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NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 7

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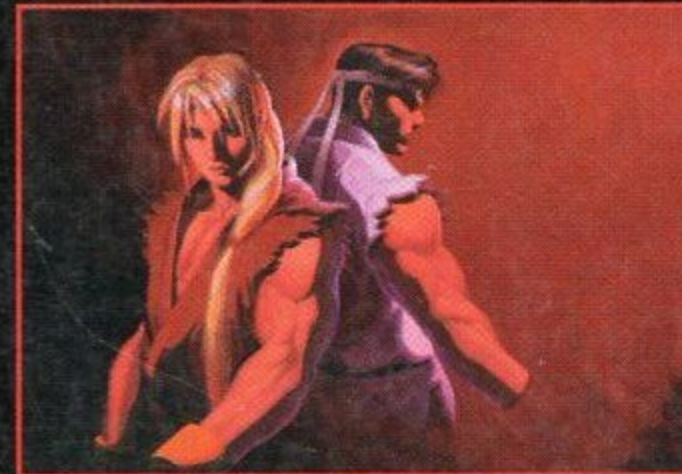
SEGA'S ASTAL

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ACE COMBAT

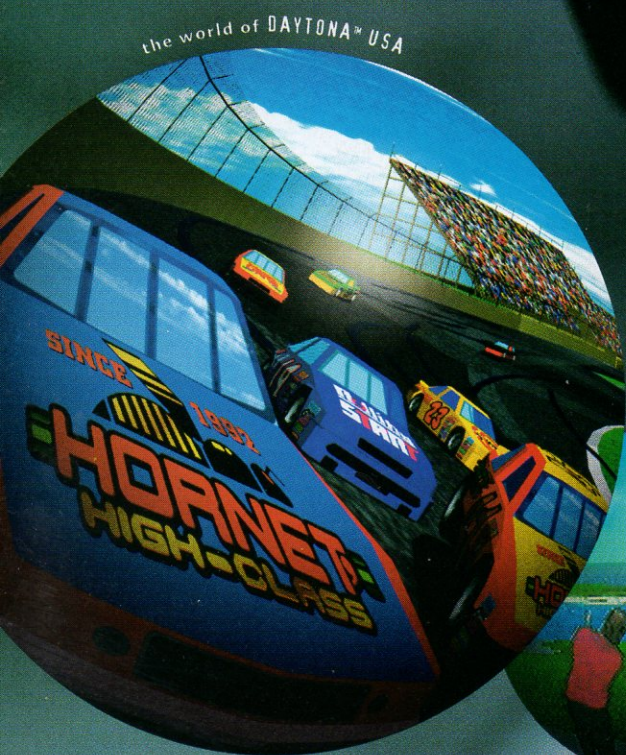
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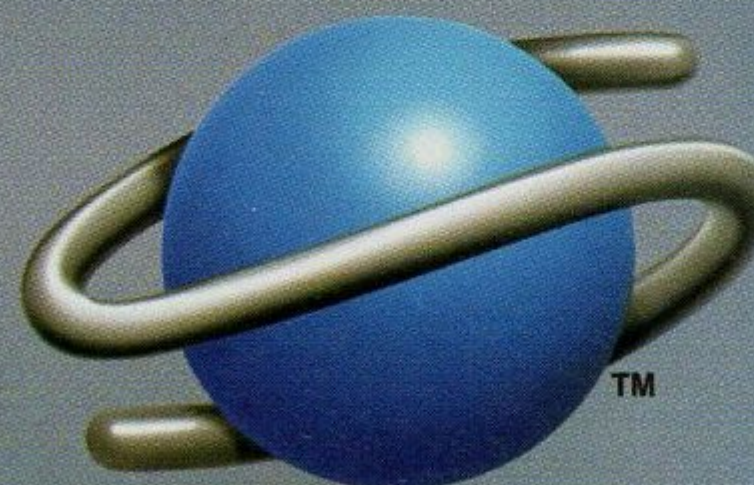
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The massive displays have come down, the hotels vacated, and the developers have gone back to their drawing boards. The first Electronic Entertainment Expo is behind us.

The past six months, for the gaming industry, have been shaky to say the least. This latest transition has been one heck of a rough ride. Sixteen bit didn't taper off, it was dropped like a bad habit. All the while the Sony PlayStation, Sega Saturn, and NU64 have been looming in the background, shrouded in secrecy. Suddenly, at E3, they pounced like a sonic boom, and now everyone wants to know, is it really over? Is 32 here and 16 gone?

Well... yes, the proverbial cat has been let out of the bag and it is now time to begin again, as we embark on the first wave of the next generation.

The leap from 8 to 16-bit brought us better graphics and music, along with mode-7 and some pseudo 3D. The same people who played 8-bit got into 16, and many have moved on already to new platforms like the 3DO, and Jaguar. Not the hordes that you'd expect, but that is all about to change... The sumos of gaming have entered the ring and they are all ready to do battle. 32-bit gaming, now officially underway, will bring in a wider range of consumers and entirely new genres of games. This was apparent at every turn as you walked the show floor. Not since the early days of 16-bit have I dropped my attaché to check out so many new, fantastic looking games. For example, take Sony's Jumping Flash. When was the last time you jumped fifty feet into the air and saw the ground all the way up and then back down? Or Sega's BUG! which takes the platform category into and out of the play field effectively for the first time.

Besides huge improvements in game design, we'll see the old genres get so much better that we'll wonder how we ever played them without complaining. Examples of this are Crystal Dynamics' Blood Omen: Legacy of Kain, an overhead action adventure with testosterone to burn and Interplay's Loaded, another top view slaughter that looks so good it's a gas just to watch. Konami's Overkill is similarly astonishing. Sony Imagesoft has a game where you can drive a demented ice cream truck, loaded with weapons, through an actual eight square mile city. Jump on the freeway, drive a few miles and listen for the humming of the predators. I'm telling you we are all in for some truly exciting years ahead!

Sports games have also taken on a whole new personality. I saw so many groundbreaking baseball, bas-

ketball and soccer games that I lost count. Football season is going to be scary. I think the seasons we play out on our new consoles may be better than the actual telecasts. Hey, maybe they'll program in beer commercials.

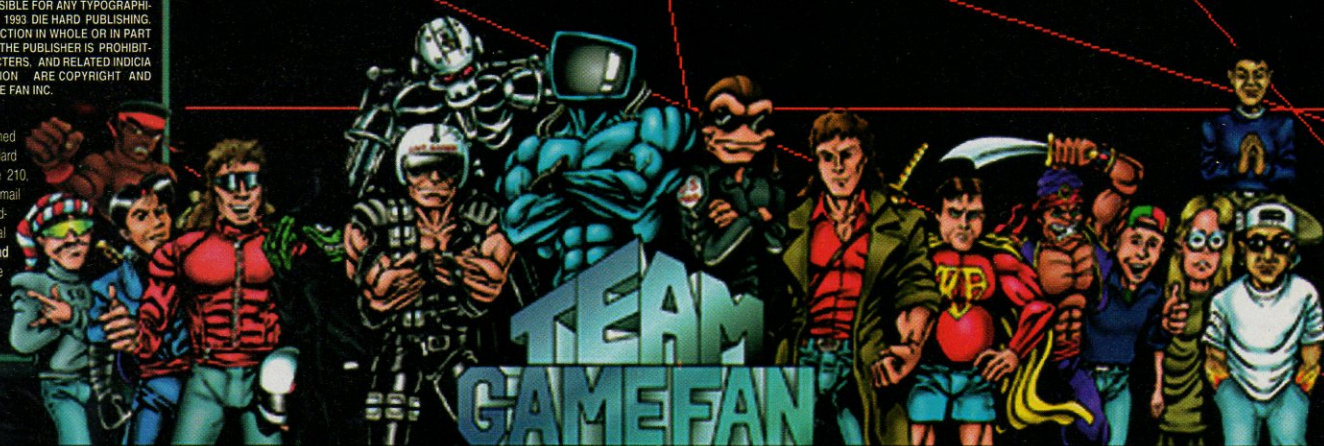
I went to the show with high expectations and walked away completely satisfied. There are so many amazing PlayStation and Saturn games set for release in '95 that it's staggering and the Ultra and M2 are only months away.

Speaking of Nintendo's U64, I wasn't the least bit surprised that NOA decided to delay the launch. In fact, I think this was a wise decision. The third and fourth quarters are going to be saturated with games on multiple platforms. This is logically not the best time to release a groundbreaking SGI based system, which is destined to become the company's main focus, with only three titles. Waiting until the dust settles and coming in with twelve or more titles in April is a smart decision in my book. Especially when you take into account the price of the Ultra (249.99 with a pack in), the two SNES mega-hits, Killer Instinct, and Diddy's Kong Quest which are perched to set record 16-bit sales once again, and of course the Virtual Boy, which I think is going to surprise both retailers and gamers alike. Nintendo has plenty cookin' in '95, so why shock the market with everything at once? You'll be a happy camper in April... trust me.

The dust won't clear until Christmas '96 anyway, after everyone sees how these new more powerful, and more expensive, systems are received by the consumer.

Will the adult population step up and become a force to be reckoned with? We've been talking about it for years. If it's ever going to happen now is definitely the time. My guess is that not only will the adult (18 to 25 and beyond) population flock to this amazing new form of entertainment but they may just take it over. We've been saying it for years here at GF, make the hardware affordable and software that adults can relate to, and they will come. I think multiple hardware households are about to become the norm.

Anyone who attended the E3 show walked away with a firm belief that 32-bit has finally arrived in full force, and is such a major leap in technology that it may truly change the face of home entertainment forever. I, for one, am more excited about video games than I have ever been, because they are evolving along side the people who made them what they are today.



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New Donkey Kong Land has and the best graphics ever seen on Game Boy.

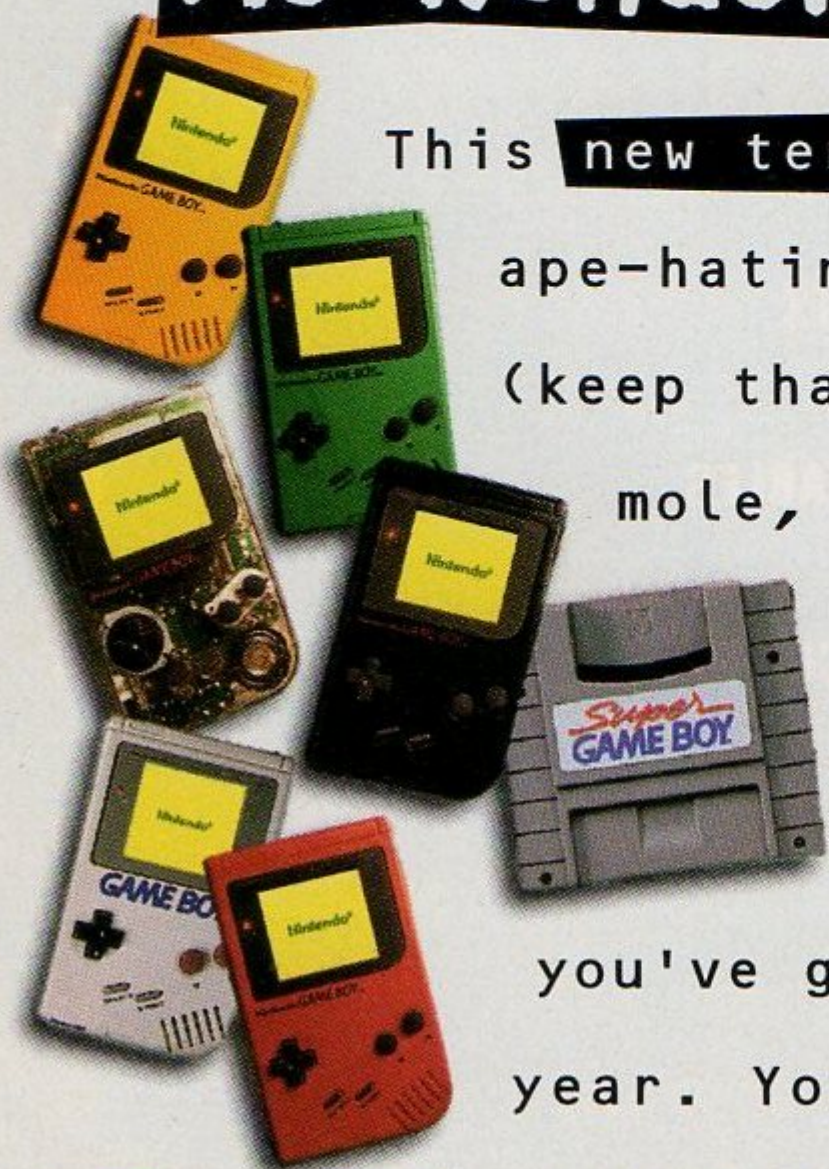
First there was Donkey Kong Country®, it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome new game. **Donkey Kong Land™** is here, and it's only available for Game Boy® and Super Game Boy®. You'll recognize the **hairy** heroes for sure, but everything else is entirely new.

There are four wild **new worlds**, each with its own sinister boss. There are savage **new levels** that take Donkey and Diddy from pirate ships to mean city streets.

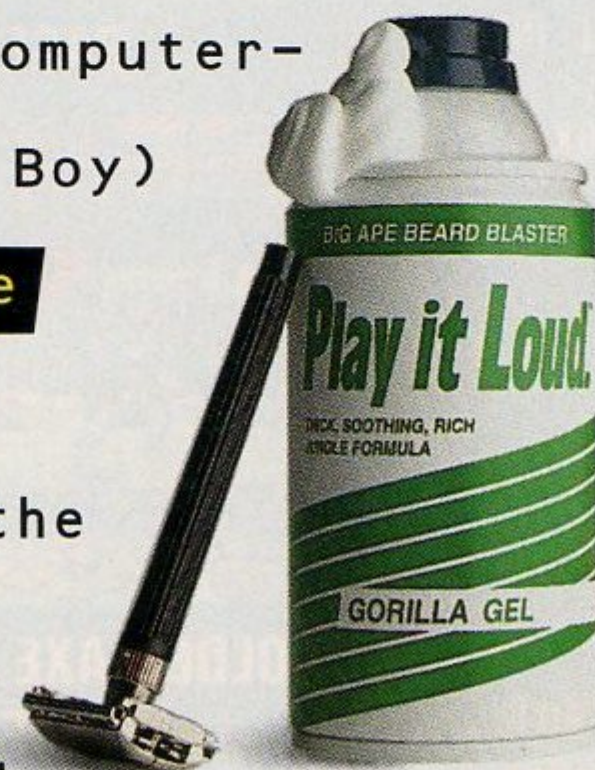




30 new levels, all new bad guys No wonder it has such huge fans.



This new terrain is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of flying pigs (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky banana-yellow cartridge (it was in Kong's contract), and you've got the biggest, hairiest adventure of the year. You're gonna love it so much you might even scratch, grunt and throw food a little more than usual.



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E-3 The Biggest And Best Electronic Entertainment Show Ever!
GameFan takes you inside the biggest video game show of the decade. See all the games and get all the facts, starting on...

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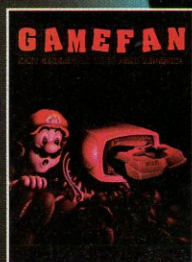


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VIRTUAL BOY



The Virtual Boy Makes It's GameFan Debut.
GameFan goes where no magazine has gone before. Read all about it in our exclusive special report
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COVER STORY

COME JOIN US AS WE
IMMERSE OURSELVES
IN NINTENDO'S NEW
VIRTUAL BOY FOR THE
FIRST TIME. GAMEFAN
TAKES YOU UP CLOSE
AND PERSONAL INTO
GUMPEI YOKOI'S
AMAZING 3D
GAME SYSTEM



GAMEFAN Cover Art By:
Terry Wolfinger

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SUPERMAN™ vs BATMAN™ THE FLASH™ vs THE FLASH™ AQUAMAN™ vs WONDER WOMAN™ BATMAN™ vs THE FLASH™ WONDER WOMAN™ vs BATMAN™ SUPERMAN™ vs SUPERMAN™ GREEN ARROW™ vs AQUAMAN™ THE FLASH™ vs SUPERMAN™ WONDER W



**Batman vs.
Batman!?**



**It's a bird. It's a plane.
It's Superman™?!!!**



**Green Arrow's bow
turns friend to foe!**



**Will Aquaman bash
The Flash?**



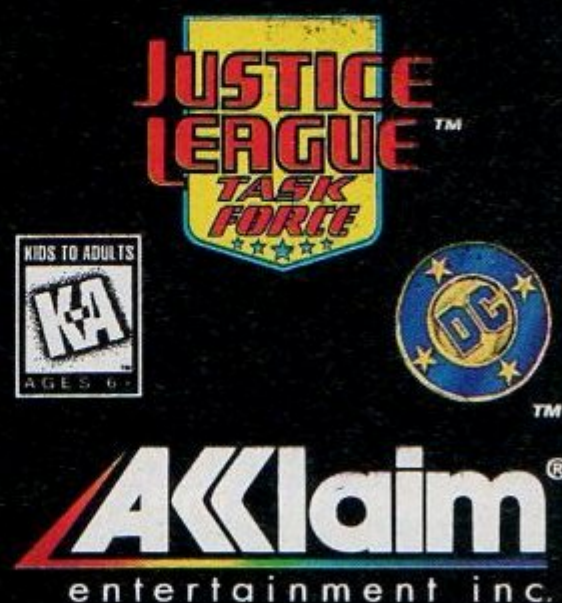
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Flash's speed?**



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GAMEFAN'S TOP TEN MOST WANTED

TOP TEN

1. Donkey Kong Country (SNES)
2. Mortal Kombat II (SNES)
3. Final Fantasy III (SNES)
4. Earthworm Jim (Genesis)
5. Mega Man X 2 (SNES)
6. NBA Jam T.E. (SNES)
7. Super Street Fighter II Turbo (3DO)
8. Alien VS Predator (Jaguar)
9. Doom (Jaguar)
10. Sonic & Knuckles (Genesis)

MOST WANTED

1. Killer Instinct (Ultra 64)
2. Virtua Fighter II (Saturn)
3. StarFox 2 (SNES)
4. Mortal Kombat III (Any System)
5. Panzer Dragoon (Saturn)
6. Toshinden (PlayStation)
7. Daytona USA (Saturn)
8. Chrono Trigger (SNES)
9. Mega Man VII (SNES)
10. Rayman (Jaguar)



First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint. **Third Prize:** A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Joe Miller of Lebanon, PA
Second Prize: Donna Bivens of Milan, TN
Third Prize: Aaron Fisk of Anchorage, AK

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. FLYING NIGHTMARES. Pushing CD technology – and you – to the max.

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VIEWPOINT

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

"I live for Japanese -programmed platformers (Treasure and Konami's especially), and Action/RPG's. I also like 3-D shooters- like Panzer and Doom, and a good racing game when they come along. What I don't like are FMV, puzzle and point & click games. Generally anything that says 'interactive' falls between the road and rubber of my Ninja".



SKID

"I gravitate towards Japanese RPGs, shooters and fighters. I can live without the following: Euro-art, the hateful carnage done to Japanese characters in the US, and Sega box art. I'm not too big on platformers and I hate FMV. I'm a tough critic - what you see here has most likely seen the editor's knife (Not the scores, just the talk)."



NICK ROX

"I'm a big fan of coin-op fighting games, RPG's, shooters, and action games. While an occasional racing or 'Doom'- style game will interest me, I try to stick to the traditional 2-D stuff. FMV, digitized characters and low-res 3-D textured polygons know its a good idea to stay away from K.LEE. Music is king".



K. LEE

BATMAN AND ROBIN • GENESIS • SEGA • 16MEG • ACTION/ADVENTURE • 1-2 PLAYER



SEE REVIEW PG. 42

Is it just me or is 16-bit shaping up to be more than anyone bargained for? I simply cannot believe the visuals they are achieving on the Genesis hardware. It's a crying shame that this fantastic looking Genesis cart is nearly impossible to enjoy. Just when you think you have it dialed the game goes berserk and throws so much at you at once you experience total meltdown. It's just not right!

GRAPHICS 10
MUSIC 8
CONTROL 9
PLAY MECH 7
ORIGINALITY 8

79

After playing Batman & Robin, I feel like a fool for praising Genesis games in the past for their effects. You've never seen a more visually impressive 16-Bit game than Sega's B&R. Ever. It's just that simple. Unfortunately however, the only people who will get the opportunity to enjoy them are those who know how to hack a code on the 'ol Action Replay. About midway through Batman & Robin the game gets so heinously difficult that you may be inclined to see how far your controller can fly.

GRAPHICS 10
MUSIC 7
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

79

Talk about a game for the die hard gamer. Batman and Robin combines some of the most mind bogglingly sophisticated graphics ever seen on the Genesis with ultra long (and ultra hard) levels, solid play mechanics and smooth character animation. It's a shame that the difficulty is not adjustable and the continues are limited. Few will see the depths of Batman & Robin.

GRAPHICS 10
MUSIC 8
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

80

JUDGE DREDD • SNES • ACCLAIM • 16MEG • ACTION/ADVENTURE • 1 PLAYER



SEE REVIEW PG. 48

Judge Dredd is big on depth of gameplay, and graphics as well. Realistic effects, good art, and detailed backgrounds give JD the look of a 1st class SNES cart. My only problem with this title is that it never really grabs you. While it's an enjoyable game and long enough for even the most demanding players, it doesn't offer anything new. If solid gameplay is your priority, this is your game, but if you're looking to be dazzled try before you buy.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 7

78

I was a big fan of Alien 3 on the SNES. Happily, Judge Dredd seems to utilize the same, albeit souped-up, engine as the aforementioned classic, making for much more than the usual mundane movie-license games; JD can shoot, crawl, headbutt, punch, kick, grapple and perform even more fruitly maneuvers. Dredd's visual and aural strengths are far from lacking, as well. Unfortunately, Dredd is just so... "been there, done that." For fans of the character, this title is great, but the average gamer will probably want to pass.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 7

73

I enjoyed this game. While Judge Dredd is not overwhelmingly spectacular in any one area, this game strikes a nice balance between solid play techniques, graphics and control. What does stand out about this game however, are it's length and difficulty. Its been a while since I've played an action game that took me days and days to complete. What's more, JD is a rewarding enough game to justify investing all that time. Good job Acclaim.

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAY MECH 8
ORIGINALITY 8

85

HAGANE • SNES • HUDSON • 16MEG • ACTION/ADVENTURE • 1 PLAYER



SEE REVIEW PG. 50

Where was this game last year when the SNES was in dire need of platform power? Hudson's Hagane is a real surprise. The cyber ninja 'Hagane' is himself a great looking character and he's loaded with classic ninja moves. The game itself has that trademark Japanese programmed feel and the dark, shiny look that I love on SNES. Special effects worth a second look round out Hagane's list of credits. Hagane's long enough to settle in with and very recommended!

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8

88

Hagane is one of the most welcome titles ever on the SNES. Perfectly filling a genre hole that's been there from the beginning. Any and every SNES action fan should consider updating his library with Hudson's super-powerful Ninja-fest. Featuring play mechanics heavily reminiscent of Strider, the supremely original Hagane is loaded with everything an action gamer demands: Great graphics, excellent tunage, great effects and utterly solid gameplay.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8

83

What can I say, I love this game. Although more detailed graphics and smoother animation would've been nice, everything else in Hagane is surprisingly good. The character design of the bosses are very creative, the play techniques are first rate and the game is long and challenging overall. Its kinda obvious that Hagane is a Shinobi wannabe, but this game is still cool nonetheless. I recommend this one.

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8

86

DONKEY KONG LAND • NINTENDO • 4MEG • ACTION/ADVENTURE • 1 PLAYER



SEE REVIEW PG. 83

DKL is easily the best action game in GB history and now ranks Behind Zelda on my all time GB list. As if the SGI apes weren't enough, when I saw the parallax I almost fell out of my chair. The music in DKL is also remarkably good. If you wanna beat this one you may find the Super GB the way to play, DKL is actually a little harder than DKC. Good show Nintendo. The Game Boy lives on!

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 9
ORIGINALITY 9

90

Wow, I'm not the Game Boy's biggest supporter, but it has had its moments... and Nintendo's Donkey Kong Land is a BIG moment! In this astounding 4-Meg title the Brit forces at Rare have managed to cram the gameplay and feel of the 16-Bitter into an eighth the size of the original. I was not the biggest fan of DKC, so don't expect me to go gaga...but I must give credit where credit's due. Any Game Boy cart that has parallax gets high marks from me! For gamers on the go, DKL is perfect.

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 9

90

This is unequivocally the best action game ever for the Game Boy. Graphic wise, DKL chuckles as it flicks away all other Game Boy titles like an insignificant little flea. Not only that, but this little 4-meg game of amazement features unbelievable animation, all new levels and even cool music. I don't know how the programmers at Rare managed to make characters scale or have a scrolling background (diagonally no less) on the Game Boy, but they did it. This game is a miracle.

GRAPHICS 10
MUSIC 8
CONTROL 9
PLAY MECH 9
ORIGINALITY 9

94

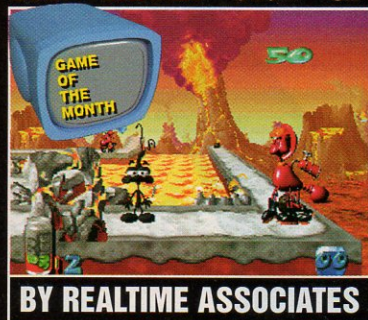
SEGA SATURN VIEWPOINT SPECIAL: THE FIRST GAMES

SKID

NICK ROX

K. LEE

BUG! • SATURN • SEGA • 3D ACTION/ADVENTURE • 1 PLAYER



How can a first generation game be this good? From the unique multi perspective gameplay to the awesome rendered cast of insectia, this is a platform gamers dream come true! The game is super long, extremely challenging, loaded with secrets that will have you playing it over and over, and the coolest bosses I have ever seen. I know 32-bit is just getting underway but I can't find one fault with this game. What a way to start a genre!

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
98	

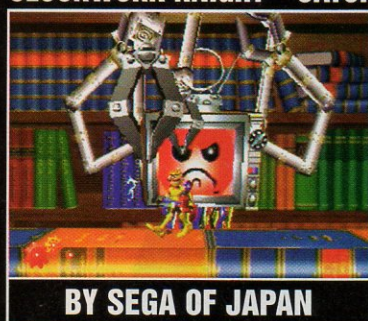
I never thought I'd see this. Here's a Saturn game that's not only first-generation, but AMERICAN, that blows away almost every title released for the system yet. Starring one of the coolest little mascots to come along in a while, Bug! is unlike any game you've played before. When was the last time you suddenly turned INTO the screen in a platform game and continued on? I thought so. The effect of Bug! is hard to describe, but exhilaratingly fresh and unique.

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	10
90	

While I do have a certain level of expectation when it comes to 32-bit games, the amazing level of polish and visual allure in BUG left me speechless. More than just a pretty face, BUG even creates its own 3D action genre. With high quality textured graphics, great music, huge bosses, plenty of challenge and an insane sense of humor, BUG is the type of game (and character) Sony wishes it could conjure up. Bug balances a totally unique concept with perfect execution. I love it!

GRAPHICS	10
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	10
95	

CLOCKWORK KNIGHT • SATURN • SEGA • ACTION/PLATFORM • 1 PLAYER



The first time I played CK I was astonished, and to an extent I still am. The game is truly a wonder to look at. Where CK falters is in the areas of diversity and play mechanics. The game does alot to make up for these downfalls however and remains at the top of my list. The CG intro, amazing bosses and great theme has me anxious for the sequel. CK is great 1st generation experience that no new Saturn owner should miss.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	6
ORIGINALITY	8
89	

This is a tough one. On one hand I love Clockwork and on the other I find it dull and uninteresting. Let's break it down: 1.) Graphics. The game's "Wow" factor is an immediate plus. I mean, these graphics are MIND-BLOWING. Imagine SFII-style warping applied to EVERYTHING. That's right - every background object changes perspective while you walk by it! 2.) Gameplay - extremely dull. All Pepperouchau can do is attack with his key, jump, and lift enemies. There's a fair smattering of 3-D-oriented play mechanics involved, but there just wasn't enough here to keep me interested.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	6
ORIGINALITY	8
79	

Visually, Clockwork Knight is outstanding. Between the line-scrolling texture mapped polygon playfields and the gnarly, multi jointed bosses, Clockwork is absolute eye candy. Problems arise, however, when the shallow gameplay, limited play mechanics and the "is that all there is" overall game length become apparent. As a first generation Saturn game, CK is a technical and visual achievement. CK is not a bad game by any means, but with superior titles like BUG and Astal literally just around the corner, a game needs more gameplay horsepower to even compete.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	7
ORIGINALITY	8
82	

PANZER DRAGON • SATURN • SEGA • 3D SHOOTER • 1 PLAYER



I am literally thrilled with this game. I've been dying for a good shooter so I'm overjoyed that I got a great one. Insane graphics for a 3D view shooter, music that makes you cry, and the best intro in the history of gaming are evident within the first five minutes. Multiple viewpoints, bosses you have to fight to believe and the best main characters to ever grace a shooter make Panzer Dragoon the one to beat in the battle of the 32-bit shooters. Philosoma, here I come!

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
90	

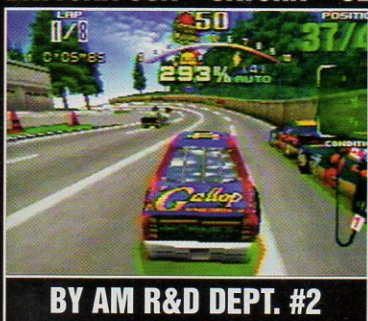
One word describes Panzer Dragoon: Joy. Pure, unadulterated, 100% JOY. This is the best shooter I have ever played...bar none. Sega's Team Andromeda has whipped up a little miracle: A near perfect game. The impeccable blending of gorgeous graphics, a tear-inducing power-score and god-like gameplay in PD is almost unnerving: Are games really getting this good? If I had to find fault with Panzer, it would be the length...although satisfactorily long, I was left with the burning desire for MORE...but how could you not be, after experiencing this?

GRAPHICS	9
MUSIC	10
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
98	

Once again Sega has taken a proven concept and built it into something that's head and shoulders over anything else out there. With Panzer, you get an overwhelmingly convincing 3D virtual environment, gnarly SFX and orchestral music from heaven above. The only thing even remotely bothersome in PD is the "man this is hard" difficulty setting. With games as high quality as PD right out the gate, the Saturn may be the ticket towards a new renaissance for Sega.

GRAPHICS	9
MUSIC	10
CONTROL	8
PLAY MECH	9
ORIGINALITY	10
95	

DAYTONA USA • SATURN • SEGA • RACING • 1 PLAYER



As far as playability goes Daytona USA is everything I'd hoped for and that alone makes it a must buy. I must admit however that after playing Ridge Racer, I expected more in the area of graphics-Daytona has visible redraw problems. The new operating system will surely cure this so I'm looking forward to Sega Rally for the big comparison. Tons of codes will keep you playing Daytona for month's and the B-Univ music is good enough for the car.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
85	

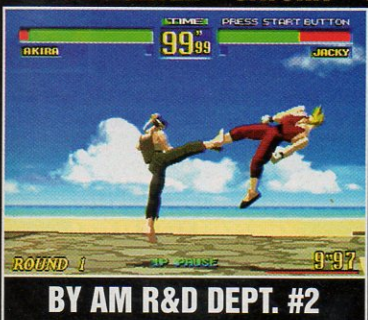
I have to be honest: I was expecting more from Daytona. Not to say it isn't an excellent title, which it undeniably is, but the Saturn is capable of much more. While gameplay remains 100% exact to the arcade version and the hyper-catchy B-univ arcade tunes (Daytona-naaaaaa...) have been arranged to perfection, the disturbing object pop-up and slow frame rate are extremely noticeable and detract from the overall experience. Daytona arcade fans will likely spasm with joy on receiving their game at home, but if you're just looking for a thrilling 3-D ride you should probably stick with Panzer.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
85	

I can't believe I get to play Daytona at home. Although I was first put off by the slightly pixelly graphics and the hurrin' polygon redraw, everything was forgiven, once I had a chance to spend time with this game. The control is fab, the level of challenge is perfectly balanced and the game was lurid fun overall. Factor in some of the best driving game music ever and you've got yourself one heck of a ride. Wow, Daytona at home.....can you believe it?

GRAPHICS	8
MUSIC	10
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
94	

VIRTUA FIGHTER • SATURN • SEGA • FIGHTING • 1-2 PLAYER



With the big time flick that plagued the import version taken out, it's hard to find fault in VF. The gameplay is actually better than the arcade, the animation is perfect, and the music is phenom. The game is visibly inferior to the coin-op with less polygons and more jaggies, but hey... it's a near perfect Virtua Fighter at home!

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	7
ORIGINALITY	9
85	

Virtua Fighter for the Saturn was a MAJOR rush-job, so I almost feel tacky listing the game's faults. The characters, of course, are modeled with far less polygons than their arcade counterparts and (although MUCH reduced from the Japanese original), polygon breakup occasionally rears its ugly head. What can be said about VF? The music is beautifully re-arranged, you can play as the boss and as far as gameplay goes, it's a perfect conversion. You know Virtua Fighter: You either love it or you hate it. For an overall conversion, however, Virtua is quite good.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
90	

While I prefer SF2 style fighting games and moves, there's no denying the overall quality and effort put into VF. While VF is not quite as close visually to the arcade game as, say, Tekken, the graphics are still outstanding nonetheless, plus all the nuances in the gameplay of the coin-op VF have been faithfully translated over to this Saturn game. Additionally, I feel that the music and sound FX are superior on this home version. Good job Sega.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
94	

HAGANE™

They left you for dead.

He made you immortal.

Now it's payback time.

ついに我々が望みかなう時が来た。
ハガネ様が助けに来てくださったぞ。

"Our prayers have been answered,
my friend. Hagane has come
to save the day!"

ああ、あの超サイボーグ
体から放たれる強力
なニンジャ技があれば、
もうコマ軍団など敵ではないな。

"Oh yes, my brother... The Koma Clan is
no match for Hagane's masterful
Ninja technique and spectacular
cyborg form!"

CONTAINS
NO MSG!

HAGANE™, the most brutal cartridge in all the land has invaded the Super NES.

Ancient martial arts stylings. Futuristic graphic technology. Black magic-powered cyber-Ninja clans... This ain't some B movie, my friend. This is a wicked adventure. A full color, 100% chaotic, thumb print-removing action adventure.

The time for battle has come. Bow, or be beaten.



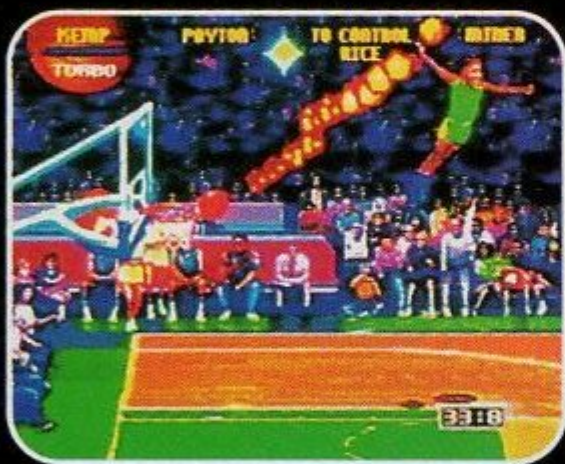
SUPER NINTENDO
ENTERTAINMENT SYSTEM

HUDSON SOFT

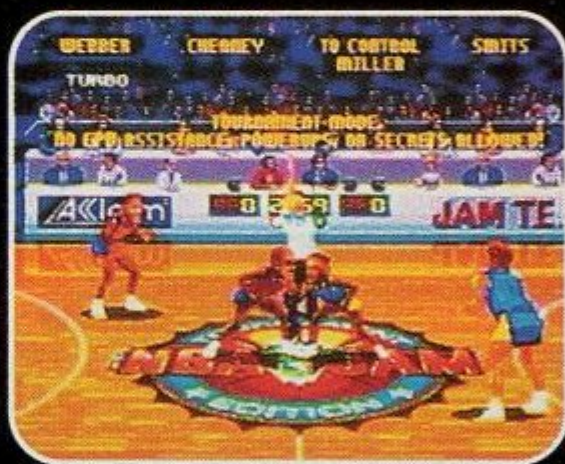


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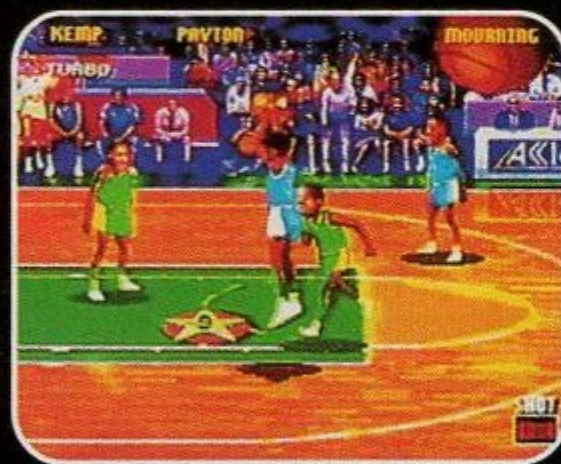
Hey, Superstar.
 You've done just about
 everything there is to do in
 basketball. Except **TWO** things.
 You haven't played **NBA[®] JAM TE[™]**
 on **32X[™]** and **GAME BOY[®]**. It has
 all-star teams! Rookie teams! Full court dunks
 (Can you do that?). 9 pt. shots (you'll love that).
 3-5 players per team! Stereo sound*. Arcade player scaling*!
 The fastest gameplay ever* (a lot faster than you). Updated player
 rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes!
 Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries
 and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!



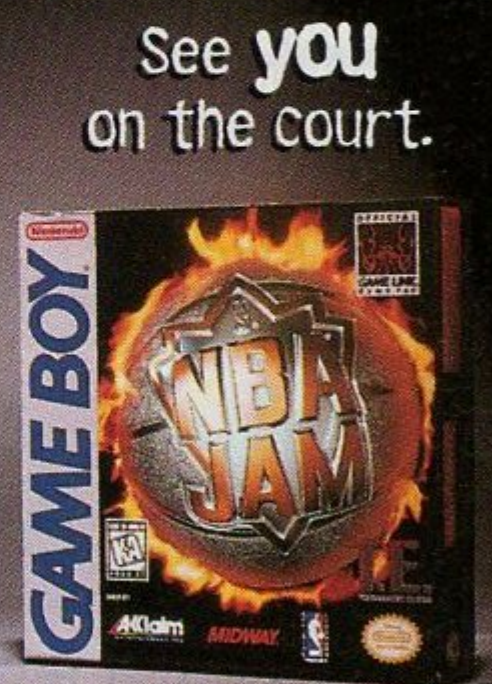
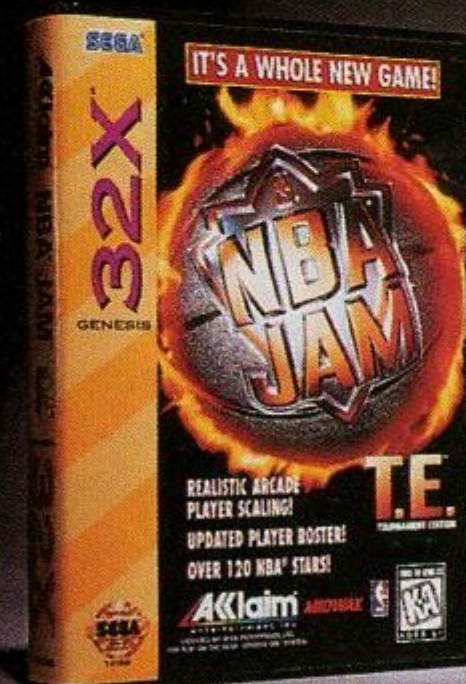
**SCORCHING CROSS-COURT
 SUPER JAMS!**



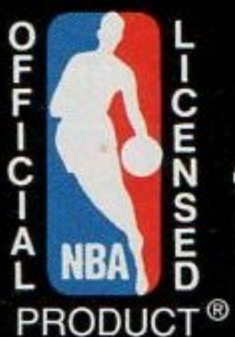
**REALISTIC ARCADE
 PLAYER SCALING*!**



**BIGGER PLAYERS AND
 BETTER GRAPHICS*!**



See **you**
 on the court.



*32X only

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Travel With Thy Controller In
Hand To A Land Where
Cheaters Prosper...



NFL Quarterback Club-32X

-To add AFC & NFC teams to pre-season enter C,C,B,A,C,A,B,C at main menu.

-To add Jaguar's and Panther's to pre-season enter A,B,C,C,B,A,A,C at main menu.

-To add Acclaim and Iguana to pre-season enter B,C,A,C,A,B,C,C,A at main menu.

-To add all teams to pre-season enter A,B,C,B,A,C,B,C,A at main menu.

David M. Zdyrko - Dover, DE

Shining Force 2: The Sword of Hajya-Game Gear

Name the Force:

After you name your character go to the "exit" option and press 2 & Start together.

Hidden Members:

-In level 18 search the Castle walls.

-In level 21 search the Lone stone pillar.

Shining Force 2 - Genesis

Hidden Characters:

In Granseal-

-Behind the ruins of the Shrine (the tip of the mountain that wraps around it)

-The tunnel between the jail and the kitchen (the center of the northern wall)

-In front of Granseal Castle (little hole just after the earthquake)



Hover Strike - Jaguar

There's 1 secret mission on each level at the mission select screen. Simultaneously press the following numbers and D-Pad direction for the appropriate level:

Level 1: 2+3+6+UP

Level 2: 2+6+7+8+DOWN

Level 3: 3+5+6+RIGHT

Level 4: 2+5+8+UP

Level 5: 2+4+5+6+RIGHT

Ben Brathwaite - N. Miami, FL

Panzer Dragoon - Saturn

Wizard Mode (Super-fast Mode):

At the title screen, enter L, R, L, R, Up, Down, Up, Down, Left, Right.

Space Harrier Mode:

At the Saturn system options screen, change the language to German (Deutsch). Now, at the title screen, enter Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

Barrel Roll Mode:

At the title screen, enter Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left, Up. You can now barrel roll at any time press locking on and repeatedly tapping up-right.

Note: All codes done at the title screen which reads "NORMAL GAME... OPTIONS" etc.

In Hassan-

-On the pier in the top, right-hand barrel.

-Outside the west fence in a small chest.

In Eleven Village-

-In the chest in the woods near the entrance.

In (or near) Creed's Mansion-

-In the lowest hidden room inside a chest.

-In the side of the indent in the north eastern mountains.

In Pacalon Castle-

-In the treasure room, in a chest.

Near Moun-

-At the north POINT of the mountains.

In Metula Shrine-

-In a chest on the right. Open after battle.

Ricky Tucker - Metairie, LA

OGRE BATTLE-SNES

Super Code

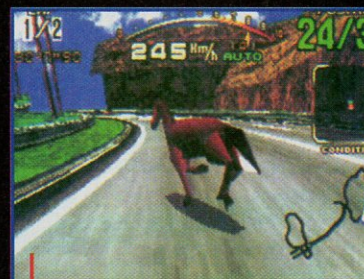
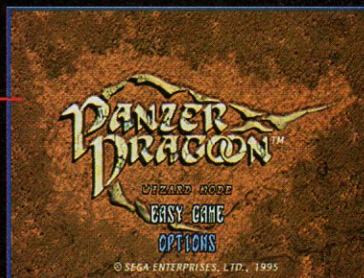
Start a new game and enter the name "FIRE-SEAL". You will be powerful, have 300,000 Goth, and have powerful characters (7 Armies). You will be able to finish the game in no time in the hidden stage.

(Dragon's Haven)

Sound Test

Simply enter your name as "MUSIC/ON". "A" plays the music, "B" turns off the music.

Chris Murdock, Denver CO



Daytona USA - Saturn

Place first on each track and enter the Saturn mode to race as either an automatic or manual "Daytona UMA" a horse. (In Japanese, "UMA" is horse.)

First Prize!

The winner will receive a free game console of his or her choice. That's ANY game console - 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo-Geo.

Second Prize!

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

Third Prize!

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

The Super Hocus Pocus Giveaway - Send in your codes... good, bad, or ugly. We'll choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before. (Current subscribers will receive a one year extension.)

