

STAR CONTROL 3

CASPER

KRAZY IVAN

MORTAL KOMBAT 2

MAGIC CARPET



PLAYSTATION

3DO

PLAYSTATION

SATURN

PLAYSTATION

NUMBER
80

YOUR GUIDE TO
Ultra 64•PlayStation
Saturn•Super NES
Genesis•32X•3DO
Jaguar•CDi•Neo-Geo
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ELECTRONIC GAMING MONTHLY

KILLER INSTINCT

2



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2



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IT'S YOUR MOVE

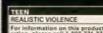
All 16mm full-motion video, it's got the look and feel, the characters and plot, of a feature film. And it's got you, Jack Fremont — TV trivia geek with an empty fridge. Now your days of simply watching the screen are over. You've got to observe. Think. Decide. Act. And watch your back — every moment, every move. You've got 24 hours to save the world, get the girl, and return the tux. How it ends — and there are 10 possibilities — is entirely up to you.

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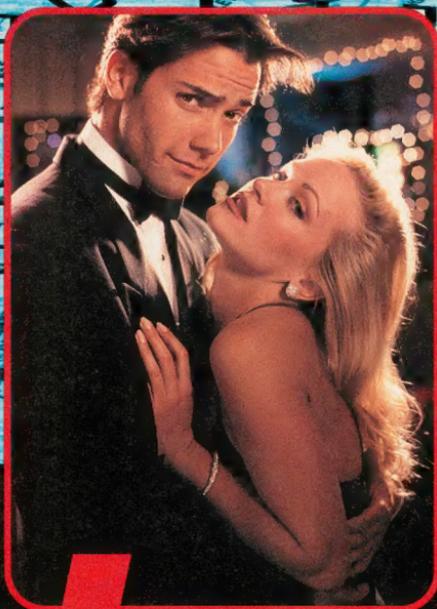


This official seal is your assurance that this product meets the highest quality standard of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn system.

Soundtrack



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OKS Like A Movie

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ELECTRONIC GAMING MONTHLY

March, 1996

Number 9.3

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Expensive Gaming

By now everybody is probably really getting into the new 32-Bit game systems. Did you get one for Christmas along with a couple of game discs? I bet you also took the grandparents' typical money gift and on Dec. 26, ran to the local game store for even a few more hot titles. Sound familiar? By now you are probably tired of them and have had to buy a few games with your own money. What did you think of the game prices? Sucks, doesn't it? Sixty to seventy bucks for a few hours of decent gameplay is almost robbery. The shirts at Sony, Sega, Namco or whomever the game company is must be sitting back and having a good chuckle about how they can spend all the money they are making from the sales of their games.

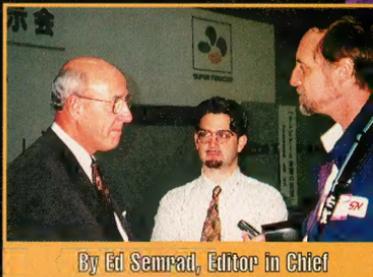
Well, yes and no. If you're Sony or Sega, the execs are breathing a small sigh of relief and saying, "Finally some money." It's the old razor and razor blade thing again. They are just now starting to get something back from the bath they took when they lowered the price of the systems to \$299.

But does that help us? Not when we have to pay \$70 for one game. Unfortunately, that is the "pay me now or pay me later philosophy"—either pay more for the system up front or pay more for the games later.

Think about it though, if we let the hardware companies make a fair profit on the console up front by paying \$100 more for the system, it would be a lot cheaper in the long run than paying \$10 (or more) extra each time we buy a game. Hey, devoted gamers buy more than 10 discs in one year! Hmm... perhaps the hardware execs planned this all along.

Are the game prices ever going to go down? I'm not holding my breath. Companies will say that production costs have gone through the roof. SGIs are the norm these days for development and no company can have just one. Motion capture is a necessity and that doesn't come cheap. Go without it and try to cut corners and editors like us will trash the game because it doesn't animate properly. Throw in some FMV and it is time for actors and a whole motion-picture crew. Yeah, we've heard the whole story before.

We can complain all we want but the bottom line is that we were the ones who brought all of this on. Things were so simple back in the good old days when everything was sprite-based. These are the '90s and realism is the thing. It's like the good life, once we get a taste of it (I'm still waiting for that), there is **NO TURNING BACK**. It's a tough nut to swallow but every time I buy a new game, I think about how much things have changed since I bought my first game back in the '70s.



By Ed Samrad, Editor in Chief

It's that moment just after you rip it off, when the circuits are still pumping 'cause they don't know what hit 'em, and they've got that expression on their face like "Hey that's my arm!"...the first gush of oil from the open socket...the lights in their eyes going dim...yeah, that's when I know...I'm alive.



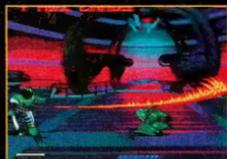
Organic Virus Derivatives make Lockjaw attack without provocation!



Projectile Warfare: Fireball vs. Tetra Basic Acid Spit!



No human being could survive Necroborger's 100,000 Watt Electrical Charge!



Salvo's Cybernetic Inferno completes a 12 Hit Chaos Combo!

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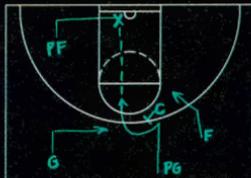
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You set the pick for Magic, who rolls to the top of the key. As the defender rotates to cut off the lane, Magic lifts a pass to the wide open power forward for the alley-oop jam.



Sometimes it's the smallest details—Jams off the glass. Defensive thunder swats. Reverse dunks, and Play-by-play commentary, that separate hoops from lawn bowling.



"This fastpaced, first-person basketball sim does a phenomenal job of bringing players into the action."
—NEXT Generation magazine



Call 1-800-771-3772 for game rating information.

HELP MAGIC & KAREEM SEND A STUDENT TO COLLEGE! (SEE PACKAGING FOR DETAILS)

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Franchise player mode lets you abuse opponents like they were players for an expansion team. Control Magic, Kareem, or Anyone thru a 13, 26, 52, or 82 game season.



7 GAME

THE CLOCK'S TICKING DOWN.

THE NO-LOOK PASS.
THE SKY HOOK TO BEAT THE BUZZER.
MORE THAN A SIGNATURE ON A BOX,
IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

brings you the same net-melting offense that culminated in five

championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

than in-your-face basketball. And see it all from the 3D "fastbreak"

perspective Crystal Dynamics' Championship Sports brings to the

hardwood. And that "agony of defeat" feeling? It's natural. Walk It Off™.



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SEE PAGES 68-71 FOR MORE INFORMATION.



Tekken 2—the game that is light-years past the original blasts on to this issue's cover!
STORY BEGINS ON PAGE 64!

COVER STORY

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EGM TRAVELS TO THE DESERT TO FIND GAMING GOLD AT THE CES!

Although this year's Winter CES might have lost a bit of its glitter, there was still enough action happening in Las Vegas to make convention goers leave the slot machines behind. In this issue, *EGM* provides a quick look at the companies that were there and some of their cool games. From Disney's *Toy Story* and Maui Mallard, to FOX's *Independence Day* and *Planet of the Apes*, to GTE Interactive's *NCAA Basketball* and *Time Lapse*, this year's CES still had a little fight left in it.

"This year's Winter CES was dominated by many innovations in the consumer electronics field...the new DVD digital video format."

KILLER INSTINCT 2 CONTINUES ITS AWESOME FIGHTING TRADITION!

The game that made auto combos famous is back with even more features and combos. The features include combos that indicate the number of hits and damage done as well as the infamous announcer voice. Also making a *Killer Instinct* presence is the addition of a super meter allowing for very unique and damaging special moves that can extend combos beyond belief! Add to this three new characters and you got the *Killer Instinct* combos, action and detail you've dreamed of!

"One thing is for sure: This game is going to make one *Killer Instinct* comeback with all its new features and great looks."



TOSHINDEN 2 REWRITES THE BOOK ON PS POLYGON FIGHTING GAMES!

Takara of Japan has created a sequel that will leave *Toshinden* fans awestruck. Each character has been rendered with a lot more detail. As well, the backgrounds have been improved. The gameplay is still pretty intense and the control has been refined. Although several of the original cast members had moves replaced or taken out completely, gamers can now pull off *Overdrive* moves or even taunt your opponent. With five new character additions, *Toshinden 2* is a well-rounded fighter!

"Vermillion is a deadly fighter, but only if he is able to keep his distance. Once you get in close, he's dead meat."

WIN BIG!

YOU WANT THE GOODS? ENTER THIS GREAT CONTEST...
 Check out the contest from Konami! You could be the next grand prize winner!
SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTEST

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Tap into your spirit talents in Pocahontas.



SaTurn **76**
Stop the aquatic armada in Darius Gaiden!



PlayStation **82**
Fight aliens with a 50-ton mech in Krazy Ivan.



3DO **94**
Casper is the friendliest game to play on the 3DO.



Neo-Geo **96**
Duke it out in Real Bout Fatal Fury.



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NUMBER

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BY GAMERS. FOR GAMERS.™

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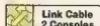
30 gut-wrenching levels.

Robot enemies that learn your moves.

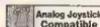
Descent is now on PlayStation.

And you're going down.

