





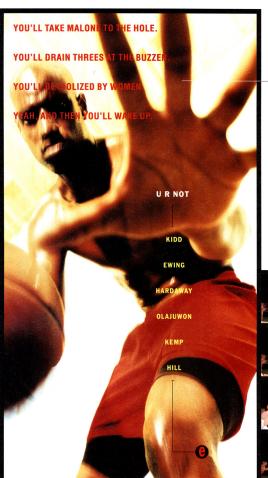


quality sound-track and special effects, to unique action perspectives, this intense drama unfolds, building terror and suspense with every new room you wander through





This twisted 32-bit polygon-based blood-bath isn't limited to gleaming dining rooms and endless polished hallways. Answers are found in darkest corners of the estate cemetery, crumbling guest houses, and a mysterious tower





Okay, rookie. Here's

all the 3-D realism,

other wannabees-uh,

the basketball game

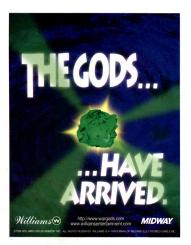




your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with intensity and sweaty, stinky action of playing in the NBA. And, with Multi tap, you can even link-up with seven we mean *players*, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt, of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing).



addemarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective memory and the respective memory of the used, in whole or in part, without the prior written consent of NBA Properties, Inc., 01995 NBA Properties, Inc., and rights reserved. So calls ATMOST Source Computer Source Control of Control of



Hey Subscriber! Are You Moving?



Give us advance notice and you're sure to get your next issue on time...as usual.

Write to: GamePro Subscriptions P.O. Box 55527 Boulder, CO 80322



(Be sure to include both your old and new address)



President/Publisher

Executive Assistant to the President Lonnie M. Gee Vice President/Editorial Director LeeAnne McDermott

Editor-in-Chief Creative Director

Assistant Managing Editor Kathy Skaggs Senior Editors Chris Strodder

> Mike Weigand Associate Editors

Tom Russo

Editorial Interns Austin Leininger Jon Robinson Senior Content Editor, GamePro Online

Editorial Assistant, GamePro Online Senior Designer Carey Perez Designer

Production Manager Assistant Production Manager Production Coordinator Cathie Burgyan

Director of Manufacturing Manufacturing Manager Manufacturing Specialist

Circulation Manager Newsstand Sales Manager Subscription Specialist Customer Service Representative

Associate Publisher Cyndy Sandor Marketing Services Manager Marketing Services Specialist

Wes Nihei Francis Mao

Lawrence Neves

Chris Nicolella **Paul Curthoys**

> John Fisher Kim Baldwin

Charmaine Conui Art Intern Joaquin Siopack

> Susanna E. Hoffert Shelly Reimer

Cathy Theroux Lynn Luis Marcia Newlin **Bill Horan** Amy Nibbi Irene Basurto

Susan Crown

Manisha Patel

NFOTAINMENT WORLD

CEO Patrick Ferrell COO/Senior Vice President Vice President, Circulation Vice President, Human Resources Human Resources Representative

Bruce W. Gray Holly Klinge Christine Y. Yam Kelly Lynch Diana Cruz

Executive Assistant to the CEO Director, Corporate Communications Valerie Hennigan

Corporate Creative Director Janette Harms Senior Production Manager Patricia Ferguson Group Director, Expositions & Events Therese Merrell

Show Director, IMA Exposition Cindy Penrose National Sales Manager, IMA Exposition **Bick Froton** Account Executive, IMA Exposition Brian Murphy Conference Manager Laura Simmons Conference Coordinator Rebecca Patton

Marketing Coordinator Tiffany Wallace Exposition Sales Coordinator Alicia Reed Events Coordinator MaryAlison Berry Finance Manager Brian F. Sours

Accounting Manager Laura Rosenga Senior Financial Analyst Leona Ching Accounting Coordinator **Terry Gering** Accounting Intern Laura Baza

IS Manager

Network Administrator **Rob Rubright** Operations Manager Jeannine C. Harvey

Office Services Supervisor Lesieli Friesen Receptionist Dianna Tautenhahn Facilities Coordinator Sam Grimaldo

Effers content opposite 1998 by informative throot, for, All rights reserved. Reproduction in whole are part without price within a price of the pri For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80022-5527



Volume 8, #5: May Issue; GAMEPRO® (ISSN 1042-8658) is published monthly for \$24.95 per year by Infotainment World, Inc., 951 Mariner's Island Birld, Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology, Second class postage paid at San Mateo, CA, and at additional mailing offices. POSTMAS-TER: Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. Change of Address: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. Foreign and Canadian orders must be pre-paid in U.S. dollars on a U.S. bank and must include \$301year additional postage, Canadian GST# 131 304 347.

"YIPPIE-KI-YAY * %@#?£!"



COMING IN MAY.

WINDOWS 95M CO-ROM, SONY PLAYSTATIONM, SERA SATURNM



©1996 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved.

GamePro May 1996

<mark>ร่อมเบเอร</mark>

14 Buyers Beware Special

Tips by Phone

Need help with a tough game? Before you pick up that phone and dial for help, check out The Watch Dog's report on game-counselor hotlines.

30 64 and Counting: What's Happening with the Nintendo 64?

Howard Lincoln, chairman of Nintendo, reveals what to expect from the Nintendo 64

COVER FEATURE

The Fighter's Edge presents a 14-page ProStrategy Guide on this hot arcade fighting game.

34 The 16-Bit Survival Guide

With fewer and fewer new
16-bit games coming out,
what are Genesis and
SNES gamers going
to do? Use this guide
to keep playing!



The Fighter's Edge Presents Killer Instinct 2 Availe ProStratory Builds

Basic moves, combos, and special attacks for all the characters.

Super Mario RPG

Super NES ProStrategy Guide
Get started on this marvelous Mario adventure. Page 85.

CWATDER

Hot codes and tips! Play as all the bosses in Street Fighter Alpha, 50 lives for Donkey Kong 2, and more.

Game Enhancers

Tons of Game Genie codes for SNES and Genesis games!

X-Men: Children of the A

Now you control the X-Factor with this comprehensive move list for the ten mutants in X-Men.

Darkstalkers (PlayStation

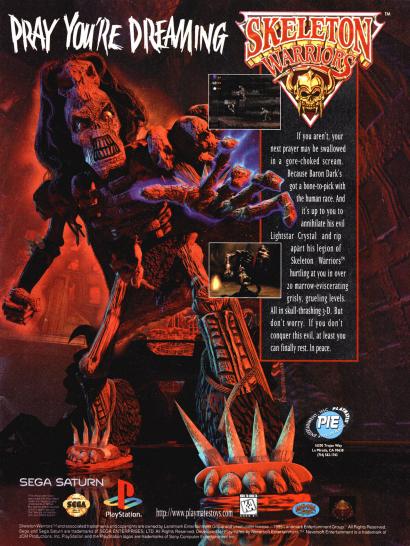
Standard and super moves for the ten creatures of the night!

Street Fighter Alpha (PlayStation and Satur

Become a 32-bit World Warrior with this complete move list!



(1)



amePr May 199 Keviews Earthworm Jim 2! Page 62. 70

PlayStation

62 Saturn

68 3D0 **Portable Systems**

Quick Hits

76 Sports Pages

84 Role-Player's Realm



uper Mario RPG! Page 84.

Adidas Power Soccer 82	High Velocity	Sky Target
Alien Trilogy		Spot Goes to Hollywood
Arcade Classics	Ignition Factor122	Starwinder: The Race to
	In the Hunt	Epsilon Indi
Blam! Machinehead	Iron Storm	Steel Harbinger
BlastDozer		Street Fighter Alpha 2 50
Blazing Dragons	Ken Griffey Jr.'s Winning Run80	Street Fighter Alpha (PlayStation) 116
Blood	Killer Instinct 294	Street Fighter Alpha (Saturn)
Blood Omen: Legacy of Kain 91	Linkle Liver	Super Mario RPG
Bottom of the 9th77	Linkie Liver	ooparriano ia o
	Magic Carpet	Tekken 2
Castlevania: Dracula X	Maps O' Death	Tetris Blast
Chessmaster 3D	Mechwarrior 3050	Thor
Clockwork Knight 2	Mega Man X3	Thunderstrike 2 (PlayStation) 124
College Slam	Myst	Thunderstrike 2 (Saturn) 126
Comix Zone		Time Commando
Creature Shock (3DO) 68	NBA Hang Time	Time Killers
Creature Shock (PlayStation) 60	NBA Live '96	Tokyo Highway Battle
D242	NBA Shoot Out	Toonstruck
Devil Summoner	Need for Speed	
Donkey Kong Country 2:	Nester's Funky Bowling	Ultimate Mortal Kombat 338
Diddy's Kong Quest	Night Warriors: Darkstalkers' Revenge	Urban Strike
Doom	Darkstalkers' Revenge 64	Vectorman 120
Drogon Lore	Novastorm	VR Soccer '96
Dragon tole/2		VK 30ccer '96
Earthworm Jim 2 62	Panzer Dragoon Zwei II	War Gods
Eurit	Phoenix 3	Warhammer 92
	Pocahontas72	Waterworld
Final Fantasy VII	Pocky & Rocky 2	Winning Post
Formula 1 World Championship 77	Project Overkill	WWF Wrestlemania:
Frank Thomas "Big Hurt" Baseball82	Desire Desiret	The Arcade Game126
Frantic Flea124	Raven Project 41	
and the first	Shadow Warrior 49	X-Men: Children of the Atom 118
Gearheads	Shining Wisdom	
GoldenEye	Shokendo	Zero Divide
Guardian Heroes	Silverload 60	Zork Nemesis



War Gods! Page 50.

DEPARTMENTS

- Buyers Beware
 A special four-page report on getting the most out of game-counselor hotlines
 - Adios, Atari.
 - Game info from AOL and the Internet
- The Cutting Edge The Nintendo 64's 64DD "Bulky" Drive and VR glasses for PlayStation
- GamePro Labs
 The PlayStation Game Shark, the Advanced PlayStation Control Pad, and the PS Arcade joystick
- Overseas ProSpects
 Early looks at Japanese games, including Thor
- Sneak Previews
 Ultimate Mortal Kombat 3, Tekken 2, Panzer Dragoon Zwei II, and much more!
- GARREPRO Blood, Toonstruck, and more!
- **Hot at the Arcades** Scorchin' new arcade games! Street Fighter Alpha 2, War Gods, and NBA Hang Time.



SERIES



FLUID 3-D POLYGON ACTION

STADIUM ANNOUNCER

700 MLBPA PLAYERS

MEMORY BACKUP



SIGNATURE MOVES **TRADES FULL SEASON** AND PLAYOFF MODES

> **VOCAL UMPS ERRORS**





Coming soon or Sega Saturn:







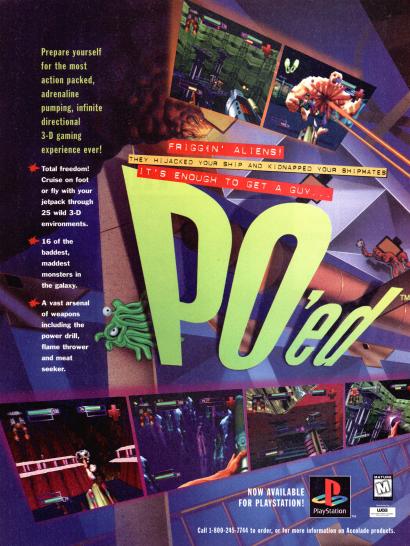
BATTING SYSTEM TRAINING MODE WIND CONDITIONS

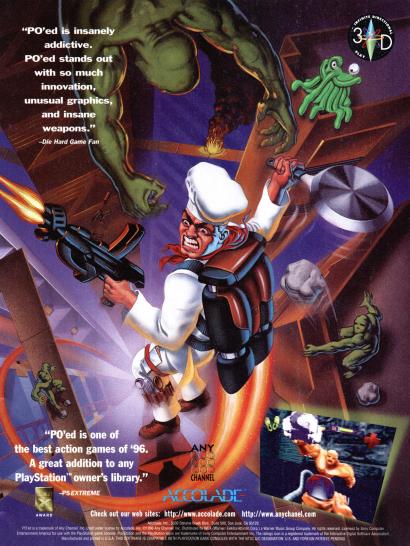
"PLAY-BY-PLAY" ANNOUNCER PLAYER STATS





"BOTTOM OF THE 9TH"





More Bam Bam for Your Buck

■ obody demands more out of their purchases than video gamers. Think about it: Restaurant patrons don't study

their meals in search of unseen bonus desserts, people who buy a new dishwasher don't look for secret codes that'll make their ma-

chine perform extra tricks, and book lovers don't expect to access a hidden character in a new novel. But video gamers expect these cheats and more.

Cart Protest

Gamers get really steamed when they feel that someone else is getting an advantage. Check out the letter from Lynda Chastain: Like many other gamers who wrote to us, she expected to find two more characters in Acclaim's WWF WrestleMania: The Arcade Game for the SNES. Unfortunately, games change when they jump to different systems, a fact we all learned when we saw Mortal Kombat's Genesis blood and SNES sweat. More recently, Primal Rage for the SNES dropped the "shower" fatality found in the Genesis, and NHL '96 for the Genesis lost the SNES's hidden teams.

Lynda, like other peeved gamers who wrote to us, only wanted what everybody else seemed to be getting: Bam Bam Bigelow and Yokozuna. But after talking with Acclaim, we don't think the company misled anyone. An Acclaim spokesperson pointed out that the SNES box and manual both show only six characters. The fine print in the ads for the game says that the eight wrestlers are in the other versions, not in the SNES cart. The poster does show Yokozuna, but only as a participant in the original arcade game. The spokesperson also told us that despite widespread rumors to the contrary, the SNES game contains no secret codes for accessing Yokozuna and Bam Bam.

There are several lessons to be learned here. Gamers: Study ads, manuals, and packaging carefully so you know what you're getting, Read GamePro for the straight scoop (our SNES ProReview in the February issue protested Yokozuna and Bam Bam's disappearance). And, game companies, don't ever tell gamers they can't do something: That only makes 'em more determined to find a way to do it.

The GamePros

comments.gamepro@iftw.com San Mateo, CA



GamePro Readers Speak Out!

Cart Protest

'm totally ticked off by the false advertising for video games. The packaging, poster, and manual for WWF Wrestle-Mania: The Arcade Game all show Yokozuna and Bam Bam Bigelow in the game for a total of eight selectable wrestlers. Wrong! The SNES game has only six characters: Yokozuna and Bam Bam are missing. Unfortunately, I can't take the cart back, because retailers won't accept returns unless the games are broken. So I'm stuck with an inferior product. I'm another victim of false advertising.

Lvnda Chastain Era. TX

Toxic Tommy replies:

Sorry, but you're off base, Lynda See "More Ram Ram for Your Buck" at left for the results of our research into vour accusation.

▲ I hy are the prices of SNES aames going up so fast? "Pitchski" Internet

The Black Widow replies:

The average price of SNES games is edging past \$70 for two reasons: One is the law of supply and demand, which dictates that when fewer items are available, the price of those items will be higher. Not as many SNES games are being sold now as in years past, so gamemakers must charge more in order to make a profit on those games that do sell. The other reason is that today's SNES games have much more memory than vesterday's

games, so they're more expensive to produce. Carts with 16 or 24 megs of memory are common now, whereas a few vears ago most games had only 8 megs. Unfortunately, those extra chins are expensive, but the payoff is in the kind of gameplay you find in Donkey Kona Country 2 gameplay not possible on 1993's 8-mea carts.

Internet Interest

www.do vou get into the GamePro chat room on America Online?

"Chromevs" Internet

The Net Nut replies:

loin the wild GamePro chat room by typing the keyword gamepro. Then go to the Communications Center, and from there enter the GamePro Online Chat Room, Find out which GamePro editors will be in the chat room that afternoon by clicking on the Editor of the Day Chat Schedule.

More Mortal?

| | ill there ever be a sequel to last year's Mortal Kombat movie?

"AMARC36035" Internet

Doctor Devon replies:

We have two answers for this auestion. One is from New Line Cinema, the studio that made the movie. A spokesperson says, "We are always discussing the possibility of a seauel, but there's nothina definite to announce yet." The other answer is from a key insider at Williams, the game development company, who says the script has already been approved and plans are under way for a seauel to be released in mid-1997. By the way, another seauel is comina to the big screen next year: the latest Batman follow-up. this one with Alicia Silverstone as Batairl, Uma Thurman as Poison Ivy, and possibly Arnold Schwarzenegger as Mr. Freeze.

The Magazine Biz

n your November 1995 is-sue you advertised the Mortal Kombat Doom Match and Conquer Sweepstakes, Unfortunately, the contest wasn't open to residents of New York, Florida, Rhode Island, and Canada, Why not? Why am I ineligible because of where I live?

Dan Kohler Bethpage, NY

Scary Larry replies:

We'd love to include everybody in our contests and sweepstakes, but ultimately it's not our decision Certain states and countries have restrictions on contests that award prizes, which means their residents can't participate. Write to your state legislators if you want to make a change in your state's policy.

Complaint Corner

've noticed a trend in fighting games that's beginning to bug me: Why are characters so unbalanced? For instance. in Marvel Super Heroes, you must pick certain characters to beat certain others; if you have the wrong character, there isn't much you can do to attack. I just want more balance.

"TrueHanzo" Internet

Reader Report

hen MK 3 came out, I didn't think it was much better than MK II. But somehow I got completely addicted! I don't like the game that much, but I can't stop playing it. I need serious help. Please help me, or if you can't, then kill me.

Chris Mead Windsor, MA

Coach Kyle replies:

We've all been booked on aames that we didn't think were that good. So what's the most addictive aame ever? Don't tell us the best game ever; tell us one that vou knew from the beainning wasn't that areat but that you somehow couldn't stop playing. Send your one nominee to the address below. and we'll report the results in an upcomina issue.

Celebrity Circle lan Belward of Derby, Connecticut, asked for Jim Carrey's address; we found it, tried it out, and received a big photo that reads "Spank you very much," with an autograph. Write to: Jim Carrey

c/o Bartels Co. P.O. Box 57593 Sherman Oaks, CA 91403



E-mail us your comments through America Online or at this Internet address:

comments.gamepro@iftw.com



Pick of the Month



Jay Atkins, Rochester, NY



John Clark, Portage, MI



Ricardo C.C. Jackson Cleveland, OH



Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine

Dear Editor P.O. Box 5828 San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.





By The Watch Dog

Hey pups! We get so may questions about 900 lines (our own included) that we decided to investigate how they work and how much they cost. With summer fast approaching – which means gamers will be home playing video games – info like this should come in handy.

I recently called the Sega Consumer Service Line to get tips on games. A recording said to call 900/220-SEGA at 95 cents a minute for more info. Why did they switch to a 900 line? It's expensive, and not everybody can call the 900 numbers. I know I can write to Sega for tips, but it takes three weeks to get an answer. What do I do?

Dwayne Thompson, Bladenboro, NC

Everybody knows that the video game industry has suffered through some extremely tough times in the last year. One group hit especially hard by recent financial problems is live game counselors. For years software companies have provided phone lines for tips and tricks, but lately many companies have cut back on their live counselors. For instance, LucasArts and Sierra On-Line have gone exclusively to providing taped information, while others like American Sammy have eliminated their game hints altogether. Some companies, such as Capcom and Sega, offer both live counselors

and ta Be faced char

The Industry standard for game hints halflong been the Mintendi line. Currently Minlong been the Mintendi line. Currently Mintendo maintains two numbers — a toll call with taped lindmaillon, and a 900 line line with taped lindmaillon, and a 900 line line law or to the line line line line line line line selors who speak French and Spanish.

and taped information. Because gamers are faced with so many changes, the Watch Dog decided to investigate the world of game-counseling phone lines. Check out the extensive chart on the following pages for phone numbers, hours of operation, costs, and type of service offered by the video game companies' tip lines.



Is It Live or Is It Tape?

There's one main reason why software companies have switched to 900 lines with taped information: It's far cheaper to run a 900. line than it is to pay counselors to answer the phones. A 900 line can also be very lucrative, generating enormous revenues with charges that average \$.95 a minute. Unfortunately, this cost can be prohibitive to gamers, leading some families to block 900line access for their tip-starved gamers.

What do you get for your \$.95 a minute? If the 900 line provides only taped info, you'll usually hear a lengthy menu that gives you answers to the most commonly asked gameplay guestions. A typical tape will offer choices such as, "To beat the Level One boss, press one; to find Level Two's Magic Wand, press two," etc. Choices and information are updated as often as once a week. The obvious problem, of course, arises when your question isn't among those offered in the menu.

Live and In Person

Warrior II, Phantas-

Even when you do call a counselor, you may not get all the help you need when you need it. Last summer Activision told its callers there was up to an hour's wait to talk with a counselor. thanks to the flood of calls regarding Mechwarrior 2000 for the PC. Call Atlus or Jaleco, and you'll be calling the one counselor they have, so hopefully he's not out sick.

Having reached a counselor, you may find that this person is truly a game counselor, someone who knows the games inside and out. Often, however, the "counselor" has a different title, anything from programmer to office administrator, and they are unable to solve all gameplay problems.



Get help on Hexen from Game Players Service, Inc.

magoria, and Hexen. Located in Redmond, Washington, GPS's counselors use a vast database to help solve games and provide hidden hints and cheats. Reach the GPS counselors at 900/438-4468, seven days a week from 9 a.m. to 9 p.m. PST. Calls cost \$1.99 per minute.



BFD Productions is the company that sets up most of the 900 lines for software companies. Bruce Dyer, BFD's president, gave us these

Number of calls to 900 lines: 2000-100,000 per month, depending

Game genre that generates the most calls: RPGs (has almost nine times more caller-minutes than shooter games)

Average length of call to 900 number with counselor: 3.5 minutes Average length of call to 900 number with tape: 3 minutes

% of callers opting for counselor rather than tape: 15%

Busiest season: Dec. 25-April 1

Busiest week: Dec. 25 - Jan. 1

Second-busiest calling period: The Monday of any three-day holiday Busiest time of the day: The 3-4 hours after school

New additions to 900 lines: Ability to purchase mailed or faxed

MakeyourCal

- Know in advance: Where you are in the game, the names of characters and objects
- Best hours to call: M-F 6 a.m.-7 p.m. PST
- ✓ Avoid these peak days: Dec. 25-Jan. 1 and holidays
- Write out your questions in advance so you don't waste time on the long-distance call
- Have pen and paper ready to write down detailed answers

t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product,

GamePro*'s Buyers Beware* P.O. Box 5828

San Mateo, CA 94402

You can also e-mail us at:

buyers_beware.gamepro@iftw.com



Here's whom to call, and what you can expect.

Data subject to change without notice.

Company	Phone	Hours	Cost Live	/Taped
3D0	415/261-3454	M-F 9 a.m5:30 p.m. PST	Toll call	Live
Absolute	201/818-8878	M-F 10 a.m5 p.m. EST	Toll call	Live
Acclaim/Flying Edge	516/759-7800	Tape: 24 hrs.; live: M-F 9 a.m7 p.m. EST	Toll call	Both
Accolade	408/296-8400	M-F 8 a.mS p.m. PST	Toll call	Live
Activision	310/479-5644 (live) 900/680-4468 (tape)	M-F 9 a.m6 p.m. PST 24 hours	Toll call S.95/minute	Live Tape
American Laser Games	505/880-1718	M-F 8 a.m5 p.m. MST	Toll call	Live
American Softworks	203/327-6545 ext. 328	M-F 9 a.m6 p.m. EST	Toll call	Live
Atari	900/737-2827	24 hours	S.95/minute	Tape
Atlus	714/852-2351	M-F 9 a.m5:30 p.m. PST	Toll call	Live
Bethesda	900/884-4687	24 hours	S.95/minute & \$1.25/minute	Tape
Сарсот	408/774-0400 900/680-2583	M-F 8:30 a.m5 p.m. PST 24 hours	Toll call S.95/minute & S.75/minute	Live Tape
Crystal Dynamics	900/737-4767	Tape: 24 hours; live: M-F 9 a.mS p.m. PST	\$.85/minute	Both
Culturebrain	206/882-2339	M-F 9 a.m5 p.m. PST	Toll call	Live
Data East	408/286-7080 ext. 23	M-F 8:30 a.m5:30 p.m. PST	Toll call	Live
Digital Pictures	415/345-0445	M-F 9 a.m6:30 p.m. PST	Toll call	Live
Domark	415/513-8929	M-F 8 a.m5 p.m. PST	Toll call	Таре
Dynamix	206/644-4343	M-F 8 a.m6 p.m. PST	Toll call	Live
Electrobrain	900/903-8477	24 hours	S.99/minute	Таре
Electronic Arts	900/288-6468	24 hours	S.95/minute & S.75/minute	Таре
Enix	206/861-4927	M-F 10 a.m5 p.m. PST	Toll call	Live
GameTek	800/439-3995 900/903-4263	M-F 9 a.m5:30 p.m. EST 24 hours	Free \$.80/minute	Live Tape
Hot-B	415/567-9501	M-F 9 a.m5 p.m. PST	Toll call	Live
Hudson Soft	415/871-8895	24 hours	Toll call	Таре
ld Software	303/339-7111	M-F 9 a.m11 p.m. MST	Toll call	Live
Interplay	900/370-7529	24 hours	\$1.25/minute & \$.75/minute	Таре
Jaleco	708/215-2359	M-F 10:30 a.m3:30 p.m. CST	Toll call	Live
JVC	310/225-5777	M-F 9:30 a.m6 p.m. PST	Toll call	Live
Koei	415/348-0500	24 hours	Toll call	Both
Konami	900/896-4468	Tape: 24 hrs.; live: M-F 8:30 a.m5 p.m. CST	Tape: \$.85/minute; live: \$1.15/minut	Both
LucasArts	900/740-5334	Tape: 24 hrs.; live: M-F 8:30 a.m4:30 p.m. PST	\$.75/minute	Both
Megasoft	900/454-6888	24 hours	S.95/minute	Таре
Microprose	410/771-1151 900/933-7529	24 hours 24 hours	Toll call \$.95/minute	Both Tape
Mindscape	800/409-1497	24 hours	Free	Таре



Here's whom to call, and what you can expect.

Company	Phone	Hours	Cost Live/	Taped
Namco	408/922-0712	9 a.m7 p.m. PST	Toli call	Live
Nintendo	206/885-7529 900/288-0707	24 hours M-Sat, 4 a.mmidnight, Sun. 6 a.m7 p.m. PST	Toll call \$.95/minute	Tape Live
Ocean	408/289-1411 ext. 222, 234, 265	M-F 8 a.m5 p.m. PST	Toll call	Live
Panasonic Software	408/653-1898	M-F 9 a.m5 p.m. PST	Toll call	Live
Playmates	714/562-1743 ext. 176	9 a.m5 p.m. PM	Toll call	Live
Psygnosis	900/933-7669	Tape: 24 hrs.; live: M-F 9 a.m5 p.m. PST	Tape: \$.95/minute; live\$1.15/minute	Both
Readysoft	905/475-4801	24 hours	Toll call	Tape
Rocket Science	415/508-8461	M-F 8 a.m5 p.m. PST	Toll call	Live
Sanctuary Woods	415/286-6110	M-F 7 a.m10:30 p.m., Sat. 8:30 a.m5:30 p.m. PST	Toll call	Live
Sega	900/200-7342	24 hours	\$1.05/minute & \$.85/minute	Both
Seta	702/795-7996	M-F 9 a.m5 p.m. PST	Toll call	Live
Sierra On-Line	900/370-5583	24 hours	S.75/minute	Таре
Silent Software	818/243-0313 ext. 987	24 hours	Toll call	Tope
SNK	310/214-9784	M-F 8 a.m5 p.m. PST	Toll call	Live
Sony Computer Entertainment	900/933-7669	Tape: 24 hrs.; live: M-F 9 a.m5 p.m. PST	Tape:S.95/minute; live \$1.15/minute	Both
Spectrum HoloByte	510/522-1164	24 hours	Toll call	Both
Squaresoft	206/861-0303	Tape: 24 hrs.; live 8 a.m5 p.m. PST	Toll call	Both
SSI	900/737-4468	24 hours	S.95/minute & S.75/minute	Таре
Taito	900/737-4468	24 hours	S.75/minute & \$1.25/minute	Таре
Takara	212/689-1212 ext. 413	M-F 5:30 p.m9 a.m. EST	Toll call	Таре
Take 2 Interactive	900/288-2532	24 hours	S.95/minute & S1.25/minute	Таре
Tecmo	310/787-2900	M-F 8 a.m5 p.m. PST	Toll call	Live
T•HQ	818/501-3241	M-F 9 a.m5 p.m. PST	Toll call	Live
Time Warner	408/439-3999	M-F 9 a.m5 p.m. PST	Toll call	Live
Tradewest	903/874-5092	M-F 9 a.m5 p.m. CST	Toll call	Live
Tsunami	900/903-9283	24 hours	S.80/minute	Таре
Ubi Soft	415/464-4440 ext. 14	M-F 9 a.m5 p.m. PST	Toll call	Live
U.S Gold	900/288-4263	24 hours	\$.85/minute	Таре
Vic Tokai	310/326-8880	M-F 9 a.m5 p.m. PST	Toll call	Live
Virgin	714/833-1999 900/288-4744	M-F 8 a.m5 p.m. PST 24 hours	Toll call S.75/minute	Live Tape
Westwood	900/288-4744	24 hours	S.75/minute	Таре
Williams	903/874-5092	M-F 9 a.m5 p.m. CST	Toll call	Live
Wisdom Tree	714/993-6515	M-F 8 a.m4 p.m. PST	\$.75/minute	Live
Working Designs	916/243-3417	24 hours	Toll call	Tape

HARDBALL 5

in a league by itself.

