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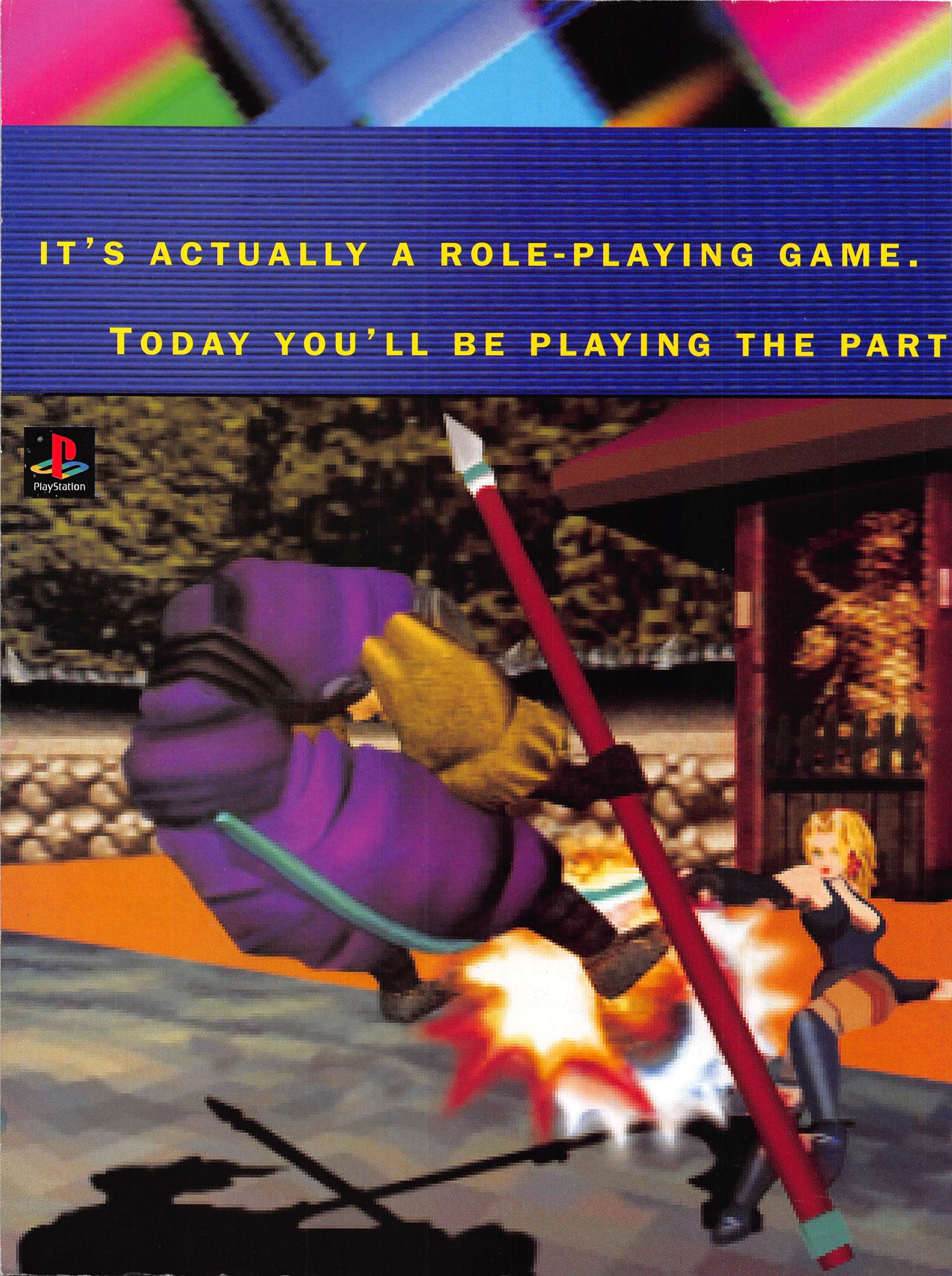
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September means two things: the official launch of the Sony PlayStation, and some new innovations here at GameFan. We've made some changes this month that we think you'll really like.

First off, we've added three new faces to Viewpoint and made it bigger and better. Saturn and PlayStation development is at a fever pitch, and more new systems are on the way. Five points of view insure you'll get the best reviews possible.

Also debuting this month is the all new GEN-32. This new section was developed to make you aware of the changes that take place when a game is ported for American consumption. By reviewing these titles first as Japanese games and then later as U.S. releases, you'll be informed on what you're NOT getting or, what you're getting extra. This section is a direct result of your input. There's been way too much editing going on these days!

We'll also preview and review titles exclusive to Japan in GEN-32. So if you see something you like and it's not on the U.S. schedule, let us know and we'll pass it along. Your feedback is paramount, so keep those letters coming!

We've also added an editors' and developers' top ten, where each month, guest developers will let us in on what they're playing.

We are entering an era of unparalleled home entertainment, evident in the over 50 pages of 32-bit coverage in this issue, and it's only going to get better. The quality of the games we're playing are going beyond our expectations. The next generation has breathed new life into every aspect of gaming, including GameFan.... Stay right here for the absolute guaranteed best coverage on the world of video games.

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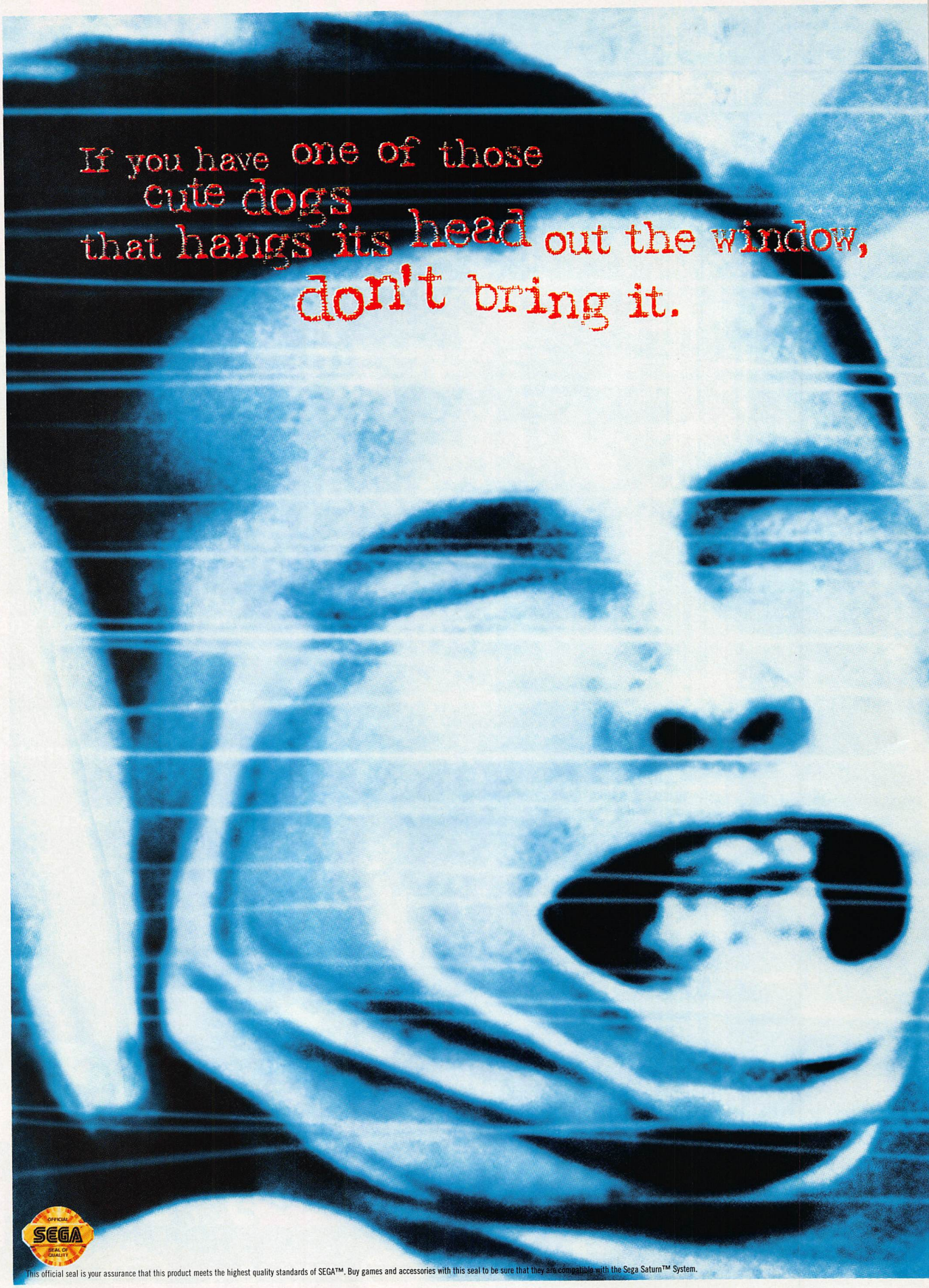


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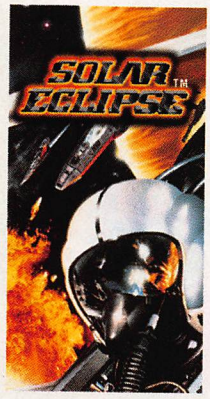


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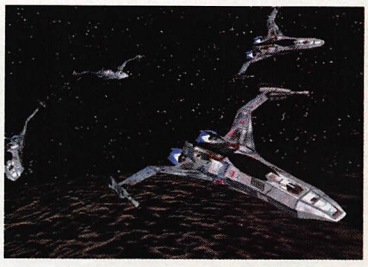

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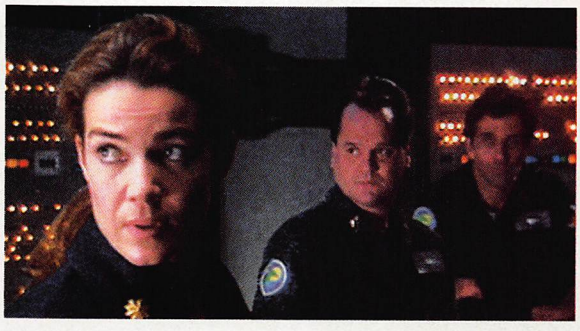

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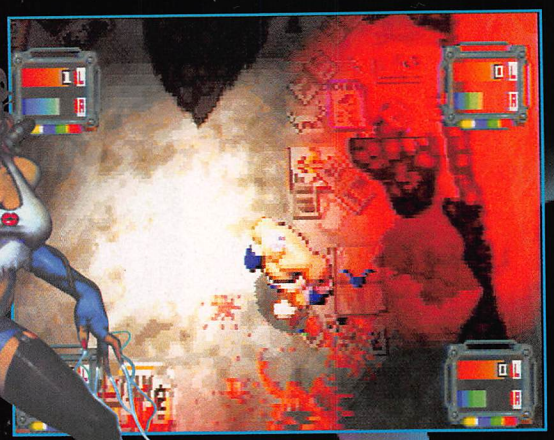
# CONTENTS



**GET LOADED!**
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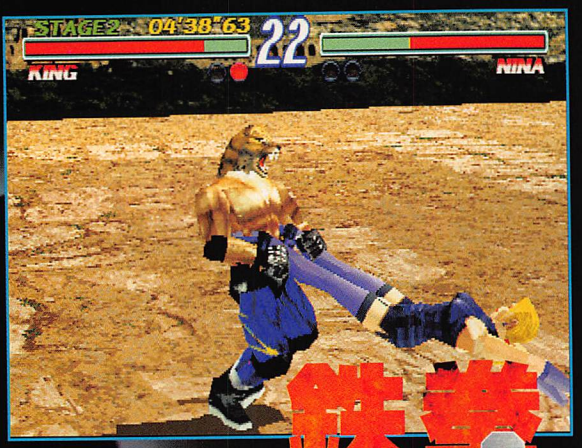
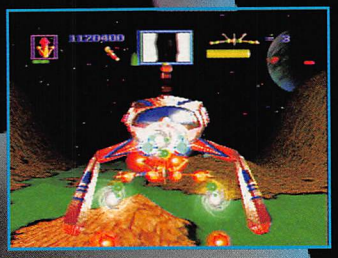
**PAGE 26**



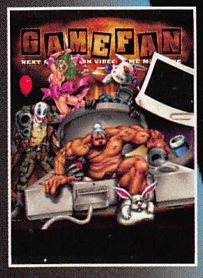

**TEKKEN 2**
More characters, more moves, and more texture mapping power Namco's incredible arcade sequel.

**PAGE 122**

**EXTREME GAMES**
**PAGE 30**



**TOTAL ECLIPSE**
**PAGE 32**



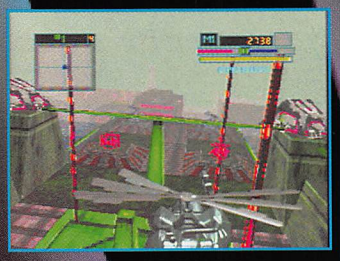

**COVER STORY**

With the launch Of the PlayStation in September, Sony's gearing up for thier biggest debut since the Walkman.

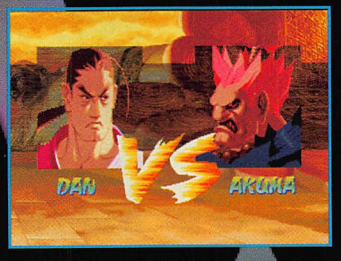
GAMEFAN Original Art
By:
Terry Wolfinger

**SHINOBI LEGIONS**
**PAGE 43**

**HIGH VELOCITY**
**PAGE 48**



**BLADE FORCE**
**PAGE 58**




**SF ALPHA BOSS CODES**
**PAGE 64**

**CLOCKWORK KNIGHT 2**
**PAGE 74**

**POWER SERVE**
**PAGE 118**


| | |
|---|---|
| EDITORIAL ZONE | 4 |
| MOST WANTED/TOP TEN | 10 |
| VIEWPOINT | 14 |
| HOCUS POCUS | 18 |
| AN INTERVIEW WITH STEVE RACE | 22 |
| PLAYSTATION NATION | 25 |
| SATURN SECTOR | 42 |
| 3DO ZONE | 56 |
| JAGUAR'S DOMAIN | 66 |
| 32X-CITEMENT | 71 |
| GEN 32 | 74 |
| GF 16 | 99 |
| GAMEFAN SPORTS | 115 |
| JAPAN NOW | 131 |
| OTHER STUFF | 132 |
| POSTMEISTER | 133 |

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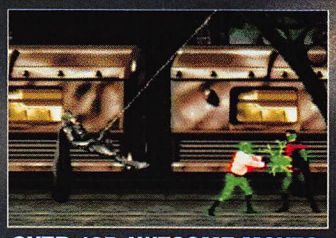

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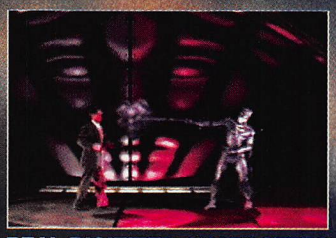

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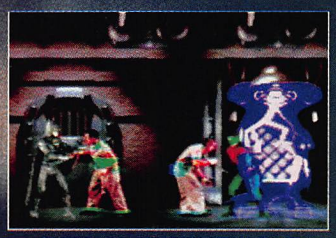

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# TOP TEN MOST WANTED

## READERS' TOP TEN

1. Donkey Kong Country- SNES
2. Mortal Kombat II- SNES
3. NBA Jam T.E.- SNES
4. Final Fantasy III- SNES
5. Earthworm Jim- Genesis
6. Doom- Jaguar
7. Gex- 3DO
8. Samurai Shodown 2- Neo Geo
9. Panzer Dragoon- Saturn
10. Super SF II Turbo- 3DO

## EDITORS' TOP TEN

1. Street Fighter Alpha- Arcade
2. Yoshi's Island- SNES
3. Tekken 2- Arcade
4. Bug!- Saturn
5. Astal- Saturn
6. Clockwork Knight 2- Saturn
7. Loaded- PlayStation
8. Red Alarm- Virtual Boy
9. Shinobi Legions- Saturn
10. Jumping Flash- PlayStation

## READERS' MOST WANTED

1. Killer Instinct - Ultra 64
2. Mortal Kombat III - SNES
3. Virtua Fighter 2 - Saturn
4. Toshinden - PlayStation
5. Daytona USA - Saturn
6. Earthworm Jim 2 - SNES
7. Street Fighter: Movie- Multi
8. Donkey Kong Country 2- SNES
9. Chrono Trigger- SNES
10. Primal Rage - Jaguar

## DEVELOPER'S TOP TEN

1. Virtua Fighter Remix- Saturn
2. Ridge Racer- PlayStation
3. Daytona USA- Saturn
4. Jumping Flash- PlayStation
5. Panzer Dragoon- Saturn
6. Toshinden- PlayStation
7. Viewpoint- Neo-CD
8. FIFA '95- 3DO
9. Motor Toon Racing- PlayStation
10. Earthworm Jim- Sega CD

**THIS MONTH'S GUEST DEVELOPER:**
**David Perry of Shiny**

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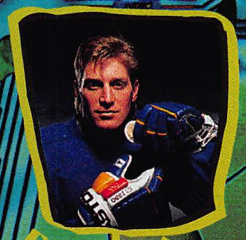

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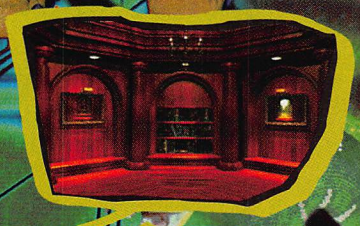

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# VIEWPOINT

**Legend**
**G**raphics
**C**ontrol
**P**lay mechanics
**M**usic
**O**riginality

## TOSHINDEN
PLAYSTATION
SCEA • CD
FIGHTING

Take one of my all time favorite fighting games, (largely due to the characters' personality) turn it inside out, and you've got what I like to call "Toshinden American Style". Aside from the busted new voice (mainly Sofia's), Toshinden remains a powerful fighter, especially with the new Redbook audio. Toshinden has visual force to burn with brill texture mapping and blazing locales. If you've never played the import you will indeed be in polyheaven. No PlayStation should be without it.

G 9 C 9 P 8 M 9 O 8 — **90**

The Japanese version of Toshinden is one of my favorite fighting games ever, and is quite obviously one of the most groundbreaking home games of all time. This is still true of the American version, but the "minor" changes inflicted on a near-perfect game by SCEA caused TSD to slip slightly on the Nick Rox Joy Chart. Although still a "FANTASTIC!" game, the new voices and broken L and R buttons caused me much heartbreak.

G 9 C 8 P 8 M 8 O 7 — **85**

Last year when I first saw Toshinden I thought I'd died and gone to texture map heaven... since then I think Tekken has proven its superiority in categories from graphics to game play, but BAT remains extremely fun. The SF-style game play is welcome and easy to grasp, but it's not too groundbreaking. The control could be tighter, the computer could've been a little less difficult, and I think the roll move is cheap. Still, if you don't own the import, consider BAT one of the "must play" PS launch titles.

G 8 C 7 P 8 M 8 O 8 — **84**

## AIR COMBAT
PLAYSTATION
NAMCO • CD
SIMULATION

Like Ridge Racer, the emphasis in Air combat is again focused on the cockpit mode in this excellent, beyond arcade quality, flight sim. However, I can live with it here. This is just a great game in every way-control, graphics, sound, cinema's, you name it, AC's got it! Another tip of the scales is the excellent challenge and length of this game. I can honestly say this is the first flight sim I have ever really liked on a home console.

G 8 C 9 P 8 M 8 O 8 — **88**

Non-stop Namco joy! What's up with this sudden power-company? Nearly every PlayStation game they've released so far rocks, as is the case here. Air is easily the ultimate flight simulator, it can be labeled as such. AC is more of a shooter than a simulator. Joy 3-D, jazzy tunes and perfect control add up to a near-perfect score. I just wish it was longer.

G 9 C 9 P 8 M 9 O 9 — **95**

Flight sims are usually PC clunkers disguised as video games, but not Air Combat! The feeling as you cruise over the amazing texture-mapped landscape is unbelievable. It's a complete dogfight atmosphere, from the voices blaring in your ears to the enemy bogeys on your tail. Tons of jets, multiple missions, and the incredible split-screen vs. mode—whoa! I wish AC had a PS-to-PS link option like the Psygnosis games, otherwise this is the definitive flight game until Wing Arms for the Saturn.

G 9 C 8 P 8 M 8 O 9 — **93**

## KILEAK THE BLOOD
PLAYSTATION
SCEA • CD
3D ADV.

If you're looking for a corridor game with an emphasis on puzzle elements, rather than heavy carnage, then SCE has a game for you... not me... you. Kileak is a tad too surreal for me with flying eyeballs and other strange enemies that seem to have taken little imagination to create. I do more thinking in the shower. Much of the game is comprised of throwing switches and searching for life support, weapons, etc... either make it a good old fashioned bug hunt or a strategic force. Ambiance, texture maps, and CG cinemas- very nice. Gameplay and theme...zzzzzzzz

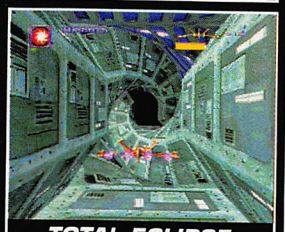
G 8 C 8 P 7 M 7 O 8 — **78**

I'm not one for corridor games, but even so Kileak is not a good one. Endless chrome walls, repetitive if ambient music and a shocking amount of slowdown are instant turn-offs. The truly cool CG cinemas and post-apocalyptic theme are neat, but the lack of gameplay (except for a few puzzles') or any type of somewhat-exciting hardware effects just ain't happenin'.

G 7 C 8 P 6 M 6 O 7 — **65**

After playing all the way through DOOM on the PC, I swore off the 3D action shooter forever. I thought "Man, this stuff is all alike!" Luckily, SCE is here to prove me wrong. Kileak The DNA Imperative (what a shameful rename!) features a great story and fantastic 3D effects which more than complement the excellent handling and gameplay. Punctuated with wonderful CG cinematic overtures, you are taken on a long journey through the caverns to reach your objective. After playing this game, I'm more open minded toward first-person shooting games.

G 8 C 8 P 8 M 7 O 9 — **87**



## TOTAL ECLIPSE
PLAYSTATION
CRYSTAL DYN. • CD
SHOOTER

Now here's some shooting power! Crystal Dynamics' flagship shooter never looked so good! Park this puppy next to a 3DO and you wouldn't believe the difference. The CG intro. is now crystal clear and the game itself looks and plays at least twice as good. They've also tweaked some of the difficulty and balanced this version just right. You just gotta' have it!

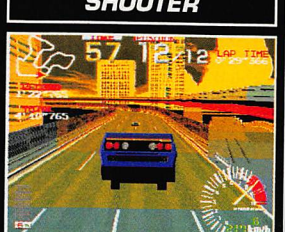
G 9 C 9 P 8 M 8 O 8 — **90**

Crystal has blessed the PSX with a fantastic appetizer for shooters to come. As was expected all along, Total Eclipse Turbo totally eclipses the 3DO version! The control and animation have been brilliantly re-done, and everything else was nicely refined from the original TE! Especially noticeable were the super smooth scaling and texture mapping enhancements like the rolling water. The PlayStation is a an amazing 3D machine!

G 9 C 9 P 8 M 7 O 8 — **89**

Glorious! Total Eclipse Turbo features way more smoothness, speed, and graphic excellence than the original 3DO version could handle...I was looking for a VCR when I saw the awesome CG/FMV intro. I think the game could use a few more bosses and a bit more play technique (such as turning your ship to fly through vertical openings), but it's still one of the best 3D shooters ever. Overall: a must-play for PlayStation owners!

G 9 C 7 P 7 M 5 O 9 — **88**



## RIDGE RACER
PLAYSTATION
SCEA • CD
RACING

I am one of the few who can live without this racer. It feels like I'm sitting on the hood in cockpit mode, and the behind the car view simply does not work well. The music is indeed some of the best ever and the 3D is near arcade perfect, but one track and a game show host does not make a great racer. I'm sure that 90% of the racing population will disagree with me because Ridge is near perfect in every way, it's just not for me. I'll stick with Daytona.

G 9 C 8 P 8 M 10 O 5 — **85**

Joy, power and force. That's Ridge Racer. Perfect graphics, perfect music and perfect gameplay easily balance out only "one" track (there are actually 16 totally different track layouts with repeating graphics) ... for me, at least. It may seem like madness, but I simply never get bored of RR... I could play it forever.

G 9 C 10 P 8 M 10 O 8 — **98**

When it comes to racers as OUTSTANDING as Daytona (SS) and Ridge Racer (PS), it's hard to pick winners, but I feel compelled to share my insights. I personally prefer Daytona, both for its deeper game play and its eccentric but joy-filled audio. That said, RR is a near-flawless arcade translation, suffering from little of the graphic pop-up that blemished Daytona. This is definitely a driving dream, and even though there's only one track, the variety of track set-up options keeps it fresh. An experience not to be missed!

G 9 C 9 P 9 M 9 O 10 — **92**

What's this? A super high quality 2D platformer on the PS? It's about time! Rayman has such amazing graphics and art that it slides into that lofty category currently occupied by only one other; Astal. What Rayman has in addition however, is deep gameplay and abundant (if not overwhelming) challenge. They simply don't come any better than this. On top of that the soundtrack is absolutely amazing! It's long, it's fun, it looks fantastic, and it never gets old.

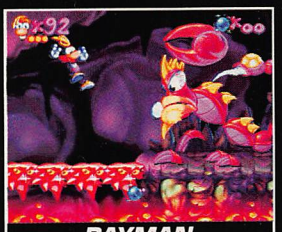
G 9 C 8 P 9 M 9 O 8 **90**

I am so surprised by Rayman. I've always been a fan of action/platform games, and Rayman is one of the best ones I've played in a while. This game features ultra-colorful graphics, great sound and music, massive scrolls, amazing art, and a long quest. Because of the length and difficulty, even the most seasoned gamer won't be able to beat RM in one sitting (unless you sit there for a really long time). I particularly relish the way new play techniques are introduced sporadically throughout the game. Sequel please.

G 9 C 8 P 8 M 9 O 10 **90**

Over the past few months I've watched Rayman evolve from good to spectacular, and the final result is polished enough to gain a place in the all-time platformer hall-of-fame. The PS version is, of course, superior to the Jag version, ESPECIALLY in the audio department. The lush music and realistic sound effects, themed to each particular stage, complement this feast in graphics and game play. Ray isn't an extremely fast-paced game...but that's all the more reason to take your time to enjoy the sights, sounds, and play mechanics.

G 9 C 9 P 8 M 10 O 9 **93**



**RAYMAN**
**PLAYSTATION**
**UBI SOFT • CD**
**ACTION PLATFORM**

The legend has managed to live on, miraculously. When I first saw the Shinobi digitized I thought, "NO!, Mortal Shinobi, kill yourself!" But somehow not only has SOJ managed to make Shinobi Legions play almost exactly like Revenge, but fill it with brilliant animation and excellent gameplay as well. I just can't believe Sega sold it. Is nothing sacred anymore? I love the music in Legions, with it's heavy Japanese overtones, while others seem to still crave Yuzo. SOR III, Beyond Oasis... Yuzo needs a vacation. This is pure Shinobi and I really like it!

G 9 C 10 P 9 M 8 O 8 **95**

Vic Tokai has hit paydirt, SOJ's newest Shinobi adventure is awesome! The same intensity and gameplay found in the older versions has made its way onto the Saturn. The Ninjitsu-quest story is, as always, very cool. Besides the basic power of Shinobi play mechanics, Saturn owners will be treated to an all-out audio/video assault on the senses. From the FMV intro to the killer bosses to the climactic ending, this game SCREAMS quality. Absolutely fantastic special effects are everywhere in this game. This is a MUST have for any fan of the original, or anyone else with a Saturn for that matter!

G 10 C 8 P 10 M 8 O 9 **95**

Vic Tokai has made a great move acquiring Shinobi Legions. At first I was skeptical. Why would Sega let one of their most cherished commodities stray from the company unless it was a major let down ? That skepticism disapeared the moment i began playing Legions. Everything you love about Shinobi is here. The graphics are near perfection, the control is exactly like Revenge (although new moves have been added) and the gameplay is legendary.

G 9 C 9 P 9 M 8 O 9 **92**

**SHINOBI LEGIONS**
**SATURN**
**VIC TOKAI • CD**
**ACTION ADV.**

TWI's come surprisingly close to capturing the exact look and feel of Sega's Virtua Racing with far less polygons at their disposal. They've also added more new than there was old to VR, including hyper cool go carts that are just too fun to drive. VR-Cart alone is worth the price of admission! This is a whole new game on console. The backgrounds are superb, the music and voice are suitable, and the control is right there. There's too many extras to list. Very impressive!

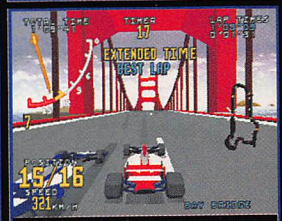
G 8 C 9 P 8 M 7 O 8 **88**

If you're an arcade VR fan, I've got one word for you: disappointment. Apparently TWI WASN'T trying to replicate the arcade game (kind of odd making a game called "Virtua Racing" and not have it be an arcade adaption) even though an "ARCADE" mode is present. The addition of new cars and tracks is obviously supercool, but the destruction of the beauteous B-Univ tunes and the violation of "Time Bonuh" pain me. On the other hand, if you're not looking for the arcade game, you'll probably love VR.

G 8 C 9 P 8 M 7 O 8 **85**

I'm a bit torn on this one. Although VR is a very good Saturn racer (second only to Daytona), it's not the perfect arcade translation that I was expecting. The new tracks and cars are a welcome addition, plus the control is very precise. However, the original tracks don't have as many polygons as the coin-op and the frame rate is lower. The sound effects and music have been re-recorded and just don't sound as cool as those trademark Sega arcade samples. VR Saturn is a solid new game, it's just not the coin-op.

G 7 C 9 P 8 M 5 O 8 **82**



**VIRTUA RACING**
**SATURN**
**TWI • CD**
**RACING**

Space Hulk not only lends strategy to the boring corridor category, but enough carnage to fill buckets with flying parts as well. These are perhaps the best graphics seen on the 3DO, and the game plays very well, possessing a certain feel all its own. SH is definitely an original title. There is little pixelization even when up close and the Land Sharks on steroids art is a welcome sight after that hyper idiotic Immercenary pain. A must buy for 3DO owners.

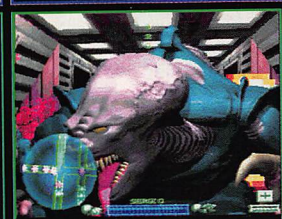
G 9 C 7 P 9 M 7 O 8 **80**

Adding strategy elements to the wearing thin corridor genre is about the only way left to get me to play one. Not only has EA done just that, but they have done it with style. The characters in this game are ungodly beasts that seem to smell you coming. Kill one and you might get wet... with chunks. They come close to actually scaring you at first. Deploy your mobile suits and shred! The thinking mans carnage filled corridor quest!

G 9 C 8 P 9 M 7 O 9 **88**

I'm normally not a big fan of first-person 3D shooters, but Space Hulk does have a few interesting twists to it. This game combines the shoot-em-up action of Doom, the dark, futuristic look of Deadalus, and the intense strategy of Shining Force. The texture mapping is decent and the ambient voices and noises are kinda cool, but the bloody gore is what I really like about this game. Not bad.

G 8 C 7 P 7 M 7 O 9 **79**



**SPACE HULK**
**3DO**
**EA • CD**
**ACTION STRATEGY**

Ever see those movie sets where what looks like a house is merely a big cardboard cut-out? Well, how'd you like to shoot at those? The graphics are the new BL's only major drawback. Chunky and flat is the word of the day. The rest is pretty cool with nice rock tunes and good mission opts. To bad your plane can only fly about 100ft. off the ground... watch out for power lines! The Lynx game destroys BL for the Jag CD. Battlemorph is the game I want.

G 6 C 7 P 6 M 7 O 7 **65**

What went wrong?! The Lynx-to-JagCD conversion went off without a hitch, but this simply isn't worthy of a high end system. Blue Lightning is a fun ride, but is utterly shallow and uneventful. I was expecting to rattle off a big fat 90, but instead I'm giving this game a 72 out of pure disappointment. There are some highlights worth taking in, especially the music and the intro, but overall Blue Lightning CD is void of high quality 3D gameplay. It's just totally average.

G 7 C 6 P 5 M 9 O 7 **72**

Blue Lightning isn't everything I wanted, but I am pleasantly surprised. BL is a playable, reasonably fun flight sim, with a fair amount of the high action and diversity you remember from the Lynx. Many missions with different objectives, a variety of special weapons, and targets that range from air to ground give this disc legs. The graphics didn't blow me away (lack of shading and colors hurt), and the guitar rock music was just a bit "garage band wannabe"...a good game overall, but it misses compared to Air Combat.

G 7 C 7 P 7 M 6 O 7 **77**

**BLUE LIGHTNING**
**JAGUAR**
**ATARI • CD**
**SHOOTER**

The first good (if not great) platformer has finally arrived for the Jag. I guarantee that one and all will weep when they finally see some power for their stray cat. Rayman has it all, fantastic graphics, play mechanics, diversity, and even good sound for a cart. This is the most I've played my Jag since Cybermorph. I hope more quality titles follow. Great hardware deserves better than what the Jag has been subjected too. UBI has helped dramatically.

G 9 C 8 P 9 M 7 O 8 **87**

With their creation of Rayman, UBI Soft has just taken the position, in my opinion, of "best of the best Jaguar coders." Just take a look at the mesmerizing graphics and you'll see why I think this is so. The Jaguar isn't exactly full of power games, but Rayman is a shot at the spotlight. Superlative conceptual design and flawless, meticulous execution. Superior!

G 10 C 9 P 9 M 7 O 9 **93**

Ray—the savior of the Jag! While it's clearly inferior compared to the music masterpiece that is the PS version, this is definitely the best Jag game yet. I adore the character, I got tripped out by the theme, I can't get enough of the graphics, and the technique grew on me the farther I progressed. My only complaints are that the game moves a tad slow-paced sometimes, and the play mechanics aren't as well-crafted as say a Super Mario World...but I really am picking nits. Rayman is THE MAN!

G 9 C 8 P 8 M 8 O 9 **90**

**RAYMAN**
**JAGUAR**
**UBI SOFT • 16MEG**
**ACTION PLATFORM**

## PITFALL
## 32X
## ACTIVISION • 24MEG
## ACTION ADV.

Pitfall 32X suffers the same pain as the original except now you not only get the Crisco control but screen jerk as well. I expected so much more. As a Genesis game Pitfall scores much higher. This is essentially the exact same thing on substantially more powerful hardware. The SH2s must be laying dormant in this one. The color is only slightly better, the music still hurts, and the enemies lack that 32-bit edge.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 7 | 7 | 7 | 6 | 8 | 69 |

DEEP pain is all you'll find here. It's odd that this game came out so bad when the 16-bit versions were so good. I never thought I'd see something like this on the 32X: Framey movement of the screen. I mean, even the 8-bit NES moves the background image at 60fps. What happened? The gameplay is still the same, but the jerkiness factor destroys it. Too bad.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 7 | 7 | 8 | 6 | 7 | 70 |

I love a great platform game, but Pitfall just isn't one. The jerkiness of the screen movement and the generally sloppy control initially turned me off. Once I'd played for a while I started to appreciate the finer qualities like the 32X special fx such as the waterfall and the smoothness of the character animation. There's quite a bit to explore, but Pitfall doesn't have any groundbreaking play mechanics...this is a game for 32X owners who are just itchin' for a slightly above average platformer.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 7 | 6 | 6 | 6 | 6 | 73 |

## WEAPONLORD
## SNES
## NAMCO • MEG
## FIGHTING

While at first glance WeaponLord seemed a standard fighter, after a few hours I was FRIGHTENED by the innovations in game play. The combo system is flexibile enough for Street Fighter two-in-ones, and what totally blew me away was the ability to link together long, sickening "Death Combos." While the animation seems choppy sometimes, you quickly become accustomed to the game and get in that zone where the controller is an extension of your body. Great job Namco!

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 8 | 10 | 9 | 7 | 10 | 93 |

This is one of the best fighting games I've played in a while. Although WeaponLord doesn't sport the best graphics or music on the face of the planet, the game play is deeper than the Pacific Ocean. The complexity of this game is unbelievable, but not so much that the beginner is overwhelmed. Expert gamers will enjoy the combos, counters, fatalities, thrust blocks, blow-outs, guard drops...the list just goes on and on. Well done Namco and Visual Concepts.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 7 | 9 | 10 | 7 | 10 | 95 |

Finally, an original fighting game! WL will appeal to EXPERT fighters...with ten special moves per character and lots of weapon-to-weapon depth, this game will take months to master! The graphics and music are very good (huge sprites) but not perfect, but the game play is superb and unique. The computer AI is WAY too hard for 90% of players, so stick with two-player fights (including XBand, yeah!). I hope Namco gives producer James Goddard a $2 mil budget for a 32-bit sequel, this game deserves one!

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 8 | 9 | 9 | 8 | 10 | 92 |

## DOOM
## SNES
## WILLIAMS• 16MEG+FX-2
## 3D ADVENTURE

I've now played three versions of Doom; PC, Jag, and 32X. I am indeed growing weary of this title. I'll say this. If you have never played Doom on anything else you will be in awe of this title. It's a tad more pixely than its big brothers, and void of some textures, but oddly, it has the best soundtrack of the bunch. Also, unlike certain other versions, this one has EVERY level and boss. The FX-2 is quite the power chip. The SNES is deep.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 7 | 9 | 8 | 8 | 7 | 92 |

I am totally amazed. Though I'm not a Doom fan, I must admit the SNES version is of the highest quality. The only sacrifices made were the deletion of the ceilings and floors, but they aren't missed in the heat o' battle. For the 3.58MHz SNES, this is a triumph of technology and well worth getting if you've always wanted to experience the game that basically started the current corridor boom.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 8 | 9 | 8 | 9 | 8 | 89 |

I am in a state of rapture! I prefer Doom SNES over the 32X and Jag versions, 'cause this one has both near-perfect control AND straight-from-the-PC tuneage. Doom is so good I consider it an entire genre of games, and this is a definitive home version, from the smoothness of the screen scroll to the texture-mapped walls. No textures on the floor/ceilings isn't a big sacrifice. If only this game had a multi-player link or XBand feature! (What's Doom without the deathmatch?)

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 9 | 9 | 9 | 9 | 95 |

## VIRTUA FIGHTER REMIX
## SATURN
## SEGA • CD
## FIGHTING

Wow, where did these textures come from!? This version smokes the pack in with almost no painful flickering and high quality texture maps. I still think all the extensive tapping to execute moves is a pain, but it's much easier to put up with now that VFR looks this good. Tekken it's not (to me) but if you're a VF fan, heaven awaits!

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 9 | 9 | 7 | 9 | 8 | 90 |

I've been playing Tekken recently, as VF had become boring. Sega of Japan, has re-released the game completely textured, and Tekken has been put on the back burner... for now. I can only recommend this CD to VF fans, as it IS the same old game. If you are one, VFR can't be beat and a US release is nowhere in sight... you can't go wrong!

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 9 | 9 | 9 | 8 | 95 |

I'm impressed Sega would take the time to revamp an already solid game with such a major graphic overhaul. When the fighters were poly-blocks it was hard for me to think of them as having "personalities," but the textures and new faces really help. ALMOST all the character flicker is gone, it's now barely noticeable. If you are a VF fan this game is probably 100%; I like the game but I still prefer traditional SF fighters. Let's all just hope VFR is packed-in with the September re-launch, why not?

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 9 | 8 | 8 | 8 | 9 | 89 |

## CLOCKWORK KNIGHT 2
## SATURN
## SOJ • CD
## ACTION PLATFORM

Clockwork Knight 2 is the shock of the year so far. Part 1 had great warping effects and beautiful graphics but fell short on length and gameplay. Part 2 is like a gift from the heavens. This game is nothing short of breathtaking. CK2 has five times the gameplay as the original, longer levels, and special effects that I thought I'd have to wait for the Ultra to see. It's just amazing! I'll track down the import on this one. There's no way I'm waiting!

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 10 | 9 | 9 | 10 | 99 |

Sega of Japan has achieved platform supremacy with their latest offering, Clockwork Knight 2. from the moment you begin to play you can tell that Pepperouchau has come a long way in a short time. CK2 isn't big on play mechanics, but its overflowing with gameplay. Each level has a look and challenge all its own, and possess the best special effects on 32-bit so far. The bosses are simply amazing, and riding Baro-Baro is fun enough to be a game in itself. The classic red-book audio shimmers as well. I'm blown away.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 10 | 8 | 9 | 10 | 98 |

I wasn't completely taken with the first Clockwork, but CK 2 is a jillion times better than the first one in almost every facet. I can't think of a platformer that blends brain-numbing special fx with game play so well. Each level has super intricate design featuring warped backgrounds with countless lines of parallax. My eyes literally teared up when I saw the multi-layered water stage where you ride in and out of the background as ferocious CG sharks try to devour you. CK 2 is a new Saturn benchmark.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 9 | 8 | 9 | 10 | 95 |

## ARC THE LAD
## PLAYSTATION
## SCEJ • CD
## STRATEGY RPG

Arc the Lad has some of the best visuals I have ever seen in an RPG. In fact, Arc is the RPG equivalent of Astal. Astal was beautiful, but short, and Arc is beautiful, but linear. Extremely linear. Playing this game in Japanese was no problem. Other than this flaw, which is minor in the scope of this gorgeous game, Arc is pure heaven. The fights embody some of the best effects ever seen, and the music is well, Final Fantasy like, with PlayStation PCM audio. When this game comes home, (if it comes home) jump upon it.

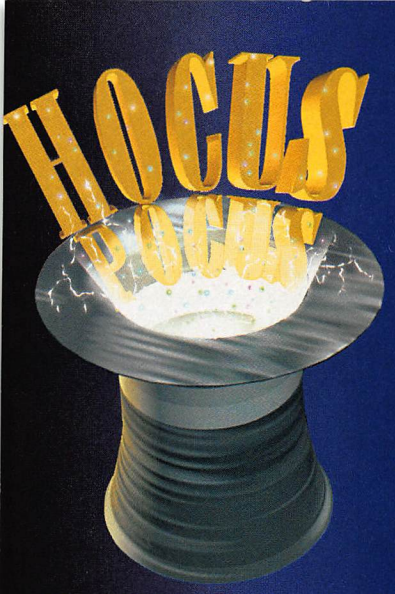
| G | C | P | M | O | |
|---|---|---|---|---|---|
| 10 | 8 | 9 | 10 | 7 | 92 |

I have total mixed feelings on Arc. Perhaps I was disappointed because of the enormous pre-release hype it has gotten and its labeling as the ultimate RPG. Even so, the graphics and sound literally have no equal, the story is very good and the battle system is perfect, yet not perfect enough to hold up a whole game. For that's what Arc is... all battles. I absolutely recommend Arc, it is a great RPG. I was slightly disappointed, but you may not be. There's a lot here to get excited about.

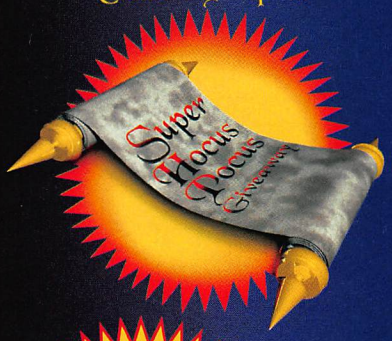
| G | C | P | M | O | |
|---|---|---|---|---|---|
| 9 | 8 | 9 | 10 | 8 | 92 |

The upstarts of the 32-Bit RPG world, G-Craft, have delivered to us the first in what will hopefully be a long and illustrious string of quality RPGs. From start to finish, one can see the excellent hand drawn graphics on screen while a beautiful soundtrack rings out. This game features an intriguing story, but nothing too imaginative. What really sells this game for me is the smashing array of special effects sequences. My only compaint is the short journey! Only a marginal knowledge of Japanese, or familiarity with the genre, is required to fully enjoy the import.

| G | C | P | M | O | |
|---|---|---|---|---|---|
| 9 | 8 | 7 | 8 | 7 | 85 |




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




**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.

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

## CONGRATULATIONS!

to this month's winners:

**First Prize:**
**Hirohiko Niizumi Brooklyn, NY**

**Second Prize:**
**Keith Kosmopolis Chicago, IL**

**Third Prize:**
**Jeremy Griffiths Greentown, PA**

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

## Fatal Fury 3
## Neo-Geo
**Super Death Moves**

When you do one of the normal death moves there is a 1 in 2000 chance that it will be a SUPER death move. To execute the hyper powerful SUPER death moves at will, simply press A+B+C+D (or just A+C+D for the NeoCD version) simultaneously right before a fight begins. When "Go!" appears, hit start and hold all the buttons down until the fight begins. If you name (next to your power bar) turns yellow, the codes worked. These almighty moves must be performed while your energy bar is flashing red, and can only be done ONCE per round. Each character's SDMs are listed below. Happy carnage!

**Terry:** ↙ + C, → + C, →, →, ↓, ↙, ← + C+ D (close).
**Andy:** D, ↓ + C, ↓, ↙, ←, → + C + D (close).
**Joe:** →, ↘, ↓, ↙, ← + C + D (away).
**Mai:** Hold onto "C" while taunting and do →, ↙, → + B + D (away).
**Geese:** ↓ + C, C, ↓, ↙, ←, → + C + D (close).
**Sokaku:** →, ↘, ↓, ↙, ← + C + D (do this when attacked from above).
**Hon Fu:** →, ↓, ↘, ← + C + D + C + D (away - while the time is an odd number).
**Bob:** ↙, ↗ + C + D (do this while coming out of a dash).
**Blue Mary:**
Neo*Geo - ←, ↓, ↙ + C.
NeoCD - →, ←, ↙, ↓, ↘,→ + C + D.
**Franco:** None.
**Yamazaki:**
→, ↘, ↓, ↙, ← + C + D (while landing from a back-dash).
**Jin Chon-shu:** None.
**Jin Chon-lei:**
→, ↘, ↓, ↙, ← + C + D (away).

### *Small Mode:
To use the Neo-CD exclusive

"small" VS. mode in Fatal Fury 3, select the versus mode, then press B + C on both controllers as the announcer says the names of the two combatants.

### *Expert Mode:
On the "How To Play" screen, enter the following on controller one: Left, Right, Left, Right, Right, Left, Right, Left. Now you can select a game in Expert Mode.

