No cheesy, lame American actors and mundane storylines are to be found here - in fact, there is no acting, the storyline is gradually revealed through the visuals - just total Japanese joy. The Saturn version includes a few snippets of extra footage and the video quality is about 10% better, but other than these the 3DO and Saturn version are identical. Let's hope that Acclaim is smart enough to bring this deserving game to the US...

G C P M O 92
9 10 10 9 9

No one's denying that D's is short and easy, but it's definitely a masterpiece. I really can't explain to you how a genre (interactive movie) that's produced almost nothing but crap could have an innovative, imaginative, astounding title like this. It doesn't even matter if you hate this genre, you WILL like this game. At least give it a chance!

G C P M O 90
9 10 10 9 9

GEN-32

NIGHT STRIKER
PLAYSTATION
TAITO • CD
SHOOTER

NightStriker was one of my favorite arcade games way back when. It's nice to finally see an EXACT translation. It may not be too impressive to look at by today's standards, but don't pass it up if you're interested in shooters! The gameplay is still as enjoyable as it was years ago in the arcade version. All that's missing is that big clunky arcade stick! A true piece of history comes home.

G C P M O 80
8 8 7 7 8

YEAH! Finally a perfect translation of my favorite arcade game of all time! Honestly, though, Night Striker is a 100% perfect version of an arcade game that today is painfully dated, with its hyper 16-bit scaling objects and severely one-track gameplay. The game ends in less than ten minutes, too... not my idea of shooting joy. If you absolutely loved the arcade game, than by all means pick this up - it is, after all, perfect. I, though, will pass.

G C P M O 70
5 7 5 5 5

Yes, Night Striker is a perfect translation of the coin-op. But so what? Does anyone really want to relive the awful scaling, screeching music, and twitchy control of the arcade? This would have been pretty cool in '89, but those days are far, far behind us. As if that wasn't bad enough, it's incredibly easy as well.

G C P M O 60
3 4 5 2 5

**Build it.
And they will come.
Then you can
kill them.**

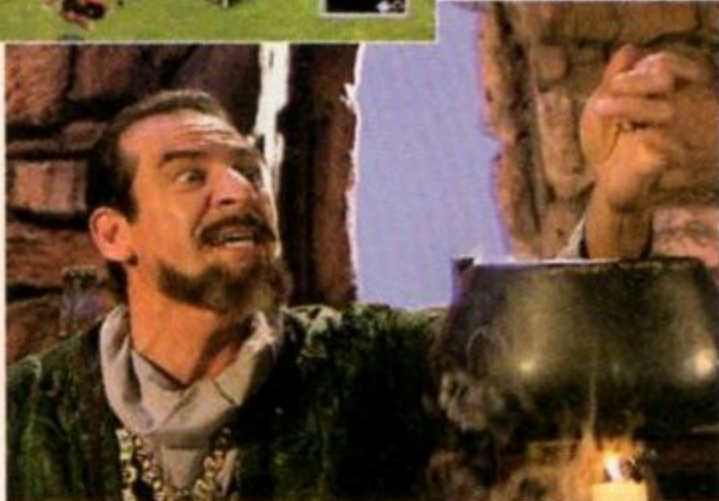


Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.

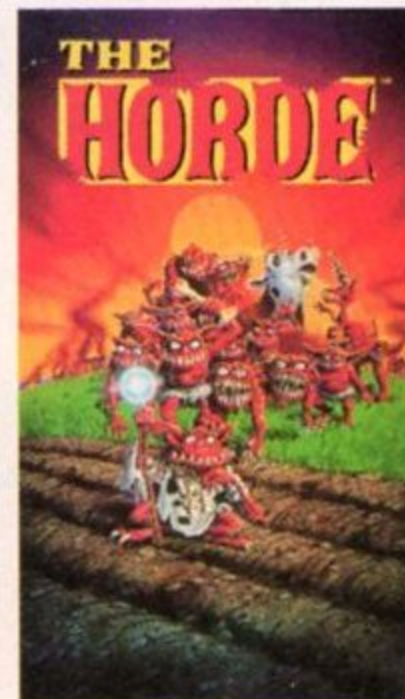


You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

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).



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 300™ review.)

Graph	Sound	Control	FunFactor
5.0	5.0	5.0	5.0

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KIDS TO ADULTS



AGES 6+

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do it outside."

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two-player mode she can kick your butt on Game Boy or Super Game Boy®. Your momma is one bad lady. No wonder she wears combat boots.



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Second Prize!
Second prize will win a free GameFan T-Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!
Third prize will win a Game Fan T-Shirt and a one year subscription to GameFan.

Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

CONGRATULATIONS!

to this month's winners:

First Prize:
Jeff Kreger Woodland Hills, CA

Second Prize:
Kwesi M. Adebisi, Fernpak, FL

Third Prize:
Deny Chang, Hollywood, FL

SEND YOUR CARDS AND LETTERS TO:
Hocus Pocus
5137 Clareton Dr. Suite 210
Agoura Hills Ca. 91301



BUG! (Saturn)

Unlimited Continues

To get unlimited continues, complete the entire first act (1, 2, 3, and the finale). Then, when you die and the game recycles, wait until the screen reads "Press Start." Hold the directional pad to the RIGHT and press START. Then, when it says "Start Game" and "Options," do the same thing. Now you will be able to restart where you left off indefinitely.
Jeff Kreger Woodland Hills, CA

GEX (3DO)

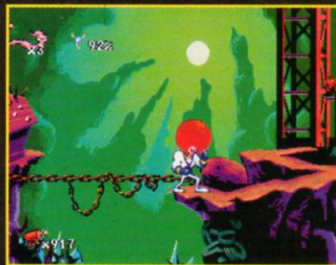
Speed Power Up
To power up Gex's speed, pause the game and enter the following quickly while holding the R button: Left, C, Down, Right, Up, Up, Up, Right, Right, then unpause.
-Kwesi M. Adebisi, Fernpak, FL (or is this FERNPARK??)



CYBERSLED (PlayStation)

Use the Enemy Sleds
To use the five enemy sleds, simply enter the following code at the title screen: Up, Left, Down, Right, Up, Δ, Up, Right, Down, Left, Up, ○.
Now, listen for an explosion to verify the code worked. When you start and go to the char-

ter select screen, just scroll to the right to choose from the CPU enemy sleds!
-Jeff Smith, Texarkana, Texas



EARTHWORM JIM SPECIAL EDITION (Sega CD)

Home grown Jim codes!
Check out these codes! Do them while paused and then resume
Configure:
A+B, C, C, A,
A, B, B, B+C.
Finish: B, B, A,
C, A+B, A+B,
A+B, A+B.

Invincible:
A+B, A+B, C, A, Right, Right, Left, Right.

Jimmy Jim: B, A, A, A, A, A, B, C.
Redhead: C, A, A, A, A, A, B, C.
Energy: A+C, B, B, C, C, C, A, B.
Life: A+Up, B, A, C, A, A, C, B.

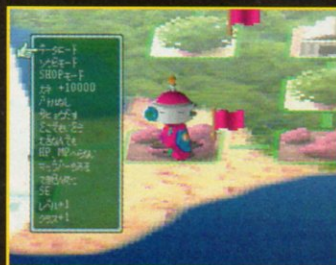
Mapview:
A+B, C, C, C,
A, B, B, B.

Game End:
A+C, A+C, A+C,
A, B, C, B, A

-Nick Jones, Shiny Entertainment

GUARDIAN WAR (3DO)

Cheat Menu
Start a new game or load a saved game. When the menu



screen appears, press the L, R, and C buttons together. The flags should stop flapping. Now, press Up, Down, Left,

Right, and a Japanese text menu will appear. From top to bottom, the options are: Load Game, Equip Characters, Enter a Shop (where you can buy any item in the game), +10,000 Gems (can be used repeatedly), No Battles, Coordinates, Free Movement, Use All Attacks in Battle, God Mode, and a Map.

X-MEN 2 (Genesis)

Level Skip
To skip levels, pause the game and enter: Left+C (repeatedly), Up, Up, Left, Down, Down, Right, and C.
—Deny Chang, Hollywood, FL

GameFan Exclusive!



MORTAL KOMBAT 3 (SNES)

The following code is entered from the main menu (the one with START and OPTIONS). Cheat Menu #1 (Kool Stuff): U,U,D,D,L,R,A,B,A.



MORTAL KOMBAT 3 (Genesis)

The following code is entered from the main menu (the one with START and OPTIONS): Cheat Menu #1 (secrets): A,C,U,B,U,B,A,D.

(Look for ALL the Killer MK3 codes in MORTAL KOMBAT 3 COMPLETE, coming from GameFan Books in October)

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STREET FIGHTER ALPHA WARRIORS DREAMS

ALL THE ENDINGS!



RYU: The wandering warrior defeats Sagat, his greatest enemy. The heart of this valiant fighter will never rest!

KEN: He and Ryu are happy together once again, but Ken must now leave for America. There he meets Eliza.



CHUN-LI: She defeats Bison, but she has underestimated him. Bison punches her, sending her to the hospital. When she recovers, she will seek the man who murdered her father!

ROSE: In one giant effort Rose summons ALL her soul power to defeat Bison. She has won, but at what cost? Bereft of her soul, she dies, and tragically Bison lives....



CHARLIE: The army hero has defeated Bison, the drug kingpin. Charlie radios in for back-up... but he's too slow. Bison has recovered and he captures Charlie, taking him prisoner. Will Charlie live or die? Remember Guile's story in SF II....

BIRDIE: He is now "the strongest Street Fighter in the world." Bison is impressed and offers him a place in Shadowloo.



GUY: The good-hearted bushin karate warrior has defeated Bison, destroying a truly evil man... or has he? Bison may yet live and exact revenge upon Guy.

SODOM: He has rebuilt Mad Gear! He unveils the "new" name of the group, which is written in ancient Japanese lettering. The other Mad Gear members laugh at him!



ADON: The learner is now the master. Adon beats his teacher Sagat. Bison asks Adon to join Shadowloo, Adon tells him to forget it. Bison is offended, now they will fight!

AKUMA: He thinks about Gouken (Ryu and Ken's master who he murdered) and Goutetsu (the old man who was Gouken's master). There is no one left to challenge Akuma!

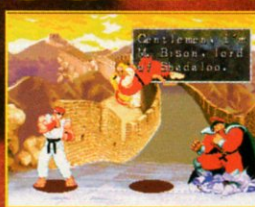
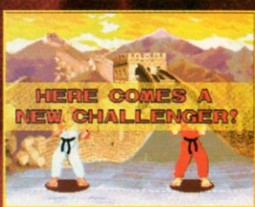


SAGAT: He beats Ryu, but his thoughts are still troubled... could Ryu have been holding back? Bison tells Sagat to forget Ryu. Sagat joins with Bison, Vega, and Balrog.

M. BISON: He has slain Rose, the one who was stalking him. Now no one can stop Bison from conquering the world.

DAN: He has beaten Sagat, and his father would be proud! Bison offers Dan a place on Shadowloo, and Dan turns him down.

NEW CODE: PLAY RYU & KEN VS. BISON!



Press player 1 and player 2 START at the same time and hold them down. Press Up, Up on both sticks, then release both Starts. Press Up, Up again on both sticks. Finally, hit Jab on player 1 and Fierce on player 2 simultaneously. Ryu and Ken (together) will fight Bison!



The TRUE Origins Of Dan

Sorry, we had wrong info last month, here's the truth! Dan's father Go Hibiki trained with Gouken and Sagat. Go and Dan's fighting style is Muay Thai & karate. Sagat killed Go after Go took his eye during a fight. Now Dan wants revenge for his father's murder, and Sagat is still mad about his eye.



RAYMAN™



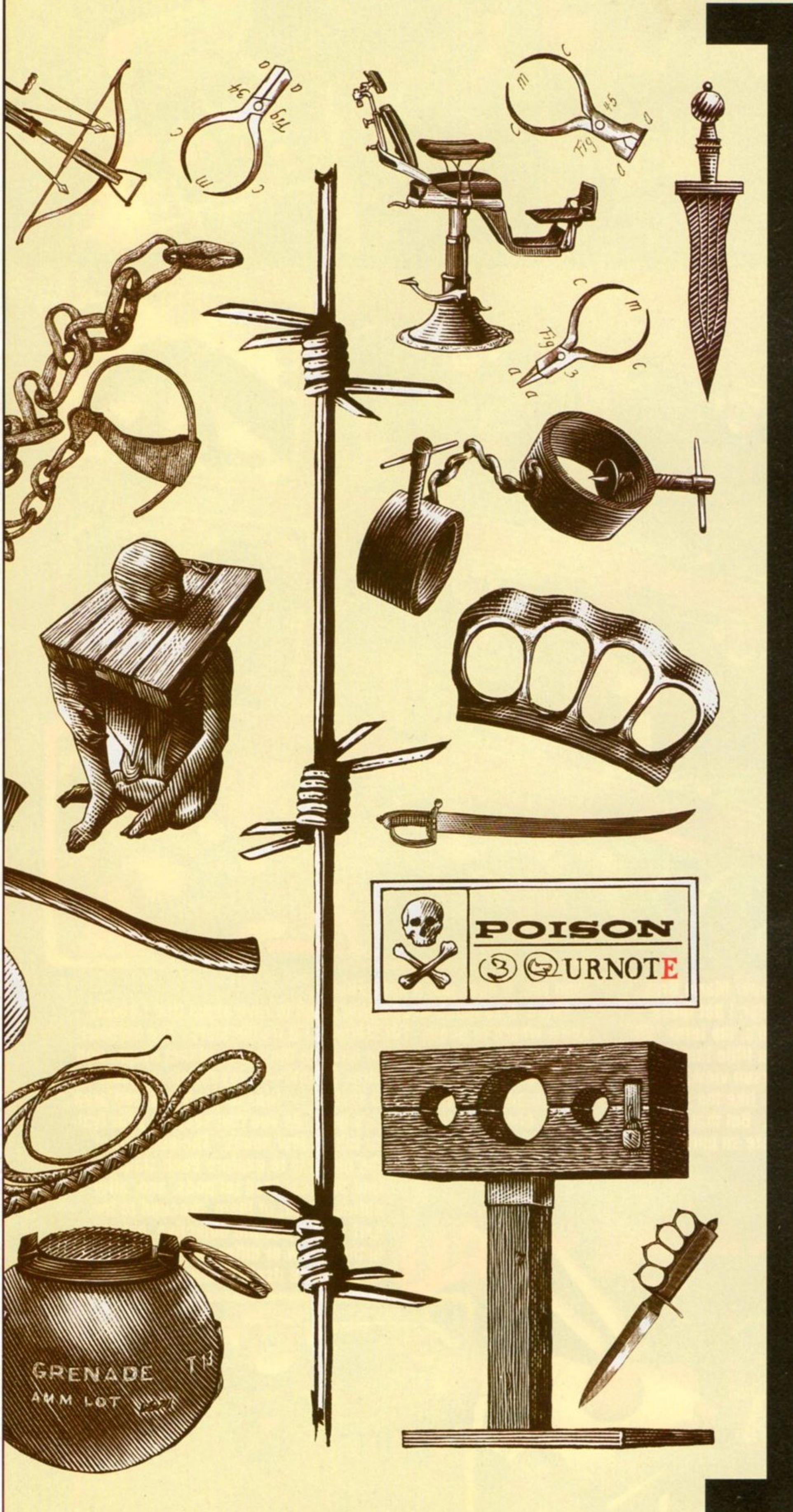
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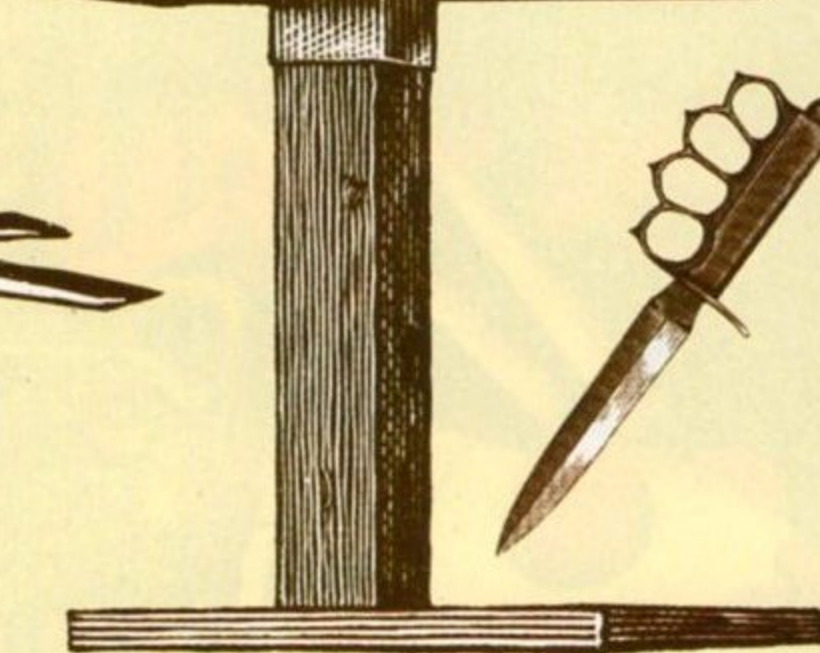
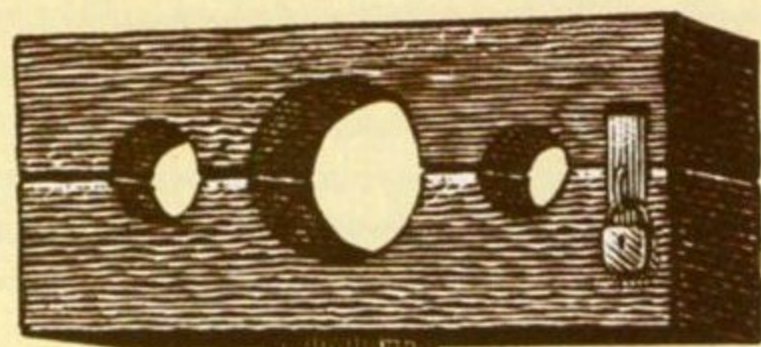
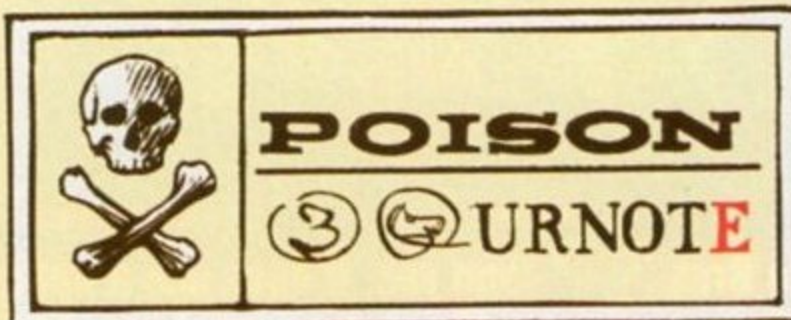




ROZRU



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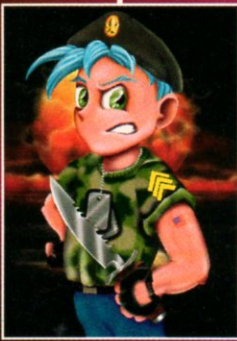
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PLAYSTATION NATION

R
REVIEW



DEVELOPER - SCEJ
PUBLISHER - SCEA
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - OCTOBER



EVILLIGHTS
BOING, BOING, BOING,
BOING, BOING, BOING,
BOING, BOING.



I can still remember the day I was playing Super Mario Bros. and thinking to myself, "You know, sooner or later, I bet these types of games will be in 3-D!" In the late 1980's, the term "VR" was still relatively unheard of, but I had my own little fantasy of playing an action platform game with a first person view, where a controller was replaced with "simpler" devices like the Action Pad or Power Glove... Of course, I was an idiot. But that doesn't change the fact that the type of game we all were so patient in waiting for has finally arrived in the form of Jumping Flash on — what else — the PlayStation

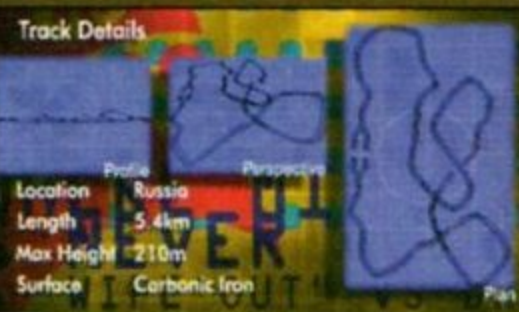
(and yes, it does use a controller). There is so much in Jumping Flash to rave about that I hardly know where to begin. For starters, I'll try the story: The heinous Baron Aloha is attempting to enslave the happy planet Klage, and none other than your character, Robbit — a mechanical rabbit with an amazing propulsion system — flies to each troubled area to liberate it from Aloha's grip. As you can see, it's your typical game story, give or take a few nouns. The purpose of the game is to explore each stage to find the scattered jet pods, and, after collecting all of them, proceed to the exit. A worthwhile objective, but still nothing new or different... until we get to the game itself. (cont'd on pg 134)

Jumping Flash!



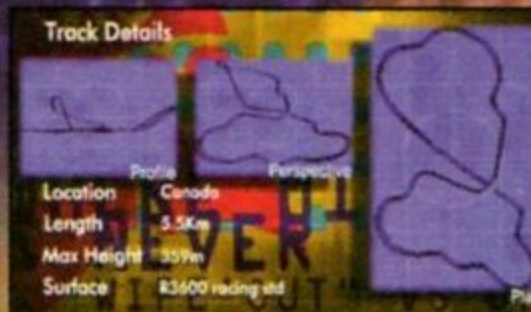
KORODERA

Wipeout's industrial level has stunning graphics, and very sharp turns. There are no straightaways here, but the curves near the finish line are pretty tame, so go as fast as you can there to make up for lost time.



ALTIMA VII

Learn the basics on this beginner's course. There's only one jump, and nothing too challenging. Just don't get sloppy on the turns...



R REVIEW

wipeout



DEVELOPER - PSYGNOSIS

PUBLISHER - SONY INTER.

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER

Wipeout was probably Sony's biggest surprise at the E3... It had incredible graphics, tons of courses, and great play control. All this from a British company?

The game's gone through some changes since then, most of them for the better. The excessive pop-ups been removed, and now the game has the most impressive 3-D graphics ever seen in a home video game system, bar none. There are six courses; real courses, not just one course with Ridge Racer style add-ons. And the techno/ambient soundtrack is incredible, one of the best PlayStation soundtracks yet.

Some people might not care for the change in play mechanics. The conventional F-Zero style play control has been replaced with something much more hovercrafty (if that's even a word). You won't get far if you don't figure out how to use inertia- you'll have to start your turns well before you actually get to them and hit the gas at just the right moment for maximum gains. It takes a lot of getting used to, but once you do, you can enjoy it as a racing game with a whole new feel to it. The only problem is that your opponents have no problems with the control at all, making the game excessively challenging.

Wipeout is an incredible title, and one of the PlayStation's best sell points. I can't believe the quality coming out of Europe lately. Frankly, I'm surprised. Remember James Pond, nuff said. Psygnosis certainly kicks butt! -Takuhi



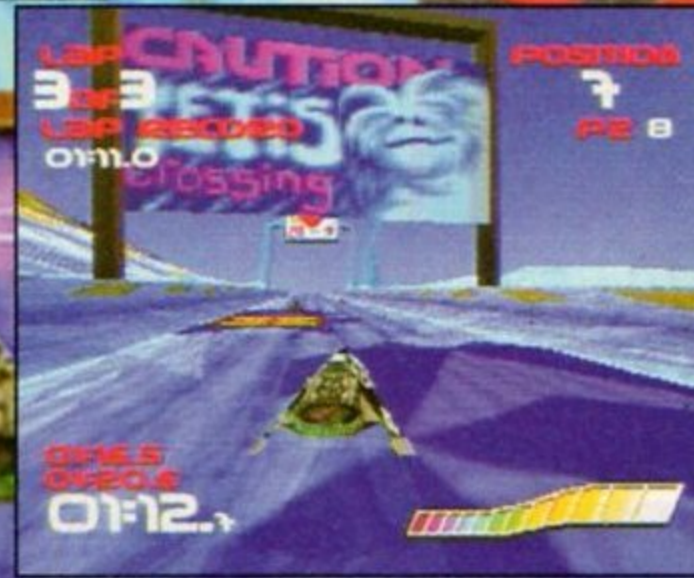
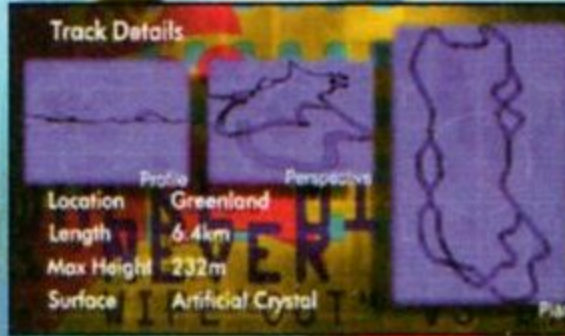
TERRAMAX

Lots of cool jumps on this one, but make sure to take them fast and pull up for the extra distance, because the few-second crash penalty can make all the difference.



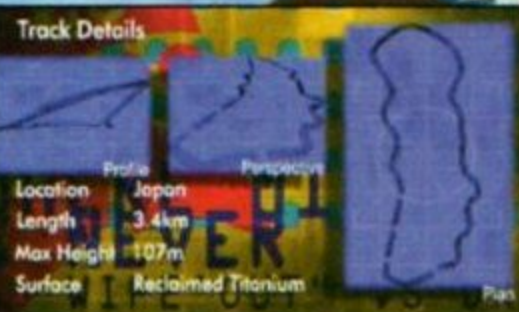
SILVERSTREAM

Now this level's a treat. You're a hovercraft, darn it, but that doesn't make you immune from sliding all over the place on the ice. Very difficult. Choose a heavy car and take it slow.



KARBONIS V

This one can be tricky. The turns are difficult, and the thin, winding paths make passing enemies very difficult. Use your weapons and shields wisely.



ARRIDOS IV

There's nothing too tough in the track itself here, but your opponents are so skilled by this point that you have no margin of error. Memorize the layout of the two caves; you have almost no visibility while you're inside.



ESPN Extreme Games

R REVIEW



DEVELOPER - SONY INTER.

PUBLISHER - SONY INTER.

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER



SLASHER QUAN
Extreme takes Road Rashin' to the next level... Astonishing graphics, but I'd say the game play's not quite perfect.



TWO PLAYER SPLIT-SCREEN



THE PRESS DOESN'T LIKE YA!



UPGRADE YOUR WHEELS WITH CASH

When I heard Sony Imagesoft developed this benchmark product my mind went into seizure...but it's true. In many ways, ESPN Extreme represents a new frontier in 32-bit 3-D riding/combat games.

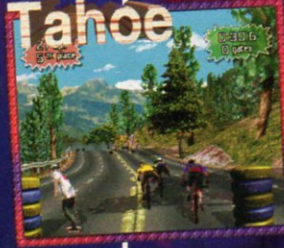
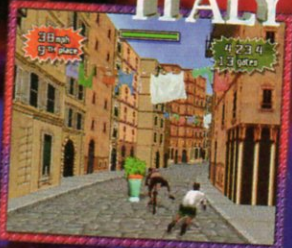
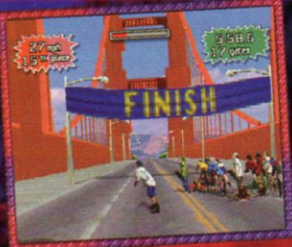
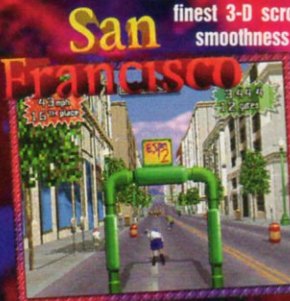
Road Rashers looking for the next step in brutality-on-wheels will be right at home with Extreme. Each event pits bikers, rollerbladers, street lugers, and skateboarders in a blistering combination of racing and battle. You can choose any of the four modes of transport, and each handles and controls differently and realistically. While skidding, swerving, juking, and catchin' air you'll have to turn the opponents into street meat with punches and kicks. If you're feeling especially hostile, you can also pulverize the occasional chicken...then the goo and feathers really start flying!

The five tracks throughout the world represent some of the finest 3-D scrolling backgrounds ever, with all the smoothness and high frame rate you expect from

the PS. The textured landscapes are incredible and there are plenty of obstacles, hoops to jump through, and trains to flatten you.

Extreme excels in its amazing environment, but the game play is a bit more questionable. The handling is very touchy and requires skill and patience to master. If you're into this genre Extreme is a must buy, but I grew a bit frustrated with the difficulty and the general play mechanics. It's very hard to make a run for first and there are some areas where the obstacle layout crosses the lines of sanity. For instance, barrels zoom onto the screen and you need hyper-split-second reactions to survive without leaving your eyeballs on the asphalt.

I'd consider ESPN Extreme one of the most innovative games on the PlayStation. However, there are jillions of elite games scheduled for the PS in the first two months alone... So if you have fond memories of Road Rash and Skitchin' you should do the Extreme thing but otherwise take it for a test spin first. -Slasher Quan



Lake Tahoe

South America

ITALY

Utah



DARKSTALKERS

P
PREVIEW



DEVELOPER - CAPCOM
 PUBLISHER - CAPCOM
 FORMAT - CD
 # OF PLAYERS - 1-2
 DIFFICULTY - INTERMEDIATE
 AVAILABLE - NOVEMBER



Okay, so after raking its creative genius across our face with the amazing polygon-based Resident Evil, Capcom also shows us its ultimate CG power in...DarkStalkers? That's right! Check out the all-new computer graphics intro. First you're treated to a bitchin' full moon with bats flying out. The bats fly into Demitri's rendered coffin, then you flash to Morrigan's eye. There's also a jammin' rock song complete with lyrics to accompany the new intro, yeah, trouble's on the way! (By the way, the old intro's still on the disc, so if you prefer the traditional animation no prob.)



The game is still very early, there are four characters currently working: Demitri, Morrigan, Lord Raptor, and John Talbain. At press time most of the game play features from the coin-op had been inserted, including most of the moves, the famous "Special" meter, etc. However, certain elements such as actual fireballs weren't in yet. Considering how early this version was, it will be quite a feat for Capcom to pull this puppy together in time for the November launch, but the way I see it, if Capcom can do CG in a Japanese anime-style power fighter, it can do anything!



There's really no question about the graphics and sound, DarkStalkers should be absolutely indistinguishable from the arcade. If all the animation is cleaned up, the game play smoothed out, etc., this will be one of the most exact translations ever. Stay tuned, children of the night! -Slasher Quan



SLASHER QUAN
 Could be one of the most perfect arcade translations ever!



TWISTED METAL



P
PREVIEW



DEVELOPER - SINGLE TRAC

PUBLISHER - SONY INTL.

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



TAKUMI
HURTING OTHERS AND DRIVING IRRESPONSIBLY... WHAT MORE TO LIFE IS THERE?



Similar to Destruction Derby, but with guns and ice cream trucks and pedestrians, Twisted Metal is a non-stop opportunity to hurt people. And that's a good thing. Successfully recreating both the driving experience and the shooting people experience (and at the same time!), Twisted Metal is everything that Quarantine tried to be. In fact, a taxicab's one of the choices. But in addition to the usual driving game fare, you can pick a motorcycle, semi, ice cream truck, humvee, and 8 other highly wacky vehicles. It's the vehicle variety that makes Twisted Metal great. Each requires a totally different strategy; you can just slam right into and crush everything to pieces in the semi, but you'll quickly find yourself splattered all over the track if you try this little trick with, say, the motorcycle. Every car has its own special weapon, as well as a collectable assortment of missiles, rockets, and land mines. You definitely get to see the dirty side of vehicular combat in Twisted Metal. Smashing your enemies will produce black smoke, oil slicks, and dropped car parts, not to mention permanent damage. If you take a ramp without all four wheels,



SWEET TOOTH

DRIVER: NEEDLES BARK

While it drives like a hot little on wheels, this baby is POWERFUL. Watch out for its napalm ice cream cones!

DRIVER: NEEDLES BARK

He escaped mental patients, Sweet Tooth's man on a mission. He has entered Twisted Metal in hopes of gaining the one prize that doesn't come from this way of life: the world's best friend.

YELLOW JACKET

DRIVER: CHERRY BONE

Speeding in from the mean streets of New York, Yellow Jacket is one of this year's most well-rounded competitors.

DRIVER: CHERRY BONE

An old and hairy cab driver from the streets of New York, he has entered Calypso's contest to learn what happened to his son, a young man who disappeared 20 years ago.

DARKSIDE

DRIVER: MR. USA

A massive vehicle with awesome power, but slow in operation.

DRIVER: MR. USA

A monstrous creature who usually is pulled back when it gets too bulky. His home, Calypso can help him destroy an army of powerful if could destroy the world.

CUTLAW

DRIVER: SGT. BOB BERTS

A sharp, dependable car with a chase ramp weapon that can be counted on to pull Sgt. Roberts out of the deadliest of battles.

DRIVER: SGT. BOB BERTS

A good cop in a world gone mad, he has entered the contest in hopes of forcing Calypso to put an end to Twisted Metal once and for all.

THUMPER

DRIVER: BOCK

The heaviest of the law riders, this car is tough and big, able to escape from the roughest of neighborhoods.

DRIVER: BOCK

A passionate fan from the streets of LA, he's got one last shot at taking his neighborhood out of the war zone.

CRIMSON FURY

DRIVER: NIGHT STORM

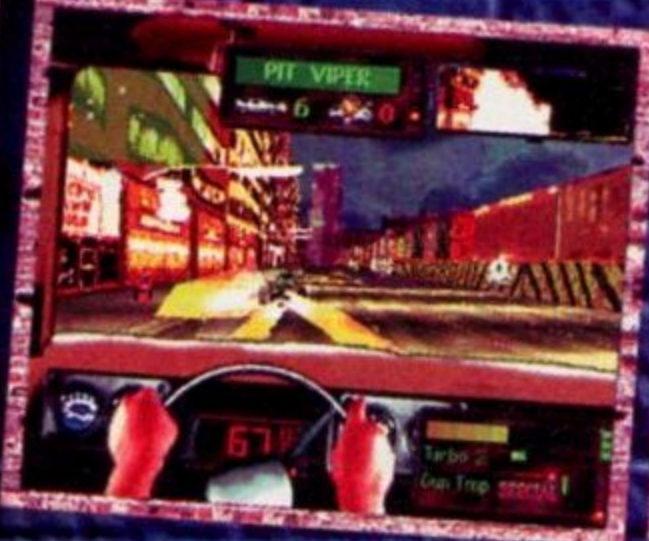
Sharp and SUPER FAST, Night Storm has been this sports car can lead by an underdog freedom fighter in this year's contest.

DRIVER: NIGHT STORM

Use his prize to claim an object that could liberate the world.



it'll send you spinning, and unlike your typical PlayStation racing game, every hit to a wall adds up. The game has a great feel to it. It's probably the first racing game I can recall playing that lets you drive in reverse, allowing you to slam into a wall, then screech right back out of it in reverse (driving in reverse even controls backwards, like in a real car). The hits are realistic, and the game carefully judges the speed and angle of both cars before it decides the effect of the collision. The courses are the most impressive part of Twisted Metal. Culminating in a city that's 8 scale square miles, the courses offer impressive graphics, minimal pop-up, and lots of opportunities to pull off tricky driving maneuvers to get behind the foes that are pursuing you. You can cut through parks, drive on the sidewalk, and mow down pedestrians in the cities. Hurting others and driving irresponsibly... What more to life is there? -Takuhi



PIT VIPER

ANGELA FORTIN
A woman leading a double life. She is competing for 1 million dollars in cash.

SPECTRE

SCOTT CAMPBELL
Scott Campbell is a restless spirit who hopes Calgoso's contest can make him whole again.

HAMMERHEAD

DR. & MISS
A stolen monster truck that crushes its enemies under its giant tires. It handles for crud, but its power is awesome!

ROAD KILL

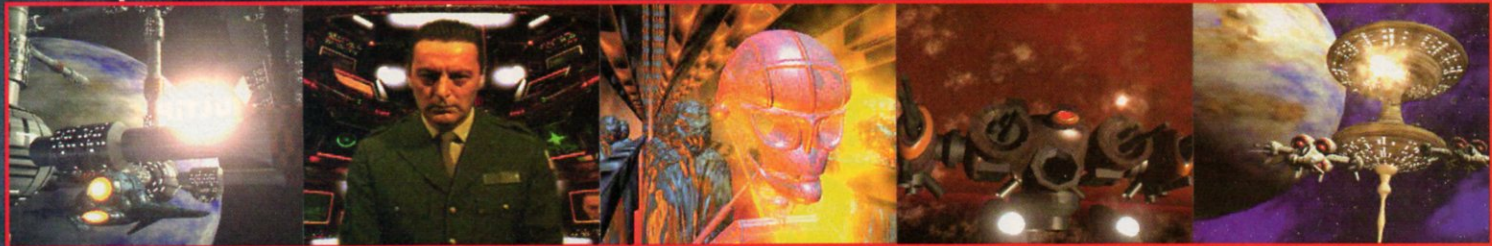
DRIVER: CAPT. SPEARS
Pieced together from many junkyard hulks, Road Kill is a heavily armored demolition in derby on wheels.

MR. GRIMM

MR. GRIMM
A fast, highly maneuverable chopper built to go the distance. Besides handling, this vehicle carries a weapon from the other side.

WARTHOG

COMMANDER MASON
Slower than most of this year's competitors, but with a mean special weapon and a heap of armor, it doesn't need to be fast.



R REVIEW



DEVELOPER - PSYGNOSIS

PUBLISHER - SONY INTER.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT. 8



THE STALKER

No words can describe how unrivaled the rendered FMV is in this game.

RE FRESH



Novastorm, the infamous 3-D blaster, is finally PlayStation bound! It took a while to seal the deal, but Psygnosis is finally nearing its release of one of the coolest (and most under-rated) shooters ever.

A few of you well-informed gamers out there may remember the "original" version of Novastorm: Scavenger IV, one of the coolest games to ever hit a Japanese PC. Of course, practically no one stateside has an FM Towns Marty system, which means that no FM Towns game will get much ink over here. Finally, American gamers got a chance to play this game on the 3DO, somewhat after the fact, with some lousy changes made. Now, this awesome 32-bit nomadic title is getting a complete facelift to hit the PS sometime soon after launch.

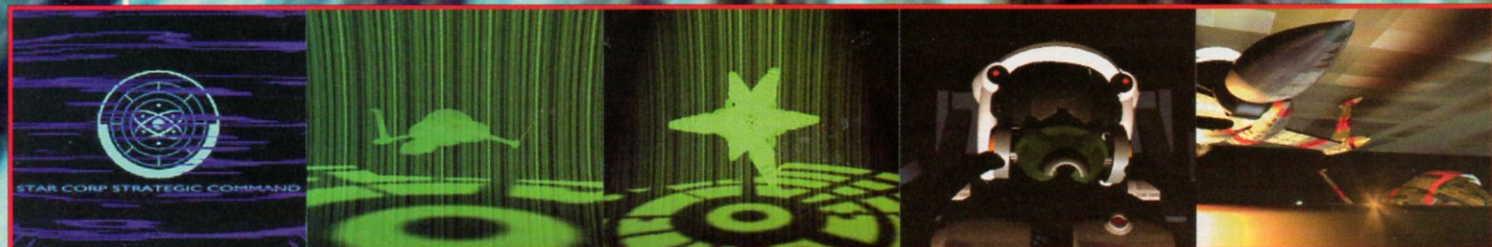
The previous 3DO version, as you may recall, was very cool but the control was just WAY out there. Fortunately that's far from the case with this newer version. You'll find that the super cool PS controller handles beautifully with a game like this, as your ship can now maneuver with near pinpoint accuracy and do so without the sliding and tumbling found in the 3DO version. Also improved upon was your ship's weaponry. Now you have "smarter weaponry." The new lasers and power-ups are simply devastating. The basic changes made to this game were very good, but the addition of some more killer level bosses was pure genius. Best of all was the addition of short CG sequences where

you watch defeated bosses go off like a pack of firecrackers.

The graphics in Novastorm (keeping with the tradition of Scavenger) are truly magnificent. The CG backgrounds and backdrop scenery (now with full collision detection for added realism) are now powerfully rendered. The scaling is super smooth and even faster-paced than the blazingly fast Marty and 3DO versions. You may notice the distinct "LaserActive"-style contrast between the sprites and the backgrounds. I happen to love this effect, as its being here only further makes Novastorm true to the original. One feature that shines on the PS is the incredible Philosoma-type FMV, which rolls by at key junctures (usually right before a boss appears). Everything else in Novastorm looks quite impressive, and the old laser weaponry and CG explosions never looked so good.

I'm pleased to say that the sound is just about perfect! NOTHING has been lost in the translations, and only quality enhancements were made. The sound effects and voice are just as powerful as ever and the music is superior.

I was a huge fan of Scavenger IV years ago, and I wasn't let down in the slightest with this new incarnation (despite Psygnosis' not using Scavenger as the title). The bosses, the gameplay and the weapons make this game worth playing over and over. I recommend this title to any and all who appreciate the old school power of Marty, the glory of 3-D PlayStation rendering... and the excitement of a great shooter. -The Stalker





Mind numbing three-dimensional mechanized combat erupts on the PlayStation! In Assault Rigs, you take the controls of a souped-up vehicle loaded with deadly weapons in an all-out dash through 50 combat zones. You'll put your strategic skills and shooting reaction time to the ultimate test when you enter the high-tech game zones.

The competition is actually played out over a "World Net," and all the competitors within the game are gamers themselves. In this respect, Assault Rigs is a game based on video games!

Assault Rigs is packed with awesome graphics using the coolest 3-D tools available. Psygnosis promised to perfectly recreate the "crucial feeling of being right in the middle of the action," and it looks as if they have done just that.

-The Stalker

Assault Rigs



P
PREVIEW



- DEVELOPER - PSYGNOSIS
- PUBLISHER - SCEA
- FORMAT - CD
- # OF PLAYERS - 1-2
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - OCTOBER



P
PREVIEW



- DEVELOPER - PSYGNOSIS
- PUBLISHER - SCEA
- FORMAT - CD
- # OF PLAYERS - 1
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - SEPTEMBER



Look for Terry Pratchett's PC smash hit, Discworld, to show up on your PlayStation. Centering around a mass of comic capers, Discworld is a puzzle-based game turned into a hilarious graphic adventure!

Discworld is based on the British novels of the same name. In the game, the fantasy world is turned inside out with bizarre sequences and scenarios intended to break the norm and avoid cliché. You'll see dragons,

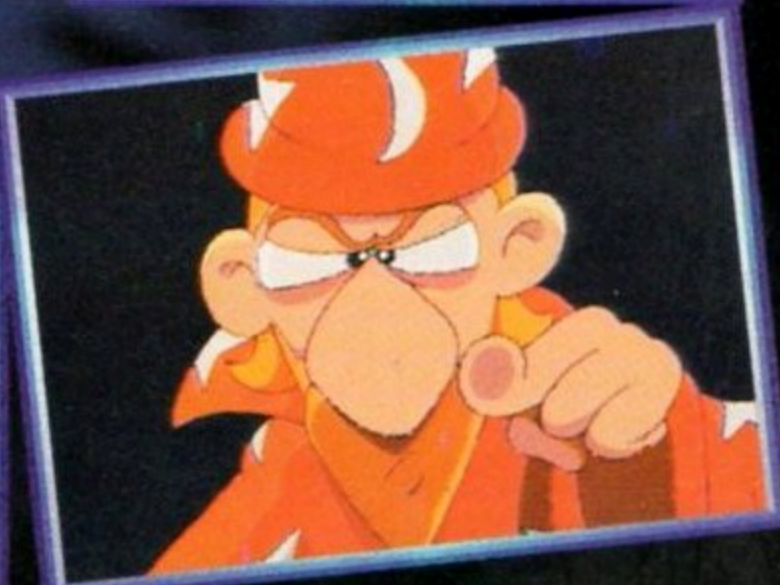


wizards and all of the other regulars found in pulp fiction fantasy books.

Look for some wonderfully animated graphics and special effects throughout. Also, get ready for the hilarious host of voice actors: Jon Pertwee from "Doctor Who," Tony Robinson from "Black Adder" and Eric Idle from "Monty Python." British comedy finally spawns a video game... I say there, good show, old boy.

-The Stalker

DISCWORLD



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IF YOU FALL WHILE BLADING AT

85 MPH,

YOU COULD GRIND OFF

5 pounds of flesh.



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

LOSE SOME

WEIGHT.

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PlayStation.
u r n o t e



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.



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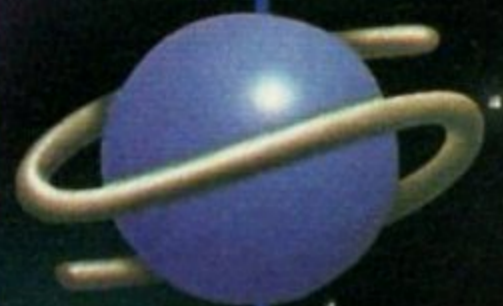
Available on the Sega Saturn™ and PlayStation™ game console.



CRYSTAL DYNAMICS

SATURN SECTOR

P
PREVIEW



SEGA SATURN

DEVELOPER - DATA EAST

PUBLISHER - DATA EAST

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

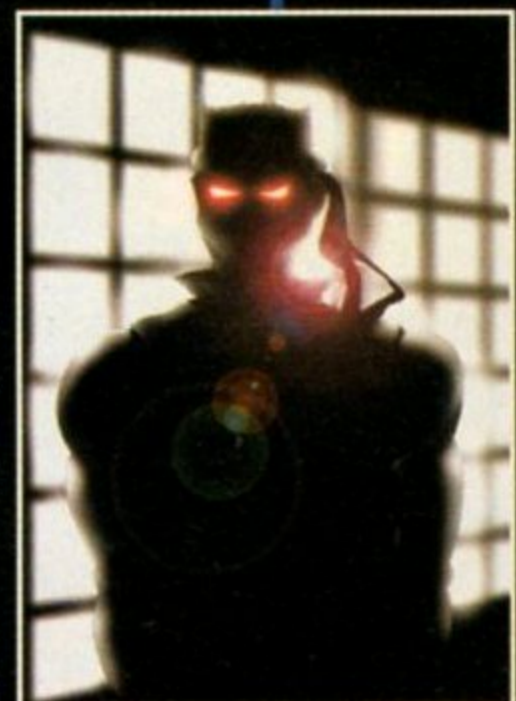
AVAILABLE - OCTOBER

DARK LEGEND



VIEW TO A KILL

Scaling, just like the arcade now available in the home via the Sega Saturn!



TAKUHI

Dark Legends, the first ST-V game, is finally ready for home fighting consumption. If you've played it in the arcades, get ready for a perfect arcade to Saturn translation, and then some. If you haven't experienced the legend yet, get ready for a uniquely weird fighting experience.

Dark Legend is based on some ancient Chinese legend. As no manual came with our EP-ROM, I have no idea as to what this tale might be, just a ton of questions. The characters are a motley bunch — mixed in with the tough guy, the guy who's weak but has long range, and the token female, are some truly perplexing individuals. Personally, I enjoy playing the Xian Wu series... That's right, you get not one Xian Wu, but 3, numbered 2, 5, and 7. 2's a normal fighter who, I was disappointed to note, ends up showing much more cheek than the game's lone female character. 5 is blue and shoots a variety of seafood, a random selection of fish, crabs, and trout. 7 is a lot of like 2, but now employs a little blue dervish to do his attacks. Whatever. Not to mention the blue 4 armed monster that hovers behind his master, wrapping his arms around to block shots and picking him up and tossing him as a projectile.

While the characters in Dark Legend are particularly unique, the control is in pleasantly familiar territory. The moves are simple fireballs, dragon punches, and yoga flames, a cinch to do on the Saturn pad. The combo system is Street Fighter-esque, but not so similar that you know it already. The balance was a bit hokey on the coin-op, but all has been fixed for the home release.

Fans of the coin-op will love the Saturn version, which features two new moves per character and a couple new play modes. The CD soundtrack is spectacular, alternating between traditional Chinese melodies and mystical-sounding techno-rock. Good stuff all around. Until Golden Axe the Duel, and, of course, Virtua 2 come out, this fighting game will keep your Saturn plenty busy. - TAKUHI





R REVIEW



SEGA SATURN

DEVELOPER - UBI SOFT.

PUBLISHER - UBI SOFT

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER



E. STORM
A SPECTACULAR PLAT-
FORMER WORTHY OF
COUNTLESS SEQUELS.



Rayman is the relief that Saturn owners have been waiting for. Sure, we've had some killer games to play, though briefly, that gave us a taste of the Saturn's capabilities. In fact, so far, perhaps too much emphasis has been placed on 'capabilities,' leaving gameplay behind. We have not played a superbly executed, traditional platformer with any real depth... until now.

Platform games have been a long time staple in the industry and a good one can still absolutely consume you. Rayman is such a game. It's hard to find fault with Rayman. It's extremely challenging, yet perfectly balanced, has perfect control and brilliant level design, 10+ graphics, an inspiring musical score, and best of all, it's long... really long. Even the most demanding platform gamer will be in heaven from start to finish.

Rayman opens up with a brilliant, fully animated and narrated cinema, complete with a hilarious story teller. The voice acting here is superb and really sets the tone for the adventure. It's so nice to see designers placing emphasis on intro's again. Rayman is full of such admirable little touches, like individual voices for each character, and at the end of each level, manipulating the backgrounds with an array of

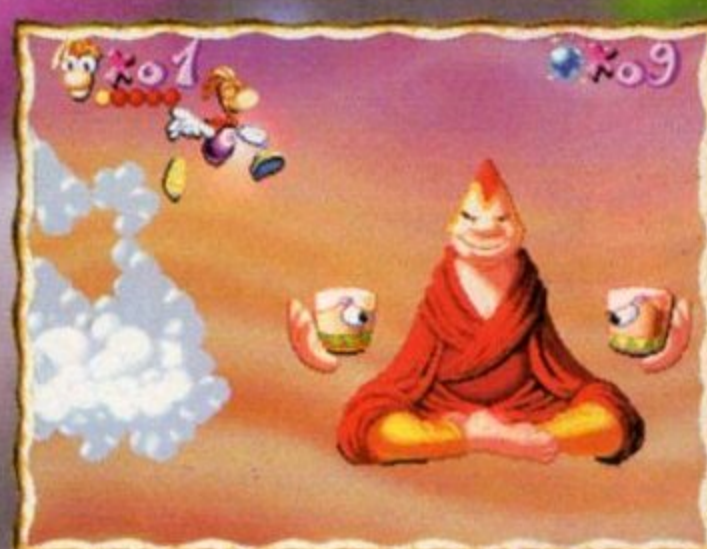
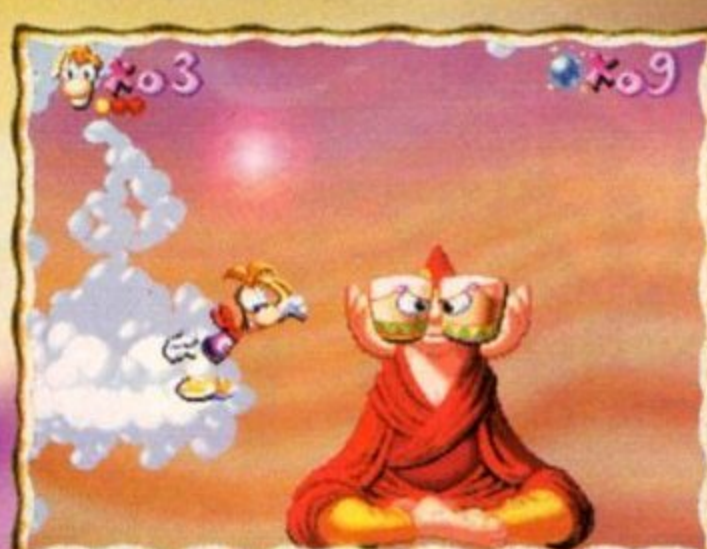
cool hardware tricks.

Graphically, little needs to be said, you can see for yourself this is masterful art. Rayman is packed with spectacular visual stimuli, from the pouring rain, to the winter snow, it's a beautiful game. For some, this splendor alone would be enough, but UBI didn't stop there. Where this game really sparkles is in gameplay, level design, and play mechanics. The game is simply riddled with amazing obstacles and enemies, and the bosses are truly a sight to behold. You may have read elsewhere that Rayman is actually too easy. This insane statement could not be further from the truth. This is a hard game. In order to beat Rayman you must free all of the Electoons, and they are hidden... well. When you complete a level a gold medallion displaying how many you've freed will appear. Only after finding them all can you approach the final guardian, and he's nasty. Just getting through each area, let alone freeing Electoons, can be quite a chore. Perfect jumping skills are a pre-requisite as well as perfect timing.

The bosses aren't easy either. See that big Saxophone? Well, first you've got to dodge him, then, he chases you across a level full of spiked balls, which you must jump, while hitting notes at him, and then finally you'll plummet

RAYMAN





into his lair where he'll take great pleasure in littering the screen with evil little musical notes which you must avoid while he jumps about madly. Easy?... no. Fun?... oh yeah!

So how will you muster the power to defeat such mayhem? At first you have no powers and can only hop about dodging enemies, and then sporadically through the game you'll meet the fairy who will bestow upon you special powers needed to not only proceed, but go back and free the Electroons you left behind.