"HardBall 5's wealth of stats and options will deliver hours of fun."

Electronic Entertainment

"This year the action is better than ever."

Computer Gaming World

"The best baseball sim currently available".

Electronic Entertainment



"A fine baseball simulation that is sure to please even the most discriminating baseball fan."

Computer Gaming World



he all-time best-selling simulation of baseball! With new, "closest-to-the-plate" camera view. You're wice as close to the action, with the largest strike one in the game!



Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips Create unlimited custom stats displays for the ultimate managerial thrill!



let you make your best pick-off move to the bag.



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!





Previens

Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life. on-field and off.



Experience the best of baseball history with the bonus "Legends" League 12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.



Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!



For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



Hot new user interface gives you instant access to any feature. View and manage your eam from the field, from the dugout, and from the General Manager's office!



This "fifth generation fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



PlayStation" PC CD-ROM



See for yourself! For demo; http://www.MindSpan.com/









Mau 1996

Adios, Atari

The persistent rumors have finally come true: Atari left the video game business. Three weeks after Atari's president resigned amid speculation that the company was getting out of video games, Atari merged with JTS Corporation, a manufacturer of computer disk drives based in San Jose, California. JTS executives will run the merged company, and Atari will temporarily function as a JTS subdivision. According to Multimedia Wire reports, Atari is simultaneously trying to license its hardware, software, and patents to other companies, hoping that they will supply gamers with the video games that Atari will no longer produce.

The results are grim for Atari fans because all indications are that the founding video game company has quit making systems and games altogether. Company insiders say that the last new Jaguar games are Brett Hull Hockey and Attack of the Mutant Penguins, with no others in development. If no companies buy up Atari's licenses, no more games will even be possible, since sources tell GamePro that no video game production staff works for Atari, no future Jag or Jag CD games have been in development for months, and even the recently formed PC division, Atari Interactive, has been completely liquidated.

Starting in 1994, Atari had pinned its hopes on the Jaguar, figuring that this 64-bit machine would get a jump on Sega's and Sony's 32-bit systems and the much-delayed 64-bit system from Nintendo. The

Inside Scoop

Nintendo 64 Late in Japan!

Nintendo has postponed the launch of the Nintendo 64 in Japan. Scheduled to release the much-delayed system this month, Nintendo had trouble manufacturing enough Japanese units and consequently declided to bring out the N64 on June 23, according to a Japanese newspaper. This story comes a month after Nintendo officially delayed the U.S. launch until September 30.

Speaking of the N64, Nintendo has another company joining its Dream Team of exclusive developers. Ocean is now onboard to make a 44-bit game based on Tom Cruise's latest flick, Mission: Impossible. The movie's coming out May 22, but the game is still a year away.

Sierra Merges with CUC

The venerable software company Sierra On-Line has merged with CUC International in a transaction valued at more than \$1 billion. The market-share leader in PC games for 1995, Sierra has the largest in-house development group in the industry and made King's Quest, Leisure Suit Larry, and Phantamagonia for the PC. CUC is a 26-year-old member-ship-services company that connects 40 million users with shopping, dining, travel, and financial companies. In a press release, Sierra CEO Ken Williams said that the new company's combined talents in interactive entertainment and electronic commerce strongly positioned it to take advantage of the expanding internet marketplace.

Jaguar, however, has still sold only about 150,000 units, a feeble figure quickly surpassed by the hotter-selling PlayStation and Saturn.

Hampered by a slow trickle of software and a lack of third-party games, the Jag never took off as Atari expected, and its CD add-on was never really taken seriously. So, to dump its supply of Jags, Atari slashed the system's price to \$99 just before Christmas. The rumors of impending doom that began to circulate over the holidays intensified when Atari President Ted Hoff abruptly resigned January 18 (see "ProNews." April).

The Life and Death of Atari

1972 - Nolan Bushnell founds Atari and leads off with two successful

arcade games, Pong and Pac-Man

1976 – Warner Communications buys Atari from Bushnell

1978 – Bushnell leaves to start Chuck E. Cheese restaurant chain 1980 – Sales of Atari's home systems hit \$415 million

1983 - Collapse of video game market; Atari is \$533 million in the red

1984 – Jack Tramiel, formerly CEO of Commodore, buys Atari

1986 – Atari posts profit of \$25 million 1988 – Atari profits peak at \$452 million

1993 – With profits down to \$29 million, Atari introduces the Jaguar

1994 – Sega pays \$40 million to use Atari patents

May 1995 – Sega releases the Saturn

September 1995 – Sony releases the PlayStation; Atari posts third-quarter losses of \$13 million January 18, 1996 – President Ted Hoff resigns February 13, 1996 – Atari merges with JTS

Saturn Spinning Off to the Internet

Get on the Internet through your Saturn. That's Sega's plan, according to formal announcements made this spring. The news confirms earlier speculations first reported in "ProNews" back in January.

The new "Saturn Internet" (the name is still to be determined) will possibly have a modern, cabling, and a keyboard that will enable users to browse the World Wide Web on their TVs. Sega hasn't announced

prices or release dates yet, though the San Francisco Examiner said on February 19 that a new Saturn with the Internet peripheral will cost between \$400 and \$450 (currently, a new Saturn costs \$299).

Sega spokesperson Terry Tang says that Sega's looking at all the packaging options, and she refused to say if there would indeed be a keyboard included. Some form of the Saturn Internet may be available in Janan as soon as this month.



Celebrity Sightings

As in years past, big software companies are allying themselves with Hollywood to add names to their games, Acclaim Entertainment, Tiger Electronics, and Sega Pinball have signed up to make games based on Space Jam, the upcoming live-action/animated film starring Michael Jordan and Looney Tunes characters. Look for PC, PlayStation, Saturn, Tiger handheld, and arcade games later this fall.

In a sequel to the movie Escape from New York, Kurt Russell attempts to Escape From L.A. in a new flick and a new game for the Saturn, PlayStation, M2, and PC. The games and the movie are still about a year away.

Later this month sci-fi fans will want to check out Rivers of Dawn, Virgin's RPG/adventure title on the PC that stars Rod Roddenberry, son of Star Trek creator Gene Roddenberry. And

who can resist a peek at Golden Nugget, a PC gambling game narrated by the one and only Adam West, TV's classic Batman.

Finally, Activision has just inked a deal with Threshold, makers of the Mortal Kombat

movie, to bring the Zork PC games to other media. A live-action Zork TV series should be up and running in the next year or two, followed soon by a bigscreen feature G

The 2nd Annual Electronic **Entertainment Expo Is Coming!**

On May 17, 18, and 19 in Los Angeles, every major video game and PC game company in the world will be on hand at the L.A. Convention Center to show off their hot games for 1996. Now you can be there, too!



You can get fresh news straight from the show floor with GamePro Online via America Online and the new GamePro Web site. GamePro editors will conduct live interactive conferences every day, showcasing the hottest games and game developers at E3. Check GamePro Online, the GamePro Web site, and the June issue of GamePro for more info.

Find out what's hot at E3 with Sega of America, Sony Computer Entertainment, Electronic Arts, and more! Also, look for special presentations with the editors of "PC GamePro" for reports on cool PC software, "Role-Player's Realm" for the latest RPGs, and "The Fighter's Edge" for all the killer fighting games.

PlayStation 1. Resident Evil 2 Descent

3. Alien Trilogy 5. Street Flahter Alpha

6. Assault Rias 7. College Slam 8. Rise 2: Resurrection 9. Cyberia 10. Krazy Ivan

1. College Slam 2. Hang On GP 3. Wing Arms 4. Mortal Kombat II 5. Virtua Flahter 2

7. Virtua Coo

Genesis 1, College Slam 2 NBA I km '96 3. Tay Story 4. Pocahontas

5. PGA Tour '96 6. Earthworm Jim 2

8. Gargoyles 9. VR Troopers 10. Revolution X Super Nes 1. College Slam 2 Toy Story 3. Super Mario RPG 4. NBA Live '96

5. Marvel Super 6. Mega Man X3 7. Dirt Trax FX

9. Final Fight 3 10. Asahhi Real

News Bits

- Sonic lives! Sega has shed a little light on its plans for its superstar hedgehog. Sonic will return before Christmas with a new gal pal, Tiara, to face a new unnamed nemesis in a still untitled game. Of special interest is the list of systems the game will available for: Genesis, Saturn, Game Gear, Pico, and PC. No Sonic title is in the works for the Sega CD or 32X.
- · Wonder why your games are costing more than ever? Part of the reason is the high cost of video game piracy that plagues the industry. A new report from the International Digital Software Association says that software companies lost \$2.5 billion to counterfeiters last year. Nintendo alone lost \$1.3 billion in 1995 to the sale of illegal copies of its products. China, Taiwan, Hong Kong, Russia, Mexico, Venezuela, and Paraguay are identified as the main countries that have let software piracy run rampant.
- · Positive signs that the year-long slump in the video game industry may be abating: Two major software companies, Electronic Arts and Activision, posted modest gains for the first three quarters of fiscal 1995. Sanctuary Woods was not as fortunate: Disappointing sales have forced big layoffs, a corporate restructuring, and the cancellation of several upcoming games - including the ballyhooed Journeyman Project: Director's Cut for the Saturn and PlayStation.
- Electronic Arts will bring the popular Gen13 comic book series to disc. Says Gen13 creator Jim Lee, "I have every confidence that they [EA] can deliver a fast-action game that captures the look and feel of the Gen13 comic book series, as well as the humor and playfulness of the characters." Look to 1997 for PlayStation and Saturn games featuring Gen13's fugitive teens.
- · More info is coming in about Time Warner Interactive's new Wayne Gretzky hockey game that'll skate into arcades soon (and then onto the Nintendo 64 next fall). It'll be three-on-three plus goalie competition with 360-degree camera rotation around the rink and the National Hockey League Players Association license.
- · The Sega Channel is expanding again. Shaw Communications has launched the cable service in Canada in Edmonton, Calgary, and Victoria, while Tele-Communications International says it will begin offering the Sega Channel in Western Europe this year, with New Zealand, Australia, and Israel scheduled to follow.
- Among the toys on display at the spring American International Toy Fair were seven Primal Rage action figures from Time Warner Interactive. The five-inch movable dinos (complete with bonus lava rocks and tiny humans), new books, comics, and contests are already raging in stores.

GAMEPRO UNLINE

The Best of GamePro Online

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

- · Chat rooms (live conversation with other gamers)
- · Talk with a GamePro editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- · File Vault (game-related info, including FAQs) Archive (current and back issues
- of GamePro)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)



the downloadable pics in the File Vault is this cool shot from the Street Fighter II animated movie, posted by "DVPX25."

Chuck's Unofficial 3DO WWW Page

Go to http://www.ohiou.edu/

-mcginley/vidgame.html, and

you'll find games, news, links, and

other cool stuff for 3D0 fans. Among

the topics are pages devoted to classic games like Shockwave and new games like Phoenix 3.

NetPro

Classic arcade games:

http://cognitrn.psych.indiana. edu: 8001/rynersw/vids.html

In addition to info about Louis, and game auctions, this classic ads for old games.

Genesis cheats:

http://www.cerf.net/~mjahnke/ sega/segacheat.html

Yep, they're all here, everything from Afterburner to Zoom!

Ultra 64:

http://www.pitt.edu/ -szm/nu64-cap.htm

Cap Scott's Nintendo Ultra 64 Web Page professes to have the latest and greatest info about Nintendo's new machine.

Your Ultimate online source for game information!

Online Conference

GamePro Online holds many exclusive conferences with leaders and celebrities

from the video game industry. One

of the most popular conferences this year was with Nintendo's Ken Lobb, the co-creator of Killer Instinct and

KI 2. Ken answered many questions about his games:

Shoryken: In KI 2 did you solve the problem of the excessive turtle play? Ken Lobb: That was the absolute highest priority. I felt that this was not a problem for experts, but it hurt beginners. We now reward the aggressor big time. Death to turtles!!

Glossary of

Online Terms IM (Instant Message): When you're in a public chat room, reach out and touch

one person at a time with a personal IM. Just

highlight their name from the list of people in

the room and send them a message

(or "IM them"). They can read

your IM, but nobody else

in the room can.

JobII22: If I wanted to buy the arcade version of KI2, how much dough would I have to shell out? KL: \$5000-\$5500

TFrankCool: Will KI2 be the same for Ultra 64 [Nintendo 64] or better? KL: Better, of course. Same engine. All of

the animation. Ultra 3D backgrounds. There will be some new stuff too!

Karscool2: How can I get a job doing what you do at Nintendo? KL: Go to college, Play

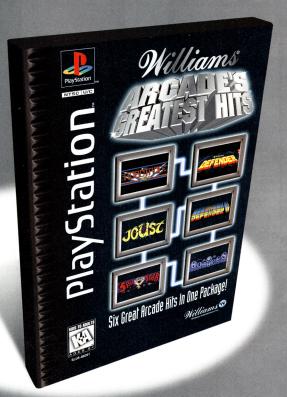
a lot. But mostly, get lucky!

SSmith489: Would it be possible for a high school student who is very talented in art to become a game designer or computer animator? KL: Yes, study 3D animation packages, like Alias, Wavefront, and Soft Image. 3D Stu-

Tolwyn: Are there currently any plans for K13?

dio is a good starting point. KL: Sounds like a plan to me! G

> E-mail us your comments through America Online or at this Internet address: comments.gamepro@iftw.com



Open All Night. No Quarters Needed.





Super NES® and GENESIS™ versions coming this summer.

THE CUTTING EDGE

"BULKS" UP N64

When Nintendo announced the 64-bit Nintendo 64 at its Shoshinkai video game show last November, it also snuck in an interesting announcement concerning the first Nintendo 64 peripheral. A read/writable 01sk drive is in the works for the N64!

Read'n and Write'n

This disk drive unit, sometimes referred to as the 64DD or the 'bulky drive' in the press and online, will enable game players to record new data or customize the games they're playing. Obvious uses include saving built-up characters or souped-up vehicles, but such a drive could enable game companies to provide new levels or scenarios for N64 cartridge games.

The 64DD will use special 3.75-inch magnetic disks, which load into the front of the system. According to Nintendo, these disks will hold approximately 64 megabytes of data, or approximately 16 times the data in a Donkey Kong Country SNES cart.

The entire unit will mount underneath the Nintendo 64 console. Additionally, as a further expansion to the N64 system, the writable disk drive will reportedly come bundled with a 1- or 2-megabyte expansion RAM pack, which will install into the N64 memory-expansion slot. This added memory will beef up the N64 main memory (4 megabytes), and it will be available for use

The writable disk drive will connect to a special slot located under the Nintendo 64.

by the magnetic disks, the cartridges, or both.

Games to support the drive are already in development. Nintendo is preparing an N64 version of The Legend of Zelda, and Enix has DragonQuest in the works.

At Shoshinkai, Hiroshi Yamauchi, chairman of Nintendo of Japan, all but promised that a workable drive will be demoed at the show in Japan this fall.



The N64 version of The Legend of Zelda will be one of the first games to support the disk drive.

VR FOR THE PLAYSTATION

Virtual I/O has a virtualreality headset in the works for the PlayStation, and it's even possible that Sony may actually stick its label on the unit. PC gamers may recall that Virtual I/O currently has a headset on the market called Virtual i-Glasses. In fact, you can purchase the i-Glasses with bundled versions of Descent or Tank Commander, which include drivers for Magic Carpet and Dark Forces.

The nifty lightweight i-Classes headset essentially plants a pair of tiny viewing screens in front of your eyes. The binocular design, which projects dual independent images, helps create a 3D effect. However, the real juice behind this VR system is the see-through lens de-

sign, which projects a tiny video image in front of your eye that appears as big as a 40-inch TV screen viewed at a distance of six feet. A ministereo system mounted into the i-Glasses stems pumps audio into your VR trip.

An \$800 version of the i-Glasses for PC includes head

tracking capability, so that when you move your head left to right or up and down you view the onscreen terrain in those directions. However, it's not yet clear whether a PlayStation version will incorporate this cool, but rather expensive technology.



Will Virtual I/O i-Glasses make the PlayStation the first home virtual-reality system?





A Player's Guide to Power Peripherals

By The Lab Rat Hey, the spring season has finally arrived!

But we're ignoring the warm weather and staying inside, eatin' cheese logs, drinkin' cold coffee, and playin' with these new PlayStation peripherals.

PlayStation Bait

Tired of waiting around for those stingy game companies to release PlayStation cheat codes? Well, wait no longer because the Game Shark from STD comes pre-loaded with 64 cheats for 21 Play-Station games.

Plugging into the I/O port on the back of the PlayStation. this fairly inobtrusive cart offers you a menu screen of cheats like infinite energy in MK 3, WrestleMania, and Extreme Games. Better codes include unlimited rockets and unlimited shotgun shells for Doom, and for Ridge Racer

Peripheral

Game Shark

comes pre-loaded

games, and it will

store up to 9999

with 64 codes for 21

codes in memory. Of

System: PlayStation

Features: This cheat cart

you're given the keys to the almighty black car.

While this piece of hardware won't search for codes, it will save up to 9999 new codes as you enter them, unlike the 16hit Game Genies New codes are available in GamePro and through STD's 900 line (\$1.29 a minute), World Wide Web page (\$17 for a personal password). and by mail through STD's Dangerous Waters club (\$12 for a one-year membership).

Although some of the preloaded cheats aren't that exciting, STD appears to be dedicated to making more codes available. If you're a real cheat

> hound and can't wait for PlayStation codes and passwords, this \$60 investment just might be for you.

Big (But Not Advanced) Pad

If you have hands the size of a pro basketball player's, you may be interested in the Advanced PlayStation Control Pad from Naki. If you don't, this large PlayStation controller won't do much more for you.

The Advanced Pad's design is similar to the stock model that comes with the PlayStation: both are made of the same heavy-duty plastic. have the same sloping

Controller



Advanced PlayStation Control Pad

System: PlayStation

Features: It's bigger, offers turbo-fire and slomo, and has an 8-foot cord. \$19.99

Price:

Available: Now

Contact: Toy and electronicgaming stores or contact Naki at 800/626-6254

grips, and are identical in button size and configuration. The Advanced Pad, however, has much wider sides that make you really stretch to hit the top buttons. While the directional pad's diagonals take some breaking in, the pad itself is wide and offers decent control. The buttons are durable and springy, and the added

If you need more controller to hold onto, at 20 beans this pad with an eight-foot-long cord is a fairly safe bet. But if a bigger pad isn't a necessity for you, there are better alternatives than this one.

slo-mo and turbo (one

speed) options are inob-

trusive and easy to use.

P.S. You're the Best

Are you having a hard time finding the right jovstick to complement Street Fighter Alpha for the PlayStation? Then look no further than the PS Arcade from STD. A little adjustment

time is all you'll need before you're playing like a pro on this sturdy black controller, Built with a wide base that rests comfortably on your lap and supports both hands, the PS Arcade lavs out eight large, springy buttons that enable you to configure the controls like the controls for a sixbutton fighting game. The solid joystick is just the right size and responds fairly well to the rigors of fightinggame movements. Extra features include auto-fire, four speeds of rapid fire, and three slow-motion speeds. which are indicated on an LED display.

While the PS Arcade is by no means a true coin-op-quality stick, for \$59.95 you're definitely getting the best of what's out there. G

Controller



System: PlayStation

Features: Auto-fire, four rapid-fire speeds, and three slo-mo speeds

Price: \$59.95

Available: Now

Contact: Toy and electronicgaming stores

course, new codes come at a price. Price: \$59.95 Available: Now Contact: Electronicgaming stores











HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOLTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FELICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATIONTM SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.



CAPCOM P

© CAPCOM CO. LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT AND DARKSTALKERS ARE TRADEMARKS OF CAPCOM CO. LTD. PLAYSTATION, THE PLAYSTATION LOGO AND THE PS LOGO ARE TRADEMARKS OF SOMY COMPUTED ENTERTAINMENT INC.





GamePro: How will delaying the Nintendo 64 launch impact the video game world?

Howard Lincoln: This launch is critical not only for Nintendo but for the video game industry. This industry is going to go through peaks and valleys, and it's fair to say there's a valley right now. There are a lot of people counting on the momentum that this launch will create. which is the reason we want to get it exactly right.

GP: Why did Nintendo change the N64 launch date?

Lincoln: The primary factor that was driving the decision to change the release date

Note: Red denotes game news, blue denotes hardware news

March 30, 1994: First "Dream Team" game developer announced: Rare

May 2, 1994: New Dream Teamer: DMA Designs (Body Harvest)

June 23, 1994:

At Summer CES, Nintendo an-nounces Cruis'n USA from Rare and new Dream Teamer, Acclaim (Turok: The Dinosaur Hunter)

1993

1993

(Killer Instinct)

June 9, 1994:

lune 23, 1994: Nintendo changes system name to Ultra 64

July 18, 1994: New Dream Teamer: Rambus Technologies (adds high-

speed memory technology)

August 23, 1993: Nintendo and Silicon Graphics announce 64-bit Project Reality, due in 1995 for under \$250



New Dream Teamer: Alias Research (adds customized 3D graphics tools)

30 May 1998

was hardware production. But in regards to software, there's no question that with this type of new technology. where game programmers are going from a 2D environment to a 3D environment, there's a longer learning curve. There are clearly differences where the abilities of some developers are relative to where Mr. Miyamoto (Shigery Miyamoto, creator of the upcoming Super Mario 64, Pilotwings 64, and Buggie Boogiel is. The additional time can't hurt.



Game guru Shigeru Miyamoto is per-sonally supervising key N64 games.

GP: How do you respond to

critics who say the Nintendo

Lincoln: We're not dealing

with vaporware. It's a real

product. People have seen it.

People have played preliminary

64 won't be ready?

"There are a lot of people counting on the momentum this launch will create, which is the reason we want to get it exactly right."

> — Howard Lincoln, chairman of Nintendo of America

GP: What do you say to game players who have been waiting anxiously for the N64 and now have to wait even longer? oln: Quite frankly, if the Nintendo 64 is as good as we think it's going to be and the software's as good, game

players will be glad they waited. If the system isn't any good, it won't matter if we



Based on preliminary hands-on feedback, the future looks promising for the N64.

October 5, 1994: New Dream Teamer: Williams (Doom)

November 21, 1994: New Dream Teamer: Paradigm Simulation (Pilotwings)

1994

January 6, 1995: New Dream Teamer: Spectrum HoloByte (Top Gun)

February 10, 1995: New Dream Teamer: Sierra On-Line (Red Baron)

February 7, 1995:

New Dream Teamer: Software

New Dream Teamer: Angel Studios (Buggie Boogie)

October 11, 1994: New Dream Teamer: MultiGen, Inc. (adds graphics tools)

lanuary 6, 1995: At Winter CFS Nintendo announces a new release date - "late 1995"

Creations (adds cutting-edge sound tools)

What They're Saying

We asked key companies what they thought of the Nintendo announcement and how the delay would affect their own plans.

- · LucasArts (Mary Bihr, director of marketing and sales): "The delay has had no effect on Shadows of the Empire because LucasArts is acting solely as the developer, so it's ultimately up to Nintendo to set a release date."
- · Virgin (Rand Bleimeister, senior vice president, sales and marketing): "Launching a new consumer product as exciting as the Nintendo 64 at the beginning of the prime selling season for our products makes all the sense in the world. This will put the Nintendo 64 at the top of every young person's Christmas list for 1996, and Virgin Interactive Entertainment will be ready, in store, with our N64 title [Stacker]."
- Williams Entertainment (John Fowler, director of marketing): "We are excited about the launch date of the Nintendo 64. It will give us additional time to fine-tune an all-new Doom that will be a must-have title for the N64 in September."

software. They know how good Mr. Mivamoto is. They know what he's

done. GP: How important will the initial launch be for

Nintendo? Lincoln: This is the fourth launch

for me. We've done it every way you can. I think it's critical that consumers have no difficulty in identifying Nintendo 64 games as quality software. That's absolutely essential! Ultimately, Nintendo will

try to drive an installed

base that will number in the millions. If there's any percep-



tion that these 64-bit games are just more of the same, we have problems.

GP: How far along are Nintendo's own N64 aames?

incoln: I've checked on Pilotwings, for instance. You've published pictures from the Shoshinkai Show [held in

February 15, 1995:

GAMEPRO (31) May 1996



February 24, 1995: New Dream Teamer: GameTek (Robotech)

New Dream Teamer:

LucasArts (Star Wars: Shadows of the Empire)

November 21, 1995: New Dream Teamer: Electronic Arts (FIFA Soccer)

December 4, 1995: New Dream Teamer: Time Warner Interactive (Wayne Gretzky Hockey)

995

May 5, 1995:

At E3. Nintendo announces that the hardware is completed; new release date is April 1996



November 24, 1995:

At the Shoshinkai show in Japan. Nintendo shows the Ultra 64 to the press for the first time, as well as the games Super Mario 64 and Kirby Ball 64

February 2, 1996: Nintendo announces a new release date - September 30, 1996 - and changes the name to Nintendo 64

Dare You Enter Scary Larry's HAUNTED GHOST TOWN'

Steven White

See if you can make your way through the spooky corners and sagebrush of Scary Larry's Haunted Ghost Town ... Alive!

Escape the traps and secret villains and emerge a winner!

To be elegible to win, you must escape Scary Larry's Haunted Ghost Town in the shortest amount of time. Each month, 8 top winners will get their names and score printed in the pages of GamePro magazine!

PLUS: The Grand Prize winner gets his name inscribed on the main tombstone and a FREE Official GamePro T-shirt!

Also available in Canada!

1-900-451-3335

Calls cost \$1.49 (Canadian)

HONORABLE MENTION:

- Brandon Schilling 5.3 minutes
- Mark Savel 5.7 minutes
- Thomas Haslow 7.6 minutes
- Manuel Tillman 8.1 minutes
- Kenny Scheiderman 8.4minutes
- Steven Chisholm 10.0 minutes

1-900-454-6600

Call today to test your skill!

Costs \$1.29 a minute and calls average six minutes in length. Available to touch tone and rotary phones.

Be sure to get your parent's permission to call Scary Larry's Adventures if you are under 18 years of age.

Messages subject to change without notice. A service of Infotainment World in San Mateo. CA.

This month, we're opening the Hall of Fame doors to 16-bit action/adventure games to get any new 16-bit gamers up and running. Some of you 16-bit pros might find a juicy title or two you missed along the way.

To find nominees for the Hall of Fame, we asked Nintendo and Sega for an informal, unofficial list of the most important action/adventure games ever for their systems. These weren't necessarily the top sellers, just the games that had the most influence. Then the GamePro editors added a few of their own selections to make up a baker's dozen of tasty action/adventure titles for the two 16-bit cartridge systems. Here's the alphabetical listing:

- · Alien 3 (SNES)
- Castlevania IV (SNES)
- . Disney's Aladdin (Genesis)
- Donkey Kong Country (SNES)
- Earthworm Jim (Genesis)
- Flashback (Genesis)
- Mega Man X (SNES)
- Shinobi III (Genesis)
- Sonic the Hedgehog 2 (Genesis)
- Super Mario World (SNES)
- Super Metroid (SNES)
- . Super Star Wars (SNES)
- Vectorman (Genesis)

These games represent some of the best action/adventure titles of all time. Anyone with





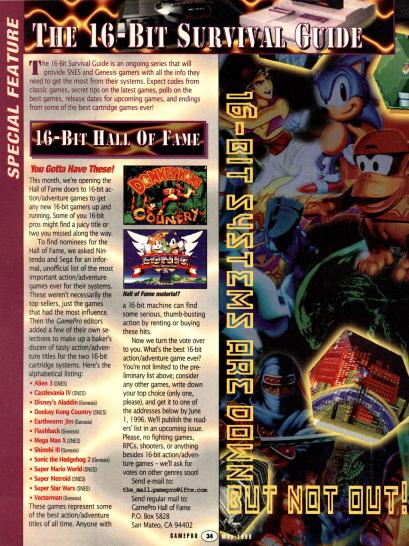
Hall of Fame material?

a 16-bit machine can find some serious, thumb-busting action by renting or buying these hits Now we turn the vote over

to you. What's the best 16-bit action/adventure game ever? You're not limited to the preliminary list above; consider any other games, write down your top choice (only one. please), and get it to one of the addresses below by June 1, 1996. We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs. shooters, or anything besides 16-bit action/adventure games - we'll ask for votes on other genres soon! Send e-mail to: the mail.gamepro@iftw.com

Send regular mail to: GamePro Hall of Fame P.O. Box 5828 San Mateo, CA 94402





ASK THE PROS

Super NES Strategies

I'm in the Dark World in Legend of Zelda for the SNES, but I can't find the Titan's Mitt (the golden power glove).