Hirohiko Niizumi -Brooklyn, NY.

## Eternal Champions CD
**Hidden Characters.**

Below are all of the codes to access and play as each of the hidden characters in this game!

*Senator -
On neophyte difficulty, win every match via time limit.

*Crispy -
On warrior difficulty, without losing a contest, progress up to the Eternal Champion.

*Blast -
Same as Crispy, but you must use a different character.

*Thanatos -
On champion difficulty, do a vendetta move to Xavier.

*Hooter -
Start a double elimination tournament. Lose just the FIRST fight, then proceed on to win the tournament.

*Yappy -
Play an expert survivor tournament and score over 2500.

*Eternal Champion -
On warrior difficulty, beat the game without losing a round.

*Dark Champion -
Simply beat everyone in the game with a vendetta move. This works even if you lose and continue.

-Justin Mullins, Kenai, AK.

## Doom / 32X
**"Secret" Level 17 code.**

To access the last level (level 17), you must start a normal game. Progress up to level three and get to the room with the yellow card. Go into the second section and go on until the wall goes down. Go in there and look for an acid stream. Go into the acid and turn right. When you reach the end of the corridor, there will be a switch to throw. This will take you to the room near where you started. Leave that room and proceed to the beginning area. There will now be a bridge where the giant acid stream once was. Cross the bridge and the opposing wall will turn into a hallway. Keep on going until you reach the next wall, which will turn into a room with enemies in it. Blast the bad guys and keep moving. You will see a space in the wall. This space leads to a door that looks like an exit door... go through that door and BINGO! Level 17 awaits.

-Jeremy Griffiths, Greentown, PA.

## Zero The Kamikaze Squirrel / SNES
**Unlimited Shurikens, lives and hit points:**

Start the game and then hit pause. While paused, input the following codes to access the power-ups:
Down, A, B: Unlimited Shurikens.
B, A, B, B, Y: Unlimited lives.
B, Up, B, B, A: Unlimited hit points.

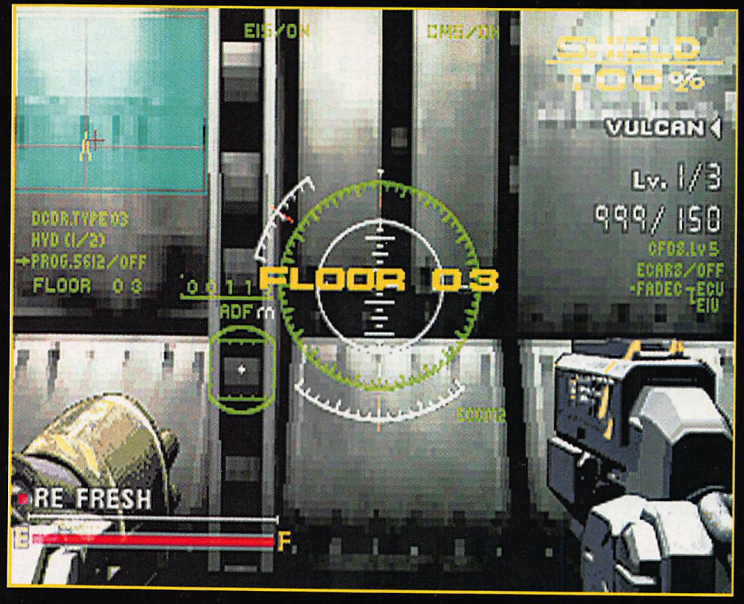
-David Barber

## Mega Man 7 / SNES
**BIG time power up code.**

To start with a blissfully maxed out power Mega Man, enter the following passcode:

7 8 5 3
5 8 5 6
2 2 4 5
7 5 1 5

Saleh Ahmed, the state of Kuwait.




## Robotica (Daedalus) Saturn

Warps and power-ups.

[All codes done while holding L + R on controller one, these codes have to be entered on controller two.]

*Level Warp:
To warp to the next floor, press start.
*Fix your shields: To fix and restore your defensive shield, press A.
*Tank up:
To pump up your generator, press B.
*Bomb Refill:
To replenish your bombs, press C.
*Weapon Increase:
To up your weapon's power, press X.
*Ammo Refills: To restore your stock of ammunition, press Y.
*Map: To find out where you are on the floor, press Z.

-Tom O'Donovan, Columbus, OH.

## Snatcher / SegaCD

Hidden message!

To access the hidden message from a Konami employee, go to the "Use Metal Gear" option then select Videophone - type 34-5678. You will see a hidden message.

## Clay Fighter 2 SNES

Secret Characters.

Enter the code corresponding to the character you want to access while on the selection screen:
Peelgood - B, Y, Y, A, Y.
Sarge - Hold Right and X, L, L, Up, Down, Left, Down.
Slyck - Hold Y and L, L, Up, L, Left, R.
Ice - Hold B and Up, L, L, L, Right.
Jack - Hold Up and X, A, R, R, Y, A.
Thunder - Hold diag. Left/Up and Y, B, X, B, B, X, A.
Spike - Hold R and X, B, B, A, Y, Left, A.

-Zach Young, Colorado Springs, CO.

## X-Men 2 / Genesis

Stage Skip + Invincibility.

*Stage skip: Pause anywhere in the game, then press right with C, Up, Up, Right, Down, Down then Left and C together. Listen for a sound. Unpause and then pause again. Then press left with C again to skip to the next level.
*Invincibility: Pause anywhere in the game and then press Up with B, Up, Left, Down, Up, Left, Down, Down, Up, B. Listen for a sound. Unpause and then pause again: this time press Up with B again and you will be invincible.

## Wolverine / Genesis

Level passwords.

Here are all of the level codes through the end of the game:
Level 2: Mariko
Level 3: Silver Fox
Level 4: Department H
Level 5: Madri poor
Level 6: Asans
Level 7: The Hudsons

-Zach Young, Colorado Springs, CO.

## NBA JAM T.E. / Sega 32X

Baby Mode, Turbo and Goaltending.

*To play this game in "baby" mode, enter the following code before starting:
B, A, B, Up, Down, Left, Right.
*Turbo mode:
Enter B, B, Down, Down, A, A, Up, Left.
*Goaltender's mode:
Right, Up, Down, Down, Right, Up.

-Robert Ferrero, Raymore, MO.

## Nosferatu / SNES

Become a Vampire!

To play as a blood sucking vampire in Nosferatu, get up to the point right before the last boss and pause the game. Now input A, B, B, B, X, X, R. Vamp power!

-Luke Gordon, Woodland Park, CO.

## SF: Movie / Arcade

Various hidden goodies.

Do these codes right BEFORE choosing your fighter. All of these work in two player versus mode, and a few will work in the one player game.
*Random Select:
Tap Up and Start together.
*Hide Your Strength Meters:
Press Start with a quick punch.
*Activate Comebacks: Press Start and medium punch to activate the comeback attacks at any time in the game, regardless of how much life you have left.
*No Throws:
Press Start and fierce punch.
*No Special Moves:
Press Start and quick kick.
*No Standard Moves: (Only special moves will work!) Press start and medium kick.
*No blocking:
Tap Right, Start and fierce punch.
*Tag Team Mode:
(Fight with one character in round one, another in round two.) Press Start and fierce punch.
*Turbo Mode: Tap Right, Start and medium punch to speed up the gameplay, and medium punch once more to activate turtle mode!
*Wacky Control: Tap Left, Start and medium punch. This REVERSES all joystick movements.
*Reverse Screen mode:
Tap Left, Start and quick punch.
*Swap Fighters and special modes:
Tap Left, Start and fierce punch. The CPU will choose your character and a special mode for you.

-Keith Kosmopolis, Chicago, IL.

## Astal - Saturn

Refill life

Pause the game and enter "Down, R, Up, L, X, A, Y, B, Z, C, Right, Left." Unpause for full life!
Invincibility:
Pause the game and enter "Down, Y, Left, A, Down, B, Right, C."

## Panzer Dragoon - Saturn

The Ultimate Code

At the "EASY GAME - OPTIONS" screen

(the screen that appears after pressing Start at the "PUSH START" screen) enter "Up, X, Right, Y, Down, Z, Left, Y, Up, X." This code acts as if you beat the game on Very Hard without continuing - the Sega polygon man becomes a girl, pressing the X Y or Z buttons at the Episode screen changes the color of your weapon, etc.

Watch the Hard Ending. At the "EASY GAME - OPTIONS" screen, enter "Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right."

## Prehistorik Man - SNES

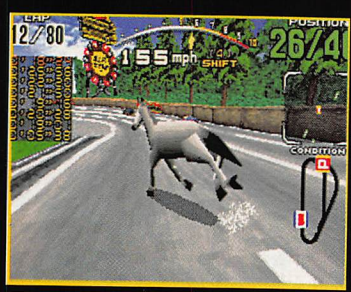
Stage Clear Command

Highlight "EXIT" in the Option screen, hold L and press Start. Now choose "Game Start," hold R and press Start. Now press Select during gameplay to skip stages.

## Megaman 7

VS. Mode

Enter the following password:
1415
5585
7823
6251
Hold L and R and press Start. You can now play a VS. game with Megaman and Bass.
Megaman's Moves:
Arrow Slash - D, DF, F, Y. Leg Breaker - D, D, B. Feint Warp - U, U.
Bass' Moves:
Booster Kick - F, D, DF, Y. Sonic Crusher - Jump, F, F, Y. Feint Warp - U, U.

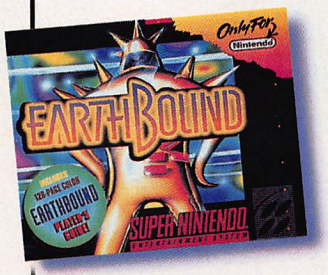



## Daytona USA

Play as the horse without beating the game!

At the title screen hold up-left, A, B, X, and Z. Now press Start. You can now choose the Horse!

# Comes With More Rude Smells Than The Ol' Pull My Finger Joke.




You've never seen or smelled a Role-Playing Game like this! • Shortly after the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and through time to face Giygas, the evil, time-traveling alien who is to blame for all the mess. Each EarthBound Game Pak comes with a free 128-page Player's Guide loaded with info about where the best grub is, who to hang with, and what you need to avoid. Keep it nearby though, because the lowdown on all those heinous monsters will come in quite handy. If they get too close, open a window fast, because some of 'em are more than ripe. • But the adventure doesn't start until you do. Grab some air freshener and start sniffing around for an EarthBound Game Pak. It's the first Role-Playing Game that stinks.

*The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.*

*Sell out your allowance for a burger or slice of pepperoni pizza when you need a boost of energy.*

Nintendo®

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my spirit lifted. my location shifted into a new dimension

a third dimension

a good dimension.

Was this their intention?

To crash my dimension?

I stepped into the invention

and heard a voice say,

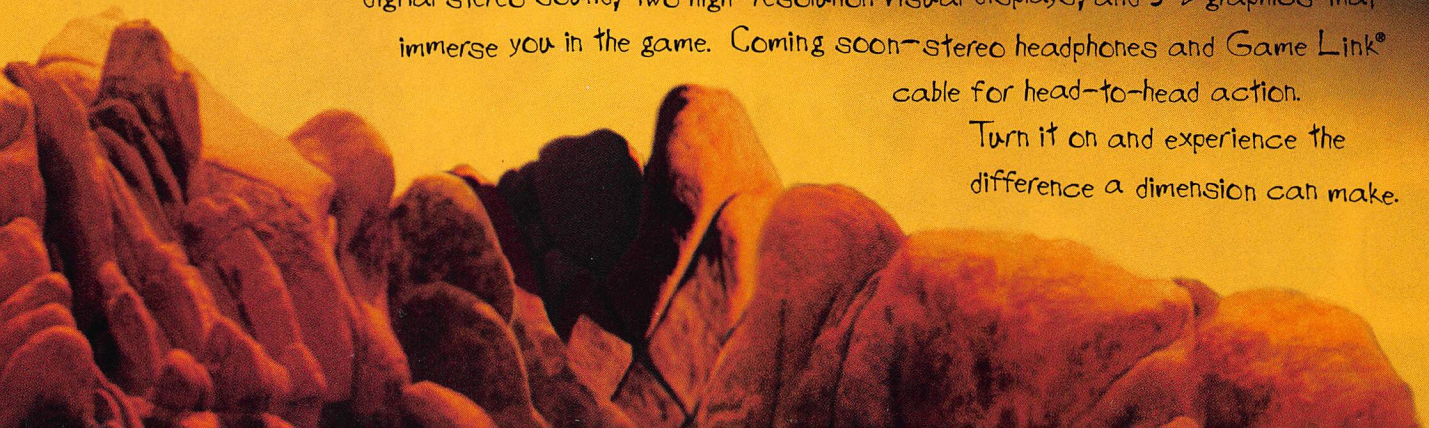
# Turn it on Virtual Boy™

A 3-D game for a 3-D world.

Nintendo®

Virtual Boy™ is a portable 32-bit 3-D game system, featuring phase linear array technology, digital stereo sound, two high-resolution visual displays, and 3-D graphics that immerse you in the game. Coming soon—stereo headphones and Game Link® cable for head-to-head action.

Turn it on and experience the difference a dimension can make.



photography by **David White**

SCE PRESIDENT STEVE RACE AND VICE PRESIDENT STRETCH ANDERSEN PLAN ON MAKING A BIG SPLASH IN NORTH AMERICA THIS FALL WITH THE SONY PLAYSTATION. ARE THESE BOYS THE FUTURE OF THE VIDEO GAMING INDUSTRY, OR ARE THEY JUST ALL WET?

*To say these guys at Sony mean business about playing is putting it mildly. After all how, many presidents of major international companies do you know who will drop their pants and jump in a fountain on a dare? The following interview was conducted after some drying off and a well deserved change of clothes.*

## AN INTERVIEW WITH:
# STEVE RACE

### PRESIDENT OF SONY COMPUTER ENTERTAINMENT OF AMERICA

**GF: With Sony's interest in the gaming world, they bring to the industry a new credibility, as well as an affordable true next-generation system. Does Sony intend to support the PlayStation as vigorously as its other components?**

**SR: Frankly, I think more so. This is Sony's biggest launch since the Walkman, so this has top priority. We have constant visits from the people in Japan. This is the biggest thing that Sony is doing and I think we're bringing a lot to the marketplace. This is the first time in the history of Sony that one division of our company has launched a hardware and software product line simultaneously.**

**GF: How many PlayStations will you initially release in the U.S.?**

**SR: I don't know. Initially, we're going to be supply constrained. We're not going to have enough product to take care of the demand. We've gone out and talked to retailers and the demand will outstrip our ability to supply it. At some point in time, our (manufacturing) capacity will catch up for both Europe and the U.S. We don't actually make forecasts as to what we will ship at any point in time.**

**GF: What are the demographics for the PS? Will you target an older age group such as the late-teen to young-adult population?**

**SR: The information that we have so far from Japan is that (the target audience) is skewed older and male, obviously. And (PlayStation) skews somewhat older than the typical video game. Sega skews older than Nintendo, and I think we'll skew slightly older than the Genesis system. Our advertising primarily addresses the 12- to 24-year-old audience.**

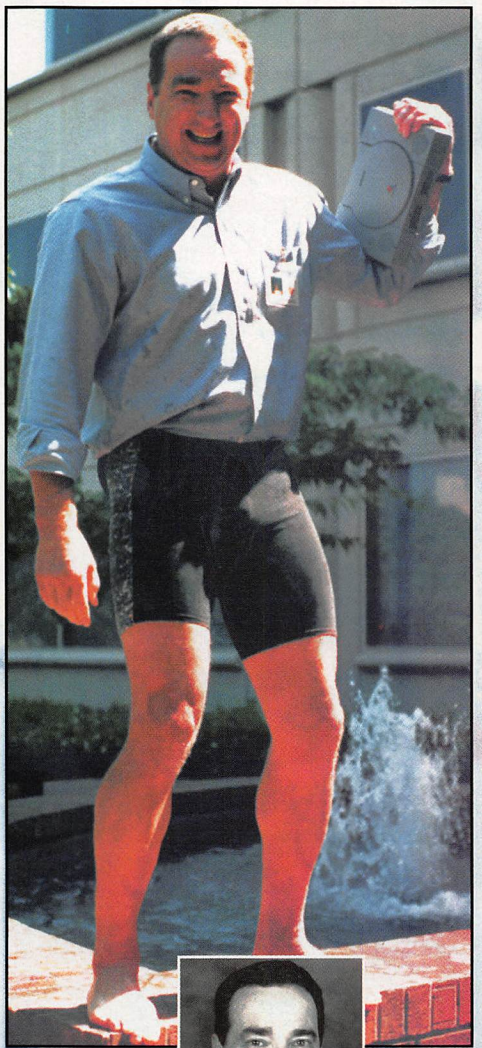
**GF: Sony is launching PlayStation at a much higher price point than any of the 16-bit systems when they were first introduced. Do you expect to penetrate the market as rapidly as SNES and Genesis did?**

**SR: I think by launching the product for $299, we've hit a magic price point in the United States. If you examine the history of video games, the biggest increases in (units sold) came when (the systems) hit under $199 or $149. However, our system offers a much greater (performance) jump than in the past. If you take a look at 8-bit and 16-bit...the change between NES and Super NES...the difference is a few inches. If you take a look at the difference between any of the 16-bit systems and the next-generation systems, it's a number of feet as opposed to a number of inches. The generational change here is just staggering. People will spend the additional $100 or $150 that our system costs relative to the other systems that are available today, simply because the game quality is that much better and the technical capabilities of the system are so good.**

**GF: Will you focus your distribution on high-end retailers such as Babbage's, Software Etc., Electronics Boutique, Toys R Us, and other video game retailers, or go for the non-enthusiast mass-market chains like Target, Walmart and K-Mart?**

**SR: I suspect that PlayStation initially will be available in 10-12,000 stores in the U.S., so we'll go after a wide variety of retailers. We'll go after the specialty stores and mass-market channels you mentioned, as well as specialist audio shops like Good Guys and Circuit City.**

**GF: Will SCE tie in other Sony products/components at point of purchase?**



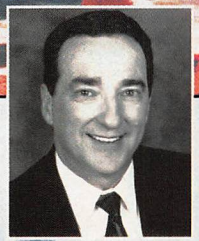
**SR: Not really, purchases of various Sony products don't necessarily overlap. Walkman, PlayStation, and television customers are generally different. However, you will see point-of-purchase, interactive, PlayStation demonstration devices that utilize Sony components, such as Sony speakers and monitors. But in terms of featuring the products side-by-side, that's not a kind of synergy we're going after. One synergy we are going after is advertising and cross-promotion. We're offering an early buy program, where if a consumer puts a deposit down on a PlayStation early on, they get a CD which features music from a number of up-and-coming Sony artists. They can listen to the music on their audio CD player, and when their PlayStation arrives, they can listen to and interact with the CD. There are some hidden things on the disc that the PlayStation will unlock.**

**GF: Hidden things? Are there games?**

**SR: There are visuals, demonstrations, and yes, there's even a game.**

**GF: Similar to a Demo, Demo disc?**

**SR: Similar to that. Another promotional example is that PlayStation will be featured on a number of Columbia Tri-Star home video products. Those kinds of synergies are what we look at**



**WOULD THE REAL STEVE RACE PLEASE STAND UP?**

Continued on page 95

**Sofia Says** spend your money to reserve

a Sony® PlayStation™

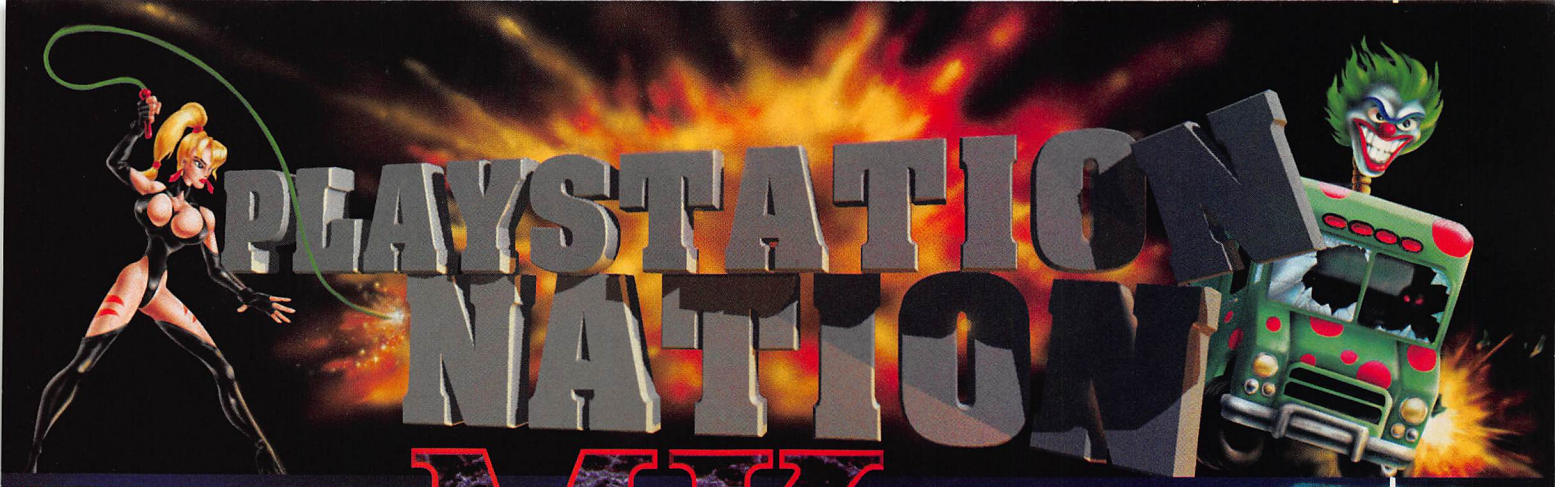
**Sofia Says** give the money to your local video game store and do it now.

**Sofia Says** get on your knees and bark like a dog.

**Now give Sofia a kiss.**

**aH- ah,**

She didn't say **Sofia Says**. Now she has to hurt you.




# MK3

PREVIEW

PlayStation

DEVELOPER - WILLIAMS

PUBLISHER - SONY

FORMAT - CD ROM

# OF PLAYERS - 1 OR 2

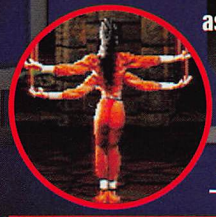
DIFFICULTY - MEDIUM

AVAILABLE - OCT 1

When the new revision of MK 3 for PS showed up, Nick Rox and I were discussing what I could possibly say that I didn't mention in last month's preview. After all the game is still a carbon copy of the coin-op hit, only the new version is more complete and has all the fatalities, babalities, animalities, and other assorted alities up and working (there were no fatalities last month at all). So Nick suggested I turn in an article with only two words: "Look...FATALITIES!" It was a tempting suggestion, but I think I'll add a few other notes.

At this point, you know this game is a near-perfect translation, the only question is how perfect. The first major issue on my mind is loading time, and I can't tell you yet what the final time will be...in the preview version, let's just say there was room for improvement. Another question is game play. Will the cart be 100% accurate to arcade version 2.1 including every combo? The verdict ain't in, but my prediction is yes. Finally, there's the question of sound and music. In the latest preview version all the music, sounds, and voices are exact, it's just they aren't all synched and timed correctly. I also assume this will be alleviated by the final release. An interesting surprise in the latest version is Smoke is selectable WITHOUT having to enter an Ultimate Kombat Kode. I can't say whether there will even BE a UKK in the PS version, and if there is, what it might do. The Vs. screen codes appear to be identical, but who knows, maybe Williams will throw in a few extras. Ideally, MK 3 for the PlayStation will be like owning the arcade game for around $60, minus the coin mechanism, and throw in a bit of loading time and slightly decreased detail due to the limits of standard television. Find out next month if this is the case...if it is, I will be lovin' life (and of course death, huh huh).

—Slasher Quan



# PREVIEW

PlayStation

DEVELOPER - GREMLIN

PUBLISHER - INTERPLAY

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY -N/A

AVAILABLE - OCTOBER

**MR. GOO**
I CAN'T BELIEVE THEY MADE A GAME THIS COOL AND DIDN'T ASK ME TO STAR IN IT.

Before I explain the power that lays before you, allow me to set up the story with some snappy press info...

Imagine the most inhospitable barren ball of rock spinning through the galaxy, and on its surface a sprawling jail that houses the most feared criminals in all the galaxy. They have been incarcerated here by FUB (Fat Ugly Boy), who hopes they'll escape and come after him with revenge looming large in their minds. He believes that if he can defeat the most despicable space scum, he'll be able to defeat anyone (especially with his new machine that changes the way the normal laws of physics behave, and with which he plans to hold planets to ransom)... Welcome to Loaded.

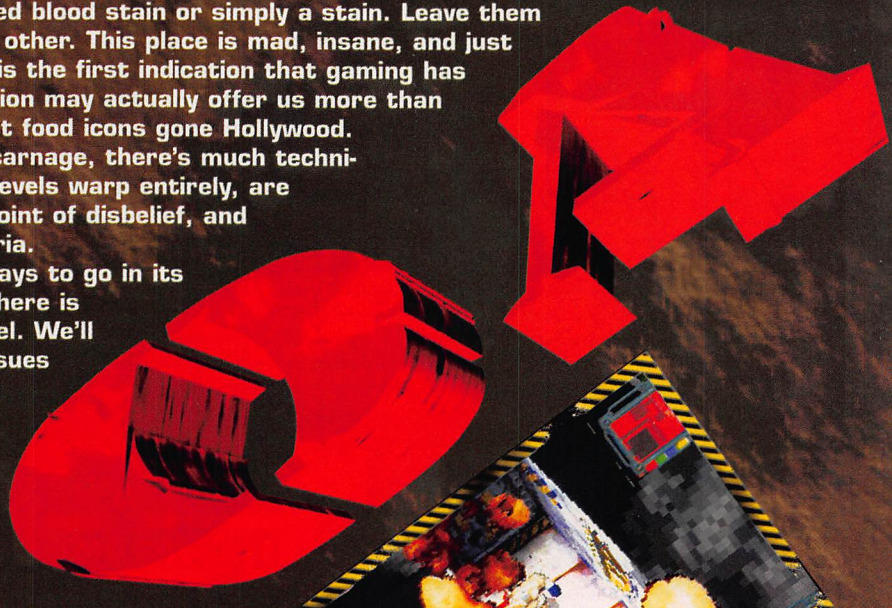
I absolutely guarantee that when you play Loaded the first time you will be rendered temporarily insane. This game is the ultimate release. Prepare for complete testosterone pumping mayhem. The meek need not apply.

The action in Loaded is as brutal as I have ever seen or imagined. When you blast a guard or psychotic killer, you *feel* it. Bodies snap back and burst, leaving either a human shaped blood stain or simply a stain. Leave them alone and they beat on each other. This place is mad, insane, and just plain out of control. Loaded is the first indication that gaming has graduated. The next generation may actually offer us more than fruity little fur balls, and fast food icons gone Hollywood.

Aside from all the heavy carnage, there's much technical bliss in Loaded as well. Levels warp entirely, are light source shaded to the point of disbelief, and are basically top view euphoria.

Loaded still has quite a ways to go in its development. What you see here is merely one high powered level. We'll have much more in future issues as we follow Loaded right on to the shelves and hopefully, your PlayStation.

-Mr. Goo



DIE!
ARE YOU ON THE GUEST LIST?
GET LOADED!

# REVIEW

PlayStation

DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD ROM

# OF PLAYERS - 1 OR 2

DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER

Sony's PlayStation is the proud host to one of the best flight sims the gaming world has ever seen. Air Combat features a sublime blend of fast arcade action, convincing 3D environments, aural delights, a variety of immersive missions, and hyper-realistic dog fighting all in one shiny package.

What really separates Air Combat from other flight sims is the game play. AC is one of the quickest-reacting flying games I've ever played. Performing barrel rolls and tight, high-G maneuvers is as easy as thinking about it. There are several instances in AC where you have to make quick, evasive maneuvers against incoming missiles or enemy fire. The control is so tight and swift that avoiding such enemy attacks becomes intuitive. I also liked the fact that each jet (there are 15 in all) has its own unique and distinctive feel.

AC also has some of the most realistic visuals I've ever seen in a flight sim. The 3D textured polygons of the terrain and the jets are very detailed. At around 30 fps, AC's frame rate is high enough to provide the player with a realistic sense of 3D movement and seamless animation. Moreover, each mission looks better and is more interesting that the one before it...this is one of those games that keeps getting better and better the further you get into it. The only negative thing I can say about the graphics is that there is too much pixelization on the polygons when you get close to them...plus there is some unwanted pop-up on far away objects and terrain (oh well).

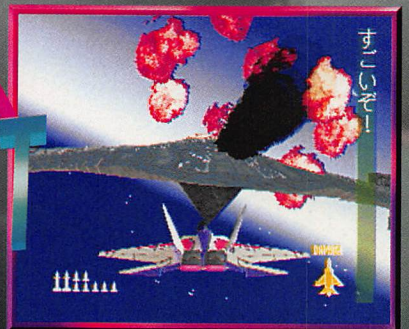
The sound in AC is as distinctive as the graphics. The music has the typical "Top Gun" sound with its upbeat, electric guitar-intensive tunes. And although the music in AC sounds great and sets the dog-fighting mood perfectly, the volume is low enough not to distract you from the intense flying action at hand. The roar of the jets and explosions of the missiles are fab, but it's the voice in AC that really takes the cake. Before each mission, you are briefed on your objectives by an announcer with a British accent. During the dog-fights, you'll hear things like "Enemy Target Located," "Missile Approaching, Dive, Dive," "Alert, Body Damage," and my favorite, "Jesus Missed!!"

You'll really appreciate AC's overall polish and fantastic game presentation. The FMV in the intro and the ending features some of the best SGI graphics you could imagine. Flight sims aren't known for their great storylines, but the intro story and the mission briefings are worded well and sound very professional. It's the little things like this that make Air Combat so great.

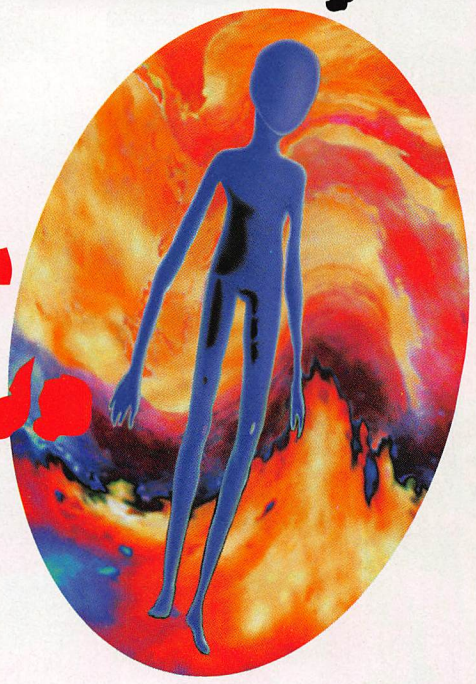
For a first-generation PlayStation game, Air Combat is amazing. It combines a refined, arcade-like feel and a long quest with great sights, sounds, and hyper-addictive gameplay. Air Combat is, without a doubt, one of best games for the PlayStation so far. —K.LEE

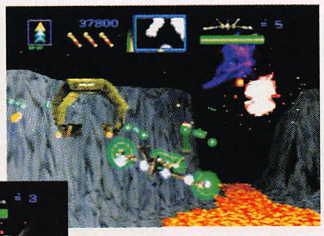
**K. LEE**
Pulse pounding polygon power is what you get with Air Combat!

AIR COMBAT



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





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

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

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

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

CRYSTAL DYNAMICS™

KIDS TO ADULTS
AGES 6+

PlayStation™

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# PREVIEW

PlayStation

DEVELOPER - SONY IMAGESOFT

PUBLISHER - SONY IMAGESOFT

FORMAT - CD

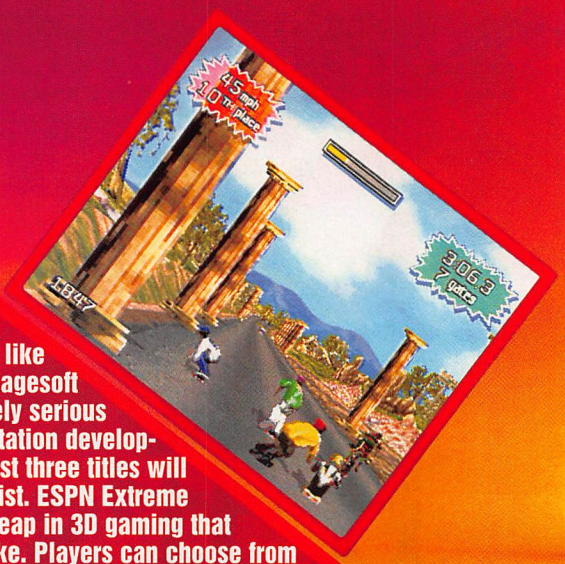
# OF PLAYERS - 1-2

DIFFICULTY -N/A

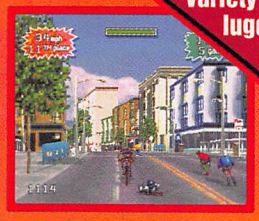
AVAILABLE - SEPTEMBER

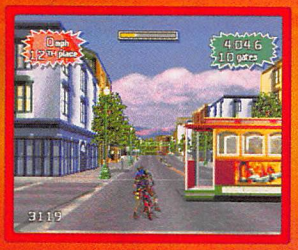
**SKID**
**IMAGESOFT HAS OUT-DONE THEMSELVES! EXTREME IS 3D WONDER!**

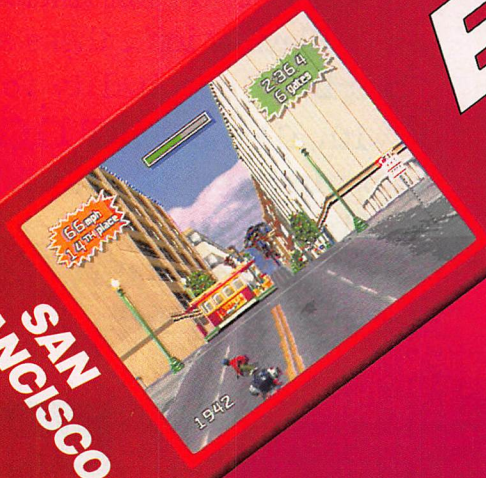
# Extreme Games

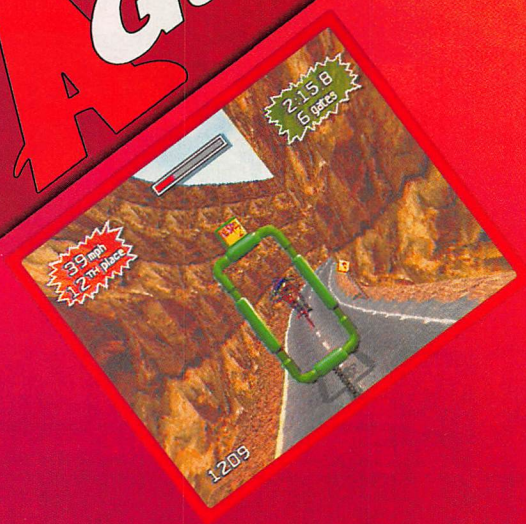


Looks like Sony Imagesoft is X-tremely serious about PlayStation development. Their first three titles will all make the A list. ESPN Extreme Games is a huge leap in 3D gaming that you've just gotta' take. Players can choose from five amazing locales and four different means of gettin' across each one. Race exhibition or start a season, choosing once again, from a wide variety of male, and female; mt. bikers, street luger's, in-line skaters, or skateboarders. The first thing I look for in a racing game like Extreme is the one aspect that if done wrong, can destroy even the best game design... body english. There's a lame way and a stylin' way to ride any of the four vehicles, and I am elated to say that every event in Extreme is represented



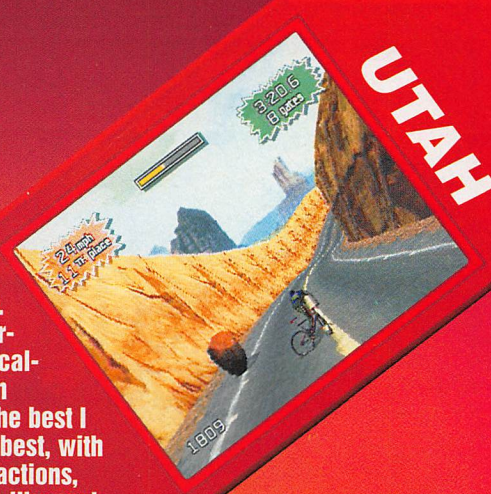


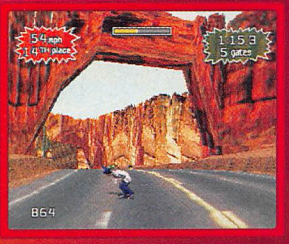


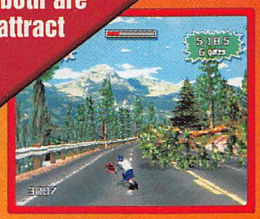



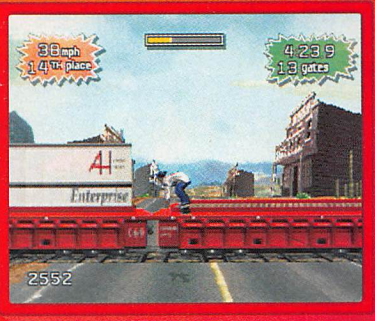
perfectly. Not well, perfectly! The 3D scaling environments in Extreme are some of the best I have ever seen, if not the best, with highly detailed trackside attractions, amazing tunnels, and what looks like real architecture from Italy, South America, Lake Tahoe, Utah, and San Francisco. Being that the AI is not yet final I cannot comment on control or gameplay at this time but it seems like both are going as well as everything else. Even the attract screens in Extreme glisten, with scaling Sony monitors, rendered characters, and realistic rooms where you can adjust your options. Extreme is yet another title that successfully shows off the PlayStation's power, and this is first generation! I'll be back with an Extreme review next issue.

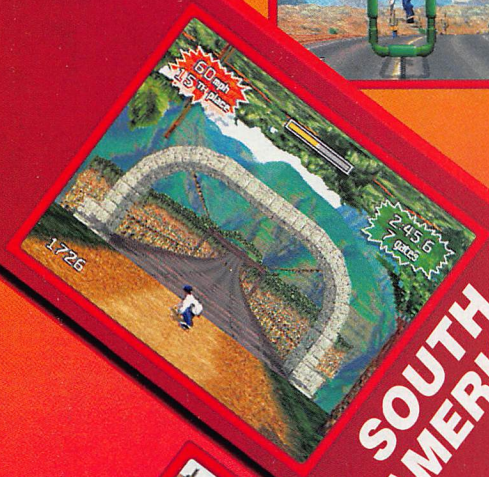
-Skid



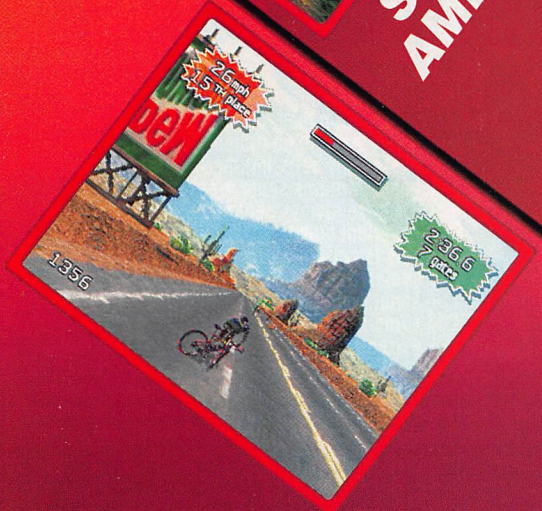


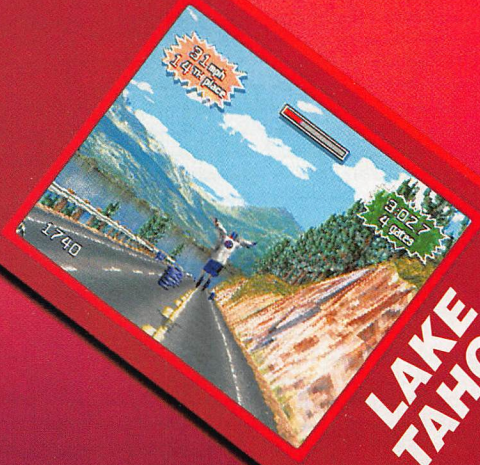




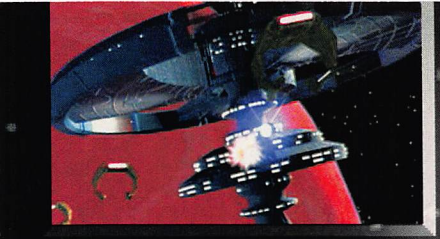



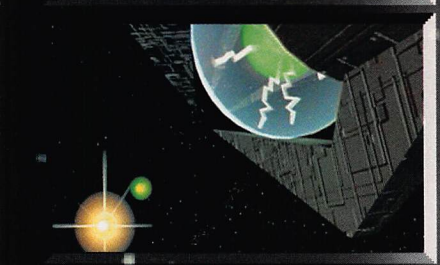

SOUTH AMERICA

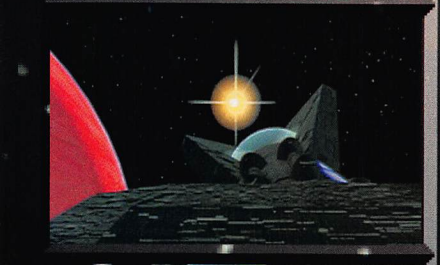


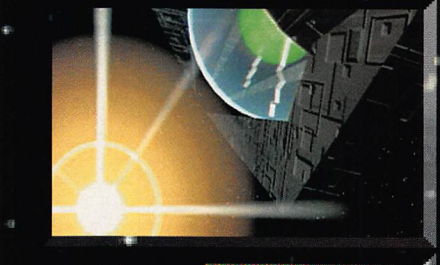



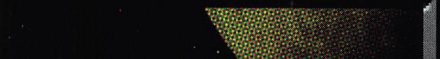

LAKE TAHOE



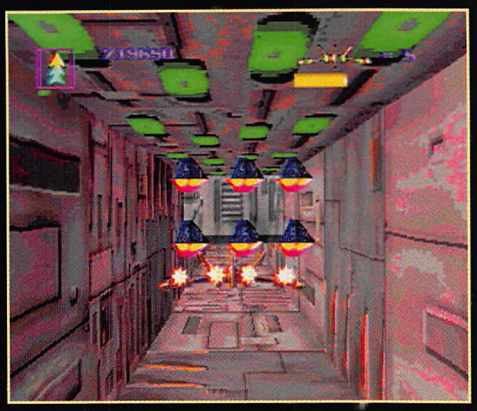


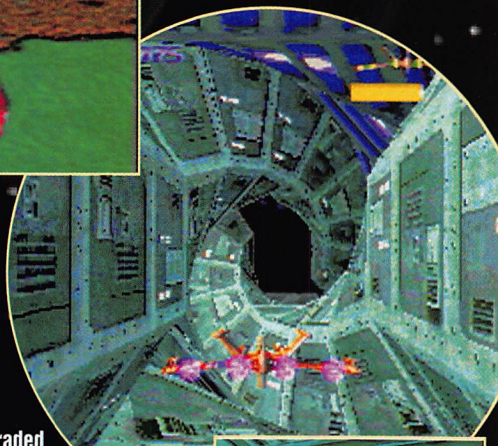






# TOTAL ECLIPSE™ TURBO





Crystal Dynamics, the original savior of the 3DO, is re-releasing one of its most acclaimed 3DO titles on the Sony PlayStation. Total Eclipse Turbo features the exact same storyline, game design, levels and enemies as its predecessor, but that's where the similarities end.

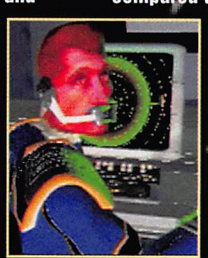
The new version that PlayStation owners will play is vastly superior to the original incarnation in almost every way imaginable.

TE: Turbo opens with a spectacular CG FMV intro that is infinitly better than the FMV in the 3DO original. The familiar behind-the-ship, three dimensional gameplay has been revamped to a level of ultra clean bliss. The levels and sprites slide in and then pass underneath you as smoothly as those found in multi-million dollar flight simulators... mmmm, smooth! That's to say nothing of the actual gameplay, which itself has been remarkably enhanced. The player's movement and general maneuvering have been tweaked to near perfection. All of the same challenge and excitement from the original version has been recreated and even further enhanced thanks to the power of the PlayStation.

Your ship is armed with a standard three-way blaster, which can be powered up to a wicked split shot or an up and down sweep shot, each with multiple power levels. When you really get into a jam, don't be afraid to unleash the awesome power of your ship's "special" mass-destruction weaponry!

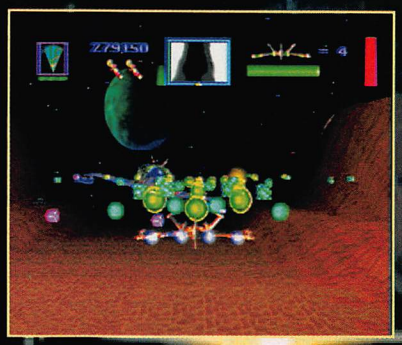
Of course, the visual performance of TE: Turbo has been upgraded for the PS. TE's graphics never looked this good! This game manages to almost flawlessly create that rushing sensation of flight over various terrestrial locales.

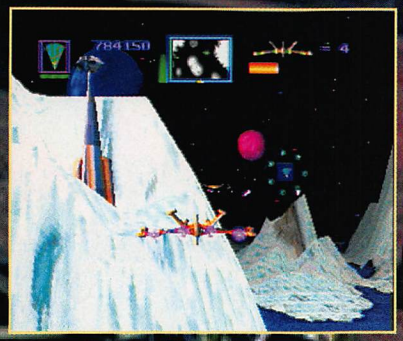
The music and sound fx are all very well done, but, compared to the action they actually sound low-key. I would have liked to hear some more violent explosions here, but there's no doubting that the game screams some great sound.



I have always contended that shooters are an excellent way to show off a system's power. This is certainly true of TE: Turbo, as it offers something for all shooter fans to get psyched about. The true shooter maniac should adore a game like this for its involving, yet sometimes extremely difficult, gameplay value. What a shame it is that more people aren't into shooting games as much as other types of games. Shooters are my personal favorite yet I seem to be part of a humbled minority. If you're a shooter fan, and are bumming over the current deficit in shooters like I am, then you owe it to yourself to feast upon Crystal's Total Eclipse Turbo!