DES
DESCENT



Link Cable
2 Consoles



Analog Joystick
Compatible



Fly everywhere, shoot everything. Descent is the only game with 30 gut-churning levels of true 360-degree 3D madness.



New special effects found only on PlayStation™ Plus. 5 new anarchy levels for link play.

ING DOWN.



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CENT
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18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.

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IN TOTAL

THE BEST VIDEO GAME NEWS

PRESS START

Companies Take Aim at

Several PlayStation licensees in Japan have announced new controllers for the 32-Bit system. First on the list is Konami. Last December, it brought out a new first-person shooting game called Horned Owl in Japan. It only worked with the standard PlayStation controller, and reviews of the game were not enthusiastic mainly because of the difficulty of moving an on-screen cursor with the PS controller. In response, Konami released a gun for the game that's now out in Japan and sells for about \$30 (¥2,900). It will cost even less if players buy the gun and the game together.

Regarding an American release, Konami U.S. does not have Horned Owl on its production schedule, so don't expect anything soon. Besides, the gun would have to be modified to meet U.S. safety standards (the orange tip, etc.). In addition, Sony of America has not said whether it will bring this game and gun out over here under its own name.

Namco of Japan is the second company that has announced a new controller for the

Konami's Hyper Blaster



This light gun gave Japanese gamers a new way to play shooters such as Horned Owl (top).

PlayStation. It will soon be releasing a paddle controller which is specifically designed for its game Gaplus. (Gaplus? You have to be an arcade gaming veteran to remember this paddle game.) A PS version of this ancient title will appear on Namco of Japan's

SNK BRINGS OUT NEW

SNK of Japan has just announced that it will be releasing its first 32-bit PlayStation CD-ROM game system called the Neo-Geo CDX. SNK will also introduce the new system besides having a five-disc set and feature a 64-bit parallel CD-ROM drive.

The new model fits into the works for power (the new) and main (the price of double) lines of the company.

SNK announced that a 32-bit machine was fully financially feasible. The new Neo-Geo CDX will be a 32-bit machine with 16 MB of system memory, 16 MB of system RAM, and 16 MB of system ROM. It will also have a 64-bit parallel CD-ROM drive. SNK officials said that the price of the new CDX would not be too high.



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CONTROL:

Gamers With New Gadgets

Namco Paddle Controller

A paddle controller could be used for more than just pong-type games. Driving games may also benefit from it's side-to-side control functions.



second arcade classics CD along

with perfect renditions of Xevious, Mappy, Cutie Q, Dragon Buster and Grobder. On the U.S. front, Namco has not officially announced whether it will get into the controller market yet. The company *did* announce that it will bring out the first arcade classics CD in April and that at least five other discs are in development. However, the second volume CD in Japan will be pushed back to become the third disc in the U.S.

Namco Negicon



The Negicon gives Ridge Racer Revolution more accurate control.

This gives Namco more time to size up the market and decide if it would be financially reasonable to bring out another controller.

Also from Namco of Japan and already out over there, is the Nejjicon racing controller. Although it has received rave reviews from the gaming press because of its unusual design, shape and method of control, Namco of America officials are still reluctant to jump into the PS peripheral market, even though there is a long list of racing games that could use this controller—including Namco's own Ridge Racer and its new

(Continued On Page 18)

PRESS **START**

An agreement between **Warner Bros. Consumer Products** and a firm that represents popular athletes will pave the way for new sports video games. The deal resulted in the creation of **Warner Bros. Sports Licensing**, which will coordinate product endorsements for basketball players including Patrick Ewing, Bryant Reeves and Bobby Hurley. This bodes well for **Warner Bros. Interactive Entertainment**, which will likely add the athletes to several of **WBIE's** upcoming computer and 32-Bit sports video games. No official titles have been yet announced, but a **Warner Bros.** spokesperson said marketing and production plans are being finalized.

Sega is working on network gaming with two other companies: **Nisho Iwai** and **Catapult Entertainment**. The network will be the Saturn version of the XBand and together with the **Sega Saturn Modem** will be on sale this spring in Japan for 15000 ¥ (\$150 U.S.). **Virtua Fighter** is one of the games confirmed for the system that will be available for network play in Japan.

NEO CDX

Neo Geo CDX is the first 32-bit console to feature a double-speed CD-ROM drive. It also features a 16-bit audio processor, a 16-bit video processor, and a 16-bit graphics processor. The Neo Geo CDX is the first console to feature a 16-bit audio processor, a 16-bit video processor, and a 16-bit graphics processor. The Neo Geo CDX is the first console to feature a 16-bit audio processor, a 16-bit video processor, and a 16-bit graphics processor.

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SNK's new Neo-Geo CDX game system will feature the long-awaited double-speed CD-ROM drive. With this feature, loading times and problems should be minimized. It is now in the stores in Japan.

Who says this business is just fun and games? **Sega Foundation**, an arm of **Sega of America**, recently donated \$250,000 to set up a new multimedia learning center in Los Angeles. The center provides educational assistance programs for underprivileged youths and adults. The \$250,000 will help the center go high-tech, paying for computers that will give youths exposure to the Internet and special video equipment for satellite classes around the nation and possibly worldwide.

Could **Trilobyte's** two big games, *The 7th Guest* and *The 11th Hour*, be headed to the silver screen? **Threshold Entertainment** opened the door to that possibility when it secured the film, TV and merchandising rights to both games. With the deal, **Threshold** hopes to revitalize the horror-movie genre with new special effects based on the games, according to a statement. **Threshold** is no stranger to turning hot games into hit movies, like it did with *Mortal Kombat*. In addition, **Threshold** helped develop an MK album, Internet site and live theatrical show.

Four-Player Adapter



Games such as *NBA Jam TE* find their greatest appeal when four players can get into the action simultaneously.



IN TOTAL CONTROL:

(Continued From Page 17)

hot sequel *Ridge Racer Revolution*.

Designed by Sony of Japan and acknowledged by Sony of America as to a U.S. release, several new PS peripherals will make their way to stores this month.

First is the four-player adapter. It should be in the stores now and sells for about \$50. This multitap allows for one to five (one to eight, if two taps are used) players to dive into many great sports games such as *NBA Jam TE* and perhaps *NBA Shootout*.

The second peripheral coming from Sony of America will be a two-handed flight stick. This behemoth of a controller will offer flight-sim devotees the most realistic control this side of an F-16. Sony hasn't announced a specific game that will utilize the capabilities of this controller, nor has it announced a release date for the stick.

Dual arcade joystick



A dual joystick control would provide far greater control to future *Warhawk*-type games.

GOLDSTAR DROPS 3DO



Panasonic's M2 deal, lack of profit prompts decision

A half year and a half years in the video-game market, the maker of the Goldstar 3DO has decided to end production of the system.

Jim Treche, vice president of LG Electronics U.S.A.'s HOME MEDIA Division, was not immediately available for comment. However, a company spokesperson supplied a report that cited reasons for the pullout: One major factor was Panasonic's recent \$100-million deal for exclusive rights to 3DO's M2 technology.

In addition, the company's primary position as a hardware supplier made it impossible to reap any profits, the report stated. Furthermore, the company's software development operation arrived too late on the scene to reverse its fortunes.

According to the report, LG Electronics was losing more than \$100 per sale after the company decided last December to sell its system-plus-software bundle for \$199.

LG Electronics plans to sell its remaining inventory of systems and will continue to make its current 3DO software titles, as long as demand continues, the report stated. What this means for Goldstar owners in terms of an M2 upgrade remains hazy.

Panasonic officials were unavailable for comment as to whether its M2 upgrade would also be compatible with Goldstar 3DO systems.

CAN PC GAMES RESCUE ATARI?

SNK's efforts to bring its arcade games to new systems may soon include the **Sony** PlayStation—a rumor company officials would neither validate nor deny. Company officials declined to speculate on possible **SNK-to-PlayStation** titles, saying only that an announcement will be made this May. Why the reticence? According to one **SNK** official, the deal's details "are still being worked out." Considering that **SNK** already has plans to port some of its top games to the **Sega** Saturn, PlayStation conversions seem a logical next step.

T.H.Q. is coming off the top rope with authority. It recently inked a licensing deal that will bring Hulk Hogan, Sting, Randy "Macho Man" Savage, and other wrestling stars from World Championship Wrestling (WCW) onto various gaming platforms including the **Sega** Saturn and **Sony** PlayStation.

GT Interactive Software has secured the rights to **id Software's** newest game, *Quake*, which is slated for release for 32- and 64-Bit systems as well as the Mac and PC.

Atari's newest division, Atari Interactive, marks the company's new direction in PC games.

Plans for this year call for 16 new CD-ROM titles, four of which should be out by the end of this month. Several games are new versions of Atari's video-game classics such as *Tempest*, *Missile Command* and *Crystal Castles*. Other games such as *Flip Out!* and *Baldies* are reincarnations of Jaguar titles.

The new division will have no impact on current Jaguar game development, said Atari spokesperson Jeanne Winding.

However, questions have arisen about Atari's future just weeks after the inception of Atari Interactive. A Multimedia



The first PC games from Atari Interactive are enhanced versions of Jaguar games: *Highlander*, *Tempest 2000* and *Flip Out!* They'll sell for \$30-40 each.

Wire report in January claimed Atari was "liquidating all its video-game assets" including the PC game division, and getting out of the business.