Scott O'Bannon Internet

In Dark World's Village of Thieves (where you get the fourth crystal), the mitt is on the basement floor in the





... but you need that hole in the floor like a hole in the head.

room on the bottom-left corner. It's inside a bia chest to open it vou'll need the bia key you found while exploring the palace. Get to the big chest auickly and then aet out of the way because the floor around it quickly falls out from under you.

I heard you can see some weird areas in Super Star Wars. How do you do this?

Victor Robbins Los Angeles, CA

First enter a debug code that gives you 99 lives: At the title screen, quickly press Button A four times. X. B four times. Y. X four times, A. Y four times, then B. Then start playing the game. Hold down Select on Controller Two. While holding it down, simultaneously press A. B. X. and Y on Controller Two, then release all the buttons. You'll see a number next to your character. Move the number using Controller Two's directional pad. Your character is now invulnerable to enemies. plus you can pass through walls to strange places.

If the code doesn't work, turn off the SNES, take out the cart, wait one minute, then try again. You have to see the Lucas Arts logo at the beginning for the trick to work.

Genesis Strategies Are there any tricks for NBA Live '95 for the Genesis?

Martin Grapes Rancho Cucamonga, CA

When you have the ball, press and hold Button A. then press Start. Everybody on the court



The Knicks' shooting guard lets fly from the top of the key (he makes 43% of these three-pointers).

will freeze except your player. Shoot away, though the baskets don't count. You can also check out the shooting percentages of your players from anywhere on the floor.

GAME WATCH

This month's likely 16-bit releases.

1996 Olympic Sports by TeHO (SNES, Genesis)

Frantic Flea by GameTek (SNES: see ProReview, April)

Lufia 2 by Natsume (SNES)

Major League Baseball Presents Ken Griffey Jr.'s Winning Run By Nintendo (SNES)

Marsupilami by Sega (Genesis)

Marvel Super Heroes: War of the Gems by Cancom (SNES)

Super Mario RPG by Nintendo (SNES: see Short ProShots, April)

YOUR TWO CENTS ABOUT 16-BIT

re Sega and Nintendo watching the growing trend of businesses selling used games? When I shopped recently for Genesis titles, I found that usedgame stores have a wide variety of games at a much lower price. They usually have the current releases within a couple of months. How much longer do Sega and Nintendo think they can continue selling their

new products for \$60 or \$70 or more, when you can buy almost-new games for under \$40? If something isn't done soon, Sega and Nintendo may find themselves losing money on games.

Weston Powel Mesa, AZ

You're right, used games are an attractive alternative to spending \$70 for new games. Perhaps Sega

and Nintendo will drop their 16-bit prices as the next-gen systems take off - no official word vet. though. Be careful at the bargain bins, too: Usually those used games have no warranty on them, which means you're stuck if something goes wrong. and often they don't come with a manual, Still, it can be a great way to load up

on topnotch games. G

An International View on Video Games

Turn to this issue's "Role-Player's Realm' for a preview of **Final Fantasy VII!**

> By Nob Ogasawara and Major Mike

the Next Wave

Our man in Japan tracks the second generation of next-gen games in Japan ... and what may be coming to our shores.

Thor (Saturn) **Developed by Ancient** Published by Sega of Japan 1 player **Available Spring** Action/RPG

50% COMPLETE

The seguel to Beyond Oasis on the Genesis, Thor stars a descendant of the first game's protagonist, Leon, the hero, is awaiting coronation as the new king, but he must first pass a test fraught with danger.

Thor is produced by Ancient, the team assembled by



spirits who help the hero. The

Saturn makes several enhance-

ments possible, including the

use of height-related traps and

objects. Simple commands will

Yuzo Koshiro, the game-music composer. Closely following its Genesis predecessor in design, Thor includes the six elemental

cause Leon to unleash devastating special attacks like in fighting games.

Add topnotch graphics and music to the gameplay and Thor should go a long way toward appeasing RPG fans anxious for Saturn roleplaying action.





Linkle Liver Story (Saturn)

Developed and published by Sega of Japan 1 player **Available March** CD

Action/RPG

40% COMPLETE

The title is strange but everything else about Linkle Liver Story makes it likely to sail overseas to make Liver lovers out of American gamers. On a planet inhabited by a peaceful race of semi-humans, an ancient evil is stirring. It has already conquered the Continent of Four Seasons, spreading poison in the environment.

The heroine hears about the danger to her world from a creature she fished out of a





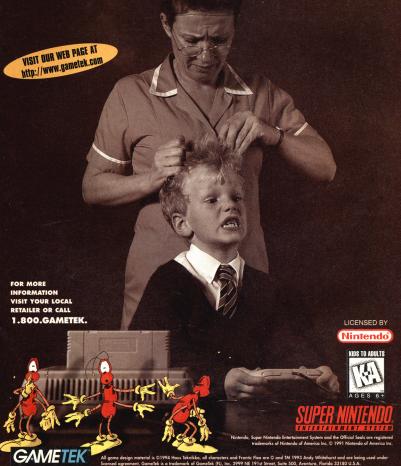
river. She enlists her woodland friends to put a stop to the evil. Linkle Liver's story would

work in any Disney cartoon. and it's no surprise the graphics are on the cute side. Linkle Liver should appeal to younger players who find the Saturn's "serious" games too difficult.



FRANTIC FLEA

...infesting a Super NES near you!



Sneak Previews



Ultimate Mortal Kombat 3 Saturn By Air Hendrix



Impressive arcade conversions like Virtua Fighter 2 and Darkstalkers sizzle on the Saturn, and Ultimate MK 3 seems well on its way to joining those ranks.

The Lineup



Ermac, Mileena, the MK II version of Sub-Zero, and others also return as hidden characters. while Shao Kahn and Motaro stand tall as the bosses. All the characters sport their original arsenal, along with a nice selection of new and refined moves, combos, and fatalities.









Features



Four impressive new backgrounds - Desert, Hell, Cavern, and Waterfront - spice up the scenery, and a tournament mode lets up to eight opponents duke it out for bragging rights. From the MK I days of old, the CPU tag-team Endurance Match makes a second showing.

At this early point, the stage is nicely set for solid Kombat, and even the graphics stay true to the arcade. After some hands-on game time, we'll

have a definite verdict on the action and CD load time, but MK mavens should start warming up their thumbs.

Developed by Eurocom **Published by Williams** Entertainment Available April

70% COMPLETE













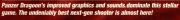
Sneak Previews



Panzer Dragoon Zwei II

Saturn By Scary Larry









Controls



Not much change in the controls. You still target multiple enemies by holding down the button, but your standard laser is much faster and lets out a ton of explosive energy. You'll need it, too, because the enemies are a lot tougher. The multiple views are also back, so once again you need to be conscious of the surroundings in front, behind, and on both sides of you. A neat option this time is the ability to look up.





Everyone knew the groundbreaking graphics of the first game would be tough to beat. But in PDZ II, the graphics look smoother, cleaner, and faster. Large, screenfilling bosses exhibit no slowdown and very little break-up. An impressive upgrade!

Developed and published by Sega **Available May**

50% COMPLETE



Features



Still equipped with a laser that powers up to a multiple-hit cannon, you

also get a screen-shredding smart bomb. The bomb expels continuously as you detonate it, so expect an explosion that lasts for a while. In another new touch, you start out as a young dragon and get progressively stronger through battle. In some stages, you even run along the ground and fight before taking to the air.







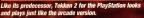














The Lineup



ter-munchers, Tekken 2, busts onto the Play-

Station with the same great lineup of fighters you've come to love in the arcade. In this tournament to overthrow Devil Kazuya, Heihachi joins the selectable ranks along with new characters Lei and Jun. Sure enough, you'll find other bizarre hidden characters like Bruce (the kickboxer), Roger (the kangaroo). and Alex (the dinosaur).





Combos, Counters, and Throws





Tekken 2 should deliver the new combos, counters, and special moves with all the power of King's neck-breaker submission hold. As in the arcade, expect all the new moves, including Law's leg takedown and Paul's body tackle. Also, you can take advantage of the new recovery system that enables your downed fighter to get back up in any number of offensive or defensive ways. While it will probably appear in Japan first, Tekken 2 will surely be as addicting as the coin-op game - so keep practicing those 10-hit combos!



Developed and published by Namco **Available September**

50% COMPLETE





Sneak Previews he Raven Project



Raven Project's story line isn't the most original, but its fresh three-in-one blend of oneplayer shooter gameplay will grab your attention.

Earth's been conquered by an alien race, and you join up with the rebels to overthrow the tyrannical alien government. In missions that range from Alcatraz to the Moon, you face your foes in mechwarrior combat. air-to-surface skirmishes, and outer-space dogfights.





Armed with two lasers and two missiles, the five available vehicles respond smoothly to an identical control setup. In this unfinished version, the enemies didn't exactly hang tough, so hopefully Mindscape will tune the A.I. for the final product. At this point, the background graphics weren't fully completed, but the 3D landscapes and beautifully rendered cinematics already look sharp.







Developed by Cryo Interactive Published by Mindscape Available April

80% COMPLETE



BlastDozer Nintendo 64



BlastDozer may sound like a construction worker's nightmare at first, but this vehiclecombat cart will pit your driving and fighting skills against a variety of mechanical menaces. You wheel around in bulldozers, cranes, trucks, and weird scorpion mechs. In the prelim version, the action looked fast and furious as the heavy-duty equipment even





went airborne off bumps and trenches. BlastDozer looks like a blast

Developed by Rare Published by Nintendo Release Date Not Available

30% COMPLETE



GoldenEye Nintendo 64

Bond, James Bond, is back in a game based on the hit movie. You don't get to look like Pierce Brosnan, but this gritty Doom-style shooter doesn't look to be the stuff of pretty boys anyway. In this early version, enemies jump out at you from behind objects and hiding places much like those in Virtua Cop. This game will soundly test how the multibuttoned N64

controller works as a gun.



Published by Nintendo Available November

30% COMPLETE



Guardian Heroes

Guardian Heroes (called Guardian in Japan; see "Overseas ProSpects." April) combines fighting and side-scrolling action and these early screens look great! This game challenges you to re-

Sneak Previews

cover the royal magical sword and boot the fake royal family out of office. Guardian Heroes is one of the first games to incorporate six players at once. Each character has their own unique special moves, weapons, and magic to battle in foreground, mid-







Developed by Treasure Published by Sega Available Now

70% COMPLETE



Starwinder: The Race to Epsilon Indi

PlayStation PC CD



An alien culture built thousands of miles of track through the universe but no one knows why. As a racer from Earth. you know it could mean only one thing - all-out, full-blown, intergalactic drag racing! With more than 40 tracks, an hour of cinematic video, and complete movement on six axes (a first for racing games); Starwinder's aiming to wipe out the competition.





Developed and published by Mindscape **Available Summer '96**

60% COMPLETE



Time Commando

Not much is known about this game, which comes from the developers of Alone in the Dark According to our sources. Time Commando will involve traveling back and forth into the past and future, battling enemies with, more than 50 weapons. The weapons will be specific to each of the nine time periods. It's an intriguing

premise, and the game sports sharp graphics, even at this very early stage.











Warp is ready to pull out all the stops for the explosive and truly horrifying seguel to D. Set after the events of the first game, this family vampire story now throws another wrench into the machinery -Laura is pregnant! One of the first games to utilize the M2 system. D2 looks like another roller coaster of thrills.





1998 SANFRANCISCO



Developed by Warp Release Date Not Available 10% COMPLETE



Saturn



Combining elements of Tag and Capture the Flag, this wild head-to-head maze game engages you against a friend or the computer. If you're tagged "it," you can't collect the flags

Following in the video game footsteps of the Pink Panther and Gex, the familiar soda mascot gets himself caught in Hollywood's big screen. In this 23-level adventure with 200 hidden areas, you must get Spot out of the pirate, western, horror, and sci-fi worlds. It's a tough spot to be in when you face dangerous levels that par-

ody films like Indiana Jones

version had sharp graphics

and vibrant music.

and Jurassic Park. The prelim



that allow you to escape and win. And winning involves more strategy than just grabbing flags - you must build bridges, shoot your opponent, collect power-ups, and avoid

plenty of obstacles. You'll keep busy in 48 stages and 15 bonus rounds in what may possibly become the Bomberman of the 32-bit systems.

Developed by Radical Entertainment **Published by Virgin Interactive** Available Fall '96

60% COMPLETE



Spot Goes to Hollywood



Developed and published by Virgin Interactive **Available Summer '96**

60% COMPLETE









hokendo PayStation

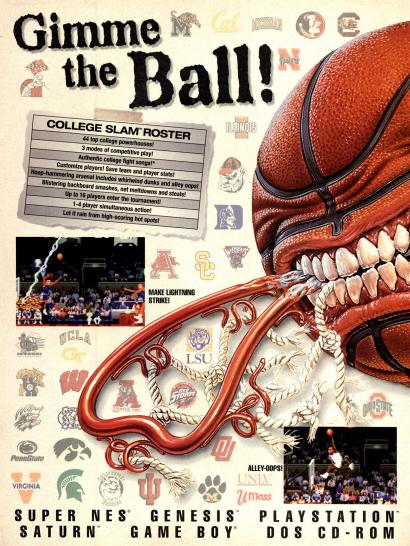
Compete head-to-head in this new brawler. While Shokendo's characters are rendered and the backgrounds rotate, the environment is more like Tekken's than Toshinden's. . There are combos but no blood. and you can charge your power bar for a special Shokendo move. Look for eight fighters from around the world, including Paris, the rasta fighter from Jamaica: Jonny, the American bad boy; and the quintessential Chinese brawler, Eric Chan,

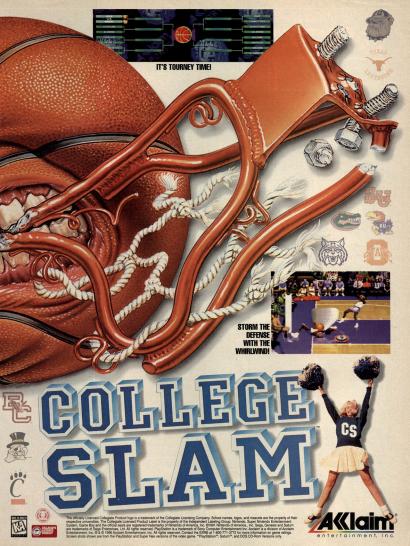


Developed by Pre-Stage Inc. Published by Jaleco **Available June**

70% COMPLETE



















Hot on the heels of Loaded, Konami enters the 32-bit action/strategy fray with a bloodbath of its own. Project Overkill promises dark. violent military may-

hem from a 3/4-overhead view. Playing as one of four mercenaries, you tackle more than 50 missions, fighting with several weapons or even mano a mano. The gore factor should be pretty huge with nightmarish enemies and bloody death scenes. Rendered 3D graphics and a digital orchestral soundtrack bring the action to life. Keep an eye out for those secret levels!



Developed and published by Konami Available May





Blam! Machinehead





Time Killers

This head-to-head fighting game definitely knows how to kill time - it spent over two years cooling its heels on T•HQ's back burner. But this gory arcade conversion will finally see the light of day on the Genesis

this summer with all eight original fighters. Each character battles with a sword, club. or other weapon, and gamers score bonuses for lopping off their opponent's arms, legs.



and head, Mmm, tasty!





Developed by Black Pearl Published by T-HO **Available July** 100% COMPLETE



chinehead virus, one heroic scientist (that'd be you) struggles to save the planet from annihilation. Blam's blend of 3D shooting. driving, and strategic gameplay goes down in both cyberspace and the real world.

Playing from a first-person perspective, gamers will face wave after wave of freaky. virus-altered mutants on the path to salvation.







Sneak Previews Steel Harbinger PlayStation



Steel Harbinger's ramping up for a blistering round of Loaded-style action on the PlayStation. The plot: Invading alien pods are converting everything they touch to metallic life forms, and you play as a young woman bent on stopping the invasion. Your converted arm serves as your means of destruction, and you collect a scathing array of weapons to attach to it. Fighting from a perspective that en-



ables you to zoom in and out, you teleport to cities across the country and even the Moon to complete the nonlinear missions. With futuristic 3D graphics and a healthy helping of gore, Harbinger's well on the way to delivering a strategic yet adrenaline-packed splatterfest.

















Tokyo Highway Battle PlayStation

Ridge Racer's runaway success on the PlayStation guaranteed at least a few copycats, and Tokyo Highway Battle could be the first one to arrive at the starting line. Before racing on courses modeled after actual Tokyo highways, you customize nearly every part on one of 12 cars. The one-player action plits you against three CPU opponents and the police. Even in this early preview, the tight steering helped to master the

game's wicked speed, but the A.I. needs to be refined to provide more challenging competition. For half-finished graphics, the 3D tracks and cars sported a snappy look that, when finished, should suit this speedy game.

















Blood PC CD

Hot on the heels of Duke Nukem 3D, Blood takes a turn toward the dark side with this horror-themed splatterfest. In your quest to obliterate the Secret Society, you blast through fortresses, mines, and mansions, reducing zombies, cultists, gargoyles, hellhounds, spiders, and other icky creatures into gooey piles of entrails. From a first-person Doom-style perspective, you fight with a bundle of nasty weapons, including pitchforks, dynamite, flamethrowers, voodoo dolls, tommy guns, and more. Rendered 3D graphics vividly portray every last gallon of blood as you and up to seven buddies hack it out over a network.

By Apogee Software Available Summer '96



1001150116

Toonstruck, Virgin's beautifully drawn new PC game, plunges you into a wacky, colorful cartoon world in the style of the movie Cool World, Christopher Lloyd of Back to the Future fame stars as animator Drew Blanc, who's sucked into the universe of his own comics. With the help of his bud Flux Wildly, Drew must wade through zany puzzles and booby traps to defeat Count Nefarious. The puzzle-oriented gameplay fills three CDs with brain busters and slapstick laughs as you interact with more than 40 characters on the way home.

Gorgeous hand-drawn graphics are blended with liveaction video to create the feel of humans in a cartoon world.

PC CD Mac CD



and a star-studded lineup of voice actors - Dan Castallanetta, Dom DeLuise, and Tim Curry - backs up the action with high-quality voice-overs. Not one to miss!

> By Virgin Interactive Entertainment Available June



PC CamePro

Shadow Warrior PC CD

Next on Apogee's list of 3D shoot-em-ups, Shadow War-rior drops you into the body of a master ninja for some grisly first-person-perspective blood-shed. To put an end to an uprising of lunatic demon worshippers, you're armed with a sword, crossbow, Uzi, and throwing stars. You can also learn several potent magical spells to take down your foes, who, like you, can crawl, climb, duck, and swim.









Zork Nemesis





The famous Zork saga continues in this modern installment that features lush 360-degree rendered 3D graphics and liveaction video. Ranging through five worlds, you undertake the task of freeing the souls of the Great Alchemists, whom the Nemesis imprisoned in an unending hell. But that liberation will come only if you unlock the age-old secrets of alchemy batackling more than 35 puzzles.







Searheads PC CD Mac CD













Saturn Goes PC



Panzer Dragoon will soon swoop onto PCs.

A new line of multimedia graphics accelerators will enable PC gamers to play special versions of Saturn games on Windows 95 PCs. The Diamond Edge 30 cards support full-motion video, photorealistic 30 graphics, zippy 20 graphics, and high-quality audio in a price range of \$299 to \$649.

Extra leatures include a digital joystick port and two connections for Saturn controllers. Bundled with the card will be Virtua Fighter Remix, Descent, Absolute Zero, and NASCAR Racing; versions of Panzer Dragoon and Descent 2 are expected later this year. Check your local computer store for more info.





Midway prepares for war and breaks free from the old 2D standard of fighting games. You're about to enter a 3D fighting realm so real you will thank the Gods for it

The Gods Are Here War Gods is a one-on-one

fighting game set in a full 3D environment. The game has ten selectable fighters and two bosses. Each God has their own personal fighting style, along with their own set of special and finishing moves. Little is known about the story line, however, because the game is still in development.

Midway's new hardware technology, Reality Map Surfacing (Midway's unofficial name for it), produces incredibly realistic graphics. A combination of digitized and texture-mapped polygons make up the fighters. All the characters' movements and special attacks have been rendered three-dimensionally, and the character graphics are perfectly supported by the elaborate backgrounds that make up each fighter's homeland.



Active 3D camera angles follow the intense fighting action as Tumok launches his projectile at his opponent.

The 3D environment gives the gameplay an authentic style of its own. Fighters and projectiles can literally move anywhere on the screen, making War Gods one of the most realistic games created. Smooth scaling and multiple camera angles point out every detail as you move though the battlegrounds.

With two punch and kick buttons, a block button, and a 3D button, War Gods' controls resemble Mortal Kombat's The 3D button can be used to launch special moves and dodge the battle action, including projectiles.



Maximu's challenger uses skeletons to raise him off the ground, setting him up for merciless attacks.



detailed. This skull bat homes in on its prey.

Each fighter also benefits strategically from a teleport move. When used, it places your character close to your opponent, which prevents the action from slowing down since it's possible for fighters to be on separate playing fields.



become the next standard in 3D fighting games. The looks alone are enough to draw in any fighting fan, but only time and the Gods will tell if players can easily adapt to a true 3D fighting environment.



range attacks are the best way to keep your opponent at bay.



Each background has set boundaries, which eliminates ring-out victories.



Some fighters can launch multiple projectiles at once.



3D magic plays a strong part in War Gods' fighting style.



Tumok moves in close to start his devastating combo.

By Bruised Lee

Continuing to build on the best. Capcom pushes the envelope again in the Street Fighter series. With a custom combo system and new fighters, moves, and backgrounds. Street

of fun



Fighter Alpha 2 delivers Street Fighter Alpha 2 offers 18 selectal a new but familiar level players (not including hidden characters), the largest number of fighters ever in a Cap-

Revision Of a Revision Street Fighter Alpha 2's char-

acters blend more of the old with the new. Returning from the original SF is Gen (Chun Li's master), who has two sets of fighting styles you can switch between any time during a fight. Back from SF 2 are Dhalsim and Zangief, Both are completely re-animated with some new moves and awesome super moves. Rolento (a boss character from Final Fight) has military moves but plays much like Vega.

Completely new to the SF series, Sakura is said to be Ryu's biggest fan, but looks more like his twin sister. Sakura has all of Ryu's moves, as well as matching head and wrist bands.

The graphical improvements mainly involve the backgrounds. Each one has been completely redone: they've never looked better. The detail of sharp, vibrant colors reaches a new level of beauty.

New Tactics

The big change to the gameplay is the combo system.



As an air attack, Rolento's Knife Throw can help keep enemies from jumping in.



If not blocked or countered, custom combos inflict major damage.

Linking moves disappeared just as suddenly as they were implemented in Alpha. The main combo system now plays like SSF 2 Turbo, where players can jump in with a move and then go into a two-in-one combo.

Now players are treated to custom combos that perform similarly to the super moves. By simultaneously pressing three buttons when your super bar is full, you get a limited



Alpha's old bosses (M. Bison, Akuma, and Dan) have been added to Alpha 2's lineup.



Guy's new Lunge Elbow is a great way to catch an enemy off-guard.



Fake moves, like Ryu's fake fireball, have a super-quick recovery time so you can counterattack your opponent.



Zangief's new Super Pile Driver gives Dhal sim the ride of his life.



Dhalsim gets a taste of Sakura's Hurricane Kick.

shadow combo. In the shadow's small timeframe, players can hit any button or specialmove combinations to score high-hitting combos. The faster you hit the buttons, the more hits you can score.



Alpha 2 offers the best of both worlds with two combo systems and a fresh mix of old and new characters. Now if Capcom would please put a "3" at the end of the title, we'd be ready to go.



One of Rolento's super moves grabs his opponent and hangs them high



To do the most damage, perform Dhalsim's Super Flame Attack at close range.

Bv Bruised Lee

The long-awaited addition to Midway's ever-popular NBA Jam series is back, and the hoops are better than ever

Third Time's A Charm

installment in Midway's NBA Jam series. Unlike

the original Jam and Tournament Edition. Hang Time enables gamers to choose from a five-man lineup for a fourplayer two-on-two jam fest. A new create-a-player

mode (a feature you normally find only in console games) gives you the option of customizing and saving your own personal player, First, you choose your player's characteristics, selecting their looks. jersey, height, and weight. In addition, you also have a set number of attributes for their speed, shooting, and dunking skill. If you play well, you can earn more points to strengthen vour player.



Even the code system has been upgraded. As in Mortal Kombat 3, gamers can enter six-digit codes that release hidden players, power-ups, and even an outdoor blacktop court located on top of a skyscraper.

Hoops Heaven

Hang Time's graphics have improved significantly over the two previous installments. Each player is sharply detailed and moves realistically. Several more key frames of animation have been dropped in with smoother scaling effects. Lots of new dunks have also been incorporated, including a double-dunk option where two



You can now choose from five players on each NBA team.



has been included!

players go up to dunk and one player passes to the other in midair to finish off the show.

Midway's DCS sound system showcases new effects and a play-by-play announcer. Rap artist M. Doc. delivers a high-energy original rap recorded especially for the game - it's perfectly suited to the game's fast-paced action. The controller's standard buttons turbo, pass, and shoot - remain as accurate as before.

Put Up or Shut Up

Fans of the past games are sure to enjoy the heated action of Hang Time. The graphical and sound improvements, along with the new create-a-player





In the create-a-player mode, you can choose from various faces and nicknames to personalize vour player.



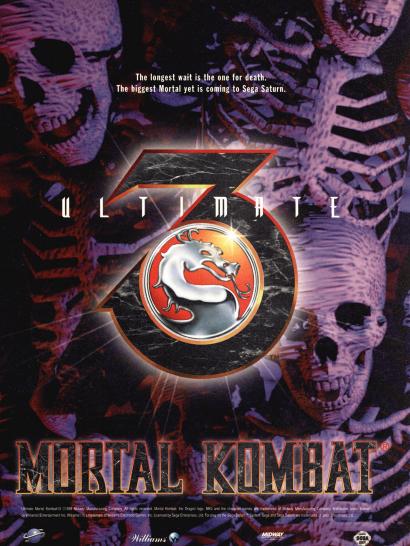
Build your player's raw power at the attributes screen.



In the privileges mode, you can activate options such as big heads and breaking the backboard.

mode, are enough to make you want to spend your time hanging around this one.







By Nob Ogasawara

A direct descendant of Afterburner and G-Loc, Sky Target will blow you away with incredible graphics and sounds, courtesy of the Model 2, Sega's top-of-the-line arcade board.

Stay on Target

Unlike Sega's Wing War or Namco's Air Combat, this game isn't a dogfight simulator that gives players the freedom to buzz around - you fly as if you're on rails. Surprisingly. Sky Target differs from other flying games in another important way: It doesn't have a throttle, which would enable players to kick in the afterburners or apply air brakes to dodge unfriendly fire. This means you must plaster anything hostile the instant it appears or face an unholy barrage of flak, SAMs, AAMs, and kamikaze charges. Fortunately. you have an unlimited supply of Vulcan rounds and lock-on missiles, which wasn't the case with Afterburner.

You get your choice of four planes: the F-14D Tomcat. F-15 S/MTD Eagle, F-16C Fighting Falcon, and the French



Flashy camera views show highlights of your plane as it's about to taxi.



When attacking the land vehicle, stay clear of the fil bombs it shoots.

Rafale M. Your opponents include more than 30 jet fighters from around the world. about 10 mid-bosses, and huge stage bosses, including a B-2 lookalike and a land battleship that walks.



Technique? Don't need it! Quick reflexes will serve you well in this over-the-top 3D shooter. In a way, it's reassuring to see topnotch arcade systems being used to bring dated game designs into the 1990s. G

> By Sega of Japan Available now in Japan



this intense dogfight.