- The Stalker





# PREVIEW

PlayStation

**DEVELOPER - CRYSTAL DYN.**

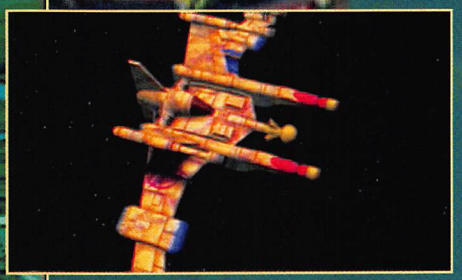
**PUBLISHER - CRYSTAL DYN.**

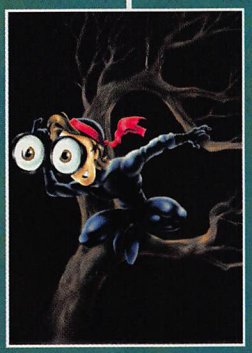
**FORMAT - CD**

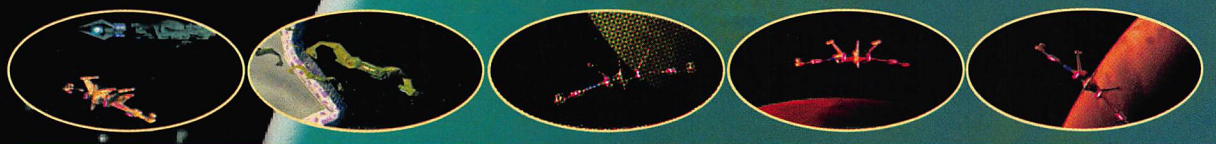
**# OF PLAYERS - ONE**

**DIFFICULTY - HARD**

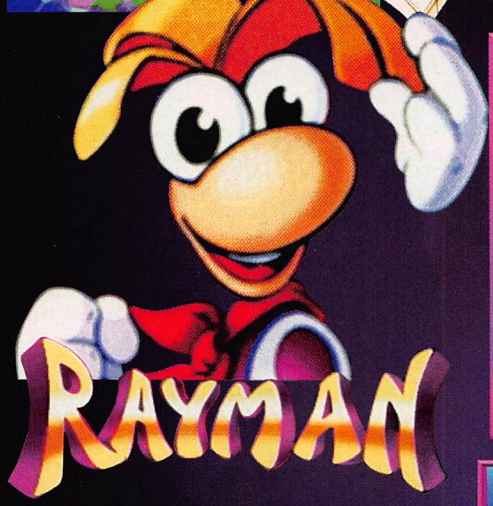
**AVAILABLE - SEPTEMBER**

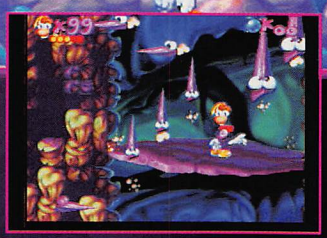






**THE STALKER**
**CRYSTAL COMES OUT OF THE GATES SMOKIN' WITH TOTAL ECLIPSE.**





Rayman has got to be one of the most unique action games I've played in a while. The talented French programmers at UBI have created an action game with amazing sights, great sounds, and one of the coolest new characters to hit the gaming scene in quite a while.

Graphics are often the key to a game's success, and above all else, optic excellence is Rayman's trump card. Rayman isn't just eye candy, it's eye caviar. Every enemy sprite oozes with personality and gives the game a unique look. Rayman himself has a cool and well-animated style. The unbelievably colorful backgrounds and highly detailed artwork are hugely impressive, but the multiple-layered parallax scrolls (up to four or five in some cases) are the icing on the cake. While many gamers out there (including myself) have criticized the PlayStation's 2D scrolling capabilities in the past, Rayman has proven everyone wrong. Excellent work UBI!

The music and sound effects are just as outstanding as the visuals. The tunes are sometimes mellow and laid back, sometimes fruity and upbeat, and sometimes dark and foreboding. They establish the proper mood, fit the accompanying level nicely, and are of very high quality. The "Boing" and "Snap" sound effects are slightly corny, but they sound great nonetheless.

To me, Rayman's main appeal lies in its playability and diversity. The control is right on, to the point where Rayman almost becomes an extension of your thoughts. I also liked the fact that RM is given new powers and abilities as he progresses in the game. You can then backtrack to the earlier levels and explore new areas of each level (very cool).

To be honest, the only gripe I have about this game is that it's a little too difficult in certain spots. I'm not a person who's prone to use a controller as a projectile, but let me tell ya, I came really close to doing just that a couple of times...it's HARD.

The bottom line is this: If you're a fan of high-quality, 2D action/platform games (like myself) and own a PS, then you should high-tail it down to your local game store and buy a copy of Rayman. This glorious UBI Soft CD features the high-quality visuals, sounds, and game play needed to satisfy even the most demanding game enthusiasts. -K.LEE

# PREVIEW

PlayStation

DEVELOPER - UBI SOFT

PUBLISHER - UBI SOFT

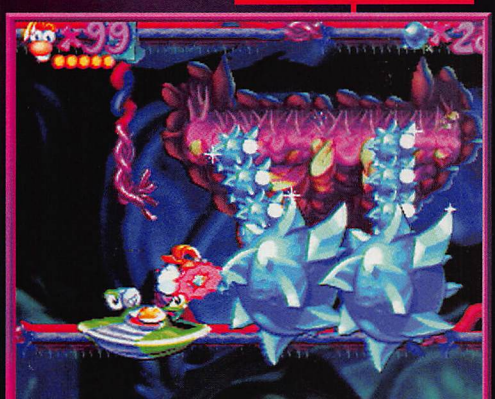
FORMAT - CD ROM

# OF PLAYERS - 1

DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER

K. LEE
RAYMAN ...ONE MORE
REASON TO BUY A
SONY PLAYSTATION!



# BATTLE ARENA TOSHINDEN 2

Toshinden as seen in GAMEFAN, Vol. 3, Issue 3.

**R REVIEW**

PlayStation

**TAMSOFT**

**SCEA**

**CD-ROM**

**1-2 PLRS.**

**AVG.**

**SEPT. 9TH**

When I reviewed this seminal PlayStation title last January, I called it one of the best fighting games ever. I guess it still is, but it's position on the hallowed Fighting Game Power Chart has slipped quite a few notches.

Why? Because SCE of America's game translation strategy is not far removed from another hardware companies. A listing of the edits committed in 'Battle Arena' Toshinden follows, from worst to least harmful. (To be fair, the decision to replace the Japanese music tracks with music from the Toshinden audio CD recently released in Japan was a great one, but there's far less rapture to be found amongst the charred ruins of the once-fantastic original Japanese version.)

1.) All the voices have been changed...for the worse, in my opinion. Ellis, the cute green-haired girl from Turkey once spouted winsome, high-pitched catch-phrases with wild abandon. Now she seems to be voiced by a young male, and her hyper-cute "Makenaimon!" has been replaced with a guttural, thoroughly un-female, I-wish-I-could-manage-a-Turkish-accent "I nevah geev up!" It's really quite sad. Other dreadful voice "improvements" were re-recording a perfectly acceptable American voice with pseudo-Scottish lamety, attempting a Russian accent for Sofia and trying to get American "actors" to repeat phrases like "Hyakkimoshuuken."

2.) The ability to do special moves with single button-presses has been cruelly removed. First of all, it's EXTREMELY difficult to pull off combos and two-in-ones on a PS pad unless you can do specials instantly. This option has been deleted by the fighting game masters at SCEA because, ostensibly, it made the game too easy. Hey... you guys knew you could turn it OFF, right?

3.) SCE changed most of the game's codes. This makes sense, I guess, as having boss codes available now would probably hurt long-term interest in the game.

4.) The hurtin' Japanese tunes have been replaced with MUCH better versions of the same songs done by the original composers for a special Toshinden music CD released in Japan. This is the only good change involved with Battle Arena Toshinden, however.

Don't get me wrong, this was and still is a great fighting game. While it doesn't quite achieve its Japanese twin's heights of joy, you'll probably love it. In spite of what you've read so far, I definitely recommend Battle Arena Toshinden... it's still one of the most visually astounding and enjoyable 32-bit titles ever, with just a few new drawbacks under its belt. -Nick Rox

# KILEAK

## THE DNA IMPERATIVE

Kileak as seen in GAMEFAN, Vol. 3, Issue 4.

**R REVIEW**

PlayStation

**GENKI**

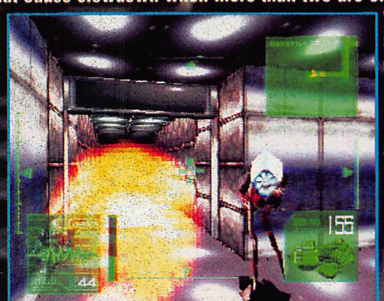
**SCEA**

**CD-ROM**

**1 PLYR.**

**HARD**

**SEPT. 9TH**



It's odd to think that in the early days of the PlayStation I considered Kileak the Blood to be a good, if not great game. This CD (now being released in the US as Kileak the DNA Imperative) seems to have lost much of its earlier luster. This isn't just because I've played the game and become bored of it, but rather because many of the other launch titles available with the PlayStation are so much better in terms of both graphics and gameplay. Of course, I've had a PlayStation since December 3rd and have played many games. You may be blown away by Kileak. If you like exploration you definitely will.

Kileak's storyline begins in the distant future as a chopper carrying an entire battalion of armored suits to an enemy base is shot down, and there is but one survivor: you. Or so you think. Once in the fortress, you work your way down into the depths of the massive fort collecting weapons and shooting things in claustrophobic corridors populated by enemies that cause slowdown when more than two are on the screen at once. Occasionally you'll be treated to a nice rendered cinema. Sounds rather exciting, huh? In all fairness, this CD sports some nice ambient, atmospheric tunes, remarkable CG cinemas presented with some of the best FMV ever seen, and a pretty cool storyline. I just can't play corridor games like this anymore, and I suspect you're kind of burnt on them too... compared to the other launch PS titles, Kileak seems pretty tame. -Nick Rox

# RAIDEN PROJECT

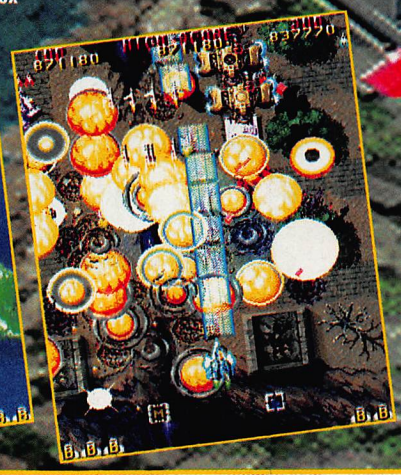
As many of you may know, I am a die-hard shooting fan, and recently I've been cruelly deprived of my shooters (Or as Slasher Quan would say, shoot games.) Except for the odd Parodius, Panzer or Raiden, the genre's been pretty slow lately... but I feel a change comin' on.

Virtually a perfect translation of the arcade games Raiden I and II, which came out in 1989 and 1993, respectively, Raiden Project is without a doubt one of the best arcade-to-home ports ever. The PlayStation, ostensibly a weak 2-D system, (my prediction: Hermie Hopperhead will quash any remaining doubts as to the PS' 2-D force) replicates two high-end arcade shooters to literal perfection, shifting hundreds of sprites ranging from an obscene amount of tiny shrapnel to massive bombs, burning swaths of laser fire, the smoking ruins of buildings you've destroyed... not to mention enemies. Although there's a conspicuous lack of parallax in Raiden Project, the arcade games didn't have any, either... what few scrolls there were are replicated perfectly. It's just as well, though - parallax would merely add more moving objects on the screen to confuse you.

There are so many enemies and so much shrapnel that closely resembles bullets flying around that you often find yourself totally lost, even if you're the shooting god. Unfortunately, SCEA has removed the unlimited continue feature and restricted the amount of continues to a mere nine. Very few people could beat Raiden II on only nine continues. It's just too hard. The choice of having unlimited credits was just that - a choice. What Sony's doing removing options in games I just don't know. Let's pray they don't turn into another Sega.

Basically what we have here is a perfect translation of two of the finest arcade shooters ever, with multiple display options, although you can no longer play the game vertically. I bet Sony of Japan had problems with people busting their TV's by attempting to play Raiden Project like the arcade game. You can still play in vertical mode, but with the controls flipped so that the game is played like a horizontally-scrolling shooter. If you're a fan of shooting games, I can't recommend Raiden more - the lack of unlimited continues is disappointing, but then again the temptation to misuse them was definitely there. Perhaps they should have been restricted... but not to a mere nine. - Nick Rox

Raiden as seen in GAMEFAN, Vol. 3, Issue 4.



REVIEW

PlayStation

SEIBU

SCEA

CD-ROM

1-2 PLRS.

HARD

SEPT. 9TH

# RIDGE RACER

Please consider a most supreme truth: If you own a PlayStation, you must own Ridge Racer. Even if you don't like driving games, you must own Ridge Racer. It's just that simple. Although the game does have only one track, (of course, so did the arcade) it isn't any less fun to play than it was back in December. RR lasts, more so than almost any other PlayStation launch title.

Although Ridge doesn't sport the gameplay or amount of tracks that Daytona does, it is, in my opinion, by far the better game. The ultra-smooth, ultra-beautiful 3-D and the pulse-poundin' power of the radiant techno tracks is virtually unbeatable. While not exactly packed wit' new features, the home version of RR features reverse and backward versions of the one track, thirteen cars and optional support for Namco's godly Ne-G-Con controller. (In a grievous side note, we've heard that the Ne-G-Con may not be released in the US. Let's hope this is not the case.) A game with only one track may not sound like long-term pure chewing satisfaction, but please trust me when I say that RR is a game you can play almost endlessly, even after you've discovered all of its myriad secrets. - Nick Rox

Ridge Racer as seen in GAMEFAN, Vol. 3, Issue 4.

REVIEW

PlayStation

NAMCO

NAMCO

CD-ROM

1 PLYR.

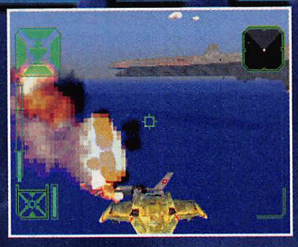
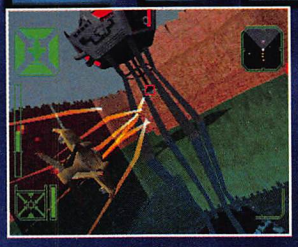
HARD

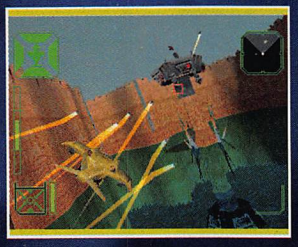
SEPT. 9TH

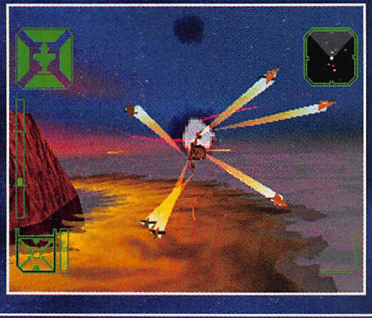
# PREVIEWS

PlayStation

WELCOME TO THE PARTY





**WARHAWK**

Sony Imagesoft is making a bold statement with their 1st batch of PS titles. I can honestly say they have the best looking and playing launch titles. WarHawk is a 3-D air-to-air and air-to-ground combat game set in the near future. This game will knock your booties off! Look for Warhawk this November. Look for more coverage in GF as it becomes available.

**TWISTED METAL**

The insane streets of L.A. become the stage for Sony Imagesoft's futuristic mobile combat game, Twisted Metal. A madman named Calypso, holds a deadly contest in the streets where the combatants must destroy all other cars using everything in their arsenal. Guns, missiles, rockets and bombs. are at your disposal, show no mercy! This game cannot be described. You'll just have to take our word for it that it truly s a breakthrough in mobile mayhem. We'll have tons of coverage as soon as we can get our mits on a preview CD. Twisted Metal is slated for November.

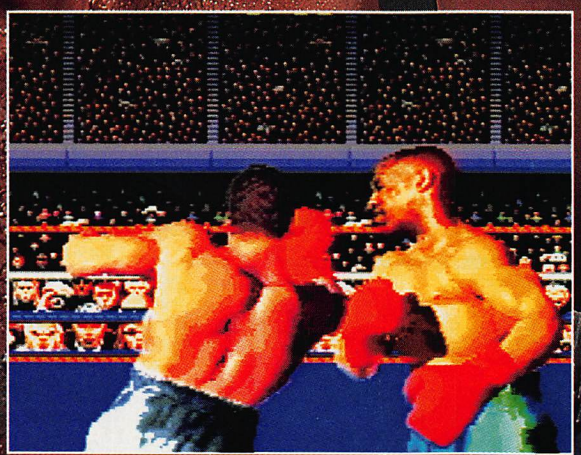
**PRIMAL RAGE**

Will the real Primal Rage please stand up... way up! Time Warner Interactive has done a stellar PS translation of the famous arcade flesh eater. All of the combo's and strategies are present in this version. We'll have more on Primal Rage PS next month.

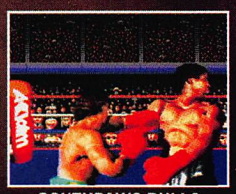
# GET TOUGH. GET REAL.

# FOREMAN.FOR REAL.

REALISTIC ATTRIBUTE LEVELS FOR ALL 20 BOXERS!



ACCLAIM'S MOTION CAPTURE TECHNOLOGY... TRUE BOXING REALISM!



SOUTHPAW? BULL? TECHNICIAN? FIGURE OUT YOUR OPPONENT'S STYLE —OR PAY THE PRICE!

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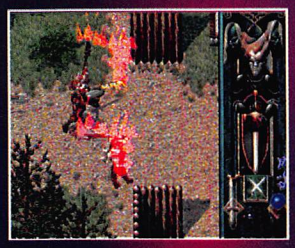
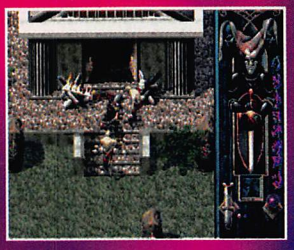
# UPDATE

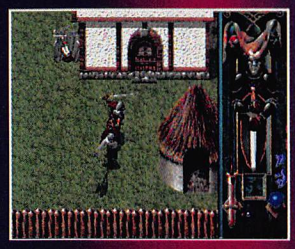
## CRYSTAL DYNAMICS

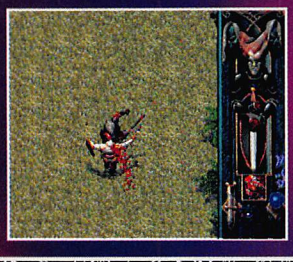
### RAISING KAIN

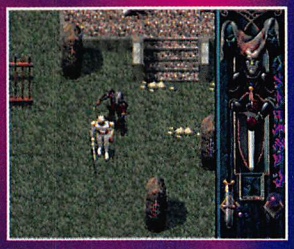
Crystal Dynamics never sleeps. Maybe that's why their next game has such a nocturnal theme. They are currently developing one of the highest powered top view adventure games ever to creep on to a console: Blood Omen-Legacy of Kain for the Sony PlayStation. This is the game that four GF editors (including myself) chose as game of the show at E3, after viewing only parts of one level. The animation, art, level design, and execution (and I mean that literally) in Kain are all the stuff that legends are made of. Could this be one next-gen game that you can really sink your teeth into? Find out next month when we interview the men behind the machines.









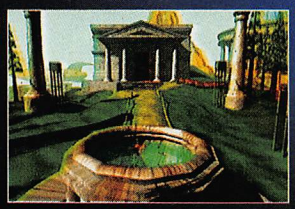


## SOLAR ECLIPSE

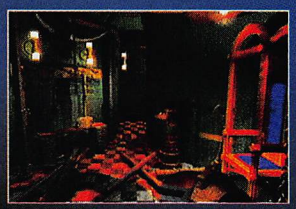
The recent technological advancements in home game consoles has ushered in a resurgence of the ever popular shooter. I guess a better name for shooters in the nineties would be 3D sensory assaults. Crystal Dynamics' Solar Eclipse for the Sony PlayStation takes you places you've never gone in a shooter. if you thought Total Eclipse was a rush wait 'til you get behind the controller with this one! Stay tuned for more Solar info. next month.

# LOOK WHAT'S LANDED ON SATURN!

Myst. The surrealistic adventure that will become your world.



EXPLORE EERIE WORLDS OF STARKLY FANTASTIC BEAUTY!



COMBINE KEEN OBSERVATION AND LOGIC TO UNLOCK THE SECRETS OF MYST!

Robotica. A world enslaved by brutal robot enforcers.

RAGE AGAINST THE ROBOTS!

ROBOTICA: MANKIND'S LAST HOPE!

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# SATURN SECTOR

# RAYMAN

**PREVIEW**

SEGA SATURN

DEVELOPER - UBI SOFT

PUBLISHER - UBI SOFT

FORMAT - CD

# OF PLAYERS - ONE

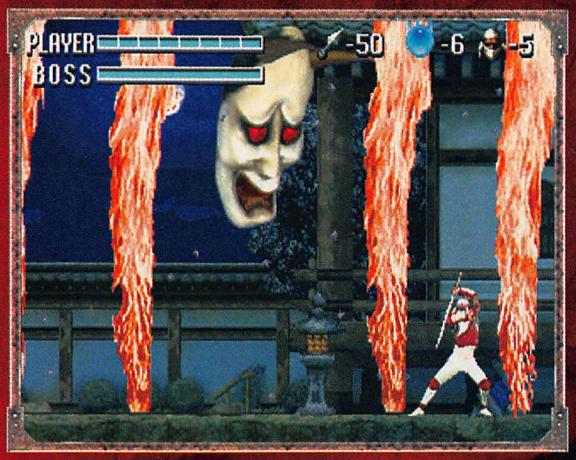
DIFFICULTY - N/A

AVAILABLE - OCTOBER

The first 32-bit multi-platform action character, Rayman, is making his way to the Sega Saturn. After cruising through just two levels of the Saturn version I have a feeling this is going to be a hard game to beat in the category. The PS and Saturn versions are definitely a cut above the Jag version, not only in the area of sound but gameplay as well. These two games may fight it out later this year for platform supremacy.

Besides the amazing artwork that has become the game's trademark, the sound in this and the PS version is unbelievably crisp and well orchestrated. UBI has obviously realized the importance of a quality soundtrack when establishing a new character. I hope to bring you much more on Rayman for the Saturn next month. 2D gaming is still kickin'! I love it! -Mr. Goo

**MR. GOO**
RAYMAN SATURN IS LITERALLY DRIPPING WITH POTENTIAL.




# 忍軍勢

## SHINOBI LEGIONS

SHOCKED? I KNOW I AM. SEEING THE VIC-TOKAI NAME ON THE BEST VERSION OF SHINOBI EVER (IN MY OPINION) IS INDEED A PUZZLING SITE.

BELIEVE IT OR NOT, SEGA OF AMERICA HAS A FULL PLATE, AND RATHER THAN DELAY THE RELEASE OF THIS MUST OWN TITLE THEY OPTED TO BESTOW IT UPON A DESERVING THIRD PARTY. VIC TOKAI WAS OBVIOUSLY THE RIGHT CHOICE BECAUSE BESIDES CUTTING THE ULTRA-CHEESY TO THE POINT OF BEING AWESOME OPENING CINEMA (THAT SOJ SPENT A TON OF MONEY ON AND I WILL SORELY MISS), THEY HAVE LEFT WHAT WAS SHIN SHINOBI DEN AND IS NOW SHINOBI LEGIONS, COMPLETELY UNTOUCHED, AS IT SHOULD BE WITH EVERY IMPORT TITLE.

NOW, THINK BACK TO THE FIRST TIME YOU PLAYED REVENGE OF SHINOBI (IF YOU DIDN'T, LEAVE NOW AND FIND ONE). REMEMBER HOW TOTALLY PLAYABLE THAT GAME WAS WHILE MAINTAINING GRAPHIC EXCELLENCE AND PERFECT CONTROL? WELL, THIS GAME IS MUCH OF THE SAME EXCEPT NOW EVERYTHING LOOKS REAL. EVERYTHING FROM SHO MUSASHI, TO THE ENEMIES, TO THE BACKGROUNDS, ARE PERFECTLY DIGITIZED AND ANIMATED FLAWLESSLY. LAYERS OF PARALLAX AND FANTASTIC EXPLOSIONS AD TO THE VISUAL FEAST AS ONCE AGAIN YOU LAY HANDS ON ONE OF THE GREATEST SERIES OF ALL TIME. GREAT SINOBI-ESQUE PCM AUDIO AND EXCELLENT SOUND EFFECTS, AS WELL AS BETWEEN LEVEL FULL MOTION CINEMA'S ARE ALSO HARNESSED WITHIN, MAKING THE JOURNEY ALL THE MORE PLEASING AND SO RE-PLAYABLE THAT YOU WON'T NEED ANOTHER GAME FOR AT LEAST A WEEK.

OF COURSE SOME CRITICS WILL SAY SHINOBI'S NOT THE STUFF BECAUSE IT IS PURE SIDE SCROLL, WITH ZERO 3D ELEMENTS. THAT IS HOW SHINOBI SHOULD BE IN MY OPINION. THE ADDED DIGITIZATION PROVIDES ENOUGH EXTRA PUNCH FOR ME. I DO WISH MORE OF THE BOSSES WERE RENDERED BEAUTIES THOUGH. THEY ARE MOSTLY ENEMY NINJA'S AND ALTHOUGH CHALLENGING ENOUGH, DO NOT STAND UP TO THE SPLENDOR OF THE PREVIOUS TRILOGY. THAT HOWEVER, IS MY ONLY COMPLAINT.

TAKE A LOOK AT THE GRAPHICS, LISTEN TO THE MUSIC, PLAY THE GAME. SUPERB PROGRAMMING, DESIGN, AND EXECUTION IS WHAT YOU'LL GET. WHETHER THAT COMES AT YOU IN 3D OR SIDE VIEW BOTH CAN BE EQUALLY IMPRESSIVE OR UN-IMPRESSIVE DEPENDING ON THE EXECUTION. IN SHINOBI LEGIONS CASE EVERYTHING FALLS INTO PLACE PERFECTLY RESULTING IN AN EXHILARATING ACTION/PLATFORM EXPERIENCE.

COME TO THINK OF IT, THIS IS THE FIRST COMPLETELY DIGITIZED SIDE SCROLLER EVER, MAKING IT A BENCHMARK TITLE. IF YOU DIG SOLID GAMEPLAY MIXED WITH SUBSTANTIAL CHALLENGE AND GRAPHIC EXCELLENCE THEN SHINOBI LEGIONS SHOULD BE YOUR NEXT DESTINATION ON SEGA'S SATURN. -E. STORM

**R REVIEW**

SEGA SATURN

DEVELOPER - SEGA JAPAN

PUBLISHER - VIC TOKAI

FORMAT - CD

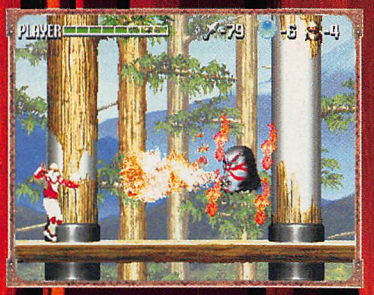
# OF PLAYERS - ONE

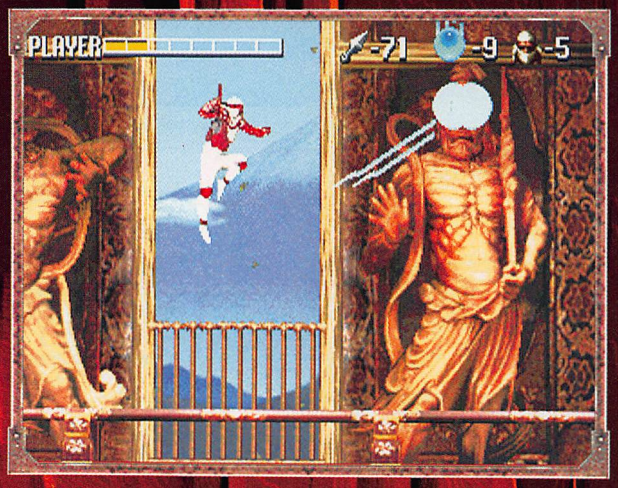
DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER

**E. STORM**
VIC TOKAI SNAGS THE LICENSE OF A LIFETIME. THIS IS THE BEST SHINOBI I'VE EVER PLAYED!

**STAGE 1** *Master your technique in stage one... especially blocking and deflecting.*

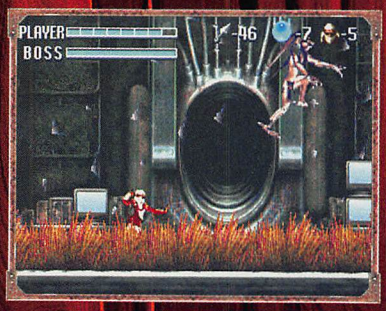


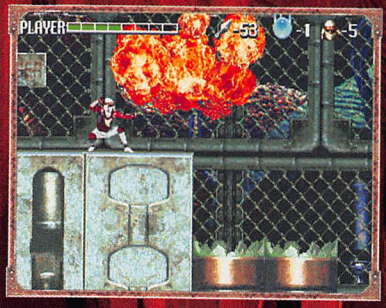


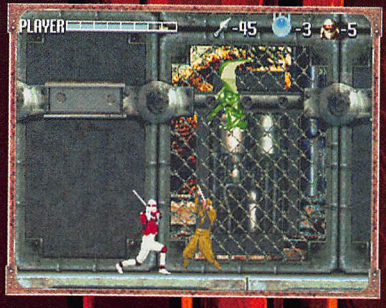



**STAGE 2** - *Vertical gameplay is what you'll find here. Ascend through the trees slashing enemies and fire breathing demons. This is one of the easier levels so collect as much as possible. Use the downward stab to slay both level guardians.*



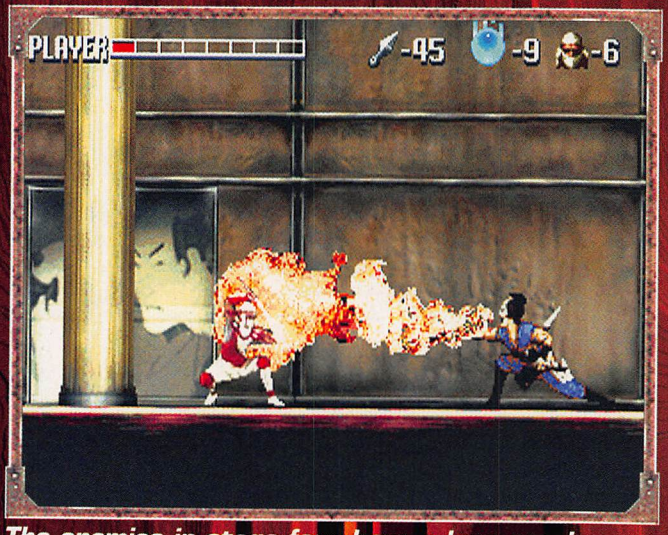

**STAGE 3**



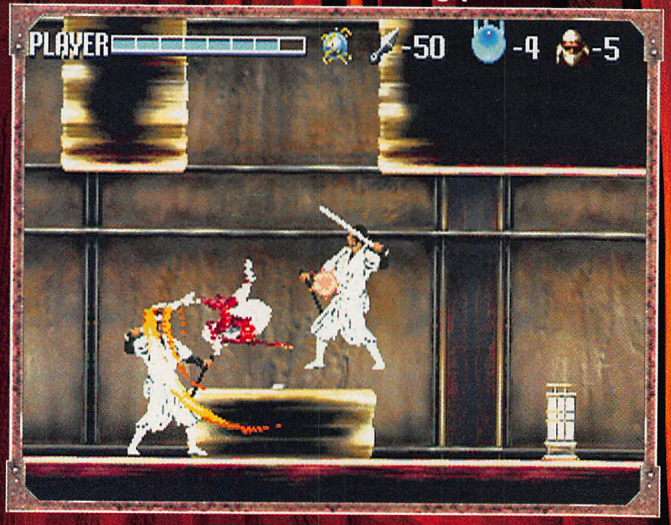


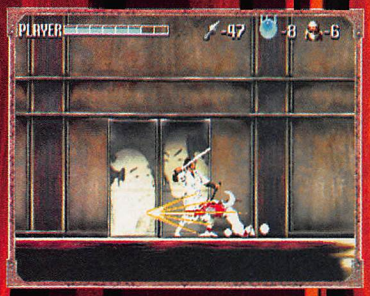
*Stage 3 conceals one secret area and tough bazooka toting Marines. Multiple downward stabs render them helpless. The boss is tricky. Don't let him get into a rhythm. Downward thrust constantly as he disappears under the brush and judge where he'll emerge. Jump away after every hit.*

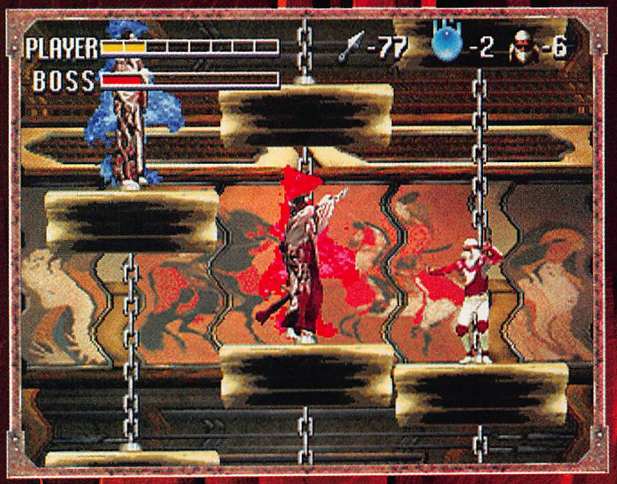
**STAGE 4**




*The enemies in stage four have a long reach. Wait for them to jump and slash them when airborne. Use the downward stab on this fire breathing gatekeeper and search every corridor. Watch for floor spears and falling platforms.*



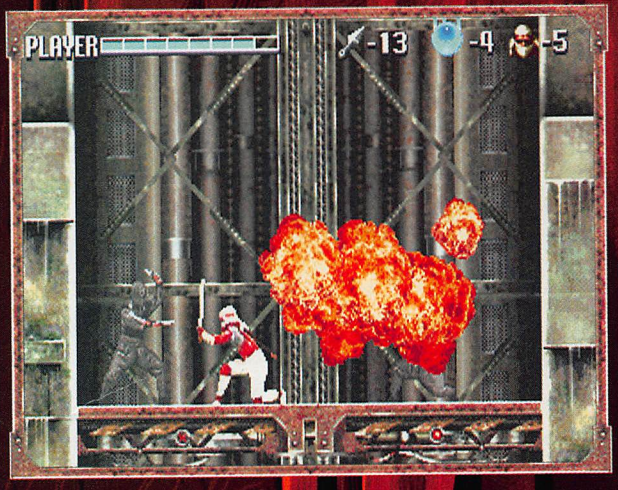


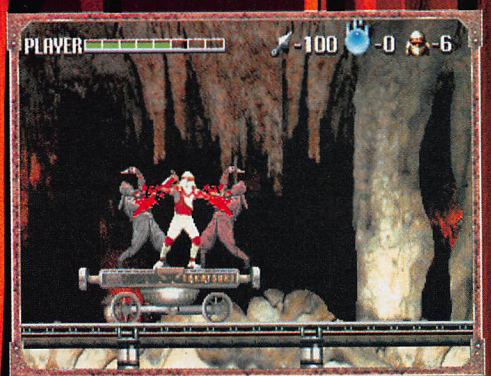


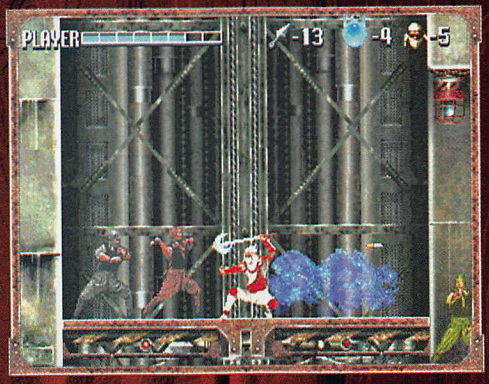

*Bank the guardian's shots back at him and be prepared to maneuver as he electrifies the platforms.*

## STAGE 5

*Things just got a lot tougher! Block constantly and slash after each shuriken is blocked. Use magic (if you're quick enough to get it) on the bomb squad pictured left and double jump at each break. Remember, you don't have to time the double jump perfectly. Just jump and then immediatly tap repeatedly. Good luck!*

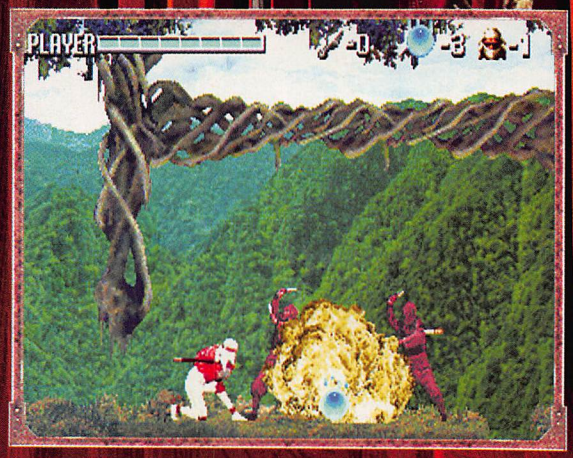


## STAGE 6

*My best advice here is to always press up when ascending. Besides that, perfect double spinning slashes and downward stabs should get you through. You don't have to kill the snakes so try and avoid them by slashing through and proceeding forward. The boss is fast and tricky. When he jumps immediately jump and slash upward or spin. Avoid his beams and stab downward to his head when he's on the ground.*

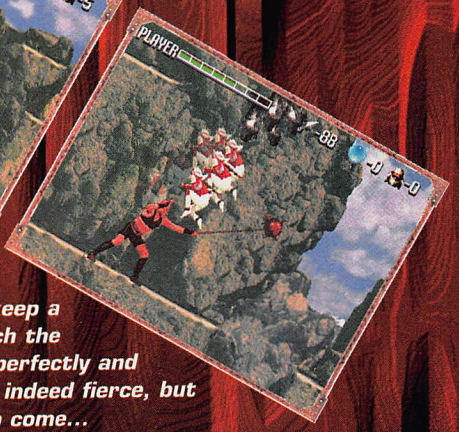


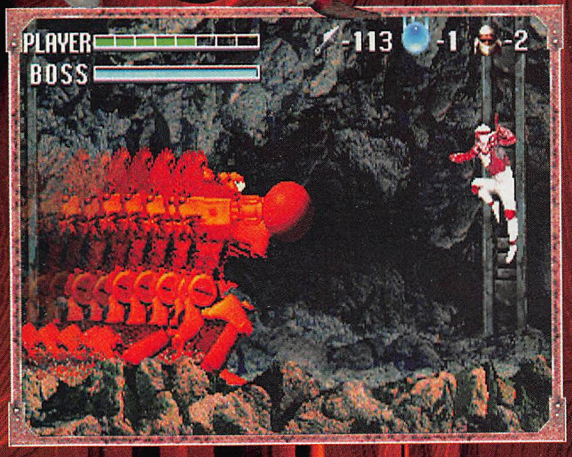
## STAGE 7

*- Remember the boats in Revenge? Well, welcome back! Always double jump and spin just above the opposing ninja. Watch for bombs as you land on each boat. Time your jumps. Rush and you're bound to get caught by a flying shuriken. The stage 7 boss is the hardest so far. Jump over him as he spins his nanuchucks and slice him as soon as he appears solid. As he weakens he becomes faster and more intelligent so be patient. One hit from him can drain half your energy!*

*He's your toughest enemy so far, but what lies ahead is even worse!*

## STAGE 8






*Stage 8 is just plain hard. Fight like mad constantly spinning, slicing deadly eagles and green ninjas. The quake inducing hammer giants don't die easy, so take a hit if you have to and move on. Break open lighter colored rocks for power-ups and keep a close eye on gaps in the cliffs. If you reach the boss avoid his laser by timing your jump perfectly and then jump over him and stab down. He is indeed fierce, but vulnerable when mobile. Stage 9 is yet to come...*

## The End?

*As you can see, Shinobi Legions is a spectacular platformer worthy of the Shinobi name. What lies ahead for this legendary series is now a mystery as SOA has let one of their biggest names out of the family circle. Will this be the last installment? Will Shinobi now appear on other platforms, such as the PlayStation and Ultra? Rumor has it that this is indeed a possibility. Either way, I enjoyed this game thoroughly and will come back to it often. E. Storm*

**BLAZING CINEMAS BRING LIFE TO THE LEGEND**

# HIGH VELOCITY

**PREVIEW**

SEGA SATURN

DEVELOPER - ATLUS

PUBLISHER - ATLUS

FORMAT - CD

# OF PLAYERS - 1-4

DIFFICULTY - N/A

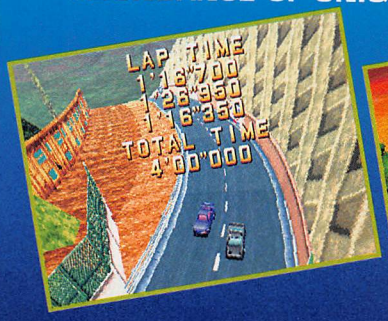
AVAILABLE - SEPTEMBER

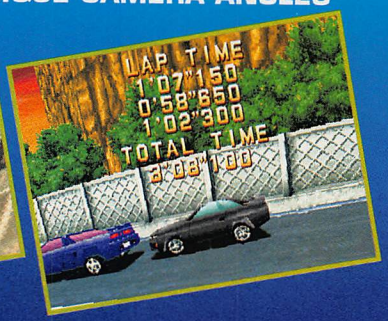
Atlus will begin their Saturn trek with Virtual Hydlide and then this fantastic 1-4 player racing powerfest, High Velocity (working title). Coming off of Daytona, I was skeptical that another Saturn racer could get my adrenaline flowing, but one lap around just one of HV's many winding roads had me convinced that, when completed, this game will easily match or surpass the excitement of Daytona. In HV you take the wheel of several snappy little import screamers like Fiats and the sort, and take to the open road where up to four players can compete on a single screen! The screen splits as you fall behind or charge ahead and then when close, merges back together. This creates the best multi-player driving engine I've ever played. Gone is the squished half screen, good riddance! In addition, HV has amazing detail and beautiful graphics. From the cliff-side winding roads, through the tunnels, to the track-side landscape, everything looks fantastic. The replays in HV are easily the best I've ever seen, incorporating endless camera angles. If all goes well, you'll be playing High Velocity by September. We'll have more as the game develops! -E. Storm

**E. STORM**
HIGH VELOCITY COULD EASILY BECOME THE BEST SATURN RACER YET.

*NO ANIMALS WERE HURT IN THE MAKING OF HIGH VELOCITY*

**HIGH VELOCITY'S REPLAYS FEATURE AN ABUNDANCE OF UNIQUE CAMERA ANGLES**

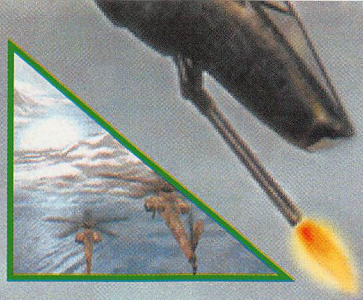


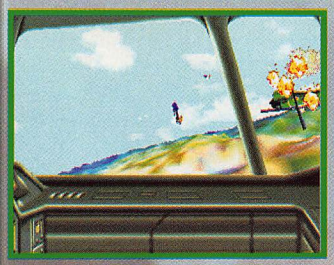



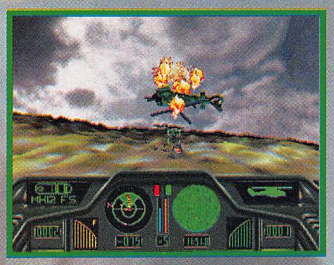

**EXPERIENCE GROUNDBREAKING MULTI PLAYER RACING AS THE SCREEN SPLITS AND MERGES IN RELATION TO EACH CARS POSITION.**

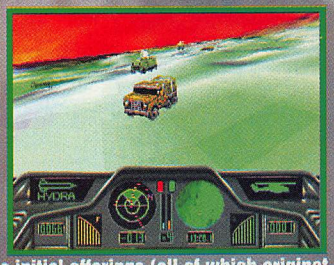
# LIGHT UP THE SKY

# BLACK FIRE









**PREVIEW**

SEGA SATURN

DEVELOPER - NOVA LOGIC

PUBLISHER - SEGA

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - N/A

AVAILABLE - SEPTEMBER

Sega's got a whole mess of gamers out there who've polished off the Saturn's initial offerings (all of which originated in Japan) and are hungry for some U.S. Saturn power. Well, stuff's comin' and here's one of the first.

BlackFire's a 3D shooter/simulation with serious pumpitude. This is one mission you won't soon complete, as there's more to BF than just beautifully colored texture mapped locales and enemies. There's enough firepower comin' your way most of the time to mash any 10 helicopters... unfortunately, you only have one. BF is very Commanche-like in its execution, (which seems a no brainer since it hails from Nova Logic) except in BF the action is even more fluid and the enemies more detailed. The surrounding CG cinemas and mission-op screens in BF are equally intense.

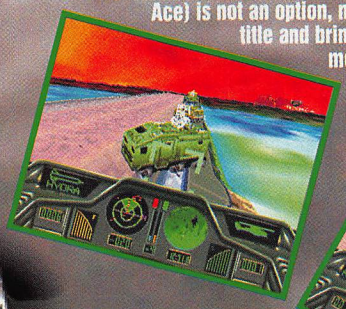
I can't really comment on the play mechanics, difficulty, or control in BF until I receive a final CD, but from the look of things, this is going to be a long, challenging, and very addicting aerial blast-o-rama. Perfect voice commands brief you on involved, completely non-linear missions that have you searching and maneuvering as much as deploying your limited arsenal.