However, a company statement in response to the report indicated that Atari's plans remain the same despite recent

layoffs at the company. "These changes do not change Atari's position with regard to the 64-Bit Jaguar or the inception of Atari Interactive," the statement read. "The changes also have no effect on our commitment to gamers or our resale channels."

PS GAMES UNITE ON NEW DEMO



WipeOut, Twisted Metal, Mortal Kombat 3 and WarHawk. Also on the CD are previews of five other titles: Loaded, NFL GameDay, NHL Faceoff, Destruction Derby and Descent from Interplay.

The four playable games on Sony's next demo CD are shown from top left: WipeOut, Twisted Metal, Mortal Kombat 3 and WarHawk. Also on the CD are previews of five other titles: Loaded, NFL GameDay, NHL Faceoff, Destruction Derby and Descent from Interplay.



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WHAT ARE THEY

**LOOKING AT?
ME OR THIS BIG FAT
ZIT? THIS BULLSEYE IN
THE MIDDLE OF MY
FOREHEAD? ISN'T THERE
SOMETHING THAT CAN BLAST
IT OUT OF MY LIFE? THAT DIGS**

**DOWN AND DEEP CLEANS WITH
MORE KILLER STUFF
THAN THE NUMBER ONE
PAD TO ZAP ZITZ? IN
FACT, ISN'T THAT
SOMETHING THIS
WICKED LITTLE
PAD FROM
CLEARASIL?**



PRESS START IN THE 'ZON'

Sensor technology paves way for hands-free play

A new controller from Perception Systems aims to cut gamers loose permanently from video-game controllers—and it just may succeed.

Dubbed the ZON, this small, cube-like sensor plugs up to a system and detects movement in front of it.

The ZON records movement in the area and translates the movements into game commands, which the user can define.

The electronic eye set within the box can differentiate between a player's movement from extraneous background changes, such as lighting or scenery, according to company officials.

Special LED lights on the ZON flash to warn the user when he or she is moving out of the sensor's reach.

The ZON boasts a latency time of 33 milliseconds at most; however, its makers say response times are limited by the



The ZON (right) defines a space for a player to move around and translates movement into controller commands.

processing speeds of current systems.

Bottom line: The ZON eliminates all need for controllers.

During the Winter CES in Las Vegas, visitors were invited to try out the new

technology. One attendee who tested out the ZON said that the response time was "pretty good," although it took a while to get used to a vastly different way to play.

No limits are set on the kinds of motion it can register: Hand, arm and even body motions such as kicks, leaps and punches can be used to play a game.

Company officials contend this new way of play will reduce repetitive-stress injuries related to video-game control use, as well as make more games truly interactive.

Another benefit lies in the ability to give your entire body a workout, rather than just your thumb.

(Could the ZON pave the way for aerobic exercise video games? Hmm...)

The sensor will sell for under \$99 and will hit stores sometime this summer.

More importantly, the ZON will be compatible with the Super NES, Sega Genesis, Saturn, PlayStation, PC and Mac. More importantly, additional adapters are in the works for future systems—possibly the Ultra 64 and M2—so the peripheral won't quickly grow outdated.

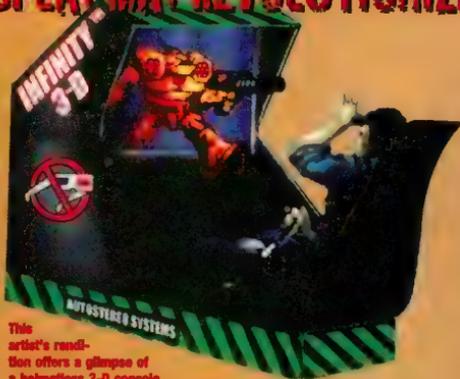
NEW 3-D DISPLAY MAY REVOLUTIONIZE ARCADES

Last month, EGM reported on Infinity Multimedia's efforts to bring new 3-D technology into the video-gaming arena.

This new technology is unique in that it requires neither glasses nor special helmets. Rather, it allows gamers to see 3-D objects floating in front of them.

Infinity officials recently revealed new information detailing the nuts and bolts behind this new technology and its marketing potential.

Basically, the company's 3-D display is an illusion. In reality, it projects a series of 2-D images. Each image is actually a 2-D picture shot at



This artist's rendition offers a glimpse of a helmetless 3-D console.

a certain perspective. The next image shown is the same 2-D image, but shot and shown at a different angle.

When these images are flashed at a rate of 60 per second, the result is an autostereoscopic display. In

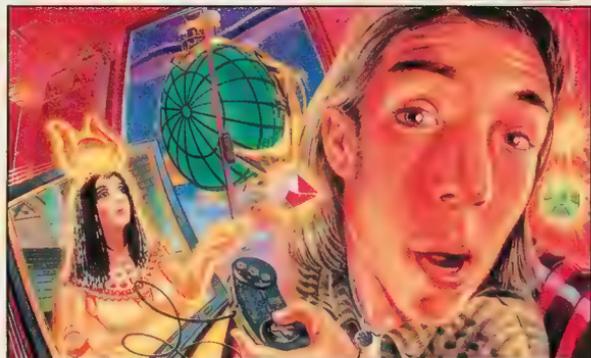
essence, your eye is tricked into seeing a "continuously displayed" picture that appears to float in front of your face.

One avenue Infinity hopes to exploit are location-based entertainment centers that give gamers the chance to compete in multiplayer 3-D games or motion simulators. The display also has potential for DVD and Internet use.

In addition, Infinity plans to convert video games and movies to make them 3-D, as well as develop future titles. To that end, Infinity hopes to secure partnerships with other gaming companies interested in the 3-D display.

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GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL



"Gotta have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie." 



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Panasonic
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Use complete stats construction... every stat and rating under the sun at your fingers... Create unlimited custom stats displays for the ultimate managerial thrill!



New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



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



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



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



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



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



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



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



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



Sony PlayStation[®] PC CD-ROM



See for yourself!
For demo:
<http://www.MindSpan.com/MindSpan/hb5.html>





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Diddy's back and better than ever.

Fasten your seat belt.

This **monkey's** coming full throttle. Donkey



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



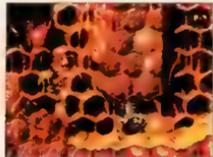
Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

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.)

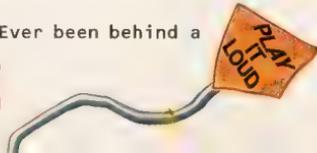


Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

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REVIEW CREW

THE REVIEW CREW



ANDREW baran

Current Favorites:
WarCraft 2
DiscWorld
Super SFII

Bound and gagged, Cyber found himself under control of the co-workers who he has been annoying mercilessly for the past few years. He found out it's hard to say, "A New Bus" while gagged.



MARK lefebvre

Current Favorites:
Tekken
DiscWorld
King's Field

Mark has been moping about after the Packers met a humiliating defeat at the hands of the Cowboys. Now he is a bitter football fan reminiscing about what could have been.



MIKE desmond

Current Favorites:
Tekken
In the Zone
Resident Evil

Roach is moving out on his own with his little lady. His hairy pal Moe is left out in the cold without a roommate. Mike doesn't care what happens to the tummy bugger, insect politics.



SUSHI-X

Current Favorites:
KI 2
Hermie Hopperhead
Resident Evil

Sushi's been honing his skill at Killer, instinct 2 as of late. He recently spilled the intestines of a kid who threw once too often. It is not wise to frustrate a deadly ninja warrior.

HOW GAMES ARE RATED...

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

neo-geo REAL BOUT FATAL FURY snk



category: **release date:**

Fighting **Now**

challenge: **back-up:**

Adjustable **None**

I didn't care for the last Fatal Fury, but this one does justice to the name. Hidden fighters, lots of personality to the characters and pits are just some of the cool aspects. RBFF is intense, both in speed and pyrotechnics. The warriors are detailed, complete with comical before-fight animations. The pits are hilarious instead of deadly. Combos can be found, but for the most part aren't automatic. Everything about this game screams greatness, animation, sound and graphics. Wow!

NeoGeo has done it again! With so many fighting games under its belt, it would seem hard to come up with a fresh idea for a new title or even enough variation to keep the players coming back for more. In Real Bout, old players with a new twist seems to be the theme. A few of the new features include level pits, new combos, tallied by a combo counter and not only background ducks, but foreground as well. It's a great game, but it may take some getting used to.

I have been a Fatal Fury fan for quite some time, and I have to say that Real Bout Fatal Fury is the best in the Fatal Fury series. The new added pits at both ends of each level are a welcome feature. Unlike the previous Fatal Fury titles, RBFF seems to be more comical, not to mention more detail has been put into the characters, including a complete personality overhaul. If you are into SNK fighting games, Real Bout Fatal Fury can't be passed up. It's tons o' fun!

This game plays a lot easier than many Neo games (maybe too easy) with forgiving controls and very simple combos (some using multibutton taps). The graphics and sounds are typical high-end Neo, however there aren't many new characters. They compensate for lack of new players by the diversity of extra moves and strategy associated with all the old players. With features like super and comeback moves, ring outs and multi-level playing, this is a fast and furious fighter.