If Rayman sounds vast, that's because it is. It's 32-bit power applied to genius platforming. And that is what a big part of the next generation will hopefully be. -E. Storm



STREET FIGHTER THE MOVIE



CAMMY



In my humble opinion, Street Fighter: The Movie ranks as one of the best digitized fighting games ever to hit an arcade. Now, thanks to Capcom and Acclaim, Saturn owners will get a chance to play the movie game at home. To me, this Saturn version of SF: The Movie is even better than the arcade game in many ways. "How can this be?" you ask. Read on... First of all, the Saturn version of

SF: The Movie is actually based on Super SF2 Turbo. If you're accustomed to the unorthodox combo system and the "Juggle me all day, why don't you?" gameplay of the coin-op SFTM, prepare yourself for a disturbing shock. All the basic moves, combos, juggling, and Super combos that worked in Super Turbo will pretty much work in this game as well. This game has no selectable Akuma or Blade,

BLANKA



E. HONDA



BALROG



KEN



RYU



SAGAT



GUILE



CHUN LI



ZANGIEF



M. BISON



SAWADA



VEGA



DEE JAY



THE 4 MODES OF STREET FIGHTER THE MOVIE



Guile enters Bison's private living quarters, but



"Colonel Guile, the payment deadline for the ransom is almost here."



VERSUS BATTLE (2 PLAYERS): Take on a friend for some exciting versus play. You can choose different characters, handicaps, and fighting stages each time you start a new match.

STREET BATTLE: In this mode you choose one of 14 characters and fight the other characters in turn. A second player can join in at any time.

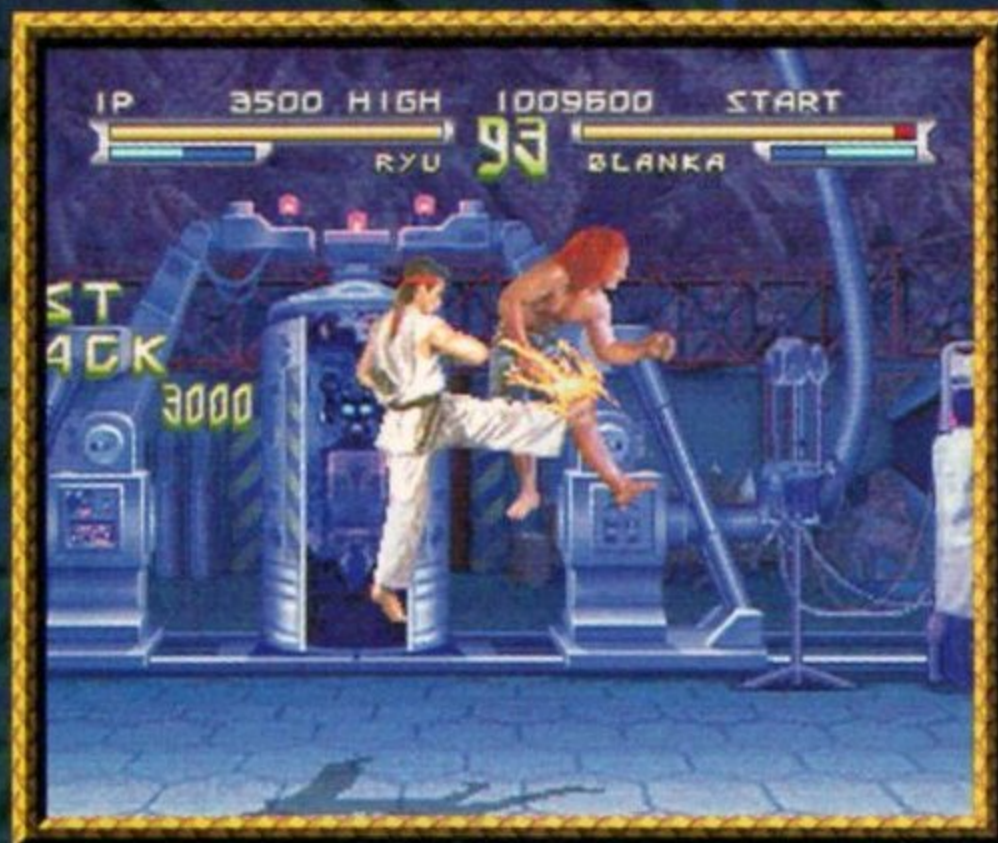


MOVIE BATTLE: This mode follows the storyline of the "Street Fighter" movie. You play as Colonel Guile, communicating with Lieutenant Cammy as you search for General Bison's hideout and guide the allied army to victory. During the game you have

to make selections in various situations. Listen carefully to Cammy's advice and make your decisions. The way the story develops and the enemies that appear depend on the decisions that you make. Take too long fighting one enemy and you may fail, so use careful judgment.



TRIAL BATTLE (1 PLAYER): Try out the different characters and view match data. Choose one of 14 characters and fight the other characters in turn.



no tag team option, no multiple sonic booms, Bison doesn't have his electricity attack, and Cammy no longer has her lasso. Good riddance, I say. In its place is a fighting game where all that uncouth fruitiness has been extricated and now features a precise feel that rewards the purist. One thing I noticed is that the game speed is a bit on the slow side (arcade Super Street Fighter speed). Hopefully there's a code for a speed select hidden in the game somewhere. I also noticed that the attack distances are shorter in SF: The Movie than they are in Turbo (i.e., you have to be closer to your opponent to hit them with your leg or arm). Perhaps it's because digitized characters are more realistic than hand-drawn ones, and therefore don't bend around or stretch out as easily as a game with cartoony graphics. Perhaps, indeed.



Speaking of graphics, the Saturn version of Street Fighter: The Movie has some impressive visuals. This game does have the digitized characters seen in the coin-op fighter, but other than that, everything here is all new. The backgrounds are based on scenes in the movie and they look great (the arcade game also had backgrounds inspired by the motion

picture, but they're different from the home version). The floor line scrolls smoothly and there's many layers of parallax on top of that. The combination of both brings an impressive feeling of visual depth that could have only been done on a 32-bit console. The animation is a bit on the stiff side, but you don't really notice while you're playing. The only flaw I found in SFTM was in the music. This game, unlike the coin-op, was programmed by Capcom of Japan, so I expected to hear some powerful, remixed SF2 music. Instead we get some soft, seemingly Muzak-inspired tunes. The music isn't all that bad, it's just that it sounds a little too benign and soothing to be in a serious fighting game... Oh well. The voice samples, however, are absolutely fantastic. Everything from Ken's "Shoryureppa" and Ryu's "Tatsumaki-Sempukyaku" to Guile's "Sonic Boom" have a cool Japanese-style sound to them. I feel they rank beyond all the SF2 voices and are almost as good as the SF Alpha power-samples.

Street Fighter: The Movie turned out to be a better game than I first expected. It combines realistic digitized graphics and great sound with precise control and proven SF2 gameplay. If you own a Saturn and you like SF2, your game has arrived. -K.LEE

R REVIEW



SEGA SATURN

DEVELOPER - CAPCOM

PUBLISHER - ACCLAIM

FORMAT - CD

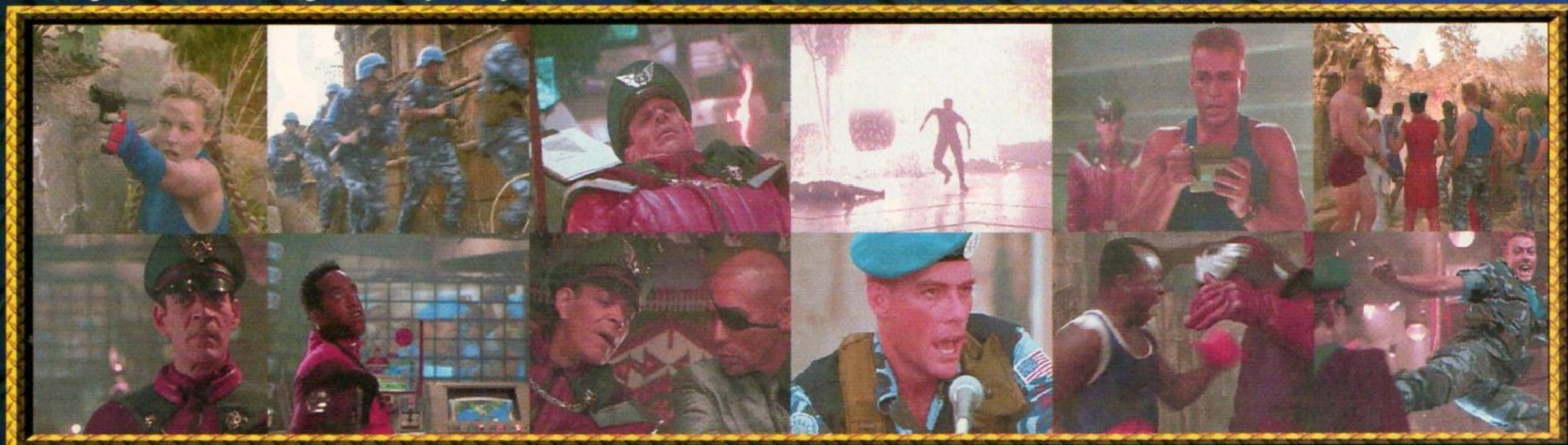
OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - NOW



K.LEE
Street Fighter: The Movie turned out to be a better game than I first expected.



R REVIEW



SEGA SATURN

DEVELOPER - MICRONET

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



E. STORM
ESCAPE INTO THE MIND
OF A MACHINE, EXPLORING
CORRIDORS OF
STEEL.

Known in Japan as *Deadalus*, Acclaim's *Robotica* is a shining example of what a corridor game should be. A few GF editors felt the dark, claustrophobic adventure was too one-dimensional. I see this as one of *Robotica*'s many strong points. The game sets a mood and sticks to it. The WSSS Central Control Fortress, *Deadalus*, is not a colorful place. It's dark, dank, and infested with hazards... *cool*.

The year is 2877, and the earth is facing a new challenge. 800 years ago a single world government was formed creating a new world order. In a chaotic time, the WSSS (World Silent Security Service) was established to thwart disputes and violence. The mission of the WSSS is to protect all of mankind however it sees fit, operating from the central control fortress, *Deadalus*.

In the 800 years *Deadalus* has been active there have been no wars. However, there are those who do not favor its supreme rule. Some worship *Deadalus* as a god, while others bound by old ideas crave freedom. These rebels, known as *Robotica*, have modified a prison colony, fashioning a base for their activities. Modification is complete and now *Robotica* is ready to take full scale action and end the dictatorship of *Deadalus*. That's where you come in... You operate a state of the art *Laocorn*, the most advanced invasion vehicle ever produced. Your mission is to take the base. If you succeed you'll throw the world into chaos, but you are oblivious to this. A mech with a program, that's all you are and this is what the game depicts perfectly.

You feel like a mindless drone in *Robotica* (a real powerful mindless drone) with nothing stored in memory except for the mission you were assigned: destroy *Deadalus*.

As you explore the vast mazes of *Deadalus*, seek out three primary items: the gate key, to activate the elevator to the next floor; the computer terminal, that allows you access to the map; and in many cases, the

light switch. While you're searching for these key items and switches the inhabitants of *Deadalus* will strategically try to stop you dead in your tracks. These nasty robotic creations vary in size, speed, and firepower. Killing them reveals valuable items like ammo, shield repair, laser and vulcan cartridges, etc.; valuable items needed to stay on-line.

You'll also need to keep an eye out for the all-important generator recharge which replenishes your ability to heal, use lasers, and fire missiles. Your boost never runs out and is one of your most useful functions. Finding weapon boosters will increase your firepower but hang around too long in any level and *Deadalus* activates "sweepers." These pesky little droids box you in, then, when destroyed, leave in your path a power down device, which decreases your firepower. I hate sweepers.

These are the *basic* things you will need to contend with. Certain floors require much more. Throughout each floor, mood-setting PCM music resonates, and changes each time you discover the key for that floor.

The 3-D in *Robotica* is pure industrial bliss, encompassing more than just flat walls. Everything has depth and looks convincingly real. *Robotica* is also full of extra touches that further add to the games overall feel of impending doom. Speaking of *Doom*, the two games have little in common. The graphics in *Robotica* are far more sophisticated and the battle is purely machine vs. machine. The adventure is even surrounded with excellent CG cinemas. *Robotica* is not a "Doom clone." It has the feeling of cold steel.

I almost forgot to mention, the layout changes each time you play, so *Robotica* stays fresher longer! Play as often as you like. It's never the same.

Bottom line: If you're into long explorative adventures you simply can not go wrong with Acclaim's *Robotica* and it's available now, so what are you waiting for, 2878? -E. Storm

ROBOTICA

LV11

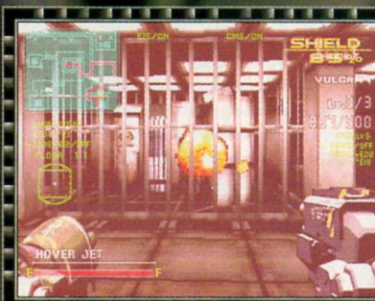
11th FLOOR
DESTROY THE
GENERATOR...



11th floor
-Power reactors-

World Silent Security Service
Deadalus
Central Control Fortress

This floor contains
active power reactors



30th Floor - *Deadalus* Core -

Final destination Target

DEADALUS CORE Attack and destroy!

LV30

30th FLOOR
DESTROY
DEADALUS...



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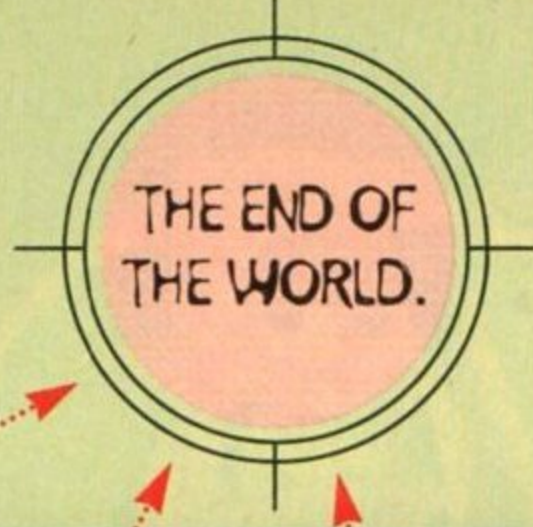


Chrono Trigger™

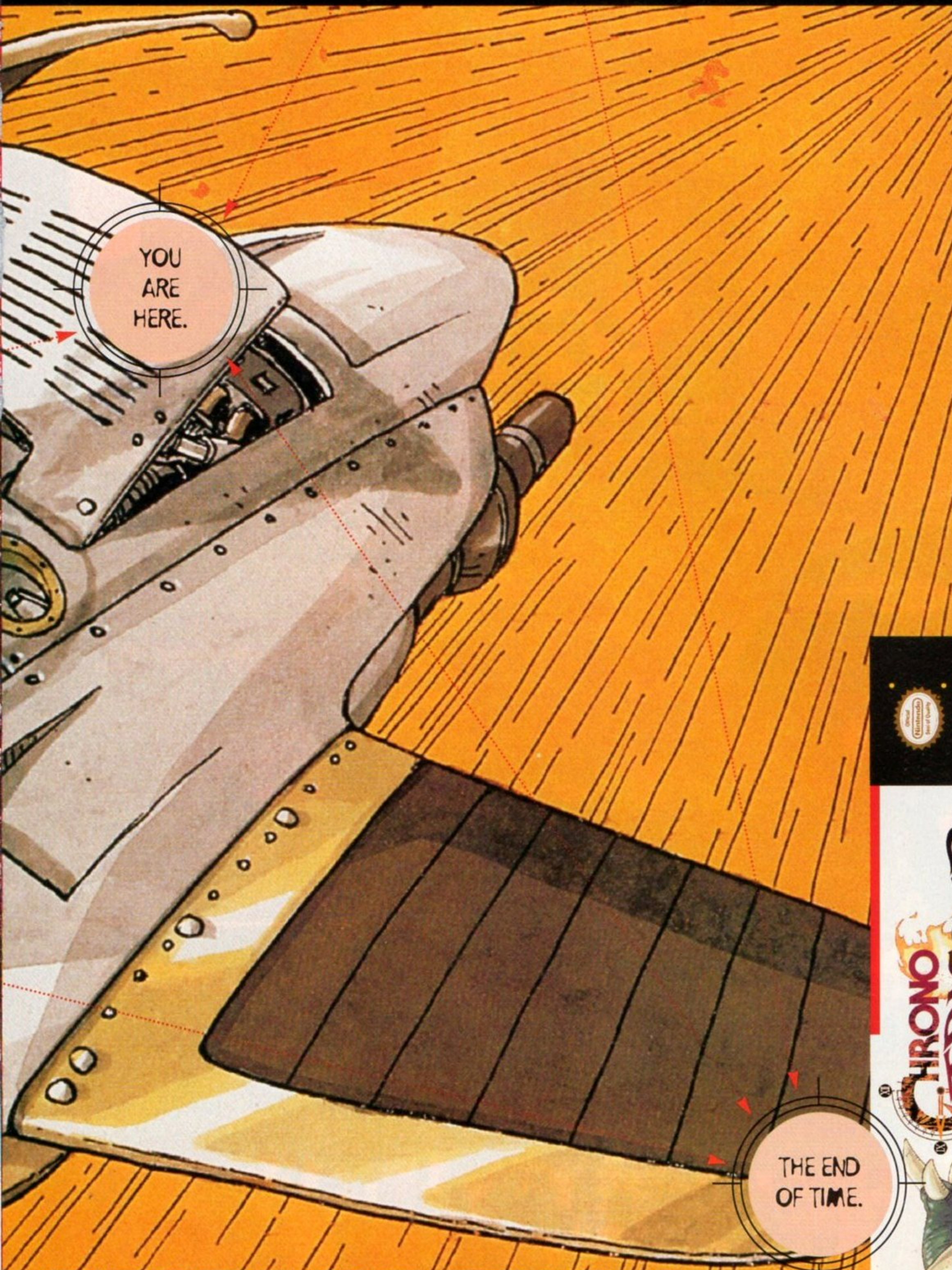


65 MILLION
YEARS B.C.





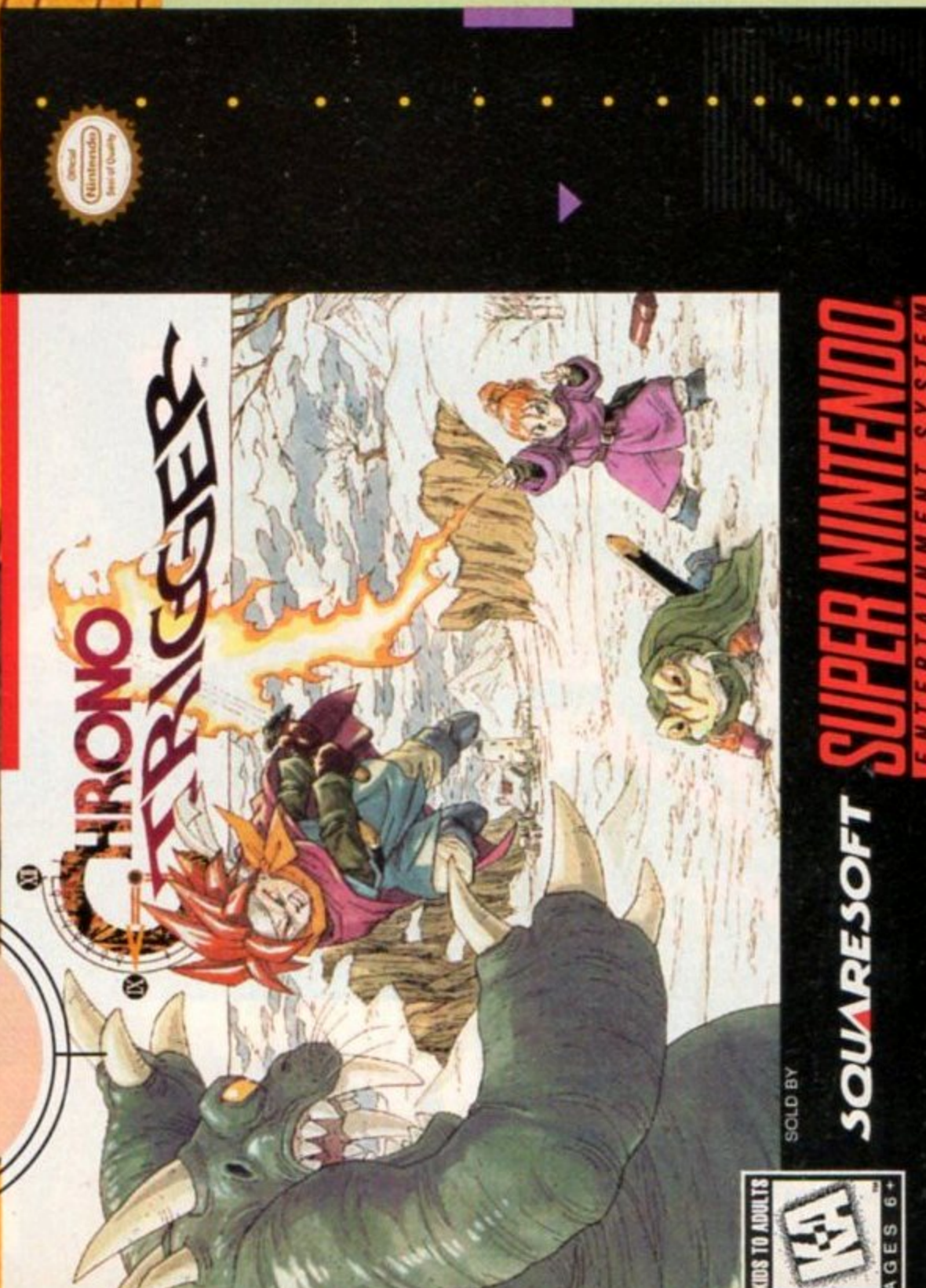
It's about time.



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3DO ZONE

KILLING TIME



Killing Time is, without a doubt, the most original Doom clone since, well, Doom. This fantastic Studio 3DO work is more than just an ultra-violent killfest, it's an action/near-RPG with some of the best incorporation of FMV story into a non point-and-click game ever.

KT places you in an interactive horror/drama adventure that feels almost like *And Then There Were None*, or *The Most Dangerous Game* (Island in the middle of nowhere, lots of strangers you don't trust, shotguns, etc.). You're on the trail of a legendary artifact, a timepiece which supposedly grants its bearer immortality. You've traveled by ship to an island mansion, where you encounter transparent, FMV ghosts engaged in dialogue which reveals more of the story... almost like looking through a window at echoes of the past.

Don't get the wrong idea, there are plenty of LIVING beings whose bloodlust can only be matched by your own. Pistols, shotguns, gatling guns, and the works can be found and put to sinew-shattering use against hordes of hunters, cooks, zombies, and of course, ducks. (Just what is this obsession with putting flightless birds in video games?) Added to the combat is the requirement of deep and involving maze exploration, with many items to be found.

The areas include amazing 3-D backdrops and quite impressive wall textures by 3DO standards. You'll explore many areas such as an outdoor hedge maze and all the unsettling rooms you'd expect in a (semi-) abandoned mansion. Backing up the graphics is a rich, orchestrated-sounding music score with disturbing, beautiful tunes and superb sound effects. The voice actors are also quite convincing.

It looks like the question of Killing Time's play value will be determined by final game balance, animation smoothness, and the like, all of which are still being finalized. Look for a review soon. -Slasher Quan

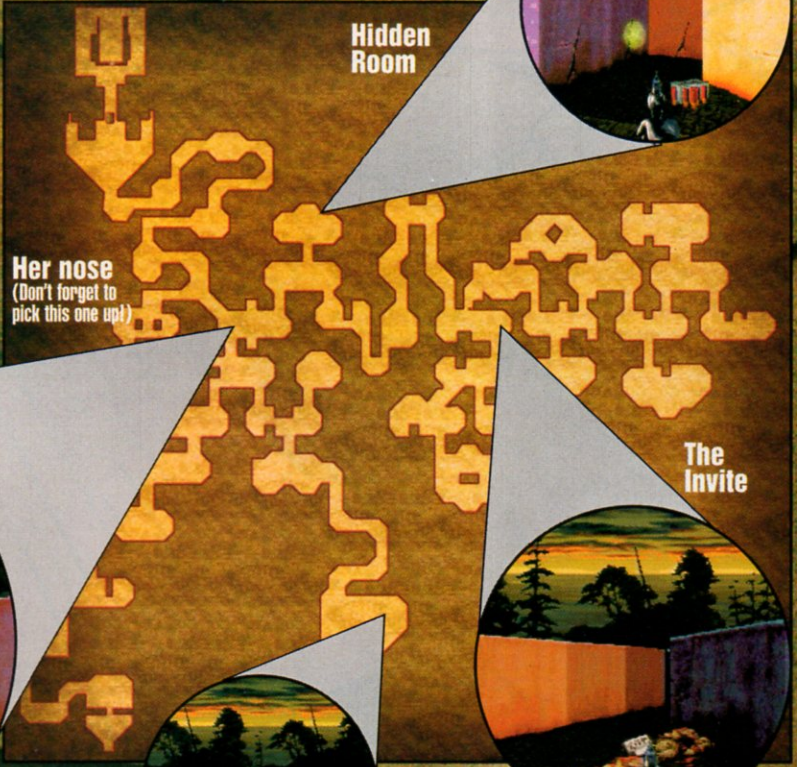
P PREVIEW



- DEVELOPER - STUDIO 3DO
- PUBLISHER - THE 3DO CO.
- FORMAT - CD
- # OF PLAYERS - 1
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - SEPTEMBER



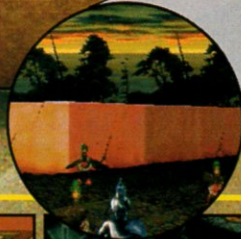
SLASHER QUAN
Studio 3DO breaks the Doom mold with this innovative movie adventure.



Hidden Room

Her nose
(Don't forget to pick this one up!)

The Invite



The duck room!
(lots of chicken!)



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"JUST MOWIN'
DUDES DOWN



'TIL THAT
ORANGE MEANY
WAXED ME."

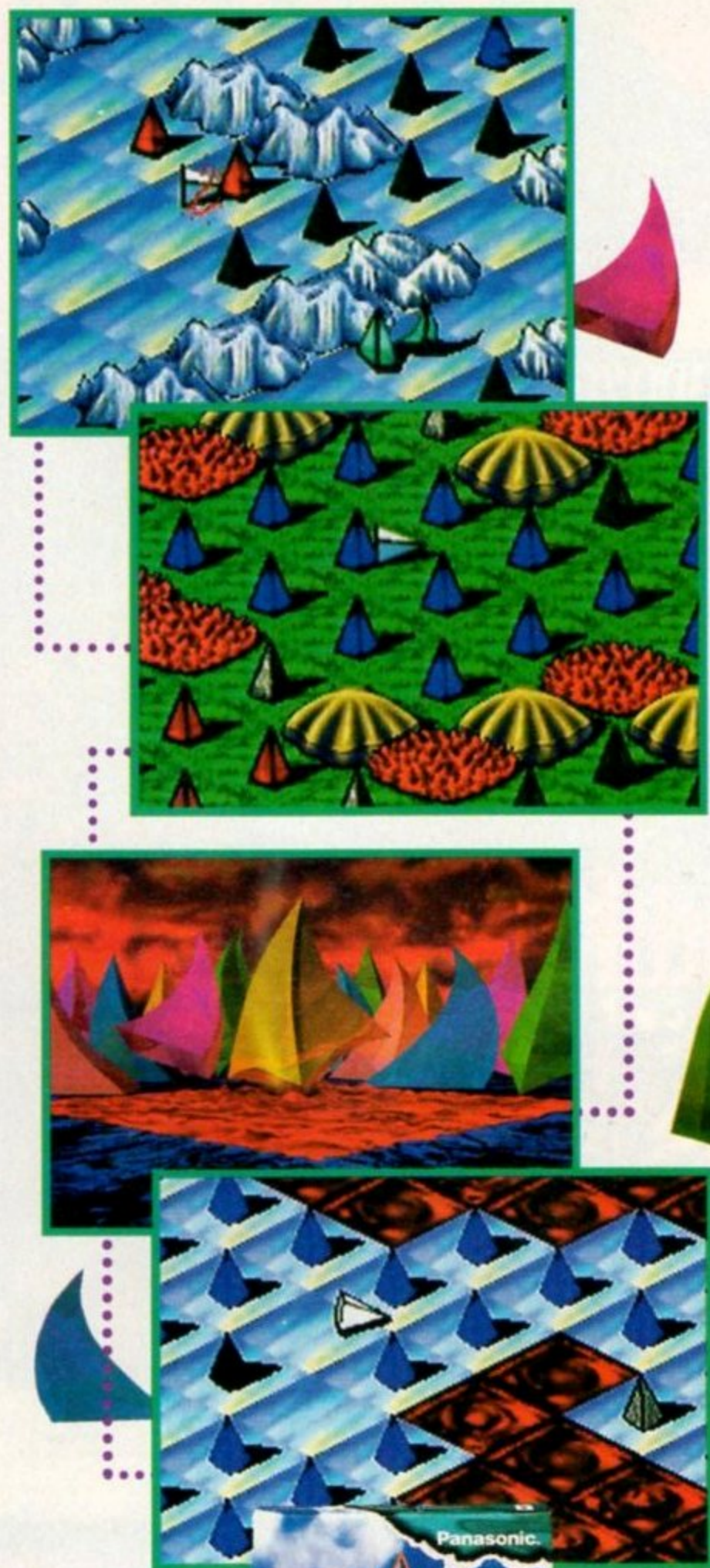
An Experience from the REAL 3DO Zone™, Lovie "The Worm", OT

ICEBREAKER

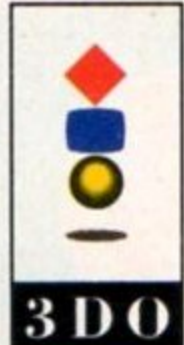


"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid." ■



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GAMERS DAY



EDITORS PREVIEW NEW GAMES, EAT LOBSTER, AND TRY TO STEAL M2 DEVELOPMENT SYSTEMS AT 3DO GAMERS DAY!

On Friday August 11th, The 3DO Co. opened its doors to one of the most spectacular events we've ever attended, the 3DO Gamers Day. One editor from each game mag was invited to the gala event. First we got to sample a host of brand-new 3DO games which are all due later this year. After rapping with 3DO CEO Trip Hawkins and touring the facilities, it was off to a surf n' turf (i.e. steak and lobster) dinner accompanied by a spectacular live jazz band. Thanks for everything Tuesday, Diane, et al... thanks for the six-button controller RJ, I'll get you next time on SSF2T! -Slasher Quan



Death Keep



Dragon's Lore

Mindscape is releasing a 3DO game called Dragon's Lore. We don't know much, but the shot sure looks cool... it's due in the 4th quarter.



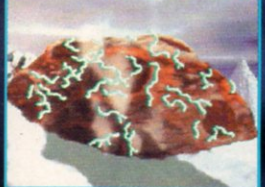
Star Fighter

Studio 3DO is whipping up a 3-D flight sim with lots of intense dogfighting, texture mapping, and a variety of air and ground targets.



Battle Sport

A futuristic sports game which is almost football meets CyberSled, this one offers one-player or split-screen action and futuristic vehicles.



AD&D DEATH KEEP

SSI's follow-up to the successful Slayer offers more Advanced Dungeons & Dragons-style maze stomping combined with combat elements of Doom and the taste of an RPG with a story. You choose from many D&D characters each with their own strengths, weaknesses, and technique. There is a vast, underground 3-D world to explore!



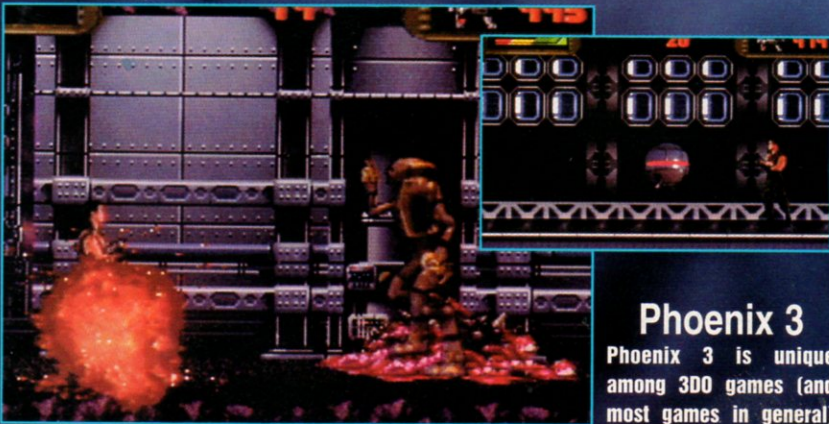
Foes of Ali

EA Sports brings 3-D, rotating-perspective boxing to the 3DO. Ali and his all-time greatest opponents square off in this polygon-based slugfest.



FLYING NIGHTMARES

Flying Nightmares So you want Air Combat on the 3DO... okay that might not happen anytime this decade, but Flying Nightmares offers a jet-based flight sim which is strongly reminiscent of many classic PC games. There's dogfighting, air and sea battles, plus more. Look for in-depth coverage soon.



Phoenix 3

Phoenix 3 is unique among 3DO games (and most games in general)

because it offers both a side-view, platform style section AND a 3D, Air Combat type flying mission. The graphics are very crisp and detailed as you can see, but the game's play and technique are largely open questions...stay tuned.



The Eleventh Hour

It's finally almost done, honest! Trilobyte's sequel to the smash PC CD The Seventh Guest offers more interactive horror adventure.



Still more stuff they made us say: WARP and D are trademarks of WARP Inc. © 1995 WARP Inc. All rights reserved. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

"THE
LUCKY



ONES
ARE
DEAD."

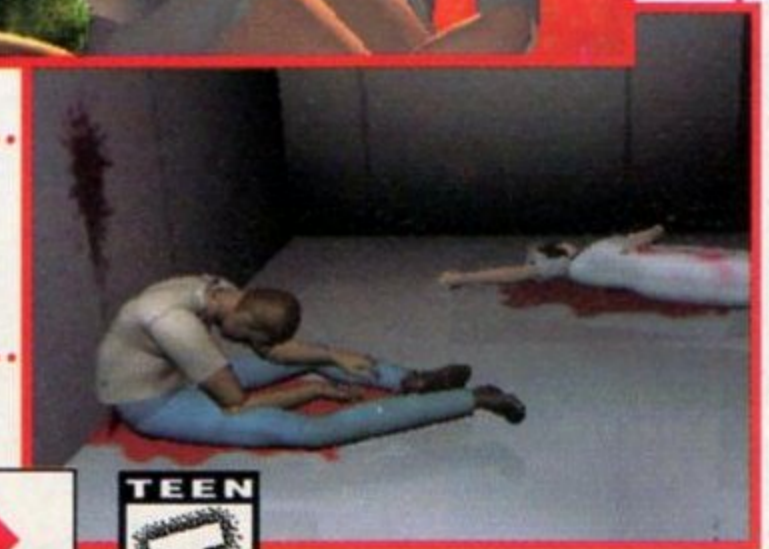
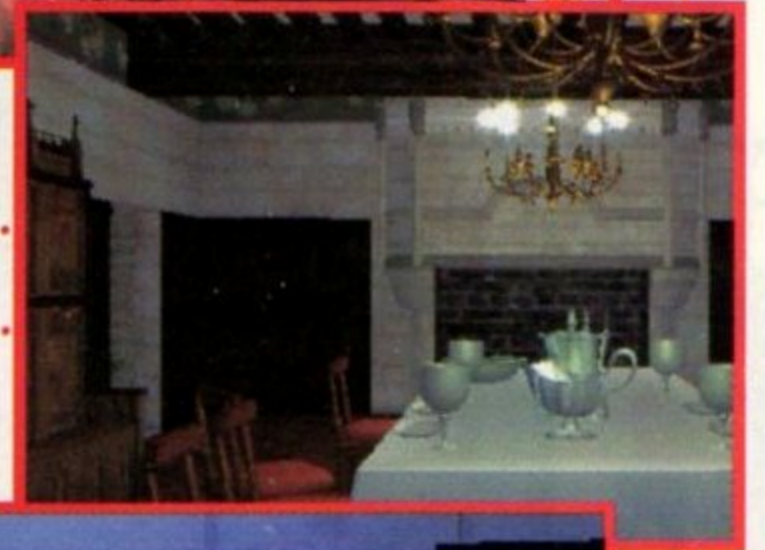
An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D



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

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P PREVIEW



3DO

DEVELOPER - LG SOFT

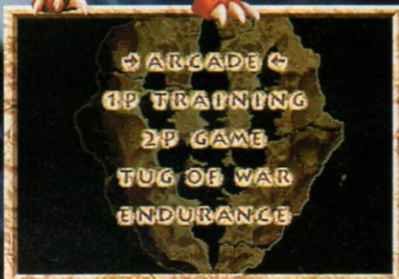
PUBLISHER - TWI

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER



If you own a 3DO, you're one of an elite few: those who are willing to invest in a system capable of (at times) true arcade translations. The perfection-packed 3DO version of *Primal Rage* is the reason you bought a 32-bit system in the first place!

So far PR is lookin' purely identical to the coin-op... In fact, Time Warner is so 'on the ball' that it included all the new features (such as the glorious hit sparks)

from the arcade version 2.0. The quarter-cruncher's incredible stop-motion animation is also recreated with exquisite detail. According to 3DO, this version contains MORE frames of anima-

tion than the forthcoming PlayStation version!

Extras included in PR 3DO include the rendered character intros, all the gorgeous story and ending screens, all the amazing backgrounds, and all the gore and fatalities. The CD music is perfect and sounds like it's straight off the arcade board.

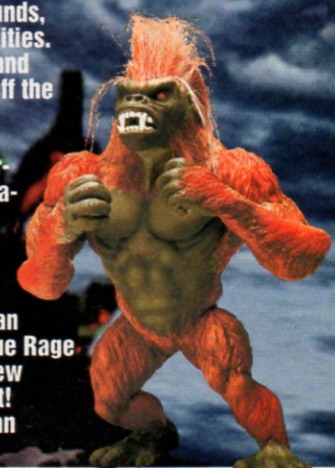
So, what's missing? Based on the preview version, I can't name one feature that was deleted in this translation. In fact, there are even new features, such as a training mode, a tug-of-war, and an endurance mode. The true *Rage* will begin when our review copy arrives. I can't wait!

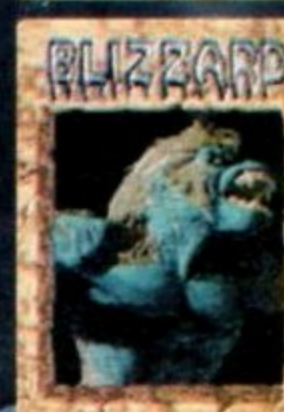
-Slasher Quan



SLASHER QUAN
Finally, a REAL (3DO) version of the arcade smash!

MUNCH SOME HUMANS!





GRUESOME FINISHING MOVES!

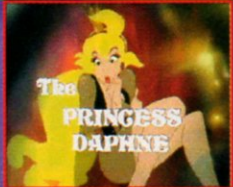


JAGUAR'S DOMAIN

P PREVIEW

JAGUAR
CD

- DEVELOPER - READYSOFT
- PUBLISHER - READYSOFT
- FORMAT - CD
- # OF PLAYERS - ONE
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - NOW



JACE FURY
Dragon's Lair for the Jag-CD? Are my eyes deceiving me?

been a huge fan of the arcade LD version, and later its 3DO counterpart, I must say that this version's not all that bad.

The play mechanics have, for the most part, stayed very similar to previous versions (ie. CD-I, 3DO, and Sega-CD). Left, Right, Up, Down and Sword are the only commands at your disposal. But utilized correctly and at the right moment, there's no challenge Dirk can't overcome.

As always, Dirk's famous yelps and screams of ter-

ror have all been included. I also noticed a few scenes that were excluded from the 3DO version which have fortunately been restored in the Jag-CD. Surprisingly, the loading time is minimal. Not bad for a single-speed drive.

The FMV tends to be a bit on the grainy side, but if you're one of the select few who managed enough persistence to master the game in its original form (at a dollar a pop), you'll find it an easy task to overlook. Besides, a bit of grain never hurt anyone.

Although the version we played wasn't 100%, it carried a note of promise for the Jaguar CD-ROM. And like Dragon's Lair itself, the system has to be looked upon with a certain degree of patience.

- JACE FURY



Sword, Up, Right, Down, Left



Up, Sword, Up, Sword, Left, Sword



Right, Up, Down, Left



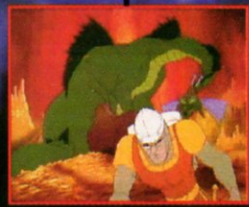
Sword, Sword, Left, Sword, Sword



Right, Left, Up, Left, Right, Left, Right, Sword, Sword



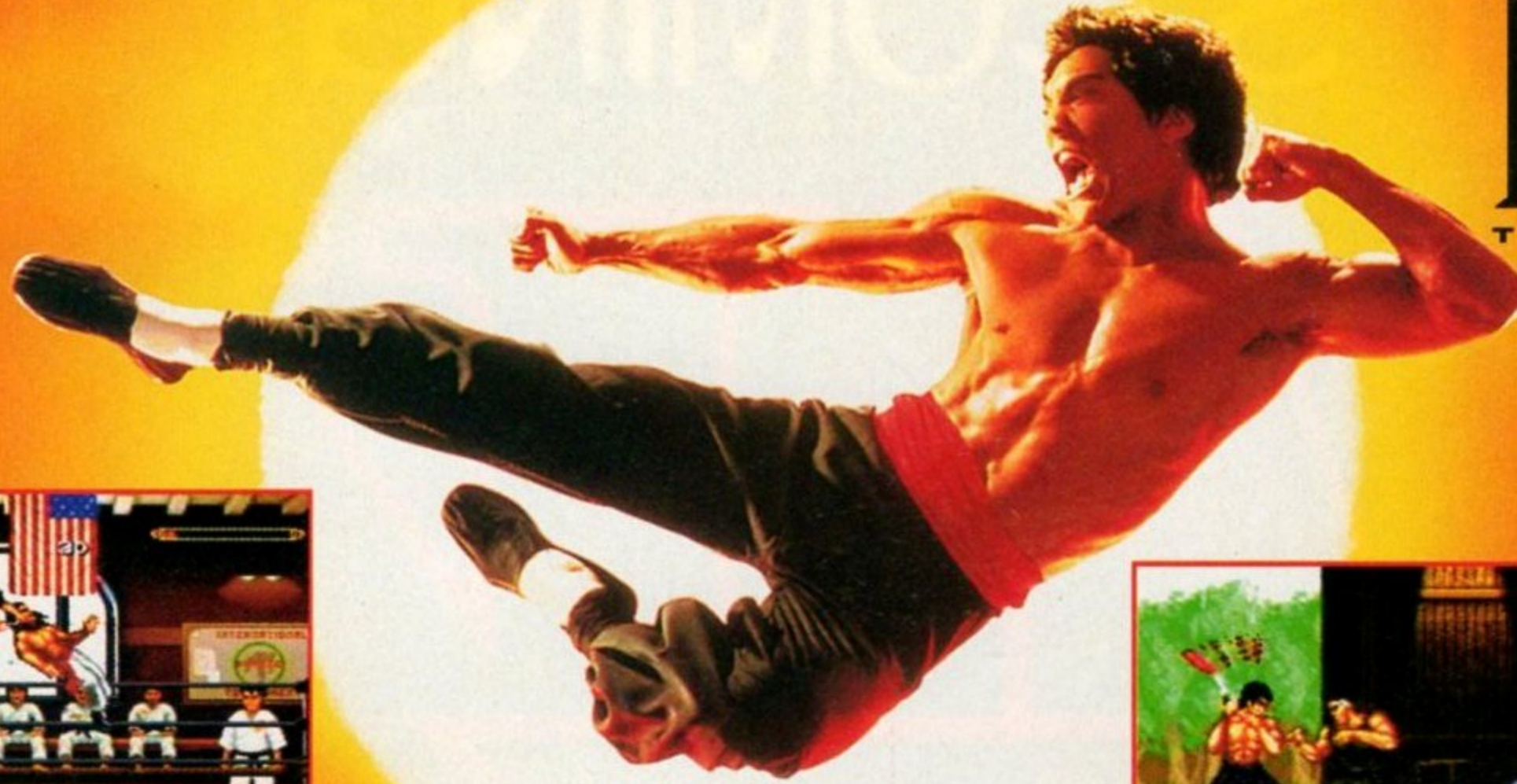
Left, Up, Right, Up, Left, Up, Sword, Up



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DRAGON

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JEET KUNE DO AERIAL ASSAULT!



REALISTIC NUNCHAKU ACTION!



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WHERE ARE THE HOSTAGES?

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DIRECTED BY ROBERT RENAI
CASTING BY DANIEL WATERS
EDITED BY ROBERT RENAI AND PETER M. LENKOV
PRODUCTION DESIGNER JOEL SILVER
EXECUTIVE PRODUCERS MICHAEL LEVY AND HOWARD KAZANJIAN
EXECUTIVE PRODUCERS DANIEL WATERS AND ROBERT RENAI
EXECUTIVE PRODUCERS PETER M. LENKOV AND MARCO BRAMBILLA
MUSIC BY ELLIOT GOLDENTHAL
COSTUME DESIGNER JAMES HERBERT
HAIR AND MAKEUP BY JACQUELINE GEORGE
PRODUCTION OFFICE: MCA/UNIVERSAL
DISTRIBUTION: MCA/UNIVERSAL
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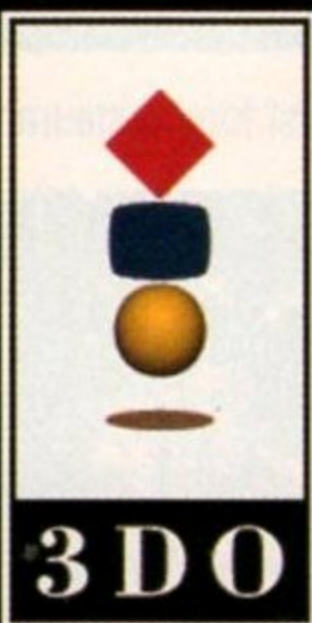
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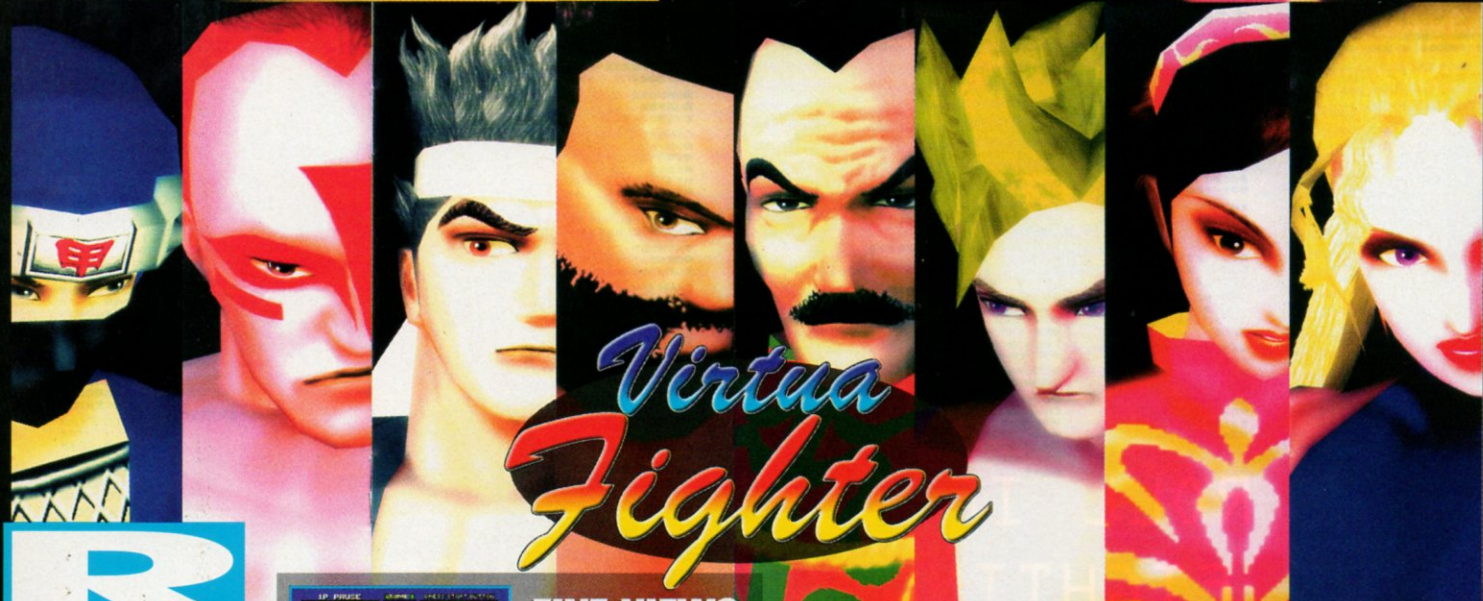
weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-

bowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord

truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

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Virtua Fighter

R REVIEW 32X

DEVELOPER - AM2/OMEGA
 PUBLISHER - SEGA
 FORMAT - 24 MEG CART.
 # OF PLAYERS - 1-2
 DIFFICULTY - ADJUSTABLE
 AVAILABLE - SEPTEMBER



SLASHER QUAN
 The best 32X game yet (in my opinion), Virtua Fighter shows the true potential of the system.



NORMAL



QUARTER



HIGH ANGLE

FIVE VIEWS TO A KILL

THE 32X BRINGS FOUR ALL-NEW CAMERA ANGLES TO THIS INCREDIBLE ARCADE TRANSLATION.

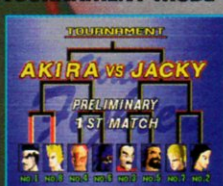


3 QUARTER



SKYCAM

TOURNAMENT MODE & CUSTOM RING SIZES



Come one, come all! You and seven of your friends can go at it with the all-new tournament mode. One of my favorite new features is the adjustable ring size; this feature alone will make you rethink your VF strategy.

At LAST! There have been a handful of "A" quality 32X games, but for me, this is the first one that truly justifies this system's existence (as well as the first quality fighter on the 'X'). Virtua Fighter 32X is not only a masterful arcade translation, in a few areas it actually exceeds both

the Saturn and coin-op versions! Graphically, Virtua Fighter makes the 32X look like a true powerhouse. There's somewhat of a drop in resolution compared to the Saturn version (everything looks just a tad grainy), but this is almost completely overshadowed by the 100% smooth, totally flicker-free, you'd-swear-you-pu-in-a-quarter animation. As if near-perfect graphics weren't enough, how about four ALL NEW camera angles? Ranging from a ground-level quarter view to skycam, these new angles are not only exciting but totally playable... NOT gim-

micks at all. The game play is Virtua Fighter. The arcade game. Remember it? Got it? Good, I have nothing more to say. Sega of course claims that VF 32X is so exact, it's actually slightly more tuned and controllable than the Saturn version... You be the judge.

The only area VF comes up short at all is an area that would have been a virtual impossibility to perfect: audio. Okay, so given the limitations of the 32X, the sound has much power. A few of the music tracks were recomposed (possibly to optimize a tune that works well on the system). Some of the character voices/grunts are a bit grainy, as expected, but other voices, such as the announcer and many of the effects, are surprisingly clear. Overall, I am quite happy with the results.

If you own a Saturn, I can't say it's worth investing in a 32X just to play this version (especially since you can buy the import VF Remix, my favorite edition of all). But if you're a 32X owner not quite ready to head for Saturn, this is a must-buy.

-Slasher Quan



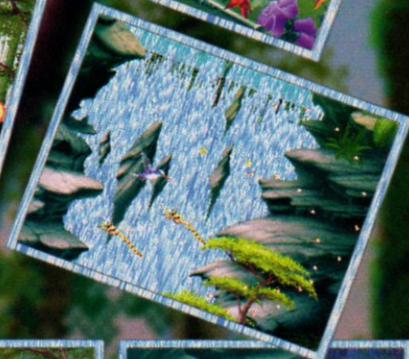
PATIENCE

IS A

VIRTUOUS



Kolibri



P
PREVIEW

32X

DEVELOPER - NOVATRIDE

PUBLISHER - SEGA AMERICA

FORMAT - 24 MEG CART.

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER



E. STORM
THE PERFECT MELDING
OF SHOOTING, EXPLORATION AND PUZZLE
SOLVING.



Let me start off by simply stating, Kolibri is a fantastic game. It's innovative, visually stunning, and a shining example of non-linear gameplay. The 32X is the lucky recipient of its first exclusive, benchmark title. A golf clap is in order.