1st Prize: Chris Murdock
Denver, Co

2nd Prize: Ricky Tucker
Metairie, LA

Third Prize: Romeo Alhindawi
Saskatoon, SK

SEND YOUR CARDS
AND LETTERS TO:

Hocus Pocus
5137 Clareton Dr. Suite 210
Agoura Hills Ca. 91301

MegaMan X2 - SNES:

Password Codes

More Heart & 1 Sub Tank:

2881-7256-3151-5446

1st Zero Part:

5581-4835-7731-1112

2nd Zero Part:

3885-8723-7751-1672

3rd Zero Part & Wheel

Gator: 2735-7253-7421-7646

Air Dash:

5623-6825-3886-3251

Super X. Buster & G. Crush:

2744-7247-3426-7646

More Heart:

6762-8227-3688-3226

I. Taser:

1754-8247-3528-7246

More Heart:

4354-8247-3528-7246

Start at X-Hunters with all of

Zero's Parts:

4354-8247-3528-7246

Start at X-Hunters with

Shoruyken and Zero's Parts:

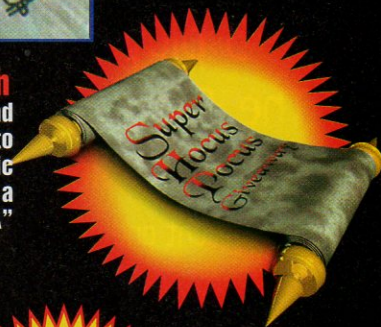
1462-3327-6482-3246

Start at X-Hunters without

any of Zero's Parts:

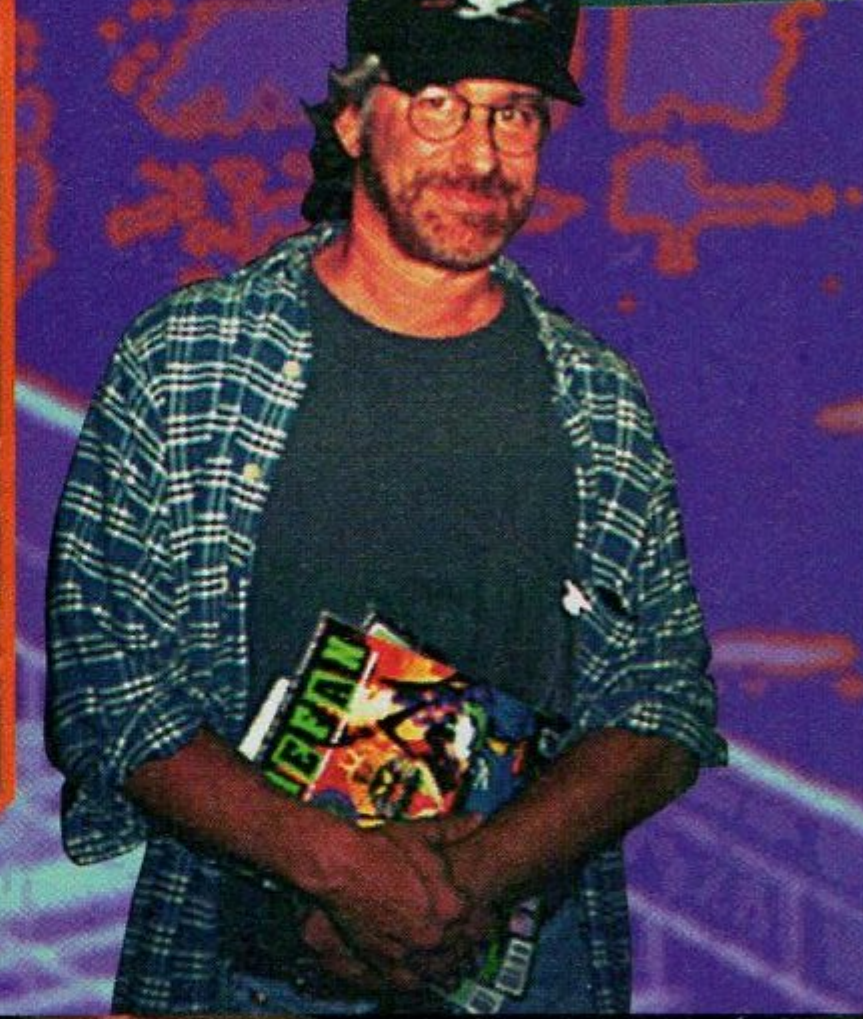
5112-7267-3688-3246

Romeo Alhindawi -
Saskatoon, Canada



The logo for Electronic Entertainment Weekly. It features the word "ELECTRONIC" in a red, blocky, pixelated font at the top. Below it is a large, red, blocky letter "E" that serves as a background for the word "ENTERTAINMENT", which is also in the same red, blocky, pixelated font. To the right of the "E" is a blue, three-dimensional cube with a red number "3" on its top face. The entire logo is set against a dark, textured background.

ir Ultra and present both 16-bit
drop a bomb by releasing the
d mouths in motion.
ing forward to.

A collage of three images. The largest image shows a man in a red shirt and sunglasses, possibly Michael Jackson, being held or supported by two men in suits. One man in a suit is holding a camera. A smaller inset image on the left shows a man in a dark suit standing in a room with posters. A small image in the bottom right corner shows a woman in a green top and headband.



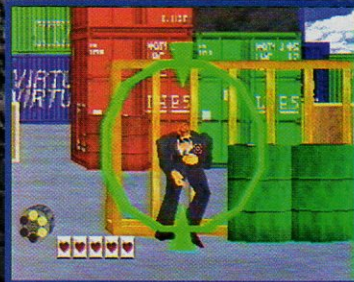
SEGA SATURN

Sega threw everyone for a loop when they thrust the Sega Saturn onto the US retail scene, day one of the E3. Besides this surprise, Sega showed up with an all-new (and mighty impressive) mega display area featuring a huge Saturn area complete with a gigantic cinema screen packed with subliminal Sega power.

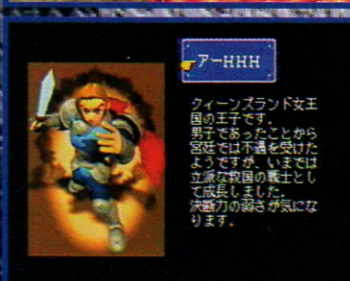
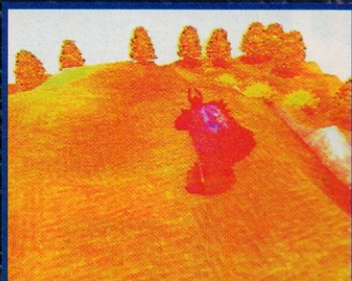
Of course our favorite blue bald babe was everywhere chanting "It's out there." Sega continues their tradition of marketing excellence with the sexiest bald woman one could ever imagine.

The huge black steel structure housed everything from a Sega World Wide Web office, to a Sega of Japan office, to a mini cafe, where the press ate lunch with Jim Davis, the creator of Garfield who is making his video game debut on the Genesis. Sega was in rare form indeed with strong titles for all of their platforms including the groundbreaking 'Vectorman' for the Genesis, and 'X-Men' for the 32X. Many fantastic Saturn games were there for the playing and everyone that visited Sega had some fun.

FROM SEGA OF AMERICA:



VIRTUA COP



RIVAL STARS



GRAND CHASER



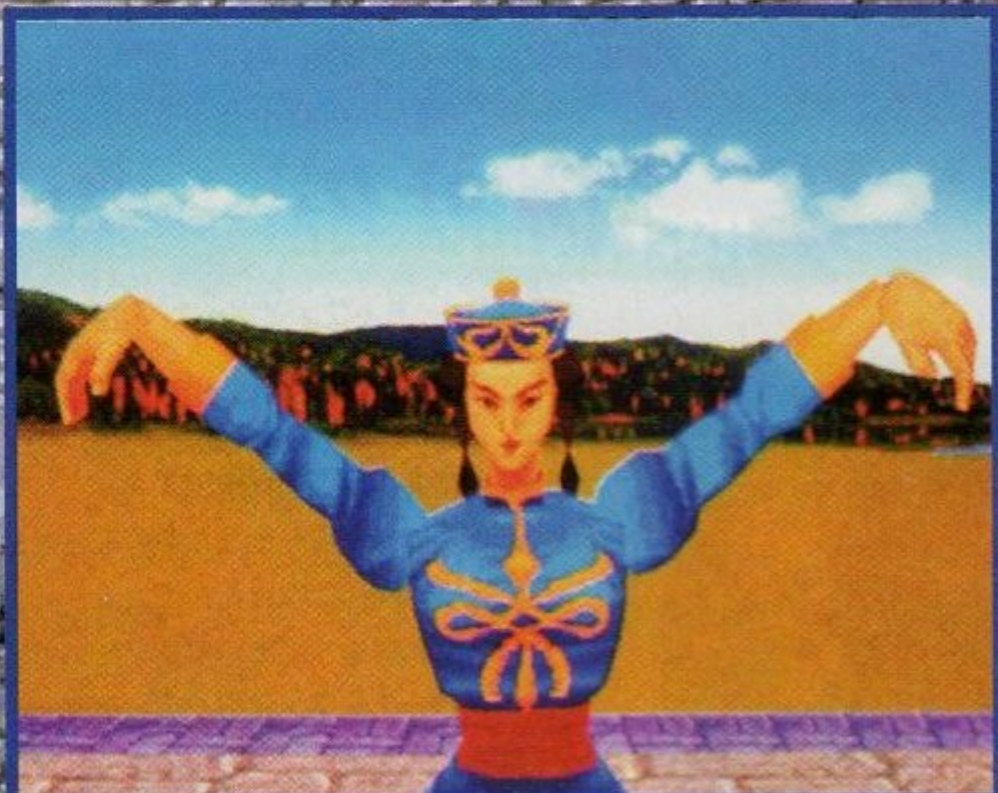
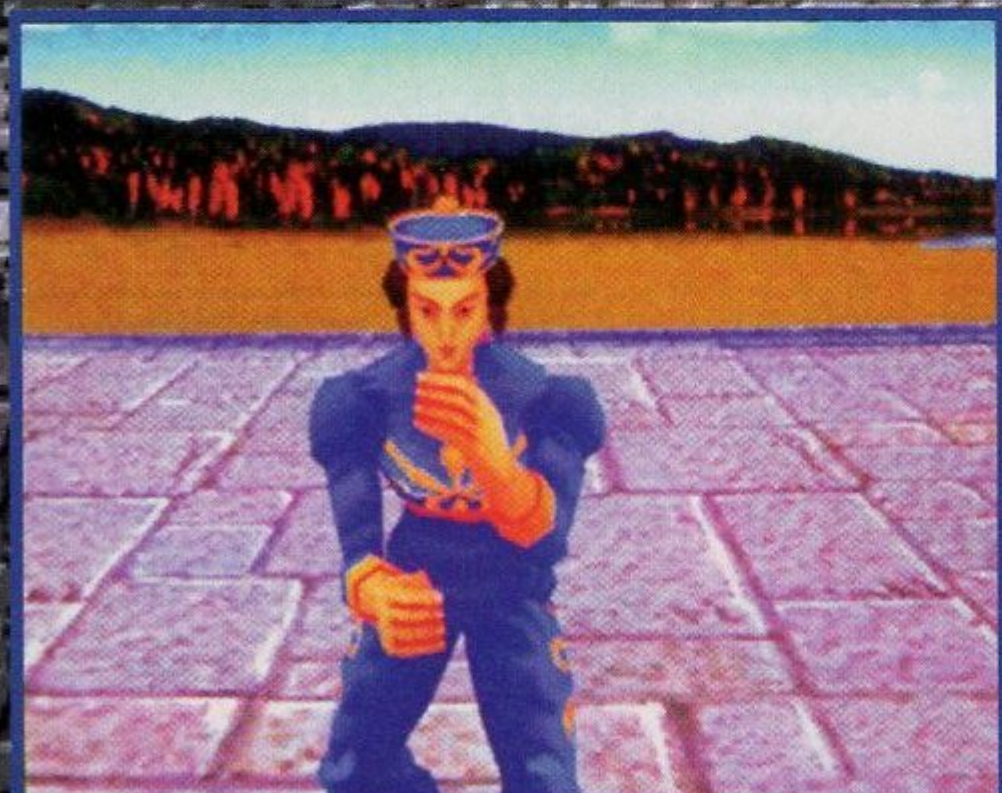
GHEN WAR

BLACK FIRE

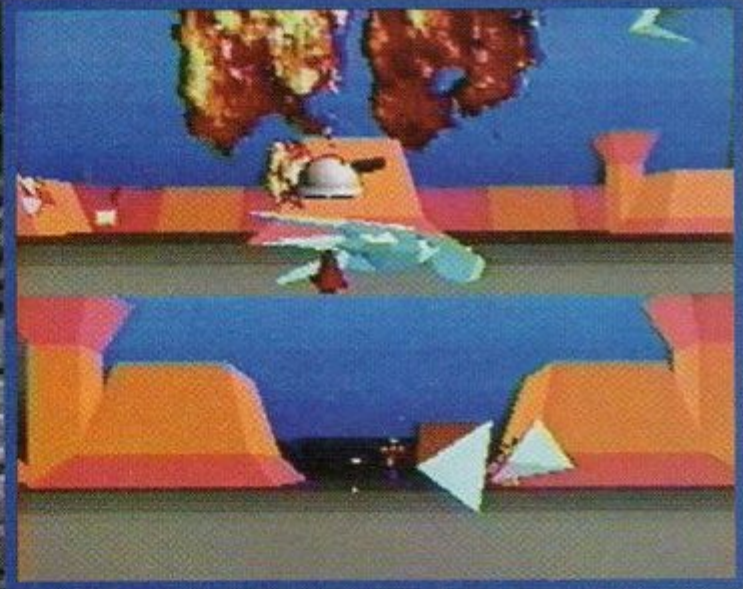
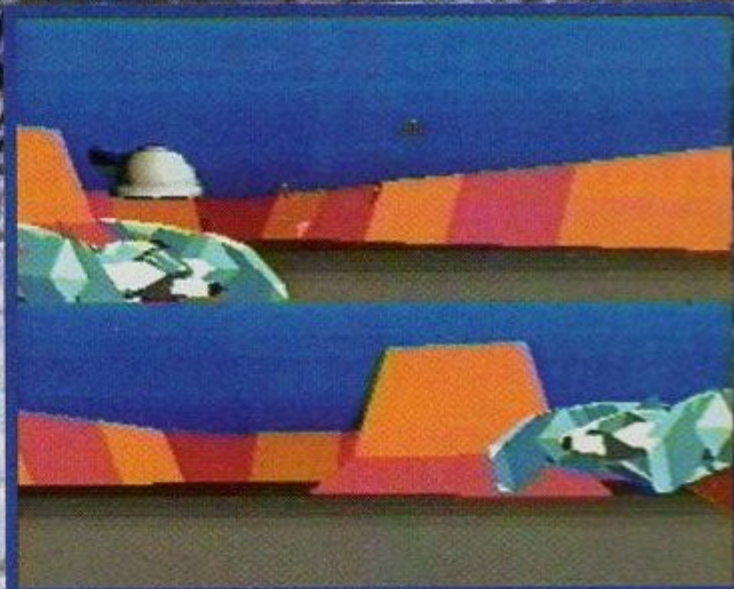


GRAND SLAM BASEBALL

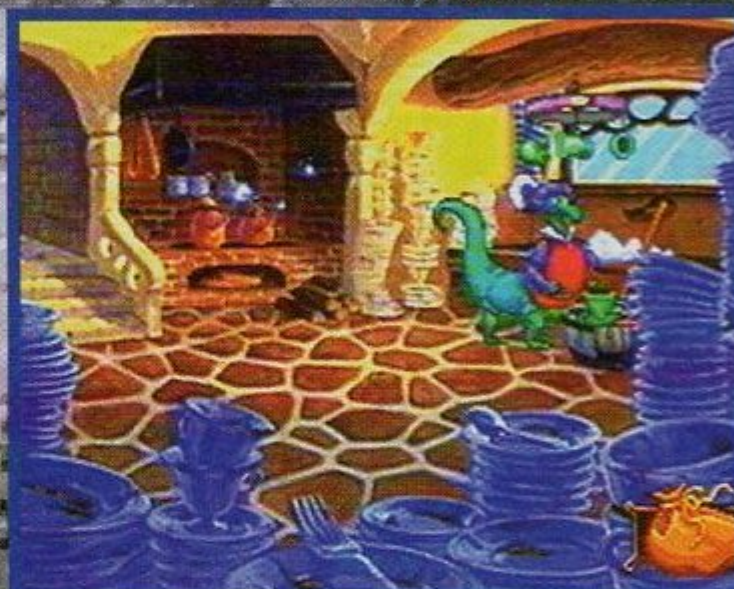
NHL ALL STARS



VIRTUA FIGHTER REMIX



**CYBERSLED BY NAMCO
FROM CRYSTAL DYNAMICS:**

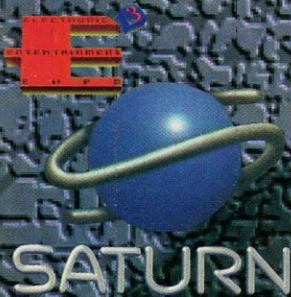


BLAZING DRAGONS

OFF WORLD INTERCEPTOR



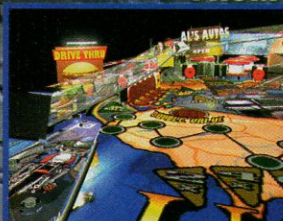
SOLAR ECLIPSE



FROM VIRGIN:



CONVERSE ALL STARS



HYPER 3D PINBALL



11TH HOUR



HOLLYWOOD SPOT



FROM JVC:



DEADLY SKIES



CREATURE SHOCK



DARK LEGENDS



FROM CAPCOM:



STREET FIGHTER THE MOVIE



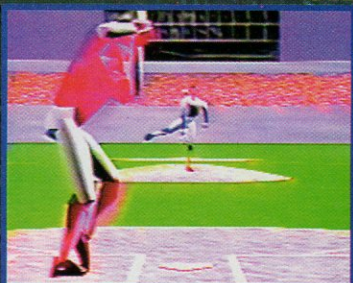
FROM KONAMI:



OVERKILL



MLBPA BASEBALL



AEON FLUX BY VIACOM



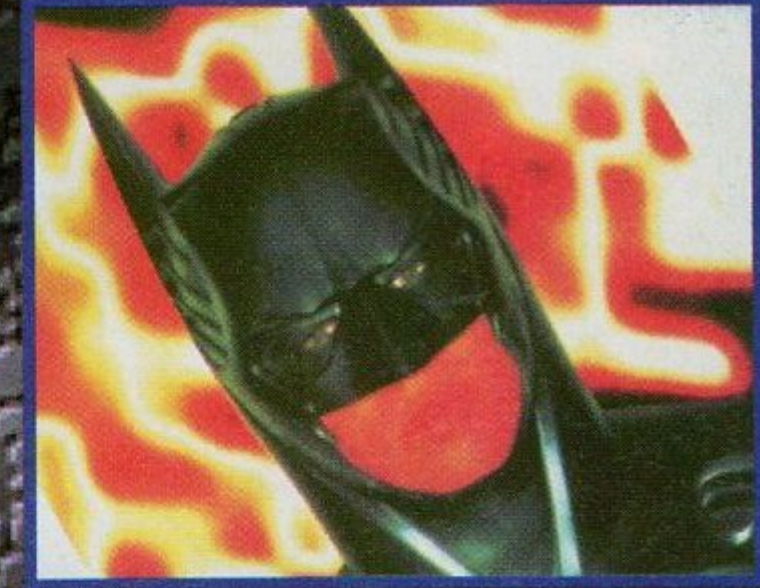
FROM UBI SOFT



The first cross platform mainstream character for the next generation consoles, Rayman, makes his Saturn debut this September. Each version of Rayman is slightly different with the Saturn game being in a dead heat for early platform supremacy beside the formidable PlayStation version. Judging by the early responses we have received regarding this multi-joined little super dude, Rayman is headed for platforming notoriety right up there with the best of them. The art in Rayman (as you can see) is truly a sight to behold.



RAYMAN FROM ACCLAIM:



ROBOTICA

JUDGE DREDD

BATMAN FOREVER

FROM INTERPLAY:



CYBERIA

DESCENT



BUG!

ASTAL

PANZER DRAGOON

My personal goal at the E3 was to finally play the Saturn version of Shinobi; Shin Shinobi Den. On the last day I finally got my brake and one of my buddies at Sega revealed the magic disc. I knelt on the floor and played through the viewfinder of my video

camera in total amazement, what a great game this is going to be! It's pure Shinobi, with Saturn powered graphics and music. Enjoy these shots... I got down on my knee's for 'em! Shinobi is under review at SOA right now, pray for a Fall release!



STAGE 1

Neo-Zeed snatches Joe's main squeeze and off we go... revenge!



When Joe Misashi takes a swipe at some branches, they actually fall to the ground. Saturn x-tra's are everywhere!

The tradition continues! Check out the trademark Shinobi double jump with multiple Shuriken Spray. Just like the original!

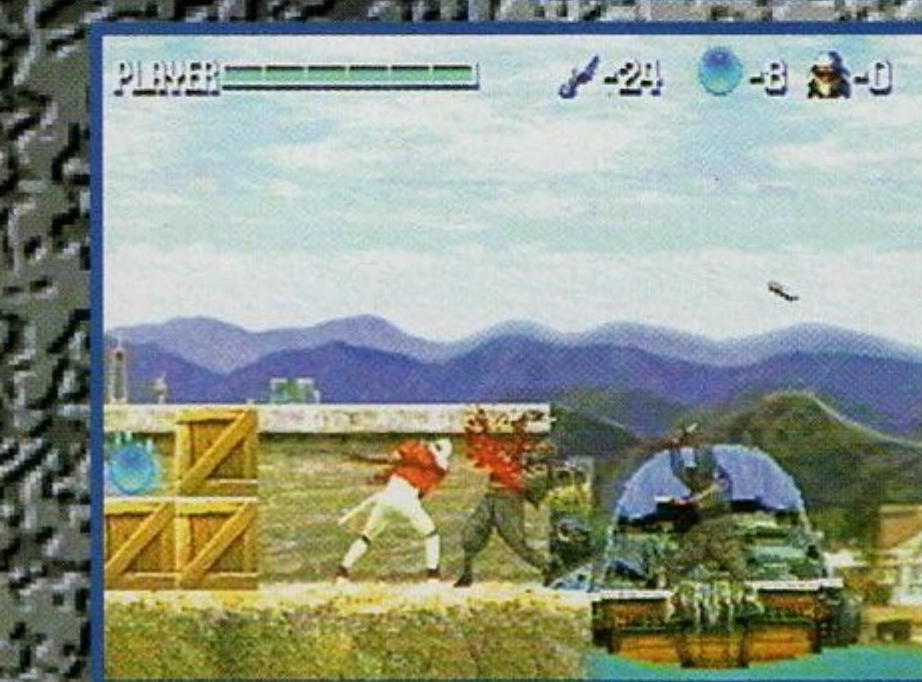
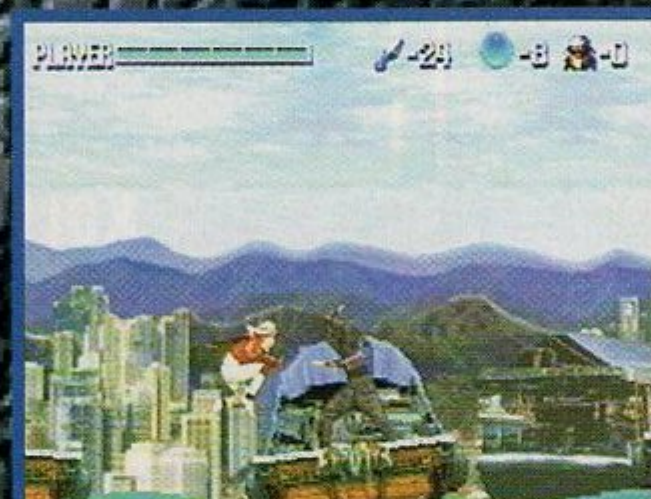
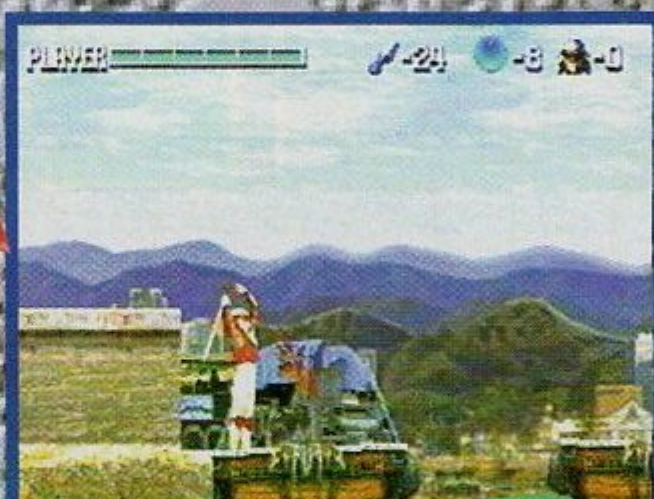


THIS MID LEVEL BOSS SCALES AND ROTATES... A SIGN OF WHAT'S IN STORE!





Shin Shinobi Den features vertical gameplay reminiscent of the first adventure, complete with the obtainable super jump!

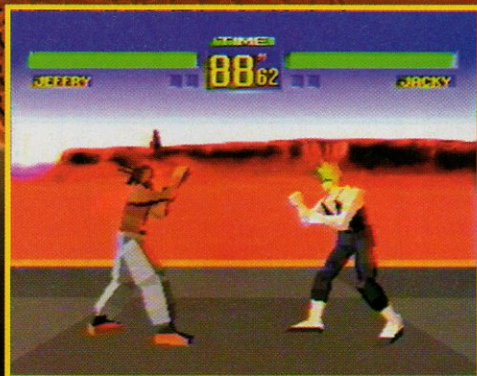


The boats pictured above rock back and forth in the water as Joe negotiates pinpoint accurate jumps... remember part one? Are you ready for more?

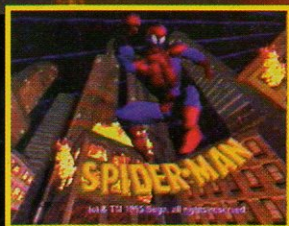
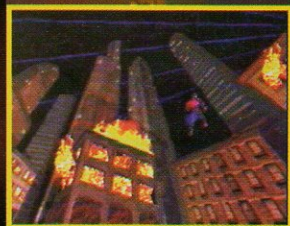


It's a no brainer that the launch of the Saturn stole some of the 32X's thunder at the E3. And it's no secret that Sega's had some trouble pushing this horse out of the gate, but the 32X's respectable showing at E3 should help reaffirm the system's viability. Virtua Fighter was early and has noticeably less polygons than the Saturn version, but the gameplay looks to be right on track, with fluid animation and excellent playability. VF aside, the game to see was Kolibri, the Ecco teams hummingbird adventure. This is truly a breakthrough game and one that is sure to spark major interest with gamers on a budget. Scavenger's 32X games look like, well, Saturn games. These guys are just too talented. X-Men is going to be unreal, and they've ported Nitro-Wrecks (now called Heavy Machinery) over to the 32X as well, and does it look wicked! Core is also on board to help save the day as they did with the Sega CD. So the 32X has some legs! Don't count it out until the blue bald lady sings. Here's a few 32X highlights...

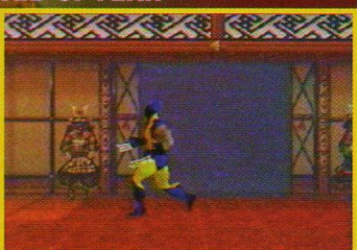
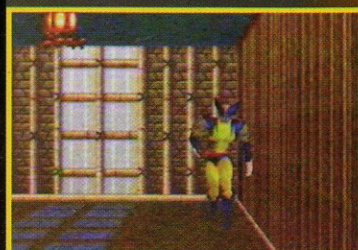
FROM SEGA OF AMERICA



VIRTUA FIGHTER



SPIDERMAN WEB OF FEAR



X-MEN



KOLIBRI



32X-TREME

PITFALL BY ACTIVISION



CLAYFIGHTER 2 BY INTERPLAY



**HOLLYWOOD SPOT BY VIRGIN
FROM US GOLD**



RAYMAN BY UBI SOFT



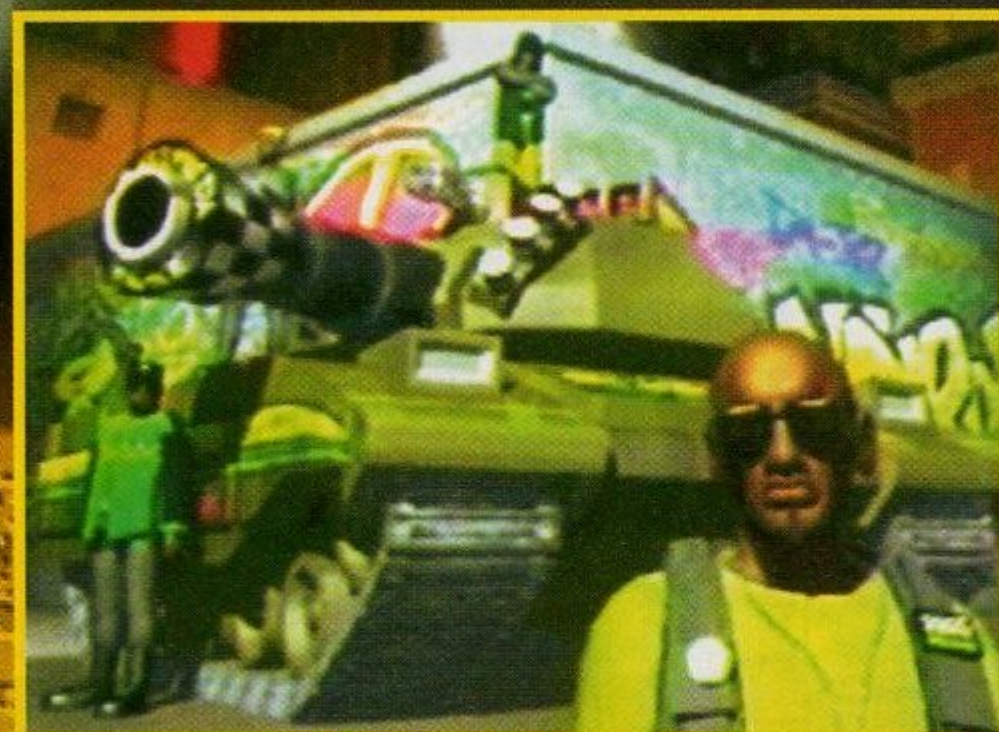
SOULSTAR-X



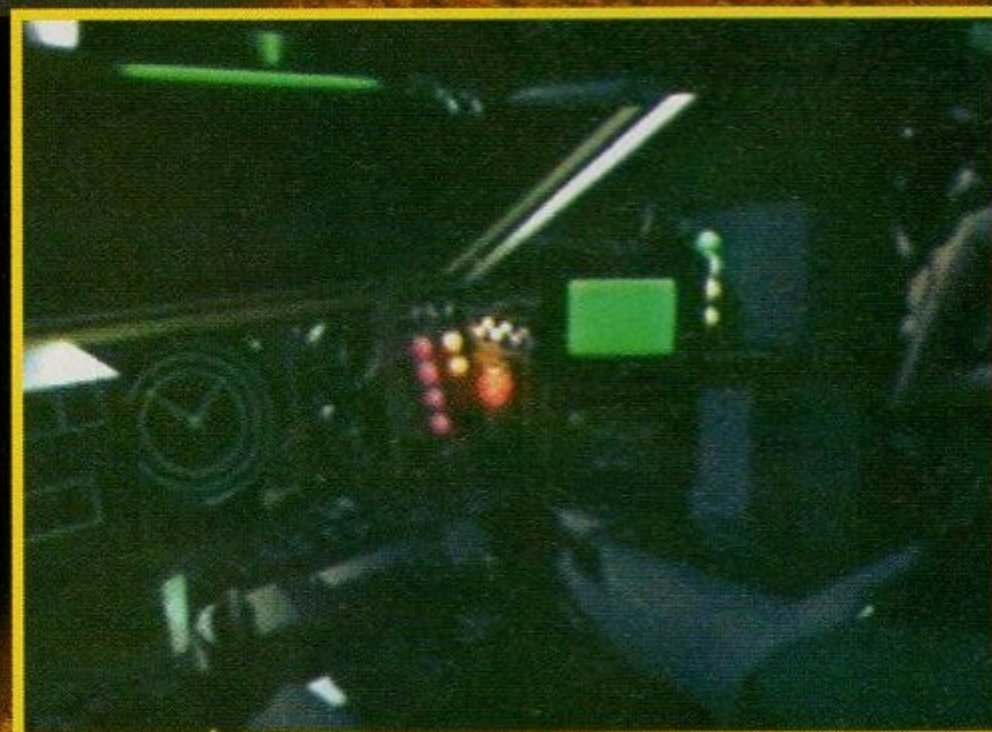
Core's Soulstar gets a major facelift on the 32X with CG cinema's, smooth scaling and a much needed shot of color. However, the one that may shock you the most is their cool arcade golf game, Virtual Golf. Whack the ball and get ready to ride right behind it. Thunderhawk is self explanatory if you played AH3 (you did didn't you?) and Shell Shock is well underway.



THUNDERHAWK



SHELL SHOCK



VIRTUAL GOLF

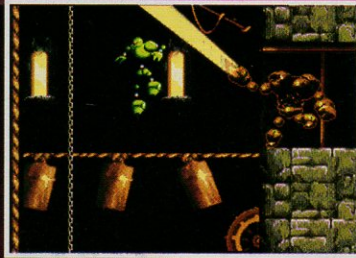


BC RACERS



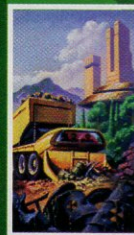
Under the brilliant steel structure that now houses the new Sega Saturn, the little system that could just kept crankin'. Two mind boggling 16-bit games showed up at E3, Batman and Robin, and one of the greatest Genesis games ever created, Vectorman. On the CD side there were two bright lights, Working Design's Lunar- Eternal Blue, and the CD version of Batman and Robin which includes driving levels and CD quality audio. Also hangin' around was a pretty cool game starring Garfield and the groundbreaking Comic book adventure, Comix Zone. What wasn't at E3 was Sega's long awaited 16-bit handheld tentatively named 'Nomad'. The Nomad will debut in January '96 and hopefully provide a huge boost for the 16-bit market. X-Perts, Sega's 40-meg SGI adventure game starring Shadow from Eternal Champions was also left behind, but is still scheduled for release in '95. Third party support for the Genesis has all but disappeared. If not for Playmates, who showed an early rev of EWJ2, Wildcats, and Mutant Chronicles, the show floor would have been almost void of any Genesis product. How quickly they forget...

FROM SEGA OF AMERICA:



VECTORMAN

Although these shots don't do the game justice, what you're looking at is one of the most (if not the most) incredible Genesis games of all time, Vector Man. Blue Sky has managed to squeeze more out of the Genesis hardware than I thought possible, surpassing even Treasure in the area of gameplay and special effects. Platformers like this make it hard to even think about parting with my Genesis. Masterworks like Vector Man will live on forever on Sega's 16-bit handheld which is due out in January '96. We'll be all over this game until it comes out so stay tuned for big GF coverage in the near future.

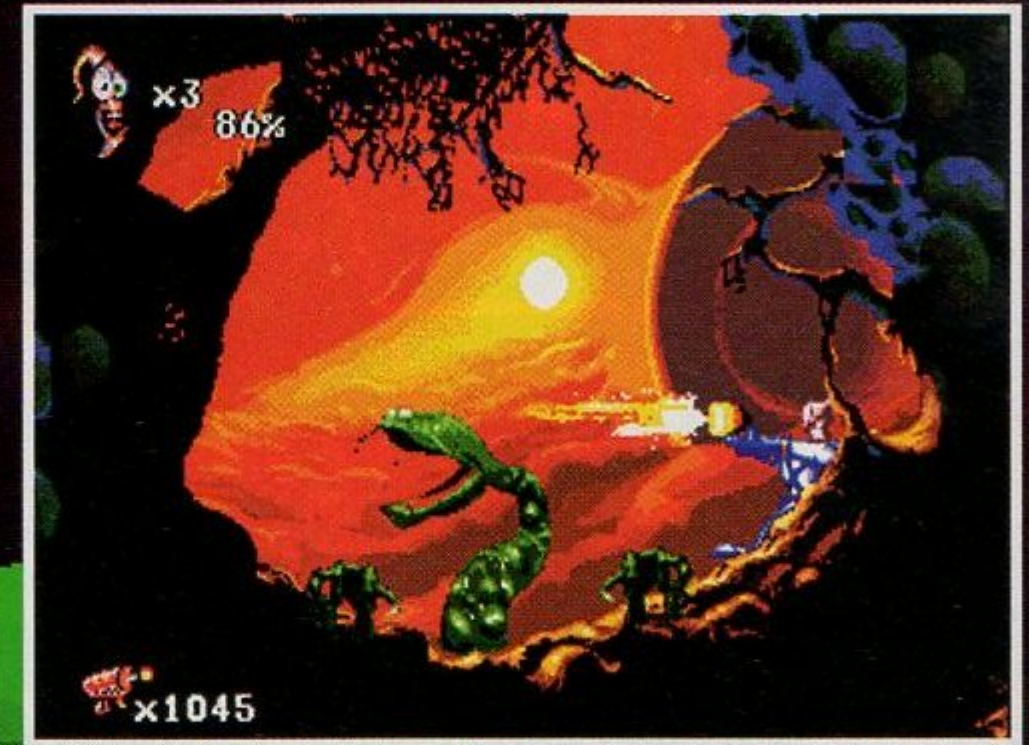


GARFIELD



BATMAN & ROBIN (GENESIS & SEGA CD)

FROM PLAYMATES:



EARTHWORM JIM 2

FROM NAMCO:

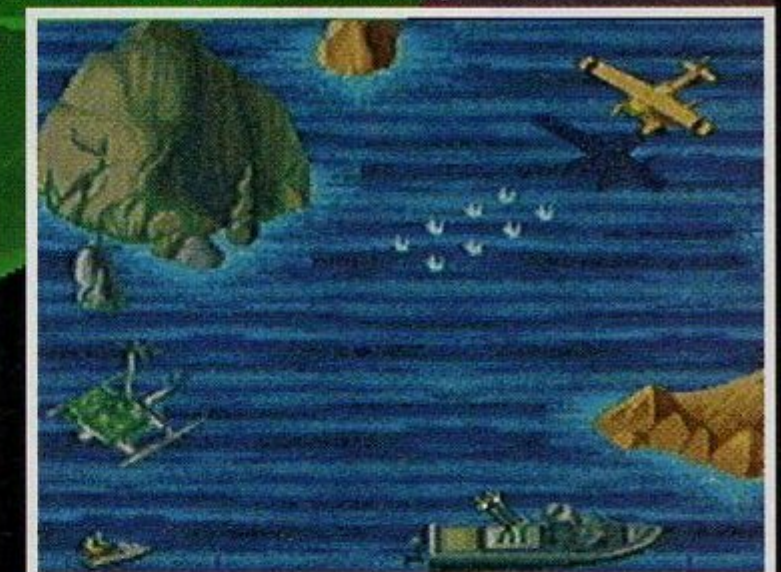
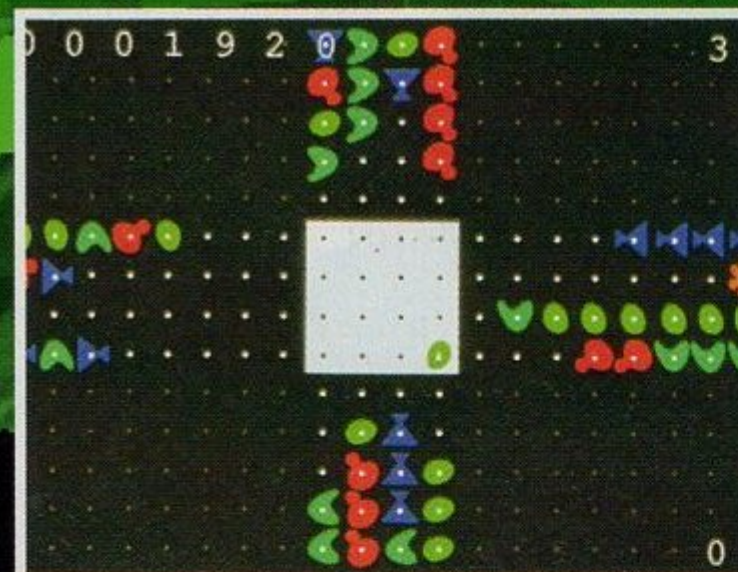


WEAPONLORD

FROM WORKING DESIGNS:



LUNAR-ETERNAL BLUE (SEGA CD)



GARGOYLES BY DISNEY

REAL MONSTERS BY VIACOM

ZOO BY VIACOM

WATERWORLD BY OCEAN



MORTAL KOMBAT 3 BY WILLIAMS

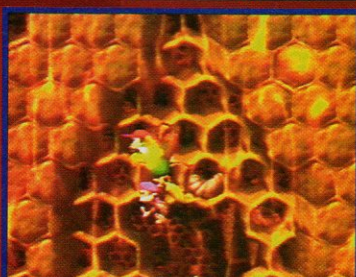
One of the reasons Nintendo chose to delay the U64 is due to their strong 16-bit lineup for '95. As you can see here, the Fall SNES lineup is looking mighty impressive. Killer Instinct sets new standards for 16-bit and Diddy's Kong Quest is (believe it or not) an even better game than DKC. Strong third party titles include Tecmo's Ninja Gaiden remake for SNES (featuring all three NES adventures), Square's amazing Chrono Trigger, William's MK3 and Doom, Enix's 7th Saga 2, Konami's Dracula X, and Ocean's LOBO, which features SGI graphics resembling KI and DKC, and many more. So, in the wake of the next generation systems, the SNES continues to shine. That should make 18 million people really happy.

FROM NINTENDO OF AMERICA:



Last year RARE and Nintendo took the industry by storm with the single most successful title in SNES history, Donkey Kong Country. Gamers found the mixture of intense Mario-esque gameplay and stunning SGI graphics too good to resist, and a new star was born! In the first sequel, which is more complex and filled with brilliant play mechanics, Diddy

takes on the lead role with his new pal, Dixie Kong, along in her first adventure. This sequel shows that DKC was only the beginning. Now we'll all get to see what the team at RARE can do with a little more time on their hands. Be on the lookout for Diddy's Kong Quest, this August! This is sure to be the pinnacle of 16-bit power!



KILLER INSTINCT FROM KONAMI:

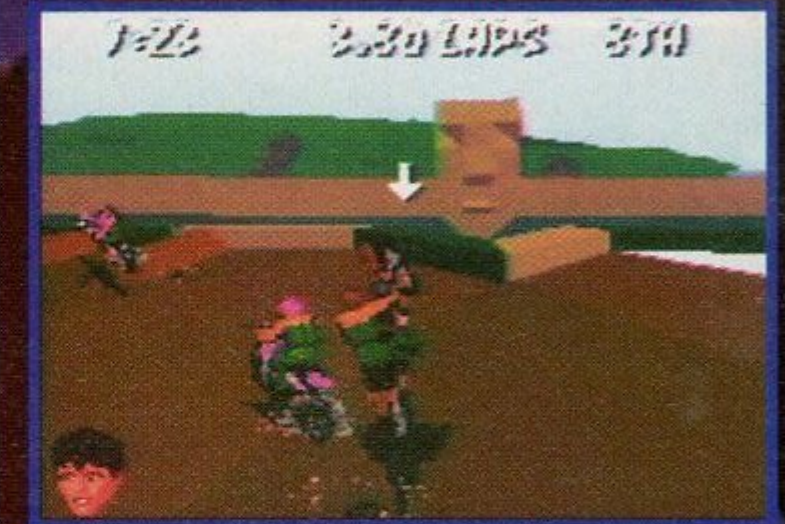


DRACULA X

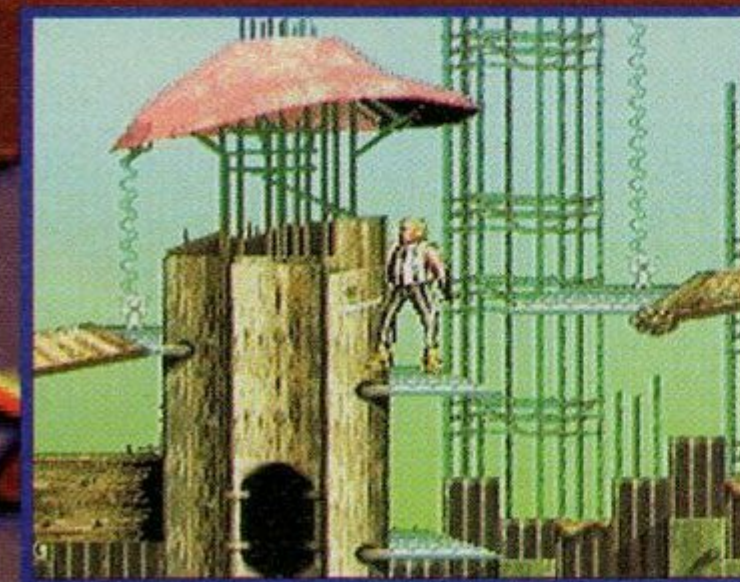
FROM SQUARE:



CHRONO TRIGGER FROM ELECTRO BRAIN:



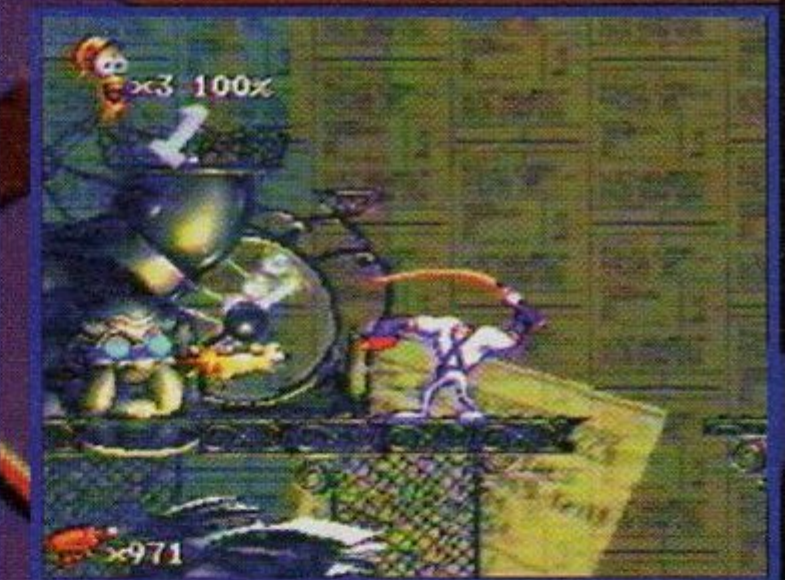
DIRT TRAX FX



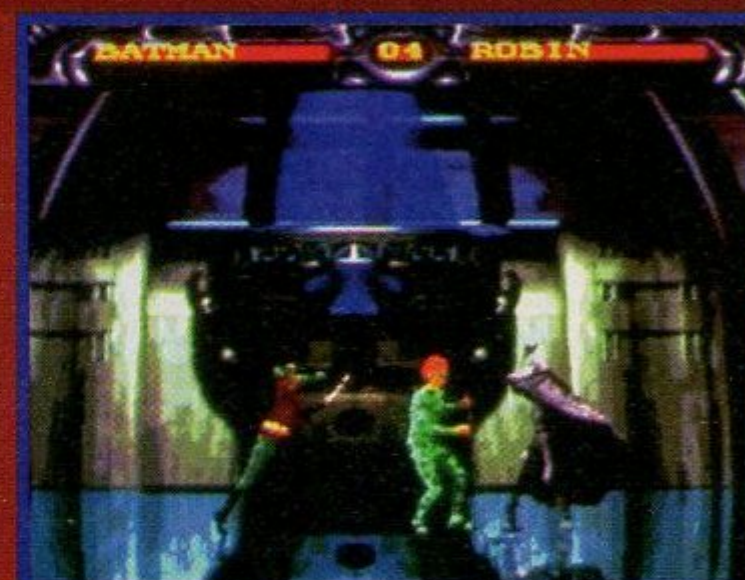
7TH SAGA 2 BY ENIX

WATERWORLD BY OCEAN

FROM PLAYMATES:



EARTHWORM JIM 2 FROM ACCLAIM:



BATMAN FOREVER



GARGOYLES BY DISNEY

DOOM BY WILLIAMS

the Sony presentation would have to be Imagesoft who displayed three high quality games, one of which breaks new ground; Twisted Metal. Hot titles from Sony Corp. Included first and foremost, Jumping Flash, and of course Toshinden and MK3 (which is the first 100% perfect arcade port I have ever seen). Psygnosis must be working around the clock. They had a ton of high powered softs on display, eight of which are scheduled for simultaneous release with the hardware. Finally, I must mention Interplay's Loaded and Crystal Dynamic's Blood Omen: Legacy of Kain, keep an eye on these, they are sure to be two of the years best! Here's just a few PS highlights...

