Ultra 64 Games!

What's in store for Nintendo's 64-bit game machine!

SWAT PRO
Strategy Guides Featuring:
Donkey Kong Country 2 (SNES)
Street Fighter Alpha (PlayStation)

ProReviews!
- Gex (Saturn)
- Shockwave 2 (3DO)
- Toy Story (SNES)
- NBA In the Zone (PlayStation)
- Samurai Shodown III (Neo-Geo)
- Street Fighter Alpha (PlayStation)

Previews!
- Descent
- Alien Trilogy
- NBA Live '96
- Ultra Mario 64
- Pilot Wings 64
- Star Wars: Shadows of the Empire
Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming full throttle. Donkey Kong Country 2™: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park—sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)
Guess who's back in town.

Or take his new pal Dixie for a spin—literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history.

Except another game that leaves everything else far behind. (Ever been behind a monkey? It ain't pretty.)
Just a reminder you can now play Street Fighter Alpha in the comfort of your own home.

If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Nine
are your favorites from Street Fighter™, Street Fighter II™ and Final Fight™. Three are vicious new additions with blazing speed and secret moves. It adds up to a new walk on the dangerous side of the street. Now located right in your neighborhood.

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The bitch is on PlayStation...
and she doesn’t feel like playing!

FIND HER EGGS AND FRY ‘EM

DOG ALIEN -- MAN’S WORST ENEMY!

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360° OF HELL, YOU'RE SURROUNDED!

All the gut-churning 3-D action of the complete Alien Trilogy in one black-death, white-knuckle nightmare.

ALIEN TRILOGY™
Features

28 Online Insanity
The Cutting Edge:
Get Wired with Online Games
Four ways to play games online.

XBand X-Citement
Here's how to use your telephone line and your SNES or Genesis to seek out tough head-to-head competition!

GamePro Online
How to find Internet gameplay!

22 Cover Feature
Ultra 64 Games!
A sneak peek at the new 64-bit video games, including Super Mario 64, Pilotwings 64, Star Wars, Doom, and more!

33 GamePro Readers' Choice Awards
Your chance to pick the best games of 1995!

34 The GameMakers: The Designer
Randy Breen of Electronic Arts explains how game designers put the smash in Rash.

38 Killer Instinct 2
A special Hot at the Arcades sneak preview!

86 SWATPro Strategy Section
Donkey Kong Country 2:
Diddy's Kong Quest ProStrategy Guide (Super NES)
Kong quer the seven main levels of DKC 2, find the hidden items, and defeat K. Rool!

The Fighter's Edge
Street Fighter Alpha, Part 2 (PlayStation)
Last issue, the Edge featured basic moves and combos for six fighters. Here are the remaining seven — including the hidden characters!

Madden NFL '96 (Genesis)
The best plays for NFL playoff teams!

D (Saturn)
This step-by-step walkthrough helps you do the bite thing in this vampire mystery game.

PC Cheats
Scape out these sweet codes for Descent, Doom I, Doom II, and more!

SWATPro
Doom (PlayStation) invincibility, Madden NFL '96 (Genesis) hidden teams, plus tips for all your favorite games

And More!

Breath of Fire II ProStrategy Guide, Part 2 (Super NES)
The journey continues here to the final enemy, but save your Breath for the conclusion next issue. Page 82.
“★★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another Star Wars triumph.”
— USA TODAY

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— Multimedia World

“...this sequel goes galaxies beyond the original...”
— Entertainment Weekly

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CONTENTS

GamePro • March 1996

ProReviews

46 PlayStation
46 Street Fighter Alpha
48 Primal Rage
50 Cyberia
52 Krozy Ivan
52 Thunderstrike 2
52 Shockwave Assault
72 Johnny Bazzookatone
72 Jupiter Strike
73 Zoop
75 Theme Park
75 Lemmings 3D
75 Hi-Octane

54 Saturn
54 X-Men: Children of the Atom
56 Thunderstrike 2
56 Gex
58 Wing Arms
58 Johnny Bazzookatone
72 Last Gladiators
73 Galactic Attack
73 Corpse Killers: The Graveyard Edition
73 High Velocity
75 BlackFire
75 Theme Park

60 Genesis
60 Spot Goes to Hollywood
60 Cuthroat Island

62 Super NES
62 P.T.O. II (Pacific Theater of Operations)
62 Cuthroat Island
62 Toy Story
62 Dirt Trax FX

64 3DO
64 Shockwave 2: Beyond the Gate
66 PO'ed
72 Cannon Fodder
72 Scramble Cobra
72 BladeForce
72 Bust-A-Move

68 Jaguar
68 NBA Jam Tournament Edition
68 Rainier Pinball
68 I-War
68 Missile Command 3D
68 Attack of the Mutant Penguins

68 Jaguar CD
68 HoverStrike: Unconquered Lands
68 Battlemorph

Portable Systems
69 Wario Land (Virtual Boy)
69 Mortal Kombat 3 (Game Boy)
69 Mario Clash (Virtual Boy)
69 Virtual League Baseball (Virtual Boy)
69 The Getaway (Game Boy)
69 Vegas Stakes (Game Boy)
69 Panic Bomber (Virtual Boy)

70 NeoGeo
70 Samurai Shodown III

Sports Pages
76 NHL Faceoff (PlayStation)
77 NBA In The Zone (PlayStation)
77 Goal Storm (PlayStation)
78 Foes of Ali (3DO)
78 World Series Baseball (32X)
78 PGA Tour '96 (3DO)
78 Valora Valley Golf (Saturn)
79 Sports Insider Previews
NBA Live '96, Triple Play '96,
College Slam, VR Golf '96, and
NFL Quarterback Club '96

80 Role-Player's Realm
80 Mystaria (Saturn)
82 Breath of Fire II (Super NES)
82 ProStrategy, Part 2

12 Letter from the GamePros
12 The Mail
13 GamePro Gallery
14 Buyers Beware
The consumer hotline!
16 ProNews
Will Nintendo slash prices for 16-bit games?
18 GamePro Labs
The Advanced Analog Steering Wheel (PlayStation) and
the Game Shark game enhancer (Saturn)
28 The Cutting Edge
Online games
32 GamePro Online
Game info from AOL and the Internet
40 Short ProShots
Alien Trilogy, Descent, Clockwork Knight 2, and more!

Chronomaster! Page 45.

GAMEPRO

Descent 2, The Terminator:
Future Shock, Rise 2:
Resurrection, and more!
"GROSS, NASTY, DISGUSTING, SICKENING AND SLIMY. I LOVE IT!"

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

"I go from roadpizza to Cyberdillo thanks, to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barkman is hurlin' at me and the Dompmeister's droppin' hot, steamy land mines. It's juvenile, bathroom humor at its disgustin' best. I'm on a scavenger hunt for four goodies and tryin' 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."
Gimme the Ball!

College Slam Roster
- 44 top college powerhouses!
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- Hoop-hammering arsenal includes whirlwind dunks and alley oops!
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Make Lightning Strike!

Alley-oops!

Super NES® Genesis® PlayStation® Saturn® Game Boy® DOS CD-ROM
King Doom vs. King Kombat

For two years gamers have been happily going to their Doom. In his letter (right), "JSCelsa" proclaims this the era of "King Doom," and many experts would agree. According to Time magazine (December 4, 1995), Doom may be the most popular computer game of all time, having been played by more than 10 million people. It's undoubtedly been one of the most influential games — its imitators, ranging from Battle Frenzy to Heretic, are almost too numerous to count.

It's too early, however, to pronounce classic fighting games DOA. Every year GamePro conducts its own reader research, and every year we get basically the same response to the question asking readers to name their favorite kind of game. For the overwhelming majority of our readers (four out of every five), fighting games still kick the butt of every other game genre, a fact supported by the huge sales for MK 3. Game companies also know how important fighters are: Last year's new 32-bit systems launched with fighting games (Tekken, Virtua Fighter, Battle Arena Toshinden) to attract an instant audience. And one of the hottest topics in our mail concerns the possibility of Killer Instinct 2 coming to the Ultra 64. If fighting games aren't number one, as JSCelsa suggests, then they're very close second.

Do the debates over which genre, game or system is the most popular prove anything? Not really, except how passionately gamers feel about their favorite pastime. What's important is how the debate itself has changed in the '90s. Four years ago gamers would've been arguing that Nintendo's Mario masterpieces were better than Sega's Sonic spectaculars, or vice versa. Three years ago the brawl was between the 16-bit Street Fighter II and MK. In 1994 Donkey Kong took on MK II. Now its PC Doomers against 32-bit martial artists, with the Ultra 64 hurricane looming just over the horizon. The titles change every year, but the passion for gaming doesn't. Debate on, gamers!

The GamePros
the_mail.gamepro@iftw.com
San Mateo, CA

GamePro Readers Speak Out!

King Doom?

The age of fighters is over! Long live shooters like Doom. All hail King Doom!
"JSCelsa"
Internet

Andromeda replies:
King Doom? That's not what our research says! See our adjacent "Letter from the GamePros" for an explanation.

Is it just me or does every fighting game have some characters who are almost identical? Look at Street Fighter (Ryu and Ken), Mortal Kombat (Sub-Zero and Scorpion), and Battle Arena Toshinden (Eiji and Kayin). They all have almost the same story, and they were usually taught by the same mentor. Enough already! Software companies need to come up with new characters instead of having the same fighters with a different look!
Josh Bray
Internet

Athletic Supporter replies:
Sorry, but according to a Tecmo spokesperson, Tecmo Super Bowl III: Final Edition will be their last football game for the 16-bit systems.

Do you have any idea who did the awesome music on the Sega Saturn “Choice Cuts” disc?
David Gitlin
Internet

Lawrence of Arcadia replies:
That disc is mostly a compilation of music produced by the Sega Music Group and musicians in the Sega Interactive Development Division. It's been edited and enhanced by Sega's music engineers. The interface music is by Mark Kerr at Graymatter, the company that also did the music for NHL Hockey for the Saturn.

Game Gab

I'm totally fed up with video games based on cartoons; they're way too hard! They're supposed to appeal to kids, and they usually have great graphics and funny story lines, but games like The Tick, Adventures of Batman and Robin, and Exo Squad have levels that are so long and difficult they're frustrating, not fun.
Nikolas Robinson
Long Beach, CA

Since Time Warner Interactive is making Primal Rage for virtually every other sys-
tem, will it be making a version for the Ultra 64?
Vic Cao
Sunrise, FL

Gideon replies:
A TWI spokesperson says that its first Ultra 64 game will be a Wayne Gretzky hockey title for fall 1996. There have already been discussions about bringing out an Ultra 64 Pre-

mal after that, but nothing official's been announced yet.

Let's Get Technical
You had disappointing news for gamers who like VR headsets and glasses ("ProNews," September 1995). Is it true that virtual systems such as the Virtual Boy can cause flashbacks or sickness?
Timur Celik
San Diego, CA

The Lab Rat replies:
It's too early to know how damaging these headsets and glasses can be. Researchers are studying them closely, but the systems are too new for anyone to know what their long-term side effects will be. Note that the companies making these devices caution users to take frequent breaks, and Atari canceled its VR headset because gamers kept getting "woozy." That should tell you something.

Jacob Sparks

Doctor Devon replies:
That's the symbol for Rare, the software company that designed the game (and 1994's Donkey Kong Country) for Nintendo.

When did GamePro print the first "LamePro"? What was on the cover?
"Joy Writr"
Internet

Coach Kyle replies:
"LamePro" is an April Fool's tradition that began in the April '93 issue of GamePro, the one with StarFox on the cover. Its cover featured Bubonic the Blowfrog 2.

Today I did the Scary Larry interactive game over the phone and I got out of the maze! There should be more fun games like this one. It's more fun every time you dial the number and try to beat Scary Larry.
Jonathan Ziemski
Salt Lake City, UT

Scary Larry replies:
So you're one of the guys who beat me? Note that the maze changes every few months. Check out my latest adventure, and we'll see who beats who.

Correction
That pesky typo monster wormed its way into the "PC GamePro" section of our January issue, so here's the real deal.
Quake, Ultimate Doom, Heretic, and Heretic II: Hexen are actually published by GT Interactive.

GAMEPRO

GALLERY

CHRONO TRIGGER

Pick of the Month

Whaddaya Think?
This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:
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E-mail us your comments through America Online or at this Internet address:
the_mail.gamepro@iftw.com

T-shirt!

Daniel Garzon, Romoland, CA

Jonathan Luso, Berkeley, CA

Dave Kelly, Mineral, VA
Q: I just received my November '95 issue of *GamePro* in the mail. A friend bought his at a store, and his issue had a sticker that read "Free MK 3 poster inside with super secret codes." I thought if I was a subscriber, then I had first priority on extra things like posters. Please explain why I didn't.

Bradley Dove
Lumberton, NC

A: A representative from *GamePro*'s Subscription Department replies: Premiums like posters and trading cards don’t always go to the subscriber first, though some do. Since the subscribers pay a greatly reduced rate, something has to be given as an incentive to newsstand buyers.

Q: I bought a Saturn a week before the release of the PlayStation, and I registered through the mail. Later I called the number listed to get the free Virtua Fighter Remix game. I've waited more than six weeks and still haven't seen a thing. What's going on?

William Pena, Van Nuys, CA

A: A representative from Sega responds: Unfortunately, we're aware that there was a problem with the Sega Saturn call-in offer. That problem has been addressed and corrected. If you haven't received the game by the time you read this, please call 1-800-SEE-SATURN.

Q: I am 11 years old and an expert in video games. I'm very glad that Virtua Fighter came out for the 32X, but Sega's premiere product this season is VF 2. Will that game also come out for the 32X, or is Sega just trying to get people to buy a Saturn?

Jose Mielas, Fajardo, Puerto Rico

A: A representative from Sega Customer Service states: The problem isn't with getting Virtua Fighter 2 for the 32X, the problem is the architecture of the 32X. It cannot handle the processing speed required to render the polygons for Virtua Fighter 2. We will always release arcade titles for the Genesis and 32X if the hardware can support it.

Q: I've had Maximum Carnage for the Genesis since last Christmas. On the back of the box, it shows Venom fighting in the Statue of Liberty, but I've played the game through and never found a way to do this. Is it some special code? Also, the box shows Spider-Man fighting Venom. Is this possible in a one-player game?

Bradley Betts
Athens, GA

A: A representative from Acclaim Consumer Relations replies: Those scenes are in the game, but they occur randomly, much like Reptile's appearance in the original *Mortal Kombat*. There is no trick or code to get there, but rest assured, it does exist.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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buyers_beware.gamepro@iftw.com
WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A

SWARM OF SUPersonic YELLOWJACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

Therefore, I shave my entire body before every race. And when I'm finished, I simply clean the shaving cream off my mirror and pop it back into my PlayStation.

**CyberSpeed**

Oh, the things people do to gain an advantage in CyberSpeed. But hey, you can't blame them. With eight airships, nine futuristic courses and eight-player network capability, plus the latest texture-mapped graphics, it's enough to make any head spin. Even a shaved one.

**CyberSpeed: What To Play On Your PlayStation**
PlayStation’s Lead on Saturn Grows

Continuing a steady rise since its September '95 launch, sales of the Sony PlayStation climbed to 800,000 just after Christmas, according to an anonymous source at Sony. The company’s aiming for the 1 million mark by early spring, the source added.

Sega, on the other hand, had sold 200,000 Saturns before Christmas, according to a spokesperson, and was “projecting sales of 400,000 by the end of December.” The spokesperson also said that “when the Ultra 64 is launched, [Sega] will offer a price cut or some other incentive to remain competitive.” Saturn prices will remain at $299 until then, however.

EA Delays 32-Bit Madden, NHL Until Fall

Bad news, sports fans. After reviewing the near-final PlayStation versions of NHL '96 and Madden NFL '96 (which were due out in December), EA Sports announced that it won’t release the games until fall '96. Citing the company’s dissatisfaction with the quality of the gameplay in both titles, a spokesperson said, “We know this will be a great disappointment to many...but we have decided to delay their release...so we can assure customers that the games not only look good, but will provide high-quality play for the life of the product.”

Chart-Topping Sales and New Ultra 64 Titles for Nintendo

Lots to brag about in the Nintendo camp this month. As expected, its latest SNES offering, Donkey Kong Country 2, quickly shot to the top of the December sales charts. Demand was so strong for DKC 2 over the holidays that many stores sold out their copies immediately, and Toys ‘R’ Us, the nation’s leading toy-retailing chain, had to implement a special reservation policy in order to satisfy cast-hungry SNES owners who couldn’t get their hands on the game in time for Christmas.

For Nintendo, DKC 2’s sales performance was reminiscent of last year’s sales records set by Donkey Kong Country. DKC quickly established itself as one of the fastest-selling games of all time, selling more than 4 million copies in its first five months of release. While not quite as popular as its predecessor, DKC 2 is still on track to be the biggest-selling game released in 1995.

Looking to the future, Nintendo announced that three more games are in development for the Ultra 64. Pilotwings 64 from Paradigm Simulation is the sequel to the multimillion-selling SNES hit Pilotwings. No release date has been specified. Coming from Electronic Arts by next Christmas is FIFA Soccer, the Ultra 64 installment in the much-heralded soccer series. Finally, The Great One will hit the 3D ice for the Ultra 64 this summer in a still-untitled Wayne Gretzky hockey game from Time Warner Interactive. These three titles bring the number of Ultra 64 games in development to two dozen and counting.

Sega Allied with Matsushita

According to a story in Yomiuri Shimbun, a Japanese newspaper, Sega and Matsushita Electric Industrial (MEI) will create a set of standard specifications for next-generation game systems. While details are still unclear, early indications point to the two companies teaming up to develop a new game system based on those specs by fall. According to the story, Sega has received prototypes of MEI’s new 64-bit system to begin work on this project.

Dan Stevens, manager of corporate public relations for Sega, however, firmly denied this report of a Sega-MEI partnership. “It’s more of the same old rumors that were going around in '95 [regarding a possible Sega-3DO deal]; it wasn’t true then, and it’s still not true.”

As allies, the two companies could pose a formidable challenge to Nintendo and its Ultra 64 if these rumors become reality. Sega has long been Nintendo’s closest competitor, and MEI recently bought 3DO’s highly anticipated M2 technology (see “ProNews,” January and February) in order to enter the 64-bit market. We’ll keep you posted if further developments arise.

Price Cut Imminent For SNES Games?

Rumors swirled over the Internet just before Christmas that Nintendo was about to announce a significant price cut for SNES games in the U.S.

The speculation came after Nintendo announced that in February it will cut the prices of its Super Famicom (Japanese SNES) games by 23 percent in order to keep them significantly cheaper than the Ultra 64 games. The fees that Nintendo charges third-party game manufacturers will also be cut by about 30 percent, so prices on third-party Super Famicom games should also fall as companies pass on those savings.

Unfortunately, at press time, Nintendo had not made a similar announcement regarding SNES games and continued to deny rumors that it would.
Price Cut on Goldstar 3DO

Next-gen 32-bit hardware has finally broken the $200 barrier as LG Electronics, formerly known as Goldstar, lowered the price of its 3DO unit to $199. The package also includes two controllers and two games, Shock Wave and FIFA International Soccer. The move came in early December, presumably to spur sales before Christmas.

In other 3DO news, Studio 3DO announced that it acquired Cyclone Studios, the developers of Captain Quazar and BattleSport. The new group will continue to work on 3DO and M2 games, as well as PC titles and Internet software.

Taito, ALG Exit Arcades

Tough times continue for small game-development companies as both Taito and American Laser Games pulled out of the arcade business. Taito has closed all its U.S. offices, but will continue to develop home-console and arcade games in Japan. While Acclaim will publish Taito’s home-console titles in the U.S. (see “ProNews,” January), Taito is currently negotiating with unnamed arcade distributors that would port over and release its arcade games in the U.S.

American Laser Games, however, has left the arcade business for good to concentrate on its home entertainment line. ALG will license its arcade technology for use by other companies and is currently developing games for the Saturn and PlayStation.
Racing Sensation

Very rarely does one peripheral set itself far above other, similar products. For the PlayStation, the **Advanced Analog Steering Wheel** by Mad Catz is one of those peripherals.

This slick piece of hardware comes with a stick shift and pedals, and its extremely tight steering control shames Sega’s much looser-playing Arcade Racer for the Saturn. Light but not flimsy in design, the wheel rests comfortably on your lap or a tabletop. A stiff spring in the column makes for arcade-like, center-return steering, and the plastic racing-style wheel provides a good grip.

Six buttons are mounted on the face with two more underneath the wheel that work like triggers. There’s even a directional pad in the middle of the wheel, which makes menu screens easier to navigate.

What separates this baby from other steering peripherals are the gearshift and pedals that enhance the realism of each race. To the right of the wheel is a small High-Low stick shift. It’s easy to grab, and you can quickly shift up and down through all six gears in Ridge Racer, which really enhances the feeling that you’re driving with a manual transmission.

Connected to the wheel by a five-foot cord, the easy-to-work gas and brake pedals sit on a sturdy base. While they may be a little too close together for some gamers, they’re extremely effective in adding realism to Ridge Racer, which really enhances the feeling that you’re driving with a manual transmission.

This wheel utilizes true analog steering technology, so compatibility with some games is a problem right off. All of Namco’s products (Ridge Racer, Air Combat, Cyber Sled, etc.) are analog compatible. Although Wipeout works with the wheel, the pad is more effective. And be warned: This isn’t your wheel if you want to put the pedal to the metal in Destruction Derby because it doesn’t work at all with this game. Coming in at $89, this total-package peripheral is worth every dollar for Ridge Racing freaks. For Destruction Derby drivers, it’s a disappointment, but that’s life in the fast lane.

**Shark-Infested System**

You won’t find any grimy genies granting game codes for the Saturn. But if you feel like you’re drowning in a game, you might be rescued by the **Game Shark** from STD.

Developed by Datel, the same U.K. company that developed the Pro Action Saturn (see “GamePro Labs,” January), the Game Shark cart bypasses a game’s start-up procedure and allows you to implement cheat codes. It also doubles as a memory cart.

The Shark comes with codes for 20 Saturn games already released, including a “no reload” code for Virtua Cop. It also enables you to save new codes as they become available, so you’ll have to enter them only once. New codes for the Shark will be listed in future issues of GamePro as they become available, on STD’s 900 line, and on the Game Shark Web site.

While the Shark costs $20 less than the imported Pro Action Saturn, it lacks the Pro Action’s “key” feature, which allows you play U.K. and Japanese Saturn games on your American system. If you plan on buying only American games and want all the cheats you can get, you might want to swim with this shark.
IF YOU’VE GOT THE BALLS, WE’VE GOT THE BALLISTICS.

Battle it out for supremacy in the cyberspace combat zone where one false move may cost you your cojones! Choose from three assault rigs and thirteen fully-upgradable weapon systems as you maneuver through maze-like arenas. Careen across jump-ramps, sky-wags and movable blocks in a pulse-pounding race against the clock. It’s virtual war out there.

Time to show ’em how they’re hanging.
Solving the Mystery means Visiting the Dark Pit of your Soul.

"THE NEW GENRE OF INTERACTIVE HORROR!"
- GAME FAN

STARE INTO THE EYES OF MADNESS!

Buried within is a secret to D. Solve the mystery and enter the D sweepstakes at participating retailers. D PC Demo available at participating retailers.

3-5-96
"SPINE-TINGLING ACTION!"-EGM

A full moon rises over L.A. National Hospital.

D... the Daughter.

Inside—the father, a doctor gone mad... but why?

D... Darkness.

Outside—the daughter... the innocent, the seeker.

D... Destiny.

You are about to enter the darkness forever!

D... Despair.

With stunning computer rendered 3-D graphics,

D... Delirium.

D's descent into the dark pit of your soul is a

D... Death.

tour-de-force of terrifying secrets and challenges.

D... Damnation.

"SLICK, STYLISH, SCARY FUN!"—GAME PLAYERS

DON'T PLAY IT IN THE DARK!
Nintendo 64 Shakes up Shoshinkai

Finally! Nintendo's much-touted 64-bit system made its debut at the Shoshinkai Show in Japan. Here's a look at the games!

By Nob Ogasawara, Bro Buzz, and Major Mike

Super Mario 64 (tentative title)

Developer/publisher: Nintendo of Japan
Players: 1
Release date: April 21
Megabits: 64
Genre: Action
Version seen: 50% complete

Mario has been at the head of the game-cartridge pack for every new Nintendo system, so it's no surprise the mustached hero will usher in the powerful Nintendo 64 system (called the Ultra 64 in the U.S.). This game is great!

Texture-Mapped Heaven

Mario's a fully rendered 3D figure composed of texture-mapped polygons in a full 3D world inhabited by Bowser, all his evil hench-creatures, and traps from the classic 2D series. By going 3D, Mario's repertoire of cartoonish movements is more lifelike than before. Besides the usual running and jumping, Mario has new abilities like creeping along walls, hanging off ledges, climbing flag poles, walking on tip-toes, sliding down slopes on his rear end (with speed control), and more.

The innovations aren't just confined to voluntary actions either - Mario has new pain inside Bowser's castle, including a mountainous zone, ice field, lava-filled cavern, and an underwater world. In each of these worlds, Mario faces a variety of old and new challenges that are the hallmarks of the groundbreaking action series.

The game is precisely controlled by using the center 3D stick and Buttons A and B on the right side of the pad. The four yellow C buttons are used to switch viewpoints roughly 360 degrees. The version at the show was tricky to maneuver at first because the viewpoint kept shifting, making it feel as if you were driving a radio-controlled Mario. However, 3D Mario has an incredible range of motions. This should be a spectacular new chapter in Mario's history.