Fancy flying is needed through the canyons.

Hold onto your lunch as you turn and burn in



Heavy crossfire adds to the difficulty in the canyons.



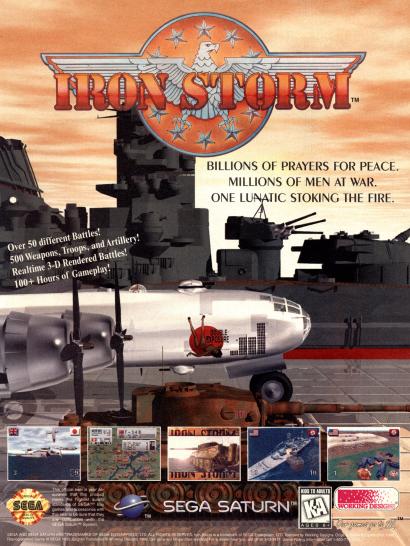
Sky Target's dogfights pit you against some of the most advanced planes to date.



firepower on the larger aircraft first, then go after the smaller planes.



At the end of each mission you get a Kill Rate that shows the percentage of downed enemies.





By Scary Larry Been through

Doom, and now you want something fresh? Well, Alien Trilogy happens to be the best licensed-character corridor shooter for home systems. This does for next-gen systems what Dark Forces did for PC gamers.

R.I.P-lev

Ripley is sent down to help the Colonial Marines on a bug hunt. They must rid the planet of alien life forms, find infected marines and destroy them, and collect samples of



yStation Game ProFile **Alien Trilogy** (By Acclaim)

Alien fans will never. ever see better representations of these deadly xenomorphs in video game form. Alien Trilogy is a bad-ass Doom clone with an easy-to-use interface and exciting gameplay.



Price not available

Available now Corridor chooter 36+ levels

The Queen



PROTIP: Go into the queen's lair fully stocked, and look for more power-ups around the perimeter.

one), flamethrower, pulse rifle (a Colonial Marine specialty, complete with grenade launcher), and smart gun.

Other Doom-like specialties include the ability to run, strafe your weapon, and open doors by activating panels.

The control is hassle-free. You switch weapons with one button, fire grenades and seismic charges with another. Unfortunately, there's no option to customize vour controller as in



uns out quickly. Use control ursts on the smaller enemic nd longer burns on the larg

the aliens. These are only

some of the 36-plus missions. which are all filled with tons of power-ups, hidden items, and bloodthirsty enemies.

Although you start the game with a measly 9mm automatic pistol, you upgrade to the shotgun (no respectable Doom clone would be without



PROTIP: In the Hospital Bay, turn on the lights first, then sur-vey the room. The aliens are be-hind glass, so switch to the shotgun, blast the glass, then confront the aliens.



the PlayStation version of Doom, but once you get the buttons down, it's no problem. Other minor control problems include targeting and missing your enemies on a raised platform.





In Your Face Hugger

The graphics, unfortunately, don't shine as much as the premise. Smooth, fast scrolling is offset by horribly pixelated close-up graphics. While the backgrounds are realistic and true to the movie, they are basically dark and gloomy throughout, with no outdoor scenes (maybe the prison yard from Alien 3?) featuring colorful, hellish skies as in Doom. And although there are a variety of aliens to battle, including the dog aliens. chestbursters, and the queen, they would have looked better had they been rendered.

Speaking of rendering, the beginning cinematics, re-created scene by scene from the



PROTIP: The smart gun is the only weapon that can shoot at the roofs of the various levels. Use it to blast aliens crawling upside-down on the ceiling.

second movie. Aliens, are probably the coolest intro of any PlayStation game to date.

The music and sound effects pick up the pace a bit. Sounds such as the pulse rifle firing and aliens screaming in agony as they die are sampled



ROTIP: These are used ir: These are used by to blow up suspi--looking walls that m trances to secret are queeze, they can also

straight from the films. The music is moody and fits in nicely, but it gives out in spots, only to swell surprisingly when least expected.

But these elements say nothing of the fun of cruising the halls, wiping out aliens, and torching and detonating the area. This game is exciting, despite some shortcomings in graphics and controls.

Doom and Doomer

Two distinct groups of people will love this game - fans of the movie, and fans of corridor shooters like PO'ed and Doom, And although Doom purists will find something to knock, this game is incredibly fun. A must-have for the discerning Play-Station owner, this is the next step for people done with

BEASTS THAT BURDEN

Face Hugger



PROTIP: In the early levels, face huggers should always be killed with the 9mm. In later levels, if shells permit, a single shotgun blast will suffice.

Alien Warrior

PROTIP: Four shotgun blasts, or a blast of the flamethrower, will

Dog Alien



PROTIP: The dog aliens are fairly easy to beat. Just a shotgun blast or two will do the job.

Infected Humans



These machine-gun-toting hu-mans are nasty and vicious. The minute you hear their gunfire, turn and fire. Use the shotgun or pulse rifle only on these guys. The 9mm barely makes a dent.

Aggressive Aliens



PROTIP: These suckers are vi-cious! Unleash an extended burst with the flamethrower, or if you're stocked, toss a grenade into them.

do in the large alien warriors. Be careful, because they are quick and will move from side to side to avoid gunfire.



Two shotgun
s or a short burst
ith the flamethrower will do.

HIDDEN STUF

TIP: Lockers (e are chock-full of prizes...and enemies.



Doom.

are sources that power-ups.





PROTIP: Any conspicu-ous or oddly placed blank wall is a good place to throw a seismic charge.



OTIP: Aliens are also den in the bodies of cooned humans.



PlayStation

ENEED FOR SPEED



By Air Hendrix

Need for Speed guns it onto the PlayStation with a sharp conversion of the top 3DO racing game. While it lacks Ridge Racer's slick techno edge, it more than compensates with a sweet selection of exotic cars and white-knuckle simstyle driving.

Burnin' Rubber

Need peels out with the same eight exotic cars (see sidebar) and three diverse modes that let you race against the clock, another driver, or a pack of seven opponents. Two players can use a link cable or bump fenders in the slightly sluggish, but still intense, splitscreen mode.

The challenging straightline City, Coastal, and Alpine tracks from the 3DO version return, and three new circuit courses bring heated Ridgestyle action to the mix. Other

> PlayStation Game ProFile The Need for Speed

A trunkful of refinements positions this 3DO conversion near the top of the PlayStation pack, Racing buffs shouldn't pass up this gripping action.



\$59.95 Available nov Racino 2 players

impressive new features include a handbrake, improved speedometer and tachometer displays, and daylight, dawn, and dusk settings.

With all these improvements, this Need is practically a seguel to the 3DO game, and it plays like one. The scenery rolls by at a blazing clip (much faster than the 3DO), and the impressive selection of racing styles provides deeper gameplay and stronger replay value.

Solid controls back you up all the way. You'll have to practice hard to master each vehicle's unique handling. which should delight hardcore car buffs. Casual arcade racers may be frustrated by the simstyle realism, though.

You'll Feel This Need

Need's tracks send you rocketing down treacherous mountain roads and jam-packed city streets. The beautifully drawn backgrounds shine with bright colors and sharp details, but the cars have a blocky look that detracts from the realism. Classy fullmotion video that shows off



PROTIP: Wreck opponents by pacing them on the inside of a turn, then skid and push them into the wall.



PROTIP: Release the gas and downshift to slide through easier turns.



PROTIP: Capitalize on scarce straightaways by redlining your speed when they begin.



Lamborghini Diablo VI



Porsche 911 Carrera



Chevrolet Corvette ZR-1



PROTIP: Take tough turns, like the hairpin before the finish in Autumn Valley, by releasing the gas, braking until you skid. then downshifting and punching the gas to pull through the turn.



The outstanding sound effects really re-create that behind-the-wheel feel. Fach car's engine purrs with its own authentic hum, but you'll turn down the cheesy metalhead rock



It's hard to top the feeling of redlining a Ferrari or a Lamborghini, and Need for Speed's as close as most gamers will get! If you're a serious racing fan, this game's worth every cent. C







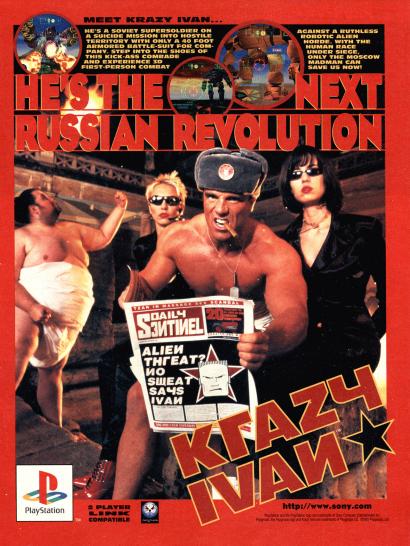
Acura NSX



Mazda RX-7



Toyota Supra Turbo



III VERI

By Scary Larry

Point-and-click just got more interesting. In Silverload, you investigate a young boy's disappearance. All clues lead to the town Silverload, run by a maniacal preacher. The citizens are more bark than bite. however, as you hunt for clues in the werewolf-infested hick town.

The static graphics have in-



PROTIP: To get the werewolf's tools, fill the bucket from the well with the slain pig's blood. Give the werewolf the blood.

teresting highlights, like rendered vultures. But poor illustrations run rampant, and the few gory scenes are brief.

The sound isn't bad, just offensive. The stereotypical Chinese and Mexican voiceovers are in poor taste.

Silverload's FunFactor definitely competes with other games. A weekend rental, and you'll be howling for joy.



ROTIP: Block your door with hair, or the werewolves vill devour you.

Silverload by Vic Tokai



Available now Interactive adventure 1 nlaver

Mouse compatible ESRB rating: Not yet rated

By Scary Larry

This version of Myst doesn't add, improve, or change any of its puzzle elements.

You search for clues to find out what happened to a professor and his two sons. As you gather info, you uncover a mysterious chain of events.

The game's gorgeous backgrounds are outstanding. The sounds are also a treat with

New Age-style orchestrations and eerie mood music.

There are tons of books that will get you through Myst in no time. Rent Myst and try it out. Or. if you're willing to spend the time, buy Myst and solve the puzzles yourself. Either way, first-timers will have a blast with this great game. Former Mysters need not apply, though. G



PROTIP: You must unlock each age's book. Go to the map in the ibrary and hold Button X until the beam turns red. Go to the Planetarium, climb the stairs, and read the clues on the wall.





PROTIP: To skip to the Stoneship Age, set the snake, spider, and leaf symbols to green, and all others to red. Board the ship at the dock, then find the book.



First-person view ESRB rating: Kids

By Scary Larry

It's a shooter, it's a Doom clone...and it's all standard. You begin by shooting

alien ships, but then the game progresses to a bland corridor shooter. The graphics are good: Sharp cinematics enhance the detailed, fully rendered enemies and smoothly



OTIP: When you encounter this y-eyed alien, shoot for the eves on the end of the stalks.

PROTIP: Whenever you see a trisection ship in the shooting level, concentrate firepower on the middle ship. It contains a power-up.

scrolling corridors. But little happens, leaving you yearning for more action.

Good music augments the flight sequences but there are scant sound effects during the corridor levels. Control is the biggest problem. The unresponsive cursor proves fatal in fast-shooting segments. Creature Shock won't win

over gamers who want fast action and gore. It passes as a good rental, though. G

Creature Shock by Data East



4.0 2 CDs Available now Action/adventure

1 player Multiple views ESRB rating: Teen



teams in this arcade style, 2 on 2 basketball game featuring 3 modes of competition, alley cops, special fra temity teams and college arenas. **SNES \$62**



NEL FOOT-BALL' Now you can experience the real thing Sega Saturr provides the realistic sports game play ever Dynamic per spectives and big time action puts you in the middle of ever SAT S59

SEGA GENESIS

Genesis CD RAM Cart \$49

Bugs Bunny: Dble Trouble\$42

\$44

\$35 Arena Football

\$36

\$56

\$50

\$52 Dark Stalkers

\$54 Die Hard Trilogy

\$46

\$54

Addams Family Values \$44

College Football 2 College Slam Bsketball

Dragons Lair 2 CD

FIFA Internat'l Soccer 96 \$56

ladden Football 96

EarthWorm Im 2

Batman Foreve

Comix Zone

Exo Squad

Flintstones Mo

Lunar 2 CD

Marsunilami

Mission Impo

NRA Live 96

Pocahontas

Toy Story

WWF Arcada

WeaponLord

NG CD System

Blue's Journey CD

Double Dragon CD

Fatal Fury 3 CD

Ghost Pilots CD

Kabuki Klash CD

Magician Lord CD Pulstar CD

Savage Reign CD

Stakes Winner CD

Street Hoops CD

Super 8-Man CD

Thrash Rally CD

Super Sidekicks 3 CD \$5.4

Top Players Golf CD \$46

Voltage Fighter CD

int CD \$46

World Heros Perfect CD\$69 Zed Blade CD \$69

King of Fighters '95 CD \$59 G-Police

Samurai Showd'n 3 CD \$59

X-Perts

Mortal Kombat 3

Olympic Sm'r Games 196.856 Must CD

tasy Star 4

Prime Time NEL ER 98

TNN Outdoor Bass '96 Tecmo Super Bowl 3

Shining Force 2 \$66 Star Trek Deep Space 9 \$46

World Series Bseball '96 \$54

NEO GEO

NG CD Joypad Cntroller \$19

Aerofighters 3 CD \$54 Art of Fighting 2 CD \$46 Baseball Stars Pro 2 CD \$46

Most CD

George Foreman

\$44

\$54 Sonoby Doo

\$36 Vector Man

\$50

\$44

BrainDead 13 CD

nesis Nomad Syst'm \$17

PRIMETIME

U battles! SAT \$52

SEGA MARS 32X

Prime Time NFL FB 96

Spiderman: Web of Fire

World Series Baseball \$59

Jaguar CD System

Alien Vs Predator

Defender 2000

Highlander CD

Fight for Life

Hover Strike

Kasumi Ninja

NBA Jam Tour

Space Ace CD Ultra Vortex

Wayne Gretzky CD

ASCII Flight Sim Stick

PSX Memory Card

PSX HARDWARE

ony Playstation,Core \$319

Mad Catz Steer'g Wheel \$75

PSX ADVENTURE

7th Guest 2: 11th Hour

Chronicles of the Sword

\$52

\$48

\$54

\$50

\$54

\$54

846

\$54

Alien Trilogy

Blazing Dragons

Castlevania:E

Disc World

Fox Hunt

In the Hunt

Earthworm Jim 2

Hyper 3-D Pinhal

Kingdom O' Magic

Legacy of Kain: E

Penchic Detective

Spot Goes To Hollywood \$54

Return to Zork

RayMan

Ripper

strous City

Alien Virus

Casper

Cyberia

BayMan

Alien VS Predator CD \$56

ad / Sega CD

ATARI JAGUAR

\$58

\$39

\$59

\$39

Kolibri

Primal Rage

Slam City CD

Virtua Fighters

A-TRAIN

uo

۸P

with the option of con trolling the German Jananese American forces in two modes of play, scenario campaign. The player choose to fight one of 54 sepa

A-TRAIN' You'll bare land and a

small bank loan then establish

transportation

and even invest the stock market 16 all

you'll be rich

IRON STORM

goes

and power PSX \$46

buy systems and sell land and husinesses

PSX KICK & PUNCH

Mortal Kombat 3 Street Fighter: Alpha Toh Shin Den 2

PSX ROLEPLAYING

\$52 Saturn System

\$52

\$52

\$52

\$54

\$52 Brutal 2210

\$44 Night Warriors

\$52

250

\$54

\$44

\$58

\$48

\$52

\$54

\$56

\$52

Dark Sun \$50 Have No Mouth \$52 King's Field 2

rewolf: Apocalypse

PSX SHOOTERS Armed Assault Rigs Fade to Black

Johnny Bazookatone Krazy Ivan Last Bounty Hunter Loaded Lone Soldie Raiden Resident Evil Star Blade

PSX SPORTS 2-Decethlor

3D Baseball '95 Big Bass World Champ Boxing 96 ESPN Extreme Front Page Football 96 MLBPA Base NRA 96 NBA In The Zone

NBA Live 96 NFL Game Day Power Sports S TNN Outdoor Bass '96 VR Soccer

PSX SIMULATIONS

Chaos Control \$44 Destruction Derby \$54 RazorWing Rock & Roll Racing 2 \$54 844 Twisted Metal WarHawk: Red Mere Iry \$54 Ving Commander 3 Wipeout \$52

PSX STRATEGY

Panzer General Romance 3 Kine m 4 \$49 Sim City 2000 Warhammer Fantasy



MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most da villain in the Marvel Universel



SATURN HARDWARE

SATURN ADVENTURE

Saturn Back-Up Cart

Saturn Stunner Gun

7th Guest 2: 11th Hour \$52

Alien Trilogy

Blazing Dragons

Dragons Lair 2

Fox Hunt

Horde

Earthworm lim 2

Kingdom O' Magi

olution X

Skeleton Warriors

Spot Goes To Hollys

Primal Rage Rise of the Robots 2

Street Fighter: Alpha Toh Shin Den

Lunar: Director's Cut.

ning Wisdom

Johnny Bazookatone

Virtua Cop with Gun

Center Ring Boxing

Frank Thomas Baseball

Prime Time NFL FB 96

Upper Deck Basketball

Solar Eclipse

3D Baseball 95

NBA Action

VR Baseball VR Hockey

Buster Brothers

Panzer General

Shanghai: Triple Threat Theme Park

Iron Storm

VR Socce

Magic Knight Rayearth

olf: Apocalypse

SATURN SHOOTERS

SATURN SPORTS

NFL Quarterb'ck Club 96 \$52

World Series Baseball 2\$54

SATURN STRATEGY

Virtua Fighters 2

Dark Sun

SATURN KICK & PUNCH

SATURN ROLEPLAY

Legacy of Kain: Blood \$52

\$349

\$44

\$45

848

254

\$52

\$52

\$52

\$50

\$54

\$44

\$52

\$54

'MYST' The surrealistic adventure that will become your world. Journey to an island tinged with mystery where only your wits and imagi nation will unlock ancient betrayal of the past. Features 3D photo realis-

SEGA CD S46

SNES SNES System SNES System, Core

Boogerman Chrono Trigge

Donkey Kong Country Final Fight 3

\$52 Lobo Madden Enothall 96 Marvel Super Heroes Mega Man X 3 \$59 vk & H'dph'r Mortal Kombat 3

\$64 NBA Live 96 Olympic Summe PTO 2 \$62 Revolution X

Romance 3 Kingdor Secret of Evermore Star Trek Deen Space 9 \$31 TNN Outdoor Bass '96 SA mo Super Bowl 3 Toy Story

WeaponLord oshi's Islnd/Spr Mario 2 \$64 NINTENDO 64

\$59

\$62

*145

Nintendo 64 System \$269 Cruis'n USA **Donkey Kong Fantasy**

Final Fantasy 7 \$59 Golden Eye 007 Killer Instinct 2 Kirby Bowl

Legend of Zelda Mega Man Mortal Kombat 3 Plus Pilot Wings

Red Baron Robotech Shadows of the Emp Star Fox Super Mario Top Gun: A New Advntre \$56 Turok: Dinosaur Hunter \$56

Wave Race VIRTUAL BOY

Virtual Boy System Panic Rombar Vertical Force Virtual Les

\$139

\$45

\$60

CALL NOW TO ORDER 802-767-3033

Fax 802-767-3382

Source 10666

PO Box 234 Dept 10666 Rochester. VT 05767

Orders/Questions cbisales@sover.net **Customer Service:** cbiserv@sover.net

OVERNIGHT SHIPPING In US \$4 per order. Mail to APO, FPO S4 per order

es. Call for de same day. Shippin

3DO System Panasonic\$199 3DO 6 Button Ctrl Pad \$26 3DO M2Acc. Panasonic \$249 7th Guest 2: 11th Hour Alone in the Dark 2 \$46 Blade Force BrainDead 13 Captain Quaza \$54 Casper Chess Wars Creature Shock

Cyberdillo Deadly Skies Doom Dragons Lair 2 Fast Draw with Gun Foes of Ali Game Guru Golden Gate

Killing Time Lost Eden Maximum Surge McKanvia & Co Mortal Kombat 3 Primal Rane Space Hulk: Venor \$52 Varuna's Force

Wing Commander 4 **GAME GEAR**

Best of Mega Man 1-5 \$34 NHL Hockey 96 Return of the Jedi

7th Guest DV Axis & Allies Dragons Lair 2 Escape from Cyber City \$19 Merlin's Apprentice Zeida: Wand o'Gameion \$44

HINT BOOKS Batman Forever Survival \$8 Breath of Fire 2

Chrono Trigger Donkey Kong Country 2 \$12 Final Fantasy 3 Killer Instinct, Unofficial Lunar 2 MK3 Pocket Kodes Popful Mail Primal Rage Arcade Primal Rage Unautho Secret of Evermore Secret of Mana

\$13 SE 'H CE Shadows of the Empi Ultimate PSX Cheaters \$8

Yoshi's Island O 1996 CHIPS A BITS INC



Saturn



game. It has the same gameplay as the 16-bit version. Presentation, however, is the key here. lim 2 for the Saturn has superb graphics and dynamite sound effects - especially the music. This version shows what a next-gen system can do with a platform game.

Filled to the Brim With Jim

For those of you not familiar with lim's story, it's the traditional princess-is-abductedand-vou're-the-only-one-whocan-save-her scenario. The hero is lim, an ordinary earthworm given special powers courtesy of a super suit he stole from a galaxy menace named Psy-Crow.

The major differences between this game and the 16bit version are apparent the moment the disc starts spinning - like when the music in the Anything but Tangerines level hits full tempo. Complete with full synthesizers, roaring guitars, and slamming

Saturn Game ProFile **Earthworm Jim 2** (By Playmates)

Same Jim, same game it's the details that make the difference. This Jim showcases the difference between 16- and 32-bit system capabilities in a big way.



drums, this game definitely shines in stereo.

For Better or Worse

Some minor changes are for the better. For example, in The Flyin' King level, the screen displays a diagonal letterbox. Now, whenever you get an engine that temporarily makes your ship faster, the icon rests in the screen's lower corner. and shakes and disappears when it's used up. Another change is in the Puppy Love level: Peter Puppy's smiling face in the upper right-hand corner slowly becomes a frown with each dropped puppy.

Most of the backgrounds have also been overhauled These range from eve-popping (the bones in the walls in the Lorenzo's Soil level) to hilarious (the shrine with the cow's head that's built to lim and the Statue of Liberty in Udderly Abducted). Masters of exquisite parallax scrolling and awesome backgrounds. Shiny fills lim 2 to the brim - especially in the later levels like ISO 9000 and Door Chase, where wooden cabinets seem to stretch to infinity.

The same isn't true, though, for Jim and the other foreground characters. Jim looks the same with his trademark stand-still animations and various hilarious antics. No improvements on Jim - but thankfully no detractions, either,

Build a Better Jim

The game is filled with more one-liners - from lim's pleading "mommy" before several boulders drop on him in Lorenzo's Soil to his angry muttering "son of a..." when



WORK

EWJ 2...

The 16-bit Genesis version of





first snot swing section, use Jim's parachute to float been the bacon and the fork until you reach this platform...



...where you transport to a super-secret stage, Totally Forked!

Although lim 2 is an excellent

sequel, some aspects aren't

up to the first game. For one

PROTIP: In Udderly Abdu he flying saucers away from

use the homing missiles to keep

better, due to the CD audio. but retains the feel of the original pieces. You'll still hear baggines in ISO 9000 and One Problem

Puppy Love.

erly conceal the load times)!

Beethoven in Villi People.

he misses a power-up in

The music sounds much

The controls are tighter this time around, but on some stages that's not good. The most problematic controls are in Puppy Love, where you literally stop on a dime. With practice you get used to it. but you aren't given as much leeway as before; you have to be almost exactly in the right spot to keep the puppies airborne. Other areas have the same play mechanics as before - run, jump, and shoot with a few extra abilities, like

the Snot Swing. It's Still Jim

But all these enhancements

must be kept in perspective.

thing, lim 2 is much easier. There also isn't as much variety. Remember the maddening, white-knuckle submarine race against the clock in the Tube Race level, or the edgeof-your seat anxiety of Puppy Love? Not much of that intensity is found in Jim 2. Granted, this is a direct port-over, but fanatic lim fans

will probably be disappointed. New levels would probably help satisfy them - as Shiny did with EWJ: Special Edition for the Sega CD, arguably the best lim game so far.

Not Quite New

While lim 2 is a port of an already familiar game, it's been pumped full of life so that it almost feels new. With FWI 2's elements enhanced so well, a new and original nextgen Jim game should really be something. G



PROTIP: In Villi People, beware of the floating blobs. They can float through the walls and get to you, but you can also shoot through the walls to nail them.



Fresh "well done" screens close out each stage.

PROTIP: In The Flyin' King,

TIP: To defeat the steak at

end of Level Ate, wait for it

to land, then shoot or whip it.

Don't let it hover overhead - it

loves to drop its plate on you.



Choose from 14 fighters - including the boss characters!

Darkstalkers' Revend

By Major Mike If Capcom keeps this up, arcades

may well go out of business. Like Street Fighter Alpha, this is a superb arcade translation for Sega's 32-bit system.

The Night Warriors After Super Street Fighter. Capcom's arcade games improved their animation to almost Disney quality. As shown in the recent arcade fighting game Marvel Super Heroes, Capcom's coin-ops evolved into state-of-the-art hand-drawn visuals, and the

> Saturn Game ProFile Night Warriors: Darkstalkers' Revenge (By Capcom)

A visual stunner. Darkstalkers' Revenge is vet another excellent arcade translation by the fightinggame masters at Capcom.

Fighting

Side view

coin-op game Darkstalkers' Revenge, the follow-up to Darkstalkers, added to that progression nicely. Although the sequel never really caught on in the arcades, it now has another chance on the Saturn.

So what's new with this game? Revenge adds four new fighters to the lineup (see ProReview, April). Two fighters, Pyron and Huitzil, are bosses from the last game. The other two are originals: the ghost Hsien-Ko and the vampire-hunter Donovan. Each of the game's fighters has some new moves and a new Super Special move.

Revenge doesn't have Street Fighter Alpha's depth or combo techniques, though it does have a few limited combos of its own. What Revenge does supply is eve-popping visuals. The special moves are a real treat and worth executing



PROTIP: To do Huitzil's Firing Squad, motion → \u2214 \u2214 \u2214 and press all three kick buttons.

more for spectacle than for damage to opponents. Moves like Huitzil's Firing Squad and Felicia's Cat Pack Attack fill the screen with awesome and hilarious fireworks, with no slowdown or distortion. The backgrounds are also a pleasure to battle in - especially with the interactive elements (the wine barrel that stains the ground red in Talbain's stage. and the smashing pillars in Felicia's and Anakaris's stages,

for example). Darkstalkers Unplussed The sound is equally awe-

some. All the audio from the arcade, from the constant

meowing of cats in Felicia's stage to the busy construction of Huitzil's robot lab, are perfectly translated - some of the moves, like Hsien-Ko's fleshslicing Guillotine Swing, are almost painful to endure. Crystal-clear stereo sound conveys the auditory details as the



PROTIP: When close to an opponent, quickly tap Toward twice to teleport right through them.



PROTIP: Be careful whenever Anakaris jumps. He can use his Royal Judgment power to transform you into something small and harmless.





PROTIP: Hsien-Ko's gong (motion ↓ ∠ ← and press any punch) not only deflects projectiles but is also a great way to bruise opponents that get too close.



PROTIP: To deploy Felicia's deadly Cat Pack Attack, motion ← ∠ ↓ ¥ → and press all three kick buttons.

casionally, she throws a big object that dizzies you if it hits.

fighters fly from one speaker to the other.

The music also shines, for the most part. The moods are by turns eerie (the fighter-select screen), jazzy and upbeat (Felicia's casino-rooftop battle), and annoying beyond belief (Hsien-Ko's constant "hi-ya" screamed over Chinese-inspired music).

Taking Stalk Of the Situation

Using half-circle and Dragon Punch motions any Street Fighter player will immediately recognize. Revenge adds a Super Meter in the corner that gradually charges over time. As you'd expect, you



PROTIP: For Hsien-Ko's Ground Knives, motion $\leftarrow \lor \downarrow \lor \rightarrow$ and press all three kick buttons.



PROTIP: To summon Demitri's Demonic Bats, motion $\downarrow \rightarrow \searrow$ and press all three kick buttons.