Best Feature: **Combos**

Worst Feature: **Same Fighters**

Time To Complete: **Medium**

Also Try: **Other Neo Fighters**

genesis POCAHONTAS disney



category: **release date:**

Action **Now**

challenge: **back-up:**

Moderate **None**

While most people won't bother to try this game, those who do will find themselves hooked, at least for the first time they play through it. However, Pocahontas has little replay value. The graphics are typical Disney cell art, which you may or may not like. The use of animal spirits to solve puzzles was a cool concept. I had a problem with the control. The game had a slow reaction to the controller input. While not devastating, it takes longer to get used to. An adducing game.

With Pocahontas being a movie translation that leans more toward the younger game, I was expecting to breeze right through this title. Instead, I found the difficulty of the puzzles to be just right. One of the best features is the teamwork that you have to use between the characters in order to solve the puzzles. Without this strategy element, the game would have had little to offer. This one's a worthwhile title, but is lacking when it comes to the sound and the control.

The first thing I noticed in Pocahontas is that the graphics are clear. The second thing is the control: it is a bit too stiff. The control can be compared to that of Prince of Persia. The use of both Meeko and Pocahontas throughout the game is a nice touch. After getting used to the control, I found myself enjoying the game. At points, the game tended to get somewhat difficult, so if you are thinking about getting Pocahontas for your young children, rent it first.

I'm not a freak, but I did think the movie was decent and I enjoyed the game to some extent. This can't be great, but it does capture elements of the movie's story and puts a lot of strategy to it. Maybe I'm just a sucker for animals, but I enjoyed the aspect of getting new skills and switching characters. The game's biggest drawback are its somewhat simple graphics and slow or awkward controls. It is a decent game but it might be a bit tough for the kids.

Best Feature: **Great Challenge**

Worst Feature: **Nothing Dies**

Time To Complete: **Medium**

Also Try: **Aladdin**

ANDREW

MARK

MIKE

SUSHI

saturn

DARIUS GAIDEN

acclaim



category: release date:

Shooter Now

challenge: back-up:

Adjustable None

This shooter is not too bad. It has an "arcade" feel to it. The graphics are nice, though the Techno Soft wave effect is a bit overused. The gameplay is fast, and I couldn't find any slowdown at all. I like the power-up system, but no matter what, it seemed like fly shots bounced off even the weakest enemies. Simple drones take about 10 shots. There's no time for error. Still, if you like shooters, this is one of the most intense ones out there. Darius is not for the faint of heart.

Not just another shooter, Darius Gaiden features some of the most unusual-looking graphics ever seen, especially the backgrounds. The control is good, but even when playing in the Two-player Mode the enemies became very difficult to beat. An average player will be looking for a level select to make it past the six or seven levels. The music score is unlike anything I've heard before in a game of this type. It's almost soothing. A solid game that will not be beaten in one sitting.

If you like shooters, this game is for you. Although it doesn't totally show off the power of the Saturn, Darius Gaiden has some clean graphics, cool music and virtually no slowdown. The transition between backgrounds on the fly is cool, but the best part of Darius is the Bosses. They are some of the coolest-looking enemies I have seen in a long time. The only drawback is that it tends to become nearly impossible at times. If you own a Saturn, check out this hyper-intense game.

This water-based shooter built up a lot of anticipation for its release. Darius Gaiden proves that it is worthy of the loyal following by suppling players with shockingly detailed graphics and gameplay capable of challenging even the most seasoned players. Control is smooth and puts the most important feature of any shooter into the hands of players. A constant stream of enemies and various ranges of power-up levels accent this already enjoyable title.

Best Feature: The Opera Music

Worst Feature: It's Fishy

Time To Complete: Medium

Also Try: Darius 3-Arcade

saturn

MORTAL KOMBAT II

acclaim



category: release date:

Fighting Now

challenge: back-up:

Moderate None

If you want a graphically perfect rendition of Mortal Kombat II on the Saturn, this is it. MK2 has a few noticeable flaws, like load time when you try a move for the first time, but overall it's quite playable. All the combos and neck kicks from the arcade are here, though tap moves seem difficult on a pad. You want Fatalities? This has all of 'em. It's sort of funny, if the computer wins, it'll do a Fatality each time. A few sounds were absent but I didn't mind. Saturn owners should like this.

When firing this fighter of the past up, I was really impressed with how clear the graphics were. It's nearly identical to the arcade. But as the rule goes, graphics don't make a great game. The first thing that turned me off was the sound effects. Not even close! Second is the way the game plays. The control I can live with, but the slowdown is unbearable, especially when you try to pull off some of the trademark moves or the fatalities. This one was a disappointment.

MK2 on Saturn is the best translation for home systems, but it definitely does have its flaws. The load time should be much improved, especially when you do a fatality or Shang Tsung's morph. There also is no "Toasty!" when the Scorpion fatality is done. Lastly, the music should actually be the original MK2 music, not the rezone music that is in the Saturn version. The graphics are great and the control is good, but with all these inconsistencies, it left me wanting more.

This is a great-looking MK2, but let's face it, I've already gone through two more MK games (MK 3 and UMK3). Coming out this late, I'd have to demand a near-perfect translation to make it worth taking a step back. Unfortunately this game is plagued with slowdown for the initial use of special moves and lacks some of the sounds contained in the 16-Bit versions. It does look and play exceptionally well. MK2 fans will dig the reminiscence, but I'm looking for MK4.

Best Feature: Graphics

Worst Feature: Slowdown

Time To Complete: Medium

Also Try: Arcade

playstation

ZERO DIVIDE

twi



category: release date:

Fighting Now

challenge: back-up:

Adjustable Memory Card

Zero Divide is a fighting game that will probably turn off a lot of players at first glance. Its gameplay is too tight and specials are hard to do. However, ZD grows on you. I particularly like the fact that you can swing up on the edge of the arena. Depending on your character, combos range from easy to near impossible which make practice that much more important. Lots of fighters and decent graphics are pluses. It would have scored higher if the gameplay was looser.

With MK3 and Tekken already out for the PS, ZD is up against tough competition. Well, Zero Divide does have some unique features to it, such as a well-rounded selection of characters and moves that are very different from other games. It also has the creative Japanese look that sets it apart from anything else. I found it unusual that it uses only two attack buttons which indicates simplicity but that limitation is compensated by a harder game difficulty. Plenty of surprises in this one.

When first playing ZD, it really did not appeal to me. But after playing for a short time, I really got into it and started to like it. It's a learning thing. The combos are not difficult to pull off and actually require some amount of skill to chain. The drawbacks of the game are that you do not have the option to turn the time off and the announcer gets annoying real quick. (Thank goodness you have the option to turn him off) For something different and unusual, check this one out.

ZD isn't a great game but it is new. Overall it plays like a Tekken or VF with some differences. My biggest complaint is the lack of real originality in each character's fighting style. Maybe it's the Japanese polygon look but also many of the characters play the same way. However, there are some good features like the way your character hangs on instead of an instant ring out. Also, it plays well and may provide a good alternative to the big names. It's fun but nothing great.

Best Feature: Unique Moves

Worst Feature: Two Attack Buttons

Time To Complete: Medium

Also Try: MK3

playstation

A-TRAIN

maxis



category: release date:

Simulation

Now

challenge:

back-up:

Moderate

Memory Card

A-Train has the addictive quality of SimCity 2000 with more things to worry about. This is the sort of game that can pass an entire day away without you noticing. The fact that the load time is a bit extreme adds to that effect. A-Train is easy enough to pick up, and it'll draw you in. The graphics are pretty good, and the logic in the design engine is sound. If you want a game that is worth the money you pay, A-Train is one of those games. It's highly recommended.

A-Train is a simulation title from Maxis, the same company that developed such great titles as SimCity and SimTower. First of all, this is a game that only true sim fans will probably enjoy as it is a very time-intensive game and requires a lot of experimenting with the placement of the basic city components. I liked the 3-D Mode where you can ride one of the trains while viewing the surroundings. This is a cool idea! Not a game for me, but still a sound product for its audience.

I can usually get into a Maxis sim game, but this one seemed to be a little too boring to me. Granted, you can control everything from bus and train schedules, purchase land, build amusement parks and even take a 3-D ride on your busses and trains, but even with all that, A-Train seemed to still have something missing. Maybe it's the scheduling thing. Sim gamers might not have trouble getting into A-Train, but there are a lot of other sims out there that aren't that different.

Maxis simulation games usually strike me as well thought-out and developed games that have little trouble consuming much of your time. A-Train on the contrary does not have that major jump over other sims to make it purchasable. The new 3-D bus and train views are one nice addition, but they do not make the game a winner by themselves. I feel sim fans could easily get into this one, but having SimCity 2000 as a standard will make A-Train feel like a partial attempt at a game.

Best Feature: The Train Rides
Worst Feature: Interface
Time To Complete: Infinite
Also Try: SC2000-Saturn, PC

playstation

DESCENT

interplay



category: release date:

Simulation

Now

challenge:

back-up:

Adjustable

MemCard&Password

There are two ways to look at this game. It is revolutionary because of what it can do on the PS, but that aside I have to look at the gameplay. The control took some time to get used to and the graphics seemed only average but that is probably a compromise between looks and playing speed. The 3-D mazes are neat but Descent lacks spirit. I personally had a hard time getting into the game but that's just because of the type of games I choose to play. It's worth a look.