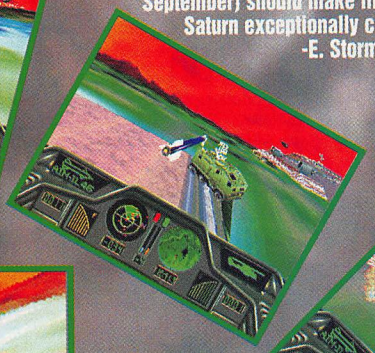
My only preliminary beef is that there is no behind the chopper view option. Although you can switch cockpit views I really like seeing my aircraft. There also seems to be a low ceiling in BF as you can only ascend a short distance. Getting high above your enemies and diving in for the kill (as seen in Wing Ace) is not an option, not yet at least. We'll stay on this promising title and bring you a review as soon as possible. In the meantime, BUG, Astal, and Shinobi (all three should be spinning in your CD by mid-September) should make life on Saturn exceptionally cozy.

-E. Storm

**E. STORM**

FLY THE UNFRIENDLY SKIES WITH NOVA LOGIC'S LATEST CHOPPER SIM. THIS GAME HAS MAJOR POTENTIAL!





# Virtua Racing

## VR REVIEW

SEGA SATURN

DEVELOPER - TIME WARNER

PUBLISHER - TIME WARNER

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER

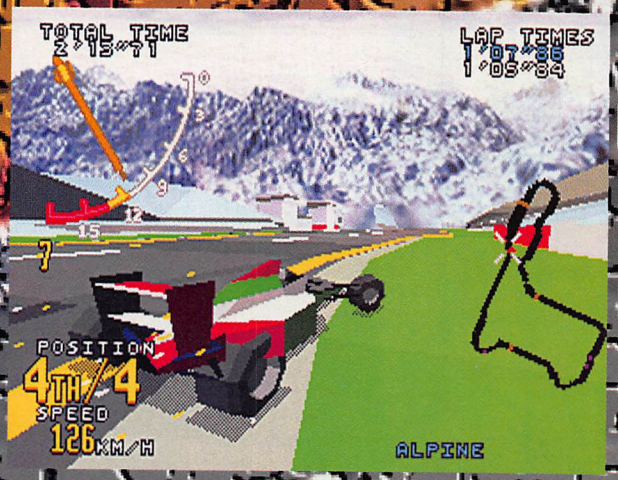
# VIRTUA FINANCING AVAILABLE

I LOVE Virtua Racing in the arcades; I must have dropped more tokens on that landmark coin-op than any other game, except maybe the five SF IIs. So it was with both reverence and skepticism I entered into this review.

VR Saturn starts off with mondo eye pleasure in the form of brilliant hand-drawn backgrounds for every track. The lights of Tokyo, the mountains of the European Alpine, or the canyons of North America provide a wonderful backdrop to the familiar, silky-smooth flat-shaded polygon displays. Well, not necessarily THAT familiar...TWI added seven new tracks, for a total of 10 (including the arcade originals)! Each track ranges in difficulty, so there's plenty of challenge even for experts.

VR's game play is superb overall, but there are a few minor flaws. On the positive side the control is ultra-responsive and tight. Factor in the four new cars (such as a Porsche 911 and I.M.S.A. GTP Racer) and the new tracks (many of which feature jumps to catch air) and you'll have lots to play. The game features a highly polished two-player split screen mode, a practice mode, and an arcade mode. In the new Grand Prix mode, you start out with a lowly Go-Kart and must earn points for high finishes to upgrade your wheels! Once you've entered GP mode you have to race a grueling ten laps in each circuit. I found this lengthy and wish I could choose less, while other editors felt ten laps was just enough, so you make the call.

My only other complaint centers around car interaction. The opponents always lock onto you and try to cause a wreck, even if it's suicide for them too...not only is this unrealistic, it's vastly different



## ARCADE: 3 SATURN: 9 YOU MAKE THE CALL

from the arcade AI—you have to get used to it. Additionally, you always spin out the same way and come to a complete stop when you wreck, whereas in the arcade there was more sliding and a greater variety of wrecks (which weren't caused quite as easily).

And now a word to the coin-op cruisers out there like me, who poured a gazillion quarters in to the arcade VR. Remember that cool TM Sega voice, like "Time Bonuh!" and the ever so Sega like music samples that played so happily at each checkpoint? Well, they're still in there, but now sound, well, in my opinion, kinda' broken.

Overall Virtua Racing for the Saturn is a great game. As a die hard arcade goer I probably have more complaints than most, so keep that in mind. The most important aspect of any game is fun and lasting power, and VR Saturn has enough of both to feed Kid Fan. There's so much more game play that it's definitely worth putting the pedal to the metal again.

*Your first destination is the Cemetery. First you bust open tombs and then you bust open some zombies. Pick up valuable items (items vary with each quest) and head for the Vampire's Castle.*

*Your next goal is to find the Vampire's Castle hidden deep in the thick woods.*

*Once inside, be sure to check every room. Pillage chests and locate all of the blue orbs. Activate them by pressing the "X" button. This unlocks the door to Dracula's lair.*

*Be sure you're wearing the crucifix and swing like a madman. Snag the lantern and head for...*

# R REVIEW

SEGA SATURN

DEVELOPER - T&E SOFT

PUBLISHER - ATLUS

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - ADJUSTABLE

AVAILABLE - AUGUST

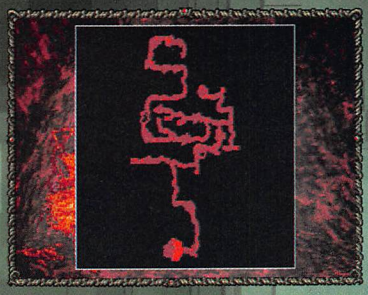
**MR. GOO**
KILL THAT TREE, DUDE!

# VIRTUAL HYDLIDE

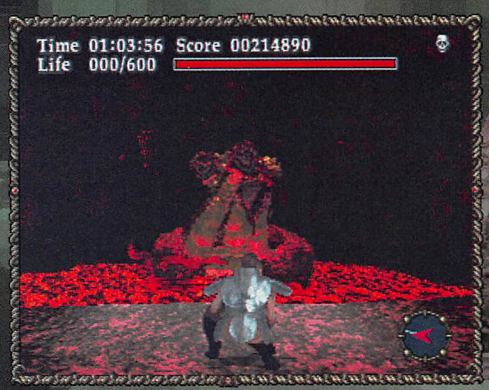
At a glance one might think that Virtual Hydlide is no more than pixely digitized graphics in what would be a garden variety first person RPG. In actuality however, it is much more. As someone who gives every game a chance to shine, regardless of the graphics, I can honestly say that there is a pretty cool game here. In fact, had the designers picked a more attractive specimen, or added a shapely female to the options, VH would be downright spirited. I don't mind the pixels so much, but what's this semi-overweight dude doing defending the fairy world? And who dresses him? I imagine this is how Robin Hood would look if they had fast food in Sherwood Forest.

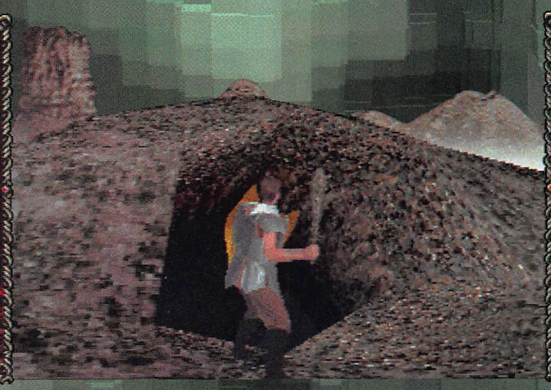
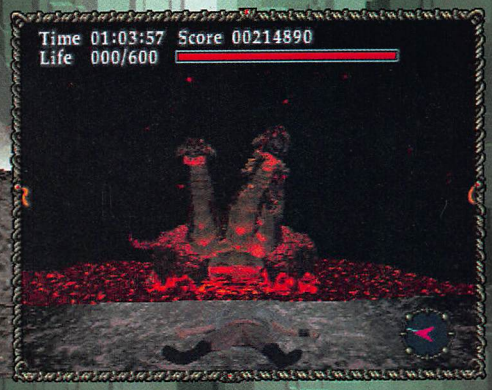
One of the coolest gameplay aspects in VH is that each time you play, you can create a new world, and even tailor the difficulty. The adventure is comprised of scouring the vast country side, rich with hills, dark forests, and foggy skies, on route to your next destination, where individual adventures and various beasts await. You'll enter a series of challenging castles, labyrinths, caves and the such, each unique in its strategic elements. The fire cave is particularly dark and foreboding lending an air of claustrophobia to your quest. You can find and use a variety of herbs and potions, as well as key items needed to enter certain areas. Weapons have weight in Hydlide so just rigging your character has strategic elements. The 3D in VH is a tad framey but executed well. While there are some glitches when caught in a tight corner, it does not hinder the gameplay. Overall, VH is a unique game that may or not appeal to the Action/RPG enthusiast. I guess it all depends on your individual taste. I personally had fun with this game and will soon add it to my Saturn collection. -Mr. Goo

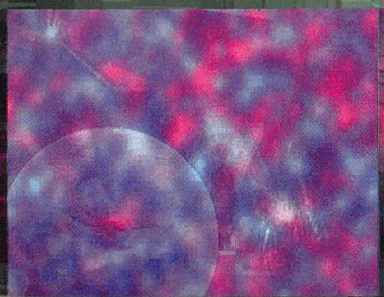
*The Dungeon of Trials. You're best bet in this wicked place is to tuck away you're sword and run like hell past the electric fields. Collect the spell of truth and head for the Labyrinth. Equip the spell and enter. Once inside, locate the main room and look for the dark section of wall. Enter, and gain the Fire Amulet. Be sure to kneel and heal.*



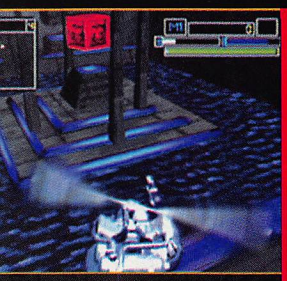
*From the Labyrinth, it's on to the Fire Cave, which is surrounded by vicious silver goo monsters. This is where the adventure begins to get really tough. Making it past the guards through the long twisting caves and finally to the guardian is one thing, killing him is another. As you can see, our hero lies dead at the end of this layout. He did however continue and eventually slay the beast. This is where our journey ends. From here you're on your own. Remember, don't eat any poison herbs and travel light...*

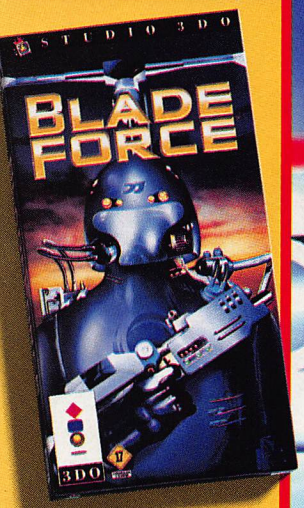




BLADEFORCE. The year–2110 AD. The city–Meggagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hello Mr. Criminal. My gun is bigger than yours." You fly in real time. You fire in real time. They die in real time. Have a real good time. *Features:* 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.





# All Those In Favor Of Gun C

Who's responsible for these two NRA favorites? The warped minds at Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

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BLADE FORCE™

# KILLING TIME™

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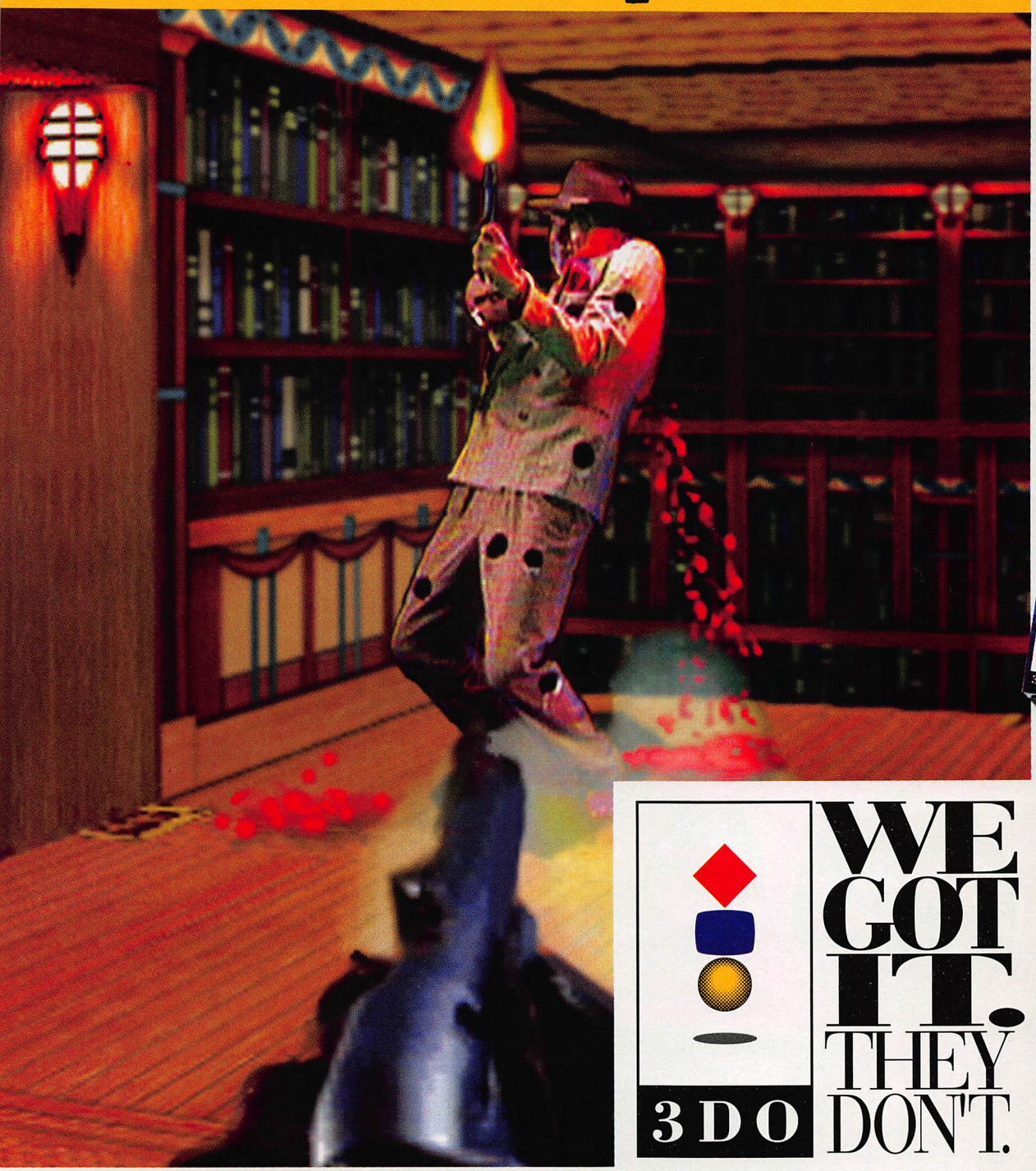
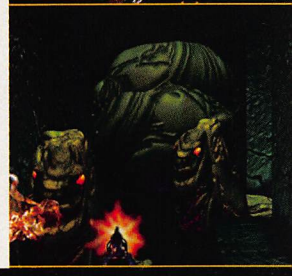
ontrol, Please Skip This Ad.





3DO

WE GOT IT. THEY DON'T.

KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. *Features:* 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

# 3DO ZONE

## ballz the director's cut

**PREVIEW**

3DO

DEVELOPER - PF MAGIC

PUBLISHER - PANASONIC

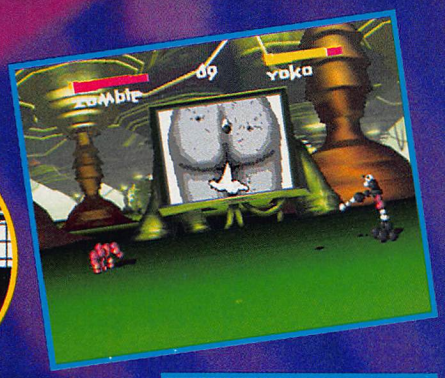
FORMAT - CD

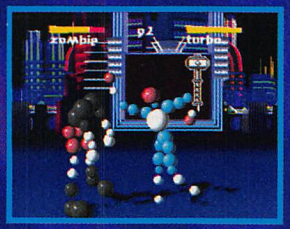
# OF PLAYERS - 1-2

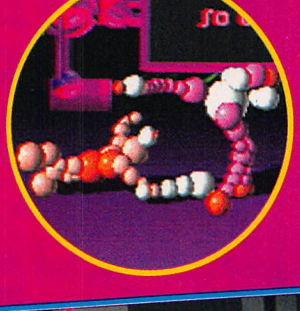
DIFFICULTY - N/A

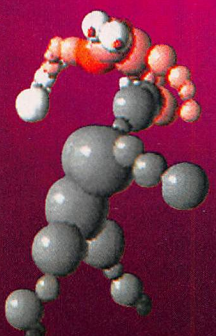
AVAILABLE - SEPTEMBER

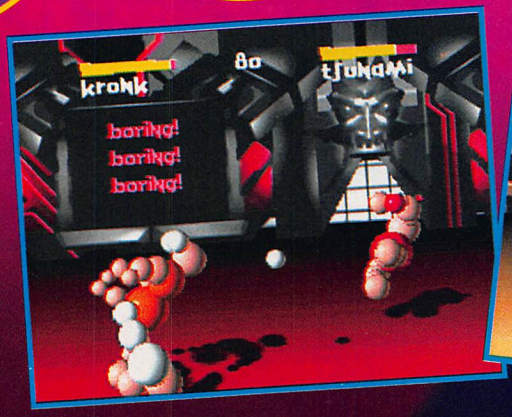
**SLASHER QUAN**
BALLZ, A TRULY UNIQUE FIGHTER GETS A POWERFUL 32-BIT FACELIFT.











Panasonic decided that they needed balls...er, Ballz, and thus the powerfully enhanced 3DO version of the bouncy, jiggly, 3D fighter is here. If you were a 16-bit Ballz fan, this version's for you.

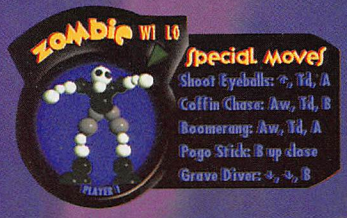
Ballz: The Director's Cut is more than just a version with stuff "put back" that was left on the drawing board, it's been overhauled from top to bottom. For starters the wondrous 3D rotation and scaling effects are now 100% smooth and fluid, with no character flicker like in the 16-bit carts. All of the graphics have been redone with 24-bit beauteous colors and shading, you'll love it. While you're checkin' the pix be sure to tune in the all-new CD music with weird voices and bonko sound fx. Each fighter now has INDIVIDUAL grunts, groans, and squeals, which adds actual personality to the characters.

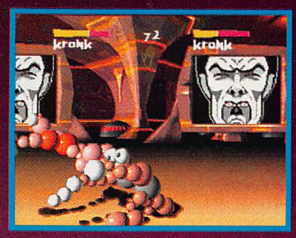
Extras abound in this version, such as extra bosses, extra moves, and extra character animations when you win; such as your fighter playing pool with the busted ball remains of the opponent. Humor abounds in Ballz, it's half the basis of the game!

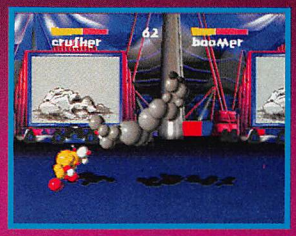
The basic game play is the same, with jump, punch, kick, dodge, and tons of special moves, most of which are simply described on screen. I have only one wish for the final version of Ballz: BALLTALITIES!

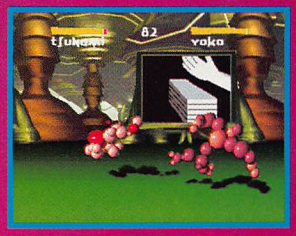
If you've never played Ballz, let's say that the fairly simplistic play mechanics and lack of real blocking put this game into more of an "alternative fighting" category; it's definitely not a hardcore fighter. On the other hand I guess it could be if you like the wacky side of gaming! SF fans probably won't get into the style, but as a purely fun game, Ballz has major potential. Check in for our review soon.

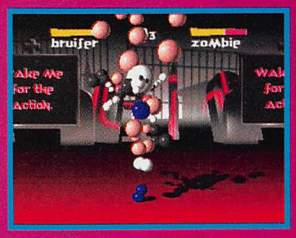
-Slasher Quan

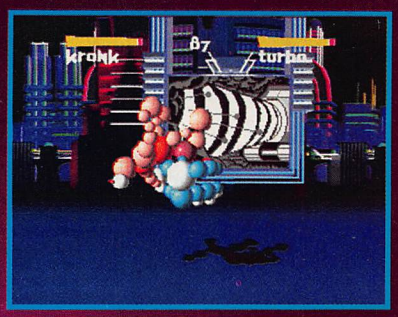


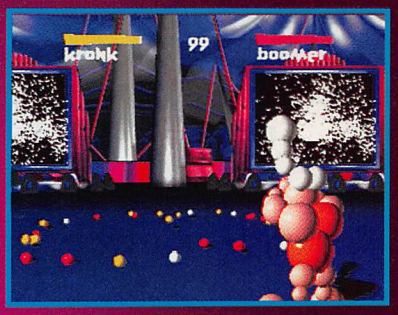



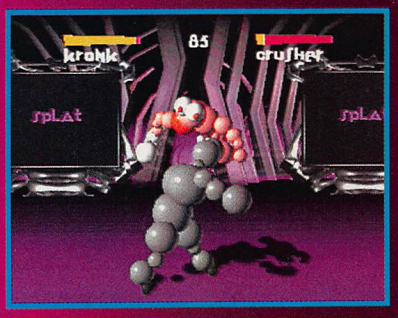



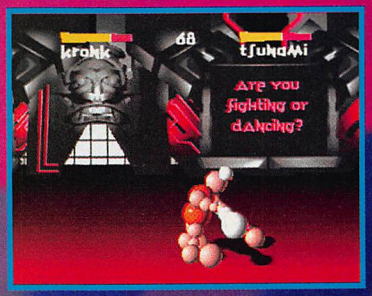



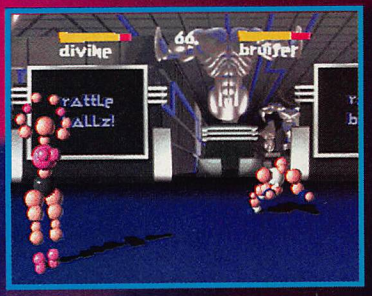



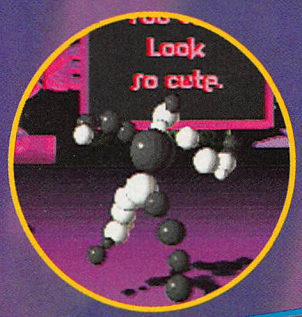



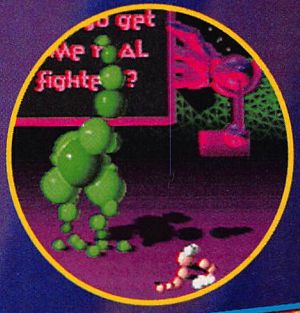



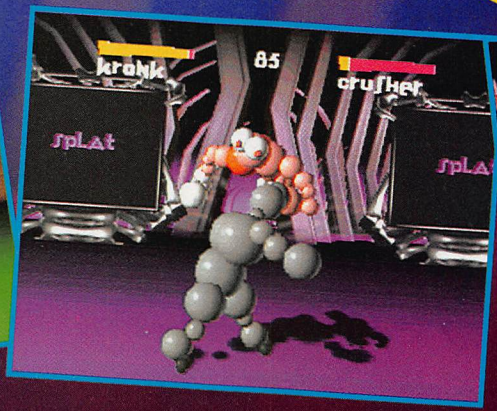



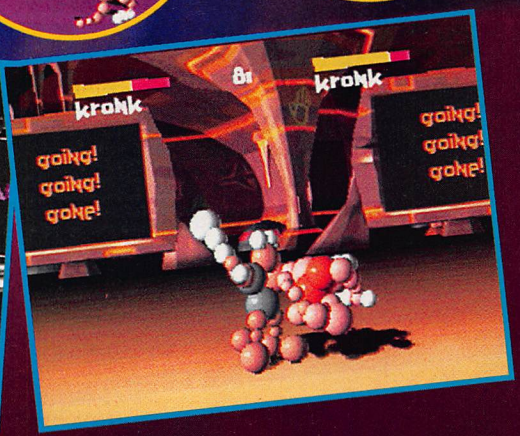


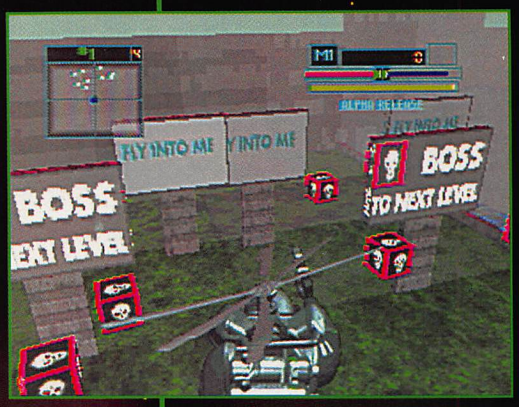










# BLADE FORCE

PREVIEW

3DO

DEVELOPER - 3DO STUDIOS

PUBLISHER - 3DO CO.

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - MEDIUM

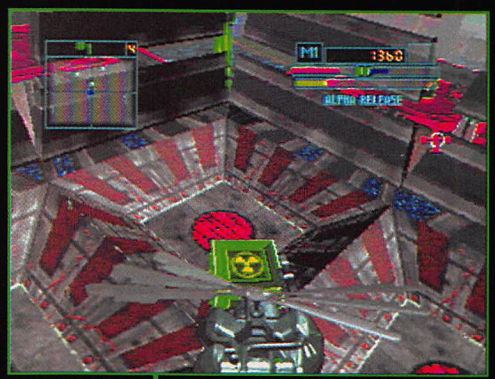
AVAILABLE - SEPTEMBER

SLASHER QUAN

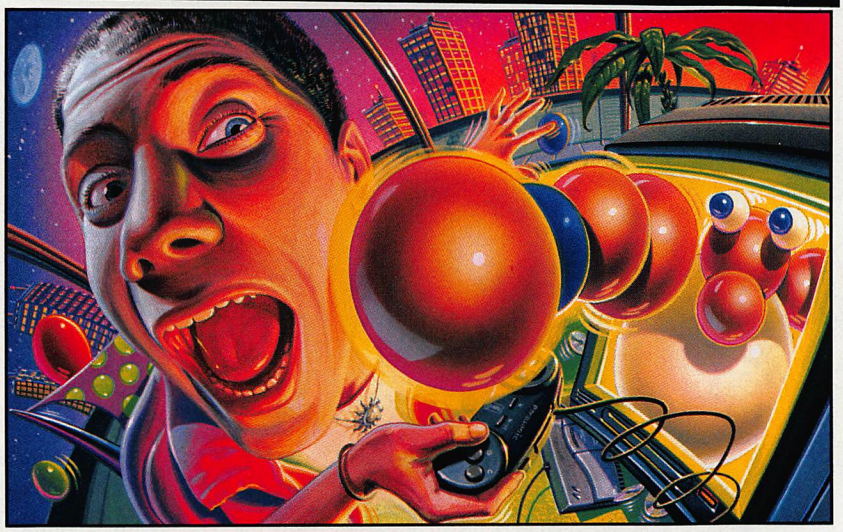
Leave it to 3DO Studio to bring us a 3D, rocket-powered explosionfest so overflowing with texture-mapped glory, you might look for an M2 logo on your 3DO. I thought PO'ed was amazing, but Bladeforce almost separated my jaw from my face.

In Bladeforce you control a high-powered vigilante who uses a rocket pack and big guns to hunt down a bunch of grungy ex-cons. Okay, I'm speculating a bit on the story...you see, in the preview version I was treated to some spectacular FMV story scenes profiling both the hero and the enemies, including one thug with a blood-dripping knife. However, the voice wasn't in yet. For all I know the hero's trying to hunt down and slaughter anyone who sends mail with postage due, but somehow I'm guessing that's not the case.

Anyway, the game play's just what you'd imagine...you can fly in any direction, including strafing (yeah!) and reverse. You have a main machine gun and selectable missiles, which range in strength from M1 to M3. (Suppose that's a hint? 128-bit 3DO? Nahhh, couldn't be.) The game has GIGANTIC, open-air levels where you seek and destroy power towers, cont'd.

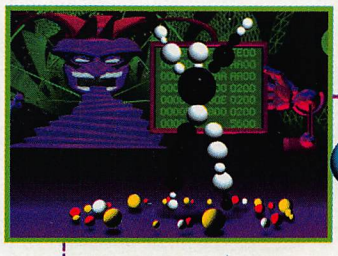


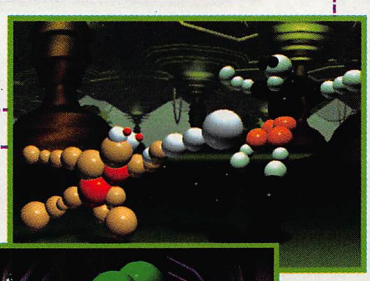
# "ONE BALLZY MOVE AND

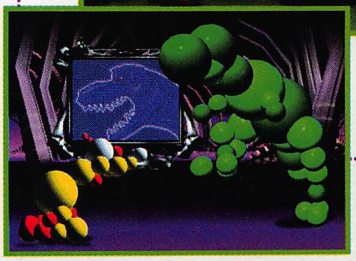


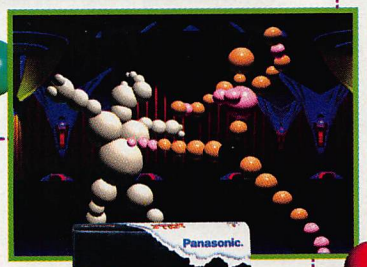
# SUDDENLY I'M SUCKING SIDEWALK."

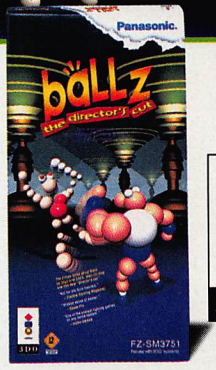
An Experience from the REAL 3DO Zone™, Tony "Two-House", IL












12

GUIDANCE FOR 12 & UNDER

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3DO

## ballz The Director's Cut

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

Panasonic Software Company

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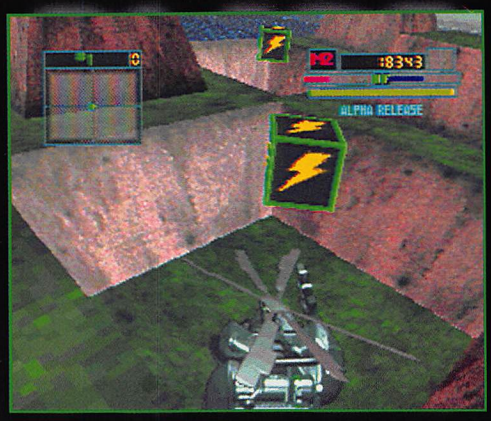
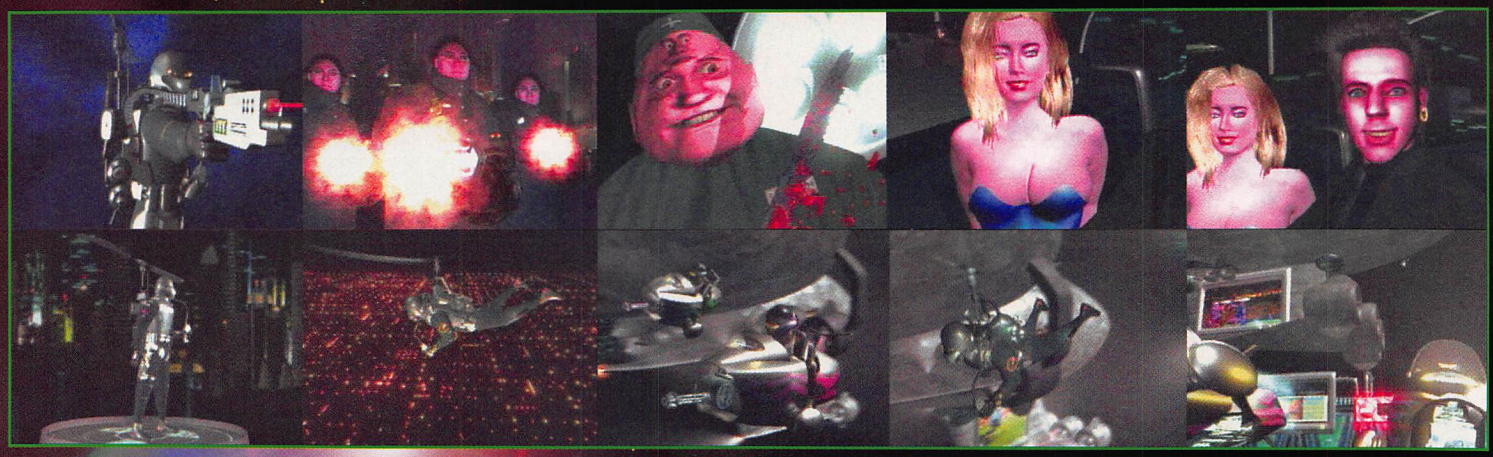
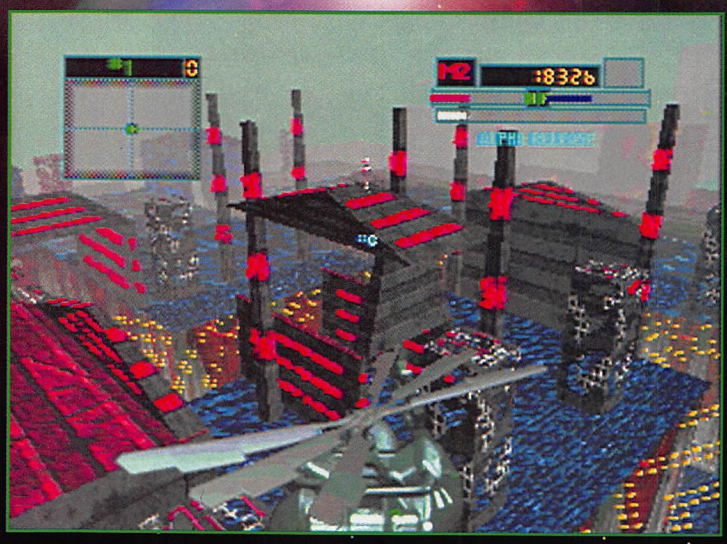
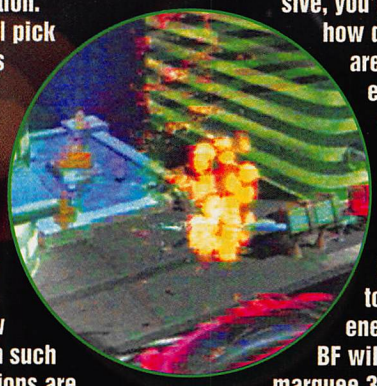






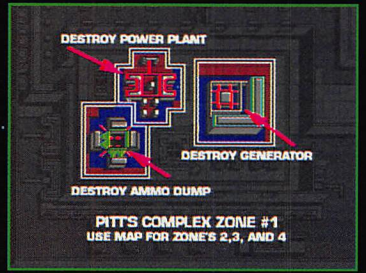
energy fields, gunnery installations and other such devices. Blowing up a generator could open new areas of the level to exploration. Along the way you'll pick up standard goodies like fuel, new missiles, and chicken...I mean health, oops.

As for the graphics, it's just yet another benchmark in 3DO texture power. I didn't know the 3DO could reach such heights! The explosions are so realistic, the scrolling is so fluid, the details are so amazing...well we've got pix, see for yourself. The fog effects are especially impressive, you'll be shocked at how different structures are covered in different amounts of fog depending on your proximity to the objects.

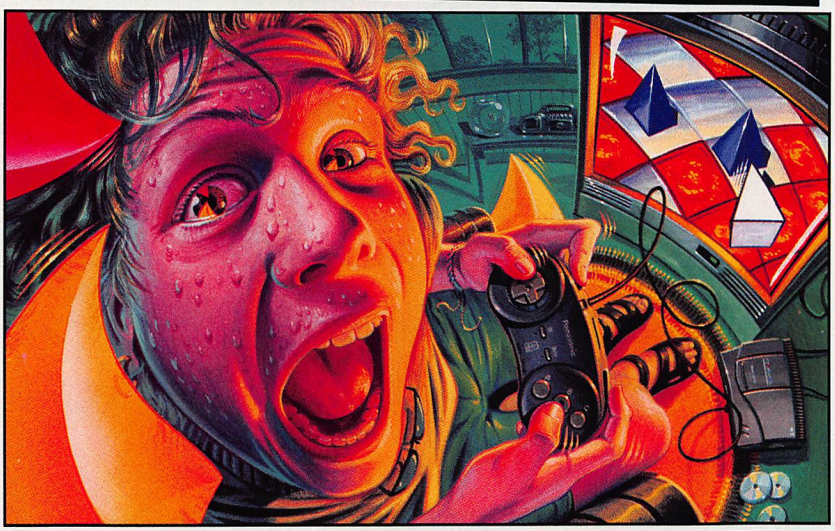


The BladeForce I played was very incomplete, but if tons of missions and enemies are added, BF will be one of the marquee 3DO titles.

—Slasher Quan



# "JUST MOWIN' DUDES DOWN



# 'TIL THAT ORANGE MEANY WAXED ME."

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E
EVERYONE

3DO

An Experience from the REAL 3DO Zone™, Louie "The Worm", OH

## ICEBREAKER

R·E·A·L 3DO ZONE

"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board. 150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."

Panasonic
Software Company

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Thanks to EA, another blissful Doom-style shooter is headed to the 3DO...only this one mixes extreme strategy with the carnage. Unlike most other Doomers where you simply guide a lone hero through enemy infested corridors and environments, in Space Hulk you command a squadron of mechanical Terminators to do your bidding! To me, the multi-Terminator control is Space Hulk's greatest asset. When the game is paused you can pre-program other terminators (anywhere from 2-10 or even more) to perform certain tasks. Imagine, your goons can hold the line in one place, decimate the beasts in another, set a room on fire, or make a run for med supplies, all while you're pumping a "Genestealer" full of hot lead! And the best part is, you can cycle through each robot at will and change your strategy as the conditions change (very cool). Don't think the strategy gets in the way of the action, it doesn't...the two elements are surprisingly well-blended. SH is based on a Games Workshop RPG, and it's good to see the strategy wasn't discarded. Space Hulk's graphic environment shows just how far the 3DO has come...remember first gen releases like Monster Manor? SH is probably the best 3D on the 3DO yet, and the textures are mouth-wateringly good with only a little pixelization on close objects. What I really like is the insane amount of splattered brains and guts whenever you gun down one of the shark-like Genestealers. I particularly enjoyed hanging out in a room, blasting away 20 or so of these creepies, and watching with bloodthirsty glee as the carnage piled up on itself. SH is comprised of several different missions, and in each mission you have a specific objective, such as terminate, rescue, decoy, or the good ol' suicide run. The play mechanics are very Doom-ish with the standard walking, shooting, and the ability to look up and down...the only thing I couldn't find was a strafing, or sidestep move. Not only can you blast the monsters, but you can engage in hand-to-hand combat and block with one arm and parry with the other. The whole theme of Space Hulk is well executed, great sci fi with plenty of convincing story. There are many 3DO 3D blasters, but SH is one to look forward to...I can't wait for the review version to show up.

—K.LEE

# SPACE HULK

**PREVIEW**

3DO

DEVELOPER - KEY GAME

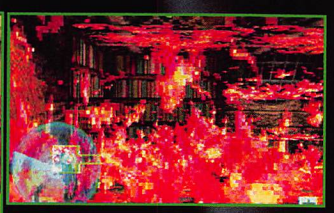
PUBLISHER - EA

FORMAT - CD ROM

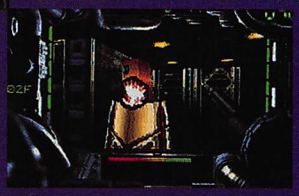
# OF PLAYERS - 1

DIFFICULTY - MEDIUM

AVAILABLE - NOW

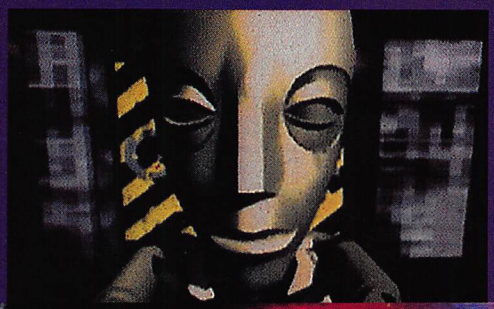


*You're the ultimate killing machine, part man and part robot. So what comes out when you tinkle? Never mind that. Get to the lab and exact your revenge on that twisted scientist.*



*Enjoy the smell of burnt metal? Good. You'll need to blast hoards of evil motoids like this one in order to survive.*

*He may look like a waste of good aluminum, but this android will come in handy when things get hairy. He'll send you useful bits of information through your communications circuit that will help you in your mission. (In other words, don't pump him full of lead.)*



# If a mad scientist brings you back to life as a part-human, part-robotic killing machine, do you blow him away or call him Daddy?

*Cool game, huh? Wait until you see* Iron Angel of the Apocalypse: The Return.

Here's a relationship that's even too screwed up for one of those cheesy talk shows. Introducing *Iron Angel of the Apocalypse*.™ A mad scientist has created you, the Iron Angel, from flesh, bone and metal. But he didn't program you to mow his lawn and serve drinks at his parties. He wants you to rid the world of the human race. Luckily, you still have enough brain tissue to realize that the world could do without this lunatic. With the help of a lovely assortment of big-ass guns, your mission is to blast your way to the scientist's lab on the top floor. If you make it, you can give Pops a Father's Day gift he'll never forget.

*He may have created you, but there will be no father-of-the-year awards for this wacko.*

SYNERGY

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# JAGUAR'S DOMAIN

**REVIEW**

JAGUAR

DEVELOPER - UBI SOFT

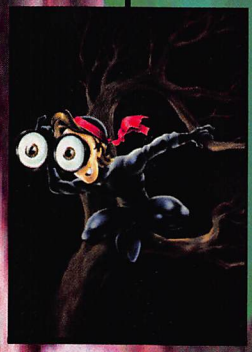
PUBLISHER - UBI SOFT

FORMAT - 16 MEG CART.

# OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - AUGUST



**THE STALKER**
**RAYMAN... THE BEST JAG GAME TO DATE!**

## RAYMAN

Imagine a gleeful little guy who has no arms and no legs. He can't even crawl without being taught how... not your everyday platform hero. Enter Rayman, stage left. Rayman is a funny little guy with free-floating hands and feet orbiting his egg shaped body. As he progresses, he will learn more vital techniques and skills to use against obstacles and foes he encounters.

Rayman, LOADED with brilliant artistry and a refreshingly alternative feel, is among the best games ever coded for the Jaguar. It simply looks fantastic.

The sounds are great, having much to do with some excellent synthesizer work done by UBI. The subtle, ringing and popping sound effects have been well done and are perfectly employed in the game.

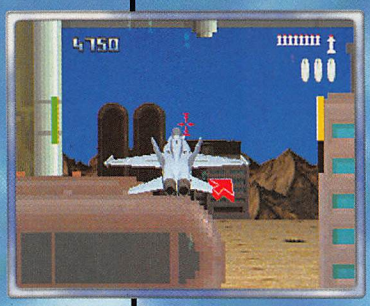
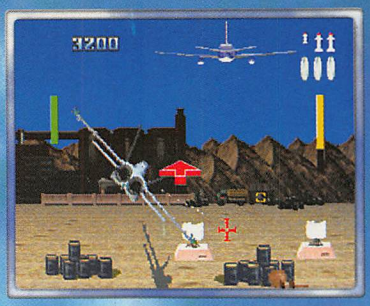
I'm pleased to say that Rayman plays remarkably well - even given those atrocious Jaguar controllers! There is a wider spectrum of movement available to players of this game than in many other platformers. Besides the usual jogging and jumping found in almost every game of this kind, you can crawl, run, climb up things, ride the back of a giant wasp, and even use your character's hair as a helicopter! Rayman can throw a normal punch or charge up to launch a ballistic punch half way across the screen to deliver a knockout blow from a remote position.

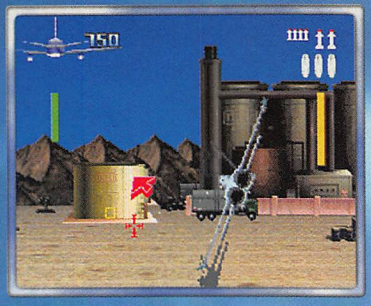
Playing this game all the way through is a difficult task, and may require a lot of time, precision jumping and perfect timing are a must. Thankfully you can save the game after defeating each massive guardian.

The bizarre enemies found in the normal stages are generally very easy to defeat, but it will take a lot of trial and error to master the tougher bosses. There are many areas where a great deal of caution and intuition must be used to make it out alive - so keep on your toes! Each world is punctuated with a boss character. Each of these bosses have a single (sometimes well hidden) weakness that must be exploited in order to beat him.

Thank the Great Protoon (nice pun, eh?) because this cart's FINALLY ready for release. In the midst of a horrid Jaguar game drought, this one game has been particularly conspicuous in its absence. Snatch this game up and get set for a totally cool ride sure to satisfy any true platform/action fan. -The Stalker

RAYMAN BRINGS A NEW LEVEL OF GRAPHIC SPLENDOR TO THE JAGUAR!
RAYMAN AQUIRES SPECIAL ABILITIES AS HE PROGRESSES. THESE NEW PLAY MECHANICS BECOME PARAMOUNT IN EACH STAGE AS YOU UNLOCK THE SECRETS IN EACH WORLD. YOU MUST FREE ALL ELECTOONS TO BEAT THE GAME!