PROTIP: To do Victor's Dr. Assistant, motion $\leftarrow \lor \downarrow \lor \rightarrow$ and press all three kick buttons.

can execute a damaging Super Special when the meter bar is full. This time, though, the meter can never be maxed out (each time the bar is filled. the number below it increases). If you fill the bar several times. you can execute Super Specials consecutively.

All the moves are easy to pull off, with the exception of a few Super Specials (like Morrigan's Doppelganger and Hsien-Ko's Spike Ball Drop). If the three-button simultaneous special moves are problematic, you can configure the controller so all three rest on

the top L or R button. Revenge also comes with several turbo speeds, the fastest of which is almost too quick. Still, all the moves are perfectly executable, even at the frenzied pace.

A Reason to Visit Saturn

The Saturn is already booming with great arcade fighting game translations (Street Fighter Alpha, X-Men), and Revenge fits in with the best offerings. It may not be the deepest fighting game around. and fighting fanatics may dismiss it prematurely, but Capcom has certainly released a game to be reckoned with. Now maybe Capcom will give us Marvel Super Heroes on the Saturn! G







Saturn



PROTIP: Sneak up from behind these sluggish land crawlers, and blast them good before they turn to fire on you.



PROTIP: Build your castles in safe areas (sometimes on the water), or your enemies will attack and destroy them.



PROTIP: New spells are often booby-trapped. Be wary when you pick them up - you may trigger a host of new enemies.



PROTIP: Search out these circles of stones for free mana.



PROTIP: Lure wizards over the water to avoid being hit by

reward those who heat the

other enemies. lect new spells, build castles, and convert the local populace to your side by casting Possession spells over their dwellings. Wizard wannabes are in for a long 46 levels, and there are bonus levels that

game. But winning's not easy. Everything from giant bees, dragons, undead armies, and enemy wizards come at you. Fortunately, you can accumulate 24 spells, from simple Healing to whoppers like Global Death.

No Shag, No Lag Great visuals and sounds work together to increase the appeal of Magic Carpet's 360degree environment. The terrain stretches and morphs, enabling you to blow holes in the ground with your fireballs and enhancing such animation as the magically appear-

ing castles. The scrolling is fairly smooth, and many of your enemies appear as one-

dimensional sprites. The sound resonates with awesome spell-casting effects. The music is eerie and sweet. perfectly complementing your mythical flight. Even better are the subtleties, like the crowd chatter when you swoop over a village, the lapping water of the ocean, and

Burnin' Rugger Good controls allow you to fly everywhere in Magic Carpet. Although you can't pull fancy moves like barrel rolls and loops, there's still a lot to do.

the whiz of enemy arrows.

so don't expect to master this agile doormat immediately. The spell menu takes more effort than it should, but the rest is straightforward.

> If you want to break out of those corridor adventures and play an original first-person shooter, test-drive this carpet of the Persian persuasion. The unfriendly skies have rarely been this

inviting on the Saturn.

By Tommy Glide

Slip on your best turban - Magic Carpet is an intense first-person adventure like Doom, spiced up with Aladdin's mystical Arabian flavor.

Massive Carpet The world has plunged into

Saturn Game ProFile Magic Carpet (By Electronic Arts)

The smash PC game ports all its great game play to the Saturn. This is excellent high-flying shooting with a touch of sorcery.



5 save slots

chaos, thanks to a spell created by a master wizard. As his apprentice, you must restore peace. From your freefloating magic carpet, you shoot down a host of evil beasts and collect their elemental power, called mana, to right the balance.

Magic Carpet is huge, and



PROTIP: When you defeat another wizard, cast your Possession spell upon their remains to claim all their mana.

1-900-PRO-HINT(1-900-776-4468)

SNES • SEGA • SEGA CD • 3DO • SATURN • PSX • ONLY 99 CENTS A MINUTE LATEST CODES . BREAK-IN TRICKS . CHEATS

MUST BE 18 YEARS OF AGE OR HAVE OBTAINED PARENTS PERMISSION

PLAYSTATION SATURN

To Receive A Free Catalog

Call CRAVE At: (612) 942-9920 Fax Us At: (612) 942-5341 Or Email Us At:

CRAVE2RB@ AOL.COM **CRAVE Will Meet Or Beat Any**

Competitor's Prices!

Division: Rockabilia, Inc.

3DO

JAGUAR

GENESIS

SEGA CD

GAME GEAR

VIRTUAL BOY

GAME BOY

CRAVE Will Buy Your **Used Games+Systems!** Call For More Info.

MAKE YOUR OWN FORM...INCLUDE:PRODUCT #, DESCIPTION & S & H CHARGES: ·All U.S. Orders Add \$6 •Game Systems Add \$16 -Game Systems Add \$20 ·All Foriegn Orders Add \$8

SEND ORDERS TO: CRAVE PO BOX 26370, DEPT 502 ST. LOUIS PARK, MN 55426 PHONE: (612) 942-9920 FAX: (612) 942-5341 EMAIL: CRAVE2RB@AOL.COM OPEN M-SAT. 9-9 SUN, 10-7 MOST ORDERS SHIPPED 2nd DAY AIR



















If you're getting tired of Return Fire, the add-on Maps O' Death breathes new life into the year-old game, offering more than 100 fresh levels filled with the carnage and insanity Fire fans love.

Great gameplay is en hanced by crazy maps and endless enemies. The sound booms with magnificence and the graphics include minute details like helicopters blow-



3 D O



Killing soldiers might not win the game, but it increases the fun!

By Captain

Variety is the spice of life, and variety is all that spices up this routine shooting game.

Creature Feature

This two-disc game gives you five missions with three distinct styles of gameplay: Total Eclipse-style canyon skimming, Doom-style corridor stalking, and Virtua Cop-style shooting galleries. All the missions have sci-fi themes as you venture to Saturn, explore the insides of alien ships, and shoot it out with toothy aliens.

Unfortunately, the controls don't bring enough life to this



PROTIP: Onboard the alien ship, the creatures have only one we spot. Aim for this slug's eyes.

planetary party. You have only one weapon for each mission. so this is mostly a one-button game. Also, the cursor moves too sluggishly and shots are fired too slowly for you to meet the challenge of the many ships and creatures obstructing your way. You know where to shoot and when, but you still won't be able to nail the slowly advancing slug in front of you.

Shock to the System The sounds and graphics don't add much drama. What should



PROTIP: When flying to Saturn, dodge the asteroids. Don't waste time trying to shoot them.

have been intense alien screams and a stirring soundtrack are instead just interesting groans and bland background music. The graphics are inconsistent: The flying sequences seem pixelated and undetailed, but the weird creatures in the corridor levels are quick and imaginative.

RETURN

Check out some of the hottest new levels!

Inner Space Getting Dizzy

Un a Greek **Amazing Waste**

Maps O' Death by Prolific

4.5 Intermed

\$29.95 %-overhead view Available now Not rated by the FSRR 3DO rating: Guidano for 17 and under 100+ levels

ing into pieces and scattering in the water.

A day without playing Maps O' Death is like a day lived in infamy. G



PROTIP: In areas where you're surrounded by enemies, take out one side first, so you have an escape route later if necessary.



OTIP: Cross water in the shallow light-blue section as an alternative to using a bridge.

Creature Shock won't



PROTIP: Stay low as you fly through Tethys; most enemies float above you.

ing or too stimulating to capture your imagination. The gameplay may change, but your interest level won't. G

do anything too shock-

Creature Shock by Virgin

\$44.95 CD 1 player

First-person view Multiscrolling Not yet rated by 3DO



HELLER **Portable Systems**

By Tommy Glide

Want wave after wave of action with Centipede and Missile Command? Then look here. but don't bother with Pong:

Centipede is a shooting pleasure. All the spiders and scorpions remain intact: likewise, the colorful graphics and the blasting sound effects have been accurately reproduced. Missile Command, however, looks and sounds like the Atari 2600 version. Pong gives you a tough computer opponent, but it's the same black-and-white blips that quickly get boring.

Centipede alone is not reason enough to pick this game up. But if you're a sucker for the classics, you get a good variety of games on this cart.



PROTIP: In Missile Command, don't target missiles headed for cities that are already destroyed.



PROTIP: It's easy to pick off centipedes when they're com-ing down the side of the screen in a row.

Game Gear Game Profile



By Sir Garnabus

As the cannon-bearing Mariner from the movie, you patrol the waters of the future, shooting enemy jet-skis and boats. That



PROTIP: Keep moving to avoid be ing hit from behind by Smokers.



PROTIP: Circle around the outside of the Atolls, Smokers converge on the center, making it a major collision site.

is, if the game's slow controls and bad collision detection don't stop you first.

Repetitive sights pollute the water. Identical enemies and victims appear in every level. Waterworld is a 3D game, but a distant sunset provides the only background, which neutralizes the effect. Generic cannon fire and pingy warning sounds blend with synthesized sax and keyboard music.

A bad film makes for an even worse game in this boring shooter. Waterworld is a Virtual Boy's wet-nightmare.

Virtual Boy Game Profile



Tetris Blast

By Coach Kyle

Nintendo adds new twists to its classic puzzler to make it better than ever. As in earlier versions of Tetris, you position blocks as they fall into a vertical shaft. A new Fight mode adds cute enemies who sabotage your efforts. Also new are mega bombs, which destroy enemies and rows of blocks. These new features add intrique to what was already a fun concept.

The familiar Tetris graphics are better and sharper than ever. especially with the Super Game Boy backgrounds. The sounds are also more varied than in previous games. The controls are better, too, because now you can easily slide blocks once they land. Add varied difficulty settings and Training mode, and Tetris Blast is a blast.



PROTIP: Use your slide move to fill in awkward holes beneath overhanging blocks.



make a mega bomb.

Game Boy Game Profile



By Greasy Gus

College Slam, the world's biggest rip-off of NBA Jam, is now (barely) a Game Boy cart.

Like the 16-bit titles of the same name, it's two-on-two hoops with a Practice mode



PROTIP: Don't trap yourself between your opponent and the sideline. The computer usually steals the ball.



point quard, use him for all the three-pointers.

added - but there's no difficulty setting, and the computer plays a physical game.

Both the graphics and sound suffer. While the stiff sprites are good-sized, the weak color palette makes it easy to confuse your team with the opposition. The music is okay, but the effects are weak.

The player control is decent. but it's annoving to use the Start button for Turbo. In brief. don't play ball on this court.

Game Boy Game Profile



2-on-2 baskethall 44 college teams

ESRB rating: Kids

RAYMAN THIS ONE YOU'VE GOTTA HAVE!

"BEST CHARACTER, BEST ANIMATION, BEST SOUNDTRACK" 1996 VIDEO GAME BUYER'S GUIDE

"GAME OF THE MONTH" ELECTRONIC GAMING MONTHLY, SEPTEMBER 1995

"1995 PARENTS' CHOICE AWARD" "A+"
ENTERTAINMENT WEEKLY,
NOVEMBER 17, 1995

"1995 ME JAYARO" Gamefan, January 1996"

"BEST GRAPHICAL
ABYENTURE"
DIGITAL TURE TV

"BEST JAGUAR GAME" 1995 Annual game Players Ayard

AVAILABLE NOW FOR PC CO-ROM











For information, call: 1-800-Ubi-Soft or visit us on the web at: http://www.ubisoft.com 0 1995 Ubi Soft Entertainment, Inc. All rights researced. All other tradefamats are their respective holders.



Quicklis

Phoenix 3



presents a decent scifi setting for walk-nshoot alien blasting. The graphics are detailed, but the characters have choppy movements. Gushy sound effects and extreme gore when the aliens explode are the best features. Not bad.

action before. Phoenix 3

but nothing new, either. (By Studio 3DO)



Pocahontas Genesis



Animation fans and younger plays will love this gentle, slow-moving game. Lithe Pocahontas walks and swims through gorgeous pastoral settings, helping her animal friends and absorbing their powers. Easy puzzles provide the challenge but gameplay is not as exuberant as Disney's Aladdin. Pocahontas is good Disney fun for novices. (By Disney Interactive)

Doom 3DO



Doom lands on the 3DO with a thud. This version is awful, if just for the fact that you can only get fluid gameplay by shrinking the window to the size of a stamp – any bigger and the picture gets so choppy, it's unplayable. The sound and controls are average, but this is the worst console version of Doom so far. (By Art Data Interactive)



The Chessmaster 3D

PlayStation



Chessmaster is a challenging but dreary take on the classic strategy game. The slow CD access time and inaccurate controls are venig, but chess fans will enjoy the challenging chess engine and the variety of features, including 12 computer opponents, head-to-head mode, and time controls. Kasparov took on Deep Blue; you can challenge the Chessmaster. (By Mindscape)



Dragon Lore



Dragon Lore is a full-screen, action RPG. Smooth, rendered 3D animation and voice clips accompany the great mythological storyline to make up a well-rounded game. RPG fans will enjoy the attention to detail as well as the intuitive motions and menus, but slow access time is one of the few set-backs. (BV Mindscape)

Winning Post



Koei is back with yet another sim, this time in the lijn-yield rileid of horse racing. Unfortunately, this arena is neither very exciting, nor very good sim material. Watching other horses race (you have no control over the races) and breeding pomies has no place on a high-end next-pen system. Try PTO with real film footage. (by Koei)

Nester's Funky Bowling Virtual Boy



Nester's Funky Bowling is challenging and fun at first, but after a few games, the strikes come easier and the difficulty level never increases. Character animation and funky music spice up the gameplay, however, after a couple of frames even these become repetitive. The controls are accurate but limited. Although it's spare, it doesn't strike unt. (By Nitherado).









Download the Demo http://www.returnfire.com

Don't just stand there. Return Fire on PlayStation, Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer stereo soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

Destroy. Destroy. Destroy.















All The Brutality, Carnage And Senseless Violence Of Darkstalkers.

...

Only Darker.

Just when you thought the Darkstalkers had reached their ultimate evil, they're bock with a chilling twist. Night Warriors ™ features new secret moves, multi-hit combos, dazzling animation and even shadier characters in the year's most eagerly anticipated release. Now, you'll have a terifying encounter with 10 of your treacherous favorites while battling for your life with new or previously unplayable characters. So get ready to defend yourself against a world of deadly powers. You might survive to see the light.









© CAPCOM CO., LID. 1996 © CAPCOM U.S.A., INC. 1996, ALL RIGHTS RESERVED. Night Warriors is a trademark of CAPCOM CO., LID. CAPCOM is a registered trademark of CAPCOM CO., LID. Sega and Sega Saturn

Mau 1996

Soccer • Basketball • Racino • Baseball

Newest Soccer Contender Fields a Strong Team



VR Soccer '96

VR Sports' first entry fields the best-looking teams for PlayStation the PlayStation so far. Providing easy playability and some of soccer's technical aspects, VR Soccer is good foot action for the middle-of-the-road fan

Kick Off!

VR takes a gentle, realistic approach to the world's biggest sport, implementing more of the natural pace of soccer. The game offers Arcade and Sim modes, but the high energy and heavy tackling associated with an arcade feel are nonexistent. You need to utilize solid soccer strategy to put the ball in the net.

With 43 international teams, you can hit the field in a season, Cup tournament, exhibition match, or practice. There's no license to bring you real international players, though.

Controlwise, VR is easy to pick up and play, but it suffers when you leave behind automatic player switching and try your luck manually. And while it lacks most of FIFA's special moves, the game compensates with a fairly deep level of play. However, VR definitely could use the flash of a bicycle or rainbow kick.

Graphical Goal

Visually, VR decimates the competition. The large, polygonal charac-



ters move with motioncaptured grace and are much smoother than the angular characters seen in Goal Storm. The camera scales and zooms superbly, giving you a great perspective on the

PROTIP: Tap O to muscle away the ball when in-close with an opposing dribbler.





PROTIP: In the practice mode, work on getting the perfect lob (simultaneously press and X, then release X) on corner kicks.

VR Soccer Tips



PROTIP: Beginners should play as Italy against Zambia for an easy



PROTIP: When you see the square highlighted under your wing, press , and your man will automatically attempt to chip the ball into the net or to one of your teammates in front.



PROTIP: If you're having trouble maneuvering into scoring position, put more men on the forward line and kick long, high passes from the backfield.



PROTIP: Your computer opponent is pretty lousy at throw-ins, so cover him closely, and you can usually steal the ball.

impressive 3D stadium. The only drawback is that each member of the same team unrealistically has the same hair color.

The sounds win by a small margin. You get a witty English commentator who sometimes repeats himself and very realistic crowd

noise. The ref's whistle shrills loudly, but other onfield noises, like the muted tackles, could have been pumped up.

Off the Post

Despite some flaws, VR blends FIFA's strategy with the sharp views and simple controls of Goal Storm, making it the best all-around PlayStation soccer game available. Another solid contender. Adidas Power Soccer from Psygnosis, is due out this summer. But if you're ready to kick in some dough for a soccer title now, you'll get the most boot for your buck with VR '96.

SPORTS PAGES



Bottom of the 9th

By Air Hendrix

PlayStation At last, solid baseball arrives on the PlayStation.

Despite the hard-to-learn controls and minor-league graphics, Bottom of the 9th delivers tough but fun sim-style action.

Play Ball!

Bottom of the 9th fills the dugouts with all the major-league players, but the teams are named by city only, which still works just fine. In eight fantasy stadiums, you hit the fields in Training, Exhibition, Season, or General Manager modes.

The tough A.I. eats you alive for the slightest errors, demanding a



PROTIP: When pitching, aim as far away from the batter's cursor as possible to decrease his chances of contact.

or-league players, orks just fine. In y, Exhibition, Seaerrors, demanding a tight, strategic style of play that sim

of play that sim fans will love. Unlike World Series, 9th is no wussy homerfest.

Even pros will need major practice with 9th's unusual controls. Once you're up to speed, though, they clearly represent each batter's and pitcher's real-life abilities.



ing in a likely location.



PROTIP: Begin moving your offscreen fielders into position as soon as the ball leaves the bat.

building a realistic feel. The manual fielding goes too far, though, providing little indication of where the ball's headed.

Virtua Baseball

Graphically, 9th goes for those trendy polygons, but they head foul with a look that's too chunky and unrealistic. Even worse, the screen's confusingly overcrowded with info and views. As withthe controls, however, time al little practice smooth over these rough edges. As far as sounds go, a clear, on-the-ball announcer tracks the action, and

Bottom of the 9th by Konami
Graphics Second Control FeerFactor Challenge

ADJ

3.0 4.0 3.5 4.8 Applicables

Price not available 2 players
CD Multiple views
Available April ESRB rating: Kids
Baseball to Adults

the respectable sound effects pull their weight.

Serious baseball fiends will enjoy this ballpark's authentic, challenging gameplay – at least until the next wave of Play-Station baseball games arrives this summer.

Sports Insider Previews

Formula 1 World Championship PlayStation

With the Formula 1 license in the bag, this wickedly fast racing game already performs well enough to qualify for a leading pole position on the PlayStation. The 17 tracks are carefully modeled after actual F1 circuits, and you'll also find 13 teams and 35 drivers straight out of the '95 season. The less complex Arcade mode provides fast, easily learned action, while Grand Prix mode presents true sim-style gameplay, which means you must learn racing dynamics and tactics, manage pit

stops, and handle other reallife intricacies. Snazzy polygonal graphics, commentary by announcer Murray Walker, tunes by Joe Satriani, and bone-jarring sound effects give this racer all the gas it needs.— Air Hendrix







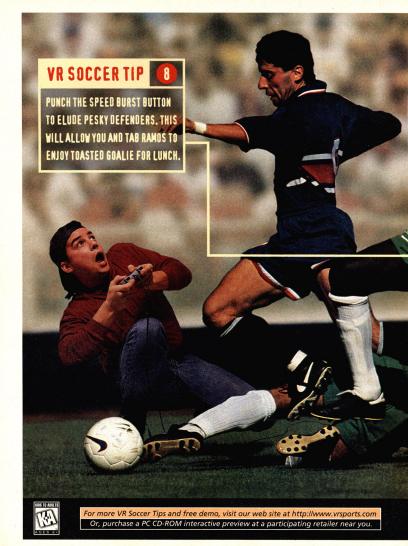












INTRODUCING VR SOCCER '96"

Where the bicycle kicks, the vellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. Video Games

> magazine calls VR Soccer '96™ "The best 32-bit soccer game..."

With smooth, fast camera action, it's the only soccer game you can play from any-

where and everywhere on the field.

You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on

the PC. VR Soccer '96™ Now this is a game you can get into.





Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.



THE DIFFERENCE IS REAL™









SPORTS INSIDER PREVIEWS



Ken Griffey Jr.'s Winning Run Super NES

By Air Hendrix



Winning Run's snazzy rendered graphics and deeper gameplay could crank out a 16-bit grand slam, but it's too early to make a solid call.

veloped by Rare ublished by Nintendo **Available June** 80% COMPLETE

Gameplay



Winning Run steps up to the plate with most of the modern baseball necessities, including four modes, major-league teams and stadiums, adjustable fielder positioning, and trades. No real-life players, though. If the flashy arcade style of the first Griffey game turned you off, Nintendo's promising to deliver a sequel with more realistic, in-depth action. Only hands-on play time will tell the true tale, but Winning Run's headed in the right direction.

Draped with motioncapturing equipment, Mariners' star Ken Griffey prepares to swing so his movements can be used in Nintendo's new SNES and Nintendo 64 games.

Controls





On the mound, pitchers pack three standard pitches (fastball, change-up, and curve) and one special pitch, such as a knuckleball. You can still steer the ball - within the bounds of realism and your pitcher's ability. Some tuning aside, batting and fielding work much the same way.

Graphics





This Griffey ditches the exaggerated, cartoony look of the first in favor of realistic, rendered 3D players and stadiums. Nintendo also built in some unique touches to simplify fielding: When the ball is hit, a white streak trails behind it, and when it lands, it kicks up a puff of dirt. Even on the basis of these early pictures, Winning Run looks like a promising fly ball that might leave the park



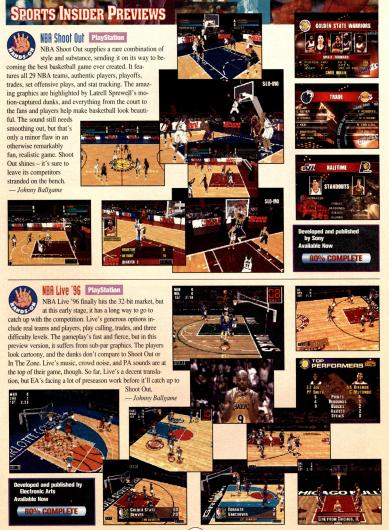












SPORTS INSIDER PREVIEWS



Adidas Power Soccer PlayStation Do we need any more 32-bit soccer titles? Unlike

deflecting a soccer ball with your face, another game like Power Soccer won't hurt. This sporty sim combines the hard-core strategy and control depth of FIFA with the nice scaling graphics and easy playability of Goal Storm. Smooth scrolling, solid commentary, sharp polygonal sprites, and realistic motion-capture animation give this early version of Power Soccer a winning look. This game even includes some new dirty moves, like tugging your opponent's jersey when battling in-close for the ball. Special camera angles

bring you right onto the field for corner and penalty kicks.

— Tommy Glide

















Frank Thomas "Big Hurt" Baseball

PlayStation

Frank Thomas slides into home on the PlayStation, and hopefully this 32-bit ball game will fare better than his poorly received Genesis and SNES carts. With the MLBPA license, you're guaranteed all the Major League players in their respective cities, but don't expect the team names and logos. Modes of play include Playoffs, All-Star, General Manager, Home Run Derby, and Batting Practice. Look for rendered 3D stadiums, a sharp photorealistic view of the batter's box, and Frank's own motion-captured swinging animation. — Tommy Glide











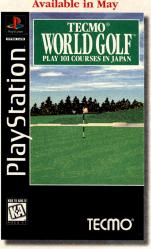


Tecmo[®] Gives Great Go

If you've ever dreamed about taking a super-deluxe golf vacation in a far-away land, dream no more. Because Tecmo® has recreated for you 101 of the finest actual golf courses in Japan. Tecmo® World Golf™ is the most realistic golf game ever programmed! Just check out these great golf features:

- 101 authentic golf courses; not just holes, full-sized courses.
- · For one to four players.
- Pick from 4 male or 4 female players.
- Create and save (to a memory card) your own abilities as a player. (Ever wonder what it would be like to drive a 1- wood 350 yards? Well wonder no more.)
- On each shot you choose your club, your stance, your power, the point of impact and the direction of flight. How about that fade shot you've been working on? It's there.
- · Play from different tee locations on each course.
- · Every inch of terrain has been mapped, plotted and realistically rendered.
- There are so many features we would need a book, not an ad
- There's no membership required, and you get whatever start time you want. We've even created a female Japanese caddie to keep your score and give you the verbal reinforcement you need like "Nice Approach", "Good Shot" and "Birdie!" if you're good enough.
- · And enough other features to fill a golf cart.

Available in May



So, get ready to play the best golf of your life. In one of the most beautiful countries in the world. Only this time you'll see your favorite video game dealer, not your travel agent.

TECMO® SUPER BOWL™ FOR PLAYSTATION™ & SATURN™ COMING IN SEPTEMBER

WATCH FOR THESE TITLES AVAILABLE SOON FROM TECMO

TECMO® WORLD GOLF™ TECMO® STACKERS™

TECMO® SUPER BOWL™

GALLOP RACER (Working Title) KOKUMEIKAN (Working Title) MONSTER FARM (Working Title) GOLF PUZZLE

FOOTBALL HORSE RACING SIMULATION RPG SIMULATION RPG PLAYSTATIONTM PLAYSTATION™ & SATURN™

Phone (310) 787-2900

PLAYSTATION™ & SATURN™ PLAYSTATIONTM

PLAYSTATIONTM PLAYSTATIONTM

tered trademark of Tecmo, Inc. Licensed by Sony Computer Entertain on and the PlayStation logos are demarks of Son Computer Entertainment Inc. The ratings Icon is a registered trademark of the Interactive Digital Software Ar THIS SOTTMARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U.C. DESIGNATION. Sega Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES . MAY '96

SUPER RPG MARIO RPG

Legend of the Seven Stars

By Scary Larry

There could be no better coupling of forces than Square Soft and Nintendo, and they bring years of expertise to Super Mario RPC. But does it hold up to the toughest RPC standards? If you like fast, funny action, and great rendered graphics, it does.

Plumb and Plumber

Mario has a lot of trouble with relationships. Once again, he's lost Princess Toadstool to evil fiends, and he's off to the Mushroom Kingdom to find her. In order to restore the kingdom, Mario has to find the Seven Stars, indeed a Super quest!

He's aided by spells, neat weapons, and friendly allies – the most surprising of which is Bowser. Mario finds several new companions (and some old ones, like Yoshi), but can take only three on his quest. RPGers will be interested

in the advancement of levels through combat. After acquiring a certain amount of experience points, you're allowed to increase either your Hit

Super Mario RPG: The Legend of the Seven Stars by Nintendo



\$74.99 %-overhead view 32 megs Multiscrolling Available May ESRB rating: Kids RPG to Adults

tough, with tons of strategy and side quests. Added features, like Toadofasky's music levels, give the game a high replay factor.

Points, Magic Defense, or Attack Power, You can build up

your weapons and armor

Square Deal

through the various shops.

Square's hand in this RPG is

obvious. Great humor, lots of

conversation, and extensive

puzzle-solving flesh out the

gameplay. And don't let the

smooth taste fool you - the

like interface to it, but it's

game may have a cute, child-

There are also great-looking spells and rendered enemies like Goombas, Sky Troopas, and even Bob-ombs. And expect a surprise or two, like

Attack Power – Increase the level of attacks with weapons. This works well with Mario, and maybe Bowser. Leave Mallow and Geno out of this one for a while.

General Tip

There are four ways to get free items when first battling. You can get freebies during combat when:



(A) you use an item;



(B) you get HP Max during combat;



(c) you find a Get Lucky Icon during battle, which lets you double your experience points after a battle: or

Donkey Kong and Yoshi making guest appearances!

Super Mario Whirl

From the rendered enemies to the rich cinematics, the graphics are stunning. Mario looks

(D) you get an extra hit with the Once Again icon.

exactly like he did in the first Super Mario World for the SNES, and his companions each have unique graphical qualities (for example, Mallow literally jumps out of his shorts when he casts a spell).

Level Up

After battling and collecting experience points, you'll reach the next level! Now you have your choice of:

Star Power – This Increases the power of Magic, and lets a person use less Magic Points per spell. Perfect for magic casters like Geno and Mallow. Use this on Mallow after every other increase.

Hit Points – Everyone benefits from higher Hit Points. Use this to build up Mario, and use it to build up others gradually.





When you jump on the yellow platform squares, they stop moving.



Treasure chests abound, but some come with an enemy attached. If vou're low on HP, revitalize before you attack. Don't get greedy.



