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Ultra 64

Street Fighter Zero



Sega Saturn

Virtua Cop 3



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**NUMBER
78**

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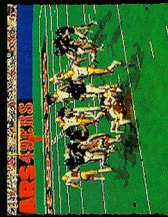


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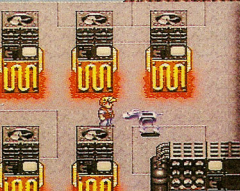
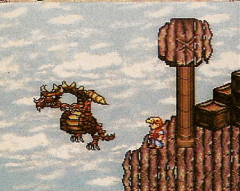
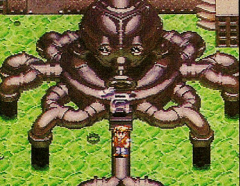
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ELECTRONIC GAMING MONTHLY

January, 1996

Number 9.1

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BEING LAST IS NOT ALWAYS BEST...

Ladies and gentlemen, the moment you've all been waiting for: Nintendo's Ultra 64. This system has been **SHROUDED IN SECRECY** ever since the beginning, and now **ECM** and all you readers are going to have a look at the future of gaming. (That

by Danyon Carpenter, Senior Editor

was hype I just fed you. Did you fall for it? Probably, and why shouldn't you? Everyone in the gaming community, including this magazine, has been touting the U64 as the most incredible system on the planet, and maybe it is.

However, before you get lured into saving every penny you've got just to buy a U64 (or N64 in Japan), take the time to look at the full picture and listen to what I have to say.

The aura surrounding the PlayStation, Saturn and Jaguar releases has hardly had time to fade away, and yet here comes Nintendo, ready to strut its stuff. Are all of you PlayStation, Saturn and Jaguar owners truly sick of your new systems and must now buy a U64 to **QUENCH YOUR THIRST FOR ALL THINGS NEW?** I'll bet Nintendo is counting on that. What the are not counting on are the parents who are probably fed up with little Johnny and Jane's expensive habit of getting new game systems. Heck, this hobby ain't cheap. There comes a time when every consumer must say, **"I'VE HAD ENOUGH."** While I can't speak for everybody (even though I try), I think many of you will agree with me.

Could there be another repeat of those special offers? You know, "Hey, trade in your crusty, old PlayStation, Saturn or Jaguar and 10 games from these primitive systems and bring home a brand-spanking new Ultra 64 for X-amount of dollars. Hurry, we could use the quick cash!" Sorry, but I've grown quite fond of my PlayStation, despite my earlier reluctance to purchase one. Software companies are showing full support and the games, for the most part, are quite excellent. Besides, **IT'S NOT MY FAULT I BOUGHT A PLAYSTATION** because Nintendo kept delaying the U64. I have no doubt Nintendo will stand behind its new baby for a long time to come. I'm sure it will be a good system, but I just don't expect everyone to rush out and buy it for their near \$300 price (unless you didn't buy a new system this year). I'm afraid I'll find myself at home playing my PlayStation on the Ultra 64 launch date. Sorry.



The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL



A new breed of evil!



Escape Spirit Knight's vengeance: Teleport!



Overtkill™ is unstoppable!



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Unleash the fury of the
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Rooftop vengeance!

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Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One™ and the Lord of Darkness! Your enemies—Violator, Redeemer™, Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

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The knight's a pathological liar.
 Rapunzel's schizophrenic.
 And Cheech is blazing again.
 Forget the sword. Bring a psychiatrist.



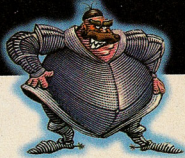
Flicker—The inventor/hero in this demented and deranged adventure. Smart. Enthusiastic. Resourceful. Think *MacGyver* in tights.



Rapunzel—Not quite the same long-haired maiden from your childhood. Buzz-cut. Walking time bomb. Advice? Keep your distance.



Trivet—The smarmy court jester. You know the type. Bitter, rude, cynical, ignored. Classic middle-child syndrome. Marsha Marsha Marsha!



Sir George (Cheech)—Referred to in English Lit. as The Protagonist. Greedy SOB. Steer clear. Unless, of course, you're driving a Mack truck.

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The pursuit of
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King's Tournament will have you seeing

stars all right. Blazing Dragons™—a

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a freakish mix of voice-over talents

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brain-liquifying puzzles, your grip on

reality (not to mention self-respect)

will be seriously tested.

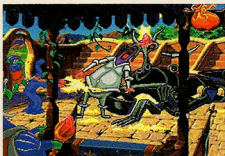
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CRYSTAL DYNAMICS™

Check out our exclusive coverage starting on page 74.

ULTRA 64



The long awaited Ultra 64 is no longer vaporware. Now for the first time, Nintendo raises its curtain of secrecy to give the gaming press the first look at what may be the most powerful home system ever. The Ultra 64, powerhouse of the future?

ELECTRONIC GAMING MONTHLY



Cover Story

Killer Instinct II graces the cover along with coverage on the Ultra 64 from the Shoshinkai Show!

STORY BEGINS ON PAGE 74!

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Bubble-bursting fun erupts with Bust-A-Move.

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Swing into action with Spider-Man: WOF!

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Build an empire with cute little Baldies!

SaTUrN 102



Mortal Kombat II bursts onto this system.

GAME BOY 140



Carry the KI gang in your back pocket!

PlayStaTion 110



Get off the planet or perish in Defcon 5.

GAME GeAR 142



It's a portable adventure with Tails' Adventure.



WIN BIG!

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

Check out the contests from Playmates, Digital Pictures and ReadySoft! Wanna be greedy? SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS

FEATURES



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EGM EDITORS WITNESS THE UNVEILING OF THE ULTRA 64!

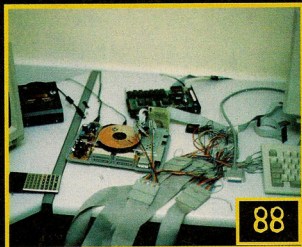
Oh what a happy new year this will be for gamers! **EGM** editors flew to Japan for the Shoshinkai Show to witness the world unveiling of the Ultra 64. As well, they got to check out the numerous games that are being prepared to be launched with the system. We were the only U.S. gaming magazine to have coverage on this event and what an event it was! Check out the 12 (yes, 12) pages of reviews and previews of the new system and its games. It will totally blow your mind.

"No one took a breath during the unveiling of the Ultra 64—it was truly spectacular!"

THE GAME SHARK TAKES A BIG BITE OUT OF TRICKY GAMES!

Having troubles with Sega Saturn and PlayStation games? Worried that some of the Ultra 64 games could prove too difficult? Dattel and InterAct have teamed up to create a new Game Genie-type device for these systems. As well, InterAct won't leave you swimming alone after your purchase. They are offering opportunities to always get the latest codes, like code updates in our mag as well as a providing newsletter that Game Shark owners can receive!

"If money is tight, InterAct has a memory card equal in memory to Sony's except that it costs only \$20."



88



110

CRAZIES "GOT A GUN"...USE MUSIC TO STOP THEM IN REVOLUTION X!

Remember Revolution X at the arcades? Well, a brand-new translation is going to hit the PlayStation soon. The story takes place in an apocalyptic world ruled by a crazy dictator. It's your job as a freedom fighter to stop the Boss, while running through huge levels and trying to save the members of the band Aerosmith. There are numerous features that keep this game exciting, like the new areas and special secrets. As well, choose which areas you want to explore and what actions you want to take!

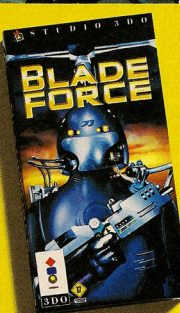
"You'll need all of these [weapons] to beat back the tide of enemies that relentlessly attack."

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."

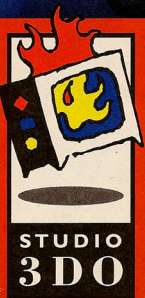
You fly in real time. You fire in real time. They die in real time. Have a real good time. **Features:** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion 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

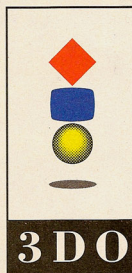




KILLING TIME

ONLY
ON
3DO

Control, Please Skip This Ad.

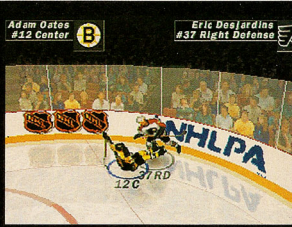


**WE
GOT
IT.
THEY
DON'T.**

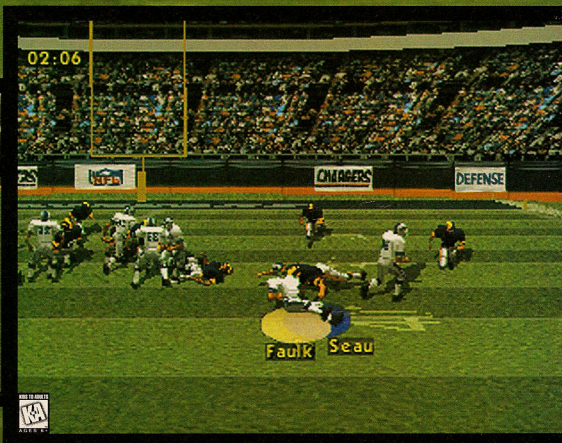


KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your 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.

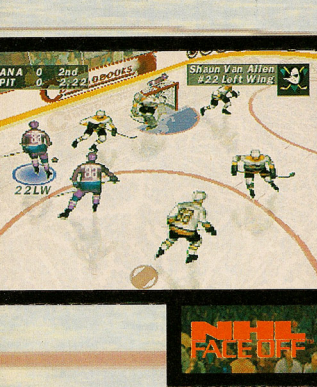
PlayStation.



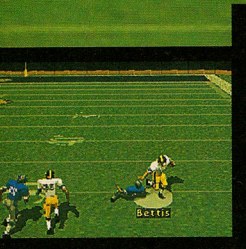
You know that dream you've always had of playing professional



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sports? Well, it's not a dream anymore. It's a nightmare.



U R NOT

SONY



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL[®] FACE OFF[™] and you're on the field with NFL GAMEDAY[™]. The Sony[®] PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau[®] blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

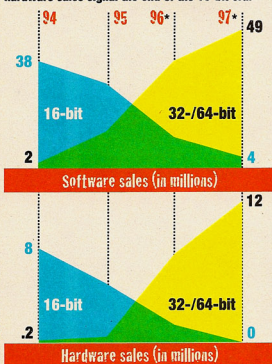
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PRESS START

By the numbers

Current and projected* overall software and hardware sales signal the end of the 16-bit era.



Analysts' Predictions: Sony

Forecast: Sony's strong marketing arm gives it a slight edge in 1996, but can the PlayStation battle 64-Bit systems?

Sega

The Forecast: Should the Saturn falter in the face of Sony and Nintendo, Sega could very well dump its hardware manufacturing to someone else and focus on software publishing on various platforms.

Panasonic

The Forecast: This electronics conglomerate has the money and marketing power to sell the M2 to a mass market. But it's betting a lot on other parties such as 3DO to churn out killer games.

Four Systems, One Market: Who'll

When there are too many cooks in the video-game kitchen, someone's liable to get burned come Christmas.

In the meantime, the top four video hardware platforms slated for 1996—the Ultra 64, the Saturn, the PlayStation and M2—will coexist in an unstable market that no one company will dominate this summer.

That's the conclusion reached by company officials and industry analysts as they look toward 1996: a year in which 16-Bit systems will walk into the sunset and the next-generation systems will rise.

Who's in charge

Analysts agree that the 1996 market will decline as the shift from 16-Bit goes into full swing. Aside from one or two big titles, many developers will abandon Sega Genesis and Super NES development.

"Under the most likely scenario, we see a split of

"I won't lie to you, we screwed up with 32X. We overpromised and underdelivered."
—Sega's Mike Ribero

"We don't think (Atari has) a chance, not a prayer. It's too little, too late now." —Analyst David Cole

"It wouldn't surprise me if Sega pulled the plug on its hardware system."
—Analyst Mike Wallace

the marketplace for the next-generation systems," said market analyst David Cole. "Basically, four platforms will survive—the Ultra 64, assuming Nintendo will deliver as promised; the Saturn; the PlayStation and 3DO will continue to have their foot in the door," and widen that foothold should the M2 win acceptance.


Analyst Mike Wallace of UBS Securities suggested that Sega may exit the hardware business altogether in favor of software titles. "Now that Matsushita has decided to go with the M2 full force, it wouldn't surprise me if Sega pulled the plug on its hardware system and developed for someone else, maybe the M2.

"I don't think the Saturn's going to last," he added. Sega officials would not comment on such a prospect.

On the way out

Analysts are putting the Atari, CD-i and Genesis 32X systems to rest in 1996.

"Atari, we don't think they



Nintendo

The Forecast: Make no mistake, the Ultra 64 will sell like hotcakes if it's delivered with a \$250 price tag. But a higher price and expensive carts could prevent the system from reaching blockbuster sales.

Win It All?

have a chance, not a prayer," Cole said. "Originally, we said if they could back up the Jaguar with quality software in '95 then they could do okay. But it's too little, too late now.

"I don't give them much of a shot," he concluded. As far as other platforms go, analysts said Neo-Geo will remain a niche market in danger of folding, and Bandai's multimedia Pippin system will prove too expensive to market as a video-game console.

Neither Atari nor Sega officials say they are giving up on the Jaguar or 32X systems.

"We haven't abandoned the 32X," said Mike Ribero, Sega vice president of marketing. "I won't lie to you, we screwed up with 32X. We overpromised and underdelivered." However, Ribero contended that Sega is evolving its game library to sustain the 32X market in '96.

The major players

Both Sega and Sony will remain neck and neck,

(Continued on Page 20)

INTERNET SATURN UPDATE

First, the good news: Sometime after April, the Internet Saturn will hit the market in Japan, allowing owners to access the Internet—and play Saturn games to boot.

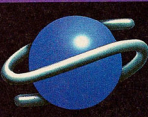
Sega of Japan is developing peripherals (such as a modem, software and keyboard) and investigating expanded

Saturn/Internet possibilities, such as networked games and PC communication, according to a Sega of Japan press release.

The peripherals that would hook up to the Saturn would be bundled together in a special package that would reportedly sell for ¥20,000 (about \$200).

Now here's the not-so-good-news: A U.S. version of the Internet Saturn may not have the marketing impact to justify its release here.

"One of the reasons why this product is being driven in Japan right now is because there are so few home PCs allowing people to access the Internet there," said Dan Stevens, Sega of America corporate spokesman. As a result, Japanese companies are looking at other hardware options for that service, such as the Saturn.



Net access via the Sega Saturn makes sense in Japan, but some obstacles in the U.S. market could hinder a widespread release.

"With the number of PCs out in the U.S., [Internet access] hasn't been that much of an issue," Stevens said. For Sega of America, he said the focus is currently on Internet content—such as Web pages—rather than access.

However, Stevens did note several of Sega of America's product developers are researching the product, and its feasibility in the U.S. market. But gamers will have to wait until the middle of next year to find out Sega's U.S. game plan.

Sega of Japan's effort to get Saturns linked to the Internet dovetails nicely with another project that is under way. Japanese carmaker Nissan will use Sega Saturns to help sell its cars, by placing the 32-Bit systems in 3,000 dealerships.

Each system will play an interactive Video CD, which shoppers can watch to find information on new car models. The Saturn system will replace the older method of playing sales videotapes. Furthermore, these Saturns will be linked up to the Internet so shoppers can access Nissan's Internet home page in Japan.

PRESS START

Virtual-reality peripheral maker **VictorMaxx Technologies** will create a series of entertainment centers based on Steve Jackson's *Car Wars* game. The company plans to set up a prototype site in Chicago in 1996, which will let gamers go head to head in a racing combat game (tentatively named Autoduel). Additional plans call for development of a PC CD-ROM game that will allow online play to the site from home. Should the Chicago site prove successful, **VictorMaxx** will set up other centers in other major cities.

3DO has promoted Chief Operating Officer Hugh Martin to company president. The move coincides with a \$100 million deal with

Matsushita for the 64-Bit M2 system technology. "Hugh played the central role in successfully building our partnership with **Matsushita**," said previous **3DO** President Trip Hawkins, who remains chairman and CEO. Martin will oversee technology development and overall operations, while Hawkins will focus on software development, he said.

The star of the **Sega** Saturn game *Bug!* could be making his way to the television tube. **Sega** has talked to Nelvana, an animated television show producer, about a possible acting gig for *Bug!* "Bug! certainly has the potential to be a defining game—and character," said Saturn product manager Sarah Mason Richmond. According to **Sega** officials, *Bug!*'s rising popularity has prompted them to create a special *Bug!* Web page that can be found at <http://www.segaoa.com>.



Catapult has taken its XBand game network technology to the PC, specifically targeting Windows 95 and **Intel** Pentium users. Joining XBand in the effort are three big-time game makers that are creating XBand-compatible PC games: **Capcom** (*Super Street Fighter II*), **Accolade** (*HardBall 5*) and **Zombie** (*Locus*). The software developed for XBand will allow users to access online news, track statistics and match up with other players with similar skills.

(Continued from Page 19)

analysts predict.

"The problem Sony has is being a large corporation, there's a lot of internal strife over the marketing of the PlayStation," suggested Cole, who disagreed with other analysts regarding Sony's perceived edge in 1996. He contended Sony's software publishing credentials remain a question mark (although Sony officials are more than happy with its in-house titles thus far). Wallace believes Sony will continue to outsell Sega.

Meanwhile, the M2 and Ultra 64 will remain the wild cards.



Four Systems, One Market: Who'll Win It All?

If Matsushita can unleash its full marketing might behind the M2, "they could probably do a killer [sales] job," Cole said. "I'm skeptical how they'll do in terms of backing it.

"Nintendo is used to having

the dominant market share, but they won't have that any more even in the best-case scenario" with the Ultra 64, Cole said. The \$250 price point will make or break it with gamers in 1996, he added.



ULTRA 64

"N o other home video-game system—no multimedia personal computer—is the equal of Nintendo Ultra 64."

That statement from Nintendo Co. President Hiroshi Yamauchi has not fallen on the deaf ears of gaming foes. As Nintendo weaves a spell that highlights the Ultra 64's technical dominance, rivals work to dispel that notion from a marketing standpoint.

Even the strongest of armor has weak points, and as the Ultra 64's launch nears, competitors tell how they'll exploit those weak points to fight the Ultra 64.

Weakness 1: High cartridge prices. "Nintendo is bucking every industrial

trend by insisting on going cartridge," says Mike Ribero, Sega executive vice president of marketing. "The flaw with that concept is that games will need expensive memory

chips, jacking cart prices to \$100,"

Ribero suggested. By that time, Sega will have a library of titles between \$39-59. While Sony has not yet made an announcement, it's likely they'll follow suit.

Weakness 2: The M2 factor. "Panasonic will not bring the M2 to market without quality software," according to company spokesperson Bill Gardner. But should the Ultra 64 software not live up to Nintendo's self-proclaimed high standards, then the M2 would be in a very attractive market position.

As the system nears launch, competitors reveal their battle plans

CRUNCH



UNBELIEVABLE!

THUMB BREAKS FOUR WORLD RECORDS



Celebration spills over into streets after Thumb topples fourth world record in two days.

By COURT CRANDALL
ATARI STAFF WRITER



Thumb: "I'm no hero. I'm the same extremity I was two days ago."

▶ **The living room-** At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Isere Skiing and Snowboarding™ to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA™ Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout™. "There is no 'I' in 'HAND,'" Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D™. The rest, as they say, is history.

▶ **The deal-** Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and

those of other much less valuable body parts like the big toe, guaranteed \$5.6 million per year, and the right eyebrow, which earns a cool \$6.2 million plus incentives.

▶ **The injury-** "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

▶ **The system-** After the ticketape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.



NBA JAM™ TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."



SUPER BURNOUT™ Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.



VAL D'ISERE SKIING AND SNOWBOARDING™ Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.



SUPERCROSS 3D™ Overcoming serious cramp, Thumb catches air as he sweeps all 14 supercross titles.

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An investment group that includes **Sega Corp.** has injected several million dollars into **Integrated Computing Engines**, a firm that does computer and virtual-reality technology research and development. **Sega** is trying to hammer out a deal with **ICE** that would give it dibs on any developing technology that could emerge from **ICE**'s endeavor, and apply it to future **Sega** products.

The **Atari** Jaguar hasn't exactly lit up its competition, but that hasn't dissuaded the company from opening up the nation's first Jaguar Mall Store in Longmont, Texas. Atari teamed up with computer retailer **Run PC** to open the store, which uses hands-on demos and displays to sell Lynx and Jaguar products.

Runner-up Rob Lewis, 12, and winner Mike Dobbins, 19, emerged as the top two players at the "National Primal Rage Video Game Tournament" in October at Six Flags Over Texas. The event was sponsored by **Time Warner Interactive**, which is publishing versions of the arcade game for various home platforms.

SEGA'S BOLD

It's the video-game equivalent of *Manifest Destiny*: Sega expands its borders to include its own brand of PC games.

Sega PC's first games include souped-up translations of *Comix Zone*, *Tomcat Alley* and *Ecco the Dolphin*.

Other titles in consideration or development include *Sonic CD*, *World Series Baseball* and possibly conversions of *Bug!* and *Virtua Cop*.

"Now that multimedia PCs have the kind of horsepower we need to run our style of games, we will focus on Sega [to become a PC gaming software leader]," said Sega President Tom Kalinske.

To that end, Sega has created an independent development team, Sega Soft, that will focus on multimedia PC titles as well as Saturn titles. (Some original titles are already in the works, Sega officials have confirmed.)

"By Sega Soft being its own living, breathing entity and having its own bottom line, it's further incentive to drive toward producing

more hits," said Sega PC marketing manager Curtis Broome.

Other developments in the works include a special add-on card that would let PC gamers hook up Sega Saturn controllers and peripherals to their computers.

Sega's PC software line includes special versions of *Virtua Fighter* and *Panzer Dragoon* for use with the Diamond Multimedia Edge 3D accelerator board.



The *Comix Zone*, left, will be one of the first titles to sport the Sega PC brand name.



Don't call them direct ports: *Tomcat Alley*, left, and *Ecco the Dolphin* have both been visually overhauled to take full advantage of the PC's graphics power, which has been enhanced by Windows 95 and the Pentium.

LEAP TO PC

If Ignorance Is Truly Bliss,

CAPTAIN QUAZAR

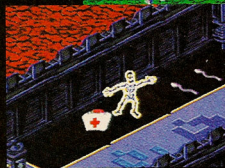


You're Looking At The World's Happiest Guy.

Just who are the Captain's legal guardians? The demented designers at Studio 3DO, of course. Who also would crossbreed a muscle-bound hero and a mental cridget, then give him a loaded weapon? To find out what else they've got tucked in their tighties, see your favorite retailer or to order direct, call 1-800-685-5001 or look us up on the Web: www.3do.com



He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar, with a body of solid rock and a head to match—and he's only on 3DO®. Brandish big weapons, shoot big criminals, and get a big...bonus from the Intergalactic Police!



Outstanding, action-packed gameplay. Simultaneous two-player shooting with tons of targets to blast. Explore 10 big levels on 3 crime-infested planets. Each world challenges you with new missions and a bevy of drug runners, terrorists and felons.



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It's no easy feat when **Nintendo** boasts sales of video games like McDonald's does with hamburgers.

Over 1 billion served: That's the landmark number the company reached in October of how many video games have been sold since the first Mario game came out in the early '80s.

Roughly half that number comes from NES cartridge sales worldwide, while the other half comes from Super NES and Game Boy game sales.

According to **Nintendo**, the billion mark means the company has sold games at the rate of three per second of every minute of every day—for 12 years running.

Papyrus Design Group, which has made a name for itself in the PC car racing field, is porting over two of its best titles to the **Sega Saturn** and **Sony PlayStation**. Spokesperson for **Virgin Interactive**, which publishes Papyrus' games, said NASCAR Racing will come out for the PlayStation, and IndyCar Racing will come out for the Sega Saturn. Both games are due for a release sometime later this year.

CD provides hi-fi workout for audio systems

Looking for a new way to show off and at the same time test your stereo system that you use with your PlayStation or Saturn?

Mobile Fidelity Sound Lab, makers of high-end audio test CDs and other audio products, has developed the Sound Check CD, which sells for \$40.

The audio CD has more than 90 tracks with dozens of standard audio tests such as frequency and range. Also included are music tracks and special effects such as jet flybys and thunderstorms. The CD itself is straight from a master



recording, burned onto 24K gold. Needless to say, the quality is incredible.

Originally intended for audiophiles, the

CD would be a big help to gamers who want to check the audio capabilities of their video game systems.

GET A GRIP

Good Flight Sims Deserve Mission Stick

It's a rare event when a peripheral breaks new ground in the video-game arena.

Sega has done just that with the Mission Stick, an analog controller designed primarily for flight games.

The controller boasts some neat features. First, it's designed for either left- or right-handers. By loosening two screws on the bottom, the joystick can be flipped to the other side of the buttons.

The joystick itself has some nice features. A trigger button and two other buttons (A, B and C) are located at the top, so gamers can use either those buttons or the ones located on the panels. A thumb switch offers the possibility of movement in the z-axis, so the joystick can be used to move in all three dimensions—a feat not easily

duplicated by a standard controller. (Look for more Saturn flight games to take advantage of this feature.) In addition, there are rapid-fire switches for each button and an adjustable speed switch.

After testing the controller with Panzer Dragoon, it was apparent that the Mission Stick was more than sufficient for the task.

The analog control proved highly sensitive, making targeting adjustments a breeze to pull off. Couple that with the Rapid-fire Mode, and the game becomes relatively easier to defeat.

However, there are minor gripes. At times the joystick was so sensitive that during the Options Screen choices it would toggle wildly.

While the Mission Stick is a

big plus for flight and action/adventure games, the joystick is too cumbersome for fighting games such as Virtua Fighter—meaning that it's not really an all-purpose controller. Combine that fact with a price tag of \$69.99 and the Mission Stick is geared toward those willing to sacrifice some serious dough to enjoy a truly realistic flight experience.

The U.S. version of the Mission Stick will be black instead of gray, and will likely retail for around \$69.99.

RATING
8.5

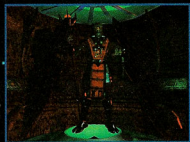


**A Mysterious Murder.
A Doomed Planet.
An Angry Alien.
Welcome to**

STAR TREK

DEEP SPACE NINE

HARBINGER™



VIACOM
newmedia™

To order, visit your nearest retailer or call **1-800-469-2539**.
Visit our web site: <http://www.viacomnewmedia.com>

Call 800-771-3772 for information on game rating.

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A powerful plasma storm has rocked Space Station Deep Space Nine™. As a Tirron envoy for the Federation, you join forces with Sisko, Quark and the Deep Space Nine crew in a fierce struggle to save the Deep Space Nine Space Station. From a startling first-person perspective, you engage in 3-D battles with deadly drones, and solve a Deep Space Nine Space Station murder to prevent an alien race from destroying a Federation-Allied planet.

May the prophets walk with you.

Available for PC and Macintosh® on CD-ROM



PRESS START

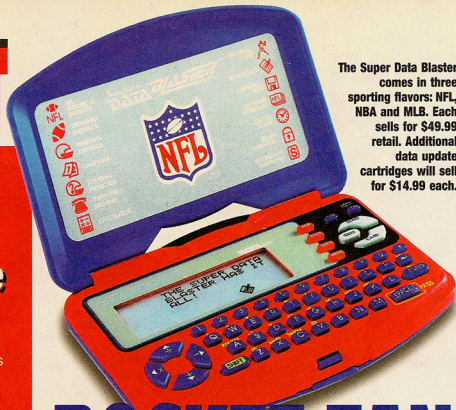
Special cards offer a whole new ball game

Donruss, a name synonymous with baseball trading cards, has branched out into the card game market with "Top of the Order."

The collectible card game puts players in the role of owner and general manager. Players first get the chance to draft a well-balanced team and some major-league all-stars, then put the lineup on the field to battle another manager.

Special markings on the cards and a spinning disc that comes with the game dictate the outcome.

Also out is a football card game called "Red Zone." Deluxe card sets retail for \$20, basic sets for \$10 and 80-card expansion sets for \$2.79 each.



The Super Data Blaster comes in three sporting flavors: NFL, NBA and MLB. Each sells for \$49.99 retail. Additional data update cartridges will sell for \$14.99 each.

POCKET FAN

Sports and More Are Just Fingertips Away

Tiger's Super Data Blaster caters to sports fans who need quick access to sports statistics.

"It's like carrying a book of statistics around along with the other options," said Dan Sabato, product manager for the Super Data Blaster. "It really gets a kid involved and up to date" on a specific sport.

The Super Data Blaster comes in three themes: NBA, NFL and MLB. Each contains in-depth stats on current players. Also included are functions for fans to inventory their sports card collections and type in their personal

stats for calculation. Another feature lets fans put together and coach their own teams—a big aid for those into fantasy leagues.

As expected, each model has a built-in game. For baseball, it's a home-run derby. For football, it's a quarterback challenge. For basketball, it's a horse/three-point challenge.

The Super Data Blaster also has a built-in calendar, address book, calculator and message sender or receiver.

Additional cartridges sold separately will allow owners to load updated season stats or statistics of past and present stars.



Another Macross Plus music CD

Japanimation fans can feast their ears on the recently released "Macross Plus Original Soundtrack II," which features more music based on the *Macross Plus* film.

The Japanese movie is loosely based on a popular animated TV series known as *Robotech* that took hold in the United States during the mid-'80s.

Songs on the CD run the gamut, from high-energy dance tracks to moody, introspective ballads.

JVC Music, which is bringing out the CD for \$15.98 retail, already has released the first *Macross Plus* soundtrack. Also from JVC Music is the soundtrack from another popular anime film, *Akira*.

To order any of these CDs from JVC Music, call (800) 582-1386.

Put your ears on cloud nine

Players who'd rather feel than hear CD-ROM games might want to look into this hi-fi headphone.

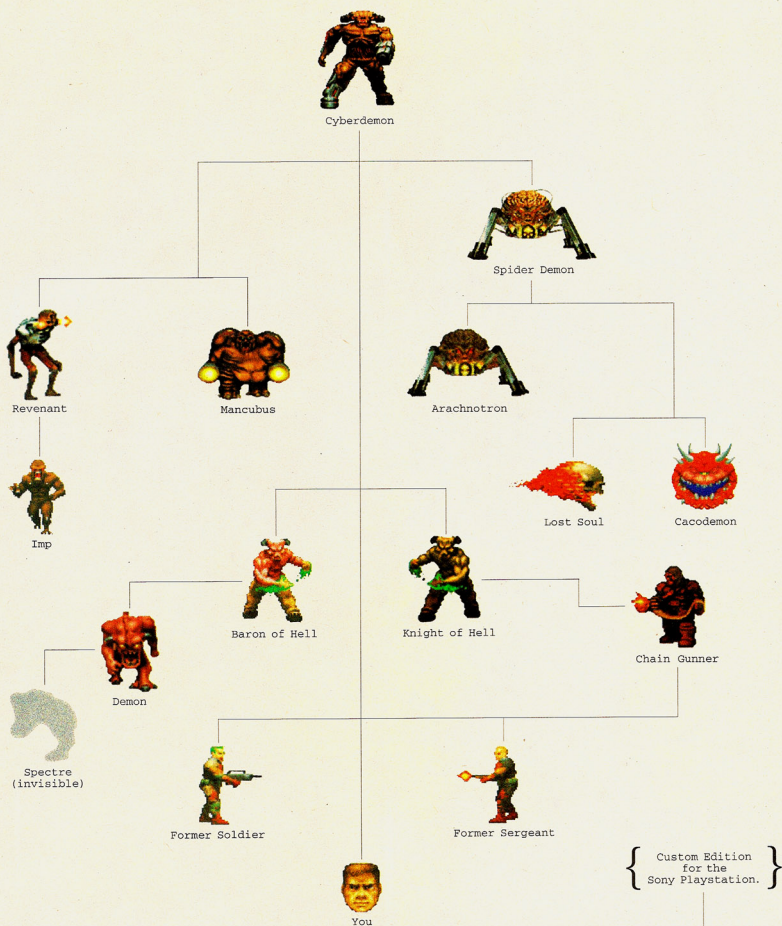
Made by Sennheiser Electronic Corp., the HD 580 Precision is a top-of-the-line headphone product. The HD 580 Precision virtually eliminates extraneous speaker vibrations that can distort sound. The headphone design also gives more depth to the

bass and prevents "boominess," a distortion problem that plagues some other headphones.

With a suggested \$349 retail price, the HD 580 Precision caters only to serious audiophiles. For more product information, call Sennheiser at (203) 434-9190.



{ An introduction to the hierarchy of Doom. }



Doom. **The Sony Playstation Custom Edition.** Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.



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EITHER WAY...YOU'

Features

- **Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!**
- **Blast across three grueling mountain courses in whichever direction you prefer!**
- **Unique split-screen feature merges when racing action gets up close and personal!**
- **Customize the color, body type and engine components of your car!**
- **Get the best time and become the King Of The Mountain!**

Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off of anything on the road — but can you really handle THAT much power?

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This official seal is your assurance that this product meets the highest quality standards of SEGA.

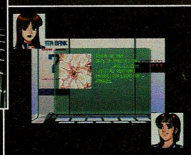
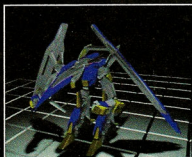
Bus Games and accessories with this seal do for sure that they are compatible with the Sega Saturn™ System.

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RE GONNA SCREAM!

In the near future, Moonbase 'HAMLET' is overrun by alien invaders from an unknown source. The A MAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high-tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!



FEATURES:

- + Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
- + Collect multiple weapon enhancements to super-charge your Griffon!
- + Obtain vital clues for the key to surviving your next assault!
- + Scan enemy aliens to learn their deadly potential before you engage in combat!
- + Multiple weapons arrays allow you to customize the fight to your style!

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

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

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

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

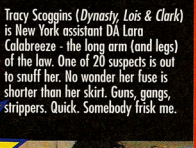
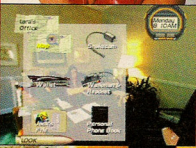
See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com



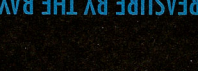
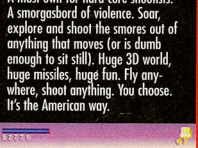
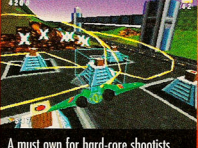
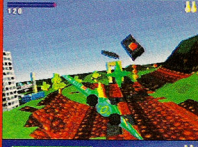
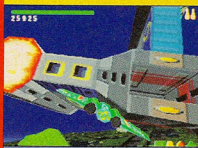
MORE
WHOLESOME
FUN
ONLY
ON 3DO



SNOW JOB



STAR FIGHTER



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

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

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TREASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO

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

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



PHOENIX 3



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



BATTLESPORT



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



GOLDEN GATE: TREASURE BY THE BAY™



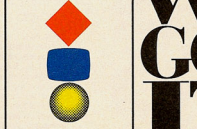
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REVIEW CREW

THE REVIEW CREW



ANDREW baran

Current Favorites:
X-Com
Twisted Metal
WarCraft

CyberBoy has been cruising the Net looking for info on his girlfriend's computer. He's found some cool info and a few people he'd been wanting to get ahold of. Another Net junkie?



MARK lefevre

Current Favorites:
X-Com
WarHawk
11th Hour

Candy has vowed to never purchase another PlayStation game until he's finished the ones he's bought. Unfortunately, it looks like he's going to be stuck playing for about two years.