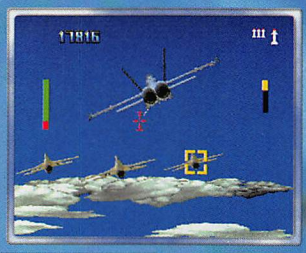





# BLUE LIGHTNING

**REVIEW**

JAGUAR CD



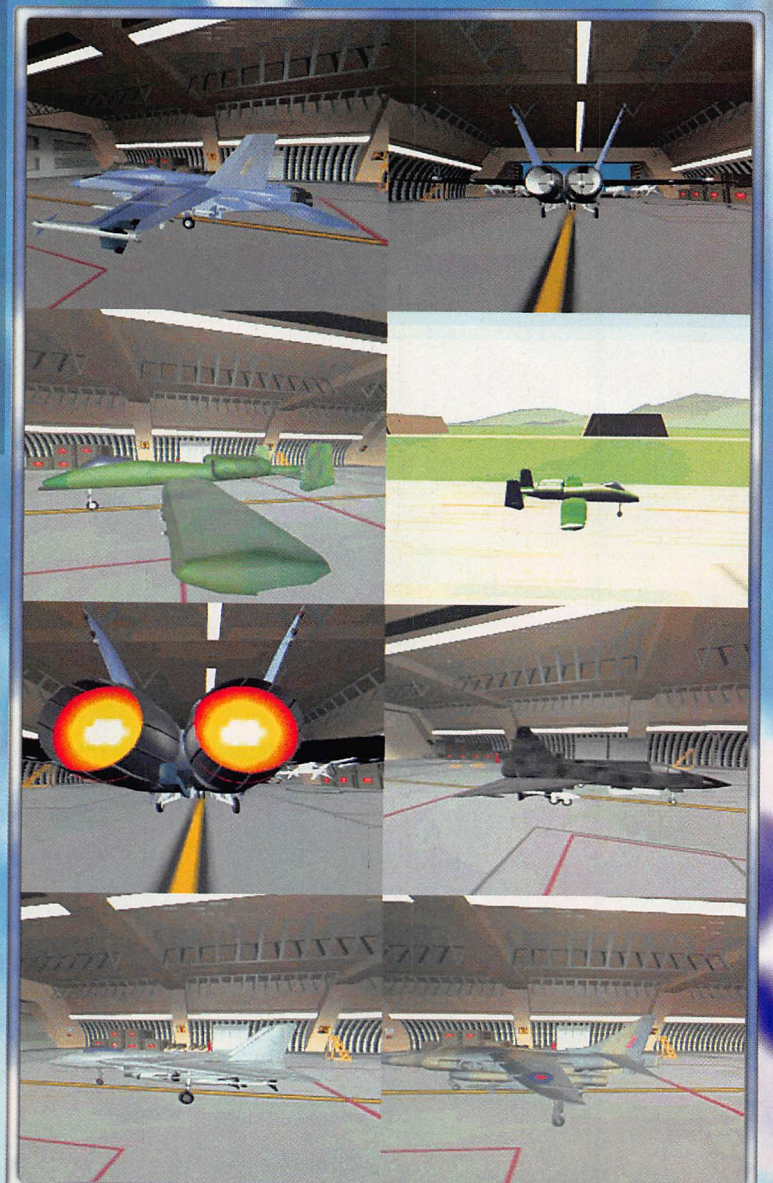
**DEVELOPER - ATARI**
**PUBLISHER - ATARI**
**FORMAT - CD**
**# OF PLAYERS - ONE**
**DIFFICULTY - MEDIUM**
**AVAILABLE - SEPTEMBER**

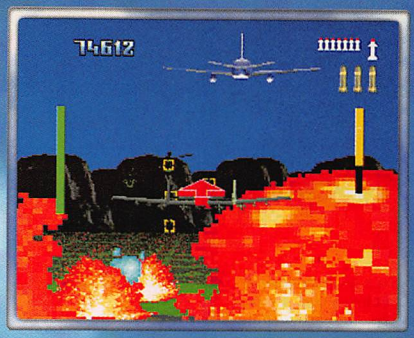
"Engage and destroy!"

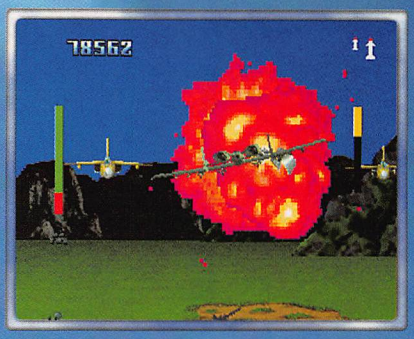
In Blue Lightning, you are the leader of an elite Top Gun regiment of crack fighter specialists. Drako, a lunatic with money, has decided to wreak havoc on the world by means of guerrilla warfare. Your squad must stop this madman before he gets a foothold on any continent. The action will take place over the continents of Australia, North and South America, Asia (Russia), Europe and "somewhere in the Pacific." You have been granted an F/A-18 Hornet, a Russian Mig-27 Fulcrum and a French Viggen to begin operations, and you will earn more planes with each successful campaign.

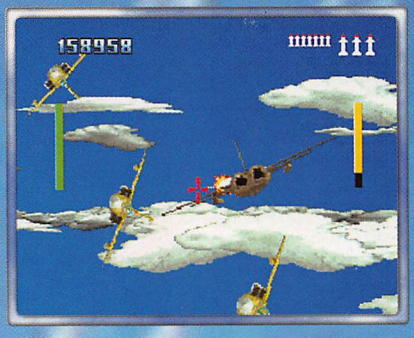
Many of you will remember the original 1989

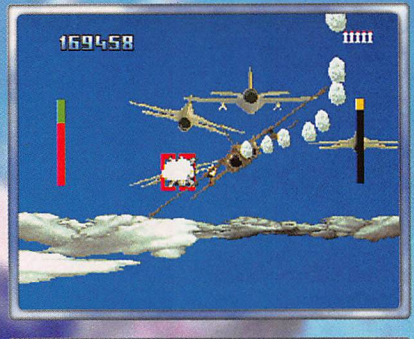
**THE STALKER**
**BLUE LIGHTNING IS A SEMI-INTENSE JET FLIGHT SIM WORTH CHECKING OUT.**

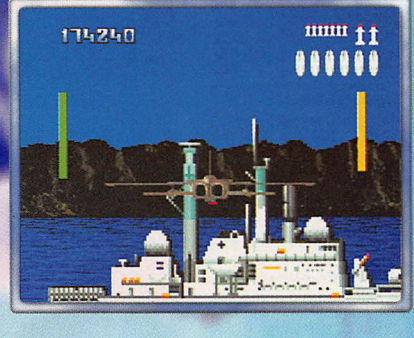


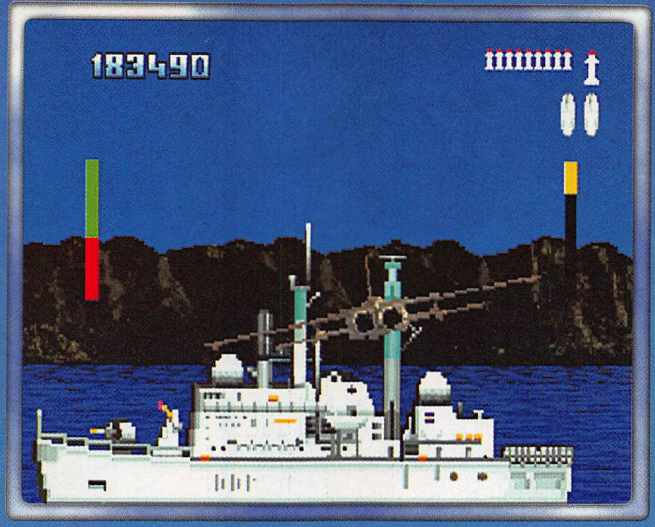





Lynx version of this game. Suffice it to say, the Jaguar CD reproduces all of the same excitement, in this version, as there was to be found on the Lynx. Regrettably, it doesn't give the user too much after that. I'm a huge fan of combat flight sims, and this game does have the key elements of a generic good game, but I was just looking for so much more!

The control and play mechanics are rugged and clunky. Of course you have the familiar "afterburn" speed rush and the halting air brakes, but there really isn't much more to flying your jet than that. You still can't fly very close to the ground (which makes strafing a heavy chore) and you have a single barrel roll as your only fancy maneuver. One very nice addition to this game was the option to toggle between a (default) behind the plane view and a cockpit "heads-up" type view.

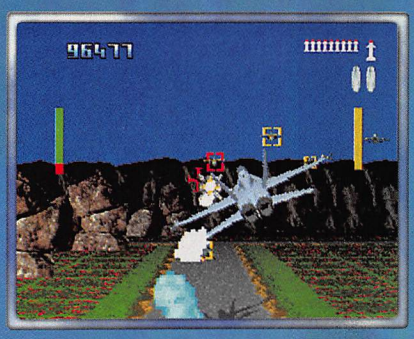
There is, very thankfully, some wonderfully devilish fun to be had in Blue Lightning as you shoot at ground targets with your Vulcan cannon, drop bombs on strategic sites and take out enemy aircraft with AAMs. The levels get longer and harder as you progress, so there will be a provision made to save up to five separate games continuously.

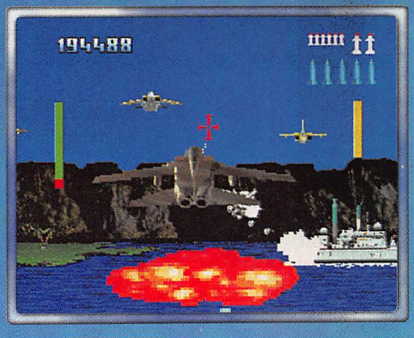
The graphics in this game were totally retooled from the Lynx version (there's a no brainer), but they have that certain darkish unappealing look of so many other Jaguar games. These old school Amiga programmers must adore dark colors! At least the FMV cinemas are looking fairly cool.

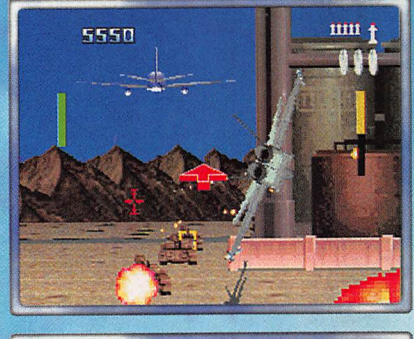
A heavy guitar rock CD soundtrack REALLY helps this game. No frills, no special effects, just good music. Too bad the in-game sounds are so weak. At least the muffled voices are fairly well done: via this bizarre G.I. Joe / British accented flight controller guiding you along.

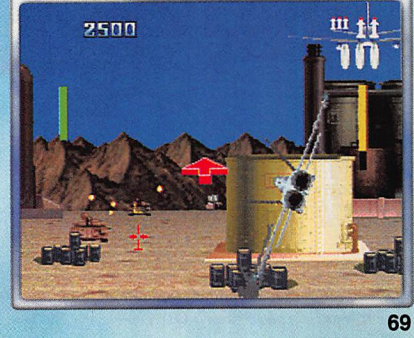
Blue Lightning really isn't the spectacle it was supposed to be, but it delivers some decent action to your JagCD. If you're really into flight sims, check this one out.

- The Stalker





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# PITFALL

## THE MAYAN ADVENTURE

REVIEW

32X

DEVELOPER - ACTIVISION

PUBLISHER - ACTIVISION

FORMAT - 16 MEG CART.

# OF PLAYERS - ONE

DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER

Pitfall Harry's Jungletime Adventure was one of the greatest 2600 games of all time, and last year's long awaited 16-bit sequels rekindled the spirit of the original. I am not a mega fan of The Mayan Adventure; I simply consider it a solid platform game. So it was with both excitement and trepidation that I approached the 32X version...and the results were mixed.

On one hand, in some places this cart shines with 32Xcellent special fx. Take for instance, the waterfall on Level 2 with its shimmering multi-scroll depth—very nice. From the richness of the backgrounds to the fluidity of the character animation, the graphics have a pseudo 32-bit feel...check out how detailed the hero is when he shimmies down ropes! I can't say the graphics are 100% 32X optimized; the screen has a major jerkiness problem...let's call it "32X enhanced."

The music and sound fx are all right, but still not on par with the SNES cart. You might want to put a muzzle on your TV's speaker after you hear the character grunt a few times.

Of course game play is the make-or-break question, and Pitfall 32X plays almost identically to the 16-bit versions. It still has the too-loose control and just-off play mechanics. When you run you just can't stop on a dime, when you climb ropes you always seem to move farther than you want to.

Once you get used to the controls, Pitfall becomes a fairly enjoyable quest, especially as you progress deeper into the levels and unlock treasures such as the hidden 2600 Pitfall game (don't forget to use the tunnels!). Pitfall 32X is worth a go, but overall I don't think the game quite lives up to its landmark heritage. -Slasher Quan

**SLASHER QUAN**
ACTIVISION BRINGS A SOLID ADVENTURE LOADED WITH GAMEPLAY TO THE 32X.

# Virtua Fighter 32X

**PREVIEW**

**32X**

DEVELOPER -AM2/OMEGA

PUBLISHER -SEGA AMERICA

FORMAT - 24 MEG CART.

# OF PLAYERS - 1-8

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER

**E. STORM**
**32X OWNERS GET ALL THE VIRTUA FIGHTING POWER DISPLAYED ON THE SATURN, AND THEN SOME.**

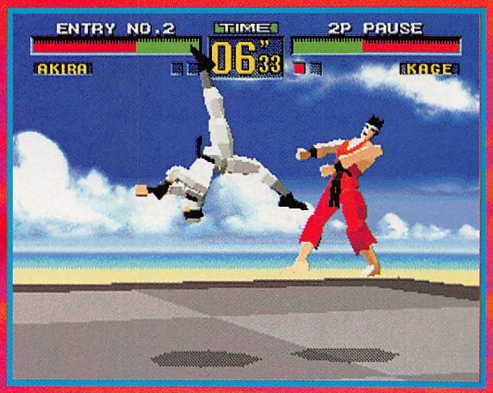
Pick the scenario... You own a 32X, but not a Saturn, or, you own a Saturn but not a 32X. Or maybe you don't have the bucks for a Saturn but so far aren't convinced a 32X is a worthwhile expenditure. If one game is going to turn the tide, this is the one. Virtua Fighter 32X has something to offer in any case.

A more fitting title for this game would be Virtua Fighter Plus, because it contains a variety of valuable enhancements on top of a frame rate equal to the Saturn version!

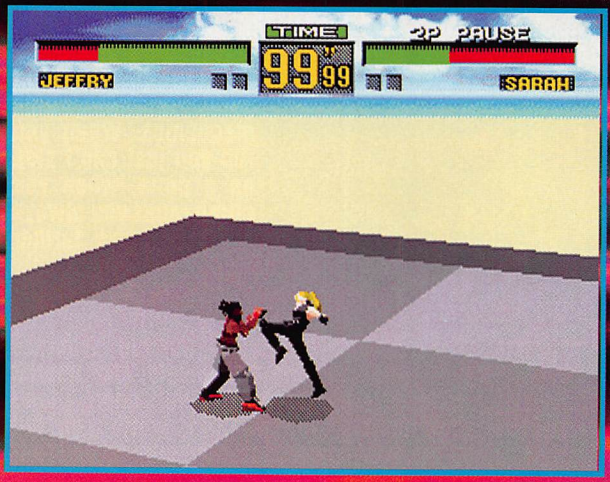
Visually, besides a slight loss of detail, this is pure VF with no sacrifices. The personality of each character is delivered thoroughly, with excellent voice samples, fluid animation, and flicker-free replays.

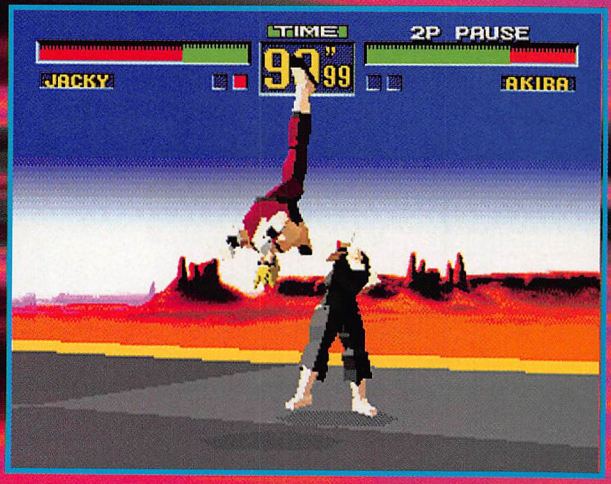
In the sound dept., although not on par with the stunning redbook audio found in the Saturn version, VF-32X has very good sound. I have it on good authority "the SH2's are smokin' in this one".

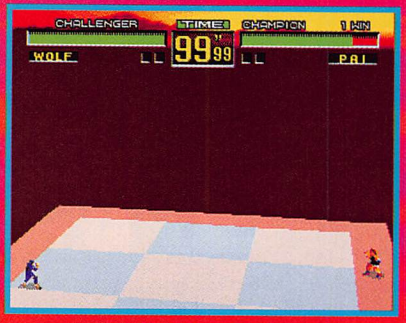
Where VF-32X really delivers however, is in all of its outstanding new features. There are now four camera angles to choose from (pictured below) as well as a tournament mode allowing up to eight players to participate. You can even shrink or expand the ring! We'll get into all of these aspects and more next month when we review VF-32X, (as if I just didn't). -E. Storm




PICTURED BELOW ARE ALL THE NEW CAMERA ANGLES ADDED TO THE 32X CART: SKY, BIRDS-EYE, & HIGH.



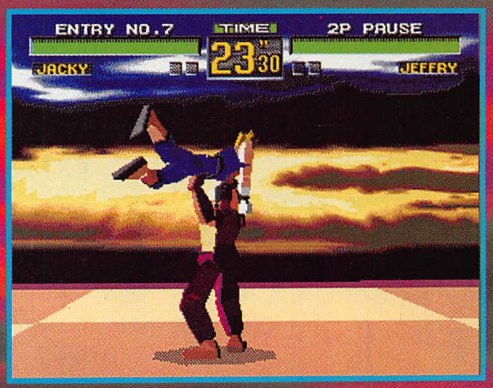



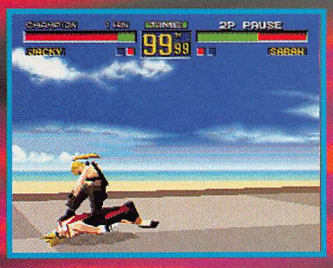



HIGH CAM

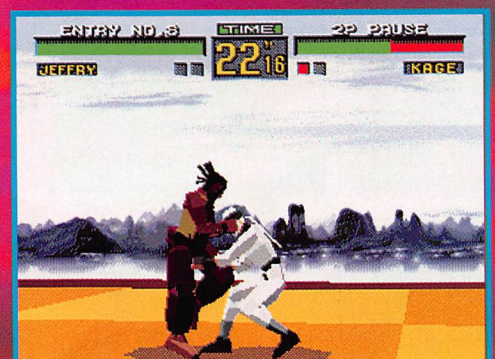
BIRD'S EYE

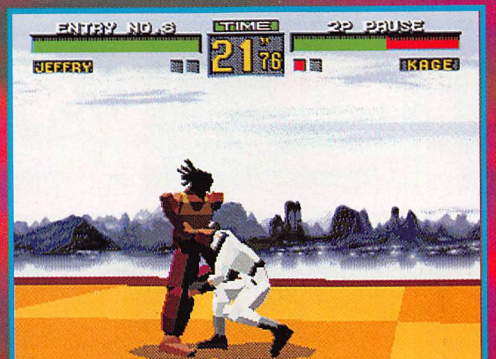
SKY CAM





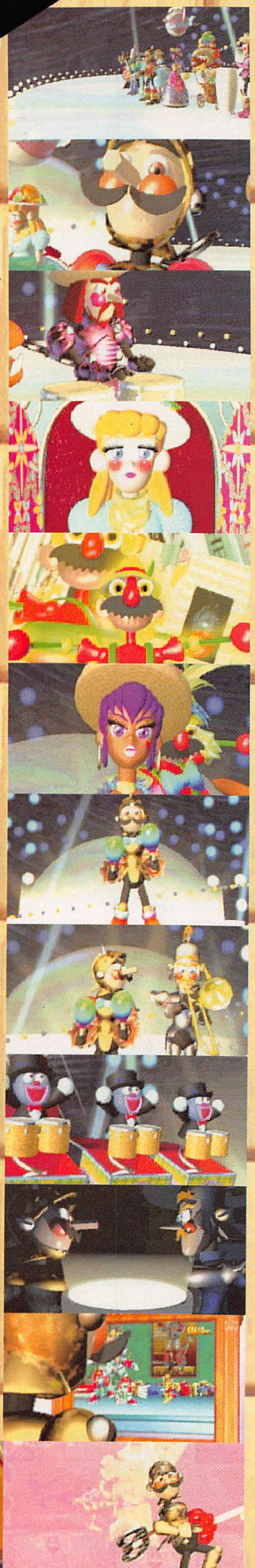
**IN THE ALL NEW TOURNAMENT MODE UP TO EIGHT PEOPLE CAN PLAY AND CHOOSE FROM A VARIETY OF CHARACTER COLORS!.**



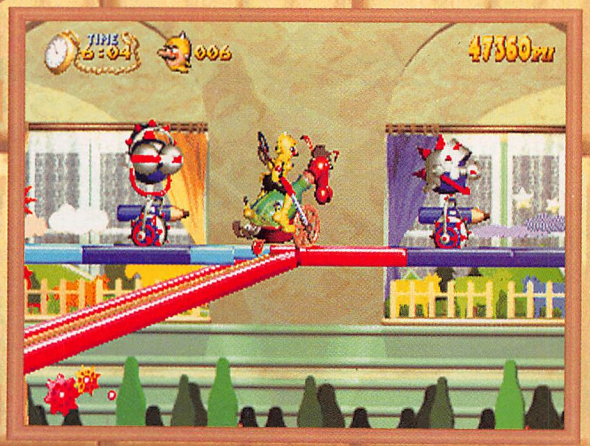
# GEN-32

JAPAN SOFT
IMPORT GAME REVIEWS
AND PREVIEWS



**P PREVIEW**

# CLOCKWORK KNIGHT
## pepperouchau's Adventure



SEGA SATURN

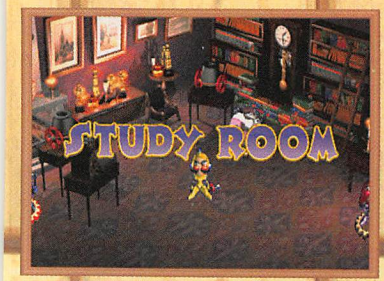
DEVELOPER - SEGA JAPAN
PUBLISHER - SEGA JAPAN
FORMAT - CD
# OF PLAYERS - ONE
DIFFICULTY - HARD
AVAILABLE - NOW JAPAN

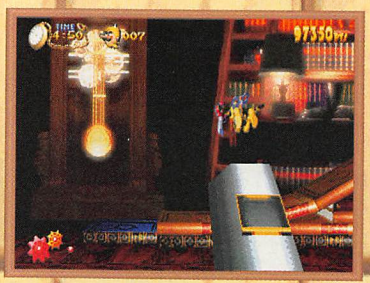
I've just played possibly the best platformer ever created, Clockwork Knight 2. There is a tendency to get overly excited when you experience astonishing new gameplay elements for the first time, but I don't think that's the case here.

CK2 is just so incredibly breathtaking I can't imagine anything in the genre even coming close for at least a year. Everything pales sadly in the wake of this ultimate Saturn masterpiece.

Not only is CK2 faster, longer, harder, and much tighter than CK, but it is loaded with vertical elements, vast levels, and obstacles which are nearly impossible to describe.

**E. STORM**
POSSIBLY THE BEST PLATFORMER EVER CREATED.





CK2 starts out right where CK left off, with Pepperouchau slaying the huge TV beast. Suddenly, after rushing to Chelsea's side, she is swept away by bats, and the adventure continues.

In level two Pepperouchau loads himself into cannons and shoots himself between planes. And when he rides his toy horse Baro-Baro, who is so brilliantly animated my jaw dropped to the floor, he moves in and out of the screen so quickly and smoothly that I had to pause and pinch myself. In the Bathroom, which is thick with steam, water rolls up and crashes over loofa sponges that pop out bubbles when you land on them. Rubber ducks make for bobbing platforms, and as you run across towels they look and feel real. Don't ask me how. Then there's the rotating tower...

Forget about the bosses, I won't even try to describe them.

To say this game has unsurpassed graphic excellence is an understatement. Nothing even comes close, nothing. This is the platform game to beat.

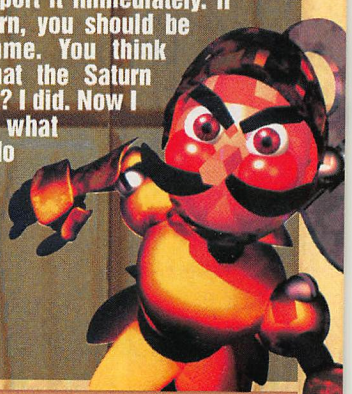
CK2 came in the day we closed the issue (of course), so I had to pause at the Clock Tower (just as I began my assault on the huge rotating pillar), write this, and off to film it went.

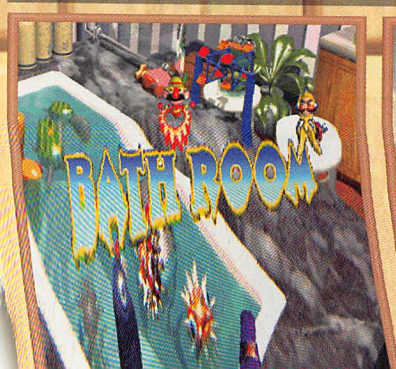
I wish I could tell you how long CK2 is (length was CK1's major drawback) but time will not allow. However, the game's developers claim it is much longer than CK1. This is hard to imagine. If this level of gameplay can be sustained over a Castlevania-size adventure, than CK2, in my opinion, is the best platformer ever created...if you like the character, and I do, very much.

My question is, how can SOA let this title come out in Japan without even being mentioned in America? It would surely boost the Saturn to nearly unreachable heights in the category. With CK2, Astal, BUG!, Rayman, and Sonic on the way, the Saturn would sweep the platform category in '95, and that is its strong point! If they stuck CK2 on demo anywhere it would draw a crowd.

Hopefully Sega will realize the potential of this sequel and port it immediately. If you own a Saturn, you should be playing this game. You think you've seen what the Saturn hardware can do? I did. Now I can't imagine what this team will do next, but whatever it is, I'll be the first in line. I'll have more CK2, next month.

-E. Storm





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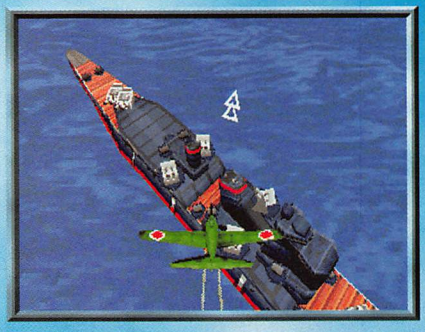
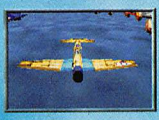
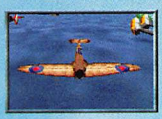
231780PTS
CLOCKWORK KNIGHT

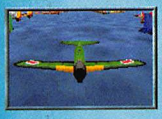


Someone has finally done it! (or is doing it). That is, created the perfect war-time flight sim. At least those are my preliminary impressions based on my preview play. Admittedly, I am impressed with Namco's Air Combat, but Sega's Wing Arms does it so much better, in my opinion, with multiple viewpoints galore in tow. In Wing Arms, (which is based on an arcade game that this Saturn game destroys) you can view the action from inside the cockpit, behind, or in front of your fighter. The texture mapping on each plane is utter perfection and the terrain moves as smoothly as I've ever seen in this type of game, with super clean warping and scaling effects. Wing Arms features WWII fighters in a series of realistic battles that'll have you screaming out battle cries in the middle of your living room. What you're looking at here is one level of what could become the finest flight sim. ever.
Wing Arms is due out this September in Japan. Let's hope a wise third party has already picked it up for a U.S. release.
Stay tuned for further coverage in future issues. -E. Storm



# WING ARMS



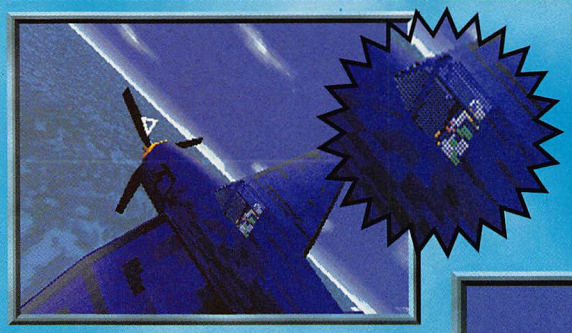
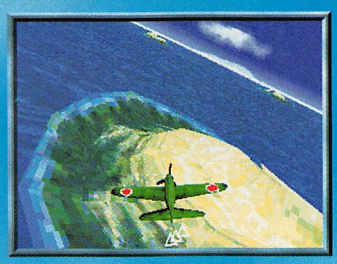


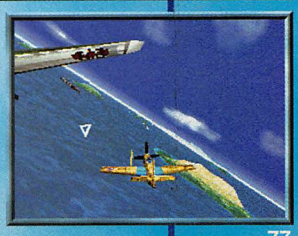
PREVIEW

SEGA SATURN

DEVELOPER - SEGA JAPAN
PUBLISHER - SEGA JAPAN
FORMAT - CD
# OF PLAYERS - ONE
DIFFICULTY - N/A
AVAILABLE - SEPTEMBER

E. STORM
WHOEVER LANDS THIS GAME IN THE U.S. HAS A HIT ON THEIR HANDS!

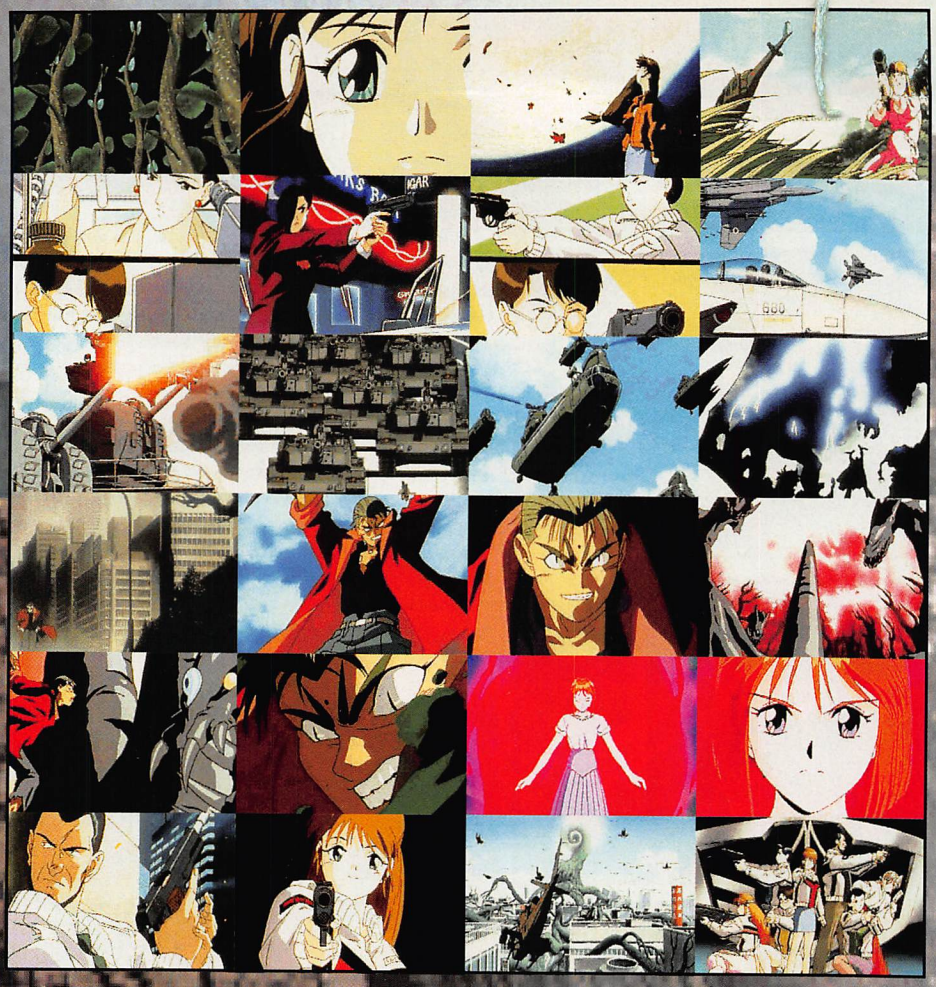


# BLUE SEED

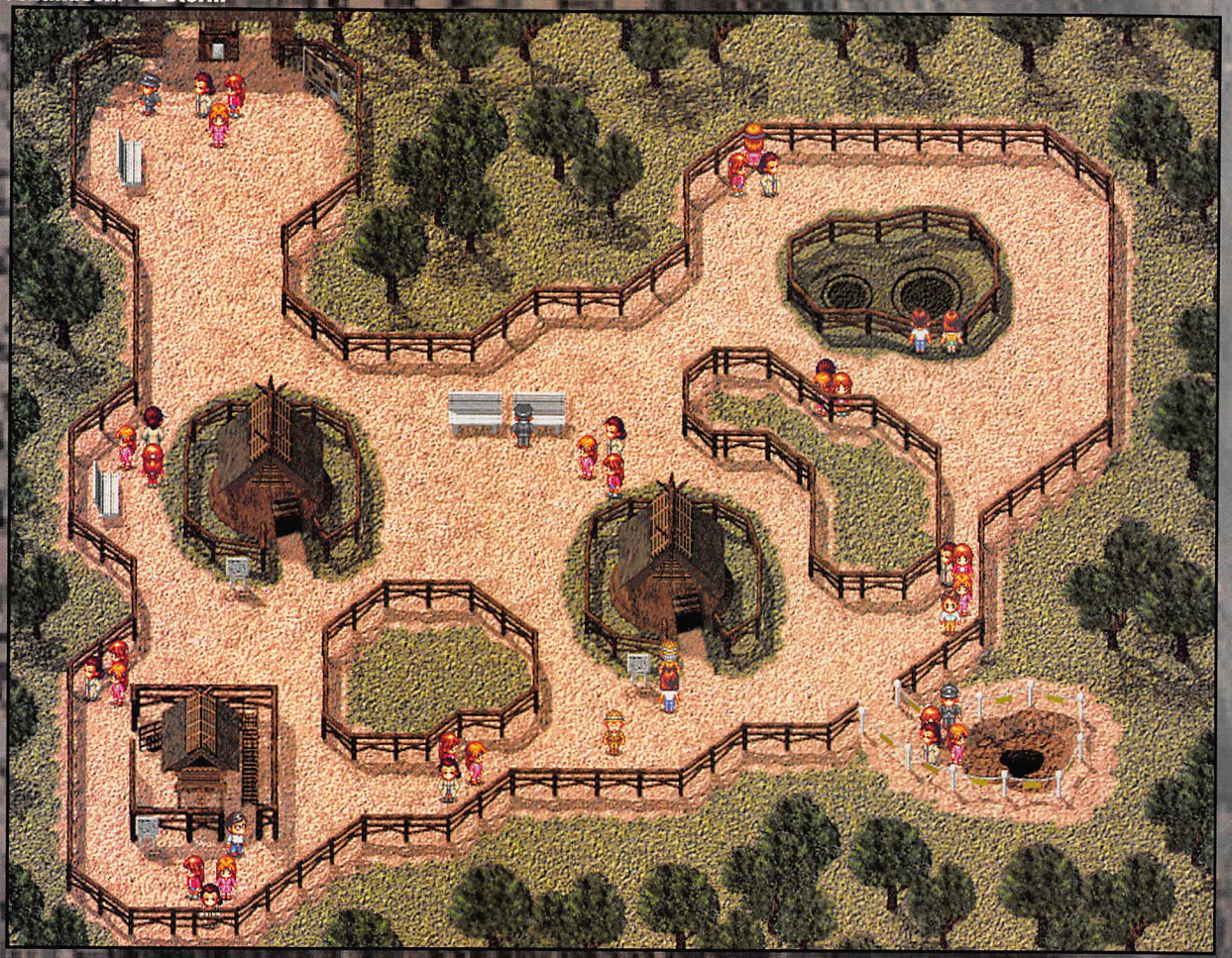
Well RPG fans, here we are again staring at a fantastic RPG that we can't play. Deja vu? Definitely. To date (I'm writing this on July 16th) not one Saturn game has surfaced since the launch. So why didn't someone in the U.S. co-produce Blue Seed for U.S. distribution? Is there no planning in the game industry? Or, will we once again get burned, either waiting forever or never receiving these great games. Japanese anime is readily available throughout the U.S. and doing quite well, yet we continue to be passed over in the game genre. Maybe Working Designs will pick up this one but the fact is SOA should have already.

Blue Seed is an extremely well thought out RPG that follows the brilliant anime series perfectly. The animated fight scenes are not only spectacular but instantaneous, and the overhead portions feature unparalleled detail. With each scenario change new characters emerge adding an extra level of depth to each chapter. My only complaint is that some of the music (outside of the demon lairs and fight scenes) is a little annoying. This could be easily remedied however if someone were to bring Blue seed to the States. Regardless, I'll be back with additional coverage on the import version (converters are out ya' know) in our October issue. The struggle continues... -E. Storm

**R REVIEW**



UTTERLY FANTASTIC ANIMATION THAT TO THIS DAY CAN ONLY BE FOUND IN JAPAN. THIS IS HOW TO BEGIN AN RPG!



SEGA SATURN

DEVELOPER - SEGA JAPAN

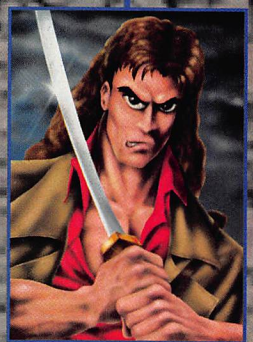
PUBLISHER - SEGA JAPAN

FORMAT - CD

# OF PLAYERS - ONE

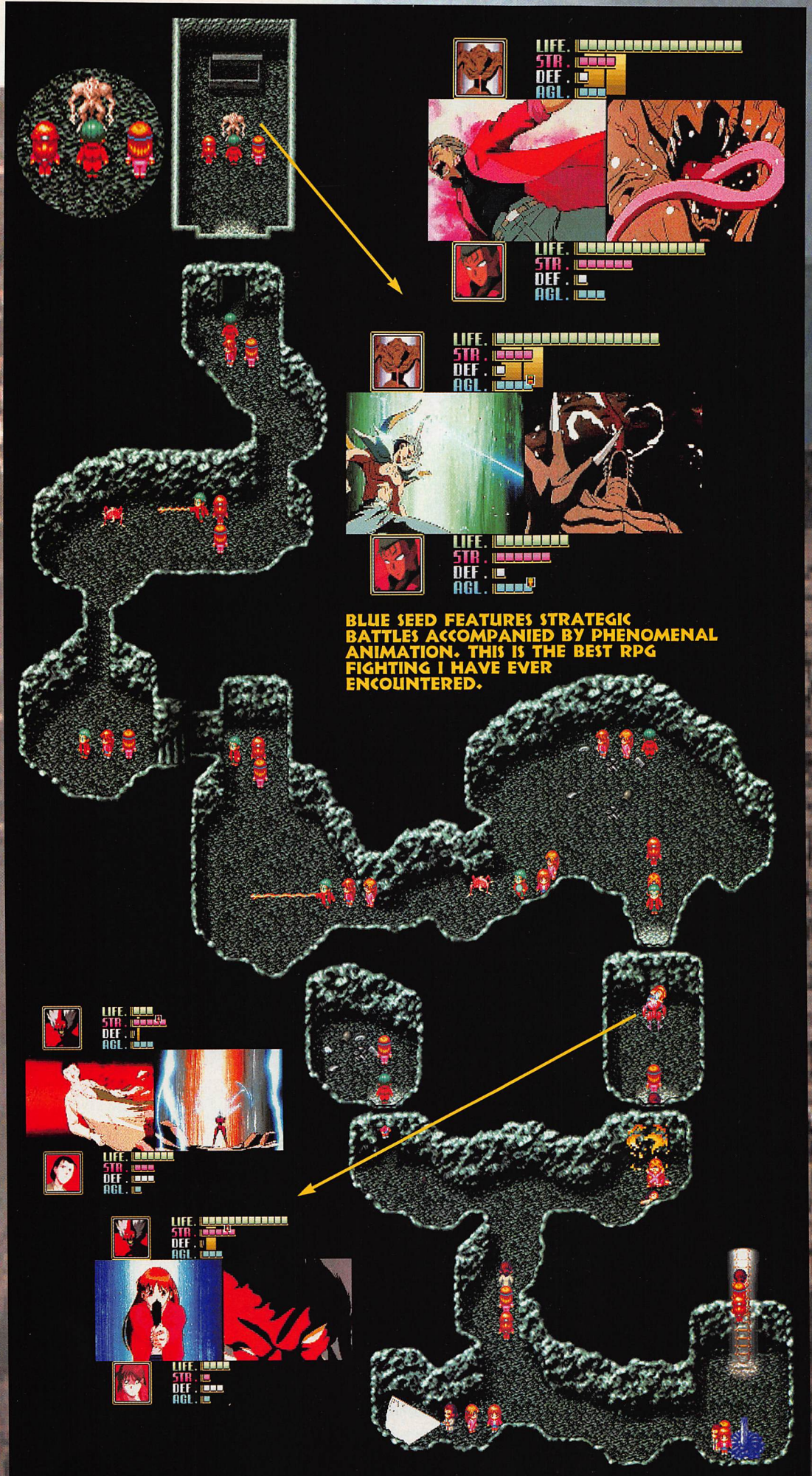
DIFFICULTY - HARD

AVAILABLE - NOW



**E. STORM**

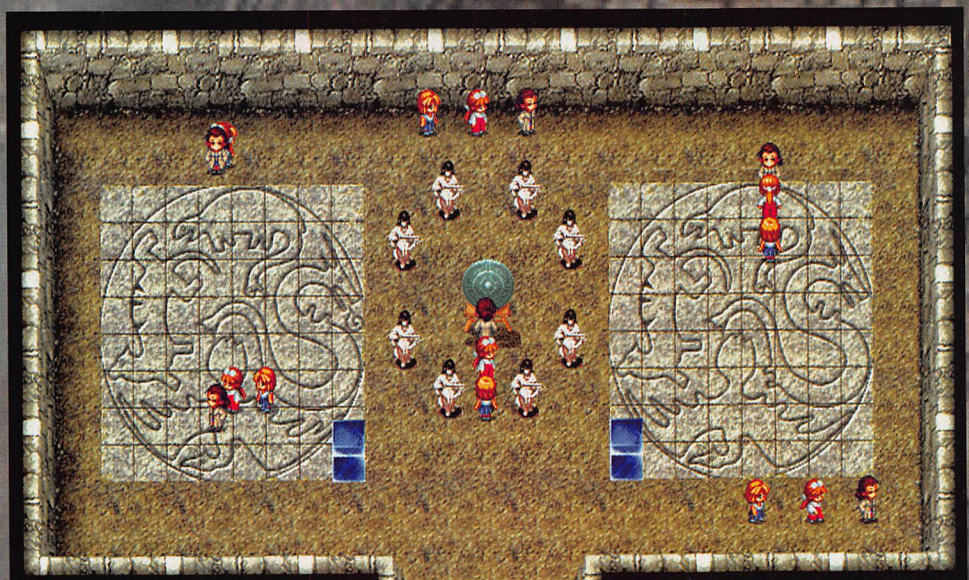
IT'S A CRYING SHAME THIS GAME HAS NOT MADE IT'S WAY STATESIDE.

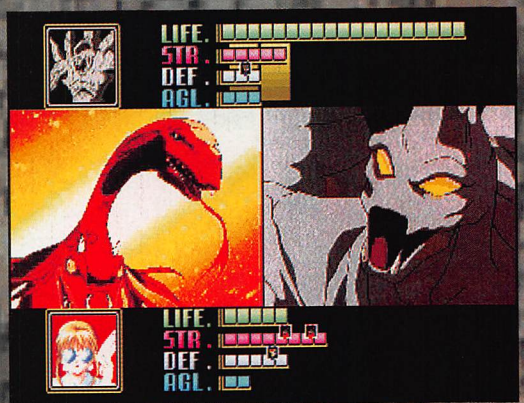


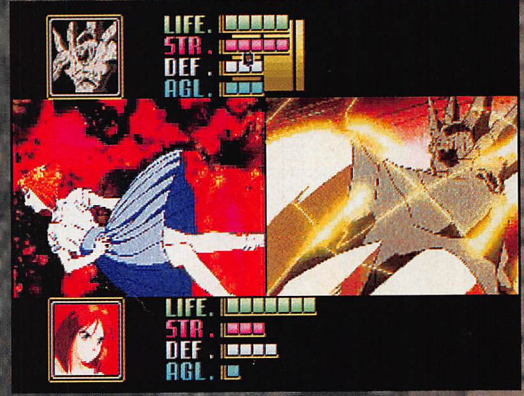

BLUE SEED FEATURES STRATEGIC BATTLES ACCOMPANIED BY PHENOMENAL ANIMATION. THIS IS THE BEST RPG FIGHTING I HAVE EVER ENCOUNTERED.

THIS IS HOW I ALWAYS WISHED RPGS WOULD LOOK. NOW THAT 32-BIT HAS FINALLY ARRIVED MY WISH HAS BEEN GRANTED. PROBLEM IS I DON'T READ KANJI. SOMEONE'S GOTTA' BRING BLUE SEED OUT IN THE STATES. THE U.S. GAMING SCENE IS IN DIRE NEED OF SOME CULTURE.

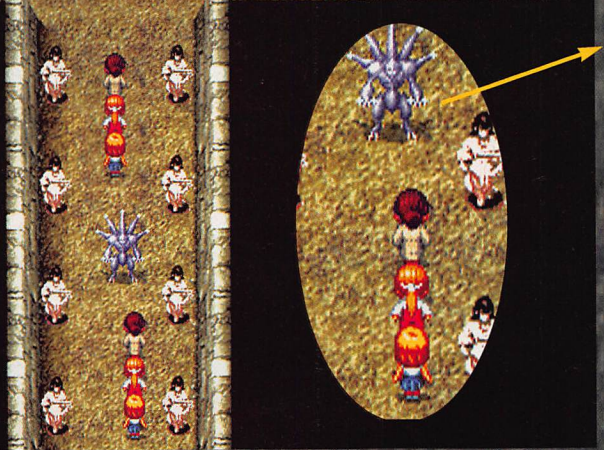
AFTER EXPERIENCING THE ENGULFING CARD BATTLES IN BLUE SEED IT'S HARD TO IMAGINE WHY MORE RPGS HAVEN'T ADOPTED THIS FORMAT. THE STRATEGY INVOLVED IS TRULY INGENIOUS. I HOPE THIS GAME SPAWNS A SEQUEL BECAUSE IT TRULY IS A UNIQUE ROLE PLAYING EXPERIENCE.