Beware of revolving flowers. They lead to other platforms, but if you stay on them too long, you'll get dizzy and fall off.

Take a Bowser

This fun, intriguing role-

playing game should please

diehard RPC fans as well as

shadow of the square with the shadow cast by the treasure chest, then jump. The music and sound ef-

If there is a treasure chest above

the square, try to align the

fects redefine what can be done on a 16-bit system. Great symphonic orchestra-



This month, we're starting you off with a brief installment of the Super Mario RPG: The Legend of the Seven Stars ProStrategy Guide. We'll keep the strategies coming every month until we beat the game!

Platforms and Treasure Chasts Park Gives Introduction





The game starts like they usually do for Mario. In one of the longest introductions ever for a game. you have to fight Bowser when he grabs the Princess.



You start at Mario's Place. You can always go there to be healed or to save your game.



Like most Square games, you have to find strategic ways to beat the bosses. Move the cursor to find alternate attack points, like the chains holding up Bowser.



Now it's off to the Mushroom Kingdom to seek out the help of the king. Fight as many enemies as you can along the way to boost your experience levels.

Baemies Among Us

On the way to the king, you fight a variety of smaller enemies, most of which can be done in with double hits. Sky Troopas Spikey

Goombas



the trick.

hit wonder



Don't use a Jump attack. or you'll get

stuck!

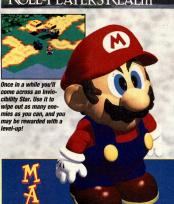


These guvs are a little tougher, so try stronger magic.









Super Jump



A more powerful Jump attack

Fire Orb



A multiple hit attack, this one should only be used against bosses because it sucks up Star Points.



Mario's back. and he has a variety of special attacks and weapons to use.

A more powerful Fire Orb attack

Jump Attack



Very effective against weak enemies like Frogog. Also good against the bosses when all else fails.

MALLOW



Mallow (as in Marshmallow) is a pudgy, magicspewing friend that Mario meets in the Mushroom Kingdom. Short on courage but long on action. Mallow is a great backup for Mario.

HP Thunderbolt



This important and powerful spell damages all the enemies in the opposing party, but it's weak against the undead.

HP Rain



This heals one person in the party at a time and yields about 30 hit points.

Psychopath



This spell lets you see how many hit points the enemy has. It also yields hidden items or information about the enemy.

Shocker



A stronger thunder spell



The Hammer Brothers are back to pester Mario, but they're not so tough this time. Use your standard jump attack, then a double hit, and they'll fall in no time.

You'll also get the Hammer for your own use! It's a great weapon and will do well until you acquire the Nok-Nok Shell.















CALL FUNCO TODAY!

612-946-8101

Contest Rules. No purchase necessary to enter. Complete the crosword puzzle, cut it out and then mail, along with your name address and phone number to is.

May Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than May 30, 1996.

Mushroom Kingdom

The first thing to do in the Mushroom Kingdom is rest, then load up on supplies. At the shopkeeper's, you can get the following:





Armor for Mari

against any foe





After speaking with the king, you find Mallow outside, crying up a storm because Croc stole his Frog Coin. Take him with you, and he'll always be loyal.



Head to Bandit's Way and chase down Croc. En route, you meet more interesting enemies like:



These guys are evasive. Use spells when you're low on HP.



The dogs' attacks really put a hurtin' on Mallow. Use magic on them.



To regain the Frog Coin, you have to sneak up on Croc, then jump up and bop him on the head three times. After that, he agrees to give you back the Frog Coin.

GENO



Geno is a mysterious occupant of the Star Road. He helps out Mario after the battle with Bowyer. His magic spells are devastating.

Gono Roos



This raises Geno's defensive power for one turn.

Geno Beam



Geno's Beam can be charged for maximum effectiveness and does quite a bit of damage.



Wrong! Now you have to tight Croc. Use Mallow's Thunderbolt and Mario's Fire Orb while continually eating mushrooms and honey. You should have him down in no time.

YOSHI



He's back! Mario's favorite low rider, who now resides on Yo'sters

with other dino pals, can be called on in a pinch to help out with tough bosses. He gives up Yoshi Candy, which maxes the HP for the party.





It's always good to have a friend when you need one!











ROAST A FEW WEENIES TONIGHT.

Dying to burn a few buddies on a next generation system, but can't decide on which one? Before You blow a wad of cash, check 'em out at Blockbuster Video" first. Rent a Sony PlayStation™or Sega Saturn™system and two games, for three evenings, at a price You can't pass up. And if You're still looking for some 16-bit action, we have plenty of that too. So come on in and start cookin' tonight.

RENT ONE VIDEO GAME GET ONE FREE!



Offer expires 5/31/96



THE SOURCE BLOCKBUSTER



BEHIND THE FORCE.

Future Fantasies A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry





Square of Japan has joined the growing ranks of PlayStation licensees after years of exclusive loyalty to Nintendo, announcing in Japan that it will not develop software for Nintendo's Super Famicom (Super NES in America) after releasing



ファイナルファンタジーV

Rudora's Treasure and Treasure Hunter G in April. However, the major shocker is that Square will not develop games for N64 at all!

According to Square, the move to PlayStation came about because its game designers felt that they needed more data capacity than was available with ROM cartridges to bring next-generation RPG entertainment to fans. Square therefore decided to go with a successful CD-ROM game system, namely the PlayStation.

The first announced Square PSX title is Final Fantasy VII which should be released in Japan this December as a twodisc set priced at just 5,800 yen (roughly \$58 U.S., or half of what it charged for Final Fantasy III in Japan). Although far from complete, FF VII already looks phenomenal with superb 3D polygon graphics.

By incorporating polygons, battle scenes should also be-



come much more dramatic since they place the player into the fray as an active participant rather than an observer. For example, the battle scenes will feature changing viewpoints, including a look from the enemy's point of view.

Composer Nobuo Uematsu's soundtrack should also benefit greatly by going to CD with few data constraints. The release of this killer title could very well tip the balance of power in the Nintendo-dominated Japanese market in favor of Sony. Even without FF VII, Sony greatly benefits from Square's defection to its ranks as the reigning RPC champclaims to have 20 PSX games in preparation for release between the fall of '96 to the end of '97!









SHINING WISDOM

Fans of Shining Force will be greatly pleased to see this new RPG for the Saturn. Staying consistent with the traditional big-round-head-with-tiny-bodies lapanese animation for

role-players, Shining Wisdom is an overhead ad-





venture, complete with weapons, spells, and party-gathering. If you're looking for a more bloodthirsty, intense RPG, look elsewhere. This one makes Chrono Trigger look like Reservoir Dogs.

PlayStation By Working Designs Available May











Blood Omen darkens the RPC/action landscape with a macabre anti-hero seeking revenge. You play Kain, a vampire who morphs into wolf, bat, and mist forms. Each form affords you different advantages as you engage in arcade-style combat. With an overhead view and more than 30 spells, Blood Omen has RPC appeal that's sweetened by 25 minutes of photorealistic 3D full-motion animation and hours of voice-overs.

PlayStation and Saturn By Crystal Dynamics Available Fall '96

Blazing Dragons

Blazing Dragons is a Monty Python-esque graphic adventure with puzzle elements and humorous arcade-style action gameplay. As the dragon Flicker, you must find objects and talk to other characters in order to solve puzzles and build devices that will help you defeat the Black Dragon. Cheech Marin (Up in Smoke) and Harry Shearer (The Simpsons) lend their voices.

> PlayStation and Saturn By Crystal Dynamics Available June







Iron Storm



Do hex-based grid war games make you flinch? If not, check out Iron Storm, an RPC/war game from Working Designs. It combines the strategy of a sim, the graphics of Wing Arms, and the gameplay of chess for a war game that won't have you heading for the bunker. Iron Storm could



be the crossover hit that roleplayers have been waiting for. PTO and Liberty or Death were never this much fun to watch!

> Saturn By Working Designs Available May



DEVIL SUMMONER

An eerie Giger-esque fantasy RPG is making its way to Amer-

ica. It's Devil Summoner, and if the screens are any indication, this game is sure to be a hit. Creat graphics tell the story as you call upon a private detective with hellish connections. You can also employ or fight the demons you meet. Monsters can be combined with other monsters, creating mutations. Devil Summoner looks promising,

PlayStation By Atlus Available July

















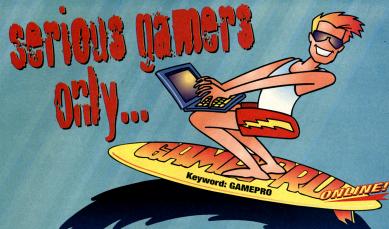
WARHAMMER
Warhammer is the first PlayStation RPG from Mindscape.







PlayStation By Mindscape Available Spring '96



It's live and it's HOT

check it out!

FINI FRE

The #1 video game magazine, has gone online with America Online! Keyword: GAMEPRO

get it all...

some stuff's not even in the mauszine

- Get hints, tips, passwords and codes for the hottest games
- Chat with the editors of GamePro and other gamers
 - Surf other gaming sites on the net
 - Talk to game designers
- Download pictures of not-yetreleased games
- Grab playable demos of PC and Mac games

Call America Online today and get connected.



1-800-714-8100

Sponsored by

America Online is a registered service mark of America Online, Inc.

Williams

THE FIGHTER'S EDGE PRESENTS KILLER INSTINCT 2

Learn each fighter's special, super, and finishing move, along with some killer combos.

By Bruised Lee (Special thanks to Eddie Ferrier)

t's time once again to let loose your Killer Instinct! Killer Instinct 2 is here, and it's better than before – with more moves, combos, and strategy. This ProStrategy Guide provides a breakdown of each fighter's basic skills, as well as their special moves and combos. We also show you how to beat the final boss, Gargos!

The Controls

Killer Instinct 2 now uses an Auto Double mechanism. Start an Auto Double with an FP, then follow up by tapping the next button in line. Use the controller legend as a guide on how to start an Auto Double.



- K = Press any Kick button
 P = Press any Punch button
- FK = Fierce Kick
- FP = Fierce Punch
- MK = Medium Kick
- MP = Medium Punch
- QK = Quick Kick QP = Quick Punch

Charge = Hold the direction indicated for the number of seconds indicated

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.



Combo Rules

Super Combo = Your super bar must be charged to perform this combo.

Ultimate Combo = This finishing move can be performed only in a combo that turns your opponent's energy bar to flashing red.

Ultra Combo = This can be performed only when a combo turns your opponent's energy bar to flashing red.

Special Strategy Section

Before you start a fight, you can select some basic options at the character-select screen

Select Speed



Players can select the game speed by holding ↓ and tapping one of the kick buttons. OK is slow, MK is medium, and FK is fast. Players can also randomly select speed by holding ↑ and tapping Start. To change the color of your flotter, tap ↑ or ↓.

Basic Arts To master KI 2, you need to learn these new features.

Throws





Yes, it's true, you can now throw your opponent! To throw, hold → and tap FP. After the throw you can then juggle the opponent for extra hits by jumping toward them with a special move. To counter a throw, hold ← and tap FP.

Select Background and Music





As in the first KI, players can choose their favorite background and music. The first player to hold Ψ or \uparrow and press any button gets to choose the background. The second player then uses the same method to pick the music. To choose the hidden Sky background, both players must simultaneously press and hold Ψ and MK.

Parry Moves



Parry moves are a way to stun and counterattack when an opponent comes in with a high MP or FP. To perform a Parry move, hold ← and tap QP. Note: Spinal doesn't have a Parry move.

Finishing Moves



Completely changed from the first KI, the finishing moves now allow no time for you to perform a fatality after the opponent talls down from a final blow. Now, when a player's life bar is flashing red, just tap the correct sequence to pull off the finishing move. On the flip side, you can block a finishing move, but you can also keep repeating the finishing move until it connects. Ultimate and Ultra combos are the same as in the first KI.

Combo Breakers



Combo breakers have been simplified, giving you a better chance of stopping a combo. A combo that starts with a punch can be broken with a kick, and vice versa. The likelihood of breaking a combo depends on the type of combo performed. For instance, Auto Combos are much easier to break than manual combos.

Super Move



To perform super moves, you must first fill the power bar located under your life bar. You can charge the power bar by taking hits and performing combos. Once the power bar is filled, you can perform one of several super moves.

GAMEPRO 95 May 1996

The Fighter's Edge

Special Moves



Web of Death



Motion ≥ ↓ ∠ FP for one Motion ∠ ↓ ≥ FK hit, or, motion ¥ ↓ ∠ FP. hold →, tap FP for two hits





The Conqueror



Back Stab



In close, motion → ¥ ↓ ← al

Super Moves

These moves can be performed only when your super meter is charged. Super Flaming Sword Super Destroyer

Motion ↓ > + FK



Motion $\downarrow \searrow \rightarrow \leftarrow OK$



Motion ↓ K ← K ↓ Y → FP

Killer Combos

Nine-Hit Combo

Hold ↓, tap FK, motion ¥ ↓ ⊭ MK, tap QK, motion ≥ ↓ € MK, tap QK, motion ¥ ↓ ⊭

Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ↓ K ← K ↓ ¥ → FP. tap FP, motion \(\psi \ \nu \rightarrow FP, tap MP, FK, MK, motion ¥ ↓ KOP

Eleven-Hit Combo

Motion ¥ ↓ ∠ → FP, tap MP, FK. MK. motion > ↓ k → FP. tap MK, motion → ↓ ¥ FP

Fifteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ¥ ↓ ∠ → FP, tap MK. FK. MK. motion > ↓ k → FP. tap MP, motion ↓ K ← K ↓ ¥ → FP

Combo Breaker Motion → ↓ ¥ P or K

Height: 6'11" Weight: 380 lbs. Age: 31

With the return of the demon lord to the land Tusk leaves the arena to issue his challenge. Only by defeating all adversaries can a hero earn the right to face the evil Gargos.

Ultra Co



Motion & J & MP

Finishing Moves Meteor Shower

Tusk's defeated opponent becomes a snake snack during this Ultimate Combo.





Motion $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow MP$

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Special Moves Tornado Kick



Motion ¥ ↓ ∠ K



Motion ¥ ↓ ∠ MP or FP



Fake Split Kick



Motion ⊌ ↓ > MK

Fire Flower



Motion ↓ > QP



Motion ↓ ¥ → MP or FP

Air Fireball



During jump, motion ↓ ∠ ← P



Tap →, →

KIMWU

Height: 5'4" Weight: 130 lbs. Age: 17

A descendant of the heroes who banished Eyedol and Gargos, Kim is appointed quardian of her people. When Gargos returns, however. Kim must fulfill her duty to her homeland and destroy him forever.



These moves can be performed only when your super meter is charged

Super Sha



Motion ↓ × ← × ↓ × → FK Motion ↓ × ← × ↓ × → FP



Ultra Combo



Motion ∠ ↓ ≥ QK

Killer Combos

Seven-Hit Combo

Jump in, tap FK, MP, motion ¥ ↓ ∠ MK, tap QP, motion ↓ V + OP

Eight-Hit Combo

Motion ≥ ↓ ∠ MP. tap QP. motion ¥ ↓ ∠ MP, tap QP. hold ←, tap FP, motion ¥ ↓ €

Nine-Hit Combo

Hold ↓, tap FP, motion ¥ ↓ ⊭ FK, tap MK, motion ≥ ↓ € MK, motion ≥ ↓ ∠ MK, tap QK, motion ¥ ↓ ∠ FK

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ∠ ↓ ¥ FK, tap MP, motion ≥ ↓ ∠ MP, tap QK, FK.

Combo Breaker Motion → ↓ ¥ P or K

Ultimate Combo



Chest Stomp

Motion ← ∠ ↓ y → ← QK **Finishing Moves**



Motion $\downarrow \lor \rightarrow \downarrow \lor \rightarrow MK$



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

The Fighter's Edge

Special Moves



Mantis



Tap ←, (→ MP)



Double Jungle Leap

Tap \leftarrow , (\rightarrow QK or FK)

Tap ←, (→ QK or FK), then $tap \leftarrow, (\rightarrow QK)$

Tap ←, (→ QP)

During jump, motion ↓ ∠ ← FP

Charge → for two seconds, tap

Ultimate Combo

Ultra Combo

Flying Mantis

Super Moves

Weight: 140 lbs

These moves can be performed only when your super meter is charged.

Super Shadow Mantis





Motion $\rightarrow \ \ \downarrow \ \ \downarrow \ \ \leftarrow \ \rightarrow \ \mathsf{FK}$

Killer Combos

Nine-Hit Combo

Jump in the air, motion → ¥ ↓ ∠ ← FP, tap MP, tap ←, (→) MK), QP, FK, MK, \leftarrow , (\rightarrow FK)

Ten-Hit Combo Hold →, tap FP, ←, (→ MP).

$QK, \leftarrow, (\rightarrow MK), QP, \leftarrow, (\rightarrow FP)$

Note: Your super bar must be charged to perform this combo.

Tap \leftarrow , (\rightarrow MK), QK, \leftarrow , (\rightarrow MK), QK, motion → > ↓ k ← → FK

Twelve-Hit Combo Hold ↓, tap FP, ←, (→ MP). QP. ←, (→ MP), QP, hold ↓.

Combo Breaker Tap ←, (→ P or K)

Eleven-Hit Super Combo

tap FP, \leftarrow , $(\rightarrow QP)$, \leftarrow , $(\rightarrow FK)$

(← FK)

Motion ↓ ∠ ← → QK

Finishing Moves The Shrinker



Motion $\leftarrow \angle \downarrow \searrow \rightarrow \leftarrow QP$







Special Strategy Section

Special Moves lasma Shie



Motion ↓ ⊬ ← OK Note: This move reflects



Motion ← ↓ ∠ P to teleport toward your opponent, or motion ← ↓ ∠ K to teleport behind your opponent.

Laser Storm



Motion ↓ > → F



Motion ↓ ∠ ← OP



Motion → ↓ \(\frac{1}{2}\) P



Motion ← k ↓ y → K, or charge ← two seconds, tap (+ K)



Tap (↓ FP)



Tap (← FP)

FULGORE

Height: 6'5" Weight: 560 lbs. Age: Unknown

The advanced, and deadlier, successor to the original Fulgore cyborg model destroyed by Jago. Activated after the time jump, its final Ultratech commands are simple: Find Jago...and kill him.



Super Moves

These moves can be performed only when your super meter is charged. Invisible Attack



Motion > ↓ ∠ MP or FP Note: This move can also be done in the air.



Motion → ¥ ↓ £ ← FK Triple Laser Storm



Motion ↓ ∠ ← ∠ ↓ y →



Motion $\not\in \downarrow \searrow QK$, then motion $\downarrow \searrow \rightarrow QP$ to throw the Laser Storms.

Killer Combos

Seven-Hit Combo Jump in with FP, tap MP. motion ¥ ↓ ∠ MP, tap QP. motion ¥ ↓ ⊭ FP

Nine-Hit Combo Hold ←, tap FP, (→ FK), hold (∠ MK), tap (→ MK). QK, motion → ↓ ¥ FP

Ten-Hit Super Combo Note: Your super bar must be charged to perform this combo.

Charge ← two seconds, tap (→ FK), MK, motion > ↓ ∠ MP, tap QK, motion $\forall \kappa \leftarrow \kappa \downarrow \lambda \rightarrow FP$

Thirteen-Hit Super

Note: Your super bar must be charged to perform this

Hold ←, tap FP, (→ FK). hold ∠, tap MK, (→ MK), QK. motion

combo.

VK+K V N→FP Combo Breaker

Motion $\rightarrow \downarrow \rightarrow P$ or K

Ultimate Com

Finishing Moves Fire in the Sky



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Ultra Combo





graphic than before.

The Fighter's Edge

cial Moves



Charge ← two seconds, tap →, MK

II Crusher



Charge ← two seconds. tap →, FK

Spin Fist



Charge ← two seconds, tap →. QP



Hold FP, tap FP



Charge ← two seconds, tap →, MP

Backward Roll



Tap ←, ←



Charge → two seconds tap ←, MK

Run Through



Powerline



Charge ← two seconds



In close, charge ← two seconds, tap →, QK

Motion → ¥ ↓ K ← OK

Super Moves

These moves can be performed only when your super meter is charged. Super Tremor

Motion J K ← → MP

tion → ¥ ↓ Ł ← MK

Power Frenzy



otion $\rightarrow \lor \lor \lor \leftarrow \rightarrow FP$

Ultimate Combo



Finishing Moves Reach for the Sky

Tap →, ←, FP

Ultra Combo

Eight-Hit Combo

Charge ← two seconds, tap (→ MP), hold ←, tap FK, (→ MP), hold ←, tap FK, (→ MK)

Killer Combos Eight-Hit Combo Charge ← two seconds, tap (→ MK), hold ←, tap MP, (→ QP), hold ←, tap QK, (→ QP)

Eight-Hit Super Combo Note: Your super har must be charged to perform this combo. Charge ← two seconds, tap (→ FK), MP, motion → \u00e4 \u2224 \u2224 ← → FP

Thirteen-Hit Combo Hold →, tap FP, hold ←, tap

MP, QK, hold →, tap, MP, QK, FK, hold ←, tap (→ FP)

Combo Breaker Tap ←, →, P or K

OMBO

Height: 6'1" Weight: 220 lbs. Age: 26

After a decisive victory over Riptor in the tournament. Combo attempted to destroy Ultratech. Caught as Ultratech is ripped into the past. Combo must escape before it's too late.



T.J. Combo suffers from lead poisoning.

Special Strategy Section

Special Moves Tonfa Fire



Motion ↓ ¥ → P

Flick Flak



Motion ¥ ↓ ∠ K



Motion ¥ ↓ ⊭ FP



Motion > ↓ ∠ MP for one hit. Motion $\forall \ \downarrow \ \lor \ FP$, hold \rightarrow , tap MP for two hits.



Motion ∠ ↓ ⊻ K



Motion → ↓ ¥ K

ORCHID

Height: 5'7"

Weight: 125 lbs. Age: 24

Eyedol's death by Orchid's hand freed massive energy. throwing Ultratech back in time. Now, 2000 years in the past, Orchid must face a new challenge and an even greater foe.

Killer Combos

Eight-Hit Combo

Motion ¥ ↓ ¥ FK, tap MP. motion ¥ ↓ ∠ MP, tap (→ MP), QP, motion ¥ ↓ ∠ FP

Nine-Hit Combo

Hold →, tap FK, motion \(\psi \psi \neq \equiv \equiv \equiv MK, tap QK, motion ¥ ↓ ∠ MK, motion → > ↓ \ \ ← FK

Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ∠ ↓ ¥ FK, tap (→ FP). motion ¥ ↓ ∠ MP, hold →. tap MP, FK, motion ↓ ∠ ← ∠ ↓ y → FK

Fourteen-Hit Combo

Motion ¥ ↓ ∠ MP, hold →, tap MP, QK, motion ¥ ↓ € MK, tap QP, motion ↓ ∠ ← → MK, motion → ↓ ¥ QK

Combo Breaker Motion → ↓ ¥ P or K

Super Moves These moves can be performed only when your

super meter is charged.



Motion $\downarrow \not \leftarrow \rightarrow MK$



Gyro Kyaku

Ultra Combo



Motion ≥ ↓ ∠ QP

Finishing Moves Blast Away



Motion ← → > ↓ L ← MK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

The Fighter's Edge

Special Moves



Motion > ↓ ⊬ K





Motion ⊭ ↓ ¾ K Endokuken







Motion ↓ > OK





Motion → J > P

Height: 5'9" Weight: 190 lbs. Age: 22

Age. 22
After destroying Fulgore,
Jago is betrayed by his onetime master, the Tiger Spirit.
The disguised demon lord
used him to escape from
the void, and now Jago
swears venueance.

Super Moves

These moves can be performed only when your super meter is charged. Super Endokuken

Motion > ↓ ¥ FP



Motion → ¥ ↓ ¢ ← OP Super Sprite Attack



Motion ↓ ∠ ← → MK



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flash-ing red.



Motion → ¥ ↓ ∠ ← → MP

Motion ↓ ∠ ← → OK

Note: This diverts one-eighth of Jago's energy from his life bar to his red energy bar.



Ultimate Combo



Ultra Combo



Jago tries out a new bodypiercina technique.

Killer Combos

Seven-Hit Combo

Motion ∠ ↓ ≥ MK, tap (→ FP). motion & J & MP tan FK MK. motion > ↓ ↓ K MK. motion → ↓ ¥ QP

Eight-Hit Combo Hold ↓, tap MK, motion ¥ ↓ ¥ MK, tap QP, motion ¥ ↓ ⊭ MK, tap QK, motion > ↓ \(\nabla \)

Eleven-Hit Combo

Hold →, tap FK, motion \(\psi \ \nabla \) MK, tap QK, FK, MK, motion ¥ ↓ ∠ MK, tap QK, motion → J ≽ FP

Fourteen-Hit Super

Note: Your super har must be charged to perform this combo. Hold →, tap FK, motion ¥ ↓ K MK, tap QP, motion ¥ ↓ ₭ MK, tap QK, motion ↓ \(\xeta \rightarrow \rightarrow \xeta \xeta \rightarrow \xeta \xeta \rightarrow \xeta MK, motion → ↓ ¥ QP

Combo Breaker Motion → ↓ ¥ Por K

Special Strategy Section

Special Moves



Motion J > MP

Ice Grip



Motion \bigvee \bigvee \rightarrow QK Note: This move can also be done in the air.

Arctic Blast





Motion ↓ > → MK or FK Note: This move can also be done in the air.



Motion ↓ ∠ ← P



Motion ↓ ¥ → FP

Motion ↓ > OP **Super Moves**

These moves can be performed only when your super meter is charged.

Super Breath Super Arctic Slam



Motion → > ↓ ↓ ¢ ← → FP



Motion $\leftarrow \angle \downarrow \lor \to \leftarrow QP$



Motion → ¥ ↓ ∠ ← FK

GLACIUS

Height: Variable

Weight: Variable

Two millennia from now, a

captured relative of Glacius's

earns his freedom by slaving

home. But now, in the past. a distress call has been

received and Glacius must

free his stranded kin.

a fire being and escaping

Age: Unknown

Killer Combos

Eight-Hit Combo

Hold ↓, tap MK, motion ↓ ¥ → MK, tap QP, motion ↓ ¥ → MP, tap QK, motion ↓ ¥ → FP

Nine-Hit Combo

Motion ↓ ¥ → MK, tap QP, motion ↓ > MP, tap QK. FK, MP, motion ↓ > → QP

Twelve-Hit Combo Tap (→ FP), motion ↓ > → MP, tap QK, motion ↓ ¥ → MP, tap QP, FK, MK, motion ↓ $y \rightarrow FP$, motion $\psi y \rightarrow FK$

Twelve-Hit Super Combo Note: Your super bar must be charged to perform this combo. Hold ↓, tap FK, motion ↓ ¥ → MP, tap QK, FK, MK, motion V × → ← OP

Combo Breaker Motion ↓ >> Por K

Ultimate Combo



Motion $\rightarrow \ \ \downarrow \ \ \ \leftarrow \ \rightarrow \ MK$

Ultra Combo



Finishing Moves

Freezer Burn



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



SABREWULF Sabre Whe

Height: 5'11" Weight: 400 lbs. Age: 46

Unwilling to succumb to the heast within him Sabrewulf was badly beaten in the first KI tournament. Captured by Ultratech, he is driven berserk by their repairs and lives only to avenge himself.

Special Moves Sabre Spin



Tap \leftarrow , $(\rightarrow MK)$

Sabre Pounce

Tap ←. (→ FP)





Tap ←, (→ QP), or motion Y V K QP

The Hop



Tap \leftarrow , \leftarrow or \rightarrow , \rightarrow Note: Tap →, → to extend

the Sabre Wheel and the Sabre Spin.



Tap ←, (→ QK), or motion



Tap \leftarrow , $(\rightarrow FK)$

Killer Combos

Eight-Hit Combo Hold ↓, tap FK, ←, →, MP, QP, ←. →. MK

ine-Hit Combo

Hold ↓, tap FK, ←, →, FP, MK, ←, →, MP, QP, ←, →, QP

Eleven-Hit Combo Tap ←, →, MK, QK, FK, MK, ←, →, MP, QK, ←, →, FK

Twenty-Two-Hit Super Note: Your super har must be

charged to perform this combo. Tap \rightarrow , \rightarrow , \leftarrow , \rightarrow , MP, QP, \leftarrow \rightarrow , MP, QP, FK, MK, motion → > ↓ ∠ ← → FK, then walk in and motion → ¥ ↓ K ← → FK

Combo Breaker Tap \leftarrow , $(\rightarrow$, P or K)

Super Moves

These moves can be performed only when your super meter is charged. Super Sabre Stun

Super Fireball



Ultra Combo



Hold ← two seconds, tap (→ QK)



Motion $\rightarrow \ \ \ \downarrow \ \ \ \leftarrow \ \rightarrow \ \mathsf{FK}$

ate Combo



Sabrewulf unleashes his kinetic energy on his foe.