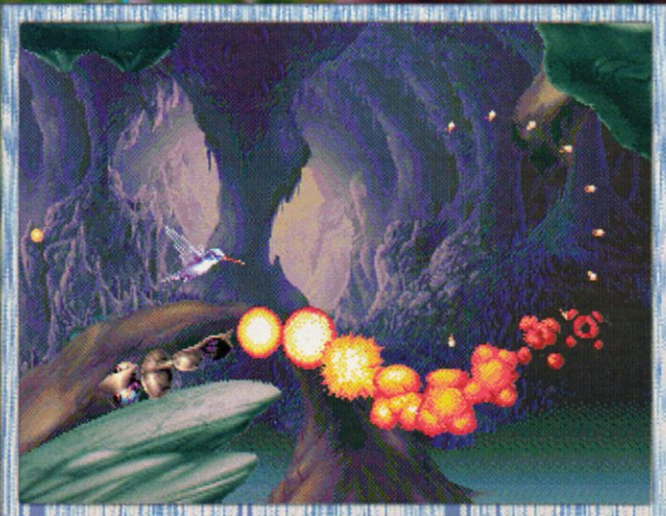
In Kolibri (in a similar fashion to Ecco) you play a hummingbird, whom after being pushed away from pollinating flowers alongside fellow hummers, finds and begins to dine on a bursting red flower. Instantly, the world turns to utter chaos. I'm not sure what the actual story is but that is what you see, again, in Ecco fashion. I do not want to lead you believe that Kolibri is an Ecco clone because it is definitely not. In my opinion it's a far better game. There are genius shooting elements in this game that

take Kolibri a step above the 'new age'-ness of Ecco and into a realm of gaming that may actually appeal to every walk of game player.

Remember the stunning Bio-Hazard battle? Well, imagine that standard of graphic excellence in thousands of colors, surrounded by some of the most vivid natural landscapes to ever grace a screen.

In the gameplay department things are equally on target, with a vast array of shots to obtained and augmented, along with vast levels featuring equal amounts of shooting, exploration, and puzzle-solving. I'm also happy to report that the music and sound effects are also high quality.

Yep, it's exclusive 32X and it's going to be a great game. I'll have a Kolibri review next month. -E. Storm



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Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!

GENESIS
32X

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DIED THE

Because after all,



NOVASTORM™

The 3DO version was *Die Hard Game Fan's* 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

Available September 9th



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Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at *EGM2* said, "Discworld will totally boggle your mind."

Available September 9th

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Available October 17th



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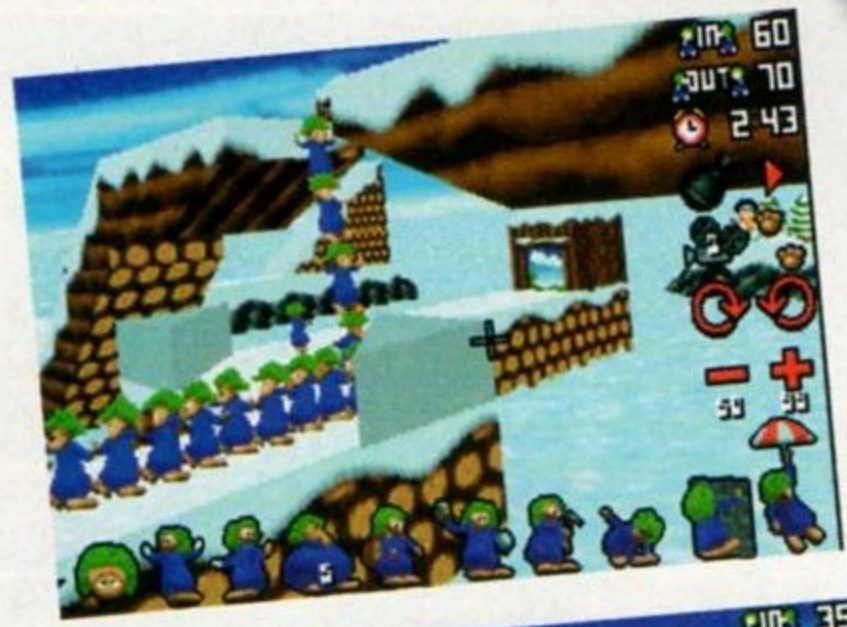
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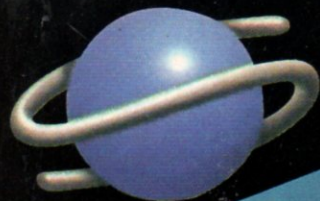
Electronic Gaming Monthly called it "stock-car racing on steroids"! Game Players raved at "the most realistic crashes we've ever seen"! Next Generation sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die. Available October 31st



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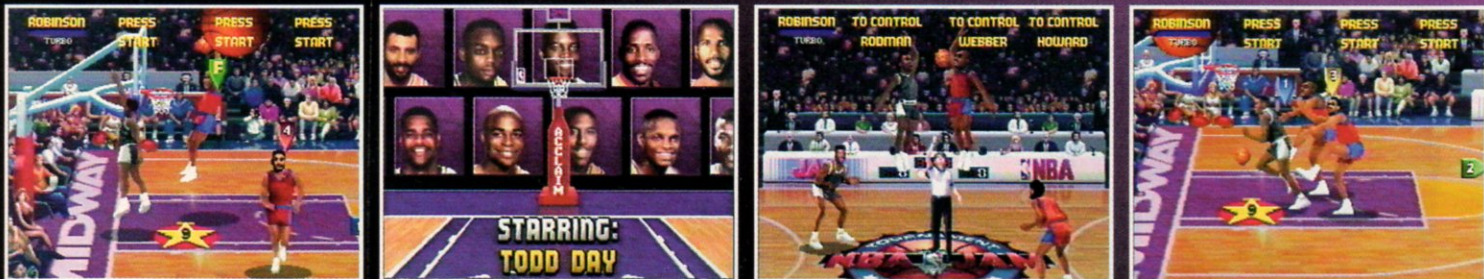
SEGA Game Day

Welcome to Sega, where the itinerary's are long, and the days are short. The fine folks at SOA have got to be the most gracious hosts in all of gaming. So another game day has come and gone. Day one had us gazing at VF2 and Sega Rally, both of which are looking truly second generation. Rally has no visible pop-up, and VF2 (though currently void of backgrounds) looks extremely promising. The 32X had some power too, with X-Men, Primal, Spiderman, Kolibri, T-Mech, and VF. Day two was a real shocker! Just when we thought the Saturn well was dry, Whack! A whole lotta' games we didn't expect to see showed up, including Neversoft's groundbreaking new title of disbelief, Skeleton Warriors. U.S. Gold also has quite a game on their hands. Johnny

Bazookatone features bouncy little SGI characters with animation to burn and some truly amazing backgrounds. This could be the small character platform bliss we've been waiting for in Sonic's peculiar absence. Saturn Sonic must be a big secret. You know someone is staring at it right now... wish it was me! Unfortunately, screen grabbing must be acquired through video taping, so what you see here, even though we've nursed them back to as much health as possible, is not what you get (you get better). There were a few Genesis carts around with the most impressive being Ocean's Lobo. If he's anything like he is in his comic, in the game, we can prepare for some heavy SGI style carnage. Playmates' Mutant Chronicles looked good too and also uses rendered characters. We were a little short on space so you'll have to check out Rally in Saturn previews, otherwise, manja!



PLAYMATES/NEVERSOFT'S INCREDIBLE SKELETON WARRIORS. A BATTLE TO THE BONE!



ACCLAIM'S NBA JAM: TOURNAMENT EDITION. THE ARCADE GAME AT HOME.



US GOLD'S JOHNNY BAZOOKATONE

NOMAD TO RELEASE IN OCTOBER!

The BIG news at game day came in the shape of a little black box called the Genesis Nomad which to everyone's surprise and elation is coming out earlier than expected... Sega's making this a habit. The Nomad will hit stores in OCTOBER for under two hundred bucks. The Nomad features a 3-1/4 inch full color screen, and uses six AA batteries for up to three hours of continuous gameplay. Sega will also offer several peripherals including an AC adapter, a cable for plug in TV play, a rechargeable battery pack, and a car adapter. You can even plug in a controller if you so desire. Like a Volvo, the Nomad is boxy, but built to last. The unit feels very comfortable, and seems quite durable. Imagine: Gunstar, Bloodlines, PS4, and the like... on the road! As soon as we can get our hands on one we'll bring you a full report.





VIC TOKAI'S NEW 3D FIGHTING GAME, CRITICOM.



CRYSTAL'S OFF-WORLD INTERCEPTOR EXTREME, 26 NEW AND IMPROVED LEVELS TO THRASH!



HERE'S YOUR PERFECT VERSION OF MK2 FOR WHEN YOU GET TIRED OF 3.



ACCLAIM'S NFL QB CLUB '96 FOR THE SATURN.

JVC'S DEADLY SKIES.

ATLUS' POWER SLIDE

CRYSTAL CLASSIC: THE HORDE.



PLAYMATES' MUTANT CHRONICLES: DOOM TROOPERS

OCEAN'S WATERWORLD



ACCLAIM'S WWF

OCEAN'S SGI BASED LOBO.

FINAL FANTASY VII

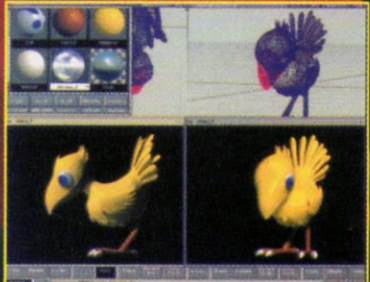
NINTENDO
ULTRA
64

We all knew they were on their way, but little did we know they would be so soon in coming: Actual screen shots of a game currently in development for Nintendo's Ultra 64! In this world exclusive, GameFan brings you shots of what, in many a gamer's opinion, is THE U64 game: Final Fantasy VII. According to a member of the cart's staff, the demo you see here, which runs under emulation, is currently populated with FFVI characters because the game is so early in development. As you read this, hard pro-



gramming has just begun... the game is due out in December of '96. Before I continue, I must stress that EVERYTHING you see here is in real-time 3-D, with constant angle changes, zoom-ups, and special effects. Take, for instance, the sequence at the bottom... Celes' call magic, the single most astounding thing I've ever seen in a video game. The spell begins with a vortex opening in the clouds above, from which a bolt of lightning strikes the ground and concludes with the unbelievably huge Bahamut appearing within the resulting

earth-shattering explosion and emitting a massive fireball, which the constantly-moving camera pans inside. I'm hyped, to say the least. Little else is known about the game other than what you see here... although the shot quality is not the greatest (these shots were grabbed off of video of an SGI monitor) you should be able to get some idea of the 120% rapture that is this game. You can bet we'll be back with much more on FFVII, but I cannot say when that will be. Until then, painfully gape at these shots and mark



your calendars for April '95, the month when the entire scope of videogaming will change forever. - Nick Rox



Although currently in mid-development, Warhawk is shaping up to be one of the most promising initial PlayStation games. The action centers around a powerful storyline involving two combat hover-jet pilots flying in a war between two great military powers sometime in the future.

Warhawk features a complex control layout to compliment the hyper-realistic gameplay. The control and play mechanics in this game are very much similar to those found in PC 'heli' games like Comanche. You have a wide array of tactical maneuvers and complete, non-linear control over where your aircraft flies. In many ways, this game is much superior to even the most sophisticated PC chopper combat sims.

The finished, polished product should be an experience to behold. I can't wait until we see this game in its final form. Our preview copy contained only one playable level, so here I am, left dying for more. Stay tuned.
-The Stalker

WARHAWK BY PSYGNOSIS AVAILABLE OCTOBER



Coming soon to a PS near you is Krazy Ivan, a mind-blowing 3D mecha-madness blasting game. In this impressive polygon based action shooter, you assume the role of the commander of a sophisticated battle robot sent out to seek and destroy the enemy's forces. Using cannons, missiles and other wholesale destruction hardware, you have to take on the baddest bots in the land and not get atomized in the process.

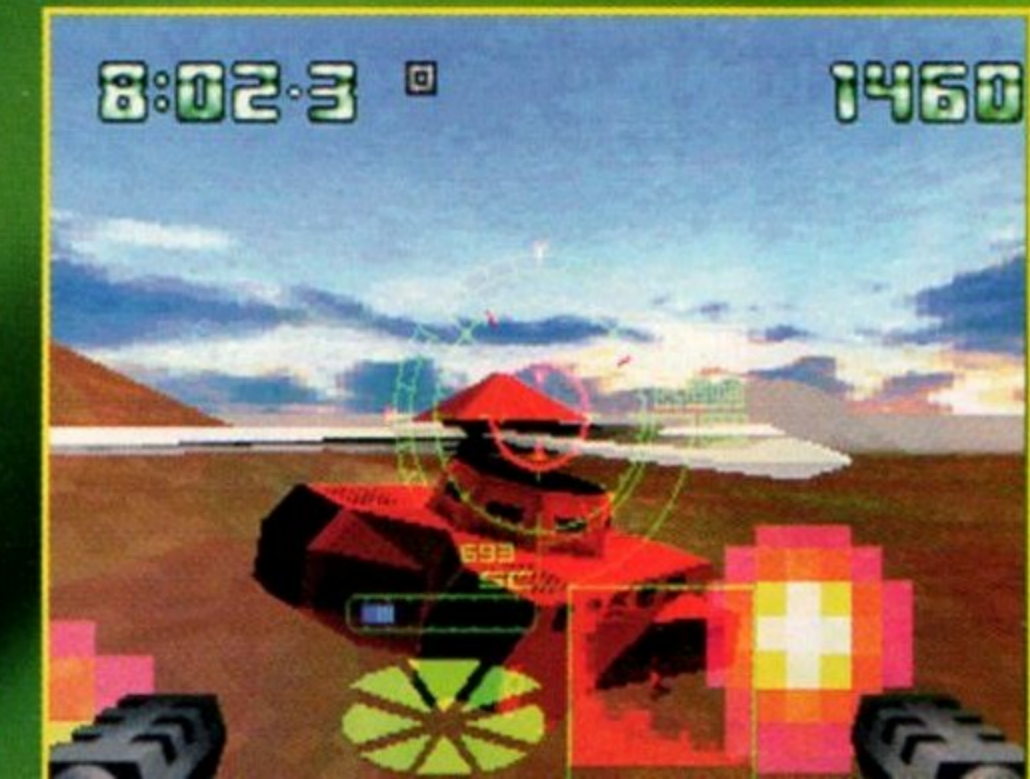
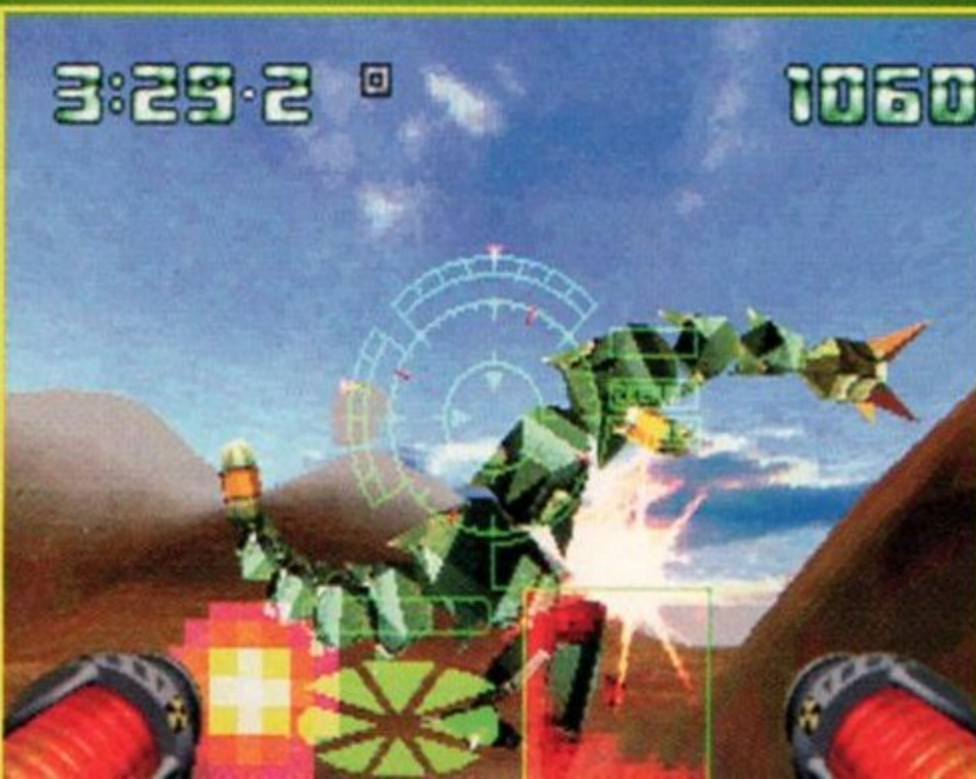
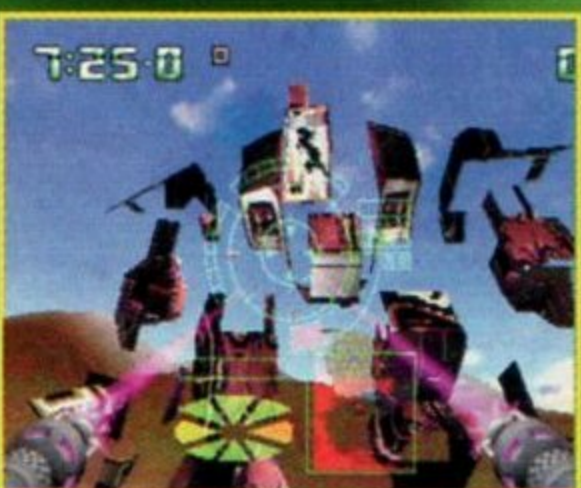
The 3D rendered graphics have to be seen in motion to be fully appreciated. Too cool is the polygonal movement and animation of the

enemys you encounter.

You'll likely see much more of Krazy Ivan in the next few months. It's possible that this game might even eclipse the incredible (yet seldom seen and/or spoken of) Team 47 Goman game, which would be quite an accomplishment. Only time will tell, as both games are still far from finalization.

-The Stalker

KRAZY IVAN BY PSYGNOSIS AVAILABLE NOVEMBER



IN DEVELOPMENT

IN DEVELOPMENT

CRYSTAL DYNAMICS • SATURN • OCTOBER

SOLAR ECLIPSE

For a good part of the nineties, quality shooters have been a rare commodity. They were taboo on 16-bit after the over-saturated 80's and since have shown little in the way of innovation. Well, it looks as if all that is about to change. Here we are barely starting the new era and phenom shooters like *Philosoma* and *Solar Eclipse* are already within sight. The brains behind this blistering shooter is Crystal Dynamics, master coders of the next generation, and the sole reason many bought a 3DO.

If you're thinking, hey, *Solar Eclipse* must be just like *Total Eclipse*, think again. This is a different animal completely. The levels in *TE* were quite spacious but the levels in *Solar* are monsters! I cannot believe the horizontal and vertical scope of this game. It is by far the largest 3-D environment I have ever encountered in a shooter. Remember *Total's* tunnels? Well, wait 'til you duck into *Solar's* caves! Not only can you weave throughout their many corridors but if you see a curious hole on either side, no matter how small, chances are you can duck in and take a tight ride through a worm hole leading to vast caverns deep in the mountain's surface. Besides this shining feature, the texture mapping is superb. The final version will be up to 40% cleaner than what you see here! Of course I haven't even mentioned the 3 to 500 communications from your wing men and HQ or the accom-





panying 40+ minutes of FMV. Mainly because I haven't seen it yet. I'm sure it'll be as cool as FMV can be (which ain't all that cool in my opinion).
 So shooters are coming back, I couldn't be happier. We'll have more on Solar Eclipse in the month's ahead.
 PS-In last month's Kain preview we mentioned an upcoming Crystal expose. I just want to let you know, it's still coming. Look for it in the November GameFan. -E. Storm





IN DEVELOPMENT

ZERO DIVIDE



A Virtua Fighter clone with substance *and* originality? Yes, obscure little design house Zoom (whose first and only previous release was 1994's Super Famicom title, G2) clearly mastered the art of PlayStation coding; Zero Divide manipulates huge, complexly strung polygon scorpions, dinosaurs, and god-only-knows-what's to make one of the most imaginative fighters yet.

Unlike certain other previously released 3-D fighting games, Zero Divide is packed with tasty goodness in the play control department. The play borrows heavily from Virtua Fighter. With tons of easy-to-do moves per character, an intricate combo system, and a Killer Instinct-esque juggling system, Zero Divide has no shortage of depth.

The game doesn't just clip and borrow from other games, it has some original aspects as well. In addition to a life meter, each character has a diagram displaying all of their body parts. You can target specific body parts of your

opponent and damage or destroy them, such as taking out their head with a backdrop. The body part then becomes transparent (in some cases you can see bones, or the robot equivalent), and any moves associated with it become useless. You can also grab hold of the edge of the ring, and flip yourself up from a ring out - sometimes. If you're hit too far out to grab hold, the camera will follow you down until your messy final impact.

With the exception of Virtua Fighter, the game that started it all, Zero Divide seems to be the first 3-D fighter where *everything* comes together: graphics, sound (save for the announcer, the single most annoying in any game, *ever*), play control and challenge. Zero Divide ships in Japan on August 25th ... Let's hope Sony of America doesn't feel that their line-up is already too packed with fighting

games to fit this one in.
-Takuhi

ZERO DIVIDE IS BEING DEVELOPED BY ZOOM. IT'S OUT IN JAPAN NOW AND SHOULD MAKE THE JOURNEY STATESIDE LATER THIS YEAR



SCREW the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.

Forget about that intergalactic brotherhood CRAP. 'Cause with **Total Eclipse Turbo™**, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those **squid-faced** aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this **32-bit** block party blazing.



CRYSTAL DYNAMICS™

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It's been 10 years since the death of the legendary hero Giles. Today, to the great pride of his foster parents, Giles' son Marus will be following in his father's footsteps and joining the castle guard.

R
REVIEW

SHINING WISDOM

SEGA SATURN
 DEVELOPER - SONIC TEAM
 PUBLISHER - SEGA/JAPAN
 FORMAT - CD
 # OF PLAYERS - 1
 DIFFICULTY - ADVANCED
 AVAILABLE - IMPORT/NOW



E. STORM
 SOMEBODY PINCH ME...



AS SOON AS YOU WIPE THE SLEEP OUT OF YOUR EYES GO OUTSIDE AND KNOCK FOSTER DAD ON HIS BACKSIDE BY TAPPING B REPEATEDLY TO GAIN SPEED AND HOLDING TO SUSTAIN. RAM DAD AND AWAY WE GO! DON'T FORGET TO EQUIP YOUR SWORD!
 THE KINGDOM LIES TO THE WEST. ENTER AT THE LEFT, TALK TO THE MINISTER AND THE ELDERS, THEN GO TO SLEEP 'TIL YOUR SHIFT, OR ATTEMPT TO AT LEAST...



THE ELF WILL DISAPPEAR UNDERGROUND AND THEN LEAD YOU INTO THE TOMB. HE HAS THE ABILITY TO DIG AND JUMP SO YOU WON'T CATCH HIM, BUT MAKE YOUR WAY THROUGH THE MAZE ANYWAYS AND ACQUIRE THE AMULET. IT'S IN THE CHEST AT THE LAVA'S END. FROM HERE MAKE YOUR WAY TO THE ROOF OF THE CASTLE...



UPON YOUR ARRIVAL YOU'LL BE RUDELY INTRODUCED TO BOMBO. HE'S COME FOR PRINCESS SATERA. AFTER CONTROLLING HER MIND AND LEADING HER AWAY HE CASTS A SPELL ON THE ENTIRE KINGDOM...



MAKE YOUR WAY THROUGH THE CASTLE AND HEAD FOR THE LABYRINTH TO THE EAST. THE FIRST THING YOU MUST DO IS ALIGN ALL THE STATUES BY PUSHING THEM INTO PLACE. THE CHEST CONTAINING THE HEAVY SHOES WILL NOT BE ACCESSIBLE UNTIL ALL THE STATUES ARE IN PLACE. ONCE THEY ARE, A DOOR APPEARS IN THE FIRST CHAMBER ON THE LEFT AS YOU ENTER.



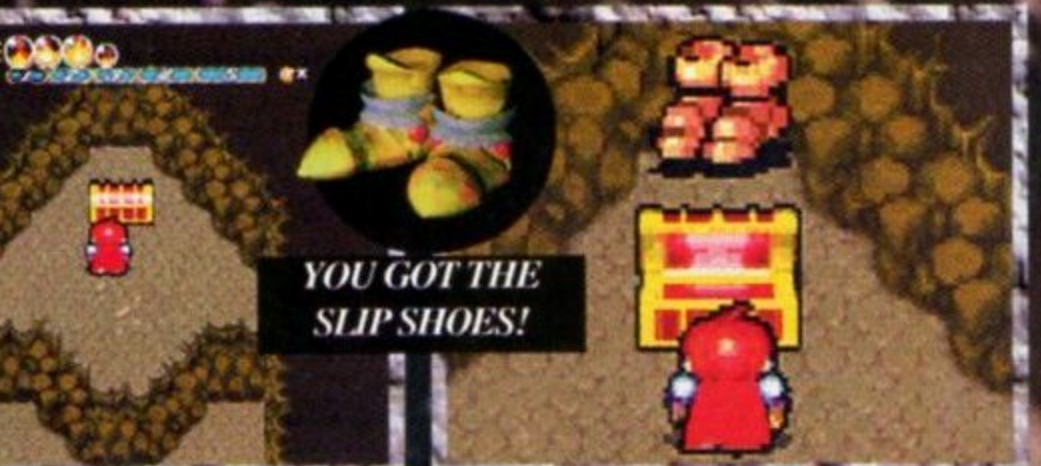
ONCE YOU'VE ACQUIRED THE HEAVY SHOES AND DISCOVERED THE ALTAR AT WHICH SATERA IS BEING HELD YOU'LL FIRST WITNESS THE TRANSFORMATION OF DARK ELF KARLI INTO A CLONE OF THE PRINCESS, AND THEN, ONCE DISCOVERED BY DARK ELF LORD PAZOAT, BE MADE TO FIGHT BAMBO. DEFEAT HIM EASILY AND THEN WITNESS THE FATE OF THE REAL SATERA AS SHE IS MAGICALLY TRANSFORMED INTO A LOWLY DUCK!



THIS UNFRIENDLY LITTLE GATHERING IS NO PLACE FOR A PRINCESS.



THE CLONE SATERA HAS RETURNED TO THE CASTLE, AND YOU'RE A HERO... OR SO THEY THINK. AFTER OBTAINING THE 2ND LABYRINTH KEY FROM THE GRATEFUL KING, HEAD NW TO THE LOCKED LABYRINTH. OPEN THE DOOR AND MAKE YOUR WAY TO THE TILE SHOWN AND ACTIVATE THE HEAVY SHOES. YOU'LL FALL THROUGH TO THE LEDGE BELOW WHICH IS CONNECTED TO THE BASEMENT DOOR. OUTRUN THE CRUMBLING FLOOR AND DROP THROUGH THE NEXT TILE TO DISCOVER THE SLIP SHOES. THAT'S ALL YOU CAN DO HERE FOR NOW. HEAD FOR THE WOODS!



YOU GOT THE SLIP SHOES!



ONCE INSIDE THE FOREST EQUIP THE SLIP SHOES TO SLIDE UNDER HOLLOW LOGS AND MAKE YOUR WAY TO THE BOTTOM LEFT. THE OUTLET LEADS TO A MARSH WHERE YOU'LL USE THE HEAVY SHOES...



KICK THE TURTLES TO FORM BRIDGES AND MAKE YOUR WAY TO THE TOP RIGHT. SLIDE THROUGH AND SEARCH FOR THE CHEST CONTAINING THE MAGIC HAND. YOU'RE DONE HERE FOR NOW. HEAD BACK TO THE 2ND LABYRINTH.



WITH THE MAGIC HAND YOU CAN ACTIVATE THE BRIDGES...



WITH SHELL IN HAND TALK TO THIS TREE. NOW HEAD NORTH. YOU MUST REACH THE FAR NORTHERN POINT.



DEFEAT THE GUARDIAN TO GET THE WHISPER SHELL! HEAD BACK TO THE WOODS...



BE READY WITH THE MAGIC HAND BECAUSE THE TARRANTULA STRIKES FAST! TIME YOUR BLOWS TO HIT HIM AS HE LANDS AND KEEP MOVING. BE CAREFUL TO AVOID HIS WEB AND YOU SHOULD HAVE NO PROBLEM DEFEATING HIM. AFTER YOU FREE SATERA (WHO IS STILL A SWAN), SHE'LL FOLLOW YOU BACK TO CASTLE ODEGAN...



AFTER LEAVING THE CASTLE (BE SURE AND STOCK UP ON HEALING HERBS AND SAVE YOUR PROGRESS) HEAD FOR THE CAVE IN THE NW. YOU'LL EMERGE IN A NEW TOUGHER AREA. HEAD FOR THE BIG TREE AND ACQUIRE THE MONKEY SUIT. WITH THE ABILITY TO CLIMB, THE GUARDIANS JUST MINUTES AWAY. DEFEAT HIM AND RETURN THE PRINCESS TO HER ORIGINAL FORM.



BE SURE TO GRAB THE LIFE CONTAINER ON YOUR WAY TO THE BOSS.



THIS IS CERTAINLY ONE ANGRY SHRUB. RUN LIKE MAD AND SKID IN TO ITS HEAD. YOU'LL DROP A FEW HERBS HERE BUT ITS WORTH IT. DEFEAT THE BEAST AND THE ELDER BREAKS THE SPELL. THAT SWAN WAS STARTING TO BUG ME.



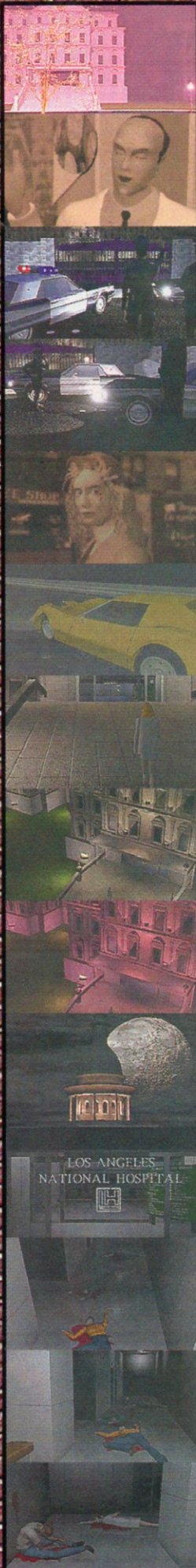
SUMMARY

IMAGINE ZELDA WITH RENDERED GRAPHICS AND THAT SONIC TEAM TOUCH, AND YOU'VE GOT SHINING WISDOM. THIS IS A FANTASTIC ACT/RPG THAT NO ONE SHOULD MISS. THIS GUIDE IS HERE IN CASE IT DOESN'T MAKE IT TO AMERICA. SEEK OUT THE IMPORT IF YOU MUST ON THIS, BLUE SEED, AND RAY EARTH. RPG'S ARE HAPPENIN' ONCE AGAIN! I'LL BE BACK WITH AN RPG SPECIAL IN NOVEMBER.

-E. STORM



THE NEXT CHALLENGE YOU'LL FACE MAKES THE REST SEEM EASY AND WE'VE ONLY NICKED THE SURFACE OF THIS ADVENTURE! STAY TUNED FOR MORE SHINING WISDOM (AND THAT BLUE SEED CONTINUATION I PROMISED) NEXT MONTH.



A NAUSEATING SURPRISE AWAITS ON THE 2ND F.



QUICK START! GRAB THE PIECE OF PAPER FROM THE DRAWER, THEN DROP IT IN THE BOWL OF WATER ON THE DINING ROOM TABLE. FOLLOW ITS INSTRUCTIONS ON THE DRAWER, THEN USE THE METAL THINGY ON THE KEG.

I'm not a big fan of interactive movies. In fact, I regard them with the same level of disgust I usually reserve for intestinal parasites, Canadian rules football, and ex-Airwolf star Jan-Michael Vincent. But in spite of those two nasty words on the CD case, D no Shokutaku is artsy, innovative, and intense — everything that every other “interactive cinema” is not. Interactive movies were a bad idea from the beginning. They mix crappy gameplay with grainy video, expecting the gamer to play simply for the reward of seeing more pixelly video. As if the gamer couldn't rent an actual video, and see as much good video as he/she wanted — something, perhaps, with an actual budget. Something that does more than just “push the limits” of a PG rating. (cont'd on pg 134)



THE SPIKES WON'T BOTHER YOU NOW, BUT THE DOOR STILL WON'T OPEN. GRAB A KEY IN THE FIREPLACE...



THE DRESSER MAY ALSO CONTAIN A GOLDEN BEETLE. ENJOY LAURA'S PSYCHOTIC EPISODE...



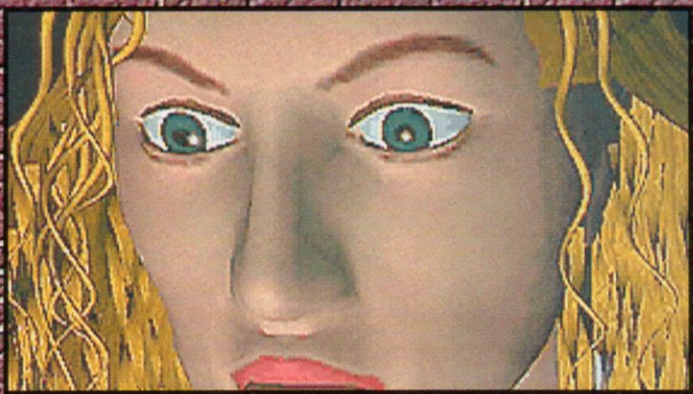
THAT WAS... INTERESTING. NOW USE THAT FIREPLACE KEY AND GO CRACK THE SAFE.

R REVIEW



SEGA SATURN

- DEVELOPER - WARP
- PUBLISHER - ACCLAIM
- FORMAT - CD
- # OF PLAYERS - ONE
- DIFFICULTY - BEGINNER
- AVAILABLE - NOW JAPAN



MANIPULATE THE NUMBERS HERE TO GET THE RING. (TRICKY.)



TAKUHI Short, but a master piece from start to finish.



ONCE YOU GET THE RING, OPEN THE DOOR BENEATH THE KEG ROOM, AND START RUNNING...

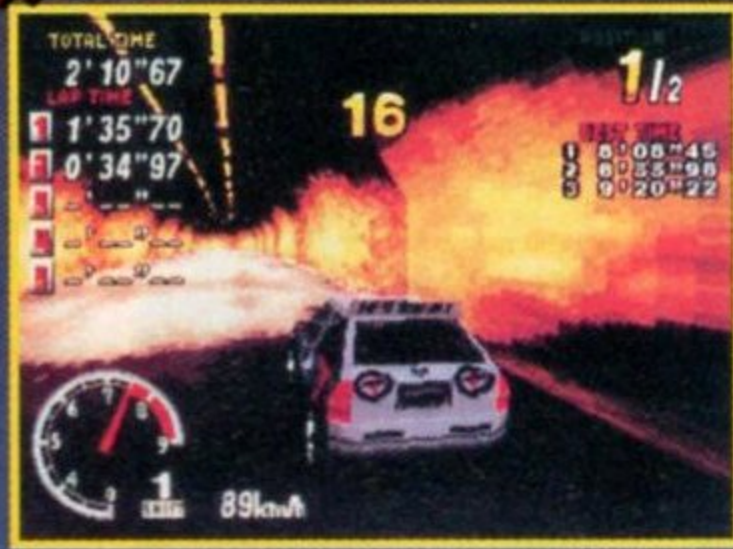


Sega Rally is still in the early stages of development, but is already moving at a brisk 30fps (1/2 the arcade's fps). Besides the imminent loss of resolution SR looks very close to the coin-op. It's already moving at nearly twice the frame rate of Daytona and it isn't nearly completed. The dirt flies this December.

ES Storm's SATURN reviews

Here's the latest from Japan!

Sega sent me this picture disk and I just couldn't resist.



One of the most legendary shooters in coin-op history, Taito's Darius Gaiden, is due out in Japan this December. DG did well in Japanese arcades, but due to the fighting frenzy here in the states, never surfaced. This is an amazing shooter packed with special effects. I'm sure Taito will bring DG out here soon after, or maybe even before... why not?



Bandai-Gundam-Gundam-Bandai. It's a no brainer, the two are synonymous. This time it's gratefully action/shooting rather than the usual strategy fest. If you're a fan, comb the import section for this one. Gundam's seldom wander stateside.

What would a console be without Dragon Ball Z? Soon to hit American television (hopefully somewhat intact), if DBZ has half the impact here it has in Japan, you'll see this game over here in a flash! Not much is known about the actual gameplay yet, other than the obvious, but if this version is anything like the PlayStation's, expect great things.



Wow! Check out X-Men! Due out in Japan this October, Capcom's arcade masterpiece is coming home, 100% intact. Look for a US release by the end of the year.

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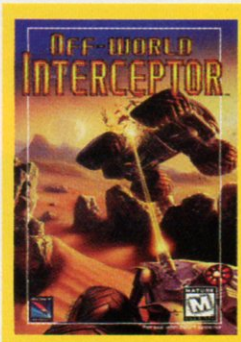
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R REVIEW



DEVELOPER - TAITO

PUBLISHER - TAITO

FORMAT - CD ROM

OF PLAYERS - 1

DIFFICULTY - EASY

AVAILABLE - NOW JAPAN



THE STALKER



Night Striker has arrived! Taito, makers of the original 3-D shooting arcade game, has licensed NS to Xing, and we finally have a version of the awesome Night Striker truly deserving of the name. Thanks to the added muscle of a 32-Bit CPU, gone are the days of half-hearted arcade translations. What you now get for your money is a dramatically accurate representation of the game you shelled out quarter after quarter to play!

The state is in trouble, and you must strike at the source of the problem. A terrorist organization has taken up position in a bustling futuristic megalopolis, and is posing a serious threat. Armed with a fierce jet-powered attack vehicle, you must fly in through the city and take out the brains of the operation, the enemy's super computers.

Graphically speaking, this game is good but it isn't anything spectacular. The colors and resolution aren't totally breathtaking, but look nice enough to compliment. However, speaking in a historical sense, the graphics are absolutely flawless. The same warping and scaling that made the original a hit have been retained and reproduced (for the first time) in a fashion no less than absolute perfection. Unlike the perfidious version on the Sega CD, this newer incarnation does in no way suffer from hardware limitations; most notably in terms of the intense, rapid 3-D sequences. In the auricular department, Night Striker blasts the EXACT same sounds on the PSX as it did years ago in the arcades. The level of meticulous sound recreation is fantastic.

As a true arcade Night Striker enthusiast, I am relieved to say that fellow devotees will not be disappointed with the PSX version. For those who have never played the powerful original, here's a chance to play the exact same thing — minus that big cumbersome flight stick! Speaking of which, Xing had the foresight to include among the options a way to switch between the heavy, self-centering "flight stick" style controls or a less rigid directional pad control mode. Everything down to the smallest detail made it to this little black disc. Even the same laughable text was tossed in! If you're in the market for a slick new 3-D game (besides Philosoma, which unfortunately steals much of Night Striker's thunder!), then you must check out Night Striker. I've seen few arcade conversions as true to the original game as is Night Striker on the PlayStation! Simply a must have for NS fans.

-The Stalker



NIGHT STRIKER



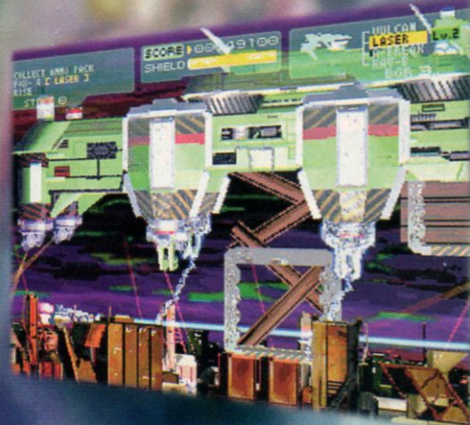
PHILOSOMA

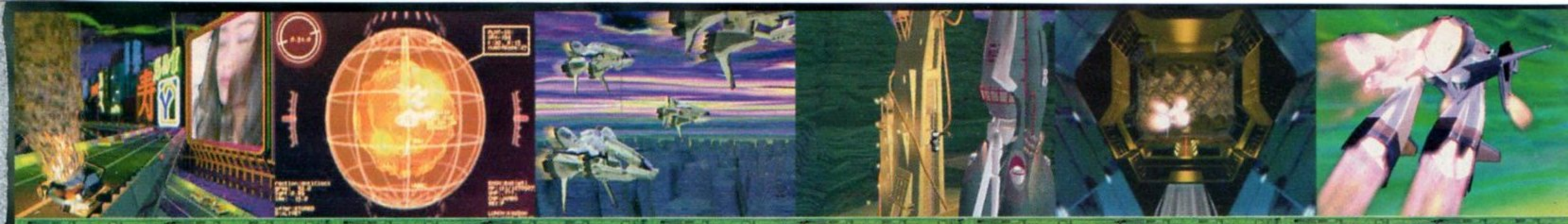


Let two facts be known before I begin this review: *Philosoma* is the most graphically impressive shooter ever. It is also one of the shortest. Though there are only four phases, each is broken down into several sub-stages that have an entirely different game engine than the last. The amount of time needed to program eight-plus completely different engines - ranging from side-scroll to 3/4 view to first-person - can be taken as an excuse for the game's relative shortness. After all, with but a pathetic-sounding four areas, *Philosoma* took almost two years to develop. Each sub-section is fairly long, however, roughly one-third to one-half the length of a standard shooting game level. What makes *Philosoma* so short is not so much the lack of phases but the fact that you are given five continues per area... regardless of the difficulty level. Basically, anyone able to breathe can beat *Philosoma* in a couple hours.

The storyline is mundane shooter fare: You play as D-3, a cadet aboard the star-cruiser *Gallant*. After intercepting a distress call from the outpost plant ORA-194-220, you and five comrades fly down to investigate.

As you might be able to tell, *Philosoma's* strength lies not in its story





P
PREVIEW



but with its non-stop wow-factor graphics. The constantly-changing views isn't quite like having eight shooters in one, but they do provide for an always-fresh and exciting look, and the gameplay hardly ever gets monotonous. The old shooter edict of "seen one level, seen 'em all" definitely does NOT apply with Philosoma. Of these myriad sub-stages, only one comes to mind that is actually poor... the rest are beautiful. Whether Clockwork Knight-style "2.5-D," parallax-laden side-scroll, first-person 3-D or three-quarter view, every stage secretes sticky gobs of pure joy. Each "break" in views/sub-levels is illustrated via godlike, rendered FMV sequences that blend perfectly with the action. There is literally no waiting time between game and FMV, the video quality is near-perfect and the CG is nothing short of transcendental; easily the best I've ever seen in any video game. The hyper-cinematic opening alone will knock your socks off. But who really cares about cheap features like FMV, right? Back to the game...

Your fighter, the Strega (Which means "witch" in Ialian, according to the game's producer), comes equipped with four on-board weapons that can be powered-up to three levels: The Vulcan, a regular shot, a Laser that cuts a white-hot transparent swath through the enemy, the Rayblade, a rear shot that's used primarily for shooting behind you in the "flying towards the screen" levels, and the Assault Break, a charge-up R-Type-style blast. You can also gain two types of missiles, the Woodpecker and the Lancer, and you have a limited stock of the best-looking bombs ever seen in a shooter, the Buster Grenades. None of these are necessary, though, except the Vulcan, and in some instances the rear-firing Rayblade. Sadly, you can effortlessly jaunt through the game using almost nothing but the normal shot. The other weapons, with the exception of the aweing Laser, are strictly bargain-basement. The Rayblade and Assault Break, though keenly named, are doubly painful: Both are pitifully weak and are about as impressive as the weapons in, oh, Raid on Bungeling Bay. Luckily, the control is extremely tight in all eight views and the firing is set on auto.

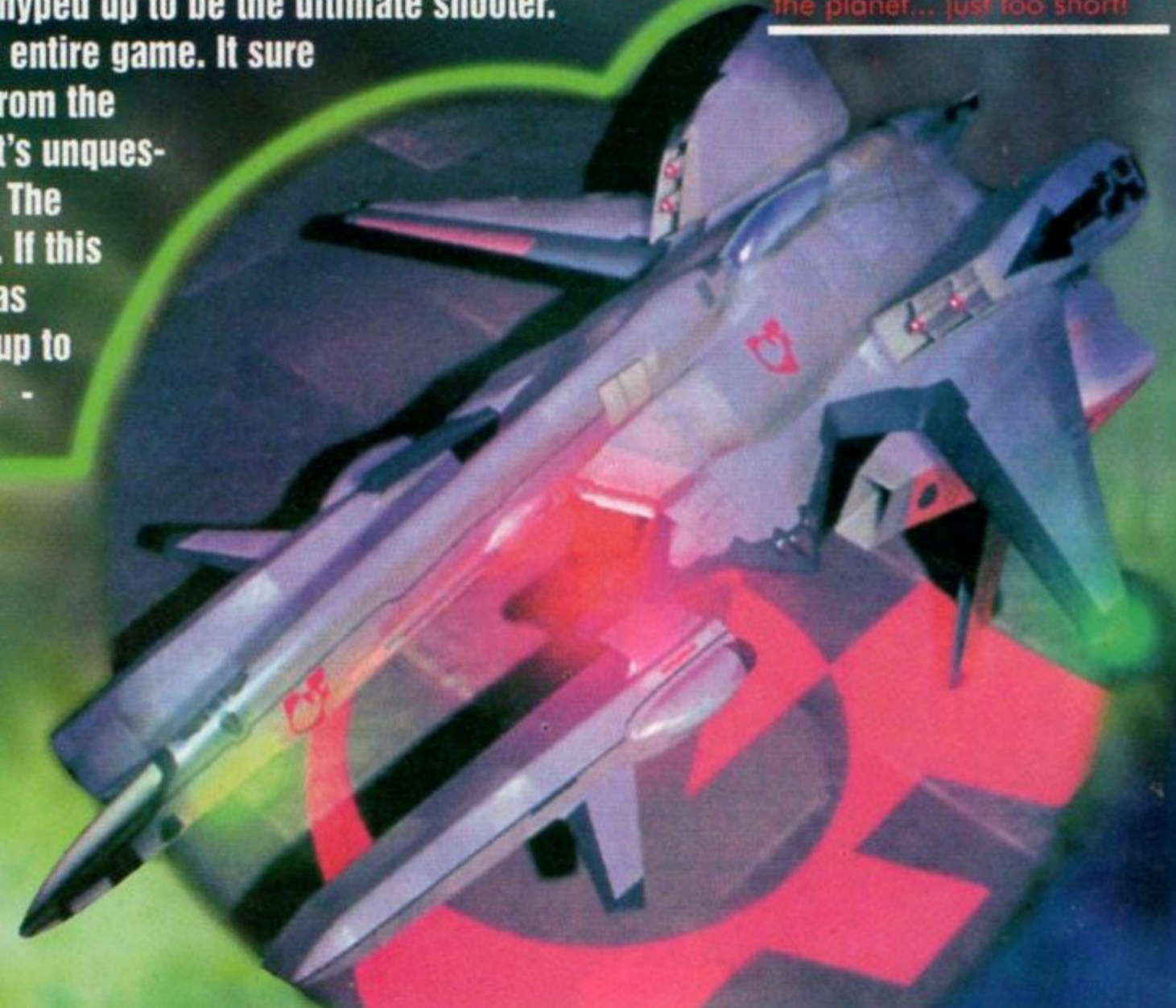
The audio in Philosoma is rather nondescript - the fairly standard shooting game tunes can barely be heard above the constant chattering of your five allies and the sound effects - it's almost as if the music was turned down. Strangely enough, the score during the cinemas is excellent, booming cinematic stuff, but perhaps that's simply because you can hear it. The actual sound effects are very good, but nothing especially radiant comes to mind. The most impressive audio tidbit is the extremely well-acted perpetual conversation with your teammates, several of which die during the course of the game.

As with Arc the Lad, Philosoma was slightly disappointing, simply because it was hyped up to be the ultimate shooter. This game could have been much, much better if you had, say, ten continues for the entire game. It sure would make it last longer. The actual gameplay is reasonably hard... it just suffers from the Neo-Geo curse. Nevertheless, Philosoma is a must-buy for any PlayStation owner. It's unquestionably one of the best shooters of all time and an easy member of the 32-bit elite. The effects alone are worth the price of admission - the visuals here truly must be seen. If this is what shooters games are going to look like from now on, I'm there! Philosoma has unequivocally proven that there is no question as to the PS' 2-D abilities... now it's up to someone to use them in an effective, unique and, well... slightly longer-lasting way. - Nick Rox

DEVELOPER: SCEJ
PUBLISHER: SCEJ
FORMAT: CD
OF PLAYERS: 1
DIFFICULTY: EASY
AVAILABLE NOW JAPAN.



NICK ROX
The most graphically impressive shooter on the face of the planet... just too short!



KING'S FIELD

R
REVIEW



DEVELOPER - FROM SOFT.

PUBLISHER - FROM SOFT.

FORMAT - CD

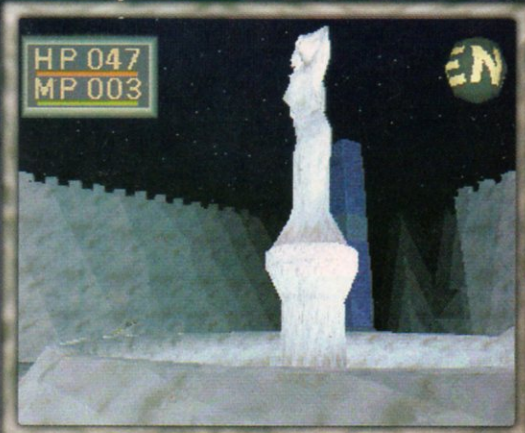
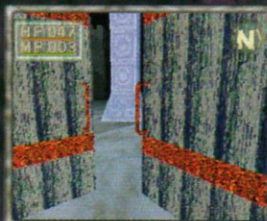
OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - NOW JAPAN



TAKUHI
King's Field II is a challenging and immense role-playing experience.



Despite the fruity-sounding description of "half Doom, half Dungeon Master," King's Field II is actually an excellent game. The 3-D action is smooth, fast-paced and beautifully rendered, while packing all the strategy, mystery, and intrigue of a real RPG. Unlike the cheaper-looking, cheaper-feeling original, King's Field II is a 3-D masterpiece, and a shining example of what could be a promising new "next generation" genre.

Our hero, Aleph Galucia Leguna, has been sent to Meranette Island in search of the mysterious sleeping entity that may be the source of numerous problems on the mainland. Unfortunately, a shipwreck has left him weakened and armorless, and few inhabitants of the island are able to be of assistance.

Aleph begins his fight with nothing but his dagger and a silly Italian name, and he'll die about a billion times in the first hour of the game — it's literally the hardest part of the whole quest. The dagger is probably the suckiest weapon in any game, ever, as you'll practically have to have your tongue down your enemy's throat before you'll be within range to hit him with it. But if you can seize the health-replenishing pool and nearby save spot, the quest gets easier — but not much. There's no auto-mapping, and maps are expensive and hard to find (not to mention sometimes inaccurate). Magic is cool and easy to use, but the item that replenishes your MP is too expensive to make magic cost effective early on. In fact, everything in the game is expensive. You may have to make do with that dagger and no armor for a few hours.

The difficulty level is high (pleasantly so, in my opinion), but you'll probably never get stuck. The dungeon in KF2 is huge, and expands in many different directions. If you find one area to be too hard, there are always other areas to attempt. With no King to tell you "Go here, do this," you're very much on your own. While some people might not care for the lack of structure, I've found it creates a great feeling of freedom, and enjoy the truly non-linear exploration.

The graphics in KF2 are exceptional. Many areas were designed for maximum graphical impact, such as rickety suspension bridges with giant waterfalls flowing from the sky on one side, and running water visible beneath your feet. While there's plenty of just-plain-dungeon parts of the dungeon, there are also brick-walled towns, underground rivers, seas of fire, old temples, and ancient ruins buried here and there. Most impressive of all is when you rise to the surface after a long stint underground, and see your first glimpse of a bright blue sky and a far off mountainscape. (cont'd on pg. 134)

Nick Rox's PLAYSTATION PREVIEWS



KILEAK THE BLOOD 2 ▲
Sony Music Entertainment has released just two CG cinemas for Kileak 2, which promises to have much larger and more interactive dungeons, rather than just corridors, better special effects and a lengthier quest. We'll be lucky if Kileak makes '95, though.

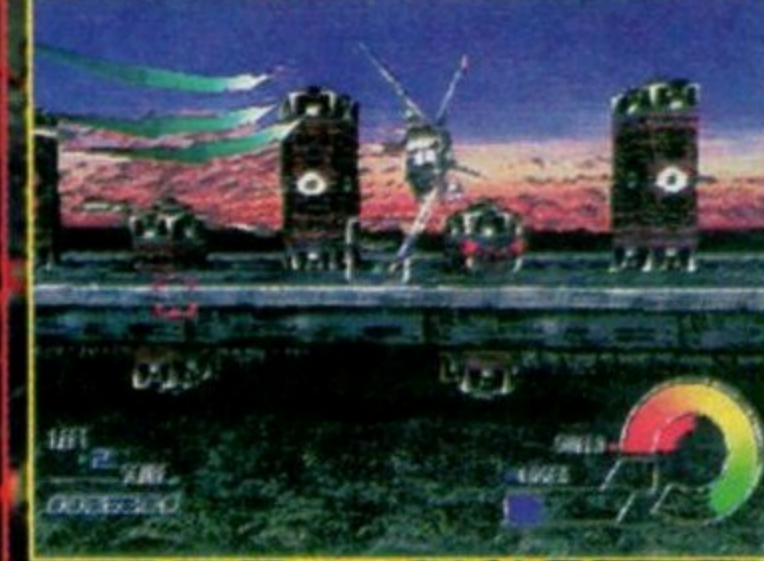
**NAMCO MUSEUM
VOLUME ONE** ▲
The oft-rumored Namco early arcade-game collection for the PlayStation is finally coming this November. Games on Vol. 1 are Rally-X, New Rally-X, Pac-Man, Bosconian and Toy Pop, among others. The price is unknown; hopefully it'll be cheaper than the average PS title.