MIKE desmond

Current Favorites:
WarHawk
SF: Alpha
Command & Conquer

Roach is really mad. Someone stole the stereo out of his car for the fourth time. If you're out there, you'd better watch out. There's nothing more dangerous than an angry Desmond.



SUSHI-X

Current Favorites:
SF: Alpha
Ultimate MK3
X-COM: TODD

Our elusive ninja is working on a line of fashionable clothing entitled "Shadow Wear." The ensembles include masks, swords and an ever-attractive, two-piece dagger set etched in gold.

HOW GAMES ARE RATED....

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

playstation

X-COM UFO DEFENSE

microprose



category: **release date:**

Strategy **Now**

challenge: **back-up:**

Adjustable **Memory Card**

X-Com's graphics may be only average, but its in-depth gameplay and terrific strategy will win you over. The difficulty may be a bit extreme, but you can keep going back to it. The range of missions and the diversity keep it fresh every time you play. While my cohorts may enjoy using the mouse, I like the controller better. X-Com is a must-buy. There is so much to do, you really get your money's worth. You can keep playing this one for months. Hard as hell, but great.

If you only could afford to buy one game for the PS over the next year, X-Com would be it. It has it all and then some. This PC port-over has the same look and feel as the original, especially when accompanied by the new PS mouse. The best way to describe the intense strategic level of X-COM is to compare it to playing five games of chess at once...blindedfold! Plan on setting a couple weekends aside when you fire up this extremely addictive title.

At first glance, you would think X-Com is just an average game due to the graphics, but that is incorrect. The game is like chess with a pulse. In-depth strategy and varying enemies with different attributes are what make this game worthwhile and fun to play. The interface is tedious and difficult to use with the PlayStation controller, but the PlayStation mouse makes it easier. Any person who likes strategy games will fall in love with this title.

Although this game is nothing more than the computer original converted into the PS format, it remains one of the best strategic games available for players looking to spend many nights in front of the tube. The graphics are superb and the cinematics added since the computer release really live it up. Control with the keypad is a good adaptation, but the PS mouse is the preferred way to get around. X-COM is perfect for players with compulsive save-itus and a lot of patience.

Best Feature: **Strategy**

Worst Feature: **Load Time**

Time To Complete: **Long**

Also Try: **X-COM, X-COM II-PC**

super nes

REVOLUTION X

acclaim



category: **release date:**

Action **Now**

challenge: **back-up:**

Adjustable **None**

This game has the best audio and voices I've heard on a 16-bit system. All of the voices and sounds of the arcade are reproduced nearly perfectly. The graphics are poor, with most of the detail from the arcade missing. The hidden band members are in the right places, but some of the more obscure secrets are missing. The Bosses are near impossible to beat. After a while, you don't know what you have to hit. It doesn't flash or anything. You should rent it first.

When an arcade-to-home translation is made for a game such as Revolution X, a few things should be considered. If the gameplay, graphics and overall feel of the game will be lost during the process of porting over, then it shouldn't be done in the first place! This is another title that was brought out too quickly in the hopes of merely making sales off the title itself. Rev-X could have been done a lot better, and it should head back to the drawing board!

The voice and music on Revolution X are possibly the best I have heard on any 16-bit platform. The graphics are a completely different story, though. The grainy, non-detailed enemies and structures are its downfall. The control of the cursor does not handle as well as it should, and the only way you can tell you are taking damage is by looking at the life meter. Fans of Aerosmith or the arcade game might enjoy this title. But those who want a great shooter, rent Revolution X before you buy it.

While the sounds boast some great digitized speech and rocking tunes, the graphics are way below par. This arcade port just didn't translate very well graphically and this hurts the game. Also, the lack of a gun makes the cursor movement awkward and slow for this type of game. It does retain a lot of secrets and playability of the arcade version, but its sluggishness and grainy-looking graphics are just too much for me to get into this game.

Best Feature: **Music**

Worst Feature: **Graphics**

Time To Complete: **Medium**

Also Try: **Other Platforms**

super nes

FINAL FIGHT 3

capcom



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

The Super NES is finally showing its age with titles like Final Fight 3. It isn't that the graphics are bad, it's that they are just "there." This game just wasn't exciting. Sure, there are some more moves and new characters, but I got the feeling that this was more of the same. The Two-player Mode was a good addition, but the ensuing slowdown really hampered the gameplay. The control wasn't precise at all, and it didn't have an arcade feel. FF3 is a renter only.

There are a lot of good qualities about FF3 that should be noted. The graphics are above average, the sound is okay and the new super moves are a nice addition to the game. Also, the ability to have the computer join in as a second player is a very unique idea for a side-scrolling fighting game. The only problem is that the whole Final Fight series is getting a little too old to pump my adrenaline anymore. Please don't tell me we might be in for a Final Fight 3 Turbo Edition.

The Final Fight series is getting old quickly. Granted, the new features like the Two-player Computer Mode and special moves for the characters are a nice touch, but repetitive enemies and backgrounds plague this game. The game does not have the look or feel of the arcade as the other Final Fight game did, possibly due to the "bland" graphics. Sorry to say that Final Fight was good in the past, but nowadays, it's just old and boring.

As a longtime fan of the Final Fight series and the genre as a whole, I'm sorry to say that the third time isn't a charm. In fact, the gameplay is getting far too repetitive. I like the previous version, but it's just the same recurring enemies with a few extra moves. The new options like the special moves, super attack and computer compensating as a second player are good but not enough to make this game original. It plays relatively well but needs a redesign, not just a facelift.

Best Feature: Special Moves

Worst Feature: Same Old Stuff

Time To Complete: Medium

Also Try: Final Fight 1 and 2

super nes

MORTAL KOMBAT 3

williams ent.



category:

release date:

Fighting

Now

challenge:

back-up:

Adjustable

None

If you haven't upgraded your system yet, MK3 Super NES is the best 16-Bit version of this game. The graphics are close to the arcade, and the voice isn't half bad. The control is pretty good, but a few of the combos from the arcade have been left out. The computer AI on the Super NES version is tough! The computer will kick your butt. The codes to play as Motaro and Shao Kahn are nice touches. MK3 is a good translation. Upgrade or get the Super NES version.

You can only expect so much from a 16-Bit system when it comes to porting over an arcade game as complex as MK3. This version may be a bit on the weak side when it comes to the graphics, but it excels in every other category. Control is the most important feature of this type of game. This translation may not be perfect, but it is well worth every penny when it comes to a 16-Bit cartridge. MK3 for the Super NES comes in a close second to the near-flawless PS version.

Of the 16-Bit versions of MK3, this is the best. The voice and control are not half bad, but the occasional combo is missed. The artificial intelligence of the computer is great, making it difficult to beat the computer. The multitude of options and tricks that can be used in Mortal Kombat 3, like playing as Motaro and Shao Kahn, is a nice touch. If you own a Super NES and like Mortal Kombat 3 in the arcade, definitely check this game out.

Of course it doesn't look or sound as good as the PlayStation version, but for 16-Bit it sure did a good job. The combos and techniques work relatively well and play close to the arcade original. Its strongest point is the addition of tons of special options and flags letting you do a multitude of things from playing as the Bosses to toggling fatality time. Graphically, it won't leap out at you if you're used to the PS version, but it plays well with only a few snags.

Best Feature: Playability

Worst Feature: Small Characters

Time To Complete: Medium

Also Try: MK3-Arcade

genesis

TOY STORY

disney interactive



category:

release date:

Action

Now

challenge:

back-up:

Moderate

None

If you want a game that can really show what the Genesis can do, check out Toy Story. In terms of graphics, this game rivals the Saturn's Clockwork Knight. The control is a little bit awkward and not precise at all, however. The levels vary in difficulty from mindlessly easy to near impossible. It's hard to tell whether this was meant for kids or hardcore gamers. Those players out there who are still holding on to their Genesis should consider this one.

I was very impressed with the graphics of Toy Story. They're some of the best that I've seen on the Genesis in a long time. Upon playing for the first time, I thought for sure that this was going to be an easy children's game. But after throwing the controller a few times, I realized that players of all ages can join in on the frustration! Thumbs up for the graphics, and thumbs down for the loose control. Toy Story will be a good rental to see if it's your kind of game.

Just like the movie, the look of Toy Story is great eye candy. The graphics are possibly the best I have seen on a Genesis. However, the control is awkward and loose, which takes time to get used to. The levels vary from easy as hell to insanely difficult, which can become amazingly frustrating. The different levels like the overhead driving level do a good job of breaking the monotony of the side-scrolling levels. Overall, Genesis owners should check out this great-looking game.

Most movie-to-game translations don't work very well. However, this time they succeeded in making a visually appealing game that is very colorful and reminiscent of the movie. There is a good variety of levels but they can get really tough quickly. Fortunately, you can turn off the Story Mode after you've played it a couple of times. Its one downfall is the quirky control, especially in using the yo-yo. Overall, it looks better than it plays and is geared toward veteran players.

Best Feature: Multiple Engines

Worst Feature: Pullstring

Time To Complete: Medium

Also Try: The Movie

genesis

GARGOYLES

disney interactive



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

I thought that this game would be cool, like the cartoon. Upon plugging it in, I saw some mediocre cinematics and dingy backgrounds with little detail. Worse yet, the control and gameplay was abysmally poor. It's too rigid. For example, to throw an enemy, you have to be a set distance away. You will get hit automatically no matter what you do. The Bosses are simple, but cheap. It's no fun. Pass on this game. There are better titles out on the market.

I was expecting the worst from Gargoyles, being that it is another game with a big license for a title. But I was actually surprised at how much the game had to offer. There are numerous ways you can attack and the levels are laid out to where you must actually use your abilities, such as scaling the sides of a wall or double jumping to reach a higher platform. The graphics aren't the best I've seen, and the control needs a little tweaking. Other than that, it's a decent game.

Many games based on cartoons tend to be average, and this one is no different. Gargoyles' animation is surprisingly smooth for the Genesis. The control is way too tight and is tough to maneuver, which is a major part of this game. Many of the hits taken are mandatory and drag this game down. Genesis owners looking for a good side-scrolling game might want to rent Gargoyles before buying it because of the control and difficulty.

The animation and color are really impressive in this game. However, its good looks and youth appeal may be misleading as the game gets challenging and almost frustrating. The control is part of the frustration factor but there is a lot of gameplay in this cute-looking cart. Techniques such as a double jump, throw and dash attacks give you plenty to do. It may be too hard to get used to especially with some auto hits. Still, it's a good game if you want a challenge.

Best Feature: Animation
Worst Feature: Frustration
Time To Complete: Medium
Also Try: Other Disney Titles

saturn

VIRTUA COP

sega of america



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

Virtua Cop is so far the closest a Saturn game has come to duplicating the arcade. However, the coin-op was really nothing special. Good players will blow through this one with no trouble. Virtua Cop is surprisingly short, with only three levels to it. There are a few neat elements like interactive backgrounds, but they do not keep the game from getting old after a few times through. I prefer using the controller over the Stunner. It has great graphics and cool gameplay, but it gets old.

I haven't been impressed with a lot of the earlier titles that have been released for the Saturn, but Virtua Cop may just have changed my mind. This is a very close translation to the arcade hit. Many games like this suffer because there is no gun peripheral, or it's not even worth the money. But I got to look and load firsthand with Sega's new gun, the Stunner. Believe me, it's well worth it. The gun will be a pack-in with the game for the true arcade experience.

This is a surprisingly great translation from the arcade to a home system. I really liked the arcade and did not find any inconsistencies between the two. The main problem with Virtua Cop is the length of the game. With only three levels, any fairly good gamer will be able to play through Virtua Cop in a short amount of time. The practice screens are fun for two people to compete against one another in. Due to the difficulty, try this one before you buy it.

The first Sega game to make use of the new Stunner, Virtua Cop could be the best arcade-to-home-system conversion yet for the Saturn. The smooth-scrolling perspectives and virtually no load time make this the Saturn title that will grab players' attention and hook them on the CD realm. Different reactions for body wounds are bound to make all of the sadistic players laugh as they gun their way through the three stages pretending to rescue the hostages.

Best Feature: Shooting Hostages
Worst Feature: Needs More Blood
Time To Complete: Medium
Also Try: Arcade Version

saturn

THEME PARK

electronic arts



category: release date:

Simulation

Now

challenge:

back-up:

Adjustable

Memory Card

Theme Park is one of those games you pick up on a whim and have a darn good time with. Theme Park is more or less SimCity with a playful spirit. The looks are simple, but the gameplay isn't. There are all sorts of things to take into consideration when you're running a park. You can have lots of fun souping-up a roller coaster, and having kids fly right off. Theme Park will have you spending months working on the perfect park. It's worth purchasing.

There is literally nothing negative that I can say about this game. Almost every key element that you could ask for in a strategy game has been kept intact in the PC port-over. A nice thing about the game is the varying levels of difficulty when designing your park. They range from simply building the park to taking on all the responsibilities and getting your hands dirty in the stock market. Truly as much fun as going to the Theme Park when you were a little kid.

This is one of those games you can play from dinnertime until the next morning. Theme Park may look like child's play from the outside, but it actually is an in-depth game in which you can control the length and speed of rides, research toilets, how much caffeine is in the coffee and much more. At times it becomes frustrating because you constantly go bankrupt because of varying factors in your park. Sim gamers should definitely check Theme Park out.

Players of all ages can jump right in and design their idea of the perfect amusement park in one of the best simulation games yet to grace the disc holder of the Saturn. However, Theme Park is not aimed toward the younger players primarily. Even those who consider themselves simulation masters will find it difficult to manage their park properly and keep it from going into bankruptcy. An all-around good choice for players who want to build instead of destroy everything.

Best Feature: Puking Kids
Worst Feature: Addictiveness
Time To Complete: Long
Also Try: Any Other Sim

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saturn

SOLAR ECLIPSE

crystal dynamics



category:

release date:

Action

Now

challenge:

back-up:

Moderate

Memory Card

If you thought Total Eclipse was a poor game, I'd agree with you: The sequel, however, has quite a bit more going for it. First, the gameplay is actually fast-paced and exciting. There is actually technique to use when dodging enemies and obstacles. The graphics may not be the most spectacular, but they get the job done. There are a lot of nice little details. The power-ups are really intense, but they do get distracting. This ranks among the best for the Saturn.

Solar Eclipse may look like its predecessor at first glance, but after playing through the first level, you will realize that there have been numerous enhancements added to the game, making it so these two titles can't even be put in the same category. Seamlessly drawn, texture-mapped backgrounds; cleaner graphics; tighter control; improved enemy AI and a new cockpit view make Solar Eclipse well worth your time. I suggest checking this game out.

Solar Eclipse is definitely a step up from its predecessor, Total Eclipse. The graphics aren't mind-blowing, but far from being poor. Unlike Total Eclipse, there is now an actual strategy for dodging the enemies' fire. The game is not as linear either, offering the gamer freedom to choose different catacombs and tunnels to fly through (even the caverns have differing difficulty). Fans of Total Eclipse or Saturn owners looking for a good shooter should check out Solar Eclipse.

We have all watched this style of game come along way from Total Eclipse, which was released before its time. This version has good graphics, sharp control and many action-intensive levels (including tons of secret codes and levels). The most notable feature to look out for when considering this purchase is that it is hard. Only with hours of practice (or by cheating) will anyone even have a chance to see any of the later levels. No dust gathering on this one.

Best Feature: Game Speed

Worst Feature: Enemies

Time To Complete: Medium

Also Try: Total Eclipse

playstation

LOADED

interplay



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

Memory Card

Loaded is a great action game that combines the mania of Smash TV with the quest elements of Metal Gear. The graphics and visuals are outstanding, right down to the last glory detail. The gameplay is excellent, and there are secrets to find, too. The difficulty is a bit extreme, making it tough to clear even the second level. The ability to link this game for multiple players is a great idea. The more the merrier! Loaded is a fast-paced game that will grow on you.

I have to give credit where credit is due. Loaded features some of the best lighting effects in a game that I have ever seen! However, special effects don't make a great game. Even though each level is large, action-packed and nearly impossible to make it through without losing a couple of lives, I found myself starting to yawn halfway through the destruction. The ability to waste your friends in the Multiplayer Mode is what raises this to an above-average game.

This is Smash TV brought to the next level. Loaded has a vast array of fighters to choose from, each has differing speeds, weapons and special weapons. Right from the get-go, you are constantly facing multiple enemies at every turn, which will keep any gamer on his or her toes. The only downfall of the game is the background music will get on your nerves. From beginning to end, Loaded is full of gore and excitement. This game is a must-have for PlayStation owners.

Shoot, maim, kill. Loaded is the fast-paced game that sends you on a search-and-destroy mission killing everything in your path. The visuals are clean and the character movement is smooth and exacting, letting you move quickly around to blast the nasties who are gunning for you. The only thing to watch out for is when you get too close to an enemy and can't seem to turn fast enough to get him. Count me in when the link is released. Two-player will excite you.

Best Feature: Lighting Effects

Worst Feature: Darkness

Time To Complete: A While

Also Try: Total Carnage

playstation

GEX

crystal dynamics



category:

release date:

Action

Now

challenge:

back-up:

Moderate

Password

Gex has been translated over to the PlayStation with a number of enhancements over the 3DO version. The graphics have been cleaned up a bit, and the gameplay itself is a lot smoother. The FMV cinema intro is TV-quality clear. Dana Gould's voice is perfectly clear in this one. I wasn't too excited with this game, simply because I played the heck out of the 3DO game. However, newcomers to Gex and his world will have a lot of fun with this one.

Gex was a really good game when it was first released, but I think a lot of gamers missed out because they did not own a 3DO. Now that Gex has risen up to the 32-bit level, more players will be able to share the Gexperience. A wide range of attack methods, secrets galore and crisp graphics are just a few of the reasons why Gex is as popular as he is. With some minor enhancements from the 3DO version, Gex is a definite game to check out.

The PlayStation version of Gex has a lot of improvements over the 3DO version. Dana Gould's voice-overs are crystal clear and understandable. The cinemas are amazingly crisp compared to the original. Gamers who have not played the 3DO version will enjoy this title a lot more than those who have played the hell out of the 3DO version. I would have liked this title a lot more if I had never played it on 3DO, but gamers new to Gex will enjoy the game, humor and all.

Admittedly, there is nothing new to be found inside the levels of the PS version over the 3DO release. This game scores a high rating just for the cleaned-up audio of everyone's favorite witty gecko. Control has also been spiced up a bit, shortening the time between controller and reaction. Gamers who never had the privilege of playing Gex on the 3DO shouldn't miss the PS release. It is bound to be the best one yet for any home system. Anyone ready for Gex 2 yet?

Best Feature: Humor

Worst Feature: Nothin' New

Time To Complete: Medium

Also Try: Any Other Mascot Game

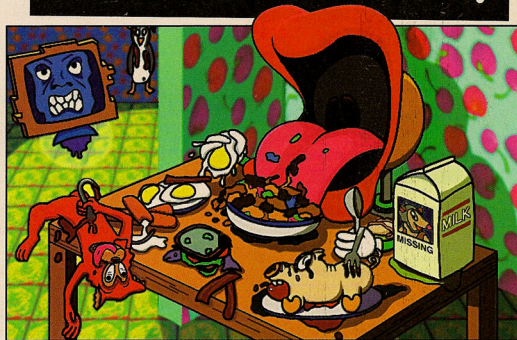
ANDREW

MARK

MIKE

SUSHI

"GROSS, NASTY,
DISGUSTING,



SICKENING
AND SLIMY.
I LOVE IT!"

An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

CYBERDILLO



"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later." ■

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Panasonic
Software Company

playstation

VIEWPOINT

electronic arts



category: release date:

Shooter

Now

challenge:

back-up:

Adjustable

Password

While I like the graphic changes over the Neo, the new music just doesn't sound right. Viewpoint uses some original concepts, and the perspective is pretty cool. I have played the NeoGeo version, so I'm used to the speed. Newcomers might find it a tad slow. If you want a tough shooter, you won't be disappointed with this one. It's hard...unbelievably hard. The password system is nice, but I would have settled for a more lenient "Easy" Mode.

On a scale from one to 10, the difficulty on this baby is about a 15. While some people may look at that as a negative, I think it's great! When you're forking out around \$50 for a game, I say the harder the better. If we gave awards out strictly for mind-blowing graphics, Viewpoint would be at the top of my list. To finish it off, the soundtrack complements the levels perfectly. The only drawback to the game would be the speed of your craft: a little on the slow side.

The music really does not fit this game at all. Don't get me wrong, the techno/house style rocks and the game is good, but the two together really do not fit. The improved graphics over the Neo version is great. My only gripe is that Viewpoint is way too hard, even on the easy setting. If the game was easier, it would be a much more enjoyable game—the difficulty of the game really overshadows the fun factor. If you think you are a shooter pro, try Viewpoint!

Damn hard. The levels of difficulty should be changed, or there should be some more power-ups to compensate. Many players will have to work on this one for a few hours just to get past the second stage. The musical tracks are intense but will get under your skin shortly while playing. Control is simple and easy to manage as long as you withhold your Zaxxon ability after playing dormant for so long. A great title for players looking for a one-level linear shooter that is really hard!

Best Feature: Everything's Shiny

Worst Feature: Difficulty

Time To Complete: Medium

Also Try: Zaxxon

3do

CAPTAIN QUAZAR

studio 3do



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

It's nice to see this system finally getting some great original titles. Captain Quazar has good graphics and tight control. The only flaw is with the accuracy of your shots. The cinemas are cool (why rap, aaaaargh!) for the most part and the levels are long. The fact that you can blow everything to kingdom come is an added plus. Sometimes it seems like a few of the enemies are immortal. I shot one soldier 20 times before he went down. A cool, fun game.

If you're looking for some completely mindless fun, then Captain Quazar is just your game. I like the cartoony look to it, and I am happy to see some humor in a game of this style. The major downfall here is that each of your weapons are limited, and even though there are many power-ups located throughout the levels, most of your ammo is wasted on missed shots. Lock-on sights would have been perfect. Controlling Quazar is awkward and will take some getting used to.

Any game with a cool rap video as the intro has got to be good. This game is chock-full of action. The animations of both Captain Quazar and the enemies, along with the pleasant music, give this game a cool, cartoony feel. The levels (especially the first level) are absolutely humongous! Because of the three-quarter perspective, it is occasionally difficult to aim your shot or control Captain Quazar. If you are a 3DO owner, Captain Quazar is a must-have.

This is the type of title many players could get into to. Even though it is a basic run-and-shoot game, it's still a load of fun to run wild, toting that gun (which is the size of a horse's leg) blasting through everything in front of you. Good graphics and plain mission objectives allow players to jump in and go wild. The intro is another original idea with a Quazar-rap and the comic-style characters. The only thing that brings this one down is the repetitiveness.

Best Feature: Characters

Worst Feature: Wasting Ammo

Time To Complete: Medium

Also Try: Metal Gear

3do

SCRAMBLE COBRA

panasonic



category: release date:

Sim/Shooter

Now

challenge:

back-up:

Adjustable

Battery

If you've been wanting to fly a run-down helicopter over a cheesy pixelized background, you'll probably like Scramble Cobra. As for myself, I just didn't like this game. The chopper controlled poorly and the enemies didn't look much like anything. The background looks like it could have been done on a 16-Bit system. The digitized cinemas didn't even have the voices synched right. For a flight simulation game, I'd skip on playing this one.

Another helicopter simulator that has no control, horrible-looking graphics and a set of scenarios that will put any pilot to sleep. If a game like this is going to be done right, it has to be somewhat believable that you're flying a helicopter. Instead, the helicopter stays in one place, while you move the jerky terrain from side to side! The graphics and sound are both below average, with the only plus to the game being the opening rendered scene. From there on, everything goes downhill.

This game could have been done on a 16-Bit platform. The annoying commander who occasionally pops his head on screen does not even have his voice synched with the video. The chopper controls are sloppy and take a lot of time to get used to. Many of the tanks, planes and ships are indistinguishable because of the poor graphics. Flight-sim enthusiasts might find this average, but on the whole, the average gamer should pass Scramble Cobra up.

Most flight sims are in general are a little too technical and dry to be enjoyed by the player looking just to jump in and blow some things up. Scramble Cobra has a good mix of gunship accuracy and realism, leaving the long and boring action sequences of most hell-sims out. Even though there are only a handful of missions and the graphics are nothing spectacular, SC has little trouble pulling you into the excitement with its simple-controlling interface and diverse missions.

Best Feature: The Napalm

Worst Feature: Limited Play

Time To Complete: Medium

Also Try: Flying Nightmares

ANDREW

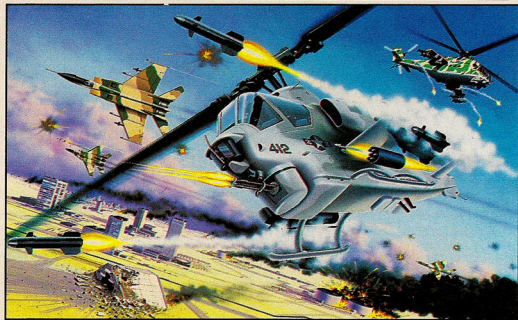
MARK

MIKE

SUSHI

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"I'M GONNA FORCE FEED



THESE CLOWNS A FEW TASTY MISSILES."

An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■

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Panasonic
Software Company

3do

SHOCKWAVE 2

electronic arts



category: **release date:**

Action	Now
challenge:	back-up:
Moderate	Battery

If you thought the first Shockwave was cool, you should see the sequel. Shockwave 2 offers different types of missions, an interactive story and new ships. The video quality is good, and the acting is excellent. The gameplay varies with the type of mission. I hate being a turret. The graphics are outstanding, with detailed texture maps. This game is fun to play, which makes it a winner in my book. Shockwave 2 is worth purchasing if you own a 3DO system.

There are a lot of games that look like Shockwave 2, but what sets this title apart from all the rest of the meaningless seek-and-destroy shooters is you never know what you will be in store for at the beginning of each level. Add a compelling story line, and you end up with a game that will be tough to put down. Major enhancements have been made from the original Shockwave to make this a worthwhile addition to your collection of 3DO games.

Fans of the first Shockwave, rejoice! Shockwave 2 is twice as fun. Unlike Shockwave in which you had only one vehicle, you now have three, all with their own attributes. The story line of Shockwave 2 is interesting and makes you feel as if you are an actual part of the game. The video used in the cinemas is surprisingly clear for the 3DO. Fans of Shockwave will definitely find Shockwave 2 just as exciting and fun, if not more so than the original. Pick it up!


With two more craft for you to control over the original, Shockwave 2 has little trouble sucking you into the plot. Before you know it you are knee deep in a mission and fighting for your life. The cinemas are possibly the best yet for any game and are well worth working your tail off just to see. Keeping the video out of the action and the reverse is the best designed feature to keep the player's interest for a long time instead of just blasting poor enemies on a video background.

Best Feature: **Two More Craft**
Worst Feature: **The Turret Mission**
Time To Complete: **Medium**
Also Try: **Shockwave**

jaguar

I-WAR

atari



category: **release date:**

Action	Now
challenge:	back-up:
Adjustable	Memory Card

I-War is nothing more than a combination of Cyber Sled and Cybermorph. You enter a polygon arena, shoot bad guys and collect pods. The graphics are the same dimly dark polygons the Jaguar seems to reproduce so well. The scrolling is smooth, but the gameplay isn't really gripping. The enemies are not detailed at all, and you really can't tell the difference between an opponent and what is an icon. Jaguar owners now have another poor game to gripe about.

I-War is simply a polygon game where your main goal is to cruise around, shoot some shapes in each level and then find the exit. The shaded-polygon graphics aren't the best in the world, but that's not even the problem. The problem is excitement; there is none. Even the bonus levels in the game will put you to sleep. I-War is simply nothing more than a graphically enhanced version of the old Atari 2600 game, Combat. Could this be a game that's not even worth a rental?

Great, more dark pastel-colored polygons and a weak attempt at a game. The object of the game is to roam through and pick up pods and protect yourself from the enemy. The problem is that I couldn't tell what were the pods and what were the enemy! The music isn't all that bad, but the voice sounds as if it was from Speak and Spell. This is just another one of those games that would be good if it came out a couple years ago, but in this day and age, it is just bad.


I know mesh games are popular, but why am I hunting out viruses on the Net? The control is swift and the levels have some originality, but the basic 16-Bit graphics and the barely adequate sound make I-War fail horribly. Some fun can be found within, but many will find it too easy to die. There is simply not enough visually or gameplay-wise to make it excel. The enemies are mostly small and simplistic. Sorry, but I-War for this system (or any system), just isn't impressive at all.

Best Feature: **Nut'n'Honey**
Worst Feature: **You Name It**
Time To Complete: **Do The Math**
Also Try: **Assault Rigs-PS**

virtual boy

MARIO CLASH

panasonic



category: **release date:**

Action	Now
challenge:	back-up:
Hard	Password

Think of Mario Clash as a sequel to the original Mario Brothers game. The gameplay is relatively simple, and the use of 3-D replaces the multiple platforms levels. The two levels are more of a gimmick than anything else. The gameplay is a little too loose for my taste. I kept having Mario jump over his target instead of on it. If you want a basic platform game, Mario Clash is decent, but most players will probably become bored with it. MC is okay, but nothing really outstanding.

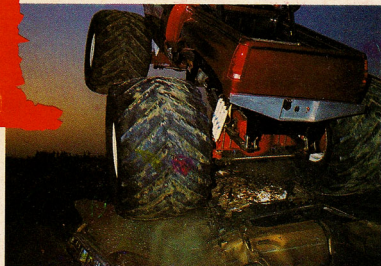
Mario Clash is a perfect example of a game that utilizes the potential of the Virtual Boy to a 'T'. Not only is the game highly addictive, but the levels have a nice three-dimensional feel to them. The two reasons that will make this game a winner are: It's the same principle as the original Mario Bros., so most everybody will be familiar with the basics of the game, and it is simply a fun game to play. It is a nice spin-off of the original with an added twist.

This game is quite similar to the original Mario Brothers. Its control is loose and I kept finding myself getting killed because I jumped either too short or directly over the enemy. After playing for a while, Mario Clash became quite boring, repetitive and frustrating because of the control. Younger gamers might find this game enjoyable and fun, but veterans who want a game other than one to just pass the time, look elsewhere. It's just too boring.

This is the type of game that the Virtual Boy does best. The graphics are clear and have little trouble bringing a true 3-D feel to the player. It is easy to find yourself pulling your head out of the visor as you dodge the turtle shells that Mario threw at an opponent and missed. The control is swift, giving you useable control over your character. It has good sound, graphics and control. These are all the makings of a great game that owners of a VB should try.

Best Feature: **Visual Clarity**
Worst Feature: **Redundant**
Time To Complete: **Medium**
Also Try: **Mario Brothers**

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and chase view. Careful, though. Grabbing
massive air could
crush a kidney. Or two.



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game boy

KILLER INSTINCT

nintendo



category: release date:

Fighting Now

challenge: back-up:

Adjustable None

Nintendo really butchered this game when they converted it over to the Game Boy. I wasn't expecting much, but this shouldn't have even been attempted. The graphics are pixelized beyond reasonable limits. They even removed Riptor, my favorite character. The audio is a series of bland beeps. Worse yet is the control. You can't differentiate between weak and strong hits, making many special moves impossible to do. Not even good while on the Super Game Boy.

Another example of an arcade translation that should never have been attempted on the Game Boy. It's fairly simple to figure out why this version of KI is going to go belly up. How can you expect a six-button game to be played on a two-button portable and still be remotely close enough to slap the same name on it? The character animations are a joke, the graphics are hideous and the sound is much more pleasant turned off if you're going to attempt playing this one!

This game should not have been converted to Game Boy. Being a fairly good player on the arcade version of KI, I thought I could at least pull off a few combos, but I was sadly mistaken. I couldn't pull off more than a six-hit before the computer turned around and pulled off a 22-hit Ultra. The fighters are pixelized almost beyond recognition and the "drip" and "bleep" sounds are annoying. If you own a Game Boy and really want KI, try it first.

This game's main draw was the intense graphics and killer sounds. Obviously the look doesn't translate to a portable system nor do the infamous sounds. Combos and moves are pretty easy to do, but the fact remains—it just looks weak on a portable. Only die-hard fans will really be able to get into it enough to sacrifice the graphics. One drawback is the limited buttons for pulling off classic arcade combos. It is an impressive job for what was intact, but why bother?

Best Feature: It's KI

Worst Feature: Graphics & Moves

Time To Complete: Medium

Also Try: Its Big Brother

game gear

SONIC LABYRINTH

sega of america



category: release date:

Action Now

challenge: back-up:

Moderate None

We've seen Sonic in everything from racing to pinball, and this latest incarnation of Sega's prize hedgehog is way out there. The graphics are pretty good, but the game just doesn't work right. The perspective is confusing, especially when you try to use Sonic's ball. Sonic Labyrinth is really boring, with not many things to keep you interested. If you're a die-hard hedgehog fan, you may want to pick it up, but I just couldn't get into this game. It is too strange.

Sonic Labyrinth boasts some really nice graphics for the Game Gear, and I was having a good time with it. But after a few levels, the game became very repetitious. One of the major downsides of the game is the 3-D perspective. I found myself knowing exactly where I wanted to go, but having problems getting there. The younger players may enjoy this title, but for the experienced player, this may be a little too simple. Sonic Labyrinth could have been a little more exciting.

Sega's little blue rodent is at it again in another somewhat fast-action Game Gear game. The perspective and control of this game is a little awkward and tough to get used to. When you do get used to it, you will find out that there is not much to this game. After a few levels of aimlessly bouncing off bumpers, you will become utterly annoyed. Sonic lovers might want to check this title out, but beware those who are looking for something new and exciting; this might not be it.

Sonic without his zippy speed is just wrong. Why not just follow the same Sonic Spinball route instead of pretending he can actually move while on his feet? The graphics are fairly clear, but the sloppy and poor control drags this one down for me. This title overall tried to mix the standard side-scrolling Sonic game with a worthless pinball title and failed. In turn, this one just comes up short in both playability and enjoyment, causing boredom after the first few stages.

Best Feature: Sonic's On The Box

Worst Feature: Sonic's In The Game

Time To Complete: Medium

Also Try: Sonic Spinball

game gear

TAILS' ADVENTURE

sega of america



category: release date:

Action Now

challenge: back-up:

Moderate Password

It's about time we saw Tails in his own game. Tails makes good use of the GG hardware, with colorful graphics. The screen blurs out when the screen moves too quickly, but overall it's not too bad. The gameplay is similar to the Mario games, plus Tails has some limited flight, too. This cart is big and full of secrets. You'll get your money's worth if you try this one. This genre may be overdone, but Tails' Adventure is just a lot of fun to play. I wish it was on another system, though.

Tails debuts on the Game Gear! I was very impressed with this title right from the beginning. Crisp graphics, good control and tons of secret areas throughout the level are just a few of the reasons why Tails Adventure is such an awesome title! Most important of all, the game is a lot of fun to play. Bringing this score down was the speed of the game itself...a little on the sluggish side. Still, a solid adventure game that you will spend a good amount of time on.

This is one of the best Game Gear titles I have played in a long time. Tails' Adventure is somewhat similar to Super Mario Bros. Tails has the ability to fly with his tail and carry multiple items to help him on his journey. The many multiple hidden areas kept me looking for ways to access them and made it much more enjoyable. Gamers looking for fun Game Gear titles to add to their library should pick up Tails' Adventure. They won't be sorry.

Congrats go out to Sega, not only for releasing a new star, but for also making him responsive to control. The graphics of the animation sequences of our double-tailed hero and the enemies he is up against are really detailed. Although this type of title has been done more than 100 times before, Tails is still great fun with his giant inventory of items and secret-filled levels. Take Sonic off the fire—he's done. Bring in Tails as the new action hero.