This is one of those games that can be classified as "groundbreaking," because of the 360-degree movement of your ship throughout the vast levels of corridors. This PC port-over, has a smooth frame rate, enhanced lighting effects and above all, the perfect control when used with the PS pad. Descent has some nice cinemas and a cool map feature, but other than proper maneuvering through the corridors, it falls short when it comes to the excitement level. Challenging though.

Those of you who have played Descent on the PC will appreciate the PlayStation version which does a great job of rendering the polygons so quickly. The only problem I had with this game is that I got lost easily within the 360-degree scrolling environment, which happens very easily if you don't devote 100 percent of your attention to the game, but other than that, I have no gripes. The large levels and hidden power-ups kept me interested for quite some time. Worth a look.

If you have tried the PC release, you will instantly recognize the outstanding play speed at which the home system redraws the screen on the fly. Descent's main asset is its totally free 360-degree movement which gives the player an experience unlike any other in the overused line of first-person games. If you are looking for a game that is really adept at making the player nauseated, look no further. Descent is what you need. Challenge seekers don't miss out!

Best Feature: Scrolling Speed
Worst Feature: Getting Lost
Time To Complete: Medium
Also Try: Descent-PC

3do

STAR FIGHTER

studio 3do



category: release date:

Shooter

Now

challenge:

back-up:

Moderate

Battery

Star Fighter is one of the most impressive games yet for the 3DO system. It is comparable to games like Warhawk and Agile Warrior. The different missions, combined with wonderful visuals make this game a must-buy for 3DO owners. The gameplay does take getting used to as it is a little too loose. However, Star Fighter is really playable. The difficulty is a bit extreme, making for some frustrating times for younger players. Hardcore gamers will love it and should get it.

If the graphics of this title were improved and the control was tightened up, this game would be close to perfect. While not the most graphically detailed 3DO game ever, Star Fighter has some really innovative features to it: Free flight, anywhere throughout the level, 60 levels of intense action and above all, highly addictive gameplay. To describe it would be to combine both StarFox and Warhawk together. Certainly one of the best on the system and worth a look.

If you want a lot of game for your buck, Star Fighter is it. Offering you 60 missions, good graphics, cool music and tons of action, this title has the makings of a great game. The free movement (even allowing you to fly into space) is great, not to mention being able to blow up anything in your path. The only drawback is that your aircraft seems to move slowly at times, making the feeling of speed nearly nonexistent. Overall, Star Fighter is a great title for the 3DO.

Star Fighter has obvious design roots in StarFox, but puts to use better programming techniques that give the player better visuals as well as totally free movement! Virtually non-restrictive flight paths also give the players the ultimate control in an arcade flying-action game. Near limitless games like this really let you get into the plot and adapt to the varying terrain while having a lot of fun in the process. Star Fighter has all the depth and the quality required to make a name for itself.

Best Feature: Limitless Flight
Worst Feature: Graphics
Time To Complete: Medium
Also Try: Wing Arms-Saturn

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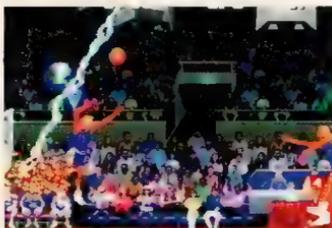
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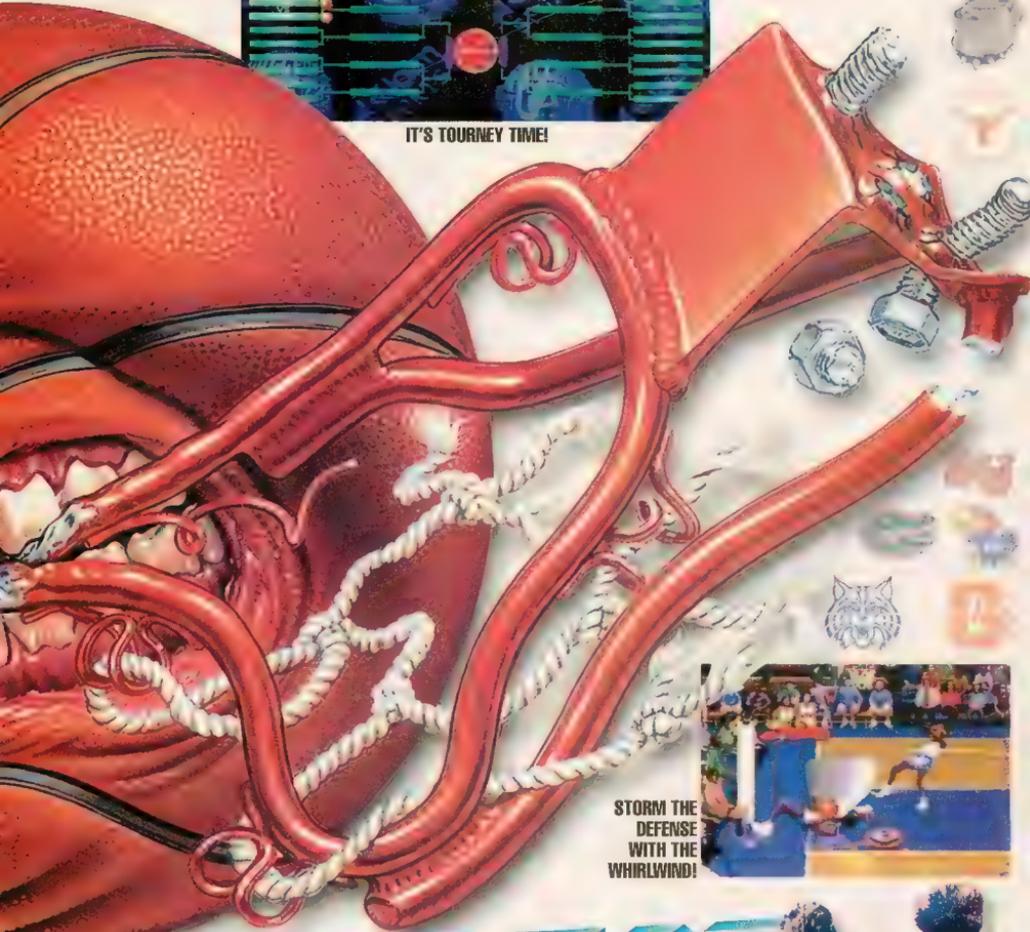


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Atari Leaves Video Games Killer Instinct Special Info Sony To Deliver Portable??

Ultra 64 Targets The Net New Info On U/64 Drive Street Fighter 3 On M2

...Hey, hey, kiddies, the Q-Mann is back with the inside scoop from the deepest depths where the Q got the hottest dirt from inside and out the video game biz...With the Ultra heating up and the M2 turning heads, the Q has never been happier—and this month I have a job of the good stuff with news on both super systems as well as behind the scenes info from Sony, Atari and more...Launching on a rather sad note, the Q hears that the founding father of all gaming, Atari Corporation, is looking to toss their losses and get out of gaming. While the company still has a stash of over \$50 million in the bank, it seems that the powers that be at the big 'A' have decided to cut and run from the continued failure of their Jag. While the company does report that some third-party support will be coming for the machine through the end of this year, yours truly doesn't hear a lot of positives from the people who are supposed to be delivering all of these softs. With an estimated 50K systems 'out there,' it looks like the last days of Atari may be close at hand...

...While we're on the subject of Atari, the Q hears that the Tramiel gang are looking to launch into PC software, either directly or as a licensee. C'mon guys, there's only so far you can go with Centipede...While we're on the subject of Atari, Part II: It looks like Time Warner is dumping their Atari as well, with reports from behind the lines indicating that the coin-op Atari may fall into the hands of either Williams or possibly even Acclaim by the time you read this. Look for the T/W folks to deliver up some grand home softs, however, including a simply spectacular version of Return Fire for the PlayStation (sorry, but they haven't sent a Saturn rev)...I love Killer Instinct 2...

...Well, well, well the plot thickens my Q-Friends...Seems Sony may be putting the breaks on certain titles to prepare for the impending onslaught expected from the white shirts at Nintendo when their U64 busts onto stores shelves later this year. Yours truly hears from some very good sources that Sony is looking to make a big impact with a wave of killer softs that will just happen to hit at around the same time that the Ultra is grabbing the headlines with less than a dozen games. Can you say, "Good strategy Sony?"...Could it be? Will it happen? Another portable game machine? Insiders in the know have given the Q the good word that you may see such a thing from SONY of all companies! It looks like the powers behind the PlayStation are talking portable Stations by the end of the year that will play CDs and games courtesy of a flip-up screen. While the Q is salivating over such a system, I hear that the concept is partially a response to Nintendo, Matsushita and others offering up their assortment of hardware goodies (Ultra, M2, etc.) come this fall...

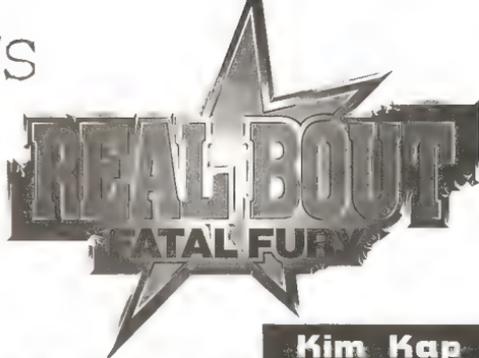
...Yow! The Quattermann just got off the phone with a Sony developer that is rebooting some of their original code to make room for additional 3-D modeling and rendered artwork. It appears that the powers that be at Sony want their softs to BLOW the competition out of the water...Enough with Sony, it seems the Saturn is looking to have something to say about what Sony will do in the future. Once you rip your way through all of the Sega/M2 rumors swirling around the biz, the Q managed to dig up some sparkling gems for all you Saturn fans...First of all, look for the upcoming Saturn Sonic to have more than a few surprises to complement the standard Sonic gameplay, including some of the hottest graphics ever incorporated into a video game...The Q hears that Sega is looking to offer game samples via the Internet using a special adapter for the Saturn...