PILE-UP MARCH ▲
Proceed Yuni's first console game is the unbelievably detailed fantasy war simulation Pile-Up March, which combines hand-drawn BGs and polygon characters. Pile-Up is due October 27th.

TWO-TENKAKU ▲
Sony Music Entertainment's amazing-looking 2-D shooter is on schedule for November.

SNATCHER ▲
Konami's Snatcher on the PlayStation... 'nuff said. No release date yet.



PAL, LEGEND OF THE DOG DEITY ▲
Yet another traditional RPG for the PlayStation... but hey, I'm not complaining. Toei Video's Pal does not yet have a release date.

ZEITGEIST ▲
Taito's first PS game, a 3-D polygonal shooter, is almost out... We'll have a review of this great-looking title next issue.

HORNED OWL
Sony's answer (well... it's more like a ripoff, but who's keeping track) to Virtua Cop is Horned Owl, due in '95. The light gun for this game was designed by Konami, so you know it'll be awesome.



**SO HERE'S A WORD OF
UNLUCKY PEOPLE WHO
CASH ON A BRAND
K.I. CLEARLY DELIVERS
ON 16-BIT, DOWN TO**

Fold

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Fold

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AOL @ keyword: NOA
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Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.



The only thing you need is an SNES...
OK and maybe a tourniquet.



It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Fully rendered graphics mean fully rendered pain.



Carnage... mayhem...exploding corpuscles...fun for the whole family!(Not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

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To Complete The Message,
Fold So "X" Meets "Y"

Fold

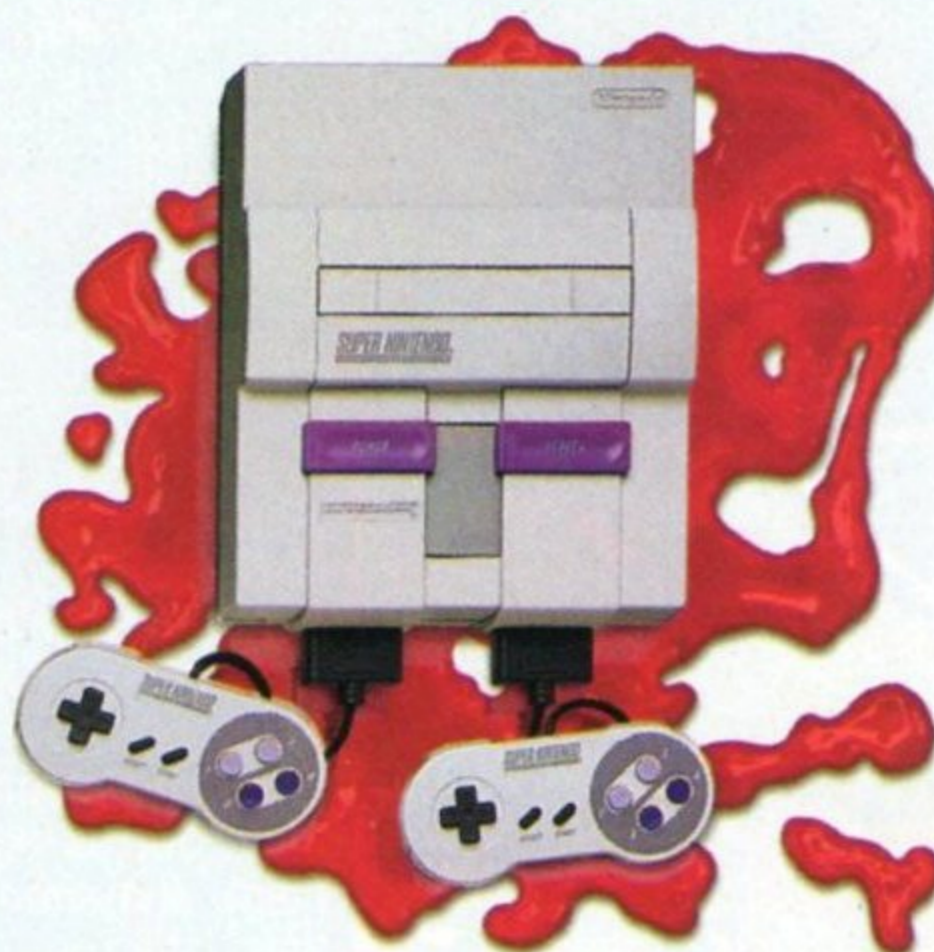
Remember, you can
pick your warriors...



...and pick
your weapons...



...just don't
pick your scabs.



Only for
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Even though others might say
the end is near for 16-bit
...this sucker'll kill that feud.



YOSHI'S ISLAND



R REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - NINTENDO

PUBLISHER - NINTENDO

FORMAT - 16 MEG+FX2

OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - OCTOBER



TAKUHI
Such depth! Possibly the best Mario yet.

What's so special about Miyamoto games? There's just no easy way to explain it. Everything's perfect; graphics, feel, difficulty, value, and there's always something new. But there's a little something extra, too: That feeling of exploration. Hunting for secrets in colorful forests and unraveling puzzles in ghost houses... It reminds me of when I was just a kid, and me and some friends would go hunting for hidden treasure, and once we got lost in the sewers, and were almost impaled by spikes and we found this hidden pirate ship with all this gold and then bad guys took it away from us, but my Chinese friend Mickey replaced his marbles with... er... no, wait, I'm thinking of the Goonies. I spent my childhood sitting around playing, well, Miyamoto games. And what a childhood it was! But that probably wasn't my point.

Anyway, even without resorting to overly abstract rants, the quality in Yoshi's Island is obvious. Everything about this game was carefully thought out, planned, and executed. And everything turned out perfect. Even after playing 32-bit games all day long, I was still blown away by Yoshi's graphics. They're in a totally new style; as if they were drawn by children, scanned in, blown up, and filled with color. The SNES' color palette is used as it's never been used before, especially in the stunning backgrounds of levels 2-6 and 3-1. And there's tons of variety.

A lot was made of the fact that this game has an FX chip, a first in a side-scrolling title. It produces a lot of cool effects, that, yes, we've seen before, but never on 16-bit. More importantly, though, the effects are used to actually improve gameplay, not just show off. The sound's good too, if you can excuse Mario's ultra annoying shriek when he gets hit off of Yoshi.

The play control is, not surprisingly, amazing. The game takes place when baby Mario is dropped by the stork onto Yoshi's island and left dependent on the entire species of Yoshis (they hand him off, relay style, at the end of every level) to get to his proper parents. You can actually control Yoshi, and use all his

(sort of), do a downward crashing attack, and shoot watermelon seeds machine-gun style. There are ice and fire watermelons as well, stars that turn Yoshi into an egg and let a caped baby Mario take over, five different kinds and sizes of layable eggs, and 5 different creatures that Yoshi can morph into.

Indeed, you can look forward to a new gameplay concept on practically every level. The game is so imaginative and well thought out, you'll never know what to expect, and never be disappointed. From transforming into a train that can ride on chalk-drawn tracks in the background to eating enemies that give Yoshi an ever shifting psychedelic perspective on life, no two levels play exactly the same.

No Mario game is really a Mario game without secrets, and this game has tons. The basic world concept is this: You go through eight courses, in a specified order, in each world. You can go back to any course you've previously beat, no matter where you are. Sound simple? Well, the trick is that the game rates your success at each level. Each level has 20 red coins, 5 big flowers, and over 30 stars (which sort of act as hit points for Yoshi—they're what ticks



Yoshilicious attacks and abilities to the utmost. Yoshi can still eat animals and spit them out, but it's far more advantageous to lay them out as eggs, stockpile them, and shoot them at your foes later on. You can aim carefully with a moving trigger, that can be locked with the L or R buttons. Yoshi can also fly





down when he's separated from Mario. Yoshi doesn't take damage himself, unless he falls into a pit). If you end the level with that amount of each, you get 100 points; a perfect score. But they're definitely not that easy to find, as each course is longer than in any Mario game yet, and full of secrets passages and items. Get 100 points in all 8 courses of any one world, and you can go to a bonus game, and the ultra hard course 9 for that stage. Get 100's on every world's course 9, and you get... I don't know, actually. But it better be something good.

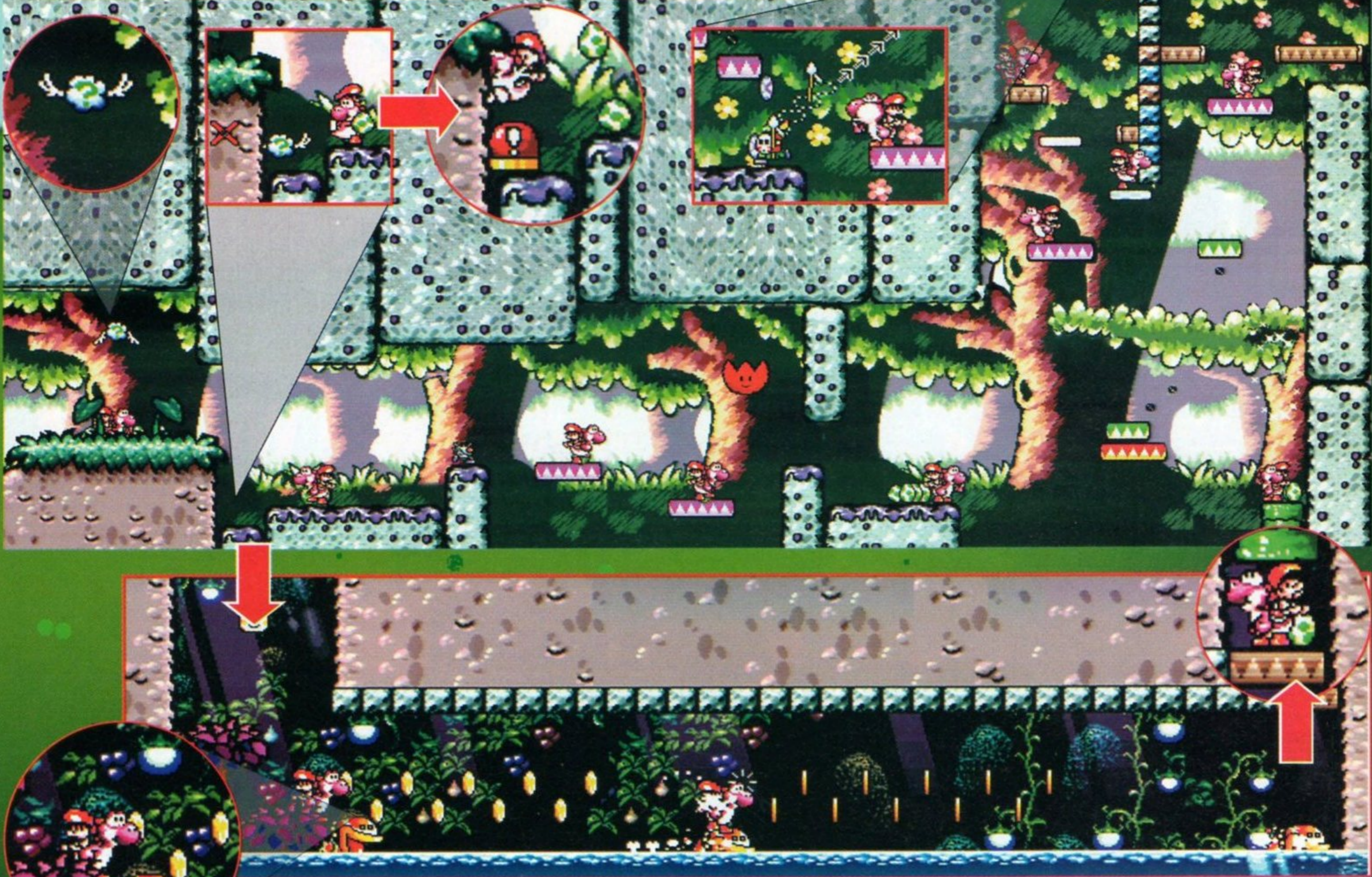
Yoshi's has a cool new graphics style, innovative play control, and a totally different feel, but the world construction, tight play mechanics, and tons of secrets are all vintage Mario. This is really Mario 5, not some cheesy spin-off to tide us over until the Ultra-64 Mario! I really couldn't be more euphoric about Yoshi's Island. Everything came together perfectly, to make what could possibly be the best Mario, nay, the best *Miyamoto* game yet.

As you may already know, some other magazine reviewed Yoshi's Island, and gave it a 76%. A 76%... I'd like to go into an extensive rant about what exactly our nation is coming to when the youth of today trash brilliant games like this, but... I won't. Instead, I'll just say this: "Fellow reviewer! Congratulations on getting to World 1-4 of an unfinished EP-ROM that you evidently played for no more than 15 minutes! Clearly you've carefully considered the fine details of the game, and I have nothing but respect for your learned opinion."

So, that ugliness aside, you simply must play Yoshi's Island. Forget all these experimental 32-bit titles, Yoshi's is the perfect mix of tried-and-true concepts and brilliant innovation; definitely the game of the year so far. Shigeru, you crafty old genius, you've made the world a better place once again.

- Takuhi

World 3-2



Get By With A Little Help From Pochi

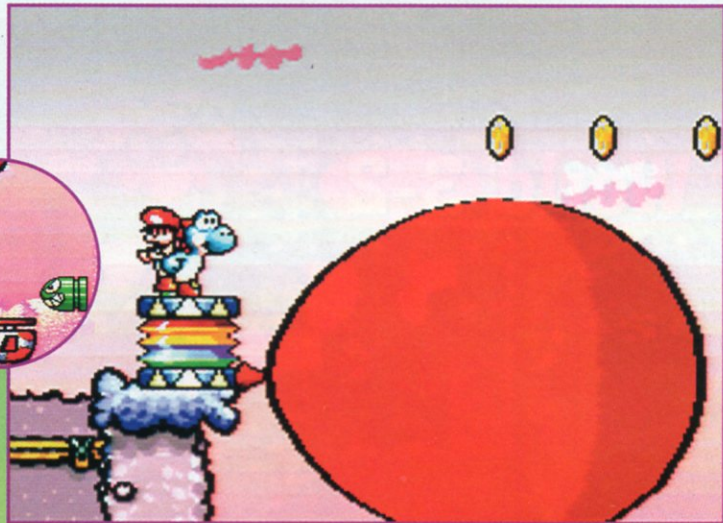
Impressed? Don't be. This is nary 1/10 of an actual Mario level. Be sure to take note of Yoshi's stupid but loyal

(and useful) dog friend (lower left), one of the many dozens of new additions to the Mario world.



World 3

Kill the monkeys, then eat their watermelon for some serious firepower. Also look forward to the first submarine transformation.



World 4

Have fun with balloons while you breath in the beautiful mountain air, and gaze at the dazzling sunset colors in the background. This world also contains another opportunity

for Yoshi to get ripped on hallucinogenic-filled puffball enemies. Enjoy.



World 5

Hit the slopes in World 5. Knock snowmen off of the ski-lifts so you can use them to get around, and don't forget to duck into the lodge on world 5-4 to change into your skis.





World 6

The final challenge. Levels are long here, and the enemies are particularly big and nasty. If you've been col-

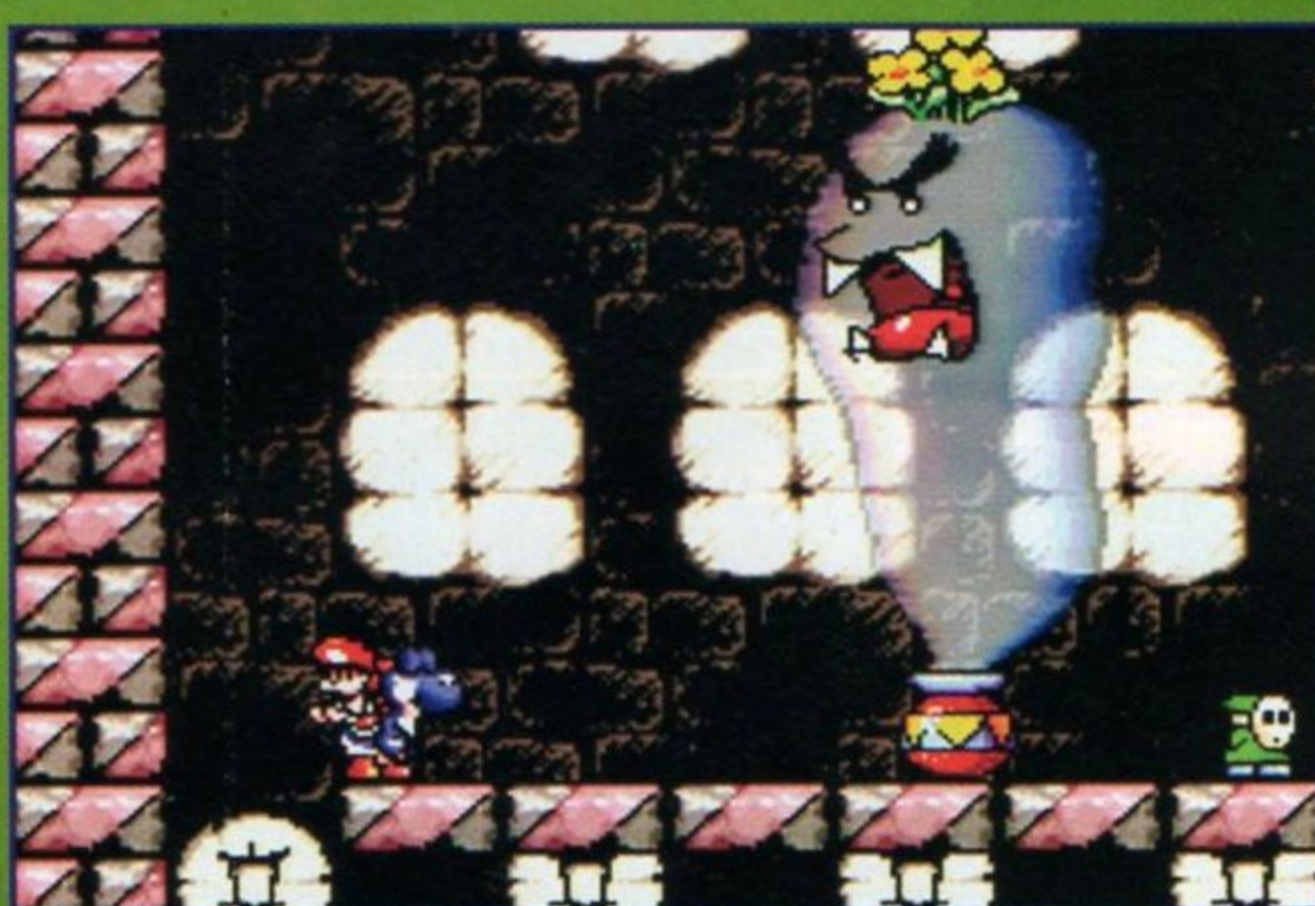
lecting perfect 100's up to this point, keep it up on 6-8 and 6-9, and then get ready to collect your reward.

Mechanics



Bosses

Yoshi's has the best, and biggest bosses of any Mario game. This is just a small sample.



...It Starts!



...Back In Town



...Could It Be Death??

BREATH OF FIRE II

R REVIEW

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

- DEVELOPER - CAPCOM
- PUBLISHER - CAPCOM
- FORMAT - 24-MEG CART
- # OF PLAYERS - ONE
- DIFFICULTY - HARD
- AVAILABLE - 4TH QTR.



NICK ROX
A more-than-worthy prequel to the original BOF1.

Imagine awakening one morning only to find that nobody in your hometown recognizes you... Thus begins *Breath of Fire II*, the more-than-worthy prequel to last year's RPG sleeper. When the young hero returns to his home, the town church, he discovers that his father and sister are gone! All he finds is an old priest, who offers to take him in as an orphan. In the middle of his first night as a stranger in his own village, he meets a youthful thief named Bow who masquerades as an orphaned wait to steal valuables from churches. Having nowhere to go, our hero joins Bow, and has no choice but to begin a new life as a Ranger; basically a handyman that will do anything, for a price. I won't go too in-depth on the story, seeing as *BoF II* doesn't come out until the fourth quarter and our preview ROM is still very early. The gibberish you see in all the battle sequence shots is debugging info.

During your quest, you will gain a total of seven party-members, including Rand, a huge rhino-dude, Nina, the winged girl from *BoF I*, Sten, a monkey magician, Katt, a werecat, Sper, a grass being, and a

bipedal frog called Jean. As in part one, certain magic allows you to combine party members into one super-entity during battles.

Basically everything from part one has been expanded upon. The *Tights* are much more detailed, featuring double the frames of animation and *Final Fantasy III*-caliber spells. The overall look of cities, dungeons and other locales has been vastly improved, featuring more animation on fountains, grass, fireplaces, etc.

Happily, Capcom has changed very few names in the game, but I have noticed that many names have been translated as they were known in Japan, and are consequently different from Square's US version of part one. For instance, the town called Winlan in *I* is now called Windra. Though I hate changing names, I hate continuity errors more (see my articles on the US *Phantasy Star IV*) so I hope Capcom will see this article and re-translate everything as it was in the American *I*... and I REALLY hope they won't go the American comic-book cover route. I'm running out of space here, so look for more coverage on this excellent RPG in future issues! - Nick Rox

10 Years Later...



The Real Thief!!

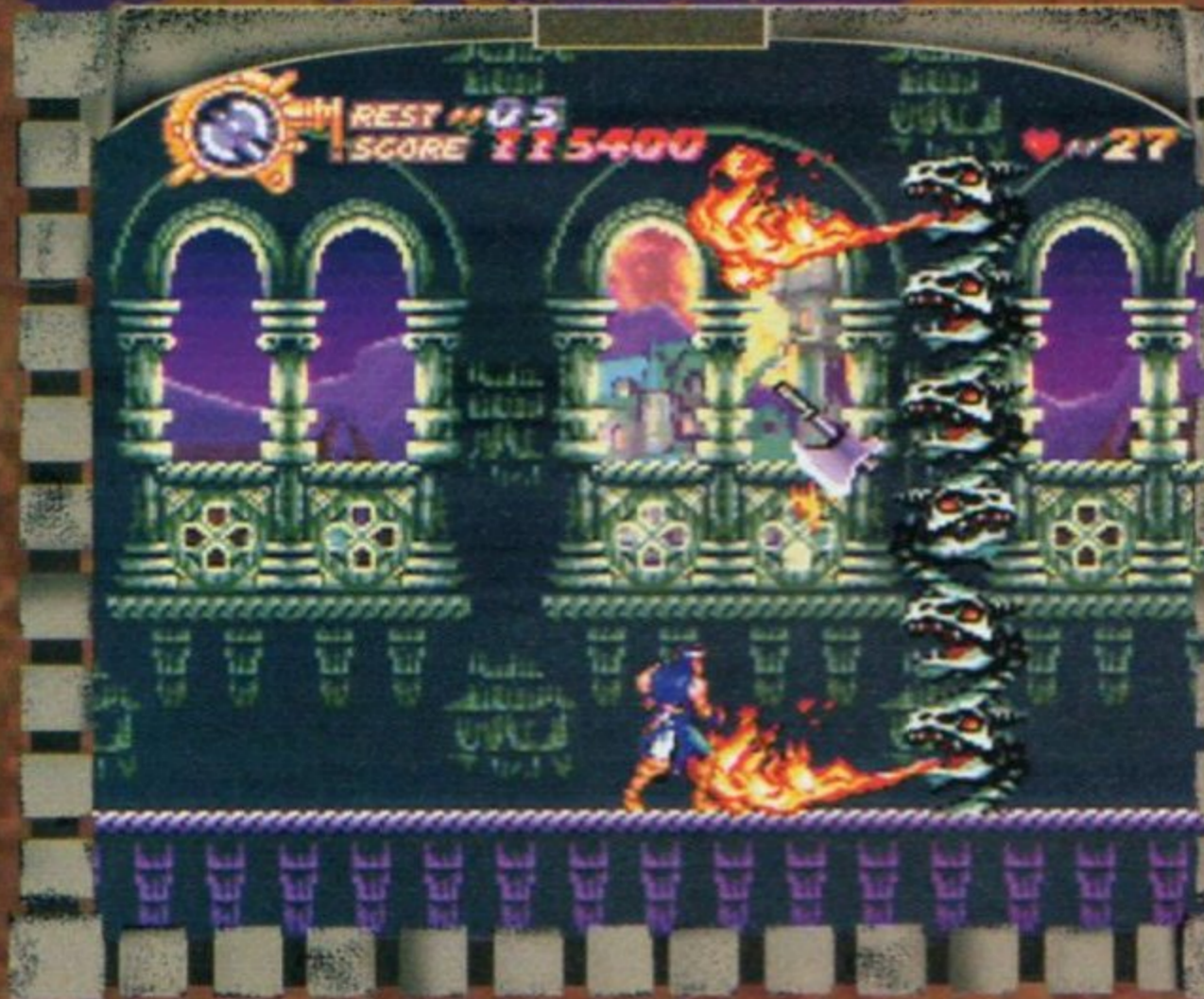


3/4 View Battles are Back!





Castlevania Dracula X



R REVIEW

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

- DEVELOPER - KONAMI
- PUBLISHER - KONAMI
- FORMAT - 16 MEG CART.
- # OF PLAYERS - ONE
- DIFFICULTY - HARD
- AVAILABLE - OCTOBER

The birth of the X series (which began with the immortal PC Engine classic Castlevania) represents an attempt to return to simplified classic Castlevania controls, added to the stunning graphics, music, bosses, and length possible on today's systems. It's a good idea, and it worked great on the PC Engine, but I don't think the SNES version will have quite the impact. X was downright unbelievable for an 8-bit game, but Castlevania: Dracula-X (CD-X) is competing on a higher level. The game still has that trademark Castlevania atmosphere, but the innovation that the series was famous for seems to have been replaced with more tried and true action-platform concepts. Don't get me wrong -- this is a solid title.

I just expect to be blown away whenever I begin a new Castlevania adventure.

The play and level design may be a tad old school, but the backgrounds and music can certainly be stunning at times. The soundtrack, taken straight from the Super CD version, sometimes sounds even better through the cleaner SNES sound chip!

CD-X isn't excessively challenging if

you've been there before, as it is patterned after the great NES versions of old, but an unusual programming decision can make the game frustrating at times. You don't get that second of invincibility once you're hit, like you do in every other action title. As a result, it's possible to get hit, fly into an enemy, bounce off him into another enemy, and bounce off him into a pit. With this juggling system, a single fireball can reduce our hero from full health to the splash of "It's a boy!" powder blue blood that evidently



indicates Rictor's death. I'm 100% certain that the Saturn and Playstation versions of Castlevania: The Bloodletting will introduce us to a whole new generation of Castlevania adventures. Until then, CD-X is a great way to usher out the 16-bit series, which -- with the original SNES version, the amazing BloodLines on Genesis, and now CD-X -- has been a joy to behold.

- TAKUHI



TAKUHI
Nothing too new, but as Castlevania, it demands respect.





P PREVIEW

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

DEVELOPER - SQUARE

PUBLISHER - SQUARE

FORMAT - 24 MEG+BATT.

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



TAKAHARA
Hmmm... an American Square game. Let's take a look shall we?



SECRET OF EVERMORE

Regarded worldwide as the leaders in Role Playing, Square Soft is responsible for some of the greatest games of the last two decades. Until now, all of their games were developed in Japan and subsequently echoed Japanese themes. For the first time, Square Soft of America has created their own title, using the company's tried and true formulas except with a more Saturday morning cartoonish storyline. At first it was hard to swallow, because I love the high drama exemplified in Japanese RPGs, but I must admit, I'm very impressed with the overall quality of Evermore.

This is a solid Action/RPG in the Secret of Mana vein. In fact, in many ways it is more innovative, with the use of sporadic SGI, a truly interactive landscape, and some big, ugly, USDA monster bosses. The

story revolves around a boy and his dog who stumble across an invention, which years before vaulted a mad Doc and his colleagues to the fantasy world of Evermore. The dog chews on a wire, activates the program, and whammo, goodbye Podunk, hello Evermore.

I've played through a good part of the prehistoric scenario and I must say, I'm hooked. I'll finish the game and present a review along with some info I assimilated about SOE's development and meet you back here in the November issue.

So far, I only hope the music improves. The sound effects are intense but in the jungle all you can really hear is, well, the jungle. Square games inherently have some of the best music in the known universe so I'm hoping for some trademark tunes later on as I progress. As far as balance, the game seems right on. The maps are huge and require constant exploration and the alchemy spells are a splendid play mechanic. Each battle is do-able but definitely not too easy or boring. Everything seems AOK, except for Fire Eyes. I'll have to get used to taking orders from a punky little freckle-faced girl. But I'll survive. See ya' next month.





THE FIRST GUARDIAN YOU'LL ENCOUNTER IS AN IMPRESSIVE SIGHT. BREAK THROUGH ITS RIB CAGE AND BEAT ON ITS HEART.

TRY TO CORNER THE VIPERS AND BEAT SEVERAL SIMULTANEOUSLY. THEIR LEADER IS ANOTHER STORY. TRY A LITTLE ALCHEMY ON HIM.



A FEW HOURS AGO, YOU WERE WALKING HOME. NOW YOU'RE STANDING IN FRONT OF A GIANT SERPENT IN THE MIDDLE OF A SWAMP, IN A WORLD OF ILLUSION... AND THE ADVENTURE IS JUST BEGINNING. TUNE IN FOR OUR REVIEW NEXT MONTH AND FIND OUT MORE ABOUT THE SECRET OF EVERMORE.



R REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - 32 MEG CART.

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER

Acclaim, is set to deliver the next entry in the ageless Batman series. Based on the hit movie, *Batman Forever* is a dash through the big-screen story in typical Final Fight-esque side scrolling fashion. You must assume the role of Batman or Robin (or team up with a friend) and fight your way through eight furiously challenging stages and defeat the diabolical Riddler and the heinously evil Two-Face.

The first thing you'll see that makes *Batman Forever* stand out is its digitized graphics. The color, animation and detail are fairly on target, the backgrounds are clean and the scrolls are smooth (albeit too few in number). The backgrounds get better as you progress, but given the game's extreme difficulty, few will ever realize that. While the games not overly hard in execution, at certain points enemies can knock you off the screen, and do so often. So you've built up 8 lives over four levels, and all of a sudden a few cheap shots and it's game over. By the way, there are no continues. You'll have to invest some serious time to see the end of *Forever*.

Most of the music in this monster cart can only be described as scarce. This is a bare bones soundtrack. I suppose little memory was left after squeezing in all of the animation and digitized graphics. At least it's not annoying.

Batman Forever features a complex new system of control with multiple punches and kicks complementing a host of special techniques executed with SF2 style movements. Another game-play addition was the "competitive" two player mode where Batman and Robin



beat up on EACH OTHER as well as the enemies. One nice new feature is this game's "Training Mode", where you simply beat up enemies and learn the controls.

True Batman fans may really get a kick out of the first *Batman* game to feature live actors and the new, more sophisticated control scheme. There's a lot of innovation in *Batman Forever*, but some of the basics were sacrificed in exchange for the cutting edge graphics. If you don't mind learning a new dimension in control, and you have the patience to beat a super-hard game with no continues, give *Batman Forever* a shot. -The Stalker



THE STALKER
Still another very hard *Batman* game.



Speedy Gonzales

in
Los Gatos Banditos

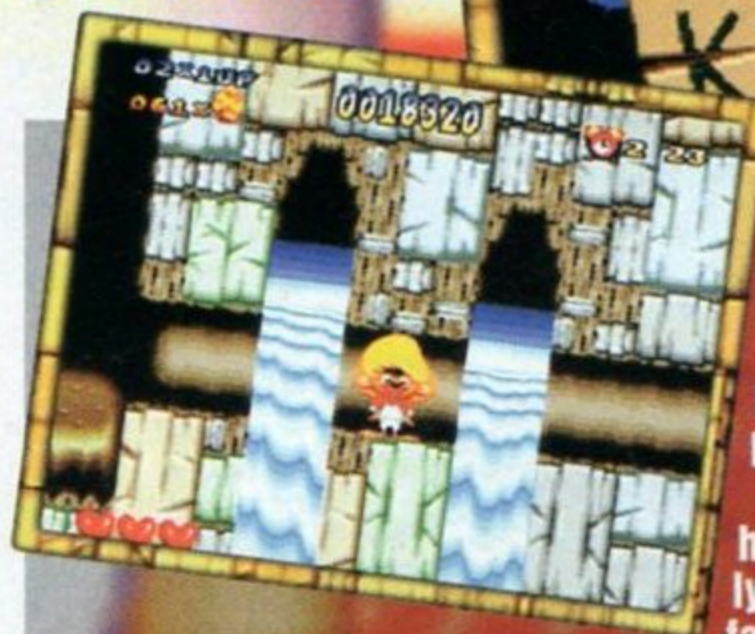
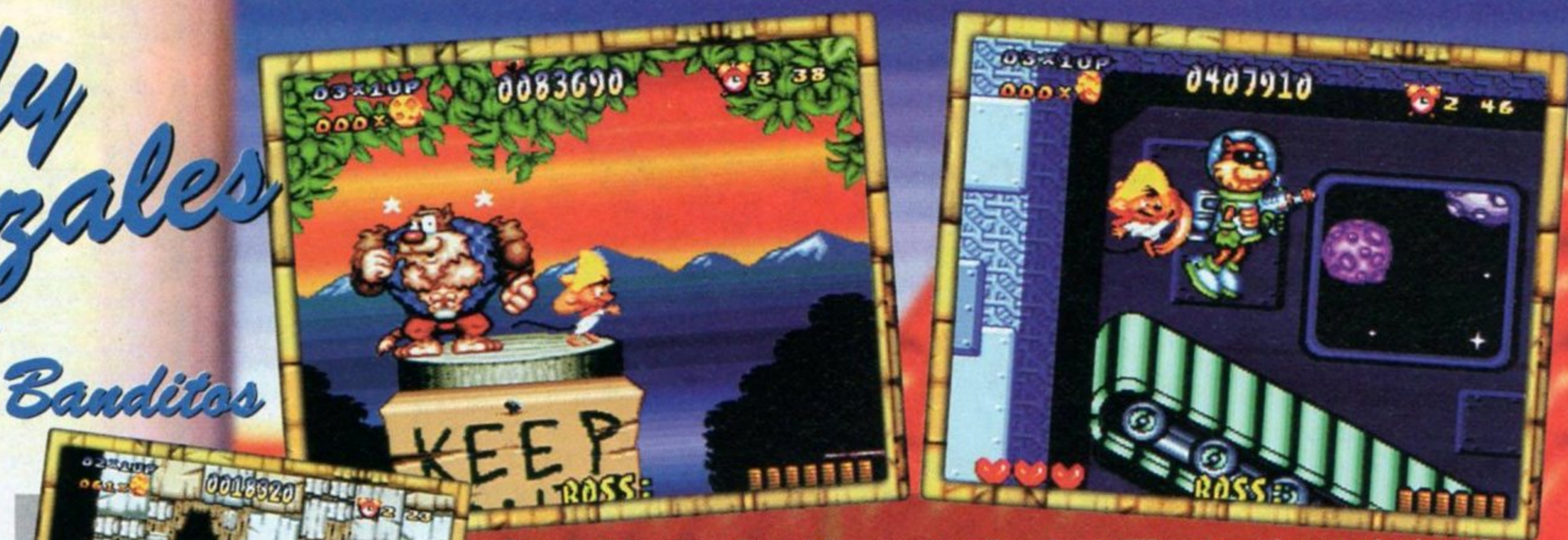
R
REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - SUNSOFT
PUBLISHER - ACCLAIM
FORMAT - 16 MEG CART.
OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - OCTOBER



SLASHER QUAN
Speedy's cruisin' across Mexico on the SNES; too bad he didn't bring more play mechanics with him.

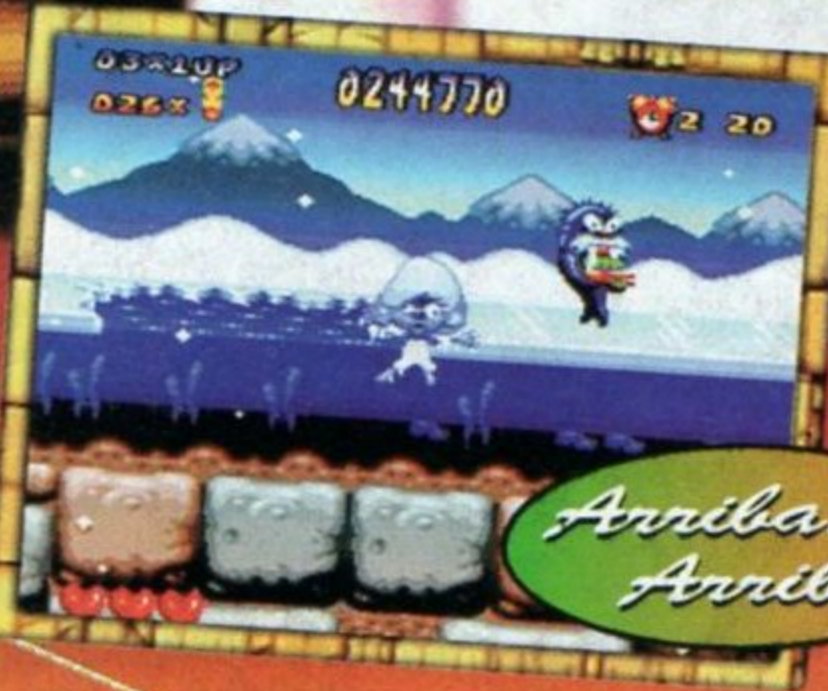
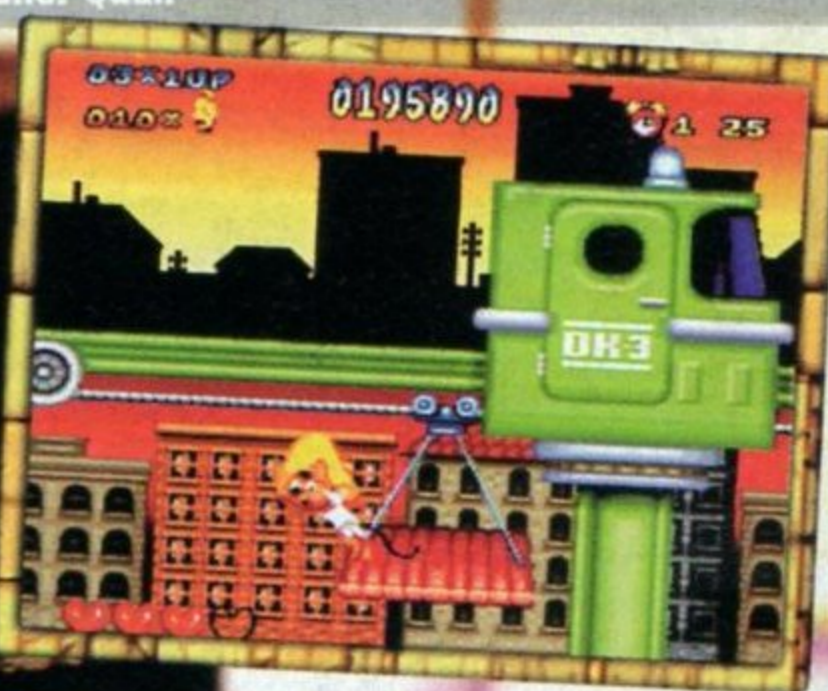


Esteemed developer Sunsoft brings yet another classic WB cartoon character back to 16-bit life with Speedy Gonzales. Despite the occasional broken Spanglish (when did you ever hear Speedy say "my amigo"?), this solid platformer captures much of the flavor of the 'toon. Los Gatos Bandidos (that's Spanish for "the bandit cats"), led by that sufferin' Sylvester, have kidnapped an entire village-ful of mice. Speedy must rescue them before Los Gatos Bandidos make El Rato Burrito.

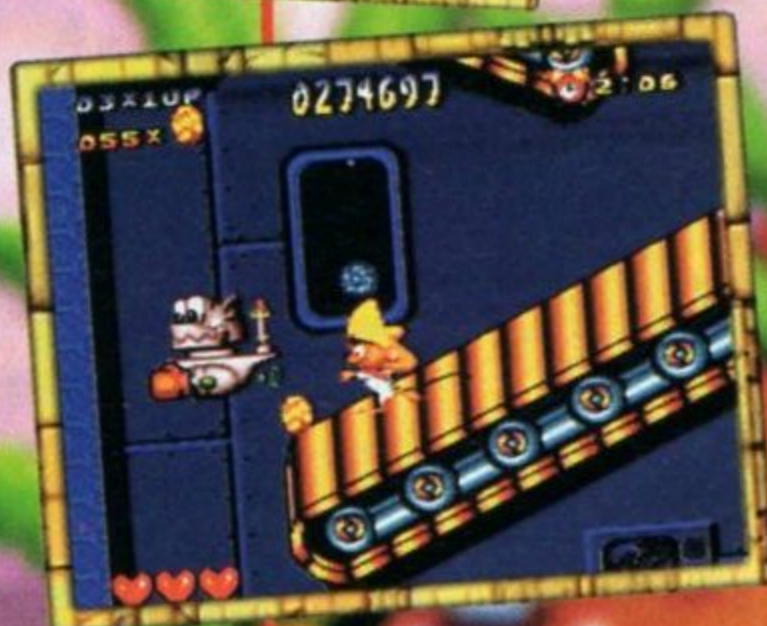
Speedy seems like a younger-set game... personally, I wish the play mechanics and levels had a little more depth. The game is very basic hop/bop; you can jump, kick, run, and run really fast. (Arriba!) The level construction is challenging and there are many pinpoint jumps, falling platforms, and only three continues to keep you just a bit frustrated, but there's not too much here other than what we cut our teeth on back in the 80's.

In the tradition of other Sunsoft games, Speedy offers bright, crisp character animation, plenty of multi-scrolling, and a generally soft, colorful, cartoony feel. However, I think to this day Sunsoft never truly equaled its first Looney Tune, the astonishing Death Valley Rally... Speedy is definitely light years below that standard of excellence. The music is also very good and sings the goofy, lovable anthems of the cartoons, but it's not up to the richness I remember from DVR.

For platform fans still loyal to the SNES, Speedy is definitely a good time, but it's hard to see even considering this game if you haven't already bought Yoshi and Drac X. -Slasher Quan



Arriba!
Arriba!



SEGA SECTOR

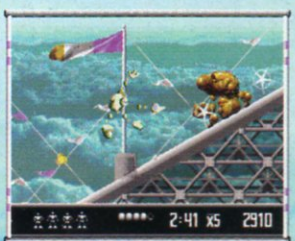


BLUE SKY SOFTWARE HAS CONSISTENTLY PRODUCED HIGH QUALITY 16-BIT SOFTWARE INCLUDING: STIMPY'S INVENTION, JP RAMPAGE, DESERT DEMOLITION, WORLD SERIES BASEBALL '94 & '95 AND NOW VECTORMAN! WE'LL HAVE MORE ON BLUE SKY AND VECTORMAN NEXT MONTH.

BLUE SKY SOFTWARE



BLUE-BLUE-SKY I-SEE



P PREVIEW



DEVELOPER - BLUE SKY

PUBLISHER - SEGA

FORMAT - 24 MEG CART.

OF PLAYERS - 1

DIFFICULTY - INT. - ADV.

AVAILABLE - OCTOBER



E. STORM VECTORMAN AND SEGA'S NOMAD IN THE SAME MONTH... LIFE IS GOOD.

There's a big patch of Blue Sky headed your way if you're one of the millions of people who own the enduring Sega Genesis or plan to buy the soon to be released Sega Nomad hand-held.

Blue Sky's Vectorman is headed your way, and this is one adventure you simply can't miss. In fact, if you're waiting for that farewell 16-bit game, then this is the one. The chances a better title will follow VM is slim to none. This is without a doubt one of the best Genesis games ever created. It's filled with genius play mechanics, huge levels, and debuts one of the coolest characters the 16-bit genre has ever yielded.

It's the year 2049. The earth's cities, forests, and icecaps are filled with sludge and toxic goo. Hey, just like now! The humans have left and headed for the stars leaving behind mechanical 'Orbots' to clean up. One powerful Orbot, 'Raster' oversees the clean up through a planet wide com-net. Disaster strikes when attendants connect a salvaged nuclear bomb to Raster's master control circuits, and thusly, Warhead is born.

Warhead stands for tyranny, hatred, and oppression. By his decree, the earth is forged into an instrument of death for returning humans. Meanwhile, Vectorman lands in his barge after delivering a load of sludge to the sun. While all this mayhem was unfolding he was away. Unhindered by Warhead's evil mind control, he sets out to free the earth, and pulverize Warhead.

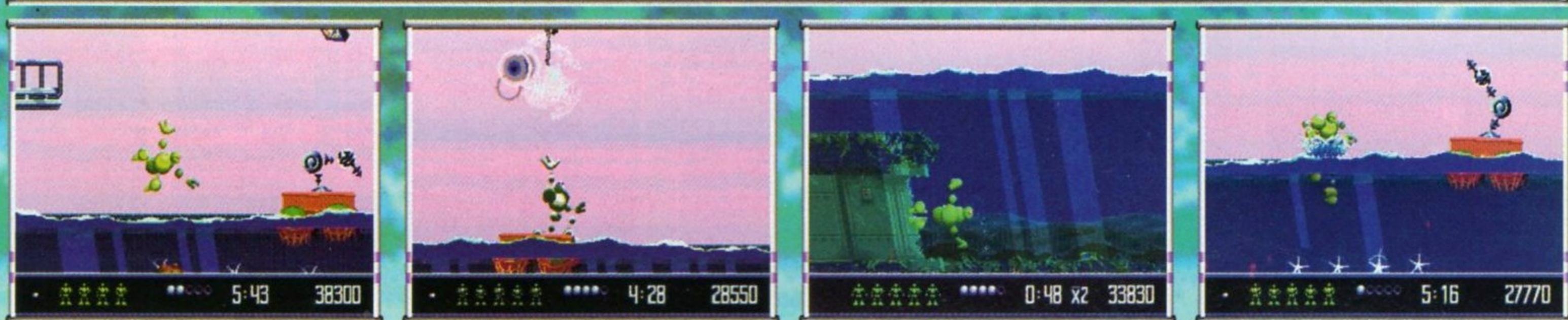
Vectorman is a platform gamers dream come true. Lightning fast response time, fluid animation, non-stop special effects, loads of parallax and transparencies, gobs of gun power-ups, and a rhythmic beat all set on the ultimate Genesis engine, makes for one helluva platform

masterpiece. The smoothly animated spherical star of the show is packed with so much personality it's scary. Just manipulating Vectorman about the screen is fun.

Each area in Vectorman is a cavernous wonderland of platforming energy. All of the major attractions are here, hidden areas, big animated sprites to blast, stuff to ride, and even power-ups that morph you into all sorts of spherical transformations, including a cart, drill, and a hell.

All I know is that in Day 4 (Vman features days rather than levels), you see the Genesis do a lens flare and a waterfall that make you wonder if the coder has some kind of super powers. The effects in this game defy the hardware, at least from my vantage point. However, when I asked how he achieved them he very nonchalantly attributed them to the G's hardware as if he had little to do with it... hyper modest. He's really good. I'd name him but then I'd feel compelled to list the whole team. From the animator and designers right through to the com-

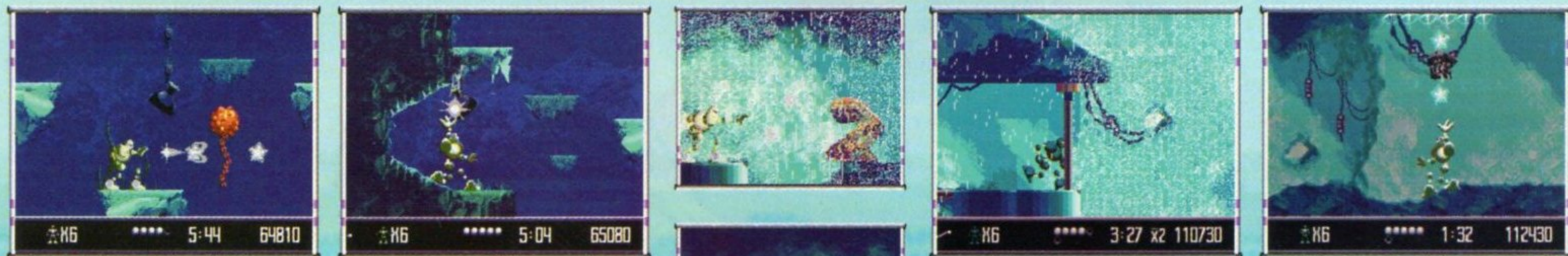


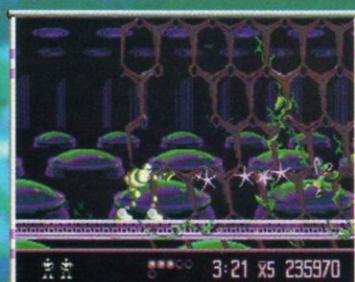


posers, everyone involved in Vectorman did a "beyond the call of duty" job. We'll get into that next month when we review Vectorman and do a little 'behind the scenes.' I'll have some cool hints and what-not as well.

For now I'll leave you with one exclusive code you can try as soon as you start the game. Pause the

action at any time and type in "DRACULA" with the buttons and D-pad (Down-Right-A-C-Up-Left-A). Now the game will look totally normal, but when you take a hit, dramatic slo-mo will take over briefly. I'll be back with lots more on Vectorman next month, so stay tuned, and get ready. We've barely nicked the surface. -E. Storm





FOREVER



Your grapple hook is the key to finding hidden rooms and power-ups.



Graphics at a price, that's how I'd have to sum up Batman Forever. Great graphics? Yes, they are here for the playing. Literally every sprite in BF was shot in front of a green screen. The backgrounds are completely digitized and the animation is surprisingly smooth.

The price? Music and playability. The music in BF Genesis is, well, barely music. It just sort of lays there and dies. The sound effects, on the other hand, are quite good, and even include some decent speech. The developers must have known the music was a wash because they included an option to turn it off... exercise your option.

The gameplay in BF isn't necessarily bad. Within the framework of a fully digitized game, it is executed well. You're simply limited to what you can do with a digitized sprite, especially given the memory constraints. For instance, to negotiate a jump, which you do by pressing up (which takes me back to my Master System days),

you have to be the perfect distance from where you want to end up. Once you jump you cannot adjust in the air and if you double tap up Batman floats nearly through the whole level and cannot be stopped. Why do you have to press up to jump? Because the control mechanism in BF is ultra-complicated. Read the manual; trust me, this is one time you'll have to.

On the positive side, BF is packed with secret areas, a whole lotta' play mechanics, and once you acclimate yourself to the control, a good time can be had. If Probe had taken only a sliver of energy when you're knocked off screen, instead of an entire life, the game would be far more feasible. As it is, you must find all the one-ups because at times, even if you've mastered the controls, you will lose many lives quickly and cheaply. When all is said and done, I'd say Acclaim set out in uncharted waters with Batman Forever and at least stayed afloat. There's a lot of give and take here, but BF is one of the last 16-bit titles around and it is, innovative. -Takahara



R REVIEW

SEGA GENESIS

- DEVELOPER - PROBE
- PUBLISHER - ACCLAIM
- FORMAT - 32 MEG CART.
- # OF PLAYERS - 1-2
- DIFFICULTY - ADJUSTABLE
- AVAILABLE - SEPTEMBER



TAKAHARA
AN INTERESTING
CONCEPT, BUT DOES
IT WORK?



NO TIME LIKE THE PRESENT.
THE PRESENT IS TIME.
THE CLOCKS ARE YOUR ALLIES
IN YOUR FIGHT AGAINST CRIME





LUNAR

ETERNAL BLUE



The best game available on the Sega CD was inarguably Lunar: The Silver Star. I daresay it was the best Mega CD, as well... the operative word, of course, being "was." The aforementioned coveted title was recently claimed by Eternal Champions CD, easily the best fighting game of all time, but that game from heaven will have to step down to make room for one of the greatest epics ever programmed, Lunar: Eternal Blue.

In L:EB, which begins hundreds of years after the Silver Star, you assume the role of the oddly-named hero Hiro, a young lad with great ardor for ruins and all things ancient. While returning to his home one day after exploring a nearby ruin with his pet flying cat Ruby (actually a red dragon... or so she claims), he meets one of the goddess Athena's Four Heroes, who instructs him to return home at once. Upon arrival, he finds his grandfather, the archaeologist Gwen, talking with the aforementioned Hero, White Knight Leo. Leo claims that a destroyer is about to emerge from the depths of the sealed Blue Spiral, and Athena has given him orders to exterminate it. Leo needs a way in to the tower, but Gwen cannot provide it... after years of researching the aged structure, even he does not know how to enter it. Shortly after the not-wholly-convinced Leo leaves, Hiro, Gwen and Ruby witness a strange beam of light hurl forth from the heavens to strike the tower's pinnacle. Sure that something really is going on at the Spire, Gwen takes Hiro and Ruby with him to the prehistoric site. Eventually they find their way in with the help of a jewel Hiro had taken from yet another ruin, and at the tower's peak they meet a mysterious girl named Lucia, who wields unfathomable magic powers and claims to hail from the Blue Star. She informs the trio that she must meet with the goddess Athena immediately, and for the sake of the entire human race, defeat someone or something named Zophar.