Finishing Moves Bat Attack





Hold QP for three seconds, release QP Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Special Strategy Section

Special Moves



Motion ↓ > → MP



Motion ↓ k ← anv K Note: You need at least one skull to perform this move.

Flame Blade



Motion J > → FP

Motion ↓ > OP



Hold ↓, tap FK



Power De

lold ←, tap QP

Note: You can absorb your conconent's fireballs and spe-





Tap \leftarrow , \leftarrow or \rightarrow , \rightarrow

Soul Drain

Motion ↓ \(\rightarrow \text{OP} \)

Air Dive



During jump, hold ↓, tap FK



Motion J y → K Note: You need at least one skull to perform this move.

Killer Combos

Seven-Hit Combo

Motion ↓ > MP, tap QK, motion ↓ y → MP, tap QP, motion ↓ ∠ ← FK

Seven-Hit Combo

Hold ↓, FK, hold →, tap FP, motion ↓ ¥ → FP, tap MP, motion ↓ ∠ ← MP

Eight-Hit Super Combo Note: Your super bar must be charged

to perform this combo. Motion $\psi \ltimes \leftarrow \ensuremath{\mbox{\vee}} \psi \leftrightarrow \ensuremath{\mbox{\vee}} \psi \leftrightarrow \ensuremath{\mbox{\vee}} \ensure$ motion ↓ ¾ → MP, tap QP, motion $\downarrow \ \ \rightarrow FP$, motion $\downarrow \ \ \rightarrow MP$

Thirteen-Hit Super Combo Note: Your super har must be charged

to perform this combo. Motion ↓ > MP, tap QK, FK, MK, motion ↓ ¥ → MP, tap QK, motion + K ↓ Y → FK

Combo Breaker Motion ↓ ∠ ← P or K

Super Moves

These moves can be performed only when your super meter is charged. Super Skull Rep





per Fire Skull



lote: MP gives one skull, FP gives maximum skulls.

Ultimate Combo





Spinal's new Ultimate is electrifying.

Finishing Moves Grab and Drop



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Ultra Combo



Motion & J & FP

Weight: 110 lbs.

Although destroyed by Chief Thunder in the pre-Chief I hunder in the pre-sent, a younger Spinal exists in the past. Resur-rected by Gargos and forced to serve him, Spina

BACKGROUND FINISHING MOVES

Almost every background in KI 2 is interactive. To knock an opponent off, or into, a background, finish them off in the right location with a combo or a move that knocks them into the air. Here are a few background fatalities.





You can knock off your opponent at any place on the bridge.





To send an opponent into the well, you must knock them thro wall to the right.

lusk's Sta





Finish off your opponent in the center of the screen to send them to a fiery death.

RGOS

Gargos is the final boss. He can fly, shoot ground and air fireballs, and even regain his energy like Eyedol. Here are some basic strategies for fighting him.





When Gargos begins fire attacks, use your counterattack move. This scores you a free hit.



Avoid high-hitting combos when on the of-fensive – Gargos combo-breaks them at will, giving him a chance to regain his energy.





The only way you can defeat Cargos is by finishing him off with a combo that knocks him into the air. You still lose even if you have more energy when time runs out.

THE END

A new twist has been added to the endings: How you defeat your arch-rival in the game determines your ending. For example, if Fulgore defeats Jago with a finishing move, his end ing is different than if he defeats him normally.

COMBO





Having won the tournament and vanquished Gargos, Combo knows he can do anything Rejected by modern society for cheating, Combo grabs the chance to win fame again - this time in the arena. Staying in the past, he puts his fighting skills to work and quickly becomes a great champion.

FULGORE





Defeating Gargos opens the way toward a more robot-controlled Ultratech. Fulgore's task is incomplete, however, and his deadly nemesis is still alive. Jago and Orchid join forces and assail Fulgore, and the price is high. Fulgore's destruction at the hands of Jago and Orchid also seals the fate of Ultratech.

GLACIUS





With Gargos defeated, Glacius starts the long search for his lost comrades. Frustrated, he resigns himself to a long trip home alone. Leaving Earth, his victory is hollow, as his mission is a failure and his people remain lost.

AGO





Jago has risen to heights only a grand master can attain. After all the battles, Jago senses Fulgore has survived. He knows he must watch his back. The attack is quick to arrive, but the mysterious Orchid comes to Jago's aid once again, and Fulgore is de-stroyed. However, the new team must face a familiar enemy as Ultratech is rebuilt. The fight is not over yet.

KIMWU





Her task as quardian complete. Kim can now return home. After a long trek back to her homeland, Kim is confident that she is safe from danger. Undefeated in combat, and with her enemies crushed, Kim has proven that she's the best guardian yet to bless her people.





After Maya saves her homeland from Gargos, her life in the rain forest can resume, and she finds a new admirer. The two are soon married. Their reign is a long and peaceful one.

ORCHID





Gargos is defeated, and the forces of good can rid the world of Ultratech. Cursing Orchid as he dies. Gargos reveals Jago is her brother, and they'll both soon be dead. Reaching beyond the grave, Gargos possesses Sabrewulf and attacks. However, Jago slays Sabrewulf, and the siblings return home to a new life.

SPINAL





Freed of the chains of slavery, Spinal relishes his freedom. He is unable to recover the artifact that summoned him, however, and contemplates his future. Lost, he goes to consult with his ancestors. During the ceremony, he learns one important lesson: Never leave your enemies alive.

TUSK





With this challenge successfully completed. Tusk thirsts once more for battle, and begins the arduous journey back to the arena. For now, at least, he lives only for the fight. Tusk goes on to become the greatest undefeated champion ever seen.





Genesis (Game Genie)

Mortal Kombat 3

From the main menu, press Button A, Button B, or Button C twice to bring up each of the three secret menus.

C5ZT-GA28 Player One takes all damage

BWXT-KA62 First fight for Player One is against Shang Tsung
B8XT-KA62 First fight for Player One is against Motaro

This tright for larger one is against motion with the first are against Shang Tsung
HMIT-KABA

#MIT-KABA
#

Game Gear (Game Genie)

Captain America and the Avengers

019-67F-7FB Start with very little energy on first life
328-86F-7FB Start with half energy after first life
108-89F-91D Infinite lives

Ecco 2: The Tides of Time

0440-20B-C4A + 884-22B-2A2 + 004-27B-3BA

Start on DDD Swimming

144-20B-C4A + 884-22B-2A2 +

004-27B-3BA Start on Vortex Queen

366-8C6-5DD + Infinite air

Primal Rage

020-61D-E6E Faster timer

001-9AE-3BA Computer can't win a round

00E-05A-919 Invincible

Super NES (Game Genie)

Batman Forever

A40A-AA9R Infinite lives

BDBT-AA9A Use all the weapons without selecting them

Doom

BDEA-B053 +
62EA-B953 Start with mega health and armor
Start with more ammo

CBD3-B17F Heat vision/color blind mode

D7CF-F953 Select "The Shores of Hell" or "Inferno" in any skill level

Judge Dredd

EE63-1318 Start with all weapons and almost infinite ammo

DB62-1A38 Start with nine lives
EEA9-1CB7 Flash longer after getting hit

De6D-C338 Start with very little energy on your first life
DE3A-48B7 Start with very little energy after first life

Jungle Strike

C2A9-4FA7 Infinite armor
7485-C701 Start with mega fuel
B186-C7A1 Start with mega hellfires

748B-C4A1 Start with mega gun ammo 748B-CF01 Start with mega hydras

Mortal Kombat 3 D421-1DD8 6D37-CF02

CE8F-3FB7

D421-1DD8 Press Select on main menu for Kooler Stuff

option
Player Two takes all the damage

CE8F-3FB7 +

BA23-3727 + D6AE-4FFF Always fight Cyrax

CE8F-3FB7 + BA23-3727 + D3AE-4FFF + Always fight Smoke

BA23-3727 + FDAE-4FFF Always fight Shao Kahn

Ninja Gaiden Trilogy: Ninja Gaiden

DD81-1F97 Infinite timer
DBC5-4DF4 Start with nine lives
C9C3-3F2D Infinite energy

Ninja Gaiden Trilogy: Ninja Gaiden II -The Dark Sword of Chaos

DFB3-144F Start with very little energy

CB69-CD57 Infinite lives
DDC4-1F47 Ninia stars don't use ninia power

Super Mario World 2: Yoshi's Island

C2EE-649F Infinite lives

C23F-ADDD Start timer doesn't decrease when hit

CB8A-64D5 + 108A-6405 +

3C8A-6465 Always score 100 points

C2C8-A465 After using the magnifying glass, red coins and hidden items are always revealed

5E8A-AF7B Red exclamation marks stay on for very long time





SUPER NES (Game Genie)

Aaahh!!! Real Monsters

C282-04A7 Infinite energy DD8E-4DD7 Infinite garbage DDC0-3FDF Infinite lives Infinite scares

4D69-37BF Start with 20 special scares D4CB-A7DD Most health power-ups worth more

ActRaiser 2

DDAA-1464

9D27-4DD1 Start with 50 lives on Easy 9D27-4D61 Start with 50 lives on Normal 9D27-4FD1 Start with 50 lives on Hard

DD67-4468 Infinite lives 3C65-CFA8

Infinite magic (must have one to cast) C2B0-CF07 Protection from most enemies C2B2-C7D3 Protection from some ground hazards DBC0-37A7 Small magic power-up adds nine DBC9-3407 Large magic power-up adds nine F0C7-3D67 Small health power-ups heal completely F0C9-3FD7 Medium health power-ups heal completely

Large health power-ups heal completely F0C7-3FA7 DDB3-C764 All enemies take one hit to kill Infinite time

DD33-476F **Animaniacs**

DFC8-3D0C Every coin gives you 999 saved slot rotations CBBF-47DA

D6BF-470A DFBF-476A Super jump and float

Breath of Fire

D9BF-CD69 Create a new character that starts at level 5 Create a new character that starts with 153 BBBF-CFD9 maximum HP BBBF-CF69 Create a new character that starts with 153 HP FF0BF-C469 Create a new character that starts with 20 AP F1B4-CD09 Create a new character that starts with INT. at 22 F1B4-CD69 Create a new character that starts with agility at 22 46B4-CFD9 Create a new character that starts with fate at 40 74BF-C7A9 Create a new character that starts with strength at 50 Create a new character that starts with vigor at 50

Castlevania: Dracula X

74B4-CDD9

C96D-17FF Infinite energy 4929-1763 Small hearts worth 25 C9A6-3D94 Item crash doesn't use hearts Start with 99 hearts 6D81-170F

C9AF-47A7 Infinite lives C969-CD2D One hit and you're invincible

Genesis (Game Genie)

Batman Forever

A40A-AA9R Infinite lives CDXA-AA3N Infinite time GJNT-AADE Start with 50 lives

Comix Zone

963B-4JAC Ice Tea fully heals player

The Death and Return of Superman

ACDT-ANPE Infinite lives ACLT-ANLC Infinite special attacks

Dragon: The Bruce Lee Story

ACPT-AAA8 Super power 98AT TCAR Standing weak kick does more damage 977T TCEW Standing weak punch does more damage 978A TCC4 Crouching weak kick does more damage C38A V92T Crouching weak punch does more damage

Earthworm Jim 2

HFZW-LAFN Start with 9000 bullets Start with mega ammo K7ZW-L8FN RH2W-J6T8 Infinite lives HF1C-LAH6 Start with 900% health Start with mega health 971C-LAH6 971W-L8ET Flash longer after getting hit

Garfield: Caught in the Act

RHCA-E6Y2 + Infinite ammo when standing RHCA-E6Y4 RHYT-E61T + RHYT-E61W Infinite lives ADZT-EACC + RGZA-A6YJ RGZA A6YL Don't lose energy

RHDT-A6T8 + RHDT-A6VA Incredible Hulk

ALVT-8A82 Level-select screen appears after you start DVPV-AA9Y Don't take damage as Hulk/Super Hulk DVRB-AA6W Don't take damage when "hulked out" A4YT-8A46 Don't lose health with time when "hulked-out" ABDV-AAA6 No lives lost from running out of health No lives lost from falling in water ABNB-AAGT ACYA-RAG2 Infinite transformation capsules AC5A-8AB4 Infinite time to defeat bosses Guns have infinite ammo ABRV-AAFN BKJV-AAE6 Can perform Super Hulk moves at 10%

One hit and you're invincible

BG4A-8AEY Vectorman

CCMT-AACE

AXKT-AA8C Infinite rocket-boost jumps RORA-N60Y Weapons don't run out RGNA-A61L All health power-ups max out health ALSA-AA72 Invincibility F4PT-AA3T Infinite time C49T-AA28 Infinite lives B8MT-AACE Start on Twist and Shout level

Start on bonus level

Start with nine lives



Here are all the moves for the mutants in the Saturn version of the arcade fighting game!

By Major Mike



Colossus Charge Horizontal Charge:

Motion ↓ ¥ → QK Diagonal Charge: Motion ↓ ¥ → MK

Vertical Charge: Motion ↓ ¥ → FK

Colossus Spin

Motion ↓ ¥ → P Note: Tap P to spin your opponent



Super Armor

Motion ↓ K ← (QP MP FP)

Dive Bomb Motion ↓ > (OP MP FP)





Optic Blast Low Ontic Blast: Motion ↓ ¥ → QP

Standing Optic Blast: Motion ↓ ¥ → MP

Angled Optic Blast:

Motion 4 ¥ → FP Note: The Optic Blast can also be done in the air.

Gene Splice Motion - 4 M P Note: If you connect, continue to press Punch to chain the move into

multiple hits. Manailmourn

Tracking Beam Motion ↓ ¥ ← (QP MP FP)

Mega Optic Blast Motion ↓ ¥ → (QP MP FP)



Near Ice Ball:

Tap (QP QK) Mid Ice Ball: Tap (MP MK)

Far Ice Ball: Tap (FP FK)

Note: The Ice Ball can also be done in the air.

Ice Beam Low Ice Beam:

Motion ↓ ¥ → QP

Horizontal Ice Beam: Motion ↓ ¥ → MP

High Ice Beam: Motion ↓ ¥ → FP

Note: The Ice Beam can also be done in the air.

Leve Wo Ice Fist

Motion ↓ ¥ ← (QP MP FP)

Measeilmouten Arctic Attack

Motion ↓ ∠ ← (QP MP FP)

Note: This move can also be done in

Omeg@

Drainer

Vertical Drainer: Motion ↓ ¥ → FP

Diagonal Drainer: Motion ↓ ¥ → MP **Horizontal Drainer:**

Motion ↓ ¥ → QP Note: When you grab your opponent with a Drainer, press Punch to drain their life har or press Kick to drain their Mutant Bar.



Jumping Drainer These moves are done while in the air

Vertical Down Drainer:

Motion ↓ ¥ → FK Diagonal Down Drainer:

Motion ↓ ¥ → MK

Horizontal Drainer:

Motion ↓ ¥ → QK Note: When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Mutant Bar.

Omega Strike Vertical Omega Strike: Motion ↓ > FK

Diagonal Omega Strike: Motion ↓ ¥ → MK

Horizontal Omega Strike: Motion ↓ ¥ → QK

Omega Destroyer Motion ↓ ¥ → (QP MP FP)

Controller Legend Quick Punch (QP)

Quick Kick (QK)

Fierce Punch (FP)

Fierce Kick (FK) Medium Kick (MK)

K = Kick P = Punch

Motion = Move the joystick in one smooth. continuous motion

Tap = Tap the indicated buttons or directions in sequence rge = Hold the direction or button

indicated for the time indicated

() = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands,

Medium Punch

The Basics

Running and Retreating

Tap →, → to run toward your opponent: tap ←, ← to retreat

To stand quickly after being knocked down, tap →, →, (QK MK FK), or tap ←, ←, (QK MK FK) Super Jump

Quickly tap ↓, ↑, or press (QK MK FK)

To throw your opponent in the air, hit → and either Fierce button Air Blocking To block while in midair, press €

EAMEPRO (110) May 1986



Psylodie

Diagonal Down Psi Flash: Motion ↓ ¥ → QP

Horizontal Psi Flash: Motion ↓ ¥ → MP

Diagonal Up Psi Flash:

Motion ↓ ¥ → FP Note: The Psi Flash can also be done in the air.

Psi Blade

the air.

Motion ↓ ¥ → K Note: This move can also be done in

Niniutu Motion ↓ ¥ ← P or K

Psi Thrust Motion ↓ ¥ → (QP MP FP) Note: This move can also be done in the air.

Sword Slash

Motion ↓ ¥ → P

Tap P rapidly

Shuriken



Plasma Storm Motion ↓ ¥ → (QP MP FP)



SalMurtii

Samurai Shadow

Lightning Strike Motion ↓ ¾ → (QP MP FP)

Power Sword

Note: This move can be done in

Lightning Sword: Motion ↓ K ← QP Ice Sword:

Motion ↓ K ← MP Fire Sword: Motion ↓ K ← FP

Spirit Shadow

Motion ↓ ¥ → (QK MK FK)



Rocket Punch

Diagonal Down Rocket Punch: Motion ↓ ¥ → QP

Horizontal Rocket Punch: Motion ↓ ¥ → MP

Diagonal Up Rocket Punch: Motion ↓ ¥ → FP

Note: The Rocket Punch can also be done in the air.

Sentinel Force

Diagonal Down Drones: Motion ↓ ¾ → QK

Horizontal Drones: Motion ↓ > → MK **Bomber Drones:**

Motion ↓ ¥ → FK

Sentinel Fly Motion ↓ K ← (QP MP FP)

Mega Shuriken

Motion ↓ K ← (OP MP FP)

Motion ↓ K ← (QK MK FK)

All of Storm's moves can be done in the air.

Typhoon Motion ↓ ¥ → P

Lightning Attack

Tap (K P) and move the joystick in the direction you want to attack



Leve Two Storm Wind

Strong Wind: Motion ↓ ¥ → (QK MK FK)

Vacuum Wind: Motion ↓ ∠ ← (QK MK FK)

Storm Flight: Motion ↓ K ← (QP MP FP)

Lightning Storm Motion ↓ ¥ → (QP MP FP)



Spjrgl

Spiral Sword

Dancing Sword: Motion → ¥ + € (QP MP FP) Single Sword Throw: Tap P

Horizontal Group Sword Throw: Motion ↓ ¥ → MP

Vertical Group Sword Throw: Motion ↓ ¥ → FP

wo Leve Teleport

Switcheroo: Motion ↓ K ← OP

Drop From Above: Motion ↓ K ← MP

WYO **Power Dances**

Increase Strength:

Motion ↓ K ← QK Increase Speed:

Motion ↓ Ł ← MK Invisibility: Motion ↓ ¥ ← FK

Mega Morph Motion ↓ ¥ → (QP MP FP)





Drill Claw

Tap (K P) and move the joystick in the direction you want to attack

Tornado Claw Motion → ↓ ¥ P

Note: If your move connects, continue to press Punch to chain the move into multiple hits.

Mutant Speed Motion ↓ K ← (QP MP FP)

Healing Factor Motion ↓ K ← (QK MK FK)

Managinouvina

Berzerker Barrage Motion ↓ ¥ → (QP MP FP)



Moves

The Saturn has Night Warriors: Darkstalkers' Revenge, but the PlayStation has the original Darkstalkers! Here are the regular and super moves for each fighter.

By Major Mike

PlayStation





AHAKARIS Samurai

After doing a Retribution, motion ↓ → K to spit the fireball back

Grand Wran Motion J > P

Pharaoh's Curse

During a jump, motion → K ↓ ¥ P

Sarcophagus Smash Tap (LP MP HP) for close smash; tap (LK MK HK) for far smash

Long Snake

Tap \rightarrow , \leftarrow , \rightarrow , P Super Move

Pharaoh's Wrath Tap →, LP, ↓, LK, MP

HOMA

Motion ← ¥ ↓ ¥ → P Rush Slash

When Impaler connects, motion ↓ Y + P

Spirit Hold

During a jump, motion ↑ 7 → P

Long Strike

Charge ← one second, tap →, P Low Strike

Charge ← one second, tap →, K

¥ ← P

When Impaler connects, motion ↓

Super Move

Bushido Crush Motion → Y J K P

Super Move

Super High Slash Charge \leftarrow one second, tap \rightarrow , \leftarrow , \rightarrow , P

Super Move

Super Low Slash Charge ← one second, tap →, ←,

Teleport Dive Bomb Motion ↓ K ← K

Note: This move can also be done in the air

Fireball

Motion ↓ ¥ → P

Note: This move can also be done in the air.

Spinning Uppercut Motion → ↓ ¥ P

Super Move

Shadow Beast When in close, motion ↓ → ¥ (LP MP HP)

Rolling Smash Motion → ¥ ↓ Ł P

Scratching Post When in close, motion → ¥ ↓ £ ← K

Litterhox Kick

Motion ↓ ¥ → K

Lunge Kick Motion ← ↓ ¥ K

Rolling Slash Motion + K J & P

Super Move

Rolling Fury Motion ↓ ¥ → ← ¥ ↓ (LP MP HP)

Controller Leoend

K = Press any Kick button

P = Press any Punch button

L1 Button = Hard Punch R1 Button = Hard Kick

Button = Little Punch Button △ = Medium Punch

Button ○ = Medium Kick

Button × = Little Kick

Motion = Move the joystick in one smooth. continuous motion

Tap = Tap the indicated buttons or

directions in sequence Charge = Hold the direction or button

indicated for the time indicated () = Execute commands in

parentheses simultaneously

Note: A super move can be done only when the Special Meter at the bottom of the screen is full.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.





LORD RAPTOR Super Move



Motion ↓ K ← K Note: This move can also be done in the air.

During a jump, tap →, → or ←, ←

Coffin Maker When in close, motion → ¥ → 7 P Hell Jump

Motion ← K + Y → K

Demon Blade

Tap →, ←, (LP MP HP)

Super Mo

Hell Blast Motion → ¥ ↓ ¥ ← K

MORRISON



Air Firebat During a jump, motion ↑ 7 → P

Shadow Blade Motion → ↓ ¥ P

Motion ↓ ¥ → P

Demon Blast During a jump, motion ↓ ∠ ← K

Hell Ride When in close, motion → ¥ ↓ £ ← P Demon Drill

Motion → ¥ ↓ £ ← K rapidly

Super Move

Doppleganger
When in close, tap LP, LP, →,

Rikuo



Motion ↓ ¥ → P Glass Gas Attack Motion ← K J y → K

Jumping Drill Tap ←, ←, K **Dorsal Saw**

Tap ←, →, P

Special Throw #1 When in close, motion → ¥ ↓ £ ← P

Special Throw #2 When in close, motion → ¥ ↓ £ ← K

Super Move

The Gevser Motion → ¥ ↓ (LP MP HP) or (LK MK HK)



SASQUATCH



Frost Blast Motion ← & ↓ ¥ → P

ice Fortress Tap ↓. ↓. (LP MP HP)

Icicle Hammer When in close, motion → ¥ ↓ P

Refreezer When in close, motion ↓ ∠ ← K

Vortex Kick Motion → ↓ ¥ K

Super Move White Out

Motion ← & ↓ ¥ → (LP MP HP)



JOH TABAIH

Werewolf



Tap ↓, ↑, K

Diagonal Down Luna's Hammer During a jump, motion → ¥ ↓ P Blaze Kick

> Power Roll Throw When in close, motion → ¥ ↓ ⊭ + K

Horizontal Luna's Hammer Motion ↓ ¥ → P

Diagonal Up Luna's Hammer Motion → ↓ ¥ P

Super Move

Horizontal Luna Sledge Motion ← ¥ ↓ ¥ → P

Super Move

Diagonal Up Luna Sledge Motion ↓ ₹ 7 P

Super Move

Diagonal Down Luna Sledge During a jump, motion ← ¥ ↓ ¥ P

Frankenstein



Whirlwind Punch Motion ↓ K ← → P

Von Stomp Motion ↓ ¥ ← K

Rush Punch

Charge ← one second, tap →, P Dashing Knee

Tap €, 7, K The Grab Shock

Grab opponent, then tap ↓. ↑. P

Power-Bolt Throw Rotate the joystick 360 degrees, tap (LP MP HP)

Charge ← one second, tap →, K

Super Move

Thunderstrike

Charge ← two seconds, tap →, (LP MP HP)

Super Move

Super Rush Punch Charge ← two seconds, tap → (LP MP HP)









Front Kick Tap (> FK)

Jaquar Kick Motion ← ↓ K

Jaquar Tooth Motion → ¥ V K ← K

Jaquar Knee Motion ↓ ¥ → 7 K

Alpha Counter Motion ← × ↓ K

uper Moves

Jaguar Breed Assault Motion $\psi \Rightarrow \psi \Rightarrow P$

Jaguar Revolver Motion VK+VK+K

Tap (→ SP)

Spin Kick Tap (→ FK)

ving Kick At the peak of jumping in, tap (↓ FK)

Motion ↓ ¥ → P Motion ← K ↓ y → P

While jumping, motion ↓ ¥ → P

Motion ↓ K ← K

Dragon Punch
Motion → ↓ ⋈ P

Motion ↓ K ← P

Motion ↓ ¥ → 7 P

Motion → ↓ × (JP SP FP) or (SK FK RK), or motion ← ↓ × (JP SP FP) or (SK FK RK)

Motion ← ¥ ↓ K

Super Moves

Motion > y + K + > y + K + P

Motion ↓ ¥ → ↓ ¥ → P

lerial Vacuum Fireball

While in the air, motion $\psi \rightarrow \psi \rightarrow P$

Tap (→ FK) or (← FK) Charging Side Kick

Tap (→ HK) or (← HK) Sonic Boom

Charge ← two sec, tap →, P Flash Kick Charge ↓ two sec, tap ↑, K

Motion ← Ł ↓ P

Super Moves

Charge ← two sec, tap →, ←, →, P

Somersault Justice Charge ∠ two sec, tap Ŋ, ∠, ↑, K Crossfire Blitz

Charge ← two sec, tap →, ←, →, K



Head-Butt Charge

buttons, then release

Turn-Around Head-Buft Hold any two punch or kick

Charge ← two sec, tap →, P

Note: The longer you hold the but-tons, the more damage you inflict.

Motion & J Y > 7 P

Alpha Counter Motion ← K J P

Anna Head-Butt R Charge ← for two sec.

Super Moves

Motion ↓ ¥ → ↓ ¥ → P or K

 $tap \rightarrow, \leftarrow, \rightarrow, P$

Charge ← two sec. tap (→ K)

Charge ← two sec, tap (→ P)

Charge ↓ two sec, tap (↑ K)

Charge ↓ two sec, tap (↑ P)

Motion → ↓ ¥ (JP SP FP) or (SK FK RK), or motion ← ↓ K (JP SP FP) or (SK FK RK)

Alpha Counter

Motion ← K ↓ P Super Moves

Charge ← two sec, tap →, ←, (→ K)

Psycho Crushe

Charge ← two sec, tap →, ←, (→ P)

Controller Legend - Playstation and Saturn



P = Any Kick button K = Any Punch button

> Motion = Move the joystick in one smooth, continuous motion Tap = Tap the indicated buttons or

directions in sequence Charge = Hold the direction or button

indicated for the time indicated () = Execute commands in parentheses simultaneously



Strong Punch (SP) Fierce Punch (FP)

Roundhouse Kick (RK)

Forward Kick (FK)

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



Chun Li

While in the air, hold ↓, tap FK

Knee Flip Tap (> RK)

Split Kick Motion → > V V K ← K

Lightning Kick

Tap K repeatedly

Fireball Charge ← for two sec. tap →. P Vertical Spin Kick

Charge ↓ for two sec. tap ↑. K Alpha Counter

Motion ← K J K

Super Moves

Thousand-Burst Kick Charge ← for two sec, tap →, ←, →, any K

Spinning Shadow Kick Charge ∠ for two sec. tap V. K. T. K

Power Storm

Motion V V + V V + P



Overhead Slam Tap (→ SP)

Elbow Drop While in the air, tap (↓ SP)

Bushido Running Side Kick Motion ↓ × → FK

Bushido Running Stop Motion ↓ × → SK

Bushido Short Jump Kick Motion ↓ ¥ → RK

Alpha Counter

Motion + K J P Super Moves

Bushido Rage Motion $\downarrow y \rightarrow \downarrow y \rightarrow K$ Bushido Jump Motion $\psi \rightarrow \psi \rightarrow P$

Bushido Lean*

Motion ↓ ¥ → P

Rising Spin Kick

Motion ↓ K ← K

*Note: Tapping a punch button during the move causes Guy to perform the Dropping Elbow Attack. If Guy is above his opponent, tap Punch and he throws them.