...The Q peeked just a little and learned that Nintendo is hoping to sell through three million Ultras during the first year of release. Okay, actually I learned it from a press report in Japan, where the Kyodo News also revealed that Nintendo president Hiroshi Yamauchi said that an interactive Internet terminal is being co-developed with Netscape as was reported in an earlier issue of *EGM*...The prices for the U/64 are becoming clearer and they look to clock in at \$250 for the console, but the nasty rumor that the games will cost more than \$100 (and maybe as much as \$150) has started seeping into the industry again. One source reported that Killer Instinct Special might hit that high number, but the Q doesn't believe that Nintendites would try it...The new KI game, according to a rep close to the project, will have four new characters, one of which is just Eyedol. There will be a new Boss and two new background scenarios added...Paradigm has a new 3-D rendered skiing game on the computer tentatively entitled Egghead Shread...

...NOJ has released some additional specs on its new bulky disk drive for the U64. The disks can contain up to 64 MG of data, 20 MB of which can be written over by the drive. The drive will definitely attach to the underside of the Ultra and will be released first in Japan this fall...The U.S. version of the Bulky drive will likely be accompanied by a new version of Zelda...Where is Zoop? For some reason that the Q is investigating, the game is simply gone...Street Fighter 3 on M2? Could be. Capcom has announced it will be developing games for the new 64-Bit machine and SF3 is rumored to be the first...Look for Playmates to deliver up PlayStation and Saturn versions of Toshinden 2 in May. Battle Arena Toshinden Remix will hit the Saturn in March...Lastly, look for SNK to port over their hottest titles to the PlayStation. While the Q couldn't dig up the dates, at least some will be ready by spring, including King of Fighters '95, Samurai Spirits, Zankuro Musoken and Real Bout Garo Desetsu. A PlayStation version of Baseball Stars is also rumored to be in the works...Till next time, I remain...

- THE Q

QUARTERMANN'S CHEAT SHEET



Fatal Fury Real Bout is our showcase game this month. This all-new fighter has pumped-up basic moves like a Dynamite Dash and Flying Retreat which are performed by tapping the joystick twice in the direction you want to speed away. In addition, there is a new Power Gauge system that gives you new abilities as the Power Gauge increases. But that's not all! A-la Virtua Fighter, there is a Ring Out rule so you can defeat an opponent by kicking them out of the ring.

Terry Bogard
Rising Tackle ▼ Briefly, then ▲ +A
Bashing Sway ▼ ▲ ► +D
Round Wave ▼ ▲ ► +C
Power Geyser ▼ ▲ ► ► +BC
Triple Geyser ▼ ▲ ► ► ► +C

Andy Bogard
Dark Kick Crunch ► ▼ ▲ +B
Sonic Split ► ▼ ▲ ► +B
Dragon Hurricane Kick ▼ ▲ ► +D
Super Ripper Blast ▼ Briefly, then ► +BC
Quick Silver Slicer ► ▼ ▲ ► +C

Geese Howard
Wind Slice ▼ ▼ ▲ +A or C
Double Gale Slash During Jump ▼ ► ► +C
Eye Shadow Smasher ◀ Briefly, then ► +B or C
Raising Storm ► ► ▼ ▲ ► +BC
Thunder Break ► ▲ ▼ +C

Kim Kap Hwan
Flying Kick ▼ Briefly, then ▲ To jump Then ▼ +B At jump apex
Crescent Moon Slash ▼ ► ▲ +B or C
Sand Blast ► ▼ ▲ +A
Rising Phoenix Dance During Jump ► ► ► ► +BC
Phoenix Flashdance ▼ ▼ ▲ ► ► +C

Soshu Shin
Emperor God Bop ► ► +A
Empire Heaven Smash ► ▼ ▲ +A or C
Eyes of Emperor Crunch ► ▼ ▼ ▲ +A, B or C
Emperor Blast ▼ ▼ ▲ ► +BC
Empire Destiny Blow ▼ ▼ ▲ ► +C

Sorai Shin
Emperor God Bop ► ► +A
Dragon Twist ► ▼ ▲ +B
Emperor Roar Destroyer ► ► ▼ ▲ +C
Emperor Blast ▼ ▼ ▲ ► +C
Empire Destiny Blow ► ► ▼ ▼ +BC

Billy Kane
Club Cruncher ◀ (Briefly, then) ► +A
Demonic Dropper ▼ ► ▲ +A
Dragon Guided Clubber ▼ ► ▲ +C
Super Fire Wheel ▼ ► ▼ ▼ +BC
Red Lotus Requiem ► ▲ ▼ +C

Duck King
Head spin A ▼ ▼ ► +A or C
Neo Break Storm ► ▼ ▲ +B
Duck Air Fake During Jump ▼ ▼
Break Spiral ► ► ▼ ► ► +BC
Duck Dance ▼ ▼ +ABC

Franco Bash

Metro Tackle  +C

Power Bicycle  +B

Metro Shot  +A

Final Omega Shot  +BC

Armageddon Buster  +C

Hong Fu

Nine Dragon Fury  +C

Flaming Stallion **A** repeatedly

Dragon Reverse Kick  +C

Exploding Glow  +BC

Candenza Storm  +C

Sokaku Mochizuki

Possession Explosion  +C

Lightning Bolt Blast  +B

Dream Warrior
Ghosts  +A

Thunder Boomer  +BC

Thunder God Blast  +C

Joe Higashi

Tiger Kick  +B

TNT Punch **A** repeatedly

Pressure Knee  +D

Screw Upper  +BC

Slide Screw  +C

Ryujin Yamazaki

Forward Serpent
Slash  +C pressed
down

SadoMaso  +B

Judgement Dagger  +A or C

Guillotine  +BC

Drill Near Opponent, revolve
JOYSTICK once +C

Blue Mary

Stun Gun Smasher  +C

M. Headbuster  +B

M.Snatcher  +B] x 2

M.Typhoon  +BC

M. Diving S.  +C

Bob Wilson

Rolling Turtle  +B or C

Wild Wolf  (briefly, then) +B

Monkey Dance  +B

Dangerous Wolf  +BC

Mad Spin Wolf  +C

Mai Shiranui

Wild Butterfly Fan  +C

SunFire Dance  +C

Shiranui Spirit
Shadow  +D During Jump

Super Ninja Bees  +BC

Leotard Ninja Bees  +C

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FIRE UP THE THUNDERSTRIKE, and prepare for
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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!

USGOLD

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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

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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.

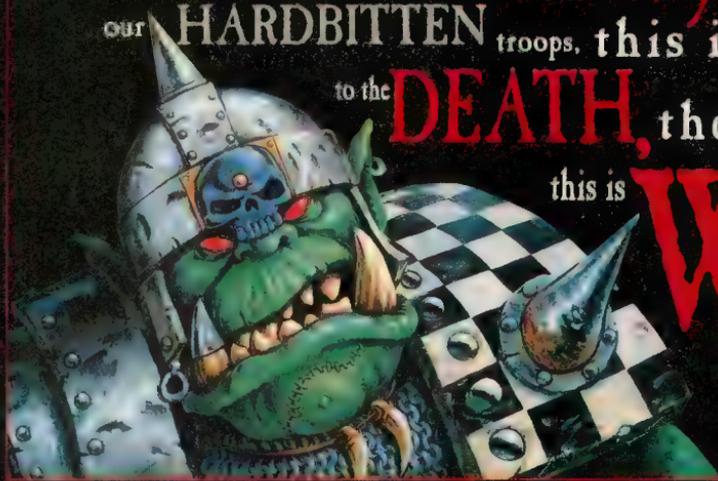
STREET FIGHTER
ALPHA

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SEGA



Strange events are AFOOT within
 the **EMPIRE** AND the oracles **foretell**
 a time of **Carnage** and **WOE**...
 with **no** shortage of **Bloody** work for
 our **HARDBITTEN** troops, this is
 to the **DEATH**, the glory...
 this is **WAR!**



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KILLER CODES

VIEWPOINT

—by Electronic Arts

These PlayStation passwords will give you the advantage to start anywhere in the game. Go into the Options Screen and move to Password. Enter any one of the three-letter passwords listed below to jump levels.

- 1-1: CGG
- 1-2: CLL
- 1-3: CRR
- 2-1: FCF
- 2-2: FHF
- 2-3: FMK
- 3-1: HCH
- 3-2: HHC
- 3-3: HMH
- 4-1: KCK
- 4-2: KKC
- 4-3: KNG
- 4-4: KTL
- 5-1: MCM
- 5-2: MHH
- 6-1: PCP
- 6-2: PHK
- 6-3: PPC

Anthony Ernst
Tigard, OR

PRIMAL RAGE

—by Time Warner

At the PlayStation Character Selection Screen, hold Circle, Triangle or Square while picking your player with the X button. The buttons will give you three more color choices!