So begins Eternal Blue, probably the best RPG available on any Sega system to date. This CD literally has everything an RPG fan dreams of: A powerful, dramatic storyline, (though somewhat tainted by Working Design's urge to fill all of their games with crude jokes aimed at illiterate preteens) beautiful graphics that impossibly emanate from your Sega CD, radiant tunes by the musical master Iwadare-san, and Urusei Yatsura: Dear My Friends-quality (Also by Game Arts) cinemas that rival many anime. EB's gameplay is almost identical to SS's, with a linear (but more than twice as long... not counting the special epilogue) quest, far better battle scenes, and the addition of a magic experience-point system. This unique tasty treat allows you to power-up your party's magic spells individually, so that old spells never become obsolete and spells you never use needn't have experience wasted on them. What WD did do, however, is add the wonderfully insightful and thoroughly needed feature of charging you these points to SAVE YOUR GAME.

What if you





have to stop your game suddenly and you just used all your points on powering-up magic? I have to say that this brilliant American feature is one of the lamest made to date in any game translation. There was no reason for it; it doesn't improve gameplay in any way.

Tragically, this is not the only manner in which WD has damaged Eternal Blue. They have gone their usual route and altered a poignant, serious game to make it cute, happy, and full of Americanisms such as references to Clinton, modern products, movies, and television shows. I hate to say it, but I DO NOT NEED these little jokes in my serious, medieval RPG. Granted, the Japanese version had it's comic relief, but WD has switched the whole thing around to the point that I was absolutely BEGGING for some DRAMATIC relief. Case in point: the suave, gambling ladies' man Ronfar has been reduced to such boorishness as, when more or less asked to be slept with, "Sorry, honey, winkie says yes but thinkie says I've got to get back to work." Yet more examples are such schoolyard titillation as "I saw the goddess Althena once. Who could forget those shapely hips, those milky-white br..." and insinuating that the very cool White Knight Leo is in fact gay, with such hilarious improvements as "I know a good man when I see one" with the reply "I bet you do," and "He's 30 and he doesn't have a girlfriend. People are starting to talk." In all honesty, many of WD's jokes are funny, but in my humble opinion I don't think they have a place in this RPG.

Despite my current disenchantment with Working Designs, I must give credit where credit's due: The non-joke-laden translations were excellent, the voice acting superb, and WD has a history of changing very few names, always an admirable trait... also, I don't see anyone ELSE releasing this many excellent Japanese RPGs. I am in NO WAY saying that you shouldn't buy this game. If you're an RPG lover, it is your duty to buy this. It was and remains one of the best games ever made. I'll even go as far as to say that if you don't own a Sega CD, this is the ultimate reason to buy

one, and you should be able to locate one cheaply enough. The reason I harped for so long on the translation is because I was a huge fan of the Japanese original, and I'm a hyper-purist. Even so, I can't think of a better way to end the Sega CD's brief, uneventful (Except for the Silver Star, of course) foray into the gaming world than with Lunar: Eternal Blue.

- Nick Rox



Ronfar



THE ONLY PEOPLE THAT COULD BREAK THAT SPELL IS ALTHENA, GHALEON, AND MYSELF.



HA HA HA HA! OH, JEAN! YOU ALWAYS DID OVERESTIMATE YOUR ABILITIES.



THIS PLACE REMINDS ME OF THE BLUE STAR.



YOUR CRIME IS TREASON. YOUR SENTENCE: EXECUTION.



IS 'VOMIT' THE SAME AS THE LIQUID YOU DEPOSITED IN THE MAGIC ARROW?



Character art and background by Toshiyuki Kubooka

R REVIEW

SEGA

DEVELOPER: GAME ARTS

PUBLISHER: WORKING DESIGNS

FORMAT: CD-ROM

1-PLAYER

DIFFICULTY: HARD

AVAILABLE NOW



NICK ROX

One of the best games ever made, damaged slightly with crude Americana. Still a perfect end for the Sega CD.



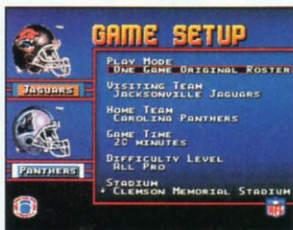
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Deion Sanders is the NFL's premier free agent. Sega Sports lets you choose where he plays!



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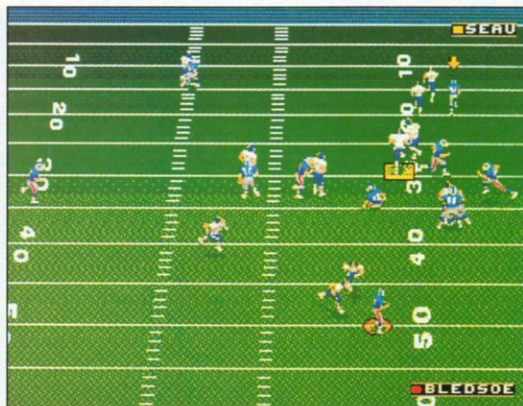


Choose to play on any of the 30 NFL teams including the two **new** expansion teams—the Jaguars and the Panthers.



PRIME TIME NFL FOOTBALL

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



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



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GAMEFAN

SPORTS

IN DEVELOPMENT



SONY'S REVOLUTIONARY
PS HOCKEY & FOOTBALL!!



POWER SERVE
THE FIRST 32-BIT
TENNIS GAME--DOES IT
TAKE THE GRAND SLAM?

ALSO IN THIS ISSUE:

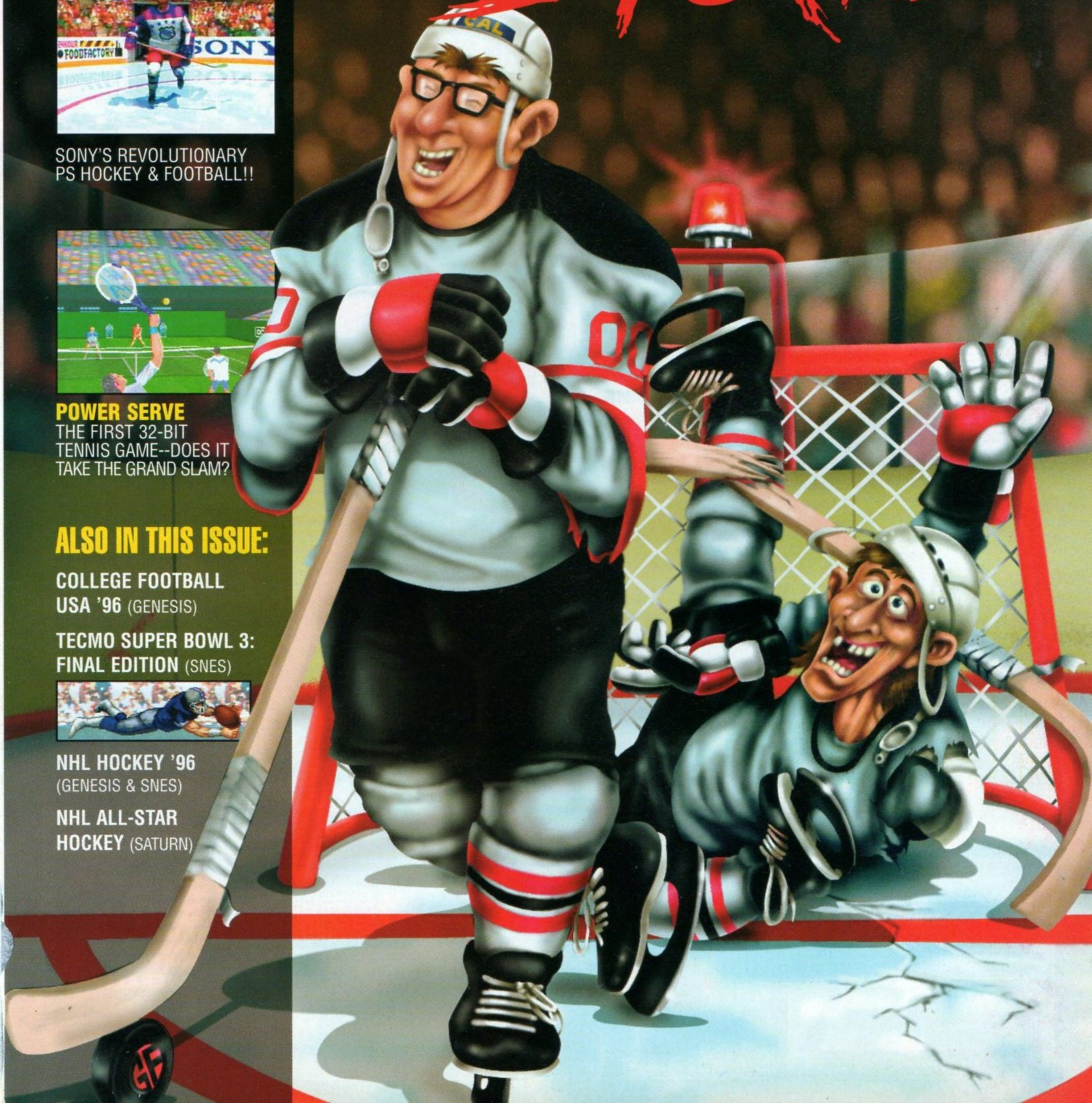
COLLEGE FOOTBALL
USA '96 (GENESIS)

TECMO SUPER BOWL 3:
FINAL EDITION (SNES)



NHL HOCKEY '96
(GENESIS & SNES)

NHL ALL-STAR
HOCKEY (SATURN)





Cal Cavalier

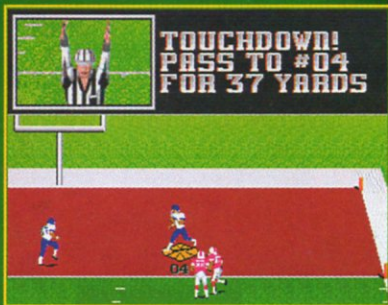
As discussed in The Editorial Zone this issue (page 4), last month the worst tragedy ever struck the pages of GF Sports: the text for our review of College Football USA '96 was sabotaged and rewritten with offensive language, and one of the ratings was also changed. Chip and I were of course shocked. Chip's entire body turned red and he tried to punch a hole in a wall with a Zamboni. Below you will find, word for word, the original College Football review as it was intended. Our deepest apologies to Namco, EA Sports, and the rest of our readers... why do things like this have to happen, we just want to play ball and write!



Chip

On a somewhat positive note, you'll notice this issue features our first GF Sports cover in many moons. With the approach of the big fall/winter selling season there are more sports games than ever, look for GF Sports to continue to expand. See you next month. -Cal Cavalier

GAMEFAN SPORTS



REVIEW



DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CART.

OF PLAYERS - 1-4

DIFFICULTY - MEDIUM

AVAILABLE - NOW



Now that Bill Walsh has taken a desk job at Stanford, he's no longer a desirable license for EA Sports. While College Football '96 doesn't display the illustrious coach's name, don't let that dissuade you, this is definitely the best collegiate football game yet.

CF '96 is another typical EA annual addition: basically the same game as last year, but with a little more to offer. The biggest new addition is the ABC Passing System option. With this system turned on you can pass to one of the three receivers which correspond to the buttons (as always). The new part is that with this system off, you can select from FIVE receivers... However, you have to hit B to cycle through them all (ughh). Why didn't EA add a six-button controller option and call this the ABCXYZ system? Arrgh!

College Football has switched completely away from the "windows" passing perspective to a more traditional down-the-field perspective.

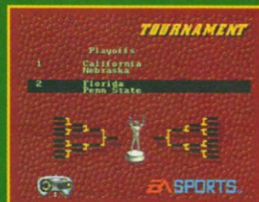


The good news is all of the graphics have been redone and the visuals are about as good as the Genesis gets. The player animation is hyper-refined compared to last year with many more frames for turning, diving, juking, etc.

CF '96 packs all the essentials: 108 Division 1A teams, seven conferences, four bowl games, season modes, and the all-new tournament mode (for multiple player competition). There are so many plays (400, doubling last year's 200) you'll at first be boggled by the play-calling system. Once you get used to it, you will find yourself lovin' the variety but hatin' the lack of a six-button controller option to streamline the process.

Football fans in general will wonder, why buy this game AND Madden? Well, those extra college touches really help, such as the press Top 25 rankings, the pinpoint detail team logos, the conferences, and the bowls. If you want, you can even break NCAA regulations and enter actual player names.

It's hard to put down EA's 16-bit sports games, because almost all its "series" games are so refined at this point they should be bronzed. While CF '96 is (by definition) not a must-buy, college ball fans may want to grab this year's squads and take it all the way to January 1. — Cal Cavalier



VIEWPOINT

CAL CAVALIER

College Football USA '96 is a complete package: all the college teams, all the college rules, and all the greatness of the Madden engine. All new art is a big addition, and the expanded number of teams is a major plus. I still want a six-button feature (don't I always), but otherwise there's little to find fault with in this game.

OVERALL: 92%

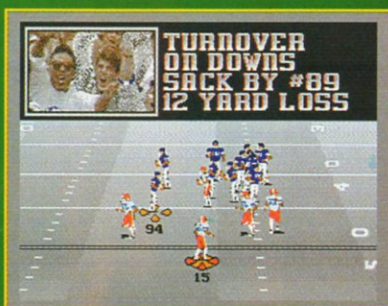
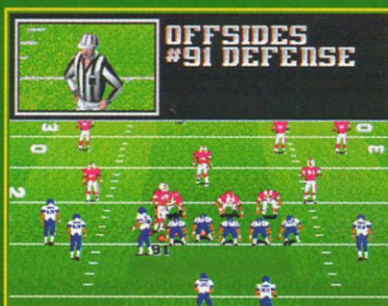
Graphics.....	8
Audio.....	8
Control.....	8
Play Mech.....	9
Originality.....	7

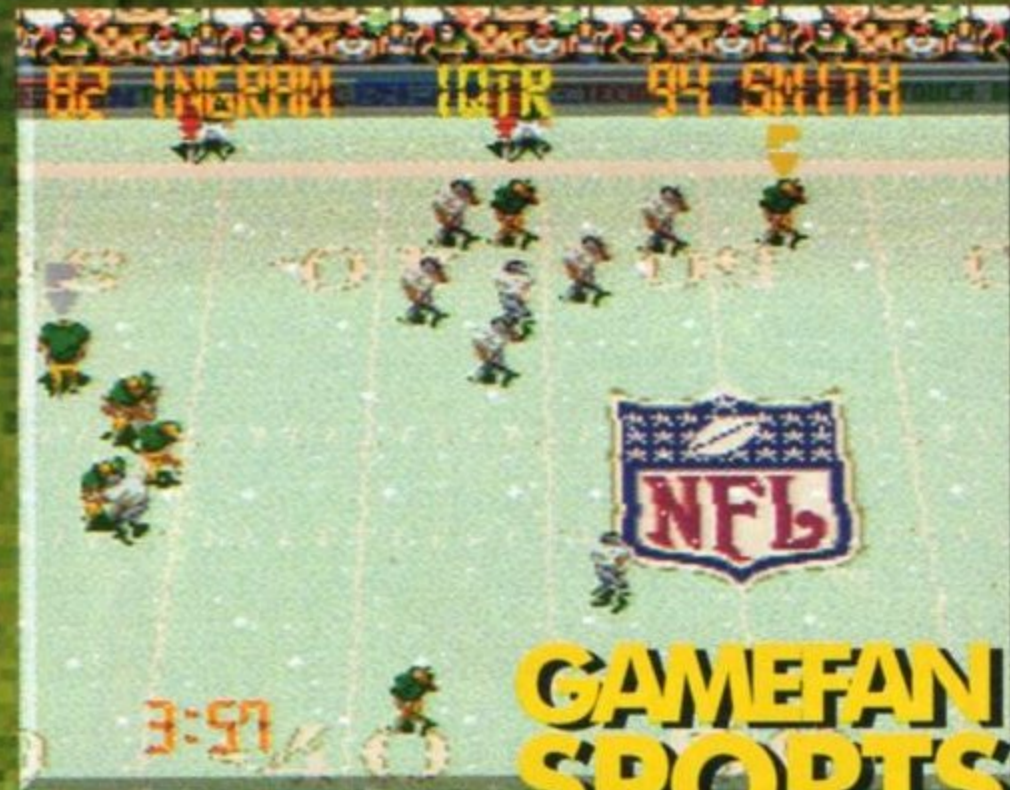
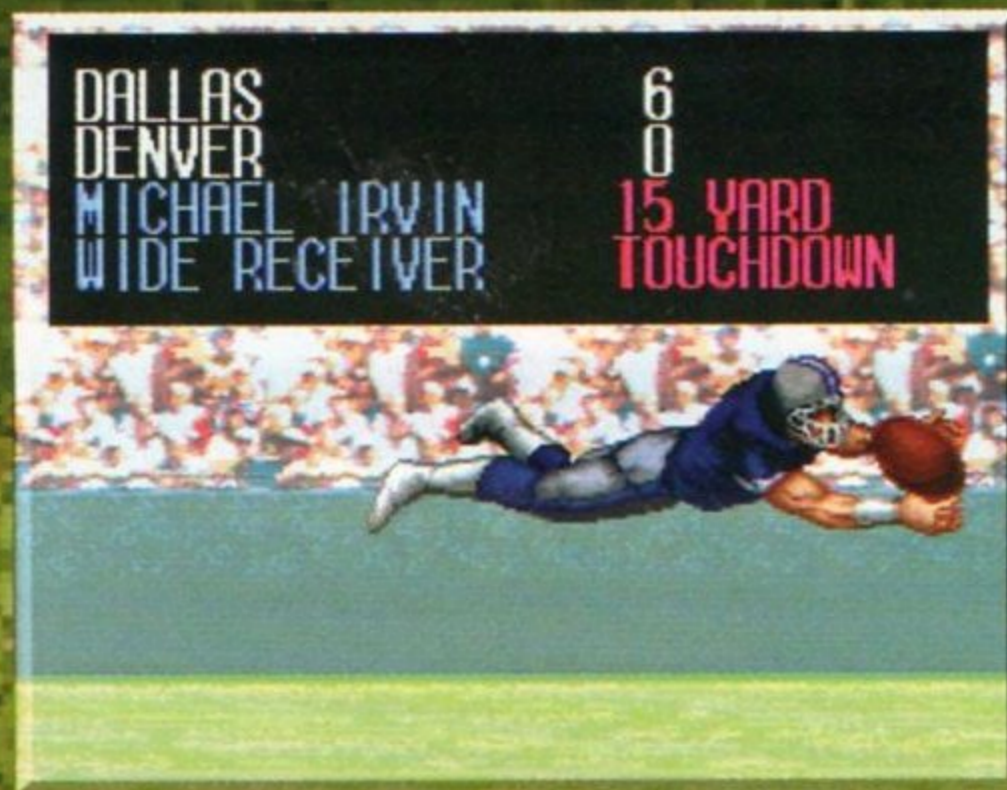
CHIP

If you still haven't had enough of this stellar Football engine (which now has about 200,000 miles on it), then dive right in and play essentially the same game you played last year, with updated stats, some new art (like this game has so much art) and a really busted new passing mechanic. I love EA Sports, but where's that innovation that made them so famous in the first place?

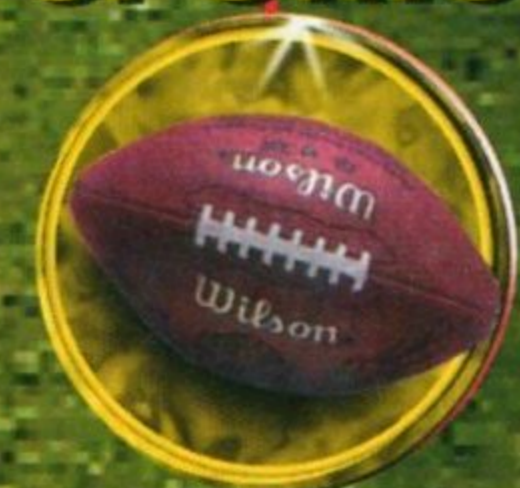
OVERALL: 80%

Graphics.....	8
Audio.....	8
Control.....	9
Play Mech.....	8
Originality.....	5





GAMEFAN SPORTS



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

- DEVELOPER - TECMO
- PUBLISHER - TECMO
- FORMAT - 12 MEG CART
- # OF PLAYERS - 1-2
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - SEPTEMBER

VIEWPOINT

CAL CAVALIER
Tecmo launches the final chapter in this classic series, and like a fine wine, it's just gotten better over time. All the extras in this version gave me reason to cheer, but the game play engine is still the same as it ever was... If you're a Tecmo fan definitely go for the conversion, but Madden fans will of course want to punt.

OVERALL: 84%

Graphics	8
Audio	7
Control	8
Play Mech.	7
Originality	6

CHIP
I just love this Football engine. I suppose I've been here before, but with a lot less bells and whistles (I can't believe I said bells and whistles). Tecmo's SB3: Final Edition is a fitting end to a great run on 16-bit. It is complete in every way making it not only the best of the series, but worth owning even if you have the previous versions. Serious FB fans will relish SB3's amazing list of features. San-D' in '95 baby! Hey, my QB's not all bandaged in this game.

OVERALL: 89%

Graphics	8
Audio	8
Control	9
Play Mech.	8
Originality	5

Tecmo Super Bowl 3: Final Edition is presumably the final 16-bit Tecmo Bowl game, and is billed as the complete, perfect version. In certain areas, the third installment of the classic pigskin series has improved, and in other areas it has stayed the same... Which I think is too bad.

On the plus side, there's much more in the way of stats, records, and team management options. You can now edit and create players, assigning whatever stats you want (capped by an ability point limit). The new Grow Up System allows players to improve over time based on their performances and experiences. There's also a Free Agency Mode enabling you to acquire free agents.

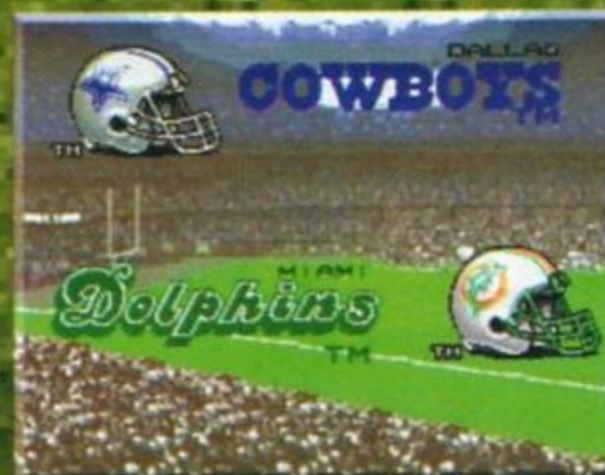
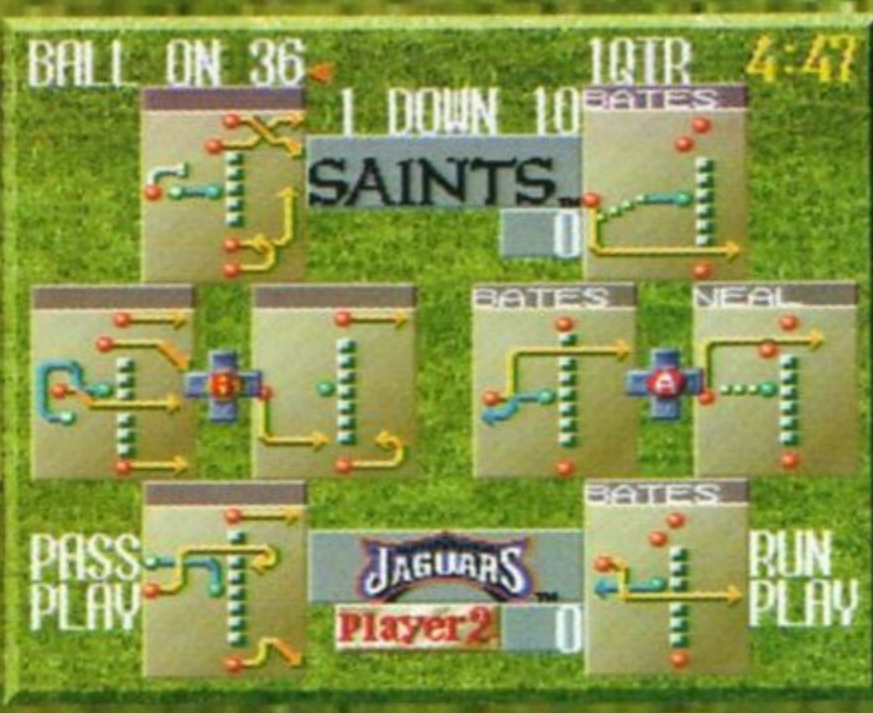
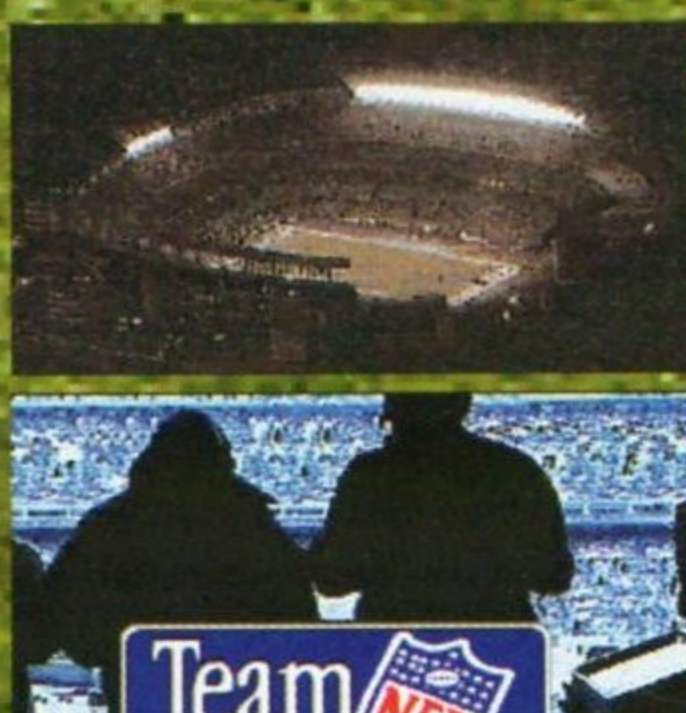
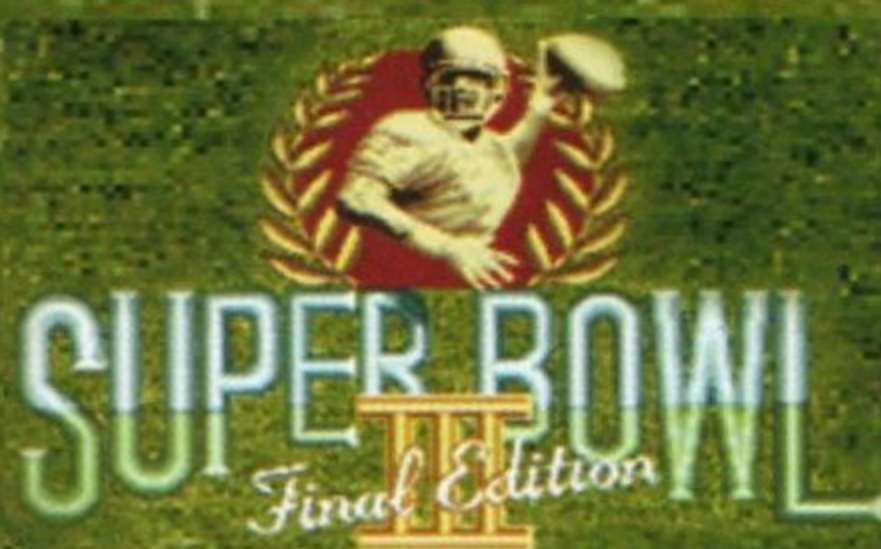
TSB3FE offers way more than stat improvements. The cinema screens are bigger and bolder than ever, featuring a bitchin' zoom-up for big plays. There are more plays than ever, plus enhanced sound effects, new field patterns, and selectable playbooks. As you'd expect, all the real '95 teams and players are included, plus three field types and three

weather conditions.

TSB fans who hate any tinkering with their beloved game will be happy to know that the basic gameplay engine and perspective are still the same. Guessing your opponent's play call is a major factor, and the familiar collision feeling is the same as always. However, I for one would have liked to see a major overhaul. For instance, why is the passing system still the old clunky "cycle through the receivers," when Tecmo could have easily instituted a system where the SNES buttons correspond to individual receivers? Also, I think the minuscule number of plays (16) per team is, by today's Madden standards, pretty weak.

Change is hard to resist, but Tecmo has stuck by its guns for four sequels and counting. Basically, if you are addicted to the series you have every reason to pick up TSB3FE, but many football fans will find this game a bit too trapped in the past.

-Cal Cavalier





SEGA SATURN

DEVELOPER - SEGA SPORTS

PUBLISHER - SEGA SPORTS

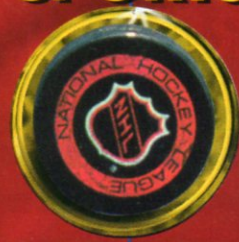
FORMAT - CD

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER

**GAMEFAN
SPORTS**



PREVIEW

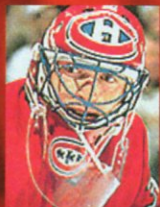


The first 32-bit hockey game is almost upon us. Sega recently sent GameFan a beta version of its intense NHL All-Star Hockey and I, of course, had to be the first to play it. Sporting 3-D graphics, tons of FMV, and more features than any hockey game to date, Sega's NHL shows potential.

With the power of the Saturn, Sega managed to create an awesome 3-D rink. The character graphics are good, but pixelated as of this version. Hopefully Sega will change this before the final release of the game. Sega has also incorporated a lot of high-quality FMV inside All-Star Hockey. From the long FMV intro, to the almost full-screen tour of the Hockey Hall of Fame, Sega has finally made good use of the technology. (I for one, never thought it possible.)

Beyond the graphics, Sega has added tons of new features that can't be found in any other hockey game. For example, not only can you create new players in Sega's NHL game, but you can also create entire teams. A help menu gives advice to beginners, and the records section provides a brief story behind each of hock-

ey's coveted trophies. The Hockey Tour gives players a quick five minute walk through the Hockey Hall of Fame. Then there are the smaller extra features for the picky die-hard players. Additions like the introduction of starting line-ups, commentary, and the playing of the national anthem, give players a better "in the game" feeling.



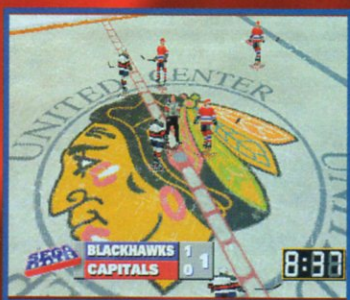
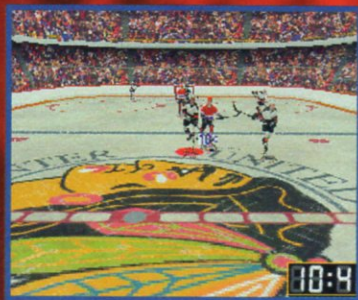
As for gameplay, NHL Hockey was beta, so things aren't set in stone yet. As of now, you can do all the basics like passes, one-timers, and slap shots. However, checking was undefined at press time, so it's unclear if you will be able to control the type of checks you can perform. (Can you imagine being able to purposely cross-check your opponent?) And of course, there's no word if fighting will be available in final version, but since all other hockey games now have it, Sega hopefully won't let us down.

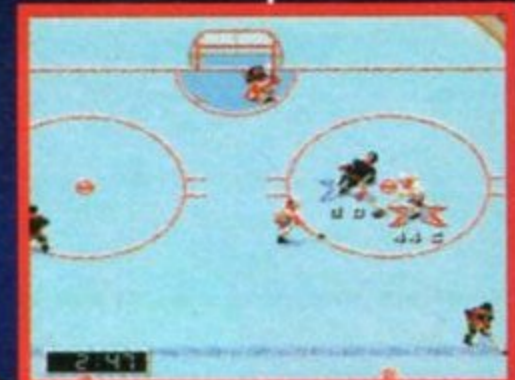
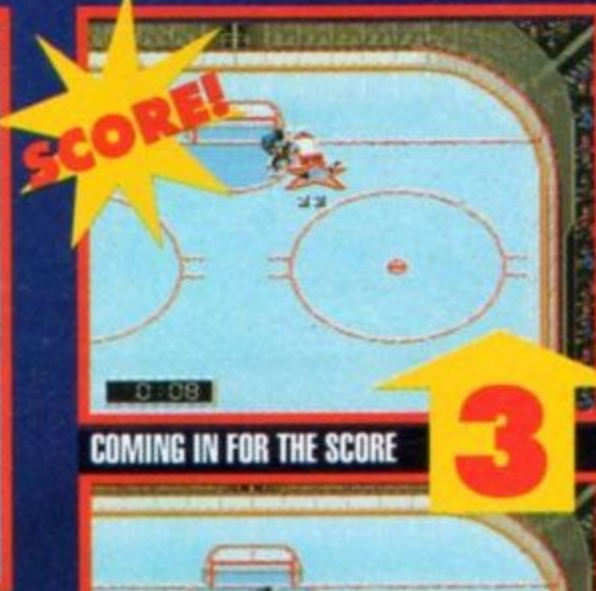
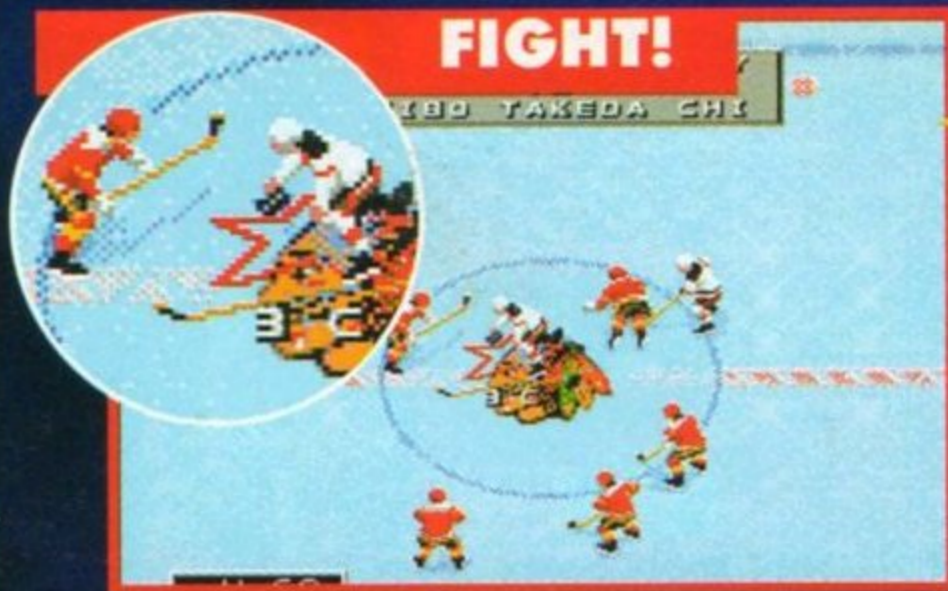
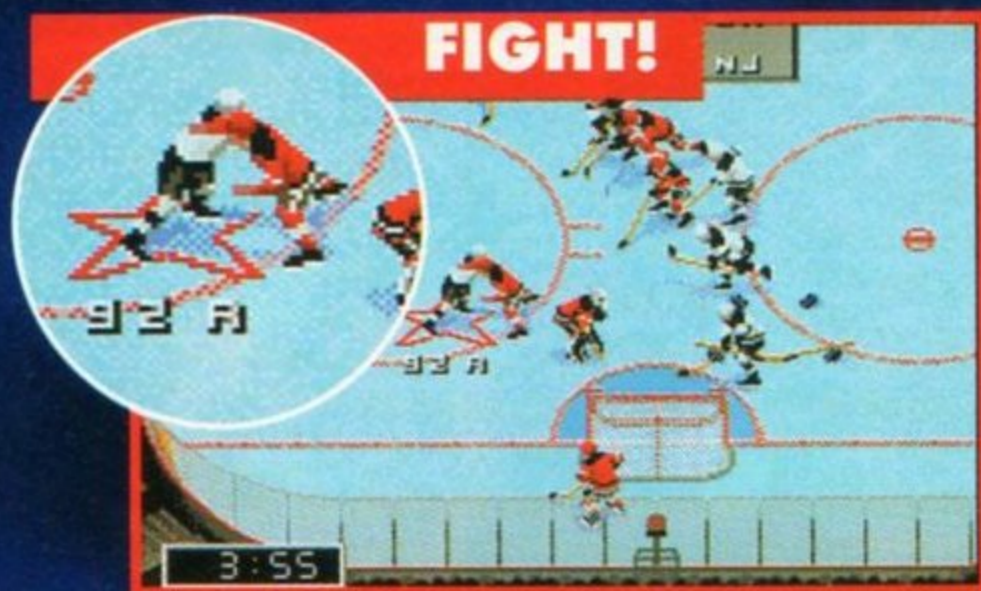
All in all, Sega's NHL Hockey shows a lot of promise for the future of hockey games. So get ready, hockey fans, the next generation of hockey games is beginning. -E. Suzuki

CHICAGO BLACKHAWKS

PLAYER CARDS

32 J. Rosenick	C
9 B. Nichols	C
12 B. Sutter	C
44 P. Prosal	W
24 P. Fiebert	W
18 B. Grave	W
10 T. Amonte	W
33 D. Graham	D
22 C. Siga	D

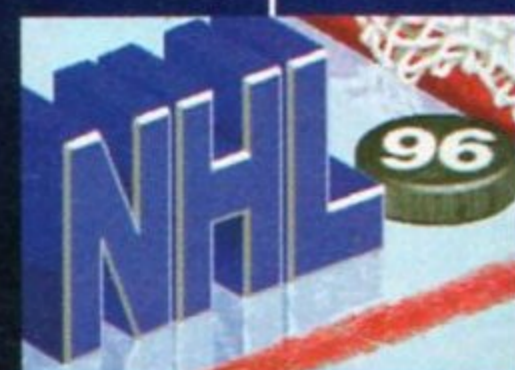




COMING IN FOR THE SCORE

CENTERING THE PUCK

COMING IN FOR THE SHOT



DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CART

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT 22

GAMEFAN SPORTS



REVIEW



DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CART

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT 22

It's that time of year again. Hockey season is upon us, and with it comes EA Sports' newest version of NHL. With NHL '96, EA, like Nintendo, has given players a good reason not to upgrade to 32-bit.

EA has wisely reverted NHL's perspective back to the older 3/4 view. This makes for more character depth and puck control since you can now tell how high a puck is off the ground. Characters have new and better animation sequences for everything, including checking and goalie saves. Players who are checked now roll over on their stomach, just like in real life. Of course, because of last year's extremely stupid hockey strike, there are no all-star teams.

Of course, one of the (if not the) biggest new features in NHL '96 is the re-addition of fighting. (Finally, Geary Roberts and Marty McSorley have value again.) Along with the old punch to the head and body, EA has added the grab move, where you try and pull a person's jersey over their head. Truly skilled players won't go for the knockdown, but instead, try and humiliate their opponent by doing the Jersey Pull. Just to humiliate a player further, EA lets you hit your opponent while they lay on the ground (if you use the Jersey Pull maneuver).

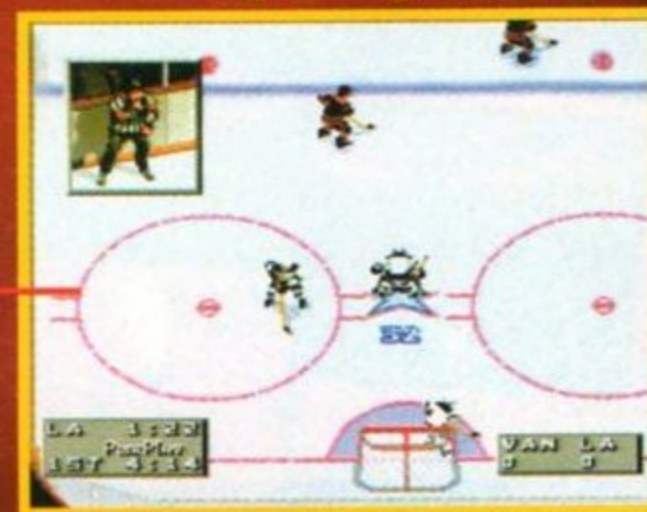
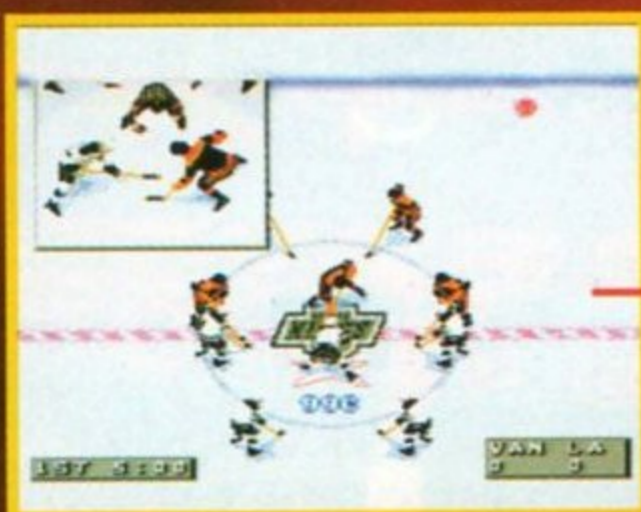
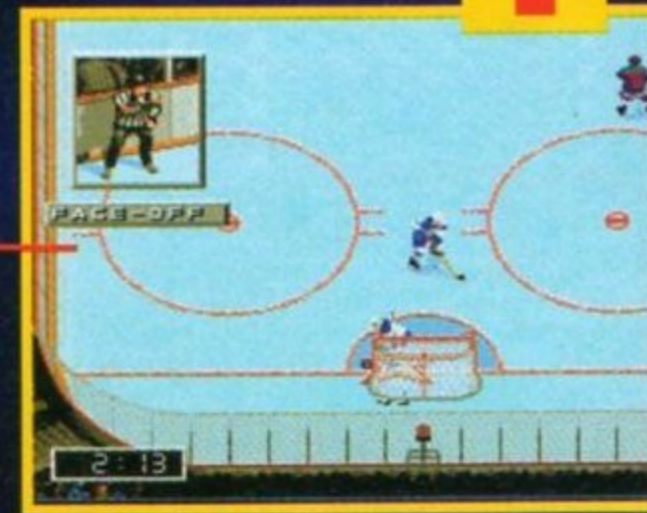
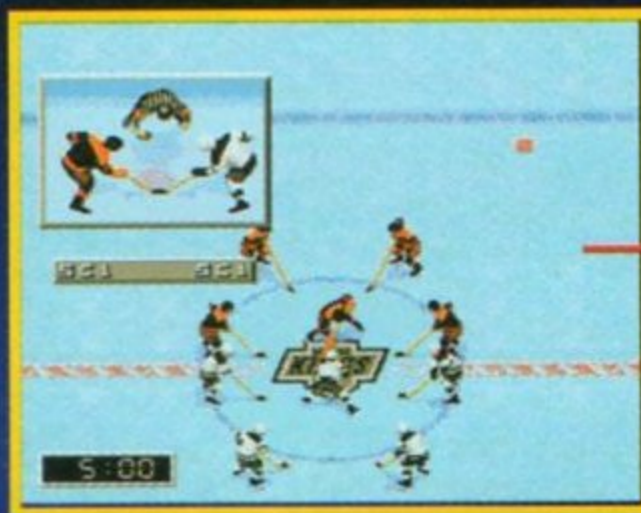
High resolution, large graphics were never one of NHL's strong points. Instead of featuring cheap glitz with no gameplay, NHL has always been about solid competitive gameplay. Overall gameplay is faster and feels a lot smoother than any previous version of NHL. It's also nice to know that you can check a person easily, but not be able to steal a puck from them easily. If you love to watch opponents get checked, you will love NHL '96 because it has some of the nastiest checks ever seen in a hockey game.

One-timers have been improved so that you can now do one-time passes as well. This is a great feature for expert players since you can do the old give-and-go move. But beginner players be warned: If you don't have perfect timing and aim, you'll usually pass the puck to the other team. The other new move in both versions of NHL '96 is the famous Spin-O-Rama move. This move is perfect for players to either brag when on a breakaway, or deke-out an oncoming opponent.

The SNES & Genesis versions of NHL are basically the same this year. In the Genesis you can create players and have your full season saved to battery. In the SNES, players have one new move called the Super Stop, and there are voice announcers. Gameplay in both versions is outstanding. However, since it's a lot easier to score in the SNES version, the Genesis remains the version for true competition.

If you own or like any other version of NHL, you owe it to yourself to go and purchase this game. Any feature you liked about the old version is in here, but better. Enough said.... - E. Suzuki

GRAPHICS CHALLENGE { GENESIS vs SNES



GAMEFA SPORTS



REVIEW



DEVELOPER - FOUR WINDS

PUBLISHER - OCEAN

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER

VIEWPOINT

CAL CAVALIER

When I previewed Power Serve last month I sounded ecstatic... since it was a preview version I was assuming certain things would change, but mostly they didn't. For instance, the smoothness of the game play and collision could have been tweaked and made more forgiving. I consider PS sort of an extremely quirky, 32-bit Racket Attack. A certain group of tennis fans will like it: those who hated Super Tennis, don't want the game to cut you any breaks, like ultra-realism, and don't mind a game where EVERY shot is a challenge. That just isn't me.

OVERALL: 73%

Graphics.....	9
Audio.....	7
Control.....	4
Play Mech.....	6
Originality.....	10

E. SUZUKI

Ocean has set a standard in graphics for all 32-bit tennis games to follow. It's unfortunate to see that Ocean neglected to raise the gameplay level as well. From bad collision problems, to the hours it takes to control your character, Power Serve is a game for desperate tennis fans. If you can't wait for a tennis game or just want to show off to your friends, then you should buy this game. However, if a competitive game with good depth is what you seek, keep looking.

OVERALL: 83%

Graphics.....	9
Audio.....	8
Control.....	4
Play Mech.....	7
Originality.....	8

MULTIPLE CAMERA ANGLES!



Tennis fans finally have something to cheer about with Power Serve, the first "next generation" tennis game. While the game sets standards in graphics and sounds giving players that 32-bit Virtua feeling, gameplay will still remind you of that 16-bit tennis feeling.

From a graphic standpoint, Power Serve is nothing short of amazing. From the moment you serve, you know you're looking at a new breed in tennis games. The character graphics have a nice solid look. And speaking of the characters, they are of course modeled after some of the world's most popular players. You can choose from clones of Agassi, Chang, Graf, and five other characters. All players are extremely well-animated and display a variety of facial expressions. The sounds are crystal clear with perfect voice; however, there are none of those famous grunts when players smack the ball.

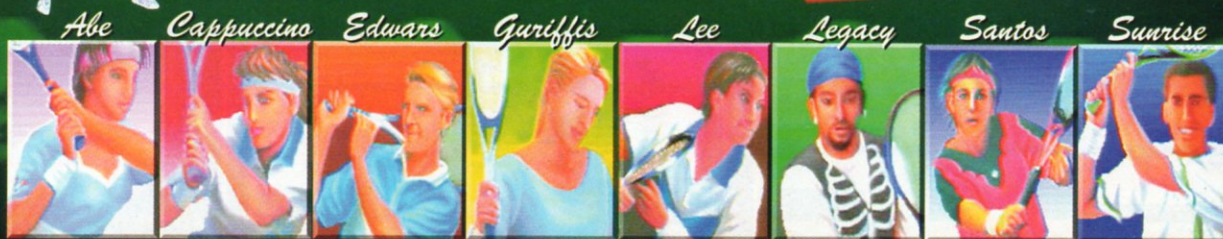
On top of Power Serve's original graphics, players can choose from a wide variety of perspectives. You can play either at full-screen, or have a choice between horizontal and vertical split-screen. On top of that, players can choose from several different camera angles. Basically, if you cannot find a perspective to please you, it's not the game, it's you.

Of course, any sports fan will tell you that while graphics are important, control and competitive gameplay are the bottom line. Unlike other "plug in and play" games, you have to practice for many hours in order to get the hang of Power Serve's eccentric controls. You cannot take little side steps to adjust to a ball, but instead are forced to take full strides. This causes problems not only in adjusting to a close ball, but also in changing directions.

While some might argue that you have a plethora of shots at your disposal, I don't consider them "yours" unless you can control the shots. In Power Serve, where you are on the court and the angle of the ball dictates what shots you can do. For example, you can only use the quick half-volley if you are standing by the service line and the ball is at your feet. You cannot do that shot if you are at the baseline, even if the ball is at your feet. Any good tennis player knows that it's not where you are on court that should dictate your shot, but where the ball is in relation to the amount of time you have. Furthermore, Agassi is famous for his swing volleys, but due to the game's limited control, you cannot do this shot.

Power Serve marks the beginning of the next generation of tennis games in terms of graphics. Now if only companies would hire next-generation game designers.... - E. Suzuki

POWER SERVE



THE FINAL CUT

TECMO® SUPER BOWL™ III: FINAL EDITION

ON SALE OCTOBER '95

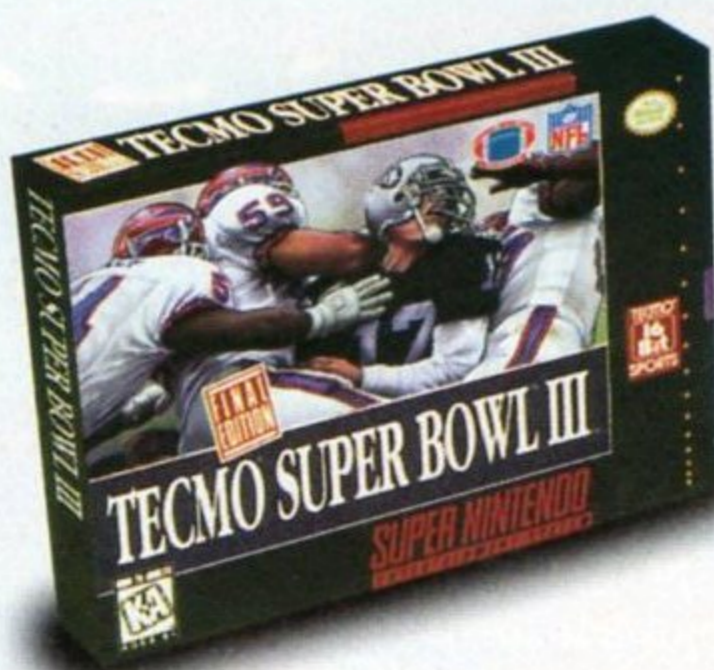
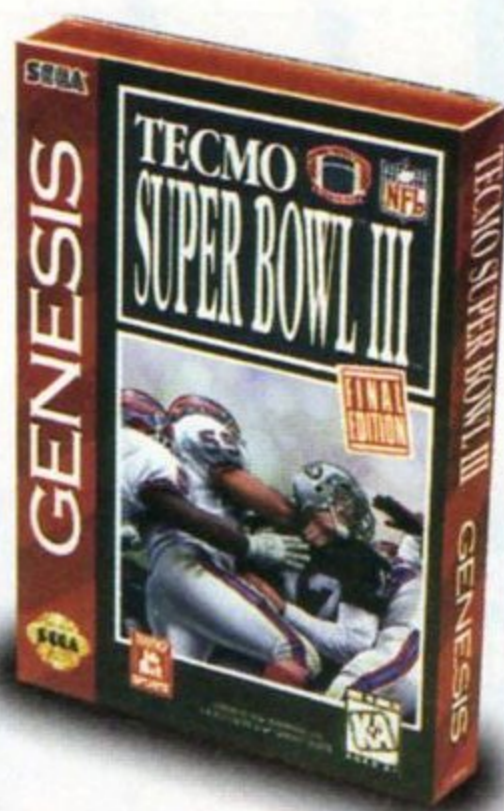


Question: Did the 49ers win the Super Bowl because they were the best *looking* team in the NFL? Of course not! They won because they *played* the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football "games" offer just "eye candy", **ONLY** Tecmo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

BETTER FEATURES

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

Other clutch options, for those who like to play G.M., are the Trade Mode that allows



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

BETTER PLAY AND REPLAY

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

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that **Tecmo Super Bowl III**

- Final Edition offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, **Tecmo Super Bowl III - Final Edition** is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each

ABILITY	
RUNNING SPEED	31
RUSHING POWER	38
MAXIMUM SPEED	31
HITTING POWER	19
BODY BALANCE	25
AGILITY	25
PASSING SPEED	19
PASS CONTROL	19
PASSING ACCURACY	19
AVOID RUSH	19
COOLNESS	19

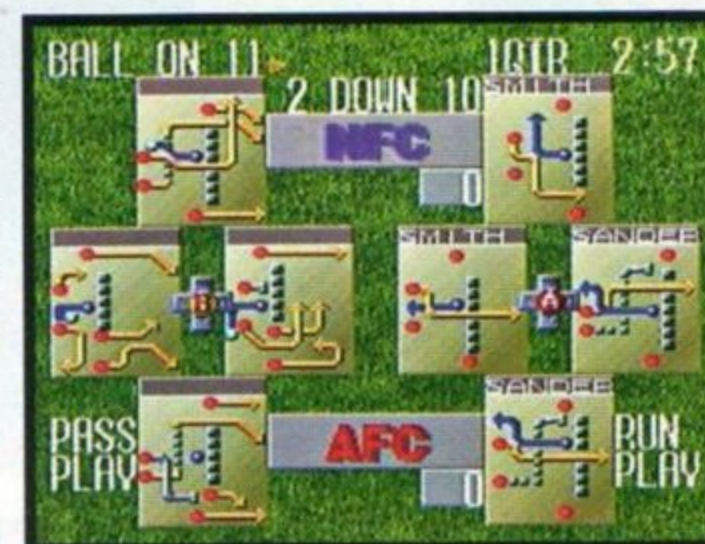
pick a team to man throughout the 1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but



with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.