A 2D Mario Game?

At Shoshinkai, GamePro spoke with Shigeru Miyamoto, Mario's creator, about the possibility of creating a traditional 2D Mario game for the Nintendo 64. Miyamoto admitted that Nintendo is actually working on such a game, and that a fully animated Yoshi was already running around on-screen with full scaling effects on individual sprites. "With a machine this powerful," he said, "we should be able to do something very interesting." So add a 2D Mario to the games in the list for N64!
Kirby Bowl 64
(tentative title)

Publisher:
Nintendo of Japan
Developer:
Hal Laboratory and Nintendo
Players: 4
Release date: April 21
Megabits: 64
Genre: Action/racing
Version seen: 20% complete

Besides Super Mario 64, the only other playable game on display was this one starring another ultra cute Nintendo mascot. Although Kirby Bowl 64 is supposedly one of the three launch titles for the Japanese system, it was only 20 percent complete.

Twice the Fun
The show version includes two separate games. The first is a 3D polygon snowboarding race against the clock. In this game, Kirby 'boards down a slope similar to the playing field in Kirby's Special Tee Shot. On the way down, he grabs stars for points while avoiding obstacles like trees and arches by ducking, bobbing, weaving, and jumping.

The other game is basically a Kirby version of Battling Tops. (Remember that game where the object was to knock your opponent's top out of the ring?) Up to four players tap in using the N64's four controller ports. The playing fields consist of bowls, some very simple in design, while others bear more complexity, such as bowls with smoothly undulating protrusions. If past Kirby games are a fair standard for judging, a finished version of Kirby Bowl 64 featuring more sub-games should be quite fun.

Pilot Wings 64
(tentative title)

Publisher:
Nintendo of Japan
Developer:
Paradigm Simulation and Nintendo
Players: 1
Release date: April 21 (tentative)
Megabits: 64
Genre: Flight sim

The third title rumored for the launch is the sequel to Pilot Wings, one of the earliest titles for the Super Famicom. The graphics have been vastly enhanced by using a true 3D environment with real physical effects, such as wind currents and environmental factors. The variety of aircraft includes a hang glider, a rocket pack, and a gyrocopter.

Real Science
In Pilot Wings, you get to buzz around at least three areas with different characteristics, such as a city and a canyon. Each area has "real" physical properties and covers a region five miles square, with no altitude limitations (except the aircraft's own).

With a design similar to the prequel, the game has set patterns and requirements you must meet to advance. The developers, however, have made the areas "real" 3D environments, so you can simply buzz around and take in the sights if you choose. Paradigm's experience developing 3D simulators such as flight sims for the armed forces means this should be an extremely realistic and enjoyable flying game.
Shoshinkai Software Roundup

Nintendo also showcased via videotape other Nintendo 64 games in development.

Super Mario Kart R

Super Mario Kart R is the sequel to the multiplatform SNES racing game, with the addition of new courses (including ups and downs) and new characters (such as Wario). In two-player mode, the screen is split vertically rather than horizontally as it was in the original version. There's also a four-player mode that splits the TV screen into four sections.

Wave Race 64

This game appears to be a boat racing version of the groundbreaking F-Zero. High-speed racing crafts scream around on superbly realistic canals that include jump ramps.

StarFox 64

StarFox 64, the sequel to the great SNES polygon shooter, has full texture-mapped polygons, multiple views, and other 3D effects that should make it a winner. Since the managing director of Argonaut Software, Jez San, was spotted at Shoshinkai, we believe Argonaut (the makers of StarFox and FX Trax) is making this title for Nintendo.

Nintendo 64 OVERSEAS

Buggy Boogie

Buggy Boogie appears to be a shooting game like Namco's Cyber Sled, but it adds the capability to custom-build your own fighting buggies. Presumably you'll be able to save your buggy data on a memory card so you can play against friends.

Creator

This game looked like a simulation game where you create dinosaurs. The video revealed no clues on how the game works, but an opportunity to create your own ferocious-looking T. rex and other beasts just can't be missed.

Legend of Zelda

Nintendo also showed a short clip of The Legend of Zelda. The action depicted a polygon Link sword fighting a medieval knight wearing an impressive suit of armor that made him look highly chromed. Zelda is supposed to be the game to launch the yet-unnamed disc drive unit, which should be unveiled at the next Shoshinkai Show in November.

Star Wars: Shadow of the Empire

The one non-Nintendo title on the video was LucasArts' Star Wars: Shadow of the Empire. This great-looking game appears to be set in the same period as the movie The Empire Strikes Back, and was highlighted by an impressive sequence of rebel Snowspeeders attacking Imperial Walkers on a snowy planet (Hoth). Lucas is apparently working on other Star Wars-related titles for the N64, including a Dark Forces-type game and an X-Wing-style shooter.

007 Goldeneye

Rare's other offering was 007 Goldeneye. Eye appears to be a Doom-type first-person shooting game. The company is apparently working on three other N64 games, including an all-new Killer Instinct and Donkey Kong Country 3.
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LucasArts delivers the Force to the N64 with Star Wars: Shadow of the Empire.

**Turok: The Dinosaur Hunter**
The one game at the show that was being developed by an American Dream Team member was Turok: The Dinosaur Hunter by Acclaim. The demo appeared to be very early in development, with only basic, blocky polygon dinosaurs and prehistoric beasts against plain backgrounds.

**Doom II on the PC – the U64 version is on the way.**

The arcade racer Cruis'n USA is also in the works.

**Doom, Cruis'n USA, and Phear**
GamePro also spoke to representatives from Williams who were enthusiastic about the 64-bit Doom. Cruis'n USA is also in the works for Williams, and perhaps other big Williams titles. The masterminds of H2O were also hyped about Phear, which they described as sort of a “Rubik's Cube from hell.”

**Top Gun**
(By Spectrum HoloByte)

Spectrum's F-14 Tomcat flight sim for the PC, PlayStation, and Saturn will also land on the Ultra 64. It's based loosely on the Tom Cruise movie, with an emphasis on making war, not love.

**Wayne Gretzky Hockey**
(By Time Warner Interactive)
The Great One makes a U64 slap shot with a revamped, retooled rendition of the PC game.

**Monster Dunk Basketball**
(By Mindscape)
Remember basketbrawl? It's making a U64 comeback in monstrous fashion with a full-court, creepy-crawler press.

**Red Baron**
(By Sierra Online)

This PC classic was an on-again/off-again WWI biplane flight sim for the Ultra. Contact! It's on again.

**Robotech**
(By GameTek)

 RENDERED polygon shooters seem to be advancing en masse on the Ultra. This mech-warrior combat cart's based on the American cartoon and Japanese anime flick.
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Online Insanity and Plugging into Net

Get Wired with Online Games

By The Whizz

Online gaming is one of the latest buzz phrases. It's really nothing new, but it can and will be very cool.

To get into online gaming, you need a personal computer, preferably a Windows PC. You can find online action for the Mac, but a general requirement for online gaming is that you must have the game you plan to play installed in your machine, and the PC has more games available.

Video gamers have limited online opportunities right now. The 32-bit game systems and the Ultra 64 certainly have the horsepower to support online gaming, but that aspect of console play is still in its infancy (see below).

Here's a brief rundown on the four main sources of online gaming: the Internet, online services, local-area networks, and bulletin boards.

Internet Gaming

There's game action going on all over the Internet. Internet gaming consists of Web sites set up to support multiplayer PC games. In order to play a game via the Web, you must have Web browser software and the game installed on your computer.

One of the hottest Internet game sites is DWANGO. DWANGO (Dial-up Wide-Area Network Gaming Operation) has formed alliances with several software developers such as id Software, the creators of Doom, in order to create a site dedicated to multiplayer gaming. DWANGO has really built its reputation by providing 24-hour Doom, Doom II, and Ultimate Doom multiplayer action. (See "GamePro Online" in this issue for other Internet gaming sites.)

Games from Online Services

Commercial online services such as America Online (AOL), CompuServe, Prodigy, and GEnie all feature online games. Subscribing to one of these services enables you to play games by logging onto their central computers.

AOL, for example, has a Games Channel that features a variety of games from puzzles to murder mysteries. Be prepared to play with a crowd, however: You might play with or against several hundred thousand players at a time!

Good news for video gamers! XBand is an online service that enables 16- and 32-bit game-system owners to play each other across phone lines (See "X-Perience XBand" at right for more info).

Network Gaming

If you want to party with a bunch of pals in one location, play your favorite game on a local-area network (LAN). Most

Local Game Bulletin Boards

Since many computer gamers won't have access to a LAN, another alternative is to get into a multiplayer contest via a bulletin board. Bulletin boards are usually run by other gamers who use a PC as a network server. You can play someone almost any time from the comfort of your own home, and you usually play gamers who live in your immediate geographic locale.

Video Games Calling

Multiplayer game action online opens up an entirely new world of challenges for players. If you're a PC GamePro reader, online gaming is definitely worth logging into.
So you think you got game, huh? You play like you were born with a controller in your hand? Then you just might be ready for the XBand network, where hardcore gamers play. Using XBand modems, two people anywhere in the U.S. can play each other in supported Super NES or Genesis games.

**Calling All Gamers**

"XBand gives you a chance to prove yourself," says Sharkeel!!!, a 14-year-old from Los Angeles. "You can beat anybody on your block or in your school, but that doesn't prove anything. If you can beat anyone across the country, then you've got something to talk about."

Lots of people agree. About 5000 gamers connect to XBand every day. XBand was introduced to five test markets in November 1994 and went national a year later. Now, 100-200 new gamers are signing up daily. Catapult Entertainment, Inc., makers of XBand, expects to have 40,000 to 50,000 subscribers soon.

**Plug 'n' Play Technology**

Catapult formed in April 1994 and immediately set to work creating a way for players to compete from separate locations. "The original idea was a big red button - 'Find me a match,'" said Steve Roskowski, a founder and the executive vice president of engineering. The result was XBand hardware that plugs into the cartridge slot of a Super NES or Genesis system (the Genesis modem also works with the Nomad).

At the heart-shaped box's heart is a 2400-baud modem. That's the slowest modem made today, but it works for XBand because all that's sent over the phone lines are controller instructions. Like the Game Genie, the XBand modem intercepts data from the game cart and patches in its own instructions, which enables games to be optimized for online play. The phone cord, and you're ready to rumble.

**Got a Match?**

So what happens when you're trying to get a game going? First, your modem dials a local-access phone number that links you to a server in Catapult's Cupertino, California, headquarters. The server downloads that day's editions of Bandwidth (the daily newspaper) and XBand News (the daily newsletter), and any operating system patches.

Catapult cofounder Steve Roskowski shows what drives XBand's network. The Sparstation servers handle from 50,000 to 70,000 calls daily, but the network's designed to handle up to 400,000 calls per day.

Your call then moves to the matching server, which first looks to see if another local person is waiting for a match. If nobody's in the queue (and you subscribe to Nationwide, XBand's $3.95-per-hour long-distance service), the matching server looks for an opponent near your skill level.

"We keep track of your ability," said Konstantine Oth-
Gamers who compete on XBand feel a strong sense of community. XBand counts more than 700 clubs where members set up their own tournaments, maintain newsletters, send mail to each other, and challenge other clubs. “For some, XBand is a meeting place,” said Nina, a 24-year-old XBand member and one of the few women on the male-dominated network. “There are a lot of great Benders in X-Land.”

There are some weasels, too. Mail bombing (sending someone lots of mail messages with little content so that they have to delete their saved mail) and cord-pulling (detaching the phone cord from the modem or hitting reset when losing so the opponent doesn’t get credit for the win) are the two main annoy-

San Francisco 49ers Nate Singleton (left) and Derrick Doose give high fives after scoring a TD against the Dallas Cowboys in an XBand tournament. An upcoming celebrity tourney will match XBanders against NBA stars like Chris Webber with musicians such as Naughty by Nature.

Don’t pull the cord! What looks like spaghetti behind the rack of Sparcsations feeds gameplay to 5000 hungry XBand users daily.

Game Time!

Playing XBand isn’t the same as playing someone sitting on the couch next to you because there is a barely perceptible lag (fractions of a second) between your controller actions and what happens on-screen. But you quickly become accustomed to the delay — and it can actually help your gaming skills because you’re forced to react quicker and think ahead more.

After the match, you can enter chat mode and use an onscreen keyboard to talk smack to your foe. Moving the cursor from letter to letter is time-consuming and laborious, so Catapult developed a keyboard you can buy for $29.95 that plugs into the second controller port.

X-Plore These XBand Codes

Operating-system updates from Catapult’s programmers sometimes give you fun or useful cheats you won’t find in the manual.

Super NES Codes

Killer Instinct: To turn off random select instead of activating it after one win, both players must hit Select at the Controller Configuration screen when they’re done configuring.

Mortal Kombat 3: To make Smoke a selectable fighter, both players hold Select as the Controller Reconfiguration screen fades in.

Vomitvision: At the XBand title screen, tap Up, Up, Left, Right on the directional pad to make the background roll around. It’ll make you feel sick!

To play Pong with a fish, go to the main six-icon screen and tap Up, Up, Up, Right, and Button B.

To enter mazes at the main six-icon screen, tap Down, Down, Left, Left, Right, Button B.

Genesis Codes

Madden NFL ’96: To forfeit a game, hold A, B, and C.

Madden NFL ’95: To turn on substitutions and onside kicks, both players must hold Start and Up during the Sync-O-Tron screen.

Mortal Kombat II: To forfeit a match, hold A, B, and C.
ances on XBand. But Big Brother is watching.

"On some games, we can find out 100 percent of the time if you've hit rest," Othmer said. Recent programming tweaks enable Catapult to award wins when your opponent pulls, and a forfeit feature is now in the Genesis versions of Mortal Kombat II and Madden NFL '96.

**Playin' PC**
The XBand community is about to get a lot larger. Catapult is beta testing XBand PC, an online service that will match opponents on such personal computer games as Doom II, Heretic, MechWarrior II, Hardball 5, Super Street Fighter II, and Descent. XBand PC signals Catapult's shift away from being a hardware company, because the new network will use existing PC modems. XBand PC will feature several advances that 16-bit XBand users have been requesting. "There will be chat rooms, places where people can meet online, talk, and then go play a game," said Doug Camplejohn, director of business development. "The graphics will go to the next level, as will personification and the ability to learn more about the person you're playing." You can also wait for more than one game at a time. For instance, you could register on Doom II, but also be registered on MechWarrior II or Hardball 5.

**The Future Is Now**
Later this year, Catapult will add multiplayer capabilities to XBand PC. You think it's tough beating one person? Wait until you square off against five others! "And the way XBand PC is architected, we'll be able to do that on the next-generation systems," said Lynn Heublein, executive vice president of business development. "When?" is what XBand users have been asking. Some admit they're waiting to find out about XBand support before buying a new system. The next-generation modems are already in the works. Catapult is helping Sega develop a Saturn modem, so it's likely that will be the first 32-bit platform supported. "And Sony looks like they're doing great, so we're keeping an eye on them," Heublein said. "But you can't have a network service if you don't have enough players. We'd like to see 400,000 to 500,000 users tracking to a million. If that happens fast, we'd be out there in fall 1996." For the legion of devoted XBanders, the next generation of competition can't happen soon enough.

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**What You Pay To Play**

- **Super NES or Genesis modem**: $19.99
- **Subscriber fees**: $4.95 for 50 Connect Credits per month (15 cents for each additional credit)
- **Unlimited Connect Credits**: $9.95
  - **(Note: There is also a one-time set-up fee of $2.95)**
- **Phone charges**: Local-only play - Price of phone call (usually free); Nationwide service (long distance): $3.95 per hour
- **SNES or Genesis keyboard**: $29.95

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**XBand Characters**

XBanders can identify themselves from XBand's library of over three dozen images. Here's a selection:

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**Online Insanity and XBand X-Citement!**
The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

GamePro Online: The ultimate online source for game information!

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

Online Options

Some of the areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Message boards (posted comments and tips)
- Talk with a GamePro editor (weekday afternoons at 4:30 p.m. PST in the chat room)

- File vault (game-related info, including FAQs)
- Archive (current and back issues of GamePro)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)

At the Shoshinkai Show in Japan, Nintendo demoed games that it's bringing to the Ultra 64. GamePro was there, and GamePro Online released screen shots of the games, including Super Mario Kart for the Ultra 64, right as the show was happening.

The David Perry Conference

GamePro Online recently staged a conference with David Perry, founder of Shiny Entertainment, the company that made Earthworm Jim and E3W 2. Excerpts reveal some surprising hidden codes in E3W:

David Perry: The Sega CD version has some really wonderful hidden secrets. There is more than one ending. They are very silly, well worth seeing. Finish the game in each difficulty level, then you will see the ending. Also, I have a list of over 35 codes. I will fax these to GamePro...

GamePro: Yessssssssssssssss!

DP: ...and they can print the official Shiny list. There are really bizarre cheats on this list.

GP: Can you give up one of the more bizarre codes now? The audience can't wait!

DP: To get a redheaded Jim: Pause the game and hit C, A, A, A, A, B, C. Check it out!

The Shiny's David Perry gave GamePro Online over 35 hidden codes for Earthworm Jim (Sega CD) during his live conference.

NetPro

What's on the Web? Tons! If you're interested in online gaming, visit these sites:

- DWANGO Inc. (Dial-up Wide-Area Network Gaming Operations): www.dwango.com
- Doom Gate: doomgate.cs.buffalo.edu
- Internet Modern Players Listing: www.xmission.com/~morrison/impl/index.html
- BBS Multiplayer Game Servers: www.teleport.com/~caustic/bbs.shtml

For some alternative online-gaming sites with card games, adventure games, and the like, check out:

- Little Jason's Game Page: www.fn.net/~jmayans/games.html
- The Software Publishers Association's Web page (http://www.spa.org) provides info on the business of game software. Recently, SPA ran a contest, Cybersurfari '95, which they called a "digital form of the traditional treasure hunt."

Online Conferences

GamePro Online holds many exclusive conferences with leaders and celebrities from the video game industry. These live discussions provide a forum where you can talk to them one on one. Look for conference transcripts in the File Vault at GamePro Online's main menu. Featured guests have included:

- Crystal Dynamics game developers (Solar Eclipse, Gex)
- GamePro Editors ("Ask the Pros" for game hints)
- The Ultimate MK 3 creative team

- Ed Boon and John Tobias (MK 3 and Ultimate MK 3)
- Sega home systems and coin-op (Fighting Vipers, Indy 500, and VF 3)
- Williams/Bally/Midway executive Roger Sharpe (MK 3, NBA Jam, WWF Wrestling)
- SNK game developers (Samurai Shodown)
- Programmer Mark Turmell (NBA Jam and WWF Wrestling)
- Time Warner Interactive game developers (Primal Rage, Rage 2, and Area 51)
- Namco game developers (Tekken, Tekken 2, Rave Racer, and CyberSlid)

E-mail us your comments through America Online or at this Internet address: comments.gamepro@iftw.com
Want to win a free game? Hey, who doesn't?! Here's how.

Last month the GamePro editors chose the best games of 1995 — now it's your turn! Vote for one game in as many categories as you want, or write in your own selections. Only games that were released in 1995 are eligible. Then mail your ballot to this address by March 15, 1996. (Only one, please, or you're disqualified.) Make sure your name, return address, and phone number are on the envelope or fax cover sheet. You can also look in GamePro Online's Communications Center for instructions about voting via America Online.

We'll tally the results and announce them in the June issue of GamePro. We'll randomly select one entry from the ballots we receive to win any current home game for any video game system. We'll also draw ten more winners to receive GamePro T-shirts. Stay tuned in June!

Readers' Choice Awards
GamePro Magazine
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Best Overall

- Best Strategy Game
  - Myst (Saturn)
  - Super Bomberman 2 (SNES)
  - D (3DO)
  - Syndicate (Genesis)

- Best Role-Playing Game
  - Chrono Trigger (SNES)
  - Secret of Evermore (SNES)
  - Phantasy Star IV (Genesis)
  - Earthbound (SNES)
  - Breath of Fire II (SNES)
  - Lunar: Eternal Blue (SCD)
  - Shining Force CD (SCD)

- Best Puzzle Game
  - WildSnake (SNES)
  - Bust-a-Move (3DO)
  - Kirby's Avalanche (SNES)
  - Zoop (Any system)

- Best System
  - Genesis
  - Super NES
  - Jaguar
  - PlayStation
  - Saturn
  - 3DO
  - Neo Geo
  - Game Gear
  - Virtual Boy
  - Game Boy

- Best Handheld Game
  - Taz in Escape from Mars (Game Gear)
  - Wario Land (Virtual Boy)
  - Mario Tennis (Virtual Boy)
  - Galactic Pinball (Virtual Boy)
  - Street Fighter II (Game Boy)
  - Super Return of the Jedi (Game Boy)

Best 16-Bit Game

- Best 16-Bit Action/Adventure Game
  - Adventures of Batman and Robin (Genesis)
  - Vectorman (Genesis)
  - Donkey Kong Country 2 (SNES)
  - Yoshi's Island (SNES)
  - Earthworm Jim 2 (Genesis)
  - Mega Man X3 (SNES)

- Best 16-Bit Racing Sim
  - Newman Haas Indy Car (SNES)
  - Virtua Racing (32X)
  - Road Rash 3 (Genesis)

- Best 16-Bit Arcade Game
  - Tekken 2
  - Street Fighter Alpha
  - Virtua Fighter 2
  - Mortal Kombat III
  - Ultimate Mortal Kombat
  - Fighting Vipers
  - Samurai Shodown

- Best 16-Bit Sports Game
  - Madden NFL '96 (Genesis)
  - FIFA '96 (Genesis)
  - NBA Live '96 (Genesis)
  - Tecmo Super Bowl 3 (SNES)
  - NHL '96 (Genesis)
  - College Football '96 (Genesis)
  - World Series '95 (Genesis)
  - Coach K College Basketball (Genesis)

Best Next-Gen Games

- Best Next-Gen Fighting Game
  - Virtua Fighter 2 (Saturn)
  - WWF Wrestlemania (PlayStation)
  - Mortal Kombat III (PlayStation)
  - Tekken (PlayStation)
  - Battle Arena Toshinden (PlayStation)

- Best Next-Gen Strategy Game
  - Theme Park (Any system)
  - Return Fire (3DO)
  - Hell (3DO)
  - Myst (Saturn)
  - D (3DO)

- Best Next-Gen Vehicle/Sim/Shooter
  - Agile Warrior (PlayStation)
  - Air Combat (PlayStation)
  - Warhawk (PlayStation)
  - Iron Soldier (Jaguar)
  - Shockwave: Jumpgate (3DO)
  - Viewpoint (PlayStation)
  - Twisted Metal (PlayStation)
  - Panzer Dragoon (Saturn)

Best Next-Gen Action/Adventure Game

- Loaded (PlayStation)
- Clockwork Knight (Saturn)
- Rayman (PlayStation)
- Jumping Flash (PlayStation)
- Astal (Saturn)
- Shinobi Legions (Saturn)
- Bug (Saturn)
- Gex (Any system)

Best Next-Gen Corridor Shooter

- Robotica (Saturn)
- Doom (PlayStation)
- Kileak (PlayStation)
- PO'ed (3DO)
- Killing Time (3DO)
- Wolfenstein 3D (3DO)
- Virtua Cop (Saturn)

Best Next-Gen Racing Game

- Sega Rally (Saturn)
- The Need for Speed (3DO)
- Destruction Derby (PlayStation)
- Daytona USA (Saturn)
- Ridge Racer (PlayStation)
- Virtua Racing (Saturn)
- Wipeout (PlayStation)

Best Next-Gen Sports Game

- NFL GameDay (PlayStation)
- FIFA '96 (PlayStation)
- World Series Baseball (Saturn)
- ESPN Extreme Games (PlayStation)
- NHL Faceoff (PlayStation)

Best Next-Gen System

- Saturn
- PlayStation
- Jaguar
- Neo Geo CD
- 3DO
The designer usually comes up with a game's original concept. They imagine its look, define its gameplay, and shape its attitude. Randy Breen made all those contributions to Road Rash, Electronic Arts' popular series of motorcycle-racing games. We asked Randy to describe his job and give advice to anyone interested in becoming a game designer.

**The Background**

“What I do now at Electronic Arts is pretty consistent with what I was interested in when I was in high school. I was in my high school's electronics program for three years. I was also in the art program, and I thought seriously about going to an art college out of high school. But I didn't think I'd ever make a reasonable living in art, and I didn't know any successful artists. I didn't have good enough grades to become a successful electrical engineer, either, so out of frustration I joined the Navy.

"I'd been playing video games since the late '70s. While I was in the Navy I bought my first computer, both to play games and because I loved the technology. I got a lot of technical computer training in the Navy, and when I got out in 1986, I met Rich Hilleman, EA's tech support manager, who happened to be looking for new
employees. He liked my computer background, so he hired me. Within a year I became an assistant producer, finishing EA's Formula One Ferrari game.

"Road Rash was born when EA began to do in-house development in a serious way. Until 1989 EA relied on outside developers for games, but after that we wanted to do our own games. Our first discussions were for a driving game for the Genesis."

**Road Rashin'**

"Initially all we knew was that we wanted Road Rash to be more of an entertaining game than a pure driving simulation. I'd been into motorcycles for a long time, and we quickly realized bikes gave us lots of technical advantages. For instance, we could put more bikes than cars onscreen at once, and the bikers were more visible than car drivers, so they could be more expressive.