WITHIN THIS SHRINE DEEP INSIDE A VOLCANO LIES A RIDDLE THAT I HAVE YET TO FIGURE OUT. THE GUARDIAN TOOK HOURS TO DEFEAT SO I'M NOT GOING ANYWHERE. LOOK FOR MORE ON BLUE SEED AS MY ADVENTURE THROUGH THE KANJI DICTIONARY CONTINUES.



# Virtua Fighter Remix

I've gotta come right out and say it - I never expected the Saturn to be able to do this. What we have here, basically, is Virtua Fighter 2 minus Shun, Lion and the mind-numbing backgrounds. Though the game moves at 30 frames per second, half the speed of the arcade VF2, the characters are about 15% percent bigger than in the original Saturn VF, the polygon breakup during replays has been completely remedied and... well... the thing's texture-mapped!

For a VF fan like myself, this is exactly what was needed to keep me playing...Sega's strategy worked. Remix was developed as a reaction to Namco's outstanding Tekken, which was luring fighting game fans away from the Saturn. (In an interesting development note, this game was actually 'remixed' by AM1, not AM2) Starting with an arcade version and shortly thereafter moving to the home, just like Tekken, I have no doubt Sega's plan will succeed - VFR is priced at a very easy-to-swallow 3,400 Yen... or around $40.

For this super-cheap price you get exactly what you see here - Virtua Fighter 1 beautifully textured. The gameplay is identical to the original, the music is the same, the codes are the same and the ranking mode is the same. For this reason, I can't recommend VFR to those of you who have the original but aren't into Virtua Fighter - you'll find nothing new here in terms of gameplay. For the die-hard Virtua fan, however, this little shred o' joy will keep you occupied until VF2 comes out. Sadly, Sega of America doesn't have any plans to release this more-than-worthy title in America or even pack it in with the official release of the Saturn in September... For now, your only option is to buy a Japanese import and a converter. - Nick Rox

Akira Yuki

R REVIEW

SEGA SATURN

DEVELOPER - AM2/AM1

PUBLISHER - SOJ

FORMAT - CD-ROM

# OF PLAYERS - 2

DIFFICULTY - HARD

AVAILABLE - NOW JAPAN

**NICK ROX**

**Virtua Fighter with texture mapping and non-broken replays!**

Pai Chan
REPLAY
Lau Chan
REPLAY
Jeffry McWild
REPLAY
Dural
REPLAY

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# PREVIEW

# Riglord Saga

SEGA SATURN

DEVELOPER - MICRO CABIN

PUBLISHER - SEGA JAPAN

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - NOW JAPAN

Powers Kingdom (aka Guardian War) for the 3DO wasn't such a bad game. In fact, it could have been great, if only it had characters, and a storyline, and an overhead map, and some towns, and a bit of variety, and for heaven's sake, a plot! Fortunately, Microcabin realized the same thing, and every single one of these previously missing items are highlighted in Riglord Saga, the second game to use the Powers Kingdom strategy engine.

Microcabin didn't just fill in the missing pieces to make Riglord Saga, they actually systematically improved every aspect of the original, even the graphics and music (which were spectacular to begin with). Gone is Powers Kingdom's perfectly flat world littered with 1-sided pop-up trees and rocks. Instead, Riglord Saga features a texture-mapped, filled-polygon 3-D world. You can view this world from straight above, from two different angles, or from the 1st-person perspective of a character on the battlefield. These graphic effects give you a real feeling of depth as you climb a steep mountain trail or fight your way through a deep chasm.

You control a party of up to 12 characters, complete with an interesting assortment of knights, healers, archers, ninja birds

**TAKUHI**
**PUT ON THE COFFEE! THIS IS NO WALK IN THE PARK!**

**WHEN YOU REACH JUZA DURING YOUR ESCAPE, DON'T EVEN BOTHER TRYING TO DEFEAT HIM. RATHER, LEAD HIM INTO THE OPEN CELL.**

and half-dragon pikemen. Each character has their own spells and techniques, which can be gained in battle and added to your customizable option menus whenever you choose.

Your party is led by Arthur and Musashi, who start the game as mortal enemies, but decided to put aside their differences and become each other's bestest friend in the whole wide world. From there, the storyline turns into typical RPG fare, you know the type: "an ancient prophecy says that [name of villain] shall attempt to conquer [name of continent] with his army of darkness but a prince of [name of kingdom] shall gather together [number] holy warriors, spanning a wide variety of races and genders, and together they shall save the world, and at least one captured princess and/or queen." Still, it's better than nothing, and the plot progression is actually quite non-linear.

If you've played Powers Kingdom, you know that every 50x50 grid full of enemies is basically the same whether you're fighting in a mushroom forest, underwater, or in the rectum if a giant whale. Not so in Riglord Saga. The storyline brings you to a variety of interesting locations, from a snowswept trail up the oh-so-beautifully named "Queen's Nose" (seriously!) mountain range to the blood-splattered walls of Dragoon castle. The battles actually have objectives this time around, not just killing every enemy on the map, and a number of new additions make the battles interesting, such as uncontrollable NPC allies and multi-level dungeons.

With an innovative new graphics engine, hundreds of spells and techniques, an overhead map (with real towns!), personality-filled characters and --best of all-- a plot, Riglord Saga looks to be everything Powers Kingdom should have been. -Takuhi

# E.Storm's Saturn Previews

Here's the latest from Japan!

## Shining Wisdom

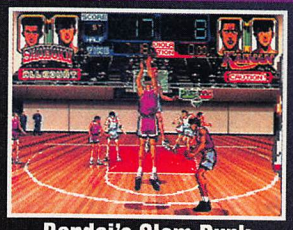
Sonic Software Planning's first Saturn offering, Shining Wisdom, is already on the way! This spectacular overhead Action/RPG features 3D rendered characters and spectacular animation. My sources tell me SW is the best looking and playing Saturn game so far. I'll have a complete review along with American release info next month!

## Guardian Heroes

Treasure, perhaps the greatest game makers ever assembled, are busy making their first Saturn title, Guardian Heroes. The fighting in this spectacular Action/RPG is executed like Yu-Yu-Hakusho's with multiple fighters on two planes in the background. I'm sure that SOA is all over this one (if they're not...worry) so stay tuned for more info as it develops. Guardian Heroes is scheduled for release later this year in Japan.

## Steamgear Mash

Takara's Steamgear Mash is looking great with rendered machines in an isometric world. SGM debuts in September.



Bandai's Slam Dunk

Sega's Golden Axe:The Duel

JVC's The King of Boxing

Data East's Dark Legends

All of the above titles are due out during August and September in Japan. Look for U.S. updates as they become available.

Rayearth is now completed and there is a chance that Working Designs will do the translation. If they get it, expect to receive this power action/RPG in the second qtr. '96. If WD does the trans. all the voice tracks will of course remain intact, so let's hope they do!

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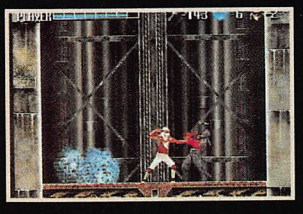
**Sho & twin brother Kazuma don't think so.**

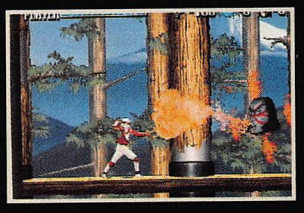
**Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...**

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

**Sometimes you just can't depend on family.**

TEEN T™ AGES 13+

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SEGA SATURN

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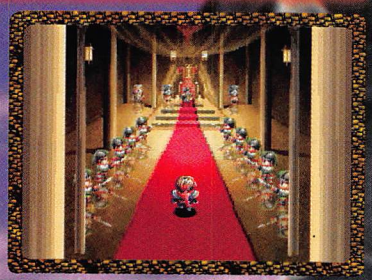
# SCE's Arc the Lad: Overhyped wannabe or RPG king?

The answer is subjective. You could say Arc the Lad is a very odd hybrid of the ultimate role-playing game and short, super-linear gameplay. Don't get me wrong... as you can see, Arc is literally packed to bursting with the best art ever seen in an RPG and a radiant soundtrack to match. What we have a suspicious and disappointing lack of here is GAMEPLAY. Arc, sadly, consists of tons of Shining Force battles randomly interspersed with gorgeous story scenes. This isn't to say the battles are bad... in fact, they're tremendously enjoyable... yet about midway through the game they become slightly tedious. And I mean slightly - I never tired of the full-screen, polygon-overflowing, line-scrolling, lens-flaring bliss of the magic spells or the ever-increasing amount of keen comments from your characters. ("Kattapashikara Buttakiruze!!")

If I seem to be trashing the game I've been feverishly hyping for months, forgive me. Arc the Lad is great game, and by regular RPG standards Arc is quite the experience. I'm basing my comments about gameplay on the supreme excellence of the storyline, visuals, and music... the game system just doesn't match everything else. Also, as I mentioned above, the length of the game leaves... well... let's just say it leaves something to be desired. An RPG you can beat in eight hours is not my idea of bliss.

ATL's storyline is excellent: It begins on a snowy night in the village of Towville, near the Mountain of the Spirits. A family living in Towville has kept the mystic flame atop the mountain burning for centuries, which prevents an ancient evil from escaping the confines of the shrine on the mount's summit. The youngest member of the family, Kukuru, is about to be married to a rich buffoon whom she has no interest in. She arranges with the village's crooked mayor to call off the marriage if she'll extinguish the sacred flame on Spirit Mountain. Naturally, she goes along with the plan. At first, nothing seems amiss. Then, suddenly, the sky darkens and the evil escapes: The Arc Demon! This is where you, as Arc, come in. Arc's father Yoshua, a great warrior, left his home 10 years prior, telling his wife



Arc The Lad
アークザラッド

that such a day would arrive and Arc was to don his father's armor and sword to confront the evil. Arc does re-kindle the fire, but the damage has already been done: the Arc Demon has been freed.

You can imagine the expectations I had after experiencing that godly intro, accompanied by some of the finest music ever composed... and it's ALL PCM. That is, of course, except for the tracks performed by none other than the London Royal Philharmonic Orchestra... No kidding. Under the direction of conductor Harry Rabinowits, the London Phil recorded two LONG symphonic joy-tracks - the opening and the ending. Back to the PCM thing, this is without a doubt the most astounding machine-generated music ever heard. It is FAR better than most CD soundtracks and, strangely enough, considerably better than the finest Saturn PCM I've heard, ostensibly the system with the better sound capabilities. Also aurally stimulating in Arc are the comments from your party members, ranging from attacks, magic, death comments, getting items, blocking, countering, and a myriad of others too numerous to mention. This really adds so much to an RPG... to be able to hear the characters' voices makes it much easier to identify with them.

What can I say about Arc's graphics? Just look at these shots - what do YOU think? Pretty amazing, no? I believe ATL's art is second only to Sega's Astal, but there is much, MUCH more of it in this game. Oddly, very little of the game takes advantage of the PlayStation's considerable 3-D abilities, except for a few spells and one very cool sequence in an elevator shaft. You really don't miss it, however, as the art is so visually arresting and the effects in battle such as SNK-like scaling, animated EVERYTHING and the smoothest character movement ever in an RPG more than make up for a lack of 3-D effects. The most impressive graphic feature of Arc, though, is the fact that backgrounds never repeat. Every land has its own appearance, from a Chinese motif in Greyscene, an Egyptian one in Allibasha, and a European air in Sumeria, the look of the game is constantly changing.

Well, there you have it. Arc the Lad is a fine, but flawed game. I recommend it to any and every PlayStation owner into RPG's. You'll love it while it lasts, I assure you. The biggest problem in ATL is another part of the gameplay: About half of the characters are actually useful - Poco, Kukuru, and Chongara are practically useless while Arc is shockingly strong. (At the end of the game, Arc was at Level 60 while other characters were at 30 or so). An interesting comment was made concerning Arc by my good friend Casey Loe: "If I had known what the game system was like and how short the game was before I bought it, I wouldn't have bothered... but I'm glad I did." This sums up Arc pretty well for me. It's actually much better than I've probably made it sound. Arc the Lad Vol. 2 is planned for an early '96 release, and I have a feeling we'll be seeing much more from the talented staff of G-Craft the next time around. - Nick Rox

REVIEW

PlayStation

DEVELOPER - G-CRAFT

PUBLISHER - SCE

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - MEDIUM

AVAILABLE - NOW JPN.

**NICK ROX**
An odd hybrid of the ultimate RPG and super-short substandard gameplay.

Chongara
Iga

Gogen
親父、やすらかに眠ってくれ。
Tosh

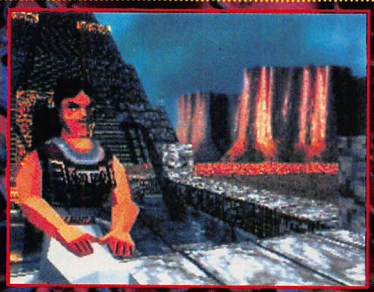
# Nick Rox's PLAYSTATION PREVIEWS

## ZXE-D: LEGEND OF THE PLASMATLITE

Yet another standard 3-D fighter on the PlayStation, eh? Nope! In Bandai's ZXE-D (Pronounced "Zexeed") you not only use control pads to play the game but little models of the robot warriors, kinda like next-gen R.O.B.s... no joke! ZXE-D is due this year.

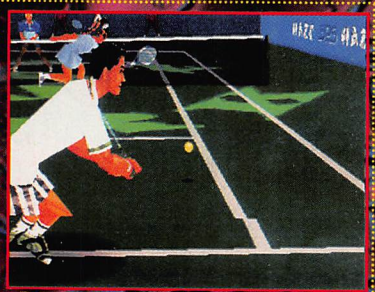
## DRAGONBALL Z: ULTIMATE BATTLE 22

The latest in the million-selling Super Butohden series of DBZ games comes out July 28th. The backgrounds are 100% 3-D polygons, while the 22 selectable characters were cell animated by the TV show staff. We'll have a review on DBZ: UB22 next month.



## TOKYO DUNGEON

Tokyo Dungeon, a 3-D RPG by Tsunogawa Shoten, was designed by the creator of Ultima IV and Wizardry IV and has music by Mr. Azuma of Panzer Dragoon fame. TD is due in '95.



## GROUND STROKE

Ground Stroke, due August 11th, is a fully texture-mapped tennis game by SPS.

## PRIME GOAL EX

PGEX is the latest incarnation of Namco's super-popular soccer game and comes out September 14th.

## PHILOSOMA

As I'm writing this, SCE's eight-view shooter Philosoma is but a week away. As with all powerful games, Philosoma comes out a couple days after we close the issue... but rest assured we'll have a full review next month!

## 3x3 EYES

XING's fully animated digital comic 3x3 Eyes, based on the incredible manga by Yuzo Takada, is being released on July 28th. Look for a review next month.

## HERMIE HOPPERHEAD: SCRAP PANIC

Can you believe it? Not only is Hermie Hopperhead a 2-D action platformer, it's from SONY! Joy of joys! In HH, due in September, you play as a young boy name Hermie and also have control of an egg named Otomo. It's not known what benefits having an egg along with you will provide, but HH is supposed to contain never-before seen play mechanics and special effects.

**RACE**: from page 23

within Sony and within our sister companies.

GF: Getting back to that CD a little bit...in Japan, the Demo, Demos are very popular. Do you foresee something like that coming out here? Are you actively pursuing anything along these lines?

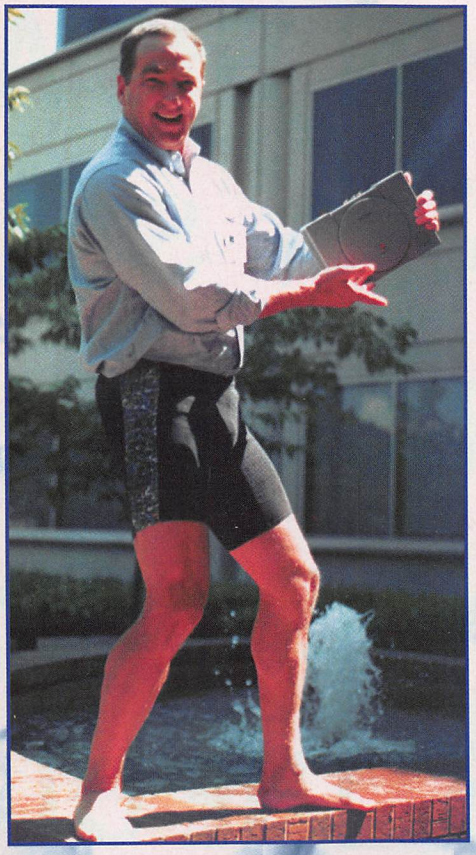
SR: Yes, there are a couple of different avenues we're pursuing. One is, there will be PlayStations inside point-of-purchase devices. The consumer can select from a menu tree and play various games. On top of that, when they pre-book their PlayStation, they will get a demo CD which feature snippets of interactive game and stream-through (full-motion) video displays. In some cases they can play the game, and in some cases they can see what the game will look like. We're trying to demonstrate the disc and the capabilities of the system to the consumer at point-of-purchase and when they've brought the product home.

GF: It would seem that with Sony's vast resources, the marketing possibilities are endless. Will you market the PS as vigorously as Sega has with its hardware, with a similar TV and print blitzkrieg?

SR: Yes, within Sony we've talked about a $40 million ad campaign for the launch. Unlike Sega or Nintendo, which have to spread their marketing dollars across a number of platforms, we have to husband all of our energies and our focus into a single platform. We think that the launch for PlayStation will be bigger than the launch for Saturn and some of the other products. Take a look at what's happened to Saturn so far. Have you seen a lot of advertising for Saturn? I haven't. You'll see ours, you can't miss it. Another thing we'll have is a pre-launch campaign where the consumers, at about 8,000 different retailers in the United States, can go in and put money down and get this demo disc. We want to take them out of the market as quickly as we can from a marketing perspective. It's also our unique little way to give our customer something for having faith in the PlayStation and Sony. We have some neat little enticements to do it, like a bracelet that identifies them as a PlayStation owner before it comes out, and this demo disc. So we have a variety of ways to entice both the retailer and the consumer to focus on PlayStation.

GF: It is becoming more and more evident that Sony intends to steer clear of the realm of 2D gameplay. Do you feel that 2D gaming has run its course?

SR: I think there will always be a place for 2D. There will be some number of 2D games that come out on the PlayStation as well as all the next-generation systems. There are a number of 2D games out on Saturn already. You can get better graphics and scrolling performance in a 2D game. However, we believe the real engaging part of 32-bit systems, the real thing that brings you into the game, is the 3D technology.



GF: Don't you think that taking the platformer to the next level is at least something to consider, given the popularity of Sonic and Mario?

SR: If the question is, do we want another character like Sonic or Mario that stands for the platformer, I think every company would like that. At one point, I saw that Sonic had sold about $1.5 billion worth of goods worldwide. So why wouldn't you want a character that stands for you? It's an area we're pursuing. I don't think it's critical to long-term success or the viability of the platform, but clearly I would like to have a character that has legs, that can take you to different realms or different areas.

GF: While we're on the subject, will you introduce a trademark action character? If so, would you consider Robbit from Jumping Flash? That game truly breaks new ground in the action/platform genre. He's awfully cool.

SR: Yeah, he is. We're going to bring Jumping Flash to the U.S., but we're going to make some changes that will make it more applicable to this marketplace. It really is a gamer's game. We'll let the market determine whether (Robbit) would be the long-term character or not. We'll let the consumer help us to understand what it is that is compelling about a character or about a product.

GF: Do you have any other characters that you might propose?

SR: We were fooling around with Polygon Man for a while. We're looking at a couple of other characters. We're working with Marvel Comics on some things. We work with all sorts of outside people, both out of the comic industry, out of the movie industry, out of all sorts of industries. We get all sorts of creative input...to find characters, whether it's people or plumbers or animals or whatever they might be, who could serve as spokespeople or spokescharacters for PlayStation. The most important thing is to get great gameplay to the consumer.

GF: How long of a run do you forecast for 32-bit consoles? What do you see for PlayStation in the next five to ten years?

SR: If you take a look at the history of video games, most of the platforms lasted anywhere from about four to six years. The timetable we're looking at for PlayStation, and all the next-generation systems, is probably the same. I don't think we're seeing an elongation or a shrinking of the technological forefront. In the next five to ten years I think you'll see a lot more ease of networking, and player-to-player gaming. I think you'll see more live-action integration, to the point where stream-through video isn't just an interlude, but it's really part of the game. You'll see these things not only from PlayStation now, but from the next generation of Sony product that we develop down the road.

GF: Who at SCE decides which games will make the trip to the U.S. from Japan? And I ask this after learning that Motor Toon GP, one of our favorite PS titles, will not be making it to the U.S. Do you feel the theme is too light for Americans?

SR: Basically within the SCE group there's SCE Japan, SCE Europe, and SCE America. All of the products that are made in any territory can be taken in by any other territory. We have complete access to anybody else's software. But it's totally up to me, as the President of (Sony) North America, to decide if I want to take a product in from Japan or not, or take a product in from Europe. For example, we're taking in Jumping Flash, the game that you guys like, and we also happen to like a lot. We're taking in a basketball game from SCE Europe. We're not going to take in Motor Toon, and that's totally our call. We have a grid and a mechanism and a scoring system that we use, and it just did not pass our test. My personal review of the title is that it is a bit juvenile. There are some game mechanics in (Motor Toon) that don't make a lot of sense to the American mentality. While it would sell in the United States, I just don't feel it would sell in large numbers. We're trying to bring in product that has much broader appeal.

GF: On that note, not all Americans watch sports and eat hot dogs. Japanese art and anime have a place in many a gamer's heart. In fact the best games of our time, especially in the role-playing field, were created in Japan. Sega made the huge mistake of ignoring this rather large segment of gamers by depriving us of RPGs and games with themes they didn't feel appealed to the masses. The enthusiast is the reason we are here in the first place. Will SCE take a similar stand and focus only on the mainstream, rather than the enthusiast?

SR: No, again, I think that there are categories we will go after. We are looking at a number of RPGs, such as Arc the Lad from Japan. I think they shipped over 300,000 pieces in the first shipment. We are examining whether or not this title appeals in the United States. Each of the games that we have access to from Japan, or from Europe for that matter, we take into focus groups. We have a wide spectrum of target audiences that we talk to. So if we're looking at an RPG, we will skew toward an older, more sophisticated, computer-playing type of focus group than we will if it's a sports game. We're also looking at simulations. Several of our third parties are doing World War II sims, battle sims, and things like that. We have approved SimCity for publication. I'd rather let the individual third-party companies announce what their titles are, but because of the capabilities of this system, there will be many more sims than on SNES or Genesis. PlayStation just handles these types of games better than the 16-bit systems.

*(Everything sounds great Steve. GameFan is behind you guys 100%. Thank you for the candid interview. --ED.)*

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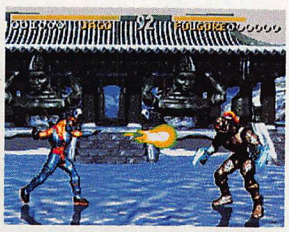

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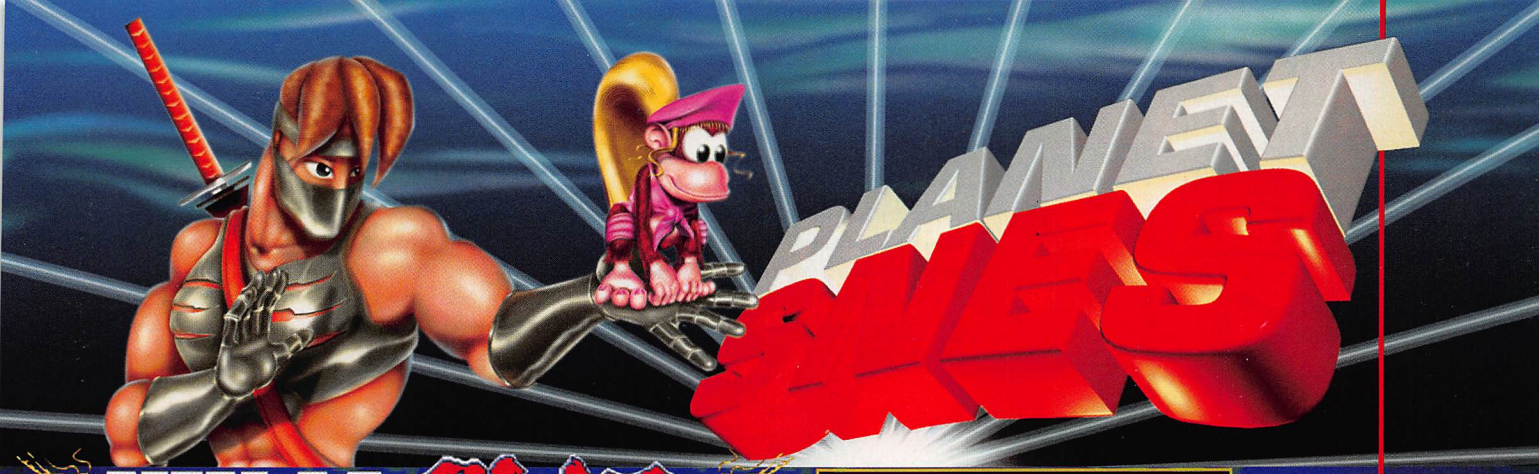
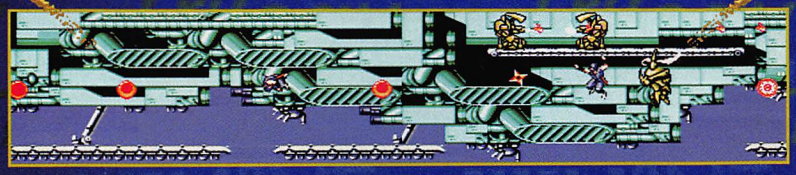
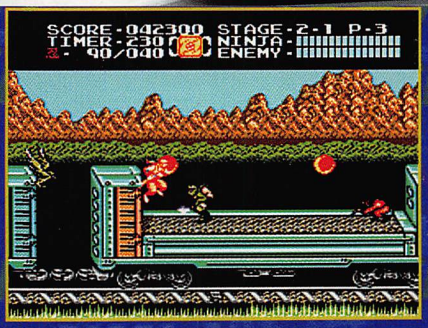


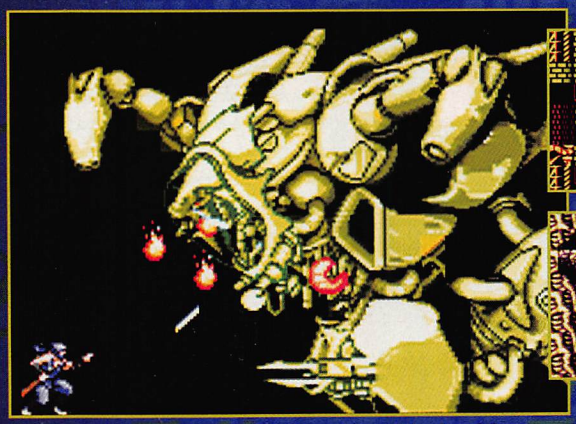

# NINJA 外伝 GAIDEN

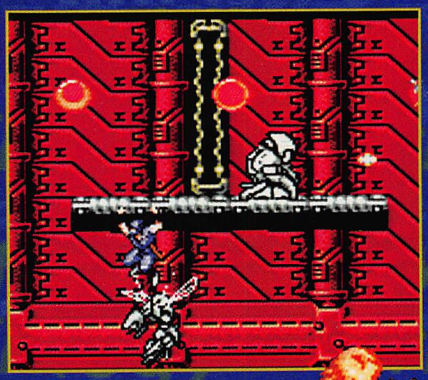




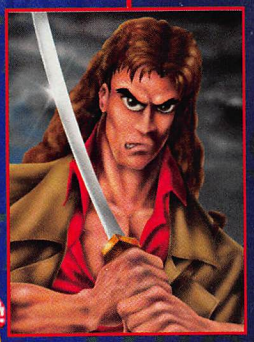

**REVIEW**

**SUPER NINTENDO**
ENTERTAINMENT SYSTEM





DEVELOPER - TECMO
PUBLISHER - TECMO
FORMAT - 12 MEG CART
# OF PLAYERS - ONE
DIFFICULTY - MEDIUM
AVAILABLE - SEPTEMBER



**E. STORM**
Ninja Gaiden is the only 8-Bit classic that can survive in a 32-Bit world.

Anyone who grew up scouring the aisles of the local Toys R' Us for quality NES games surely remembers the first time he (or she, ya' never know) played Ninja Gaiden. For me, it was the first time I ever really experienced a true platform game. From that moment on I was hooked. Unlike many of my comrades, I thought Mario was lame back then. He was just too cuddly for me. I'm one whom has always been drawn to the dark and foreboding, over the flowery and cuddly.

When the SNES was released, one of the first things that crossed my mind was getting a rockin' 16-bit version, but sadly, the usual 'off by a mile' demographic study stepped in my path, and to this day, no new version exists on a home platform. Now here we are at the tail end of the 16-bit era and out pops Ninja Gaiden Trilogy, all three blissful 8-bitters wrapped up with additional color, and pounding SNES music. Even though the graphics are exactly the same otherwise, I played all three once again, and got an instant reminder of how great 8-bit games played. I can only hope Tecmo does well with Trilogy so they'll invest in a Saturn, PS, or Ultra-64 version. But this late in the game, who knows? Will I buy it when it comes out?... What, are you kidding. I wouldn't miss it for the world. It's a little slice of history I can now play with the music cranked, shaka! -E. Storm

# Castlevania Dracula X

**PREVIEW**

**SUPER NINTENDO ENTERTAINMENT SYSTEM**

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - 16 MEG CART.

# OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - OCTOBER

**E. STORM**

AS USUAL, KONAMI DELIVERS LEGENDARY GAMEPLAY AND A STELLAR SOUNDTRACK IN DRACULA X.

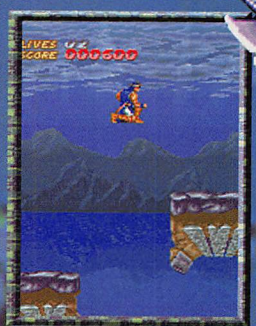
One word will always result in a luminous grin when uttered to any platform game addict... Castlevania. We dig the whole Belmont thing, which is basically slaying the beasts which surround an eminent feast on the sacrificial vampire of Konami's choice. We keep killin' 'em and they keep comin' back. As long as they do I'll be there with a controller and a bottle of No Doze. There's something about vampires that makes 'em really fun to kill. I guess the fact that they're spawns of hell and poke holes in foxy babes has a lot to do with it.

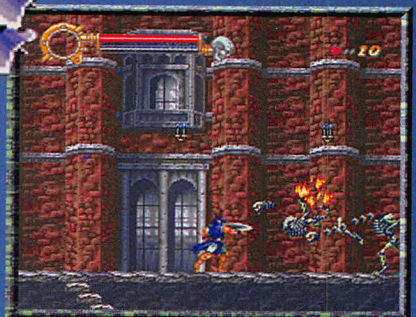
In this final 16-bit installment, Konami has taken the gameplay that made the NES and PC Engine versions so intoxicating, and blended it with high quality SNES graphics and a soundtrack that you could NEVER get too much of. Those trademark Castlevania melodies have seldom (actually only once on PCE-CD) sounded this good. In fact, if this game sucked (which it definitely does not) I'd buy it for the soundtrack alone.

What this game does not parody is my favorite version, Bloodlines (which I will always treasure) and my second favorite, the original SNES version (which remains on nearly every gamers top ten all time SNES list). Not to say that this adventure pales in any way. It is a fantastic game, just not of the same divine stature as the above aforementioned hunts, which are seldom achieved in a console's lifetime.

One feature that makes Dracula X so great are those wonderful patterns. Literally every enemy has some sort of method to his (or its) attack. You must adjust your position in contrast to their distance and speed much of the time. Simultaneously you'll contend with those trademark CV pitfalls, like jumps that require you loft off of the very edge, and crumbling platforms. If you're not careful in level 3, you'll find yourself neck deep in a swamp filled with pain, a dire consequence of your impatience and imminent descent from staggered pil-

STAGE 2

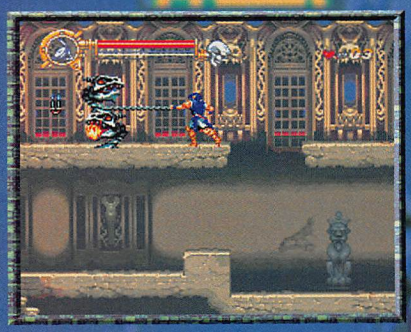


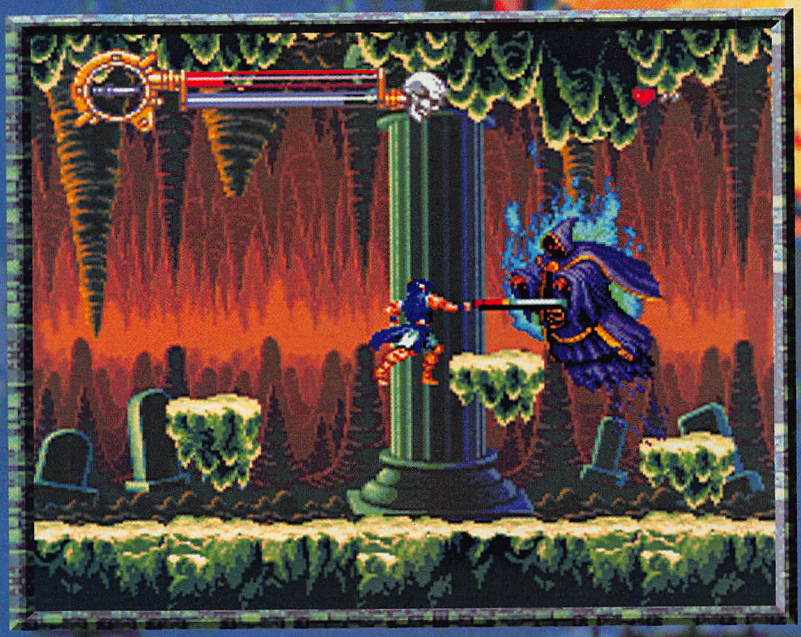



lars laced with those relentless flying heads that have graced every hunt. And then of course, there's the bosses which in this adventure take some time to figure out. This Belmont isn't quite as agile as what you're used to so be prepared.

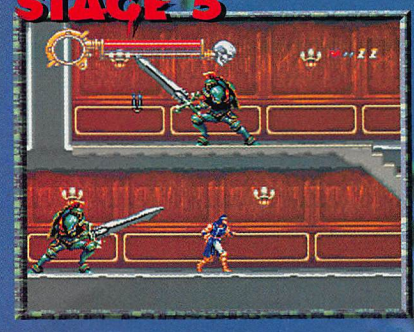
I've gone about as far as I can go in a preview, so I'll layout the remaining levels and review Dracula X next month. The SNES is so very jammin' these days isn't it? It's good to see I tell ya', 16-bit consoles are many and future support is mucho appreciated. Enjoy the last 16-bit installment of Konami's legendary series. -E. Storm

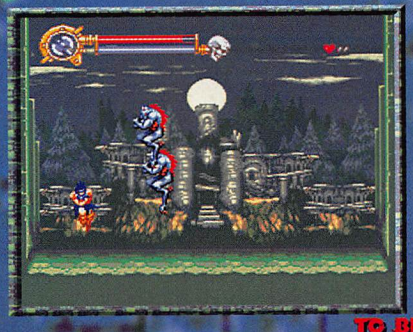
## STAGE 3





## STAGE 5





TO BE CONTINUED...

The greatest 3D splatter-fest of all time, Doom, has stormed the SNES and in my opinion this is the best game system version yet! The control you missed on the Jaguar, the music you missed on the 32X, it's all here...and more.

At first you may want to wrench open your system and see if there's a 32-bit chip hidden inside, 'cause you won't believe you're looking at SNES graphics. Well, you won't find one of those, but you will find the FX2 chip...that's right, Doom is the FIRST FX2 game!

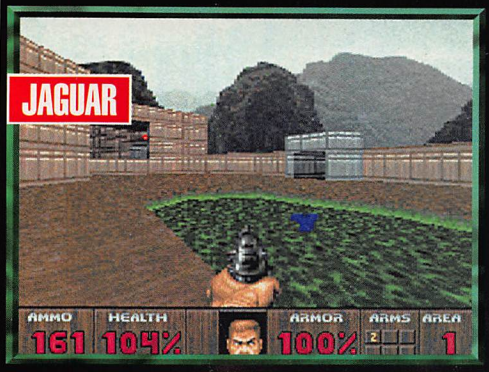
Doom SNES has captured the entire dark, disturbing, text-mapped visual wonder that was the PC version, with only a few sacrifices. For instance, the resolution has dropped, but not too much. Texture maps on the ceilings and floors were cut, but it's hardly noticeable. The view window is letterboxed, but nowhere near as badly as in the 32X edition. Despite these compromises, Doom is one of the all-time landmark 16-bit graphic achievements.

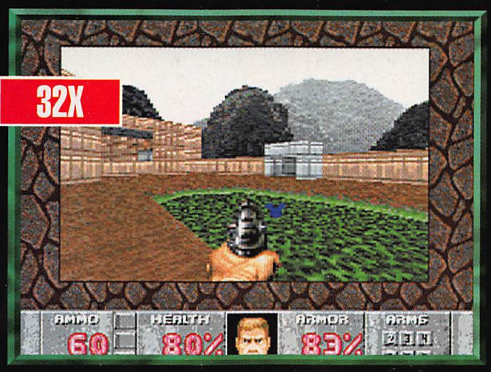
If you loved the MIDI music tunes that kept your sweaty palms glued to the keyboard on the PC Doom, no worries, you'll still be white knucklin' when you hear the awesome SNES music. Sound effects from the retort of a shotgun to the creepy hiss of fireballs are reproduced almost perfectly!

If you weren't completely thrilled with the control schematics on other Dooms, I guarantee you'll love the SNES control. Strafing is handled by L and R, and the run and fire buttons are right next to each other...perfect! The only compromise here is that only one button is used to cycle through the eight weapons, but the good news is you can pause and choose weapons at your leisure. You never have to worry about getting roasted while you're trying to dial up the BFD!

All the monsters, all the secrets, and most of the levels (22) made it into the SNES cart, and that's more than enough to keep you busy. All the little nuances like hidden bridges, deadsplat traps, secret weapons, etc. are waiting for you to discover. Unfortunately there's no passwords, but you get unlimited continues.

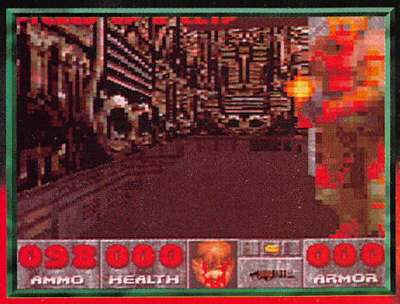
My fondest wish is that Doom will be supported on XBand, because the multi-player Deathmatch was simply the best feature of the PC version. Even if a versus option never materializes, this game is a must-play. For me, happiness is a warm rocket launcher...and Doom for the SNES! -Slasher Quan



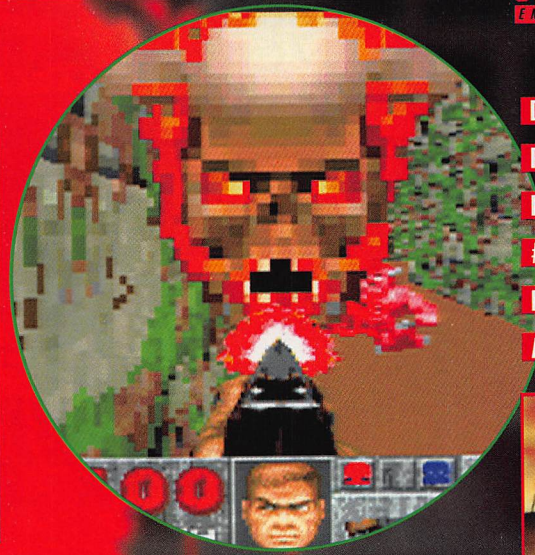
## The Three Faces Of Doom

**Which version of Doom is the best?...the answer is subjective. Here we have three prime examples of how the same game looks on different systems: Jaguar, 32x and SNES. When it's all said and done, Doom is as Doom does, no matter what system you happen to play it on.**



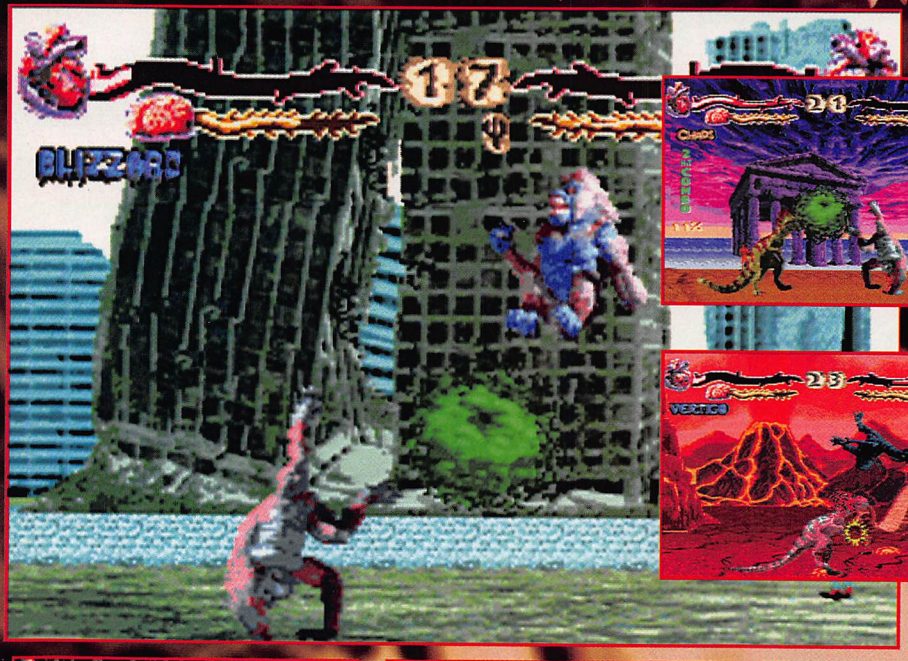
# R REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



DEVELOPER - SCULPTURED
PUBLISHER - WILLIAMS
FORMAT - 16 MEG/FX2
# OF PLAYERS - ONE
DIFFICULTY - MEDIUM
AVAILABLE - SEPTEMBER

**SLASHER QUAN**
DOOM IS THE HIGHEST 16-BIT 3D POWER EVER ACHIEVED. TOO BAD THERE'S NO MULTI PLAYER MODE



Primal Rage has arrived on the SNES and although this bestial fighting game has many positive features to its credit, there are a few chinks in the game's armor that may disappoint hard-core fans of the arcade game.

Thankfully, PR's game play has been well represented on the SNES version. The same multi-hit combos and mid-air juggles that work in the arcade game also work on the SNES edition. At first I found the special moves were a little too hard to perform, but in time they became second nature...you have to be deliberate and confident with pad movements, otherwise you'll be nothing but Velociraptor lunch meat. I also like the fact that the coin-op's blood and fatalities are still intact, albeit slightly watered down.

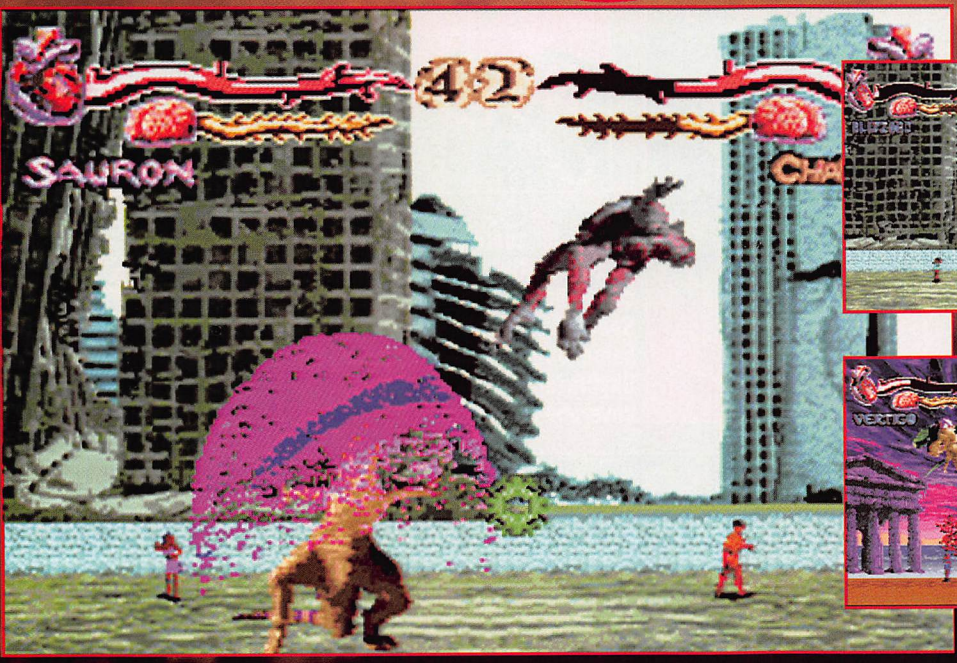
Visually, PR is great in some areas and not so hot in other areas. While the characters do have less size, color, and animation than the arcade game, the results aren't that bad considering the SNES is much less powerful than the 32-bit coin-op. To me, the digitized backgrounds could have (and should have) looked

## The Losers In This Fighting Game Don't Just Get Beaten... They Get Eaten!

# REVIEW

**SUPER NINTENDO ENTERTAINMENT SYSTEM**

DEVELOPER - BITMASTERS
PUBLISHER - TWI
FORMAT - 24 MEG CART
# OF PLAYERS - 1 OR 2
DIFFICULTY - MEDIUM
AVAILABLE - AUGUST



**K. LEE/SLASHER**
BITMASTERS DELIVERS AN IMPRESSIVE 16-BIT VERSION OF THE ARCADE POWERHOUSE.

much better. I expected the backgrounds to demonstrate much more detail and complexity, but as it stands, each locale has a very basic and washed-out look.

The sound in PR did make the trip from arcade game to SNES, but it's not completely intact. Although the music is solid and the sound effects are okay, the bassy, MK-esque sounds that were so impressive in the arcade game do not exist in the SNES version. The only thing that sounds as meaty as the coin-op game is the announcer's voice. His evil sounding "Rage" and "Final Battle" do a good job of establishing the sinister mood of this game.