BETTER HURRY

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



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

TECMO SUPER BOWL III: FINAL EDITION RESERVATION/DEPOSIT FORM:

Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions.

Name _____ Amount of Deposit \$ _____
 Address _____ Store Stamp or Receipt
 City _____ State _____ Zip _____
 Phone Number _____

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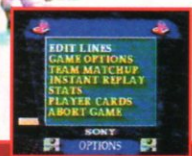


NHL FACE OFF

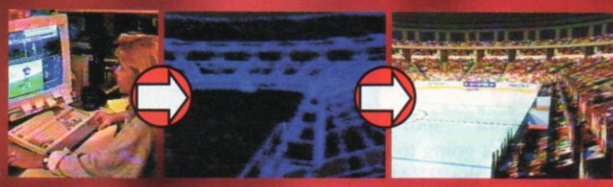
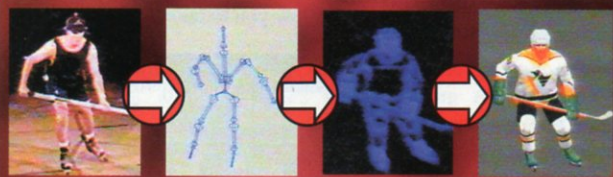
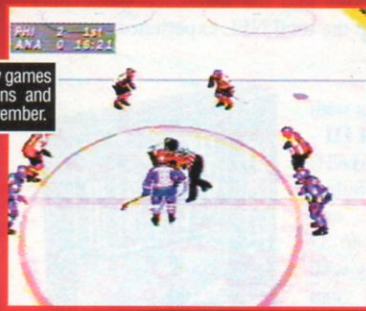
This is the main event, what we've all been waiting for... Sony's original hockey game for the PlayStation. The shots on this page show you the multiple camera angles, amazing details such as reflections in the ice and distortions on the glass sideboards, spectacular FMV intro, etc... What still shots can't explain is how this game moves. The motion-captured player animation combined with the fluidity of the screen scrolling is amazing, but

beyond that there all the minute details hockey lovers will appreciate, such as the crowd pounding on the glass.

Sony has many features planned for Face Off. There will be real NHL teams and players, five different types of checks (cross, poke, hip, shoulder, and slashing), a full complement of stat listings, team management options, and instant replay. We'll check in with an update on this gem's progress soon!

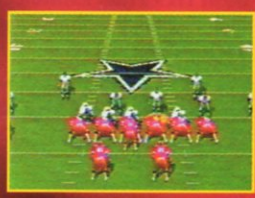
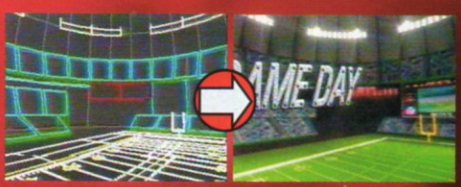
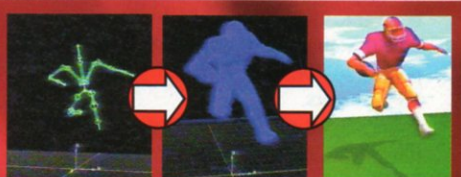


NHL Face Off could change video ice hockey games forever with its motion capture animations and rotating rink environment, look for it in November.



The Secrets of Sony's Motion Capture Animation

Sony's serious about sports! The development team brought in real-life, (semi-) pro athletes and filmed their movements on blue-screen. This translates into wire-frame, motion captured animation, which animators develop into full-blown game anims. Wire-frame motion capture provides the basis for the ultra realistic, revolutionary animation in NHL Face Off and NFL GameDay.

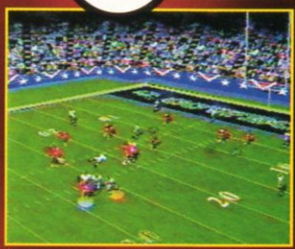
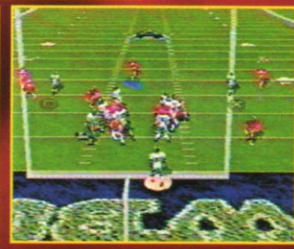
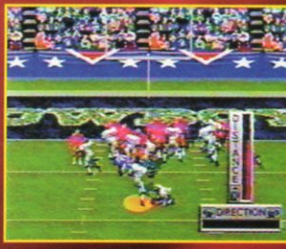


NFL GAMEDAY

Like NHL Face Off, NFL GameDay brings a new level of motion-capture animation to the PlayStation. The seamless blend of the shifting camera angles brings a new dimension to the game play. Viewing and playing the game from the "three yards and a cloud of dust" perspective is quite different from, say, the goal-line camera. What this means is, depending on the play and how it unfolds (running or passing, short or deep), you'll get an appropriate view and environment.

GameDay will be heavy on detail, including some amazing stadiums complete with animated cheering crowds. This will be a game that, if executed the way it should, will immerse you in a true NFL Super Sunday like never before... We'll keep an eye on this one as it develops.

Due this November from Sony, NFL GameDay brings a multi-perspective football experience to the PlayStation.



SNEAK PREVIEW

METAL SLUG



The only way I can describe Nazca's Metal Slug is "Contra with tanks." Though early, our preview version was complete enough to state one fact with a fair amount of certainty: Metal Slug is gonna ROCK! Imagine taking control of this cool little tank (Suspiciously resembling Dominion's Bonaparte not a little) and just... well, ANNIHILATING everything in sight. Non-stop carnage and property damage is sure to ensue when we review MS next month. - Nick Rox



QUARTER

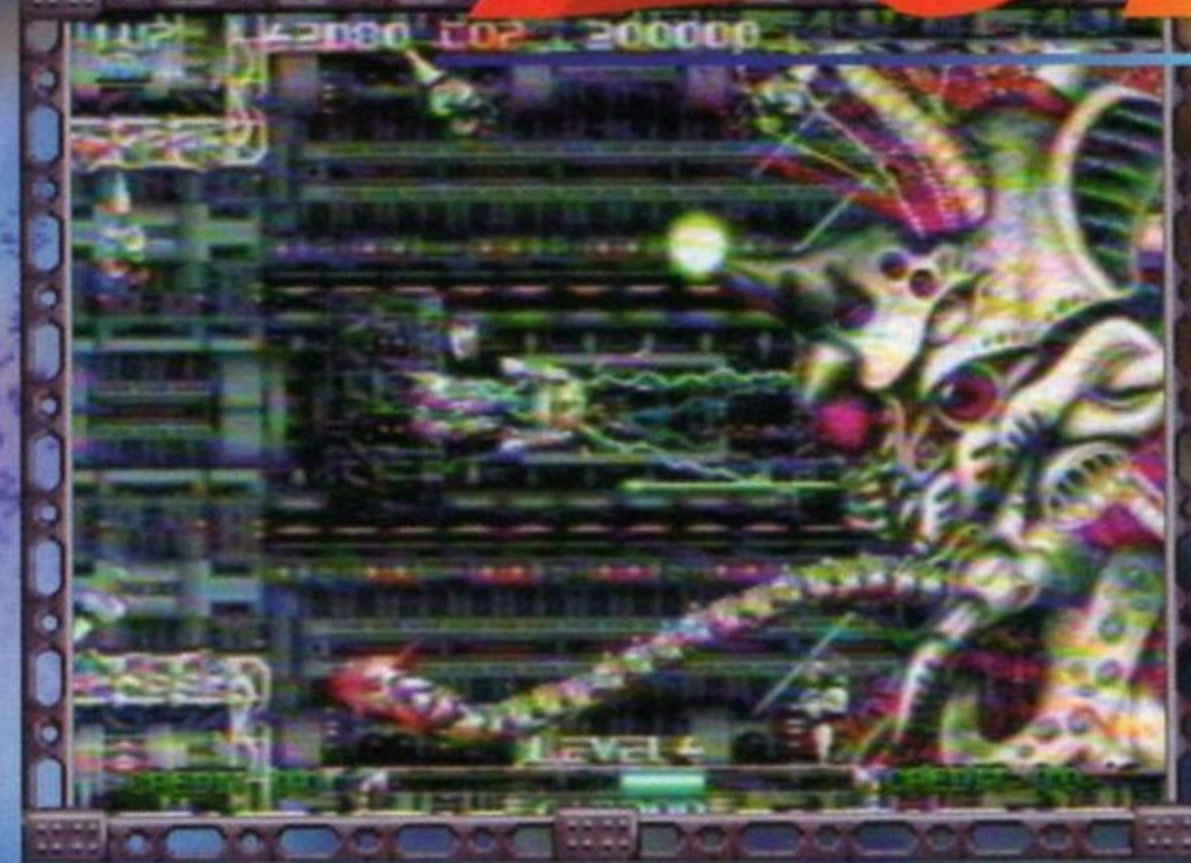


CRUNCHERS



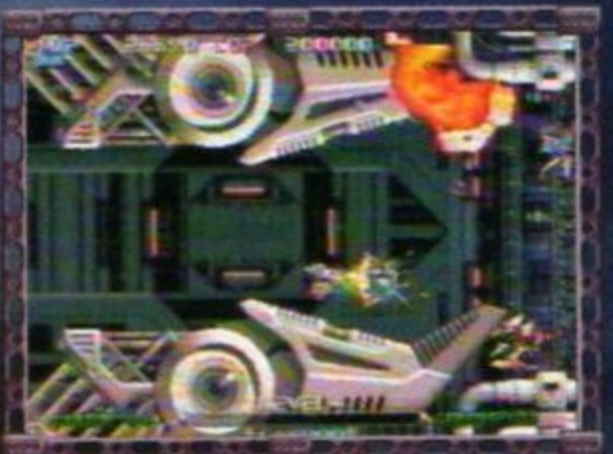
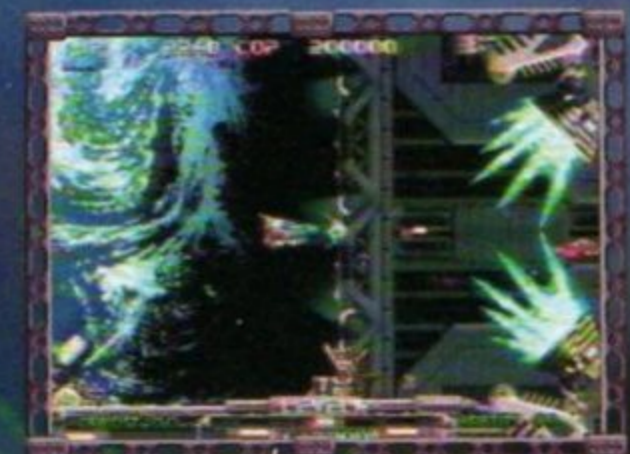
PULSTAR

P
PREVIEW



new home... And R-Type IV is finally here. Okay, it's not actually being called R-Type IV. It's Pulstar, and the company that's developing it is not Irem, but Aicom. But once you see Pulstar in motion, there'll be no doubt in your mind that this is the true heir to the R-Type legacy. The ship's the same, the "options," "bits," and "reflecting laser" are all here, and yes, your ship still blows up with one shot. But R-Type IV... er, Pulstar, definitely isn't the same old thing. It tips the scales at 360 megabits, and Aicom spent the memory wisely. Every enemy is rendered, and the animation is dazzling... They must have spent at least 8-meg on level 2's 3-D rotating turtle alone. New weapons are plentiful, and the good ol' R-Type multi-screen boss concept makes its return - many, many times. Pulstar promises to revive one more R-Type tradition: The infuriating level of difficulty that we've all come to love and hate. Pulstar makes Viewpoint look as challenging as the My Little Pony NES game. Hey, I wouldn't have it any other way. Pulstar hits arcades next month, and cart and CD Neo systems by the end of the year - definitely the shooter event of the year. Welcome back, "A" Irem (wink!). You've been missed. -Takuhi

- DEVELOPER - AICOM
- PUBLISHER - SNK
- FORMAT - 360+ MEG CART.
- # OF PLAYERS - ONE
- DIFFICULTY - HARD
- AVAILABLE - SEPTEMBER



FAR EAST OF EDEN

KABUKI Klash



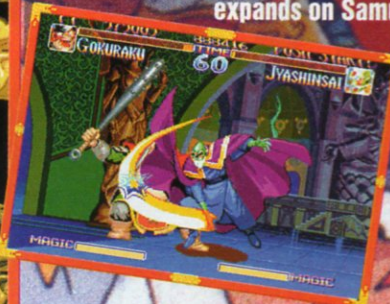
It's a miracle! The two Neo fighters we get this month are beyond godly... and NO MORE ARE IN SIGHT! Yes! Instead, we have two shooters and (compose yourself...) an action game. Not just one non-fighter, but three. Pulstar, Metal Slug, and Sonic Wings 3 are on the way for September releases... but I digress. The matter at hand is Far East of Eden: Kabuki Klash, based on Hudson and Red's achingly awesome RPG series Tengai Makyo on the trusty Engine. Luckily for Tengai and fighting fans alike, the same level of power exhibited in the RPG's has been faithfully duplicated here.

ultra-powerful "super fierce" performed with B+C, air blocks, and at least two supers per character, performed with simple tap-tap commands. All well and good, but very few characters can throw fireballs at will. Its true that each character has a projectile, your weapon, but in most cases it must be reclaimed. There are a few SF2-style two-in-one-based combos, but Kabuki also goes the Fatal Fury 3 route with "connect-the-dots" repeated button-press combos specific to each character.



In the realm of gameplay, Klash is very similar to Samurai in that each character has weapons that he/she can lose, A+B slashes, dashes, rolls, etc. KK expands on Samurai by adding an

The art in KK is impressive, and second only, in my opinion, to KOF '95. The characters are animated in perfect Tengai Makyo style, and, despite their small size, are highly detailed. The characters' minute stature (probably due to the fact that most supers, specials, and even some "super fierces" take up the whole screen) is very





R REVIEW



strangely offset by the final boss, Lucifeller, who gets the "largest sprite ever in any fighting game" award, easily trouncing Sentinel, Earthquake, and even Juggernaut. There is indeed slowdown when you're fighting him, but it's minimal enough to where slightly larger player characters wouldn't seem like a problem. The backgrounds, too, are very nice, but only a few of them sport any parallax to speak of, and the ones that do occasionally slow down.

The BGM is excellent, as in every Far East of Eden game, ranging from powerful orchestral tracks to the wacky, ultra-Japanese, trademark Tengai tunes. The "WHA-CHING!" sound effects seem to be lifted straight out of Samurai, and the ample voice samples were recorded by the same voice actors as in the RPG's.

If you're a Tengai fan, you simply must own this game, in whatever format - it is total joy. Taken simply as a fighting game, it doesn't hold up to either Samurai... but it's still excellent. If you have the cartridge system, I would recommend you get KOF '95 instead, but if you're buying CD's do not pass up this worthy addition to the Far East of Eden saga. - Nick Rox

DEVELOPER: HUDSON

PUBLISHER: SNK

FORMAT: CART/CD

1-2 PLAYERS

DIFFICULTY: EASY

AVAIL. NOW CART, CD ?



NICK ROX

A must for Tengai Makyo fans, and a beautiful if unbalanced Samurai clone for others.





If not for the most exalted pinnacle of all fighting games, Street Fighter Alpha, The King of Fighters '95 would unquestionably be the best entry in the genre this year. For a die-hard fighting fan, KOF'95 can be summed up rather easily: total joy. The concept of having 24 controllable characters may turn some off, but few seem to realize that many of the fighters play essentially the same - Ryo, Robert, Takuma and Yuri are practically one entity, Kyo and new character Iori are very similar, Athena and Kensou were tweaked to be even more like each other in this edition - the list goes on and on.

Each returning character in '95 has been given at least one new move, new opening and win poses and many have new regular attacks. The Sports Hero team has been bumped (Praise the Lord!) for the supremely cool Rival Team, comprised of Billy Kane from the Fatal Fury series, Eiji Kisaragi from AOF2, and the almost-too-cool-for-words Iori Yagami, Kyo's eternal rival. SNK has got character design so down that it's almost frightening... Iori is one of the most bitchin' characters I've ever seen. To paraphrase Erik Suzuki, "Just LOOKING at him is intimidating!" I mean, you just HAVE to be cool if your super-move quote is "Asobi wa... owari da! ("Playtime is over!") Other improvements to gameplay are a larger emphasis on juggles, air blocks, Night Warriors-style guard reversals, mid-air supers for Ryo and Kim, the ability to attack from the A+B block position (thus eliminating the dodge/throw trap that plagued the first game... if you were to dodge at close range, the enemy could waltz right up and toss you) and the greatest feature of all... TEAM EDIT! Finally, you aren't limited to a set three characters, although you can still choose the regular team option if you wish.

As you can see here, the graphics are nothing short of jaw-dropping. I've NEVER seen hand-drawn art this good in a 2-D fighter... let alone on the Neo. If you were impressed by the backdrops in '94, you'll drop dead upon seeing this year's parallax-and-special-effect-laden bouquet o' BGs. If I have even one complaint about the scenery, it's that the cool "intros" to each stage from '94 are not as impressive this time around. The elevatoriffic ride through three stories of temple in the AOF Team's stage more than makes up for any background-related





shortcomings, however. The character art and animation are also a sight to behold, (This game's so damn good I'm running out of positive adjectives and clichés to describe it...) although the animation quality is inconsistent. Play a Kyo VS Iori match and you'll see what I mean... Compared to the literally better-than-Capcom-animation Iori, Kyo, although animated to a level surpassing 90% of the other fighters out there, looks decidedly Yie-Ar Kung Fu. Also somewhat annoying was SNK's answer to the Super Turbo paradox: "Should we animate the characters' new moves with more frames than their old attacks or keep the frame level consistent?" SNK, fortunately and unfortunately, chose animation.

The joy just never stops in KOF'95, as the sound is no exception. The Neo's six-year-old

Yamaha sound system is AFLAME in this game. The music is astounding, mixing that trademark AOF "long English samples that mean nothing" genre of SNK music with happy Fatal Fury tunes and totally original stuff, like the Rival Team's jazzy stage theme. The voices are also glory, and, miraculously, the new samples for the old characters were done by the same voice actors as in '94... no fruity "Tiger KNEE♥!" to be found here.

If you are a fighting fan, seek this game out and play it. I guarantee you'll love it. There are just no two ways about it; KOF'95 is one of the best fighters ever, ranking with such classic joy as SF2, Samurai, FFS,



R REVIEW



DEVELOPER: SNK

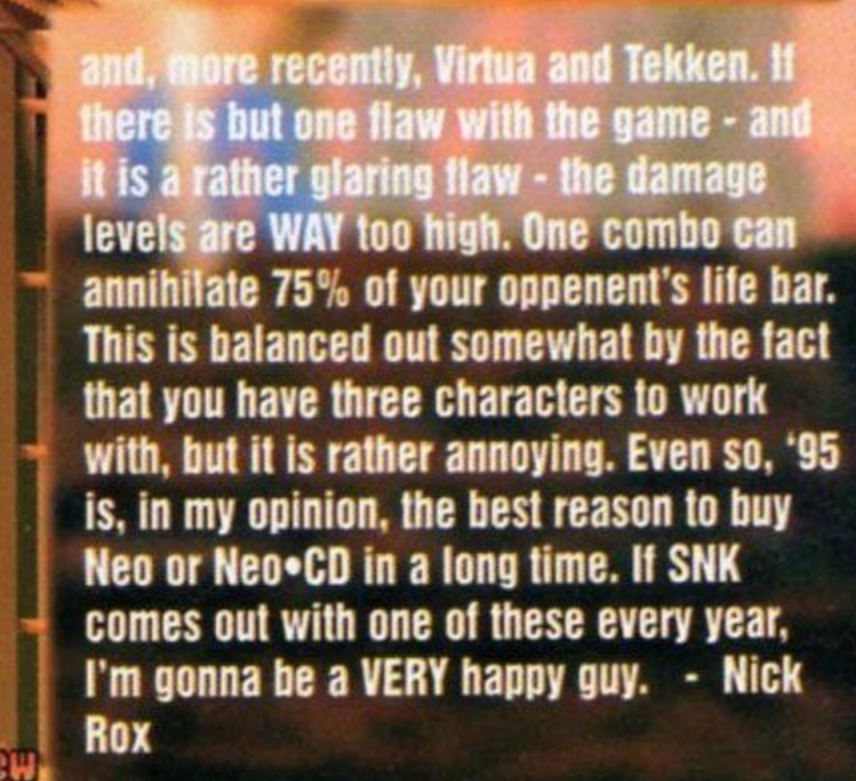
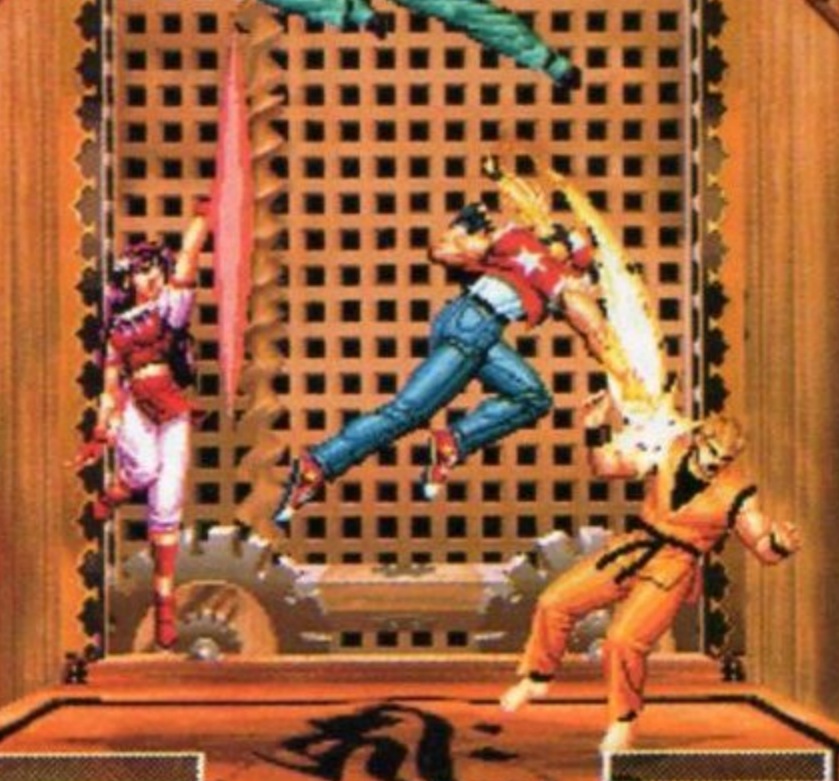
PUBLISHER: SNK

FORMAT: CART/CD

1-2 PLAYERS

DIFFICULTY: HARD

AVAIL. NOW CART, 9/29 CD



and, more recently, Virtua and Tekken. If there is but one flaw with the game - and it is a rather glaring flaw - the damage levels are WAY too high. One combo can annihilate 75% of your opponent's life bar. This is balanced out somewhat by the fact that you have three characters to work with, but it is rather annoying. Even so, '95 is, in my opinion, the best reason to buy Neo or Neo-CD in a long time. If SNK comes out with one of these every year, I'm gonna be a VERY happy guy. - Nick Rox



NICK ROX

The best fighting game since Alpha this year!





THE KING OF FIGHTERS '95 COMBO SYSTEM

The KOF combo system is largely similar to SFII's, with a bigger emphasis on juggles. It is thought that each character has a move which will initiate the juggle, at which point any regular attack and certain special attacks will hit once in the air. Below are two of the most outrageous juggle combos in KOF'95 - both do at least 75% damage.



1.) Jump in with a deep Strong Kick.

2.) Low Strong Punch.

3.) Immediately two-in-one into the Technique No. 75: Kai (↓↘→ + B,B or D,D.)

3.) Juggle with a Technique No. 100: Oniyaki (→↓↘ + A or C.)



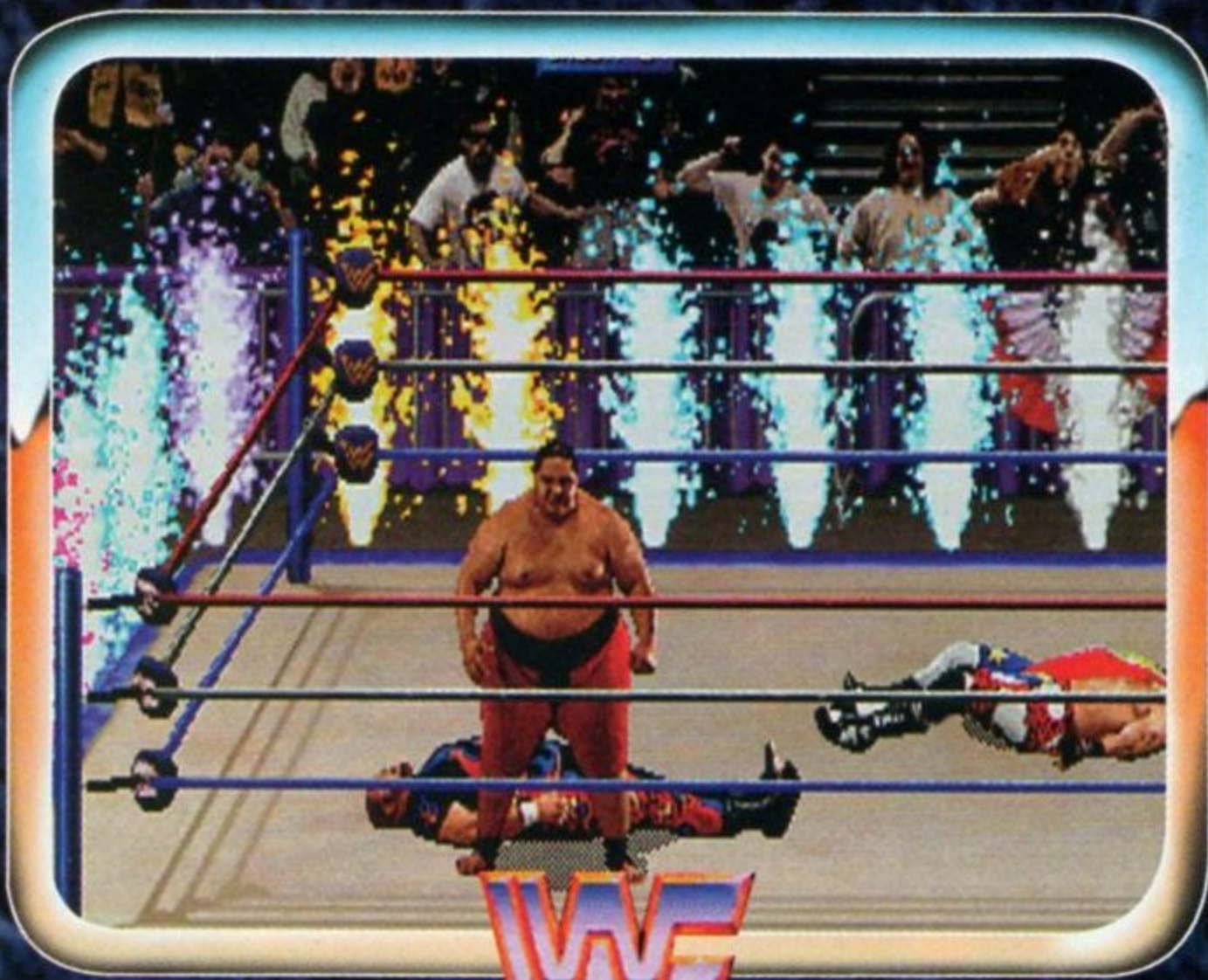
1.) Jump in with a deep Strong Kick.

2.) Low Strong Punch.

3.) Immediately two-in-one into the Hien Shippu Kyaku (Charge ←→ + B or D.)

3.) Juggle with a Zanretsuken (→↓↘← + A or C.)





WRESTLEMANIA

Forget Pay-Per-View and fussing with the ticket office, Midway has delivered a quarter-munching rasslin' game that captures the true essence of the WWF: mindless fun. Get set for a trip into the gaudy world of professional wrestling, Vincent K. McMahon style!

You'll see that WWF Wrestlemania just oozes graphic machismo all over the place. The digitized on-screen characters are absolutely brilliant. That level of fluid, vivid realism is very difficult to achieve.

Even the brief post-match intermissions are beautiful. WWF Wrestlemania showcases eight frighteningly eclectic Vinceland creations. These range from the calm, scientific mat wrestlers like Bret Hart and Shawn Michaels, to the absurdly bizarre Undertaker and Doink. Yes, that dorky clown guy made it in there! Despite the wide range in personalities, there's a basic balance that makes each character very easy to play as.

Bad wrestling games are just too terrible to think about, while a good wrestling game is a blast to play. The key ingredient is a coherent marriage of control and game-play, which is superbly achieved in WWF Wrestlemania with a system almost mock-SF2. This game is just right for the arcades. Each character has his special moves, and each has his own trademark finishing maneuver. You can go head to head, team up with a friend or go on a quest for the Intercontinental, or the more prestigious WWF World Championship. The action is so smooth and so realistic, it's extremely hard to play this game once and walk away. It's that cool!

Every wrestling fan should plug into this game. It's a total trip. Even if you don't particularly care for WWF entertainment (I'm a hard-core ECW mutant myself), you still have to play this game just to experience the graphics and gameplay... and maybe become a frothing WWF fan in the process!

-The Stalker

R REVIEW



ARCADE

DEVELOPER - MIDWAY

PUBLISHER - MIDWAY

FORMAT - JAMMA BOARD

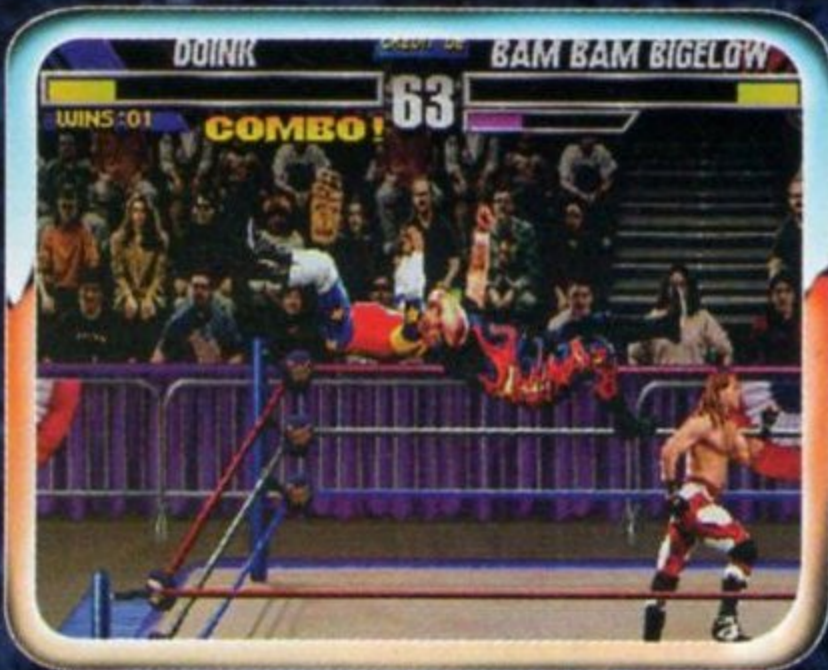
OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW

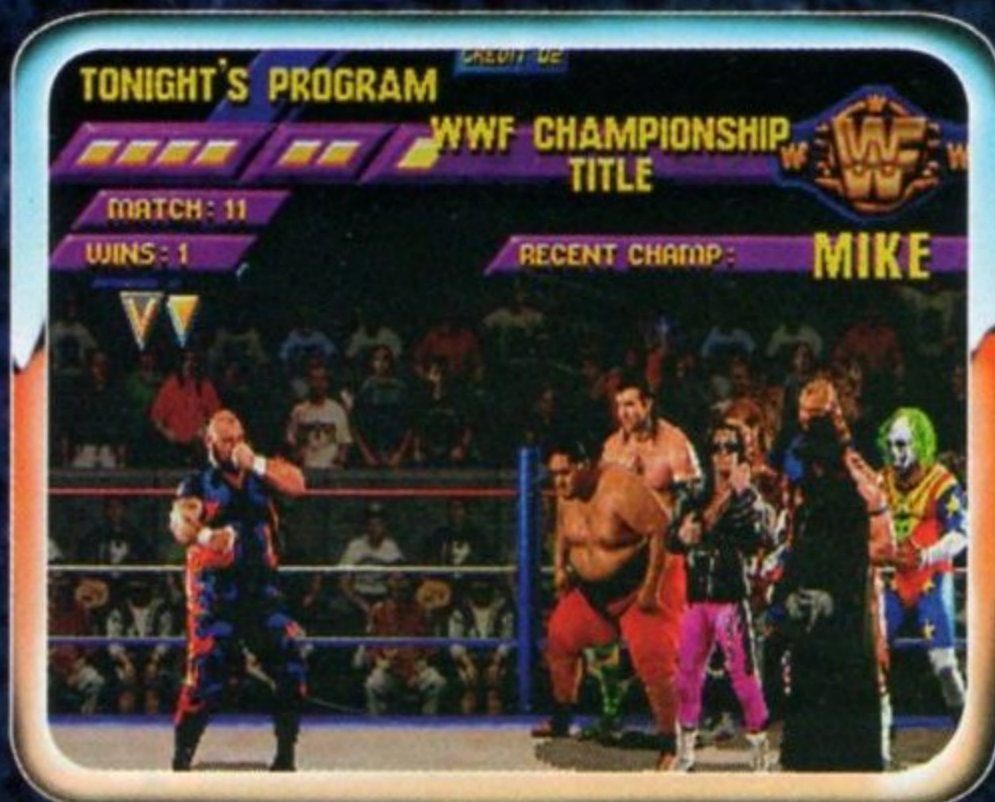
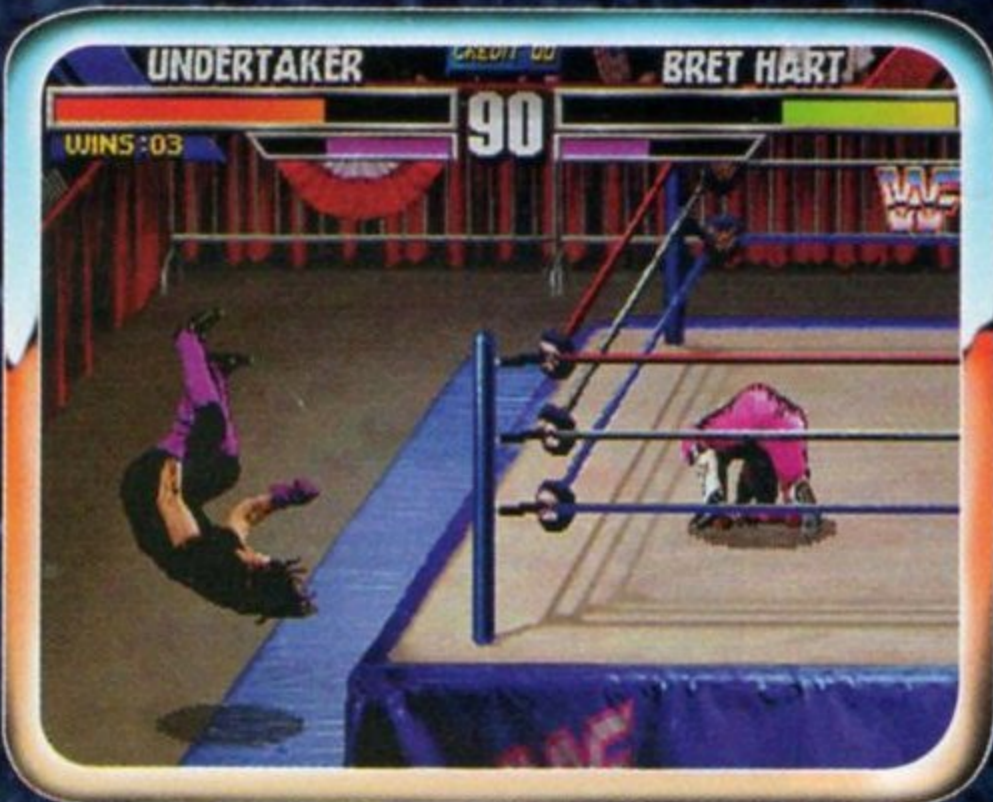
DOINK FROM: SAN ANTONIO, TX HEIGHT: 6 FT. 1 IN. WEIGHT: 235 LBS. FAMOUS QUOTE: I'M THE GREATEST THING GOING ON GOD'S GREEN EARTH.	RAZOR RAMON FROM: MIAMI, FLORIDA HEIGHT: 6 FT. 7 IN. WEIGHT: 262 LBS. FAMOUS QUOTE: TAKE A LOOK AT THE BAD GUY.	UNDERTAKER FROM: DEATH VALLEY HEIGHT: 6 FT. 11 IN. WEIGHT: 322 LBS. FAMOUS QUOTE: REST IN PEACE	LEX LUGER FROM: ATLANTA, GA HEIGHT: 6 FT. 4 IN. WEIGHT: 270 LBS. FAMOUS QUOTE: LEX LUGER IS THE ALL AMERICAN HERO
BAM BAM BIGELOW FROM: ASBURY PARK, NJ HEIGHT: 6 FT. 4 IN. WEIGHT: 400 LBS. FAMOUS QUOTE: I'M THE BEAST FROM THE EAST	DOINK FROM: THE CIRCUS HEIGHT: 6 FT. 0 IN. WEIGHT: 243 LBS. FAMOUS QUOTE: LIFE'S A JOKE	YOKOZUNA FROM: TOKYO, JAPAN HEIGHT: 6 FT. 4 IN. WEIGHT: 568 LBS. FAMOUS QUOTE: BANZAI!!	HITMAN HART FROM: CALGARY HEIGHT: 6 FT. 1 IN. WEIGHT: 234 LBS. FAMOUS QUOTE: I AM THE EXCELLENCE OF EXECUTION.

LEX LUGER CHALLENGE



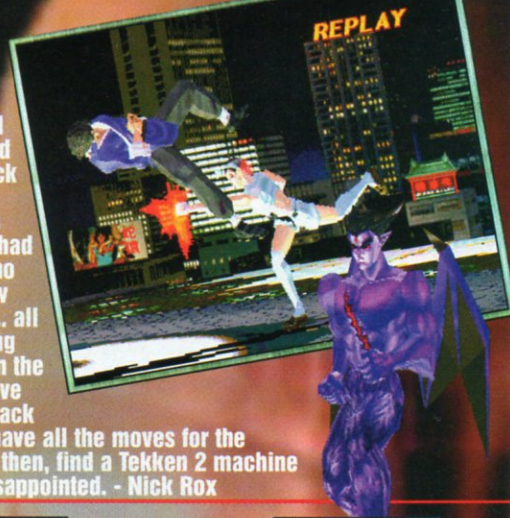
THE STALKER

WRESTLEMANIA...
"WHAT THE WORLD IS WATCHING."



鉄拳 TEKKEN 2

Namco has come up with what has to be the coolest and most original and idea ever in a fighting game... time-released characters! All Tekken 2 boards are equipped with an on-board internal clock which adds one character a week for ten weeks. At press date (8/24) the time-release had not yet begun, and we have no clue as to when it will. Below are the Tekken 2 midbosses... all of which are sure to be among the time-released fighters. On the right are ALL the moves for five characters - Jun, Lei, Paul, Jack and Nina. Next month we'll have all the moves for the remaining five fighters. Until then, find a Tekken 2 machine and play it... you won't be disappointed. - Nick Rox



THE TEKKEN 2 MID-BOSSSES

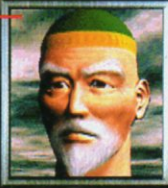
LEE

Lee, a combination of Law and Kazuya, is Heihachi's mid-boss.



WANG

Jun's mid-boss Wang is essentially a souped-up Michelle Chang.



ANNA

Nina's sister and mid-boss Anna is basically Nina with some Law moves.



KUMA

Paul's mid-boss bear Kuma returns with most of Jack's moves.



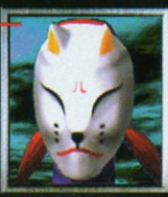
P. JACK

Jack's boss Prototype Jack is back with less machinery and shades.



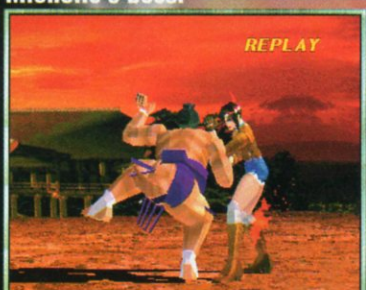
KUNIMITSU

Yoshimitsu's boss Kunimitsu has mysteriously become a woman!



GANRYU

The Jack-derived sumo wrestler Ganryu is now Michelle's boss.



A. KING

King's mid-boss in a clone of himself with armor on. Hence, "Armor King."



BAEK

The all-new Taekwondo master Baek Doo San is Law's new mid-boss.



BRUCE

Another new character, Lei's boss Bruce resembles Sagat not a little.



KAZUYA

Kazuya, the main character from Tekken 1, is the first Boss that each fighter faces.



D. KAZUYA

The fearsome, winged Devil Kazuya is the final boss. Watch out for that eye-beam...





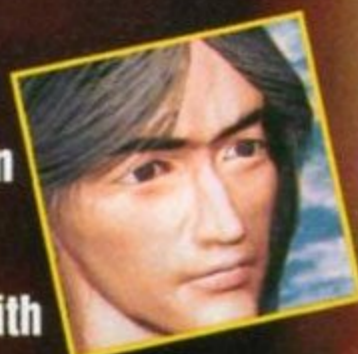
TEKKEN 2 MOVE LIST, PART ONE

Jun Kazama



Sui Renkei - LP, LP
 Kasumi Shoken - Hold → LP
 Oni Satsushi - RK, RK, Hold → RP
 Shinkuu Kariashi - LK, RK, RK, RK
 Kariashi Kyuuntsui - LK, RK, RK, RK, LK
 Ryuuntsui - LK+RK
 Suikei Shitageri - LP, LK
 Sourenkei - LP, RP
 Kaeshi Waza - When the enemy attacks, Hold ← LP+LK or RP+RK
 Hakuro Yuubu - LP+RK, RP, RK
 Kasumi Geri - Hold → RK
 Shiun Nidan Geri - Hold ↓ LK+RK
 Oni Otoshi - Hold → LK
 Kariashi Hakuro Yuubu - LK, RK, LP+RK, RP, LK
 Suiren Shiun - LP, LP, RK
 Taizan Hakuro - LP+RK, RP, LP
 Suiren Shotai - LP, LP, LK
 Suikei Kariashi - LP, RK, RK, RK
 Ryusha Geri - Hold ← LK
 Ryusha Geri Kariashi - Hold ← LK, RK, RK, RK
 Ryusha Geri Oni Satsushi - Hold ← LK, RP
 Taizan Hakuro Kariashi - LP+RK, RP, LP, RK, RK, RK

Lei Oolong



Lie Down - ↓, LK+RK
 Chokyukyaku - When lying down with head towards enemy, LK+RK
 Spring Up - When lying down with feet towards enemy, LK+RK
 Gyoshin Kosoembu - When lying down with head towards enemy, LK, RK
 Turn Your Back - ← + LK+RK
 Back Strike - LP with back turned
 Haishin Kasouda - ↓, LP with back turned
 Shinshin Houtsui - RP with back turned
 Haishintai - LK with back turned
 Haijinraku - LK+RK, LK+RK, LK+RK with back turned
 Shinshin Kosoembu - ↓, LK, LK with back turned
 Kosoembu - Tap ←, RK, RK
 Tenshin Renho - LP+RP
 Sempu Renkyaku - LK, RK
 Shin Sempu Renkyaku - Hold →, LK, RK
 Ryusei Chudan Kyaku - Tap →, LP, RP, LP, RP, LK
 Ryusei Gedan Kyaku - Tap →, LP, RP, LP, RP, RK
 Rouga Yoshin Geki - Tap →, RK, LP, RP, LK, RK
 Rouga Kosozan - Tap →, RK, LP, RP, LK, Hold ↓, RK.
 Yoshin Geki - Tap →, LK, RK.
 Kosanzan - Tap →, LK, Hold ↓, RK.
 Kyokan Kyaku - LK, LK
 Raiko Dankyaku - Hold →, RK, LP, RP, LK
 Raiko Chudankyaku - Hold →, RK, LP, RP, RK
 Koryutai - RK, LK
 Sousouga - (Blocking Attack) Tap →, RP, LP, RP, LP
 Toppling Attack - Tap →, Hold →, LP+RP
 Hisuicho - Hold ←, LP+RK
 Hoo Sempu Kyaku - RK during the Hisuicho

Yoso Renkyaku - LK, LK, LK during the Hisuicho
 Fukushin Koryutai - When down with legs towards enemy, RK, LK
 Fukushin Sotai - When down with legs towards enemy, LK, RK
 Fukushinkatsu - When down, LK, RK
 Kenzan Renkyaku - RK, (Feint Frame) RK, LK, LK

Paul Phoenix



Tomoe Nage - LP+LK, Hold ← when close
 Special Smash - Tap →→, LP+RP when close
 One-Two Punch - LP, RP
 Sohi Tenkayku - Tap ↗, LK, RK
 Ponken - ↓ ↘→, RP
 PK Combo - RP, LK
 PDK Combo - RP, Hold ↓, LK
 Rakuyo - On the way down to ducking, RK, RP
 Azese Geri - Tap →→, RK
 Hazakura - Tap ↘, RP when ducking
 Stone Punch - On the way down to ducking, RP
 High Samporyu - Tap →→, LK, RK, RK
 Mid Samporyu - Tap →→, LK, RK, Tap →, RK
 Low Samporyu - Tap →→, LK, RK, Tap ↓, RK
 Kawara Wari - On the way down to ducking, LP
 Kawara Wari Ponken - On the way down to ducking, LP, RP
 Kawara Wari Rakuyo - On the way down to ducking, LP, RK, RP
 Hazakura Ponken - Hold ↘, RP, LP when ducking
 Hayate - Tap →, Hold →, RP
 Fuuga - Hold ↘, LP+RP
 Hazakura Tessa - Hold ↘, RP, RP
 Storm Attack - Tap ↓, Hold ↘, RP+RK
 Ponsei Ryuohken - Hold ←, LP+RP
 Wind-and-Clouds Attack - Hold ←, LP+RP, LP, RP, LP, RP

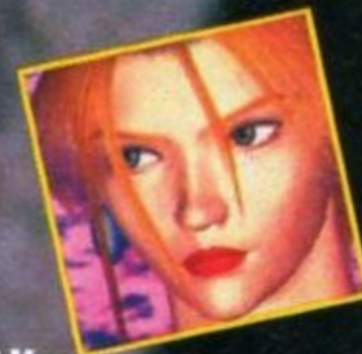
Jack-2



Piledriver - Tap ←→, LP+RP when close
 Backbreaker - ↓ ←←, RP when close
 Pyramid Driver - ↓ ↘→, LP when close
 Spring Hammer-Punch - LP+RP when down
 Machine-gun Knuckle - Tap ←, LP, LP, LP, ↘, RP
 Straight Elbow Upper - RP, LP, RP
 Hammer Combo - LP, LP, LP
 Double Hammer - LP+RP, LP+RP when getting up
 Swing L-Knuckle - When you start to advance before ducking, LP, RP, LP
 Swing R-Knuckle - When you start to advance before ducking, RP, LP, RP
 Megaton Punch - ← ← ↓ ↘, RP
 Power Scissors - Tap →, LP+RP
 Hip Press - Hold ↗, LK+RK
 Wind Swing - Tap →, LP, RP, LP, LP when ducking
 Gigaton Punch - ← ← ↓ ↘→, (Continue Swinging Lever) LP
 Sir Down - LK+RK
 Blood Fang 1 - When sitting or after a Hip-Press, LP, RP, LP, RP

Blood Fang 2 - When sitting or after a Hip-Press, RP, LP, RP, LP
 Hammer Rush Low - Hold ↓, LP, LP, LP, RP, LP
 Hammer Rush Middle - Hold ↓, LP, LP, LP, RP, Hold ↘, LP
 Bravo Knuckle - Tap ↓, LP+RP
 Scissors Meltdown - Hold →, LP+RP, LP+RP
 Scissors Megaton - Hold →, LP+RP, Hold ↘, RP
 Meltdown - LP+RP when ducking
 Sitting Double Kick - → or ↘ or ← or ↙, LK, RK
 Megaton Sweep - ← ← ↓ ↘, LP
 Megaton Strike - When ducking, LP, RP
 Hell Press - LP+LK
 Face Basher - LP+RP after the Hell Press
 Catapult Throw - Hold ↘, RP+RK
 Violence Upper - When getting up, LP
 Cossack Sambo - Hold ←, LK, RK, LK, RK, LK, RK

Nina Williams

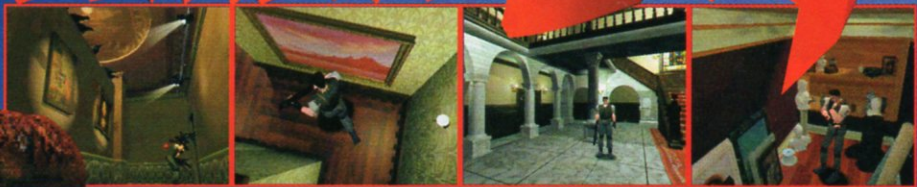


Assassin Attack - Tap ↘↘, LP when close
 Assassin Toss - LP+LK, Hold →
 Shoaku - ↓ ↘→, LP+RP when close
 Kubikari Jujiga Tame - LK, RK, LK, LP+RP during the Shoaku
 Tachigyaku Wakitame - LP, RK, RP, LP during the Shoaku
 Ura Kannuki Takabajime - LK, LP, RK, LP+RP, LP+RP during the Tachigyaku Wakitame
 Sudegyaku Wakgatame - RP, LP, LK, RK, LP+RP during the Tachigyaku Wakitame
 One-Two Punch - LP, RP
 Soshoha - Tap →→, LP+RP
 Triple Smash - LP, RP, RK
 Double Smash - RP, RK
 PK Combo - RP, LK
 PDK Combo - RP, Hold ↓, LK
 Kneel Kick - →→, RK
 Flash Combo - Tap ↘, LK, LP, RP
 Rapid Kick Combo - Tap ↘, LK, LK, LK, RK
 Upper Straight - Tap ↘, LP, RP
 Hunting Kick Combo - Tap ↗, RK, LK, RK
 Rave Kick - When getting up or starting to duck, LP, RK
 Bone Cutter - Tap →→→, LK
 Hunting Swan - Tap ←, LP+RP (Cancel with ↑↑)
 Lead Jump & Spin Kick - LP, Hold ↓, RK
 Izori Hiji Otoshi - As you approach, RP+RK, LP, RP, LP
 Izori Hiji Otoshi Continuation - RP, LP, LK during the Izori Hiji Otoshi
 Left High & Light High Kick - LK, RK
 Light High & Left High Kick - RK, LK
 Sit Spin & Light High Kick - Hold ↓, LK, RK
 Jail Crush - LP (Tap ↘, LP) RP Hold ↓, LK, RK
 Cemetary Crush - LP (Tap ↘, LP) RP Hold ↓, LK, RP
 Rengeki Soshoha - LP (Tap ↘, LP) RP Hold →, LP+RP
 Kneel Edge Combo - LP (Tap ↘, LP) RP Tap ↑, LK
 Leg-Break Combo - Hold ↓, LK, RK, LK
 Divine Cannon - Tap ←, LK
 Slicer - Tap ←, RK
 Divine Cannon Combo - Tap ←, RK, LK

To be continued...



Resident Evil



Capcom Co. Ltd. of Japan is full of surprises these days. The company's most original and unique game in the last half-decade (in my opinion) is the mind-wrenching Resident Evil, a modern action/adventure that combines a totally original and fresh storyline and setting with a unique 3-D graphic environment.

Resident Evil's perspective and graphic interface are astonishing. The viewpoint is a bit like Alone in the Dark, but the perspective zooms in or out depending on the way your character is facing and the dimensions of the room. Amazingly, the control is perfectly smooth and you never, ever feel disoriented no matter how the view shifts. The view shifts occur when you leave one room (or portion of a room), and not constantly on the fly, which works very well.

You play the role of a modern detective exploring a zombie-infested mansion. The game is action and RPG all-in-one, like a floating-camera Doom with a story. You've got knives, pistols, shotguns, and tons more with lots of ways to dispatch the ghoulies. You can even get creative and blast barrels which

explode and incinerate the beasts... cool, huh?

RE is full of horror film-caliber killing. In one scene, you're walking along, minding your own business, and there's a corpse on the ground. You figure, no problem, it's just road pizza. You walk over it and it comes to life and grabs your frigin' leg, scratching and biting chunks of muscle out of your calf.