"When I watched footage of Grand Prix motorcyclists, I noticed they were riding really close together, and when they'd get mad they'd shove and kick each other a bit. That blossomed into the trademark punching and kicking moves in Road Rash.

"My newest game, ShredFest, uses the same kind of presentation: It has Road Rash's music-video format and the same kind of quirky illustrations. It has both an arcade mode and a long-playing mode where you stay with one character and try to earn new snowboards. The racing is similar to Skate or Die in some respects, with evaluations for the tricks you pull off. The backgrounds are based on real locations in North America."

**The Job**

"Ultimately, game design is a series of compromises because there are so many facets of a game. I'll come up with the main concept for a game, but I always have to balance all the design elements to make the game work right. For instance, I have to make sure the scoring is fair, and the game's characters all behave the way I want, while making sure that the difficulty ramps up gradually.

"I generate some artwork early on to help others understand what the game should be like. From there, the programmer focuses on the technology and the lead artist creates most of the graphic design. As the team leader, I maintain the big picture of how the technology will work together with the art. I try to keep everyone pointed in the same direction. While development is in progress, I play the game constantly and give everyone ideas about what the game should be like.

"One thing I don't do is play every other game on the market. I don't want to analyze all the other products..."
because to me that’s the reverse of how you should approach design. Think of last year, when there were about ten Doom-style games all obviously following somebody else’s lead. When I come up with a concept I try to think of where everybody else isn’t, not where everybody else is.

The beginning of a project is much different from the end. Early on, the hours are reasonable, but once the marketing wheels start turning and you’re committed to deadlines, the hours get crazy. Everything takes more time than you expect, so everybody works long hours to get the game out on time.

**The Advice**

“It’s extremely important to have a broad background. Aspiring designers should definitely have an art and a technical background. Few schools are set up to teach both, but I know that some universities have courses that combine technical computer training with art classes.

“It’s not necessary to get your degree from a four-year university. It’s more important to grow — whether that means traveling or joining the military or going to college. It depends on the individual. Getting away from home is a way of coming to terms with what you want to do as a person, and it broadens your perspective on life. Get away from the environment you grew up in, just to experience something else and to learn to be responsible for yourself.

“Being a great gamer isn’t as important as understanding the philosophy behind the game — why it was made the way it was, and what decisions went into its creation. Some guys at EA know every single product and they can beat everything they play, but at the same time they’ll have a hard time describing their thoughts or explaining what essential elements are in that product.

“That’s why communication is probably the most important skill you can have. These products are made by large groups of people, and if you can communicate to all of them — to the artist, to the programmer, to the marketing specialist — then you can be a successful designer.

“Finally, if you want to work in the video game industry, it’s important to have a passion for games. If you don’t, you won’t last long, because the job is simply too hard.”
MEET KRAZY IVAN...

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT.

AGAINST A RUTHLESS ROBOTIC ALIEN HORDE, WITH THE HUMAN RACE UNDER SIEGE; ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

HE'S THE NEXT RUSSIAN REVOLUTION

KRAZY IVAN

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PlayStation

2 PLAYER LINK COMPATIBLE

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HOT AT THE ARCADES

KILLER INSTINCT 2

By Atomic Dawg

It's time for all good arcade fighting fans to recharge their instincts - Killer Instinct, that is. KI 2 by Midway, Rare, and Nintendo should soon be making its debut at an arcade near you. Here's a look at an early KI 2 test unit that revealed some cool changes to Killer.

KILLER INSTINCT CREW

Killer Instinct 2 shows much more Ultra 64 flair than the original KI did when that game appeared back in January '95, which isn't surprising because many more Ultra 64 programming tools have become available. Midway, however, isn't ready to reveal how much Ultra technology is in the arcade units, even though the Ultra 4's American debut in April is just around the corner.

The game features ten KI killers, seven returning combatants and three newcomers. The surviving vets are Orchid, Jago, T.J. Combo, Spinal, Fulgore, Glaci, and Sabrewulf. The new fighters are Maya, Tusk, and Kim Wu. Fans of Riptor, Cinder, and Chief Thunderhawk will have to take up their protests with Midway (and develop their skills with other KI fighters).

The familiar KI crew brings many of its original moves to the new game, with a few twists. Orchid sports wicked new weapons - tonfa sticks. Unfortunately, she lost her tiger morph, which was effective for countering projectiles. Jago has a new fireball that blasts opponents forward when it connects, possibly so he can start combos. Fulgore now has the ability to turn invisible, making him more of a Predator clone than ever. T.J. continues to toss mean punches and powerful combos, but his new special ground-shaker stuns victims to set them up for a combo.

Glaci bulks up during the off-season, and also developed a ground teleport where he turns into menacing globules on the go. Sabrewulf remains just as ferocious as he was before, with frighteningly fast claw hands.

Eyedol, the fearsome two-headed end boss in the first KI, has stepped down, and a mammoth Gargoyle named Gorgos is beginning a new reign of terror. Gorgos regains his energy if he's been damaged and he shoots a stream of fire similar to Cinder's inferno move. He can also fly around the screen, which makes him difficult to attack.

The rookies will hold their own. Maya is a swift jungle fighter who uses double hunting knives to chop 'til opponents drop. Tusk is the sword-wielding Barbarian with mean muscle moves. Kim Wu, a martial arts expert, brandishes nunchakus and tosses fast fireballs that fly erratically at opponents, making them tough to avoid.

BACKGROUND ON BACKGROUND

If you have an eye for backgrounds, you'll find KI 2's graphics similar but slightly different from KI's. For instance, Glacius's location is where his spaceship crashed. Fulgore's inside a robot factory, Spinal's aboard a pirate ship, and T.J. holds his ground amid a ruined urban setting.

The new Killers' backgrounds are likewise honed to their fighting skills. Kim Wu wields ninja magic across a rooftop. Maya battles on a bridge in a jungle near a pyramid. Tusk tussles with opponents amid Stonehenge-like rock formations.

USING YOUR INSTINCT

It was also clear in the test version that the gameplay received several refinements sure to please full-time KI freaks. Combo breakers can still pull you out of a multihit jam, but to pull one off in KI 2, you must finish your character's combo-breaker button combination by hitting the button of the combo your opponent is attempting to pull!

Additionally, Rare and Midway answered everyone's
prayers by adding throws. Now you can grab a waiting foe and hurt them or use a throw in a combo. Be careful with this tactic, though—it appears there may be counterthrows in the game, too.

Fans of the auto-link combo system will be happy to know that it’s intact—and even improved. You can now link more buttons, giving you hundreds of combos per character.

The final new gameplay gem is the Power Up Bar. Similar to Street Fighter Alpha’s bar, this new feature rewards the more aggressive player, regardless of the level of their energy bar. When a player’s Power Up Bar reaches a certain level, they are able to use special moves. The Power Up Bar moves can even be chained in combos.

**KILL OR BE KILLED**

Killer Instinct wowed ‘em at the arcades when it first appeared, and Killer Instinct 2 seems poised to make another killing. Nintendo, Midway, and Rare have done their homework to improve this first Ultra 64 fighter. No doubt they hope their Instincts are correct.

Tusk’s sword attack makes him a feared and lethal adversary.

Pressuring Jago in the corner, Kim Wu forces him to counter her downward aerial attack.

New fighter Kim Wu struts her new moves as she demonstrates her air projectile to Jago.

On his rocky home turf, Tusk shows Orchid no mercy.

On his rocky home turf, Tusk shows Orchid no mercy.

The old style of fireball warfare continues as both Jago launch flaming attacks.
Alien Trilogy's bringing savage Doom-style alien-splattering action to the 32-bit systems.

Gameplay

Based on the popular movie series, Alien Trilogy sends you out to rescue a space colony whose communications have been severed. Of course, those pesky aliens are at it again. As Ripley, you're out to wipe them out in this one-player game.

In the prerelease version we saw, not all of the 18 levels were up and running, but you'll wander through halls and air ducts for battles with face huggers, chest bursters, company soldiers, and so on. Trilogy looks like it could be another hot Doom-style shooter (PlayStation pictures shown).

Graphics & Sound

At this point, the graphics won't blow you away. But Trilogy opens with killer full-motion video sequences, and the levels so far are peppered with enough creepy aliens and true-to-the-movie background details to make your skin crawl. In close, however, problems with pixelization and choppiness crop up, which hopefully Acclaim will tune up for the final version.

On the sound side, realistic footfalls and explosions build moderate tension. More sounds from the movie, like the eerie click of the Marines' tracking devices, would jack up the intensity.

Control

Much like Doom, this unfinished version of Trilogy sports a cool lineup of deadly weapons, and you can even set their range and power. Shooting and steering from the first-person perspective handle without a hitch.
**Descent**

*PlayStation*

*By Major Mike*

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**Gameplay**

As Williams did with *Doom*, *Interplay* is crafting another awesome PC conversion, this time with the popular title *Descent*.

Perhaps taking a page out of the *Doom* book, *Descent* is a first-person shooter with a twist—literally. In *Descent* you aren't confined to 180-degree movement, but can turn and travel a full 360! This mobility lets you go anywhere in the game's giant stages. *Descent* puts you in the cockpit of a spaceship to wade through several maze-like levels against a plethora of enemy ships.

This early version had roughly four completed levels, but what's there is very impressive. *Descent* could kick off the 1996 PlayStation lineup with a blast!

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**Control**

The most pressing question is control. *Interplay* has cleverly configured the controller so that only a few practice sessions are required to fully learn your way around. The directional pad steers the ship, while the four action buttons move you in the four directions. The top L and R triggers control the weapons and the barrel roll. Control does take practice, but it can be mastered in a short time.

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**Graphics & Sound**

The graphics shine at this stage of the game's development. Although it's pixel city when you get close to objects, the movement is fluid and hardly slows down. Some enemies are difficult to discern at a distance, but this is a game of shoot first and second, and maybe ask questions later. As you shoot, laser blasts illuminate dark hallways that they travel, for awesome visual effect.

The tunes jam. Rock and jazzy pieces spice up the action without detracting from it. The sound effects also do the game justice with laser blasts and various explosions.

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*Developed by Parallax Software*
*Published by Interplay*
*Available February*
**Die Hard Trilogy**

With good audio and visual effects, and smoothly scrolling 3D polygonal environments, Die Hard Trilogy looks like a winner even in its early stages.

As renegade cop John McLean, you'll tackle three completely different games in this disc, each loosely based on one of the three Die Hard films. In the first game, you play from an overhead view, running around Nakatomi plaza shooting terrorists and freeing hostages. In the second game, based on Die Harder, you take on the bad guys at the airport in a segment similar to Virtua Cop. And finally, in the third game, based on Die Hard With a Vengeance, you choose from more than 17 vehicles to drive through Manhattan as you race to defuse bombs.

**Clockwork Knight 2**

This one-player action/adventure game brings something old and something new to the toy box.

The "old" is the gameplay, which resembles the original game's, though you'll be able to interact with and travel between the foreground and background. Old, too, are the sounds and the kidnapped-princess plot, though you can play as either the toy-soldier hero, Pepper, or his enemy, Ginger.

The "new" is the game's look. CK 2's four new rooms and enemies explode with brilliant colors and details. Racing on a donkey, being shot from a cannon, and solving puzzles add strategy.

**Developed by Sega of Japan**
**Published by Sega**
**Available February**

**50% COMPLETE**
BILLIONS OF PRAYERS FOR PEACE.
MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.

Over 50 different Battles!
500 Weapons, Troops, and Artillery!
Realtime 3-D Rendered Battles!
100+ Hours of Gameplay!
Descent 2
If you didn’t get enough of Descent’s dizzying outer-space joyride, prepare to strap in for round two. Armed with a fresh story line and 30 intense new levels on 5 planets, Descent 2 sets the interstellar stage for first-person shooter fun.
From a cockpit view, you’ll spin on a dime with 360-degree mobility as you fend off multidirectional attacks. Thirty new robotic menaces heat up the battle with an improved AI, but your ship answers the challenge with a payload that includes a Super Vulcan Cannon.
You’ll jet over 3D landscapes above and below ground. Full-motion-video cinematics and interactive headlight will augment the gameplay. The sounds should also pop with rocking tunes from groups like Skinny Puppy. Improvements to the cooperative multiplayer option include weapon-switching.
PC pilots that are hot to strap into Descent’s cockpit again should welcome this sequel, which looks like it will live up to its lineage.
By Interplay
Available March

Descent: Levels of The World
Trying to eke out more play from Descent? Before you retire the flightstick, take Descent: Levels of the World for a test flight.
This add-on CD beefs up the original game with more than 100 tough new levels. The catch is that Parallax Software, Descents’ creators, contributed only one new level. The others were designed by players whose submissions won a worldwide contest held by Interplay. Levels include The Catacombs (designed by Chris Kotchy) and Alien Stronghold (by Bill Sechrist).
Available now, Descent: Levels of the World is priced at $29.95 for PC CD. You also need the original Descent game.

The Catacombs, designed by Descent player Chris Kotchy

Coming to PC
A lot of familiar video games are popping up on the PC. This partial list covers those that are in stores now. As more games move over to the PC, we’ll keep you posted.

Alien Virus by Vic Tokai
Batman Forever by Acclaim
Comix Zone by Sega
Corpsman: The Graveyard Edition by Digital Pictures
 Destruction Derby by Sony
Double Switch by Digital Pictures
Earthworm Jim by Playmates Interactive Entertainment
Ecco the Dolphin by Sega
ESPN Extreme Games by Sony
ESPN Hockey Night by Sony
ExoSquad by Sound Source Interactive
FIFA '96 by EA Sports
Hyper Pinball by Virgin
Icebreaker by Magnet Interactive
Lemmings 3D by Sony
Night Trap by Digital Pictures
Pitfall: The Mayan Adventure by Activision
PGA Tour '96 by EA Sports
Primal Rage by Time Warner Interactive
Prize Fighter: The Heavyweight Edition by Digital Pictures
P.T.O. II by Koei
Quarterback Attack by Digital Pictures
RBI Baseball '96 by Time Warner Interactive
Return Fire by Time Warner Interactive
Revolution X by Acclaim
Supreme Warrior by Digital Pictures
T-NEK by Time Warner Interactive
Tomcat Alley by Sega
Unnecessary Roughness '96 by Sport Accolade
VR Soccer '96 by VR Sports
Wayne Gretzky and the NHLPA All-Stars by Time Warner Interactive
Wipeout by Sony

GAMEPRO 44 March 1996
**The Terminator: Future Shock**

Based on the films, this Terminator opens after a devastating nuclear war between sentient computers and humans. Equipped with a huge lineup of weapons and vehicles, you help John Connor battle the marauding robots on foot, in the air, and behind the wheel. The 3D texture-mapped graphics depict ruined buildings and Terminator outposts.

*By Bethesda Softworks
Available Now*

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**Chronomaster**

In a distant future, science has made anything possible—so of course somebody went out and froze time. Chronomaster's nonlinear gameplay challenges you to end this crisis through graphic adventure-style scenario solving. Gorgeous rendered 3D graphics, a story line by sci-fi author Roger Zelazny, and voices by Brent Spiner (Star Trek: The Next Generation)

*By Capstone
Available Now*

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**Screamer**

Screamer peels out on the PC with speedy arcade-style racing. Choose from six sweet cars, including Porsches, Ferraris, and Lamborghinis, and bump fenders with nine other drivers on six tracks. Snazzy SVGA graphics and thrash-metal tunes maintain the high-octane pace.

*By Virgin Interactive Entertainment
Available Now*

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**Total Distortion**

This rock-and-roll adventure drops you into the quirky Distortion Dimension, where guitars are weapons and music is everything. To earn the cash for a ride back to Earth, you must assemble and sell videos of Dimension's top stars. The video-mixing gameplay also involves puzzle solving and shooting, accompanied by everything musically from pop to grunge.

*By Electronic Arts
Available Now*

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**Rise 2: Resurrection**

This sequel to the critically panned Rise of the Robots is back for another dose of robot bashing. Mirage, the developer, promises to completely rework the poor gameplay of the first game, and the sharp 3D graphics look improved as well. The features list has also grown: 18 fighters each have more than 20 combined moves and fatalities.

*By Acclaim
Available February*

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Editor's Note: Turn to "The Mail" for corrections to the January "PC GamePro."
The sixth revision of the original Street Fighter II, Street Fighter Alpha delivers enhanced characters, moves, and combos. Fortunately, many key ingredients that made Street Fighter the best 2D fighting game - gameplay, control, and strategy - remain unchanged.

Round One, Fight...
Ken, Ryu, Chun-Li, Birdie, Adon, and Sagat return from the original Street Fighter. They're joined by newcomers Guy, Sodom, Charlie, and Rose. Each character has special and super moves that can be linked together for huge multihit combos. (For a list of moves and combos, see "The Fighter's Edge" in this issue and in the February GamePro.)

New tactics like Alpha Counters (which let you counterattack incoming moves) and in-the-air blocks are some of the best new features. Also added for the PlayStation version is a training mode similar to Killer Instinct's for the SNES, where you can practice or discover new combos.

Round Two, Fight...
Graphically, the direct port of the hand-drawn character animations are truly amazing. Both the backgrounds and characters explode in brilliant colors you would expect to see only in the arcades. SFA is easily the best argument that the PlayStation is not just a polygon-based system.

While the music has been re-orchestrated and sounds...
CRITICOM
Will Run Rings Around Saturn.

On Saturn, On Earth, Everywhere!

SEGA SATURN

VIC TOKAI INC.
Primal lacks the originality that captured gamers a year ago. It's not very deep (like VF 2) and not as fast and fun as other games (MK 3) that have debuted since.

Basic Extinct
The real beneficiaries of this title will be PlayStation owners who have never played Primal before (but always wanted to). It's not a bad game for dinosaur lovers and fighting fans looking for a different kind of fighter. Primal roars...gently.

By Scary Larry
Those prehistoric pugilists that graced the arcades over a year ago are now battling on the PlayStation for domination of Urth. And although this version is the best yet, it doesn't add anything new to the fighting genre.

Prehysteria
In this best-of-three fighting game, you still get eight dinowarriors, each with a unique brand of combat. Vertigo, a hybrid cobra-saur, uses hypnotism and spits acid, while the more traditional warrior Sauron, a T. rex, uses his jaws and some throws to get the job done. You can link some moves for very small combos, and in addition to standard and special moves, there are also fatalities. To date, we've heard that Chaos's Golden Shower fatality is intact.

Controlling the 'sauris will take some configuring. The standard setup works well with the unique design of the PSX controller, and even gamers new to Rage will love the easy controls.

Dino Might
The graphics blow away all other versions to date, and even make the arcade version seem tame. All the background details are here, including edible worshippers and gorgeous primeval sunsets. The great rendered movie added to the beginning of the game is a joy to watch, but doesn't add anything to the gameplay.

The sounds come across loud and clear. Plenty of roars, growls, and Flintstones funk, but nothing revolutionary for video game audiophiles.

But even with stunning graphics and great sound,
THUNDERSTRIKE

FIRE UP THE THUNDERSTRIKE, and prepare for
360 DEGREES OF FURIOUS CARNAGE.

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.

Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!

Real-time combat and real-life conflicts – a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.

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

Available on:

SEGA SATURN

PlayStation

HAVE A NICE MISSION.
By Tommy Glide

Part shooter, and part puzzler, Cyberia is all adventure. Although this PC port looks super cool, it lacks replayability.

**Cold Climate, Cool Hand**

You assume the role of Zack, a futuristic tough guy whose mission is to infiltrate a base known as Cyberia. The multi-genre gameplay includes cockpit shooting similar to Starblade, pistol dueling while exploring on foot, and puzzle solving in the spirit of Myst.

The intense environment often leads to instant death, but unlimited continues help you beat the game. The puzzles are only a mystery once, though, and one play-through would be enough for most gamers.

Exploring with Zack is a slow process. The directional controls are initially confusing and annoying. Also, during the cockpit sequences, you can lose track of your cross hair in the flashy firefights.

**Graphic Traffic**

Graphically, this almost fully rendered game delivers crisp character images and breathtaking backgrounds. The flat explosions, however, don't quite fit with the rendered look.

With little music, the game's subtle background effects really enhance the overall sonic experience. You hear such nuances as the hum of an engine inside the base.

If you want shooting or adventure, stick to basics like Doom or Gex. In a trundra of genre-specific games, however, Cyberia comes in like a heat wave for the renaissance gamer who wants a little bit of everything.

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**PROTIP:** The Ice Canyon is tough, so memorize the attack sequence and pre-position your gun.

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**PROTIP:** To go straight to the flight levels, deny Gia the smooch. If you want a tough shootout first, though, plant one on her.

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**PROTIP:** To open the complex door (on the Easy Puzzle setting), flick up the first and then the fourth switch.

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**PROTIP:** To open the complex door (on the Easy Puzzle setting), flick up the first and then the fourth switch.

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**PROTIP:** Fight the small aliens only until you fully replenish your stores. Move on to the bosses before you take too much damage.

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**PROTIP:** Against Sentinel, be prepared to take on a crowd.

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**KRAZY IVAN**

Krazy Ivan stitches together a few tired formulas to create blazing mech action. You won't devote your life to this CD, but it does serve up some involving combat.

**Smooth as Vodka**

Sleek graphics portray impressive 3D landscapes, but greater detail and less slowdown in the frosty tundras and dusty sand dunes would've made for a true graphical feast. Even so, remarkable detail in the colorful, outlandish enemies really captures your attention.

On the sound side, the music plods through ominous Russian themes that you'll quickly turn out. Similarly, the decent effects do their duty without creating the kind of tension that gets your blood racing.

Krazy Ivan has some problems, but it stands tall above its Saturn counterpart, Chen War. Only the most finicky gamers won't eventually enjoy Krazy Ivan's absorbing gameplay.
Save The Soul of Rock and Roll!

Johnny Bazookatone

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.

It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball?

That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! http://www.anime.net/~johnnyb

Includes title track featuring Richie Sambora and Tico Torres from Bon Jovi!
By Scary Larry

Want intense air action that makes Blackfire for the Saturn look like a paper airplane contest? Check out Thunderstrike 2, the sequel to last year's AH3 Thunderstrike and the best helicopter since Warhawk.

**Heli in a Hand Basket**

After equipping your special forces chopper with penguin pockets, runway explosives, cluster bombs, and a variety of other weapons, you fly eight international missions that confront piracy in the South China Seas, oil trouble in the Middle East, and more.

The action is intense — your thumb'll be busier than a one-legged man in an ass-kicking contest as you shoot down enemies and strafe ground targets. The game lags only in the control department. The chopper turns like a fat ballet dancer — graceful but slow. You often miss targets, and then have to loop all the way around to set up another shot. This makes you vulnerable from behind.

**Chop 'til You Drop**

The superb graphics suffer from only minor breakup in the mountainous levels. Every explosion is vividly depicted, and there's great detail, such as civilians fleeing for cover when a vehicle is destroyed. You also get multiple views from the chopper.

The top-notch sound includes rocking music and plenty of voice from command control. Explosions sound even better than they look.

Hoping for an intense chopper stopper? If you loved Warhawk, Thunderstrike 2 is a must-play.

By Tommy Glide

It's no shock to anyone who played the 3DO versions that Shockwave Assault is one very cool shooter for the PlayStation.

**Shock the Casbah**

In the first game of this two-disc, two-game portover, aliens have invaded, and it's your mission (as flyboy Wildcard) to drive them off the Earth. From a cockpit view, you begin in Egypt, and then it's on to nine more increasingly difficult missions over areas like Peru and Los Angeles. In the second game, you pursue much tougher aliens through the solar system, wiping out bases on Mars and other planets.

Shockwave's graphics were improved for the PlayStation. The game now takes place entirely at night, and you get a new gunsight, along with a new laser animation. The overall image quality is very clean, and the full-motion video sparkles.

The sound, which was good on the 3DO, was lightly tweaked. Some new dialogue was added, and a few of the harsher effects were softened.

**Born to be WildCard**

The intuitive controls and fairly maneuverable ship make Shockwave easy to pick up and play. Some strategy elements, however, may cause you to repeat a level over and over, which gets tiresome.

With its many intense missions, this game won't grow old any time soon. Shockwave Assault is sure to put a cramp in any futuristic flyboy's trigger finger.

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**PROTIP:** Watch for the damaging low-lying mountains in Central America. Stay high and wait for ground fire before moving in.

**PROTIP:** Choose weapons to fit the mission — firestorms bombs for the jungle, cluster bombs for the open sea.

**PROTIP:** When you come across the alien base in Egypt, fire two rockets from a distance, then loop back and repeat the attack. About eight rockets will destroy it.

**PROTIP:** In the Jumpgate missions on Mars, a force field stalls your rendezvous with the refueling drone. Shoot the towers to make headway.

---

**SHOCKWAVE ASSAULT**

**PROTIP:** In the run through Las Vegas, you must leave these tall structures standing, but destroy the four smaller power cells around the bases.

**GamePro**

52 March 1996
They say the last thing you see before you die is a blinding flash of light.

But Hey, You're A Mercenary. You're Used To This Stuff.
You've joined Da Wardenz. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William "Bar None" Floyd.

Command the deadly M-13 Predator Battletank across 3D mapped and textured terrains in real-time, first-person.
25 covert, explosive missions in the most politically volatile regions in the world!
2 player head-to-head play or multiplayer network in the PC version—up to 8 players wage war.

Available on:

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PROTIP: When Cyclops's Mutant Bar is full, tap Toward and Fierce Punch for a deadly Laser Surge.

By Scary Larry

The arcade-to-home translation of X-Men is as smooth and hard-hitting as the arcade original. Finally, Saturn owners have another reason to rejoice!