Best Feature: New Character

Worst Feature: Not Much New

Time To Complete: Medium

Also Try: Any Other Action Title

ANDREW

MARK

MIKE

SUSHI



"I didn't think a ball could fit there."

"I don't think you're supposed to move them when they're all broken like that."

"Help him up."



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GAMING GOSSIP

Ameritech to enter gaming scene...
Problems at Atari...
Sega vs. Nintendo...again...
\$39.99 Saturn games?..
Eclipse ready to hit Japan...
PlayStation still outselling Saturn...

...Happy new year gamers and welcome to the new year Q-Mann style! The Q has laid some traps in this, the year of the rat, to snag the best gaming gossip from inside the gaming biz. While the cold winds of change sweep across the gaming landscape, yours truly has got the inside goods...Look out MCI—the Q hears that the big bells at Ameritech are soon to commit to entering the interactive entertainment market with a new division to produce next-gen and PC softs...Look for new licensees to start lining up for a ride on the U64 bandwagon, including EA who launches onto the Nintendo platform with FIFA Soccer, Kemco with a new racer and Angel Studios with what could be the first Ultra baseball title...

...Not much yule in the current tide at Atari. Within the last six weeks the Quartermann has learned that the house that the 2600 built has laid off many of its in-house programmers and product managers as well as a number of game testers. Atari plans to rely solely on third-party support for the Jag, although the future of the machine and how Atari intends to market it in the future remain unclear. It does appear that the company will make a move into the low-risk PC CD-ROM biz in favor of the big-bucks battles that loom with Matsushita (M2), Sony and the rest of the next-gen crew...Count on Kareem and Magic to spice up Crystal Dynamics' upcoming Slam and Jam for the PlayStation and Genesis...

...So why were Sony's big-name games delayed? The Q-Mann has discovered that rumors abound about what the real reasons were behind the tardy titles: an unfortunate bottleneck in the playtesting department as well as some problems with the game packaging. Rumor has it that Sony was even forced to purchase game cases from Sega to make some ship dates...On the subject of Sega, the company appears to be planning to combat the fierce power of Nintendo with a price drop in game costs. My Q-Sources are telling me that prices could drop as low as \$39.99 for Saturn games, with Sony possibly playing follow-the-leader. Wurd on the street still has the U64 softs clocking in at prices between \$60-100...

...Some news on the Eclipse from Sega, with insiders reporting that the device is rumored to offer an upgrade capability that will be similar in quality to the M2 and available within the next 18 months...The Saturn Internet interface that the Q reported on some months back will hit Japan soon and should make an appearance between September or October on these shores. The device will allow users to access a new Sega online area where games, playing tips and other info can be accessed, as well as the rest of the Internet...

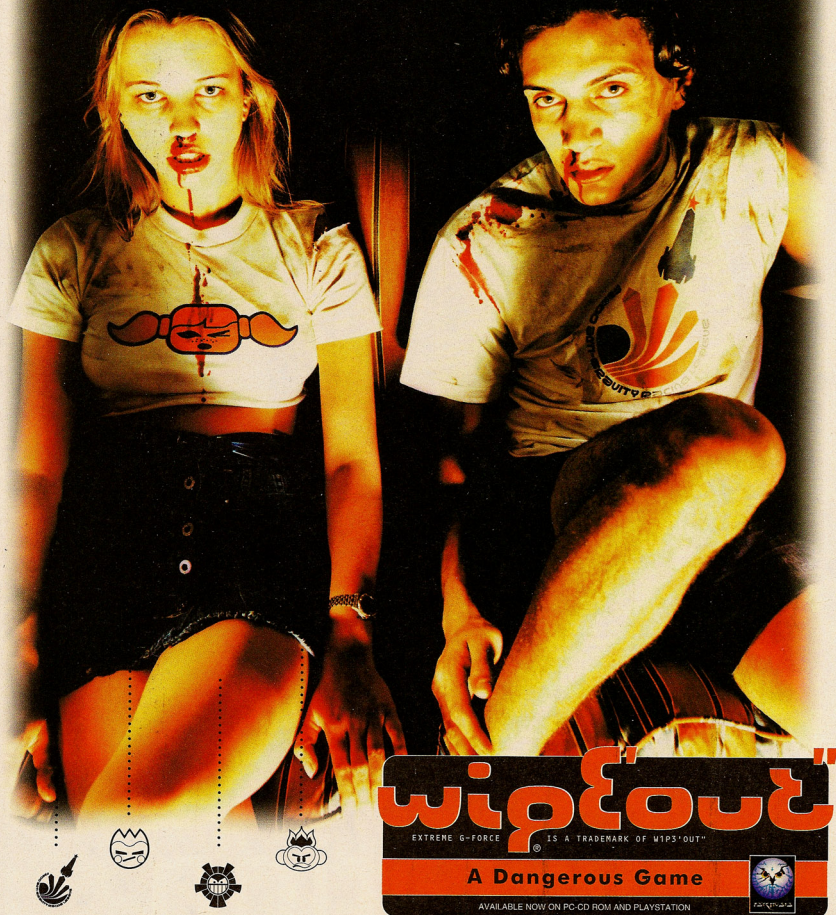
...Despite a mega-bucks deal that sees the M2 technology landing in the lap of Matsushita for a cool \$100 million the Q has heard first-hand that some Panasonic suits aren't too pleased with some recent revelations that lit up a recent online chat. It appears that the participants let slip that the M2 wouldn't debut until the fall of next year, while Panasonic's position has remained uncertain. The company, sources say, doesn't want to bring the machine to market prematurely and suffer the wrath of gamers and competitors alike with a limited volume of softs to represent exactly what the system can do...The Q's heard rumors that 3DO would likely have thrown in the towel had the Matsushita helping hand not come along. The company could have consolidated and continued to function in an alternative capacity, but many close to the M2 project indicated that 3DO was concerned about the costs to market a device that many see as superior to rival megamachines...Look for Panasonic to use its Olympic affiliations to hype the impending M2 release...

...Some stores are reporting that sales of the PlayStation are outselling the Saturn at a pace of 8 to 1, although Sega has gone to some lengths to point out that all new launches enjoy a lovefest...Sony plans to introduce the Sony PlayStation 2 in 1997 and the PlayStation 3 in the next century...WarHawk for the PlayStation is a real fav of the Q, if you haven't checked out this all-out battle for control of Armageddon, yours truly suggests you don't miss out...Where can I get some of that red mercury stuff?...

...That sums it up for this installment of the Q-Mann report. Look for some insider info from the floor of the Shoshinkai Show in Japan, as well as a special report on a new system that you won't believe! Check it out next month...same Q-time, same Q-page...

-The Q

SONY



- "This is the single best racing game for the home that I have ever played, period!" - Game Players 96%
- "More flash and substance than most games were ever meant to have." - Next Generation 5/5
- "Best home racing game ever." - Die Hard Game Fan 93%
- "Will have you drenched in sweat and grinning." - Game Pro
- "The best reason to own a Playstation." - Ultimate Gamer 9/10



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CHOOSE

Weapon I - Specialized Joystick

- λ Turbo speed feature heightens your ability to punish.
- ψ Auto/Turbo feature designed to maximize firepower.
- Φ Arcade control (microswitch technology) with 8 button layout.
- Ω Rugged steel control stick and base.
- Λ Slow motion feature and extra long cord.

PlayStation

ASCII
ENTERTAINMENT



TO ARENA



Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%&! with an Immortal like you!

YOUR WEAPONS WISELY

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- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.



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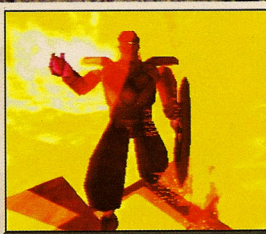
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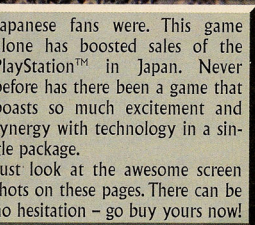
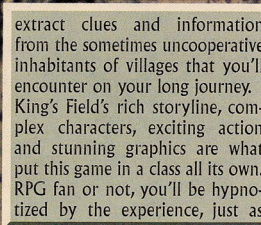
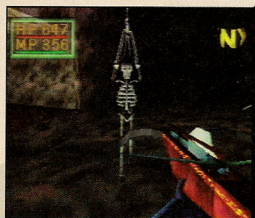
ASCIIWARE®

KING'S FIELD



Prepare yourself for an epic action adventure never before possible. Only now, with the gaming power made available by the Sony PlayStation™, is a world as vast and detailed as King's Field possible. Imagine a universe completely rendered in beautiful 3D graphics – in which you can travel freely, being able to look up or down, climb stairs, travel through water, jump off ridges and fight enemies – all real time, all nonlinear. This is the new way to play. As Alexander, destined to become avatar, your task is to retrieve the Moonlight Sword which has been stolen by a cult of insidious worshippers of evil. The cult's ruthless minions can take the form of skeletons, giant octopi, stag beetles, jumbo jet-sized dragonflies, deranged soldiers and many, many others. Your fighting and magic skills will have to be finely honed to take you over mountainous terrain, through rivers and oceans, and into evil infested dungeons. Life isn't all a battle for you either. You'll need a healthy dose of wit and diplomacy to

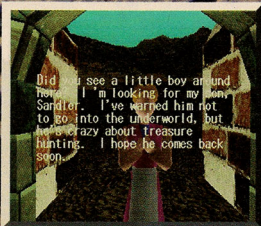
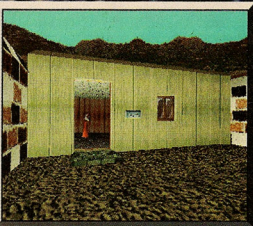




extract clues and information from the sometimes uncooperative inhabitants of villages that you'll encounter on your long journey. King's Field's rich storyline, complex characters, exciting action and stunning graphics are what put this game in a class all its own. RPG fan or not, you'll be hypnotized by the experience, just as

Japanese fans were. This game alone has boosted sales of the PlayStation™ in Japan. Never before has there been a game that boasts so much excitement and synergy with technology in a single package.

Just look at the awesome screen shots on these pages. There can be no hesitation – go buy yours now!



King's Field

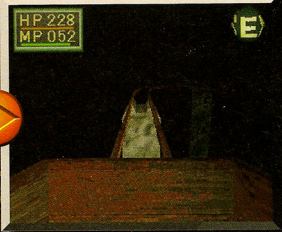
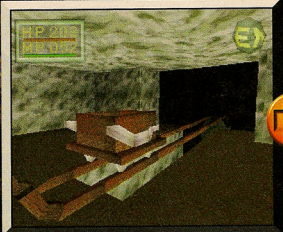


ASCII
ENTERTAINMENT



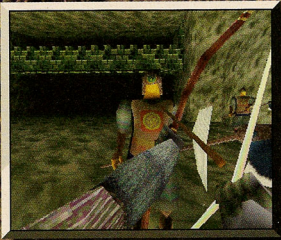
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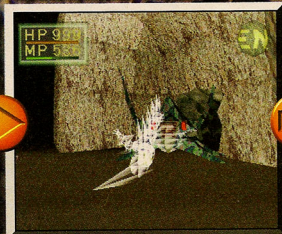
Many areas of King's Field are located within the crystal mines. Elaborate transport systems have been set up throughout these mines. By using the mining carts that you'll find, you can travel along the miles of tracks that snake through the mines. When you step into a cart, you will be whisked along the tracks with no way to tell what your ultimate destination may

be. During your ride, you may see soldiers in other mining carts or in other rooms as your cart speeds through. If you are an especially skilled archer, you may be able to take down a few of these soldiers with a well aimed bolt and a bit of luck. You'll have to be deadly swift to score a hit, as they may only be visible for just an instant.



There are five types of crystals: wind, water, fire, earth and light. Each crystal has five magics. If you find a crystal, you can utilize the spell trapped inside of it.

Seath's Magic: This magic summons an ice dragon to attack your enemy.



Advertisement



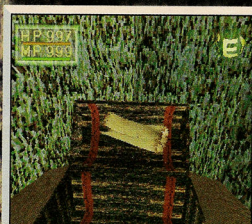
Your adventure starts here on the West beach.
Watch out for deep water!

USE ITEM	EXPERIENCE	0
USE MAGIC	LEVEL	1
EQUIPMENT	HP	50/ 50
STRENGTH	MP	30/ 30
DROP ITEM	STR POWER	20
DATA	MAG POWER	20
OPTION	CONDITION	6000
RETURN	GOLD	0

Make sure all weapons and armor are
equipped before you attempt to fight.



Watch out for ledges that are under water.
You can easily fall to your death!

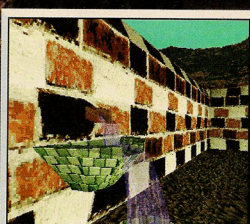


King's Field is filled with
many dangers and monsters.
Here are some basic tips,
hints and strategies that are
useful throughout the game.

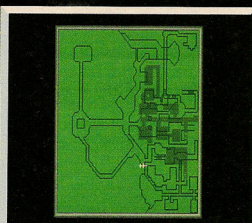
Make sure to look up and down. If you don't,
you may miss important parts.



Open all treasure boxes or you may miss
important items. Watch out for dangers too!



Use any water source in the game
to restore your Hit Points.



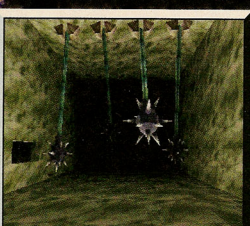
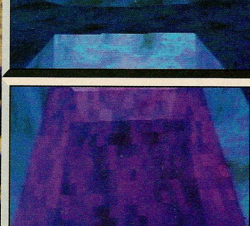
Make sure to find the map, so that
you don't miss any areas in the game.



Check people for items. When they die,
their items remain with them.



Find the save points as soon as possible.
There is one near the fountain.



Find the switch to turn off the
trap before proceeding or you will DIE!

King's Field

Strategy Tips

PlayStation

TEEN

ASCII
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TRICK OF THE MONTH

58 EGM

ALL ZOMBIES IN FAVOR OF BANNING CORPSE KILLER RAISE YOUR, WELL, RAISE WHATEVER YOU GOT LEFT.

 Welcome to Cay

Noir, a cozy little island

infested with enough zombies

to film the next 8 sequels to

Night of the Rotting Dead.

As a Special Forces officer,

you must mow your way

through a C.I.A. plot gone

awry, stopping only to spit,

reload and wipe the splattered

zombie blood off your boots.



The new Graveyard Edition features gory sounds, tons of shooting targets, full-

screen zombies and, yes, lots of blood. Enjoy. You trigger-happy little sicko.



**CORPSE
KILLER**
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TRICKS OF THE TRADE

KILLER CODES

VIRTUA FIGHTER

(Sega/32X)

To access two new fighting views, go to Options from the Main Title Menu and press START. Highlight the Camera Option and press RIGHT five times until you hear a punch sound. Now press RIGHT again nine more times and you will get access to the Backside 1P view. Press RIGHT once more to get the Backside 2P view. Exit the Options and begin your match. You will now be fighting from a totally different angle!



You will see the backside of your player during the match.

Shauni Jones
Columbus, GA

MEGA MAN VII

(Capcom/Super NES)

This trick will totally power you up and give you everything you need. It will also take you to the last stage, where you have to fight Dr. Wily's robots over again. The password is:

1415

5585

7823

6251

Michael Habura
Glendale, AZ

CYBERSLED

System

PlayStation

Publisher

Namco

CHEAT SHEET:

Access More Sleds

At the Title Screen where it says, "Push Start Button," enter UP, LEFT, DOWN, RIGHT, UP, TRIANGLE, UP, RIGHT, DOWN, LEFT, UP, CIRCLE.



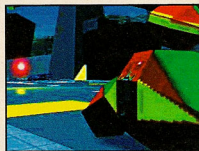
To do this trick, you must wait for the opening cinema to pass. When the Title Screen appears with the words, "Press Start Button,"

take the controller and press UP, LEFT, DOWN, RIGHT, UP, TRIANGLE, UP, RIGHT, DOWN, LEFT, UP, CIRCLE. You'll hear a faint explosion. When you go to the Sled Selection Screen, move all the way to the right and you can access more sleds!

John Hodnovich; Bucktown, NJ



As soon as this screen appears, do the trick.



Wait for the cinema to play all the way through.



When you reach the Sled Select, you'll have more!

LUNAR: ETERNAL BLUE

System

Sega CD

Publisher

Working Designs

CHEAT SHEET:

The Real Ending

Access "Epilogue" to get the game's real ending.



To get the real ending for the game, beat Zophar and wait for the credits to roll. Once the system has rebooted, check your saves and there should be an additional slot called "Epilogue." After accessing, you will get the real four- to six-hour ending!



Access "Epilogue" from the menu.

VIRTUA FIGHTER

System

32X

Publisher

Sega

CHEAT SHEET:

Play as the Boss, Dural

The first player should be on Akira. The second player should be on Jacky. Do the trick as shown to access the Boss Dural!



At the Player Select, go on Akira and press LEFT, RIGHT (in sequence five times). For a Vs. match, the



On Akira (or Jacky 2P) press LEFT and RIGHT in the sequence.

second player should be on Jacky and press RIGHT, LEFT (in sequence five times). Shauni Jones; Columbus, GA



Dural will appear in an empty box to the right of Jacky!

CYBERIA™



- "...One of the most impressive games of the year."
Frank O'Conner, Editor-in-Chief, Video Games Magazine.
- Stunning SGI graphics
- Killer music from Thomas Dolby's Headspace™
- 11 intense arcade action sequences
- Mind bending puzzles

Danger never looked so good.

This is the most incredible gaming experience ever.

Dolby sound, music and full-screen cinematic motion so realistic that you'll lose yourself in the year 2027. Puzzles and plot lines so intriguing that no two games

will ever be the same. Characters so complex that they'll become a part of your life.

It's an epic adventure, more than two years in the making. The real danger is that you might miss it.



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TRICKS OF THE TRADE

KILLER CODES

WWF WRESTLEMANIA THE ARCADE GAME

(Acclaim/PlayStation)

To get a random select for your wrestler, just begin a one- or two-player game. Have player one highlight Doink and have player two highlight Razor Ramon. Press UP and START simultaneously on these characters to get a random choice of wrestlers.

Tristan Cooper
Lanham, MD

STAR TREK: DEEP SPACE NINE

(Playmates Interactive
Entertainment/Super NES)

Enter the following passwords in the Password Screen to get to various missions throughout the game.

Mission 01: NUHHOM
Mission 02: SEPLOS
Mission 03: YOSMIS
Mission 04: VANDAO
Mission 05: BIQUPUM
Mission 06: DISYIB
Mission 07: NUDJIB
Mission 08: VESDUJ
Mission 09: YOTHOM
Mission 10: QUVMOH

Nicholas Samosir
Brooklyn, NY



Enter the codes provided to reach new levels in the game.

VECTORMAN

System

Genesis

Publisher

Sega

Pause the game and you'll be able to enter any one of these codes:

BALL: (B, A, LEFT, LEFT) X and Y coordinates will

replace Vectorman's lives. DRACULA: (DOWN, RIGHT, A, C, UP, LEFT, A) Game slows down after you get hit. CALLACAB: (C, A, LEFT, LEFT, A, C, A, B) You turn into an arrow. You can move all around and kill everything except the Bosses.

Corey Jolley; Niagara Falls, Canada



Enter DRACULA for a slowdown effect after you're hit.



Pause and enter BALL to get the X and Y coordinates.



Turn into an arrow and scroll all over the level!

STAR TREK DEEP SPACE NINE: CROSSROADS OF TIME

System

Genesis

Publisher

Playmates Interactive Entertainment

CHEAT SHEET:

Secret Options Screen

At the Password Screen, enter DAVIDL



When the Title Screen appears, move to "Password" and enter the name, DAVIDL. Now go back to the Options and you will be able to access a new Options Screen with stage select, music, etc.

Shawn Lebbor; Rochester, NY



Access this Secret Options Screen.

WEAPONLORD

System

Super NES

Publisher

Namco

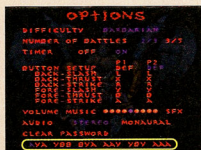
CHEAT SHEET:

Play as Zarak in Story Mode

In the Options, move down to the password entry and put in AYA YBB BYA AAY YBY AAA. You may now pick Zarak.



From the Title Screen, access the Options and move to the password entry at the bottom of the screen.



From the Options Screen, enter the code as shown here.

Now enter the code: AYA YBB BYA AAY YBY AAA. You will now be able to pick Zarak from the Story Mode!



You may now choose the Boss Zarak to play in Story Mode!

BUSTED

SYSTEM?

Get back into the
game immediately
with Power Swap.SM
Power Swap gives
you a permanent
replacement unit
NOW. You'll
be back into the
game with no wait
and little expense!!

1-800-255-3700

Call for the nearest repair center!

Get back in the game!



* While Nintendo may suggest repair pricing, service providers are free to set their own pricing.

©1995 Nintendo

TRICKS OF THE TRADE

KILLER CODES

WARHAWK

(Sony/PlayStation)

Here are the level codes for Warhawk:

Level 2: Canyon-
Circle, Triangle, Triangle,
X, Circle, Circle, Square,
Circle

Level 3: Airship-
X, Triangle, X, Square,
Square, Triangle, Square,
Triangle

Level 4: Volcano-
Square, Triangle, X, X, X,
Triangle, Circle, Square
Level 5: Gauntlet-
Triangle, Circle, Triangle,
Circle, Triangle, X, Square,
Square

Level 6: Stormland-
Triangle, X, Triangle,
Square, Circle, X, Circle,
Circle

Ricky Liu
Los Angeles, CA

MORTAL KOMBAT 3

(Sony/PlayStation)

Players one and two must enter these button combinations on the Vs. Screen with the Square, then Triangle, then the Circle button. The number indicates the times you must press each button. Combo system disabled: P1(722)-P2(722)

Ricky Liu
Los Angeles, CA



Make the symbols look like this to have combos disabled.

WARHAWK

System

PlayStation

Publisher

Sony

CHEAT SHEET:

Thor and Kali Mode

Thor Mode: Square, Circle, Square, Square, Triangle, X, Triangle, Triangle. **Kali Mode:** X, Circle, Circle, Square, X, Triangle, Circle, Triangle.



To access two new modes, go to the Main Menu Screen. Move down and highlight the words, "Special Access." Enter the Code Screen and

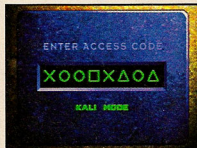
put in Square, Circle, Square, Square, Triangle, X, Triangle, Triangle for **Thor Mode**, which will give you 9999 Flash Bombs. Enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle for **Kali Mode**, which will give you eight Ultra Lock-Ons and 24 Super Swarmers!



Enter the code as shown here for 9999 Flash Bombs.



From this Menu Screen, select the "Special Access."



Kali Mode gives Ultra Lock-Ons and Super Swarmers.

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

System

Sega CD

Publisher

Sega

CHEAT SHEET:

Access Hidden Fighters

At the "Final Statistics" Screen, enter the codes shown to reveal these weird and cool, new hidden characters!



You will have to fight a match against anyone. It doesn't matter if you win or lose. After it's over, the "Final Statistics" Screen will appear. Wait for the screen to say "Press Start to Continue." Enter the following codes on controller two (which must be a six-button controller): **Chicken:** MODE, UP, C, UP, MODE, Y, Y, RIGHT, MODE, A, LEFT. **Snake:** B, Y, UP, UP, C, X, LEFT, UP, X, Y. **Thanatos:** MODE, C, Y, A, B,

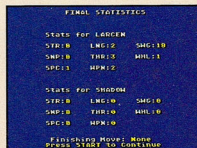
UP, B, B, Y, Z, C. **Hooter:** X, C, RIGHT, X, B, RIGHT, Z, A, MODE, UP. **Monkey:** Y, X, DOWN, B, MODE, UP, X, UP, UP, LEFT, X, UP. **Chin Wo:** B, Z, UP, MODE, RIGHT, C, B, UP, Y, UP. **Yappy:** Y, Y, UP, DOWN, Z, MODE, DOWN, Z, UP, UP, X. **Senator:** RIGHT, C, C, LEFT, MODE, B, DOWN, X, A, X, MODE. **Blast:** Z, LEFT, Y, UP, X, B, MODE, RIGHT, UP.

If you hear a "Ding," the code worked. Go to the Character Select Screen to see the new players!

Eric Goldstein
Norwalk, CT



Fight with animals in a duel to the death. It's crazy!



Fight a match. Enter the codes on this screen.



At the Player Select Screen, you can access nine more!



Face off against a martial-arts master with...a chicken?!

Destruction

LOVE THY NEIGHBOR.
WRECK HIS CAR.

derby

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KIDS TO ADULTS



AGES 6+



PlayStation

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Next Generation

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Electronic Gaming Monthly



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TRICKS OF THE TRADE

KILLER CODES

MORTAL KOMBAT 3

(Williams Entertainment/
Genesis)

Players one and two must enter these button combinations on the Vs. Screen with the A, then B, then the C button. The number indicates the times you must press each button. These Vs. Screen codes are exclusive to the Genesis version:

- Pong MK4—P1(303)-P2(606)
- Timer Down—P1(494)-P2(494)
- Regenerate—P1(011)-P2(971)
- Bad Luck With TNT—P1(929)-P2(646)
- Timer Off—P1(667)-P2(255)
- Disable Sweeps—P1(091)-P2(293)
- More Finishing Time—P1(955)-P2(955)
- Disable Kombos—P1(999)-P2(995)
- No Abuse—P1(911)-P2(911)
- Endurance Match—P1(006)-P2(040)

Jerry Bell
Balch Springs, TX



Play MK4-Pong when you enter this VS. screen code.

GEX

System

Publisher

3DO

Crystal Dynamics

CHEAT SHEET:

Stage Select

At the Dome Screen, press **P** to pause. Then while holding the **R** button press: **LEFT, C, DOWN, LEFT, RIGHT, RIGHT, RIGHT, UP, RIGHT, RIGHT.**

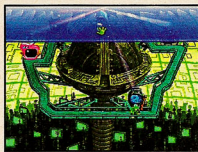


The following is a Stage Select Menu to bring you to other stages in the game. While in the Dome room, press **P** to pause. Then,

while holding the **R** button, press: **LEFT, C, DOWN, LEFT, RIGHT, RIGHT, UP, RIGHT, RIGHT.** A Menu Screen should pop up listing all the stages of the game. Note: Certain stages cannot be accessed because they were changed before the game's release.



A Stage Select Menu should appear, if done correctly.



Enter the code at the Map Screen, while paused.



Take a trip to Rez's lair. Be cautious; he doesn't play fair.

COMIX ZONE

System

Publisher

Genesis

Sega

CHEAT SHEET:

Make Sketch Fart

Press **DOWN** on the D-pad rapidly and he'll start up.



Is this a joke or what? Here is a humorous trick to make the cartoon hero, Sketch Turner, pass gas. Just press **DOWN** rapidly on the D-pad when enemies are clear. Sketch will start rippin' them.

via the Internet



Can Sketch ever blow 'em!

WEAPONLORD

System

Publisher

Super NES

Namco

CHEAT SHEET:

Random Character Selection

Just hold **SELECT** and press any button to get a random character when you are at the Character Select Screen.



In order to surprise your opponent and yourself with a randomly selected character, just access any mode, hold



At the Character Selection Screen just hold **SELECT**...

SELECT and press any button at the Character Selection Screen.

via the Internet



...and hit any button to get a Random Character Select.

THE ULTIMATE POWER PLAY



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TRICKS OF THE TRADE

KILLER CODES

ESPN EXTREME GAMES

(Sony/PlayStation)

At the "Choose Settings" Screen, move to the word, "Exhibition" and press RIGHT to choose "Continue Season." When asked to use your memory card, choose "NO." Now enter the password:

237
190
190
080
000
000
176
113
219

This will give you a good character, \$5030 in cash, all of the good vehicles, first place in the season, many season points and first place in the first two races.

Joel Regus
Seaside Heights, NJ

CYBER SPEEDWAY

(Sega/Saturn)

At any time during the race, simultaneously press A, B and C. This will hide all of the gauges and meters on the screen. This way, you will get a totally clear view of all the action while you're racing!

Nick Brockway
Garland, TX

OFF-WORLD INTERCEPTOR EXTREME

System

Publisher

Saturn

Crystal Dynamics

CHEAT SHEET:

Money Trick

While in the Options Menu enter: A, B, C (6X) then press the LEFT button. You should hear missiles if done correctly.



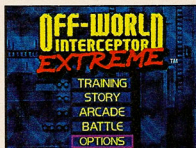
In order to gain a ton of cash to build up your vehicle with extra supplies that you normally couldn't afford, enter the following. While in

the Options Menu press: A, B, C (six times) then hit the top Left Shift button. You should hear missiles fly, if done correctly. Now, go take a look at your cash. You should have gained a few extra pennies!

Luke Bovil
Jericho, VT



At this screen, you should enter the money code.



At the Main Menu, enter the Options to enter the code.



If done correctly, you should get tons o' money!

MAZER

System

Publisher

3DO

American Laser Games

CHEAT SHEET:

Various Cheats

The following cheats can be entered by both players in a two-player game, but cannot be entered in the bonus rounds.



All power-up codes should be entered at the Level Intro Screen, just before the game begins. The codes are:
Rapid Fire: B, C, A, C, A, C, A, C.
Spread Fire: B, A, C, C, B, A, C, A.
Super Shield: C, A, B, A, B.
Full Power-up: A, C, C, A, B, B.

In order to access a Secret Options Menu, just hold the L and C buttons anytime during the beginning video cinema. You will be able to change the difficulty and blood settings.



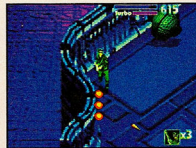
Power-up codes are entered here, before you begin play.



This power-up code will give you Spread Fire round.



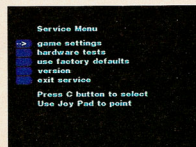
Anytime during the beginning cinema, enter the code for...



This power-up will give you Rapid Fire rounds.



The Super shield will help you fight 'em off at the start.



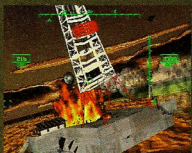
...a Secret Options Menu. Mess with Game settings.



AS OF NOW, AIRLINE FOOD IS NO LONGER THE MOST DEADLY THING IN THE SKY.



LOOKS LIKE SALISBURY STEAK HAS FINALLY MET ITS MATCH. Introducing Agile Warrior: F-111X. A game so intense you'll discover testosterone in places you never even knew you had it. From the cockpit of the most advanced weapon in the sky, you'll fly numerous deadly missions while enjoying realistic explosions and sound effects. Meanwhile, your arsenal of weapons will insure that you wreak havoc



on anything and everything in your path. We love to destroy and it shows.
INTRODUCING AGILE WARRIOR™: F-111X FOR THE PLAYSTATION™.
WIN A RIDE IN A FIGHTER JET IN THE *RIDE OF YOUR LIFE* SWEEPSTAKES.

No purchase necessary. For complete rules, send a self-addressed stamped envelope to: AGILE WARRIOR RULES, P.O. Box 8708, Dept 561, Newport Beach, CA 92658. Sweepstakes ends 6-1-96. Agile Warrior: F-111X ©1995 Virgin Interactive Entertainment, Inc. and Black Ops Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Visit our web site at <http://www.vie.com> and check stores for the game and sweepstakes details.

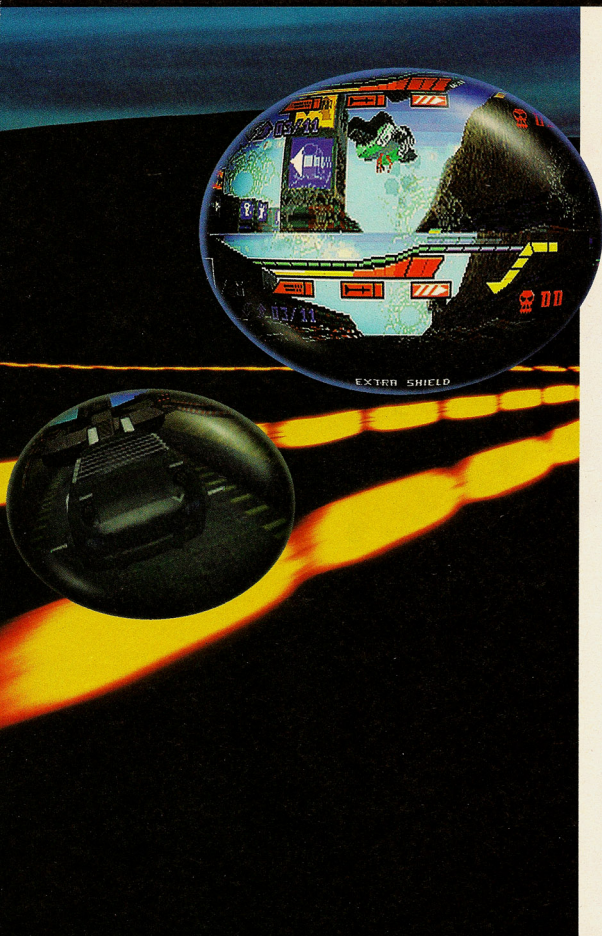




***"If your opponent doesn't
kill you, the road will."***



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BULLFROG
PRODUCTIONS LTD

What's next?

It's the asphalt-melting, head-to-head

(split screen) combat race game with mini guns.

Missile launchers. And a track that morphs in real

time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from).

and hit the road (9 to choose from).

But beware. It'll hit back.

HI

OCTANE
THE TRACK FIGHTS BACK

PLAYSTATION
SEGA SATURN
PC - CD

<http://www.ea.com/bullfrog.html> (for more information)

FEED THE

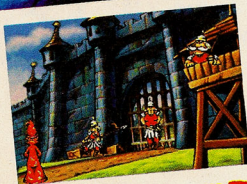
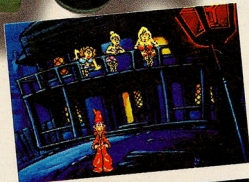
Because after all,



NOVASTORM™

The 3D0 version was *Die Hard Game Fan's* 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the iciest trigger finger happy!

AVAILABLE NOW



DISC WORLD™

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

AVAILABLE NOW



WIPEOUT™

Savor the "wild, stomach-twisting driving" (*Game Pro*). Go full-throttle on "an incredible selection of tracks" (*Game Players*). Understand that "the sensation of speed is utterly terrifying" (*Ultimate Gamer*). Then face up to the fact that "with WipeOut, the future really is now" (*Die Hard Game Fan*). **ALSO AVAILABLE FOR PC**



MACHINE

you are what you eat!



You've got the hottest console around and it's **hungry**.

Hungry for software that really satisfies. **Hungry** for 3D worlds and realistic racing thrills.

Hungry for action. **Hungry** for adventure. **Hungry** for an all-out-gaming feast.

So what are you waiting for? Don't starve your PlayStation.

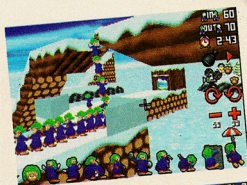
Feed it with the meatiest software you can buy. No fat. No flab. Just 100% protein from the game-play chefs at Psygnosis".

WHEN YOU'RE READY TO TASTE THE DIFFERENCE.



DESTRUCTION DERBY™

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



3D LEMMINGS™

"You've never played Lemmings like this before," said **EGM2**. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. An amazing brain teaser in 3, gloriously goofy dimensions, 3D Lemmings is the most fun you can have while rescuing rodents!

ALSO AVAILABLE FOR PC

NINTENDO'S LINCOLN SPEAKS OUT ON THE ULTRA 64!

The Nintendo 64 is unveiled in Japan and more questions are raised than answered.