With agony on your face, you lift up your leg... and stomp the bugger's skull in; it pops like a pus-filled zit! Yeah!

RE is not about just mutilation, of course. There are many items to find, lots of RPG dialogue, giant areas to explore; the works. There will be three mansions, a tower, and a graveyard in the final version. Another cool aspect is the use of an assistant. You can choose from three assistant detectives who obey your commands!

At GameFan we get hyped over every new game, but down to everyone in our office went nuts over these shots. More to come!

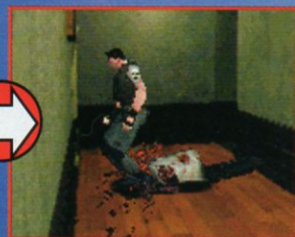
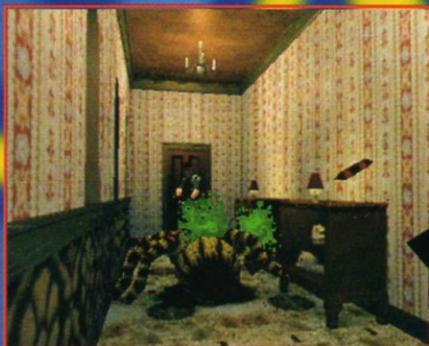
-Slasher Quan

Capcom's most innovative game in years, Resident Evil offers an amazing horror/adventure experience for the PlayStation, due early next year.

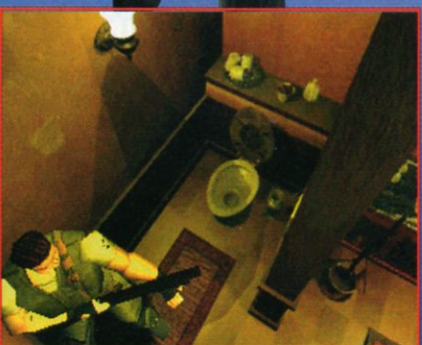
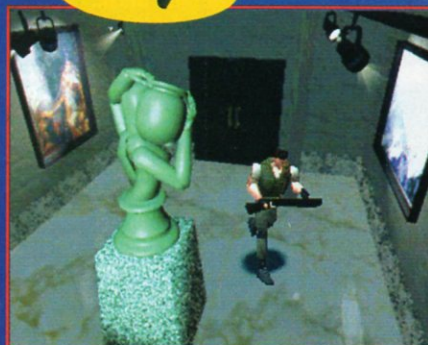
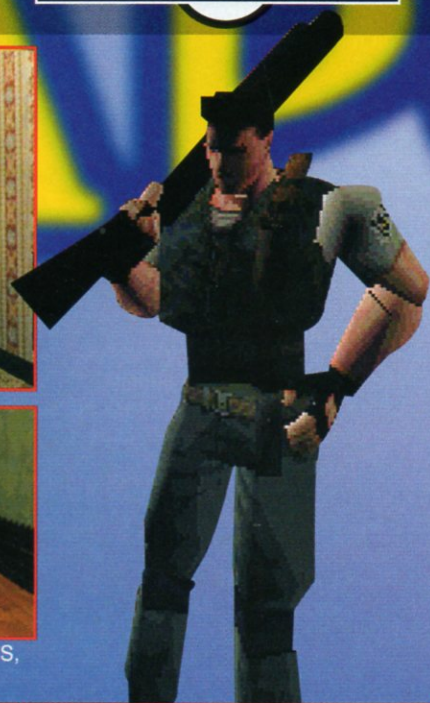


IN DEVELOPMENT

CAPCOM



WHEN THIS DISGUSTING ZOMBIE GRABS YOUR ANKLES, YOU'VE GOT NO CHOICE BUT TO CRUSH HIS HEAD!





MEGA MAN X3



SUPER NINTENDO ENTERTAINMENT SYSTEM

Mega Man is back again in a BIG way!

Capcom insiders say this is the most ambitious Mega Man ever with more upgrades over X2 than have ever been featured from one Mega Man to the next, and it looks like this is quite the case!

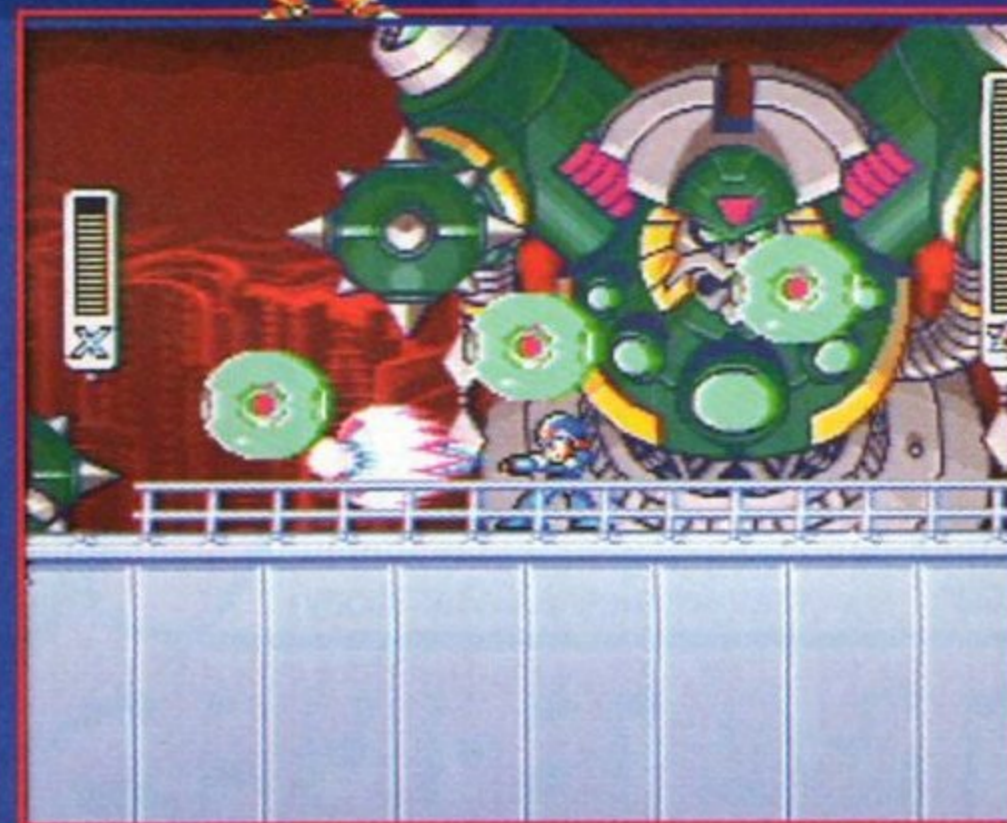
Doppler is the MBG (main bad guy) in MMX3, looks like ol' Sigma and the X Hunters took a break this time. The big n' bitchin' news is that Mega Man AND Zero team up together in this game! You can trade off between the two, but if Zero dies even once you'll have to wait 'til the next level to regain his services. Not only is Zero a 100% differ-



ent sprite with his own graphic look, he has different moves! When fully charged, his Mega Blaster offers some cool combo firing patterns. You can do two or three huge blasts followed by a keen sword slice.

X3 offers another cast of wacky robo enemies, each with a weapon waiting for you to steal. The levels are more expansive than ever with many secret areas filled with items you'll need. As usual, the levels must be replayed after you've gained certain abilities, which are required to find items.

I only have one question about this game. If Mega Man learned Hadoken in X1 and Shoryuken in X2, what's next, Tatsumakisempukyaku?



Final Fight Tough

The Mad Gear are back, and a third Final Fight has begun on SNES! Capcom's latest scrolling brawlfest offers four characters, many levels, MULTIPLE PATHS, and new techniques including Super moves.

Get set, this should be the best FF ever, no questions asked. The story is the dismantled Mad Gear organization has been rebuilt. (By who? Belger? Sodom? Who knows?) Guy has just returned from Street Fighter training, and he joins up with mayor Haggar and two vigilantes, Dean and Lucia. You can play one-player, two-player simul., or the awesome new auto mode where the computer controllers your partner!

Tough has the classic FF moves, but now there are a variety of techniques which are executed by Street Fighter-style motions! For instance, you might be able to grab an enemy, immediately do a certain control pad movement, and bam... a special attack or even a Super move could be unleashed! (Your Super meter must be full, of course.)

FF Tough is the first side-scrolling fighter I can think of with multiple paths and actual replay value. We'll have more details on this long-awaited sequel in our full review next month.

-Slasher Quan





Hey! What' the heck is this Entertainment section doing in my GameFan!?!
 It's no mystery that the gaming industry and the entertainment industry are fast becoming one and the same. So, as a service to our readers, we present Entertainment Fan. Each installment of E-Fan is dedicated to the latest game related anime, movies, television shows, and comics. Every month you get to see all the cool stuff that makes you say "Wow, that's cool!" As always, your input is imparative, so write us and let us know what you think.
 - JACE

Recently, Entertainment Fan was fortunate enough to have the opportunity to interview the two Dougs behind Earthworm Jim: Doug TenNapel, creator of Earthworm Jim, and Doug Langdale, story editor of the upcoming animated television show. Both were a pleasure to work with.

GAMEFAN: How did you come to be involved with Earthworm Jim?
DOUG LANGDALE: Well, I guess they'd had a few different people work on it before me, and they contacted my agent. They had read a sample script that I'd written. Then I came on, they pitched the show to me, I wrote a pilot script, and I guess they liked it.

GF: Did you develop all the story-

a lot of violence on the show, and we



EARTH-WORM JIM,

THE GAME WAS GREAT!
 NOW MAKE HIM A SATURDAY MORNING CARTOON STAR!!

lines for the Earthworm Jim cartoon yourself, or did you work with others on that?

DOUG: Yeah, I wrote all the stories, and I wrote eight of the thirteen scripts, and the other five were written by various writers, who did a very fine job.

GF: Do you feel gamers will respond with the same excitement toward the cartoon as they did the game?

DOUG: I don't know, I think one of the reasons that people really liked the game was because it was funny, and strange. The graphics are great, they did a lot of really nice stuff with it. But I think one of the things that really sets it apart from other games is how interesting the characters are, how funny they are. I'm hoping that, for that reason, people will like the show. We tried not to have



really do a lot of violence in a Saturday morning cartoon, anyway, so it made sense to go in that direction. And frankly, I don't really enjoy watching characters kick each other. It just isn't that entertaining to me.

GF: Do you see any future for any type of Earthworm Jim Feature film?
DOUG:

There's some talk about it. I think it would be fun. I'm not sure how they would do it. We've discussed various ways of approaching that, but I think it could be a lot of fun. The characters are just so great. I mean, I would love to see Professor Monkey for a Head as a live action character (laughs).
GF: Was there something that initially attracted you to writing this cartoon versus others?
DOUG: Yeah, actually, when they described the show to me, they actually showed me Doug's draw-

ings of the characters and just sort of talked me through them. I think when I first saw Professor Monkey for a Head and Evil The Cat, I went, "This is the show for me." Evil The Cat had an, almost Ralph Steadman-like look to him, or Gerald Scarfe-kind of look that really appealed to me. You know, the characters just looked so great. They didn't even really have a bible at that point, which is a description of the show and all the characters. I just sort of had it all pitched to me verbally, and I just felt like I got it right away. I guess a number of people had worked on it before me and didn't quite get it, but they showed it to me and I was like "Oh, okay, funny stuff, I get that!" He wants something that's genuinely funny, rather than a lot of shows, kind of showing you the symbols of funniness instead of actually being funny. The first thing I said was, "You need a script. You need someone to write a script, and then you'll know what the show is like." And that was how they felt about it, too, so we wrote a script in like a week or something like that. We were on this impossible deadline. As it turned out we stayed on that deadline, with a script every week for twelve weeks, and did the body of the show. It was an incredibly hectic pace. I was working twelve to sixteen hours a day for days, but I think it worked. I think we have a good show.

GF: Is there a certain direction you plan to take with the cartoon? Anything like, a mini-series? I know Doug (TenNapel) had said that he would like to see Jim die at one point, and go to his own funeral, but he said he didn't know if anyone would let him do that.
DOUG: Yeah, I'd love to do that. That may be a second season episode. I think in the next season we may try to introduce one or two new villains, because we use the same, like, five villains through the whole first season.

GF: Now, are any of these from the Earthworm Jim 2 game?
DOUG: I don't think they introduced any major new characters in that, but there were two characters in the original game that we didn't use. Major Mucus, and Chuck and Fif, so three charac-

ters, actually, but two of them are a pair. So we would probably bring in Major Mucus and we might introduce a new character, as well. The other thing is, in the second season, I'd like to see more of the princess.
GF: Princess What's Her Name?
DOUG: Yeah, she's an interesting character, and I think, uh, we just never wound up using her quite as much as I'd hoped to, the first season. She's in more than half the episodes, but she only has a couple of episodes where she's really a major character. I'd really like to get her in there, in pretty

much every episode. In her relationship with Jim I think she's very interesting.

GF: Now, she kind of doesn't know exactly if Jim's trying to help her, or is she a little afraid of him?
DOUG: Jim is just head-over-heels in love with her, and she really doesn't get it. There's actually an episode where we deal with the fact that she's part of the royal family, but she left as a very small child, and she trained herself to be a warrior-woman, to try and overthrow the existing government of Insectika. She never really learned about the life relationship, so she doesn't really get what Jim's talking about when he,

praises her to the skies. She doesn't really understand what he's talking about. It's kind of an interesting one-sided relationship. Jim never really seems to fully comprehend that she doesn't consider herself

Holy lame one-liners, Batman, Hollywood is invading comic panels everywhere and it seems this invasion's only the beginning. It wasn't long ago that films like "The Punisher" and "The Flash" were lost to home video forever, never succeeding to capture much of an audience, even though they were based on hit comics. But as the comic industry grows, comic-based films are becoming hot commodities for movie studios. Recent films such as "The Mask" and "Judge Dredd" have proven that audiences are quickly becoming attracted to these new-style heroes.

Here's a bit of what's going on:

* Marvel comics has optioned the action hero "Luke Cage" to producer **Ed Pressman** with **John Singleton** set to direct. We also hear that Marvel Chairman **Stan Lee** is planning to go forward with a feature film version of Spiderman's arch-nemesis, "Venom." On the TV side, "Iron Man" and "The Fantastic Four" are returning to syndication in the fall along with "Biker Mice From Mars" in a syndicated package called "The Marvel Action Universe." New World Television reports that they are moving forward with live-action television films based on "Generation X," "Nick Fury, Agent of S.H.I.E.L.D." (the former "Sgt. Fury"), "Black Widow," and "The Punisher."



* **Todd McFarlane** Productions is executive-producing an animated series based on his hit character "Spawn," which will appear on HBO in 1996.

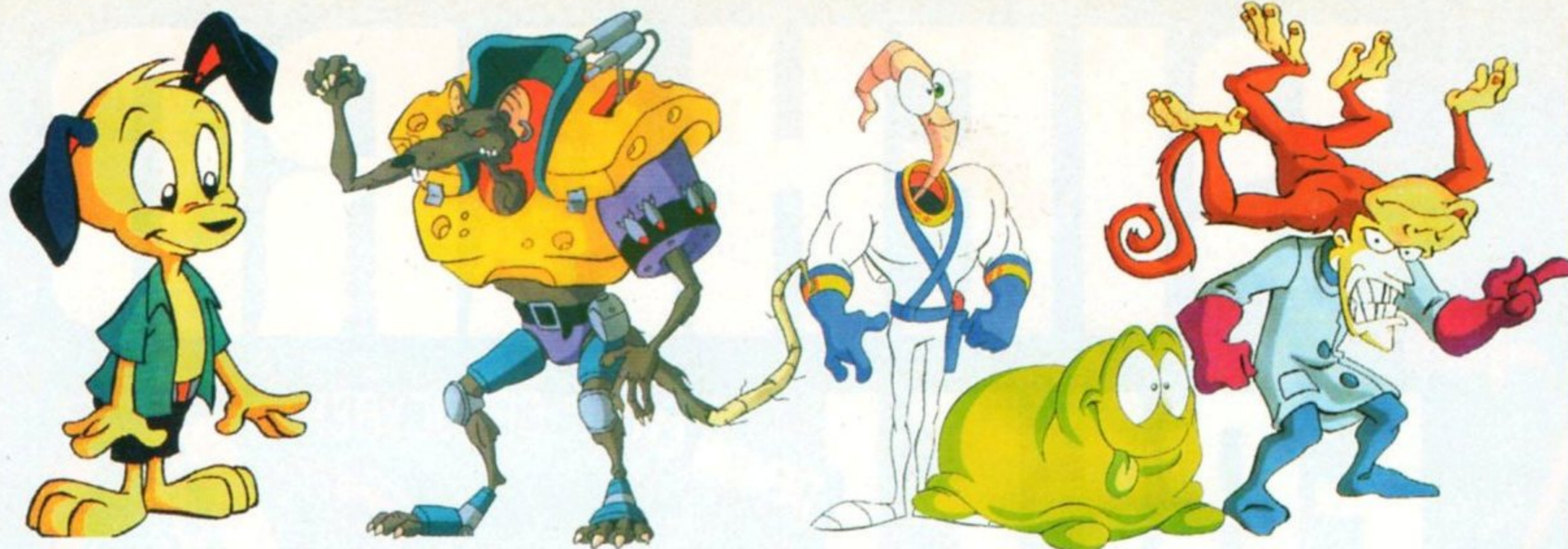
* Dark Horse Comics, best known for its mega-hit movies The Mask and Timecop, are currently developing an animated TV series based on "The Mask" as well as feature films based on their highly popular comics "Alien" and "Predator." Also, the lovely **Pamela Anderson** is hard at work on yet another comic based film: "Barbed Wire." Look for this film to surface in '96.

* **Edward R. Pressman** Films is getting into the comic publishing business through a new venture called Top Dollar Comics, with "Luke Cage" and "The Crow: City of Angels" (sequel to "The Crow") set to open in theaters next year.

* Extreme Studios has optioned the film rights to "Prophet" for development with TriStar Pictures. Company founder **Rob Liefeld** is also hard at work on an animated TV series based on his "Youngblood" titles.

* Wildstorm Productions is releasing on a direct-to-video work of their highly popular "Gen 13," while their animated series "Wild C.A.T.s" will now appear on the USA Network.

Stay tuned to your favorite Bat Channel, comic fans... More in our next issue.



his girlfriend, and she never really understands what the hell he means by "girlfriend" in the first place. I would like to see more of that.

GAMEFAN: Let's just start with the first question. First off, where did the idea for the Earthworm Jim character originate?

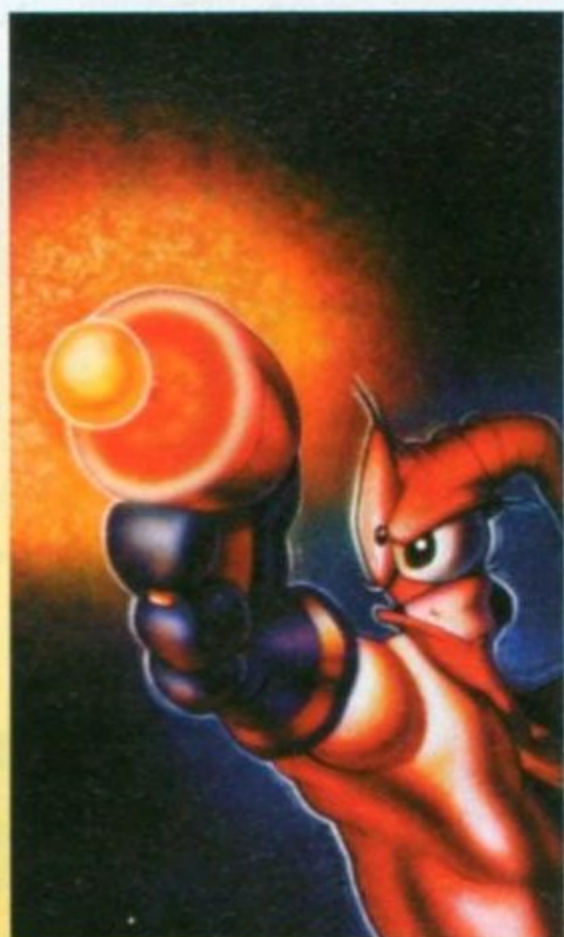
DOUG TENNAPEL: It basically just kind of fell out of my head. I come up with characters all the time, and a lot of character groups, all the time. It's almost like journaling.

GF: I know a lot of people were like,

underdog characters, it's easy to get someone on the side of an underdog character. They want to root for them. And there were so many Rambo-like characters out, that were just really violent, that I kind of wanted to give something about this superhero, where people couldn't take them, entirely too seriously. Making him an earthworm was a good way to do it. Plus his name being Earthworm Jim tells you the story that he's from Earth.

GF: Had you anticipated the huge success of the game?

DOUG: Well, the game wasn't that huge of a success. Certainly, critically, it was an overwhelming success, but I guess that didn't surprise me, because we knew that we could make a really good game. We've all done



some games, you know, most of us have

had reasons for leaving Shiny, are pretty personal, first of all. They're mostly between us and Dave Perry. There're six of us, in all, who've left Shiny and are going to my new company, called Neverhood, and that includes 100% of the animation department.

GF: Where did the name Neverhood come from?

DOUG: The name Neverhood came from an art show that I did, a group of paintings that I did, back in 1988. It was called "A Beautiful Day in the Neverhood." It's basically, the name, anyway, is about a neighborhood that may never exist, therefore, the Neverhood.

GF: What projects does Neverhood have in store for

gamers?

DOUG: We're going for a PC CD-ROM platform to start with. We may do other platforms, but for now, we're concentrating on that.

GF: So Shiny does own the rights to Earthworm Jim?

DOUG: They own the video game rights to him, yes.

GF: Okay, because that was one of the things we're all wondering. We all know now that you are the creator. That mistake was made before.

DOUG: Lots of times.

GF: I can understand how that must be annoying, and we're going to definitely get that one right in this issue.

DOUG: And I appreciate that. Let me put it this way: I have full creative control of the character. It doesn't pay for somebody to try and do something with the character without me, because if they want the character to stay Earthworm Jim, then they consult me on what to do with it. But as far as video games go, Shiny has to consult with me, but they pretty much have free reign to do what they want in that medium. I'm a lot more involved, actually, in the other mediums, like on the topline and merchandising. On the cartoon, I'm the only person involved with that.

Thanks for the insightful interview Doug & Doug we wish you guys all the best in the up and coming fall season. If the cartoon is half as good as the game was, it will be a huge success -ED

worked on over the n games, and many of

those were over a million selling kits. I think the thing that surprised us, I guess, was that critics hooked on to it, and actually saw... I guess we were losing a little bit of faith in the system.

GF: What led to your, leaving Shiny and starting Neverhood?

Doug: I'm willing to go on the record as saying that my reasons and the other guys' reasons, those who've

"A worm?" and were pretty taken by the character, at first.

DOUG: I think deliberately picking a worm... Because it's different was one reason why I chose a worm. Another reason why, is, people like

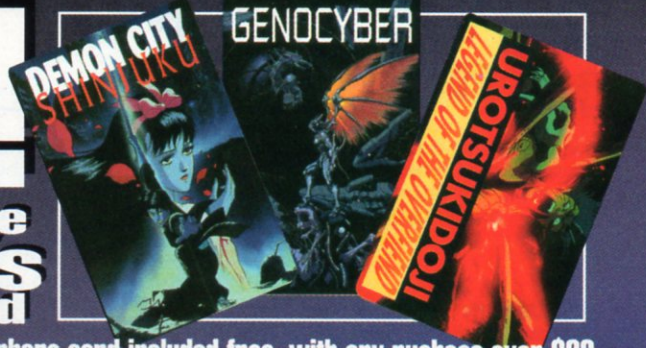


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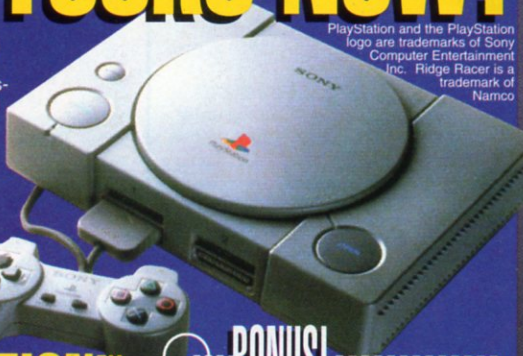
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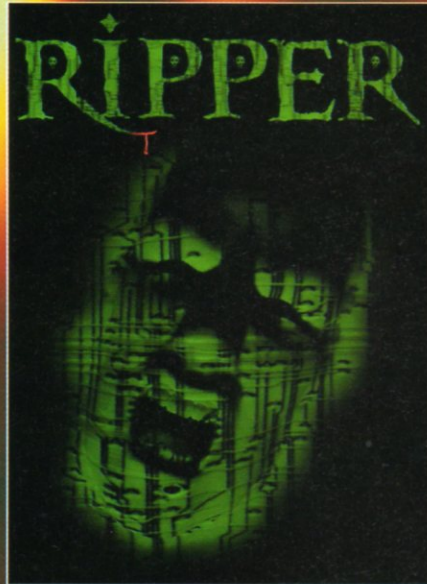
INDIVIDUALLY TWISTED

Race a blood bike through lava pits, collapsing mine shafts, and orbiting space stations as you try to obliterate your opponents. Your challenge: cross the finish line first to capture money, weapons, and fame. Fail, and you'll be Maximum Roadkill!

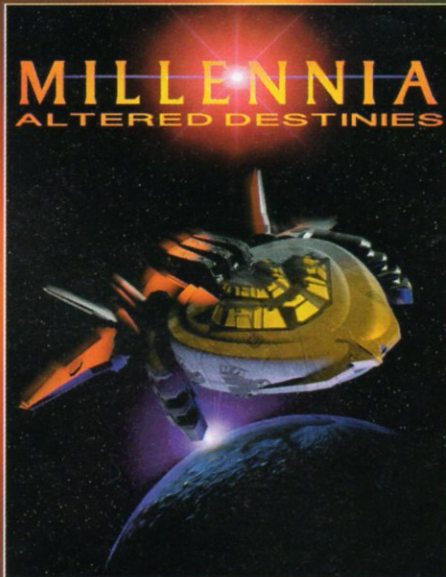


PC CD-ROM

Jack's back. He hunts in a high-tech futuristic world murdering with savage precision. For the terror and death to end, you must track him from the bloody streets of New York to the wells of cyberspace. Only problem is...you're next on the Ripper's list.



PC CD-ROM
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PC CD-ROM

In a distant galaxy, you'll command time and space by tampering the past, altering the future, and shaping the very fabric of history. Five unique civilizations and your life depend on your strategic decisions. The possibilities are infinite ...so is your power.

COMING IN FALL 95

TAKE 2
INTERACTIVE SOFTWARE



Mortal Kombat has hit theaters nationwide to record-breaking responses! Everyone knows Ed Boon & John Tobias created the game, but who's the genius behind the script? We talked with screenwriter Kevin Droney about the inspiration and philosophy behind the top-grossing flick.

GF: Did you take a look at the moves in the MK game before shooting the film? How important was it to mimic the moves?

Kevin Droney: Our general rule was to try to include the game moves whenever possible, as long as they didn't look too ridiculous for live actors to do. One of the things that we established in this movie for clarity was it's the Outworld vs. Earth. Basically, the Outworld wants to take over the Earth and if they win this tournament, they will conquer Earth.

In this setting, we could have humans from Earth fighting Outworld characters with various powers. We can have some amazing things happening in the Outworld, but if we're going to have the humans do certain moves, they can't look ridiculous. We also don't want the audience to start thinking, "How come he can shoot fireballs?" So the humans do things that make you say, "Okay, he's a human, he can do this." For example, Sonya does one of her patented moves, and Johnny Cage does his patented move.

So we restricted it in that way, making certain things believable and certain things outrageous, depending on the character and the setting. Sure, anything goes, in terms of using the moves that they're supposed to be able to do within the Outworld. Anything goes, up to the limits of what a human can actually pull off in real life. We don't mind fudging a little bit when necessary. I think Sonya's famous move still looks kind of silly to me, but it's fun. In some cases, such as Sub-Zero, I just made a meal out of it. If Sub-Zero nails you with his move you don't just get frozen for a couple of minutes, you die! All of the powers are much more sort of real in their execution and consequences. If Reptile stings you with his rope... I won't get into the rope, 'cause the rope is really cool, it could eat your liver out.

GF: WOW!

KD: Everything is accelerated in that way. When Shang Tsung does his magic, it can be very lethal. If he steals your soul, it's tragic... you're gone, sucked into a void, and you're added to his power. Everything from the point of view of the Outworld characters has been accelerated and made more ominous, more serious. You don't just recover from a serious attack and get another chance to fight. If you don't outwit these people, you die.

GF: So you took some of the aspects of the game and just modified them.

KD: Yes, for instance Reptile is a far more hideous creature. I looked at the Reptile character in the game, and it's just like another

er ninja.

GF: He looks like Sub-Zero.

KD: He looks like Sub-Zero, and you go, "Who cares?" Reptile now looks far more evil, and you can't even see him most of the time. To explain how we adapted this element, he's an invisible character in the game... well, now he's a chameleon. His lizard breath is acid breath. He's a nasty, vicious, clawed spy. I took things that were sometimes hinted at, and made them into reality. Goro's patented moves were kept, because they're so obvious.

GF: Are any of the actors actually adept at martial arts? How much of a difference did this make in the filming?

KD: Absolutely! Robin Shou (who plays Liu Kang) is an awesome martial artist, he does it all well in real life. We've watched Robin grow into the role and handle everything that was thrown at him, and the reason he could do it

on is God, and he can't help. He can watch, but he can't really help. He has sort of a take on things, which is very laid back.

GF: And that's Rayden.

KD: That's Rayden.

GF: When production began, did the controversy over the violence in the game play a big role in the way the film rolled out?

KD: No. I walked in and said, "Listen, there's no way this can't be a PG-13 thing. I'd much rather go for really great fights and really cool wonderful special effects with all these powers and everything, instead of blood and gore." They said, "We totally agree with you." And we didn't even mention it very much again. We wanted a good strong story, with top-notch martial arts in it. In other words, not phony martial arts. Everyone in this movie who fights, with one or two exceptions, and they look good too, are martial artists. And some of them are world-class mar-

• Liu Kang (Robin Shou, left), Johnny Cage (Linden Ashby, center left) and Sonya Blade (Bridgette Wilson, center right) defend themselves against a legion of Outworld warriors

• L to R: Liu Kang (Robin Shou), Princess Kitana (Talisa Soto), Thunder God Rayden (Christopher Lambert), Sonya Blade (Bridgette Wilson) and Johnny Cage (Linden Ashby)

• Shang Tsung (Cary-Hiroyuki Tagawa)

• Thunder God Rayden (Christopher Lambert)

• Sonya Blade (Bridgette Wilson)

• Sub-Zero (Francois Petit, center) and his warriors prepare for battle

ing too much. They eventually stepped up and put the money back into special effects. Maybe not exactly the ones I had in mind in some cases, but in other cases they did the right effects. One special effect I was told in the beginning, we can't afford, we can't afford, we can't afford... And they told me that they've now done it. And I'm sure it cost a lot

An Interview With: **KEVIN DRONEY** (The guy who wrote MK the Movie)

is he really is the next Bruce Lee.

GF: One of the problems that I've seen in most of the action movies pertaining to video games is they go for cheesy one-liners a lot. The movies rely a lot on, like Van Damme's little catch phrases in Street Fighter, little idiosyncrasies that they think will get through to kids. When in reality, kids have matured beyond that. Basically, what they're looking for is a good hard-hitting action movie. Is this more along the lines of an old Bruce Lee movie like Enter the Dragon, or is this kind of a middle ground between the two?

KD: This has more Star Wars quality to it than Enter the Dragon. The point is to try and get some humor, have some one-liners where they're appropriate to the situation without destroying the seriousness and the mood we want to achieve. If you look at the movie, you go, "No, they're dead serious here, this is the moment of the final struggle between good and evil." So it's a balance. For instance, Johnny Cage throws off some one-liners because he's an actor. Basically, we're going for the heart of the story. There aren't a lot of zingers, but what zingers there are, hopefully are funny. In some cases, it's whistling in the graveyard. They're up against these awesome things, what do you do? One character was given the burden of humor but at the same time, he's one of the principle characters.

GF: That scene with the whistling in the graveyard, that's not cheesy. That sounds pretty cool.

KD: No, and that's the whole point: These guys are in completely over their heads. The only person that knows what's going

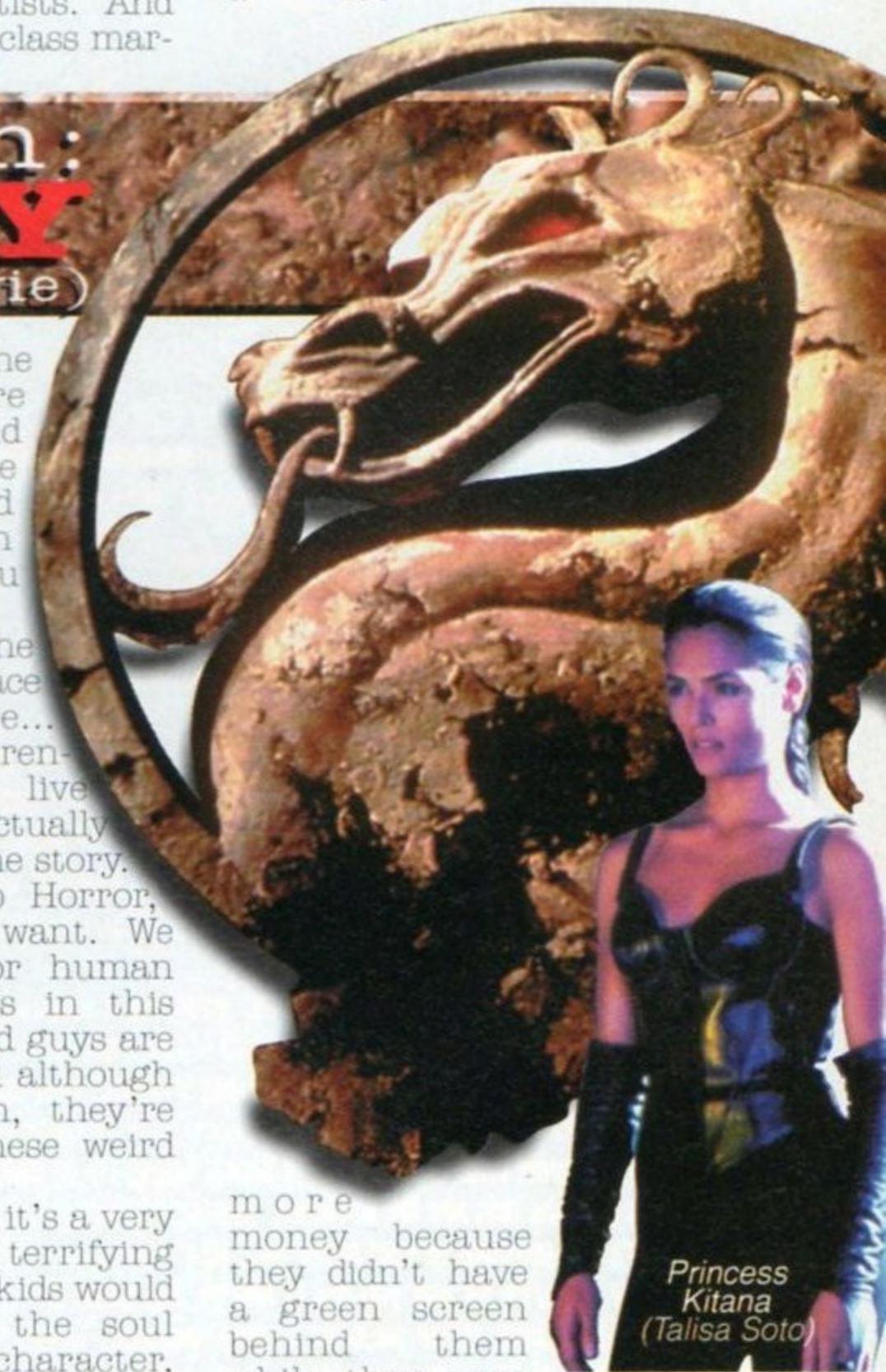
tial artists. Most of the adversaries, who were wearing costumes and stuff, they're awesome too. Sub-Zero is played by an ex-French Foreign Legionnaire and a jujitsu master.

All up and down the line, we tried to replace cheesy blood and gore... which would look so horrendous on-screen with live actors, that it would actually have taken you out of the story. It would become Camp Horror, and that's not what we want. We also wanted respect for human life. One human dies in this movie. All the other bad guys are from the Outworld, and although they may look human, they're not. They have all these weird powers.

One human dies, and it's a very sad moment. And it's a terrifying moment. I think small kids would be frightened to see the soul sucked out of this character, which is the final tragedy. This incredibly evil magician not only has you killed, but then he takes your soul and uses your power. I wanted that kind of awe, rather than, "Oh, gross, he ripped his head off and spit down his lungs." If you're looking for a horror movie, go see another movie. This is an action/fantasy/adventure movie.

GF: There was an ample budget for this, right? Are the effects high quality?

KD: The effects are high quality, and this is the biggest-budgeted film that New Line has ever done. They were very nervous about it, and there were some problems with the money disappearing, because they were afraid of spend-



Princess Kitana (Talisa Soto)

more money because they didn't have a green screen behind them while they were doing it, which meant really digitally doing every pixel. So it probably was very expensive to do, but I'm sure it's going to look great. When I wrote the script, I don't know how many special effects I had... 70 or 80 easily, maybe more. For a property like Mortal Kombat effects are key!!

GF: Agreed! Hey, thanks for talking with us. I'll see you when the sequel hits!

If you've read this far, do yourself a favor and stop waiting, check out the MK movie! Good luck Kevin, and thanks for the interview!



DARE TO COMPARE!



Obviously the premiere home version of MK3, the PlayStation edition will have the heat lamps turned on it by the millions of blood-thirsty arcade fans who want - no, demand an identical translation. This game is so, so close to perfect, but not quite.

On one hand, you could go down a shopping list of features from the arcade, and almost all of them are included in the PS. The graphics are indistinguishable from the coin-op, and if anything the audio is BETTER and has more bass response.

The biggest problem with this version is Shang Tsung. To be specific, it's his morphs that are the problem. Due to the limited RAM of the PS, it's not possible to load more than two characters into memory... so if you're ST and you try to morph, the game LITERALLY pauses for about three seconds during gameplay while it loads in the data of the new character. Then, when you revert back to ST, it pauses again. To state the obvious, this is extremely disruptive and obnoxious and makes morphing pretty much pointless.

So, if you're not a big Shang Tsung fan and simply disable the morphing capability, this game is basically perfect. There is some loading time between fights, and there's a bit of voice dropout at times, but no biggies in either case. This game is, well, a must-buy for PS fighting fans!



Williams has outdone itself with the SNES version once again. MK3 offers clean, polished game play accompanied by the superior (for 16-bit) graphics and music the SNES is known for.

When it comes down to which version to buy, it all depends on which system you own. In the grand scheme of things, I think the order of quality would have to be PS, then SNES, then Genesis, so buy the best version for the system you do (or soon will) own.

Particularly on SNES, you'll notice few compromises were made in the mystical environment, many of the bitchin' stunts were left intact, and no one fiddled with the sounds. Yes! The game still has all the arcade technique.

My only comment on the game play, and I don't know whether to call this a criticism, a concern, or merely an observation, is the game play seems to move WAY fast, about 15% faster than the arcade game (from what I can tell). The game just feels accelerated, and you might occasionally feel it has a few chunk/chop problems, but it's so minor you will either barely notice it, or not notice it at all and say I'm crazy to point this out.

Anyway, arcade purists can debate all day just how close this game is to the coin-op. Whatever... to me, it's so close, it doesn't matter. Great job, Williams!

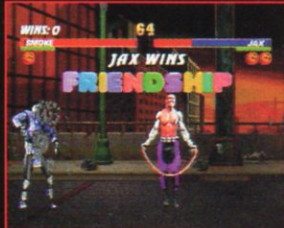


When I first saw this version at E3 in May I had big big doubts, but all my worries have been erased and turned to (mostly) jubilation at how good this version is, for the Genesis.

The biggest shocker I got was the amount of on-screen color. The game graphics are good, but I'm really talking about the still shots and poses... it looks like 256-color SNES pix!

I'm also really happy this is a complete MK3. MK2 for the Genesis, despite what certain publications might have said, was NOT EVEN CLOSE to what it should have been. Most of the voice was gone, and Dan Forden's classic foreboding soundtrack was replaced by the most death-ridden Euro-techno junk I'd ever heard. None of these things happened to MK3... All the voice, the music, you name it, it's here, maybe plus a little grain or static.

Believe it or not, there are many, many extras in the Genesis version which should prolong its appeal. There are codes to play as the bosses Motaro and Shao Kahn (no, I don't know if they have any Fatalities), plus there's a host of new vs. screen codes. It's hard to think of a reason not to be warm and fuzzy over this version of the arcade killer.





3DO versions of MK3 are slated for spring of '96, but will they include any of the UMK3 features, or just old MK3? We have heard very conflicting reports. Some say that Nintendo has an exclusivity agreement on UMK3, others say this isn't true and the other companies are entitled to produce whatever the LATEST arcade version is, which would of course be UMK3. Wait and see....

More Midway Power

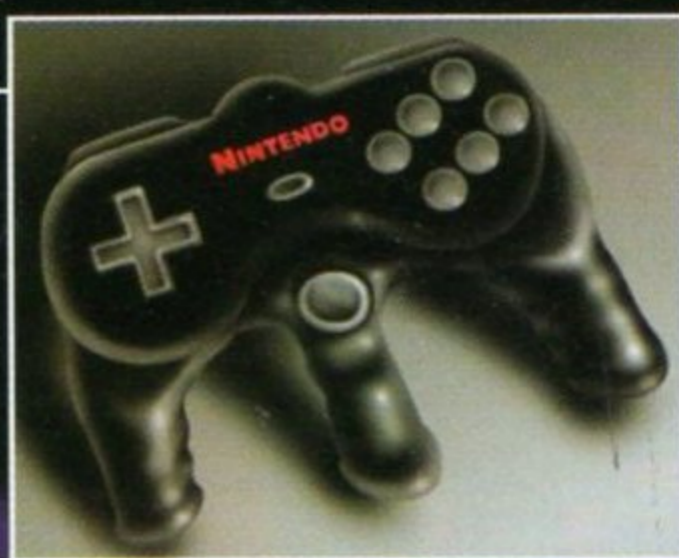
In other Williams/Midway news, the arcade behemoth will introduce three new games at the AMOA coin-op show later this month in New Orleans. In addition to UMK3, there's NHL Hockey Open Ice, which should be another token-sucker along the lines of NBA Jam, and War Gods, Williams' 3-D weapon fighting game which has been delayed 'til November. Recently I had a chance to talk to War Gods producer George Petro (whose past credits include Revolution X, T2, and Trog). He told me that WG's graphics beat even Killer Instinct, and that programming will end in about two months. He didn't want to comment about the home versions of WG, so I called my contact at Nintendo and he said most likely WG will be Ultra bound. I don't know, but if Nintendo wants it bad enough they'll get it... trust me!

Street Fighter III: An Ultra Exclusive!

We've mentioned the elusive SF III several times in recent issues of Other Stuff. Now here's the news everyone has been waiting for and Team GameFan has it first (until its imminent re-print). Street Fighter III will debut in arcades within the 1st or 2nd quarter of '96, with a summer release expected for the home version. But this is where it gets really interesting. Sources at Nintendo have informed us that SF III will be available exclusively for the Ultra 64 for ONE YEAR, beginning with the game's NU64 release next summer. All other home versions will be released in the Summer of 1997.

Ultra 64 Delayed Again... Not!

I am so tired of reading publications that claim the NU64 is being delayed. Nintendo never officially said the U64 would be available any sooner than THE OFFICIAL April release date. The Ultra IS still (as of this issue) coming out next year in April, and not in the summer of '96 like those others may lead you to think. The Ultra Famicom is still going to be



NU64 Controller Specs

Reports have appeared on the Net with some very specific details on the top secret Ultra 64 controller. On the surface it has most of the features you'd expect, including a Saturn-style six button layout, L and R, a pad, and start. The main new innovation is the inclusion of an analog, thumb-sized joystick attached to a handlebar which sticks out of the bottom middle of the

controller (the pad is small and dish-shaped to fit your thumb). There is also a trigger-style fire button on the bottom of this handlebar.

The idea behind the analog pad is you can now play games where precision of movement is relevant (i.e. the harder you press, the faster you move). The whole controller is designed so that if you are playing an analog-based game, you should be able to easily access either the standard pad or the fire buttons with your free hand. Another aspect is the controller has three handlebars; the left and right ones simply provide for better stability. We have been told all of the above information is extremely accurate... Looks like Nintendo is going out on a limb to bring true innovation to game control once again!

We've got a particularly exciting batch of top secret stuff for you this month, so let's kick it off with the latest on MK3!

Ultimate MK3 Coming to Arcades in October

The long-awaited MK3 arcade revision is about to become a reality! Dubbed "Ultimate Mortal Kombat 3," this feature-packed upgrade will hit arcades in early October, right around the time of the home system releases of MK3. (PlayStation MK3 is due Oct. 1, and the SNES and Genesis come out the 13th.) Is this timing a coincidence? No way, check out this action: On the above-mentioned home versions of MK3 (excluding GameBoy and Game Gear), you will be given codes when you beat the game. These codes apply to the ARCADE and can be used in UMK3!

Here's the complete dirt on UMK3. All of the old characters from MK3 have been given one new move and at least 20 new combos. There are five new, playable characters and two or three characters will be hidden via codes. There will be a total of three Ultimate Kombat Kodes, plus new versus screen codes.

The five new characters are: Kitana, Jade, Reptile, Ermac, and my personal favorite, Scorpion! All of the new characters have new Fatalities, Babalities, Friendships, and Animalities, plus new combos too. UMK3 also has brand new endings and three new game play modes, and one of them is supposed to be two players against the computer (like in SF Alpha).

On the home version front, the Ultra 64 version of UMK3 will be available in April of '96, and according to our sources it will be the only version with MK3 and UMK3, BOTH built into the same cartridge. Saturn, Jaguar, and

released in Japan on Sunday, March 24th, 1996. The Japanese Yen has risen and is currently trading at .97 Yen to one U.S. dollar, which means that (unless something changes drastically) the Ultra will be released in the U.S. at an amazing \$199.99. The Ultra 64 unit will come with one game (Ultra Mario Bros.), one controller (artist's rendition on the right), one power cord, and the system. An extra controller will cost about \$19.99, and games with 64-meg memory will cost the same as current 16-meg games, between \$54.99 and \$64.99. 128-meg games like Final Fantasy VII, which won't be released until the 4th quarter of 1996, will cost the same as current 32-meg games... about \$79.99. In the future, most likely in '97, expect to see 256-meg games that cost around the same price as 16-meg games. Rare will develop the first-ever 256-meg Ultra game... who did you expect?

More Ultra News

In other Ultra news, Nintendo Dream Team member Angel Studios is currently creating a 3-D driving game in concert with design genius Shigeru Miyamoto. Angel has also started work on a new NU-64 game called _____. Sorry, we know the name but we can't spill it yet, let's just say it's a sports game and will be out the summer of '96.

Another big announcement is the confirmation that Konami of Japan has officially signed a two-game deal with Nintendo of Japan to do Ultra 64 games. The first will be a 3-D action game which could be an incarnation of Castlevania, and the second is said to be a 2-D shooter, most likely some sort of Ultra Gradius.

Sony Announces 2nd PS Bundle

If you're still having qualms about \$299 and no pack-in, Sony's got a second deal for ya. Available in stores late September, the alternative PlayStation bundle goes for \$349 and includes Ridge Racer as a pack-in. The original, \$299 bundle is scheduled for a September 9th launch.

Capcom's Product Line-Up

Capcom recently underwent many internal changes which critics thought spelled serious disruption for the company's success in the U.S. Coin-op moved to Chicago while the consumer

division stayed in Santa Clara, CA... Well, looks like everyone was wrong; Capcom is doing great and has the strongest line-up it's had in THREE YEARS! Here's a list of every home system Capcom game due through early '96. (Good news on the arcade side: SF Alpha is currently #1 nationwide!)

Breath of Fire 2 (SN):	11/95
Mega Man X3 (SN):	11/95
Final Fight 3 (SN):	11/95
DarkStalkers (PS):	11/95
NightWarriors (SS):	1/96
Street Fighter Legends (SS,PS):	1/96
Resident Evil (PS):	Early '96
D&D Tower of Doom (SS,PS):	Early '96
X-Men (SS):	Early '96
Incredible Toons (SS,PS):	Early '96
Marvel Super Heroes: Thanos' Quest (SN):	Early '96
Fox Hunt (SS,PS):	Early '96

In more great Capcom news, Capcom USA's in-house RPG guru Alex "Raven" Jimenez has championed the acquisition and development of White Wolf's Werewolf: The Apocalypse into a game for Saturn and PlayStation. No word yet on whether this will be a straight RPG representation of the storytelling game, an action/adventure in the tradition of the Raven's last project, Tower of Doom, or something completely different... We'll bring you the story as it breaks, so brush up on your intimate knowledge of the Garou as you await a second quarter '96 release of this exciting project!

Correction

Last month we ran an incorrect credit for the music composer of Mutant Chronicles. To set the record straight, Fletcher Beasley, sound engineer from Adrenalin Entertainment, did the music in MC.

P.S.-- Somebody owes me a quarter!

WEB WATCH

...and you thought you'd seen everything interesting on the internet! Check out Sony's million-dollar web site, packed full of 3-D texture-mapped interactivity. Woven into the amazing screens are loads of info on PS hardware and software. As of press time the site wasn't open to the public, we'll print the address soon.



Mod: LOOK | Item: YOURSELF | Verlog II



PlayStation

You are in a sleek reception area. Marble floors provide a pattern in contrast with the neat of the immaculate gray walls. Behind the information desk, a woman with professional be you with a smile before returning her attention to the security monitor.

Through the hallway you can see a large gallery.

Health: [Progress Bar] Variable Item: [Icon]



BROKEN!
Someone please help me understand why SOJ's beautiful art must always be painfully re-drawn. Look at poor Astal, he's all broken!

NICK ROX'S

JAPAN NOW

Square, Nintendo, and the amazing SA-1 accelerator chip team up for

SUPER MARIO RPG



32-Megs or rendered Action RPG bliss!

Who would've thought it... not a month after the announcement of Yoshi's Island yet another Mario game is announced! This time, ol' Shigeru has teamed up with Square to create a 32-Meg rendered action RPG which makes full use of the SA-1 accelerator chip. Super Mario RPG is currently 70% complete and on-track for a '95 release... We'll be back with a preview/review ASAP!

Toshinden for the... Saturn??



That's right... Toshinden S, from Sega/Takara, is on the way for a '95 release! Featuring CG cinemas, conversation scenes, a story mode, and one new character (Cupido... shown above.) Toshinden S certainly has the gameplay to beat its PlayStation brother... but will it have the 3-D?



INDY 500

Sega's AM teams + Model 2 hardware = excellent racing sims. From AM2 (Daytona and Virtua) to AM3 (Rally) Sega's arcade racers have never failed to please, and I doubt AM1's Indy will be an exception to the rule. An American date for Indy is not yet known.



FRONT MISSION GUN HAZARD

OK... now just wait a second. Square has three games coming out in three months... Mana 2, Romancing Sa+Ga 3, and the game you see here, Front Mission: Gun Hazard. How do they do it? The 24-Meg GH is not a sequel to Front Mission, but a game in the same timeframe... and this time around it's an Action RPG. We'll have more on GH soon!



FAR EAST OF EDEN 天外魔境 ZERO

Yet another Tengai Makyo game! There are literally five games in this joyous series coming out in a year, and Tengai Makyo Zero on the SNES is the only cartridge-based one... ever. Can the ultra-lengthy quests that made the PC Engine classics be pulled off on cart? Let's hope so! Zero has no date yet, but we'll keep you posted.



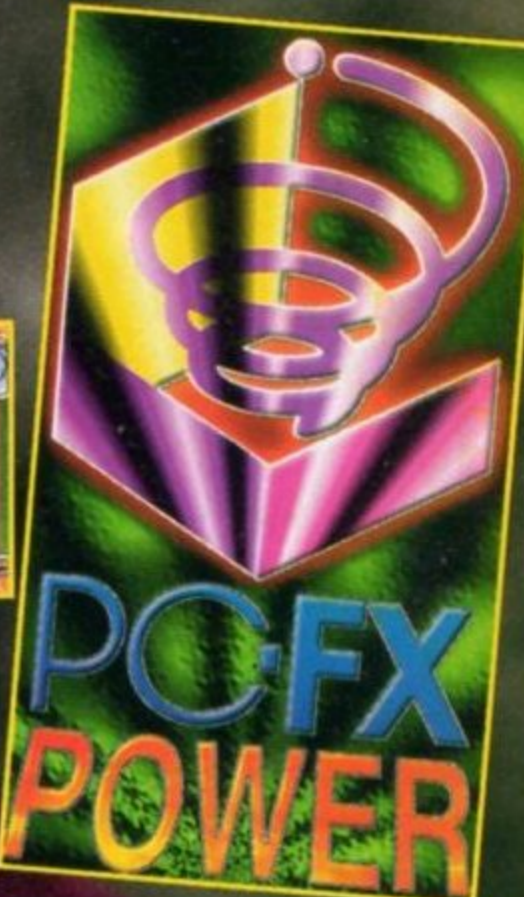
Blue Chicago Blues

BSB is second in the JB Harrold Murder Club series and is due in '95 from Riverhill Soft.