X-Men, 17ugs, and Rock & Roll

Even if you never touched X-Men in the arcades, you'll love its great graphics and fast gameplay. You have a choice

PROTIP: When SilverSamurai's Mutant Bar is full, do a reverse fireball and press Kick to make a mirror image appear.

PROTIP: If Storm, Cyclops, Iceman, and Wolverine are on the same team, you can do a reverse fireball and press Kick to make a mirror image appear.

PROTIP: As Wolverine, press Toward and tap Medium Punch to grab an opponent and deliver some adamantium hell.

PROTIP: Omega Red can hit an approaching opponent with underground cables by holding Down and tapping Fierce Kick.

PROTIP: Press Toward and Medium Punch to freeze Iceman's opponent. This works well when your Mutant Bar is full and you can deliver your special move for a power KO.

and kicks), so you'll be fighting like a pro after five minutes. Gamers who like their fighting games with a little more depth, however, may find the controls too easy.

The X Files

The graphics are x-traordinary. Great comic-book details make all the fighters' moves come alive, and there's very little slowdown to dull the action. Minute background details like the Danger Room's underwater life are realized in vivid color for great atmospheric effect.

X-emplary sounds feature crystal-clear smacks, punches, and groans. Even the rockin' music integrates lots of laser shots and explosions.

The Joy of X

What's not to love? Colorful, fast, and fun, X-Men is a blast and a half. If you own a Saturn and have already mastered Virtua Fighter 2, then check out what's happening in the mutant world of the X-Men. Who says we don't need another (super)hero?
ROAST A FEW WEEENIES TONIGHT.

So, how do you like your opponent? Well-done? Lightly charred? Extra-crispy? Well, before you roast 'em, you gotta get to BLOCKBUSTER. We've got more copies of the best games around. Come on in, get the games and start cookin'!

THE SOURCE BEHIND THE FORCE.
By Air Hendrix

Serious shootin’ has streaked onto the Saturn! Despite its skittish controls, Thunderstrike 2 grasps your attention with scorching helicopter combat.

Parachute Required
Thunderstrike pits you against tough multilevel missions that are soundly grounded in current political crises, such as protecting Serbian peacekeeping forces. That and the authentic military hardware lend intriguing realism to the action.

And that action will keep you frantically busy - and thoroughly entertained. You face everything from tanks to rocket batteries to menacing choppers as you tackle each mission's objectives.

The tricky controls don't help. The laborious switching between guns, cluster bombs, and so on can strand you with the wrong weapon, and maintaining altitude and a steady course takes loads of practice. But although that practice may sprain your fingers, the arresting gameplay is worth it.

Locked On
The impressive graphics showcase well-detailed enemy vehicles in lifelike 3D environments. Unfortunately, the scenery's occasional burdened with breakup and screen-redraw problems that interrupt the gameplay. In the sound department, the distinct voice of mission control offers fairly useless advice backed by rock. The explosions and other effects sound realistic, though.

If you're looking for intense shooting, Thunderstrike's flaws cause only minor turbulence. Besides, this game sweeps past its only Saturn competitor, Blackfire, like a hawk overtaking a pigeon.

By Tommy Glide

Gex, the wiliest lizard ever to grace a game screen, sizzles on the Saturn with the same graphics, sound, and control that earned acclaim in the PlayStation version.

Rez-ident Hostage
Captured by the evil Rez, you must guide Gex in his escape from a universe comprised of bad TV genres with names like allow him to climb on backgrounds and ceilings, adding a whole new dimension to the hop-n-bop genre.

Generation Gex
Gex mimics the PlayStation version both graphically and sonically. From the jungle's jumping piranhas to the nut-chucking chimpunks in the cartoon levels, each world offers great eye candy. While Gex is the only rendered character in the game, the hand-drawn enemies and backgrounds are colorful. Upbeat music provides an ambient groove while Gex (with the voice and scripting of comedian Dana Gould) delivers hilarious one-liners.

The great action and deep exploration offered in Gex make it a must for gamers who need to jump around. Gex eats Bug for lunch on the Saturn.

Gex by Crystal Dynamics

$99.00
CD
Available now
Action/Adventure
1 player
9 worlds

PROTIP: Use Penguin missiles to take out large ships.

PROTIP: Jump off this column in the Grave Danger level and tail-spring onto the TV next to Gex. It'll bounce you offscreen, and you'll collect a ton of hidden golden flies.

PROTIP: To connect with the gun, rock the chopper up and down in front of your target.

PROTIP: Take out choppers with standard missiles as soon as you get a lock.

PROTIP: In the middle of Congo Chaos, look for this warp that takes you to a bonus game.

Gex by Crystal Dynamics

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1 player
9 worlds

PROTIP: Don't miss the 1-up behind the exit in the Pow level.
Attention Gamers! NOW we have something that really challenges your gaming skill — at the price of your life! ... or a limb or two! It's time to master Scary Larry's haunted island prison. You find yourself trapped on a deserted island inside a haunted prison. You must escape the deserted dungeon, maneuver out of the prison and cross the icy waters that block your way to freedom, all without hitting a dead end...

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Beware! This new adventure is much tougher than the haunted house or barge....do you dare take the challenge??

PRIZES: To be eligible to win, you must find your way through Scary Larry's haunted prison ALIVE with the fastest score. For the top 5 scores we will feature your name and score in GamePro plus send you a free GamePro T-shirt!

For the Grand Prize Winner, you must get through the prison within the fastest time. The Grand Prize winner will become "King of the Coffin," receive a GamePro t-shirt, a GamePro subscription, and get your name and score highlighted in next month's GamePro!

WINNERS:
- Peter Tourmar 7.75 minutes
- Logan Wallace 10 minutes
- Adam Grove 11.4 minutes
- Tim Thrush 11.6 minutes

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By Slo Mo

Wing Arms is a true-to-the-arcade port of a rough-and-tumble air combat game. You fly seven classic World War II aircraft, including a P-51 Mustang, a Japanese Mitsubishi Zero, and a British Spitfire.

Wing Arms' aerial dogfight missions are mixed with bombing runs against both land- and sea-faring targets. Of course, you fight an imaginary enemy nation so that the former WW II antagonists can fly in formation.

*Wings at War*

Wing's topnotch graphics maintain a stellar performance during the fast-paced gameplay with smooth, quick animation and three aircraft views (in the cockpit, behind the aircraft, and rearward). The beautifully rendered airplanes are slightly jagged but still sure to send fighter buffs soaring.

The tough combat action is tempered by long chases, particularly during dogfights. The fierce, persistent enemy is supported by blistering anti-aircraft fire and bogies that stay glued to your tail.

Less realistically, you have limitless ammo and a shield that enables you to ram aircraft, ships, and buildings several times before falling. You can even bounce off the surface of the ocean.

The battles get good audio mileage out of the rat-tat-tat of machine guns and explosions. The Muzak, however, wimps out.

*Arm Yourself*

Aerial combat fanatics may find the action uneven, but for fighter aircraft aficionados, this air force will look awesome. Wing Arms flies.

PROTRIP: During dogfights, use slow airspeeds to find targets and fast airspeeds to move in for the kill.

PROTRIP: During missions against land- and sea-based targets, use the behind-the-plane view to avoid anti-aircraft fire and plan your next attack run.

**Johnny Got His Gun**

In his quest to keep cool in a very hot place, JB speaks naught and carries a bazooka. In this side-scrolling platform jumper, the hipster swings his weapon in five gorgeous levels, including a prison, hotel, and penthouse.

He can scoop up items, spin through enemies, and fire a super-shot by revving the guitar strings. This Elvis clone also runs, jumps, and floats through the air.

**Johnny Bazookatone**

The graphics are awesome. Cool rendered sprites and colorful, imaginative backgrounds spruce up even the mundane underwater scenes.

Great house music in the intro is supplanted by cool jazz in some levels, while a wailing guitar plays the background riffs in others. There are no other audio treats, though, like wisecracks from Johnny himself.

Fans looking for a humorous cross between Earthworm Jim and Donkey Kong Country should check out Johnny. He's the hottest thing since Bug, and the coolest cat in town.
serious gamers only...

It’s live and it’s HOT
check it out!

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Spot's back in a half-shooter, half-puzzle game that's sure to quench the thirst of young gamers. Unfortunately, it'll leave everyone else hungry for more action.

**Spot Needs a Jolt Cola**
Spot explores countless Hollywood movie-clone levels trying to rescue enough missing spots to exit each area and continue. Spot doesn't move quickly through the levels, though, and even when you hold the Run button you'll wish the un-cola mascot had some caffeine to speed him up. What's more, the ¾-overhead view makes it hard to judge where you're walking, so you'll plummet off ledges in no time. It's frustrating.

If Spot hopes to make it in Hollywood, he's going to need some plastic surgery. The original game had ground-breaking animation, but that was years ago, and by today's standards these characters look average at best. Still, there are some cute animations, like when Spot walks by a mirror or wobbles on one foot as he tries regain his balance.

The sound lacks the flavor Genesis owners desire, and the music hardly satisfies. Spot's shriek of damage is a curious — and tiresome — contrast to his enemies' silent deaths.

**The Un-Game**
Spot Goes to Hollywood isn't a bad game, but it's also not the kind of game that leaves you with a bubbly good feeling.

---

**Cutthroat Island**

**By Johnny Ballgame**

Cutthroat Island does as much to bury the Genesis as Vectorman did to revive it. It's a horrible game adapted from a horrible movie, and has no business in the library of any sane Genesis owner.

**Captain Cliché**
In this one- or two-player side-scrolling swashbuckler, you must endure ten tiresome levels searching for pieces of a map that leads to a fabled treasure. In some levels you're bored with lots of sword fighting (no finesse needed — just diligent button pounding), in others you venture forth in a cart or carriage. The control is and you'll strain yourself reaching for the mute button to kill the music.

**Yo Ho Ho and A Bottle o' Dumb**
Even a patch-eyed, peg-legged pirate would snarl at Cutthroat Island. You'd be better off walking the plank.

---

**Spot Goes to Hollywood by Acclaim**

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>FunFactor</th>
<th>Challenge</th>
<th>ADJ.</th>
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24 megs
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ESRB rating: Kids to Adults

**PROTIP:** To find hidden areas with missing spots, try to walk into every opening you see, like this fireplace.

**PROTIP:** The bubbles rising from some underwater caverns replenish your air supply.

**PROTIP:** Simultaneously press the Run and Jump buttons to make it across places you can't normally reach.

**PROTIP:** Line up enemies so you can take out two with one hit.

**PROTIP:** Trap the warden in a corner and press Down and attack to strike him repeatedly.

---

**Cutthroat Island by Acclaim**

<table>
<thead>
<tr>
<th>Graphics</th>
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$69.95
32 megs
Available now
ESRB rating: Kids to Adults

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**PROTIP:** Watch out for the fat pirates when you're in the crate. You can't knock them over, and if you hit them you have to start from the beginning of the level, especially frustrating in the cart level, where you aren't given time to dodge obstacles in the road, and you can't vary your speed.

The graphics will have Sega owners reminiscing about the good old days of the Master system. The sprites look bland — even Geena Davis! — and the fights are missing frames of animation.

Sinking with the rest of the ship is the sound, which is so tinny that you can't even hear the clanking of iron during swordplay. No groans or shrieks punctuate stabbings,
**P.T.O. II** by Bro’ Buzz

P.T.O. II is an interesting war simulation that’s definitely for mature gamers with a yen for history, a mind for numbers, and plenty of time to kill.

An intricate menu system enables you to manage military minutiae for either Japanese or American forces in the Pacific Theater of Operations. For example, not only do you deploy

PROTIP: Deploy submarines to scout for enemy fleets. fleets and seek out enemies, but you must also attend monthly planning conferences. The emphasis is on naval maneuvering, but you also micro-manage air and ground forces.

The sights and sounds of war are missing in action. Limited animations and tiny icons invade the graphics. The sounds attack your patience with repetitive orchestral music.

They say wars are won by generals and accountants. Koei certainly took that to heart.

**Cutthroat Island** by Grease Monkey

Pirate heroes face hordes of enemies in Cutthroat Island, a beat-em-up game based on the movie.

A variety of side-scrolling levels advance the plot, but the

PROTIP: Use pattern for the Mine Cart Quarry level: Up, Down, Down, Up, Down, Down, Up, Down, Up, Down, Up, Down.

The rendered sprites are large but grainy, and the colorful backgrounds create a toy-world feel. Voices from the film pop up often, but the music will have you scrambling for

PROTIP: Be wary of the throttle on the RC car levels. Too much speed leaves you spinning.

the volume control.

The levels pose little challenge, so success depends mostly on trial and error. Kids may enjoy the simple gameplay, but experienced players will find this story suffers on the small screen.

**Toy Story** by Disney Interactive

The problem with many movie-to-game adaptations is a lack of good original gameplay. Sadly, Toy Story fulfills that legacy. Woody, the cowboy hero of the movie, runs, jumps, and whips through 19 levels, most of them platform hoppers.

The rendered sprites are large but grainy, and the colorful backgrounds create a toy-world feel. Voices from the film pop up often, but the music will have you scrambling for

PROTIP: To get all the stars, climb obstacles before whippin’ them.

the volume control.

The levels pose little challenge, so success depends mostly on trial and error. Kids may enjoy the simple gameplay, but experienced players will find this story suffers on the small screen.

**Dirt Trax FX** by Grease Monkey

Motocross racing goes polygon in Dirt Trax FX. Picking from eight characters, players

PROTIP: Use the ⅓ Power button on every helpful to stay ahead.

compete solo or head to head on a wild assortment of tracks. Trax doesn’t stack up well against other racers. The scrolling is fast and smooth, but the obstacle-filled courses are blocky. The behind-the-bike view doesn’t help, either.

The irritating drone of racing engines is compounded by chaos, as the music changes

PROTIP: Keep your front wheel up to breeze over obstacles.

whenever a different motorcycle takes the lead.

Realistic controls were traded for easy gameplay. No falls or crashes get in your way as you fly down the track.

Dirt Trax FX is a fun game, but serious gear heads will pass in favor of more lifelike motorcycle excitement.

**Cutthroat Island by Acclaim**

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**Toy Story by Disney Interactive**

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<td>12 levels</td>
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**Dirt Trax FX by Acclaim**

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<td>Adults</td>
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<td>1 player</td>
<td>Active/Adventure</td>
<td>Available now</td>
<td>Adults</td>
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Also available in Canada! 1-900-451-5552
Calls cost $1.49 a minute (Canadian)
By Air Hendrix

The now-classic Shockwave broke new ground, and unlike most sequels, Shockwave 2 dramatically outshines its predecessor. With a gripping blend of tense shooting, challenging strategy, and tantalizing full-motion video (FMV), this fantastic game breathes new life into the 3DO.

Star Wars

Decades have passed since the first alien invasion, and as Shockwave 2 opens, your crew stumbles across a surprise alien foray. In hot pursuit, you accidentally teleport with the fleeing aliens, ending up stranded in an unfamiliar solar system.

Operating out of the starship Cortez, you descend on various planets in a hovercraft, stationary turret, or fighter to uncover clues to find your way home. Before you leave, you customize your craft's armaments from a wide selection of lasers, missiles, nukes, scanners, and other helpful gadgets.

Locked On

The riveting shooting sends you out on missions like raiding alien prisons and fortresses, and the responsive controls help you glide through the combat. You'll long for an onboard map, though—it's far too easy to get lost in these unfamiliar worlds, and your flight path is no longer restricted as it was in the earlier games.

SW 2's excellent FMV cinematics build a taut tale packed with impressively solid acting and sensational movie-quality sci-fi effects. But you can't just sit back and watch. You'll find your way home only if you carefully glean tidbits from the cinematics to formulate strategies for completing your shooter missions. This sleuthing adds engaging depth that separates SW 2 from standard shooters.

Electric Shock

Graphically, SW 2 delivers clean, fluid FMV loaded with fierce aliens and unearthly structures. The quality slips a notch in the shooter missions, where the backgrounds suffer from some graininess. But the wild variety of alien craft and landscapes, which range from foggy grasslands to seething lava worlds, will definitely hold your interest.

This game thumps with superb sound. The throaty voice of flight control provides continual progress reports, and the combat effects sizzle with frightening realism.

3DO space jockeys will quickly become addicted to SW 2's ferocious, intelligent action. This one's definitely worth buying.

**PROTIP:** Before tackling a mission, use the Cortez's maps to scope out the terrain and note the coordinates of key targets.

**PROTIP:** Use locked-on missiles to cover Marshall as she approaches the Omaha on Meskeni. Lasers may accidentally damage your crew.

**PROTIP:** On Tesla, the scanner is essential for navigating the mazelike valleys.
By Scary Larry

If Wolfenstein didn’t satiate your Doom jones, PO’ed will. This first-person corridor thumper is a funny take-off, but flawed controls dull the humor.

Hallway to Hell

You play as Ox, a cook on a space marine freighter. When your ship comes under attack and the crew is captured, you take it upon yourself to find and free your comrades. Can all this be done before the soufflé is ruined?

You don’t come equipped with brass knuckles or a double-barreled shotgun. Oh no, that would make things too boring. Instead, you start with a frying pan, and along the way you find a meat cleaver, a power drill, the “Meat Seeker” (which fires flesh-consuming meatballs), and other meaty weaponry.

PROTIP: Look for warp beans like this one to take you places you can’t normally reach.

The close-ups, where pixelization takes over. Still, healthy doses of gore and detail will make you say “Yeechhh” over and over again.

The music and sound effects are suspiciously reminiscent of Doom. Eerie footsteps, moaning, and unearthly cries of pain abound in PO’ed. It almost sounds like a party at the Kennedy compound.

The control is inconsistent. In some levels you careen wildly while in others you’ll fall off ledges or be unable to turn in crucial combat scenes. The areas where you climb ladders are also annoying: You must position yourself directly in front of the ladders before proceeding... and they’re almost always mired in dangerous lava.

Shoot Hits the Fans

PO’ed is a great Doom clone, but not as much fun because of the obvious control problems. If you have a 3DO, you don’t have Doom (yet), so PO’ed is the next best thing. Although the control will get you PO’ed, the rest of the game is okay.

3DO Game Profile

PO’ed
(By Any Channel)

A good Doom clone with a sense of humor...but no sense of direction.
PO’ed lives up to its name in the control department.

$59.95
CD
Available now
Action

PROTIP: Odd altitudes or ledges in out-of-the-way places are usually entrances to other areas.

PROTIP: In the Jump level, listen closely for the chime that signals a weapon is near. You’ll find the drill in a lava pit.

PROTIP: Don't open doors or flip switches (Button B) when you have a weapon in your hand or you'll waste valuable ammo.

PROTIP: After killing the amazons, walk over them to collect ammo for the drill.

PROTIP: Try not to leave a level until your health is up to 100. Immediately save your game when you start the next level.
WIN!
MORTAL KOMBAT 3.5
THE ULTIMATE
VIDEO ARCADE GAME CONSOLE
with your skills alone!
Will you be the WINNER?
Will you play your very own
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characters, NEW scenes
& backgrounds, NEW
secret codes?
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You
CAN
WIN It!

But, I'm not very
lucky. This is not a
game of chance, but a
series of puzzles which
are scored. Get the
best score and the prize is yours! It's
that simple! Just solve the puzzle below
and send in your entry.

Send in Your Entry Today!

Can you solve the puzzle below?
Do you have what it takes?

Game Rules: Under the puzzle you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry you will find a Word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled square. The Word clue letter can only be used on the line next to it. All words in the list are not used.

What you can expect: After this entry, you will receive one elimination game at $4.00. The Tie-breaker will be $2.00. Subsequent tie-breakers will be free. Tie-breakers will be played until only one person remains. The puzzles will increase in difficulty each time. For a copy of the general contest rules, send a self-addressed stamped envelope to Treasure Cove Corporation at the address on the coupon below. Please write the word “rules” on the outside of the envelope.

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Here is my $4.00 Entry fee for my puzzle.

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Name: ____________________________
(Age: ________)
(Please Print Legibly)
Address: ____________________________

City: ____________________________ State: __________ Zip Code: __________

WORD CLUE: What one does while asleep.

DAILY ARBOR DAILY WRECK
TOTUM DANCE FIELD AHEAD
OCEAN PRISM TOTEM KNELT
CREEK BREEDE VENUE GREEN
**Jaguar**

**NBA Jam Tournament Edition**

Finally, one of the hottest arcade titles of all time finds its way to the Jaguar. This Jam TE looks more like the 32X version, where the oversized heads of the players look like they've been pasted on. The announcer sounds good, and the controls get the dunking done. Even though it adds a practice mode, the quality of this version rebounds far below Jam TE on the PlayStation.

**Ruiner Pinball**

With two multiscreen pinball tables (Ruiner and Tower), RP looks like a plain old 16-bit pinball game. It doesn't offer much beyond normal pinball action except extra-large tables. With average sounds and gameplay, Ruiner doesn't suck, but you should be a die-hard pinballer to put your money behind these flippers.

**I-War**

Jaguar fans don't have a lot to cheer about these days. Unfortunately, I-War won't boost morale. I-War's standard tank shooting isn't bad, but it's ordinary, sporting average controls, unimaginative weapons, and flat backgrounds. Only the five views and the two-player hide-n-seek match make things interesting.

---

**Missile Command 3D**

Atari has revamped another oldie - Missile Command. Defend your planet's cities against hostile incoming missiles in the classic game, along with two new (albeit similar) 3D versions. The classic game looks like the late '70s arcade version, but the newer versions are boring. They don't add to the visuals, audio, or gameplay.

**Attack of the Mutant Penguins**

In this wacky sci-fi adventure, you defend numerous levels against invading mutant penguins. This cutey Whac-a-Mole meets ToeJam-n-Earl involves some strategy but lacks the playability to make it a keeper. The graphics are okay, but boring sound and annoying control make this a game for Penguin-smashers only.

**HoverStrike: Unconquered Lands**

HoverStrike looks and plays like a sloppy version of CyberSled. The music and sound effects are good, but the graphics barely hang in there with groovy-colored terrain and detailed enemies being the only pluses. The stiff cross-hair control and jumpy scrolling keep this shooter from attaining any rank above cadet.

**Battlemorph**

Battlemorph provides below-average terrain-skimming shooting in a typical polygon environment and features really poor control. While the tunnel and underwater areas refresh this tedious game, the dismal one-color landscapes are the same as those in half of the Jaguar games out there. Blahmorph is more like it.
**Wario Land**
*Virtual Boy*

This is the best VB title to date. Based on Wario Land for the Game Boy, this one presents foreground and background action. Nicely drawn sprites and great sound effects round out this Virtual Boy winner, but you have to get used to controlling Wario in the multilayered levels.

---

**Mortal Kombat 3**
*Game Boy*

This is one MK that shouldn't have made it. By far this game is worse than Killer Instinct, and even portable power players will find the soft controls and eye-straining graphics unbearable. For sound, you must bear with tinny music and dismal sound effects. Only fans need apply.

---

**Mario Clash**
*Virtual Boy*

Mario Clash needs help. The graphics have a true 3D feel — Mario throws into the distance, and when he's on an opposite ledge, he throws right into your face. Cute carnival songs permeate the stages. The controls respond sluggishly in fast levels. Let's hope this amusing little game hits the SNES soon.

---

**Virtual League Baseball**
*Virtual Boy*

VLB's impressive 3D graphics seem promising at first. But after a while the shallow gameplay and awful sounds send it foul. The archaic controls only add to the agony. VLB lacks the depth to engage 16-bit pros, but if a funky 3D experience sounds intriguing, rent this one.

---

**The Getaway**
*Game Boy*

At first this pinball game is innovative and fun. In the pinball section you can tilt the board, and when you hit special ramps you're put into a racing game. But the repetitive music and static graphics don't add much, and the gameplay quickly gets boring.

---

**Vegas Stakes**
*Game Boy*

Here's the excitement of Vegas without purchasing an LCD game. Vegas Stakes is fun and offers a variety of games, including Craps, Roulette, Black jack, Poker, and Slots. The graphics are crisp and clear, and the cheesy music fits in nicely.

---

**Panic Bomber**
*Virtual Boy*

Panic Bomber pushes the Virtual Boy engine to its max. In gameplay and graphics, this puzzle game closely resembles Kirby's Avalanche. You may find the 3D effects a little timid and the sound a bit excessive (the music seems right out of Bomberman), but PB is as addictive as Zoop or Tetris.

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<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>FunFactor</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
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**GAMEPRO | March 1986**
Neo-Geo

By Major Mike

Samurai Shodown III takes the series one step forward and two steps back. It keeps seven veterans and adds five new fighters to the lineup. The additions and omissions work against it, however. A few of the new fighters are worthy of the samurai fame (Shizumaru and Basara), while others don't belong (Gaira). Also, some of the best fighters from I and II have been removed (Genan, Charlotte, and Cham Cham).

New Looks, Stages

The most striking addition is the "double identity" of each character, giving each fighter two sets of moves—literally making 24 fighters. The doubleganger fighters duplicate several of the original character's moves, however, so they aren't exactly brand-spanking new.

Everything looks great this time, but the backgrounds are simpler than before, without eye-catching elements like Charlotte's painting from Shodown II. All the characters are well animated, but quirks like Haohmaru's bushy black hair remain. The game isn't as bloody as its predecessors, either, with the spurting and slicing finishing moves kept to a minimum.

New Techniques

Shodown III plays a little differently from the previous games. This time the kick is limited to one button, and slashes are given three buttons, which eliminates the simultaneous two-button Hard Slash. This puts more emphasis on swordplay and, with the Hard Slash easier to perform, makes for some very short matches.