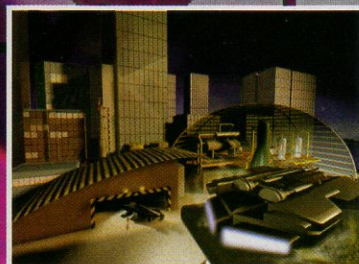
FROM PSYGNOSIS:



WIPEOUT



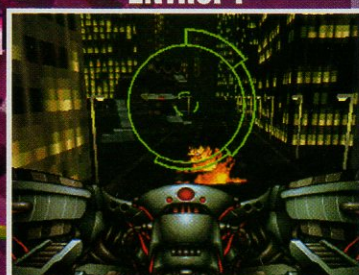
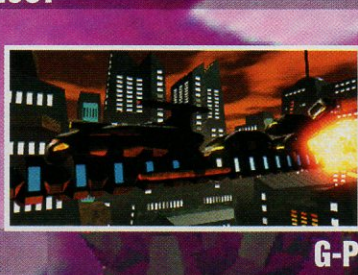
KRAZY IVAN



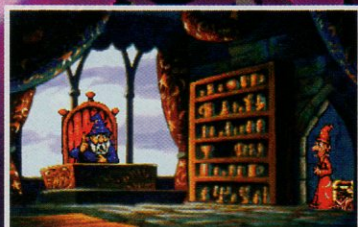
ENTROPY



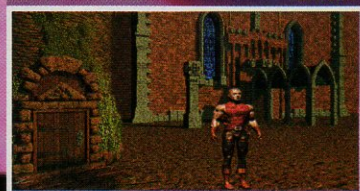
G-POLICE



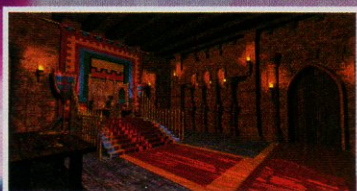
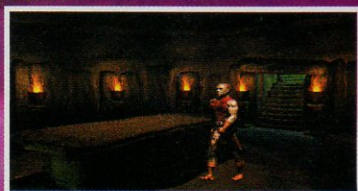
DISCWORD



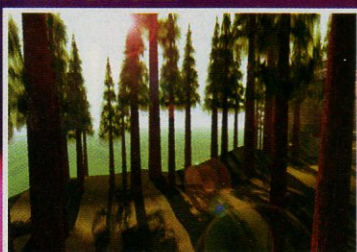
3D LEMMINGS



CHRONICLES OF THE SWORD



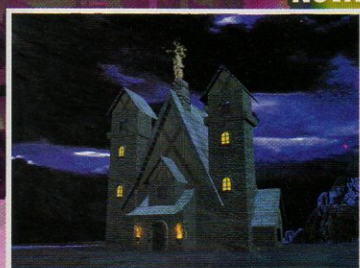
NOVASTORM



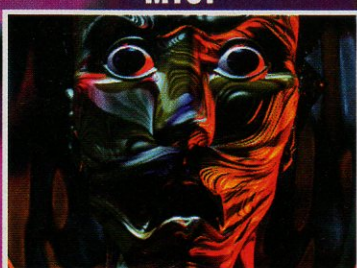
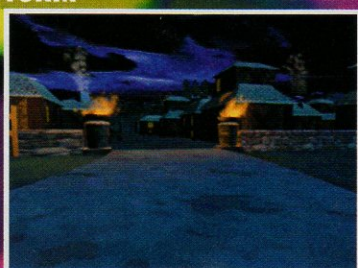
MYST



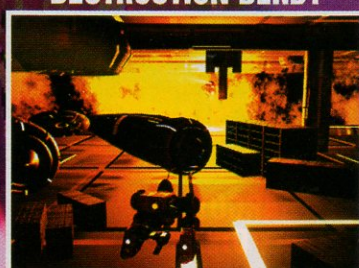
DESTRUCTION DERBY

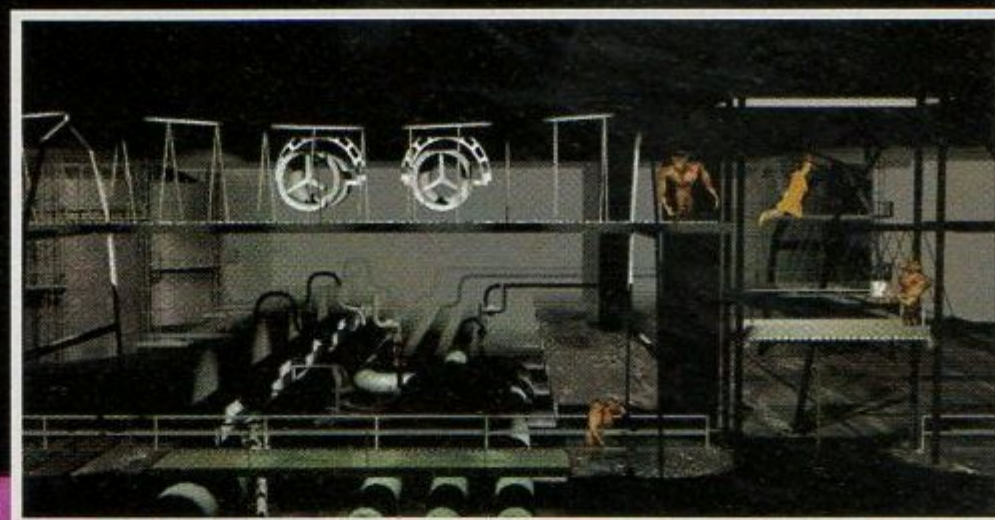
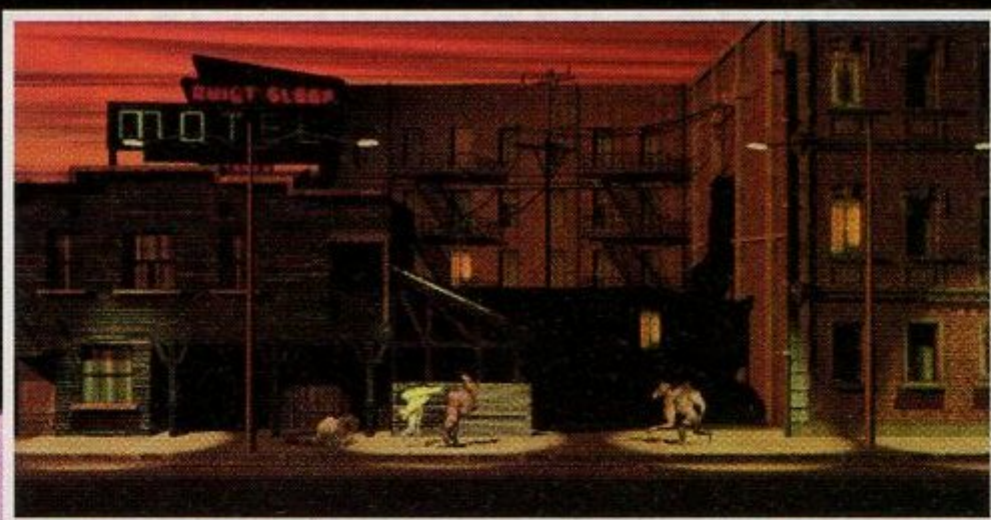
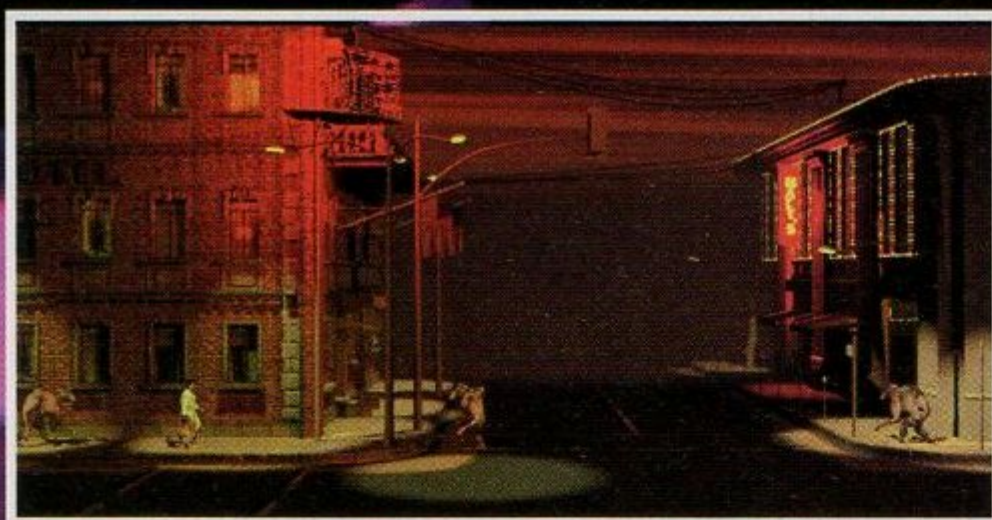


ELRIC

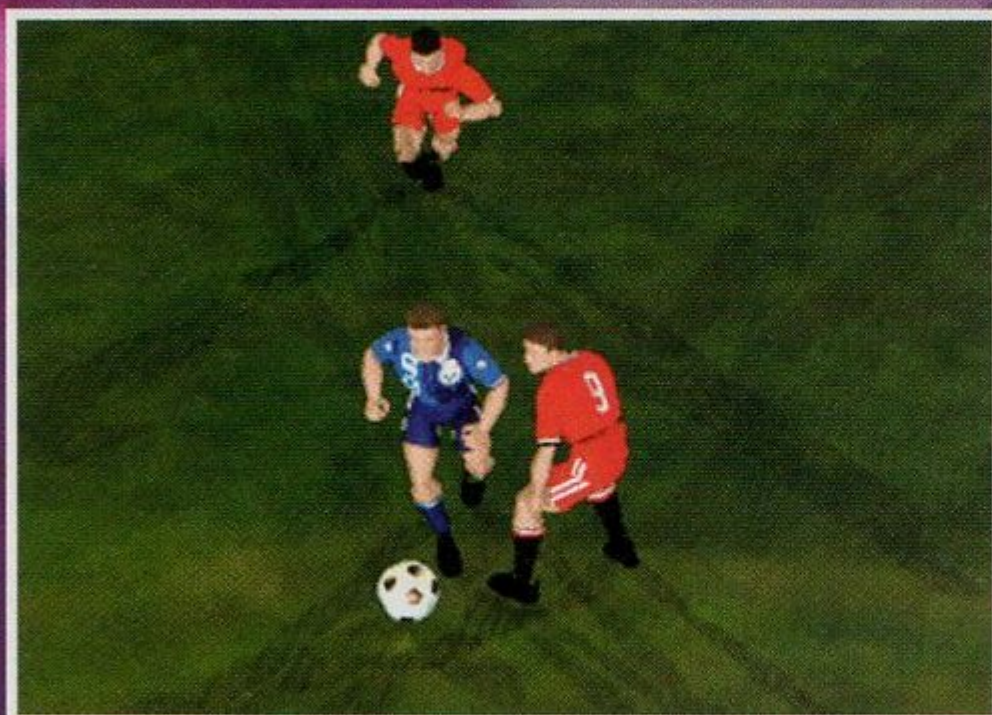


SENTINENT

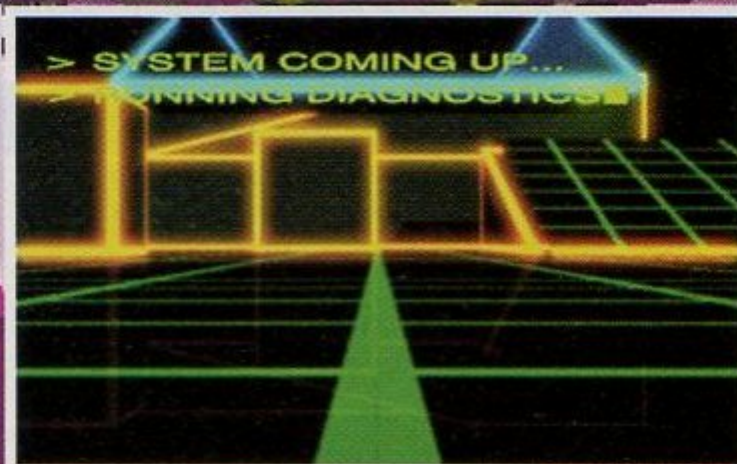




PARASITE



POWER SOCCER



ASSAULT RIGS

FROM SONY COMPUTER ENTERTAINMENT:



BATTLE ARENA TOSHINDEN

KILEAK-THE DNA IMPERATIVE



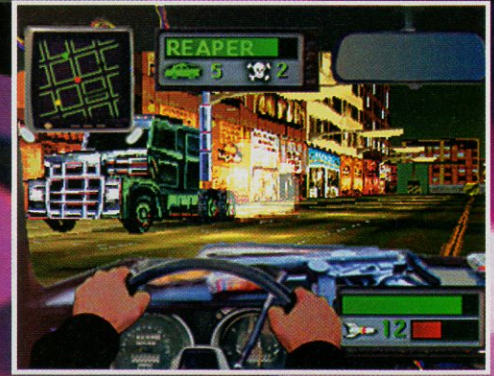
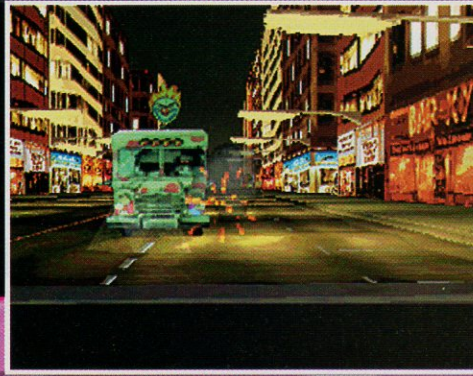
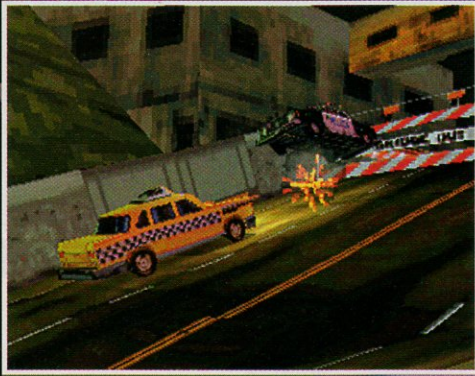
JUMPING FLASH

RAZOR WING



MORTAL KOMBAT 3

FROM SONY IMAGESOFT:

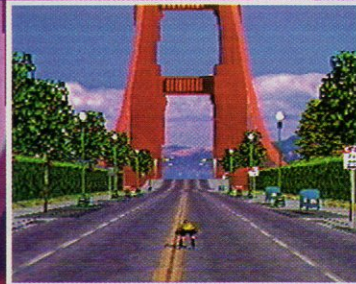


TWISTED METAL



TWISTED METAL

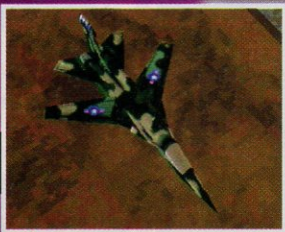
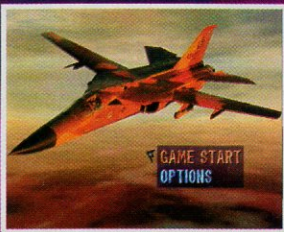
VIRUS



WARHAWK

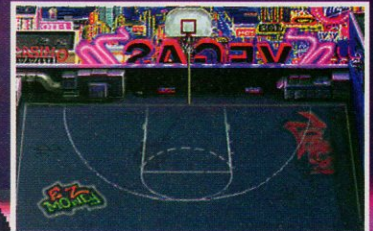
ESPN EXTREME

FROM VIRGIN:



AGILE WAR

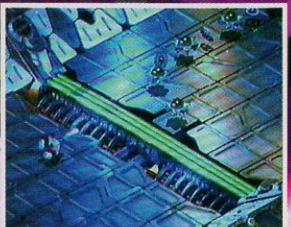
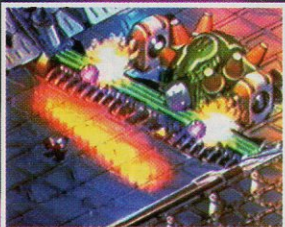
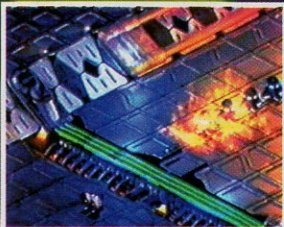
11TH HOUR



HOLLYWOOD SPOT

CONVERSE ALL STARS

FROM ELECTRONIC ARTS:



VIEWPOINT



ROAD RASH



REBOOT



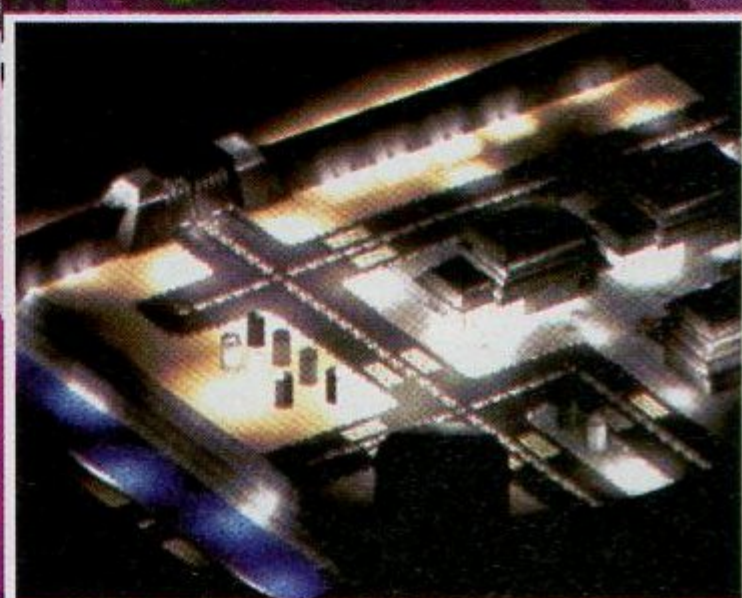
SHOCKWAVE 2



**PSYCHIC DETECTIVE
FROM CRYSTAL DYNAMICS:**



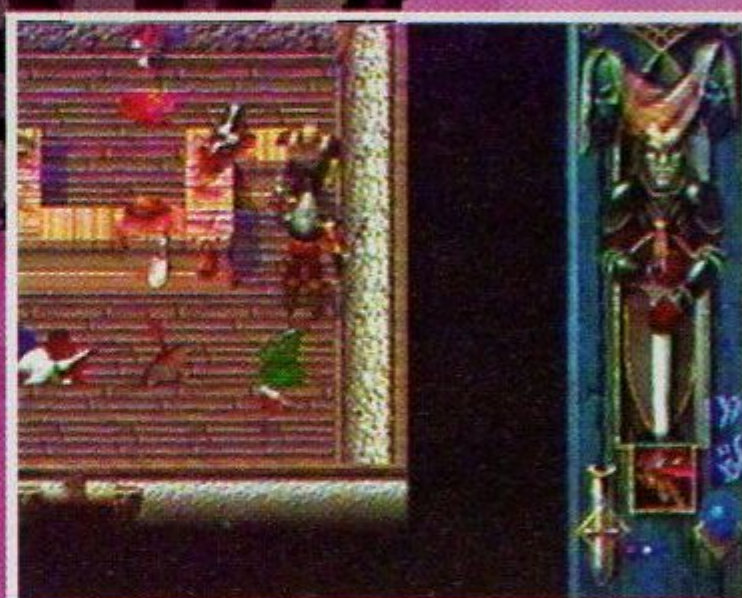
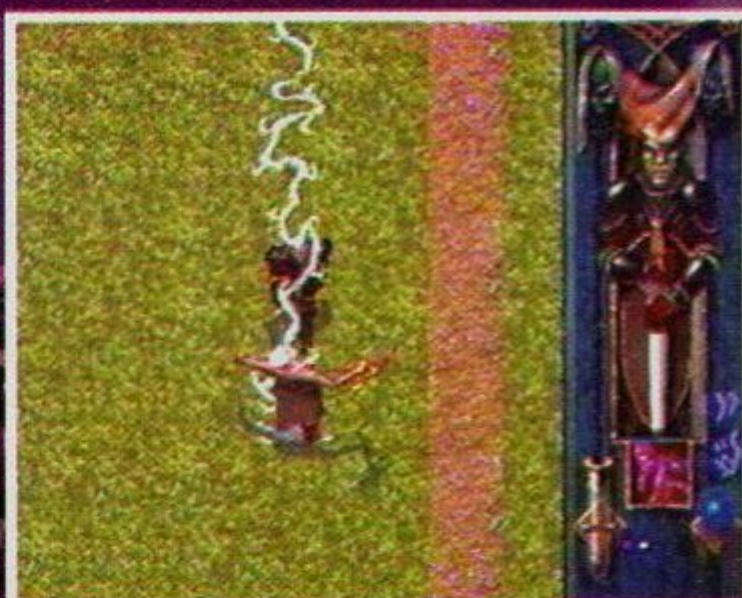
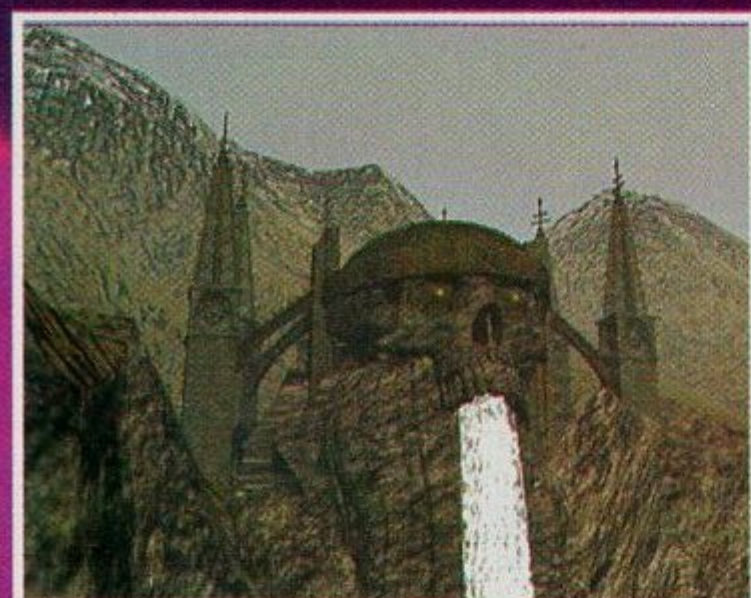
SYNDICATE WARS



SOLAR ECLIPSE



OFF WORLD INTERCEPTOR



BLOOD OMEN-LEGACY OF KAIN



BLAZING DRAGONS

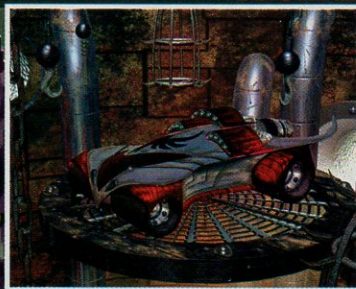


3D BASEBALL '95



TOTAL ECLIPSE

FROM INTERPLAY:

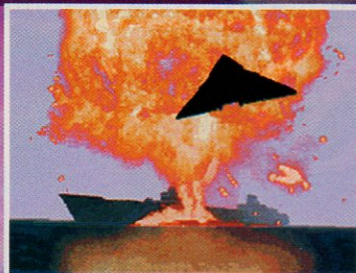


ROCK N' ROLL RACING



LOADED

DESCENT

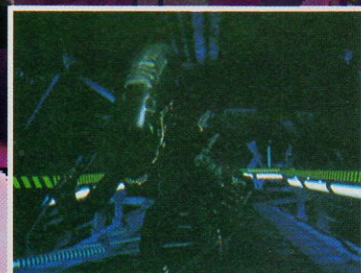


CASPER

CYBERIA

LONE SOLDIER BY TELSTAR

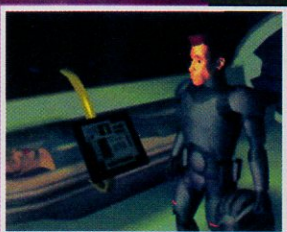
FROM ACCLAIM:



NBA JAM TE

REVOLUTION X

ALIEN TRILOGY



BALLBLAZER BY LUCAS ARTS

CREATURE SHOCK BY DATA EAST

TEAM 47 GOMAN BY COCONUTS JAPAN



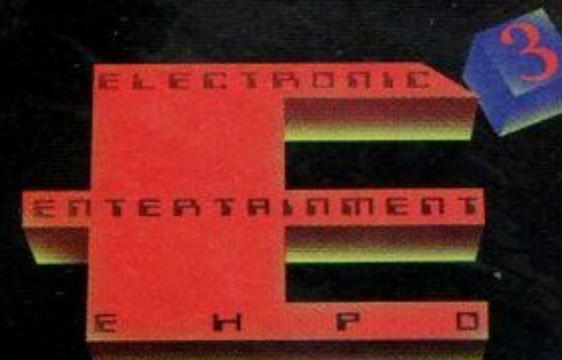
DARKSTALKERS BY CAPCOM

STREET FIGHTER THE MOVIE BY CAPCOM

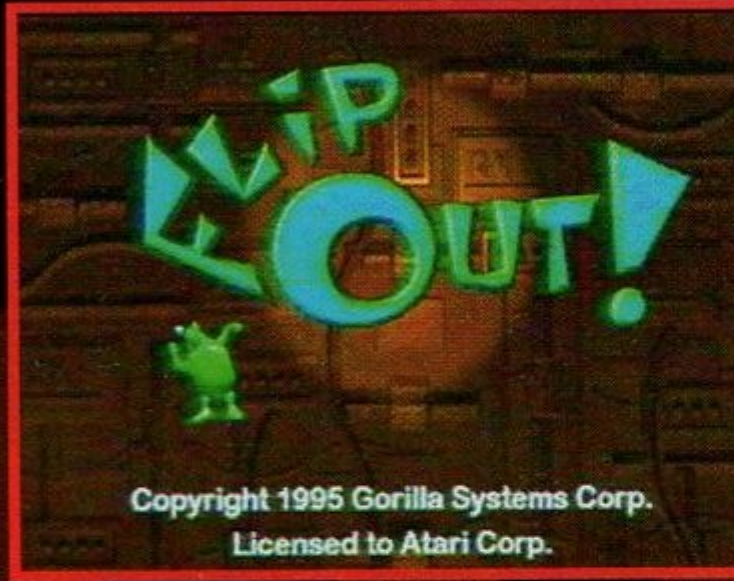
PRIMAL RAGE BY TIME WARNER INTERACTIVE

Atari showed up with an early prototype of their VR headset, a handful of CD titles, and the usual unfinished Jag stuff. The VR headset is scheduled for an early '96 release and showed much promise. On the CD side Blue Lightning was nearly complete, looking like the Lynx game on steroids, Core's Soulstar looked amazing, Highlander made its US debut, and BattleMorph was finally playable. The cart of choice was Minter's Defender 2000 a lightning fast version with powerful color-cycling and a rendered craft.

JAGUAR



DEATHWATCH (WORKING TITLE)



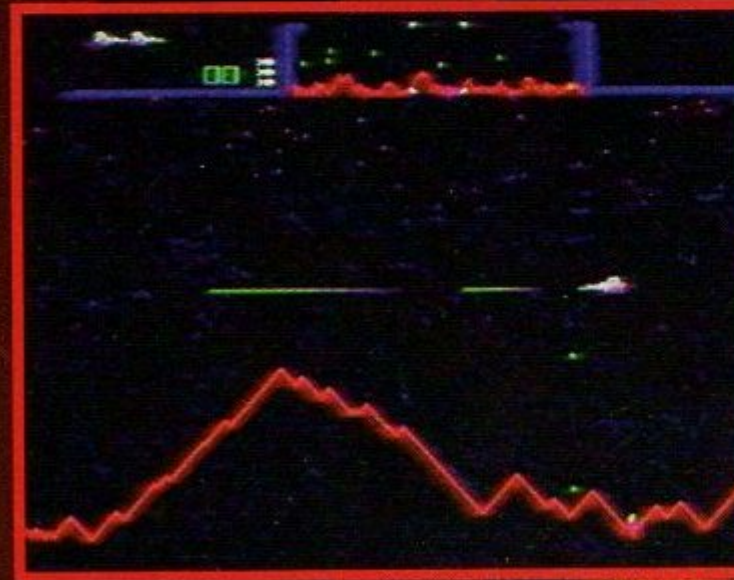
Copyright 1995 Gorilla Systems Corp.
Licensed to Atari Corp.



FLIPOUT



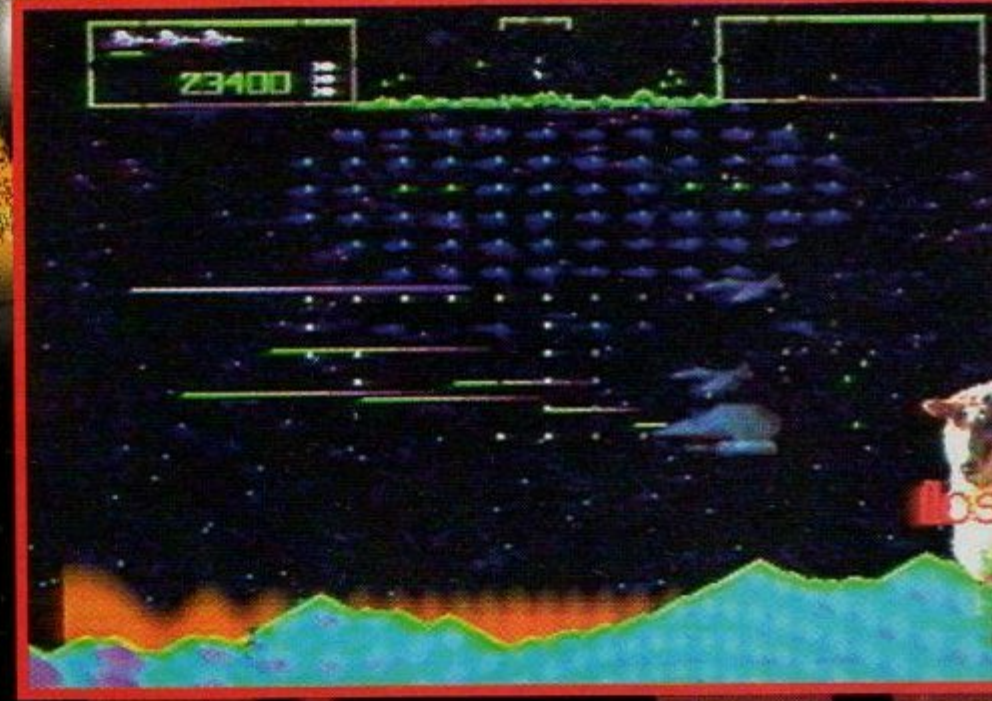
RUINER



DEFENDER 2000(CD)



DEFENDER 2000(CD)



BATTLESPIHERE



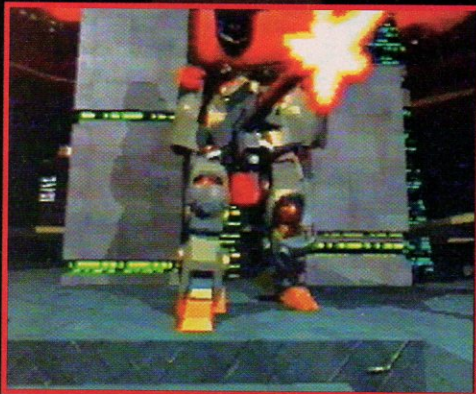
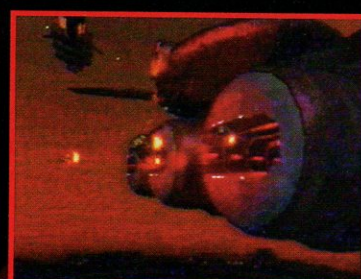
FIGHT FOR LIFE



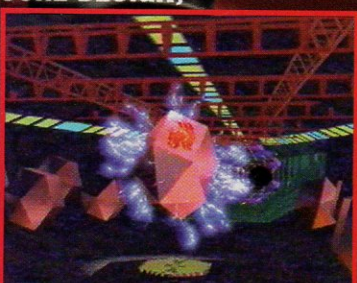
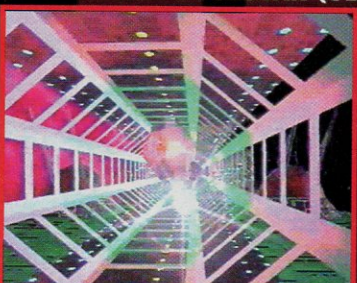
POWER DRIVE RALLY



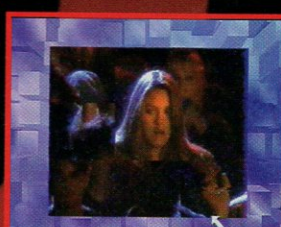
ULTRA VORTEX



SOULSTAR (CD-CORE DESIGN)



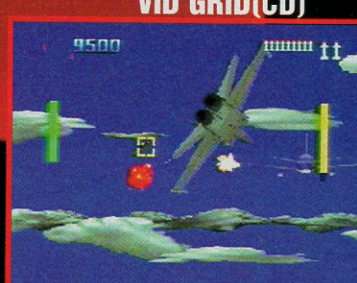
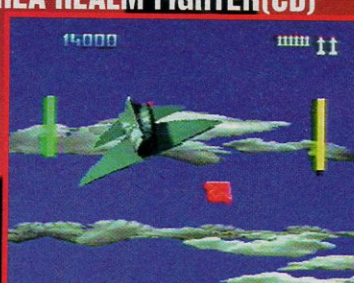
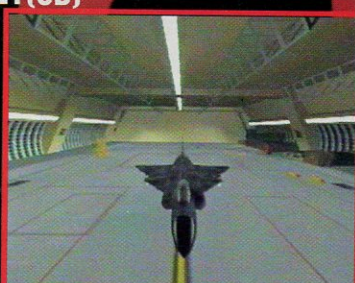
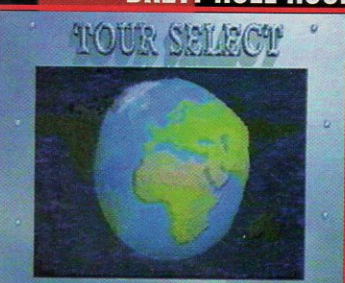
BATTLEMORPH(CD)



BRETT HULL HOCKEY(CD)

THEA REALM FIGHTER(CD)

VID GRID(CD)



BLUE LIGHTNING(CD)



1	RAGE CHAMPION	100000
2	REX	100000
3	ICK	900
4	YUK	800
5	WEE	700
6	DOW	600
7	HEY	500
8	EEE	400
9	HUH	300
10	WHU	200

PRIMAL RAGE(CD)



HIGHLANDER(CD)

ATARI DEBUTS JAGUAR VIRTUAL REALITY AT E3



Atari and Virtuality rolled out the first actual virtual reality home application at E3. The VR headset will attach to the Jaguar and bring virtual game play home later this year.

To give you an idea of the background of this product, Virtuality is the "world's leader in immersive virtual reality entertainment systems with more than 80 percent global market share." If you've had a virtual reality experience at your favorite arcade, there's a good chance it was by Virtuality. Ever play that 3D run-and-shoot game where prehistoric pterodactyl swoop down and nab you? That's Dactyl Nightmare, a famous virtual arcade game.

Virtuality has joined forces with Atari, the "developer of the world's first 64-bit game system." The add-on device from Atari, dubbed "Jaguar VR," includes a head-mounted display (HMD) and an optional track joystick. The HMD weighs less than a pound. Virtuality boasts that the system has "a custom-designed optical pupil projection system and a full-color active matrix LCD screen." Not only that, but apparently Virtuality is very proud of its system's sound capabilities. The Jag VR's "3D spatialized sound

system has been enhanced by placing speakers at the player's temple, with sound projected back to the ears allowing for peripheral hearing. A built-in microphone allows networked players to talk with each other."

The Jag VR is very technically advanced, and Virtuality also claims the unit has much power when it comes to infrared tracking. According to the company, "the advanced "V-Trak" tracker reacts to real-time head and hand movements with no perceptible lag time in the virtual world.

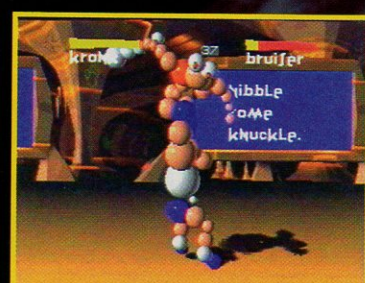
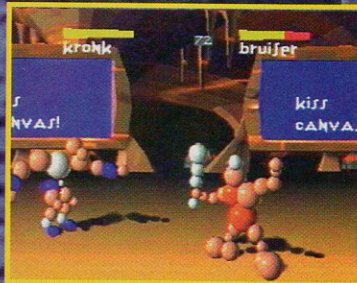
Games so far announced for the system include an overhaul of the classic Missile Command, only packing the power of a Virtuality update. What makes this game so incredible is that you can look up and actually see the missiles coming down at you. Also in development for the Jag VR is Virtuality's arcade hit Zone Hunter, which will be available at system launch.

The Jaguar VR is the highest-powered product in its category at a reasonable price. The Jag VR will debut around August for \$300. We'll bring you much more on this exciting new technology in future issues.



After visiting the 3DO booth one thing was apparent-3DO has gained much support over the last year. With the M2 upgrade causing a frenzy amongst the development community and a strong Fall and Winter lineup, the 3DO is positioning itself right in the heat of the moment. If gazing at the big screen displaying the power of the M2 wasn't enough, there were plenty of quality games to play including some real barn burners like Captain Quasar-an isometric joyfest featuring mega animation and hordes of sprites, The D (D's Diner without the Diner), Primal Rage-which looked arcade perfect, Killing Time-Doom on steroids, BladeForce-a 3D flying adventure, Space Hulk-a 3D gorefest, Ballz-an upgraded version of the popular 16-bit fighter, and of course Doom, which screams on the 3DO. No concrete plans were laid out for the M2 however the announcement that is indeed on the way was made. Further details will surface throughout the Fall.