The **EGM** editors caught up with Howard Lincoln, the chairman of Nintendo of America, at the recent Shoshinkai Trade Show in Japan and got the latest information on their new Ultra 64 game system which is scheduled to be launched in America in late April 1996.

EGM: One of the main problems that we have been hearing has to do with the lack of

games that they are working on, you will see more information in the near future.

EGM: But there was an embargo on information until the Shoshinkai Show... Lincoln: We didn't want



NINTENDO IS WAITING UNTIL APRIL 21 TO BRING OUT THE SYSTEM [IN JAPAN] TO ALLOW FOR MORE TIME TO FINISH THE LAUNCH GAMES,



information being released about the Ultra 64, its games and the games of the Dream Team. Will that be changing now that the system has been officially launched?

Lincoln: We have very strong confidentiality agreements with the Dream Team members. That has to do principally with the specifications of the technology. In terms of the type of

rumors that the Nintendo 64 wasn't launched in Japan this month because of the release of Dragon Quest 6.

Lincoln: I don't think it had any direct relationship but that it is a very

strong title for the Japanese market. Mr. Yamouchi was being very candid when he said

them to get ahead of us prior to the show but hereafter if you want to show something, that's fine.

EGM: Why wasn't the Ultra name used in Japan?

Lincoln: I think there were some trademark issues.

EGM: There have been



he was waiting until April 21 because his people need a little bit more time to finish the launch games to a level that they are satisfied with. Mr. Miyamoto also has a huge influence on launch dates in the sense that he wants to put more into Super Mario 64. We don't want to rush introductions because the retailers, media or financial analysts say we should.

Yamouchi's answer is that we don't have to do anything other than protect our shareholders.

EGM: Are you

What's it like to go on assignment in a foreign country? We followed Ed to Japan to find out!



After a long flight and struggling through customs, it's time to get some Japanese money.



Not there yet. The hotel is a two-hour bus ride away!



still on track with a \$250 launch price?

Lincoln: The hardware is going to be under \$250 in the U.S. I don't know whether we will pack in software or not. There are no plans to launch at a \$199 price. We will not sell the hardware at less than cost.

EGM: Will there be a hardware lockout chip?



Lincoln: We are shooting for a hardware system that is essentially the same worldwide. In terms of compatibility, we have not made a final decision on that but if the past is a guide, we have been very proactive against counterfeiters.

EGM: All the hype was that there would be 100 systems and 10 games here at the show. What happened?

Lincoln: The games that we have in the cue are in various stages of



What's this?
Beer in
machines?

development. Mario was the furthest along in development and it is easier for people to see how Mario operates in real time 3-D. Yamouchi did not want the press and the game players to play five to 10 games in various stages of development and leave the Mario game fully unexploited. Yamouchi made the final decision.

EGM: Some games were notably absent like *Cruisin' USA*. Why?

Lincoln: Mario Kart was further along in development so we showed that. *Cruisin'* will be available at launch along with two more games.

EGM: The games will be about \$100 in Japan. How much in the U.S.?

Lincoln: In the U.S. the price will be in the \$60-\$70 range, or similar to what the 16-Bit games are now.

EGM: Is some of the difference due to the new low price on the 64-Meg chip?

Lincoln: I can't go in to the technological reason as to why our 64-Meg cart will be cheaper than our present 32-Meg games, but it will.

EGM: Will all games be 64-Meg?

Lincoln: It is the starting point. They can go as high as 256-Meg.

EGM: When will the magnetic optical drive come out?



Uh...you got
to be
kidding, I
can't fit in
there.

Lincoln: Before the end of 1996. You'll see the product before the next Shoshinkai Show.

EGM: Where would it connect to the Ultra? There is no expansion port and we can't see the bottom of the system. Lincoln: As you say, you can't see under it. Good observation.

EGM: What is the purpose of the artridge port on the controller?

Lincoln: The idea for this is that you can customize some of your games. You can store the way you set up your baseball team and take the controller to somebody else's house and play the game your way. Ken Griffey Baseball is being developed now and it will take full advantage of that feature.

EGM: Who do you consider to be your competitor?

Lincoln: One of the things we're not going to do is trash our competitors. Do we have more concern over one than another...no, not really. You tend to see in this business that competitors go up and down. It has more to do with quality of games than anything else.

EGM: Now that you have given us this information, will Nintendo go back in seclusion for the next few months?

Lincoln: We have a tendency to do that as this is the way we've done business in the past. These kinds of things have more to do with our capacity to get that information out. You're dealing with the parent company, you're dealing with Japan, the U.S., with third-party developers and all that. Quite frankly, sometimes it's a lot easier to just wait and give everything out at one time.

"...OUR 64
MEGABIT
CARTRIDGES WILL
BE CHEAPER THAN
OUR PRESENT 32
MEGABIT GAMES."

The first
dinner is a
'safe' Korean
bar-b-q.



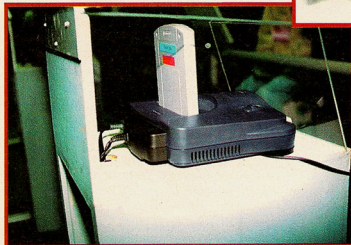
ULTRA 64 DEBUTS IN JAPAN

Nintendo unveils their new 64-Bit system and gaming will never be the same...



The Nintendo Ultra 64 made its official debut at the Shoshinkai Show in Japan and the **EGM** editors were among the first to try out the new game system. That's the good news. The bad news is that the system was locked up in

out" added section of plastic of a different color that contained the power supply (see photo). Hmmm...nah, that couldn't be the result of the overheating rumor of the past.



plastic and could only be looked at. In addition, while appearing ready for production, upon closer inspection, we discovered that there was a suspiciously "bumped-

Bowl 64. The present configuration of the system looks very much like the earlier photos with the cartridge port on the top, four controller ports on the front and a power supply and

audio/video port on the back. The Ultra 64 will use the same A/V cables as those used on the Super Nintendo. There were no apparent expansion ports on either of the sides and the bottom was not visible, but Nintendo officials stated that that is where the expansion port for the optical drive will be located.

Regarding system specs, Nintendo is again quite secretive and vague. A listing of the 'official' specs is duplicated below.



NINTENDO HAS
ONCE AGAIN
RAISED THE
STANDARDS OF
VIDEO GAME
MACHINES...

Ultra 64 SYSTEM SPECS:

CPU: MIPS 64-Bit RISC CPU (Customized R4000 series)
CLOCK SPEED: 93.75 MHz
MEMORY: Rambus D-RAM 36 M bit
TRANSFER SPEED: Maximum 4,500 M bits/sec.
CO-PROCESSOR
RCP: SP (Sound and graphics processor) and DP (pixel drawing processor) incorporated
CLOCK SPEED: 62.5 MHz
RESOLUTION: 256 x 224 - 640 x 480 dots
flicker free interlace mode support
COLOR: 32-Bit RGBA pixel color frame buffer support
21-Bit color video output
GRAPHICS PROCESSING FUNCTION:
Z buffer; anti-aliasing; realistic texture-mapping; tri-linear filtered mipmap interpolation; perspective correction; environment mapping
DIMENSIONS: 10.23" wide x 7.48" deep x 2.87" high
WEIGHT: 2.42 pounds
All specifications accurate as of 11/24/95 and provided by Nintendo



Stuart said he'd meet me in the subway.

Oh! He meant the underground subway.

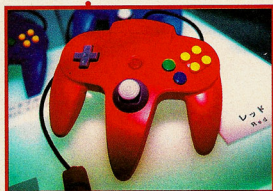


Ouch! It sure is tough for tall people to get around.

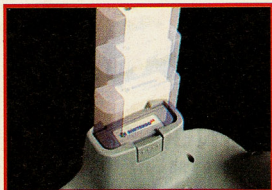


ULTRA 64 CONTROLLER

Nintendo's new controller combines both functionality and ease of use in one stick.



THE ULTRA 64 CONTROLLER IS THE MOST REVOLUTIONARY AND EASY TO USE STICK EVER TO COME OUT FOR VIDEO GAMES.



ways to hold the controller. Holding the right and middle arms allows for the best control in 3-D games. Using the left and center arms offers the best features for right-handed players, and holding the left and right arms provides control

found on the standard Super NES controls. The four yellow buttons (called the "C" Group)



also serve as the control that changes your perspective or view of the game. In Ken Griffey 64 Baseball it will allow for separate movement of the fielders independent of the team.

Lastly, like the new Game Boys (Nintendo must have had a lot of colored plastic left over) the controllers will come in black, red, yellow, purple, blue, green or grey. It should be noted that the U.S. office is seriously considering this option also.

obvious functions that we described in last month's issue, there are a host of new features that Nintendo was holding back as surprises for the show that need additional mention.

First there is the cartridge slot. Similar in concept to the memory card on the PlayStation, Nintendo has done one better. With the cart in the controller rather than in the machine, you can be playing a game at home, save the game information to the cart and later take your controller (and memory cart) to a friend's house, plug it into your friend's machine and all of your settings are automatically downloaded into your friend's system! Now you can play a two-player game and each of you will be able to use your own game settings or custom controller configurations.

Second, like the Super NES controller, there is a Left and Right trigger button on the top of the controller.

Third, on the underside of the middle arm is a 'Z' (third dimension) trigger button.

Other new features include three



The Ultra 64 controller is a work of genius! Having tested it out on the two games at Shoshinkai, we can only wonder why nobody has ever thought of this concept before. Offering such features as an analog control and the traditional tried-and-true "crosshair" digital control, a game-saving memory cartridge slot and a host of buttons to accommodate any possible use either in two- or three-dimensional game-play, this stick is a game player's dream. Besides the



Help! How do I get back to the hotel?



Seaweed and squid on pizza? Where's McDonalds?



Cars don't have a chance here. Gimme food!

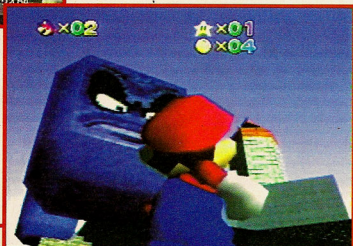
SUPER MARIO 64*

* Tentative name

3-D Super Mario 64 takes the Nintendo 64 by storm! Check it out!



"BREAKING AWAY FROM THE USUAL 2-D BOUNDARIES THAT PLAUGED THE SERIES, THE GAME OFFERS MORE TECHNIQUES..."



game be without a water level? Well, this 64-Bit Mario has a new twist on the classic water theme. In the world Deep Deep Water, Mario has only a limited supply of oxygen. Yup, he no longer has an unlimited supply of air. You have to surface, all while dodging sharks.

By taking a look at the pictures on this page, you can easily tell that this is an adventure like no other. The new perspective coupled with all-new play



Mario fans can finally rejoice because Super Mario 64 is seeing the light of day on Nintendo's super system. Breaking away from the usual 2-D boundaries that plagued the series, this new game offers more techniques as well as a unique perspective. Super Mario 64 was one of the two actually playable titles to appear at Shoshinkai.

Mario can use his usual complement of moves: running and jumping.

He can now couple them with climbing

and grabbing onto enemies. If you get shot out of a cannon, you can even fly. It is also possible to look up and down. You can use this trick to see what the underside of a Thwomp block looks like. This game also gives our favorite plumber new animations which result in more comical reactions. There is one humorous action where Mario burns his rump by some fireballs. Mario then grabs his butt and flies upward in agony, while at the same time crossing the chasm.

Like the previous Mario adventures, there are many themed zones ranging from the Rocky Mountains to Ice World. Each zone has new challenges. There is even a bonus level where Mario has to go down a slide collecting coins. You can use the 3-D stick to accelerate and slow down, not to mention turn. What would a Mario

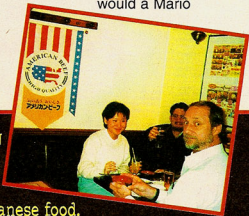


elements has instantly made this the ultimate Mario adventure. The visuals and sound are top-notch, with the graphics comprised of texture-mapped polygons. It makes full use of the 3-D controller for all of the tricks and strategies.

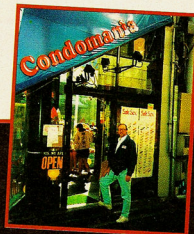
We fly to Osaka to visit Capcom



Getting brave and trying Japanese food.



You don't find this on Main Street in America.





Be sure to check out future issues when we blow out this game to its fullest. Super Mario 64 is a huge title with many elements never before

seen in a Mario game. With loads of special effects and pyrotechnics, we're pretty sure you're going to want to play this one till you drop!



KIRBY BALL 64*

* Tentative name, also known as Kirby Bowl 64



Kirby, Nintendo's supernatural mascot, is appearing in a 64-Bit cartridge of his own. Entitled Kirby Ball 64, players control Kirby on a variety of wavy surfaces trying to knock out enemies. Kirby can also be a two-, three- or four-player simultaneous game with everyone trying to knock each other off of the edge. At first glance Kirby Ball 64 resembles the old Super NES game

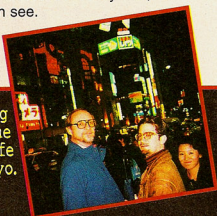
Kirby's Tee Shot in many ways, particularly in the way the playfields are set up. However, with the power of the U64, the 3-D effects are really wild, as you can see.

Featuring multiple perspectives, extremely fast and smooth action, this is going to be the roller-coaster ride of your life!

Oops...no doors on these bathrooms.



Checking out the nightlife in Tokyo.



Long lines for players wanting Virtua Cop!



PILOT WINGS 64*

* Tentative name



The original flying title that helped launch the Super Nintendo is scheduled for release on the Ultra 64. The original 16-Bit version used previously unseen scaling and rotation abilities to impress players with the ability of the machine's processing power. And what better way to introduce their newest system than to have a repeat performance of their premier

flight sim with an action feel. Pilot Wings 64 pushes past the original and gives the player a more realistic floating experience in a wide variety of flying vehicles that react as differently as they look. Different views, constantly changing scenery, in addition to the fast scaling are bound to make many players aware of a little problem they may have: motion sickness.

THE CLASSIC
LAUNCH FOR
THE SUPER NES
RETURNS TO PUT
THE POWER OF
THE ULTRA 64
TO THE TEST.



GOLDENEYE 007*

* Tentative name.

For fans of the James Bond saga, the Ultra 64 will enable you to take the place of the famous 007 risking your life while working covert for British intelligence. GoldenEye is a first-person game where you are in search of the unknown party who is in control of GoldenEye, the satellite that is capable of rendering any computer system inoperative from orbit. Grab

your wits and begin your quest, but remember to keep an eye out for the believed-to-be-dead agent 006 who is not working with you, but against you. If GoldenEye is anything like this year's much-anticipated movie release, Nintendo will find little objection by



players who are looking for a first-person title with a twist. Grab the keys to your BMW packed with all of the necessary spy equipment and try to save the world from almost certain doom.

I know my
hotel is
around here
somewhere...

Turkey
dinner in
Japan!

Deep
fried
quail
eggs!

STARFOX 64*

* Tentative name



Nintendo's spectacular F/X chip game that wowed players on the Super NES has a sequel (there was a 16-Bit sequel, but it got scrapped in favor of this one) that will blow you away. This cart has smooth scrolling, texture-mapped polygons and all-new levels teeming with fast-paced shooter action.

StarFox 64 offers players two separate viewpoints. One from inside the ship, and one from behind it. The scrolling is much smoother than the

16-Bit version, and the texture-mapping adds a lot of detail. This cart is still early, and many story elements will probably be added.

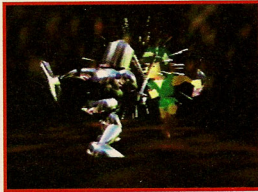
Right now, the levels look similar in concept to those of the original, with your ship following a specific track. You can still do barrel rolls to throw off enemy shots. Overall, StarFox 64 looks like it's a lot of fun.



LEGEND OF ZELDA 64*

* Tentative name

One sequel that everyone's been dying to see is an update to Zelda. Well, here it is. Legend of Zelda 64 is an adventure that uses polygon characters to bring the realm of Hyrule alive. This game was extremely early, but if



these shots are real-time and not cinemas, the game will be awesome. In any case, Legend of Zelda 64 looks impressive. There are a few cool visual effects like sparks that fly when Link hits an enemy with his sword.

The storyline is still up in the air as Nintendo's not talking. However, whatever they have up their sleeve, you can bet that it'll generate the same excitement as the original game.

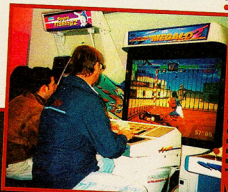


Ran out of cash on day three!

This trip sure works up a thirst!



Time to check out the newest coin-op.



BLAST DOZER*

* Tentative name



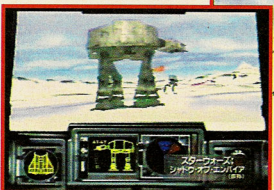
Blast Dozer is a unique game of destruction that allows you to pick the construction mech of choice and destroy anything you can find in a real 3-D atmosphere you control from a third-person point of view. By destroying structures and vehicles, you acquire a predetermined amount of money that can be used to upgrade your vehicle to cause even more damage in the next levels. The viewpoint of your construction equip-

ment scrolls quickly as you smash, jump and destroy your way through to the next level. Blast Dozer is the perfect game for the demented player who would rather use construction equipment to destroy buildings instead of adding on to them. But let's face it, blowing things up is always more fun than building on to them.



STAR WARS SHADOW OF THE EMPIRE*

* Tentative name



With the home movie release of the Star Wars Trilogy, Nintendo thought it proper to give U64 users the chance to climb into the cockpit of the Snow Speeder and defend the rebel base from the Imperial Walkers. Battling in an arctic setting, you and your comrades are battling against not only the AT-AT's, but

also the Scout Walkers and possibly even the Probots. As with most of the Nintendo titles, not much of the game is being shown so early in its development, so everyone will just have to wait and see until Nintendo releases more

info on these titles. Be sure not to miss this Star Wars release, because Nintendo has the exclusive rights to have this one solely appear on the Ultra 64. In other words, don't plan on seeing it available on any other system.

"Now look Ed...no pictures!"
Got it?"



Signs?
What signs?



Oh well... perhaps they won't mind if I take just a few!

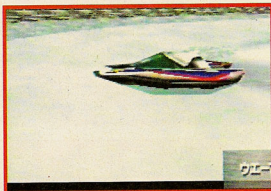


WAVE RACE 64*

* Tentative name



Here's Nintendo's answer to the slew of racing games out there. Wave Race 64 is best compared to F-Zero in water. You must compete against other watercraft in a series of tough courses. What makes Wave Race 64 so cool is the visual effect of the water that you race over. It has a really fluid movement to it that looks very realistic. When you turn a



corner, you create a wake. We're told that even the wave mechanics are real! More impressive aspects of the game include jumps that you use to propel yourself ahead of the competition.



Now look here... You've been warned NO PHOTOS!!!



Perhaps just a few more...



Mr. Miyamoto takes time to demonstrate the U64 controller for EGM.



BODY HARVEST*

* Tentative name



Aliens are attacking the Earth and you must save the human race from becoming the lunch of a few militant xenomorphs. To do this you must commandeer several vehicles to fight the enemies on the land, at sea or in the air. Some of the vehicles at your disposal include a helicopter and a semi-truck. Not particularly the best weapons to save the Earth with, but you'll take what you can get. The graphics are comprised of texture-mapped polygons much like the other

Nintendo 64 titles.

There is plenty of rotation and scaling to show off the powers of Nintendo's new system.

This is certainly a bizarre game. The array of vehicles combined with unusual man-eating aliens make Body Harvest one unique experience!

This game was only set up on demo, so the details of the actual gameplay are unknown.



BUGGY BOOGIE*

* Tentative name



Buggy Boogie is the battle shooting game in which you are in control of a buggy car battling against others in an arena setting. By winning battles you can equip your craft with custom parts and ready it for more intense battles. The action is fast and furious, allowing you to control your craft from behind the vehicle, from within the vehicle, behind the turret or in the cockpit for the best seat in the house to destroy your enemy. The custom parts that you

equip your craft with can range from better engines, tires, weapons to parts that simply improve its appearance. While not much is known at this time, it is speculated that Buggy Boogie may contain multiple worlds, height-mapped stages, multiple perspectives and even split-screen views to allow for two, three and even four players to do battle at the same time!



Someone must have said that Sony is going to be competition next year.



Don't hit me! I REALLY like EDGE!



How did you get one of the U64 controllers???



CREATOR*

* Tentative name



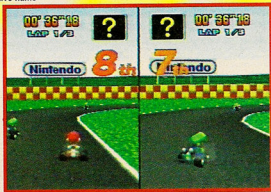
Creator utilizes the Ultra 64's rotation and zoom capabilities, supplying the player with an impressive display of visuals that surround the game which is based on some type of creation. At this early stage, your guess is as good as ours as to what the exact premise of

this game is to be. This title caught our attention, so you can bet more information will be on the way to players and a few interested editors.



SUPER MARIO KART R

* Tentative name



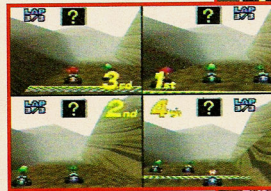
Nintendo's whipped up a sequel to another of their classics: Mario Kart. Players are treated to a whole new series of tracks, a few new faces and a load of cool extras. New courses? Certainly. Super Mario Kart R has levels based on themes similar to

the original, like the Ghost House. The effects of the Nintendo 64 have lent this game some new features like really rugged courses that are filled with jumps. The scaling is smoother and the characters aren't quite as pixelated. Possibly the best addition to this game is a four-player simultaneous

mode where the screen is divided into four separate sections. Slowdown? Nope. None of that here.

Super Mario Kart features some new characters like Wario and someone who looks very much like the little Koopa sorcerer. You can be sure that they'll have lots of tricks up their sleeve, too.

It'll be interesting to see what power-ups will be added. With four people playing, a battle mode will be great. But like the other U64 titles, where this game really shines is in the 3-D perspective. In one scene the car comes straight at you and instantly the screen switches to a view of that car from the rear—just as in real life!



Photos are all taken so it's time to play!!



Kids line up for the second day of the show.



It's a 13-hour flight back... time to go to work!





International conflicts should

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

— *Game Pro*

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



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

— *Electronic Gaming Monthly*

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



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

— *Game Sport*

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



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be settled with legs. Not arms.

“Finally! The ultimate soccer simulation has arrived.”

—Diehard Game Fan

You better bring your big guns.

This year, the goalies are smarter, faster and tougher. They even come out of the net and make leaping saves. Aggressive enough for you?

“The best soccer title ever!”

—Electronic Gaming Monthly

MotionDesign™ technology and SGI™ 3D models were melded to create an impressive array of distinct player animations. Like scissor kicks, banana shots, and bicycle kicks from the offensive arsenal.



If it's in the game,
it's in the game.

The #1 Selling Sports Game Worldwide.

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CHEATING COMES TO 32-BIT SYSTEMS

Datel and InterAct team up to bring out new code-finding peripherals

Whoever said that cheating doesn't pay hasn't been to Datel's offices in England. Maker of the famous Action Replay for the 16-Bit systems, Datel has been actively working on new "Game Genie"-type devices for the Saturn, PlayStation and Ultra 64!

Now working in cooperation with the

U.S.' number-one controller company—InterAct Accessories—Datel's products will finally be available

club called Dangerous Waters set up where Game Shark owners can receive a newsletter with code updates at least eight times per year. There will be a nominal \$12 charge for membership. Not often enough? No problem. Just dial up 1-900-773-SHARK. [Note: This is a toll call—there will be charges.] How about being able to go to a Web site to get even more codes? For \$17 you will not only get the club membership, but also a special password that will give you access to the latest up-to-the-minute secret codes on the Web site. The location is

<http://www.smart.net/~interact>. Still not

enough? Our **EGM** editors saw a special 'hacker's kit' (which may not be available in the U.S.) that contains a board that plugs into your PC and connects to your Saturn. With this super-powerful tool you can hack away at the game program code and create your own codes! Still interested? There's more! Perhaps you're not so adventure-some and the

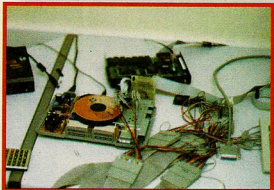
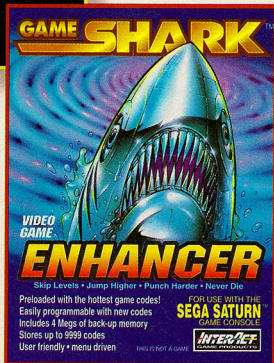
thought of working for your codes turns you off. Like the plug-and-play option? Again, no problem. InterAct will be bringing out a PlayStation memory card that not only has 120 game-save slots (Sony's has only 15 slots) but it also comes preprogrammed with the very latest and greatest codes and cheats for the most current PlayStation games. This should be available now for about \$30. If money is tight, InterAct has a memory card equal in memory to Sony's except that it costs only \$20.



nationwide through all the major chains—Electronics Boutique, Babbages, Software Etc. and more. InterAct plans to go after the code-finding cartridge market in a big way.

First, the name of all of Datel's products will be changed from Action Replay to Game Shark.

Second, InterAct plans to make sure that everybody who purchases a Game Shark has the opportunity to get all the latest codes. Not only will there be code updates in **EGM** but there will be a



Of course it will come with some codes already on it.

If Saturn is your game, InterAct has you covered too. A Saturn memory cartridge will be available for about \$40 and it will have a full 8 Megs of memory on board. This is four times more than Sega's and considerably cheaper to boot.

Cheaper, better, more memory...how can InterAct do it? One would think that the big guys like Sega and Sony could order by the zillions and have it produced by apes in Africa. The answer is Datel.

Located up in Manchester, England, Datel is a small but extremely efficient company that specializes in getting codes for every game for every system. After making the best code-getting device for the 16-Bit systems (Game Genie was the most popular but far from the best), Datel shifted their focus to the new 32-Bit systems. The first and easiest project was to look at the memory storage carts and cards for the Saturn and PlayStation. Nothing very

SELECT GAME

BLUE SEED - YAP
 BUG! - EUR
 BUG! - USA
 CLOCKWORK KNIGHT - EUR
 CLOCKWORK KNIGHT 2 - YAP
 FOP
 CREATURE
 DAYTONA USA - EUR
 DAYTONA USA - YAP
 DEADALUS - YAP
 GREATEST MYNE - YAP
 IDOL JINXI SUKIE (PS) - YAP
 LAST ELADYARS - YAP
 LAYER SECTION - YAP
 OUTLAWS OF THE LOST DYNASTY - YAP

A: SELECTS B: EXIT Z: DELETE

The Action Replay comes packed with the latest codes to your favorite games. From this screen you can choose an existing cheat or you can try to decipher new codes.

complicated there, but Datel found out that the products from Sega and Sony were going to be priced very expensively. By shopping wisely for components and building them in-house, Datel was able to create the same product as the big guys for considerably less money.

stored on the memory devices, Datel created a compression program that allows for more codes to be packed into the cart and card.

Next, Datel investigated the possibility of creating a code-finding device for the Saturn. After the system was reverse engineered, they found out that a Saturn Action Replay (Game Shark in the U.S.) was a possibility. A couple of months spent ironing out the details and the product was a reality. Now the same type of procedure was put to the PlayStation and by the time you read this article, you will be able to buy the PlayStation Game Shark.

Their next project? While Nintendo's Ultra 64 is still shrouded in mystery, the hacking gurus at Datel are eagerly

Saturn Action Replay. With this system hooked up, the power of your PC can be channeled into finding your own custom codes. And best of all, you don't have to have a Ph.D in hacking. Here's an example: We started playing Parodius and deliberately lost a life. The game was paused and the computer asked whether the item we were looking for (more lives) went up, stayed the same or went down. We indicated that it went down and the computer did a search of all the items that went down. There were thousands. We repeated the process three more times and the 'lives code' appeared on the screen. We typed the code in the Action Replay and sure enough, we never lost a life! Imagine searching for all different things in all of the

"DATEL WAS ABLE TO CREATE THE SAME PRODUCT AS THE BIG GUYS FOR CONSIDERABLY LESS MONEY."

ACTION REPLAY SATURN Version 1.4b

SELECT GAME

BLUE SEED - YAP
 BUG! - EUR
 BUG! - USA
 CLOCKWORK KNIGHT - EUR
 CLOCKWORK KNIGHT 2 - YAP
 FOP
 CREATURE
 DAYTONA USA - EUR
 DAYTONA USA - YAP
 DEADALUS - YAP
 GREATEST MYNE - YAP
 IDOL JINXI SUKIE (PS) - YAP
 LAST ELADYARS - YAP
 LAYER SECTION - YAP
 OUTLAWS OF THE LOST DYNASTY - YAP

A: SELECTS B: EXIT Z: DELETE

But why stop there? Where Sega and Sony sell empty memory devices, Datel devised a way to pre-encode their cards and carts with the latest tricks, thereby providing the players with a free but not insignificant bonus. In addition, after researching the way the data is actually

ACTION REPLAY SATURN Version 1.4b

MAIN MENU

START GAME

SELECT CHEATS

MEMORY MANAGER

CREDITS

THEMEPARK
NO CHEATS ARE ON9033 GAMES SUPPORTED
0151 CHEATS IN TOTAL

Some Action Replays come with codes. Putting the latest codes on the carts is the last step in making the cartridge.

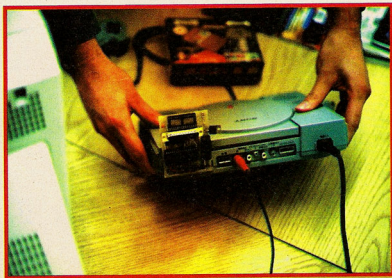
sharing the first information on this system so they can start work on yet another version of the Game Shark.

Last but not least, Datel has come up with the ultimate cheating device—the Pro Comms Link. This is a device that includes an interface board that plugs into your PC, and a short cable that connects the board to your

games you own. Unfortunately, all you can do is imagine as InterAct currently has no plan to bring out the Pro Comms Link to the U.S. But if enough players ask for it, perhaps that might change.

Overall, we walked away from Datel extremely impressed with what we saw. Even though they never developed a strong presence in the U.S. during the 16-Bit days, that is going to change real fast with InterAct behind them.

For more information on the Game Shark memory cards and carts, contact InterAct at: 10945 McCormick Road, Hunt Valley, MD, 21031. Their phone number is (410) 785-5661.



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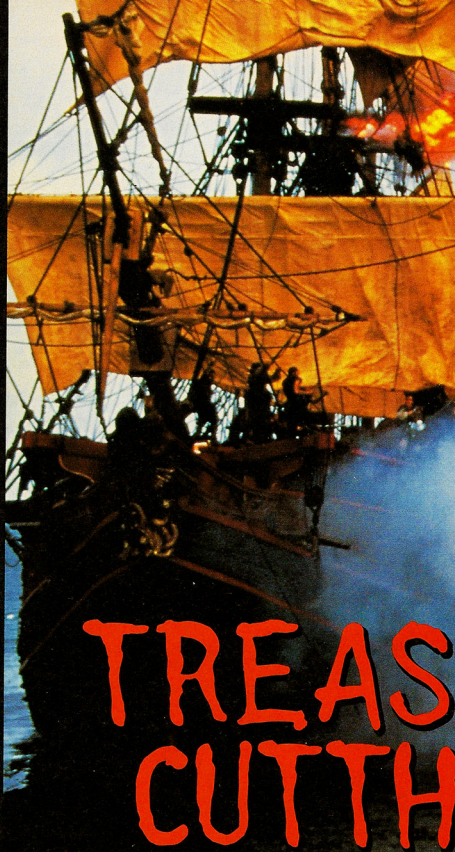
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Treasure
Hunt!

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Play for gold! Hidden
among the many torrid
levels of Cutthroat Island are five real
treasure chests! Find them...if you dare!
Then correctly answer three sweepstakes
questions to be eligible for the drawing,
and you could sail away with one of a
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with barbarous Buccaneers!



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(if you survive)



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with cooperative
two-player action!



Battle atop a
runaway carriage!

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Acclaim
entertainment inc.

CAPCOM'S NEW STREET FIGHTER!

Capcom cleaned house and brought in a new staff. **EGM** interviews their new prez

When you have a game as strong as Street Fighter, what can go wrong? For years Capcom was on top of the world as the game sold itself. That was until the market was saturated with SF and the players finally said, "Enough!" Needless to say, the company's Japanese management felt called upon to make some changes.

Now, there is a new staff and **EGM**

caught up with their new prez to see what they will do different.

"SOME PEOPLE WERE ASKED TO LEAVE [CAPCOM]..."

about where the market was going. I didn't believe that the market was exclusively one that was to be pursued through FMV.

EGM: Any reluctance in going from an American company to a subsidiary of a Japanese company?

Ballard: I think any American executive who has not worked for a Japanese company asks that question. My experience has been extremely positive.

EGM: Any reluctance to join Capcom when there appeared to have been a 'house cleaning' after the last Street

Fighter problem?

Ballard: I want to make it clear that some people were asked to leave and some people decided to pursue other avenues. As we move from a 16-Bit world to a 32-Bit world, the overheads that were justifiable in a previous era where there were tens of millions of hardware units, simply are not

sustainable in the 32-Bit era. Whether it was a house cleaning or a strategic reduction of overhead, something had to happen in our company.

EGM: There are rumors circulating that there are warehouses of Super SF2 still in existence waiting to be sold. Are there any skeletons in the closet that have to be fixed before you move ahead?

Ballard: That's the question I asked before I came on board and I checked very carefully. Fortunately, most had been taken care of at a high cost. Capcom has cleaned up all its outstanding situations with its retailers.



EGM: Street Fighter, Mega Man and a lot of well-known products were huge hits; now you have to create the new successes on your own. Is it going to be harder to keep the momentum going and to meet the expectations of Japan?

Ballard: One of the things Japan understood, and one of the reasons why they hired me, was that the new era of video-game business requires really good execution at the marketing



EGM: Capcom is a pretty large and powerful company; how did you get the job?

Greg Ballard: I was the COO at Digital Pictures and before that I was at Warner Music Group.

EGM: What video game experience do you have?

Ballard: I helped take Digital Pictures from being just a developer to actually becoming a full-blown publisher.

EGM: Why did you leave Digital Pictures?

Ballard: I had some differences in philosophy. A different strategic sense



and sales level. In the past it was pretty easy to market Street Fighter, but it is different now. I completely revamped the entire structure and organization of the company and over 50 percent of the people are new that I've brought on. Do we have the product? Resident Evil will be one of the very top video games in the business; Darkstalkers will be a huge success; Fox Hunt will be a solid-selling title; Night Warriors will do very



well on Saturn. And then we will have Street Fighter Alpha which is doing very well in the arcades. This could be the best year [ever] for Capcom.

EGM: Will Japan say "SF Alpha is great, here are a million copies...do it."
Ballard: The rumor is that is how things were done in the past. We have actually said no to several titles that didn't meet our expectations. We have been asked what quantity we want to build. We control the inventory and I am the one who determines the numbers.

EGM: With such a small number of 32-Bit systems in the market now, is there enough there to keep a company going?

Ballard: The economics of the 32-Bit market are so much more enticing. If we hit our numbers we will be profitable this year. With reduced overhead our new business model will allow us to be profitable in the 32-Bit market as early as this year.

EGM: You have a new top-secret U.S. development group called Capcom Digital Studios. What are they working on?

Ballard: We have Fox Hunt coming for the PC and PlayStation. In March

we will be releasing a title called Major Damage.

EGM: Will they do arcade games also?

Ballard: One of the things the U.S. R&D group will do is start delivering some product into the U.S. coin-op market.

EGM: Any more 16-Bit games?

Ballard: One more in the March time frame and that is Marvel Super Heroes.

EGM: Will we see Mega Man again?