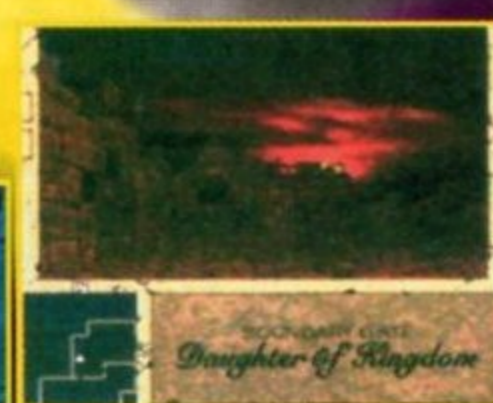
Double Tengaimakyo Joy!

Rapture is here with the announcement of both Tengaimakyo III: Namida and Tengaimakyo: Karakuri Kakutoden (below.) TMIII is to be the latest RPG in the joy-filled PC-Engine series, and Kakutoden is a fighting game similar to Battle Heat. We'll have more on both as they develop; Kakutoden is out on July 28th and Tengai III has no date... on the left is very early image animation for the game.



Daughter of Kingdom

DOK is a 3-D, texture-mapped RPG by Pack-in Video. This CD of much dungeon joy has animation by veteran animators and is due out in '95.

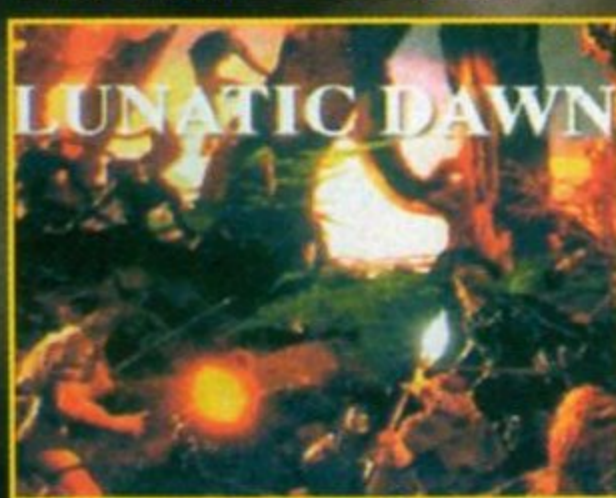


Dragon Knight IV

DKIV, the latest in the series of incredibly popular Japanese PC games is a strategy title, unlike the first three, all RPGs. DKIV is due before '96.



Lunatic Dawn



This is Lunatic Dawn, a strategy RPG based on the ultra-popular PC games Lunatic Dawn I & II. The battles are like a combination of Shining Force and Landstalker. LD is by NEC and is out on August 25th.

Other PC-FX Titles

- Anime Freak FX I • NEC • Aug. 12th
- Pachiokun FX • Coconuts Japan • Aug.
- Masters • T&E Soft • October
- Power Dolls FX • Kogado • October
- Anime Freak FX II • NEC • October
- Cutey Honey FX • NEC • '95
- Super Power League FX • Hudson • '95
- Galaxy Fraulein Yuna 3 • Hudson • '95
- Pebble Beach • T&E Soft • '95
- Racing (Working Title) • NEC • '95
- Last Revelation • Ray Force • Jan. '96
- Anime Freak FX III • NEC • Mar. '96
- Chip-chan Kick! • Studio DX • Jun. '96
- Last Imperial Prince • NEC • Jul. '96
- Firewoman • NEC • '96
- Megami Paradise II • NEC • '96
- Farland Story FX • NEC • '96
- Shanghai • NEC • ?
- Virtual Invaders • NEC • ?
- Dokyusei II • Elf • ?
- Dragon Knight IV • Elf • ?
- Graduation R • NEC • ?
- Can Can Bunny DX • NEC • ?
- Makeruna! Makendo Z • NEC • ?
- Girls on the Palmtop • NEC • ?

NEC HOME ELECTRONICS/INFOCOM • PC-FX • 1 PLAYER • ADVENTURE RPG • AVAILABLE NOW JAPAN

Finally! A PC-FX game I can actually play since the launch titles! All the CD's released until now have been either scary hex-intensive strategy games, a lame FMV wrestling game or Mahjong. At long last the PC-FX finally seems to be getting its share of next-gen power - look above for a mere sample.

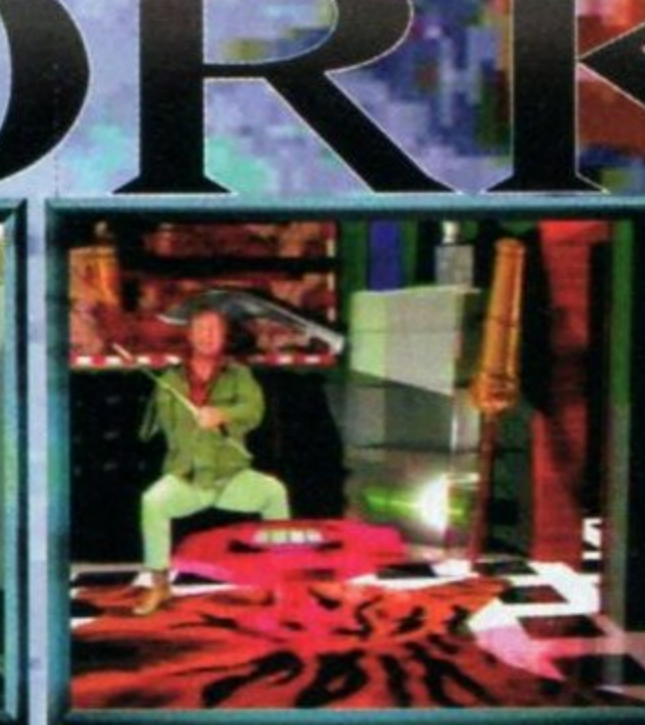
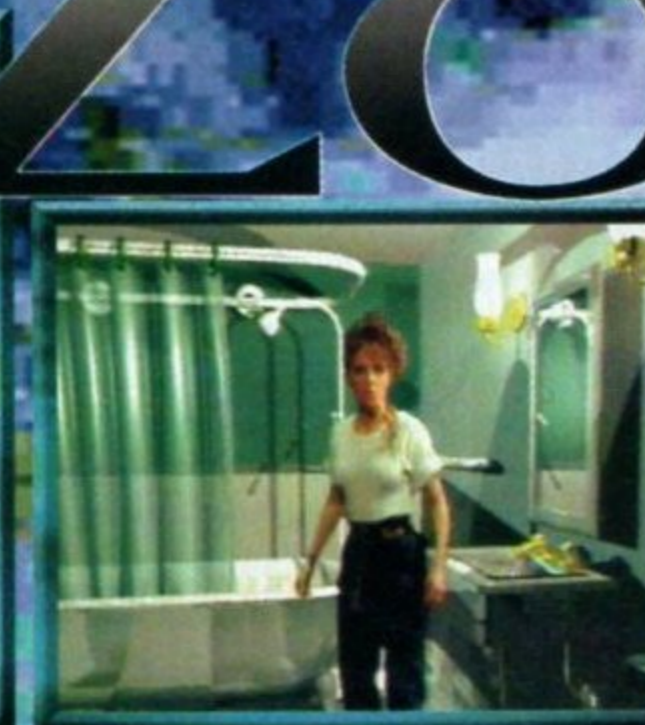
At any rate, the game at hand is an American PC port, Return to Zork. The latest in what was truly the first electronic game series, RTZ is a surprisingly fun yet thoroughly PC-ish title. The game is controlled via a mouse-like cursor with which you manipulate on-screen items or call up a menu of commands. Movement is represented by 7th Guest-style rendered FMV and the characters you encounter are digitized actors speaking in Japanese yet moving their mouths to English - sort of like a reverse kung-fu flick. As in every Zork game, there are puzzles to solve, items to find, labyrinthine mazes to explore and Grues to avoid, but RTZ was

anticlimactic to say the least. I had previously played every game in the Zork series (virtually all were text-based) and I had formed my own ideas as to what the Zorkian realms looked like. With Return, however, I was shocked to find them resembling cheap rendered CG landscapes populated with actors in lame costumes. If this CD didn't have the title it does its visuals would be very nice, but taken as Zork they're pure sacrilege.

All this has little relation to the console gamer, so I'll get right to the point... Don't let Return to Zork's Myst-like veneer deceive you; there's gameplay aplenty here. The only problem, however, is that you almost have to know Japanese to get anywhere, unless you have an American hintbook intended for the PC version, several of which are readily available. Zork is a fine PC-FX game and a worthy purchase if you've got a Tower o' Power, but you may want to wait for Tengaimakyo and Lunatic Dawn, both coming soon. - Nick Rox



Z RETURN TO ZORK





King's Field 2 (cont'd from pg. 84) Equally impressive is the moonlit starry sky visible in some areas (but I think the whole sky thing would have been just a tad more realistic if the afternoon blue sky and midnight starry sky weren't just a 10-second walk away from each other in one part!). So you can fully enjoy the panoramic scenery, you've been given the option to look up and down with the L and R buttons.

The normal graphics are impressive as well. I got sick of most of the ultra-repetitive wall textures pretty quickly, but the beautifully texture-mapped enemies and items (every item in the game) never ceased to amaze me. The music's of the good, atmospheric type, but repetitive. Sound effects, from crickets to running water to enemies' screams, are perfect.

King's Field II certainly could have benefited from more battle options. You have the ability to run, and the ability to attack, but only one attack per weapon, not the array of Crossed Swords-esque moves I was hoping for (but there is good variety in the weapons. You can get crossbows and halberds, for example.). There's not too much strategy to the battles, just trying to get behind an enemy and hacking him to bits. Still, it beats, by far, the slow, grinding mundanity of flipping through endless menus, ala Dungeon Master.

Despite a few faults, King's Field II is an excellent example of a 32-bit game done right. It manages to fully utilize the PlayStation's 3-D capabilities, without wasting your time on unnecessary gee-whiz effects. While it lacks the graphics and sound of Arc the Lad or Shining Wisdom, KF2 is overflowing with substance, making it the longest, deepest, most challenging 32-bit RPG yet. -Takuhi



Jumping Flash (cont'd from pg. 28) Jumping Flash is, in one word, mad. You obviously know already that JF is a first-person view, 3-D action platform, but, until you play, you have no idea how successful the programming teams (PiC/Exact/Ultra) were in fulfilling the dream. The 3-D world is seamlessly constructed: Beautiful texture maps and Gouraud-shaded objects lie everywhere, littering each section of the game with so much verve and color that every single stage is different from the others. This makes for

what is one of the ultimate game environments of all time. Exploring each area is absolutely thrilling, not only because of the amazing sights and layout, but because of the completely unhindered control. Movement is confined to no plane — left or right, up or down, anything goes. Sure, you could scoot around on surfaces Doom-style, but something interesting happens if you stumble across the jump button—Robbit can leap to astounding heights. And astounding is the key word. With one press of the button, Robbit will jump; with another press at the height of the previous jump, Robbit will leap higher up; and with another press at the height of the second jump, Robbit will go absolutely atmospheric.

The beauty of all this is actually summed up in two things: First, the higher you jump, the more breathtaking the view of the surrounding land below Robbit's feet. At certain times, the dizzying heights in the game provoked a quick gasp from me, no lie. Second, the insane heights that are attainable also allow you to pinpoint your landing location via Robbit's shadow. The higher up you go, the more likely you are to make that jump which seems impossibly distant while standing on the ground. While we're on the subject of "ground," I may as well point out that jumping up 100 stories into the air is not the only way to survey your surroundings. By holding down R1 and moving the directional pad, Robbit can look around in any direction while standing still, walking around, or jumping. This feature is also useful for attacking creatures above or below you. As you look around, a crosshairs that is always present on the screen moves with your view so you can pinpoint each monstrosity and zap him with your cannon. Of course, the easier way of taking out monsters many times is by simply jumping, and then landing on them: the classic action platform maneuver, taken to new heights (no pun intended). Now, with all that revealed, the most important question can be asked: How does JF control? The answer: perfectly. From guided direction during landing with pinpoint accuracy, to spinning around, firing your guns, moving backwards, and edging around corners in tight situations, the control in Jumping Flash is bliss.

Now, on to the most exciting part of Jumping Flash: the stages. Every world is composed of two stages with a boss level and possesses its own unique theme. World One is the basic "first-stage grassland" type of level, but instead of happy little hills and what-not, you encounter huge stone towers, floating blimps, and giant windmills, one of which has a fan that is parallel to the ground so as to blow you upward into the sky. As long as you remain directly over it, you can hover in the air like a Looney Tunes character sitting on top of a spout of water from a fire hydrant. It's also in World One where things seem the most sane, other than the giant egg being fried in the volcanic level 1-2. It's in World Two where the beautifully-crafted surrealism of the game's stages becomes visible. (One may say things get even a little more surreal when you come across the "invincibility pill" that Robbit can ingest. Suddenly, a hazy film of "psychling" colors covers

the screen, and no one can harm the super-charged Robbit. That's one feature, exciting nonetheless, that I wouldn't be surprised to see torn out of the American edition.) World Two sees our hero in a pseudo-Egypt. There, the Sphinx wears the visage of Baron Aloha, and the inside of the pyramid is bedecked with brightly painted hieroglyphics. The game's music, although super bubbly, and more than appropriate, is especially notable here, since it seems like a blazing corruption of "It's a Small World." World Three is like a wild amusement park, with working roller coasters, a Ferris Wheel, and giant chess pieces. In World Four, "Water World" (sans Kevin Costner and sinking set), you can travel through a giant underwater headquarters with working elevator and translucent corridors, only to fall through a giant well at the end. World Five is an urban work site with jackhammer-wielding construction workers vibrating about, and scary animated advertisements for Baron Aloha. Finally, in World Six, you explore a giant space station orbiting Klage before fighting the wicked "Nise Robbit," an evil clone of yourself who dispenses small Robbit-rockets that jump about and release special weapons for your delight. After creaming him, it's on for the final mind-blowing battle with the Baron.

Ach... It's hard to stop rambling on about the divine stage layout of JF, but I've got to end this review. So, in closing, Jumping Flash: relatively easy, but injected with so much replay value that it's sure to satisfy the one-time cravings of those who dared to dream of the 3-D action plat. And, in doing so, Jumping Flash becomes the first game of a new genre, setting the standard for all subsequent additions to follow. -Evil Lights



D's (cont'd from pg. 78)

But, D no Shokutaku (Japanese for D's Dinner Table, and yes, you will figure out what the significance of the table is, and what the "D" stands for) discards the Sewer Shark/Corpse Killer/Wirehead prototype completely. Instead, we get video of exceptional quality CG graphics (something one can't just rent), an actual plot which actually pulls one in, and adult-oriented images (not the dirty kind) that are so fresh and brazen that they're actually, legitimately shocking.

Let me give you an example: My favorite part of the game is when you come across a decomposing corpse of someone who was left to die in a locked room. In what was either a brutally inhuman act of torture, or a very uncommon construction accident, the poor fellow was left with one arm cemented right through a brick wall. In the adjacent room is a safe pressed against a wall. Crack it, and our heroine, Laura, is rewarded with the not-so-enviable task of slipping a golden ring from the corpse's decaying finger. What more does an interactive movie need? ("Dana Plato!" you yell. "Or

Scottie Pippen!")

For those of you not yet familiar with the story of "the D," you play Laura, the daughter of Rictor Harris, a noted surgeon at a general hospital on the outskirts of Los Angeles. One day, Doc Rictor starts blowing away his patients, and the police, unable to talk him out of the hostage situation, send in his daughter to talk to him. Inside a waiting room littered with corpses, Laura sees an Abyss-like apparition that warps her to a mysterious old castle. Trapped in a sick, sick world created by the mysterious being that has taken over Rictor's mind, Laura must find what remains of her father's sanity, and destroy whatever's possessing him.

This is the type of game that can only be fully enjoyed late at night, with the lights out and the volume way up. (The instruction manual gets even more specific, suggesting you bring popcorn, your girlfriend, and wear grey clothes so you'll look like Laura. Seriously! I think the folks at Warp enjoy their own game a little too much.) The atmosphere is incredible, with constant creeping sound effects and disturbing music, tons of fiendish traps (but none that can actually kill you), and no shortage of decomposing carcasses. This from a company whose only two other releases were uber-cutesy puzzle and racing games? Evidently someone let their prescription to Prozac lapse.

If you're a proud owner of the 3DO version, then HA HA HA, 'cause this one's better. The intro's much longer, the safe puzzle has been made easier, the video's partially fixed up (especially the problems with the lighting, but it still isn't perfect), and the sound effects are more plentiful. There's less than a minute of new video, and the quality isn't too much better (in some places it actually slows down worse on this version), so unless you're a total D's freak, I guess you can feel satisfied with your original. Let's hope they fix all the problems, such as the screwed up lighting effects when you get outside, on the upcoming PlayStation version.

D's has its flaws, such as a kind of clunky movement system, the absence of save and pause features, and a lack of difficulty. You're given an overly generous two hours to beat the game each time you play, and you'll probably get it on the first or second try. That doesn't mean you'll shelf it, though... D's has a variety of different endings, not depending on time, but on what you do in the final situation. Even after you've seen 'em all, this is one game you actually will pull out time and time again to show to friends and family.

Innovatively drawn and brilliantly written, D no Shokutaku is one of the most intensely enjoyable games ever made. We're lucky that Acclaim, who evidently knows a great game when they see one (when did that happen?) is endeavoring to make this Saturn masterpiece visible in the U.S. Let's hope they agree that the next step is to translate it and bring it here. Let's also hope that Warp can maintain their current collective state of mental turmoil until long after the sequel (currently planned for the M2 upgrade). If D's II is anything like the original, it'll be well worth the wait.

-Takuhi



From A Cave Deep Inside Agoura

THE POSTMEISTER

Dear Postmeister,

First I would just like to say I really like your magazine and keep up the good work. I'm a true die-hard RPG and Japanese animation fan. My favorite RPG's are the ones made by Working Designs. I have a few questions.

1. Is there going to be a Vay 2? Because at the end of the game it sure looked like it. Possibly for Saturn.
 2. What would you say the chances of cool games like Dragon Ball Z, Parodius, and Lunar for the Saturn coming out in the U.S.?
 3. Have you ever heard of a game called Knights of Exenter for the PC CD-ROM? Do you think it could make it to the next generation systems?
 4. Is Enix ever going to make a game for Sega?
 5. FMV sucks, but why does Sega keep making them?
 6. Is NEC-FX going to come out in the U.S.? If it is or is not, what RPG's are for the system? Once again you guys rule and I hope you keep up the good work.
- Mike Braillard
Pleasanton, CA

Dear Mike,

Thanks for the kind words, Mike. Let's get to it, shall we? 1. There's none planned, but you never know. 2. Dragon Ball Z was just announced for the Japanese Saturn, from Bandai, due November. Normally I'd say the odds of it coming here are zilch, but since the cartoon is coming, starting Saturday mornings in September, it actually might come out if the cartoon catches on. Parodius: 100% chance on this one.... It's due when the system is released... Lunar: Definitely. WD is already on the job. 3. No, and probably not. 4. Unfortunately, not likely. Making a Sega game would destroy their long, close relationship with Nintendo, and Enix definitely doesn't want to see that happen. 5. Wish I knew... Though it seems they've finally come to the conclusion you have, and the amount is tapering out. 6. No way! But it does have some interesting RPG's planned in Japan. Already out is Team Innocent, an excellent title. 'Coming soon' includes Boundary Gate, a 1st-person dungeon game, Goddess Paradise II, strategy title Lunatic Dawn, strategy/porn game Dragon Knight IV, the mysterious Last Revelation, Microcabin's Hero's Ambition, Last Imperial Prince, and most anxiously awaited of all, Tengai Makyo 3, Namida. Wow, quick and dirty huh, who's next?

Dear Postmeister,

How are you? Fine? Good. Now can you tell me what in the "#@%!!" is Sega thinking of. Why are they insulting us proud owners of the 32X? I mean, c'mon: Zaxxon, After Burner, and let's not forgot about Star Wars Arcade...

These games are old enough for my grandmother. I'm a 90's guy. Where's MK3 or Stadium Cross? Chaotix was a great start, but what happened? I mean, where did they go? Where's the 32X amount of power? I think Sega should really consider RPG's for the 32X. That's what I, and a whole lot of 32X owners, want. Without them I think the X's future seems very bleak. I hope someone from SOA hears me.. I know 32X owners all over and my good buddies at Game Fan do.

Demetrius Daniels
Bronx, NY

Dear Demetrius,

Don't hold your breath waiting for RPG's for your 32X. Japanese development has all but disappeared for the 32X platform, and if there are gonna be RPG's that's where they'd be coming from. There's still some powerful US development going on; Virtua Fighter's cool, and X-Men and Kolibri look very impressive. Unlike previous entries, both use the power of the 32X to the fullest. Core still has some power in store as well. Soulstar looks very promising. A little bird (that I later ate) told me there may also be a little Sonic in the 32X's future. Pass the sauce...

Dear Postmeister,

First, I want to say thanks for the great mag you guys put out each month, the quality really shows. I'm writing because Capcom happens to be my favorite company due to their incredible fighting games. But even though they make great games, they haven't always made the greatest of decisions. My statement refers to how many sequels of SFII they cranked out with so little difference. SO, have they learned their lesson from all the criticism they received, or are they going to pull off the same stunt with their new games? Dark Stalkers already has a sequel (Night Warriors).

My question comes down to this: Are they gonna deprive us again? Are they just going to give us the latest version? Because if that's the way they're going to play, I'm not buying!

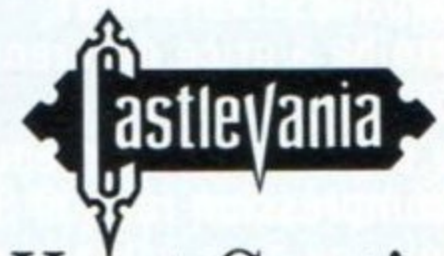
One more thing: On the PS-X, is it possible to add extra levels to a game via the memory card slots on top of the control parts? This would be cool for Capcom. That way, when they decide to come out with a semi-sequel to a game, us loyal consumers don't have to shell out our hard-earned money on a whole new game.

Nelson Santos
Miami, FL

Dear Nelson,

I hear ya, Nelson! Before Capcom hit the big time with Street Fighter, they used to make all sorts of great games in all sorts of genres — UN Squadron, Strider, and Willow spring to mind. Man, Willow for the NES, what a game!

Dracula



The Hunt Continues



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But lately a lot of people have been saying that Capcom's been turning out the same thing over and over. Thankfully, it seems Capcom has learned their lesson. Night Warriors (have you played it, man?) is a real sequel, more full of changes and additions than any SF upgrade (save for Super)... Alpha's definitely all new too, as you've probably noticed. Capcom has a 3-D Street Fighter game in the works, and III is supposedly due for early '96 (yeah, I've heard that one before too. But still... Capcom's committed themselves to releasing it for the Ultra 64, so they have to make something this time!). Not to mention that Capcom's finally branching out again. Check elsewhere on these pages for Resident Evil, something truly new from Capcom, and Mega Man, Breath of Fire, and Final Fight all have new sequels coming... Looks like Capcom's back!

As for your PlayStation question, yes and no. Current memory cards hold only one Megabit of memory, and if you tried to add to that you'd be back in expensive cartridge territory in no time. However, a company could add an update into a game before they release it, and then lock it away, allowing people to access the new version only with a special sold-separately memory card, that has the code to unlock it. That would be pretty cheap, though, making you pay twice to unlock the full potential of one game. Still, I wouldn't put it past some companies...

Dear Postmeister,

I'm 110% behind Nintendo with their plans for the Ultra 64. Quality should be the number one priority over everything else in the gaming business. I, myself, choose to wait on the almighty Ultra. When it arrives it will kick butt and take names! But while we are waiting on the U-64 to come, I have a few questions and suggestions...

- #1 Nintendo should include 2 of their next generation controllers with the system...
- #2 If they don't, they should include some \$5 or \$10 off coupons in the deal.
- #3 Killer Instinct 2 (KI-2) should also be a definite pack-in game
- #4 A sample cartridge would be nice showing the up and coming games in the future.

Now for the questions. Please answer these to the best of your knowledge.. Thank you.

1. What are we to expect from the Ultra? Should we put our expectations higher than high, or just one notch about the PlayStation?
2. I have noticed that a number of 3DO games have storylines with narrators. Will certain Ultra games (Robotech, etc.) have this ability?
3. Will the sound for Ultra be as good as or better than CD sound?
4. Will the Ultra Famicom be compatible with the U.S. Ultra 64?
5. Will there be a price difference between the U.S. and Japanese versions?
6. Will there be a price difference between the 64- and 256-meg carts?
7. Can you explain what Nintendo and Rare's real time compression ratio of 30:1 is?
8. When will you guys actually get your hands on one?
9. Is Robotech using the Reality Immersion Chip? If not, then what games will?
10. Are the screen shots you showed of Robotech the actual game play, or are they just intro screens?
11. Will there be other expansion slots other than the memory?
12. Is there even the slightest opportunity of Nintendo launching this system ahead of schedule?

I have one more question and then I will let you guys go play your games. Can you guys please make the Postmeister's letter section 6 to 8 pages long or longer? O.K., I'm finished. You guys are the best in the mag, info and picture business. Keep up the superb work!

God bless you all! Your number 1 Game Fan reader in the world (I read your mag at least 8 to 10 times a day),
Tony Robinson
Trotwood, OH

Dear Tony,

8 to 10 times a day? What, cover to cover? Every day? And you still find the time to think of so many U64 questions? And eat? And sleep? HMMMMM...

Your comments: Right on! I think Mario would have more broad appeal as a pack-in, though. How 'bout a coupon for the game of your choice? 2 controllers sounds good to me, and while we're on the topic, please, please, PLEASE don't cheap out on us and give us dinky little 4 foot cords to save a quick buck like a certain other NG system supplier has done? That saves the company like, what, 4 cents per controller? A sample cartridge would be nice, but remember, unlike CD's, cartridges ain't cheap, and complying with that wish list could push the price way over the \$250 mark. But we can dream...

1. My expectations were higher than high, but I was still blown away when I first saw that FFVII video tape. You have got to see that in motion. MAN! And that new U64 driving game (tentatively titled Real Time Renegade)? Blows away the best the arcades have to offer, I kid you not! So go ahead and aim for the skies. Another way to say it: Remember all those awesome rendered intros that blew you away on the Saturn and PlayStation? That's what you'll be playing on the U64.

2. The U64 has powerful sound capabilities, and can handle voice with ease. But will they? In CD's, the amount of memory is virtually limitless, so you might as well. In cartridges, you'd have to spend some extra memory to get things like that. But there's no reason a cartridge can't have as much voice as a CD. Look at Namco's Tail Fantasia for the Super Famicom. It's a 40-meg game with 16-megs just of voice. It even has a theme song, ya know, with singing. You pay for the extra 16-megs, though.

3. Yes!

4. Nintendo doesn't seem to be planning anything more than the usual not-making-the-cartridges-fit-trick. Nothing tricky like Sony and Sega are doing, so a simple converter or casing modification should allow you the best of both worlds. Even if they change their mind, there's nothing those wacky wizards at companies like Datel can't crack.

5. The U.S. Ultra 64 is promised at \$250 or under. In Japan, the number is 30,000 yen, which comes to around \$310 at today's exchange rate (97 yen = 1 dollar).

6. Probably. That's a very large cost difference for the manufacturer. Of course, with compression techniques, the numbers probably won't be hitting that high very often. In fact, don't freak about having to pay for 64-meg games, at minimum. To give you an idea of what you have to expect in price, Nintendo's charging developers the same price (\$24.80) for 64-meg U64 boards as they are for SNES 16-meg boards. And the prices should continue along the scale... So when you start seeing 64-meg SNES games, you can expect to pay that price

for a 256-meg Ultra game (roughly, at least. Of course it will cost developers more to actually make the game). The highest memory game planned is the 128-meg Final Fantasy game, which will cost Square as much to make as their 32-meg titles.

7. Since cartridge memory is so expensive, you need to have a good compression ratio to keep the expenses down. Basically, this means that a 30-meg game will take up only 1 meg on a cartridge, with no loss of quality. Rare claims to have achieved this miraculous feat on Killer Instinct 2, and hint that they might be able to get it even higher than that. Power! One thing to clarify: Compression ratios aren't a system stat, it's something that each developer does differently. The better you know the hardware, the higher the compression you can get.

8. We'll probably have one around December or January, unless we can't finagle (spell checker confirms it; that's an actual word) one out of Nintendo sooner. We should have pics of Killer Instinct 2 and the like next month, BTW.

9. Of course. Every game will be using the Reality Immersion Chip. If you failed to utilize it, you'd have the slight problem in your game that it could not feature graphics or sound. Since most games these days tend to involve graphics and sound, I have a feeling the Reality Immersion Chip will be quite popular with developers. It is, after all, the system's graphics processor.

10. Those shots of Robotech were from a demo designed to illustrate the vision Gametech's aiming at with that game. One thing to note: That demo was done on only 60% finished Ultra-64 hardware. The mind boggles at what they're capable of now.

11. The memory slot (where the bulky drive will go) is the only one we know of currently. Also planned as an expansion are 5-way taps for the controllers, so you can connect up to 20-people with its 4 built-in ports. Geeeezzz...

12. Here's the current plan — the system's coming out in Japan on March 24th, and then a few weeks later in April for us. Could it come out sooner? Sure, anything's possible. Sega put one over on us all, so Nintendo may too. But don't get your hopes up. That really isn't Nintendo's style.

Phew! That's the longest Postmeister reply in history. You wonder why Postmeister isn't 6-8 pages long? I have carpal tunnel syndrome so bad you can actually see the bones at the base of my fingers sticking right out the back of my hand. And you want 4 more pages? PAH! I give and give and give and it's NEVER ENOUGH! Great letter, Tony, thanks!



Write to Me or I'll run for President!

The Postmeister
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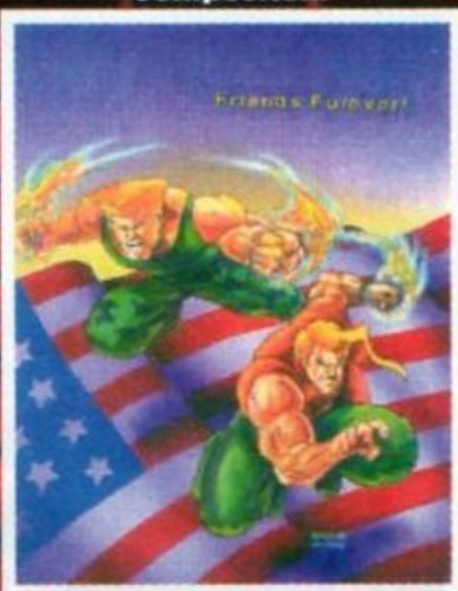


The glorious winner this month is none other than William Zuniga of Aransas Pass, TX. Ol' Billy boy has made all of Team GameFan into these cool anime characters. Hope you're an extra large cause that's all we've got!



Christie Majors of San Diego, CA. drew us this cool Mega Man (and pets).

Randy Ng of San Jose, CA. sends us the all-American SF guys. Nice color and composition.



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(Age 16)



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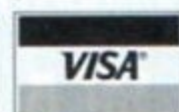
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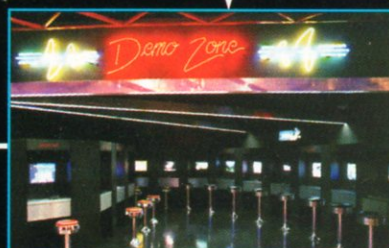
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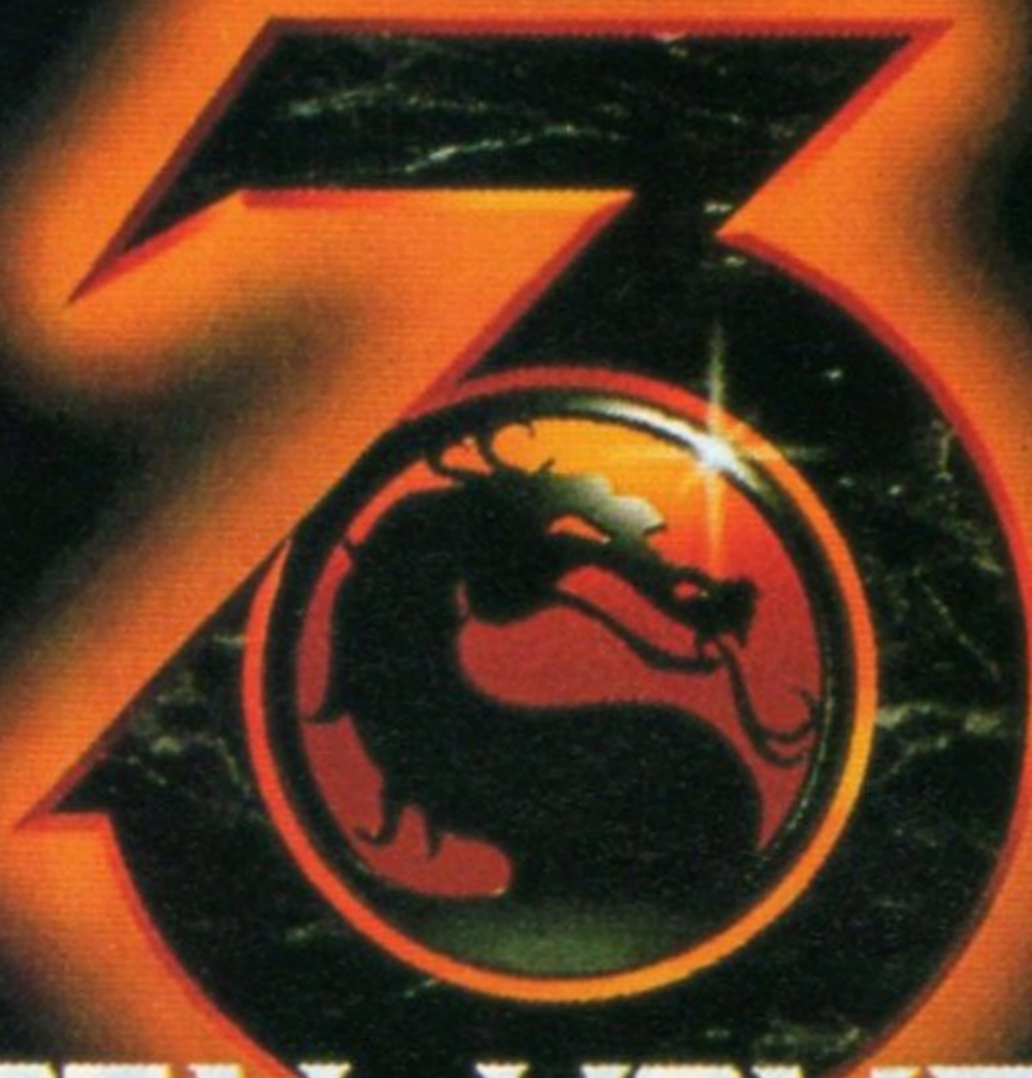


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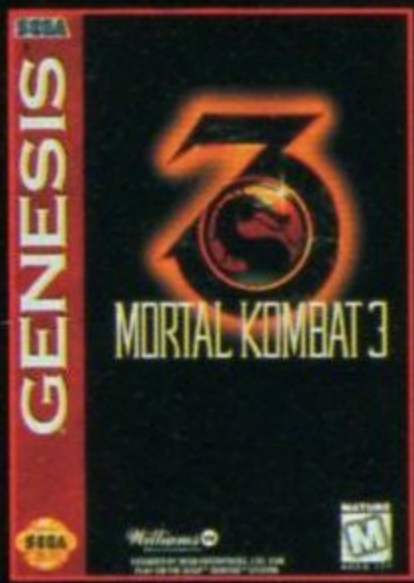
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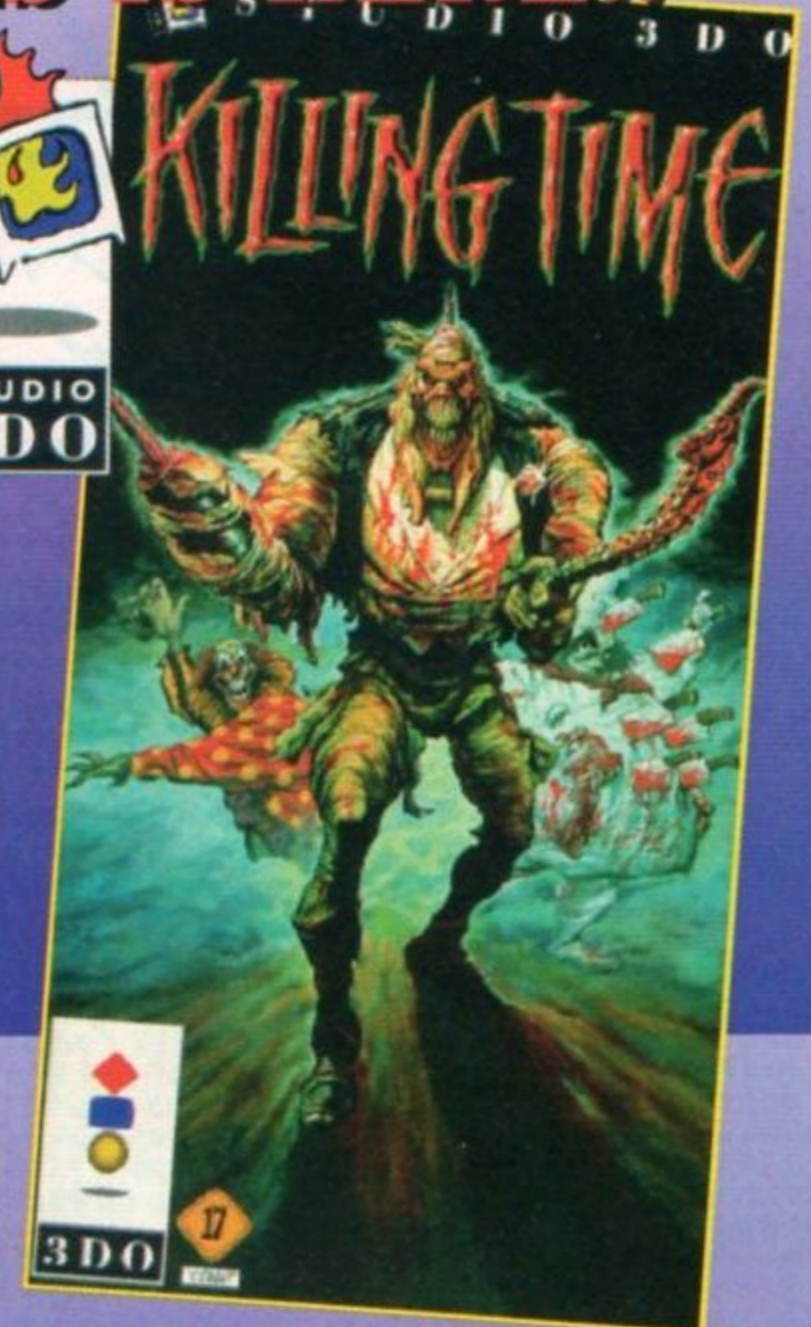
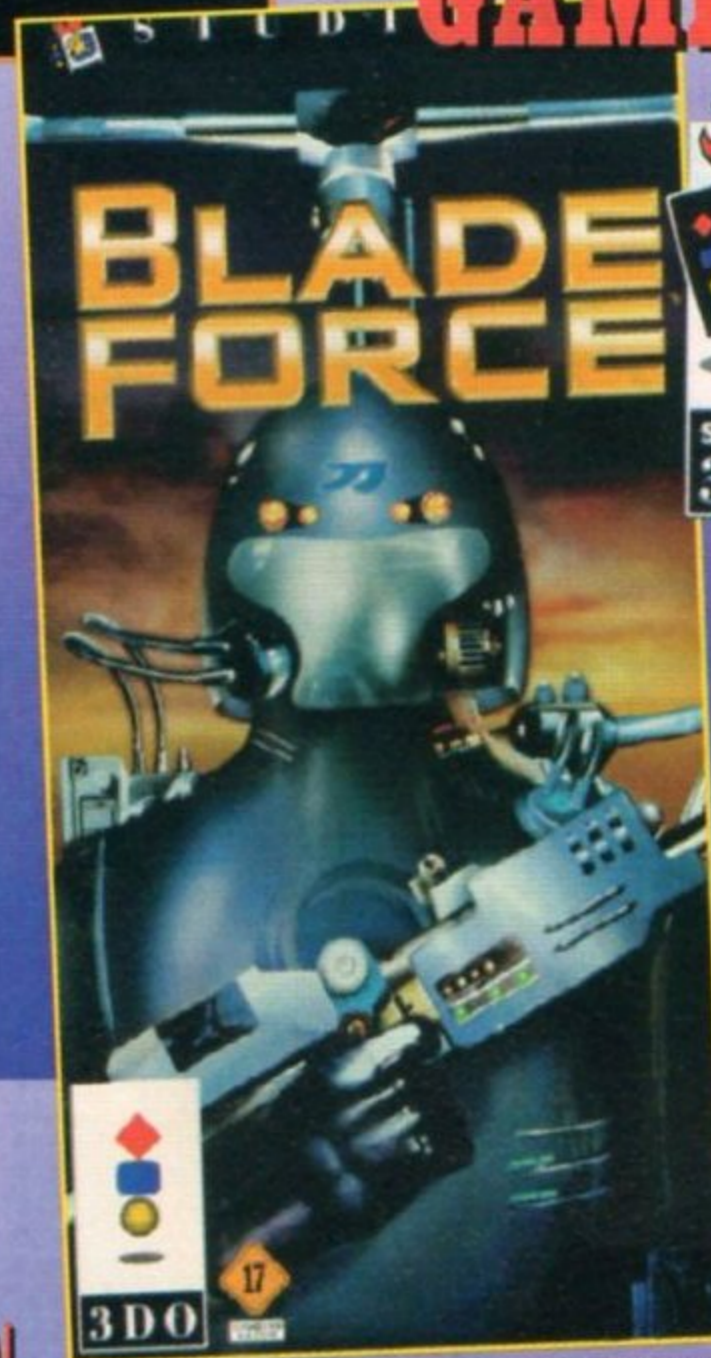


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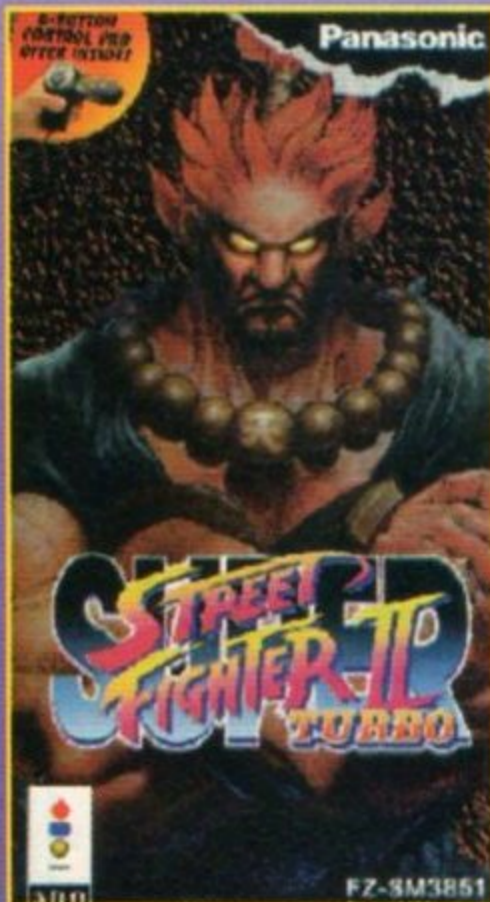
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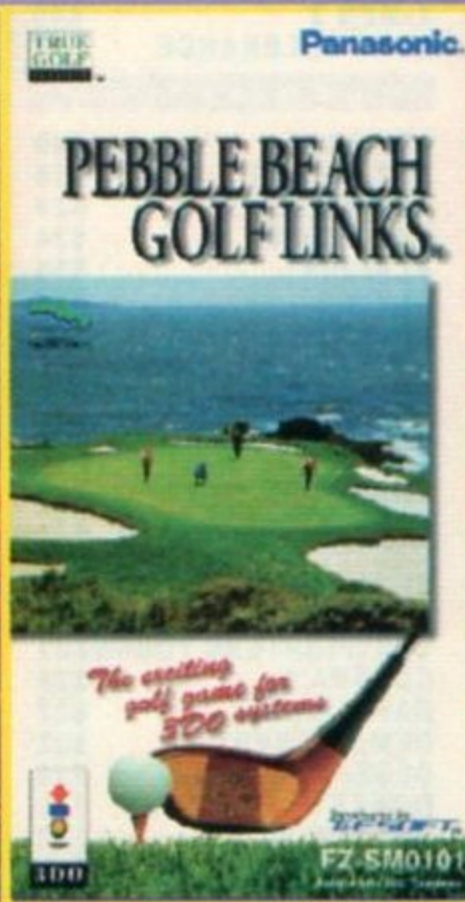
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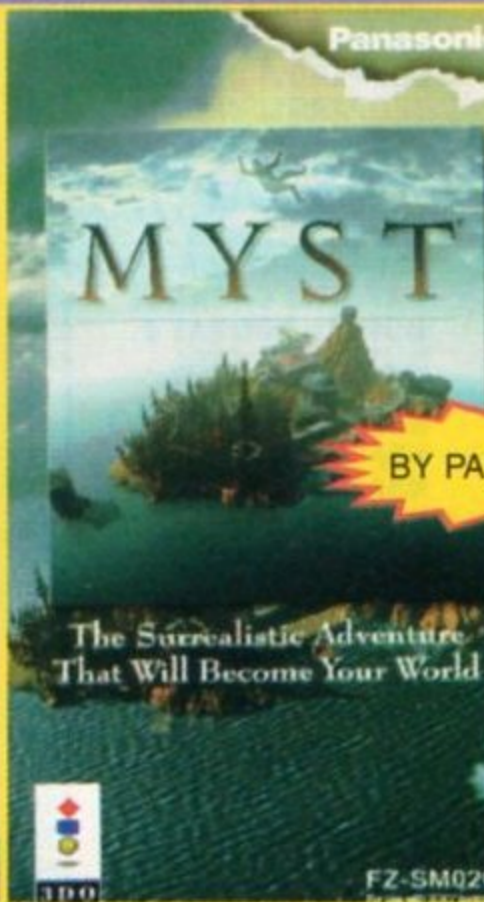
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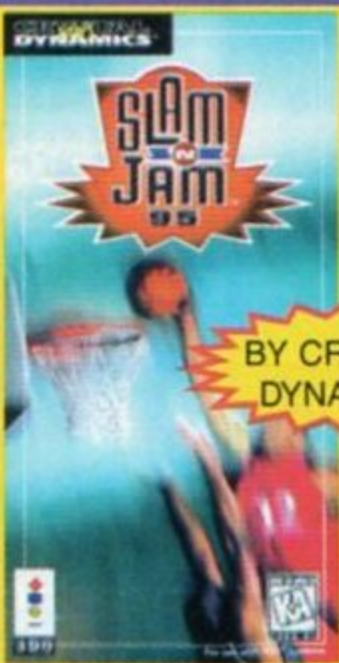
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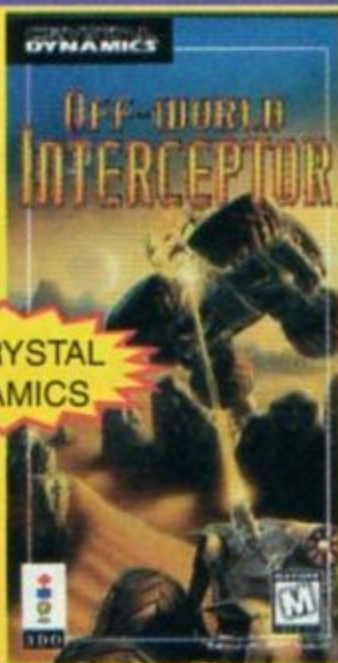
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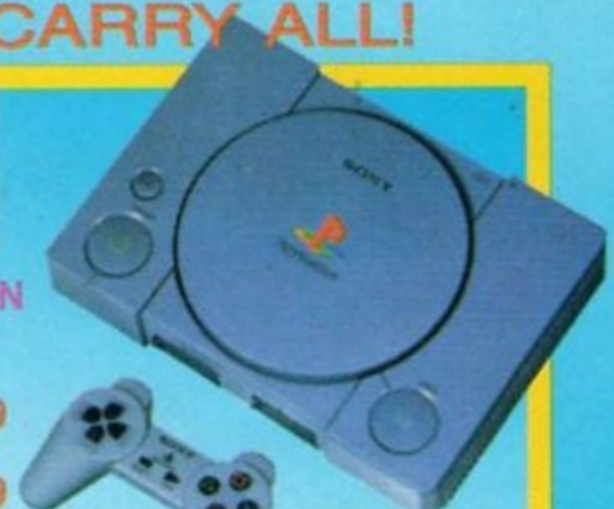
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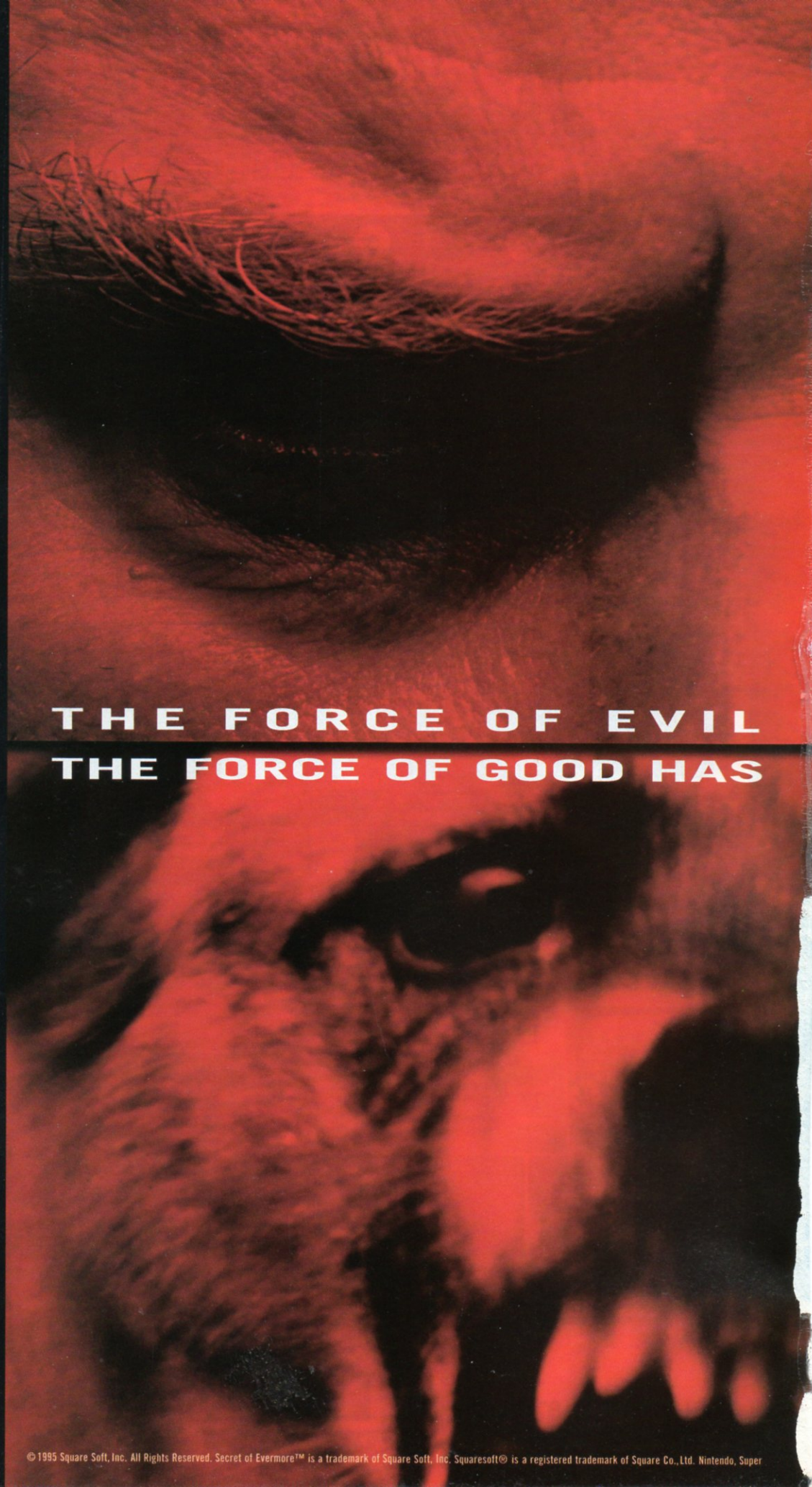
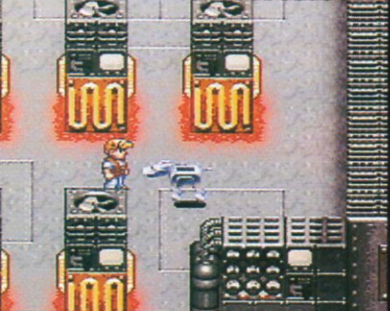
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