Very responsive controls provide some excellent new techniques. The best is being able to sidestep an opponent, and, if you're close enough, circle around them. This is particularly effective because it catches an opponent off-guard, and you can set them up for anything while they face the opposite direction. You can also block in the air.

The music is very subtle, with bland tunes overshadowed by the sound effects. All the grunts, groans, and slash sounds are here, along with various victory taunts.

Not Quite a Cut Above

While Shodown III won't disappoint fans of the series, it isn't the jump that Shodown II was over I. It's a decent fight, but the magic of the other two games is hard to find.

Neo-Geo Game Profile

Samurai Shodown III
(By SNK)

The third time isn't quite a charm for the sword-fighting SNK warriors. Although this is a good entry, it doesn't surpass its predecessors.

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PROTIP: Motion → ↓↓↓→ Slash to perform Shizumaru's spinning umbrella—an excellent attack against foes who like to jump at you.

PROTIP: Hit opponents who block low with a nasty slash to the head by simultaneously pressing Medium and Strong Slash.

When Close to an Opponent...

PROTIP: Press Strong Slash to shove your opponent away and leave them vulnerable to any attack.

PROTIP: Or, simultaneously press Light and Medium Slash. You can then run behind an opponent.
Saving the Earth Is Just the Beginning...

Join Commander Boston Low and the crew of the Atlantis as they rush to derail an asteroid that’s on a collision course with Earth. If you succeed in your mission, you’ll want to investigate those strange readouts coming from the asteroid’s interior. But be careful — solve the alien puzzle and you’ll be thrown light-years through space onto the surface of what looks like a deserted planet.

Before you can make it back home, you must unlock the mysteries of this distant world: What are those ghostly visitations? How can you travel from spire to spire? And why is geologist Ludger Brink beginning to behave...unusually?

The Dig Official Player’s Guide, written in cooperation with LucasArts Entertainment Company, holds the key to all the riddles you’ll encounter in this challenging and beautifully rendered graphic adventure.

Inside you’ll find:

- A comprehensive walk-through of the game, complete with all puzzle solutions.
- Indispensable maps covering The Dig’s rooms, caves, spires, and waterfalls.
- Tiered hints that take you from Earth to deep space and back again.
- Tons of original sketches and paintings from the game’s artists.
- A revealing look behind the scenes at the LucasArts wizards who brought The Dig to life.

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GP0396
Johnny Bazookatone
PlayStation

In Johnny Bazookatone, you're lean and mean, pompadoured and pissed. You have to battle with only a bullet-spewing guitar as a weapon. The graphics are Donkey Kong meets Earthworm Jim, and the outstanding sounds feature funky house jams. Slugish controls are the biggest concern; your character doesn't always respond precisely. Johnny’s a looker.

Cannon Fodder
3DO

Cannon Fodder puts you in command of a squad of soldiers searching for enemies, but slow walking and repetitive missions equal unsophisticated gameplay. Hilarious sound effects add appeal to the game, but charmless backgrounds and tiny sprites tank the graphics. Still, Cannon Fodder's a pretty good blast.

Scramble Cobra
3DO

Cobra drops you into a responsive, well-armed chopper to tackle ten tough missions. Sadly, the strategy-light action demands too much basic shooting. The graphics lack strong detail, but clear sounds augment the realism. Despite its flaws, 3DO shooter fans should still test this fun chopper with a rental.

BladeForce
3DO

A slightly irregular view dominates BladeForce, and the sound of explosions and a rockin' cannon will keep you on the edge of your seat—dueling behind it. Cornering is hard on your chopper's armor, and collecting the ample power-ups involves precise maneuvering. Fans of chopper bloodfests shouldn't miss this one.

Bust-A-Move
3DO

The premise is simple: Make descending balls disappear by matching three of the same color. In the two-player mode, cleared balls get dumped on your opponent. The move-and-shoot controls are very responsive and the simple visuals and music are well done. This is one puzzler that isn’t a bust.

Jupiter Strike
PlayStation

This simple shooter equips you with two lasers to counter an alien invasion. No power-ups juice the action, but the absorbing combat and responsive controls don't need any help. Strike's graphics and sounds are too plain, though. A weekend rental will see you through, but Strike's more fun than Novastorm.

Last Gladiators
Saturn

Last Gladiators isn't bad, it's just unimaginative. This game looks suspiciously similar to last year's SNES dud, Super Pinball: Behind the Mask. It shows some slick animation, and all the attendant buzzes and ka-ching sound effects are also here. Save Last Gladiators for the hard-core pinball wizard in your home.
**Galactic Attack**
Saturn

This classic coin-op shooter features gorgeous, space-themed backgrounds and a rockin' soundtrack. Although your ship is nothing to write home about, the enemies fly at you fast and furiously, giving your eyes a treat and your thumbs a workout. Resounding explosions, crisp voice-overs, and sharp laser blasts round out this quality game. Shoot happens.

**Zoop**
PlayStation

Zoop is an uncomplicated puzzle game that's only slightly hampered by squirrely controls. The graphics are simple but flashy, with lots of colors and mulitpatterned backgrounds. The music is an eclectic mix of mambo, jazzy funk, and classical. Zoop is a great addiction for puzzle fans.

**Corpse Killers: The Graveyard Edition**
Saturn

In Corpse Killers, you cruise a mad scientist's Caribbean fortress, icing zombies. Smooth cursor movement makes zombie zapping easy. Although grainy, the Saturn graphics are cleaner than in any other version of the game. Clean dialogue and cool effects compensate for standard Night clap-Trap music. This'll do for zombified Saturn gamers.

**High Velocity**
Saturn

High Velocity's fun is limited by its simple gameplay. You choose from only three tracks, and you race against only one other car. The graphics rev up the action a bit. The sounds are average at best, marred by dull racing sound effects. Most drivers will be hoping for a trade-in.

---

**IN THE HUNT**
For Your Sony PlayStation and Sega Saturn

"The only way to describe ... In the Hunt is to combine all of the best shooters you have ever played into one game."

EGM - February '96
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.

"...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
In BlackFire, your chopper reaches only limited altitude, so it feels like you're flying in a box. Gorgeous rendered animations between stages outfit the jagged gameplay polygons. Panic-stricken warnings by offscreen allies compound your combat stress. If you handle defeat well, this CD is worth flying.

As chief park designer in what's basically Sim-Disneyland, you decide every detail, right down to the roller coaster's speed. Simple graphics and sounds offer up little treats to keep the game interesting. Overlapping menu systems force you to read the manual. Theme Park is as much fun as you make it...literally.

Lemmings 3D barely looks like its earlier cousin. Lemmings come toward you, walk away from you, and crawl under you, but the 3D view is confusing. Corny music offers apt accompaniment, but the hapless controls and over-abundant menus are the final nightmares. Call the SPCA—cruey to animals just assumed digital form.

Hi-Octane's hover craft races involve ten or more laps around short tracks, and of course you have the usual missiles and guns. This nice setup, however, is crippled by gummy controls and slow, repetitive gameplay. Flat, unimaginative graphics and sounds cause further problems. Stick with Wipeout—Hi-Octane runs out of gas.
NHL Faceoff Nails a Hat Trick

By Air Hendrix

PlayStation NHL Faceoff suffers from a few minor shortcomings, but Sony sure concentrated on the right stuff for its stellar hockey debut: fast, kick-butt gameplay.

Siren Time
The puck drops into this Faceoff with almost all the right features. Gamers hit the ice in Exhibition, Season, and Playoff modes from four extremely useful views. The action goes down with all the '95-'96 NHL teams and players, and you can create and trade players and free agents.

Hockey pros might miss niceties like all-star teams and a shootout mode, but they'll love every second of the fierce, remarkably speedy action. The brick-wall goalies sneer at cheesy shots, and the CPU teams play ferocious D and smart, whirlwind offense. Faceoff's tough, addictive gameplay demands well-planned, well-executed strategies.

Controlwise, your team fires off checks,

PROTIP: Fire a slap shot from the blue line, then collect the rebound and slide it in.

slap shots, wrist shots, and one-timers with pinpoint precision. Passing and skating handle like a dream, too.

But the lack of fights, holds, drop passes, fake shots, and other pro moves will leave you feeling empty-handed at times. Switching to the key defenseman also occasionally takes too long, which can hang your goalie out to dry.

The Crowd Goes Wild
The strong graphics depict a solid 3D arena populated with smoothly moving players. Little details, like goalies who neatly snap up the puck and defensemen who slyly hook their opponents, make for startling realism. The sprites are a bit small, though, and become too pixelated in the close-up views.

Outstanding sounds keep the adrenaline pumping. Much like FIFA Soccer, the crowd boos and boos along with the action during intense moments, but grows silent and boos when you blow it. The other sounds are dead-on, like the energetic organ music that echoes through the rink.

Go, Baby, Go!
When the whistle blows, Faceoff makes Sega's pathetic attempt at 32-bit Saturn hockey look like high-school puck slinging. Next-gen hockey fans should stick with Faceoff -- you'll be too busy blasting the puck and checking opponents to notice its negligible flaws.

PROTIP: Use the poke check to hook down opponents on breakaways.

PROTIP: As soon as the goalie commits to one side of the net, immediately pull your stick around and shoot for the opposite post.

PROTIP: Change camera angles on the fly to keep the best view of the net.

PROTIP: Pass an easy pass to your center,-finding him deep in the corner.

PROTIP: If you're losing in the last minutes of the game, pull your goalie -- an extra man on the ice can make the difference.

GAMEMAP 76 March 1996
**NBA In The Zone**

By Johnny Ballgame

**PlayStation**

NBA In The Zone is a hoop dream come true for PlayStation owners thirsting for b-ball action. Quick up-and-down-the-court action and unique graphics give the game enough hang-time to come out on top.

**Phi Slamma Jamma**

In The Zone is five-on-five basketball more in the tradition of NBA Jam than Live '96. Players run from end-to-end and exchange jams in this unrealistic dunkfest.

There's no play calling, no substitutions, and generally no strategy involved. You can play in either Exhibition or Playoff mode with all the NBA teams, including the expansion Raptors and Grizzlies.

Defensive player control is difficult as players stray from the direction they're initially moving. Offensively, players spin to elude defenders, and an assortment of throwdowns and finger rolls adds variety.

The great graphics feature rim-rocking dunks and spectacular in-your-face rejections. Amazing player detail, from the player's name and number on their jersey to Dennis Rodman's alternating hair color, gives the game an authentic look. The only drawback is the crowd, which looks like a cardboard cutout.

Soundwise, In The Zone shoots an air ball. The crowd is unininvolved except during the replay, and the mellow background music doesn't fit the game's upbeat style. The only bright spot is the announcer, who actually calls out the individual scorer's name.

**The Big Dawg**

As the lone contender in the PlayStation basketball-sim arena, NBA In The Zone is worth the price of admission, at least until challengers like NBA Live '96 enter the fray.

---

**Goal Storm**

By Scary Larry-Jabbar

**PlayStation**

Polygon realism seems to be the rage these days, but few sports games use this new technology to their advantage. Goal Storm may be the best soccer game to use the boxy buggers efficiently.

**Goal Miners' Fodder**

Loaded with the options and fluidity that make the FIFA series so popular, Goal Storm throws in polygonal soccer players to boot. You choose from 26 teams, including soccer powers like Colombia and Brazil, as well as smaller teams like Cameroon and Greece. With instant replays, varying camera angles, and customizable offensive and defensive structures, this game has the standards that soccer fans look for.

Novice players will pick up the effective controls immediately.

One-button passing, shooting, and kicking are coupled with smooth soccer moves like jumping over downed players, faking out defenders, and bicycle kicks. With all these moves and options, Storm plays as well as FIFA, but looks more realistic.

**Goal Plated**

The graphics are the game's standout feature. The plays flow by smoothly, though some minor breakup mars an otherwise-superb effort.

The sounds also add an extra dimension. A clear-voiced British announcer nails down all the nuances, including voice inflections unique to Latin American countries (like the extended "Gooaaaall!!").

As a next-gen soccer game, Goal Storm maintains the standards of realism and excitement set by FIFA and Worldwide Soccer. It looks like a Storm's brewing for soccer fans.

---

**In the Zone Tips**

**PROTIP:** If the player you're defending beats you off the dribble and is scoring toward a dunk, run behind him and press Button Square to swat the ball.

**PROTIP:** Choose a team with good outside shooting abilities. Three-pointers are often the difference between a win and a loss.

**PROTIP:** Use the spin move to blow by your defender. Once you have an opening, press Button Square to fly toward the hoop for a jam.

**Goal Storm Tips**

**PROTIP:** Be careful when trying to steal the ball. Approach from an angle rather than directly in front or behind, or you'll be called on a foul.

**PROTIP:** Use replays as a tool to determine problems and to plan defenses.

**PROTIP:** Colombia is a good team for beginners. They're so strong they can win with minimal effort.
**Sports Pages**

**Foes of Ali**
By Tommy Glide

3DO

Ugh! EA Sports makes "The Greatest" one of the lamest boxing games.

With Exhibition, Career, and Tournament modes, the game lets you assume the role of Muhammad Ali or any of his nine real-life contenders, including Smokin Joe Frazier and Leon Spinks. The poor punching control and bland sound effects, however, will have you screaming for Greatest Heavyweights for the Genesis.

Although you get 21 views, you’ll wish the effort spent on cinematography was used to brush up the lifeless polygonal sprites. Fortunately, the blood is realistic. The ring sounds are a little better than average, but where are Ali’s wisecracks?

Unless you must box on the 3DO, leave Ali in the box.

**World Series Baseball**
By Air Hendrix

32X

Ball fans, beware—Sega turned the top Genesis baseball cart into a lame 32X game.

This WSB retains many sharp features and controls from the Genesis version, so you’ll find big-league teams, modes, strategies, and moves. But virtually no improvements in the features or gameplay distinguish this cart from the Genesis game. Why was a 32X version even necessary?

The lone 32X graphical innovation, a closeup on outfields as they chase the ball, only interferes with the game. The graphics otherwise maintain the high Genesis standards, but you’d expect more from a 32-bit cart, especially since the abysmal sound earn a trip back to the minors.

Stick with Genesis World Series for a great ballgame.

**PGA Tour '96**
By Johnny Ballgame

3DO

If you thought golf was boring, think again. PGA Tour '96 is a beautiful game that packs more wallop than a John Daly drive.

PGA features nine pros, three courses, and diverse modes like Tournament and Skins. The control is more consistent than Tom Kite, and the accurate swing meter enables you to shoot precisely.

The graphics are a little grainier overall than in the PlayStation version, but the amazing images of digitized golfers and individual swings look like something you’d watch on TV.

The sound includes classical music in the introduction and digitized voice during gameplay, but the announcer often repeats himself.

PGA Tour '96 is a game as rare as a hole-in-one and a must-have for 3DO golfers.

**Valora Valley Golf**
By Greasy Gus

Saturn

Valora Valley Golf plays like a typical golf game, but with its supernatural elements, this fantasy course is far from Pebble Beach.

Valora Valley gives you standard golf options, but the course is far from standard, with wild water hazards and holes that rise like mountains. Fairway freaks will recognize the conventional golf controls, and it’s easy to hit the ball straight.

The course backgrounds and digitized characters are crisp, but the textures could use some work. The golf sounds are right on, but the menu-screen music is cheesy.

If you want real pros, wait for PGA this July. But if you dream of playing miniature golf on a life-size course, bring your clubs to Valora Valley.

**Notes**

PROFIT: When putting, aim a little past the cup.

**S.M.P.** 78 March 1996
Sports Insider Previews

Check out these previews of hot sports games heading your way!

By Tommy Glide and The Black Widow

NBA Live '96

Live '96 jumps from the 16-bit court to the 32-bit and PC arenas with a completely different look. While the sprites appear more pixelated in these PC screens, look for nice touches like shiny floors that reflect the on-court characters and a Create Player option that builds a character to the height you specify.

By EA Sports
PC CD Available Now
Saturn and PlayStation Available Spring '96

Triple Play '96

Triple Play '96 takes the Virtual Stadium engine seen in the 3DO and 32-bit versions of FIFA Soccer and tweaks it for the Major League Baseball diamond. Incorporated with motion-capture technology, the result is a 3D baseball game that looks and plays realistically. A six-player Japanese version called Virtual Stadium Professional Baseball is now available in Japan for the 3DO.

By EA Sports
Available Spring '96

College Slam

College Slam heats up the boards with NBA Jam–style action for up to four players. Choose from 44 college squads and eight fraternity teams in head-to-head, tournament, and season matchup play. Power-ups and special moves jack up the action, while full-motion video and play-by-play announcing add realism. (PlayStation screens shown.)

By Acclaim
Available February

VR Golf '96

VR Golf '96 may give EA Sports' PGA Tour '96 a run for its money. Up to four players can customize their golfers and clubs, then undertake the amateur or pro tour on VR's 3D polygonal courses. Motion-capture techniques imbue the golfers with realistic movements, and 360-degree views enable you to shoot from any angle.

By VR Sports
Available February

NFL Quarterback Club '96

In NFL Quarterback Club '96, one to five players take to the field with their favorite QB's plays among a playbook of 800. You also get customizable teams and players, 80 yards of viewable field, ten times more stats (individual game, player, and full season) than last year's game, motion-captured players, and practice and historic simulation modes. (PlayStation screens shown.)

By Acclaim
Available Now
Mystaria is the first next-generation RPG, but it’s a (ugh!) hex-based game similar to Shining Force. Even though the Saturn lets loose with all its graphical cannons, this CD delivers a good-looking but ultimately boring game.

hit and Miss-taria
Looking a lot like Guardian War for the 3DO (see “Role-Player’s Realm,” January 1995), this foray into 32-bit role playing is a nice try, but doesn’t quite cut it. Named Riglord, Saga in Japan, this Sega product could have been helped by some voices, better music, and more intuitive gameplay.

The story starts with Prince Aragon battling the evil Lord Bane on a desolate field in some nameless country. Bane sends his best warriors to finish off Aragon and his party. However, when the battle gets tough, Bane sweeps a fire spell onto the field, killing everyone, including his own warriors...or so he thinks.

Aragon and Bane’s fighters escape at the last minute, then join forces against Bane. Talk about burning your bridges.

PROTIP: Don’t waste Saura’s Magic Points on attacks. Use her to heal the party.

From there, the game becomes your standard turn-based, hexagonal-moving RPG. You can only progress a few squares at a time, and then you can use some (slightly) cool special spells, like fireballs and lightning strikes. Although each character has their own

PROTIP: Certain spells can go through walls.

when a player learns a new spell or technique, you have to remember to equip it manually before you can use it.

Gorillas in the Mystaria
Mystaria tries its hardest to be a graphical feast. All the characters’ attacks are rendered in separate 3D clips with full rotation and some scaling. But the feast goes to famine in no time with hard-to-see enemies and boring backgrounds.

The sound likewise leaves you hungry for more. Sappy

Nothing on the Next Level
If you sold everything you owned, including your Genesis, to get a Saturn, don’t worry, you won’t lose out by purchasing the great-looking Mystaria. But if you’re still wondering if any worthwhile RPGs are coming out for the next-generation systems...so are we.
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Continuing The Ongoing Saga!

In this installment, we show you where to find the rest of the party members and the Shaman, then we take you to the final enemy!

By Major Mike

Soul Joining

When you find all the Shamans, these combinations will meet with "Great Success." Other successful combinations are possible, but these are the most powerful.

Bow

Nina

Sten

Jean

Katt

Rand

Spar

Dragon Powers

From Home Town with Jean, go to Coursair. Enter the church and go to the top floor. Send the tenant, Kay, off to Ruins. Every time you visit Kay, she gives you a vaccination that protects your party against poison attacks. Then go to the waterfall next to the Wild Cat Restaurant, turn Jean into a frog, and swim down the waterfall. There's an old man in the cave behind the waterfall who unlocks more dragon powers.

Get the Whale

From the waterfall, go southeast to the Whale Cave. Go down into the cave and defeat Munmar, who is making the whale sleep. Get the Whale Bell from the old man in the cave on the beach to the west of the Whale Cave. Now you can travel by sea using the whale.

Get Bleu

Go back to Ruins and go down into the well. Then go to Gunz and get the engineer (Eichichi) from the main building behind the bookcase. Send Eichichi to Ruins. From
Guntz, go to the carnival at Tunlan and talk to the chief.

From Tunlan, go by whale to the desert in the southeast and talk to the spirits at the oasis. Then return to Home Town and go to the Magic School. On the second floor in the last row of the classroom is Bleu. Talk to her, and she joins the party.

To enter the Memory Tower, talk to the inhabitants of all three towns, then return to the town you were initially teleported to. Climb to the top of the tower and fight Aruhame. To leave the Great Wise Tree's mind, talk to the Armory merchant in the town on the hill.

**Spar, the Grass Man**

When traveling, have Spar lead the party – he can walk through the forests. During battle, he can also summon the assistance of nearby plant life. These powers range from nearby trees attacking enemies to restoration of health.

**Sten's Past**

Once Spar joins your party, go to the Great Wise Tree in the Great Sea of Trees to the west of Tunlan. Then go to Tunlan and talk to the man at the steps. Go to Highfort to the East with Sten. At the castle, Sten breaks from the others and fights his old friend Trubo.

When you're done cleaning up, get the Therapy Pillow from the treasure room. Now you can enter the mind of the Great Wise Tree.

**Trouble at Tunlan**

Return to Tunlan and fight M.C. Tusk at the carnival. At the end of the battle, Spar, the Grass Man, joins the party.

Using the Famous Flute, you can talk to the people of Tunlan. Return there and find the Princess in the main castle. The doctor is on the island east of Gate in the first cave on the mountain. Find him and return to Tunlan. Take the letter the doctor gives you to his assistant on the island (make sure you have Sten with you). At the island, talk to the assistant, then climb to the top of the mountain and obtain the mushroom. Return to the assistant. Get the Mirror, return to Tunlan, and fight the demons in the queen's body. Move from room to room and check for monster activity on the Monster Meter. If the Meter is asleep in a room, then that room has been cleaned of all evil.

**Rand's Quest**

After talking to the Great Wise Tree, go south to the fog-filled canyon. Then take the whale and go to Sky Tower. At the tower, find the Wind Shaman, Spoor. Now you can enter the canyon and reach Farm Town. After talking to Rand's mom, Daisy, go to Namada and make a donation. Donate at least 17 times while you're there, then have the worshippers ring the bell. Return to Farm Town where Rand fights the Paladin.
**The Resistance**
From Windia, travel to Evrai and meet Claris. After escaping the city, go to Cot Land, which is south of Farm Town (Katt must be with you when you enter Cot Land). Talk to Tiga, then go off to the Thieves Tomb, which is southwest of Highfort. Have Nina lead the party in the tomb.

At the tomb, find Patty below, and return to Cot Land. Don’t bother putting up too much of a fight with Tiga when you come up against him—he’s almost impossible to kill.

**The Battle with Ray**
Talk to the Wise Tree northwest of Namada. Then go to Namada and donate at least 17 times. Go to Brando, into the basement, and fight Mason. After defeating Mason, go to Home Town and make a donation at the church to learn the teachings of St. Eva. Then go to Evrai and meet Tiga. Enter the main church.

Chase Habaruku and fight Ray. During the battle, you receive the Golden Dragon power. At the top of the tower, fight the archers. After falling to the basement, find the machine and destroy it. Note: If you destroy the machine and the man hooked to it, you will get a different ending than if you destroy only the machine.

When you defeat Habaruku, a decision must be made: Do you enter the cave and destroy the demon, or do you wait for him to awaken? If you wait, you will get an immediate ending. Before entering the mountain, get Shin, the Devil Shaman, located behind the cave door to the left.

**Mina, Nina’s Wings**
Nina’s sister plays a vital role when she turns into the Great Bird. She can fly to islands and other areas that are otherwise inaccessible.

After you return to Ruins, go down into the well. Have the engineer move the town next to Gate. Then go back to Farm Town and find the Earth Shaman, Solo. You can also find the Holy Shaman, Seny, in the basement at Brando. Return to Gate and talk to the

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2nd Day Air!
Burst into the jungle with Dixie and Diddy Kong in Donkey Kong 2: Diddy’s Kong Quest! In this ProStrategy Guide, we show you where to find hidden items and how to deal with Kaplain K. Rool himself!

By Major Mike

Lost World

Lost World Areas & Entry Points
(A) Jungle Jinx (from Crocodile Cauldron)
(B) Black Ice Battle (from Krem Quay)
(C) Klubbar Klamage (from Krazy Kremland)
(D) Fiery Furnace (from Gloomy Gulch)
(E) Animal Antics (from K. Rool’s Keep)
(F) Kong Kollege
(G) Exit Lost World

You can enter Lost World from various other stages. With each successfully completed Lost World stage, a piece of the bridge that leads to the volcano island falls into place.

Pay Your Way to the Lost World

Whenever you get 15 Kremkoins (from the bonus levels), go to Klubba’s Kiosk. Give Klubba the 15 Kremkoins, and you can go to one of the areas in the Lost World.

Key Locations
(A) Gangplank Galleon
(B) Crocodile Cauldron
(C) Krem Quay
(D) Krazy Kremland
(E) Gloomy Gulch!
(F) K. Rool’s Keep
(G) The Flying Krock

General Hints

Honey Walk
When you piggyback with a partner, you can walk across sticky surfaces in the hornet’s hive levels.