Ballard: Yes, I suspect we will see him again [smiles].

EGM: How about a compilation of all the Mega Man games on one disc?

Ballard: We are exploring that with Japan. That is an example of the new Capcom where the U.S. is actively making suggestions to the Japanese R&D group. We think that would be a very attractive product.

EGM: What about Werewolf: The Apocalypse?
Ballard: It is on the schedule for mid next year.

EGM: How about sports games?

Ballard: I can't tell you the nature of the title but we have one game in development. It is brand new and unlicensed.

EGM: Now the obvious question... when will we see a Street Fighter 3?

Ballard: I honestly don't know the answer.

EGM: What's taking Japan so long? Midway didn't have a problem with going from MKII to MK3.

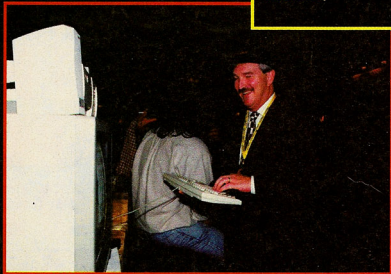
Ballard: The designation of a title of SF3 is treated with the same reverence at Capcom as it will be treated by our consumers. It means a lot to us to put the number 3 next to it. It will be in every sense of the word a true new version.

EGM: If SF is so highly regarded, why did you sell your game SF: The Movie to Acclaim?

Ballard: That was done before I came on board. I told Japan that giving the staffing at that point and given my relative newness, I didn't believe that we could do complete justice to those titles at that time.

EGM: At a PlayStation show in Japan I saw an animated

"...THE U.S. R&D GROUP WILL START DELIVERING SOME PRODUCT INTO THE U.S. COIN-OP MARKET."



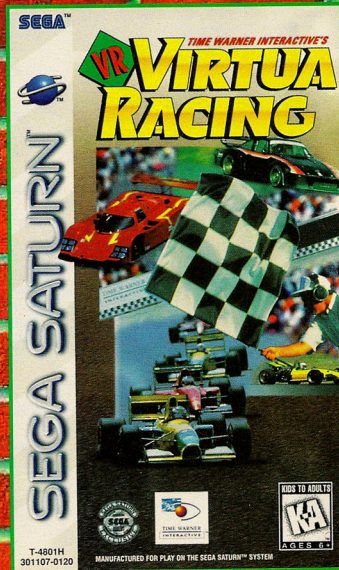
version of SF. What is that about? Would you do it here?

Ballard: It's based on the home video animation of SF that's being released as a home video in the U.S. It is a highly stylized Japanese animation video game. I would think about doing it here. I would never reject a title from Japan for being too Japanese as I believe the U.S. market has always very much enjoyed the highly stylized and incredibly detailed animations from Japan, and if anything the market appreciates it more today.



excite

—GamePro September 1995



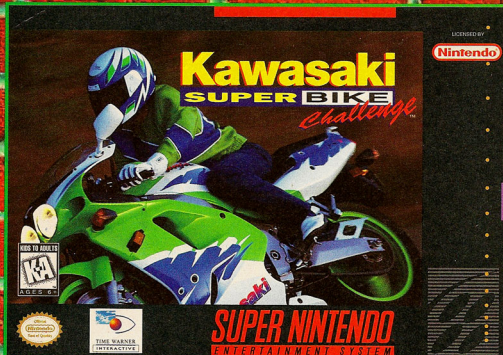
—GamePro, October, 1995

[illegible]



"High Speed graphics, realistic wipe outs, and changing weather conditions give this game a realistic feel. You can almost feel the power of your Kawasaki ZX-11 as you rev that engine... Kawasaki lots the good time roll!"

—Marshall M. Rosenthal, October, 1995



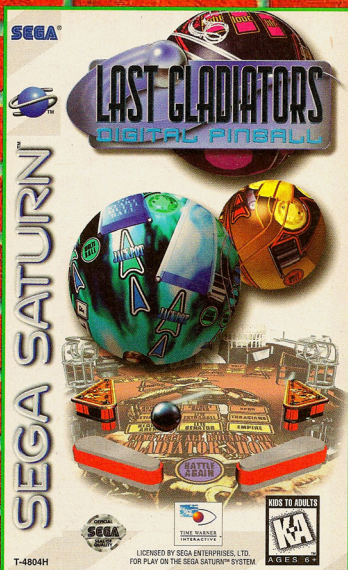
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Check the Wall at
your local retailer!



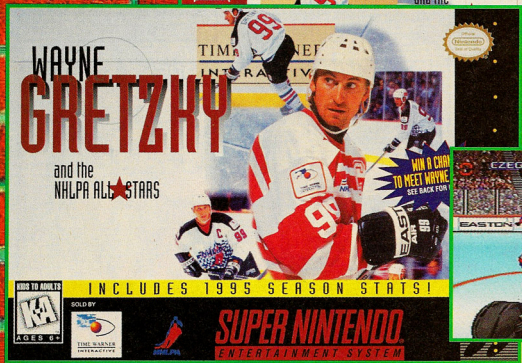
"One of the best pinball sims ever. The ball movement is so cool, you'll think you're actually there."

—Ultimate Gamer, November, 1995



"Take to the ice with the 'Great One'—you won't be disappointed... Time Warner did an excellent job making Gretzky and the NHLPA All-Stars look good and play well. Point Blank, the game is a solid hockey title."

—CyberSports, Fall, 1995



675 Sycamore Drive
Milpitas, CA 95035

GENESIS

Revolution

Music Is The Weapon

Aerosmith-based games. Undoubtedly caused by the band's fondness for video games (also to keep their songs in the heads of the game playing youth). These games feature music and the members of the group tightly intertwined with the various plots and stories.

Revolution X



is the automatic, scrolling-shooting adventure where you are to release the population from the demented clutches of the New Order Nation. As one of the last of the free youth, you must use music as a weapon to fight against the oppressors and start a combined revolution with the help of Aerosmith. The title does not follow a strictly linear

plot and allows you to make some small directional decisions, deciding when and where to go when multiple paths are presented to you. Tons of secrets also await adventurous individuals who are ready to shoot every obscure spot on the screen that may conceal some hidden place or band member.

The graphics are extremely blocky, making the Genesis version of this multiplatform title the worst one yet visually. The background audio has also been changed from other versions by taking out Aerosmith's music and replacing it with a repetitive track that seems like a reject from Acclaim's



The first opposing force you meet is the helicopter and its cargo.

Spider-Man series.

These flaws may be improved before final release. The game is not terrible on the Genesis, but it should definitely be tried before purchase. ▼



"This version seems to have replaced Aerosmith's tracks with rejected material from the Spider-Man line of games."

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
32-Meg	Shooting	100%



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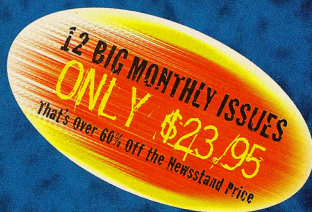
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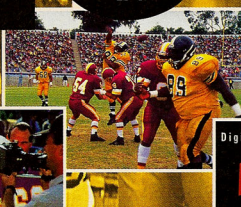
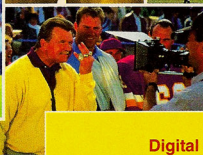
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QUARTERBACK

32X

SPIDER-MAN

The Web of Fire



A laser web mysteriously appears above Manhattan and puts the city in chaos as all the citizens are ordered to evacuate. Hydra, the cause of the web, now controls the city and sets the ransom for its release at \$1 billion. Hydra demands that this offer be taken or the web of fire will continue to plague Manhattan forever. Fearing that his grasp of the city may be

lost, Hydra has released his enforcers throughout Manhattan to search for and capture any who oppose him. In their search, the minions have stumbled upon Daredevil and have captured him. The city's only hope is for you (as Spider-Man) to search out the web generators and release the city from Hydra's clutches.



Web and health power-ups can be found inside obscure places.



Save Manhattan While Wearing Red-And-Blue tights

Spider-Man has three types of attacks which you can exploit to kill off the defending armies. Besides the standard punch, you can also use his web-slinging ability to throw horizontal web blasts that will tie up enemies for a short time and allow you to get a free hit on them. Lastly, you have a special ability that allows you to call upon

Daredevil to act as a kill-all weapon. He swings in and takes out all the wimpy enemies that are on the screen with you at that time.

RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER	PLAYERS	
Sega	1	
SIZE	THEME	% DONE
24-Meg	Action	75%

INSIDE TRACK

Web, Punch, Web...



Fighting enemies is a touchy matter where speed must dominate over skill. After webbing an enemy, you can punch him one time before he breaks his bonds and teaches you a lesson. A good tactic is to quickly alternate the Punch and Web buttons to web the enemy and then hit him. This will stop him from getting a quick hit on you and sending Spider-Man to his knees because of the quickness of the enemies. This tactic works flawlessly until you run out of the precious web supply that can be resupplied by collecting the web icons.

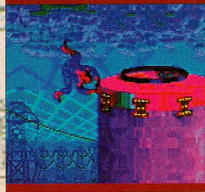


INSIDE TRACK

Wall Walking



Spider-Man is given many opportunities to wander all about the city and climb vertically on the sides of walls and other large objects. There are a lot of good tactics that can be used in conjunction with walls to avoid enemies and plan your next attack. Wall walking is helpful to players in certain areas of the game, but can strike a nerve when you must climb back onto a ledge while you are on the side of a wall with an enemy standing above you. This gives you no room to climb back into a fighting position from which you can defend yourself and stop the enemy from taking cheap hits.



You can keep your arachnid man supplied with health and web power-ups by gathering the icons for each that are scattered around the level. Some of these may also be



Spider-Man must use his brains as much as his fighting ability to get out of some jams.

hidden in unusual canisters that need to be destroyed before they reveal their precious contents.

The graphics in Web of Fire are clear and highly detailed, putting to use the added processing power of the 32X. Even though the character looks good, control is slow and can become more of a

burden than a joy to use for players who are expecting a faster-controlling hero. Sound and background music are good but are not outstanding compared to the standard sound capability of the Genesis.

Whether it is Peter Parker or Ben Reilly under those blue-and-red tights, players who are big fans of Spider-Man or just superheroes in general will find Web of Fire to be challenging. The game has plenty of difficulty programmed into it. Even on the easy level, players may stumble. This game is one that should be tried before the price is paid because players may find its challenges too hard to handle. ▼

"The clarity of the visuals in Spider-Man Web Of Fire properly uses the added muscle of the 32X"



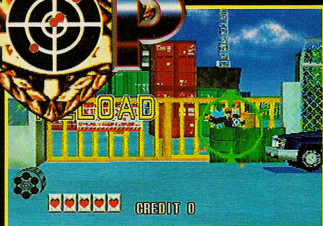
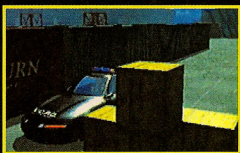
Free Daredevil, so you can call on him later for help.



SATURN



VIRTUA COP



There Is No Such Thing as an Innocent Bystander

Stand in the line of fire with Sega's latest shooting game Virtua Cop. It is designed to be used with the keypad or the Stunner, allowing you to blast your way through the three levels with the speed and accuracy of a pro.

Virtua Cop has a constantly changing 3-D perspective that scrolls smoothly by the

natural objects littering the levels. The enemies come from anywhere on the screen; sometimes they're right in your face or small and hard to hit in the background. Just when you get used to shooting at enemies in the mid-field, you suddenly get startled by having an enemy jump in, taking half of the screen up and chopping you into

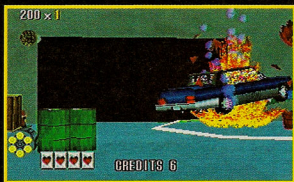
pieces with an axe. Interaction between you and your environment is also a great addition. It allows you to shoot glass, break computer monitors and blow up boxes and barrels to find weapons, not

to mention blowing the bad guys into the air.

Acquiring different weapons is as simple as shooting them when they appear after becoming uncovered in an



RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	PLAYERS	
Sega	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Shooter	100%



HELP US!



Random hostages are running about in every level for you to try to save. They are some of the dumbest characters ever to grace the screens of a TV. Wherever you are trying to shoot, a hostage will pop up and yell the all-too-familiar, "Help me" and stand right between you and the enemies you are trying to kill. Although you may not really care that you have to save these hostages instead of blasting them and letting them spill all over the ground, you do get penalized for each hit. You lose one health point when you kill one of these so-called innocent bystanders. In the first level, the hostages are all wearing white clothes and are easy to recognize as people who you are not to shoot. In later levels, however, they are wearing suits and are easy to mistake for enemies. Unless you memorize the levels, you are bound to eliminate at least one-third of all the civilians—or all of them depending what kind of mood you are in.



Blast the red barrels to get them to explode and kill nearby enemies.



JUSTICE SHOTS

In Virtua Cop you can act like John Wayne and use your expert shooting ability not only to direct where your shots hit on the enemy's body, but also to score more points with hero shots. These hero shots allow you to shoot the enemy in the hand, putting him out of commission and also saving his life. These shots are, of course, harder to hit but they are fun to try just to live up to the commando style. If being a hero is not on your agenda, you can be as evil as you want by taking as many kneecap and head shots as you like and sending the evil scum to their deaths. And for the sadists out there who crave causing as much pain as possible, you can take a crotch shot and watch the suit-wearing bad guys buckle from the hot lead ripping through their groins.



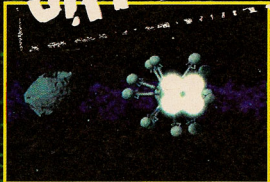
"Virtua Cop has more flying lead than all the Rambo movies combined!"

explosion or when an enemy relinquishes it. Most of them just increase the capacity of your weapon, but some are full auto, continuously firing while the button is held down. Others work in three-round bursts that conserve ammo greatly.

The graphics in VC are all outstanding. Everything is clear and bright, not letting you wonder where you are getting hit from. The whole game relies on your speed and accuracy more than your memorization of the levels and guessing where the enemies are while they are hidden in darkness or some other irritating influence. (Although memorization of the level does help.)

Although the stunner adds a touch of realism, many players will honestly find this game easier and more fun to play with the keypad, however. Overall, your best option is to try the game out for yourself and determine which one you prefer. This game is a must-have for violence-loving Saturn owners. ▼

SATURN



In space, no one can hear you die...

First-person shooting games of exploration are becoming more popular than ever. Data East is upholding their end as a game developer by bringing *Creature Shock* to the U.S. Saturn market. The title puts you into the spacesuit of a rescuer who is given the task of searching out the alien

intruder and eliminating its leader and minions.

While venturing into the alien ship, you run into many different types of aliens that are attempting to do you harm. These

range from the small, bothersome creatures that are there to keep

you on your toes to the giant, hard-

to-shoot enemies that are faster and fiercer. The first level of the alien ship has you wandering inside the living hallways and portals. The diverse stages easily keep players interested while they're wandering and searching through the maze-like caverns.

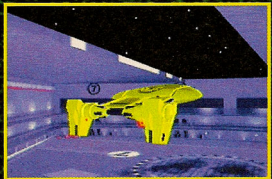
The aliens are

Fully rendered cinemas tell the tale. Cinemas like these are common but these are quite impressive.

outstandingly rendered for the Saturn. They are not just computer-generated creatures thrown into an FMV background, but actually fit in with their surroundings unlike most of the similar games. The creatures don't just walk hastily up to you on the ground; some are clinging to the sides of vertical walls while others are dangling from a web-like substance



CREATURE SHOCK



ENEMY WEAKNESSES



All of the larger enemies in *Creature Shock* have a specific weak spot that needs to be hit in order to kill off the unknown life form. These spots are usually highly visible, being a bright and easily noticeable color. Some, however, are obscure and the only way to find out their Achilles heel is to try shooting every suspected location on them to find the place where they don't want to be hit. The cursor will change into the "lock-on" look and inform the player that they've located the weak spot. It may sound easy but many of the locations are small and hard to hit while the creature is moving to kill you before you kill it. Once you start to blast the creature, keep an eye on the top number in your display in the lower-right corner of your screen to tell you how much life is left in it.



and blocking your path.

The control takes a while to get used to but can be used effectively with a moderate amount of practice. The speed with which your aiming target scrolls around the screen can be adjusted in the control panels but you are going to find that having it move faster is an easier way

to get a target on the enemies and eliminate them.



Be ready for anything. Enemies will appear from all sides of the screen. Take aim at weakpoints before they strike back.

The cinemas have a slight pause in areas and the graphics throughout tend to be grainy, but they are scheduled to be improved drastically before final release.

This game is possibly the most outstanding game in the genre available today with big levels that are easy to get lost in and amazingly depicted aliens that fit in closely with their surroundings. If this title grabs your eye, pick it up and give it a try—just to be safe. ▼

RELEASE DATE DIFFICULTY

January Moderate

PUBLISHER PLAYERS

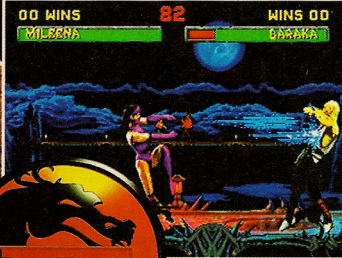
Data East 1

SIZE THEME % DONE

CD-ROM Shooter 60%



SATURN



MORTAL KOMBAT II



Better Late Than Never

Just when the arcade classic Mortal Kombat II was all but forgotten and Ultimate Mortal Kombat 3 steals the limelight in arcades, MKII is being released for the Sega Saturn. Unlike the other video

game platform versions of MKII, the Saturn version's graphics are crisp, clean and look quite similar, if not identical, to the arcade version. Because MKII is on CD-ROM, there is some minimal access time and lag during gameplay. It can only be noticed during the Shang Tsung morphs,

immediately after the last hit of the round and when a fatality is performed. Overall, the access time is a small price to pay for such an accurate translation. Seasoned players will have no problem picking up the controller and pulling off moves as if they were at the arcade. Moves such as Neck

kicks and combos are easy to perform, as are the rest of the moves. All the hidden characters make their appearance in the Saturn version and can be accessed using the same tricks as in the original arcade version. Although this game has been out for over a year on other video-game platforms, it's better late than never for this great translation of Mortal Kombat II. ▼



Neck kicks and the various other moves are quite easy to pull off with the controller.



All of the original fatalities and friendships are kept in tact.

RELEASE DATE		DIFFICULTY	
Now		Variable	
PUBLISHER		PLAYERS	
Acclaim		1 or 2	
SIZE	THEME	% DONE	
CD-ROM	Fighting	50%	

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MIDWAY

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Acclaim
ENTERTAINMENT, INC.



If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.



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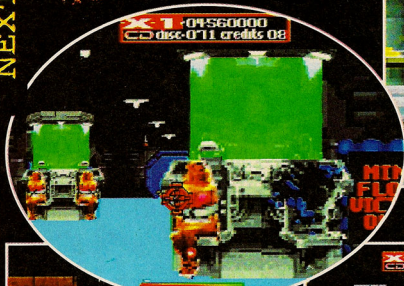
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PLAYSTATION



Shoot the chains to crush the enemy with the hanging sign in one swift maneuver.



This Boss is a giant hover tank. To defeat him, you must simply blast each limb.

Revolution X

Music Is a Weapon...

You've probably seen this game in your local arcades. The coin-op version of Revolution X was originally done by Midway, with a brand-new translation for the Sony PlayStation.

The gameplay is simplistic, with one or two players guiding cursors over a constantly changing background. You can fire standard bullets or launch CDs. Along the way, you'll find power-ups in the form of laserdiscs, shields

and a gun enhancement.

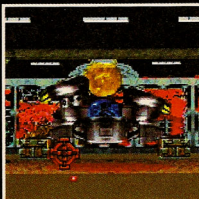
You'll need all of these to beat back the tide of enemies who relentlessly attack.

The story takes place in an apocalyptic world ruled by a dictator. You are a freedom fighter who must take down major enemy installations. New Order, as the enemy is called, is comprised primarily of yellow-garbed guards. You will face literally hundreds of these guys. On the later levels, New Order will throw natives and ninjas your way. All of them attack in pretty much the same way, with a projectile of some sort. At the end of each area, you will come up against a huge Boss that takes plenty of



hits. In fact, you'll end up blowing them apart piece by piece. (They resemble the enemies from Smash TV.)

Revolution X adds some innovations to a genre long thought limited. First, there are times where you can choose your path. For example, you can opt to enter a building or sneak around back. This way, each





Shoot the stars the ninjas throw to avoid taking damage from them.



There are three sections to choose from. You must beat them all.

INSIDE TRACK

You may not know it, but there are band members hidden throughout each of the levels. Only by finding them all can you receive the real ending to this game. Here's a trick to find the first hidden band member.

On the first level, when you enter the club choose to go right. As the screen moves over, you'll see a bathroom sign. Nuke it quickly, or you'll pass over it. You should now enter the bathroom. Shoot all the stalls to find the first guy. Gook luck finding the rest.



game is different every time you play. This definitely adds to the play value.

Another cool part of Rev X is that you can shoot nearly everything on the screen. While stress relieving in itself, it is possible to open up new

"You'll end up blowing them apart piece by piece."

areas and find special secrets. This is the only way to get the real ending, by the way. Secrets are built into many targets on each of the levels.

Speaking of levels, each one is gigantic. The first stage is a run through Club X. You must blast your way to Aerosmith's dressing room. There are several places to explore, including the main entrance, and a stage. After receiving instructions from a VCR tape, you must flee the New Order forces via helicopter. This section is a fast-paced flight through the city. There are plenty of buildings to hit, and windows to smash.

The next three areas can be chosen in any order. You can save a busload of children in Egypt, or fight your way through a munitions storage



facility. You can also stop the New Order from experimenting on helpless girls in a laboratory. Each level is diverse enough to hold your interest.

The music of Revolution X was done by Aerosmith. The band members play a large part in the game, with you having to save their hides from the New Order forces. In terms of translation, everything from the arcade is here. Every little effect and trick can be enjoyed. The graphics are a little pixelated, but Revolution X scrolls just like its coin-op brother. ▼

INSIDE TRACK



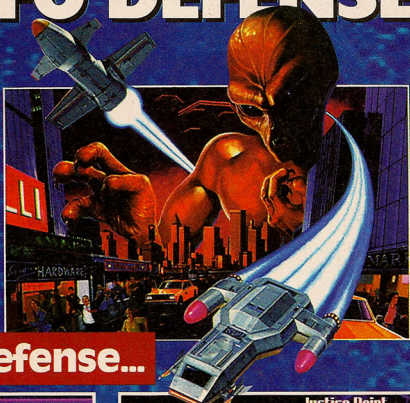
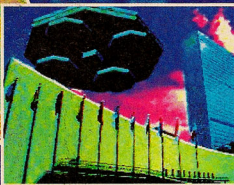
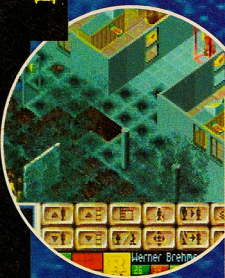
Not many players play for points anymore, but Revolution X has plenty of secrets for you to find. When you first land at the entrance to the club, you'll see a cat on a wall. Hit it with around eight CDs to knock it down. Peg it with one more, and an alien will appear. Shoot the alien, and he'll split into a small army of critters. Shoot each one for a major load of bonus points. What other secret point tricks can you find?



RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Shooting	70%



PLAYSTATION

X-COM
UFO DEFENSE

Earth's Last Line of Defense...

If you're looking for an excellent strategy game, you can't go wrong with X-Com. Based on the PC game of the same name, players must save Earth from an onslaught of alien attacks.

X-Com gives you the ability to build your base anywhere on the planet and name it, too. Build as many bases as you want, as long as you have money. From your bases you will conduct the majority of your research. As the game progresses,



Sometimes you can learn interesting information from autopsies.

you'll want to build the necessary features on each base. One example is the alien containment room. If you don't have one, any

aliens you capture will die. UFOs will occasionally be picked up on your radar.

You'll have to decide how to respond. The object is to shoot down the alien ship. You want it to crash and not blow up.

If it crash lands, you can send a squad of soldiers in to neutralize the opposition. You'll have to equip your men and build their stats up. Strategy is ever-important if you don't want to lose any men. Use cover and move in formation.



Make sure you have plenty of room in your facilities early on.

As the game progresses, you'll meet many types of aliens. They range from cloaking things to creatures that can wear human skin. You'll have to study them to find out what they are like. To make things interesting, you have to try to capture some for interrogation as well.



RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	PLAYERS	
Microprose	1	
SIZE	THEME	% DONE
CD-ROM	Strategy	100%

Andy's Ramblings...

Plasma Defence

SCIENTISTS WILL BE HELD IN LABORATORY AND SUBJECTS WILL BE USED

Scientists Will be Held

Increase

Decrease

OK

Hyper-wave Decoder

With connections only to a wave-emitting wave, the hyper-wave decoder provides the sound, music, and information. That's all you need to know to use the wave and the wave of sound.

Connections

No.	Value
1	10000
2	10000

out snipers. Later on in the game, it is possible to acquire flying power suits. These give you the ultimate tactical advantage. If you can position yourself on top of a UFO, you will most likely

The actual battle scenes are turn-based like a military simulation. At first, most of the area on the screen is black. You can only see what's in your line of sight. An alien can sneak up right behind you if you don't look around. Aliens like to use cover, so you'll have to blast it away. Chuck a grenade into a doorway before you enter to clean

"Reminiscent
of The
Thing
and The
X-Files:"

chew up any alien that pops out. It's finding strategies like these that make X-Com so much fun.

Use grenades to clear buildings that might have aliens inside.

You might have played the PC version of this game. A few things have been changed. Cinemas have been added, and the difficulty has been increased dramatically. This is roughly the same difficulty of X-Com: Terror of the Deep. It's a definite improvement, but novice strategy players will be killed off quickly.

X-Com is one of the best strategy games around. The graphics may not be the most impressive, but it is very easy to get drawn

into it. The eerie mood music is reminiscent of *The Thing* and *The X-Files*. The control is excellent with the controller, but with the PlayStation mouse, it's just like playing the PC version. ▼

Beat the System...

Saving often can be a real life saver in this game. Take advantage of the memory card. Instead of having all of your soldiers die off in a cheesy mission, load up and try again, or if you wish, just leave it alone. Another interesting thing is that sometimes the countries will give you a better rating upon loading up right before the critique. It's a nice little trick to get more funding.



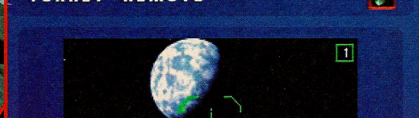
Avoid arctic missions because they provide little cover and poor visibility. Have your troops kneel for slight cover.



PLAYSTATION



TURRET REMOTE



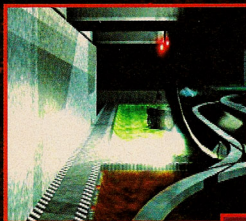
DEFCON 5

Get Off While You Still Can!

Defcon 5 is a strange new game for the PlayStation. It may look like one of the many Doom clones out there, but this title is so much more.

You are a programmer who was sent by a corporation to install security programs into the systems of a far-off colony. Things went wrong, and now you have to find a way to escape.

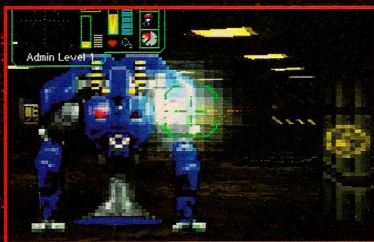
It all starts out simple enough, with you just hooking up the computer systems. The main segment of the game is from a first-person perspective with you wandering through the colony constructs. Try to memorize the



basic layout. You'll need to be able to get around in short periods of time later.

Once patched into the computer you can start to get the systems online. Most important is getting each of the six gun turrets functional. These will work either with

or without you. The targeting sequences have you guiding cursors over



Blast the enemies, but watch your O₂ (oxygen) supply meter.



Deploy Recon droids at each wreckage site to find ammunition.



You can shoot down incoming enemy ships via the Turret remotes.

attacking ships. These ships in turn will attempt to drop in troops or disable the colony functions.

If a ship manages to get

by with a squad of troops, there are a few things you can do to survive. You have a number of automated drones that you can place



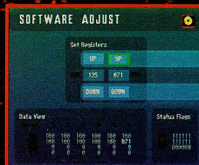
Operational Status		Structural Damage	
Base Status	<div><div></div></div>	Hangar A	88%
Life Support	82% Load	Hangar B	87%
Power Systems	Generator A 58% Load	Hangar C	36%
Defense Condition	5 4 3 2 1	Control	89%
		Admin	98%

RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		PLAYERS	
Data East		1	
SIZE		THEME % DONE	
CD-ROM		Shooting 100%	

**4 OUT OF 5
COMBAT PILOTS SURVEYED
PICKED IT AS THEIR**

**ATTACK
GUNSHIP**
OF CHOICE...





at strategic locations. These are mindless at best, but at least they can slow down the vicious enemy Berserkers. You have several firearms for yourself, most of which you have to find within the corridors of the colony.

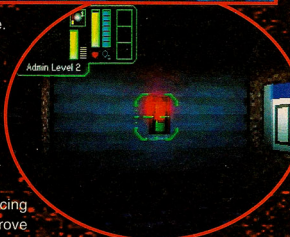
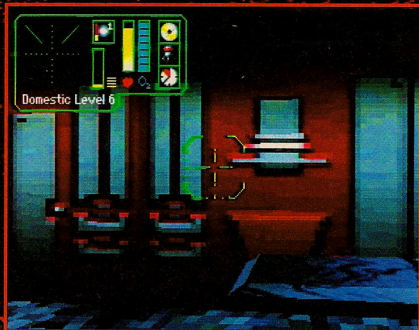
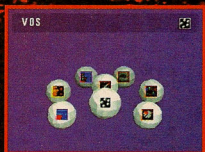
The Berserkers get more

"You'll be hunted down relentlessly by the Berserkers."

and more intelligent as the game progresses. They will come in on your location, so you have to keep moving. Killing the Berserkers will create trouble too. There is a set air supply, and carnage pol-

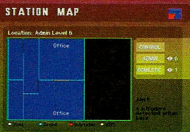
lutes the atmosphere. You can regulate the air by opening doors.

Your best hopes of getting out alive involve scavenging the necessary equipment from downed enemy ships and piecing together clues that prove your enemies are actually part of a corporate plot. There's a lot of stuff to get accomplished. All the while,



INSIDE TRACK

Cyber's Strategy



Sometimes it is possible to lock Berserkers in some of the rooms. This is important because you won't have to worry about a depleted air supply. All you have to do is get yourself to a computer terminal and boot up to a Map Screen. Beware because enemies will be cautious and might not fall for this ruse.



you'll have enemies hunting you down through the corridors. Use the computer as a tool for stopping the enemies.

Defcon 5 has some excellent graphics. Every section of the colony has been drawn. Cinemas show you taxiing to the outer sections of the colony. Each time you play, the game is different. It

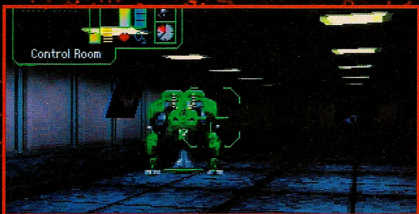
depends on whether or not you respond to attacks, and how fast you eliminate problems. The total space that you can explore is massive, possibly getting new players lost. Defcon 5 is not just another Doom clone, rather it simulates a pseudo-realistic situation. This game may start out slowly, but things heat up quickly enough. ▼

INSIDE TRACK

Deploy those Drones...



Drones are important tools that you can use to survive. Recon droids can check out the wreckage of enemy ships. You can get new and improved ammunition this way. Security droids are useful for halting the approaching Berserkers. Station them at key junctions or in front of the elevators. You'll need the enemy slowed down if you want enough time to use the computers to their maximum efficiency.



THUNDER STRIKE

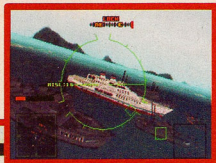
**FIRE UP THE THUNDERSTRIKE, and prepare for
360 DEGREES
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Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



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War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft — then, vaporize them with bone-shaking explosions!

US GOLD

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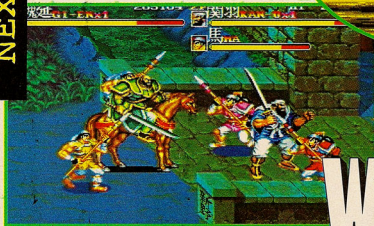


Available on:



HAVE A NICE MISSION.

PLAYSTATION



When playing a two-player game, try to cover the other character by keeping your backs together.

Repetitive But Intense...

One of Capcom's many arcade Final Fight knock-offs will be reaching the PlayStation soon. You may have seen Warriors of Fate in an arcade. It wasn't all that popular. Think of WOF as Final Fight in Medieval Japan. You have your choice of five fighters; most of them play in a similar fashion. Each warrior has a Street Fighter-type move that can be done with a reverse Yoga Flame. There are also power moves that can be released by pressing the Attack and Jump buttons



at the same time. This, however, will drain life with each use. Each fighter also has a slide that can be executed by pressing diagonally downward with the Jump button.

Here's a quick run-down to give you an idea of what the five fighters are like. Please note that these names will

most likely change when this game is finally finished for a U.S. release. The first character is a warrior monk named Kan-U. He's garbed in blue and white and has attacks that resemble Hagar's. He



can spin around with his arms to knock foes away. Chou-Hi looks somewhat like a barbarian. He's an unarmed fighter whose moves look like they're out of Slam Masters. He has the most throws of all the warriors. Third is Chou-Un. Arguably the hero of the game, he is a young samurai, complete with sword. He has a Dragon Punch-like uppercut

that can cleave foes in two! Kou Chuu is an old archer, who is best compared to the elf in King of Dragons. He may have limited defense



One of the warriors can inflict lots of damage with an up-close bko.

WARRIORS OF FATE

RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER	PLAYERS	
Capcom	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Action	75%

RAYMAN™



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Between adventures, you can try to eat your way to extra points and lives in the special bonus stages.

capabilities, but he has long-distance attacks. Gi-En is the last in the lineup. He wears green armor and carries a long sword. His special

resembles Guile's Flashkick.

After playing awhile, you'll notice Capcom's touch in most of the characters' attacks.

Throughout the game there are items to pick up. The most useful

icon will give you a weapon that does lots of damage. Another will give you a horse. If you ride a horse, you take less damage and have a longer reach. Not too shabby.

INSIDE TRACK

There is a cool little effect you can do when you kill an enemy. If your final blow is a power move, you will cleave them in two. This can even be done on the Bosses. It's fun seeing the innards of each enemy. If you kill someone this way, very often a power-up icon will be spit out. This is a good way to keep yourself alive during extended battle scenes, like when you fight the Bosses.



The graphics of Warriors of Fate are identical to the arcade. They are crisp and clear. The animation of each character in the game is smooth. It is possible to have a two-player simultaneous game. Surprisingly, there is no slowdown. There may sometimes be as many as 10 enemies on the screen, and there isn't even a single flicker. Impressive. In the end though, players might not like the fact that this CD is repetitive. Once you beat it, there is little to keep you



"Identical to the arcade.."

playing. The same enemies are repeated over and over throughout the nine levels. You might also get a little peeved at the lack of originality that Capcom displays with the attacks stolen from their other famous games. If there were new enemies for each level and more originality, this game would have truly been outstanding. ▼



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PlayStation

INTERACTIVE

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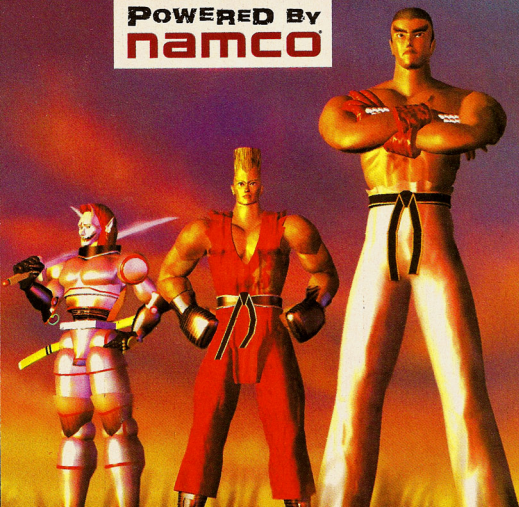
NYR
NOT YET RATED

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POWERED BY
namco



The burning sensation you feel is from your broken ribs, not some fireball.