Dan

Motion ↓ ¥ → P

Dragon Punch Motion - J Y P Gale Kick

Motion ↓ K ← K Alpha Counter

Motion ← K ↓ K

Super Moves

Vacuum Fireball Motion $\psi \rightarrow \psi \rightarrow P$

Rising Dragon Wave Motion $\downarrow y \rightarrow \downarrow y \rightarrow K$

Fury Kick Motion V K + V K + K



ad Axe Kick

Tap (→ SP) Ground Roll

Motion ↓ K ← P

Motion ↓ × → P uricane Kick

Motion ↓ K ← K

Motion → ↓ ¾ P Alpha Coun Motion ← K J P

Super Moves

Rising Dragon Wave

Motion ↓ □ → ↓ □ → P

Vertical Dragon Wav Motion $\downarrow \lor \rightarrow \downarrow \lor \rightarrow \mathsf{K}$



Tap (→, SP) in Kick Tap (→, FK)

Fireball Motion ↓ ¥ → P



Hurricane Kick Motion ↓ K ← K

Dragon Punch Motion → ↓ ¥ P

Alpha Counter Motion ← K J P

Super Moves

Motion ↓ ¥ → ↓ ¥ → P

acuum Hurricane Kick Motion VK + VK + K

Tap (↓ RK)

itte Slice Motion → ↓ × P

Power Bomb Motion ↓ ¥ → 7 P

Carnet Bomb Motion ↓ > > > K

Alnha Counter Motion ← K J K

Sodom





Tap (> FK)

Soul Spark Motion K ↓ × → P Soul Reflect (Absorb) Motion ↓ ¥ ← JP

Soul Reflect (Horizontal) Motion ↓ K ← SP

Motion ↓ ∠ ← FP

Soul Catch Motion → ↓ ¥ P

Alnha Counte Motion ← K J P

Super Moves

Motion JK + JK + P

Aura Soul Catch Motion + y + + y + P

anal

Low Tiger Shot Motion ↓ ¬ × K High Tiger Sho

Motion ↓ y → P Tiger Claw

Motion → ↓ ¥ P Tiger Crush Motion → ↓ ¥ K

Alpha Counter Motion ← K J K

Super Moves

Motion $\downarrow y \rightarrow \downarrow y \rightarrow K$

Tiger Cannon

Motion ↓ ¥ → ↓ ¥ → P Tiger Raid Motion ↓ × ← ↓ × ← K

Super Moves Mega Jitte Slice
Motion ↓ y → ↓ y → P

ga Power Bomb

Motion two 360-degree circles starting from any direction and press any punch button

SWATPRO

Video Game Strategies, Weapons, and Tactics

Super NES

Donkey Kong Country 2: Diddy's Kong Quest 50 Lives and Play Without DK Barrels









Start a new game and at the gameplay-mode screen, keep pressing down until Music Test and Cheat Mode appear. Highlight Cheat Mode, then enter the following button presses:

50 Lives: Press Button Y, Button A, Select, Button A, Down, Left, Button A, Down

No DK Barrels: Press Button B, Button A, Right, Right, Button A, Left, Button A, Button X

Andy Bergstrom Superior, WI

Genesis

Comix Zone Invincibility





At the title screen, select Options, then select Jukebox. At the Jukebox menu, **press Button C** to play the tunes in the following order: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. When you start a game, you will be invincible.

PlayStation

Street Fighter Alpha

Play as Akuma, M. Bison, and Dan





To play as Akuma (Player One): At the player-select screen, Player One must press and hold Button L2 and move the cursor over the "?" box in the lower left corner. Then press Left, Left, Left, Down, Down, Down, and simultaneosly press Button □ and Button △. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press** and hold Button L2 and move the cursor over the "?" box in the lower right corner. Then **press** Right, Right, Bown, Down, Down, and simultaneously **press** Button \bigcirc and Button \times .





To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold Button 1.2**. Move the cursor over the "?" box in the lower left corner and **press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button** \square and Button \triangle .

Player Two: At the player-select screen, Player Two must **press and hold Button L2**. Put the cursor over the "?" in the lower right corner and **press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button \bigcirc and Button \times.**





To play as Dan (Player One): At the player-select screen, Player One must **press and hold Button R2 or Button L2**. Put the cursor over the "?" box in the lower left corner and quickly **press Button** △. **Button** □. **Button** △. **Button** △. **and Button** △.

Player Two: At the player-select screen, Player Two must press and hold Button R2 or Button L2. Put the cursor over the "?" box in the lower left corner, then quickly press Button \triangle , Button \square , Button \square , And Button \square , and Button \square

And From	_	lov	021	2 1/0	u tal	te a few minutes to answer some questions for us? Please fill out the
Game	fr	ollo ou'	win II be	g su e en	irvey terec	and fax, e-mail, or snail mail it back to <i>GamePro</i> by May 31, 1996. I into a contest to win the video game of your choice. Ten runners-up egy guide of their choice from Infotainment World Books.
from	Y	ou	rno	ıme		Age
PARKEDDO						1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
						State Zip Phone
1) Please indicate whether you read and/or how useful	yοι	fo	und	ea	ch	2) What game systems do you currently own?
of the following articles from the April issue of Gamel						☐ 32X ☐ Jaguar
you read the entire article, "Some" if you read part o "None" if you did not read the article. If you read any						☐ 3DO ☐ Macintosh computer
cle, please let us know how useful it was by circling '						☐ CD-i ☐ Neo•Geo
useful" to "1" for "not at all useful."						☐ DOS/Windows ☐ PlayStation
The Cover	5	4	3	2	1	computer
Letter from the GamePros All / Some / None	5	4	3	2	1	☐ Game Boy ☐ Sega CD
The Mail	5	4	3	2	1	☐ Game Gear ☐ Super NES
GamePro Gallery All / Some / None	5	4	3	2	1	☐ Genesis ☐ Virtual Boy
Buyers Beware	5	4	3	2	1	
ProNews	5	4			1	Please indicate which of the following publications you purchase or read at least 6 times per year:
GamePro Online All / Some / None	5	4	3	2	1	☐ Die Hard Game Fan ☐ GamePro
The Cutting Edge All / Some / None	5	4	3	2	1	☐ Electronic Gaming ☐ Next Generation
GamePro Labs All / Some / None	5	4	3	2	1	Monthly Nintendo Power Electronic Gaming
64 and Counting: What Happened						Monthly 2
to the Nintendo 64?	5	4	3	2	1	☐ Game Players ☐ Tips & Tricks
The 16-bit Survival Guide All / Some / None	5	4	3	2	1	
Overseas Prospects All / Some / None	5	4	3	2	1	4) Have you ever visited GamePro Online on America Online?
Sneak Previews	5	4	3	2	1	☐ Yes ☐ No
PC GamePro	5	4		2		If yes, how useful was it? Circle "5" for "very useful" to "1" for "not at all useful."
						Total design to 1 for not at an assign.
Hot at the Arcades All / Some / None				2		5) How did you get this copy of GamePro?
PlayStation ProReviews All / Some / None	5	4	3	2	1	□ Subscribed
Saturn ProReviews All / Some / None	5	4	3	2	1	☐ Purchased at the newsstand
3DO ProReviews All / Some / None	5	4	3	2	1	Other
Portable Systems ProReviews All / Some / None	5	4	3	2	1	
Quick Hits ProReviews All / Some / None	5	4	3	2	1	
Sports Pages	5	4	3	2	1	A Principal of the Control of the Co
Role-Player's Realm All / Some / None	5	4	3	2	1	To be eligible to win a free game
Killer Instinct 2						of your choice, mail, e-mail, or fax your completed survey to:
ProStrategy Guide All / Some / None	5	4	3	2	1	Mail: May GamePro Survey E-mail: comments.gamepro@iftw.com
SWATPro Bonus Section All / Some / None	5	4	3	2	1	P.O. Box 5959 San Mateo, CA 94402
SWATPro	5	4	3	2	1	Fax: 415/349-7482

Saturn

Street Fighter Alpha

Play as Akuma, M. Bison, and Dan





To play as Akuma (Player One): At the player-select screen, Player One must press and hold the top L button. Move the cursor over the "?" box in the lower left corner, then press Left, Left, Left, Down, Down, Down, and simultaneously press Button X and Button Y. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press** and hold Button L. Move the cursor over the "" box in the lower right corner. **Press Right, Right, Right, Down, Down, Down, then simultaneously press Button A and Button B.**





To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold the top L button**. Move the cursor over the "?" box in the lower left corner and **press Left**, Left, Down, Down, Left, Down, Down, then simultaneously press Button X and Button Y.

Player Two: At the player-select screen, Player Two must press and hold the top L button. Move the cursor over the "?" in the lower right corner and press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button A and Button R





To play as Dan (Player One): At the player-select screen, Player One must **press and hold the top L and R buttons**. Put the cursor over the "?" box in the lower left corner and quickly **press Button Y**, **Button X**, **Button A**, **Button B**, and **Button Y**.

Player Two: At the player-select screen, Player Two must press and hold Button R and Button L. Put the cursor over the "?" box in the lower left corner, then quickly press Button Y, Button X. Button A. Button B. and Button Y.

Saturn

X-Men: Children of the Atom*

Play as Akuma









Player One: Put the cursor on Spiral and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, then stop on Silver Samurai. Hold the cursor on Silver Samurai for three seconds, then simultaneously press Button A, Button C, and Button Z. Akuma will drop down from above.

Player Two: Put the cursor on Storm and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, then stop on Spiral. Keep the cursor on Spiral for three seconds, then simultaneously press Button A, Button C, and Button Z. Akuma will drop down from above.

Saturn

High Velocity

Hidden Cars





At the car-select screen, press Right until you reach car "F." Then press and hold Button I, Button R, and Button Y. With these buttons held down, press Right. Now you can select a new car, "C"—the Porsche. You can also select another hidden car, a truck, by simultaneously pressing and holding Button L, Button R, and Button Y, and pressing Right again.





Mechwarrior 3050

Play as an Enemy Mech, Passwords for Unlimited Ammo and Invincibility, and Level Passwords









Play as an enemy mech: At the Tiburon logo screen, **press Down, Button A, Button X.** Then enter the following password at the Password screen: **XTRM3X.** Now you can select from several enemy mechs.

Unlimited ammo: M1R0G3

Invincibility (this password works only after the Unlimited Ammo and all level passwords have been entered): MKWFLL

 Level Passwords

 Mission 1:
 BMBRMN

 Mission 2:
 65C816

 Mission 3:
 B1GBND

 Mission 4:
 FSPRING

YHWX11

Genesis

Vectorman

See Vector Numbers, Five Little Dots, Slow Down When Hit, and Skip to Stage 5









To perform the following tricks, start a game and pause it. Then, while the game is paused, enter any of the following cheats:
See vector numbers: Press Button B, Button A, Left, Down
See different vector numbers: Press Button B, Button A, Left, Left
Put five little dots around Vectorman: Press Button A, Button B, Button A, Button B, Button A, Button B, Button B, Button B, Button B, Button B, Button B

Slow down when hit: Press Down, Right, Button A, Button C, Up, Left, Button A $\,$

Skip to Stage 5: When the game starts and Vectorman is teetering on the Sega logo, jump under the logo and shoot it 24 times. Then jump up and hit his head on it 12 times. Now, you play a bonus game where letters fall from above. Catch 90 letters and you start the game at Stage 5.

PlayStation

Novastorm Stage Select

Mission 5:







When you lose your last ship and if you make the High Score screen, enter the name **TWIRLY** and leave a space after it. Then press Start. You see a winged symbol at the main menu. Highlight the symbol and press Start. A level-select option appears.

Super

Urban Strike: The Sequel to Jungle Strike Password

URBEN STRIKE
UNIN SCREEN
SCREEN
SCREEN
CORNECT
DO OPTIONS

This password takes you to the end credits: D63PMJTKHWY

rigall the Mayan

GamePro's Cheats! The Official Guide to Genesis and SNES



\$9.99 Code: BK-0798 SNES, Genesis

full of the tips, tricks. codes and cheats you need to best your friends and become the ultimate gamer!

By Chris Strodder and Tom Russo Written by two of GamePro's editors. this book gives you over 140 pages stuffed

LeisiiiO erwinevlu Playar's Guida **By Corey Sandler**



\$13.95 Code: BK-0488 Genesis, Sega CD, Sega 32X. SNES, PC CD-ROM

CamePro's Ultim PlayStation Cheats By John Fisher and



This exciting collection was written, developed and tested by two topnotch editors of GamePro and includes code that have never been seen before. This 160-page guide is indispensable if you want to master the game (or just cheat your way to the top).

Chris Nicolella

\$9.99 Code: BK-0852 Sony PlayStation

Primal Rage icial Player



\$10.99 Code: BK-0593 Genesis, SNES. Game Boy, Game Gear

By John Fisher All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 160 full-color pages of killer tactics. strategies, battle techniques, and finish ing moves that will

make you ruler of the new Urth.

pack, success is only a

sling stone's throw away!

\$9.99 Code: BK-0739 Genesis, SNES, Game Boy, Game Gear

Batman Forever Official Player's Guide



you'll need to beat back Two-Face, The Riddler, and their army of thugs, It's a must-have for game lovers and Batman fans alike.

Products Order Form

Fill out product order form and mail to:

GAMEPRO P.O. Box "P" San Mateo, CA 94402

Please allow 2-4 weeks for delivery.

Name:	
Address:	
City:	

Complete the Order Form

Add shipping and handling (see chart)

Add sales tax, residents of CA, IL, NJ and TX only (CA = 8.25%, IL = 6.25%, NJ = 6%, TX = 8.25%)

10000

ORDERS MUST BE PREPAID

Ship	ping and Handling Cl	narges
U.S.	Canada	Outside the U.S.
\$4.00 each	\$6.50 each	\$12.00 each

IL=6.25%, NJ=6%, TX=8.25%) rand Total

Shipping (see chart) Sales Tax (CA=8.25%,

PlayStation

Zero Divide

Tiny Phalanx Game and Watch Mode





Tiny Phalanx game: To play a small version of the shooter Phalanx, turn the game on and wait for the Zoom logo. At the Zoom logo, press and hold Start and Select on Controller Two. Now you can play Tiny Phalanx!

Watch mode: To watch two computer-controlled opponents fight each other at the title screen, press and hold Buttons L1, L2. R1, and R2. With 1 Player highlighted, press and hold Down. The cursor should be on VS Play. With the four buttons and Down still held down, press Start, Now you can pick any two fighters you want and watch the computer fight it out.

Super NES

Ignition Factor

Skip to Stages 2 and 3, and Special Bonus Mission





To start at Stage 2: At the title screen, move the cursor to Game Start. Then press and hold Button R on Controller Two and press Start on Controller One.

To start at Stage 3: At the title screen, move the cursor to Game Start. Then press and hold Button L on Controller Two and press Start on Controller One.

Go to the special bonus mission: At the title screen, move the cursor to Game Start. Then press and hold Button R and Button L on Controller Two and press Start on Controller One.

Super NES

Castlevania: Dracula X

Passwords





Stage 2

Line 1: Blank, Holy Water, Axe

Line 2: Axe, Axe, Axe

Line 3: Axe, Holy Water, Holy Water

Stage 3

Line 1: Holy Water, Blank, Blank

Line 2: Axe, Axe, Blank

Line 3: Blank, Holy Water, Holy Water

Stage 4

Line 1: Axe, Axe, Axe

Line 2: Blank, Holy Water, Holy Water

Line 3: Axe, Heart, Heart

Stage 6

Line 1: Holy Water, Axe, Axe

Line 2: Holy Water, Blank, Holy Water

Line 3: Axe, Holy Water, Blank

Stage 7

Line 1: Holy Water, Holy Water, Holy Water

Line 2: Axe, Blank, Heart

Line 3: Blank, Blank, Axe

Saturn

Clockwork Knight 2

Level Select and Go to the End





Enter these cheats at the title screen when the words "Press Start Button" are flashing.

Stage select: Press Right, Up. Left, Up. Right, Up. Down, Up. Left. Up. Left. Up

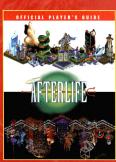
Go to the end of the game: Press Right, Up, Left, Up, Down. Up. Right, Left, Up. Right, Left, Down



Tarn Pennies From Heaven, party in the Disco Inferno, collect your Eternal Reward — anything is possible in this exciting new sim from LucasArts. As Demiurge, your goal is to set up and manage a successful and profitable afterlife. And if you think it sounds easy, just think who you'll be reporting to....

With more than 250 pages of hints, cheats, and strategies in the Atterlife Official Player's Guide you'll learn the heavenly secrets and devilish tricks necessary to master this unique and engaging sim.

- Exclusive hints, strategies, and cheats to master the game
- Thorough description of simulation strategies
- Complete inventory of buildings
- A look at the LucasArts technomagicians behind the game



o order	your c	opy, fili	out the	form below	and mail	to: Infotair	iment World	Products,	P.O. Box "P	", San Mateo,	CA 94402

Name		Subtotal
Signature		
Credit card #	Expiration	
☐ Check/Money Order ☐ VISA	☐ MasterCharge	BE PREPA
tax, residents of CA, IL, and NJ only (CA=8.25%,	ORDERS M	

Zip Code

State

Add \$4.00 for shipping and handling (\$6.50 to ship to Canada, \$12.00 to ship outside the U.S. or

Address

City

ORDERS MUST

BE PREPAID

| Subtatal | Shinolin | Sales Tax (CA=8.29%, IL=6.29%, IL=6.29%, IT=8.29%) | GRAND TOTAL ILLS. dollars onto

PlayStation

Thunderstrike 2

Passwords





Note: 0 is a zero; o is the letter o

South America

Le	vel 1:	oNHV0V6VEBDU55Q
Le	vel 2:	2NH70V9VEFDQ592
Le	vel 3:	7RH30V7AEFD64BI
Le	vel 4:	8NH30V8EEJD24PI

Gulf 2 - Oil Dispute

Level 1:	VNHR0V0E6JDE531
Level 2:	0RHV0Uo66NDA53A
Level 3:	IFHD0UoU6RDM5P2
Level 4:	NJHP0UKE6VDI5BI

Stealth

Level 1:	o7HP0UoQAUDE45A
Level 2:	U7HL0UNIAUDA5RA
Level 3:	AFHPOUKUA2DM4HI

Central America

Level 1:	FJHL0UGII2CE4KI
Level 2:	G7HH0U72I2CA5R2
Level 3:	2BHPOUROT 6CM58A

South China Sea

Level 1:	KRG50URQ26GE4J2
Level 2:	ORGLOUTI3AGA5UI
Level 3:	FRG951CM3EGM521

Panama

Level 1:	93G5SD9UNGGE4oA
Level 2:	VV55HUENGGA4SQ
Level 3:	JNGH4CPUNKGM5TI

Eastern Europe

Level I.	L3GG4406VOEESKI
Level 2:	F7GK5S2QV0EA41A
Level 3:	27GK50UMV4EM58Q

Gulf 1 - Canyon

Level 1:	7FGK48T6R8ME4NI
Level 2:	8JGK48VUR8MA5JQ
End:	T7GK28U2SCMM4oI

Super

Frantic Flea

Passwords



Zone 1, Level 1:	CLQCK
Zone 1, Level 2:	ZMTHT
Zone 1, Level 3:	GPPQW
Zone 2, Level 1:	DJQCT
Zone 2, Level 2:	WLCSN
Zone 2, Level 3:	RLHQZ
Zone 3, Level 1:	JMGVB
Zone 3, Level 2:	NRWPC
Zone 3, Level 3:	MDWQL

Super NES

Mega Man X3

Password



Man will be on the last level
with the E-tanks, weapons,
heart containers, mech. letters,
and all the regular adaptations:
6164

4155 6872 3116

Gary Loyola Novi, MI





Advertising Sales Offices

(For advertising sales calls only, please.)

Cynthia Sandor, Associate Publisher Sara Wood, Advertising Coordinator

Susan S. Crown. **Marketing Services Manager** Manisha Patel, Marketing Services Specialist

Western United States Craig D. Lee Regional Manager

(415) 286-2583 Iosie Dollente

Sales Associate (415) 286-2560

951 Mariner's Island Boulevard San Mateo, CA 94404 FAX: (415) 349-8532

Midwest/Eastern **United States** Cyndy Sandor

Associate Publisher TEL: (415) 286-2516

951 Mariner's Island Boulevard San Mateo, CA 94404 FAX: (415) 349-8532

Eastern United States John McMahon Regional Manager

Continental Plaza III 433 Hackensack Ave. Hackensack, NI 07601 TEL: (201) 489-6555 FAX: (201) 489-6277

List Rentals Randy Randolph

Fulfillment Specialist (415) 286-2505



INDEX OF ADVERTISERS

Acclaim	Crave	Interplay	Time Warner
Accolade 10, 11, 18,19	Fila Footwear5	Konami9	Treasure Cove
Blockbuster89	Fox Interactive55	MCA/Universal	UBI Soft71
Capcom 2nd Cover, 1, 27, 28, 29,	Funco Inc	Playmates 7, 69	Williams Entertainment 4, 23,
74, 75	GameTek	Sony2,3, 59	53
Chips & Bits 61	Interact 128, 3rd Cover	Tecmo	Working Designs87

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes

Back Issues The definitive source for the best first and reviews of the hoffest names for all home video name systems

- #40 (Nov. '92) Street Fighter II Strategy Guide Insert, Pt.3 #41 (Dec. '92) Street Fighter II Strategy Guide Insert. Pt.4
- #42 (Jan. '93) Street Fighter II Strategy Guide Insert. Pt 5 #43 (Feb. '93) Art of Fighting/World Heroes Special Insert
- #44 (Mar. '93) Sonic 2 Strategy Insert, Pt.1 #45 (Apr. '93) Sonic 2 Strategy Insert, Pt.2
- #46 (May '93) Super Sports Roundup Insert #47 (Jun. '93) Super Star Wars Strategy Guide Insert
- #48 (July '93) Jurassic Park! Star Wars SNES Secrets! #49 (Aug. '93) Street Fighter II Turbo Preview
- #50 (Sept. '93) Mortal Kombat, Street Fighter II Turbo Insert, Pt.1
- #51 (Oct. '93) Super SF II Turbo Insert, Pt.2, PLUS Samurai #52 (Nov. '93) Sonic Spinball and Sonic Chaos
- #53 (Dec. '93) Teenage Mutant Ninja Turtles: Tournament Fighter #54 (Jan. '94) Mortal Kombat III
- #55 (Feb. '94) Stars of '93 Editors Choice Awards #56 (Mar. '94) NBA Jam/Game Gear Guide
- #57 (Apr. '94) Incredible Hulk/Sonic 3 Strategy Guide #58 (May '94) Making of Mortal Kombat II #59 (June '94) Virtus Racino/ Mortal Kombat II
- #60 (July '94) Super Street Fighter II (SNES, Genesis, Turbo

- #61 (Aug '94) Mortal Kombat II (SNES, Genesis, Game Boy, Game Gear) #62 (Sept '94) The Death and Return of Superman PLUS Incredible Hulk Strategy Guides
- #63 (Oct '94) Sonic and Knuckles/Primal Rape
- #64 (Nov '94) Beavis and Butt-Head/Primal Rage Strategy Guide, Part 2
- #65 (Dec '94) Donkey Kong/Earthworm Jim Strategy Guide #66 (Jan '95) Earthworm Jim Strategy Guide #67 (Feb '95) Making of WeaponLord
- #68 (Mar '95) Killer Instinct, Arcade Strategy Guide #69 (Apr '95) Mortal Kombat III First Look #70 (May '95) Comix Zone
- #71 (June '95) New Game Systems Arrive #72 (July '95) Judge Dredd
- #73 (Aug '95) Fighting Games #74 (Sept '95) Primal Rage #75 (Oct '95) Mortal Kombat III
- #76 (Nov '95) Virtua Fighter II #77 (Dec '95) Donkey Kong 2 #78 (Jan '96) Ultimate Mortal Kombat
- #CE78 (Spg '96) Cutting Edge/32-& 64-bit #79 (Feb '96) Street Fighter Alpha #80 (Mar '96) Killer Instinct 2 #81 (April '96) Resident Evil
- \$5.00 each (indicate GamePro and issue number on order form)

Back Issues GamePro Magazine PO Boy "F San Mateo, CA 94402

All orders MUST be prepaid

Credit Card: MasterCard Visa

Signature Exp. Date Mama

Phone (Area Code)

Magazine Issue # Quantity

ORDERS MUST BE PREPAID Shipping/Handling:

U.S.A.: include \$2.50 per copy. Canada \$4.50 per copy. International: include \$7.50 per copy. (U.S. funds only) Shipping is via surface mail. Allow 4 to 6 weeks for

delivery. Add sales tax, residents of CA (8.25%), IL (6.25%), NJ (6%), and TX (8.25%) only

Price for each Total

Total Number Ordered CA, IL, NJ, and TX residents add appropriate tax Shipping

TOTAL 0606000

Saturn

Thunderstrike 2

Passwords





Note: 0 is a zero: o is the letter o

South America

Level 1:	J6HH1FC5VBDVSIQ
Level 2:	JVV11NC7CBDVR0Q
Level 3:	JV41URC7TBDV1PQ
Level 4:	J1M1URC9MBDVV4I

South America - Stealth

Level 1:	J9U9U3CRNFDFS9Q
Level 2:	J94PUNCQ8FDRK2
Level 3:	J819V7CSFFDF141

Panama Canal

nama vai	lai
Level 1:	JSFPVMCV0JCFSF2
Level 2:	JSQ9SUCUUJCFRT2
Level 3:	JJ19S6K13JCF0TO

Central America

Level 1:	JIOPT3C05NAFTPQ
Level 2:	JIT9TBCJ8NAFRU2
Level 3:	JI.5PTNCLGNAF162

Fastern Furone

Level 1:	JL08QF4NEREFS61
Level 2:	JK6KRVCPMREFRVA
Level 3:	JNB4RDKB1REF1LQ

Gulf 1 - Capture

Level 1:	JNV4RBSAAVMFSK2
Level 2:	JN64RNSCNVMFQ2Q
Level 3:	JM44RNSF2VMF1AQ

Gulf 2 - Oil Dispute

Level 1:	JPL4RNCF236FSQ2
Level 2:	JPRKRNCGH36FRDA
Level 3:	JB1KRND2B36F0DQ
Level 4:	JAN4RND5K36FU11

South China Seas

LEVEI I.	JB34KND5866FTK2
Level 2:	JAI4RND5K66FS4I
Level 3:	JDBKRND7A66FR5I
End:	JA943ND9U66FINT

PlayStation

WWF WrestleMania: The Arcade Game **Unlimited Combos**





At the character-select screen, press and hold Button R2 and Button L1. Then, while still holding these two buttons, press Button □. Button ×. Button ○. and Button △. The word "Combo" will appear under your character. Now the combo meter never runs dry!

Super NES

Pocky & Rocky 2

Passwords



Stage 9	Demon's Castle	
~	-4	
	<u>u</u>	
-		

Stage 3:	V3BX	Stage 7:	TR5C
Stage 4:	F87N	Stage 8:	GZLR
Stage 5:	S2YP	Stage 9:	5K0Q
Stage 6:	6DZ4		

PlayStation

In the Hunt*

Extra Continues





When all your continues are used up and your last sub has just been destroyed, press and hold Button \triangle and Select. Then, with these two buttons still held down, press Start, You will get five more continues.





The Game Shark lets you do anything you want to your favorite games.



The

FOR THE LATEST CODES CALL THE GAME SHARK HOTLINE AT 1-900-773-SHARK Call costs \$1.29 per minute. Must be at least 18 years of age or have parent's permission to call. A service of Interact Accessories, Inc. Check out the Interact Web Site at: http://www.interact-acc.com

Kill faster! Jump higher! Never die! This time Interact has gone too far! With the



GAME SHARK™ for the PlayStation™ and Sega Saturn™ systems, the rules no longer apply! Punch in the inifinte ammo codes for DOOM™ or VIRTUA COP™ and you'll have your foes outgunned! With infinite health codes for MK3™ and BATTLE ARENA TOSHINDEN™, even the most devastating blow has no effect! Throw away the budget when you turn on the unlimited money codes for ROAD RASH™ and OFF-WORLD INTERCEPTOR M! Turn battle damage into a thing of the past with infinite shield codes for TOTAL ECLIPSE TURBO™ and HI-OCTANE™! The GAME SHARK is the ultimate game enhancer!



DELPHIA PELPHIA

a little

Man about town Jerry Stackhouse in his new Stack Mids.