Bramble Scrape
When you fly with Squawks, he can touch the bramble below — but only if he is carrying Diddy or Dixie.
**LEVEL 1: Gangplank Galley!**

**Key Areas**

(A) Pirate Panic!  
(B) Gangplank Galley!  
(C) Kong Kottage  
(D) Mainbrace Mayhem!  
(E) Monkey Museum  
(F) Lockjaw’s Locker!  
(G) Swanky’s Bonus Bonanza  
(H) Topside Trouble  
(I) Funky’s Flights II  
(J) Krow’s Nest

---

**Gangplank Galley! Special Warp**

At the beginning of this stage, there’s a warp just to the right of the Bonus Barrel (off-screen). This is a shortcut to the end of the stage.

---

**Boss: Krow’s Nest**

Krow grabs eggs out of his nest and drop them on you. As they bounce on the deck, jump on them, pick them up, and throw them at Krow. After Krow’s hit twice, he slams into the nest, making eggs fall out. Grab the egg that lands on the mast and throw it at him again. Krow takes a total of four hits to down. If you are quick enough, you might snag the two Banana Bunch Coins over Krow’s nest.

---

**LEVEL 2: Crocodile Cauldron**

**Key Areas**

(A) Hot-Head Hop!  
(B) Swanky’s Bonus Bonanza  
(C) Kannen’s Klam  
(D) Funky’s Flights II  
(E) Lava Lagoon  
(F) Red-Hot Ride!  
(G) Monkey Museum  
(H) Squawks Shaft  
(I) Kleever’s Klun  
(J) Kong Kollege  
(K) Klubba’s Kiosk

---

**Kannon’s Klam**

The Hero Coin is in the first bonus level. At the start of the bonus level, use Dixie’s helicopter and glide to the platform on the right.

---

**Boss: Kleever’s Klun**

Kleever starts his attacks with three fireballs, then it’s your turn to retaliate with a Kannonball. After you nail him with the ball, hooks drop from above. Use them to go to the other side where there’s another island and a Kannonball. After three hits with the Kannonball, the sword breaks loose and chases you (however, you must still jump from side to side and hit it with a Kannonball). Dixie works best for the last part — she can hold the ball with her hair, protecting her when the sword descends (and scoring a hit).
Glimmer's Galleon!

At the beginning of the stage, swim directly up. There's a bonus room above to the right. However, if you swim up and over the bonus room, you find a series of hidden rooms containing several bananas and a Hero Coin!

Slime Climb!

You can get to the Hero Coin after the second bonus area (the one where you use the Kannonball). Upon exiting the bonus area, piggyback and get the Exclamation Point Barrel overhead. Then swim under the End of Level Target to the right and get the coin.

Bramble Blast!

Near the end of the stage, there's a horizontal zigzag of bramble with a trail of bananas. At the end is a Flitter. Fire out of the barrel and bounce off the Flitter into a Barrel Kannon. When the Barrel Kannon launches you to the right, you land on another Flitter. After hitting the Flitter, immediately pull to the left and fall down a short pit with another Barrel Kannon at the bottom. This Kannon launches you up and onto Squawks' back. Now you can fly over and get the Hero Coin.

Boss: Kidgel's Kontest Klubba's Bouncing Relative

He looks just like Klubba, only darker. This goon has an easy pattern. First, he drops from above three times. Whenever he lands, jump because his ground stomp can freeze you temporarily. After the third drop, get away from him before he swings his club at you. After his swing, a TNT Barrel falls. Grab the barrel and throw it at Kidgel when he reappears. After the third set of three jumps, Kidgel does short jumps in the air and doesn't go offscreen any more, so stay on your toes!
**Level 4: Krazy Kremland**

**Key Areas**
- (A) Haunted Hole
- (B) Kong Kollege
- (C) Target Terror!
- (D) Bramble Scramble!
- (E) Funky’s Flights II
- (F) Rickety Race!
- (G) Monkey Museum
- (H) Swanky’s Bonus Bonanza
- (I) Mudhole Marsh!
- (J) Klubba’s Kiosk
- (K) Rambi Rumble
- (L) King Zing Sting

---

**Target Terror!**
The second bonus level is after the Star Barrel. When the Kutlass appears in front of you and drops off the track, follow him. There’s a hidden track below with a bonus level.

**Bramble Scramble!**
At the Star Barrel, you can jump through the bramble to the right. Then, as Squitter, make your way upward to an opening in the bramble to the left that’s horizontally level with the Hero Coin.

**Rickety Race!**
The Hero Coin is near the end of the race. Derail the last Kutlass at the end of the ride, and the Hero Coin is all yours.

---

**Mudhole Marsh!**
Don’t bother searching for the Hero Coin here - it’s at the End of Level Goal. When you reach Klump (who is facing right), jump over him and use the barrels as a springboard to get the coin. The coin shows up briefly after the bunch of bananas, so timing is essential.

**Rambi Rumble**
After the Star Barrel, stop at this cave (if you go in, you will be turned into Rambi). There are two invisible hooks above you. Jump up to them and go over the hill to the right to get the Hero Coin.

**Boss: King Zing Sting**
As Squawks, the only way to harm Zing is to nail him from behind (hit his stinger). At first this is easy, but Zing gradually speeds up. After the second and fourth hits, Zing fires stingers in a radius three times, so keep your distance after hitting him. Following the sixth hit, he turns into a regular-sized Zinger, but has four guards. Each of his guards takes only one hit, while Zing takes two, but you must get rid of the guards first.
**KEY AREAS**

(A) Ghostly Grove!
(B) Monkey Museum
(C) Haunted Hall!
(D) Gusty Glade!
(E) Kong Kollege
(F) Swanky's Bonus Bonanza
(G) Parrot Chute Panic!
(H) Klubba's Kiosk
(I) Web Woods!
(J) Funky's Fright(s) II
(K) Kreepy Crow

---

At the "O," use Dixie to helicopter off the cliff toward the right. Then, when you're just past the lip of the cliff, pull toward the left. There's a Blast Barrel down there that jettisons you to the Hero Coin.

---

**Haunted Hall!**

The Hero Coin? It's at the end of the stage in the opening to the left of the goal.

---

**The Two Bonus Levels**

After the second gate, jump onto the track before the dropoff. Then, jump again before going into the tunnel. This takes you to yet another hidden bonus level.

---

**Gusty Glade!**

At the beginning of the stage, piggyback over the mountain to the left, and you can find Ratty.

---

**Parrot Chute Panic!**

An easy find. At the beginning of the stage, jump off the cliff and helicopter to the left. The coin is on a small ledge.

---

The stage is much easier if you use the snake—his jumping abilities make navigating the various mountains a snap. Just be careful when the wind starts blowing.

---

To get the Hero Coin in this stage, use Dixie's helicopter spin to fly off the tall cliff toward the right.

---

**Web Woods!**

The two bonus levels are difficult to find. After turning into Squitter, notice the arrow of bananas pointing to the left. Past the arrow (to the right) is Klump with a Kannon. Walk up to Klump and wait for him to fire a slow cannonball to the left. If you follow the Kannonball using web bridges, it will blow a hole in the cliff and reveal the bonus stage. There's another bonus near the end that is revealed the same way. Don't bother searching for the Hero Coin—it's at the End of Level Goal.
Krow returns. Although he's a ghost, he can still be harmed. For the first part of his attack, he sends little vultures at you. After jumping on them, a barrel appears. Throw the barrel at Krow, and hooks drop from above. Climb up to the rope ladder, but be careful - eggs drop from above and some are even launched from the sides. At the next platform, repeat what you did in the first part, then climb up while dodging more eggs. The last part is the same as the first, only your enemies are faster.

**Key Areas**
(A) Arctic Abyss
(B) Monkey Museum
(C) Windy Well
(D) Kong Kollege
(E) Klubba's Kiosk
(F) Castle Crush!
(G) Clapper's Cavern!
(H) Funky's Flights II
(I) Chain-Link Chamber!
(J) Swanky's Bonus Bonanza
(K) Toxic Tower!
(L) Stronghold Showdown

**Arctic Abyss**
After the Star Barrel, there's a stretch leading up that's filled with Shuri. At the top, charge up Enguarde and swim to the right. The water drops, but the momentum should be enough to let him get the coin.

**Windy Well**
Past the Star Barrel, after the vertical passage with the two Krooks on the right, you can get the Hero Coin. To get it, stand on the ledge above the two Krooks, and run and jump off to the right. Keep pulling to the right as you float. You should float under the two Zingers and get the coin while you ascend.

If you move fast enough, you can get the Hero Coin. At the Star Barrel, as Squawks, fly up as fast as you can before the rising floor seals the coin off.

**Clapper's Cavern!**
At the beginning of the stage, jump up onto the hook and move to the right. There's a cave with a bonus level. Complete the bonus level, and when you exit, piggyback your partner up to a hook offscreen. This leads up to a Hero Coin.

**Goodies Galore**
After the Star Barrel, there's a single banana above you. Grab it to become temporarily invincible. Jump off the ice cliff and swim below - there are several Banana Coins and other items to collect.
**Chain-Link Chamber**

An Exclamation Point Barrel is hidden in the wall just before the chain grid that is loaded with Zingers. If you grab it, it'll make navigating the grid easier.

**Tricky Bonus Level**

On your way up to the two Klumps with Kannons, there's a secret passage to the right at the single banana with the letter "N" and the Hero Coin! There's also a bonus level in the cave by the two Kannons. After successfully navigating to the top of the two parallel vertical chains, move to the right. Climb up the chain, then jump into the wall that is level with the two Klumps to find a hidden entrance. Dispatch the two Klumps and enter the cave for the bonus level.

**Toxic Tower!**

The Hero Coin is down a narrow shaft covered by a Zinger. Jump on the Zinger, fall down the shaft, and get the coin. A Barrel Kannon at the bottom blasts you back up.

**Stronghold Showdown**

There are two Banana Coins and a Red Balloon in the offscreen space above. Use piggyback throws to find them.

**LEVEL 7 The Flying Krook**

This is it—the final showdown... or is it? After racing Screech, take on K. Rool!

**Key Areas**
- (A) Screech's Sprint
- (B) K. Rool Duel
- (C) Kong Kollege
- (D) Funky's Flights II

**Screech's Sprint**

Beating Screech

The Hero Coin is located past the first banana arrow that is pointing down. Go right past the arrow along the narrow corridor and then down. Get the coin, then go down into the Barrel Kannon. You should get jettisoned back into the race. As for the race, your opponent, Screech, isn't slowed by Zingers and other flying obstacles. However, he is incredibly slow on turns, and that's where you can zoom ahead.

**Life at the Top**

Upon reaching the top, don't be in a hurry to tag the goal. There's a Green Balloon hidden up here. Jump on the chain and helicopter past the goal to the right. The toxic goo recedes. There is a small corridor under the End of Level Goal that has an invisible Green Balloon at the end of it.

**K. Rool Duel**

K. Rool uses a blunderbuss, which fires a variety of items. He always attacks three times, then gives you an opportunity to retaliate after each third attack. The objective is simple: When his gun turns into a vacuum, throw the cannonball he leaves you into it. The gun blows up on him, but be aware that a shot is still fired. After every third attack, a DK Barrel shows up so you can replace your fallen buddy. Finally, never get close to K. Rool because he uses his gun like a baseball bat, too!
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396
Last month, we took you through Street Fighter Alpha's basic skills, showed you how its combo system works, and gave you the moves and combos for Ken, Ryu, Chun-Li, Charlie, Adon, and Birdie. In this installment, you'll find a complete breakdown of the rest of the fighters — including the hidden ones.

By Bruised Lee
(Special thanks to David Gracia and Darren Yager)

**Linking Moves**

Following is a list of moves each character can link together to form combos (except M. Bison, who has no known linking moves). These chain moves can be interrupted by a two-in-one with some special and even super moves.

**Akuma**
- Standing JP to a standing SP to a crouching RK
- Crouching SK to a crouching RK
- Crouching SK to a crouching FK to a crouching RK

**Guy**
- Standing JP to a standing SP to a standing FK to a standing RK
- Crouching SK to a crouching FK to a crouching RK

**Dan**
- Standing JP to a standing SP
- Crouching JP to a crouching SP

**Sagat**
- Standing JP to a standing SP to a standing RK
- Standing JP to a standing SP to a crouching RK

**Sadom**
- Standing JP to a standing FK to a standing RK
- Standing JP to a standing SP to a crouching RK
- Standing SK to a standing FK to a standing RK
- Standing SK to a standing FK to a crouching RK

**Rose**
- Crouching SK to a crouching FK to a crouching RK

---

**Controller Legend**

- **Fierce Punch (FP)**
- **Roundhouse Kick (RK)**
- **Jab Punch (JP)**
- **Short Kick (SK)**
- **Forward Kick (FK)**
- **Strong Punch (SP)**

**Motion**
- Move the joystick in one smooth, continuous motion

**Tap**
- Tap the indicated buttons or directions in sequence

**Charge**
- Hold the direction or button indicated for the time indicated

**($)**
- Execute commands in parentheses simultaneously

*Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.*
General Strategies

Here are some basic skills you should know when playing these fighters.

**Akuma**

As Akuma, constantly assault your opponent with jab and fierce air fireballs. Akuma’s wide variety of attacks and supers is another strength. His attacks have slightly different timing than the other characters and take practice to master. In the hands of a master, however, Akuma is a force to be reckoned with.

**Guy**

Basically a ground-based fighter, Guy’s enormous jump prevents him from using the air as a viable means of attack. When fighting at a distance, two-in-one Guy’s standing forward with his fierce Bushido Leap. Also, use his forward and roundhouse Rising Spin Kick to go through projectiles and to counter low attacks. When in close, change up his overhead attack (forward and strong) with his sweep/slide (crouching forward to crouching roundhouse) to confuse opponents.

**Dan**

Dan is a worthless character and is in the game as a parody of NeoGeo fighting games. He has a few moves that can be linked, but his Gale Kick is too slow. Put bluntly: Dan just sucks.

**Sagat**

Sagat is slower in SFA than in any other version of SF. Also, his jump is low and so abrupt that crossing up with combos is difficult. The ideal way to play him is defensively. Constantly assault an opponent with low and high fireballs and counter jumps with a standing roundhouse. If you corner an opponent, throw fireballs along with an occasional standing roundhouse to keep them trapped.

**Sodom**

Sodom’s fighting is all about in-close corner pressure. Use his slide (crouching roundhouse) to counter close projectiles and apply his standing short/standing forward/standing roundhouse combo as an opponent rises. Follow the combo with an uppercut or slide to keep them trapped. If an opponent tries a low attack after Sodom has been knocked down, use his Jitte Super—it goes through just about anything (except Rose’s crouching jab).

**Rose**

Rose is a very reactive character. Her fireball is weak offensively, but is useful for countering projectiles. Her Soul Reflect can effectively absorb or reflect projectiles, allowing an occasional counterattack. Her Soul Catch is perfect for countering most jump attacks, except those with high-hitting priority (such as Ryu, Ken, Akuma, and Chun-Li’s jumping short and Sodom’s jumping forward). Any of her jumping kicks works well against a fallen opponent because it’s difficult to time uppercuts and flash kicks as the opponent is rising.

**Bison**

M. Bison’s lack of combos is compensated by the massive damage his regular and super attacks inflict. His Head Stomp is a great way to counter projectiles, while his Scissors Kick is an effective way to repel an attacker that is closing in. His jab fireball is another strength: Use it on large characters; its slow speed makes it difficult for them to correctly time jumps.
**Akuma**

**Six-Hit Hurricane Juggle Combo**
- Tap JP
- Tap SP
- Tap FP, two-in-one
- Motion ↓ ↘ ↘ RK

**Standard Five-Hit Combo**
- Jump in deep, tap FK
- Hold ↓, tap JP
- Hold ↓, tap SK
- Hold ↓, tap FK, two-in-one
- Motion ↓ ↘ FP

**Three-Hit Quick Takedown Combo**
- Hold ↓, tap SK
- Hold ↓, tap FK
- Hold ↓, tap RK

**Four-Hit Reigning Roundhouse Combo**
- Jump in deep, tap FK
- Tap JP
- Tap RK, two-in-one
- Motion ↓ ↘ FP

**Four-Hit Frozen Buffalo**
- Hold ↓, tap JP
- Tap FK, two-in-one
- Motion ↓ ↘ FK

**The Captain Hollywood**
Note: Your Super bar must be at Level Three to register all the hits.
- Cross up, tap FK
- Tap JP
- Tap SK
- Tap FP, two-in-one
- Motion ↓ ↘ (JP SP FP) for eight hits

**12-Hit Super**

**Special Moves**
- **Overhead Chop**
  - Tap (→ SP)
- **Spin Kick**
  - Tap (→ FK)
- **Diving Kick**
  - At the peak of jumping in, tap (↓ FK)
- **Fireball**
  - Motion ↓ ↗ any punch
- **Red Fireball**
  - Motion ← ↓ → any punch
- **Air Fireball**
  - While jumping, motion ↓ ↗ any punch
- **Hurricane Kick**
  - Motion ↓ ↘ any kick
- **Dragon Punch**
  - Motion → ↓ any punch
- **Forward Roll**
  - Motion ← ↓ any punch
- **Teleport**
  - Motion → ↓ (JP SP FP) or (SK FK RK), or motion ← ↓ (JP SP FP) or (SK FK RK)
- **Alpha Counter**
  - Motion ← ↓ any kick

**Super Moves**
- **Vacuum Fireball**
  - Motion → ↗ ↗ ← any punch
- **Rising Dragon Wave**
  - Motion ↓ ↘ → any punch
- **Aerial Vacuum Fireball**
  - While in the air, motion ↓ ↗ any punch

**More Devastating Combos**
- **Three-Hit Classic**
  - Jump in deep, tap RK, hold ↓, tap FK, two-in-one, motion → FP
- **Three-Hit Hurricane**
  - Jump in deep, tap FP, hold ↓, tap FP, two-in-one, motion ← SK
**Fists of Fury Combo**

- Tap JP
- Tap JP
- Tap JP
- Tap SP
- Hold ↓, tap FP
- Motion ↓ ↘ → FK for two hits

**Four-Hit Sweep**

- Tap JP
- Hold ↓, tap SK
- Hold ↓, tap FK
- Hold ↓, tap RK

**Slide Tackle Combo**

- Hold ↓, tap JP
- Tap SP
- Hold ↓, tap FP, two-in-one
- Motion ↓ ↘ → FK, tap FK

**Eleven-Hit Super Bushido Rage**

Note: Your Super bar must be at Level Three to register all the hits.

- Jump in deep, tap RK
- Tap JP
- Tap JP
- Tap SP, two-in-one
- Motion ↓ ↘ → ↓ ↘ → (SK FK RK) for seven hits

**Special Moves**

- **Overhead Slam**
  Motion ↓ ↘ → any punch

- **Elbow Drop**
  While in the air, tap (↓ SP)

- **Bushido Run**
  Motion ↓ ↘ → any kick
  Note: Push the following kick button to execute a move at the end of the run: SK stops without attacking; FK is a running slide kick; RK is a short jump kick.

- **Bushido Leap**
  Motion ↓ ↘ → any punch
  Note: Tapping a punch button during the move causes Guy to perform the Dropping Elbow Attack. If Guy is above his opponent, tap Punch, and he throws them.

- **Rising Spin Kick**
  Motion ↓ ↘ → any kick

- **Alpha Counter**
  Motion ↓ ↘ → any kick

**Super Moves**

- **Bushido Rage**
  Motion ↓ ↘ → ↓ ↘ → any kick

- **Bushido Jump**
  Motion ↓ ↘ → ↓ ↘ → any punch

**Dan**

**Hidden Character**

**Devastating Combos**

**Marginally Acceptable Five-Hit Combo**

- Cross up, tap FK
- Tap JP
- Hold ↓, tap SP, two-in-one
- Motion ↓ ↘ → FK

**"Undevastating" One-Two Punch Combo**

- Cross up, tap FK
- Tap JP
- Tap SP

**Poor Eight-Hit Super Combo**

Note: Your Super bar must be at Level Three to register all the hits.

- Cross up, tap FK
- Hold ↓, tap SP, two-in-one
- Motion ↓ ↘ → (SK FK RK) for six hits

**More Devastating Combos**

- **Three-Hit Sorry-Fireball Combo**
  Jump in deep, tap RK, hold ↓, tap JP, two-in-one, motion ↓ ↘ → FP

- **Generic Three-Hit Combo**
  Jump in deep, tap RK, tap SK, two-in-one, motion ↓ ↘ → FP

**Super Moves**

- **Vacuum Fireball**
  Motion ↓ ↘ → any punch

- **Rising Dragon Wave**
  Motion ↓ ↘ → any kick

- **Fury Kick**
  Motion ↓ ↘ → any kick

**Special Moves**

- **Fireball**
  Motion ↓ ↘ → any punch

- **Dragon Punch**
  Motion ↓ ↘ → any punch

- **Gale Kick**
  Motion ↓ ↘ → any kick

- **Alpha Counter**
  Motion ↓ ↘ → any kick

**GAMERPRO 97 March 1996**
**Sagat**

**Super Moves**

- **Tiger Genocide**
  Motion → ↓ ↵ ↓ → any kick

- **Tiger Cannon**
  Motion → ↓ ↵ ↓ ↵ any punch

- **Tiger Raid**
  Motion → ↵ ↓ ↵ → any kick

**Five-Hit Tiger Crusher Combo**

Jump in deep, tap RK
Tap JP
Hold ↓, tap FP, two-in-one
Motion → ↓ ↵ RK

**Four-Hit Tiger Kick Combo**

Jump in deep, tap RK
Tap JP
Tap SP, two-in-one
Motion → ↓ ↵ FP

**Seven-Hit Rising Tiger**

Cross up, tap SK
Tap JP
Tap SP, two-in-one
Motion → ↓ ↵ FP

**Four-Hit Jitte Scissors**

Jump in deep, tap RK
Tap JP
Hold ↓, tap FP, two-in-one
Motion → ↓ ↵ FP

**Four-Hit Face Plant**

Jump in deep, tap FP
Tap JP
Tap SP
Tap FP

**Five-Hit Carpet Bomber**

Cross up, tap RK
Tap SK
Tap FK
Tap RK

**Devastating Combos**

**Fifteen-Hit Super Combo**

Note: Your Super bar must be at Level Three to register all the hits.

**Three-Hit Tiger Combo**
Jump in deep, tap RK, hold ↓, tap FK, two-in-one, motion → RK

**Sodom**

**Special Moves**

- **Low Tiger Shot**
  Motion → ↓ ↵ any kick

- **Tiger Claw**
  Motion → ↓ any punch

- **High Tiger Shot**
  Motion → ↓ ↵ any punch

- **Tiger Crush**
  Motion → ↓ any kick

- **Alpha Counter**
  Motion → ↵ any kick

**Nine-Hit Super**

Note: Your Super bar must be at Level Three to register all the hits.

**Another Devastating Combo**

Three-Hit Jitte Chop
Jump in deep, tap RK, tap JP, two-in-one, motion → ↓ ↵ SP

**Slide Kick**
Tap (↑ RK)

**Jitte Slice**
Motion → ↓ any punch

**Power Bomb**
Motion → ↓ any punch

**Carpet Bomb**
Motion → ↵ any kick

**Alpha Counter**
Motion ↵ ↓ any punch

**Mega Jitte Slice**
Motion → ↓ ↵ ↓ any punch

**Mega Power Bomb**
Motion two 360-degree circles starting from any direction and any punch

**GAMEPRO 98 March 1996**
**Devastating Combos**

**Six-Hit Takedown Combo**
- Cross up, tap FK
- Hold ↓, tap JP

**Four-Hit Soul Fist Combo**
- Jump in deep, tap FK
- Hold ↓, tap JP
- Hold ↓, tap SK
- Hold ↓, tap RK

**Four-Hit Cartwheel Combo**
- Jump in deep, tap FP
- Hold ↓, tap JP
- Hold ↓, tap SK
- Tap RK

**Seven-Hit Super Soul Rush Combo**
- Note: Your Super bar must be at Level Three to register all the hits.
- Jump in deep, tap FP
- Hold ↓, tap JP
- Hold ↓, tap SK
- Hold ↓, tap FK, two-in-one
- Motion ↓ ↘ → (JP SP FK)
- Motion ↓ ↘ → any punch

**Special Moves**

**Slide Kick**
- Tap (↘ FK)

**Soul Reflect**
- Motion ↓ ↘ any punch

**Soul Spark**
- Motion ↓ ↘ any punch

**Soul Catch**
- Motion → ↓ ↘ any punch

**Alpha Counter**
- Motion ↘ any punch

**Aura Soul Spark**
- Motion ↓ ↘ any punch

**Aura Soul Catch**
- Motion ↓ ↘ any punch

**Soul Illusion**
- Motion ↓ ↘ any kick

---

**Bison**

**Hyper Combo**
- Jump in deep, tap RK
- Tap RK

**King Combo**
- Hold ↘, tap SK, two-in-one
- Tap (↑ RK)

**Monster Combo**
- Hold ↘, tap SK, two-in-one
- Tap (↑ FP)

**Super Moves**

**Knee Press**
- Charge ↗ two seconds, tap →, ←, (↑ any kick)

**Psycho Crusher**
- Charge ↗ two seconds, tap →, ←, (↑ any punch)

**Teleport**
- Motion → ↓ ↘ (JP SP FK) or (SK FK RK), or motion ↗ ↓ ↘ (JP SP FK) or (SK FK RK)

**Head Stomp**
- Charge ↓ two seconds, tap (↑ any kick)

**Demon Flight**
- Charge ↓ two seconds, tap (↑ any punch)

**Scissors Kick**
- Charge ↗ two seconds, tap (↑ any kick)

**Psycho Aura**
- Charge ↗ two seconds, tap (↑ any punch)
Johnny Ballgame's Exclusive Playbook to

Madden NFL '96

GamePro gives you a peek into the playbook of the NFL teams, pointing out the seven best offensive and three best defensive plays.