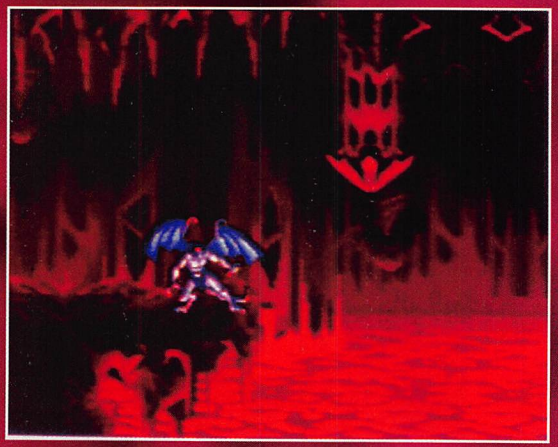
In a way, the SNES version of Primal Rage is both a success and a failure. If you're looking for a well-crafted SNES fighting game that balances violence with a unique theme, then Primal Rage may be the ticket. On the other hand, if you are a demanding PR fan looking for arcade perfection in your home, we recommend buying a Saturn or PlayStation.

—K.LEE/SLASHER

# PREVIEWS

## MORTAL KOMBAT III

Mortal Mania once again hits the SNES this October. MK3 is one of the best coin-op conversions for the SNES to date, and of course all the carnage has remained intact, once again. Look for a full review next month in GF-16 and, the upcoming GF strategy guide!

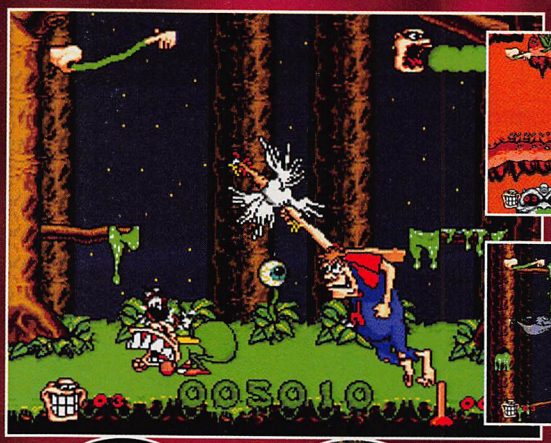


## GARGOYLES

Disney''s popular animated show gets its own game on the SNES! Get ready for Disney quality right from the source! We'll have more on Gargoyles soon.

## SPAWN

Get set for some big time action, as Spawn flies straight from the comic books onto your SNES. Spawn was developed by the same team thought brought us SkyBlazer! Tune in for power coverage next month!



## REAL MONSTERS

The wacky Nick Toon comes to life on your SNES in August. RM features cool cooperative play and art that exactly replicates the freaky show.

## BOOGERMAN

You know Nintendo has loosened up when boogers are flyin' on the SNES. Boogerman is truly one of the coolest carts ever. Do not miss this one! We'll have a flatulent revue next issue!

## WWF WRESTLEMANIA

This smash hit arcade rasslin' game features all of Vince McMahon's latest creations. Lights, camera, act!

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GENESIS

# WEAPONLORD STRATEGY GUIDE PART ONE

WeaponLord is finally here! If you're still decidin' whether to buy this super-intense weapon fighter check out Viewpoint, but if you're already knee deep in the swords, sorcery, and gore of this power cart, we've got just the thing...a list of moves not in the manual plus a strategy guide! We'll have more strategy next issue, so kick it right here. (Note: all screenshots in this issue were taken on SNES, next month we'll show off the Genesis version.) --Slasher Quan & Nick Rox, special thanks to DJAMES

## KORR

360° Flame Strike: Hold B3, →↑↗
Heart Strike: Hold B2 or B3, ↑↑↓
Knee Tarok Strike: →↓→, F3
Elbow Smash: →→, F2 or F3
Power Push: →↘↓↙, B2 or B3
Power Deflect: Hold F2 or F3, →↘↓↙

## JEN-TAI

Aura Strike: ←↓↙←, B2 or B3
Shield Spike: ←→, F2 or F3
Backhand Blast: Hold B2 or B3, ←↖→
Ram Toss: Hold F2 or F3, →↗↑←

## TALAZIA

Prey Launch: ↙↓→, B2 or B3
Pheonix Strike: Hold B3, ←↙↓→
Falcon Strike: Hold F2 or F3, ↑↖←
Double Talon Strike: Hold B2 or B3, →↓→
Reverse Claw: Hold B2 or B3, ↑↑↓
Air Frenzy: Hold F2 or F3, ↑→↗

## ZORN

Shield Crack: Hold B2 or B3, ↑←↓
Corpse Striker: ↓, charge 1 sec., then hold B2 or B3, ↑↗
Demon Axe: ←, charge 1.5 sec., Hold F2 or F3, ↘→
Roll: →↘↓↙, F2 or F3
Axe Lift: Hold F2 or F3, →↑↖

## BANE

Iron Fist: ←↙↓↘, B2 or B3
Head Rocker: →↓→, B2 or B3
Curse Slam: Hold B2 or B3, →↗↑↓
Fang Gutter: ←↙↓↘→, F2 or F3
The Mutilator: ↓↓, B2 or B3

## DIVADA

Orb of Souls: Hold B2 or B3, ↑↑↗
Hell Deflect: Hold F2 or F3, ←↓→
Heel Kick: →→, F2 or F3
Soul Displacer: Hold F3, ↓↓→

## ZARAK

Warp Spider: Hold B2 or B3, ↑↖←
Guillotine Strike: Charge ↓ 1 Sec., Hold B2 or B3, ↑↗
Power Slice: Hold F2 or F3, ↑↗←
Widow Grip: Charge ← 1 Sec., hold B2 or B3, ↘→
Power Vault - ←↙→, F2 or F3

LEGEND
B1: BackSlash F1: ForeSlash
B2: BackThrust F2: ForeThrust
B3: BackStrike F3: ForeStrike

## THRUST BLOCKS

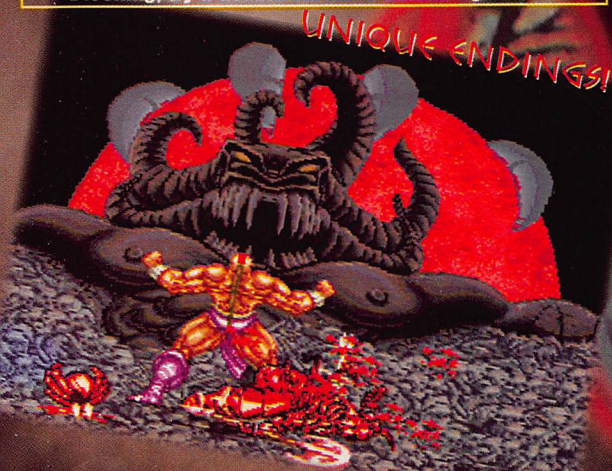
Thrust Blocks are an aggressive form of blocking. In WeaponLord you can always do normal blocks, but Thrust Blocks must be learned and mastered.

•If you Thrust Block certain attacks, the enemy will recoil, enabling you to get a free hit to start a combo!

•Certain moves will overpower your Thrust Blocks, such as Korr's Double Flame Strike. If you are used to Thrust Blocking, try a double-Thrust to defend against it!

•You must aim your Thrusts against the height of oncoming attacks. For instance, use a High Thrust Block against air attacks, a Mid Thrust Block against mid-level swings, and a Low Thrust Block against crouching/ground attacks

UNIQUE ENDINGS!



•To do an Air Thrust Block, press Down plus ForeSlash in the air. Try an Air Thrust Block against a standing opponent who tries to keep you out...you'll knock away their swing, which will open them to a combo as you land!

# WeaponLord

## DEFLECTS

A deflect will catch the enemy's swing, knock it aside, and follow through to connect as a hit. This is very useful once you know the timing. Try to watch for certain swings and do your deflect on reaction. Some moves are obvious deflects (such as Korr's Power Deflect), and some moves have hidden deflect capabilities.

•Bane's Cursed Kick has a deflect capability. Use the beginning part of the animation to deflect the weapon followed by a huge kick to the face!

## THROWS

Throws in WeaponLord are very different from other games. Throws are always done as special techniques, they can be blocked, and they can be used in a combo!

•Notice what happens when a throw is blocked, it's much like the "recoil" from other blocked moves.

•Here's a throw combo with Zarak: do a standing BackStrike and immediately two-in-one into the Widow Grip. This can suck them in from approximately 2/3 screen distance!

## WEAPON BREAKS

To break off the tip of the opponent's blade, you must go weapon-to-weapon with a certain normal Forehand or Backhand swing, and as you catch their weapon immediately two-in-one into a certain special technique! This only works against normal swings, not special techniques. If you break their weapon they will lose range and/or damage. You can break any weapon EXCEPT for Bane's.

•To do Jen-Tai's weapon break, go weapon-to-weapon with a standing ForeThrust and then immediately two-in-one into her Backhand Blast. Experiment with other characters to find their weapon breaks!

## TAKEDOWN/GROUND COMBOS

Every character has a special technique which acts as a takedown. Once you get 'em on the ground, you can use certain moves to hit or combo them on the ground!

•Do Zorn's Axe Trip to takedown the enemy. Follow this with a low ForeStrike and immediately two-in-one into a Frenzy. This combo will blow them out and knock them away from you.

## PROJECTILES

Using your weapon, it's actually possible to deflect projectiles, but only with a special technique (such as a Thrust Block or a Frenzy)! Normal swings can't deflect a projectile.

• Korr can deflect Zorn's Ancient Axe with his Tarok Strike.

• Zorn's Ancient Axe with blow through any normal swing!

# COMBOS

## JEN-TAI'S CHAIN COMBO (3 Hits/Beginner)

1) Jump in with a deep BackStrike.

2) Do a standing BackThrust.

3) Finish with a standing ForeThrust.

## KORR'S CROSS-UP COMBO (3 Hits/Intermediate)

1) Cross them up with a deep BackThrust.

2) Do a standing BackStrike.

3) Two-in-one into a Tarok Strike.

## BANE'S DEFLECT/BERSERKER COMBO (9 Hits/Expert)

1) Use the Power Deflect Ram to knock away their swing.

2) Jump in and do a deep ForeThrust while holding Down.

3) Do a standing BackStrike.

4) Do a standing ForeThrust.

5) Do a crouching BackThrust.

6) Two-in-one into a Fang Gutter.

7) Do a standing ForeStrike.

8) Two-in-one into the Berzerker for three more hits!

# DEATH STRIKES

In WeaponLord, the basis for the fatality system is this: you must use a long combo to kill the enemy in the final round. During the combo, you must kill them with a normal move and then two-in-one into a certain special technique, which will act as a Death Strike. Every character has multiple special moves which act as Death Strikes, and it's possible to combine multiple Death Strikes into one long Death Combo!

## DIVADA'S BODY PULP DEATH COMBO

1) When the enemy is down to their last bit of life, do Divada's standing ForeThrust.

2) Two-in-one into her Power Flip to cut off their head.

3) Step back and juggle the head twice with standing BackSlashes.

4) Then do the Power Flip again to explode the head.

5) Quickly do the Ground Blast to pulp the body.

# REVIEW

SEGA GENESIS
LEADER OF THE 16-BIT VIDEO REVOLUTION

DEVELOPER - PROBE
PUBLISHER - TWI
FORMAT - 16 MEG CART.
# OF PLAYERS - 1-2
DIFFICULTY - ADJUSTABLE
AVAILABLE - SEPTEMBER

Time Warner Interactive has gone back in time to fetch seven of the fiercest prehistoric warriors that ever thundered around on the face of the "Urth." Coming to a Genesis near you is Primal Rage, the prospect that was once thought to be on its way to dethroning the (then) number one fighting game, MKII. Suffice it to say, it didn't quite make it that far. It's too bad that this new reincarnation of PR isn't exactly up to the standards of the original. Those hardcore fans who swore their allegiance to PR may be in for a rude awakening.

Graphically, the 64 color barrier coupled with a handful of minor (and a couple major) visual flaws make some of the game an eyesore. The arcade original drew a lot of attention with its slick artistry and awesome stop-frame animation, but much of that graphic punch flies right out the window in the Genesis version.

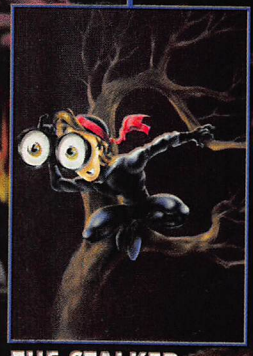
The sounds are fitting - even if under-powered - and there are a few quality samples to be found. Of course, the arcade sound hardware was a lot more complex than that of the aging Genny.

A fair deal of the alternative aspect gameplay that made the arcade title an overnight hit can be exploited. The combo system is still there, but it takes a little getting used to. There's still a good deal of death, brutality, and fatal moves to this game, so that may keep some fans happy. On the venerable Genesis, however, the arcade heat simply isn't there anymore. The moves are, unfortunately, very choppy in most cases. The characters are well-balanced but tend to handle a tad on the lethargic side.

If Primal never existed and surfaced as an original Genesis title, you'd no doubt be impressed.

Fans of the rockin' original will either love it or hate it - depending on how devoted they are to the arcade version.

-The Stalker



**THE STALKER**
PROBE SQUEEZED ALL THEY COULD OUT OF THE GENESIS. LET'S CALL THE END RESULT "PRIMAL LITE"

ARMADON
PUSH START
SAURON
BLIZZARD
DIABLO
CHAOS
VERTIGO
BEAT EM'
&
EAT EM'!

# the adventures of BATMAN & ROBIN

**PREVIEW**

SEGA

DEVELOPER - CLOCKWORK TORTOISE

PUBLISHER - SEGA

FORMAT - CD

# OF PLAYERS - ONE

DIFFICULTY - VERY HARD

AVAILABLE - SEPTEMBER

**MR. GOO**

B&R CD IS OOZING WITH DIFFICULTY. GREAT 3D AND ANIMATION ALMOST SAVE THE DAY... ALMOST

One would think that Batman & Robin CD would be the incorporation of the new driving levels you see here and the side scrolling action levels from the recent Genesis release... Unfortunately, one would be mistaken. The CD version is a new game from top to bottom. However, that isn't necessarily good in this case. Remember the insane difficulty in the original driving scenes during the latter levels of the original Batman CD? Well, these are as hard from the outset. Sure it looks great, but you'll get no time to enjoy the graphics. Trust me, you'll be to busy winging controllers. Besides the driving, actual animation from the series is laced throughout which is nearly full screen and very cool. This version was ninety percent complete so hopes of adjustable difficulty are slim. Mighty unfortunate. Batman's having a tough '95. The Forever series is coming... keep your fingers crossed.

-Mr. Goo

# Light Crusader

**PREVIEW**

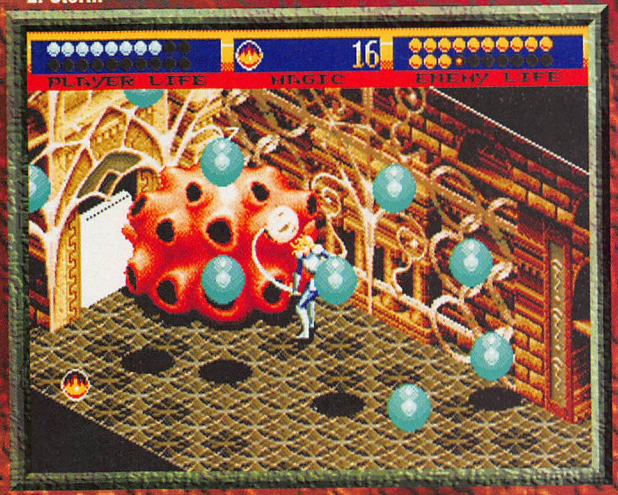
SEGA GENESIS

Here's some great news for Genesis owners (and future Nomad owners). SOA has decided to bring us one more Treasure game!

Light Crusader is Treasure's first isometric adventure and it's got all the trademark features that make Treasure games such spectacles. How Treasure reaps so much color and visual effects from the Genesis will forever remain a mystery to me. Simply put, nothing looks like a Treasure game. They are one of a kind.

Light Crusader revolves around a kingdom in which the inhabitants have mysteriously disappeared. You'll travel deep in to the world beneath the Kingdom to uncover a heinous plot and some truly remarkable creatures. The game play can only be compared to Equinox, except this character has a wider range of attacks and feels much nimbler than the stumpy fella' in that fine game. The bosses in this game also out shine anything in the genre and many of the puzzle elements are ingenious creations which require manipulating sprites about the screen. The effects are of course, Treasures. We'll have more on Light Crusader next issue.
-E. Storm

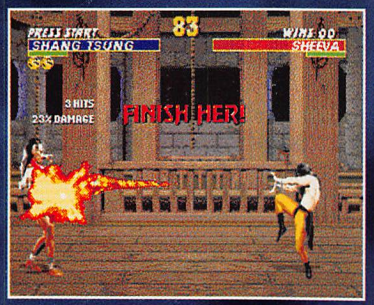
DEVELOPER - TREASURE
PUBLISHER - SEGA
FORMAT - 32 MEG CART
# OF PLAYERS - 1
DIFFICULTY - MEDIUM
AVAILABLE - SEPTEMBER



**E. STORM**
IT'S ABOUT TIME LC HIT THE STATES! DON'T TAKE AS LONG WITH GUARDIAN HEROES SEGA!

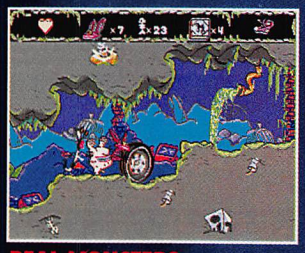
# PREVIEWS

SEGA GENESIS
LEADER OF THE 16-BIT VIDEO REVOLUTION

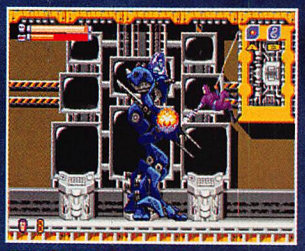



**MORTAL KOMBAT 3** The third installment in the Mortal Kombat saga is about to wreak havoc on your Genesis! Complete with all the latest killer Kombo's, ( and, as you can see, plenty of powerful Kombat codes ) this will hopefully be the 16-bit pinnacle in the MK trilogy. Next month's GF-16 will be packed with MK as we dive in to both 16-bit versions Mac first.

**VECTORMAN**
Having to run slide scans on Vectorman is a cryin' shame. This game truly is a visual wonderland. Blue Sky's ultimate Genesis adventure is slated for Oct/Nov. Hopefully, we"ll have a rockin' preview, the GF way, next month in GF--16



**REAL MONSTERS**
Fans of Nicks Real Monsters should be as happy as Rocko on a good hair day with this 3 character cooperative title. We'll have more RM next month.

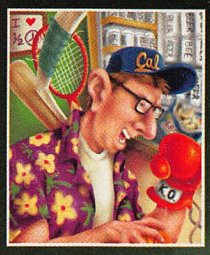


**PHANTOM 2040**
Play mech's a-plenty and Nick quality art can be yours in Viacom's Phantom 2040. We'll review P2040 next month.

**GARGOYLES**
Does anyone see a trend here? Movie, cartoon... game! Shouldn't it go, game, cartoon... movie? Gargoyles is coming soon for the Genesis. Look for great animation in Disney's first in-house Genesis title.

**KOLIBRI** Tucked away somewhere deep in Budapest, yes Budapest, the Kolibri team is putting the finishing touches on the ultimate 32X game. Now that's privacy!

**GARFIELD** The worlds most infamous fat cat, Garfield, just couldn't wait to get his fat butt in to a Genesis game. Garfield plays really well and has deep gameplay... really, no kidding! Help him escape from his own late-night TV fantasy world this September.

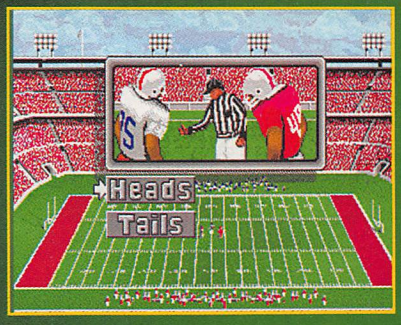


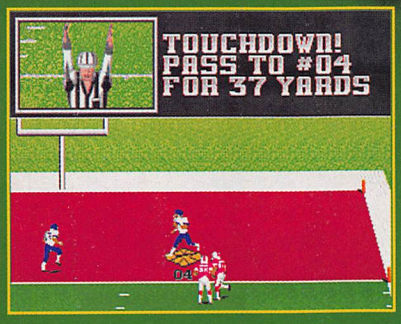
Cal Cavalier

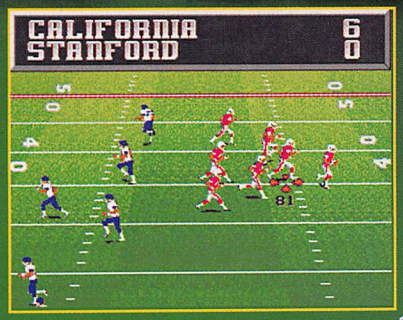
Chip

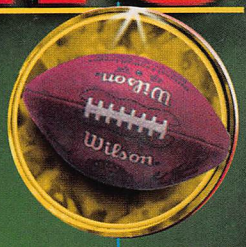
# GAMEFAN SPORTS

Welcome to the all-new GF Sports...sort of. You're looking at a work in progress. Chip, myself, and the illustrious Mr. White are overhauling this section to make it cleaner, bigger, and better. You'll notice we've added VIEWPOINTS this issue so you always get two scores, and those silly "power tabs" are history. If all goes well, next issue we'll bring back the full-blown GF Sports cover, plus a monthly sports column. How cool is this: the 32-bit sports revolution, the start of the new college/pro pigskin seasons, and the new GF Sports are ALL happening at the same time! —Cal Cavalier



## REVIEW

SEGA GENESIS
LEADER OF THE 16-BIT VIDEO REVOLUTION

DEVELOPER - EA SPORTS
PUBLISHER - EA SPORTS
FORMAT - CD ROM
# OF PLAYERS - 1 OR 2
DIFFICULTY - MEDIUM
AVAILABLE - ?????

This is the all mighty ace Combat. It will likely take the dubious honor of most kick assest game that ever was (for a SIM) It has all the usual components, speed , control, lots of lethal jets and a bitch load of air to air missiles. If you don't jerk you head around the first time you play this game you had you hadbetter check your pulse. as far as originality and the latter you will be a little miss laid and the intro will only make you say "yeah that is going to be the game on the ultra 64". But other than the oe the game on the ultra 64". But other than the obvious flaws in the tiny texture mapped terrors of the sky the game really rocks. Th e sound track don't suck neither, wow! bonus shit or what I mean what the hell do those guys at Namco smoke anyway. (wish i had some) I think those little jap bastards love to freak, no i take that back I know those little jap bastards love to freak on military Sims and that's cooly this game you had better check your pulse. as far as originality and the latter you will be a little miss laid and the intro will only make you say "yeah that is going to be the game on the ultra 64". But other than the obvious flaws in the tiny texture mapped terrors of the sky the game really rocks. The sound track don't suck neither, wow! bonus shit or what I mean what the hell do those guys at Namco smoke anyway. (wish i had some) I think those little jap bastards love to freak, no i take that back I know those little jap bastards love to freak on military Sims and that's cool if your a little jap bastard but i am not. Us poor white trash from So CA will just have to play it for what it is.. a video game and nothing else a little miss laid and the intro will only make you say "yeah that is going to be the game on the ultra 64". But other than the obvious flaws in the tiny texture mapped terrors of the sky the game

- Cal Cavalier

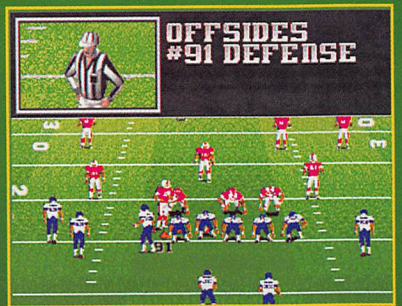
### VIEWPOINT

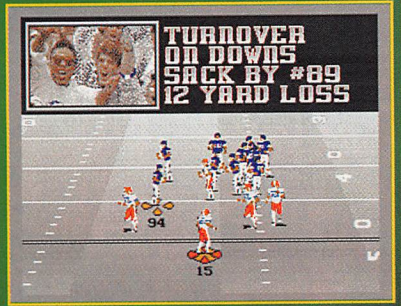
**CAL CAVALIER**

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

**OVERALL: 92%**

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




**CHIP (NO LAST NAME)**

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

**OVERALL: 75%**

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

# TECMO SUPER BOWL III Final Edition

## PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

DEVELOPER - TECMO

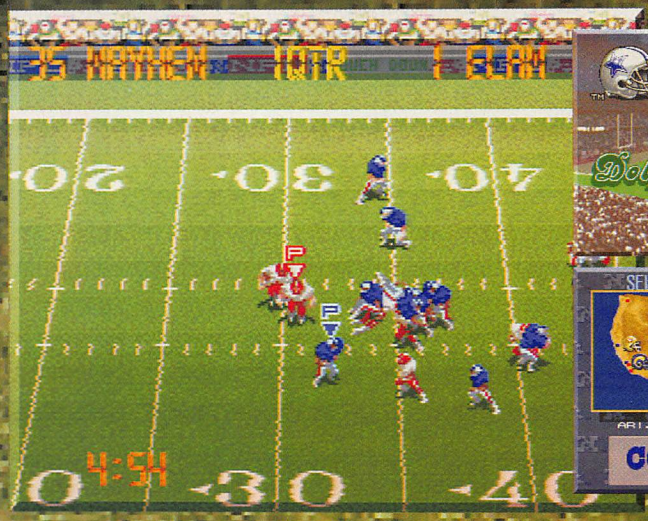
PUBLISHER - TECMO

FORMAT - 12 MEG CART

# OF PLAYERS - 1 OR 2

DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER




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

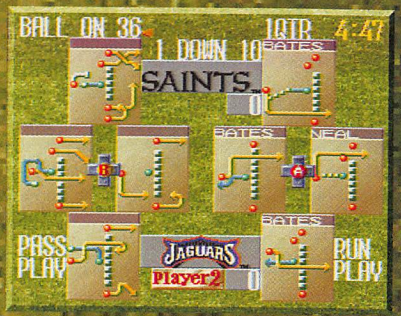
For instance there's much more in the way of stat/record/team management options. You can now edit and create players, assigning whatever stats you want (capped by an ability point limit). The new Grow Up System allows players to improve over time based on their performances and experiences. There's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

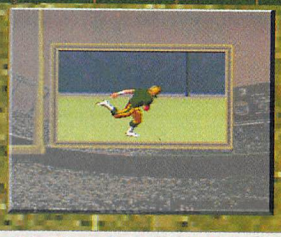
TSB3FE offers way more than stat improvements. The cinema screens are bigger and bolder than ever, featuring a cool zoom-up for big plays. There are more plays than ever, plus enhanced sound effects, new field patterns, and selectable playbooks. As you'd expect all the real '95 teams and players are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

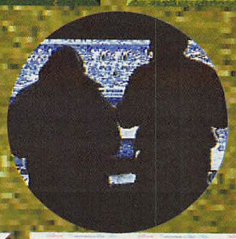
TSB fans who hate any tinkering with their beloved game will be happy to know that the basic gameplay engine and perspective are still the same. Guessing your opponent's play call is a major factor, and the familiar collision feeling is the same as always.

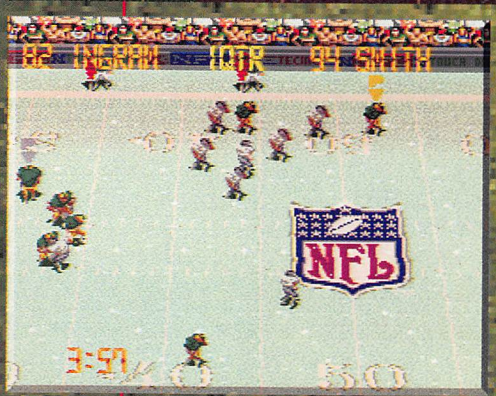
Change is hard to resist, but Tecmo has stuck by its guns for four sequels and counting...will TSB3 be a conference champ or a wild card? We'll have reviews on both the Genesis and SNES versions soon.

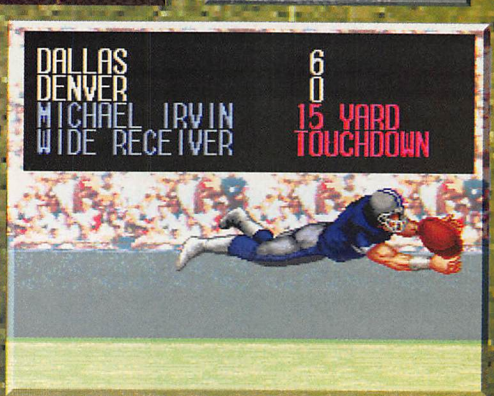
—Cal Cavalier

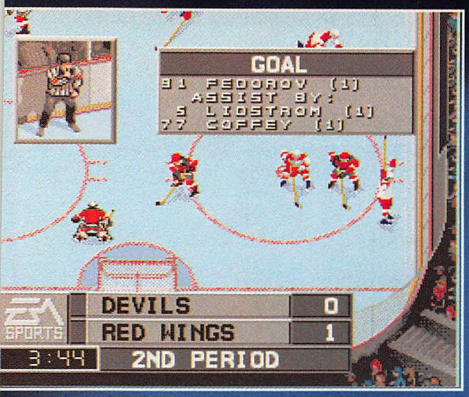


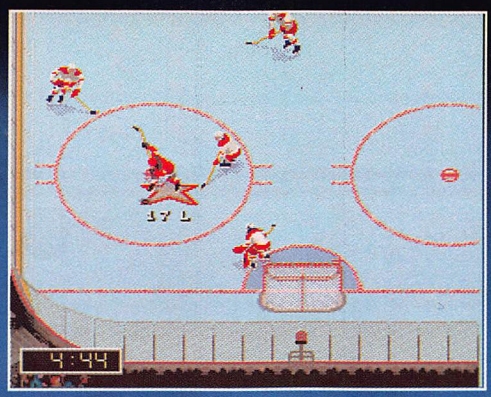





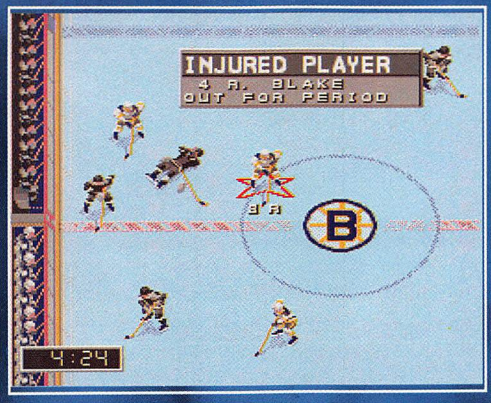






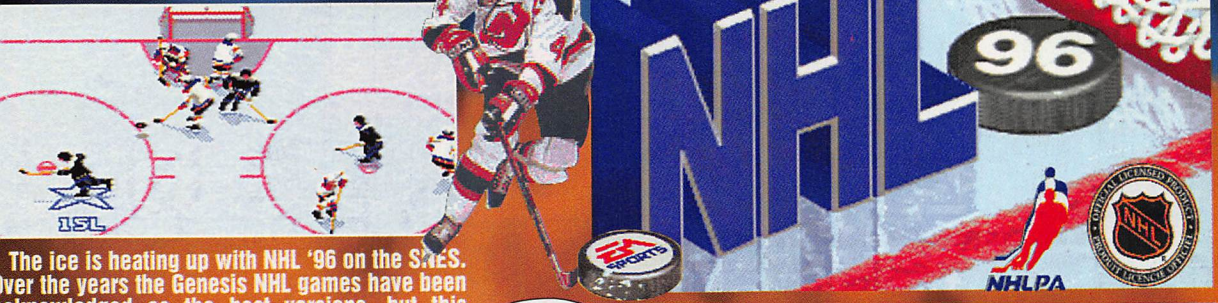
While incidents such as last year's lockout may interrupt the NHL season, neither hail nor sleet nor strike ever seems to stop EA Sports from unveiling a new NHL Genesis game every fall. As always the art offers almost all the same, but just a little more, to get ya into the store...and what true NHL fan could live without updated team rosters? This year's new features include some surprises. For instance fighting's back, and it's pretty much like you remember it from the original NHL...a one-on-one slugfest situation, just pound the pug's fake teeth in. EA also added many game play improvements, such as the ability to lie down on defense to stop a shot, the "spin-o-rama" juke move, the quick stop and one-timer passing. Yeah! Graphically NHL just gets better every year, and you'll notice many new player animations. This version has some nice FMV sequences for scores, missing on the SNES. There's also stadium-specific organ music. The list goes on, stay tuned for next month's review. —Cal Cavalier



SEGA GENESIS
LEADER OF THE 16-BIT VIDEO REVOLUTION

DEVELOPER - EA SPORTS
PUBLISHER - EA SPORTS
FORMAT - 16 MEG CART
# OF PLAYERS - 1 TO 4
DIFFICULTY - MEDIUM
AVAILABLE - SEPT 22

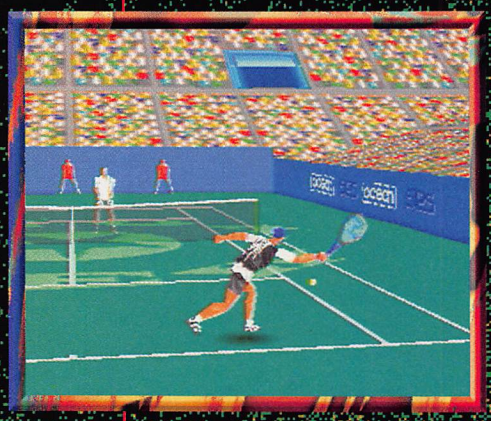
GAMEFAN SPORTS PREVIEW

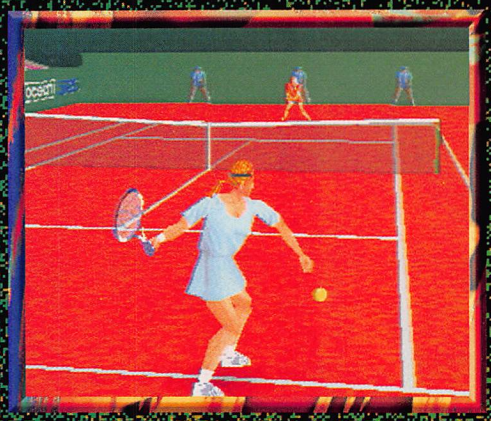


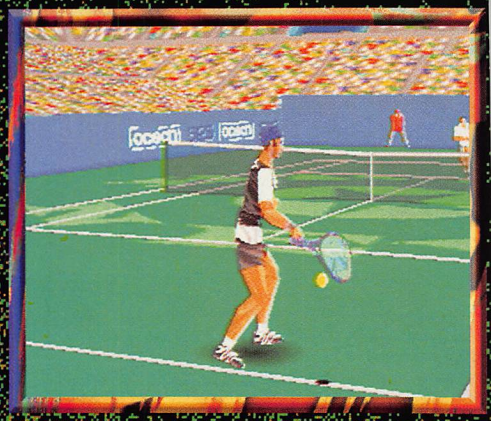

The ice is heating up with NHL '96 on the SNES. Over the years the Genesis NHL games have been acknowledged as the best versions, but this year's SNES cart offers some cool features that Segain't got (except for the FMV cinemas). For starters, how about a multitude of crystal clear voices to announce anything from a goal to a penalty? Yup. And remember all those new game play moves in the Genesis version? Well, they are much better handled by the SNES controller with its six buttons. The Genesis cart doesn't offer six-button control, which means the already-crowded three button controller is forced into double-taps. More features to slave over include multiple skill levels (finally), crowd chants, multiple injuries, and the full-length Stanley Cup presentation and MVP awards. Okay, maybe EA was stretching it with that last one, but hey, I ain't complainin'! We'll face off with the SNES version next month also, be there or be lame! —Cal Cavalier

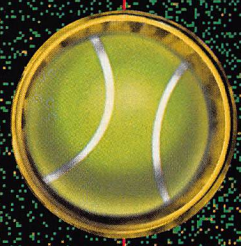
SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - EA SPORTS
PUBLISHER - EA SPORTS
FORMAT - 12 MEG CART
# OF PLAYERS - 1 TO 5
DIFFICULTY - MEDIUM
AVAILABLE - SEPT 22



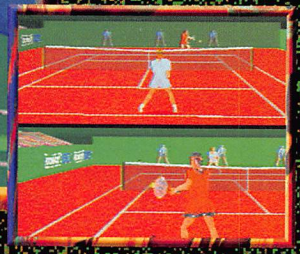


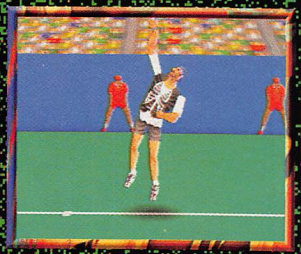




# PREVIEW

# POWER SERVE





PlayStation

DEVELOPER - FOUR WINDS

PUBLISHER - OCEAN

FORMAT - CD-ROM

# OF PLAYERS - 1 OR 2

DIFFICULTY - MEDIUM

AVAILABLE - SEPTEMBER

Now that the true next-generation systems are here, the gaming world seems to be filled with a sense of electric anticipation. You see, every time a new sports genre is done for the first time on 32-bit, it's like a revolution. First there was Greatest Nine and Pebble Beach on Saturn, now it's Power Serve on PS, what could be the greatest tennis game of all time.

Power Serve combines multiple 3D perspectives, texture-mapped graphics, and depth of game play previously unseen in tennis games. I am absolutely amazed at how many effective different perspectives are available in this game. There are several full-screen views such as ground level and slanted overhead, plus a variety of split-screen views. What's truly astonishing is that each player can INDIVIDUALLY adjust their view in the split-screen...one can use a behind-the-player angle while the other can choose a bird's-eye view!

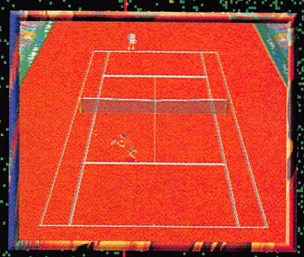
If the cameras sound impressive, wait 'til you scope the character graphics. They're so realistic and well-defined, you might think the VF2 gang bagged fighting for a day to hang out at The Club (Wimbledon). I was especially impressed with the up-close animations, such as disgruntled players adjusting their rackets after double faults.

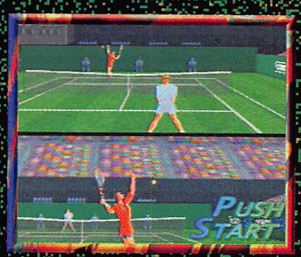
Okay, PS for PS is a graphic tour-de-force, what about game play? This one will definitely take some getting used to because of the perspective(s), it's almost like a 32-bit Racket Attack. But never in my life have I seen a tennis game with such a realistic array of swings! Flat swings, spins, slices, lobs, approach shots, volleys, HALF volleys, drop shots, overheads...does this sound like a tennis instructor rattling off a practice checklist at 6 a.m. while you can barely keep your eyelids open? It better!

While Power Serve doesn't feature real players, the game has some creative fake players who bear striking resemblances to today's real-life champs. There are lots o' options like male and female announcers and singles or doubles. While the lack of a four-player tap prevents true four-player doubles, you can always team up with the computer or go man/man vs. com/com (with no loss in speed or detail).

I have to hold back judgment until the review copy of Power Serve shows up, but if the final execution is there, I think we all know who the number one seed in the 32-bit Grand Slam will be. Way to go Ocean!

-Cal Cavalier





# DON'T MISS THE CUT

**BETTER FEATURES. BETTER PLAY. BETTER HURRY!**

Tecmo Super Bowl III: Final Edition continues the rich tradition of Tecmo football games. **Better Features** like our new Free Agency System, unique Create A Player Mode, Real NFL Players' Photos, New NFL Expansion Teams - Charlotte and Jacksonville, and new power up Cinema Screens give you, the refined sports game player, better play action than you've ever seen before. **Better Play** is what separates Tecmo from the rest. New player rosters and game schedules for the 1995 NFL Season combined with new plays, new player moves, new field patterns, and new sound effects make Tecmo Super Bowl III: Final Edition the best game yet! But you **Better Hurry**! The Official NFL 1995 Season starts on September 3, 1995. Don't miss the cut. Reserve your own copy today. Check with your favorite video game store for details on how to reserve Tecmo Super Bowl III: Final Edition. It doesn't say Final Edition for nothing!

**THE OFFICIAL 1995 NFL SEASON BEGINS SEPTEMBER 3rd**

## TECMO SUPER BOWL III: FINAL EDITION

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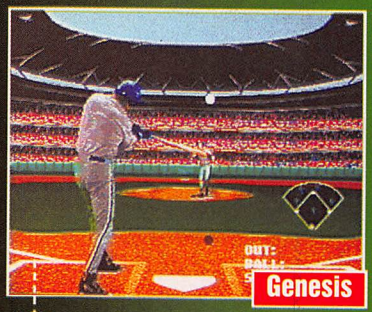
KIDS TO ADULTS AGES 6+

# GAMEFAN SPORTS PREVIEWS

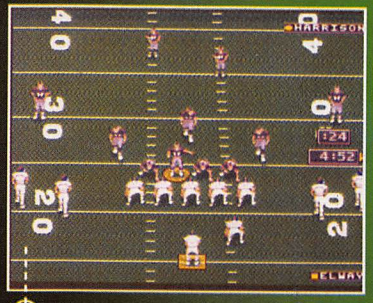
## NHL Face Off (Working Title)

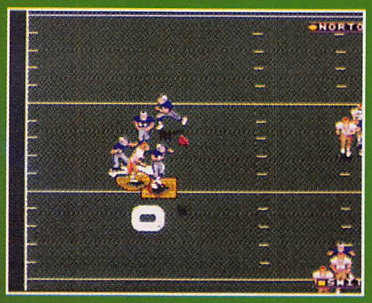
Sony Imagesoft is bringing shading, rotating, ultra-detailed hockey power to the PS. Check out the transparencies on the ice and walls, the detail of the characters...my season tickets are on order.



## Frank Thomas Big Hurt Baseball (SNES & Genesis)

Acclaim's boasting the wonders of motion capture technology with Big Hurt Baseball, and these SNES & Genesis shots show great potential.



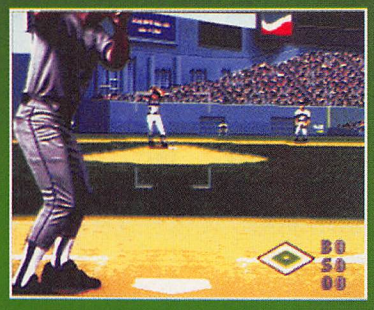


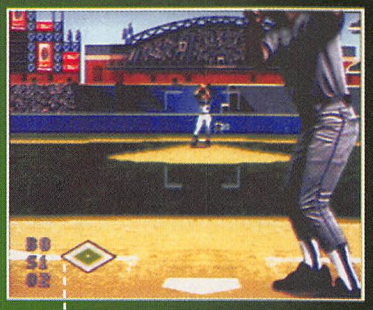
## NFL Primetime '96 (Genesis)

SegaSports is back with the isometric camera angle update, NFL PrimeTime '96 for Genesis. Where's Madden '96? This year's showdown is coming, but hey, Sega's got Neon Deion....

## NBA Jam Tournament Edition (PlayStation)

NBA Jam TE for PlayStation features pics that look IDENTICAL (I mean it) to the arcade. The sprites are 100% as big as the coin-op, the scaling is intact, even the FMV's in there. Forget all the other versions, you will be SHOCKED when you see this one.



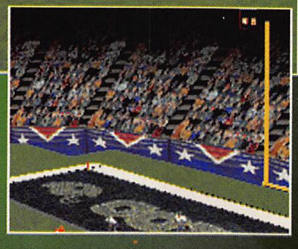


## World Series Baseball (Genesis 32X)

Okay, okay, we've all waited long enough...the prize crown of the SegaSports lineup is coming to 32X. Will the enhancement be worth it? Check out the details in the stadium and the crowd...looks like it!

## Quarterback Club '96 (Genesis)

Last year's QB Club for 32X is my favorite football game of all time, as you may know. If these shots are any indication, the '96 Genesis version could be almost as incredible.



## NFL Game Day (Working Title)

What I wouldn't give to be playing this one RIGHT NOW! Sony Imagesoft's second power sports game just looks so incredible, I'm drooling into my Gatorade. Checkout the player detail, the dives, the shading... the fans are going nuts!

FAR EAST OF EDEN

# KABUKI KLASH

Here I am again, reviewing yet another Neo•Geo fighter. "Oh, rapture," I thought. "More rehashed lameness." But wait... can it be?? A fighting game based on my third-favorite RPG series and a fantastic one at that?? Yes! It's a miracle! The gods have come down and made a Neo game! Life is good!

Well... I may be going a bit far. Tengai Makyo, or Far East of Eden, is my favorite series of PC Engine games. Although somewhat lamely retitled "Far East of Eden: Kabuki Klash," the characters are the same and the game is pure joy. The actual fighting system, however, is not that unique. It's basically Samurai with the addition of air blocks, juggles, the ability to throw your weapon and a fourth B+C slash, kind of like a "Super Fierce." Each character has a vast repertoire of super moves (One character has FIVE) done with tap-tap motions. This is a welcome difference from the ultra-painful "Forward, C, Down-Forward, C, Back, Down-Back, Down, Back, Down-Back, Down, Down-Forward, Forward, Up-Forward, B+C" death sported in many recent Neo fighters such as FF3. The strangest gameplay trait of Klash, however, is the fact that very few characters can repeatedly throw projectiles and only four can throw any type of ground projectile. Though this wasn't particularly annoying, a more comprehensive fireball selection would have been nice. Kabuki is also one of the few rare fighting games to have multiple bosses.

The art and graphics in KK are absolutely gorgeous. The animation in this game is literally second only to Capcom CPSII fighters. Although the characters are on the small side, their massive screen-choking attacks more than make up for their minute stature. In a curious contrast, the final boss Luciteller is quite literally the largest fighting game sprite ever seen, towering over even Juggernaut from X-Men.

The tunes are also high-quality, keeping in the Tengai Makyo tradition of semi-fruity-to-orchestral Japanese tunes. Hudson also hired the original games' actors to do voice, and there's plenty of it, from Kabuki's classic "Jipang-ichi no date otoko!!" to the warblings of the new character Yagumo, sister of Izumo no Okuni from Fuun Kabuki-den.