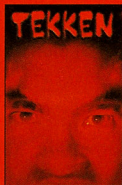


Eight fighters plus nine bosses equal a lot of people to fight.

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3DO



Thanks to the doctor's skill in patching you up after a mission in which you fared poorly, infinite continues are available.

Shockwave 2

Aliens, Cyborgs and Heavy Weaponry

The most recent addition to the Shockwave series is welcomed by enthusiasts who have enjoyed the first release of this two-part series, Shockwave 2: Beyond the Gate comes equipped with more playing options and a wider variety of battling craft to use on your missions.

The two CDs are filled with cinemas that quickly hook players into watching the characters in the game tell their story and give you valuable game info. The sometimes long segments of video are interesting and directed better than the standard cinemas with bad scripts and horrible actors.

The game features an easy-to-use in-ship Interface Screen that lets you complete such actions as

outfitting your craft, communicating with the crew and jumping to different star systems. A hovercraft and a turret have been added to this release, tripling your mission requirements. They are a welcome addition, breaking up the monotony of using just one ship repeatedly.

Visuals are crisp and run smoothly while you wander in the large rectangular landscape. Fall-down one-shot enemies appear from every corner and attempt to do harm to your ship. By using the radar screen in the lower center of your display, you

can prepare for many incoming enemies by aiming early in the direction they are approaching. The nasties do not wander like sheep to the slaughter however. Many are fast moving, requiring you to waste a lot of ammo as you try to send them to a fiery

death. Ammo conservation is another great concern while on a planet's surface. The masses of attackers will demand the use of much of your supplies, and the only way to recharge your stores is to get refilled by the resupply ship that hovers

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Electronic Arts	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	60%



The in-ship interface is simple to use and controls the prebattle conditions and information received.



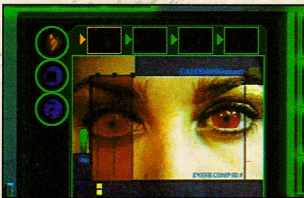
Full vertical and rotational movement let your turret rip through the weak one-shot enemies.

over your craft. It fills you instantaneously, not requiring you to wait there and get blasted as you try to recover from previous damage and weapon loss.

The feminine in-mission computer voice supplies you with step-by-step information and complains and rips into your shooting ability when your skills are not up to par. Ship comrades can also appear on your communication screen and give

you info (and give you a hard time as well).

Gamers partial to the first release need to give this one a shot. It has evolved into a well-rounded action/adventure destined to ensure a future third release. ▼



I Mission Information

The plot of the story and the actions you are to complete in order to win the game are displayed to you in the form of in-ship messages from crew members in long, imaginative cinemas. The game stretches across two CDs (which mainly attribute for the countless minutes of ongoing cinemas). Short, info-filled excerpts from the crew of your ship keep you well informed as to your next objective. You hear from the ship's medical officer as well as ship's technicians and many others of the crew. Listen to them, or else you will have no idea of what is going on or what you are supposed to do next.



2 More Craft

Shockwave 2 adds two more craft to the standard flying craft players were accustomed to in the first release. These craft are the hovercraft and the turret. The hovercraft is a good battle craft that is a lot of fun to use. Jet around blasting enemies at a lower elevation. It handles like a real hovercraft by sliding out in turns if you are not using any thrust. The turret adds some originality by putting you in a non-moving armored pod. You have full rotation as well as vertical control of the lasers and rockets that you must use to defend yourself and others. The missions are all designed to be completed in a specific order by using each designated craft and finishing each designated mission.



"Shockwave 2 is destined to ensure a future third release in the series."



These enemies use their numbers to make up for slow movement.



Check the mission preview to get a land and object overview.

3DO



BUST-A-MOVE

It's Bubble-bursting Fun

Bust-A-Move is the bubble puzzle game where you are in control of the bubble-releasing apparatus that spits out different colored bubbles, which stick to the others that are already rooted in the game area. The game has the same goal as most puzzle games of this type, requiring you to clear the entire screen

of all objects in order to advance to the next stage. You are in control of five different colored bubbles that must be matched in groups of three to get them to explode. With properly placed shots, you can take out multiple bubbles by striking a weak spot in the bubble structure to save yourself more of the precious time you are racing against. There are vertical

walls on both sides of your bubble gun that can be used to bank shots off and squeeze the spheres into tight spots to get a hard-to-reach match.

Bust-A-Move may sound like a relaxing,

complete-at-your-own-leisure puzzle game, but in reality you are in a constant race against time to fire your



The small bubble trail is used to track the bubble's path before you release it into the collective.

bubbles and complete the level before the ceiling of the playing area squeezes out all of the screen room and leaves you helpless.

Puzzle-game fanatics seeking a unique,



You'll hit lightning, waterfall and firebomb bubbles once before they complete their planned reaction.

mind-bending title for the 3DO that presents a new approach to the falling block style of games, should seek this title out. It is destined to give players hours of colored-bubble fun. ▼



RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Panasonic	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Puzzle	100%



"Exploding robot brains."



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"Ruptured cyborg guts."



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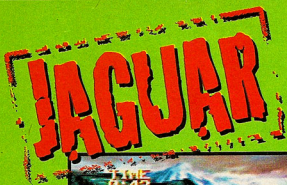
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Save powerful weapons, like the samurai sword, until you get a large group of bad penguins herded into one area. Then you can kill them.



A Penguin Is a Terrible Thing to Waste

Rodney and Bernard, the champions of intergalactic do-goodery, are preparing their frying pans and baseball bats to help Earth's citizens clean out the infiltration of aliens whose purpose is to take over the Earth. These aliens (disguised as penguins) disguised as humans have to get into the Doomscale machine and throw off the alien-to-good-penguin balance of power.

Your job as either of the

heroes is basically to coax the good penguins into the Doomscale machine and keep the mutated ones from entering at all costs. You can use tricks and traps to kill anything that walks into your reach. Machines such as the Spike-Shafter, the Chopper and the Grabansling will grind up the alien intruders. But beware, these machines are equally lethal to non-mutated penguins! Be sure to keep a sharp eye on the good guys and stop them from being

ground into powder the same as the bad ones.

You can also get up close and personal by collecting the three letters that spell out your weapon and use it to stun the evil guys. The only problem with trying to kill them all yourself is that your weapon will only stun them, unless you have it powered up. To power it up you have to grab power orbs that are produced when you smack any penguin (good or bad) with an unpowered weapon.

Once you grab five power orbs in a row without using your weapon, you will see it grow in strength and you are now ready to smash some mutant penguin butt.

Little fluffy mops with feet known as gremlins also have

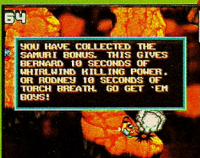
RELEASE DATE		DIFFICULTY	
December		Hard	
PUBLISHER		PLAYERS	
Atari		1	
SIZE	THEME	% DONE	
16-Meg	Action	80%	

ATTACK OF THE MUTANT

Penguins



In between stages, there are a few missions for you to earn some extra good penguins for the next level (depending how good you are).

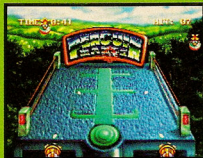


to be collected during your journey. They allow you to open chests and use machines. The more gremlins you pack into a machine, the faster it opens. Thus, you won't waste time waiting for one or two gremlins to open a chest when five or six will do the job immediately.

Visuals are clear and the sound effects are good except for the wretched-sounding transporter that sounds like a dying yak.

Attack of the Mutant Penguins is one of those sleeper titles that you wouldn't expect to be so addictive, but ends up consuming much of your time as you struggle more and more with each successive level. This is indeed a challenging title that is hidden behind a childish-sounding game. Make no mistake, Attack of the Mutant Penguins is not for younger or inexperienced players. ▼

"I think down deep we all want to smash flightless, mutated birds."



Move the non-mutated penguins away from the Doomscale mouth.

Use dynamite and other objects to stop the mutated penguins.

USE THE GOOD PENGUINS

The mutant penguins' sole purpose is to get into the mouth of the Doomscale and sway the balance in their favor. To counteract this imbalance of power, coax the good penguins also into the mouth of the Doomscale. This will force the balance back into the good penguins' favor and stop the mutated ones from gaining the upper hand. There are a few different ways you can help coax the friendly penguins into the scale. The best way is to change the signposts so they guide the good penguins directly into the mouth and guide the evil penguins around the long way and possibly by some traps that will kill them in some manner.



Coax the non-mutated penguins into the Doomscale machine to help counteract the onslaught of the alien penguins rushing the machine.



JAGUAR



missile command 3D

The Classic Hit Breaks Into the Next Dimension

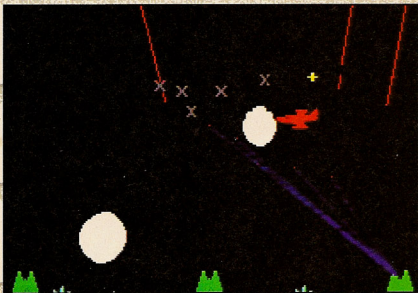
Even though we have seen many great games come and go over the years, it's always a blast to take a walk down memory lane and fire up one of the original, hall-of-fame masterpieces. In their time, they were state of the art; now we look at these games as pieces of the past. Atari has taken one of their originals, Missile Command, and

rereleased it with a few added bonuses that will keep not only the veteran gamers happy but future players as well. In Missile Command 3D, there are three modes to test your skill: Original, 3-D and Virtual. The original is pretty self-explanatory: two-dimensional gameplay with one objective: Protect your bases from an onslaught of enemy attacks. The 3-D

"If you're looking for the original, the Jag is not where you're going to find it!"

Mode plays very much like the original, but has been upgraded graphically to give the player the feel of being in control of the action from a command center placed a safe distance away from the destruction. The last mode of play is the Virtual Mode. Unlike the first two modes,

here you also have a setback view, but the "virtual" comes into play when you have to switch between the bases. The strategy comes in when you realize the fate of the world is in your hands; are you up for the challenge? ▼



Before trying out the two extra modes included in the game, it would be a good idea to brush up on the basics of the original.



When taking on the Bosses, watch your weapons meter.

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Atari	1	
SIZE	THEME	% DONE
16-Meg	Shooting	80%

PLAYMATES INTERACTIVE ENTERTAINMENT PRESENTS: MUTANT CHRONICLES™ DOOMTROOPERS™ CONTEST:

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DOOMTROOPERS
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Age: _____ Circle what type of game you like:

ACTION/ADVENTURE RPG SPORTS PUZZLE STRATEGY COMBAT
WHAT TYPE OF SYSTEM DO YOU HAVE? SNES GENESIS

Contest Rules: No Purchase Necessary. To enter, mail the entry form or a standard size postcard containing name, address, phone number, age, and a self-addressed, stamped envelope (A5 or A6) to: Action/Adventure RPG or Sports Puzzles, Strategy or Combat (please print): Mutant Chronicles, Doomtroopers Contest, 1228 Highland Avenue, 2nd Floor, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be hand-written. Mechanically reproduced entries will not be accepted. Entries must be received by February 1, 1995. All entries become exclusive property of Sendal Publishing Group, Inc. and will not be acknowledged or returned. Sendal Publishing Group, Inc. assumes no responsibility for lost, mutilated, late, illegible, misdirected, or misdirected entries. Only one prize per family, organization, or household. 2 Prizes: 1 Grand Prize: Grand Prize winner will receive one (1) Mutant Chronicles art set. Grand Prize has an approximate retail value of \$1000.00. 10 First Prize: 10 First Prize winners will receive one (1) Mutant Chronicles art set. First Prize has an approximate retail value of \$700.00. 10 Second Prize: 10 Second Prize winners will receive one (1) Mutant Chronicles art set. Second Prize has an approximate retail value of \$100.00. 10 Third Prize: 10 Third Prize winners will receive one (1) Mutant Chronicles art set. Third Prize has an approximate retail value of \$50.00. 10 Fourth Prize: 10 Fourth Prize winners will receive one (1) Mutant Chronicles art set. Fourth Prize has an approximate retail value of \$25.00. 10 Fifth Prize: 10 Fifth Prize winners will receive one (1) Mutant Chronicles art set. Fifth Prize has an approximate retail value of \$10.00. 10 Sixth Prize: 10 Sixth Prize winners will receive one (1) Mutant Chronicles art set. Sixth Prize has an approximate retail value of \$5.00. 10 Seventh Prize: 10 Seventh Prize winners will receive one (1) Mutant Chronicles art set. Seventh Prize has an approximate retail value of \$2.50. 10 Eighth Prize: 10 Eighth Prize winners will receive one (1) Mutant Chronicles art set. Eighth Prize has an approximate retail value of \$1.25. 10 Ninth Prize: 10 Ninth Prize winners will receive one (1) Mutant Chronicles art set. Ninth Prize has an approximate retail value of \$0.62. 10 Tenth Prize: 10 Tenth Prize winners will receive one (1) Mutant Chronicles art set. Tenth Prize has an approximate retail value of \$0.31. All prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sendal Publishing Group, Inc. should the featured prize(s) become unavailable. 3 Odds or winning: The odds of winning will be determined by number of valid entries received. 4 Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the above parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner(s) or their legal guardian(s) shall sign an affidavit of acceptance and release of liability/price acceptance within 30 days of receipt of prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sendal Publishing Group, Inc., Playmates Interactive Entertainment, Inc., and their respective affiliates are not eligible. Neither Sendal Publishing Group, Inc., Playmates Interactive Entertainment, Inc., nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize (a prize that all prizes) are awarded on the condition that Sendal Publishing Group, Inc. and their respective affiliates and employees will have no liability whatsoever for any injuries, losses, or damages (and/or resulting from acceptance, possession, or use of the prize(s)). Winner(s) acknowledge that Sendal Publishing Group, Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness, or Winners List. For a list of winners, send a stamped, self-addressed envelope to Mutant Chronicles, Doomtroopers Contest Winners, 1228 Highland Ave. 2nd Floor, Lombard, IL 60148. Requests for winners lists must be received by March 15, 1995. Allow 4 weeks for delivery of winners list. 6 Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7 Sponsors: This contest is solely sponsored by Playmates Interactive Entertainment, Inc., Mutant Chronicles, Doomtroopers. © 1995 Target Games AB. All Rights Reserved. Mutant Chronicles, Doomtroopers and all character names and distinctive likenesses thereof are Trademarks of Target Games AB. Electronic Gaming Monthly is a trademark of Sendal Publishing Group, Inc. © 1995 Sendal Publishing Group, Inc. All Rights Reserved. Printed in U.S.A.



Baldies

Call the Hairclub, We Got Baldies!

Everyone's squishy friends are lining up to build and battle on your Jag CD. Baldies puts you in charge of developing an armada of the spineless masses to battle against hostile enemy forces. In the game, your mission is to

build your Baldie empire and search out the local enemy force to destroy them. The game follows these same guidelines through the various stages, but continues to increase the difficulty in the missions by raising the number of enemies and



"It is easy to lose track of time while building the hairless troops"



Keep a good supply of builders on hand, working to keep your structure from falling apart or burning.

starting your troops out with less equipment and supplies to begin the battle with.

There are four types of Baldies each with its own skills that benefit you in various ways. You access their skills by placing them inside structures that they build and making them to go to work. Each building can hold a set amount of Baldies, by balancing the number inside you control everything

from their research and weapons to their repopulation habits. Increasing the number of soldiers inside allows the soldiers inside to shoot and use grenades. Increasing the number of

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Atari	1	
SIZE	THEME	% DONE
CD-ROM	Action	70%

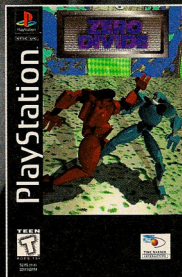
Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game
Superbly detailed graphics, unprecedented fighter control, high
quality soundtrack, awesome depth and challenge are all combined
to give you the most complete fighting game experience available.

Get it at your local retailer!

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter—jumping attack in combos
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the fight
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode





New researched weapons cause sometimes unknown results.

scientists allows you to research new weapons and equipment to help your army in the battle.

Moving your cursor around the screen is extremely slow in the beginning of the game, but will speed up if you can perfect the skill of using the A button to scroll around. Best results are obtained by finding the balance between the slow and fast-moving cursors and practicing with



the two extensively.

The graphics in Baldies are fair at best. The characters and structures in the background are not as sharp as one would expect them to be because of their small size. Players can still get a good feel for the action by just watching, but the visuals could have been more clear throughout. The music sounds like a cross between classical and *Pee Wee's Playhouse* but is still highly imaginative and enjoyable

Hiding In Trees

Besides the ability to just move the Baldies around and let them go about their business, you can move them into trees and amass



your army for a huge onslaught without moving each Baldie to the enemy's landmass. The enemies can't find your troops hidden in the trees and therefore are safe from them. Once you release them, however, the enemy is in store for one heck of a bad time caused by flying bullets and lobbed grenades.

for this type of title.

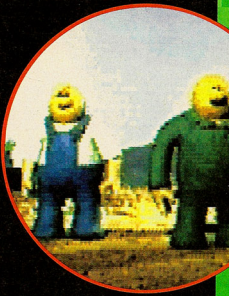
Baldies taps into the strange and twisted part of your brain that makes you enjoy building and conquest. It is easy to get hooked on Baldies while acting as a god, controlling the hairless masses. For Jaguar CD owners, Baldies is bound to soak up much of your time. ▼



Build your forces quickly to fight against the enemy bases.



Your buildings evolve from shacks to giant, thriving battle fortresses.



Breeding Baldies

To increase the number of your masses, keep a large amount of working Baldies in each of your structures. They will continue to reproduce and release the new creations in your front yard so you can then designate which trait you want them to take. To get

even more Baldies, build more bases and follow through with the same tactic. Make sure you keep enough builders inside your base to keep it from falling apart from a lack of attention. Players must experiment with their own game to find the balance that works best for them.



Change hallway baldies to workers. Workers inside the house breed.



Putting your Baldies to work inside the buildings is the root of the game and determines the outcome of your actions.



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

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

**MUTANT
CHRONICLES**

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

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I-WAR

Go Virus Hunting

Mankind has grown dependent on the Override mainframe, which was designed to handle the increasing complexity of the world net called the I-WAY. This system has worked for many years without a problem; however, its databases start to mutate and

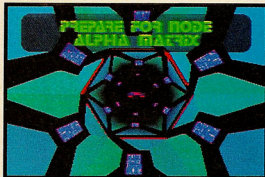
begin creating virus Datapods that clog the I-WAY. Now, you are mankind's only hope to clean out the mutant databases and remove the virus datapods that are blocking the I-WAY.

Choose either a light, medium or heavy mech, then enter the I-WAY. Attempt to clear out the datapods and databases by finding weapon and energy power-ups that will help you make more of a statement.

Your mission is to collect datapods that



Use the bouncing platform to get up to this platform's level.



Once all the datapods are collected, the exit opens up for you.

will remove the existing virus programs. You also have to destroy mutant databases to stop viruses from appearing. Once this is complete, enter the datalink.

I-WAR is packed with polygon graphics. The levels have different stages that are connected by a warp. These jump gates move you quickly to different areas on the map where there are additional enemies and datapods that should be collected. Levers and switches that raise platforms and other moving objects will be encountered.

Be sure to stay on your toes, because it is easy to lose lives during the course of this fast-moving game. Players looking for the

"I-WAR is the Jaguar alternative to the PS Assault Rigs."

Jaguar alternative to the PS Assault Rigs should check this one out. The polygon visuals and the interaction between background objects make I-WAR a mech game to look out for if you're a Jaguar owner. ▼



RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Atari	1 or 2	
SIZE	THEME	% DONE
16-Meg	Shooting	100%

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GAME BOY



KILLER INSTINCT

Portable Killing Power

Nintendo's fast-action fighting game of combo moves has been shrunk down and packed into the Game Boy. Now, you can take your favorite fighters anywhere you go in portable form and battle your way up the fighting scale of warriors on the go.

Besides the most obvious

loss of Riptor, the characters remain the same. The moves and combos are the same for each character. But in this portable version, the ability to build up a great amount of attacks appears to have been lost in the conversion process. The programmers seem to have forgotten to

bring over the one feature that made KI different from rest of the fighting



Individualized Vs. Screens are the most noteworthy item in this title.

game masses—combos. The combos are still included, but even experienced players will have difficulty putting together anything more than just a monster combo.

The appearance of the stages and the characters are decent and fairly close to real even for the miniature screen of the Game Boy. There is even changing background music (clicks and pops) that is almost as upbeat as its color big brother. The sound effects are the only area of irritation even in

portable form. They sound like nothing more than two different tones of someone dragging a shoe across concrete. The louder noises

are representative of a hit and the quieter ones mean that the opponent has blocked or that the move missed.

If you can't get enough of KI no matter where you look,

"It's still KI, but what happened to the easy combo moves?"

try the Game Boy version. If you are looking for a new thrill, pass on this one and stick to what the Game Boy does best: puzzle and minimal action games. ▼



RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Nintendo	1 or 2	
SIZE	THEME	% DONE
4-Meg	Fighting	100%

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the time
you got
your butt
kicked?**



**Remember
the times
you kicked
butt!**



Unlike your brain, InterAct's MEMORY CARD PLUS™ card for the Sony PlayStation™ and Sega Saturn™ systems only remember what you want them to. MEMORY CARD PLUS for the Saturn has an incredible 8 MEGs* of game saving power—twice as much as Sega's memory card! And the MEMORY CARD PLUS for the PlayStation can store up to 120 of your best games—eight times more than the Sony memory card! If you're not putting your best butt-kicking memories on a MEMORY CARD PLUS, you've probably taken one too many punches to the head.

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Tails' Adventure

Get Some Tail!

Sonic's friend Tails stars in his first action game without the help of any of his comrades. As Tails, you can use your fast-swinging fox tail to lift you high off the ground and hover over dangerous objects. This

"Tails' Adventure requires more thought and planning than fast-action movement."

flight can be sustained for as long as your energy meter allows you to keep up the demanding task.

Your health is acquired in the standard Sonic way by



Hover over enemies and drop bombs onto them while avoiding damage.

gathering rings and dropping them when your character falls into trouble. Ring canisters abound in the stages and allow you to store more than just the 10 you begin with. Canisters are usually located in an area right before a level Boss is encountered.

Besides the flying capability, you have a small inventory of weapons and special use items that include standard bombs, timed bombs, small remote control craft and other

speciality weapons. Using weapons is the only way to kill the one-hit enemies. Jumping on their heads as Sonic would just cause you damage.

Control of the fox is accurate, but the slow walking of the character makes all movement appear sluggish unless he is flying. The audio and sound effects climb above the standard for a Game Gear title.

By demanding more thought and less



Rocks and spring boards can be pushed to clear the way or to let you reach inaccessible areas.

race-against-the-clock movement, Tails' Adventure requires you to use your mind; not just reflexes and timing. Sonic should watch out; his friend may become more popular than he is with decent titles like this. ▼

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



Mental Block?

If old puzzle games leave you feeling flat,

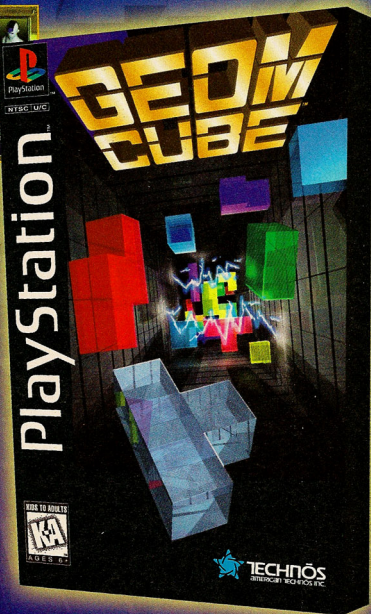
Try a new dimension in puzzling excitement



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GEOM CUBE

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sensation. Take on a friend
or a clever CPU opponent and move
shapes in a real 3-Dimensional environment!



The Next Dimension

 **TECHNOS**
AMERICAN TECHNOS INC.

 **for 2
Players**

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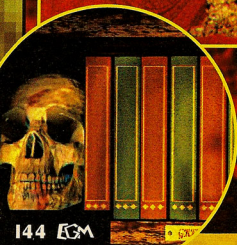
The Stauff Mansion Has Sat Quietly for 70 Years, Until Now

There are a lot of PC games that have come and gone in the past: some good, some bad. However, there are a few that stick out in everybody's mind as being "ground breakers." One such game that comes to mind is *The 7th Guest*. Upon its release, this masterpiece set the industry standard for future titles with excellent-looking video, a compelling

story line and a collection of mind-boggling puzzles that sent gamers scurrying to the stores in search of a hint book. That was then, this is now, and Trilobyte has been hard at work preparing *The 11th Hour: The Sequel to The 7th Guest*, the second installment to the original dark and grisly tale. More than 70 years have passed since the original setting of the first game, and you play

the role of an investigative reporter for a TV show, *Case Unsolved*. The story unfolds as you must head for the mysterious Stauff Mansion in search of the show's missing producer who just happens to be your girlfriend as well. The gameplay in *The 11th Hour* is somewhat similar to that of *The 7th Guest*, with a

few twists to it. You will still have to explore the house and try your luck at the extremely complicated, hair-pulling puzzles that the evil Stauff has conjured up, but



RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	PLAYERS	
Virgin	1	
SIZE	THEME	% DONE
CD-ROM	Adv/Puz	100%

SONY



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PC Gamer Editor's Choice

"Every bit as clever as the original." - Game Players

"An immersive, satisfying and original experience." - Ultimate Gamer

"The only complaint I have is that I wished I had more time to play the game..."

3D Lemmings is a winner." - Electronic Gaming Monthly (Editor's Choice Gold)



KIDS TO ADULTS



AGES 6+

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unlike the first game, you are on a treasure hunt for items that Stauff has hidden in the mansion. There are many different items to interact with, but to progress through the game you will need to click on the correct one. In order to do this successfully, you will have to use a small gamebook much like a computerized personal organizer. This is where you will not only load and save games, view the floorplan of the house and receive help on the puzzles if you become stumped, but also receive a small text clue leading you in the direction of the correct object you need to find in the house. For example, your first text clue in the game is "winter coat: used for a

mixer." By analyzing the puzzle, you must first use the clue, "used for a mixer" and rearrange the letters in "winter coat" to find the answer. If you have figured it out, you will soon be on your way, searching through the mansion for a bottle of tonic water. Once you find the object, you will be able to watch a small segment of video via the gamebook that will reveal a little bit of the story at a time. When you have successfully completed your task of solving all the puzzles in the house and finding the correct items, you will be able to piece together the story and find out the answers to a lot of the



After beating the third puzzle, search the hidden torture chamber and remember everything you find. You will need this info later.



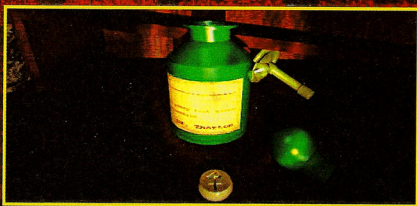
unsolved questions in the game. Sound easy? Not likely. Right from the first puzzle, you will find yourself wondering if the solution is even remotely possible. If you're

looking for a game with superior graphics that will be well worth your money, The 11th Hour: The Sequel to The 7th Guest is just the game you've been waiting for! ▼

The Making Of

To understand how impressive *The 11th Hour* is, you must take a walk behind the scenes and check out some of the specs on this incredible CD-ROM adventure. First, this is the first multimedia game to be released in letterbox format, which runs at 30 frames per second with a screen resolution of 640x320. Because the resolution of a television is 320x240, this means the quality of the video that is used in *The 11th Hour* is so advanced that it will be hard for the player to tell the difference between the game and a cinema sequence. To accomplish all the high-quality video, the game had to be compressed using an entirely new method called Encode, a proprietary software tool. The statistics of the end product are astounding! *The 11th Hour* is 600 gigs uncompressed and fills only three CD-ROMs, which includes more than 65 minutes of full-motion video and is 12 times larger than its predecessor, *The 7th Guest*.

"Trilobyte once again sets the standard in multimedia technology and interactive entertainment with *The 11th Hour*!"



WING COMMANDER III



Heart of the Tiger

ORIGIN IN ASSOCIATION WITH ELECTRONIC ARTS® PRESENTS A CHRIS ROBERTS GAME
"WING COMMANDER III: HEART OF THE TIGER" STARRING MARK HAMILL, JOHN RHYSDAVIES, JASON BERNARD,
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PRODUCTION DESIGNER CHRIS DOUGLAS EDITOR PHILLIP GESSERT MUSIC BY GEORGE OLDZIEY EXECUTIVE PRODUCERS VIRGIL HARPER

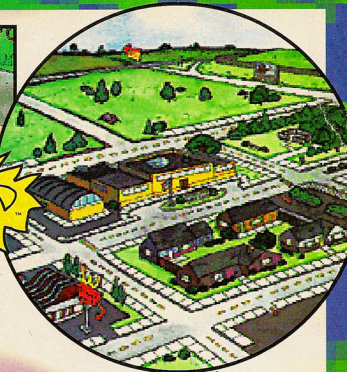
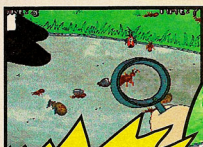
EXECUTIVE PRODUCERS DONNA BURKONS CHAIRMAN FRANK D'PALMA AND TERRY BOST

PRODUCED BY CHRIS ROBERTS DIRECTED BY FRANK SAVAGE AND CHRIS ROBERTS



Coming soon for





BEAVIS AND BUTT-HEAD IN VIRTUAL STUPIDITY

The Streets Will Flow With the Blood of the Non-believers

You've seen the show, you've watched the videos, now prepare yourself for the ultimate in computer entertainment: Virtual Stupidity! Spend a day with your favorite fartknockers doing what they do best: causing trouble.

Your adventure begins in the worst possible place: school. Your first objective is to figure out a way to get out of class without getting

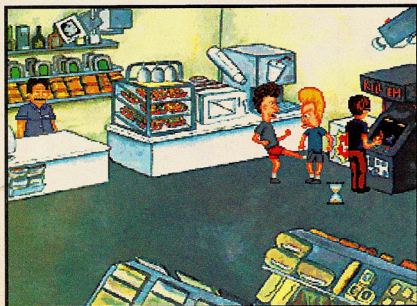
busted, then head down the hallways looking for the ultimate escape route. Be careful, though, because on your way you are destined to run into some serious dumb@\$\$es such as Mr. McVicker and everybody's favorite Mr. Buzzcut. If you're crafty enough to make it to freedom, you can then choose to explore the different areas in your town, all the while keeping in mind

your ultimate goal—figuring out a way to be cool enough so Todd will let you join his gang. The game plays very much like a Sierra adventure game, with all the controls you need to use such as look, use, walk, talk and even your inventory located conveniently in an easy-to-use interface that can be pulled up with a quick right click of the mouse button.

Besides figuring out which items you need to pick up to progress through the game, there is humor to be found everywhere by just looking at or touching cool stuff. Some of the areas that you can wreak havoc with in the game include the park, the Mini Mart, the Burger World and, of course, your house,

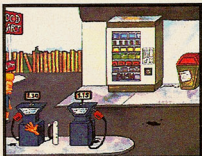
"It just doesn't get any better than this!"

just in case you feel like watching some videos that don't suck. One of the bonuses of Virtual Stupidity are the special minigames that your feared leaders can participate in. After playing all the games and collecting all the necessary items, and *maybe* if you're cool enough, you will be worthy to join Todd's gang. ▼



Hilarious sequences show off Beavis & Butt-head's humor and take you to famous locations from the TV series.

RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		PLAYERS	
Viacom		1	
SIZE	THEME	% DONE	
CD-ROM	Advent.	100%	



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If PlayStation's Your Vessel...

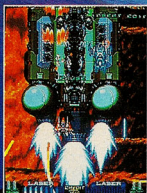
Jupiter Strike™



robotic colonies and vast
armadas of alien warships,
mankind's only hope for
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PC

FOX HUNT

Here Come the Hounds

Fox Hunt is an action/adventure-based spy thriller in which you are thrown into the world of Jack Fremont, a normal guy who finds himself in unbelievable circumstances. Your many missions will have you searching for missing launch codes, snatching a briefcase full of money and diamonds, avoiding being

killed and if you feel like it, getting the girl. Oh, and you only have 24 hours to save Los Angeles from the missile pointed at it.

Players who are already preparing themselves for a "follow the guided-line adventure" where you need only to sit back and watch the story reveal itself as you hit a few buttons, should get



Your primary mission is to find the mission codes to stop the nuclear warhead aimed at Los Angeles. Peoples' lives hang in the balance.

ready to inspect Fox Hunt more closely. There are multiple paths allowing players to gather information, make real-time decisions and battle the bad guys. There are more than 20 different action sequences that will have you fighting hand to hand, skiing, snowboarding, racing and shooting while careening at high speeds through a maze

of tunnels among many other actions. The game also features 10 different outcomes based entirely on the player's actions and chosen sequence of events during the riddle-solving process.

Control revolves around the use of the number pad for directions and the enter key to select the object in front of your face that you want to use. The loading



Grab your skis as you battle against enemies in this winter setting (Aspen). These gun battles will force you to protect your skin.



RELEASE DATE		DIFFICULTY	
January		Hard	
PUBLISHER		PLAYERS	
Capcom		1	
SIZE	THEME	% DONE	
CD-ROM	Advent.	40%	

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Available on PC CD-ROM (DOS and Windows 95™ compatible). Check out *Rebel Assault II* at LucasArts web site: <http://www.lucasarts.com>

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**"Capcom pushes
FMV game
technology up
to motion-
picture level."**



What's up with the fat ninja dude? This guy is always looking for a fight and appears out of the least expected places (like the fridge).

sequence between frames is quick and will keep your attention tuned to the screen while the new info is accessed off the disc. All of the movements and actions are cinema-based.

Accessing different items in your environment will require a player to click on an object multiple times to get all the information out of it (such as the answering machine).

Most of the actions are designed to make the game feel non-linear and above all to entertain the player with humor and sarcasm. While some of the events are actually useful in your mission, these occurrences are few and far between.

For players just skimming over this article because they are not interested in PC games, be forewarned: Fox



Hunt is soon going to be available for the Mac, PlayStation and the Saturn. Fox Hunt is Capcom's chance to prove themselves as a leader in full-motion video games. If FMV is your style, you can't afford to pass on this one. With this much effort put into the title, players are just waiting to be impressed. Let's see what the game delivers. ▼



HOW'D THEY DO THAT?



Fox Hunt is supplied with over three hours and 20 minutes of full-motion video. It was shot entirely on 16mm film with the intention of giving the game a deeper and richer picture quality that would be a step above the industry standard most FMV games have used up until this point. All in all, more than 40 sets and 2,100 camera sets were used to depict some 735 scenes that were all filmed during a 33-day shoot in Los Angeles and Aspen. It looks like the minds of Capcom have finally decided to push the standard of full-motion video to a level more worthy of the film industry than the game market. What's next?