By Johnny Ballgame

Four Super Strategies

**Offense**

On offense, move players around so that your opponent can't key in on your stars. For example, at the Substitution screen, switch the sides of your receivers in a couple of formations. Or, if you have a couple of running backs who are of equal strength, try to use one in the I formation while using the other in Pro, Far/Near, and so on. Don't be afraid to substitute a wide receiver for a halfback—the change of speed might throw your opponent off. You should also substitute in a wide receiver for the slower-footed wide ends.

Set your audibles so that, on offense, you have one running play (I Form Toss or Pro Off-Tackle), one short passing play (the Pro Double Flares works well), and one bomb (I Form Slant and Go or Madden Bomb). This way, no matter what defense you're up against, you have a counterattack. On defense, try and pick one base (4-3 or 3-4), pass defense (nickel or dime), and one play against the run.

**Defense**

The best defensive strategy, no matter what the formation, is using a defensive lineman to rush the QB—especially if you substitute a defensive back (safety or cornerback) for a lineman. It's a bit of a cheap move, but it works. If the play is a run, you're in the front line to stop it; if it's a pass, you go for the sack. If the QB gets the pass off, press Button C to throw your hands up and try to deflect the ball. Then press Button B to switch to one of the defensive backs. Press Button C when the ball comes toward you and try for the knockdown or interception.

**Passing Plays**

On passing plays, if your QB has an open lane to run, take it and try for the first down. You can rack up a lot of yards this way if you have a speedy scrambler like Young, Cunningham, or Blake as your leader. Be careful not to do this too much, or you might lose your QB to injury. When you're the receiver, hit Start while the ball is in the air to push the defenders out of the way. You can often make catches in double coverage using this technique.

**Stars**

Whenever the game is on the line and you need a big play, look to your stars to win for you in the clutch. The game is based on reality, and the big-time players—like Rice, Marino, Smith—have the best chance of winning the ballgame.

**San Francisco 49ers**

PROTIP: Use the PA Pass to J. Rice for a first down in clutch situations.

**San Diego Chargers**

PROTIP: The Flex Bomber puts heated pressure on the QB.

**Hidden Teams**

Enter these buttons presses at the team-select screen:

- CBBAAB: All-Madden '95
- ABCBBA: '93 Cowboys
- AABBBC: '86 Packers
- BCCABA: '84 Dolphins
- BACBCC: '68 Dolphins
- BCBCCA: '78 Steelers

**San Francisco 49ers**

1. (Pro) Cross Pass
2. (I) Slant 'n' Go
3. (Shotgun) All In
4. (Shotgun) Deep Outs
5. (Single) PA Pass
6. (Pro) Quick Outs
7. (Madden) Slant

**San Diego Chargers**

1. (Pro) HB Sweep
2. (Far/Near) Off Tackle
3. (Shotgun) QB Waggle
4. (Run and Shoot) Curls
5. (I) 36 Slam
6. (Run and Shoot) Quick Posts
7. (Madden) Toss Left/Right

**Defense**

1. (4-3) 46 Fire
2. (4-3) Contain
3. (4-3) Breaker

**San Francisco 49ers**

1. (Pro) Cross Pass
2. (I) Slant 'n' Go
3. (Shotgun) All In
4. (Shotgun) Deep Outs
5. (Single) PA Pass
6. (Pro) Quick Outs
7. (Madden) Slant

**San Diego Chargers**

1. (Pro) HB Sweep
2. (Far/Near) Off Tackle
3. (Shotgun) QB Waggle
4. (Run and Shoot) Curls
5. (I) 36 Slam
6. (Run and Shoot) Quick Posts
7. (Madden) Toss Left/Right

**Defense**

1. (4-3) 46 Fire
2. (4-3) Contain
3. (4-3) Breaker
Pittsburgh Steelers

Offense
1. (Goal Line) Wishbone
2. (Far/Near) Rollout
3. (I) 36 Slam
4. (Far/Near) Off Tackle
5. (Pro) HB Trap
6. (Run and Shoot) Hook 'n' Go
7. (I) PA Streaks

Defense
1. (3-4) LB Blitz
2. (3-4) Ace Flush
3. (3-4) Viper Strike

Buffalo Bills

Offense
1. (Single) HB Screen
2. (Far/Near) Flood
3. (Pro) HB Toss
4. (Madden) Slant
5. (Pro) All Streak
6. (Shotgun) QB Waggle
7. (Shotgun) Deep Outs

Defense
1. (4-3) Wrangler
2. (Nickel) Outs
3. (4-3) Breaker

PROTIP: Use the All Streak to find A. Reed deep or #34 down the middle.

Oakland Raiders

Offense
1. (Shotgun) QB Waggle
2. (Madden) Bomb
3. (Shotgun) Deep Outs
4. (Run and Shoot) Quick Posts
5. (Madden) Slant
6. (Shotgun) All In
7. (Madden) Toss

Defense
1. (4-3) 46 Fire
2. (4-3) 46 Dragon
3. (Nickel) 3 Deep

PROTIP: Substitute J. Jett in at HB and watch him fly.

Miami Dolphins

Offense
1. (Far/Near) FB Screen
2. (Pro) Quick Outs
3. (Far/Near) Flood
4. (Shotgun) QB Waggle
5. (Shotgun) Deep Outs
6. (I) Flats
7. (Madden) Sideline

Defense
1. (4-3) 46 Fire
2. (4-3) Wrangler
3. (4-3) 3 Deep

PROTIP: The biggest play in the Miami arsenal is the Quick Out to TE E. Green.

Dallas Cowboys

Offense
1. (Madden) Toss Left/Right
2. (Pro) All Streak
3. (Run and Shoot) PA Pass
4. (Shotgun) Deep Outs
5. (Far/Near) Off Tackle
6. (Madden) Slant
7. (Single) HB Screen

Defense
1. (4-3) Cowboy SE
2. (4-3) C-Boy Zone
3. (Nickel) Outs

PROTIP: If you toss the ball to E. Smith, he'll eventually break for a long run.

Arizona Cardinals

Offense
1. (Pro) HB Toss
2. (Pro) Cross Pass
3. (Single) HB Screen
4. (Single) Off Tackle
5. (Shotgun) QB Waggle
6. (I) Slant 'n' Go
7. (Pro) All Streak

Defense
1. (4-3) 46 Admiral
2. (4-3) 46 Galaxy
3. (4-3) 46 Dragon

PROTIP: Use the HB Screen to get the ball to G. Hearst in the open field. He's a speedy and elusive runner who could turn any screen into a 50-yard gain.

Atlanta Falcons

Offense
1. (Run and Shoot) Quick Post
2. (I) Slant 'n' Go
3. (Run and Shoot) Double X's
4. (Shotgun) QB Waggle
5. (Run and Shoot) Curls
6. (Shotgun) Deep Outs
7. (Pro) HB Toss

Defense
1. (4-3) Tal Strike
2. (4-3) Tal MZ2
3. (Nickel) 3 Deep

PROTIP: Substitute E. Metcalf in as an HB if you are having trouble getting him the ball. Run the toss play and try and get him around the corner.
<table>
<thead>
<tr>
<th>Team</th>
<th>Offense</th>
<th>Defense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleveland Browns</td>
<td>1. (Pro) HB Toss 2. (Far/Near) Rollout 3. (Far/Near) Off Tackle 4. (Single) HB Screen 5. (Pro) HB Sweep 6. (I) 36 Slam 7. (Far/Near) Flood</td>
<td>1. (4-3) Bear Read 2. (4-3) Flex Bomber 3. (4-3) Talon Strike</td>
</tr>
</tbody>
</table>
Indianapolis Colts

Offense
1. (Pro) HB Sweep
2. (Madden) Toss Left/Right
3. (Pro) Quick Outs
4. (Run and Shoot) Flood
5. (Run and Shoot) Curls
6. (Pro) All Streak
7. (Shotgun) Deep Outs

Defense
1. (4-3) Bear Attack
2. (4-3) Talon Strike
3. (4-3) Breaker

PROTIP: Follow your blocking on the sweep. When a lane appears, cut up the field to gain the most yards.

Minneapolis Vikings

Offense
1. (Shotgun) QB Waggle
2. (Run and Shoot) Hook 'n' Go
3. (Run and Shoot) Curls
4. (Shotgun) Deep Outs
5. (Pro) All Streak
6. (Run and Shoot) Quick Outs
7. (Run and Shoot) Deep Flood

Defense
1. (4-3) 3 Deep
2. (Nickel) Outs
3. (4-3) 46 Admiral

PROTIP: Missile Ismael not only has breakaway speed, but also catches the ball in a crowd.

New England Patriots

Offense
1. (Pro) All Streak
2. (Single) HB Screen
3. (Pro) Quick Outs
4. (Pro) Hook 'n' Ladder
5. (Pro) TE Comer
6. (Shotgun) QB Waggle
7. (I) TE Up/Out

Defense
1. (4-3) Bear Read
2. (4-3) Breaker
3. (Nickel) Outs

PROTIP: B. Coats is often open in the Hook 'n' Ladder as the DBs concentrate on the wide out.

New Orleans Saints

Offense
1. (I) HB Pass
2. (I) 36 Slam
3. (I) HB Screen
4. (Pro) Quick Outs
5. (Pro) Cross Pass
6. (Far/Near) Rollout
7. (Shotgun) Deep Outs

Defense
1. (4-3) Key HB
2. (4-3) 46 Dragon
3. (4-3) Talon Zone

PROTIP: Use the HB Pass to draw the defense up, then throw the ball downfield to Q. Early.

New York Giants

Offense
1. (Pro) FB Screen
2. (I) FB Dive
3. (Pro) Double Flares
4. (Shotgun) QB Waggle
5. (Far/Near) Flood
6. (Madden) Sideline
7. (Shotgun) Deep Outs

Defense
1. (4-3) 46 Fire
2. (4-3) Key HB
3. (Nickel) Pirate Zone

PROTIP: Substitute H. Walker at FB and use the FB Screen to get him the ball. For the best results, take it down the sideline.

New York Jets

Offense
1. (Pro) Quick Outs
2. (Single) HB Screen
3. (Madden) Toss Left/Right
4. (Run and Shoot) Flood
5. (Run and Shoot) Curls
6. (Pro) Cross Pass
7. (Run and Shoot) Quick Post

Defense
1. (4-3) Contain
2. (Nickel) Pirate Blitz
3. (Dime) Medium Zone

PROTIP: Use the Toss plays to #20 R. Anderson. He's much faster than Moore and can get around the corner easier.

Houston Oilers

Offense
1. (I) WR Outs
2. (Far/Near) Flood
3. (I) 36 Slam
4. (Run and Shoot) Quick Outs
5. (Shotgun) QB Waggle
6. (Run and Shoot) HB Flats
7. (I) HB Pass

Defense
1. (4-3) 46 Galaxy
2. (4-3) Wrangler
3. (4-3) 46 Monarch

PROTIP: The WR Outs pattern is the most consistent first-down maker in the Oilers' playbook.
Madden NFL '96

St. Louis Rams

1. (I) 36 Slam
2. (Far/Near) Off Tackle
3. (Madden) Toss Left/Right
4. (Pro) Quick Outs
5. (Single) HB Screen
6. (Run and Shoot) Deep Flood
7. (I) WR Outs

Defense
1. (4-3) Flex Bomber
2. (4-3) Bear Attack
3. (4-3) Key HB

PROTIP: The Deep Flood leaves J. Bettis open down the middle of the field for a big gain.

Seattle Seahawks

1. (Run and Shoot) Flood
2. (Madden) Toss Left/Right
3. (I) Quick Slant
4. (Pro) All Streak
5. (Pro) Quick Outs
6. (Single) HB Screen
7. (I) HB Pass

Defense
1. (4-3) 2 Deep
2. (4-3) Contain
3. (4-3) 46 Fire

PROTIP: Get the ball to C. Warren on the run by throwing it to him out of the Flood formation.

Tampa Bay Buccaneers

1. (Shotgun) HB Toss
2. (Shotgun) QB Waggle
3. (Madden) Toss Left/Right
4. (Shotgun) Deep Outs
5. (Run and Shoot) Curls
6. (Single) HB Screen
7. (Shotgun) Double Flares

Defense
1. (Nickel) Pirate Blitz
2. (Nickel) Pirate Zone
3. (4-3) Bear Attack

PROTIP: When you're in Shotgun formation and the defense expects a pass, you can pick up big yardage by tossing the ball to E. Rhet in the backfield.

Washington Redskins

1. (Pro) All Streak
2. (I) Toss
3. (Shotgun) QB Waggle
4. (Run and Shoot) Quick Outs
5. (Run and Shoot) Curls
6. (I) PA Streaks
7. (I) 36 Slam

Defense
1. (4-3) Wrangler
2. 3-4) LB Blitz
3. (3-4) Ace Flush

PROTIP: K. Harvey is one of the better LBs in the game. Use his speed to your advantage by blitzing him from the outside.

Jacksonville Jaguars

1. (Run and Shoot) PA Pass
2. (I) 36 Slam
3. (Madden) Toss Left/Right
4. (Run and Shoot) Quick Posts
5. (I) Slant 'n' Go
6. (I) PA Streaks
7. (Far/Near) Rollout

Defense
1. (4-3) 46 Fire
2. (Nickel) Outs
3. (4-3) 46 Galaxy

PROTIP: Blitz your LB up the middle between the center and guard. This is the best blitz defense in the game.

Carolina Panthers

1. (I) 36 Slam
2. (Far/Near) Roll Out
3. (Madden) Sideline
4. (Pro) HB Flares
5. (I) HB Toss
6. (Pro) Quick Outs
7. (Single) Off Tackle

Defense
1. (3-4) LB Blitz
2. (3-4) Ace Flush
3. (3-4) Crimson Tide

PROTIP: The LB Blitz will not only put pressure on the QB, but also stops the outside run.
INDEX OF ADVERTISERS

Acclaim ........................................... C4, 5, 10, 11, 20, 21 Funcos Inc. .............................. 65
Blockbuster ........................................ 55 Nintendo ............................................... C2, 1 US Gold .............................. 49, 51, 53
Capcom .............................................. 2, 3 Panasonic ............................................... 9 Vic Tokai ............................................. 47
Chips & Bits ....................................... 61 Interplay ............................................. 120, C3 Williams ............................................ 4
Crave .................................................. 85 Sony Interactive .................................... 19, 37 Working Designs ............................. 43
Lucas Arts .......................................... 7 THQ .................................................... 73
Mindscape .......................................... 15 Treasure Cove .................................... 67

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99373/PB
The Whole Tooth and Nothing but the Tooth

A complete puzzle-solving walk-through for D

By Scary Larry

We've taken you through the game once, so we'll give you a couple of shortcuts to finish quickly. You shouldn't use these tips, however, unless you're completely stumped, or you won't enjoy the game as much.

Walk to the left (after Laura's dad speaks to her) and proceed upstairs. Open the door in front of you.

Go to the dresser, open Drawer IV, then close it. Open Drawer II, then grab the spigot. Walk to the door, turn left, and grab the key from the fireplace.

Return to the room with the wine cask. Use the spigot on the cask, and the spiked wall will recede. Go down the hallway that opens up and use the ring on the door.

Go into the next room and open the door to the left. Get the key from the corpse, and return to the first room. Use the key on the table and receive the book.

Walk back to the main dining hall and go through the door in front of you (using the key you found in the fireplace). Turn left after you enter the room, and you'll see this box on the other side of the wall with the ghoul stuck to it. Line up the numbers to read "78." Grab the ring when you open the box.

After the scene where you're chased by the boulder, you end up in this room. Go to the picture on the wall, press Button A, and memorize the pattern: chicken (north), rabbit (east), deer (south), horse (west). Use it on the carousel on the chair to the left of the picture.

Place the book in the shelf, and a stairway opens. Follow the stairway, and you come upon this room. Turn the handle four (sometimes five) times, then turn around and exit the room through the red steel door. You're looking for the door that leads to stairs going up.
Ascend the stairs, and you find yourself outside. Use the sword on the door to the observatory, then climb the stairs. Go to the statue of Sagittarius and set the color button to green. Set Aquarius's to light blue. The fountain will drain. Now go back down the steps and into the room with the crank.

When you get to this dead end, press Button A, and a scene showing a grisly murder will appear. Now turn around and walk back down the hallway until you're forced to stop. Turn to the right and press Forward to reveal a secret passageway.

The last puzzle! Line up the red circle on the left cog with the open space on the right cog. This mostly involves trial and error.

Press Forward on the picture of your mother, and you're zapped straight to Daddy. After a lengthy discourse, use the gun and shoot him before the transformation occurs.

Turn the crank ten times, and you eventually get to a door that leads to the room with the chest in it. Open the chest, grab the gun, then head back to the room with the crank in it.

Now turn the crank three times to get to the doorway that leads to the stained-glass window. Use the gun on the window. After you climb out the window, you end up in a hallway.

End Game
Descent

Type any of the following codes during gameplay. When you use cheat codes, your score drops to zero.

General Cheat Codes
MITZI All keys
RACERX Toggles invulnerability on/off
GUILE Toggles cloak on/off
TWILIGHT Recharges shields
FARMLERJOE Warps to level of your choice
BIUGIN Turbo mode (everything, including all enemies, speeds up)
BRUIN Extra life
BIIGRED Super WowieZowie weapons (includes all weapons)
FLASH Illuminates path to level exit
AHIMSA Turns off firing by enemy ships
BIOPSITOYS Immediately destroys reactor
POBOYS Immediately destroys reactor
ASTRAL "Ghost" mode (pass through things like doors, but not walls)
FORGS Mega WowieZowie weapons
LUNACY Robots move fast but seldom fire

Warcraft

This master code must be entered first: Corwin of Amber. In a two-player game, these codes will affect both sides.

General Cheat Codes
ORCX or HUMANX Takes you to any level (X = Level; for example, ORC12 is Level 12 as an orc). This cheat works only in Campaign mode.

YOUR TRULY Go to victory sequence (this code works only in Campaign mode)
CRUSHING DEFEAT Go to the loss sequence (this code works only in Campaign mode)
IDES OF MARCH Go to the finale sequence for current campaign
POT OF GOLD Adds 10,000 gold and 500 lumber to your reserves
EYE OF NEWT Upgrades magic users with all spells
IRON FORGE Upgrades all technologies immediately
SALLY SHEARS Displays the entire map area

Doom, Doom II, and Ultimate Doom

Type in any of the following codes during gameplay.

General Cheat Codes
IDBEHOLDS Strength (Barserk)
IDBEHOLDV Invulnerability
IDBEHOLDI Partial invisibility
IDBEHOLDA Full automap (computer map)
IDBEHOLDR Antiradiation suit
IDBEHOLDL Light amplification visors
IDCHOPPERS Chainsaw
IDCLEVXX Warp to a new level (XX = Episode/Level; for example, IDCLE24 is Episode 2, Level 4)
IDCFLIP No clipping; walk through walls (this code works only in Doom II)

MechWarrior 2

Hold the CTRL, ALT, and SHFT buttons while typing the following during a simulation.

General Cheat Codes
CIA Unlimited ammo
COLDMISER Heat tracking off
DORCS Meet the Dorcs
ENOLAGAY Nuke; one-time use during simulation
TLOFRONT Rear-view camera becomes a front camera
MEEPKEEP Time-compression key enabled
UNMEEMEEP Time-compression off
MICHELIN See the bouncing spheres on debris and mech parts
MIGHTYMOUSE Unlimited jumpjets
XRAY X-ray vision (same as Enhance Imaging mode, but you can see through walls and mountains); type w once to disable and remain in Enhance Imaging mode
ZMAK Time expansion enabled
BLORB Invincibility
TINKERBELL Free-floating external cameras; type C to disable

IDQDQ Invincibility
IDTIT Toggles automap between normal, full, and full with objects. Enter code when in Automap mode.

IDKFA Full ammo, 200% armor, all keys, and all weapons
IDMUSXX Changes music to that of a specific mission (XX = Episode/Level; for example, IDMUS24 is Episode 2, Level 4). This code works only in Doom II.
IDMYPOS Displays current location (bearing and coordinates) in a hex format
IDSPISPOPD No clipping; walk through walls (this code works only in Doom)
Rise of the Triad

To activate the Cheat mode, type DIPSTICK and then any of the following codes.

**General Cheat Codes**
- CHOJIN Invincibility and unlimited ammo
- GOTO Activates Warp menu
- REEN Re-enters current level
- GOBERS Restarts current game
- GOARCH Skips to next level
- GOGATES Quits game

**Safety First Codes**
- SIXTOYS All keys and bulletproof vest
- PANIC Replenishes health
- HUNTPACK All keys and armor
- LUNGDUN Gas mask
- BURNME Asbestos suit
- SHOOTME Bulletproof vest

**Power-Up Codes**
- TOOSAD Hand of God mode
- FLYBOY Mercury Flying mode
- BADTRIP Mushrooms mode
- BOING Elasto mode (you bounce)

**Weapon Codes**
- JOHNWO Dual pistols
- PLUGEM MP40 machine gun
- VANILLA Bazooka
- HOTTIMES Heat-seeking missiles
- BOOZE Drunk missiles
- FIREBOMB Fire bombs
- BONES Firewall
- SLEYA The Hand of God
- RIDE Missie-cam view

**Environment Codes**
- DIMON Turns on light diminishing
- DIMOFF Turns off light diminishing
- GOTAR86 Turns on ceiling and floor textures

**Other Codes**
- HERE Activates a heads-up display of current position
- RECORD Records demo of a level
- STOP Stops recording a level
- PLAY Plays demo you just made
- WHACK Damage yourself
- SPEED Increases game speed
- 86ME Suicide

**Artifact Cheats**
- GINMEA Ring of invulnerability
- GINMEB Shadowswreaper
- GINMEC Quartz flask
- GINMED Mystic urn
- GINMEE Tome of power
- GINMEF Torch
- GINMEG Time bomb of the ancients
- GINMEH Morph Ovum
- GINMEI Wings of wrath
- GINMEJ Chaos device

**Other Cheats**
- NOISE Toggles sound debug information
- TICKEPI Toggles ticks-per-frame counter
- IDDQD Instant death
- IDKPA Get no weapons or ammo
- RAVPIC Enter this code at game startup. To take pictures of the game at any time, press F1.

**Dark Forces**
- Enter these codes at any time during a mission.

**Weapon, Shield, and Energy Codes**
- LAIMLAME Invincibility
- LARANDY Temporarily supercharges your weapons
- LAPOSTAL Boosts weapons, ammo, and power-ups
- LAMAXOUT Set all items to maximum
- LAUNLOCK Full inventory

**Teleporting and Reconnaissance Codes**
- LACDS Toggles automapping, exposing hidden areas, objects, and characters
- LANTFH Teleports to map location

---

**LADATA**
Detailed coordinate information

**LAREDILITE**
Toggles enemies between frozen and unfrozen

**LAPOGO**
Disable height checking (like an antigravity effect; enables you to walk on walls)

**LABUG**
Insect mode (lets you go into small places)

**Mission-Hopping Codes**
- LASKIP Forces completion of current level

**Level Codes**
- LASECBASE Mission I: Secret Base
- LATALAY Mission II: Talay – TAK Base
- LASEWERS Mission III: Aanot City
- LATESTBASE Mission IV: Research Facility
- LAGROMAS Mission V: Gromas Mines
- LADTENTION Mission VI: Detention Center
- LARAMSHED Mission VII: Ramsees Hedd
- LAROBOTICS Mission VIII: Robotic Facility
- LANARSHA Mission IX: Nar Shaddaa
- LAJABSHIP Mission X: Jabba’s Ship
- LAIMPITYC Mission XI: Imperial City
- LAFUELSTAT Mission XII: Fuel Station
- LAEXECUTOR Mission XIII: The Executor
- LAARC Mission XIV: The Arc
  Hammer
Terminal Velocity

Dungeon Master II: The Legend of Skullkeep
Spells
Use the following spell combinations:
- Ya + Kath + Ra: Lightning
- Oh + Kath + Ra: Accelerate party
- Oh + Ir + Ros: Strong light
- Ful: Fire torch
- Oh + Ir + Ra: Fireball
- Ful: Strength potion (requires empty flask)
- Ful + Bro + Ku: Shield from fire
- Ful + Bro + Neta: Poison
- Des + Ven: Energy blast
- Des + Ev: Darkness
- Des + Ir + Sar: Open unlocked doors
- Zo: Mana potion (requires empty flask)
- Zo + Ven: Reflection spell
- Zo + Bro + Ra: Attack minion
- Zo + Bro + Ku: Porter minion
- Zo + Ev + Neta: Guard minion
- Zo + Ev + Ku: Mana potion (requires empty flask)

Magic Carpet

General Cheat Codes
To enable a cheat anytime during play, type ! to open a text-input line, then type windy followed by any of the following key combinations. The result is confirmed onscreen.

- Press Alt and F1: All spells
- Press Alt and F2: More mana
- Press Alt and F3: Destroy other players
- Press Alt and F4: Destroy other castles
- Press Alt and F5: Destroy other balloons
- Press Alt and F6: Full health
- Press Alt and F7: Kill all creatures
- Press Alt and F8: Next experience level
- Press Alt and F9: Free spell
- Press Alt and F10: Invincibility

Oh + Ev + Ros: Aura of dexterity
Oh + Ev + Ku: Aura of strength
Oh + Ev + Dain: Aura of wisdom
Oh + Ev + Neta: Aura of vitality

Note: Only one “aura” spell can be active at a time.