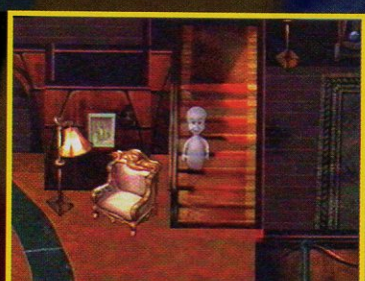
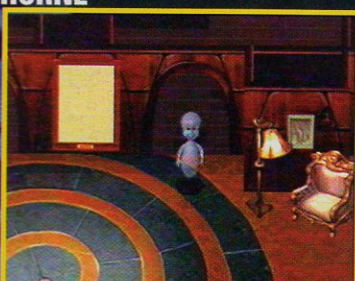
FROM PF MAGIC:



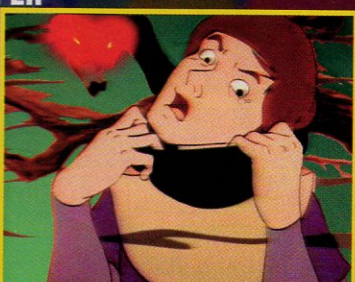
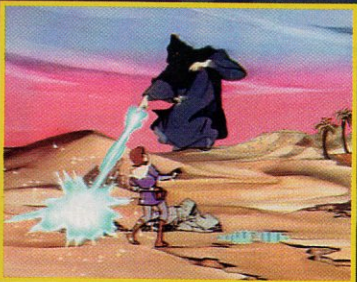
BALLZ FROM INTERPLAY:



BLACKTHORNE

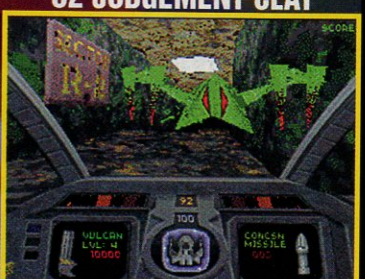
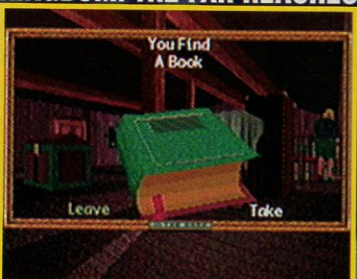
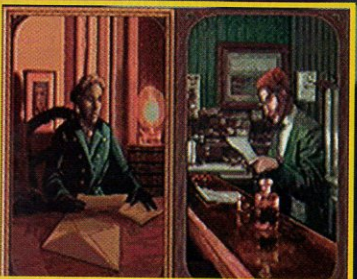


CASPER



KINGDOM: THE FAR REACHES

C2 JUDGEMENT CLAY



ALONE IN THE DARK 2

DESCENT

FROM STUDIO 3DO:



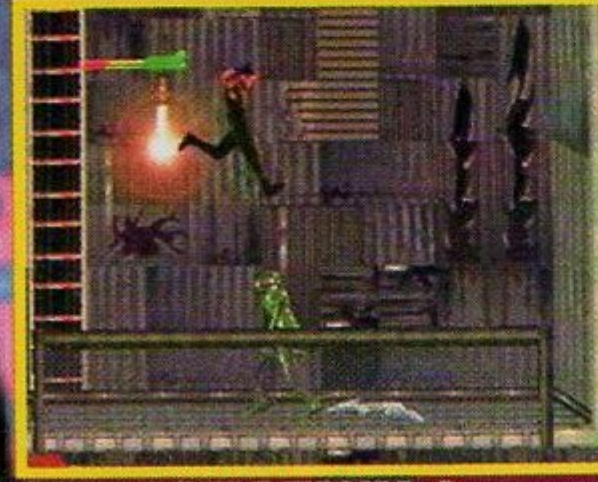
CAPTAIN QUASAR



BLADEFORCE



KILLING TIME

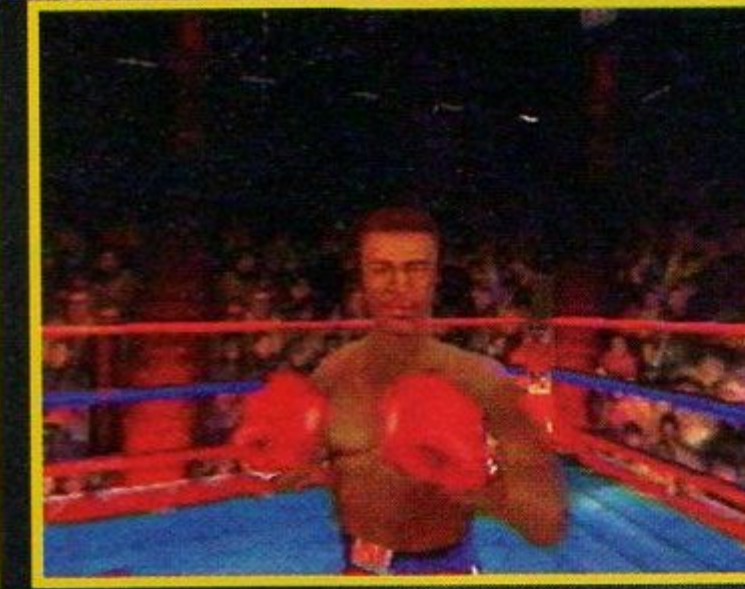


STAR FIGHTER

PHOENIX 3

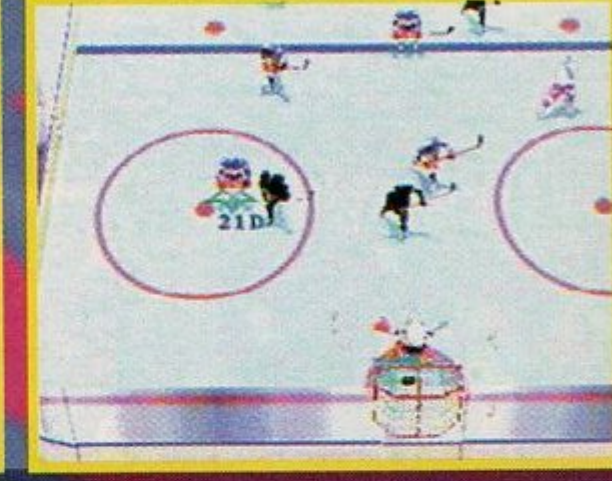
BATTLE SPORT

FROM ELECTRONIC ARTS:



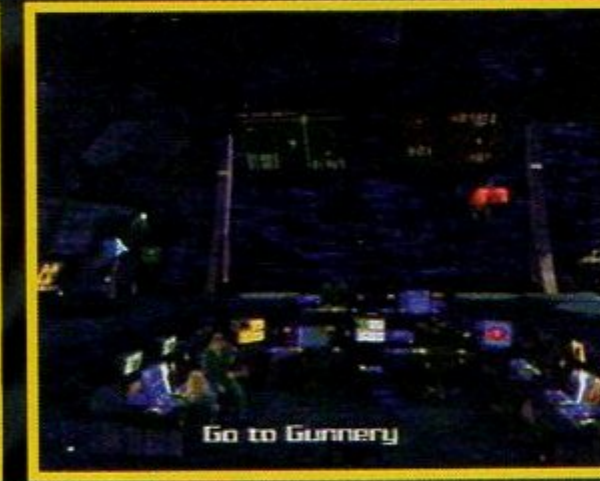
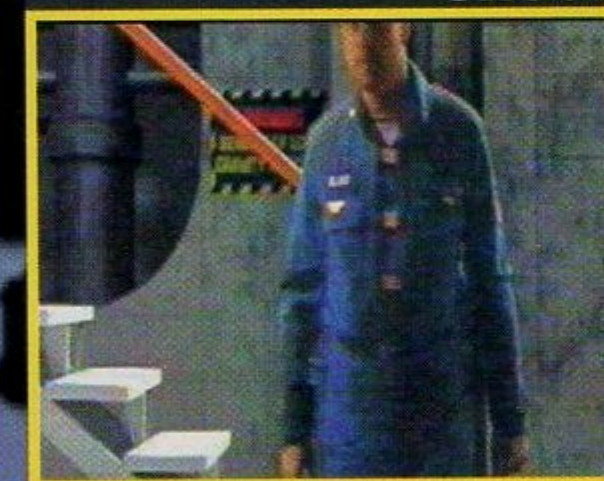
FOES OF ALI

SHOCKWAVE 2



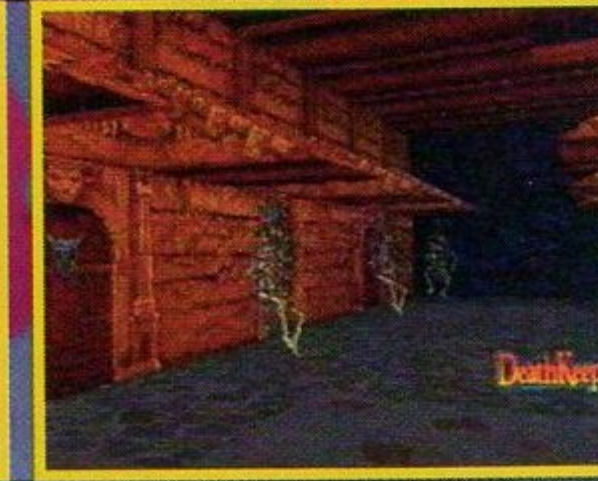
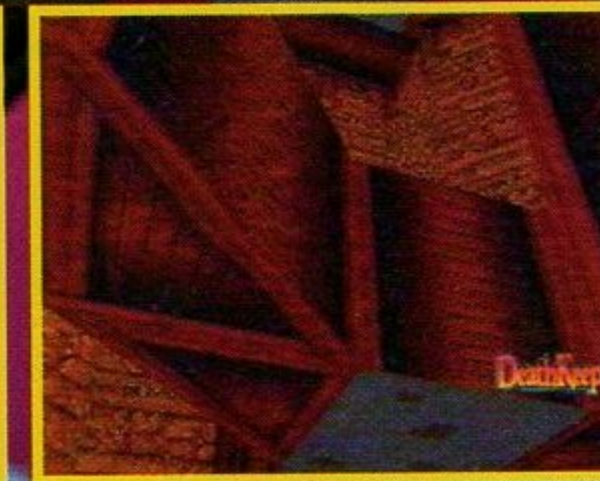
SHOCKWAVE 2

NHL '96



WING COMMANDER 3 BY ORIGIN

PRIMAL RAGE BY LG SOFTWARE



AD&D DEATHKEEP BY STRATEGIC SIMULATIONS

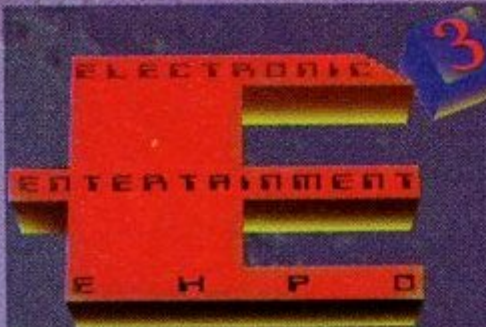
DOOM BY ART DATA

After a brilliant comeback in the finals of the Killer Instinct contest, the Enquirer fell to Eric Suzuki. Both Editors' played amazingly for their 1st time out on the SNES version.

What do you think Steven is thinking here? Whether or not he can jump over to the next panel I suppose.

EDITOR'S PICKS OF THE SHOW

EDITOR	SATURN	32X	GENESIS	SNES	PLAYSTATION	ATARI	3DO	OVERALL
E STORM	SHINOBI	KOLIBRI	VECTORMAN	DKC 2	LEGACY OF KAIN	SOUSTAR	CAPTAIN QUAZAR	SHINOBI
KID FAN	RIGLORD SAGA	SPOT	EWJ 2	DOOM	TWISTED METAL	BATTELMORPH	PRIMAL RAGE	SHINOBI
THE ENQUIRER	SHINOBI	SPOT	VECTORMAN	DKC 2	LEGACY OF KAIN	DEFENDER 2000	THE "D"	LEGACY OF KAIN
NICK ROX	VIRTUA COP	KOLIBRI	COMIX ZONE	DOOM	LONE WARRIOR	BATTELMORPH	CAPTAIN QUAZAR	LEGACY OF KAIN
K LEE	VIRTUA COP	KOLIBRI	VECTORMAN	KILLER INSTINCT	LOADED	DEFENDER 2000	KILLING TIME	KILLER INSTINCT
	SF THE MOVIE	VIRTUA FIGHTER	EWJ 2	DKC 2	JUMPING FLASH	BATTELMORPH	CAPTAIN QUAZAR	KILLER INSTINCT
	PANZER DRAGON	KOLIBRI	VECTORMAN	CHRONO TRIGGER	JUMPING FLASH	DEFENDER 2000	THE "D"	CHRONO TRIGGER
	VIRTUA COP	X-MEN	EWJ 2	7TH SAGA 2	LOADED	SOULSTAR	POLICENAUTS	CHRONO TRIGGER
	BUG!	X-MEN	VECTORMAN	KILLER INSTINCT	JUMPING FLASH	DEFENDER 2000	BLADEFORCE	JUMPING FLASH
	ASTAL	KOLIBRI	EWJ 2	DKC 2	LOADED	BATTELMORPH	CAPTAIN QUAZAR	JUMPING FLASH



SONY PLAYSTATION

Accolade:

Hardball 5
Star Control III
Bubsy III

Acclaim:

Batman Forever
NFL Quarterback Club '96

Judge Dredd
Frank Thomas 'Big Hurt' Baseball
Revolution X
WWF WrestleMania
NBA Jam TE

Mortal Kombat II

Crystal Dynamics:

GEX
Total Eclipse
Off-World Interceptor
Legacy of Kain
Blazing Dragons
Solar Eclipse
3D Baseball '95

Electronic Arts:

Wing Commander III
PGA Tour Golf '96
Syndicate Wars
Shredfest
Psychic Detective
Viewpoint
Reboot
FIFA Soccer '96
Road Rash
Shock Wave

Interplay:

Decent
Cyberia
Waterworld
Rock & Roll Racing
Casper

Konami:

NBA Basketball
Suikoden
3-D Soccer
Policenauts
Parodius
Major League
BaseBall
NFL Football
Project: Over Kill
3-D Golf
Castlevania

LucasArts:

BallBlazer
Mindscape: V MAX
The Raven Project
The Warhammer
Harbinger

Namco:

Ridge Racer
Tekken
Cybersled
Air Combat
Starblade Alpha

Psygnosis:

WipeOut
Destruction Derby
PowerSports Soccer

Parasite
Sentient
G Police
Novastorm
Assault Rigs
Krazy Ivan
Myst
Discworld
3D Lemmings

Sony Computer Ent.:

Toshinden
Mortal Kombat 3
Razor Wing
Kileak The DNA
Imperative
Jumping Flash

Sony Imagesoft:

Twisted Metal
WarHawk
ESPN Extreme
Virus
Johnny Mnemonic

Strategic

Simulations:

Panzer General
Advanced D&D
Slayer

Time Warner:

Primal Rage
Virgin:
Spot Goes to
Hollywood
Agile Warrior: F-111X
Converse Hardcore
Hoops
3-Decathlon
The 11th Hour

SEGA SATURN

Sega:

Virtua Fighter
Virtua Fighter 2
Panzer Dragoon
Daytona USA
Virtua Cop
NHL All-Star Hockey
Prime Time NFL
Football
NBA Action
World Wide Soccer
Grand Slam Baseball
Pebble Beach Golf
Links
Congo The Movie
Clock Work Knight
BUG!

Free Runner

Black Fire

Ghen War

Acclaim:

Alien Trilogy
Big Hurt Baseball
Mortal Kombat II
NBA Jam: TE
Revolution X

Activision:

Return to Zork
Shanghai Triple
Threat

Atlus:

Canyon Racer

Capcom:

Dark Stalkers
Street Fighter The

Movie

Crystal Dynamics:

Basketball '95
Dragons of the Square
Table
Legacy of Kain
Off-World Interceptor
3-D Baseball '95
The Horde
Solar Eclipse
Gex

Data East:

Dark Legends
Defcon 5
Minnesota Fats Pool
Dark Sun
Creature Shock

Interplay:

Alone in the Dark
Caesar's Gambling
Casper
Cyberia
Decent

Alone in the Dark II

Virtual Pool

JVC:

Boxing
Deadly Skies
Racing Dynamics
Spill Realities
Varuna's Forces

KOEI:

Romance of the
Three Kingdoms IV

Konami:

Castlevania
Parodius

Maxis:

SimCity 2000

Namco:

Cybersled
Ocean:

Waterworld

Playmates:

Mickey Thompson's
Supercross
Skeleton Warriors

ReadySoft:

Brain Dead 13
Dragon's Lair II

SCI:

Kingdom O' Magic

Sunsoft:

Myst
Time Warner:

Primal Rage

Virtua Racing

UBI Soft:

RayMan

US Gold:

Shellshock
Thunderhawk II

Velocity:

Jet Ski Rage

Virgin:

The 11th Hour
Spot Goes To
Hollywood
Planet Pinball

GENESIS 32X

Sega:

Virtua Fighter
Spiderman Web of

Fire

Prime Time NFL

Football

World Series

Baseball

NBA Action

Ratchet and Bolt

X-Men

32 Xtreme

Kolibri

VR Troopers

Acclaim:

NFL Quarterback Club
'96

WWF Raw

Batman Forever

Big Hurt Baseball

Judge Dredd

Revolution X

Activision:

Pitfall: The Mayan
Adv.

Electronic Arts:

FIFA '96
Toughman Contest

Gametek:

Brutal: Above the
Claw

Interplay:

Blackthorne
Caesar's Gambling
Casper
C2: Judgement Clay
Starfleet Academy

Ocean:

Waterworld

Time Warner:

Primal Rage

T-Mek

UBI Soft:

Street Racer

Rayman

U.S. Gold:

BC Racers

Soulstar

Shellshock

Virtual Golf

Virgin:

The Adv. of Hollywood
Spot

3DO

Absolute:

Penn & Teller's
Smoke and Mirrors

Activision:

Return To Zork
American Laser

Games:

Drug Wars
Space Pirates
Fast Draw Showdown
The Last Bounty
Hunter

McKenzie & Co.

Shoot Out at Old

Tucson

Mazer

Any Channel:

PO'ed

Art Data:

Doom
Doom II

Chess Wars

Atlantis Interactive:

Mirage

Cerebre: Eye Spy

Crystal Dynamics:

Slam 'N' Jam '95

Crystal Oasis:

Rad the Rock Hopper

Data East:

Virtuoso

Domark:

Flying Nightmares

Absolute Zero

Electronic Dreams:

Death Mask

ElectroMedia:

Wonder Lust

Electronic Arts:

NHL '96

Foes of Ali

Magic Carpet

Space Hulk

Shred Fest

Syndicate

Psychic Detective

Shock Wave II

Elite:

Powerslide

Interplay:

Kingdom: The Far
Reaches

Alone in the Dark II

Cyberia

Casper

Waterworld

C2: Judgement Clay

Lost Vikings II

Rock and Roll Racing

J.C. Research:

The Perfect General

JVC:

Varuna's Forces

Deadly Skies

LG Software

(GoldStar):

Primal Rage

Firewolves

Defcon 5:

Incoming

Firewall

Fire & Ice

L3 Interactive:

Real-Line: An
Interactive Learning

Cube

The Ultimate

Fighting Style

Magnet Interactive

Studios:

IceBreaker

Meta-Design:

In Your Face

MicroProse:

Vikings

Mindscape:

Dragon Lore

Origin Systems:

Wing Commander III

Prowler

Panasonic Software:

The Daedalus

Encounter

B.I.O.S. Fear

CyberDillo

Strahl

The D

Ballz

Psygnosis:

Lemmings

Chronicles

Discworld

Ready Soft:

Dragon's Lair II

Space Ace

BrainDead 13

Robinson's Requiem

Rocket Science:

Loadstar

Cadillacs &

Dinosaurs

Wingnuts

RunandGun!:

Duelin' Firemen!

Strategic

Simulations:

Panzer General

AD&D Deathkeep

Studio 3DO:

Zhadnost: The

People's Party

Killing Time

BladeForce

BattleSport

Captain Quasar

Phoenix 3

Planet Strike

Starfighter

Viridis Corporation:

Dreamer

Virgin:

The 11th Hour
Lost Eden

Creature Shock

VIRTUAL BOY

Nintendo:

Teleroboxer

Galactic Pinball

Red Alarm

Wario Cruise

3D Driving

Mario Clash

Mario's Dream

Tennis

Atlus:

Devil Busters

Bullet-Proof

Software:

Tetris V

Face Ball

Coconuts Japan:

Space Skush

Proteus Zone

Sunday's Point

Intercept

J-Wing:

Chiki Chiki LaBo

Hecto:

Virtual Battleball

Hudson Soft:

3D Bomberman

Vertical Force

Kemco:

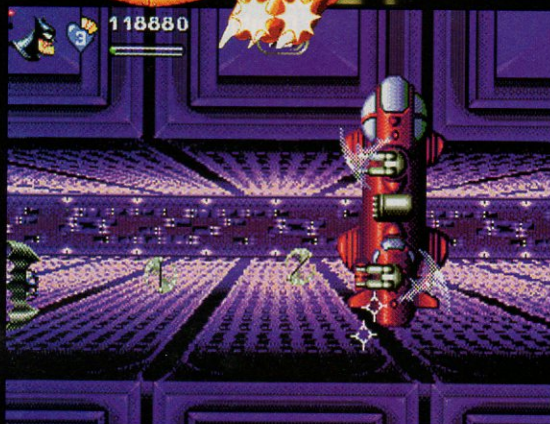
Virtual Baseball

Ocean:

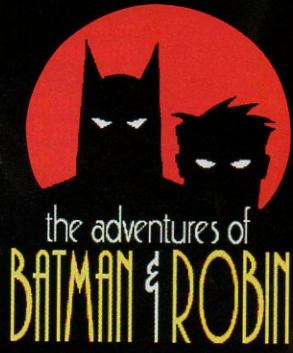
Waterworld

Pack-in Video:

Virtual Fishing



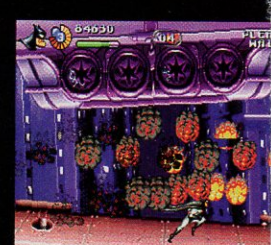
The Genesis hardware never ceases to amaze me. Every time I think I've seen the pinnacle of it's performance somebody comes along and once again sets new standards. This time around it's a new group out of So. Cal., Clockwork Tortoise. Batman and Robin is another benchmark 16-bit title... from a technical point of view



**SEGA • 16 MEG
ACTION
1-2 PLAYER(S)
AVAILABLE JULY**



Where Batman and Robin falls apart is in balance. It's not fun, in fact, it's hard to the point of being ridiculous. From the third level on, the same sprites repeat insanely, little clowns litter the screen for what seems like an eternity. Like any talented gamer you search for safe spots or some kind of pattern, but you are so out numbered it's useless. Unless your powered up and have full energy, you're a gonner. It's really to bad that the second half of





Batman and Robin pales so bad in comparison to the great first half. It seems like maybe they were over deadline and had to button up this one in a hurry to make their street date because you can tell by playing the first few levels that these guys no how to make a great game.

We had high hopes for Batman and Robin based on our preview versions, but I'm afraid the only reason I can recommend playing it would be to see the effects. Slap in an Action Replay and the game takes on a whole new complexion. It's loaded with effects! Warping backgrounds, smooth scaling sprites, color cycling, transparencies, realistic explosions, and mind bending 3D are all packed inside. On top of all this CT has managed to squeeze in a great soundtrack and some cool cinema's too. A lot of talent shines through in this game but with the six continues offered no one will ever get far enough in the game to enjoy it. What a bummer. -E. Storm





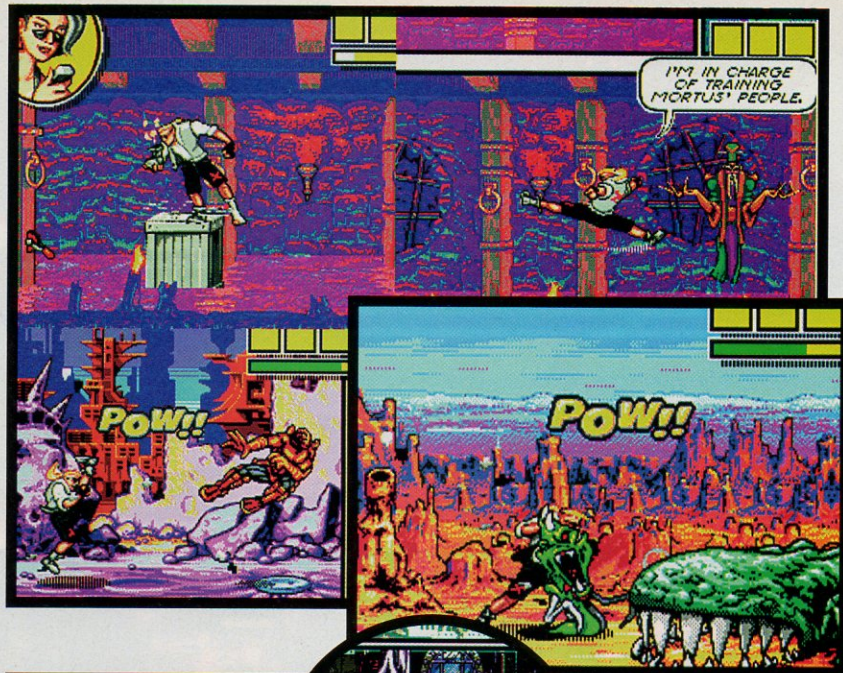
IT FIGURES - THE BEST 16-BIT HAS TO OFFER COMES ALONG JUST AS THE 32-BIT SYSTEMS ARRIVE TO STEAL THE SHOW. COMIXZONE IS EASILY ONE OF THE MOST IMPRESSIVE GENESIS TITLES EVER SEEN, BOTH TECHNICALLY AND IN TERMS OF GAME-PLAY...ALWAYS A GREAT COMBINATION!

IN COMIXZONE YOU PLAY THE PART OF SKETCH TURNER, THE CREATOR OF THE SUCCESSFUL COMIXZONE SERIES. ONE FATEFUL NIGHT IN HIS UPTOWN NEW YORK APARTMENT, LIGHTNING STRIKES SKETCH'S ART BOARD AND THE EVIL VILLAIN OF THE COMIXZONE WORLD, MORTUS, ESCAPES INTO REALITY... AND SKETCH IS ABSORBED INTO THE REALM OF HIS OWN COMICS! IF THE DEPRAVED MORTUS SUCCEEDS IN DESTROYING SKETCH IN THE COMIXZONE, HE'LL BE PERMANENTLY TRAPPED IN OUR WORLD, AND WITH HIS AWESOME COMIC-BOOK POWERS HE COULD EFFORTLESSLY TAKE OVER THE WORLD.

OF COURSE, THIS IS WHERE YOU COME IN. UPON ENTERING THE COMIXZONE, SKETCH GAINS A MULTITUDE OF STREET FIGHTIN' SPECIAL ATTACKS (OVER TEN IN ALL) AND THE ABILITY TO MORPH INTO A CAPED SUPERHERO. ALMOST ALL OF SKETCH'S SPECIAL ATTACKS ARE COMBOS ACCOMPLISHED VIA REPEATED BUTTON-PRESSING AND MANEUVERING OF THE CONTROL PAD IN SEQUENTIAL DIRECTIONS; FOR EXAMPLE, THE FLYING DRAGON KICK COMBO IS PERFORMED BY TAPPING UP-RIGHT ALONG WITH B AND A, THEN FORWARD, B AND A AND FINALLY DOWN-FORWARD + B AND A. SKETCH ALSO HAS SEVERAL SPECIAL WEAPONS AND ITEMS HE CAN USE, SUCH AS KNIVES, GRENADES, BOMBS AND EVEN HIS PET RAT ROADKILL, WHO HAS THE ABILITY TO SNIFF OUT HIDDEN ITEMS OR ZAP ENEMIES WITH HIS ELECTRIFIED TAIL. YOU'LL ALSO RECEIVE FREQUENT SITUATION REPORTS AND HINTS FROM YOUR SHAPELY PARTNER ALISSA CYAN.

THE AREA IN WHICH CZ REALLY SHINES IS THE HIGHLY UNIQUE, CREATIVE GAME PLAY. THE ACTION TAKES PLACE IN PANELS, IN WHICH YOU HAVE TO DESTROY ENEMIES, SOLVE A PUZZLE OF SOME SORT, OR BOTH. FOR INSTANCE, IN THE FIRST PAGE SKETCH IS FACED WITH A BOX MARKED "1" AND A SWITCH ON THE WALL THAT'S TOO HIGH TO REACH. ALISSA CHIMES IN AND WARNS YOU ABOUT THE BOX...IT'S FILLED WITH EXPLOSIVES. SO, NATURALLY, YOU PUSH THE BOX UP TO THE SWITCH AND FLIP IT, REVEALING A TRAP DOOR. THIS IS AN EXAMPLE OF ONE OF THE SIMPLEST PUZZLES IN COMIXZONE, WHICH GET HARDER AND HARDER AS YOU PROGRESS THROUGH THE GAME. AFTER COMPLETING THE REQUIRED TASK IN EACH PANEL, YOU MOVE ON TO THE NEXT. SOMETIMES YOU HAVE YOUR CHOICE OF TWO SEPARATE PATHS, ONE OFTEN LEADING TO SOME UNFORTUNATE EVENT AND THE OTHER HEADING TOWARDS AN EASIER ROUTE.

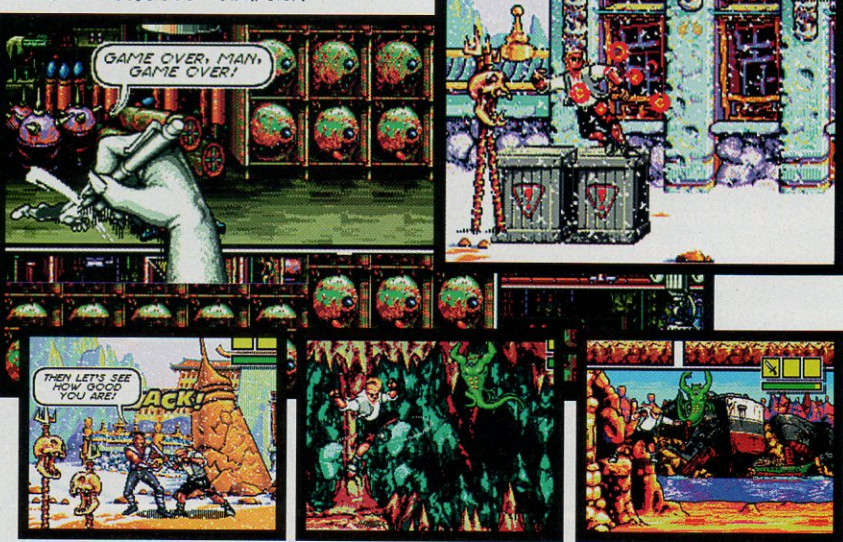
COMIXZONE'S ART IS SUPERB, AND THE ANIMATION HAS A SATISFYING, JAPANESE-FIGHTING-GAME QUALITY TO IT THAT'S A RARE FIND IN AMERICAN TITLES. INDEED, THE GAME'S LEAD ARTIST IS JAPANESE - PROBABLY THE EXPLANATION! COMIXZONE IS ALSO CHOCK FULL O' COOL SPECIAL EFFECTS LIKE PHENOMENAL SCALING AND ROTATION, THE "ROLLING" TITLE-SCREEN EFFECT SEEN IN DONKEY KONG



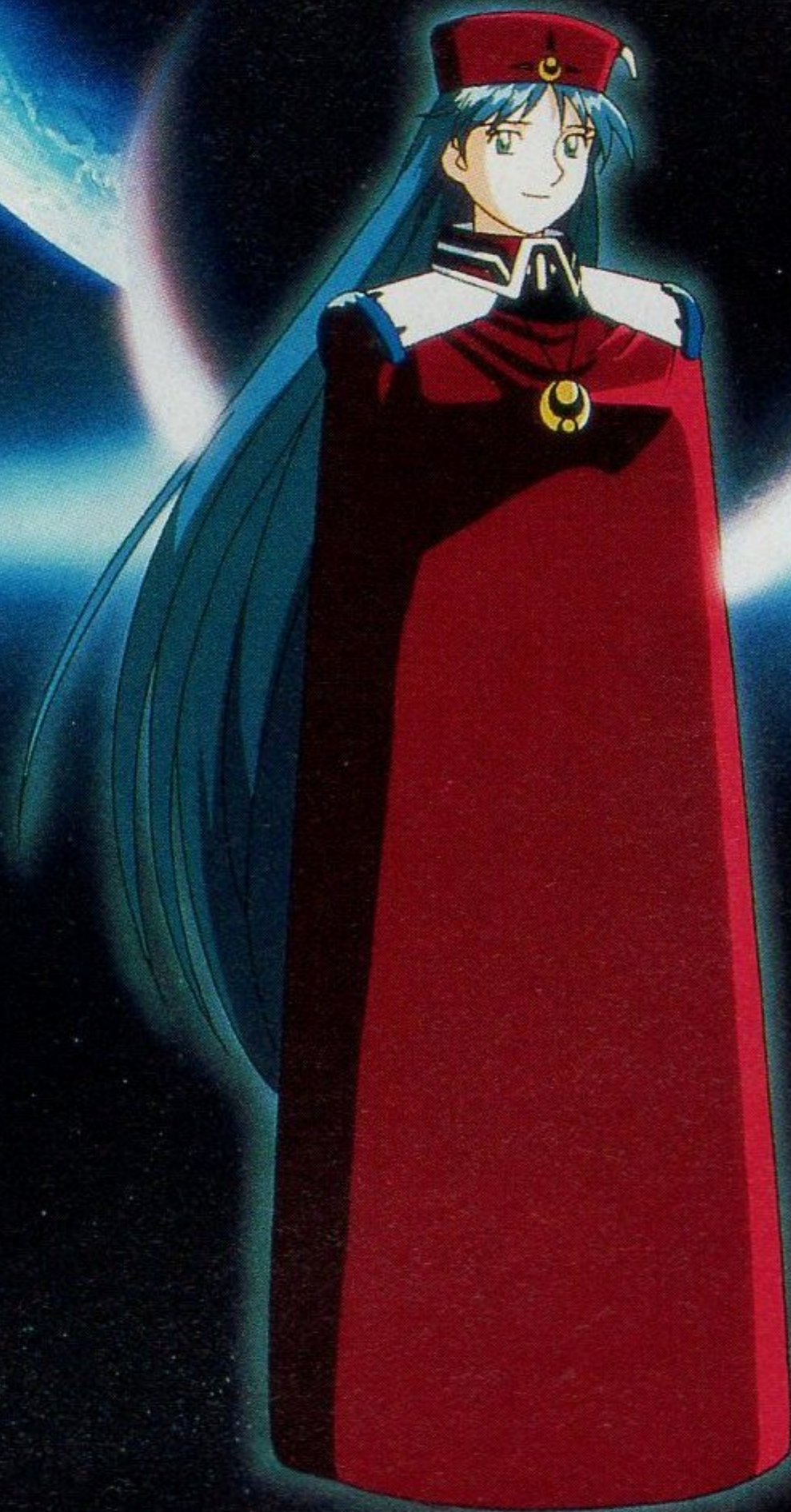
COUNTRY, TRUE TRANSPARENCIES AND ORNATE LINE-SCROLLING. THE BEST GRAPHIC TRAIT OF CZ, HOWEVER, IS CLEARLY THE ANIMATION. SKETCH AND ALL HIS OPPONENTS ARE ANIMATED PERFECTLY, (IMPRESSIVE FOR SUCH HUGE SPRITES) TO A LEVEL ALMOST APPROACHING CAPCOM ARCADE ANIMATION!

COMIXZONE LOOKS LIKE IT COULD WIND UP BEING ONE OF THE BEST TITLES EVER SEEN ON THE SEGA'S TRUSTY 16-BITTER, BUT UNFORTUNATELY IT'S COMING AT THE END OF AN ERA. I'M TELLIN' YA...HANG ON TO THAT GENESIS, IF ONLY FOR SEGA'S COMIXZONE, BATMAN & ROBIN AND THE UPCOMING VECTOR MAN. IN THIS DAY AND AGE WHEN DEVELOPMENT IS STEADILY SHIFTING TOWARDS NEXT-GENERATION SYSTEMS, IT'S GREAT TO SEE THAT TOP-QUALITY SOFTWARE IS STILL COMING FROM THE BIG 'S.' WE'LL BE BACK WITH A REVIEW OF COMIXZONE NEXT ISSUE, SO KEEP LOOKING TO THE

PAGES OF GAMEFAN! - NICK ROX



In the Darkest Hour,



Hope Springs Eternal.

The incredible sequel to the best-

LUNAR

ETERNAL BLUE



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selling SEGA-CD™ RPG of all time is coming to your SEGA-CD™ this Summer!



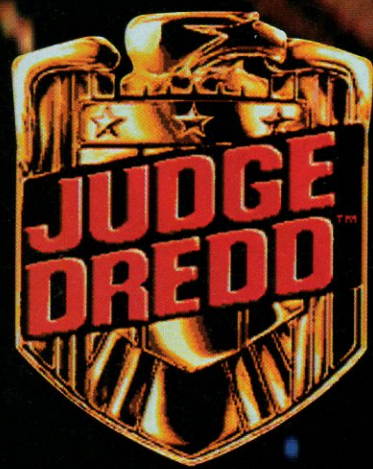
50 Minutes of Animation!
Over an Hour of Spoken Dialogue!
Hours of Incredible Music!
60 Hours of Gameplay!

NOT YET
RATED
NOT RATED



Our games go to 11!™

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ACCLAIM
16 MEG
ACTION/ADV.
1 PLAYER
AVAILABLE JUNE



It's scary how fast Acclaim translates movies to games—we received the Judge Dredd EPROM before the flick even came out! But don't think this means Acclaim didn't put a lot of time into Dredd. JD is one of the longest side-view platform games ever, featuring 28 levels of enjoyable search-and-destroy action.

Dredd's game play is reminiscent of *Alien 3*, which is a big complement. Dredd doesn't set any new standards, but I was still impressed with the solid play mechanics. Dredd has some harsh weapons such as the basic unlimited-ammo gun, grenades, reflection shots, and many more. He can also punch, kick, headbutt, roll, and grapple.

The action is straightforward run, gun, hunt, and item-collect. Each level assigns you a primary mission and a secondary

mission, such as rescuing hostages, destroying ammo dumps, or blasting cyborgs. You can log into computer terminals for status reports and mission objectives. Many of the levels are huge and somewhat maze-like, so you'll have plenty to do.

Dredd's amazing length is both a strong point and a downfall. Each level is at least 5-10 minutes long, and you won't beat them all the first time—do the math. Fortunately you get passwords, so you won't have to conquer Dredd in one sitting. The downfall is that after a while the game becomes somewhat repetitive. Many levels reuse graphics, music, and enemies, only in new arrangements and locations.

Dredd's graphics are very good for SNES. All characters are artfully drawn, well detailed, and nicely animated. I also liked

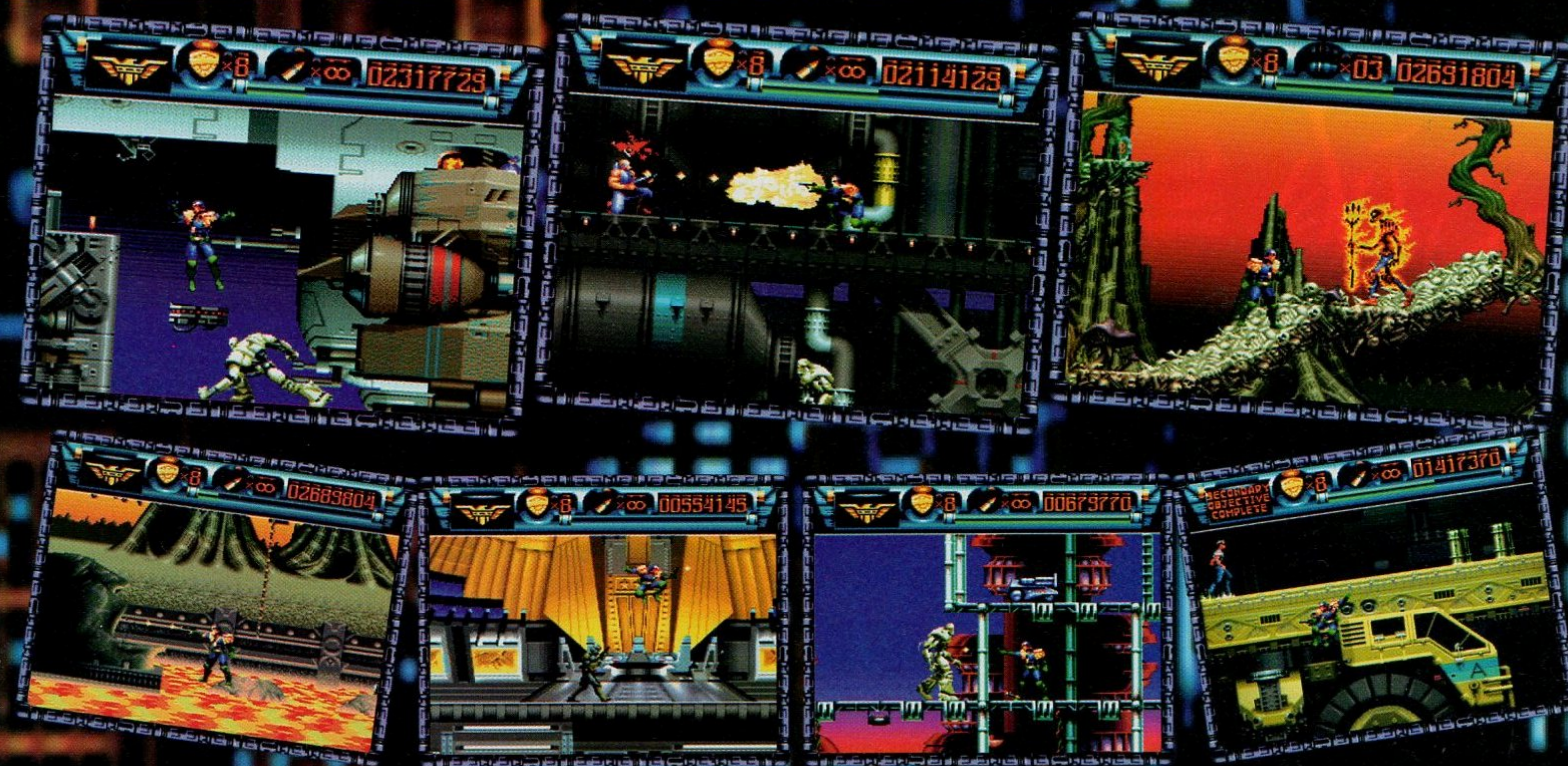




the background art with its worn-down, graffiti-coated look. (Though the backgrounds are not quite as sharp and overwhelming as *Alien 3*.)

The soundtrack is superb, featuring realistic FX of explosions, gunfire and the like. The music is rockin' in some levels, but a bit flat in others.

As a whole, I feel Judge Dredd the game is one of the few recent titles that should be included in the quickly shrinking category of "good 16-bit games." It takes something special on 16-bit to keep me interested. Although Dredd isn't outstanding due to its repetitiveness, overall it is something special indeed. -K.LEE





Hagane is the first SNES game in a long time to star a ninja, and I am glad this cool character-type is back. In Hagane (which means "Steel" in Japanese), you get to play the role of a cyberninja in an excellent, side-scrolling, slightly Shinobi-esque action game.

Hagane is a steel assassin with a diverse amount of attacks and play mechanics in his repertoire. He has two basic attacks, a sword and a grappling hook, both of which are available in unlimited supply. He also has a limited amount of bombs, super bombs, and flying darts (my favorite). You shouldn't have any trouble stocking up on these finite projectiles; virtually every enemy or destructible object contains more darts, bombs, chicken for health, etc.

If there's one thing I really liked about Hagane, it was the playability. There is much technique and plenty of timed jumps. Hagane has lots of razor-sharp moves. He can slide, barrel roll over by doing a double jump, or backflip away

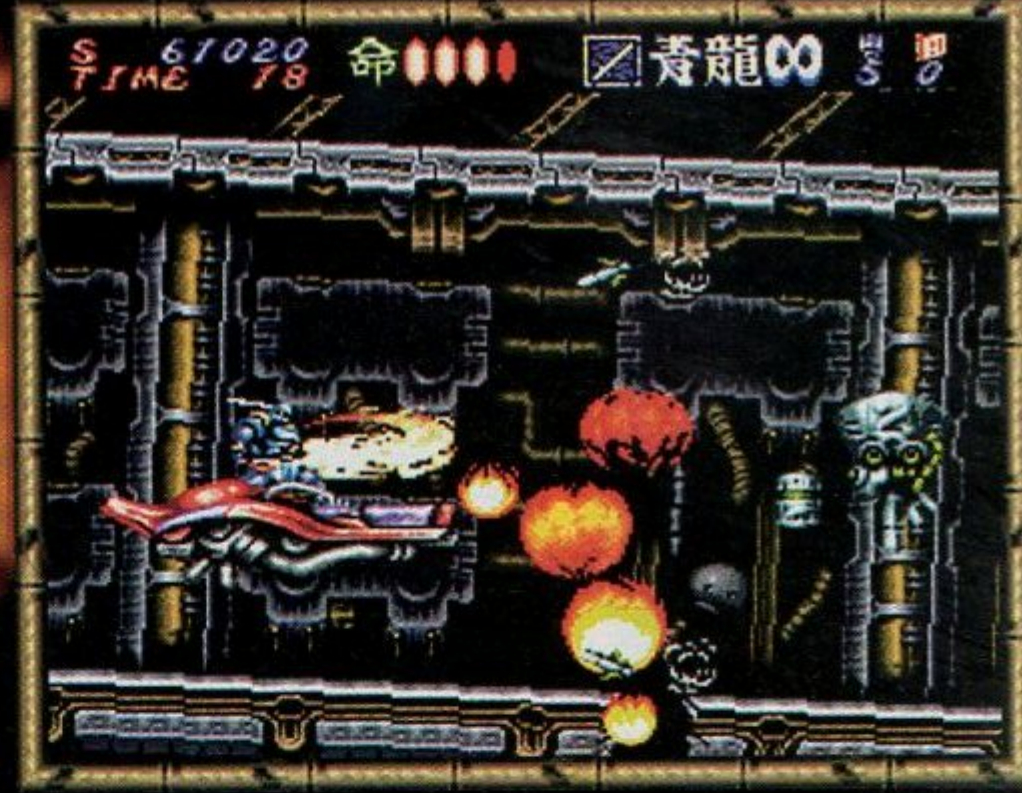
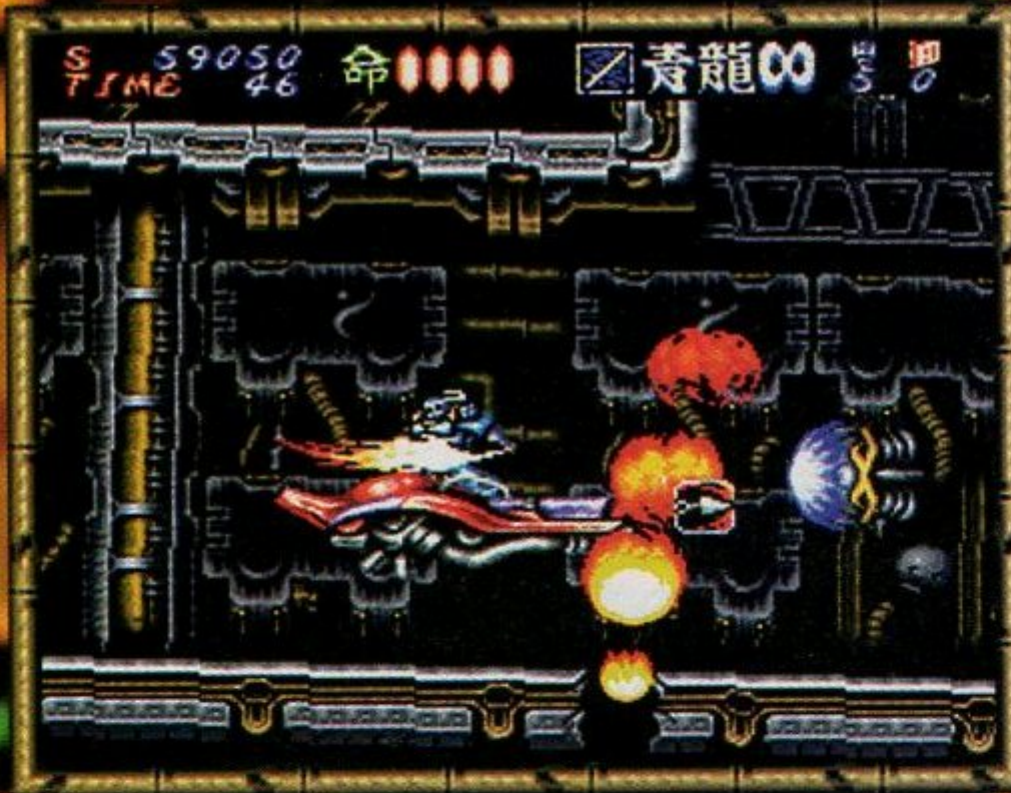
from the bad guys. To me, these play mechanics didn't feel like tacked-on afterthoughts or fruity little gimmicks. They were integral to the overall enjoyment of the game and welcome features.