Clarence White; Roseville, MI



No, it's much too tough to be Barney, but he is purple!

Loaded

SYSTEM: PlayStation

PUBLISHER: Interplay

CHEAT SHEET:

Max Gun Power

POWER TRIP



After pausing the game, hold the L1 and L2 buttons for 10 seconds. After that, you can do the Power trick. You can power-up any time in the game.

Press and hold the L1 and L2 buttons for 10 seconds. After this time has passed, press DOWN, RIGHT,

DOWN, RIGHT, TRIANGLE. Press X to increase your gun power and START to exit. Repeat to max out your gun.



Hold the correct buttons and do the code for power here.



Do the trick multiple times to max out your firepower!

Earthworm Jim 2

SYSTEM: Super NES

PUBLISHER: Playmates Interactive

POWER TRIP



CHEAT SHEET:
Pause Screen No Longer Darkens
Press START to pause the game. After it's paused, press the A button eight times. The Pause Screen will no longer darken.

This simple trick will let you pause the game without the screen darkening. To do this, press START to pause, then press the A button eight times. From now on, the screen will no longer darken. You can catch some good animation stills!



The screen will no longer darken!

via the Internet

Zero Divide

SYSTEM: PlayStation

PUBLISHER: Time Warner Interactive

CHEAT SHEET:

Play the Hidden Phalanx Game

POWER TRIP



Here is a great trick to play an incredible shooter called Tiny Phalanx. Just follow the procedure listed here to access this hidden game.

and SELECT buttons on the second controller while the game is booting up. If done correctly, the words "Bonus Game" should appear on the screen, and you will be able to begin playing the shooter game, Tiny Phalanx.



Hold START and SELECT on controller two until you see this.

Many bonus games are kind of boring and have bad graphics. Well, here is an exception to that old standard! Just hold the START



Tiny Phalanx will appear and you can begin playing it.



It's a great shooter with many power-up capabilities.

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-ways 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.



8 Person
Network
Compatible

↔

2 Player Link
Compatible



TRICKS OF THE TRADE

KILLER CODES

KOLIBRI

—by Sega

Here are the 32X passwords for Kolibri levels;

YZVVHFDN
HVVVPTDV
RLFBKFDH
XXZQTTDY
YBJZSTDM
ZDWPZHCH
MQMDPTDH
WSVNDZCR
KVCXCZCB
FDYDHFDR
JVKNGZCB
PRGQTTDV
CKFLGZCW

Jeff Desgagne
Ontario, Canada

RAYMAN

—by Ubi Soft

There are many hidden codes in this awesome game for the Jaguar! All of the codes may be entered at the Introduction Screen where Rayman is putting his body together. Take the controller and enter these numbers on the numerical pad: 1, 3, 6, 4. This will get you the hidden Break-out game. Enter 5, 1, 5, 2, 5, 3 to gain 50 lives. Also, to get all of Rayman's powers in the beginning of the game, enter the code: 1, 3, 5, 7, 9. You will see text telling you that the codes worked.

Rafi Guroian; Reisterstown, MD



Enter the correct code in play Break-out, Rayman style!

Ultimate Mortal Kombat 3

SYSTEM: Arcade

PUBLISHER: Midway

CHEAT SHEET:

Play as Mileena and Original Sub-Zero



These Ultimate Kombat Codes will allow you to play as the original Sub-Zero and Mileena! To do these tricks, you must be on the Game Over Screen. When it asks for the UKK, enter the following at the same time on both controllers:

Sub-Zero:

P1=8, 1, 8, 3, 5

P2=8, 1, 8, 3, 5

Mileena:

P1=2, 2, 2, 6, 4

P2=2, 2, 2, 6, 4

Jeff Windham; Suisun City, CA



At the Game Over Screen, enter the Sub-Zero code here.



At the Game Over Screen, enter the Mileena code here.



The original Sub-Zero will now be at your disposal!



The female ninja, Mileena will now be at your disposal!



Remember Mortal Kombat II? They have the same moves!



Recreate the fights between characters from the past!

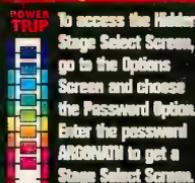
Doom Troopers

SYSTEM: Genesis

PUBLISHER: Playmates Interactive

CHEAT SHEET:

Access Hidden Stage Select



This trick allows you to access a Hidden Stage Selection Screen in the game. To do this, you must first move to the Options

Screen from the Title Screen. When you're in the Options, move to Password and press RIGHT to get to the first letter. Using the A and B buttons, enter the password:

ARGONATH

Exit and pick your player to see the Stage Select!

Randall Ary; Sheffield, AL



Start your game, and you can choose your stage!



Enter the Options. Put in the password, ARGONATH.



You can start at any Boss, even the secret level!

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BILLIONS OF PRAYERS FOR PEACE.
MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.

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500 Weapons, Troops, and Artillery!
Realtime 3-D Rendered Battles!
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TRICKS OF THE TRADE

KILLER CODES

DOOM

—by Williams Entertainment

This interesting method for the PlayStation version will allow you to access random levels with various amounts of weapons, life and ammunition. To do this, go to the Password Screen of the game and enter the first seven letters as D00MMNL. (Note: The second and third letters have been replaced with zeros.) Now, here is the part that requires experimentation. Choose any three letters or numbers and fill them into the last three spaces of the password. Three of the same numbers or letters seems to work quite well. Also, two of the same numbers or letters work. You can get 999 ammo, 200 health, most of the weapons, etc. Try different number and letter combinations; you never know where you'll end up! (Note: Not everything works all of the time.)

TOH SHIN DEN 2

—by Sega

The Saturn translation of the popular fighting game already has a funny trick to add to the fun! While selecting your mode of play at the Title Screen, press and hold the top LEFT and RIGHT Shift buttons. Now, choose the character you want to play as normal. As soon as you go into battle, your character and your opponent will have an immensely huge head! This trick will work for any character in the game.

Earthworm Jim 2

SYSTEM: Super NES

PUBLISHER: Playmates Interactive

CHEAT SHEET:

Level Skip and Full Life

POWER TRIP
Press **START** to pause the game at any point. Now enter any of these codes for different results:
Level Skip: **SELECT, B, X, A, A, X, B, SELECT.**
Full Life: **X, SELECT, X, B, X, SELECT, X, A.**

To do either of these tricks, first pause the game and the screen will darken. Now press these buttons in order to access the various results:

Level Skip: **SELECT, B, X, A, A, X, B, SELECT.**

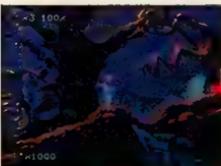
Full Life: **X, SELECT, X, B, X, SELECT, X, A.**

After one of the codes has been entered, you will hear a noise to confirm that it worked, then press **START**.

Matt Lane; San Francisco, CA



Do the life refill trick to replenish energy when hit.



Pause the game and the screen will darken.



After you do the trick, you'll skip to the next level!

The Raiden Project

SYSTEM: PlayStation

PUBLISHER: Sony

CHEAT SHEET:

Control the Demo

POWER TRIP
Launch the Raiden II game and when the demo starts to play, hold the **R2** button and you will be able to control the action!

First, at the Raiden Project Main Menu, highlight "Launch Raiden II" and select it. When the game is loaded, a 30-second demo will play. From here, you can control the game's demo by holding the **R2** button and playing as normal!

Adigun Adigray Polack; Bear, DE



With this code, you can take control of the Demo Screen!

Sega Rally Championship

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET:

Hidden Lake Side Track

POWER TRIP
On the Main Menu Screen, press and hold the **X** and **Y** buttons on the **Time Attack** Option and press button **C** three times. This will give you access to the **Lake Side** track!

This trick will allow you to access a hidden track. From the Main Menu, highlight the word "Time Attack" and hold

buttons **X** and **Y** simultaneously. Next, press **C** three times (once on each screen).

Robert L. Cullison; Akron, OH



On the Menu Screen, highlight **Time Attack** and do the trick.



The new **Lake Side** track is now available for you to race!



THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about.

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

Silverload

SILVERLOAD is also available for PC CD-ROM.

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Toshinden 2

SYSTEM: PlayStation

PUBLISHER: Takara of Japan

KILLER CODES

MECHWARRIOR 3050

—By Activision

These codes for the Super NES version of the game will give you the advantage in many situations:

Play as the Enemy Mech: At the Tiburon Entertainment Screen, press DOWN, A, then X. Then go to the Password Screen and enter the code: XTRIM3K.

Invincibility:

The password is MKWFLL. This code works only after the unlimited ammo and all level codes have been entered.

To refresh your memory (and to get invincibility working) here are those codes again.

Level Codes:

Mission 1: BMBRMN

Mission 2: 65C816

Mission 3: B1GBND

Mission 4: FSPRNG

Mission 5: YHWX11

Unlimited Ammo:

The code is M1R0G3.

DOOM

—By Williams Entertainment

When starting a new level be sure to enter a level password. Now when you die in the PlayStation version of this game, follow this method. Press the START button to pause, then press the SELECT button. This will bring you to an Options Menu. Move to the Password Option and press the X button. You'll see a password. Press X again and you'll begin on the same level with items you had before.

CHEAT SHEET:

Play as all of the Secret Bosses

POWER TRIP

You must beat the game on difficulty four and then again with Master on difficulty five. You may then access even more characters by holding SELECT on the question mark.