MTV'S BEAVIS AND BUTT-HEAD™

CD-ROM
ADVENTURE
GAME

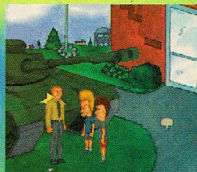
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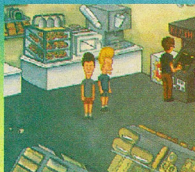
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LIKE THEY SAY IN THAT OZZY MOVIE, "THERE'S NO PLACE LIKE HOME." UNLESS IT SUCKS.

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- GEX jumps and sticks to everything while thrashin' secret levels in search of elusive remote controls.

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DYNAMICS™**

And they said it couldn't be done.*

* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }



For Sega™ Genesis™ and Super NES®

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INTERNATIONAL
PROTOS

Beyond the Beyond is a hot new RPG heading to the PlayStation in Japan. (It's not coming to the States yet...) Beyond the Beyond is your basic RPG with the world exploration set

lities are the battle sequences. The screen rotates around as monsters



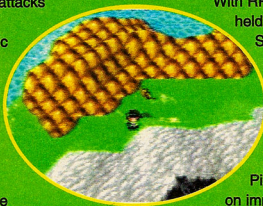
BEYOND THE BEYOND


from a top-down view. What really shows off the PlayStation's capabilities and party members switch off doing their damage. The character attacks and the pyrotechnic magic attacks will blow you away.

The CD music of Beyond the Beyond is a fast-paced

symphony that creates the perfect fantasy mood.

With RPGs being held up by Sony, it seems unlikely that this one will come here. Pick it up on import if you can.



SYSTEM	RELEASE DATE
 PlayStation OVERSEAS	Feb. - Japan THEME RPG PUBLISHER SCE of Japan SIZE CD-ROM PLAYERS 1 % DONE 80%

PUBLISHER
Arc Systems Works of Japan

SYSTEM

RELEASE DATE

THEME

PLAYERS



Feb. - Japan

SIZE

% COMPLETE

Action

1

CD-ROM

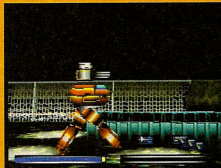
N/A



Exector is sort of like Loaded in mechs. The version we saw was rather early, but this game looks promising. You control a mech in an arena-type situation. You have a variety of weapons ranging from missiles to lasers. Other mechs hunt you down in narrow corridors. The viewpoint is similar to Loaded, a

pseudo-topdown view. You can scale in and out and rotate for different perspectives.

This game has a decidedly grainy look to it. There isn't much detail on the texture-mapped polygons, but hopefully the looks will be upgraded. Still, if you've been looking for an action-mech game, Exector might be just what you're looking for.



Aquanaut's Adventure is more or less an interactive educational tool. You pilot a submersible deep under the waves. This game shows you different types of undersea life. Much in the tradition of Jacques



Cousteau, you can observe the behavior of whales and fish. It's a fun new way to do your biology homework. Unfortunately, it probably won't come out here.

AQUANAUT'S ADVENTURE



SYSTEM	RELEASE DATE
 PlayStation OVERSEAS	Now - Japan THEME Adventure PUBLISHER Artdink of Japan SIZE CD-ROM PLAYERS 1 % DONE 100%

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

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



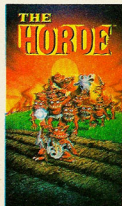
35 minutes of
video explains how
piss-boy Chauncey
saves the King and
is rewarded with
the old man's
Grimthwacker
(It's a sword).



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



Forget about fields of dreams.
With **The Horde™**, it's more like
little slaughter-house on the prairie.
See, we've injected arcade-style,
belly-slitting fun into that
sleepy-ass commune you call home. And
between digging death pits and
hiring archers, enjoy some
serious, gut-popping swordplay.
'Cause man, these neighbors
really bite!



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INTERNATIONAL PROLOS

GALAXIAN³

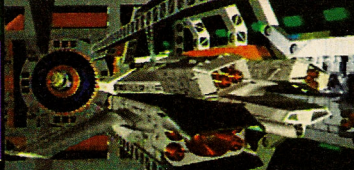
Next Wave

Namco's hot shooter Galaxian³ will be making an appearance on the PlayStation. This game is primarily a shooter set on a rendered CG background similar to Star Blade. One unique aspect of this game is that you can link up two TVs for four-player simultaneous action. This has never been done before with a

game of this type.

Galaxian³ has a good chance of coming out over here. If you're a shooting game lover, this game will have you frothing at the mouth.

PUBLISHER		SYSTEM	RELEASE DATE	
Namco of Japan			2nd Qtr. '96	
THEME	PLAYERS		SIZE	% COMPLETE
Shooter	1		CD-ROM	N/A



THE TOWER



The Tower is also known in the States as SimTower.

The object is simple, but much like the rest of the Sim series, you'll spend days trying to build the perfect place. With The Tower, you must build up a skyscraper, rent out sections to businesses or create a residential area. Balancing things out takes skill. How would you like to have noisy neighbors? As the game progresses, there is more and more you can do.

The Saturn version of this game boasts new cinemas and other features not found anywhere else!

Samurai Shodown 3



SNK's popular fighting game series continues with the third installment. This sequel boasts improved graphics and sound, along with an assortment of new characters complementing the older cast.

Details are still sketchy on this one, but it appears that most of the older fighters have new moves, more super moves and keeping with SNK tradition, more secrets.

Be sure to keep an eye out for more on this hot game in a future issue. If this one is as hot as the two earlier carts, we'll be in for some really good times ahead. We'll keep you posted.



SYSTEM	RELEASE DATE
	Now - Japan
	THEME
	Fighter
PUBLISHER	SIZE
SNK of Japan	100+ Meg
PLAYERS	% DONE
1 or 2	100%

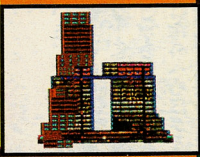


The fighting thrills of Street Fighter Zero (a.k.a. Alpha) for the Saturn are coming your way. This game is almost finished, and here's a preview of what it's like: The graphics and sound are close to the arcade in every way. The control is top-notch and all the fighters are here.

In case you haven't heard of this title, the action takes place before Street Fighter II. Ryu, Ken, Chun Li and Sagat are in this version, and there are some new characters, too. Birdy and Adon, from the original SF join Sodom and Guy from the Final Fight series. Super moves have been included too!

STREET FIGHTER ZERO

PUBLISHER		SYSTEM	RELEASE DATE	
Capcom of Japan			Now - Japan	
THEME	PLAYERS		SIZE	% COMPLETE
Fighting	1 or 2		CD-ROM	N/A



There are new features that will be found on the Saturn version.

SYSTEM	RELEASE DATE
	Now - Japan
	THEME
	Strategy
PUBLISHER	SIZE
OpenBook of Japan	CD-ROM
PLAYERS	% DONE
1	100%

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.

("One of the best 3D shooters ever.")
"Just gotta have it!" -DieHard GameFan



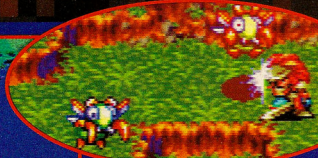
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**CRYSTAL
DYNAMICS**




INTERNATIONAL PROLOS

Next Wave



Fight all sorts of strange creatures on your journey through the wilderness.

SYSTEM		RELEASE DATE	
		Now - Japan	
PUBLISHER		THEME	
Square of Japan		RPG	
PLAYERS		SIZE	
1		32-Meg	
		% DONE	
		100%	



Each of the six characters has a different beginning!

beginning. The game starts in a different way depending on which character you choose.

Seikendensetsu 3 is better known as the Secret of Mana series over here. Compared to the earlier game that we saw, it is easy to identify certain improvements.

The graphics and audio are top-notch Square quality.

The RPG elements mesh



Be sure to buy plenty of candy early on in your quest—it regenerates hit points.

with Zelda-like action to bring players into the intriguing world of high fantasy.

As with most RPGs, this one probably will not come out in the States, as the 16-Bit market is losing popularity and RPGs are hard to translate. Still, this one might be worth picking up on import. It's an excellent quest.



The masterminds at SquareSoft have devised yet another wonderful RPG that most likely will not be appearing in the States.

This mammoth title boasts a total of six adventurers. You can choose three in the

SEIKENDENSETSU 3

HORNED OWL



Horned Owl is another shooter for the Sony PlayStation. You guide a cursor over a screen of targets. Aliens attack you, and the only way to avoid damage is to get them before they get you. The



most attractive feature of Horned Owl are the detailed graphics

that set it apart from its competitors.

Horned Owl looks like it's one of the most intense gun-style shooters around.

PUBLISHER		SYSTEM		RELEASE DATE	
SCI of Japan				Now - Japan	
THEME		PLAYERS		SIZE	
Shooter		1 or 2		CD-ROM	
				% COMPLETE	
				N/A	

Next Wave

HERMIE HOPPERHEAD

Hermie Hopperhead is a Mario-esque action platform game. The main character is a clown of sorts who can collect eggs and use them as tools. The whole game has a very cartoony look to it, with better effects as the levels progress.

The gameplay is exactly like that found in a Mario game. You can jump on enemies and find hidden areas by dropping down into garbage cans (like Mario pipes). This game has lots of secrets.



PUBLISHER		SYSTEM	RELEASE DATE	
SCE of Japan		PlayStation	Now - Japan	
THEME	PLAYERS		SIZE	% COMPLETE
Adv.	1		CD-ROM	100%

BLOW 'EM TO SQUID SPIT

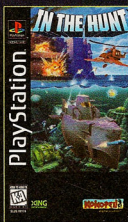


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for underwater terrorists in this arcade shooter for the Sony PlayStation. Power up your awesome arsenal of weapons and go it solo or grab a friend for intense 2-player simultaneous action.



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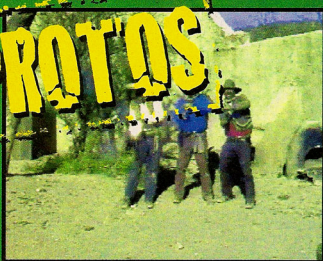
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PROTOS



BOUNTY HUNTER

SYSTEM	RELEASE DATE
	Now
PUBLISHER	THEME
American Laser Games	FMV Shooter
PLAYERS	SIZE
1 or 2	CD-ROM
% DONE	
100%	



The full-motion video masters at American Laser Games have gone back to the basics and created Bounty Hunter. This game is similar in design to Mad Dog McCree and Crime Patrol. The gameplay is rather simple: Gun down enemies that pop up before they get you.

Miss one enemy,

and it's an early grave for you.

Bounty Hunter has a very unique feel to it. It looks like a real movie, with plenty of special effects.

If you're one of those who enjoy FMV, Bounty Hunter will be right up your alley.



Iron Soldier 2



The Jaguar's cool mech simulation has spawned a sequel. Iron Soldier 2 puts you in the cockpit of a giant-sized war machine. You have rockets and missiles with which to crush buildings and shoot enemy choppers. This game is more of what you liked in the original game. If you like shaded polygons and heavy machinery, this cart is for you.

SYSTEM	RELEASE DATE
JAGUAR	March
	THEME
	Action
PUBLISHER	SIZE
Atari	CD-ROM
PLAYERS	% DONE
N/A	20%

Next Wave

PROTOS

was available
was a few pictures, so here
you go. It will be available
for Saturn, PlayStation and
IBM PCs.

Carnage is an
action/adventure game
that will be appearing
late this year for the
PC followed by the
console systems.

This game is so early
that actual details are
really sketchy. All that

CARNAGE

PUBLISHER

Ocean

THEME

Act/Adv

PLAYERS

N/A

SYSTEM



RELEASE DATE

Nov. '96

SIZE

CD-ROM

% COMPLETE

N/A

When I find F.U.B.
my balloon will be
red, he will go
splatt!, and

I'll carve him up
into bite-sized
chunks so I can

feed him to my
fuzzy bear Percy.



15 Enormous
Levels To Explore



3D Morphing Terrain

"Possibly the
hottest title
of the year."

f.w.a.n.k.

— Game Players

WEAPON OF CHOICE: Neutron Spheres
SUPER WEAPON: Homing Teddies



KILLER TIP: not a speed demon — go in
blazin' or else risk getting surrounded.

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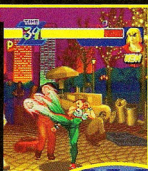
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PROTOS

Street Fighter ALPHA

Next Wave



Street Fighter Alpha is nearly complete for the PlayStation. Take a look at the pictures above and compare them to the arcade. Not much difference, huh? This translation of Capcom's premier fighting

game is impressive.

With a host of fighters from the first two Street Fighter games plus a few new ones, players have more techniques and combos to

discover. The inclusion of Alpha Counter moves makes for all-out fighting fury.

This game shows how good the PlayStation can be at converting arcade titles.

PUBLISHER

SYSTEM

RELEASE DATE

Capcom



February

THEME

PLAYERS

SIZE

% COMPLETE

Fighter

1 or 2

CD-ROM

50%

Capcom's ultra-scary adventure game for the PlayStation is nearing completion. We just acquired a new copy of the game that has even more to it than what we showed you a few months back. First, there has

been more animation added to the characters. After you shoot a zombie, he may not die. You now have the ability to grind his skull with your boot. Eeww!

Second, the playing area has been increased in size, with lots of places to explore in the giant mansion. Each room is rendered

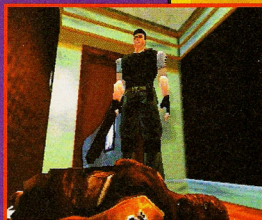
realistically, with different camera angles as you move about the mansion.

Last, there are also more enemies to face. Aside from the relentless undead, birds and spiders will hunt you down. Werewolf-like beings will pounce unexpectedly. Weapons have been added, with guns of all types hidden through the maze of corridors.

Resident Evil looks like it'll be one of the most unique and terrifying games to hit a video game system. We'll have more info on this one as it becomes available.



Resident Evil



PUBLISHER

SYSTEM

RELEASE DATE

Capcom



March

THEME

PLAYERS

SIZE

% COMPLETE

Adventure

1

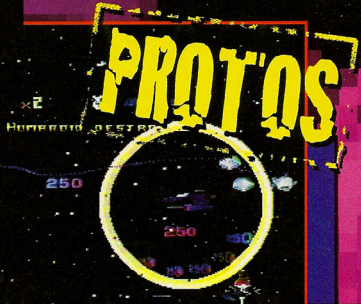
CD-ROM

25%

Next Wave



27916



DEFENDER 2000

The latest in the lineup of classic arcade games translated to the Jaguar is Defender 2000. This new update brings players to an all-new level of intensity.

While the graphics haven't been improved much, there are little animations added like the human's move.

Some of the levels are detailed with rock faces or cities, but its graphics aren't all that impressive. Defender 2000 has several new features, like jump gates that teleport you to other levels and the inclusion of power-ups. Power-ups have never

been seen before in this game, so they're definitely a new twist on the old theme. There are even new enemies to take on.

Of all the Jaguar translated titles, Defender 2000 is the most improved. The level of intensity will win over a new generation of shooter lovers.

SYSTEM	RELEASE DATE
JAGUAR	February
PUBLISHER	THEME
Atari	Action
PLAYERS	SIZE
1 or 2	32-Meg
	% DONE
	50%

BUTCH

"Yee-haw! I'm a
killin' maniac,
AND I LIKE IT!!!"
— Game Players

When I find F.U.B.
I'm gonna dress
him up in
a hideous day-glow
mini-skirt.



Features Music of
Pop Will Eat Itself



Zoom In & Out Of Action

paint his toes
violet, and
call him "Dolly."
Then I'll
waste him.

What Good Is A Sony® Playstation™ If It Isn't

LOADED

Interplay
BY GAMERS. FOR GAMERS.™

Gremlin

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KILLER TIP: Fights best against the ropes. Back into a corner and mow 'em down.
WEAPON OF CHOICE: Flamethrower
SUPER WEAPON: Explosive Ring

PROTOS

Alien Virus



The plot is encapsulated in the 15-minute introduction cinema. You are a worker for a company who must take a month-long voyage to see his girlfriend in a far-away space station. When you arrive, you begin noticing that things aren't exactly right. For example, the place is surprisingly devoid of human life.

The bulk of the game has you solving mysteries. In fact, you must find out how to jerry-



You may have seen pictures of Alien Virus in earlier issues. Well, we recently received a 90 percent complete version to preview and here's the latest word.

Alien Virus is a point-and-click adventure game that uses a similar format to many of the PC graphic adventures. It will probably use the mouse when it's completed, but that hasn't been confirmed yet.

You have a variety of items to click on. These will activate certain commands like Examine, Use and Open. With these controls you are to navigate a space station while solving puzzles.



rig some batteries and repair a robot before you can leave the first room. You'll start feeling like McGyver after a few screens of playing.

The graphic style is dark,

and you'll definitely get the creeps if you play this game with the lights off. The audio for now (who knows, it might stay this way) is simply a series of mechanical sounds,

ranging from the drone of generators to the gentle throb of the ventilation system.

Overall, PlayStation owners might find a lot to like with this game. It provides a good scare, and it's a far cry from the bulk of action games plaguing the platform.

SYSTEM

RELEASE DATE



January

THEME

Adventure

Vic Tokai

CD-ROM

PLAYERS

% DONE

1

95%

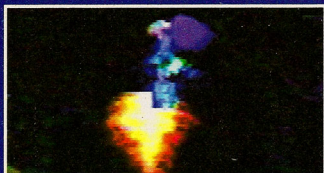
PRIMAL RAGE



Jaguar owners can finally have a high-profile game for their system. Primal Rage looks like it will be a close translation of the arcade with lots of prehistoric bone-crunching action. If you've been disappointed by other Jag fighters, try this one.

SYSTEM	RELEASE DATE
JAGUAR	December
PUBLISHER	THEME
Atari	Fighter
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	70%

Next Wave



Johnny Bazookatone

Heads up, here comes a side-scrolling action game for not just one, but three different systems. It's called Johnny Bazookatone, and it will be available for the 3DO, Saturn and PlayStation. Look for plenty of cinematic sequences and mind-numbing power-ups that fry the enemies.

The visual style looks similar to Captain Quazar, and there are plenty of cool effects that only 32-Bit can handle. Not much is known about the plot or how it plays. Hopefully this game will be the blast it claims to be.



PROTOS

SYSTEM	RELEASE DATE
3DO	January
PUBLISHER	THEME
U.S. Gold	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	85%



Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



DEFCON
5

PERSONAL COMPUTER
PROTOS

Zone Raiders

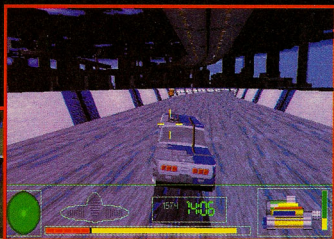


Zone Raiders is a futuristic racer where you control a variety of different vehicles in a race to the death. There have been many types of games like this out for the PC, and also the console systems, but Zone Raiders offers more to the player than just your average racing game. First,

the tracks themselves are not only long, but can become increasingly complicated with twists, turns, jumps

and even some hidden areas. For example, when jumping from one track to the next, always make sure

that there aren't any enemy vehicles waiting behind you for a sabotage. But there could also be hidden power-ups, such as weapons or shield recharges. With the ability to upgrade to better and faster cars, and the amount of levels available, Zone Raiders looks like one of the hottest racers coming out.



PUBLISHER

Virgin

SYSTEM

PC

and Compatibles

RELEASE DATE

December

THEME

Racing

PLAYERS

1

SIZE

CD-ROM

% COMPLETE

80%

EARTHWORM JIM

Everybody's favorite worm will soon be on its way to the PC courtesy of Activision! All of the features that earned Earthworm Jim a Game of the

Year award for the platform systems will also be intact in this cross-platform version, along with a few extras. The graphics will run slightly faster, and will be enhanced over the cartridge version. There are brand-new sound effects, along with a CD audio soundtrack. Last but not least, if you look really hard, you will find a never-before-seen extra level!



PUBLISHER

Activision

SYSTEM

PC

and Compatibles

RELEASE DATE

December

THEME

Action

PLAYERS

1

SIZE

CD-ROM

% COMPLETE

70%

STATEMENT OF OWNERSHIP, MANAGEMENT, AND CIRCULATION
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Next Wave



TEMPEST 2000

Still hot from the Jaguar is Tempest 2000. This fabulous remake of the classic vector graphics arcade game brings two new levels with all-new graphics, great music and fast-paced action. There are even bonus levels where you can rack up lots of points.

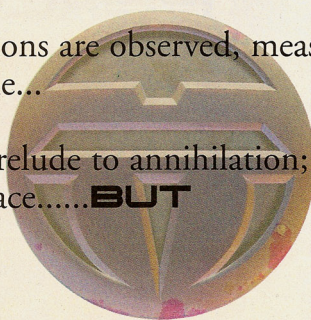


This game will heat up your PC like no other. Tired of slow-paced adventures? Just install this one and prepare to rock. The arcade has come home, although it's a little late.

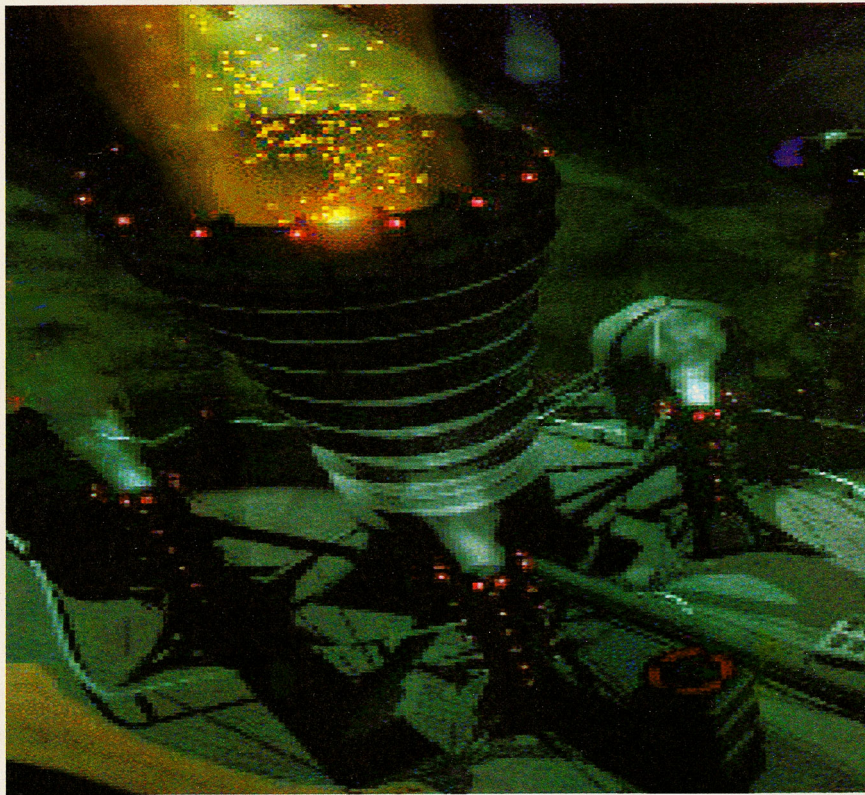
SYSTEM	RELEASE DATE
PC and Compatibles	February
PUBLISHER	THEME
Atari	Shooter
PLAYERS	SIZE
1	CD-ROM
	% DONE
	75%

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**



DEFCON
5™

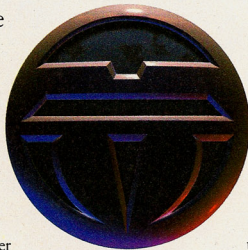


PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

—EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



A PRICE ...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.



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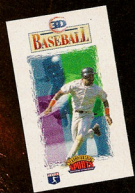


**IT'S GONNA BRUISE MORE
THAN EGOS.**



Call 1-800-771-3772 for game rating information.

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moves, for the most seamless,
in-your-face action. And with over 700
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smoke, and jacking them out of
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everyone else is crowin' about their
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We got it. They don't.

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



**CRYSTAL
DYNAMICS**



Team EgM

WILL THE PLAYSTATION BE THE NEW SYSTEM FOR SPORTS?



In-house software development was a big question mark for Sony, but they have floored many gaming pundits with NFL GameDay and NHL Face-off.

Happy New Year and what better way to start the year off right than to announce our top choices for the best sports games of 1995. Well, the year belonged to EA Sports, which hit for the cycle. It even won in the baseball category by a whisker over the reigning champs, Sega Sports and World Series Baseball '95 for the Genesis. Madden '96 for the Genesis was given the nod as the best football game and NFL Primetime from Sega captured second spot. NHL Hockey '96 was the best hockey game of the year followed by Time Warner and their Wayne Gretzky title. EA Sports' FIFA Soccer once again took top honors as best soccer game of the year.

This year EA Sports faces a difficult road if it wants to repeat. Several big players entering the sports-game business will give EA Sports a run for their money.

Konami is seeking to rekindle the success it had with games such as Double Dribble, has unleashed new 16- and 32-Bit titles under its new sports line.

Also nipping at EA Sports' heels will be Interplays VR Sports. One of its games, VR Baseball, is featured in our Inside Look section.

On the football field, a battle is brewing between Sony's NFL GameDay and EA's Madden '96.

We'll have the play-by-play for you on all of the new sports titles.



THE LINEUP

• PREVIEWS

HIGH VELOCITY (SATURN)
IMPACT RACING (PLAYSTATION)
MARK DAVIS' FISHING MASTER (SUPER NES)
NHL FACEOFF (PLAYSTATION)

• NBA-IN THE VIRTUAL ZONE

TEAM EGM LOOKS INTO THE REALISM OF THIS GAME AND THE DIRECTION OF FUTURE BASKETBALL GAMES

• BOX SCORE

NFL GAMEDAY (PLAYSTATION)
SEGA RALLY CHAMPIONSHIP (SATURN)
WORLD SERIES BASEBALL (SATURN)
EMMITT SMITH FOOTBALL (SUPER NES)

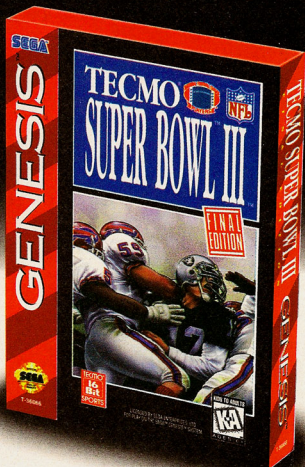
• INSIDE LOOK

ROAD RASH (PLAYSTATION)
VR BASEBALL '96 (PLAYSTATION)
VR GOLF '96 (PLAYSTATION)
NFL QUARTERBACK CLUB '96 (SATURN)



There's plenty on tap with High Velocity for the Saturn and VR Baseball '96 for the PlayStation.

THE WORD IS OUT



THE FINAL EDITION

The waiting is over: Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best *sports* game - to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can **create your own superstar!** Then watch him mature and improve over the season

into the future. Awesome.

BUT, A WORD - OR WORDS - OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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Madden NFL '95-Genesis



TERMIRAIDER
San Jose, CA

121



ZOO MAN
Montebello, CA

110



RAIDER
Glendale, CA

86



GAME WIZARD
Cedar Grove, NJ

81



DA PUNISHA
Marietta, GA

82



JOHNNY MADDEN
Staten Island, NY

82

NHL '95-Genesis



MR. HOCKEY*
Flushing, NY

263



++(HYDRO)++
Brea, CA

216



Mr. HOLLYWOOD
Los Angeles, CA

201



MAD FISHERMAN
Middle Village, NY

176



\$ \$ PESO \$ - \$
Bronx, NY

167

NBA Jam-Genesis



BIG DADDY COOL!!!
Brooklyn, NY

98



Judge!!!
Long Island City, NY

88



the HARD TARGET
Yuma, AZ

80



READ MY INFO!!!!!!
Los Angeles, CA

47



SLICK LADY
Bronx, NY

45

toP 5 Scores

TEAM EgM

MARK DAVIS' FISHING MASTER

In most parts of North America right now, it's more like ice fishing weather as opposed to regular fishing. However, Natsume is hoping you'll throw a line in and try to hook onto a lunger with this fishing game for the Super NES.

Natsume has hooked up with Mark Davis, a heavy-duty fisherman. He's the only



angler ever to have won both the Bass Master Classic and Bass Angler of the Year in the same season.

This game offers a unique fishing experience because the fish can't be seen until they bite. Mark's

voice even utters words of encouragement or other remarks when a

lunker breaks the line. Phrases include, "It's a dink" (small fish), "You need to grow up" and, "Hang up, dadgum it." This one-

player game offers more than 600 different fishing spots to choose from. Variables like wind



Use your holiday cash to add this to your gaming tackle box!

conditions, various rod, reel and lure choice all determine how well an angler does in any one of the five different fishing tournaments featured in this game.

SUPER NES

RELEASE DATE		DIFFICULTY	
February	Variable		
PUBLISHER		SIZE	
Natsume		16-Meg	
PLAYERS	THEME	% DONE	
1	Fishing	90%	

How would you design the perfect boxer?



CENTER RING ★ BOXING ★

Think of the most fearsome fighter imaginable. More machine than man. Born to be the undisputed Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxing™ create your own original boxer...height, weight, even the color of your trunks. Train mercilessly to build speed, power and stamina. Then, box the socks off every challenger in your way. With devastating combos, hooks and uppercuts you might just earn that title shot. But hopefully, you'll look better than this!

High Velocity

Mountain Racing Challenge

Do you have the need for speed? Atlas has taken mountain racing to new heights with this fast-paced racing game. You'll have to power your way through three courses modeled after actual Alpine-style roads.

Either go for the title in the unsanctioned events against the clock or test your timing and driving prowess against other racers in a high-powered race to the finish line.

This game allows you to tune up your car for maximum performance and efficiency by adding new tires, a new racing suspension or a turbo charger.

You can build or modify your own car and save all of the modifications you have

done using a password feature. A unique split-screen feature pops up when you come upon a car in the lead or a car comes up from behind you.

There are a number of other features, including

customizing the color, body type and engine components of your car.

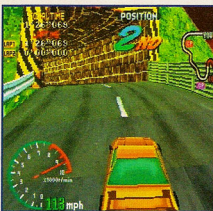
The better you customize your car, the better your standing will be on

any one of the three grueling mountain courses.

In these races, you can race in whatever direction you prefer.

If you are a die-hard racing fan and own a Saturn, you should burn some serious rubber to get your hands on

Race on any one of three mountain courses in any direction you choose. You can even customize your car's engine.



Get the best time on any one of the three Alpine tracks to become King of the Mountains.

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	SIZE	
Atlus	CD-ROM	
PLAYERS	THEME	% DONE
1	Racing	100%



this game. PlayStation users may have Ridge Racer, but now Saturn racing fans have High Velocity.

Put your driving skills to the ultimate test with this slick racing game.



After you build, modify and change your car, add a turbo charger and save the changes with a password.

NATSUME

Serious Fun

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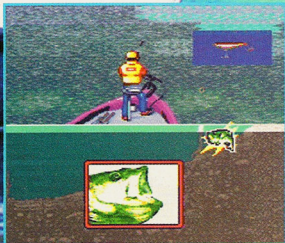
Mark Davis' The Fishing Master™

*The most realistic Bass
Fishing Simulation
Game ever! Developed
under the direct super-
vision of Mark Davis,
1995 BASS Master's
Classic Champion and
1995 BASS Angler of
the Year.*



Welcome to Mark Davis' The Fishing Master! Your Professional guide is Mark Davis, the only angler ever to win both the BASS Master's Classic and the BASS Angler of the Year in the same year. Different from Fishing Simulation Games of the past, the fish cannot be seen until they bite, a level of realism never experienced before!

Join Mark Davis for a fishing experience you'll never forget as his digitized voice utters words of excitement or despair. Whether you are an amateur or a longtime fishing master, you will love the thrill of catching the prize bass!



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IMPACT RACING

TEAM EGM

It's time to cruise away from an army of mechanical maniacs with a desire for destruction.

In the aftermath of a nuclear holocaust, you must embark on a high-speed adventure around four wickedly twisted tracks.

These tracks are full of high-speed twists and turns, and the winner takes all. However, enemies surround you at every turn.

This game combines two popular genres in one game: racing and shooting. Not only is your car built for speed, but also it has a few high-powered weapons that



can do more than give one of your fellow racers a flat tire. How about being able to drop land mines, fire lasers, missiles and plant fire walls in your enemies' paths?

Don't get too cocky: They

too can unleash a world of hurt on you. It's your job to put the pedal to the metal and use your keen senses to smell out danger around every hairpin turn.

When you blow away an enemy, salvage the wreckage to acquire the weapons the vehicle left behind.

This game adds an entirely new meaning to blowing the doors off the rest of the competition.

RELEASE DATE	DIFFICULTY	
April '96	Moderate	
PUBLISHER	SIZE	
JVC	CD-ROM	
PLAYERS	THEME	% DONE
1	Racing	70%

graphics running at 30 frames per second.

The other cars on the track aren't pushovers. Each of your enemies is cunning because each enemy car has its own artificial intelligence sequence built in for a more challenging racing adventure.

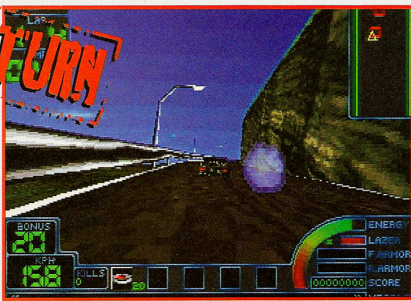
Impact Racing is a winner-take-all battle for the checkered flag and the wreckage of your opponents. It certainly puts the phrase "right of way" into a whole new light.



You aren't the only one who can bring out the big guns. Watch your back bumper as you make your way around the four race courses.

RACING AND 3-D SHOOTING

You can use them on other enemies who cross your path. This game from JVC also features a revolutionary object-oriented engine and features polygon

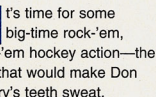


An aerial view of the San Jose Sharks' ice hockey rink during a game. The Sharks' logo is visible on the ice, and the scoreboard shows the Sharks leading the Senators 1-0.

NHL® All-Star Hockey
by Sega Sports

Quarterback Attack '96™
by Digital Pictures

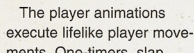
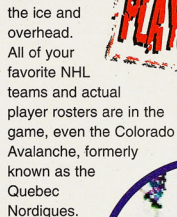
Daytona USA™
by Sega Sports[illegible]



Sony has put a good programming team together, and this hockey game shows a lot of promise.

You can create your own players, and there are five different types of checks including the infamous cross check, poke check, shoulder check, hip check and slash.

The game has four different views of the ice including three-quarter, side, down on



shots and wrist shots are a few of the many offen-

there will be a cinema showing off hockey's grand prize.

This does not only look like the real game, but it also sounds like the real game. All 26 of the NHL's actual rinks are included in the game as



You can create your own players or hit the ice with any one of your favorite NHL teams with actual team names and official jerseys.



sive features that you can use to bulge the twine in this first hockey product for the Sony PlayStation.

Even the officiating crew has been added to the action, and they will call everything, so keep it clean.

Rough stuff within the rules is okay, but don't bully your opponents. If you plan on getting into the rough stuff, turn the penalties off. If your team is lucky enough to go all the way and win the Stanley Cup,

well as some very cool crowd and bench noises.

This game has three modes of play, including one game, season and a play-off mode.

NHL Faceoff is one hard-hitting game that avid hockey fans should take a closer look at.

RELEASE DATE		DIFFICULTY	
December		Moderate	
PUBLISHER		SIZE	
Sony Int. Sports		CD-ROM	
PLAYERS	THEME	% DONE	
1 or 2	Hockey	80%	

The programmers at Sony Interactive went above and beyond the call of duty by including every NHL team's ice rink in the game.



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LIKE THE
SHOCKING
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BUZZER"!