SNES
REVIEW

HAGANE

HUDSON • 16 MEG
ACTION
1 PLAYER
AVAILABLE JUNE





I also felt the graphics in Hagane were just as welcome. Although the character animation was a bit on the stiff side, his overall look and design fit the game perfectly, and the same can be said about the enemies. The bosses range from good to downright spectacular. There are some mid- and end-bosses that are nicely designed with patterns that are easy to learn. Then you have your blazin' full-screen gnarlers, who throw fire, brimstone and the kitchen sink. I must say these special FX ridden bad guys are a sight to behold. Speaking of FX, Hagane is one of those games that starts off a bit mild and a little bland at first, but once you get further into the game (and it's a pretty long game), there are impressive visuals aplenty.

The sound FX are decent and the music is actually pretty good in parts, but that's about it. In a game like this, you need cool fast-paced music and beefy explosions to really get you pumped—oh well, I guess ya can't have it all.

Hagane is moderately difficult, and will thoroughly engross you from start to end. It's just one of those game you don't want to put down, and there are continues to keep you going.

Considering all the incredible ninja games from the past, such as Shinobi and Ninja GaiDen, the standard is now very high. Hagane may not quite live up to the quality of the best ninja games, but it's remarkably close. Even considering this genre's enviable lineage, Hagane is a game good enough to stand on its own merit. -K.LEE

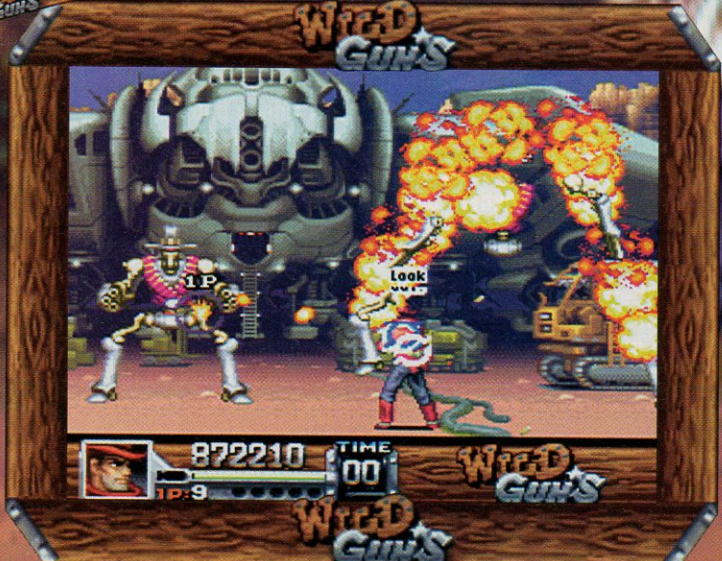
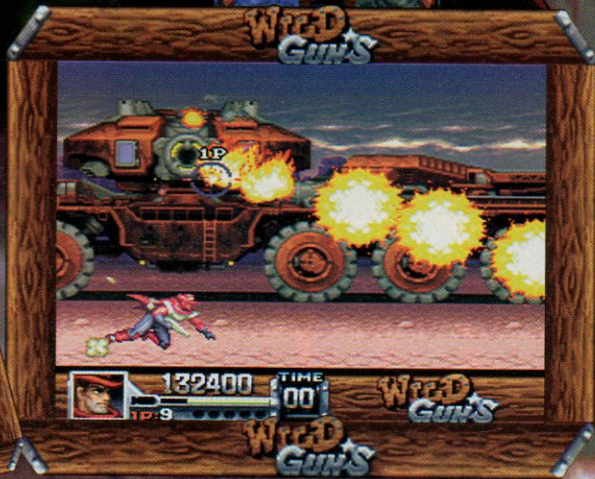




NATSUME • 8MEG
ACTION/SHOOTING
2 PLAYER(S)
AVAILABLE NOW

Do you remember the heyday of arcade games before the blessing/curse of Street Fighter II? The local arcade was a utopia of fresh, innovative, and technically astounding games from companies like Capcom, Konami and SNK. Alas, the days of Xexex, Magician Lord, Bionic Commando, Willow and Nam '75 are over...yet every now and then a home game that nostalgically resembles a long-gone arcade favorite crops up. The latest of these is Wild Guns from Natsume, a game recalling the likes of Cabal or Nam '75.

Natsume's high-tech western (there are massive robots, tanks, lasers, neon signs, etc. in the game but no explanation of how they came to be there) may feature very little in the storyline category, but more than makes up for it in gameplay. You have your choice of two aptly-named gunslingers, Clint and Annie. There's little to no difference between the two, so your choice is based only on character preference. Both players can select the same character and you have an SFII-style choice of four colors. The play mechanics are uncomplicated but effective: both characters can shoot, jump, double-jump, slide, lasso enemies to freeze them in place and utilize aweing bombs that fill the screen with huge transparent explosions and "heat glare" line scrolls. There are also a number of extra weapons to be found, such as machine guns, shotguns, and a useless peashooter. The most powerful weapon of all, however, the V-Gun, cannot be accessed until a power bar at the bottom of the screen fills up by destroying enemies.



Wild Guns



WILD GUNS



Wild Guns' graphics are of arcade quality, (for a few years ago, at least) featuring many scrolls, background objects that shatter, break, or are riddled with bullet holes when shot, excellent character animation and MASSIVE enemy sprites... all this detail in an 8-Meg cart! Most of the character designs and art in this game have a distinct Capcom look to them... a level of quality that's hard to replicate.

The music is a fresh, intriguing collage of stereotypical 'old west' music set to a modern beat. While original, it gets kind of old fast. The tunes in WG are memorable for their uniqueness but aren't in the "I wish they released game music CD's in the US!" class. The sound effects are adequate, with only the bare minimum of speech for the main characters and a suspicious lack of cries or death-shrieks from the enemies.

Wild Guns is an extremely solid title and a game I had a lot of fun with, especially in the two-player mode. It may be slightly easy and on the short side, but hey... it's only 8-Meg. This is one of those rare yet refreshing titles that harken back to a simpler time in gaming when 432-hit combos, rendered plasti-characters/live-action fools in spandex and a competition element weren't necessary to draw the crowds. If you're searching for that old arcade feeling, look no further than Wild Guns. -Nick Rox





REVISITING CASTLEVANIA:

DRACULA X



Two words: 100% joy. That just about sums up every game in the Castlevania series, and this, its latest installment, will be no exception. Dracula X (known as Dracula Double X in Japan) is in fact the sequel to the PC-Engine original. The story is unclear at this point, but the main character is once again Richter Belmont, the descendant of Simon. In the PCE version you could also control a young lass named Maria, but she wasn't in the 30% ROM we received and it's unknown if she'll be in the final version. Our incredibly early cart had only three levels, as you can see here. Each was loaded with incredible special effects like the two layers of transparent, line-scrolling fire in the first level and warping water with mega scrolls in the second. The music is

also surprisingly good; the SNES-ified cartridge tunes were remarkably close to the CD originals. We'll be back next month with more on Dracula X, so stay tuned! - Nick Rox



KONAMI • 16 MEG
ACTION/PLATFORM
1 PLAYER
AVAILABLE TBA.



SATURN • 32X • PLAYSTATION • ULTRA 64 • 3DO • JAGUAR • NEO GEO • VIRTUAL BOY

GAMEFAN

THIRTY TWO

Sony Computer Entertainment redefines the platform genre

Jumping Flash



VIRTUAL BOY

GameFan Editor

in Chief, Dave

Halverson takes

Nintendo's hot

new Virtual Boy

for a spin (and

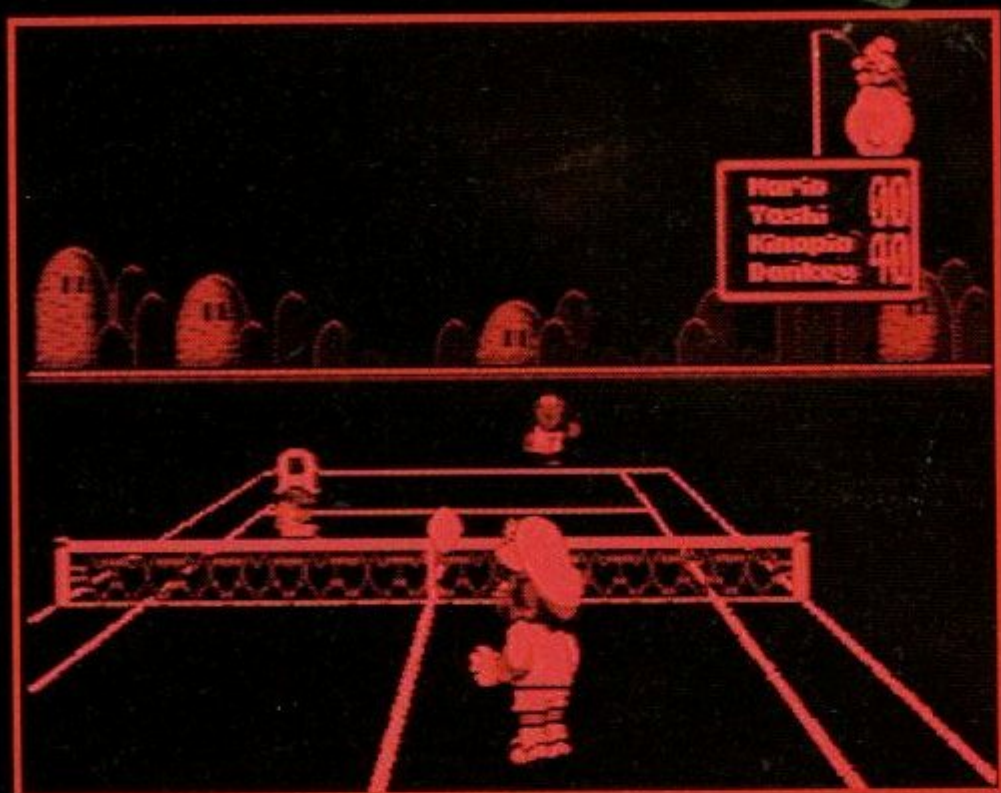
vice-versa).

So what type of hardware creates these intricate virtual worlds?

A custom 32-bit RISC (Reduced-Instruction-Set Computing) architecture with NEC's 20MHz, 32-bit V-810 chip at the helm. This chip is a slightly less powerful version of the CPU used in NEC's new PC-FX home system. The actual LED, or light-emitting diode, display was designed by the Waltham, Massachusetts-based Reflection Technologies, Inc., a leader in the world of miniaturized display products. The Virtual Boy's sound hardware is a much improved version of Nintendo's stereophonic

8-bit FM music system, but the VB is accentuated with the ability to play PCM samples. The system has three external inputs: the AC power adapter jack, the link-up cable input and a controller port. Speaking of the VB's controller; it's a joy to both hold and behold - the streamlined, elegant double-grip pad is very comfortable and the inclusion of two cross-keys and two additional buttons on the rear of the unit - making for six in all - is quite an evolution towards 3D control in the design of the familiar game pad.

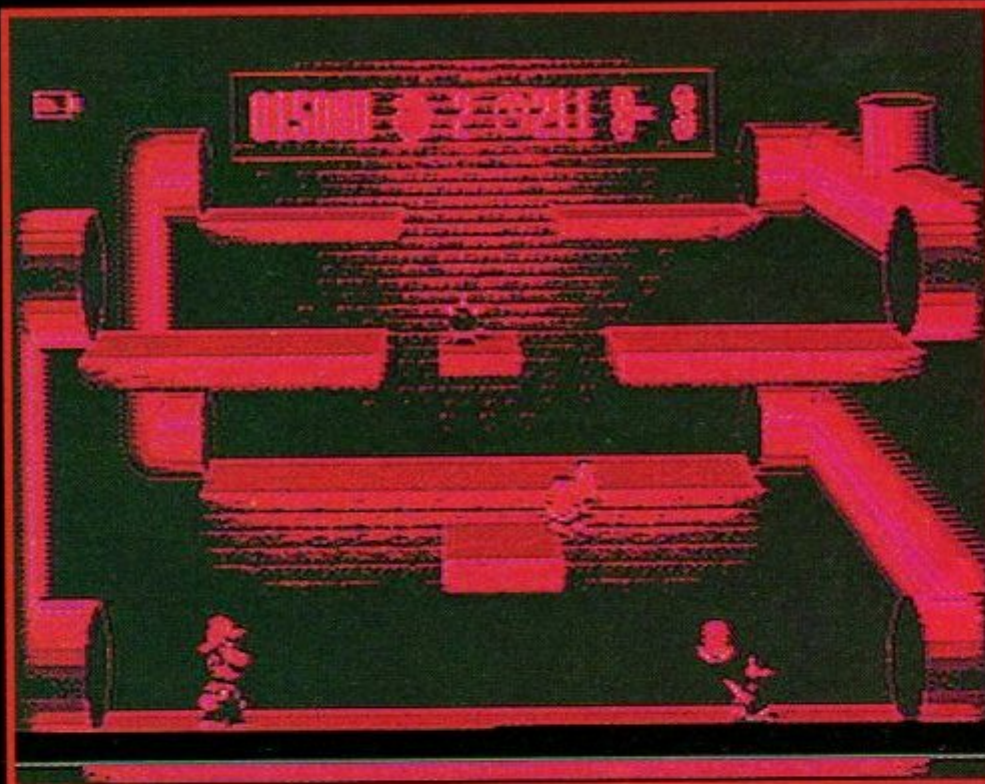




Mario's Dream Tennis

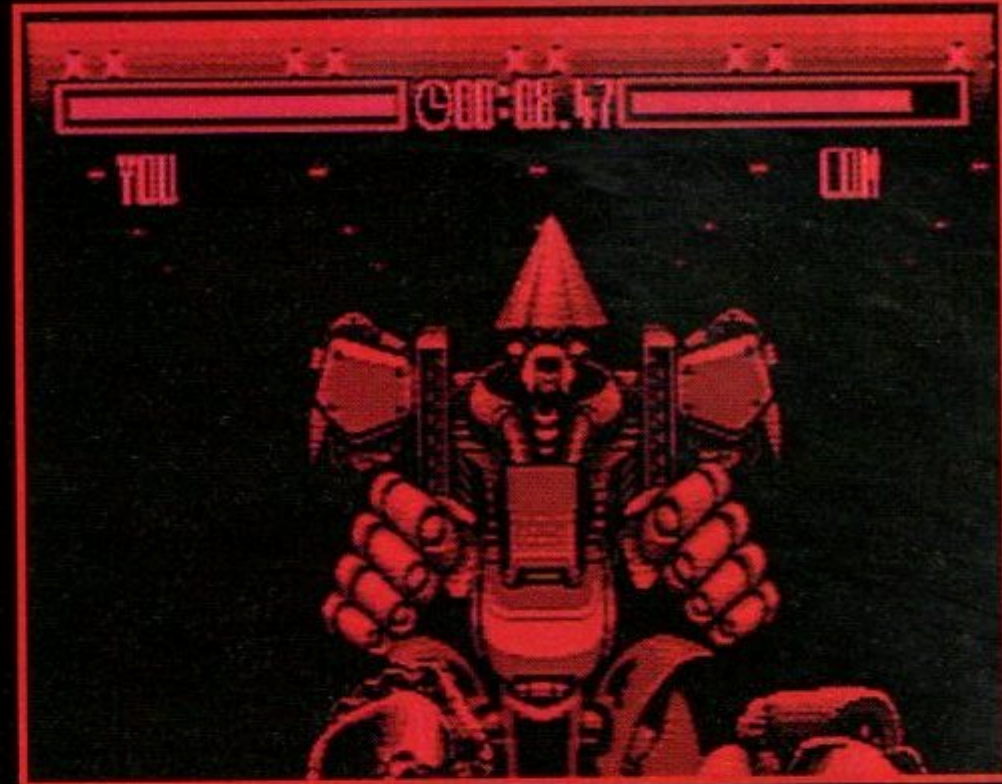
Since the announcement of Nintendo's groundbreaking 3D game machine, the Virtual Boy, the critics have been anything but kind. Truth is, no one really knows what this great little system is all about. Now, GameFan will shed some light on Mr. Gumpei Yokoi's vision of the future. The Virtual Boy creates a sort of inner sanctum for the game player. The sharp red and black color scheme coupled with the intense 3D environment give you a keen sense of immersion. For the first time ever you feel like you're actually IN the game. Not like the slogans have said in the past, but actually IN the environment. It's hard to explain. Try to imagine strapping a tiny room on to your head that's thirty feet long.

Contrary to what you may have heard or imagined, based on what you've read, VR Boy graphics are not all wire frame. Indeed some are, but for the most part the visuals are comprised of 32-bit, bit-mapped images. The level of detail obtainable through this medium astounds me. It was hard to imagine detailed red and black graphics before I played the VR Boy. But after sampling the seven launch titles, I can tell you first hand, you will be amazed at how sharp and detailed the graphics are. These effects are obtained mostly through clever shading and of course, good art.



Mario Clash

The Virtual Boy sound reminds me of a Game Boy on steroids, with one additional channel for samples. It's not exactly SNES quality, but it's gamey and sort of catchy in a Nintendo sort of way, if you know what I mean. The speech and sound



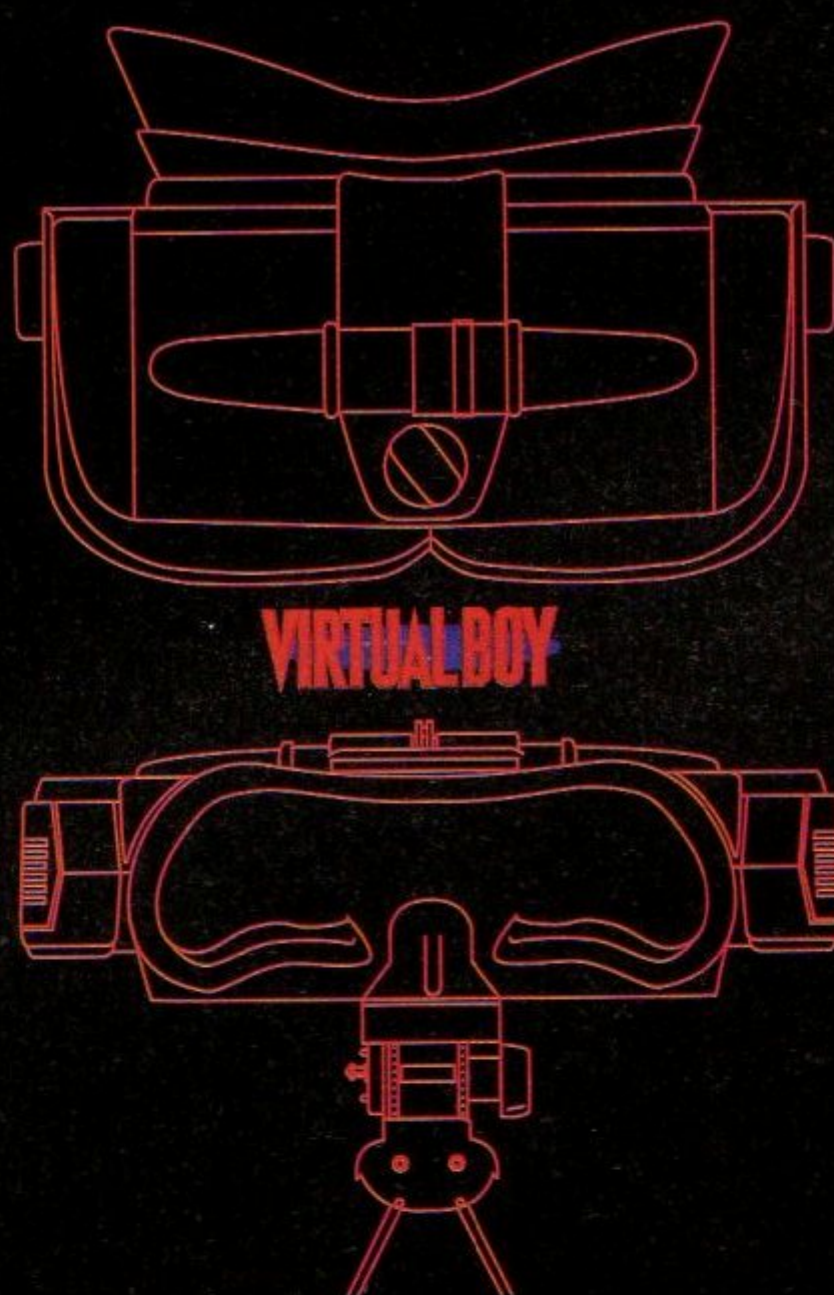
Teleroboxer

The Virtual Boy creates a sort of inner sanctum for the game player

day that the Virtual Boy is released I will be the first in line. To my surprise everyone in our office, right down to the toughest critics, loved this lil' red ultimate toy. In fact, once they sat down and stuck their face in, it was hard to pry them away!

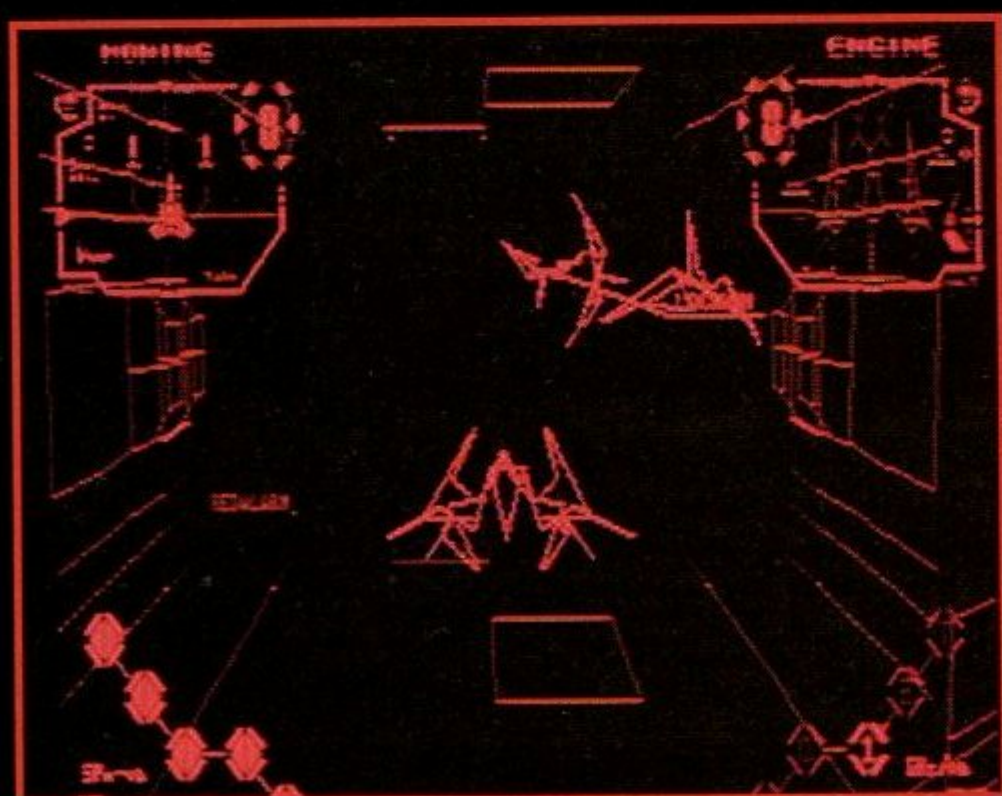
With any 3D device there's always the question "Will it give me a blazin' migraine?" The answer is absolutely not. Even after extended play I felt no side effects whatsoever. Of course readjusting to the real world takes a minute or two after an intense 3D battle, but no pain is involved. The VR Boy has two adjustments on the top of the unit so you can tailor the screens to your personal comfort level.

In closing I'd like to quote that famous GameFan law; "Never judge a system until it has had a year to prove itself". And never judge based on first looks. Game development doesn't happen overnight, especially when new hardware is involved. Of course once the Virtual Boy is released, all the critics who are cutting it down now will jump on the old band wagon, foot inserted neatly in mouth. Hey, that's the way it's always been, and the way it will probably always be.



effects are sharp and clear.

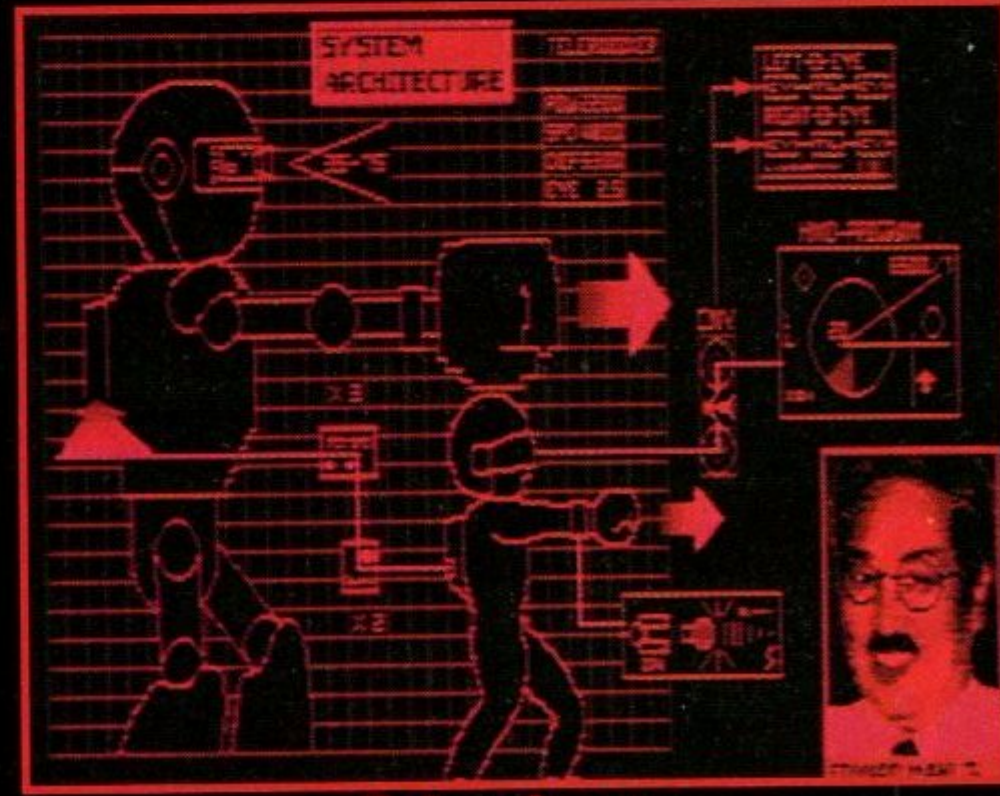
I was lucky enough to spend some quality time with a unit, here at GF and I walked away totally convinced, The



Red Alarm

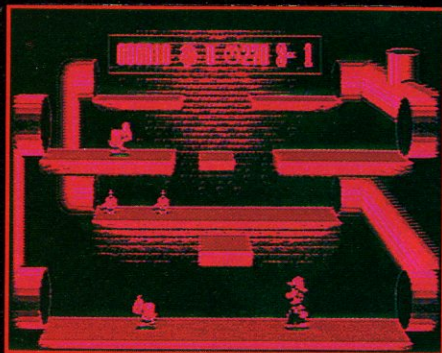


Galactic Pinball



Teleroboxer

Mario Clash



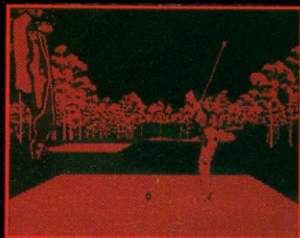
VIRTUAL BOY



Almost everyone's favorite game during our test was Mario Clash. The combination of

forming and 3 dimensional gameplay is a perfect marriage. In Mario Clash you (as Mario) have the ability to travel through pipes up, down, into and out of the environment. The goal is to bop a koopa, grab his shell and hurl it either towards or away from yourself at the bouncing enemies, once to stun 'em and a second time to smash 'em. The gameplay is rather simple but the intensity really picks up as more and more enemies appear, from ghosts and spinies to flying goombas. The addictability factor here is at an all-time high, and the 3D effect is stunning! Screen shots will never do this game justice, you've gotta' try it!

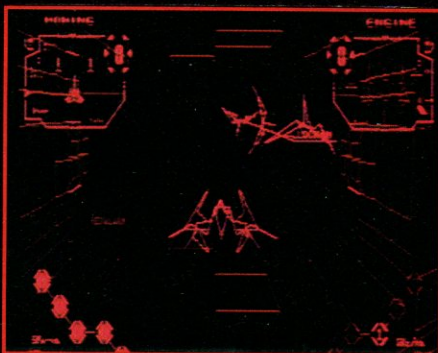
VR Golf



T&E's VR Golf has all the features the big boys have, including the digi-

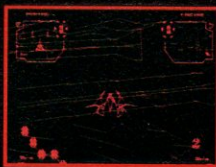
tized characters and options o'plenty. Before you swing you can adjust your stance, direction, and pick your club. Then the fun really starts. Once you drive that lil' sucker down the green, no matter where your ball lies, you will get a sense of depth. All of the hills, bunkers, and trees are layered as they would be if you were actually standing right there! Three dimensional graphics give golfing sim's a whole new angle. The preview version we tested wasn't quite complete, but this game shows great promise, especially if you're a fan of the T&E tradition of golf sims. We'll have more on VR Golf as the game progresses.

Red Alarm

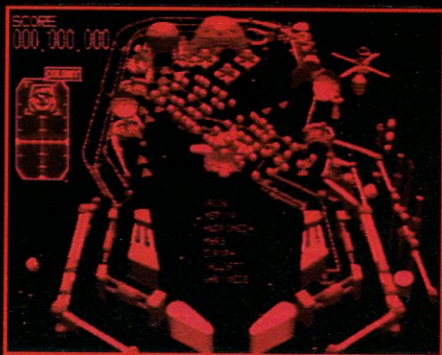


Poking ones face into a game of Red Alarm, the first thing you'll realize is that you have never really played

a 3D shooter before. Looking from behind the ship is one thing, but feeling the amazing depth all around you is another. You use the A and B buttons on the controller to speed up and slow down (you can even stop or fly in reverse) and the button on the backside of the controller to fire. All the while you can steer anywhere in the environment, forward or backward. The graphics are detailed wireframes depicting enemy crafts, huge robots, and walls that come alive with faces stretching out right at you! The music and voice in Red Alarm are high quality, rounding out the game's features. This fantastic shooting game should be available at system launch this August. At that time we'll have an in-depth review. See you then!

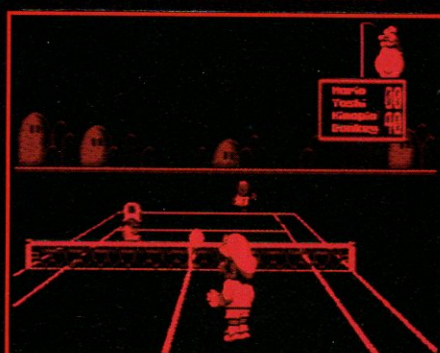


Galactic Pinball



Nintendo's own Galactic Pinball takes pinball to a whole new level. Of course, everything is in deep 3D but the game itself is loaded with many unique gameplay options as well. For instance, some power-ups will allow you to spin and shoot while piloting a small hover craft above the surface. Levels include Alien, UFO, Cosmic and Colony. Get ready for an entirely new pinball experience!

Mario's Dream Tennis

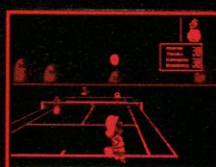


I've always been a sucker for a good tennis game, or, at least what I thought was a good tennis game.

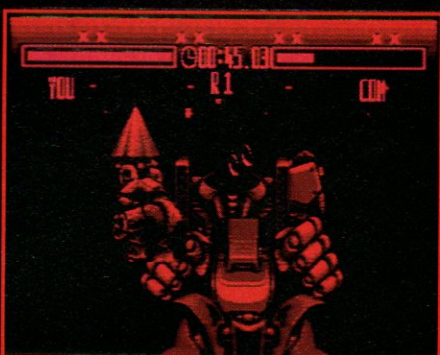
Never have I been more immersed in a sports game then I was in Mario's Dream Tennis on the Virtual Boy.

Let me paint you a picture. Imagine you are a shoulder height camera floating just behind Mario on a real time, real depth, actual tennis court. The effect is nothing short of astounding! Playing this game makes me think of what someone could do with a football game, and this actually scares me. I'm tellin' ya' there's nothing like three dimensional sports... nothing.

The version of MDT I played featured a doubles match: me (Mario) and Yoshi against Donkey Kong Jr. and Toad. I played back and let Yoshi handle the net most of the time, and I gotta' tell ya', this thing is just too cool. You are going to love this game!



Teleroboxer

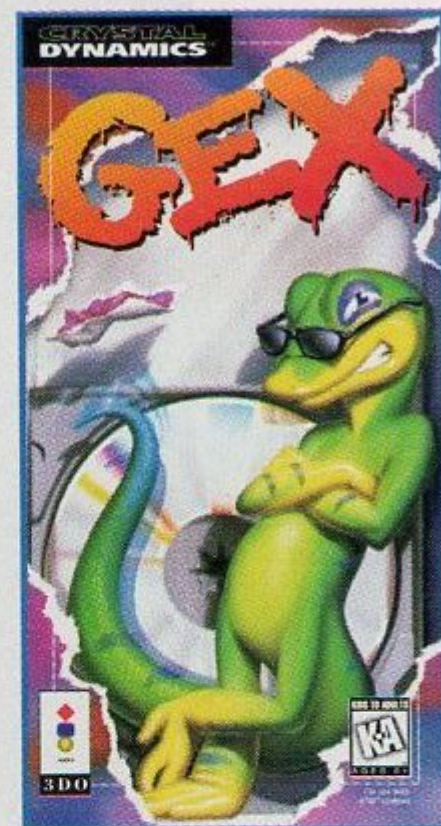


Among the initial releases for the Virtual Boy is Teleroboxer, obviously one of the first projects for the new hardware. While Teleroboxer doesn't feature the stunning depth showcased in Mario Clash and Red Alarm, it does have depth in the gameplay dept. TB is much like a 3D version of Super Punch-Out with futuristic characters. The 3D effects come into play with the fighter's fists. As they punch, fists come right at you. There are a wide variety of special punches and enough strategy to keep you hooked for hours. An excellent link-up game!



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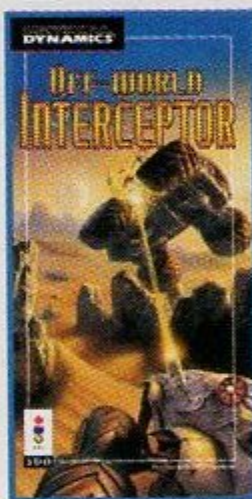
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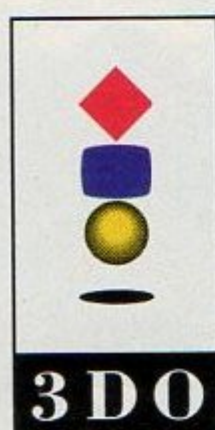
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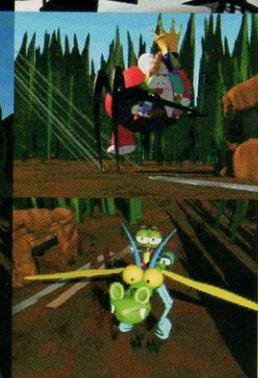
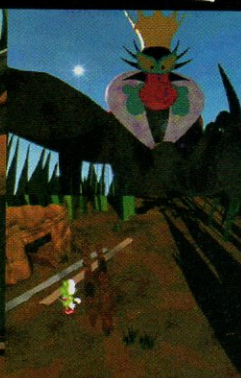
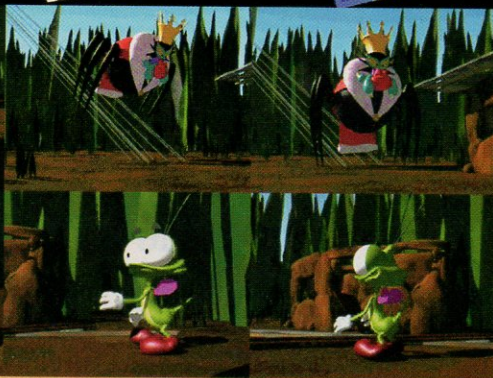
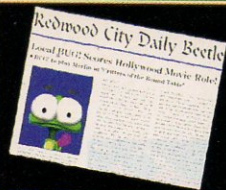
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CRYSTAL DYNAMICS™



So let me get this straight, the Saturn comes out four months early and we get the most original action platform game ever created just weeks later. How did this happen? I'm used to waiting a year for a game like BUG when I buy a new system! BUG truly is a next generation game that takes full advantage of the Saturn's 2&3 dimensional capabilities.

The levels in BUG are HUGE, offering a multitude of paths to select and places to explore before arriving at your final destination, "the BUG stop". With three giant areas in each of the six levels, each one presenting a more than formidable challenge, plus bosses that actually cover vast amounts of the play field, this is not only an enormous game, but an extremely long one. You get all this next generation platforming bliss plus brilliant computer graphic cinemas, sprinkled generously throughout the entire adventure, in a first generation game.

BUG is a really big star, you discover this as soon as you fire up the game (he's all over the headlines). Queen Cadavra snatches BUG's buddies right off of the movie set where BUG is working. It is on these amazing sets where you will do battle with all sorts of beautifully drawn and rendered characters from the insect world, and bosses that come alive like never before. Between levels, BUG travels from one set to another effectively contributing to the theme of the game.

Although the visuals in BUG are outstanding, the sheer playability is what really stands out in the long run. Once you get used to moving in and out of the play field the game becomes an entirely new experience. Not one that feels experimental, but one that feels tight and perfectly programmed. The levels in BUG warp endlessly as you march left to right and zoom frequently in relation to the obstacles you encounter. There are also many instances where you will actually interact with the backgrounds, such as platforms that whisk you away at lightning speed or drilling platforms that creep behind you.

One of my biggest concerns approaching these new awe inspiring 32-bit titles will be whether or not the designers rely on graphics alone to draw us in, rather than depth and playability. BUG is a good example of both depth and attractiveness perfectly matched, as it should be. I honestly cannot think of a better game to help launch a system. My only hope is that BUG isn't just a fluke and that more games of this caliber are close behind. This game is screaming for a sequel. -E. Storm

SEGA OF AMERICA
3D ACTION/ADV. • 1PLAYER
AVAILABLE NOW

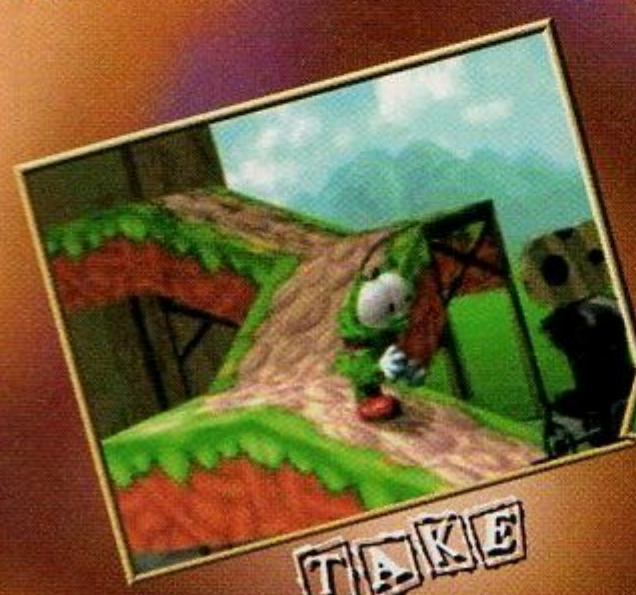


REALTIME
ASSOCIATES

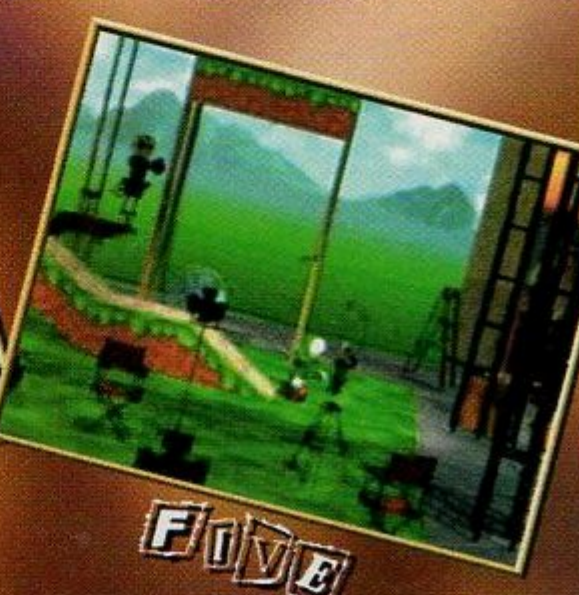




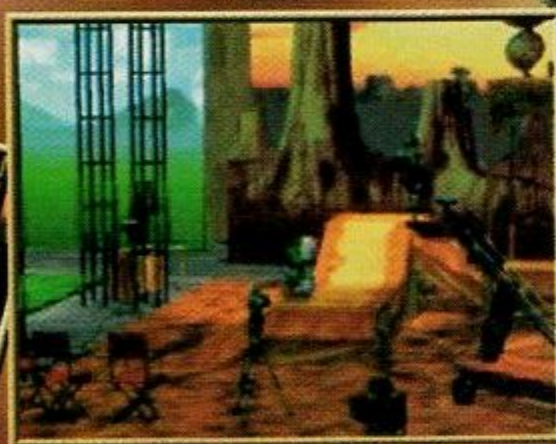
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TAKE



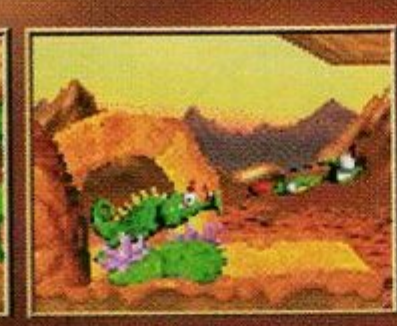
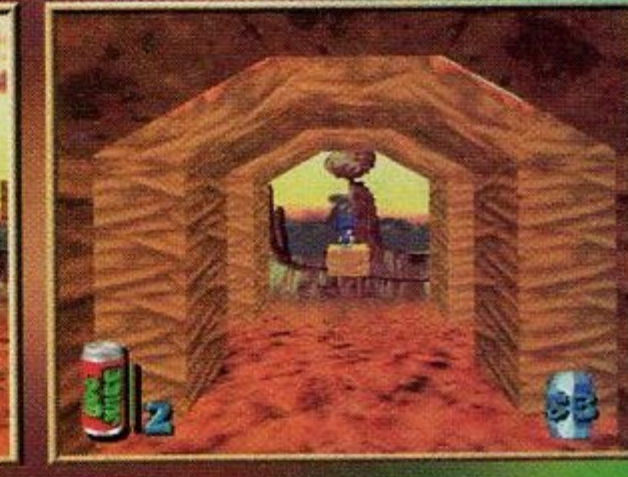
FIVE



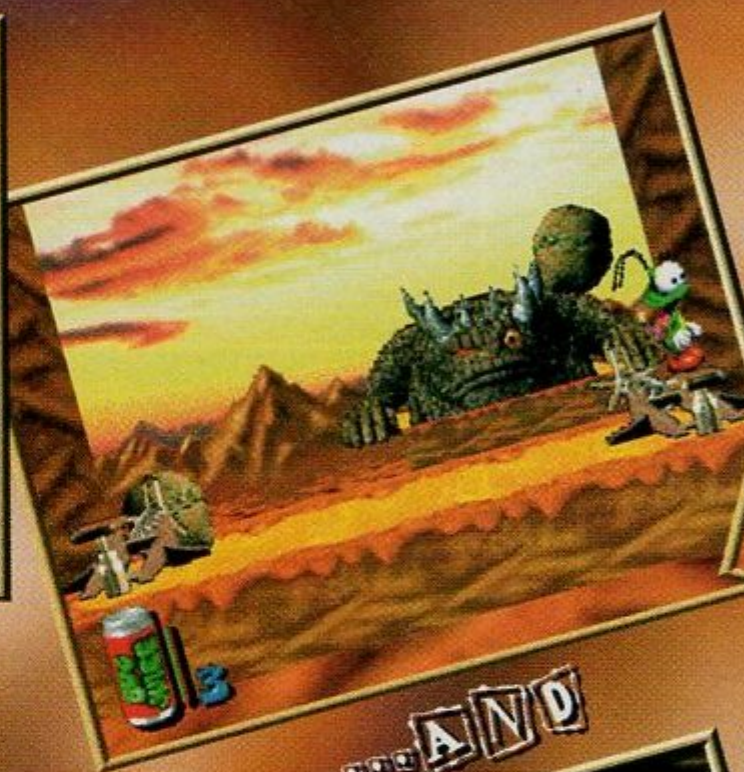
BUG!