Oh + Bro + Ros: Dexterity potion (requires empty flask)
Oh + Ven: Poison cloud
Oh + Ev + Sar: Invisibility
Oh + Dath + Ku: Magic push
Oh + Kath +ROS: Magic pull
Swat Bonus Section
By Bruised Lee

Killer Instinct

T. J. Combo
Swinging Backhand
Charge ↑ two seconds, tap →, KP
Spinning Backhand
Charge → two seconds, tap ↓, KP
Double Roll Punch
Charge ↑ two seconds, tap →, MP
Charging Punch
Charge ↑ two seconds, tap →, FP
Straight Knee
Charge ↑ two seconds, tap →, QK or FK
Flying Knee
Charge ↑ two seconds, tap →, KP
Punching Bag
When in close, rapidly tap QP
Winding Uppercut
Hold KP three seconds, release FP
Standing Uppercut
Hold ↓, tap FP
Air Juggle
Charge ↑ two seconds, tap →, FP
Combo Breaker
Charge ↑ two seconds, tap →, MK
Ultra Combo
As part of a combo, charge → two seconds, tap ↓, FP
Counter Projectiles
Charge ↑ two seconds, tap →, MP

Knockdown Move
After being knocked down, charge ↑ two seconds, tap →, K
Humiliation
Tap ↓, ↓, ↓, KP
No Mercy – Number One
When close, motion ↘, ↑, KP
No Mercy – Number Two
From three characters’ distance away, tap ←, →, →, MP
Jago
Fireball
Motion ↓ → P
Uppercut
Motion → ↓ P
Sword Swipe
Motion ↓ ← FP
Flying Kick
Motion ↓ ← K
Combo Breaker
Motion → ↓ QP
Counter Projectiles
Motion ↓ ↓ ↓ K
Knockdown Move
After being knocked down, motion → ↓ P
Release Moves
Hold KP, tap → →, release QP
Hold FP, tap → ↓, →, release FP
Ultra Combo
As part of a combo, motion ↓ ← QK

Humiliation
Motion ↓ ↓ → MK
No Mercy – Number One
When close, tap ←, →, →, QK
No Mercy – Number Two
From three characters’ distance away, tap ←, →, →, →, MP
Glacies
Blade Arm
Motion ↓ ↓ → QP
Arm Extension
Tap QP rapidly
Bouncing Fireball
Motion ↓ → P
Shoulder Charge
Charge ↑ two seconds, tap →, P
Teleport Behind
Motion ↓ → QK
Teleport Uppercut
Motion → → MK. Use FK to knock down your opponent.
Air Juggle
Motion ↓ → FK
Counter Projectiles
Motion ↓ ↓ MK or FK
Knockdown Move
After being knocked down, motion ↓ → P
Combat Moves
Charge ↑ two seconds, tap →, QP

Ultra Combo
As part of a combo, charge ← two seconds, tap →, FP
Release Move
After a combo breaker, hold QP, motion ↓ →, release QP
Humiliation
Tap →, →, →, QK
No Mercy – Number One
From one character’s distance, tap ←, →, →, FK
No Mercy – Number Two
From one character’s distance away, motion ↓ → MK
Spinal
Shield Charge
Charge ←, hold QP
Fireball
Motion ↓ → P
Red Fireball
Hold QP, motion ↓ ↓ ↓ →, release QP
Sword Attack
Charge ← two seconds, tap →, MP
Shield Charge
Tap →, →, P
Teleport
To teleport in front of an opponent, tap ↓, ↓, ↓, P

Ulterior
To teleport behind an opponent, tap ↓, ↓, ↓, K
Slide
Hold ←, tap FK
Morph
As part of a combo, tap ↓, ↓, P or K
Air Juggle
Motion ↓ → P
Combo Breaker
Tap →, →, MP
Knockdown Move
After being knocked down, tap ↓, ↓, any button
Ultra Combo
As part of a combo, motion ← ← ↓ → FP
Counter Projectiles
Tap ↓, ↓, ↓, K
Release Move
Hold QP in the air, tap ↓, ↓, ↓, release QP
Teleport
To teleport in front of an opponent, hold QK
To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release QK
Humiliation
Motion ↓ ↓ ↓ → FK
No Mercy – Number One
From one character’s distance away, tap ←, →, MP
No Mercy – Number Two
From one character’s distance away, tap ←, →, →, QK

Orchid
Fireball
Motion ↓ → P
Tiger Morph
Charge ← two seconds, tap →, P
Charge
Motion ↓ ↓ ↓ QP or MP
Spinning Swords
Motion ↓ ↓ K FP

Controller Legend
↑ = Up
↓ = Down
↑ = Up-Toward
↓ = Down-Away
→ = Toward
← = Away
↑ = Toward
↓ = Down-Toward
Left Button = Up-Away
FK = Fierce Kick
PF = Fierce Punch
MK = Medium Kick
MP = Medium Punch
QK = Quick Kick
QP = Quick Punch
K = Press any Kick button
P = Press any Punch button

Special Note: All techniques are described under the assumption that your character is facing to the right. If they’re facing left, reverse any Toward and Away commands.
Back Flip Kick
Hold ₤, tap FK

Spinning Kick
Charge ₤ two seconds, tap →, K

Air Juggle
Motion ↓ ₤ → QP

Combo Breaker
Charge ₤ two seconds, tap →, FK

Knockdown Move
After being knocked down, charge ₤ two seconds, tap →, K

Ultra Combo
As part of a combo, charge ₤ two seconds, tap →, K

Ultra Combo
As part of a combo, tap →, FK

Air Combos
While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

Counter Projectiles
Charge ₤ two seconds, tap →, QP

Counter Projectiles
Motion → → ₤ MP

Humiliation
Tap ←, ₤, →, FK

No Mercy – Number One
From one character’s distance away, tap ←, MP

No Mercy – Number Two
From one character’s distance away, tap ←, MP

Chief Thunder

Sabrewulf
Fire Bat
Motion → ₤ ← P

Spinning Claws
Charge ₤ two seconds, tap →, P

Claw Roll
Charge ₤ two seconds, tap →, QP

Cinder
Mini Flame Torch
Charge ₤ two seconds, tap →, K

Outline
Motion → ₤ → FK

Invisible
Motion → ₤ → MP

Flame Torch
Motion → ₤ → K

Upper Cut with Kick
Motion → → ₤ K

Air Juggle
Motion → → FK

Jump Attack
Charge ₤ two seconds, tap →, MP

Howl
Motion → FK
Note: This increases the length of your moves and makes them stronger.

Riptor
Fireball
Motion ↓ ₤ → P

Air Fireball
While jumping, motion ↓ ₤ → P

Head Butt
Charge ₤ two seconds, tap →, P

Low Flame
Motion ↓ → FK

Flying Feet Attack
Charge ₤ two seconds, tap →, K

Flip Attack
Motion ↓ ₤ → K

Air Juggler
Motion ↓ ₤ → QP

Combo Breaker
Charge ₤ two seconds, tap →, FK

Knockdown Move
After being knocked down, motion → → K

Air Compos
While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

Counter Projectiles
Charge ₤ two seconds, tap →, QP

Humiliation
Tap ←, ₤, →, FK

No Mercy – Number One
From one character’s distance away, tap ←, MP

No Mercy – Number Two
From one character’s distance away, tap ←, MP

Fulgore
Fireball
To throw one fireball, motion ↓ ₤ → P

No Mercy – Number One
To throw two fireballs, tap ←, ₤, ↓, ₤, →, PK

Uppercut
Motion → → ₤ P

Teleport
To teleport in front of an opponent, motion ↓ → ₤ P

No Mercy – Number Two
To throw three fireballs, tap ←, ₤, ↓, ₤, →, PK

Reflector
Motion → → ₤ P

Claw Charge
Charge ₤ two seconds, tap →, K

Laser Shot
Motion ↓ → ₤ K

Air Juggler
Motion ↓ ₤ → QP

Air Juggle
Motion ↓ ₤ → FK

Knee Charge
Charge ₤ two seconds, tap →, FK

Air Juggle
Motion ↓ ₤ → QP

Combu Breaker
Motion → → MP

Knockdown Move
After being knocked down, motion → → ₤ P

Ultra Combo
As part of a combo, charge ₤ two seconds, tap →, QK

Counter Projectiles
Motion → → ₤ MP

Humiliation
Charge ₤ two seconds, tap →, QK

No Mercy – Number One
From two characters’ distance away, motion ↓ → ₤ PK

No Mercy – Number Two
From two characters’ distance away, motion ↓ → ₤ FK
Surviving the Inferno

Use these key tips and tactics to help you battle through Inferno, Doom's third and final world.

By Slo Mo

Area 1 - Faster, Faster, Kill, Kill

Area 1 is all about shooting on the move, conserving ammo, and avoiding any hits. As soon as you open the first doorway, be prepared to run and defeat three Imps. Then, open the skull door and make the two Cacodemons inside chase you. You're faster, so don't waste your ammo on them! Once the second Cacodemon comes out, run quickly past the skull door.

Area 2 - Hand of Doom

This bridge disappears as you run across it. Don't stop, but try to run over the shotgun. As soon as you reach the other side, immediately blast the three Imps.

Press Select and hold Button X. The map reveals that Area 2 looks like a giant hand. The blue combat armor and the rocket launcher are in the palm. A chain gun is in the thumb. The index finger holds rockets and medkits. The middle finger hides a supercharge, while the ring finger contains the exit. The pinky hides the blue skull key and an area map, but watch out for three Cacodemons who attack from behind. All this gear helps in Area 3.

To reach the exit, you must massacre a room full of Imps. That's why you have to conserve ammo at the beginning of the area. As soon as you open the skull door, start shooting and keep blasting until the door closes. Repeat this move until all the Imps are down.

The map will also reveal an arrow. It points to a plasma
gun, which you need to fight Cacodemons and Barons throughout Inferno.

**Area 3 - Terror Trek**

Two Barons are the bad boys of Area 3. Knock them off first with either the plasma gun or the rocket launcher to greatly improve your chance of survival. To find them, turn 90 degrees right from your starting point on Area 3. Keep fighting in that direction. The first Baron lurks at the end of the dark hallway; the second is just past him behind the skull door that's being guarded by an Imp gang.

Find the backpack, and you can carry more ammo than you'll need for the rest of Inferno. At the end of the dark hallway before you reach the first Baron, an entrance is concealed on the right side, marked by the last set of demon masks. Through that entrance, a monster-filled path leads to the backpack and a rocket launcher.

You only need to find a blue skull key to escape Area 3. From the Area 3 starting point, fight up the stairs that are forward and slightly to the left. The skull switch at the far end of the plaza opens two stairways. Take the stairway on the right as you face the skull switch. Make a right turn and then a left to find an elevator that drops you into the blue key area.

**Area 4 - Pandemonium**

To escape Area 4, you must find red, yellow, and blue skull keys. The pathway to the blue key is straightforward, but a Baron guards the key, so be ready. The blue door opens onto two other doors. The doorway straight ahead leads to the hiding place for the red and yellow keys and the exit. (Look out for the Baron, but beware of a sneaky Cacodemon at the very end.) The door on the left leads to a BFG 9000.

If you go for the BFG 9000, be prepared to fight Cacodemons. There's also a supercharge near the BFG, but it's guarded by a hidden Baron.

**Area 5 - Mt. Erebus**

To exit Area 5, you need only one blue skull key, but locating it is tricky. First find this green building with this door to the left of your starting point. Slaughter the troops inside, then find the two beacons. Open the hidden doors and step into the warp. When you materialize on the ledge, try to leap into the red structure to the left of the chainsaw. From there, warp again into a building that hides the blue skull key.

You need the red skull key in Area 6. You must find two stashes of radiation suits and use them to explore the ooze channels. The first suit stash is behind the first blue skull door, but be prepared to fight three Cacodemons. To find the key, take the path that's directly in front of you when you enter the second suit stash.

**Area 7 - Spider Demon!**

If you reach Area 7, Doom is yours! The only real challenge left is to defeat the Spider Demon. By now you should have the BFG 9000, a rocket launcher, a plasma gun, and a backpack filled with ammo. Just walk to the right and try to fight from a distance.
Doom

**Invincibility, All Weapons, X-Ray, Complete Map, Items on Map, Level Warp, and Hidden Level Passwords**

Begin a normal game, pause, then enter the following button presses:

- **Invincibility**: Press Down, Button L2, Button □, Button R1, Right, Button L1, Left, Button ○
- **All weapons**: Press Button ×, Button △, Button L1, Up, Down, Button R2, Left, Left
- **X-Ray**: Press Button L1, Button R2, Button L2, Button R1, Right, Button △, Button ×, Right
- **Complete map**: Press Button △, Button △, Button L2, Button R2, Button R2, Button R1, Button □
- **Items on map**: Press Button △, Button △, Button L2, Button R2, Button L2, Button R2, Button R1, Button ○
- **Level warp**: Press Right, Left, Button R2, Button R1, Button △, Button L1, Button ○, Button ×

Enter the following passwords to reach the hidden levels:

- **Level 55 - Fortress of Mystery**: PF7XZ3NVVV
- **Level 56 - The Military Base**: N4VRJKH6C21
- **Level 57 - The Marshes**: PL168Y8Y02
- **Level 58 - The Mansion**: WLHLYCPGGQ
- **Level 59 - Club Doom**: JCGDNPL556

Gex

**Stage Select, Open All Levels, Immediate Powers, 99 Lives, and Invincibility**

Note: You must hold Button R1 and bring down the item menu (press Select) while entering the following button presses for these two tricks:

- **Stage select**: Go to the Dome Area, and press Button ×, Button □, Button ×, Right, Up, Left, Button ○, Button ○, Down, Down.
- **Open all levels**: Go to any stage and press Button ○, Start, Right, Up, Button □, Left, Left, Up, Start.

Immediate powers: Pause the game and hold Button R1 while entering these codes to give you the following immediate abilities:

- **Super jump**: Press Button ×, Button ○, Up, Up, Down, Right, Right
- **Invincibility**: Press Button ×, Button □, Down, Down, Up, Down, Right
- **Electric spit**: Press Right, Left, Right, Button ○, Button △, Right, Button ○, Down, Right
- **99 lives**: Press Up, Button ○, Button △, Down, Right, Button □, Down
- **Flame breath**: Press Button ×, Up, Right, Up, Right, Right
- **Cold breath**: Button ○, Button ○, Left, Down, Button ○, Up, Right

Rayman

**Ten Continues**

Note: This cheat works only if you have one or two continues left.

At the Continue screen, press Up, Down, Right, and Left.

Marcus Winkler
Unionville, Ontario
### 3DO

**Wolfenstein 3-D**

**Passwords**

- **All keys**
  - **Burger**
  - **Kickbutt**

- **All weapons**
  - **999 bullets**
  - **Fenley**

Enter these passwords during a normal game. Anytime during gameplay, press the Stop button and put the bullet cursor next to “New Game.” Then press Button C and go to the Level Password screen. Enter any of the following passwords, then press the Play button to resume the game:

- **Anonymous**
  - **San Francisco, CA**

### PlayStation

**Destruction Derby**

**Password**

Immunity from all damage: **!DAMAGE!**

**Cheat!**

**Jason Carraway**
- **Tullos, LA**

**Kimberly Sayed**
- **St. Clair Shores, MI**

### PlayStation

**Twisted Metal**

**Passwords**

- **Secret battle:**
  - □□□□
- **Special helicopter view:**
  - ○○△×
- **Minion found:**
  - △×□△
- **Invincibility:**
  - □□△× (space)

- **Paul Barnes**
  - **Internet**

### PlayStation

**Wipeout**

**Rapier Class and Firestar Track**

Go to the player-select screen, highlight “One Player,” then enter the codes:

- **Rapier Class:** Simultaneously hold Button R2, Button L2, Left, Start, and Select. While still holding the buttons, tap Button ×.

- **Firestar Track:** Simultaneously hold Button R1, Button L1, Right, Start, Button ○, Button □. While still holding the buttons, tap Button ×.

**Arthur E. Sampson**
- **Hamburg, PA**
PlayStation

Off-World Interceptor Extreme

Mondo Money Code

At the mode and options selection screen, press Button □, Button ×, Button ○, Button □, Button ○, Button □, Button ×, Button ○, Button □, Button ×, Button ○, Button □, Button ×, Button ○, Button □, Button ×, Button ○, Button L1. You should hear an engine rev. Now, when you enter Story or Arcade mode, you'll have the maximum amount of cash.

David Steinberg
Swathmore, PA

Genesis

NBA Live '96

Hidden Characters

Enter these names at the Create Player screen after the roster setup:

Hall of Famers:
- Chris Carr
- R. Childress
- Mark Davis
- Andrew DeClercq
- Tyus Edney
- Michael Finley
- Sherrill Ford
- Kevin Garnett
- Rasheed Griffith
- Alan Henderson
- Fred Hoiberg
- Frankie King
- Jimmy King
- Martin Lewis
- Donny Marshall
- Cuonzo Martin
- Antonio McDyess
- Erik Meek
- Loren Meyer
- Lawrence Moten
- Ed O'Bannon
- Greg Ostertag
- Cherokee Parks
- Anthony Pele
- Constantin Popa
- Theo Ratliff
- Bryant Reeves
- Don Reid
- Terrence Rencher
- Shawn Respert
- Lou Roe
- Joe Smith
- Eric Snow
- Jerry Stackhouse
- Daemon Stoudamire
- Bob Sura
- Draegan Talar
- Kurt Thomas
- Gary Trent
- David Vaught
- Rasheed Wallace
- Dwayne Whitfield
- Eric Williams
- C. Williamson
- George Zidek

PlayStation

Warhawk

Killer Passwords

Enter the following passwords at the Special Access option:
Warhawk A-La mode (infinite weapons and invincibility):

000 (space) X X X

Infinite weapons: △ △ △ △ △ △ △ △
Thor mode (1999 flash bombs): 0 0 0 0 0 0 0 0 0
Kali mode (super swimmers, ultra lock-ons): X X X X X X X X
Preview the epilogues: △ △ (space) 0 0 0 0
Check special upgrades: △ (space) △ △ △ △ △ △ △ △
Preview the movies: △ X △ △ △ △ △ △ △ △ △
**Super NES**

**Boogerman**

**Passwords**

**Flatulent Swamps**
- Level 1: Scab Creature, Abdominal Sewer Man, Fust Creature
- Level 2: Abdominal Sewer Man, Fust Creature, Miner Goblin
- Level 3: Nose Goblin, Boogerman, Nose Goblin
- Level 4: Fart Ghost, Scab Creature, Fust Creature

**Hickboy**: Fart Ghost, Nose Goblin, Fart Ghost

**The Pits**
- Level 1: Fust Creature, Scab Creature, Fart Ghost
- Level 2: Ogre, Nose Goblin, Miner Goblin
- Level 3: Boogerman, Nose Goblin, Scab Creature
- Level 4: Abdominal Sewer Man, Boogerman, Nose Goblin

**Revolta**: Troll, Miner Goblin, Nose Goblin

**Boogerville**
- Level 1: Scab Creature, Fart Ghost, Abdominal Sewer Man
- Level 2: Troll, Ogre, Abdominal Sewer Man
- Level 3: Ogre, Miner Goblin, Boogerman
- Level 4: Abdominal Sewer Man, Boogerman, Creature

**Flyboy**: Boogerman, Fust Creature, Miner Goblin

**Mucous Mountains**
- Level 1: Nose Goblin, Scab Creature, Fart Ghost
- Level 2: Nose Goblin, Scab Creature, Troll

**Nasal Caverns**
- Level 1: Nose Goblin, Fust Creature, Ogre
- Level 2: Scab Creature, Boogerman, Nose Goblin

**Deodor Ant**: Fart Ghost, Scab Creature, Troll

**Pus Palace**
- Level 1: Fust Creature, Boogerman, Fart Ghost
- Level 2: Boogerman, Miner Goblin, Troll
- Level 3: Scab Creature, Ogre, Fust Creature
- Level 4: Miner Goblin, Boogerman, Ogre

**Booger Meister**: Pus Creature, Abdominal Sewer Man, Boogerman

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**PlayStation**

**Twisted Metal**

**Passwords**

Warehouse District: 0 0 0 0 0
Freeway Free For All: 0 0 0 0 0
River Park Rumble: 0 0 0 0 0
Assault on Cyburbia: 0 1 1 0 0
Rooftop Combat: 1 0 0 0 0

Johnny Chu
Acradia, CA

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**Saturn**

**Virtua Fighter 2**

**Play as Dural**

At the Player Select screen, press Down, Up, Right, and simultaneously press Left and Button A. You can now play as Dural, the boss character.

**Jon Bednarkiewicz Internet**

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**32X**

**Primal Rage**

**Extra Options**

At the Start/Options screen, position the cursor on “Start” and a new option called Extra Options appears, which includes cheats like bonus games and one-hit kills.
### Madden NFL '96

#### Hidden Teams

Enter the following codes at the Team Select screen:

- '60 Eagles .............. BCAACB
- '62 Lions .............. ABCBCB
- '62 Texans .............. BABACB
- '63 Bears .............. ABCABC
- '63 Chargers ......... CCAACB
- '64 Colts .............. AACCBA
- '65 Browns .............. ACCBBA
- '66 Bears .............. ABBCBA
- '66 Chargers ......... AABABB
- '67 Bears .............. ABABBA
- '67 Packers ......... ACCBAC
- '67 Raiders ........... BABABC
- '68 Bears .............. ABCBAC
- '68 Jets .............. BCACBA
- '68 Rams .............. BABCAC
- '69 Bears .............. ABCBAC
- '69 Giants ............ BCAACB
- '69 Vikings ........... BCBFCB
- '70 Colts .............. ABCABC
- '70 Cowboys ........... ACCABC
- '70 Giants ............. ACAABC
- '71 Cowboys ........... ACCABC
- '71 Dolphins ........... BACBCC
- '72 Dolphins ........... BACBCC
- '72 Giants ............. CBAACB
- '73 Bills .............. ABCABC
- '73 Dolphins ........... BACBCC
- '73 Vikings ............ BABCAC
- '74 Steelers ........... BACBCC
- '74 Vikings ............ BACBCC
- '75 Cardinals ........... CACBAC
- '76 Bears .............. AABCAB
- '76 Giants ............. CACBAC
- '77 Cowboys ........... ACACAC
- '77 Cowboys ........... ACACAC
- '77 Cowboys ........... ACACAC
- '78 Cowboys ........... ACACAC
- '78 Seahawks ........... ABCBAC
- '79 Buccaneers ......... CACBAC
- '79 Rams .............. BACBAC
- '79 Saints .............. BCBBCB
- '79 Steelers ........... BCBABC
- '80 Eagles .............. BCABC
- '80 Falcons ............ ABCBAC
- '80 Oilers .............. AACCBB
- '80 Raiders ............ BABCBB
- '81 Giants ............. CACBAC
- '81 Ravens ............ BCBBCB
- '81 Bengals ............. ABACBA
- '81 Chargers ........... BCBBCB
- '82 Dolphins ........... BABAAC
- '82 Redskins ........... CBCBAA
- '83 Raiders ............ BAACCA
- '83 Redskins ........... CBCBAA
- '84 Giants ............. BCAACB
- '84 Rams .............. BACBBD
- '85 Bears .............. AABBCB
- '85 Giants ............. BCAACB
- '86 Broncos ............ ABCBAA
- '86 Giants ............. BCAACB
- '87 Broncos ............ ABCBAA
- '87 Redskins ........... CBCBAA
- '88 Giants ............. BCAACB
- '89 Giants ............. BCBBAC
- '90 Giants ............. BCBBAC
- '90 Raiders ............ AABCBB
- '91 Bills .............. AABCBB
- '91 Bills .............. AABCBB
- '92 Bills .............. AABBBB
- '92 Cowboys ........... ABCBAC
- '93 Bills .............. AABCBB
- '93 Cowboys ........... ABCBAC
- '94 Giants ............. BCAACB
- '94 Giants ............. BCAACB
- '94 Giants ............. BCAACB
- '94 Chargers .......... BCBABC
- All '50s ............... CACBAC
- All '60s ............... CACBAC
- All '70s ............... CACBAC
- All '80s ............... CACBAC
- Amsterdam Admirals ......... CBCBAC
- Barcelona Dragons ......... CBCBAC
- Frankfurt Galaxy ......... CBCBAC
- Hall of Fame I .......... CBCBAC
- Hall of Fame II ......... CBCBAC
- London Monarchs ......... CBCBAC
- NFC Pro Bowl ............. CBCBAC
- NFLPA I ............... CBCBAC
- NFLPA II ............... CBCBAC
- NFLPA III ............... CBCBAC
- NFLPA IV ............... CBCBAC
- Rhein Fire .............. CBCBAC
- Scotland Claymores ......... CBCBAC
- Robert A. Novo .......... MATAWAN, NJ

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### Batman Forever

#### Cheat Menu

Note: This trick requires a six-button controller.

At the Play the Game screen, press Left Up, Left, Left, Button A, Button B, Button Y. A Cheat Options screen appears that lets you select any level, perform easy kills, and equip yourself with all weapons.

### PlayStation

#### NFL GameDay

##### Special Passwords

- Tough computer: UNNOTRED
- Easy throwing: CANNON ARM
- Reapers vs. Boneheads: SKELETON

Arthur E. Sampson
Hamburg, PA

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