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NBA-In the Virtual Zone

Ever since the 16-Bit era, games have hit new levels of realism despite memory and programming constraints. Today, with the advent of SGI workstations, high-tech programming tools and motion-capture technology, sports games are approaching even higher levels of true-to-life play.

EA Sports has ruled the sports industry for some time at the 16-Bit level, but the launch of 32-Bit machines has brought about competition as tough as those on the hard courts around the NBA.

Konami is leading the fast break in the 32-Bit basketball arena, with the first hoops game for the PlayStation, *NBA: In the Zone*.

Konami promises to produce the most realistic game with respect to players' animations, which surely gives this title an edge.

The game utilizes 3-D polygon graphics, the likes of which haven't been seen before in quality or quantity. The game speed is also very

realistic as the sprites move up and down the court.

Konami has successfully captured NBA's true-to-life action with real-time players' moves, such as dribbling, passing and shooting.

Unlike other games from the 16-Bit era, *In the Zone* provides several different camera angles that zoom around the court, enabling you to view the players as they make their moves to the basket. A special feature automatically replays when a player pulls off a great dunk or a fantastic inside move.

Pictured on the right are three detailed playing views: the three-quarter, horizontal and vertical. The perspective changes as the game moves from end to end.

Another factor that brings this game closer to the real thing is the amount of detail placed on the players' appearances. You can actually recognize your favorite players by their detailed uniform numbers and their facial features.

The entire court is set in an arena setting that mirrors



NBA: In the Zone offers three realistic playing views in all. Compare that to 16-Bit games that are limited to just one perspective.

a real stadium, complete with sideline advertisements.

How much more real can you get?

That will be a question Konami's competitors will have to answer, and answers won't come easily. Konami has set the benchmark for basketball gaming

on the 32-Bit level; it'll be interesting to see if or how it will be topped.

But if this is what the first generation of basketball games the PlayStation has to offer, it boggles the mind as to what improvements future games will be able to make.

AS REALISTIC AS THE REAL THING



Dramatic camera shots of players dunking over players or driving down the sideline are a few examples of why this is the most realistic basketball game ever made.

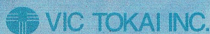
VALORA VALLEY GOLF™

LEADERS

P R O R	HOLE PAR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		5	4	4	3	5	4	4	4	3	5	4	4	3	4	4	3	5	4
Lee		1	2	3	4	4	4	5											
MacDonald		0	1	0	0	2	3	3	3	3	4	4							
Takahashi		1	1	1	1	1	2	2	3	3	4	4							
Levy		1	2	3	3	2													
YOU		4	4	4	1	4	3	3	3	1	3	2	3	3	4	4	2	4	3
Schwartz		2	2	2	2	2	2	2											
Robinson		0	0	0	0	1	2	2	2										
Turner		1	2																
Wilson		0	0	1	1	2													
Jenkins		0	0	0	0	1	2												

Your name on the leaderboard.
You have thought about it and dreamed about it. Stop dreaming. This game puts you there. And it puts you there with putts that physics cannot explain, and drives that put a real hurt on the competition, not to mention the ball.

Valora Valley Golf...where the impossible is just another win.



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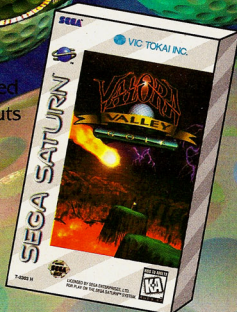
This official seal is your assurance that this product meets the highest quality standards of SEGA™

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Box Score

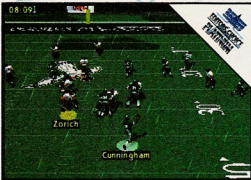
NFL GAMEDAY • PLAYSTATION • SONY INTERACTIVE SPORTS

To the 10, the 15, the 20, the 40, the 50—Sony breaks a tackle and they could go all the way, rumbling, bumbling but never stumbling this game scores a big-time TD. It'll give Madden a run. It's a great game and it's so

much fun and realistic that you could see your self waking up Monday morning with bruises!

Video
Cowboy

9.0



This could very well be the Madden killer that everyone is waiting for. The game is close to perfect. All of the action on the field can't get any better, with great tackles and other player abilities. The stadium comes alive with real-time crowd reactions and cheers. This is too real to pass up. You know change is good.

Dindo
Perez

9.0

SEGA RALLY CHAMPIONSHIP • SATURN • SEGA SPORTS

If you haven't had a reason to buy a Saturn, you do now. Sega Rally has all of the action and adventure of its arcade cousin. If you were disappointed with Daytona, you won't be with Sega Rally. It's a great game that will

have the mud flying long into the night. It's a keeper and it's only available for the Saturn.

Video
Cowboy

8.5



A great translation from the arcade. Daytona should have been done this way. The racing perspective is incredibly smooth. It's too smooth, though. You may have some trouble controlling your vehicle, but that shouldn't bother you. You'll get the hang of it after a few races. In the end, the game needs more tracks.

Dindo
Perez

8.5

WORLD SERIES BASEBALL • SATURN • SEGA SPORTS

Sega rushed this game out to market a month early. Despite some major bugs, it's still a great baseball game. Based on the Japanese game Greatest 9, Sega Sports Americanized this game enough to make it a premier

32-Bit baseball product. It's fun to play and a must-try for avid baseball enthusiasts.

Video
Cowboy

8.5



Welcome to the Big Show, literally! For one thing baseball is hard to translate, but Sega pulled off the best-looking game yet. I can't imagine anything better. The sounds (commentary) are great and clear while the graphics are outstanding. You have an entire season of baseball and the season ticket is right here.

Dindo
Perez

9.0

EMMITT SMITH FOOTBALL • SUPER NES • JVC

It's a FUMBLE! Emmitt Smith doesn't often fumble, but this game is out-classed by its competition, isn't that much fun to play and should stay on the bench. The gameplay is choppy and the only thing that saves this

game from sitting on the bench is its play editor. A feature that allows you to design your own plays.

Video
Cowboy

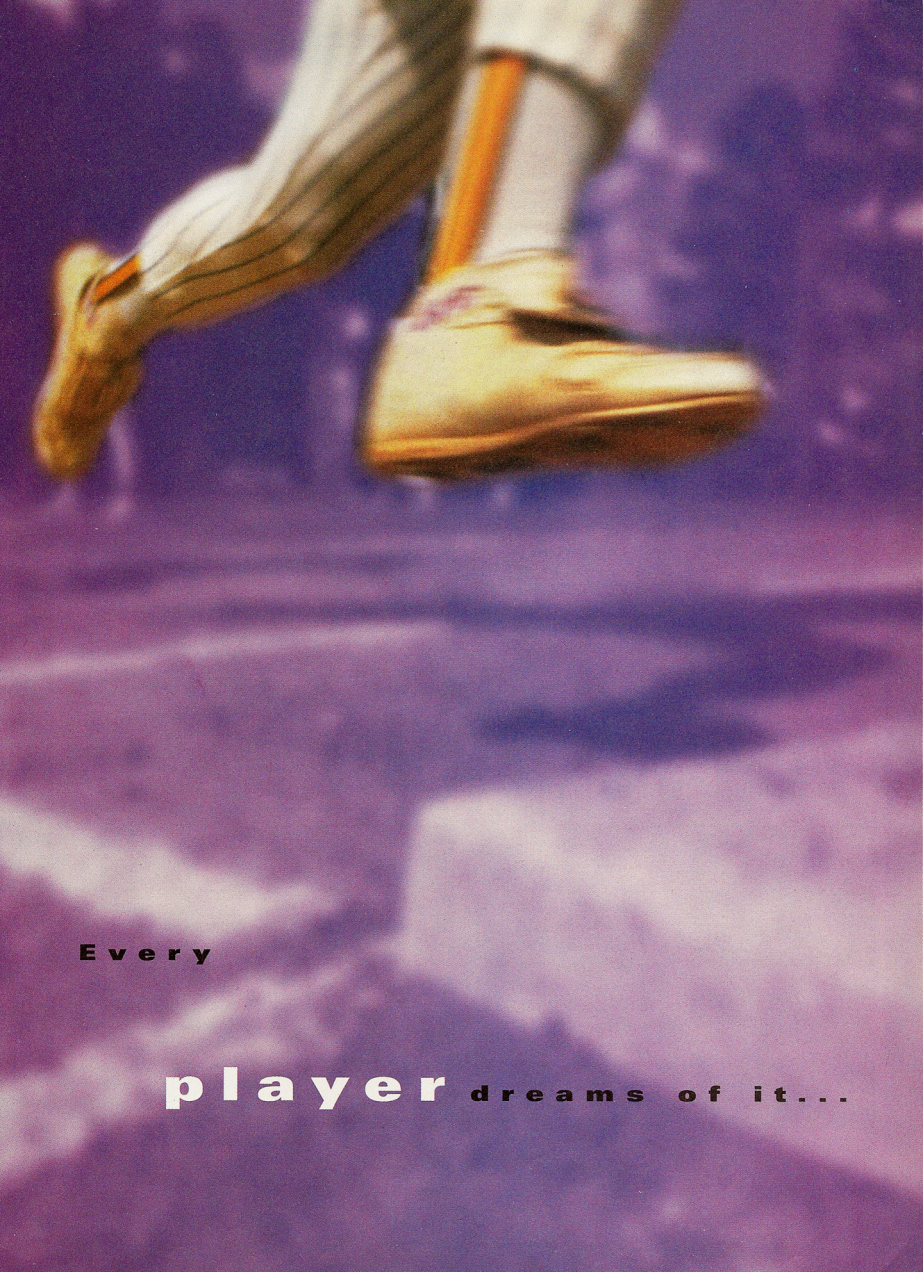
5.5



There isn't any praise that I can think of. I'm really disappointed in the outcome of its gameplay and appearance. The players' movements needed more frames and needed to be bigger. You easily get lost in the pile. The Play Editor is a neat feature, but it needs more than that to fuel this gridiron game.

Dindo
Perez

6.0



Every

player dreams of it...



inside Look

Road Rash

PS • EA Sports



If you haven't kissed the pavement lately, pucker up.

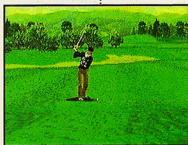
If skid marks are your thing, EA Sports is bringing the ultimate motorcycle road racing game to the PlayStation.

It's got all of the fun and adventure of the Genesis versions. As well, it has a rocking soundtrack that will have you hooking up your PlayStation to the family stereo and cranking up the volume.

The police are back and they can't be fooled. If you get knocked off your bike this time around, don't have a cow and don't try to hide behind one or you will be busted in a big way.

VR Golf '96

PS/Saturn/PC CD-ROM • Interplay



VR Golf features real commentary and shot replays.

If you're teed off at the weather, you can still enjoy your favorite sport on one of three different formats from Interplay's VR Sports.

They have teamed up with Gremlin Interactive to put together a realistic 3-D golf simulation that features VR Sports' motion capture and Virtual Fieldvision. It's a 3-D-based polygon golf game that allows you to play your shot from any angle. You can even customize your golfing skills.

VR Baseball '96

PS/Saturn/PC CD-ROM • Interplay



VR Sports steps up to the plate with VR Baseball '96.

VR Sports is stepping up to the plate with a baseball game that features 3-D polygon-based players. Simulation and arcade style gameplay, a home run derby and the game is licensed by Major League Baseball and the Major League Players Association.

The game also features the VR PressCentre Presentation. This feature allows you to stay on top of all of the action around the majors. You can customize your team and play in any one of your favorite big-league ball parks.

NFL QB Club '96

Saturn • Acclaim



Avid football fans won't want to be without the Club.

First down! Acclaim is taking its football license to the Saturn and they plan to throw the ball deep. This game features motion-capture technology, so the animations are smooth as a result.

If you're looking for big-time football action, then wait until you get to play this game with actual NFL teams, names and logos. More signature plays from the NFL's top quarterbacks have been added. The ever-popular "CRUNCH TIME" simulator is back to test your football skills.

A close-up, high-contrast photograph of a man's face and upper torso. He is wearing a red baseball cap and a blue button-down shirt. His mouth is wide open in a shout or yell, and his eyes are partially closed. The background is a solid, vibrant green. The lighting is bright, creating a sense of intensity and passion.

Every manager

feels it...

the only way to live it
is to play it.

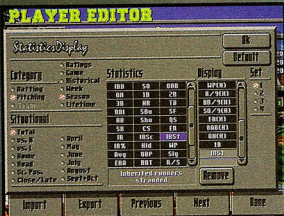
Introducing new!

HARDBALL™ 5

in a league by itself.



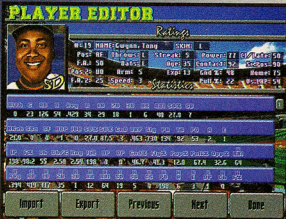
The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!



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



New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



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



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



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



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



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



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



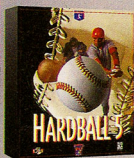
For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



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



Sony PlayStation®
PC CD-ROM



See for yourself
For demo:
<http://www.MindSpan.com/MindSpan/hb5.html>



Get your letters into **EGM** today or we kill another editor. You can reach **EGM** by writing to: *Interface, Letters to the Editor* 1920 Highland Avenue, #222 Lombard, IL 60148

This is the section where you can vent your frustration and let all of the gaming world know about your problems and personal views on the world around you (or something). While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

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LETTER OF THE MONTH

Was Senator Bob Dole Misunderstood?

Dear **EGM**,

I have rarely been critical of **EGM**, but you really made a big screw-up in issue #75 by naming Curt Carlson's letter "Letter of The Month." His letter was incoherent and misdirected babble. I'll make it real simple...when Senator Bob Dole gave his "pop culture and values" speech a few months back, he was directing it at two groups: moviemakers and TV producers and to some extent, chairs of corporations. What he was complaining about was the predominance of brutally dark, violent and antisocial product created by many movie studios, TV studios and entertainment businesses. In that entire speech, he did not blame games for society's ills. In that entire speech, he did not once mention bans or regulation. Actually, Dole was expressing his opinion. Everybody has a right to do that, whether they can vote or not, and whether they are a member of the U.S. House, U.S. Senate or just some kid wasting money on dorky games like Mortal Kombat 3. Again, Dole never said one thing about regulating the media (or video games)! He simply said that much of popular culture displayed negative images. Where young Master Carlson derived the idea that Bob Dole wants to take away his MK3 is beyond explanation. By the way, video games are not

handy whipping boys for politicians, and acts like rating games or holding hearings don't stick in voters' minds. Joseph I. Lieberman (if you don't know who he is, Fruity Pants, then you shouldn't edit this mag) incidentally concluded his set of Senate hearings over a year before he was set up for re-election in 1994. Lieberman won re-election easily without a word spoken of fatalities or Shang Tsung. You guys should give more thought to giving such a foolish letter a prize. Letters like that are why 13-year-olds aren't permitted to vote.

Matthew McGinn of Alexandria, VA.

First, Matthew, I am not a "Fruity Pants." Second, I can see where both Curt and you are coming from. Politicians do occasionally bring up the video-game issue to gain the parents' vote, but I do agree with you on the fact that video games are not what Dole was actually referring to. Some might have read into what he was saying and thought the government was attempting to start regulating the media, which includes video games. Lastly, you seem a little stressed out over this whole Bob Dole thing. I think you should cut down on the caffeine.

P.S. Who is this Joseph Lieberman character?

Great Letter Matthew, Your Acclaim Dual Turbo joysticks are on their way.



• Was Bob Dole talking about regulating video games? Matthew doesn't think so!



• Are politicians trying to regulate games like Mortal Kombat 3?



I'm having a bad hair day!

The Next-Generation System Wars...Again

Dear EGM,

This is for all the people who cannot decide which system to get. Let us look at all the facts, shall we? 1) There are three 32-Bit systems out [right now] in the U.S. 2) Realizing this, we must look to the future of where these systems will be. The 3DO has been out for a couple of years with over 700,000 units sold so far. This system is the only one that supports an upgradeable chip to make the system a 64-Bit system. The cost is low; suggested retail price is rumored to be \$150-200. The PlayStation is a very powerful system with support from every software company out there eager to make games for it. The problem is that it can't really be upgraded along the same lines as the 3DO. You will have to shell out for the PlayStation 2, PlayStation 3, PlayStation 4, all of which are on the drawing board. One good point is that all games will be able to be played on future PlayStation's. Sega Saturn, no hope. Realistically, Sega is facing a tough battle—having four systems to maintain games on is no easy task. Game Gear, Genesis, 32X and Saturn are all still on the market for the consumer to buy and be disappointed by lack of quality games. The Saturn itself is a monster when it comes to graphic texture mapping and flat shaded polygons, but the chip setup is not efficient in doing these tasks and ask for special programming to side-step these shortcomings. This results in slower game releases for the system. You will have to shell out for the Saturn 2 when it comes out also. Bottom line is: Which one? Well, if you are new to the video-game realm, go with the Sony

so you know the games will be there for you, because these people are easily impressed with these types of graphics. The real video gamers know the real system to get is the 3DO. It has the most potential to outlast these other guys with their M2 upgrade which is more powerful than the Ultra 64. Sorry Sega, the future doesn't look bright unless you have a miracle up your sleeve. Thanks for listening.

**Shawn Webster
via AOL**

Dear EGM,

I'm 24 years old and have been reading your magazine for a long time and have seen it change over the years. And I have seen the gaming market change as well. Now the next-generation machines are out/coming out and people scurry for these high-tech babies. I have a Super NES and still support it. With hot games like Final Fantasy III, Chrono Trigger, Killer Instinct, Donkey Kong Country 2 and even Super Mario World 2, all great games, why worry about a next-generation machine when there is obviously life in the 16-Bit machines? Nintendo knows this, which is why they are pushing its machine to its limit. I think more companies are worried about pushing their machines instead of pumping a new machine every time it gets outdated (sound like computers?). That's why Sega bothers me. They had the Genesis, which was a smart move, seeing as the Master System was dead. Then Sega CD came out after the Super NES made its ground, which was okay. Now the Super NES is still going strong, and what do they do? Create a Saturn. Now I can see it was to get the upper hand...make a new powerful system when it can't keep up with the others. The Super NES is still going strong, so they bring out the 32X. Now that was stupid. I mean with Saturn coming out, what's the point in getting a 32X? It seems that Sega has all these systems (Master System, Genesis, Saturn, Sega CD, 32X, Mercury Venus). Where does it end? Nintendo has three...NES Super NES and the upcoming Ultra 64 (I didn't include BG or VB). These three machines were all great, while there were two or three versions of the Genesis. I believe the NU64 will do very well and will have a good following of titles. Saturn seems to have one foot in the

grave already, and if Sega doesn't smarten up, it may die before its time. It'll join the Lynx and Jaguar. Over here there aren't many titles, and at \$500+ with only a handful of games, most of which are cheese, why bother? Sega shouldn't have done the extra release. They should have done what Nintendo did: hold out for the games. PlayStation (\$360) is a much better deal. Better prices with more and better titles to choose from. I will get the NU64. If the games will be like K1 (which was an amazing game) and Cruis'n USA (a really awesome car game), I know it'll do well. Now they have George Lucas (LucasArts) interested in doing a special title just for it, and then managed to get Sierra's interest, which has been difficult to do. In the end, I think Nintendo's Ultra 64, PlayStation and 3DO will stand over it all...in that order.

**Sean Andersen
via the Internet**

Dear EGM,

I was recently browsing at a pawn shop when, lo and behold—a Sega Saturn! It did not come with Virtua Fighter (since it had been stolen from the shop), but it did come with the demo disc and two controllers. All this for a mere \$179! What a deal! Though I'm a poor college student (who, by the way, had already bought a PlayStation), this was an offer I just couldn't refuse. Besides, they're already renting Saturn and PlayStation games at Blockbuster—I'll just rent Virtua Fighter. It was the coolest thing that could happen to a die-hard gamer—until I got home. I popped in the demo disc to find generic graphics and some goofy guy in a ski cap. The previews of the games were done very poorly. The demo disc sucked—especially when compared to



• With the next-generation systems out, what will happen in the 16-Bit market?



• Hopefully, Virtua Fighter 2 on the Saturn will be better than its predecessor.

ASK EGM

Q: I just had a cast removed from my leg the other day. Football accident. Anyway, my leg was all shriveled up and there was this stinky brownish slime. What was it? And is it recyclable?

Mark Leland
Austin, Texas

A: That strange glop is actually a special kind of radioactive cheese. Sources say some third-world nations are collecting it for a top-secret super weapon. You might be able to get a few dollars there.

Q: This is Finn. I'm at the drop. I've got the rifle set up and about 10 pounds of plasticine set around the base of the tower. What next?

Shark Lover
Seattle, WA

A: Pop the caps as soon as you see signs of activity, and blow the site sky high. The evil corporation must go down!

Q: Dear **EGM**, I was thinking about your very own Danyon Carpenter. I love his solid figure from his Review Crew icon. I dream about him every night. Is there a way I can go out with him? He's my dream date.

Jason Marshall
Woodfall, VA

A: Danyon is not really seeing anyone right now. With all of the editors finding love this season, it only seems natural that our favorite editor needs to find someone too. You are not his type, Jason, but we'll pass the word on to him.

The Next-Generation System Wars...Again (cont.)

the one for the PlayStation. I thought "Oh well, it's just a demo. The games will be a lot better!" I rented Virtua Fighter. This game wasn't too bad, but it was nothing compared to Battle Arena Toshinden! Then in a recent issue of **EGM**, a picture of Toshinden 1.5 for the Saturn was shown. It looked like a drawing done on Mario Paint by an 8-year-old! The graphics looked fuzzy and lacked detail. Now everyone is talking about how developers, even Sega's own, are disappointed in the machine and find it extremely difficult to get it to work efficiently. Because of the Saturn's inability to display quality graphics (as compared to PlayStation, Ultra 64 and 3DO's M2), many big-name developers (such as EA) are siding with the other companies. Is this supposed to instill a sense of confidence in the machine in the minds of gamers/would-be Saturn owners? Why would somebody pay \$100 more for a machine that would be obsolete in a short while (and actually, already is)? Re-evaluating that situation in the pawn shop that day, I think I made a poor choice. I plan to sell the Saturn and stick with Sony. Besides, many of the games coming out for the Saturn are also coming out for the PlayStation. It is my belief that these games will be of higher quality on Sony's machine. Could it be that Saturn is just another 32X? Sega is already talking about Saturn 2. Will they expect the gaming populace to go out and buy a new machine after dishing out \$399 for one so recently? Sega has lost my respect and, no doubt, the respect of many other gamers. I believe Sony puts it best in the ad that says, "If you still want a Saturn, your head is in Uranus."

William Brady
via the Internet

Dear EGM,

It's becoming quite clear that the ongoing evolution of home video game systems has no end in sight for the foreseeable future. We now have next-generation systems such as the Saturn and PlayStation fighting for our hard-earned dollars. Soon we will have the M2 upgrade for the 3DO and of course

the much-anticipated Nintendo Ultra 64. (Let's pray the Big N doesn't push back the release date of April '96). With all these new systems, many gamers may be having a tough time deciding which system is the best buy. Before buying the system with the most bits, most megas, most colors or for that matter, the most anything, consider the most important aspect of any system: games! Think about it: A system with the most incredible processor speed and a real lack of fun titles and/or third-party support is nothing more than a glorified dust collector. Fun games are what make a system great, not bits. Don't get me wrong. I know some of the new systems have capabilities the Genesis or Super NES could only dream of, but lately, the games coming out for soon-to-be-replaced 16-Bit systems have been nothing short of excellent. Let's take a look at the Super NES games: Chrono Trigger, Killer Instinct, Super Mario World 2: Yoshi's Island and the soon-to-be-released Donkey Kong 2. All are and will be incredible titles in their own right. All without the help of 32-Bits. Yes, many of the new games currently being released for the new systems are fun and a sight to behold, but I'll wrap up by asking this question: Do you abandon the 32-Bit systems when the 64-Bit systems become available? Absolutely not! There will no doubt be a slew of great games for the PlayStation and possibly the Saturn by the time new systems arrive. The bottom line: Who cares how many bits, megas or whatever else the marketing teams of the gaming companies say their systems have. I just want to play games with great graphics and great control. As another gaming company likes to say, "Do the math." Don't worry, I will.

Mike Martinez
via the Internet



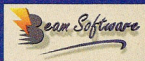
• With games like Chrono Trigger, the 16-Bit market might not die as soon as you think.

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EGM's TOP TENS

What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

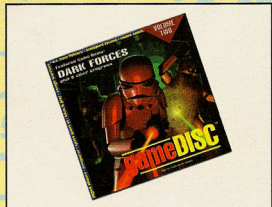
Where's The Samplers?

Dear EGM,

As a reader of your mag ever since the first issue, I have always noticed how you are constantly trying to update the format of your magazine. This is good, but I think you guys are missing something. The current trend nowadays seems to be that most computer mags are coming bundled with these CD samplers for the consumer. With the explosion of the Saturn and the PlayStation (two awesome CD systems) don't you think it would be cool to insert something similar in **EGM**? It would not only increase the awareness of a particular game, but it would also advertise what is to come. Take a look at the PlayStation demo disc. It's practically one long movie trailer. It's really cool! Why shouldn't the "Biggest and the Best" be first in the industry to make such a move? After all, you were practically the first video-game mag to cater to the hardcore gamer even during the old 8-Bit days. Believe me, I remember!

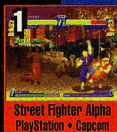
Ian Keiner; Pasadena, CA

Well, Ian, I have some good news and some bad news. The good news is that we are thinking about including samplers with the magazine. The bad news is there are many factors that might keep us from doing so. Another Sendal publication, *Computer Game Review (CGR)*, has just recently started packing in CD-ROM samplers, and we are waiting to get feedback on how well the new addition to the mag is doing. Another factor is the price it will cost to subscribers as well as us. Obviously, the price of the magazine will go up at least \$1 per issue and the typical magazine publications only sell 60 percent of all magazines produced. That means, 40 percent of all the magazines produced we lose money on, which means big bucks. One answer to that problem would be to include a card in each



• **EGM** might pack in a CD-ROM sampler in future issues similar to *CGR*.

EGM EDITORS



Street Fighter Alpha
PlayStation • Capcom



Warhawk
PlayStation • Sony



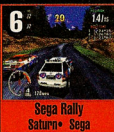
Twisted Metal
PlayStation • Sony



Captain Quasar
300 • Studio 300



Pitfall
32X • Activision



Sega Rally
Saturn • Sega



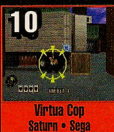
Donkey Kong Country 2
Super NES • Nintendo



Toy Story
Genesis • Disney Int.



Mortal Kombat 3
Super NES • Acclaim

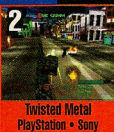


Virtua Cop
Saturn • Sega

EGM READERS



Warhawk
PlayStation • Sony



Twisted Metal
PlayStation • Sony



Mortal Kombat 3
Super NES • Acclaim



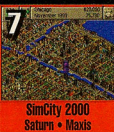
Mortal Kombat 3
Genesis • Acclaim



Pitfall
32X • Activision



Yoshi's Island
Super NES • Nintendo



SimCity 2000
Saturn • Maxis



Astal
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Killing Time
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Chrono Trigger
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PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Jay Hriz telling us there's more to Shao Kahn than meets the eye!

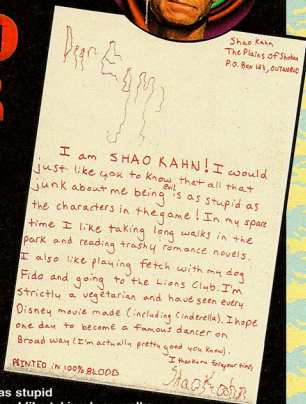
Dear **EGM**,

I am SHAO KAHN! I would just like you to know that all that junk about me being evil is as stupid as the characters in the game! In my spare time, I like taking long walks in the park and reading trashy romance novels. I also like playing fetch with my dog Fido and going to the Lions Club. I'm strictly a vegetarian and have seen every Disney movie made (including *Cinderella*). I hope one day to become a famous dancer on Broadway. (I'm actually pretty good you know.)

I thank you for your time,
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We've seen Shao Kahn cry at the end of *Bambi*. It is not a pretty sight!



**YOU ARE A
TRUE PSYCHO,
JAY. YOUR T-SHIRT
IS IN THE MAIL.**



What's up! I ain't lyin' one bit, dog!

I love Internet girls!



Where's The Samplers? (cont.)

magazine (similar to a subscription card) that would allow you to send it in with a minimal fee, and we would send you a sampler CD-ROM in return. Bottom line: We are still contemplating whether or not packing in sampler CD-ROMs is feasible. If so, you will be the first to know, Ian.

RPG Fans Unite! Dear **EGM**,

I'm disappointed. One of the main reasons is that I bought my PlayStation and Saturn game consoles with the promise of great and more immersive RPGs. Now I'm hearing that Sony will not release *Arc the Lad* in the U.S., and Sega hasn't even mentioned if they are going to bring out games such as *Blue Seed*, *Shining Wisdom* or *Dark Saviour*. I love the sports sims and the fighters, but the real gaming experience is sitting down with a great RPG and spending many hours solving the game as you become immersed in that reality. Can you tell me if Sony or Sega are planning to bring any of these games to the States? If not, I think I will have to purchase the Ultra 64, since I know they have always had great RPGs in the States. Do you know if Nintendo will continue to put out RPGs for the Ultra 64 system? Ultimately, all of the three main next-generation systems can produce great sports sims, shooters and fighters, but I think the company who pays attention to the rapidly increasing number of RPG players will gain a greater percentage of the market share. If the 32-Bit consoles are supposed to appeal to an older gaming crowd, (20s-30s), Sega and Sony better wake up and start giving us the types of games we want, or we will take our dollars to the system that will.

Dog1 via AOL

Dear **EGM**,

I have just one simple question: Are there any RPG games that are going

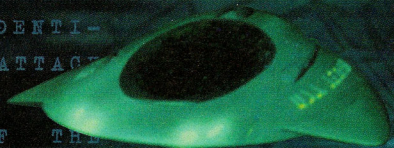
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RPG Fans Unite! (cont.)

to be released for the PlayStation? From all the magazines, it doesn't seem like there is hope. Please tell me it is not true. I am dying for a good RPG. I was so desperate, I traded Power Serve Tennis (wasn't that great anyway) and Raiden Project for Chrono Trigger on the Super NES. I hesitated in doing this because I don't want to spend more money on a system that I'm going to let go soon. It was either Chrono Trigger or Arc the Lad in Japanese, which the salesperson assured me that I can play and finish the game without any knowledge of the Japanese language. Somehow, I think he just wanted to sell the \$80 game and get his commission. I can't figure out how you can play an RPG game without understanding what you are supposed to do, so I traded. Anyway, please tell me there is an RPG coming out for the PlayStation. I mean a real RPG, not an action/adventure/RPG. I want something like the FF series. Once again, please say there is hope, and thank you for your time.

Peter Lee via the Internet

The following should answer all your concerns Peter and Dog1. There are RPGs for Saturn, like Mystaria. Unfortunately, we don't know of any other RPG titles coming out for the Saturn any time soon. There is a chance that *Shining Wisdom* might be coming to the Saturn, but no official word yet. As for the Sony PlayStation, two companies wanted to bring *Arc the Lad* to the States (translation and all), but Sony did not give the green light. There is a possibility *King's Field II* will be hitting the U.S., but again, no official word. One thing you have to keep in mind is all the time it takes to bring an RPG title from overseas. The text and plot has to be translated and possibly changed, and after the text is changed, it must be debugged. Unlike Japan who does not mind bugs in games (they actually enjoy finding bugs in games), the U.S. gamers must have a "bugless" game, so the title must go through extensive testing. Sorry to say, it does not look like there are going to be a slew of RPG games hitting the Saturn or PlayStation shelves anytime soon. As for the Ultra 64, rumor has it that Square is working on the next *Final Fantasy* game, but once again, no confirmation on that title either.

.....
This month's letters section has been brought to you in part by the Yak Ticklers of America. Working together to make the hairy beasts of burden happier each day. Remember, if you haven't tickled a yak, you aren't a real man.

Terrell (Terry) C. King 1943-1995



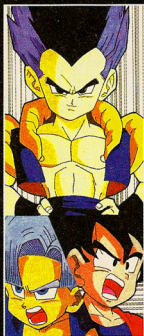
The video gaming community is mourning the loss of one of its esteemed colleagues: Terrell (Terry) C. King.

Mr. King died Nov. 12 in Corsicana, Texas. He was 52.

Since 1989, Mr. King served as the director of promotions and public relations at Tradewest Inc., known today as Williams Entertainment. Prior to that, Mr. King was a manager for several radio stations.

King is survived by his wife, Judy King of Corsicana; his daughter, Kelli Baker of Indianapolis, Ind.; and his son, Weston King, also of Corsicana.

The editors at *EGM* would like to extend our condolences to the King family. Our thoughts and prayers are with you.



Ronald Chan
Scarborough, Ontario



Phillip Carboni
Albuquerque, NM

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Dan Untiedt
South Bend, IN

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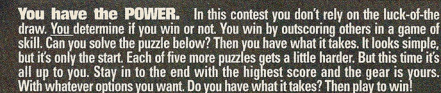
This great artwork of Dragonball Z characters was brought to us by Dallas Ragon of Havelock, NC. Nice artwork. Your prize is on its way, Dallas!



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32X



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| Twin Bee Deluxe | Mortal Kombat 3 |
| Zero Divide | 3D Lemmings |
| 'Boxer's Road | 11 Hour |
| Dark Stalker | Alone in the Dark |
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| Wing Arms | Rayman |
| Golden Axe | Viewpoint |
| Layer Section | Virtua Fighter 2 |
| Slam Dunk | Virtua Racing |
| Steam Gear Mash | 3D Baseball |
| Super Hang On '95 | Return to Zork |
| Int'l Victory Goal | Revolution X |
| F-1 Live Information | Virtua Cop |
| Virtua Cop | Primal Rage |
| Feda | Sim City 2000 |
| Galaxy Fight Universal | NHL All Star Hockey |
| Dragon Ball Z | Blazing Dragons |
| Street Fighter 2 Movie | Center Ring Boxing |
| Super Real Mahjong PV | Impact Racing |
| Blue Seed | Ghen War |
| Riglord Saga | Solar Eclipse |
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| Sailor Moon Collection | Dracula X |
| Record of Lodoss War 2 | Dragon Knight & Graffiti |
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| Vastel 2 | |
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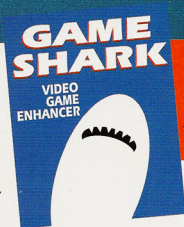
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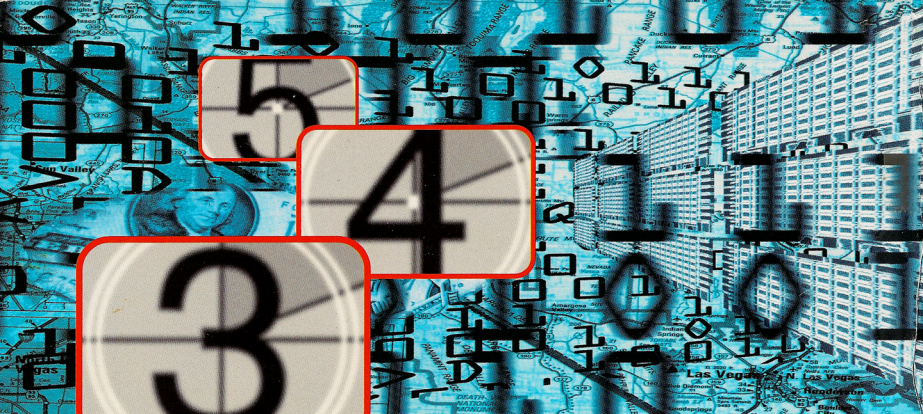


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