SONIC! HEY BUDDY!

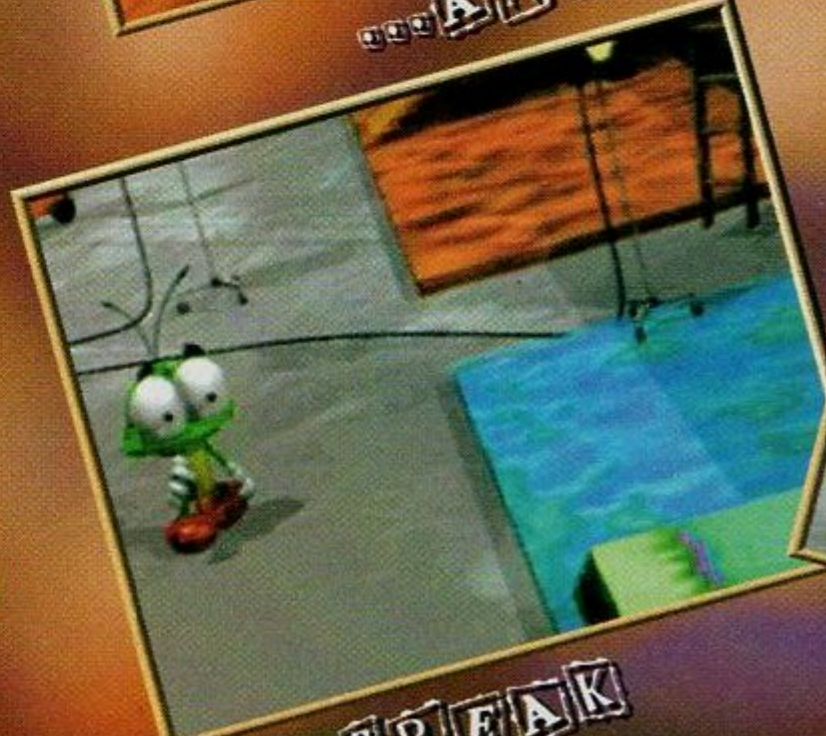


SWALLOW N' SPIT

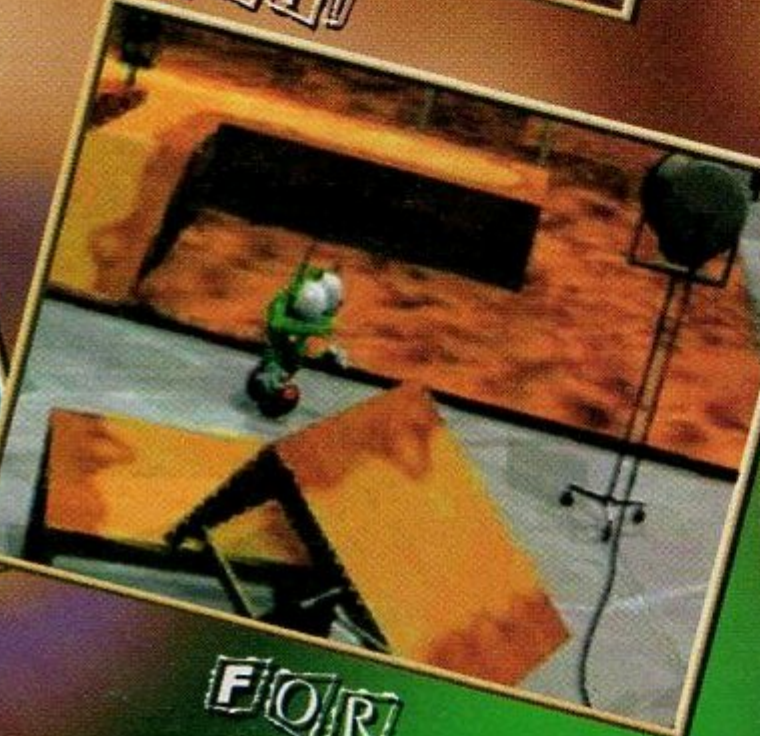


AND

CUT!



BREAK



FOR

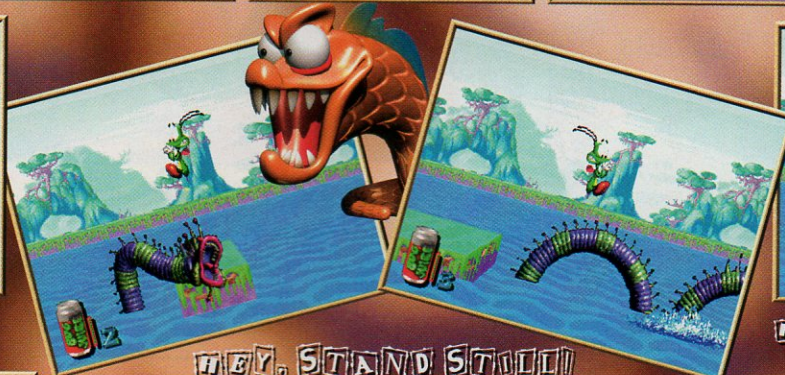


LUNCH

WELCOME TO SPLOT!



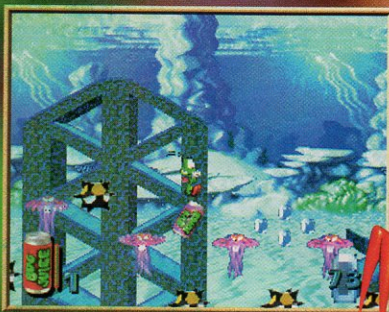
YIKES!



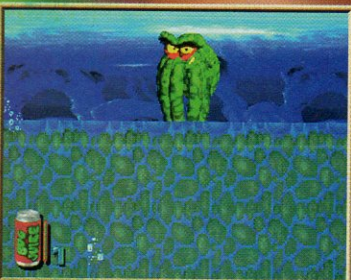
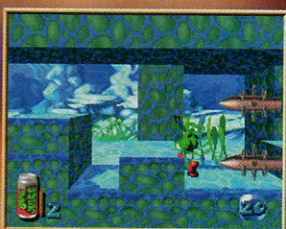
HEY, STAND STILL!



HAVE SOME GREEN!



MAKEUP, MAKEUP!



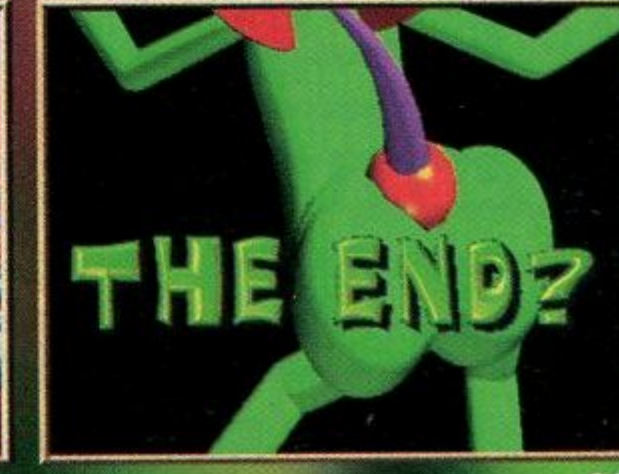
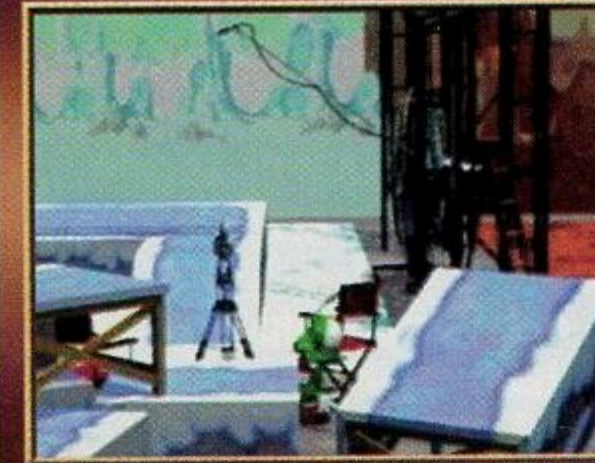
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GAME/SET/MATCH!



MAN I HATE THE JURIS! SOMEONE TURN ON THE HEAT!



THE END?

This is getting scary - two genre-redefining games in one month. First came Sega's frightening Astar: The Shining Crystal Legend, then Sony's equally terrifying Jumping Flash. Both games are totally next generation in the truest sense of the term - in the case of Flash, the innovations made are in gameplay, and in Astar it's the mind-shatteringly eye-gouging special effects, gorgeous art and radiantly majestic musical score...there has simply never been a better action platformer in the history of gaming.

At the dawn of time, the goddess Antoirs created two human children from a pair of crystals, colored red and green. From the red crystal was born Astar, a hot-tempered young boy who was extremely protective of the female child created of the green crystal, Leda. Antoirs instructed the pair to populate the Earth. Due to Astar's excessively violent nature, the all-seeing goddess chained him to the moon as punishment. Unfortunately, the vile demon Zherahd chose this period to mount his attack on Antoirs, and he created a malicious male child, Geist, from a dark crystal. He then ordered Geist to capture Leda and populate the Earth with hideous, evil beings. Hearing Leda's screams for help, Astar breaks free of the chains binding him and races after Leda and Geist.

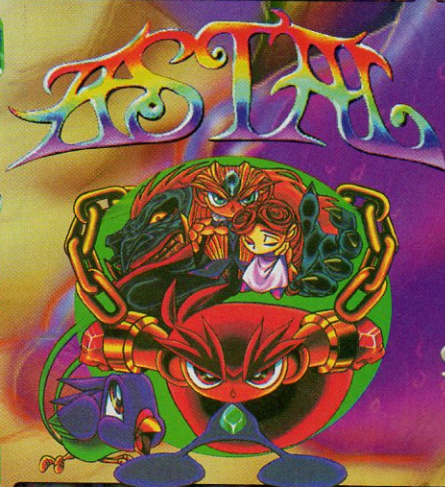
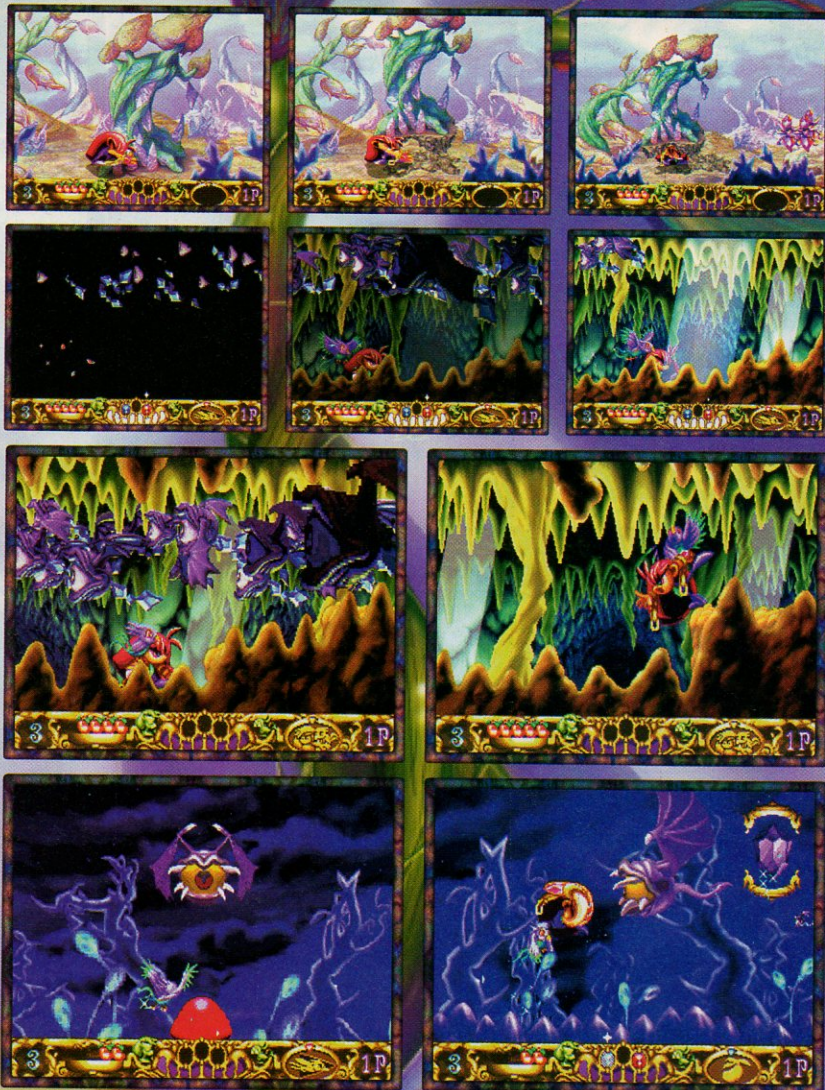
The first thing that'll shock you about Astar (after witnessing a superbly animated Disney-esque introduction sequence) is the sheer breathtaking quality of the artwork. I really don't think I've EVER seen hand-drawn art of this class in any game...even Square's artistic masterpiece Chrono Trigger. One glance at Astar's art made me swear off lame rendered graphics forever...they'll never touch the splendor of hand-drawn bliss. The area of graphics has to be Astar's greatest trait, so let me give you a little advice: Be prepared to be totally shocked. That's all I can say...nothing you have ever seen, anywhere, can match the beauty of Astar's visuals in motion. Five layers of perfect parallax, line scrolling from the heavens, the entire level scaling in real time, reducing Astar to about half the size of powered-down Mario and effects too stunning to describe with mere words are rampant in Astar. Every stage features some effect, some innovation never before seen in video games...and they just get better and better! By the end of the game you'll be so intoxicated on the looks of Astar that I wouldn't be surprised if you'll go into wild paroxysms on the spot. If my commentary sounds severe, it's not. I could ramble on for issues on Astar's graphics, so I'll seize the moment and shut up now.

Gameplay...ah, gameplay, the most important trait of any game. To be honest, Astar doesn't feature anything too new in the realm of actual mechanics, but you'll be havin' a blast nonetheless. Astar's main attack is an enemy-toss. He has two types: a regular standing one and a running super-throw. Astar can also blow wind to snuff out fires and small foes as well as punch the ground to paralyze the enemy. You also have the help of a bird companion which can be controlled by the second player. The bird can grab fruit power-ups and attack every enemy on the screen, but she's the most fun in two-player mode; there are cute little "bird combos" you can do as well as execute the aforementioned super attack.

The ecstasy just doesn't end with Astar! The music is another hyper rapture-fest - Astar's new-agey, classical tunes are some of the best ever heard in a Sega title, and indeed in video games. The sound effects and vast amount of speech are also eminently bitchin'; Astar's battle cries and frequent comments in Japanese match the character perfectly and are brilliantly acted...I can't wait to see what SOA will do with 'em. I won't go on for too long, but know this: Astar's music is nearly as great as its graphics - an extremely tough achievement!

Now for the closing, in which I list the game's faults. With Astar this is extremely tough, but there are two minor objections I have: The game is painfully short, and can be beaten in less than an hour by an experienced player. Astar is also fairly easy, but SOA is known for increasing the difficulty of its Japanese games, and for once this would be welcome. Next month we'll review Astar from the SOA version.

I've said it a hundred times in this article, but you've never seen anything like it. The Saturn is the system of choice for 2-D power... and this is a first-generation title. That just scares me. Think about the possibilities... 32-Bit is here and I'm ready for it! We'll have more on Astar next month. -Nick Rox



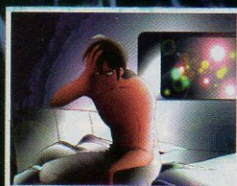
SEGA
ACTION/PLATFORM • 1 PLAYER
AVAILABLE AUGUST



SEGA SATURN
PREVIEW







Next month I'll take you inside one of the most unique racers in recent history, Sega's Grand Chaser. Designed by Sid Mead, the man responsible for the look of Bladerunner, Grand Chaser takes place on beautiful futuristic worlds, and features both story and versus modes of play. The visuals in this racing war game are breathtaking and the real world physics must be experienced to be believed. Join us next month for an in depth review.

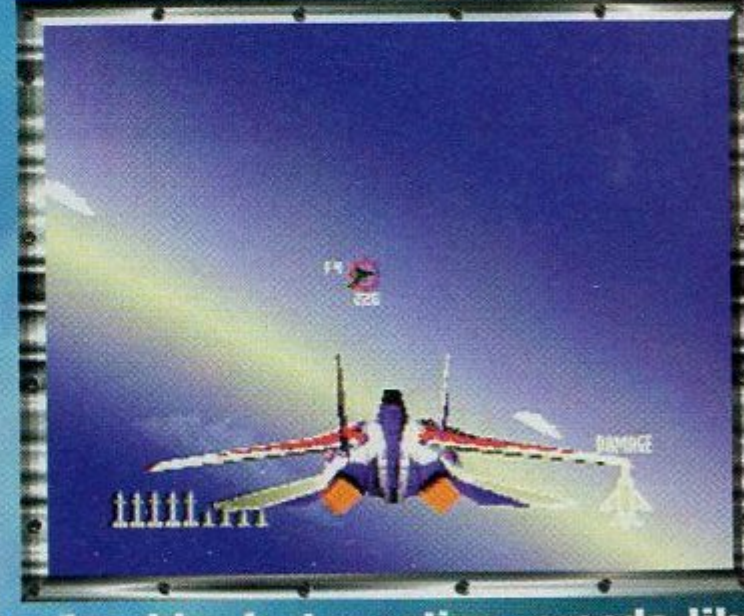
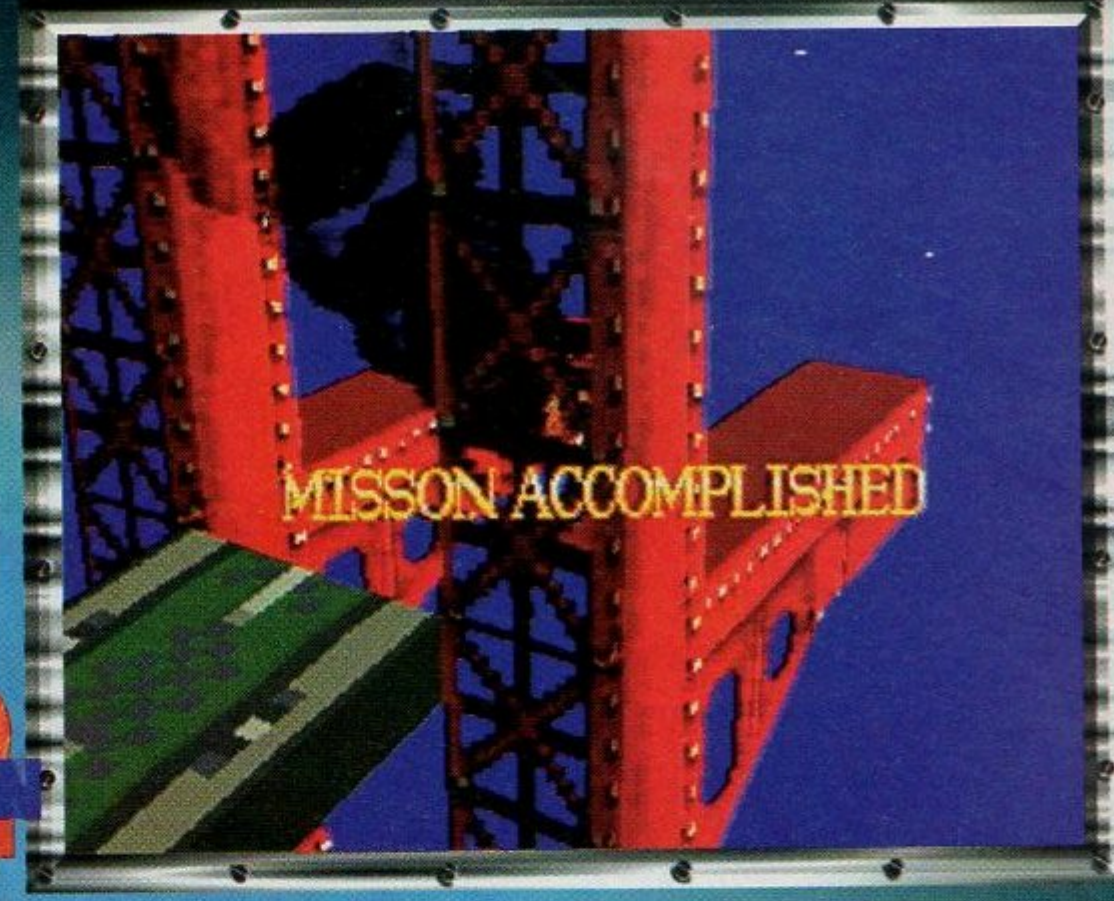
It's all the rage in Japan and now it's on its way to the States. It's the super-whacky Parodius Deluxe Pack, featuring two games on one CD, Parodius Da, and Gokujo Parodius. From flying pigs to ships with kitty cat heads, this is by far the weirdest shooter ever created. It's also one of the most popular in Japan. Join us next month and find out why.





NAMCO
FLIGHT SIMULATOR
1 PLAYER
AVAIL. SEPTEMBER

GAMEFAN
PREVIEW



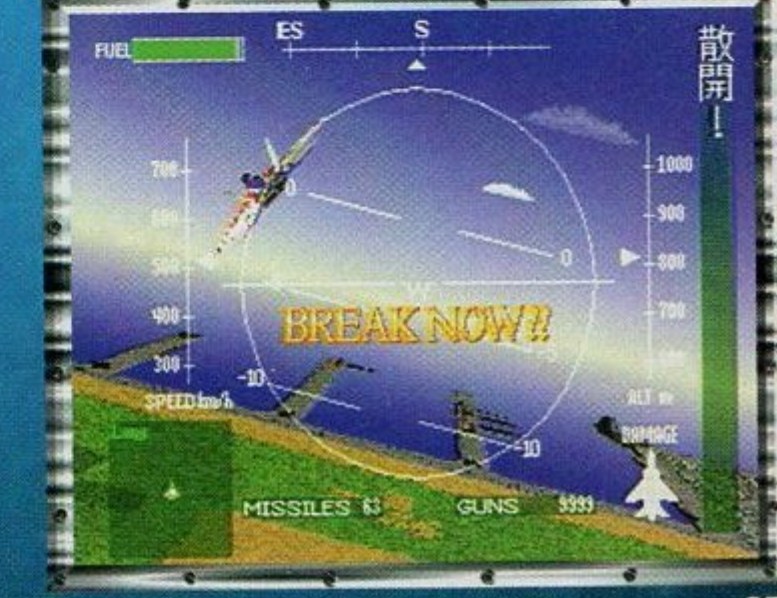
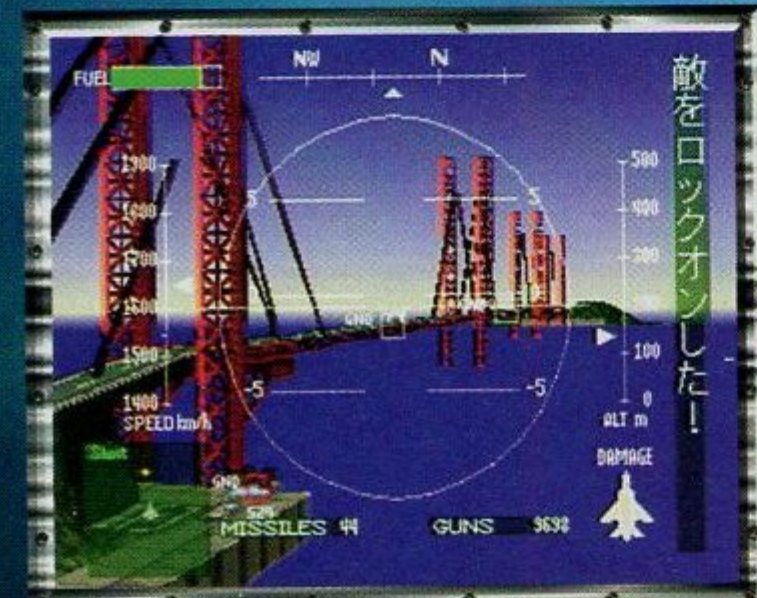
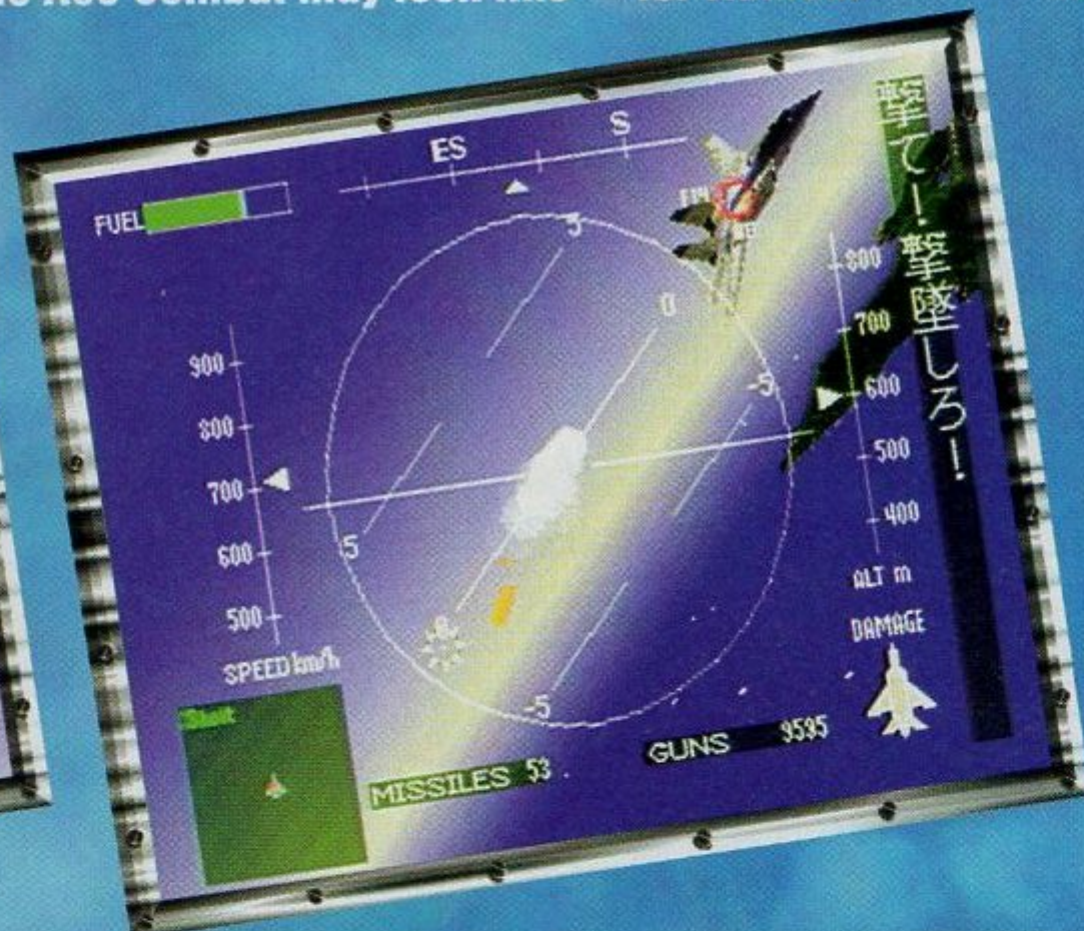
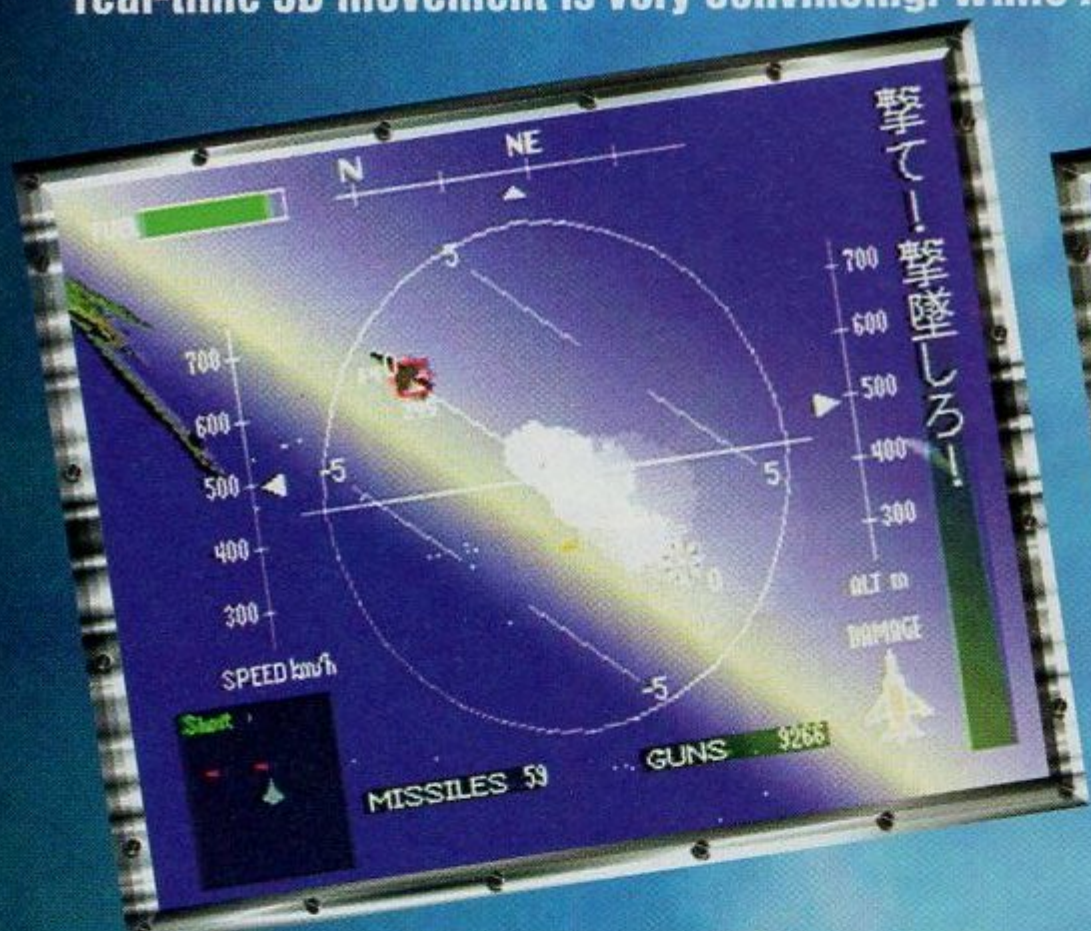
Namco has a superb line-up of first-generation, arcade-style games for the PlayStation already, and Ace Combat is a great addition to the PS library. Not to be confused with Air Combat or Air Combat 22 in the arcade, AC is a totally different, PS-only game. Although our early version had only one playable level, what we saw was just totally amazing. At this point in time, AC has an in-cockpit HUD view and a behind-the-jet viewpoint.

I guarantee, the shots you see here do not do this game justice. The real-time 3D movement is very convincing. While Ace Combat may look like

a hard core flight sim, it has a highly playable, fast-reacting, arcade-like feel. Some other standout features include scaling cursors, lighting FX on your fighter, and voice commands. Additional features include multiple missions, selectable jets, and night sorties.

Namco is quickly establishing itself as one of the premiere Sony PlayStation software developers. Due out this July in Japan, Ace Combat has more than enough potential to be another smash hit for Namco.

-K.LEE



RAYMAN

GAMEFAN
PREVIEW



UBI SOFT
ACTION/PLATFORM
1 PLAYER
AVAIL. SEPTEMBER

Rayman for the Jaguar caught my eye, but I had no idea just how good this 32-bit platform beauty would look on the PlayStation.

Rayman's on his way to both the PlayStation and Saturn this Fall; good form UBI! From the looks of our preview disc, the PS will be superior to the Jaguar in two ways. First, there are many, many more layers of wondrous parallax background scrolling. Second, the crystal clear CD soundtrack exceeds the cart version, from the awesome voices to the lush music. You'll just flip out when you hear all of Ray's weird voices, and the background sounds such as the forest chirping, the horns blaring, and the munchkin-mumbling are ultra realistic. It's some of the best audio ever for a platformer!

About the game itself, Rayman has a multitude of platform-conquering abilities such as hovering, flying, and throwing his fist as a projectile. But get this, he has to earn his abilities along the way, and there's a story including friends who help him!

Rayman's friends are cool, but his enemies are really wacked out. You'll meet giant percussion drums, musical notes,





giant tubas...it's like an attack of the possessed orchestra.

The levels feature a great variety of surfaces and terrains. On some levels you slide down slopes and use the extra speed for momentum to make long jumps. There's one stage which is all-flying and takes mucho skill to navigate. Another awesome vertically-scrolling section has Rayman "planting" platforms which grow and hover!

There are many aspects to Rayman which are unique, surprising, and keep you on your toes. However, my greatest surprise about Rayman was when I saw him, all 100 hundred feet of him, standing atop a building across from the E3 exhibition hall in L.A. What a cUh-raZy marketing stunt!

Rayman isn't a game that's trying to reestablish platform game play, it just offers some good technique, beautiful graphics, a breathtaking soundtrack, and a fresh theme...not to mention a hilarious and likable hero! Look for PS and Saturn reviews when this one's complete. -Slasher Quan



DESTRUCTION DERBY

GAMEFAN
PlayStation **PREVIEW**

PSYGNOSIS
DEMOLITION DERBY
1-8 PLAYER(S)
AVAIL. SEPTEMBER

If you love arcade-style competitive racing, it's time to lace on your gloves and grab eight PlayStations, eight TVs, eight Combat Cables, and eight copies of Destruction Derby! If you can convince all your friends to splurge, we're talking mega intensity!

Yup, DD supports the Combat Cable for network competition, which is one major area where Sony has an edge on Sega. (If only Sega had made a network feature for Daytona....) Sure everyone must own a PlayStation for this to work, but if the PS takes off, everyone will!

DD is a full on destruction derby, so realistic you can just hear the 3 am TV commercial screaming, "ONE NIGHT ONLY!" DD is definitely is not a racing game but a carnage filled crunch-fest. Run into cars (or walls) and car pieces fly, glass shatters, and eventually engines start smokin' (hopefully theirs, not yours). It all looks very convincing, as dents stay in your car and worsen as the destruction progresses!

The control in DD is very tight and responsive with a user-friendly overall feel. There's the





basic driving, steering, and four view options, but there's also driving in reverse, which is unique and even useful. One hyper-cool element is your control and top speed are affected by how much damage you've sustained—try the handling on a car with a busted, smoking engine!

Amazingly, DD's graphics match the caliber of the game play. The textured-

mapped graphics are certainly original, and in many ways better than Ridge Racer's. DD surpasses Ridge Racer in terms of smoothness and manipulation of the on-screen cars. When DD's done, it will feature up to 30 tracks. Combine this variety with unique destructive game play and the multi-player option, and DD should offer action aplenty! Psygnosis is planning eight games to launch with the PlayStation and 20 within the first year, and DD is a high benchmark of the new Psygnosis commitment to Sony excellence. -Slasher Quan



THE DOCTOR



THE GENERAL



THE GODDESS



THE IDOL



THE OPTICIAN



THE PLAYER



THE SCUM



THE TAXMAN



THE UNDERTAKER



TRASHMAN

360 view with neck stretching action in a 3D environment



Jumping Flash!



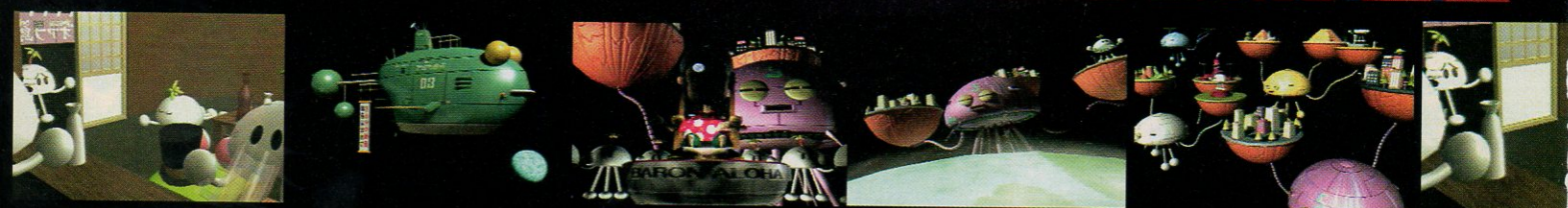
**SPECIAL
PREVIEW**
SONY COMPUTER ENT.
3D-ACTION
1 PLAYER
AVAILABLE SEPT. 9

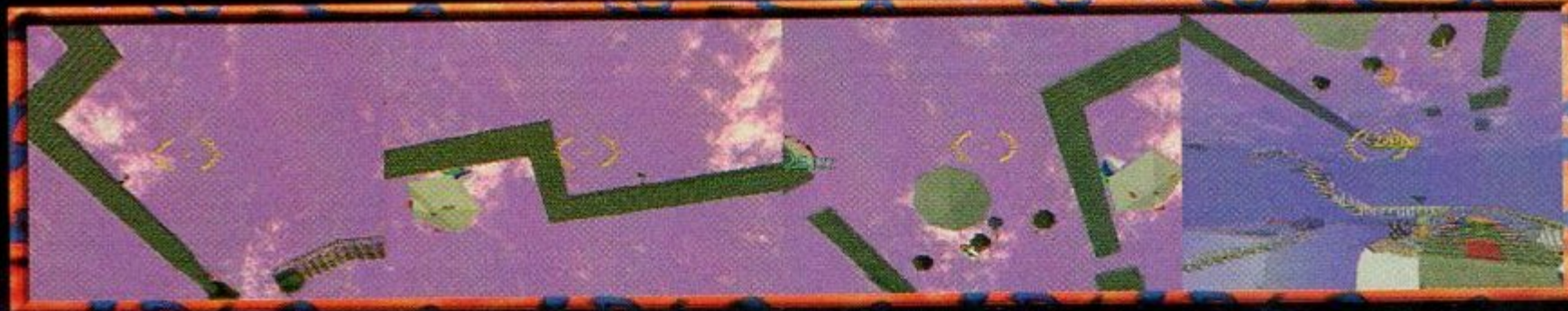


One thing is extremely evident after playing Jumping Flash: Video games have come a long, long way. Genres never hit their stride until long after they've been introduced, although there are some exceptions such as SFII. This is true of shooters with, say, Gradius, action games with Mario and RPG's with Dragon Quest. The 3-D genre has finally attained a spot in this hallowed hall of fame, and it is Sony Computer Entertainment's Jumping Flash... arguably one of the ten, if not five, best games of all time.

Jumping Flash is essentially an action platformer with shooting elements mixed in, but this is where its similarities with other games of the type end. This CD sports the first TRUE 3-D environment ever seen in a home video game - go anywhere at any time, do anything you want. There have been games that attempt to simulate a 3-D world before, such as Doom, but the gameplay was limited to one plane. In Jumping Flash you have the freedom to move on one plane, but it also becomes necessary to traverse vast platforms and areas far above the ground floor of each stage by jumping. In JF you can leap the real world equivalent of several meters straight up - your character can triple-jump - an exhilarating experience to say the least. When you first come into contact with Flash, you'll actually get butterflies in your stomach and find yourself leaning to "avoid" obstacles!

The story is fairly simple - the evil Baron Aloha and his band of pesky Muumuus have Planet Kluge in their evil grip, and it's up to you, Robbit the robo-rabbit, to destroy them. JF is broken down into six





worlds, each with three LONG sub-levels. The idea is to gather carrot-shaped Jetpods, at which point the level's exit will appear. The third stage of each world is a boss level, which, unfortunately, are rather easy. In addition to jumping and butt-smashing enemies, Robbit has unlimited blue lasers as well as a number of special weapons at his disposal, like the Rocket Fireworks, a barrage of strafing missiles, the Rat Fireworks, (don't ask me where they got these names) a steady stream of death-ray, and a regular all-destroying Bomb. There are also a fair amount of special items, like an invincibility capsule, time stops, and time extends.

One of the ultimate video game clichés is "pictures don't do this game justice," but this is absolutely true of Jumping Flash. In fact, still shots of the game might not look all that interesting, but when it's in motion, you'll die. I've honestly never come into contact with a more satisfying and perfect 3-D environment... ever. As far as the actual technical 3-D aspects, they're pretty damn good. Although the game moves at only 30 frames per second, the 3-D effect is wholly convincing. The game's textures are excellent, and only barely pixelize when in extreme close-up. Another arresting trait of Flash is the

almost total lack of redraw. Everything is ALWAYS THERE - you can see the whole level at any time.

Another of Jumping Flash's strengths is the music and sound effects, which faultlessly match the game's fruity theme. The rousing BGM ranges from insane bagpipes in Stage One to the thoroughly wacky Chinese tunes of Stage Five. Robbit's voice is also cool, but most of his comments are unintelligible, even if you understand Japanese. The sound effects, especially the one for butt-bouncing enemies, perfectly match the game.

What all this praise adds up to is an instant purchase of Jumping Flash when it's released in America. Even if you don't care for 3-D games, like E.Storm or K.Lee, (who both love JF) you will adore this CD. My only complaint is a frequent one among bliss-games: It's too short. Once you get good at Jumping Flash, you can easily beat it in less than an hour. Even after you've mastered the game, however, you always want to come back to it - it's that good. After playing Jumping Flash there will be no doubt in your mind that Sony and PiC/Exact/Ultra (the game's programmers) have successfully redefined a genre of gaming. - Nick Rox





SC - PLAYSTATION
ACTION/SHOOTING
1 PLAYER
AVAIL. NOW JAPAN



2-D action games are few and far between on the PlayStation, and the few that do exist are almost total crap... the extremely solid Gunners' Heaven is a welcome sight indeed. I'd like to be nice and say "Gunners' Heaven is similar to Gunstar Heroes" but it's actually a shameless copy of Treasure's groundbreaking game. But if you're gonna copy anything, copy the best, I guess.

You'd think that Gunners' Heaven would be two-player, but it's not... for what reason I can't imagine. There are two characters, so where's the two-player feature? With all the mega spritage going on in this game (and I do mean MEGA spritage) surely the system could handle one more minuscule character? Forgive me for griping this much about the lack of a two-player option, but that's what made Gunstar Heroes so much fun.

GH's actual play is 100% Gunstar, with the exception of having all your weapons (albeit un-powered-up) at the outset of the game and the addition of an almost completely useless, Turrican-style grappling hook. You power-up



your weapons by collecting "P" crystals that the enemies drop when destroyed. There are also "BOOST" icons that turn your weapon into an impressive, all-obliterating death cannon o' pain for a short time.

Another brazen Treasure rip is the inclusion of a shooting stage, easily the most impressive level of the game. With a literally shocking amount of immense enemy sprites and five layers of parallax, GH's shooting level is proof that the PlayStation can do excellent 2-D.

Gunners' graphics are good, but you won't see anything here you wouldn't see in, say, your average Neo-Geo game. In fact, that's just what GH feels like... a glorified Neo game. Which isn't necessarily bad at all - Neo titles are known for their excellent gameplay (in fact, SNK's slogan is now "Gameplay is Everything," since the Neo just ain't Bigger, Badder or Better™ any longer.) There is a fair amount of parallax, with most of the game hovering around two to four layers, but getting as high as five. The real impressive area of the graphics in GH, however, are the brain-sprainingly intense volume of enemy sprites and explosions. I honestly don't think I've ever seen as many sprites as are in Gunners' Heaven in my LIFE. There's often so much going on that you lose track of what you're doing, which frequently becomes rather annoying.

The most hurlin' trait of GH has to be the



今度から、坊やの扱いには気をつけ
たほうがいいな！

ためえちヴァルキリー担いか！
悪いがああ秘石は
俺達パンキンヘッドがいたかくせ！

知性、美貌、強さ、
どれをとってもこのアッシュ様が
負ける要素などありはしないわ！

お遊びはここまでだ！
こいつで最後にしてやるぜ！

わたくしでなければ
いつでもお相手いたしますわ！
オーッホッホッホッ



おめえ、俺様にほれてんのか？
チッチッ！大気圏外に消えな！



あーゆー職業軍人ってのは
一番あぶないタイプなのよね！



ブン・・鋼のパラドと呼ばれた
このオレが、こんなこわっぱを
相手にしなくてはならんとはな！



人を見かけて判断しないことだな！



べーだ！誰があんななんと！
このど根性メガネ野郎！



AXEL
SONICS



LUCA
HETFIELD



music. Luckily, you have two entire BGM scores to choose from, Type A and Type B. The default is Type A, but Type B is about 1,000 times better. Unfortunately, it took me quite a while to figure out that there were two BGM choices. The sound effects are adequate as well, but the squeaks of pain and cute, candy-coated comments from the female character, Luca Hetfield, are ultra-annoying.