Unfortunately we had major space limitations in this issue due to last-minute additions, so KK was given an undeserving one page. No worries, though, we'll have a full review next month... see you then! - Nick Rox

## PREVIEW

**DEVELOPER: HUDSON**

**PUBLISHER: SNK**

**FORMAT: CART/CD-ROM**

**1-2 PLAYERS**

**DIFFICULTY: AVERAGE**

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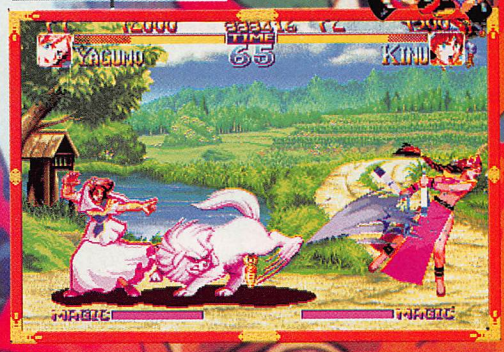

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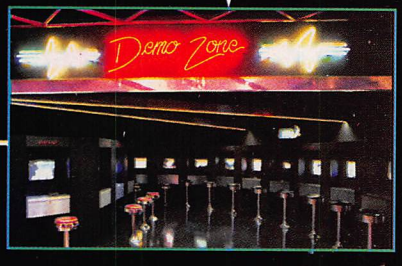


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# 鉄拳 TEKKEN 2

## EXCLUSIVE ARCADE PREVIEW

namco

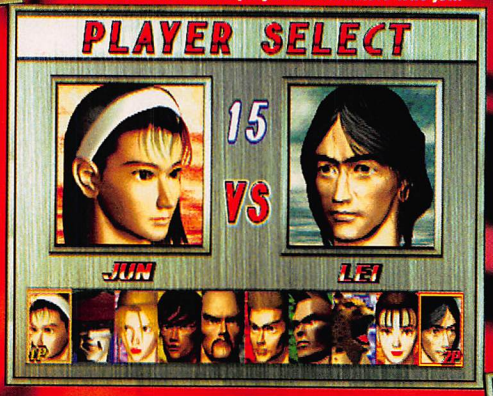
Even if it's not out yet in the U.S., Tekken 1 for the PlayStation will be one of the most popular fighting games ever. We know it, you know it, everybody knows it. So, we are in a state of joyous shock that Namco is ALREADY set to debut Tekken 2 in the arcades this month, a full three months before the Tekken 1 U.S. launch in November.

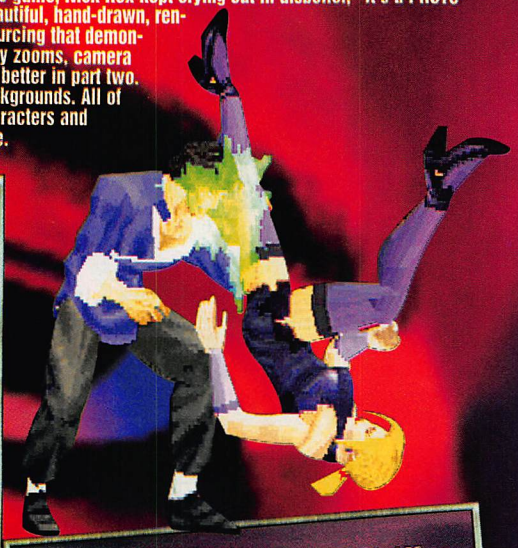
Tekken 2 is not quite to Tekken 1 what Virtua Fighter 2 was to Virtua Fighter 1...meaning, T2 is not a complete graphic overhaul because it simply wasn't necessary. The original Tekken already showed off some of the highest texture-map power on the planet. However, the marked improvements in the sequel, from the exquisite backgrounds to the new unique game play nuances, are sure to propel T2 high into the coin-op top ten.

First off are the mind-bending graphics. You might remember how Tekken 1's grounds were blocky and had less detail than the backgrounds...well, no longer. There are now ultra-detailed textures on the ground in addition to the backgrounds. We couldn't believe how high-res and realistic the pix are in this game, Nick Rox kept crying out in disbelief, "It's a PHOTOGRAPH!" And not a cheesy scanned-in photograph, but a beautiful, hand-drawn, rendered, computerized Japanese backdrop with REAL light sourcing that demonstrates the true artistry of arcade video games. All the replay zooms, camera angles, and rotations you loved in the first Tekken are even better in part two.

The character visuals seem just as impressive as the backgrounds. All of the polygon characters have been redone, and the new characters and some of the new moves were created using motion capture.

There are two new main playable characters who join the fray in T2, the hyper-pale and cute ecological fighter Jun and the super police Lei (actual transration). At this point the question of hidden characters and bosses is very much a mystery, but two of the tentative last bosses are Michelle's grandfather Wang, and Heihachi's son Kazuya. If you remember in the first game, Kazuya defeated Heihachi (the final boss) and threw him over a cliff. Now the son is the boss, and Heihachi has made a surprise return as a playable character who's out to separate his offspring from the title. Kazuya still bears the scar of when his father tried to kill him the first time...maybe one of them won't live through this installment, or maybe this will turn into a Ryu/Sagat thing.

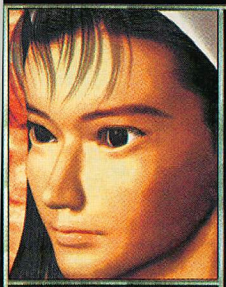


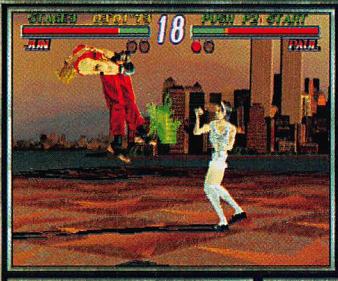



Tekken 2's game play is very much the original engine, but there's a fair amount of new technique to learn. For instance, it's now much easier/actually possible to start a combo with a normal punch/kick sequence and TWO-IN-ONE into a special move. For example, Nina can start with a Left, Right Punch sequence, then double tap forward with both punches to two-in-one into a Palm Thrust, a combo she simply couldn't do before. Other key game play aspects that have been added include new defensive and reversal moves. Lei can lie down (on purpose) to trick the enemy, then instantly spring up with a powerful handstand kick. Jun can grab an enemy's attack (sort of like Geese Howard in Fatal Fury Special) and then reverse the move into a throw. Yoshimitsu can sit down, and he might be able to teleport from that position. Many characters now have the ability to roll in and out of the background to avoid attacks, almost like Toshinden. Finally, every character has two to three new special moves, such as Law's new leg sweep.

Tekken 2 will of course feature all-new audio (including redone songs from the original game). Tekken 1 was a game that really grew on us over time, and with the depth of graphics and game play Namco has added plus the strong possibility of hidden characters, we are certain T2 will prove to be a very rewarding fighter. --Slasher Quan, Japanese translation and layout by Nick Rox. Special thanks to Dr. Dave

# TWO NEW CHARACTERS!

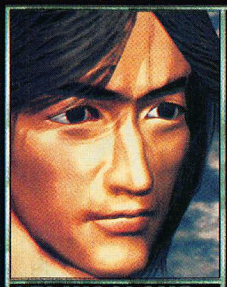




## JUN KAZAMA

"The Ecological Fighter"

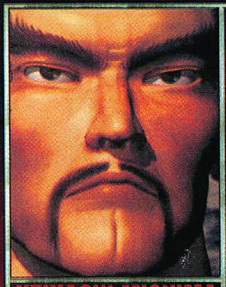
**Country:** Japan
**Style:** Kazama-ryu Kobujutsu
**Age:** 22
**Height:** 170 cm
**Weight:** 54 kg
**Blood Type:** AB
**Job:** Member of the Suicide Prevention Squad
**Hobby:** Birdwatching
**Likes:** Bathing in woodland streams

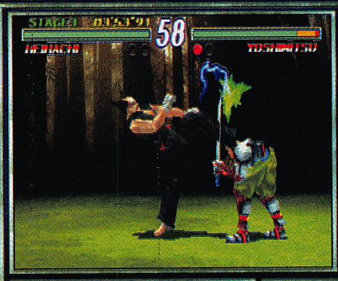


## LEI WOOLONG

"The Super Police"

**Country:** China
**Style:** Kempo
**Age:** 26
**Height:** 175 cm
**Weight:** 65 kg
**Blood Type:** A
**Job:** Detective
**Hobby:** Movies
**Likes:** Sony Products

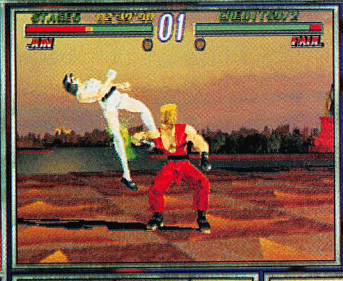




## HEIHACHI MISHIMA

"Tekken-Oh (King of Tekken)"

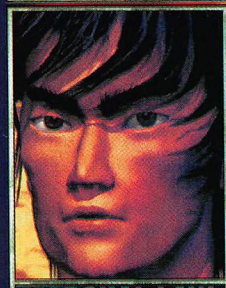
**Country:** Japan
**Style:** Mishima-ryu Ken Karate
**Age:** 54
**Height:** 180 cm
**Weight:** 82 kg
**Blood Type:** B
**Job:** Training
**Hobby:** Collecting geta (wooden clogs)
**Likes:** World Peace

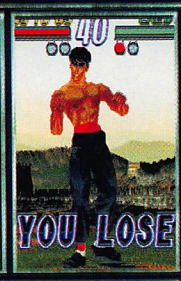


## PAUL PHOENIX

"The Hot-Blooded Fighter"

**Country:** America
**Style:** Judo + Alpha
**Age:** 27
**Height:** 187cm
**Weight:** 81kg
**Blood Type:** O
**Job:** Fights for money
**Hobby:** Motorcycles
**Likes:** Pizza

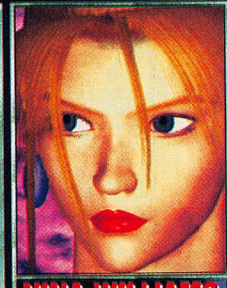


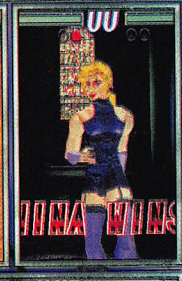



## MARSHAL LAW

"The Legendary Dragon, Again"

**Country:** America
**Style:** Martial Arts
**Age:** 27
**Height:** 179 cm
**Weight:** 69 kg
**Blood Type:** B
**Job:** Works at a Chinese restaurant and owns a dojo
**Hobby:** Fishing
**Likes:** Money

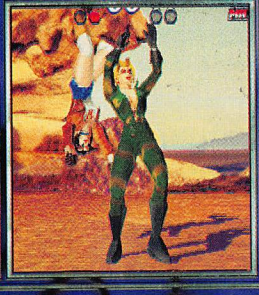


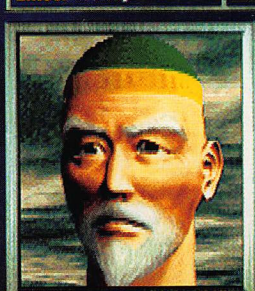


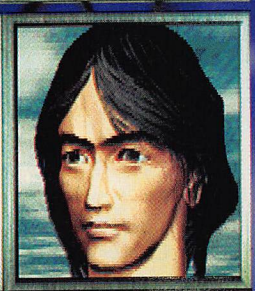

## NINA WILLIAMS

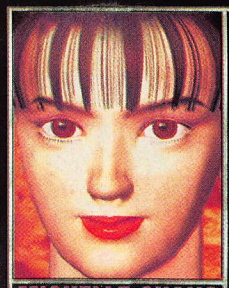
"The Silent Assassin"

**Country:** Ireland
**Style:** Koppo + Aikido + Alpha
**Age:** 22
**Height:** 161 cm
**Weight:** 49 kg
**Blood Type:** A
**Job:** Professional killer
**Hobby:** Travelling
**Likes:** Tom of "Tom & Jerry," Milk tea, scotch



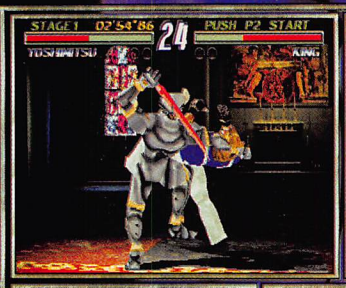






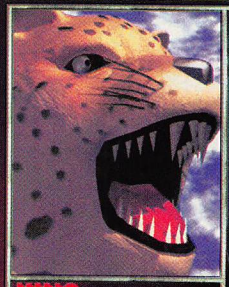
## MICHELLE CHANG
"The Wandering Woman Warrior"

**Country:** America
**Style:** Chang Kempo
**Age:** 20
**Height:** 163 cm
**Weight:** 53 kg
**Blood Type:** B
**Job:** Hunting
**Hobby:** Hunting
**Likes:** Buffalo



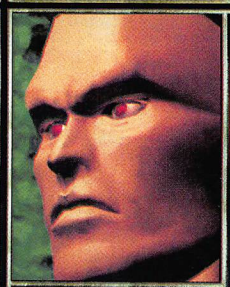
## YOSHIMITSU
"The Karakuri Space Ninja"

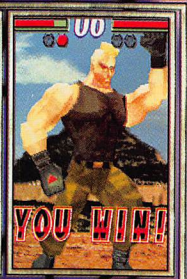
**Country:** None
**Style:** Manji Ninjutsu
**Age:** ?
**Height:** 178 cm
**Weight:** 63 kg
**Blood Type:** O
**Job:** Leader of the thievery group Manji To
**Hobby:** Sumo Matches
**Likes:** Video Games

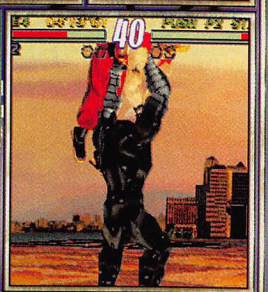


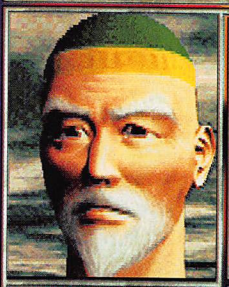
## KING
"The Wild Animal Priest"

**Country:** Mexico
**Style:** Wrestling
**Age:** 32
**Height:** 190 cm
**Weight:** 85 kg
**Blood Type:** A
**Job:** A pro-wrestler and priest
**Hobby:** Looking after children
**Likes:** Jaguars (the animal)



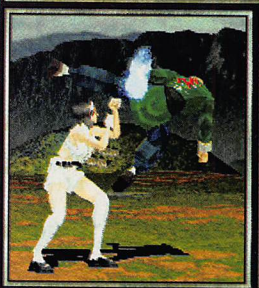


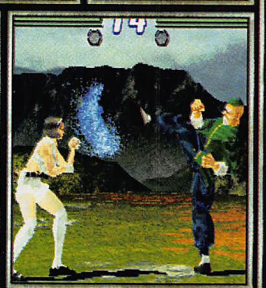


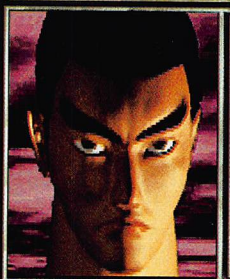


## WANG JING-REI

**Country:** China
**Style:** Chang Kempo
**Age:** ?
**Height:** ? cm
**Weight:** ? kg
**Blood Type:** ?
**Job:** ?
**Hobby:** ?
**Likes:** ?

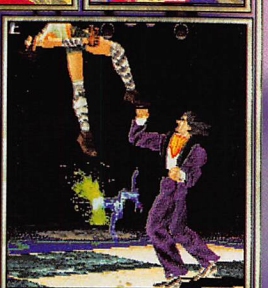


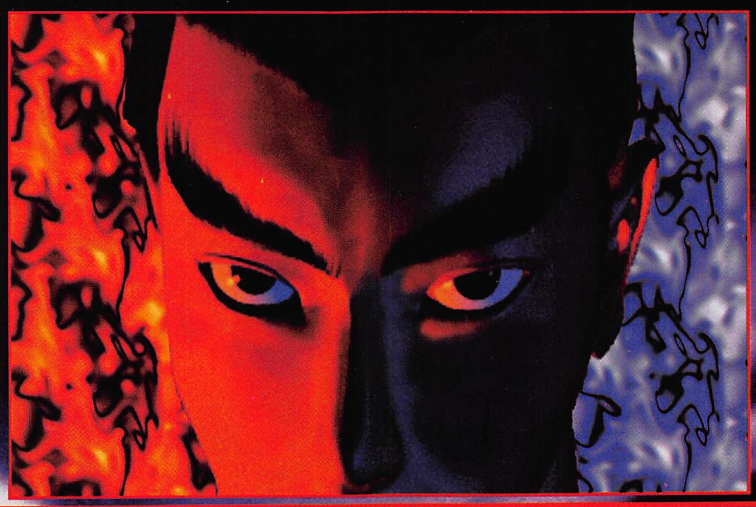




## KAZUYA MISHIMA
"The Cold-Blooded Warrior"

**Country:** Japan
**Style:** Mishima-ryu Ken Karate
**Age:** 28
**Height:** 181 cm
**Weight:** 76 kg
**Blood Type:** A
**Job:** Seeking his father
**Hobby:** Sneaker collecting
**Likes:** His father's tortured face





**MORE TO COME!**

# namco Arcade Previews

## RAVE RACER

The REAL sequel to Ridge Racer is finally coming! Rave Racer features at least twice the texture-mapped polygons (or so it seems) and four courses. There are amazing new game play elements...on the mountain course, you can fall off the cliff and land on a secret underground track, which eventually meets back with the main track! There are now two perspectives, just like in PS Ridge Racer. Look for Rave Racer in September.

## SPEED RACER

Based on the ever-popular cartoon, Speed Racer is a two-player link driver with a variety of environemnts and obstacles. Players negotiate rivers of molten lava, snow, and high cliffs. There are five characters to choose from, each with a unique car and special weapons such as missiles and spike boards.

## ALPINE RACER

Alpine is quite a departure for Namco, despite the trademark "racer" of the title. The only way to describe Alpine is, well, skiing. The cabinet comes equipped with two skis and poles and the Super System 22-generated visuals are nothing short of shocking. Look for AR at your local arcade soon!

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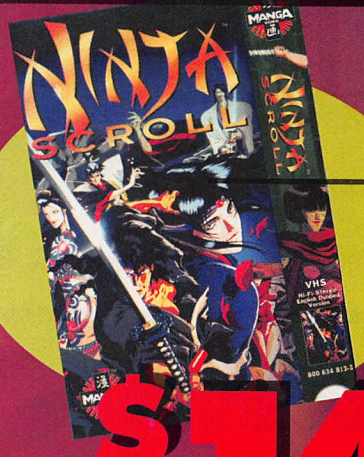


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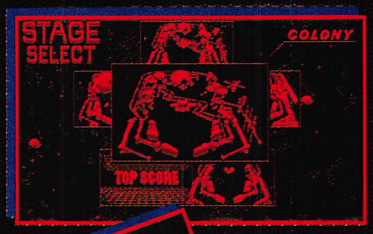
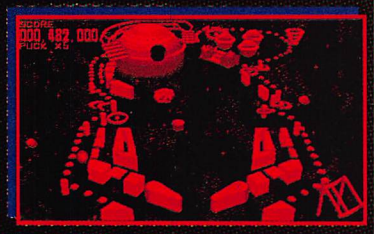
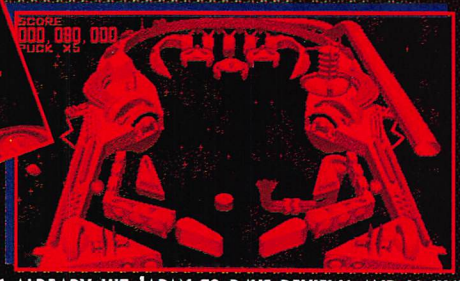
# VIRTUAL BOY UPDATE

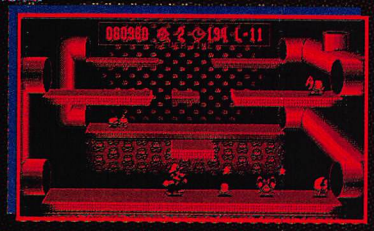
VB

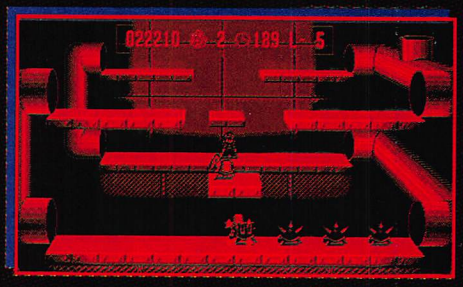


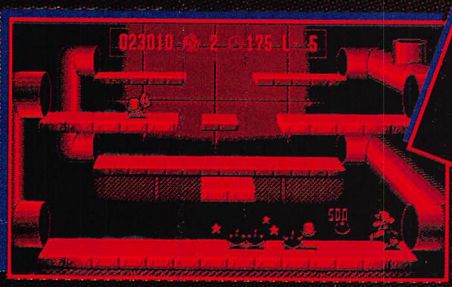



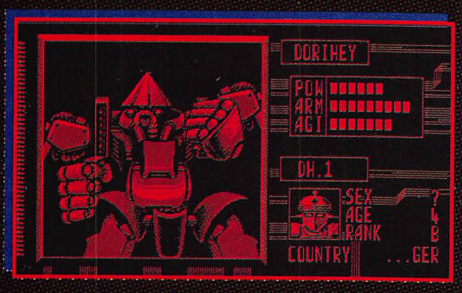


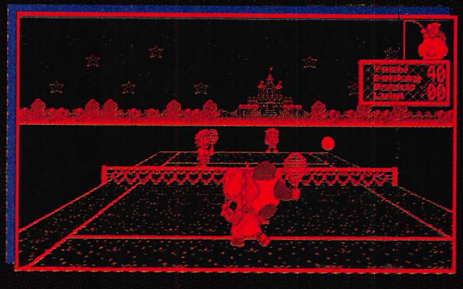
NINTENDO'S VIRTUAL BOY HAS ALREADY HIT JAPAN TO RAVE REVIEWS AND IS JUST DAYS AWAY FROM ITS U.S. DEBUT. ALL THE GAMES SHOWN HERE WILL BE AVAILABLE AT LAUNCH AND ADDITIONALLY TWO OR MORE A MONTH SHOULD FOLLOW. OF THE GAMES PICTURED HERE THE THREE YOU GOTTA' HAVE ARE RED ALERT, MARIO CLASH, AND MARIO'S TENNIS. ALL I KNOW IS THAT I CAN'T PULL MYSELF AWAY FROM MINE. WE'RE ANXIOUS TO SEE IF YOU'LL FEEL THE SAME WAY. LOOK FOR EXTENSIVE VB COVERAGE IN FUTURE ISSUES. WE INTEND TO BRING YOU THE FINEST COVERAGE ANYWHERE.

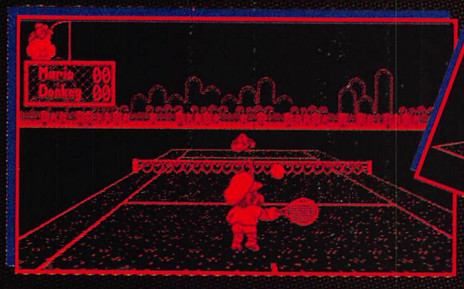


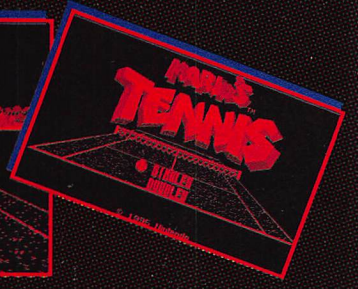


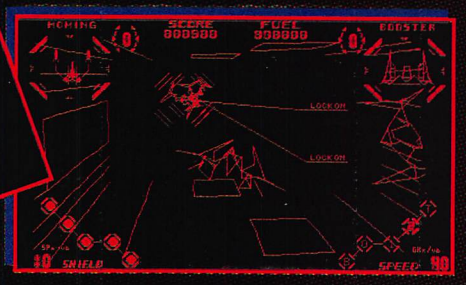


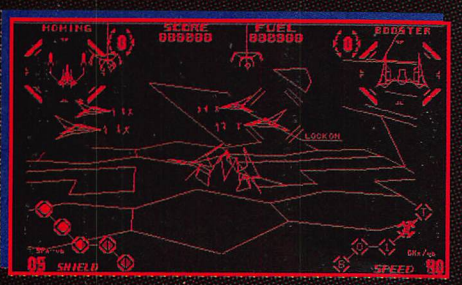








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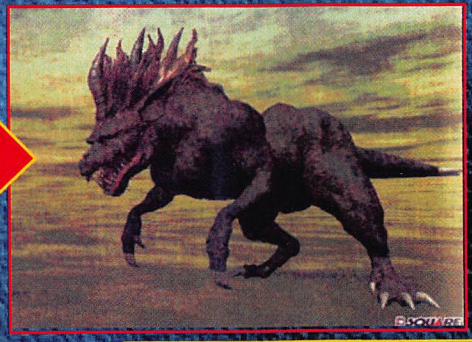
## Zelda V?

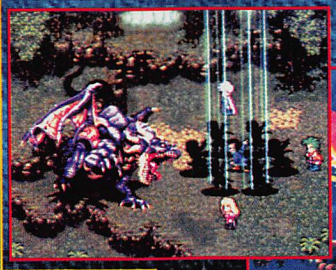
Well, not entirely. The game you see here, BS Legend of Zelda, is available for play only on Nintendo's Japanese Satellaview cable system, along with previews of Dragon Quest VI, Mana II, Creation of Heaven & Earth... the list goes on and on. Those lucky Japanese gamers!

## FINAL FANTASY VII?



Everything you see here was captured off of Square Japan's Web site, (http://www.spin.ad.jp/square) in a section labeled "the making of Final Fantasy." Apparently, these are works in progress for the first Ultra 64 installment of FF, be it FFVII or FFVIII. The Locke model at left is probably a test, but the monster may very well be a glimpse of the 64-bit Final Fantasy! Also available on the web site is a four-second video clip of a rendered battle scene between Locke and the beast. If you've got net access, check it out!

## MORE SQUARE POWER!

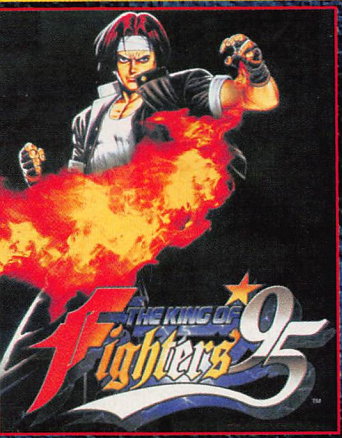


## ROMANCING SA • GA 3

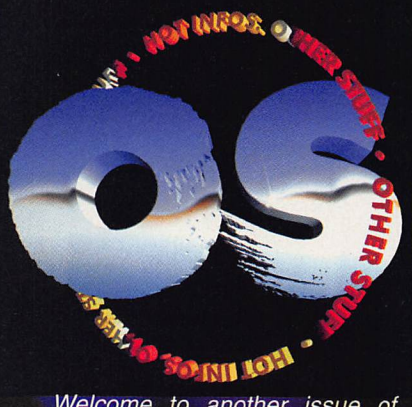
Wait a second. Now Square is REALLY scaring me. ANOTHER 32-meg RPG is coming! RS3 promises double the non-linear joy of the first two games and trademark Square graphics, effects and music. There's no release date on RS3 yet.

## D'S DINER 2

The first ACTUAL game for the 3DO M2 has been announced: Warp's D's Diner 2! Supposedly, the entire game is now in realtime. We'll have more info on D's 2 as soon as it becomes available!




Yes! The sequel to one of the best fighting games of all time is nearly here! Although there are only three new player charcters, (FFS' Billy Kane, AoF2's Eiji Kisaragi and Kyo's eternal rival Iori Yagami) you now have the option to EDIT YOUR OWN TEAM! Rapture! Each team features new moves, a new background and other play tweaks such as a new anti-air attack system and easier "call for help" attacks. We'll have a blow-by-blow review next month, so join me then. Oh, one more thing: No more Sports Hero team! Double joy!




*Welcome to another issue of Other Stuff, let's get right to it!*

### 3DO Finalizes M2 Plans

The 3DO Company has quietly put the finishing touches on the M2 hardware, and by late this summer developers will receive their completed development systems. Expect to see the official M2 launch as soon as late March or early April of '96...that's right, head-to-head with the Ultra 64!

The stand-alone M2 units will be priced between $399 and $499, which includes a memory card and one game. For current 3DO owners, the expansion M2 modules will cost only $249 (no game included).

One big question on the minds of M2 developers is CD drive speed. The stand-alone M2 is reported to feature a 4x speed CD drive, which would be the fastest CD drive of any gaming system on the market. The old 3DOs only have 2x speed CD drives, and according to sources the M2 expansion module WILL NOT increase the 3DO's speed. Will this lead to compatibility problems? Well, reports indicate all the games will be compatible, but old 3DO owners will simply experience twice the loading time on M2 games...bummer!

Games to look forward to on M2 include Desert Strike, a 3D side-scrolling fighting game similar to Final Fight, D's Diner 2 (which is a real-time 3D adventure game), a brand new driving game by Crystal Dynamics, MK 3, and Pirates.

### EA Arcade: Back from the Dead?

After only releasing one arcade game (Battletoads) over the past two years, Electronic Arts recently announced the indefinite suspension of all coin-op game development...but is this just a decoy? Sources deep inside EA have confirmed to me that the company will release Madden NFL Football and a new real-time 3D fighting game in arcades by year's end.

We do not know which hardware will be chosen for the two games, but it will likely be either M2 or Namco's System 11 (which incorporates the PlayStation chip set).

### A Peek at the Ultra Controller

At long last, here's the first info we've managed to unearth on the extremely top-secret Ultra 64 controller. According to sources it will have at least six buttons, three on top and three on bottom (like the Saturn controller). I have also heard the controller will feature both a directional pad AND a joystick...this according to a source who actually held and used the controller to play a 3D flight simulator called Cobra from Paradigm. I am confident that there are many other innovative aspects to the controller; stay tuned to Other Stuff for updates.

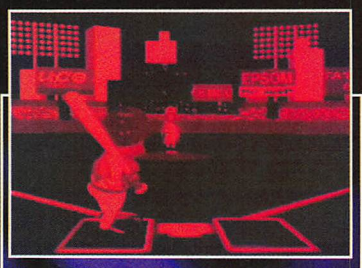
### Ultra Release Date Changes Again

Sources inside Nintendo have strongly hinted to us that the Ultra Famicom will debut in Japan on December 21st of this year. However, we have received word that Nintendo of Japan has internally scrapped a 1995 Ultra Famicom launch, and the revised date will be March 24, 1996...just five days before the U.S. debut of the Ultra 64 on March 29. Of course, all will be made clear at the Shoshinkai show in Japan this November.

Here's the latest on games in development for the Ultra. Golden Eye is currently 35% complete, and this Rareware action/adventure game is supposedly the "most realistic movie-to-game conversion ever!" It's produced by Tim Stamper and will weigh in at 64 megs. Rare is also working on a new driving game, another fighting game not to be confused with Killer Instinct 2, a 3D action game staring Donkey Kong, and a brand new 3D action game that is "really bloody and gory."

### Griffey Re-Signs with Nintendo

In one last tantalizing tidbit of Nintendo news, Ken Griffey Jr. has just signed a brand-new contract with Nintendo. According to the multi-year agreement Griffey will serve as both a corporate spokesperson and game development consultant for Nintendo. Griffey's first two projects will be two new baseball games (of course), one for SNES and the other for Ultra 64. Rare will do the honors on the SNES version, and the Ultra developer has yet to be named. Sounds like a bench-clearing deal to us!



**Virtual League Baseball**
The first baseball game for Nintendo's Virtual Boy is Kemco's Virtual League Baseball. The game features multiple camera angles and realistic 3D environments. The Virtual Boy debuts in mid-August. We'll have a review of this and the other launch titles next month.

### Acclaim to Distribute Capcom Games?

Capcom has sold the rights to Street Fighter the Movie to Acclaim. X-Men, DarkStalkers, and Street Fighter Legends, (all for both Saturn and PlayStation) are also due from Capcom this year. Will Acclaim distribute these as well? My source says yes! I say, it's still a rumor until the deal is signed and I get a press release. In other Acclaim news, the company cleared up its plans for The Crow (the game). Acclaim will be releasing THE SEQUEL to the Crow (not the original) for PlayStation, Saturn, and M2. Hey, I didn't even know a sequel to that flick was being made! By the way, the Ultra 64 Version is on the back shelf because Nintendo has yet to approve the contract for the game.

### Akira Returns!

Lobotomy Software (a brand-new game company) has leaked its initial development plans. Lobotomy's first game is Mutant Chronicles (the SNES version was in last issue) for the Saturn, PlayStation, and PC CD-ROM. MC will feature 3D action like Doom, but with more of a Contra feel to it. Next up is Ruins, which is coming to Saturn, PlayStation, and PC C
Finally, Lobotomy's big game is goin
to be Akira. Based on the spectacul
anime film, Akira will be a 3D moto
cycle racing game which will inco
porate those wicked bikes from th
movie. Akira is in development for th
Saturn, PlayStation and PC CD-RO
and will be released in the 2nd qua
ter of 1996.

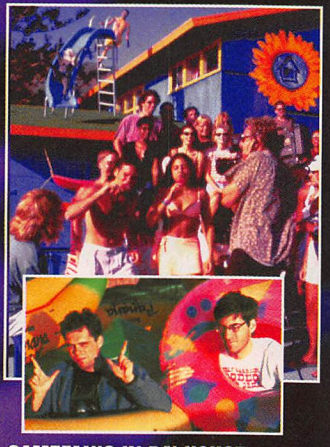
### SF III: Polygon Power?

Recently a friend of mine fro
Capcom called and told me som
more info regarding Street Fighter I
He said that SF III will be a real-tim
3D polygon fighting game just lik
Virtua Fighter, and that the SF 2 gam
play engine will be used instead
something akin to the VF and Tekke
tap-tap game control. SF III will b
released in the 1st quarter of 199
and will be available for hom
release in the Summer of 1996.

### Never Hood Beaks from Shiny

Several of Shiny Entertainment
most prized artists and designers le
the company to try it on their ow
Designer Doug TenNapel and a fe
other employees left Shiny to sta
their own company, Never Hoo
Steven Spielberg's might
DreamWorks has already boug
Never Hood, and the new developer
hard at work on its first game (dru
roll)...that's right, it's called "Neve
Hood." The game will be release
first for the PC CD-ROM in the 3rd

### "I WANT MY MTV!"



GAMEFAN'S IN DA' HOUSE.
Dana Gould and Rob Cohen, the creative force and voice behind Crystal Dynamic's smash hit "Gex", got their 15 minutes in the MTV spotlight this month.
Amongst the mayhem that is the MTV Malibu beach House, Dana and Rob gave host Bill Belamy a crash course in Gexology 101.
The filming was packed with the usual behind the scenes chaos not excluding: hours of waiting for "just the right light" and a power failure due to an over excited stage hand. When asked for any "real dirt" regarding the "Gex" title, sources on hand from Crystal mentioned it's eminent release on the Sega Saturn and PlayStation platforms, the first of which will be PlayStation.

PlayStation

### THE LAUNCH!

Here's a list of the first two months of PS games. Sony has made a special offer to those ready to commit to the PlayStation. If you pre-book your system before the 9/9 launch, you'll get a special demo CD with music selections from various Sony artists, plus a cool graphics demo featuring the big T-Rex.

### PLAYSTATION SEPTEMBER & OCTOBER RELEASES:

**SEPTEMBER**
- Toshinden
- Disc World
- Extreme Games
- Kileak The DNA-Imperative
- Novastorm
- Ridge Racer
- Raiden Project
- Off World-Interceptor
- Total Eclipse
- Parodious
- Street Fighter The Movie
- NBA Jam TE
- Wing Commander 3
- Power Serve
- Rayman
- WWF WrestleMania

**OCTOBER**
- Jumping Flash
- Lemmings 3D
- Mortal Kombat 3(October 1)
- Wipeout
- Madden '96
- Cybersled
- High Octane
- Spot Goes To-Hollywood
- Alien Trilogy
- Alien Virus
- FIFA Soccer
- Goal Storm
- Revolution X
- Shockwave
- Viewpoint

ear Postmeister,
In issue five of GameFan, I read that limax had disbanded. Will there still be a andstalker II for Saturn? And was Climax a ega exclusive third party? I hope you can ned some light on the subject.
What happened to Blue Seed? I haven't eard anything on it so far. Is Sega plan- ing on releasing Astal here in the States? nything on Phantasy Earth? Is SquareSoft lanning on joining with Sega?
Well, thanks for your time and keep up he good work. GameFan is the only maga- ne I rely on.

nna Kamihara
loodbridge, Virginia

*ear Anna,*
*After creating the ultimate Action RPG for he Mega Drive, Landstalker, Climax broke p. Some stayed, some left. The people hat left formed a new company called AX, and developed Feda for Yanoman. hey are currently working on Feda for both layStation and Saturn. Both are due in ctober, in Japan. The remaining members eveloped the dismal LadyStalker for Taito Super Famicom) and are now back where hey belong working on Dark Saber, an ction/RPG in the LandStalker perspective hint, hint), for the Saturn.*
*Blue Seed is a really unique RPG, I'm ight in the middle of it. No one has picked up in the U.S., but hopefully someone vill soon. Astal comes out in September nd Phantasy Earth is currently program- ning. SOA is already planning to release it ere. Square is Ultra 64 bound. I doubt they vill ever work for anyone other than lintendo. That's a good marriage, heck, hat's a great marriage! I'll probably never et married because I have no nose and unt cockroaches for sport. Whateva'.*

Dear Postmeister,
I've been reading your magazine for uite awhile now and indeed it is the best. our coverage on the E3 blew me away! Anyway, out of all the new systems coming ut, I plan on buying two of them, the Saturn and the Virtual Boy. I want the Saturn for the mega RPG power coming out Phantasy Earth, Ray Earth, Shining Wisdom) and the VB for a new type of expe- ience. However, I have a few questions oncerning these systems. First of all, is Phantasy Earth a full fledged Phantasy Star equel? Also, when will it be coming out? Now about the VB, will it be capable of handling detailed art like that found in ChronoTrigger? I know it would all be in red and black but imagine an RPG with trees, castles, and mountains practically scratching your eye balls! Lastly, what's the average cart size for VB games? Thanks for your time.

Stuart Finlay
Montreal, Quebec, Canada

*Dear Stuart,*
*Let's start with your Phantasy Earth question. In a recent visit from Sega not only did I voice the opinions of the posty minions regarding the serious lack of Sega RPG's, but was able to extract the fact (Jack?) that Phantasy Earth is indeed a Phantasy Star spin off, so to speak... it will be different in many ways. Currently, Working Designs is interested in Ray Earth but have yet to ink a deal... we can only hope. Victor says it's an awesome adventure, and if anyone knows an awesome adventure, it's Victor (Victor Ireland is the pres. of WD). After seeing Shining Wisdom I don't see how Sega could pass, It's truly a remarkable Action/RPG. so count on that one. Shining Wisdom comes out in Japan on August 11th and shouldn't require too much translating, so I hope to see it here before years end. This time around we are going to win the RPG battle. We won the FMV war didn't we! See any FMV pain on Saturn...*
*The Virtual Boy can and does sport detailed graphics. This is done mostly with shading, so the effect isn't quite as dramatic as in 256, but it is effective nevertheless. The average cart size is 8-meg, the ceiling is unknown. Trust me, you're going to love it!*
*E3 was a gas, we can't wait to do another one. We're glad everyone liked our coverage. We'll do something even cooler next time.*
*Finally, there's no date yet on Phantasy Earth, but as soon as I get one you'll be the first to know. Hey, why Phantasy and not Fantasy. Ever wonder about that Stuart? Me either.*

Dear Postmeister,
I am a semi-proud owner of the Sega Saturn. However, the Saturn isn't why I'm writing to you. My questions are about the Ultra 64. First of all, I know all of the specs for the machine. But what do they really mean? You've said that it can move at 100,000 texture-mapped polys a second. But can it do conventional animation? Will games like Night Warriors and SF Alpha be translated into Ultra 64? My next question involves SGI graphics on the Ultra 64. What limitations, if any, are involved with SGI graphics? Also, can playable, real-time 3D environments ( not cinemas ), be made in SGI? The only games I've seen with SGI graphics are 2D, like DKC and Killer Instinct. I hope you can answer these questions somewhere in your magazine. I'm sure others are wondering the same.

Bryan Ochalla
McFarland, Wisconsin

*Dear Bryan,*
*The Ultra can indeed mimic games like NightWarriors and Alpha. In fact, sources at Nintendo say, quite effortlessly. Conventional animation or sprite based games are possible, whether anyone will make them is the big question. The lure of SGI is huge after the success of DKC. As far as limitations in reference to SGI, if you've played Killer, you'll notice that there are no throws. It's hard to make characters intertwine using SGI. Not to say teams like Square, and Rare won't get around it. It's hard to imagine a 64-bit SGI action game because there is no catalyst from which to draw a conclusion. No one has ever seen one.*
*As for 3D, well, that's a no brainer. The whole SGI/U64 sell is based on playing with those ultimate intro. graphics we've been watching on the other systems, in 3 Dimensional environments.*
*One of the first U64 games will be the new Mario. I'm sure that a lot of questions will be answered as soon as we get a glimpse at Miyamoto's latest. Believe me, we are working feverishly to get some shots. Our source at Nintendo simply states, when you see an Ultra game it will all become crystal clear, and that the difference compared to anything else out there is staggering.*
*Don't you just wanna' see this friggin' thing already! There's gotta' be some negatives or limitations somewhere! The thing only costs two hundred bucks! Either that or Nintendo has David Copperfield in their R&D dept. No offense DC, don't pop in and make my systems disappear or anything.*

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| ACCLAIM | 9, 39, 4 |
| ATARI | 11-1 |
| BRE SOFTWARE | 13 |
| CHIPS & BITS | 7 |
| CRYSTAL DYNAMICS | 6-7, 2 |
| DIEHARD GAMERS CLUB | 126-12 |
| DIEHARD MARKETING | 12 |
| FAT BOY | 13 |
| GAMEWARE EXPRESS | 13 |
| NINTENDO OF AMERICA | 5, 20-21,96-9 |
| PANASONIC | 59, 61, 6 |
| PSYGNOSIS | 12 |
| REALM | 13 |
| SONY COMPUTER ENT | 2-3, 2 |
| SQUARE | 138-13 |
| SYNERGY | 6 |
| TECMO | 11 |
| THE 3DO CO | 54-5 |
| TIME WARNER INTERACTIVE | 14 |
| TOMMO | 13 |
| VIACOM | 1 |
| VIC TOKAI | 8 |
| WORKING DESIGNS | 8 |

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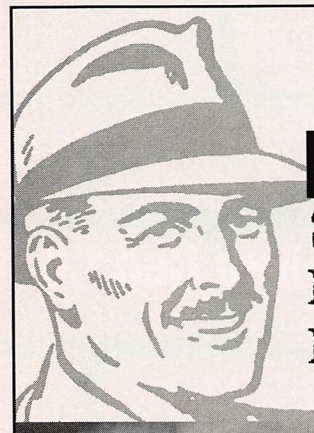

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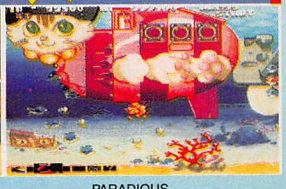
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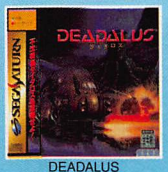
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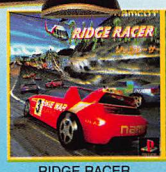
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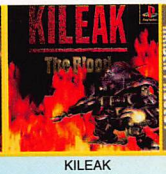
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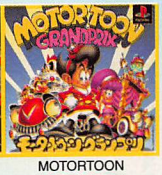
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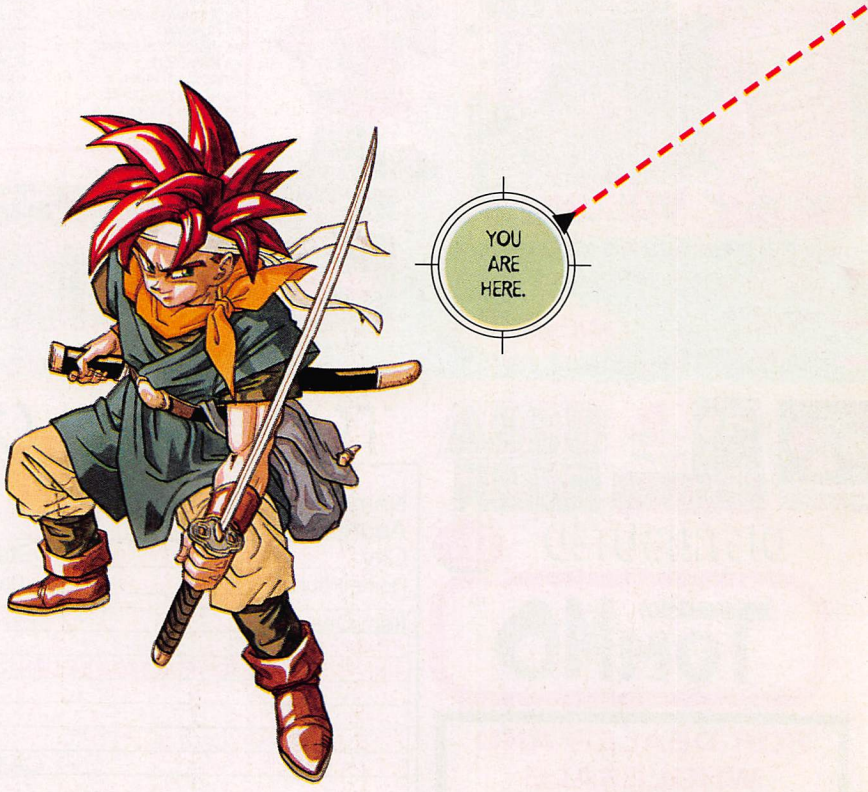


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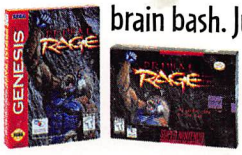


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