Gunners' Heaven breaks no new ground, but it is a solid, fun title in a genre sorely lacking on the PlayStation. Is it worth your cash? Probably not. Unless you're dying for another Gunstar Heroes-type adventure, save your money and buy Jumping Flash. - Nick Rox



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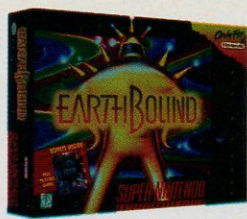
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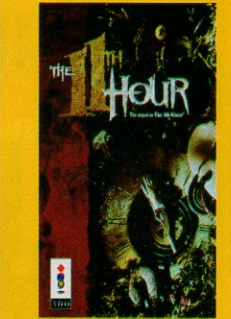
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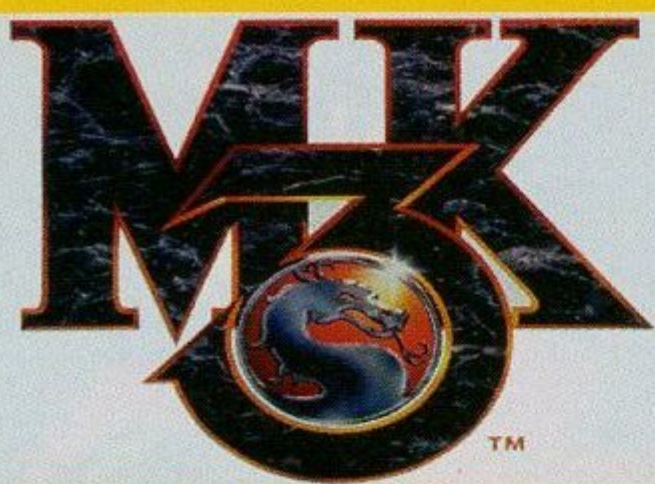
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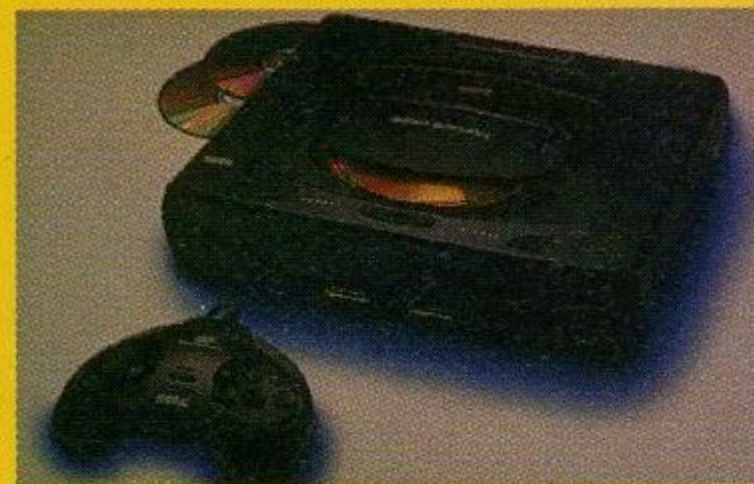
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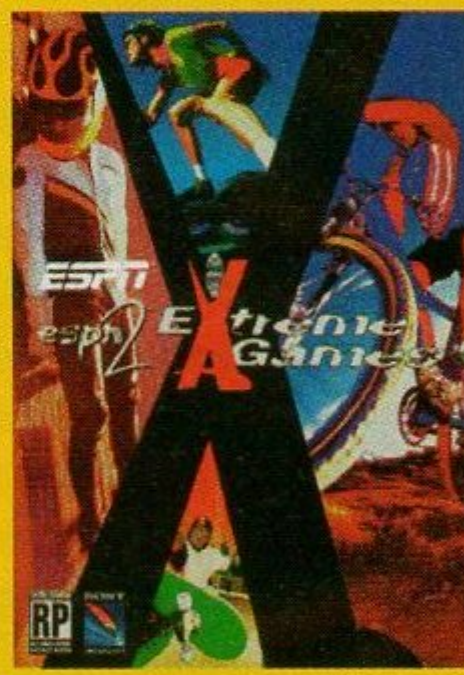
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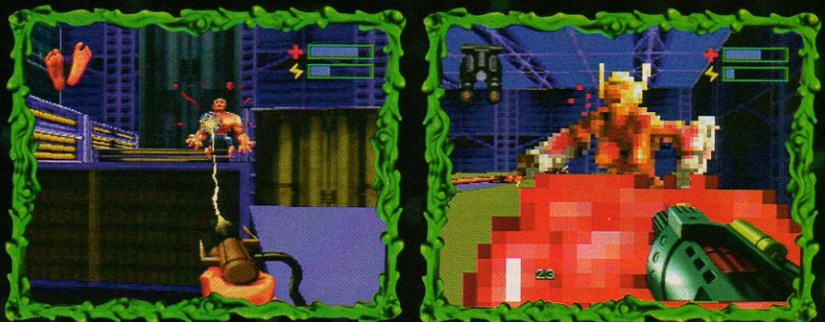
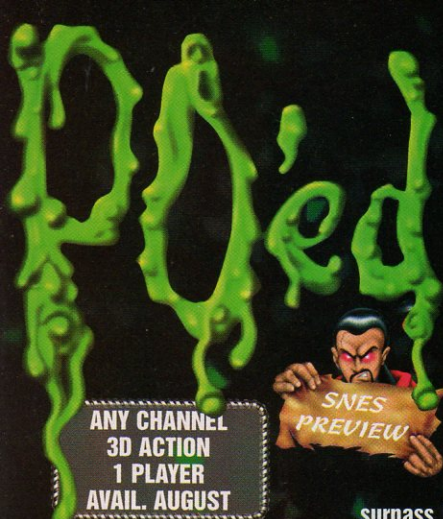
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ANY CHANNEL
3D ACTION
1 PLAYER
AVAIL. AUGUST



In a sea of Doom clones, PO'ed is one that stands out with so much innovation, unusual graphics, and insane weapons that it might actually

surpass Doom (at least as a one-player

New in this preview version is the full complement of weapons, ranging from hand-to-hand weapons such as a frying pan or meat cleaver, to projectile weapons such as a flame thrower or a missile launcher. Any Channel went all-out on the violence, like, if you drill someone at point-blank range, blood literally covers the screen, and your character has to wipe it away with his hand so you can see clearly again! By the way there are some disgusting bad guys you'll need to gore-ify, such as green oozi' slime things, rock-tossing trolls, and, literally, walking butts.

Any Channel is planning a whoppin' 28 levels for the final version. The ones we saw included a highrise, a cavern, a skyway, and many more. 3DO owners have a lot to look forward to, and so do PlayStation owners because Accolade will publish the PS version. If I have to wait much longer for this one I might really get PO'ed! -Slasher Quan

game). Here's an update on PO'ed, it's almost done!
In this 3D gorefest, you can travel either on foot or using a jetpack for silky smooth flying. The game play is very well designed and features vast areas which require both flying and walking; neither is a gimmick. On one hand, the on-foot mazes are very cool with plenty of exploration needed. But on the other hand, nothing beats the feeling of cruising through the sky, trying to adjust your thrusters to steady yourself, and blasting beasts!



SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing **TECMO SUPER BOWL III: FINAL EDITION** for both Super Nintendo and Sega Genesis systems.

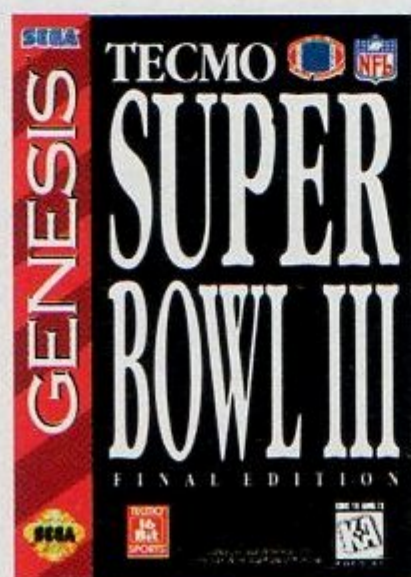
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of **TECMO SUPER BOWL III: FINAL EDITION** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **JUNE 15, 1995 TO AUGUST 1, 1995**.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of **TECMO SUPER BOWL III: FINAL EDITION** by placing a non-refundable deposit between **JUNE 15, 1995 AND AUGUST 1, 1995**.

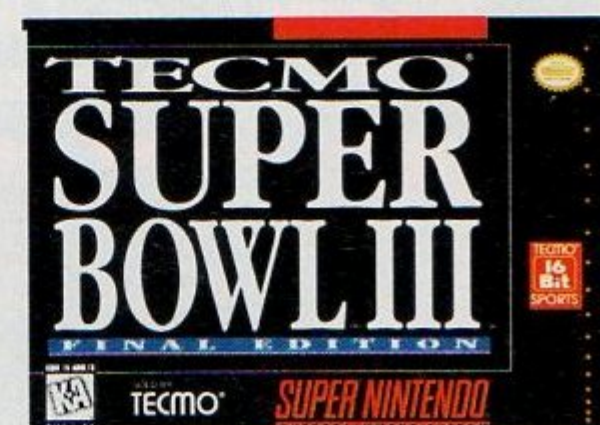
In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.

TECMO SUPER BOWL III: FINAL EDITION



CHECK OUT SOME OF THE NEW FEATURES:

- New, updated player rosters
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

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TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.



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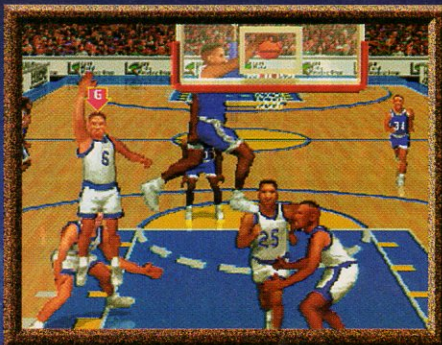
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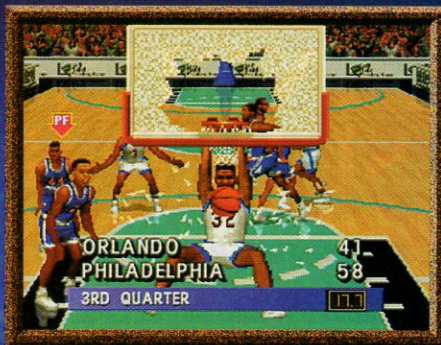
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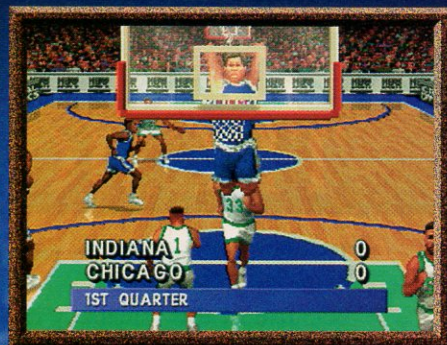




Boom Shaka



Breaking the Boards



From The Top

It's finally happened! NCAA Basketball, my favorite hoops cart of all time, has been sent to the hall of fame in the sky by newer, bigger, better, monster-jammin' 3DO technology. Slam 'N' Jam is incredible!

The 3D perspective scales and zooms so seamlessly you will forget this is a video game and start looking for the NBC Sports cameras. Game play is exactly what you want in an arcade-style hoops fest, with a shoot/jump/block button, a pass/change player/steal button, and a turbo button. Perfect!

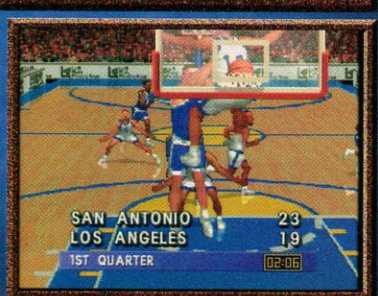
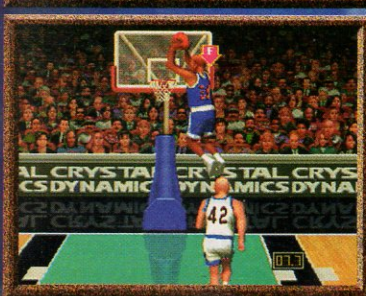
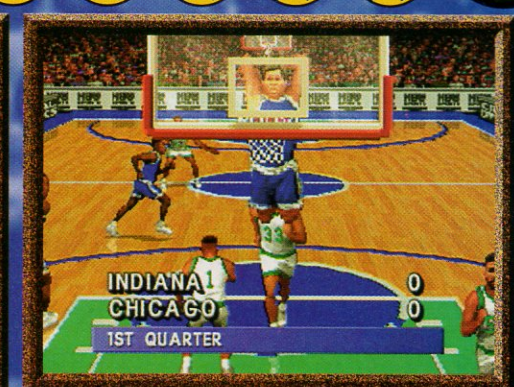
This game is sort of like a 32-bit NBA Jam, only from the 3D Run and Gun-style perspective, and with much more interaction

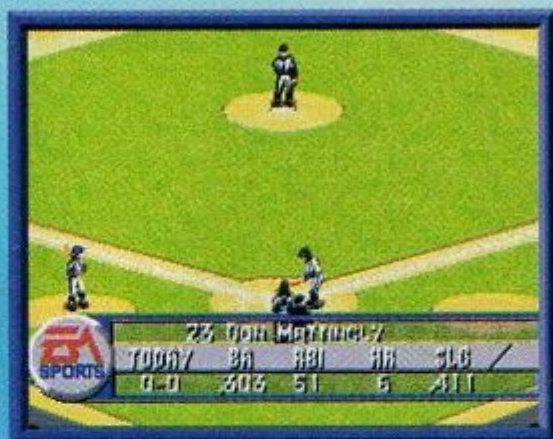
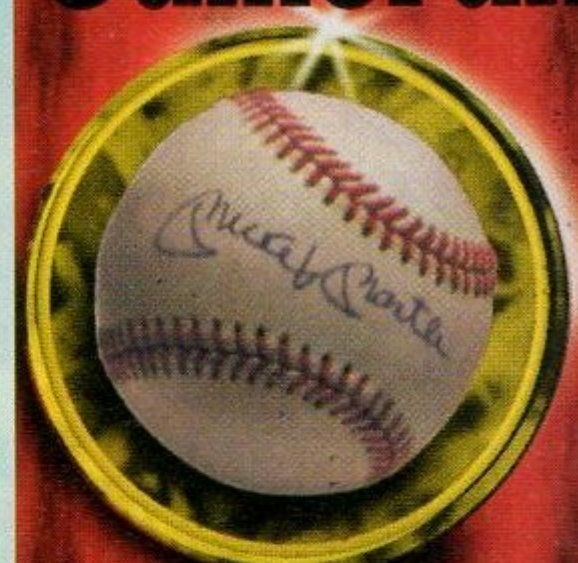
CRYSTAL DYNAMICS
ARCADE B-BALL
1-2 PLAYER(S)
AVAIL. NOW

with the ball while it's in the air. For instance, it's extremely easy to jump, snatch rebounds, and put 'em back all at once! You can even set up a monster alley oop.

About the only thing this game seems to be lacking is a play-calling option. This definitely detracts from the overall caliber of the simulation, and when SNJ '96 is developed for Saturn, PlayStation, and Ultra I hope Crystal Dynamics adds this feature. (Okay, so I'm just daydreaming, but hopefully Crystal is reading this!)

If you own a 3DO, Slam 'N' Jam is the closest thing ever to a perfect dream season. -Cal Cavalier



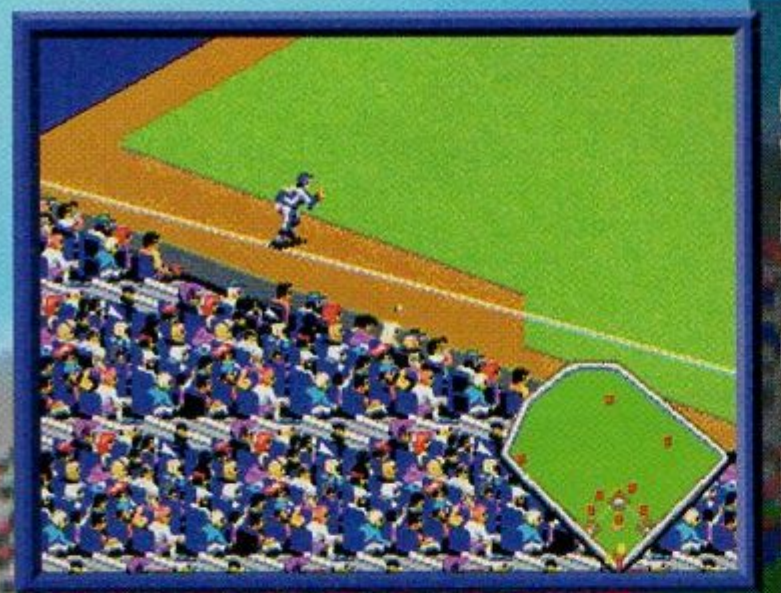
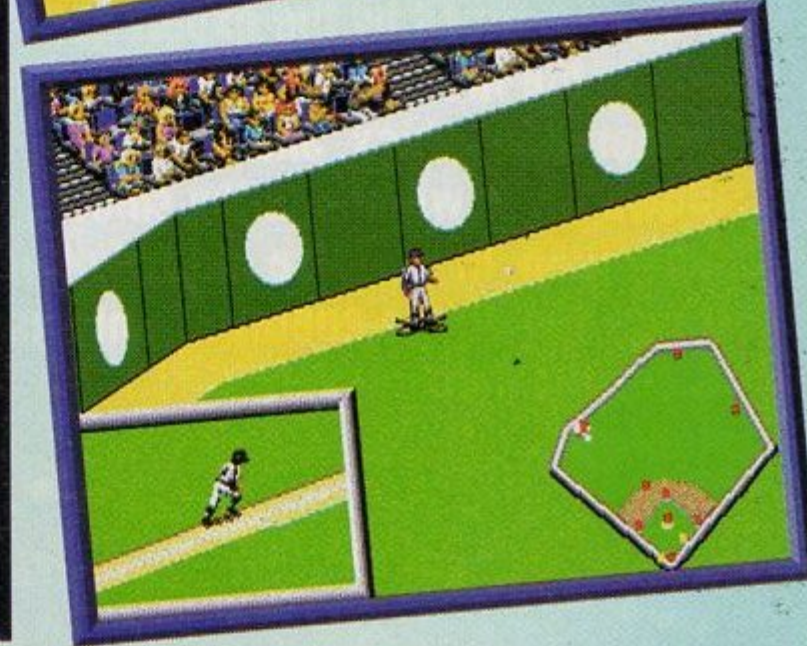
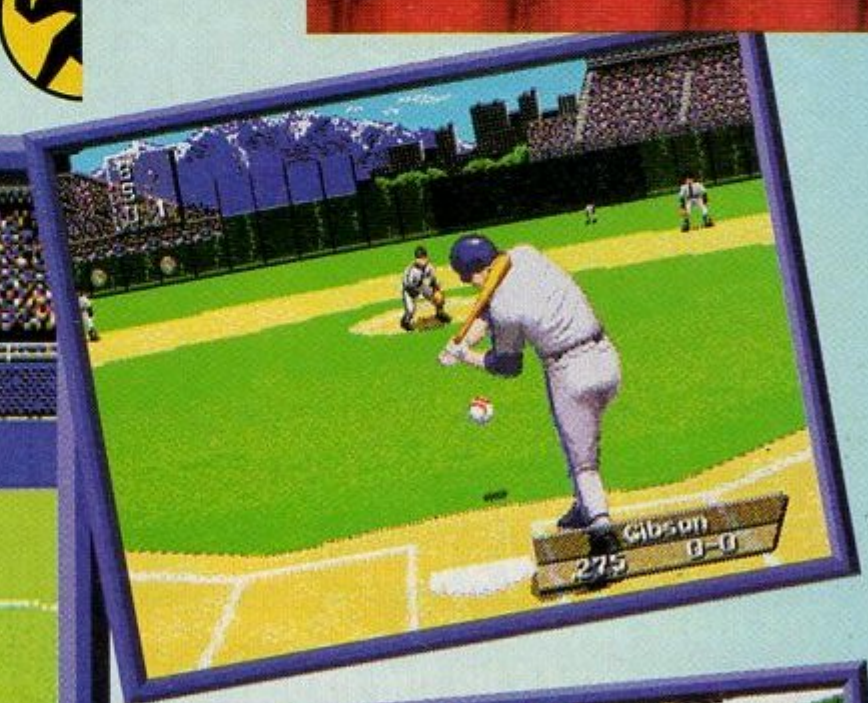
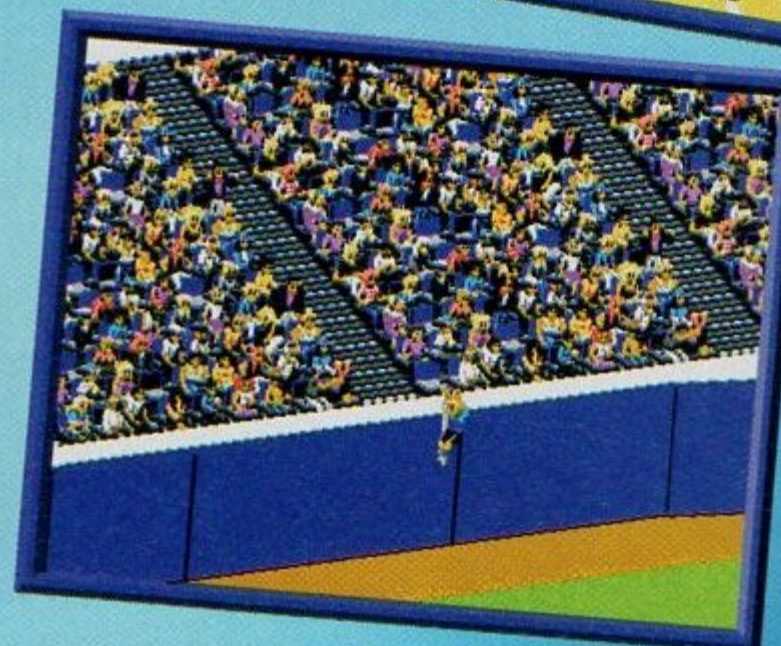
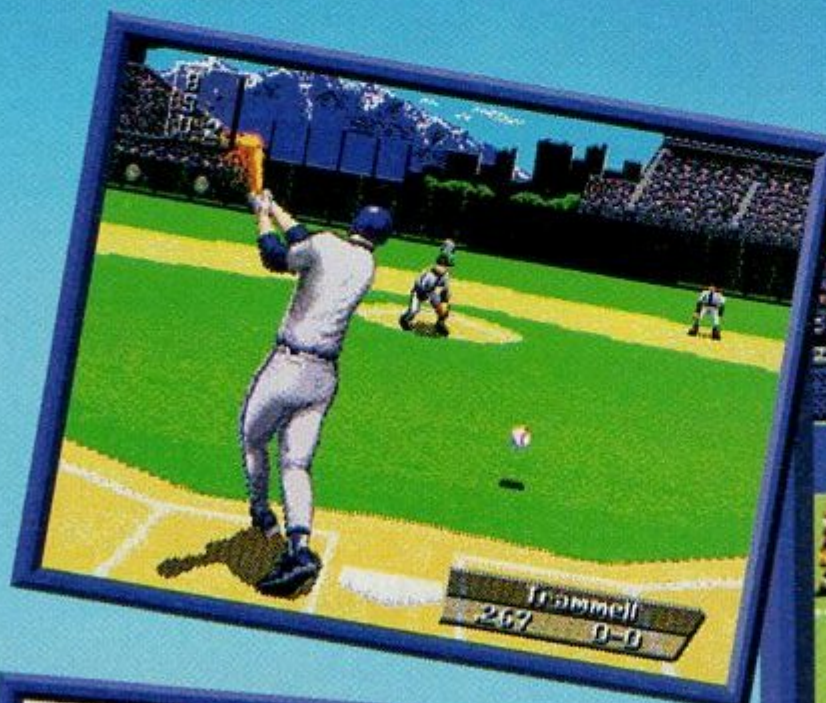


TRIPLE PLAY '96 BASEBALL

EA • 24 MEG • BASEBALL
1-4 PLAYER(S)
AVAILABLE JUNE



GF Sports
90
points



EA Sports is generally acknowledged as the king of Genesis sports games, but its main rival, Sega Sports, holds the pennant in baseball with World Series '95. EA literature claims Triple Play is "the World Series killer." Personally, I'd put the two games in a dead heat.

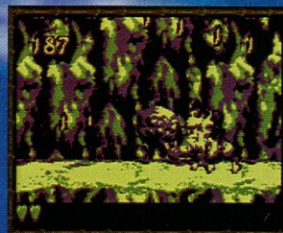
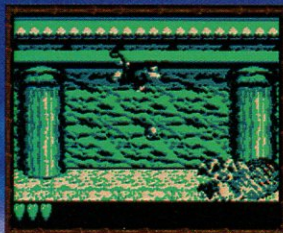
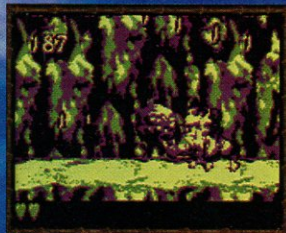
Triple Play Baseball is undoubtedly a superb product and very well-rounded. The graphics are in some ways a tad less sharp than World Series (such as the batter's box view), but the animation is way superior. You'll be blown away by the number of frames, with so many details such as batters banging their bats and runners slowing down if they pop out.

The game play is very good overall. However, the control is Triple Play's greatest failing. For one thing, the game does not use six buttons, (for that fact nothing does) and the many pitching options are crammed into a three button menu system. Another problem is that base stealing is very awkward, again limited by the three buttons. Many Genesis sports fans own six-shooters, so why don't EA and Sega offer six button options for those who can use them? Traditionally sports games don't use six buttons, but it would be a tremendous boost to game depth in my opinion, and that's why I harp on it.

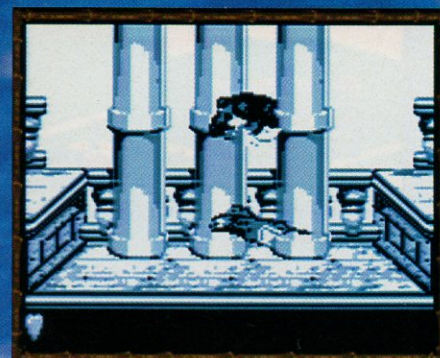
Forgetting the imperfect control, TP has many nice touches which make it a value-packed baseball game. There are single game, play-off, and season modes, plus team editing and player creation. Up to four can jump in using the 4 Way Play. The sound is right on the money, with FIFA Soccer-caliber crowd noises, a variety of clear organ tunes, and great voice.

If Triple Play had perfect control and six button options, it would get a perfect or near-perfect score. Well, six-button controllers are packed in the Saturn, so EA has no excuse not to remedy the problem if and when this excellent game makes the 32-bit leap. -Cal Cavalier





DONKEY KONG LAND



It's not very often you'll find a Game Boy title featured in Game Fan, so when you do, you know it has to be something very special indeed. Without a doubt, *Donkey Kong Land* is the most spectacular GB game ever created.

Programmed by the expert coders at Rare, DKL is the first GB title featuring 100% computer rendered graphics, and it shows. I was first blown away with the silky smooth character animation. In the case of Diddy Kong, Donkey Kong, and all the enemy Kremlings, it seems as though every frame of

animation has been directly transferred from DKC to this game, and with convincing results. The backgrounds are something else entirely. The level of detail and complexity of DKL's backgrounds are unprecedented for the Game Boy. (When was the last time you saw diagonally scrolling backgrounds on the GB, or any scrolls for that matter?)

You'll see some familiar DKC game settings here and there, but DKL is more a new game than a carbon copy of its 16-bit brother. In later levels, the DK duo venture out onto the rooftops of skyscrapers and dodge boulders by the cliff-side. The game play is very familiar, with the butt bounce move and the Kong roll. However, there are many new play mechanics such as climbing up and around vines, plus tons of new obstacles to overcome.

The music and sounds are also astonishingly

great. When you play DKL on a SGB, it sounds even better, almost to the point of SNES quality (no joke).

While DKL doesn't have as many levels as the 16-bit game, the longer-than-DKC levels and the "where did he come from" enemies give this game a higher degree of challenge than *Country*. Although I would recommend playing this game only on a Super Game Boy, I feel DKL is the pinnacle of GB software (especially in graphics and sound), bar none.

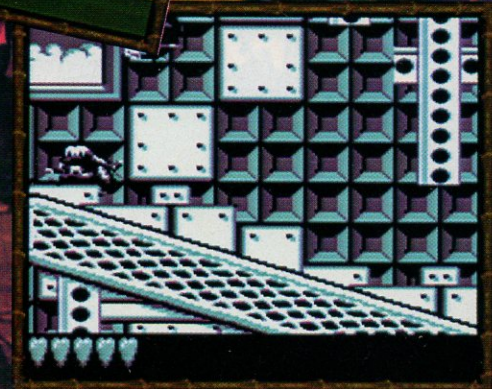
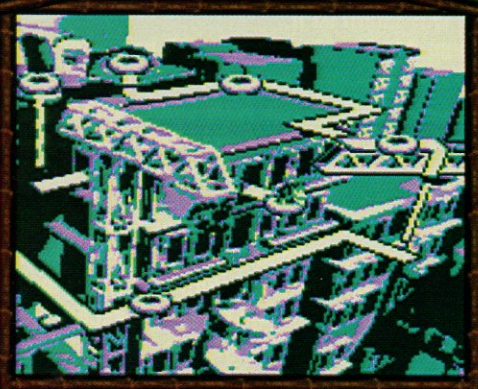
-K.LEE



NINTENDO • 4 MEG
PLATFORM
1 PLAYER
AVAILABLE JUNE



GAMEBOY
REVIEW



FLY THE PATH OF TOTAL ...

DESTRUCTION

Network up to
8 Players

AIRCARS™

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SEGA
300+ MEG
FIGHTING
1/2 PLAYER(S)
AVAILABLE NOW



Golden Axe - a series that hasn't had an installment since the heinous Golden Axe III on the Mega Drive. Luckily, the death sported in said game has not been repeated... in fact, this time around the results were quite the opposite.

Golden Axe: The Duel takes the Conan-esque swords 'n' spells theme and transplants it into a fighting game with excellent results. You have your choice of ten characters, including the son of Ax Battler, Kain Blade, and the daughter of Tyris Flare, Milan Flare. You can even play as old Gillius Thunderhead - still goin' strong! The other fighters...er, duelists, are extremely cool as well, especially the hyper Cham Cham-like Jamm...so darn cute! Duel's gameplay can only be compared to Samurai Shodown, as the characters fight with weapons, there's extreme scaling, and the action slows down dramatically with each whack (a fierce slash takes several seconds if it connects!) There are two-in-ones, however, but they're not accomplished SFII-style... you have to press each button individually, rather than in one motion.



GOLDEN AXE THE DUEL



KEEL

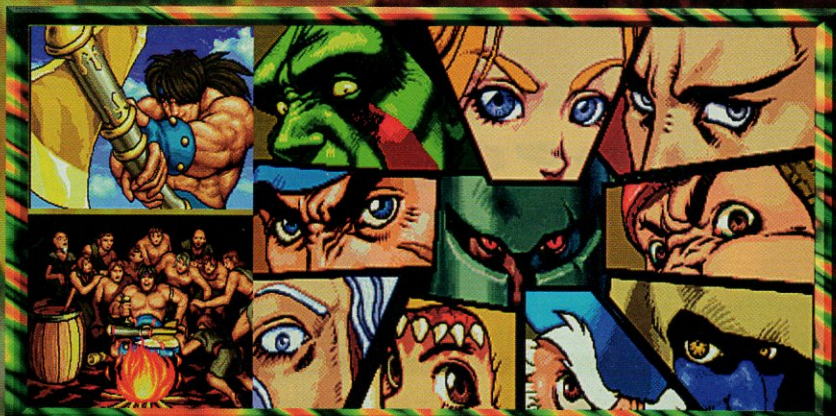
DEATH-ADDER

JAMM

ZOMA

As you can see, the graphics are richly detailed and super-colorful, full of transparencies and other graphic effects that make full use of the advanced ST-V hardware. (The ST-V, or Titan, is essentially a Saturn, in the same vein as Namco's PlayStation-based System 11) The animation, too, is extremely fluid, but not quite in the same league as the recent Capcom fighters. The music is also high-powered, utilizing the Saturn's 32-channel sound hardware excellently.

We'll have a review and move guide for Sega's awesome new arcade fighter next month, so stay tuned!
-Nick Rox





GILLIUS=
THUNDERHEAD

MILAN=FLAIR

KAIN=BLADE

GREEN

PANCHOS

DOC





FINALLY! After four long years, the first all-new Street Fighter game from Capcom of Japan since 1991 is almost here, and the wait is over. Even at 80%, this amazing game has the potential to become a legend.

Although it may be dubbed Street Fighter Legends when it hits Saturn and PlayStation early next year, the coin-op's name is now Street Fighter Alpha. This refers to its "pre-quel" status, taking place after SF I but many years before SF II, which means the characters are very young-looking.

Alpha's graphics appear very cel-animated, much like Darkstalkers or X-Men. For "cartoon-style" animation, I feel that Alpha easily has the best-illustrated character sprites ever. It's definitely a major change from the other five SF II games! The backgrounds include an all-new perspective on Sagat's Thailand statue stage, and the Great Wall of China for Chun Li. Several characters share the same background, only palette-swapped (i.e. Ryu and Guy have the same Japanese 24-hour-convenience store background, which is located right next to Capcom's Osaka headquarters in real life).

Game play is Street Fighter all the way, but there are many changes. You can now store up to **THREE** Super moves, and if you wish you can use one, two, or three Super bars all in one Super move by pressing the appropriate number of buttons. Every character also has two to three different Supers!

There are also a wide array of new defensive options. The first is rolling backward or forward while on the ground, which can help you escape from corner traps, cheats, or "getting up" combos. Another is the "Alpha Counter," where you block an attack and immediately cut into a reversal move. The Alpha Counter is extremely cool, but it uses one Super meter so there's no way to "turtle up" (play the waiting game) and just Alpha Counter all day. You can also now block in the air, which works against all regular attacks, Fireballs, and occasionally against Uppercuts depending on position. Finally, you have the choice of Manual or Autoblocking a la X-Men, but Autoblocking can only be used a few times during each round and players who use Autoblocking can only store one Super move instead of three.

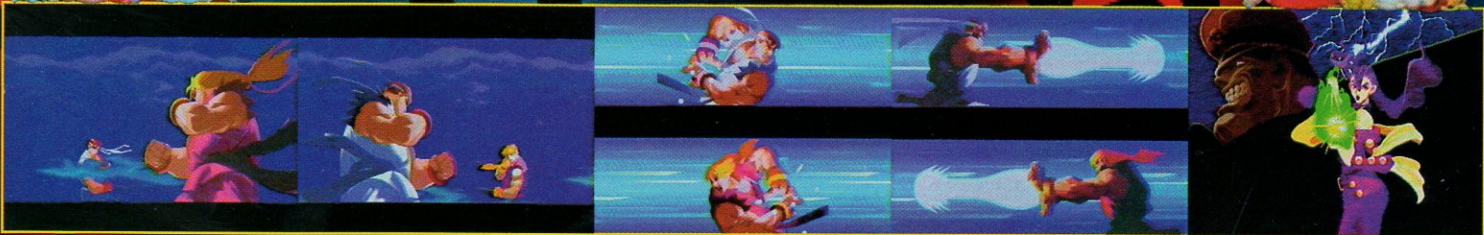
SF Alpha expands on the juggling combo techniques introduced in SSF II Turbo. For example, Sagat can do a standing Forward to hit the enemy when they jump in, then two-in-one into a Tiger Knee to air juggle them. There are also "Chain Combos" a la Night Warriors. For instance, Ken can do a low Short, immediately hit low Forward, and then immediately hit low Roundhouse for a three-hit combo or simply a push-out tactic!

SF Alpha should hopefully feature a much richer audio track than the SF II games. Thank god the fruity announcer voice from Super has been replaced by a deep and exciting announcer's voice. There are now extra voices for many characters' Super moves. Sagat says "Tiger Genocide" when he does his main Super and Ryu says "Shinkuu Hadoken" (Vacuum Energy Wave) when he does his!

The one-player mode is very exciting, because the order of the opponents and the identity of the final boss changes depending on which character you use! For instance, Ryu and Sagat have a major grudge, so Sagat is the final boss for Ryu (including some ultra-cool dialogue).

Are there hidden characters? In the immortal words of Thomas Osaki, "M. BISON BABY!!!" Capcom's lips are sealed, but we are fairly certain Bison is a hidden boss in SF Alpha, and we'd also bet money he's a playable character accessed by a secret code. In the test version he appears in several cinematics, including the game ending, but otherwise he was nowhere to be found. You can bet Bison will play an integral part in the story, because he kills off Charlie before SF II. Akuma is also a likely hidden boss/playable character, but no guarantees.

SF Alpha's graphics are reported to be finalized, but there will be additional programming and game balance before the final release. Remember, certain aspects of the game discussed in this article could always change, and we'll have to hold out final judgment until the game is done. But I can say this for sure...all Street Fighter die-hards should start stockpiling their tokens for Street Fighter Alpha! —Slasher Quan



ALPHA COUNTER

The Alpha Counter is an all-new reversal technique. When blocking, you do a certain motion and hit punch or kick to reverse the enemy's attack! Beware, this uses your SUPER energy.



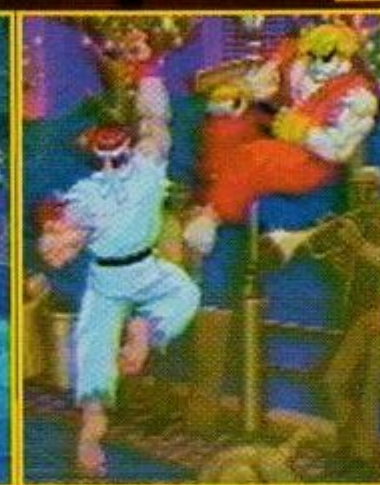
AUTOBLOCKING

AIR BLOCK

GROUND ROLL



RYU A boyish-looking, younger, but still awesome Ryu returns with basically the same moves as before, only his rushing Fierce is gone. He now has two Supers however: the Shinkuu Hadoken, or Vacuum Fireball, and the Shinkuu Tatsumaki Sempuu Kyaku, or Vacuum Hurricane Kick, which spins in place and hits several times.



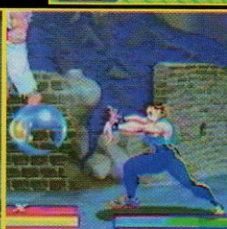
KEN Like his shotokan comrade, Ken is younger-looking and now has a ponytail. His new top-down kicks from SSFII Turbo are now accessed by holding Toward on the stick. His new Super is a straight-up Dragon Punch ("Shitsuzan Shoryuken"), which complements his old wide-arc Shoryu Reppa (Violent Dragon Wave).





CHUN-LI

She now wears tights and is appears much younger. Her Spinning Bird Kick is gone, replaced by a new ground flip-kick which passes through Fireballs and is also a top-down attack. Her jumping Forward and Roundhouse air juggle for two hits a la Ryu's jumping Strong. She has two new Supers: a Super Kikoken, and a Super Tenshou Kyaku, or Vertical Spin Kick. She has a multitude of juggle combos, such as a Super 1000 Burst Kick followed by an immediate Super Vertical Spin Kick. She can no longer charge her Senretsuo Kyaku (1000 Burst Kick), walk forward, and then do it.



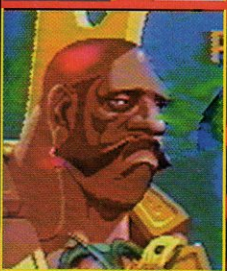
SAGAT

The most muscular and incredible-looking character in the game! His Tiger Knee is executed by an Uppercut motion, and he has two new Supers: a Super Tiger Shot (like Ryu's Super Fireball) and a Super lunging Roundhouse mega-combo. Sagat can do many juggle combos, combining two Uppercuts and/or Supers in the corner.



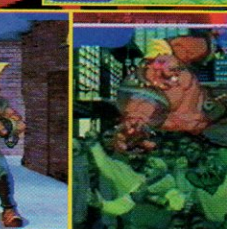
ADON

The Thai kickboxer from SF I (the next to last boss and Sagat's student) is back with a varied arsenal. He has an off-the-wall flying kick which is reminiscent of Vega. He also has a vertical knee attack and a flashy ground flip kick. He has several kickboxing Supers which look very awesome.



BIRDIE

He's still a street punk, but he has a much different look than he did in Street Fighter I...you'll have to see it. He has two running punches which act much like Balrog's moves, but he uses head butts instead of fists! He also has a Zangief-style grab where he whips you around with his chain. His Supers including a running head butt and an enhanced chain whip grab.

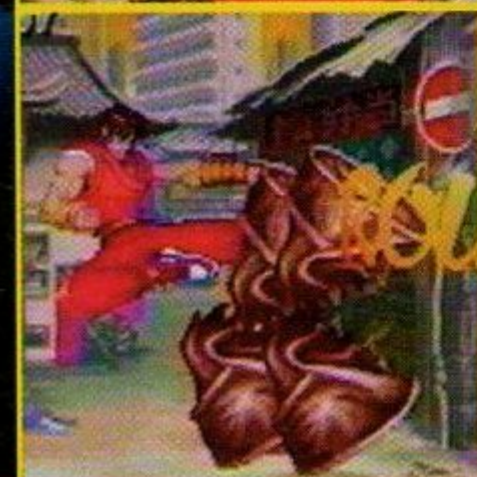




CHARLIE Guile's army comrade has his own unique look and keen spectacles, but he plays almost exactly like Guile! His Flash Kick has a wider range than Guile's, and the lunging Forward is now a top-down attack. He has three Supers: Guile's old Super Flash Kick, a Super lunging Roundhouse combo, and a Super Sonic Boom which allows up to three Sonics to be thrown at once! Charlie can also now do combos with his kicks, such as a low Forward two-in-one into a Sonic Boom.



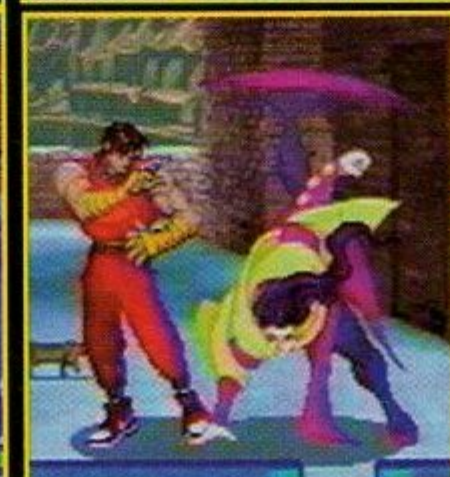
GUY Pure joy, Guy is an exact replica of his Final Fight persona...with so much more! Of course he has his vertical spinning kick, plus a special leaping air attack which can be a throw or a punch, and a run move which can be turned into one of several cool kick attacks! He has tons of combos. His Supers include a Super spin kick, a forward-running punch combo, and a vertical leaping juggle punch combo which is like a barrage of Ryu's jumping Strong's all in a row!



SODOM He looks and fights somewhat differently than he did in Final Fight. For instance, he uses jutte (a type of sai) instead of katana swords. His sais are mainly grabbing tools used for his two Zangief-type suck-in throws. In one of them, he grabs you and drags you on the ground until you catch fire! He also has a rushing attack. His Supers are all gnarly versions of his special moves.



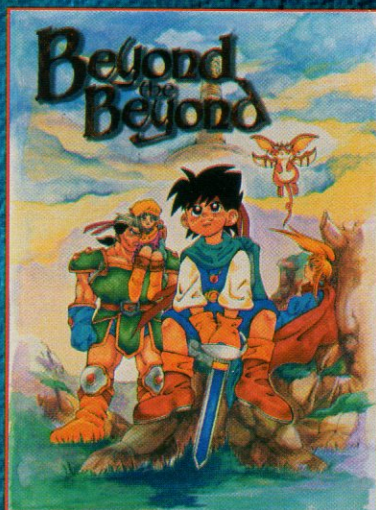
ROSE Her story is not known, but this stylish gypsy-like female might be M. Bison's consort, because she appears in an opening cinema with Bison. She has a move which looks like a Dragon Punch, but it's really an air throw! She also has a Fireball, plus a Fireball reflection move.



Nick Rox

JAPAN NOW

JNN EXCLUSIVE FIRST LOOK



The first RPG by the ultra-talented Camelot (the PlayStation branch of Sonic Team) is almost here! In *Beyond the Beyond*, you play the part of Fynn, a young boy seeking adventure. Though final details on the story aren't available yet, *Beyond* is said to stretch the PlayStation's hardware to the max! As you can see here, the game features richly detailed overhead maps and 3-D battle scenes. We'll be back with more *Beyond the Beyond* soon!



NEWS & RUMORS

- The latest news in Japan regarding Nintendo's Ultra 64 is talk of Nintendo going with the fledgling MD-ROM (Mini Disc-ROM) format for its 64-bit optical drive. This seems strange, however, because an MD-ROM can hold only 140 Megabytes of data, and Sony, the makers of Mini Disc, are obviously fierce rivals. Only time will tell.
- Sources say that Sega is working on a game called "Virtua Fighter 1.5", either a regular, flat-shaded version of VF1 featuring Shun and Lion, or a texture-mapped version of VF1 featuring only old characters. At the recent E3 show a game called "VF Remix" was shown that fit the description of VF 1.5. Could this "VF Remix" have been an early version of Virtua Fighter 2, or is it confirmation of the VF 1.5 rumor?
- There's currently a rumor circulating in Japan that Sony will release multi-colored versions of the PlayStation. This is supported by the fact that there's a small notation on the Japanese PlayStation box that reads "Color: Gray."
- Apparently, users of the original cartridge Neo-Geo system in Japan are slightly po'd that Neo CD games cost 1/6 the price of cartridges and are released only one week to a month after the carts. SNK has decided to release a cheap CD upgrade to the Neo cart system to placate owners of the original Neo, or so the rumor says.
- Rumors have surfaced in Japan of two MORE SFII games in the works for '95: a 3-D polygonal version of SFII for an unknown platform (probably PlayStation) and an edition of SFII for the Virtual Boy.
- Slight embarrassment for Sega was caused in Japan recently when it was revealed that Sony's custom CD-ROM format holds 100 more megabytes than Sega's.
- The latest "trend" among Japanese game developers is the process of "hikinuki," or headhunting. We all know that several SFII designers left Capcom to work for SNK, but did you know that (all the following are rumors) Tekken's designer left AM2? Toshinden's designer created Samurai Shodown? The designer of Front Mission also created Ogre Battle and the classic Warsong?

WORLD HEROES PERFECT

The latest game in the venerable World Heroes series does not, apparently, offer any new characters. Rather, this 226-Meg fighter concentrates on improving the original, finally adding 4-button gameplay, a Super gauge and new moves for each hero. We'll likely have a review of ADK's new World Heroes Perfect next issue.



Secret of Mana II

What's up with Square?? How do they manage to release such a huge volume of 10+ titles in such a short time?? At any rate, the latest in their long line of powerful games is Secret of Mana II (known in Japan as Legend of the Holy Sword 3), which unfortunately has no release date. In this 32-Meg wonder you become Duran (at left), a young boy from the country of Forthena. Thankfully, Square has improved the other characters' AI considerably - no longer will they get caught behind objects. We'll have more on Mana II soon.



Enix's best design team, Quintet, the makers of such bliss as ActRaiser, SoulBlazer, and Illusion of Gaia are back! The Creation of Heaven & Earth, an action RPG loaded with effects such as fractal 3-D landscapes (see below) and double Mode 7, could be their final 16-Bit title. On the right is Arc, the hero of the game. We'll have more on TCOH&E as it develops!

The Creation of Heaven & Earth



GAMEFAN OTHER STUFF

The Gossip,
The Rumors,
And All The
"Off The
Record"
quotes you
could possibly
read in
one sitting.

Welcome to another amazing episode of *Other Stuff*! E3 is over and we uncovered much power information at the show, let's dig in....

ULTRA 64 DELAYED

Dateline: May 4th, 1995, at the Nintendo of America top-secret conference room called "NUG4." This was the day Howard Lincoln was scheduled to tell NDA employees what new products would be shown at E3. Lincoln walked in at precisely 3 p.m. and dropped the A-Bomb: Ultra 64 would be delayed in the U.S. until April 1, 1996. Of course, everyone in the room was speechless. What happened?

Lincoln reported three main reasons for the delay. First, Nintendo of Japan (NCL) president Mr. Yamauchi didn't want the system released in the U.S. without enough software. If the Ultra came out in November there would only be three games at launch, and that would be it for the rest of the year. The second reason is that Shigeru Miyamoto (creator of Mario and Donkey Kong) would not have been able to complete any of his games in time for a '95 launch, and Mr. Yamauchi didn't want the Ultra to debut without any Miyamoto software. Third and finally, the Japanese Yen is really low in value right now, so this would have been an inopportune time for Nintendo to start exporting the Ultra 64 to the U.S.—it would have had a negative impact on profitability.

So the bad news is the Ultra is delayed 'till April, but the good news is the Ultra will debut with 12 to 15 exclusive titles when it hits the U.S. The system will only be \$250, including a pack-in game.

Perhaps the strangest news of all is that Nintendo of Japan won't be waiting to launch the Ultra. I hate having to report this but around December 1st, 1995 the ULTRA FAM-ICOM will be released in Japan with three games. Wonder how long the lines will be for THAT system release, three days??

NINTENDO NEWS

This month we start off with the cancellations of StarFox 2, Golden Eye, and Yoshi's Island for SNES. Even though StarFox 2 was finished, Mr. Miyamoto decided to scrap the game and has decided instead to dedicate all of his free time to StarFox X for the Ultra. SF X will incorporate some of the SF 2 features like new characters and 2-player gameplay, but the main change will be graphics. Instead of polygons, Nintendo will now use SGI graphics like in Killer Instinct. Sources at Nintendo say the graphics in SF X look better than the CG (computer graphics) scenes in Babylon 5. SF X is 64 meg and has a Summer '96 release date.

Yoshi's Island is also 64 meg and is now being programmed for Ultra 64. Golden Eye is also now being developed for NUG4. Tim Stamper, the Rareware man behind DKC and KI, is the producer for Golden Eye. GE will be one of the first games to be released at the launch of NUG4. Killer Instinct 2, possibly destined to be the most graphically impressive fighting game ever, is also near completion at Rare. Sources at Rare told Gamefan that if you were to compare the character

and background graphics from KI 1 to the new character and background graphics in KI 2, you would think KI 1 was Atari 2600 and KI 2 was SNES. KI 2 will not be released in the arcades, but it will be released on the same day NUG4 is released, April 1st 1996.

Another game that is almost finished for the NUG4 is Crusin' USA. Crusin' has been fixed big time. The Ultra's built-in load management feature was used to eliminate all the "pop-ups." Nothing pixelizes either due to the TMMI (Tri-Linear Mit Mapped Interpolation) technology that's built into the Ultra 64. Crusin' USA is 64 meg and will be released the same day NUG4 comes out.

Recently at the E3 LucasArts confirmed that it has started to work on a new Star Wars game for NUG4. This new game will have new story, new action figures, and a new comic book to be released at the same time the game comes out. At the E3 I had a chance to talk to LucasArts president Jack Sorensen, he said that for over 2 and 1/2 years LA has wanted to make this new SW game, but they couldn't find a platform that was powerful enough to handle it until they saw the NUG4. Rumor also has it that George Lucas wants to make his new Star Wars Movie Trilogy exclusively for NUG4.

Nintendo has also selected another licensee for NUG4, Mindscape. Mindscape's first title will be Monster Dunk. Mindscape may not have an impressive track record, but Nintendo assured me that Mindscape has recently hired a bunch of new programmers and designers. Mindscape also purchased over 10 SGI Onyx systems for graphics in all of their new games. Monster Dunk is a real-time, 3D basketball game featuring famous monsters playing two-on-two. Some of the NUG4-optimized special FX include one character becoming a cloud of smoke, morphing into a bat, flying above the basket, and dropping the ball through the hoop. There will be dozens of random court hazards, such as hands periodically reaching up from the floor and grabbing players' legs. MD will weigh in at about 64 megs and will be released around the same time as the NUG4.

SEGA STUFF: M2 ARCADE GAMES, VF 3, & MORE

Sega has signed an agreement with The 3DO Company which will enable Sega to use 3DO's powerful, 64-bit M2 hardware for coin-op games. The first game to use this technology might be Virtua Fighter 3, but since the announcement was just made, the chances of this happening are very slim at this moment. Sources tell me Virtua Fighter 3 will hit Japanese arcades in December, with an American release around the 1st quarter of '96.

The big news is that VF3 development for the Saturn version has already begun! Yu Suzuki, the producer for Virtua Fighter 1, 2, & 3, is doing the Saturn version along with AM2. Since the new AM 2 operating system is now being used for all Saturn games, VF 3 for Saturn will also employ the new operating system. Sources tell us the new system, called SGL (Sega Graphics Library), makes the Saturn run 180,000 texture-mapped polygons at 60 frames per second.

The arcade version of VF 3 will use Sega's new arcade hardware Model 3 (or maybe the 64-bit M2), which can supposedly do real-time CG (computer graphics) at 60 frames per sec. VF3 will hit the Saturn around September or October of 1996. Also

in development is Cool Riders, the new arcade motorcycle racing game from Sega. The Saturn version is scheduled for a April '96 release, and a 32X version is also under development for sometime in 1996.

Desert Tank is also on its way to the Sega Saturn. The Saturn version will employ a 2-player split screen mode that wasn't in the arcade version, and DT will be released in February of '96 in America and Japan. Sources at Sega have told me that Virtua Fighter 2 for the Sega Saturn is 100% exact to its arcade counterpart.

Finally, here's some hot info on Virtua Sonic. Sonic will be the main character and VS is being programmed in Japan by the same people who did the Sega CD version. VS right now is about 45% complete and will be released this year around Christmas-time in the U.S. and Japan.

SONY WON'T PUSH UP PLAYSTATION

Sure Sega shocked everyone (Sony most of all) by releasing the Saturn many months early in the U.S. (May instead of the previously announced September). Will Sony push up the release date of PlayStation to counter Sega? "No way," executives at Sony have told us. The date is still September 9th, too bad...wouldn't it be cool if both the PS and Saturn were out this Summer?

When the PlayStation ships on Saturday, September 9, for \$299, it will be accompanied by a sampler disc featuring the first four levels of four hot games for the system: Battle Arena Toshinden, Kileak-The DNA Imperative, RazorWing, and Jumping Flash.

EA'S BB LEGENDS

EA is developing a top secret 3D basketball game in which you can create your own dunks. Playable characters could include Shaq, Ewing, Jordan, and even retired legends like Bird, Magic and possibly even Dr. J. Look for this game early '96 for Saturn, PlayStation, and PCs.

BOSS GAMES COMING

Boss Games Studios, the video game division of visual effects powerhouse Boss Film Studios, will develop its first game for Saturn and PlayStation early next year. Boss Film Studios was responsible for award-winning SFX seen in such hit films as "Ghostbusters," "2010," "Batman Returns," "Die Hard," "Cliffhanger," "Alien 3" and "Poltergeist," and will lend some of its creative forces to Boss Game Studios. Boss' games will be published by BMG Interaction.

DMA DESIGN'S NUG4 GAMES TO BE PUBLISHED BY BMG

BMG Interactive Entertainment and DMA Design (programmers of Lemmings) also announced the signing of a multi-million pound strategic partnership to develop and publish four new game titles for the IBM PC and next generation game platforms, including the NUG4.

SEGA SELECTS SOFTIMAGE FOR SATURN

In January, Sega announced that SoftImage 3D would be the official development tool for the Saturn. Now, more details surrounding this announcement has been uncovered. According to the terms, Microsoft intends to enhance significantly its popular SoftImage 3D animation software by providing a SoftImage toolkit for the Saturn platform. In turn, Sega

has agreed to purchase a substantial number of licenses for the toolkit and to include the toolkit in Sega's official Saturn development package offered to independent Saturn game developers.

"We selected SoftImage 3D after evaluating the other major 3D products on the market," said Yu Suzuki, director of Sega's AM#2 arcade division. "SoftImage 3D offers a shorter learning curve and higher productivity while delivering top-quality results."

PARADIGM ANNOUNCES NUG4 DEVELOPMENT TOOL

Paradigm Simulations, Inc. announced it has developed a 3D software development tool for the NUG4 called "Vega UltraVision." Paradigm's VUV provides powerful 3D processing concepts such as visual channel control, eyepoint definition, lighting control, tri-linear collision detection, and a slew of other nifty special FX. VUV also implements techniques to efficiently manage NUG4 system hardware resources such as ROM to RAM memory management, multiple thread management, task synchronization, and overload management. Paradigm and Nintendo are co-developing a game (code named Dragonfly) for the NUG4 using the Vega UltraVision development environment. Shigeru Miyamoto is the chief creative force behind the game. Beyond Dragonfly, Nintendo will provide the VUV to third party developers in the official Nintendo Ultra 64 development kit.

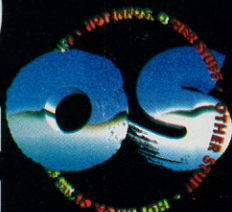
ACCLAIM DEVELOPS NEW COIN-OP AUDIO TECHNOLOGY

Acclaim has created a new data compression audio technology with capabilities of producing high-fidelity, "motion-picture sound quality" for Acclaim's forthcoming arcade games. Acclaim's new technology is a high-fidelity, low data-rate software compression technology that produces clear, stereo audio which can be created using traditional professional audio production techniques, virtually eliminating the need for specialized interactive tools unfamiliar to many audio specialists and musical talent. Additionally, the new technology provides no limitations on the number of voices per audio track, allowing game designers the flexibility to play back and manipulate multiple sounds simultaneously, and in realtime. Acclaim's new technology was developed using a DSP-based sound board with proprietary software developed by Acclaim's Research and Development Group. The first arcade game to use this new sound technology will be Batman Forever, due out next year.

MULTIGEN TO CREATE REAL-TIME 3D MODELING TOOLS FOR NUG4

Nintendo of America and MultiGen are entering into an exclusive agreement, under which MultiGen will provide 3D development tools for the Ultra 64. MultiGen's 3D technology will make it possible for game developers to design games with real-time 3D interaction and response. This same MultiGen technology is used in a range of advanced computer graphics applications ranging from high-end flight sims to VR immersion environments.

"MultiGen is recognized as the system of choice in creating real-time 3D worlds on SGI workstations, so MultiGen is a logical choice to add to our team," said Howard Lincoln,



chairman of Nintendo of America. Dennis Yeo, president and chief executive officer of MultiGen, added, "Using our 3D technology, NUG4 game developers can deliver to the family room all the excitement and creativity previously available only in cutting-edge virtual reality exhibits."

"DREAM TEAM" MEETS THE REAL DREAM TEAM

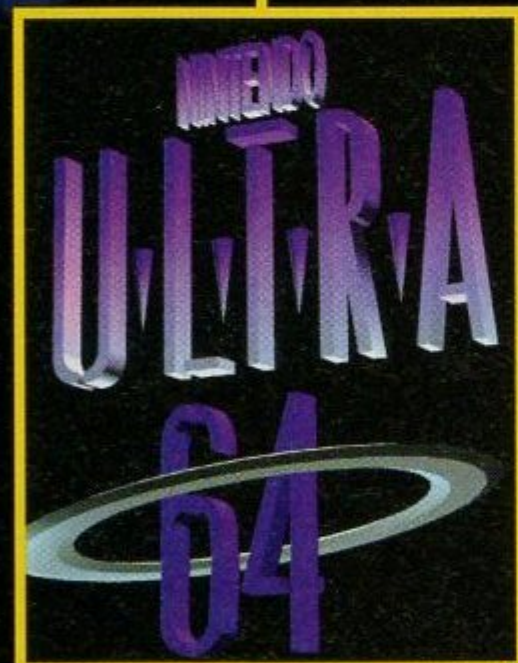
The word on the street is that Nintendo of America and the Dreamworks Studios quad of Steven Spielberg, Mark Allen, Michael Katzenberg and David Geffen are negotiating an exclusive multi-quadrillion dollar agreement. Apparently, Spielberg is way hip to the notion of producing

Ultra 64 games under his Dreamworks Interactive Entertainment (games) division after Nintendo demonstrated the power of the Ultra to the Amblin man behind closed doors.

Trouble is, Geffen, Katzenberg and Allen aren't too keen with the idea of placing all their bets on only one Nintendo horse and are looking to play it safe by publishing Saturn, M2, PlayStation, and PC

games as well. NOA, of course, would prefer to have Dreamworks all to itself and have their console competitors seething with envy. Whether or not Spielberg's lobbying will give Nintendo one the biggest gaming coups of all time is not known as of yet, but it sure points to the fact that the video gaming industry may finally be placed in the spotlight ahead of the smaller movie industry.

NINTENDO ULTRA 64 UPDATE



On May 5th Nintendo announced that the final chipset for Ultra 64 has been completed by Silicon Graphics Inc. and Nintendo Co., Ltd. Nintendo will officially unveil Nintendo Ultra 64 (in Japan the name for the Ultra 64 is the Ultra Famicom) at its annual Video Game Exhibition on November 24, 25, and 26 1995 in Makuhari, Japan, and at the Consumer Electronics Show on January 5, 1996 in Las Vegas, Nevada.

At the heart of the Ultra 64 is the industry's only true 64-bit processor coupled with a single custom 64-bit graphics chip/64-bit DSP, which will manage all visual and audio functions. Supplemented by the technology of Rambus, Inc., the central processor will communicate with memory at an unprecedented 500 MHz, meaning an order of magnitude increase in graphics realism.

Below is the latest list of the entire "Dream Team," from hardware to tools to software. Please note that game titles often use the word "Ultra" the same way SNES titles used the word "Super," and the games list is a very tentative schedule for the first 24 months of the Ultra's release.



Wow! Get A Load Of These Screen Shots Of Robotech. With Games Like This, It Could Be Worth The Wait

THE ULTRA 64 DREAM TEAM

HARDWARE

Rambus: Developed high-speed memory technology for hardware. **Silicon Graphics, Inc.:** Developed 64-bit hardware system in conjunction with Nintendo. **WMS Industries:** Joint venture, "Williams/Nintendo Inc.," will market 64-bit games; manufacturer of Killer Instinct and Cruisin' USA coin-ops. arcade games

DEVELOPMENT TOOLS

Alias: Developer of customized 3D graphics development tools for Nintendo's licensees. **MultiGen:** Developer of advanced, real-time, 3D simulation modeling development tools for Nintendo's licensees and developers. **Software Creations:** Developer of sound tools for Nintendo's licensees. **Paradigm Simulations:** Developing Vega UltraVision, a 3D software development tool for NUG4 game developers.

GAME DEVELOPERS

Angel Studios: Developing 3D game with Shigeru Miyamoto's R&D team. **DMA Design:** 3D action game. **LucasArts:** a new Star Wars game. **Paradigm Simulations:** Shigeru Miyamoto and Genyo Takeda (the father of Ultra 64) are the chief creative forces behind a yet-to-be announced game. Also developing Vampire XDV-7.

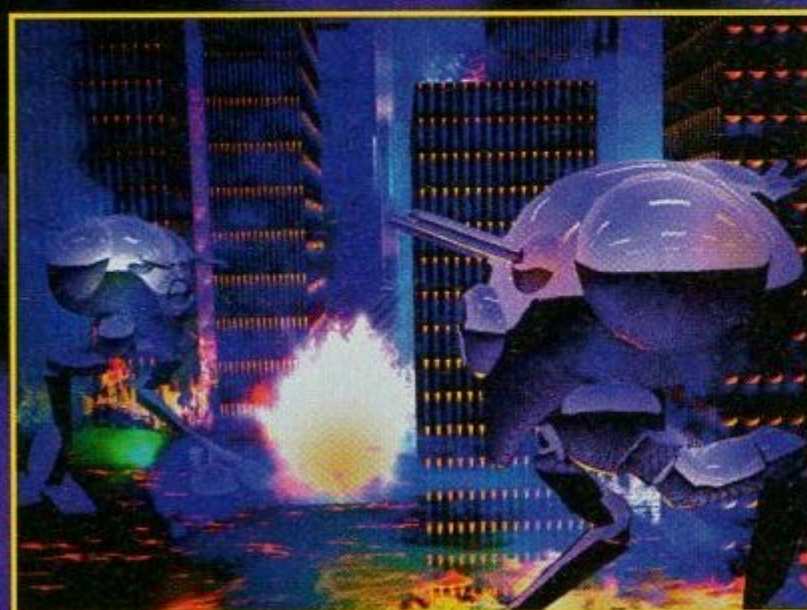


Rare: Killer Instinct 2, Golden Eye (the new James Bond movie), and over 10 other projects. **Software Creations:** a groundbreaking 3D game

GAME PUBLISHERS

Acclaim: Turok: Dinosaur Hunter and Alien Trilogy. **Capcom:** Street Fighter III, a new Mega Man game, a new RPG, and a new Ghouls N Ghosts game. **Disney:** Aladdin's Magic Carpet: The VR Ride. **Electronic Arts:** FIFA International Soccer '97, Madden NFL '97 and NBA Live '97. **Enix:** Dragon Quest 7 and a new action/RPG game. **Gametek:** a new Robotech game. **Konami:** a new Castlevania game, and a new Contra game. **Mindscape:** Monster Dunk. **Nintendo:** Ultra Metroid, Ultra Mario Kart 2, Zelda 5, Star Fox X, Kirby, EarthBound 2, F-Zero 2, Tetris 3, Mario vs. Wario, Yoshi's Island, and Ultra Mario Bros. **Ocean:** The Steampunk, and a new Super Turrican game. **Playmates:** a new sci-fi game. **Seta:** F-1 ROC 3, Twin Eagle 2, and 3-D Golf. **Sierra:** Red Baron. **Spectrum Holobyte:** a new Top Gun game. **Square Soft:** Final Fantasy 8 and Secret of Evermore 2. **Virgin:** Clive Barker's Ecto Sphere game. **Williams:** Mortal Kombat 3 (enhanced version), and an upgraded version of Doom.

It's Big, It's Bad, It's Delayed, It's Ultra 64



The Robotech Story:

Earth has been ravaged by a global civil war. Brother fought brother as the conflict raged across the planet, but the devastation paled in comparison to a new threat which altered the course of human history. Astronomers discovered that an alien spaceship had broken through hyperspace on a collision course with Earth. The Global Civil War quickly ground to a halt. A cease fire was

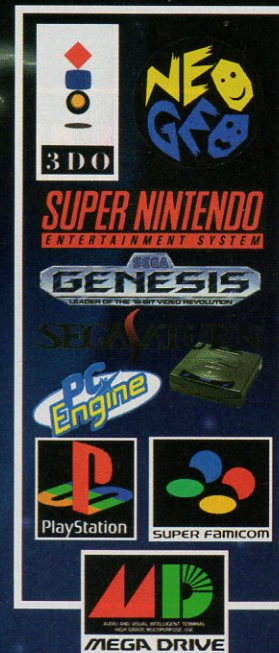
ordered, and world leaders banded together to form the United Earth Government. Under this new administration, a research team was formed to investigate and restore the battle fortress. The team labored to decipher parts of the documents from an incredibly complex technology called Robotech. The spaceship, now protector of the Earth itself, was dubbed the SDF-1 (Super Dimension Fortress One).

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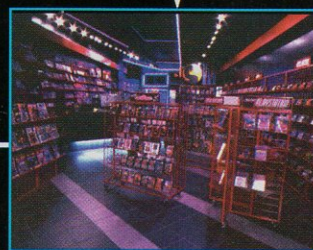
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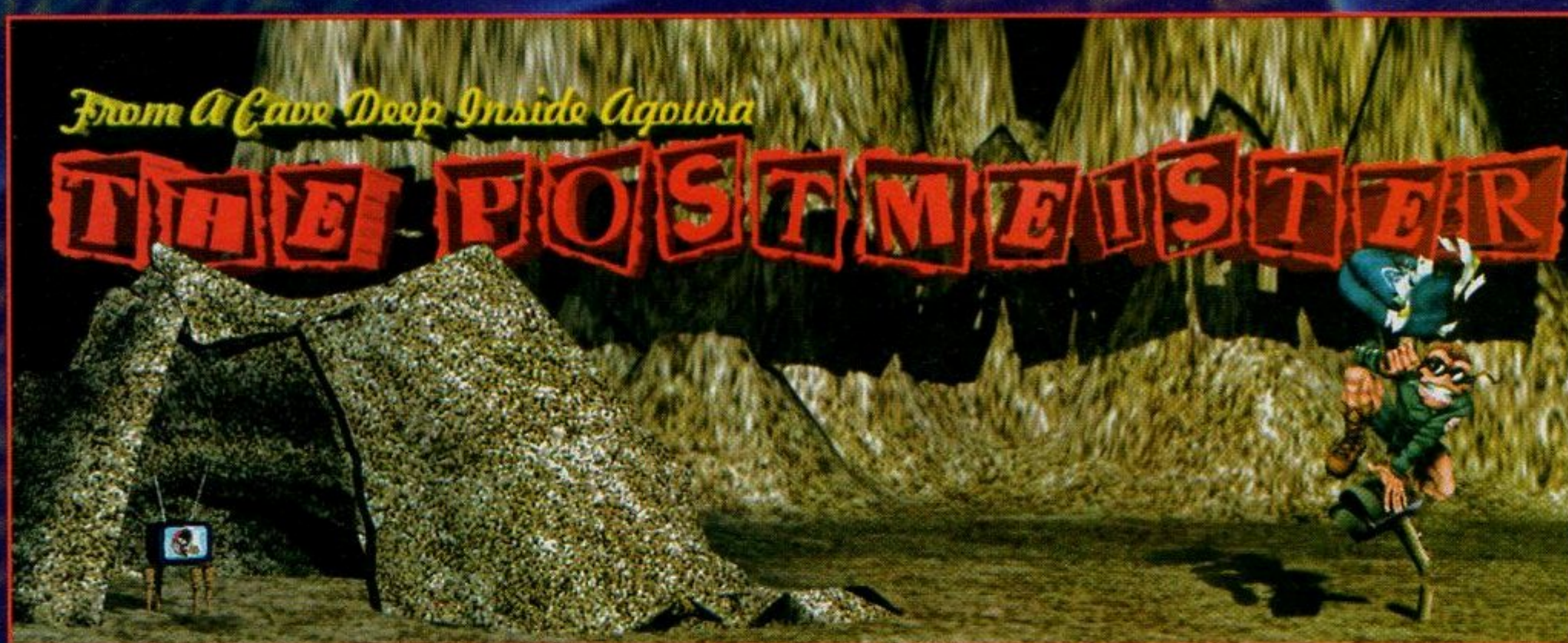
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Dear Postmeister,

On May 8th, on the radio no less, I heard some disturbing news. It was that the release date of the Ultra 64 will be pushed to April '96!! Is this even true?!? And if it is how the heck could it have happened?!? All along you said the U64 was right on schedule for September '95 and you even quoted a Nintendo Rep. once or twice. And what's worse is that I heard it off a radio station and not from you guys!! C'mon Posty, say it ain't so!!

P.S. One more thing Mr. Mailman, an E-mail address or a fax number would make these little reader/mailguy chats a tad bit easier...

Nick Johnnides
Floral Park, NY

Dear Nick,

We did indeed quote many sources from NOA regarding the Ultra's pre-show plans for the NU64. They were all in the room when Howard Lincoln dropped the bomb! We got the call on this one a week before E3 and broke in to tears. But, business is business and ultimately it was a joint decision between Yamauchi and Mr. Lincoln. Until early May NOA did plan to roll out the NU64 at the show with the intention of announcing a release date of mid-September. I guess that's common knowledge now. It will be interesting to see how gamers react in April compared to how they are now. Right now most of you seem pretty po'ed. I don't mean to take sides, that's just not my style if I have any, but in Nintendo's defense, I think the 32-bit market will be a mad house this Fall with the Saturn and Sony PS battling it out with tons of software in tow. I think any company would think twice about diving into that race with only three titles to boast. From a business standpoint NOA knows they have two 16-bit blockbusters on their hands in Killer and Diddy's Kong Quest, plus a really cool new system in the Virtual Boy. I stuck my face in one and couldn't believe how cool it was! So, I

guess they can't see rushing out the Ultra, when there is really no urgency.

I don't think they care about Sega or Sony, as far as losing ground goes. They feel the NU64 price point along with its impressive technology puts them in a class by themselves poised to attract the masses rather quickly. Personally, I've got so much to look forward to on the PlayStation and Saturn, that I'm totally unaffected by this decision. I saw Gametek's Ultra game, Robotech (which is featured in this month's Other Stuff) on video and it looks almost exactly like what you'll see in the shots, so I'm pretty sure that when the time comes everyone will find 250 bones to roll across the counter. Until then everyone chill, and lets enjoy the power that is coming our way in '95!

Dear Postmeister,

Since my last letter was a bit too long, I'll shorten this one up and ask the more important questions. First of all, I've owned a 3DO since June '94 and I now own ten games. How's that for an enthusiast!! At any rate, I'd like to know more about 3DO's next generation hardware. Is it true 64 bit, like the Ultra 64, or is it just a wanna be. Second, since the new hardware is coming out, are programmers waiting for Bulldog to release new games like MK III and SF the Movie, or are they planning to release them on all the 32 bit platforms?? Thanks for your time, and GAMEFAN is truly the #1 video game mag!!

P.S. Have you ever considered publishing a feature on what Team GameFan does to put the mag together?? I'm sure us gamers would love it!!

Philip Jones
Hazel Crest, IL

Dear Philip,

The M2 is as real as the nose on your face. It is true 64-bit power that from what I've

seen can produce Ultra 64 quality visuals. The big question in regards to the M2 is the price, and when it will become an actual hardware unit. If you have to buy a \$400 3DO and then shell out additional cash for the M2, it will simply be out of many people's price range. I hope the M2 becomes a stand alone that will be cost effective and compatible with current 3DO software. That would make it a huge force in the industry. Everyone at GF is on the M2 development story big time, so as soon as there are some concrete plans you'll read about 'em right here. All the games you mentioned are on their way to 32-bit platforms, however I think you'll find more original titles on the M2, along with the big hits. As for your last question, oh ya! We think about swinging open the doors and sharing our digs with you guys all the time. The reason we can't is because GF is so unique. we don't want the other guys to see how we do it. All I can say is that this place is really cool. The second you walk in you know what's going on here at GF. It's not like your everyday office environment. It's more like Dan Tana's pad from the old 'Vegas' TV show. What a lame show that was by the way.

Of course I'm usually locked out because I'm such a toad...

Dear Postmeister,

I trust your magazine more than the other mags, so I would like to ask you some questions. Are Ancient, Core, Treasure, and Scavenger SEGA exclusive licensees? What happened to Yu-Yu Hakusho by Treasure that you previewed in your vol. 2 is. 10? Other mags have previewed it for the SNES but not for the Genesis. Also, What happened to Nitro Wrecks by Scavenger in vol. 2 is. 12?

Joshua Wilkinson
Houston, TX

Dear Joshua,

Ancient and Treasure are both exclusive Sega developers and high powered ones at that. Ancient is Yuzo Koshiro's new development house dedicated to the Sega camp, and Treasure is working exclusively for Sega of Japan as well. They're growing restless however because their games are not received as well here as they are in Japan. Key people at Sega of America are working close with Treasure on Saturn development to insure their Saturn games will enjoy mass appeal in the States. Expect big things from Treasure on the US Saturn

gaming scene. Core on the other hand has been acquired by the parent company of US Gold so they will now most likely develop on multiple platforms, such as the NU64, PS and Saturn. As for Scavenger (which is comprised of two teams in house-Lemon, and Zyrinx,) they are in increasingly high demand as they continue to prove themselves as one of the most technologically advanced developers in the world. They plan to develop games on all three major platforms, Sega, Sony, and Nintendo. They recently ported Nitro Wrecks over to the 32X so it is even more unbelievable than it was before. They're shopping around for a buyer right now. Well have a big story on it next month. As for the greatest Genesis fighter ever created, Yu-Yu-Hakusho, I CANNOT BELIEVE SEGA HAS NOT PICKED IT UP! This game is perhaps Treasure's best ever and the Genesis is sorely lacking in the fighting category... I'll have to do a little digging on this one!

Dear Postmeister,

I'm a 24 year-old male, who happens to be a well informed consumer thanks to GameFan! I've just made the difficult choice

of which system to buy, but my choice raises an important question. You see, I really want an Ultra-64, but NOA just released a press announcement that we won't get the Ultra until April 96. Because I want to have fun sooner than later, I've put a cash deposit down to get the Sony PlayStation, due Sept. 9th. My question stems from the surprise move by Sega to release the Saturn now, despite official release dates. Will Sony make a similar counter-move? And why would Nintendo be willing to lose so much ground to its competitors, or is NOA's official release date just a smoke-screen? Please inform this consumer!

P.S. Do you also have a list of titles that will be available for the PlayStation launch here in the states?

Art Schalz
Glen Ellyn, Ill

Dear Art,

According to Sony, whom we've grilled relentlessly on this point, the PS release date will not be moved up. However, Sega managed to keep us at bay with their so called September launch, so who knows.

We heard about the May Saturn release from a rock solid source back in January, but when we called SOA they completely denied it and asked us to please not print the rumor. Pretty sneaky huh?

You've made a great decision with your purchase of a PlayStation. It is to date, the premier 3D console system, and 3D seems to be where alot of gamers want to go. The 3D visuals on some of the games we saw at the show were so clean it was mind boggling! Get set for Twisted Metal, Jumping Flash, a PERFECT version of MK3, Loaded, Legacy of Kain, ESPN Extreme, and loads of other groundbreaking titles. You really can't go wrong with any of the new platforms, they all have some big power to offer. As for the April NU64 launch, that is positively etched in stone. There's a complete '95 next generation software line-up on page 41, check out all the games, wow! I'm so happy I could fart!

Write to me or I'll run for President!

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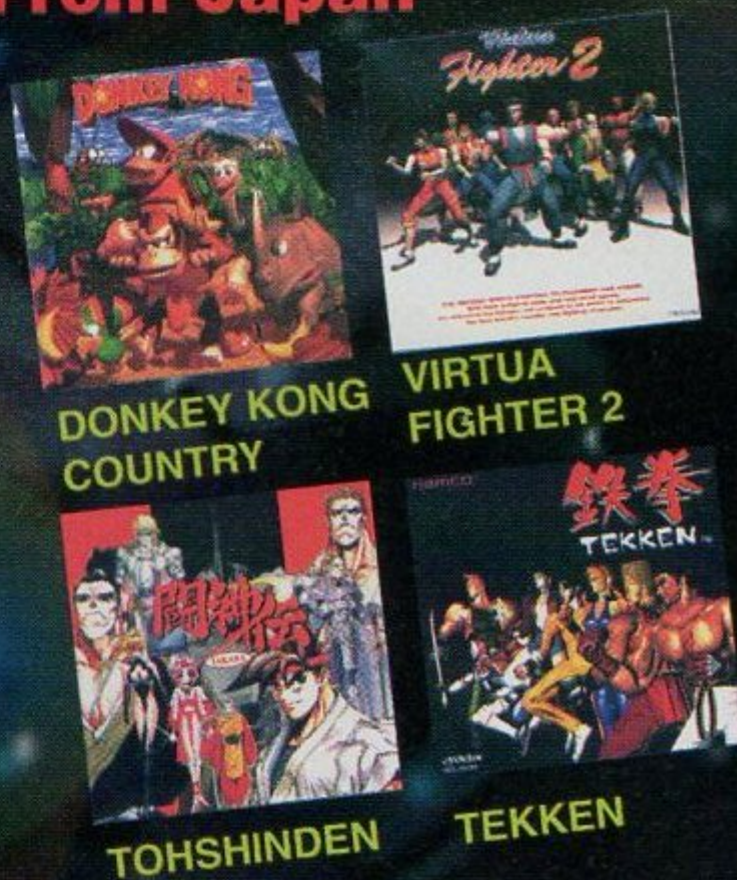
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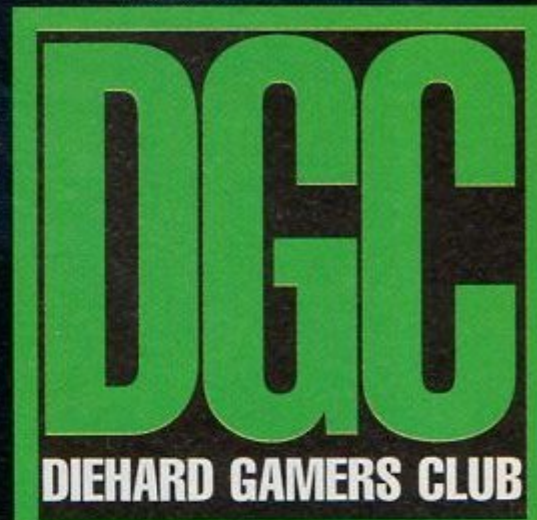
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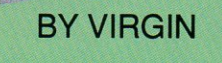
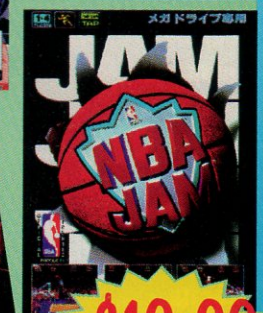
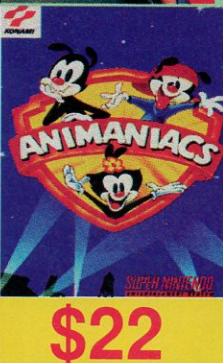
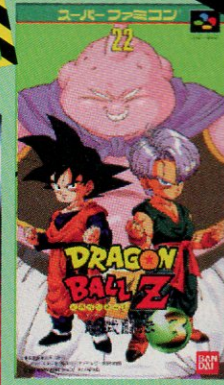
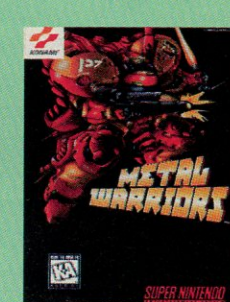
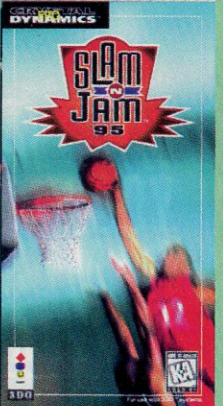
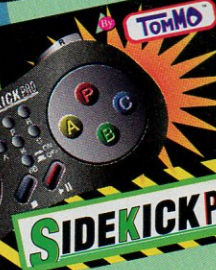
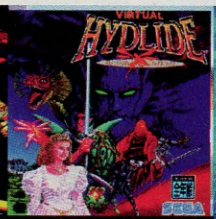


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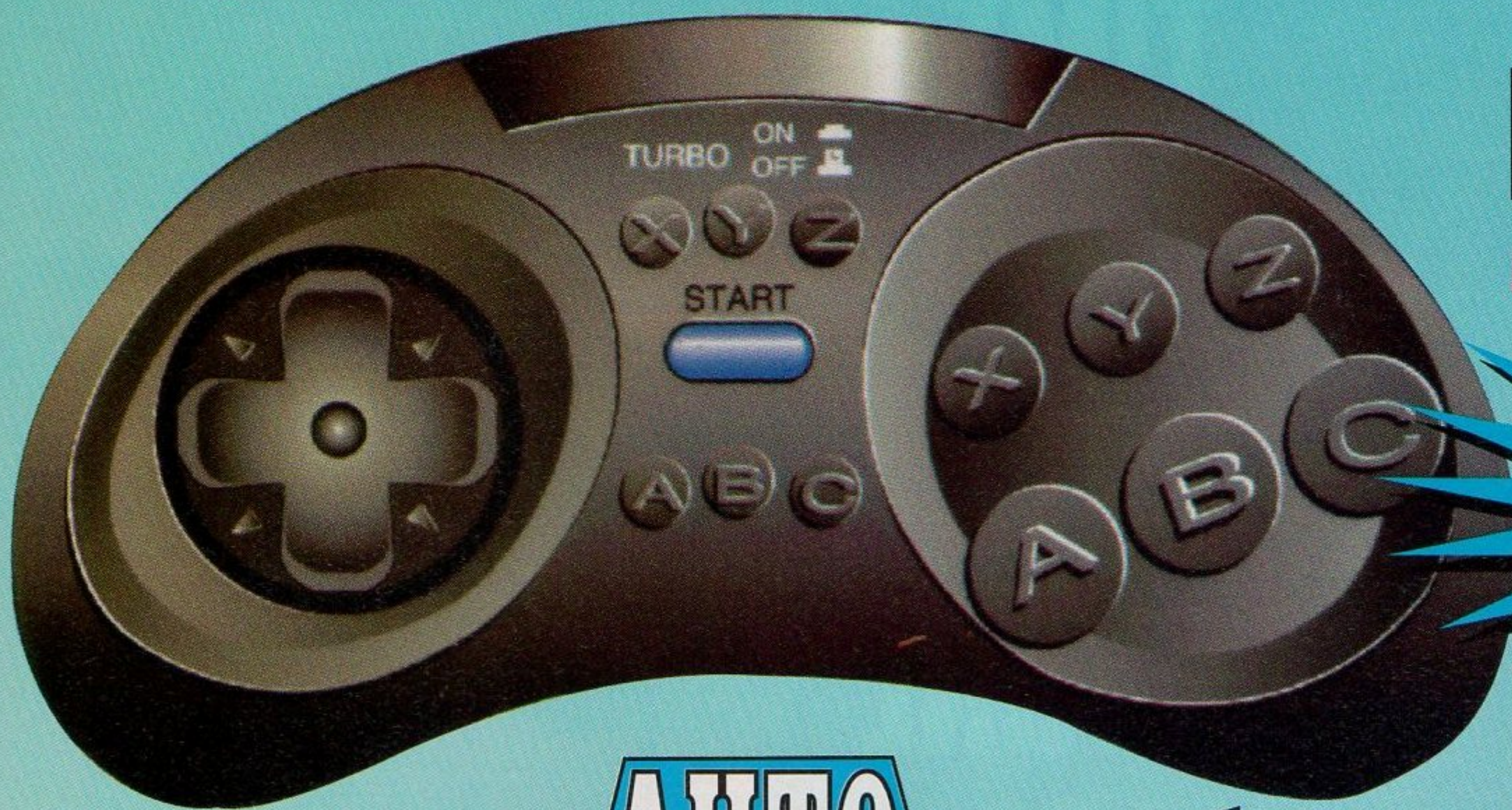
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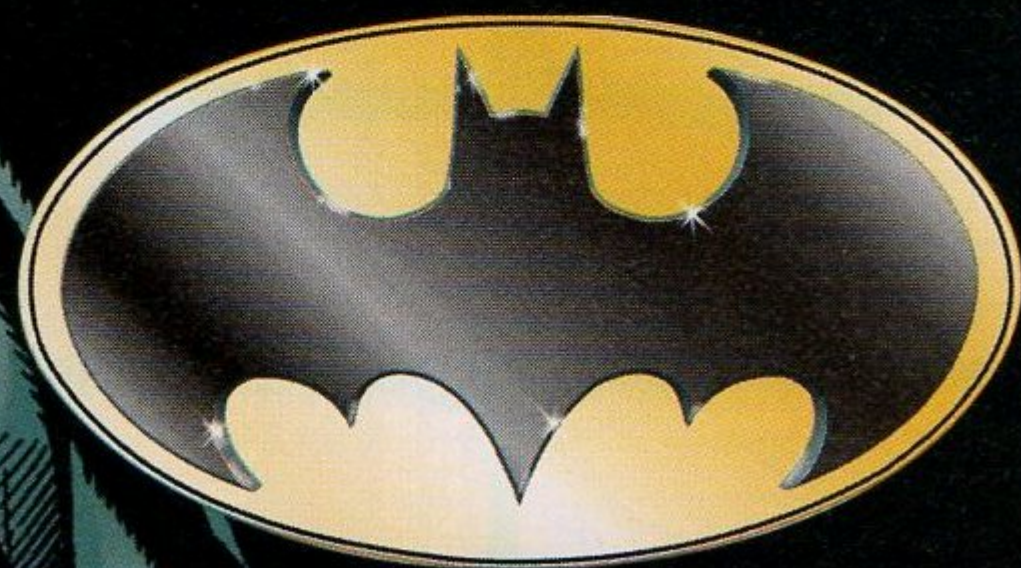
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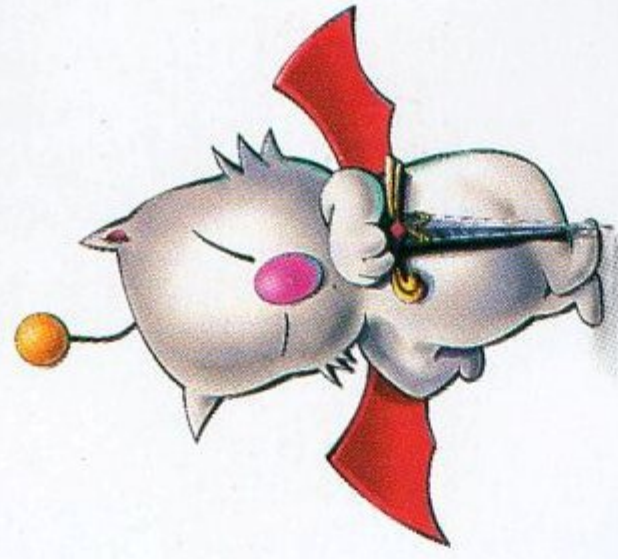
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FINAL FANTASY III



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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GREAT THE ONE



Tony Amonte



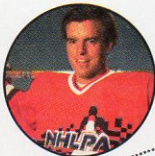
Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)



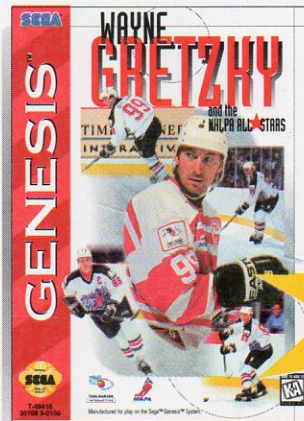
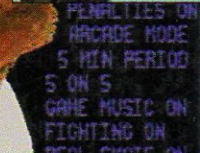
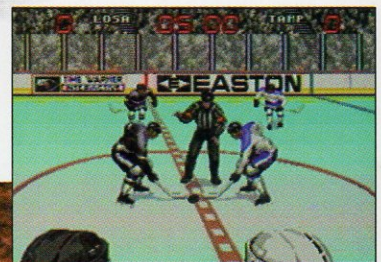
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