First, from the Title Screen, you must go into the Options and change the difficulty setting to four or above. Now, you must beat the game with any character. Once you do this, go back into the options and change the difficulty level to five or above. Begin a one-player game. Go back to the Select Player Screen. Move your cursor to the question mark. To slow it down, hold the SELECT button. Now you will see that two new characters have been added to your



Beat the game on difficulty four and go back to this screen.



Hold SELECT on the question mark to access the Bosses!



Beat the game again with Master to gain more Bosses!



Vermillion and Sho are the other two playable Bosses!

list (Uranus and Master). Choose Master and beat the game again. Now go to the Player Selection Screen and highlight the question mark once more. Hold the SELECT button. You will see after Uranus and Master will be Sho and Vermillion!

Carlos A. Pita; Brooklyn, NY



Pit Boss against Boss in a duel to the death!

Destruction Derby

SYSTEM: PlayStation

PUBLISHER: Psygnosis

CHEAT SHEET:

Choose the Number of Competitors

POWER TRIP

Choose the Wreckin' Racing mode and then Championship. Enter your name as NPLAYERS. Go back and choose Race Practice, pick your track and pick your number of players.

Choose Wreckin' Racing from the Main Menu Screen. After you select it, choose Championship. Enter your name as NPLAYERS. Go

back into the Wreckin' Racing Option, choose it once more, but this time, pick Race Practice. Now move to the Track Selection Screen and pick a track. Once you do, you will be able to set the number of competitors in the race!

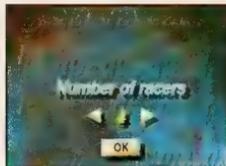
Alden Tourond; B.C., Canada



After choosing Race Practice, pick your track.



Choose Championship then enter the name, NPLAYERS.



You will now be able to set the number of racers.

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

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HE'S THE NEXT RUSSIAN REVOLUTION



KRAZY IVAN



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LENNIC
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FIRST LOOK GAMES



BUBSY 3D

Accolade's award-winning mascot cat, Bubsy, takes a trip into the third dimension on the Sony PlayStation with the company's latest debut at the Winter CES.

Bubsy uses his swagger and wise-cracking humor while blasting through a space world of tongue-in-cheek antics and cartoon pitfalls.

The technical aspects of Bubsy 3D



feature true 3-D hand-rendered animations with thousands of frames of animation per character, all set in computer-generated environments. Bubsy can move in full 360-degree rotation, allowing a full range of vision and directional movement.

Five worlds await exploration, not to mention the number of secret scenes, hidden jokes and surprises. Some of the stages allow you to fight underwater in the Major Domo sunken cities, spin through jet tube subways and journey



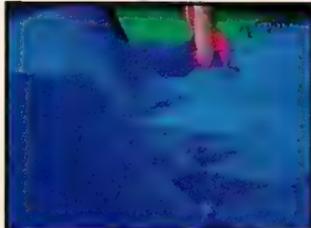
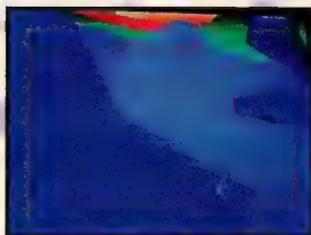
through the SpectaKill countryside.

The game also features two-player alternating and cooperative play. Bubsy 3D has the option whereby the first player can fight his way through

the stage then give way to player two to see how he or she can do in terms of time and collecting all of the game-related goodies you find along the way. The back-

grounds are astounding and new foes are ready to greet you or beat you at every turn. The music is incredible, too.

Bubsy 3D pulls out all the stops in this latest release for the PlayStation, using all of the system's power to bring players a complex game. Could we see Bubsy on the Ultra 64 next year? Who knows?



STAR CONTROL 3



Reaching past the bounds of Star Control 2, Star Control 3 is the newest release in the ongoing saga-turned-trilogy. It gives players a total of 25 ships to take control of and battle against the computer or versus a friend in the Two-player Mode.

The role-playing aspect of Star Control 3 includes a giant universe to explore, a complex story, amazing aliens to negotiate with and new, additional starships to make friends or enemies with—it's their choice. Many of the features players found irritating in the second release, like the mineral searching requirement in the previous game, have been refined or eliminated.

The ships are bigger and the battle sequences are more intense. The ships have new weapons and the aliens you come across have some serious attitudes. In addition, there are plenty of new features that really make this release better than the last. Most impressive is the use of digitally controlled animatronics created by Hollywood special-effects artists to replace the previous cartoonlike aliens. These amazing figures can seemingly talk, argue and negotiate the fate of the Kessari Quadrant.

Each race has its own

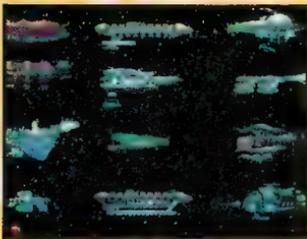


starships, with their own special weapons and capabilities. Each ship can also be improved with ancient Precursor technology.

Players engage in starship combat as a result of exploration and negotiations, or in an independent Hyper Melee challenge at a single computer or over a modem or network.

Star Control 3 also allows you to build colony sites and help the colonists. Colonies can train crew, refine fuel, build starships and provide strategic outposts in unexplored space.

Important events in Star Control 3 are revealed in brilliant animated scenes. These scenes combine 3-D animations with music and narration to move the adventure toward its stirring climax.



MAUI MALLARD



Disney's latest mascot action title is called Maui Mallard. The game lets players control a Donald Duck look-alike as he searches for the stolen mojo protectorate that has kept the island safe.

Secret areas, power-ups and multiple duck personalities abound in the many

levels. Maui Mallard strikes repetition away by giving you level diversity along with outstanding visuals throughout the game. Some of the stages will have you climbing a giant pipe organ, battling giant metal spiders and using your power-packed staff to thrash enemies in the ninja training grounds.



TOY STORY

After the film release of the animation hit *Toy Story*, the video game gave 16-Bit owners the chance to enjoy an outstanding title. Toy Story features rendered graphics, familiar characters—including Buzz Lightyear and Sheriff Woody—and a plot that loosely follows the blockbuster movie. It's

not a surprise that this title is also planned to be released on some 32-Bit systems to extend Disney's multiplatform development.

Fans of the current release will also be happy to hear there are rumors that Toy Story 2 is in the works, and will allow the gamer to play as either Buzz or Woody.



Saban

POWER RANGERS

The company that single-handedly put the Mighty Morphin Power Rangers on the map has come out with a string of interactive products for the show's fans.

geared toward younger audiences, the CD-ROM hybrid products include an electronic coloring book, a print kit and a screen saver with additional sounds.

A jigsaw puzzle game features the show's star characters. When solved, the puzzles reveal video clips.

Future TV producers might want to try their hand at the create-a-movie CD,

which lets users string together video clips into an entirely new show.

Bandai is also reportedly working on a Power Rangers game for the PlayStation first and Saturn afterward.



INDEPENDENCE DAY

Independence Day is based on the upcoming movie in which aliens have given mankind an order to submit to their rule. If there is noncompliance, the Earth is to be destroyed on the Fourth of July.

be interesting to see how a game can be translated from the source material. Expect lots of full-motion video sequences taken right from the film. From just the few minutes of footage, Independence Day looks like it'll be a unique action-packed thriller.

With an ingenious plot as this, it'll



PLANET OF THE APES

Planet of the Apes is another game set to be worked on by FOX Interactive. This title is based on the upcoming movie of the same name (to star Arnold Schwarzenegger). Set in a strange world where intelligent apes rule a subservient mankind, you play the part of a human who struggles against his would-be oppressors.

Expect this title to be released for both the Sony PlayStation and the Saturn. Planet of the Apes will take advantage of the high-end system capabilities to make detailed worlds.



HELL RAISER

Although this game is only slated for the PC format so far, it is possible that it will go to the PlayStation and Saturn if it does well.

Hell Raiser: Virtual Hell is based on the Clive Barker movie series featuring a demonic race of individuals

called Cenobites. While the actual gameplay is currently unknown, it will contain first-person sequences where you must navigate the corridors of hell. There are plenty of puzzles, traps and damned souls to do battle with. Pinhead and the rest of the Cenobites

will make appearances as well. Your weapon is the box that opens up portals to other sections of the realm.

If you enjoy the visceral gore and haunting mystery of the movie series, Hell Raiser: Virtual Hell is sure to please.



NCAA BASKETBALL

GTE Interactive Media is taking to the college hardwood. It hopes gamers will hoop it up with NCAA Basketball for the PC.

NCAA captures the spirit and glory of the number-one college sport. Players have a choice of 64 Division I teams to work their way to the National Championship. NCAA has advanced

artificial intelligence. Gamers can recruit freshman players, and as time progresses, the players mature and become better. All the players' performances vary and depend on many variables, including pressure, age and skill ratings. The many features include SGI-rendered authentic home team courts, 100 player moves, 4,500 frames of animation, revolving on-court camera perspective and modern-to-modern play. With the unlimited Gameplay Option, exclusive AI and sharp graphics, NCAA Championship Basketball pushes the gaming envelope.

Depending on how well the game does on the PC, we could see NCAA make its way to the PlayStation or Saturn, although GTE would not confirm plans to bring the game to either of the new 32-Bit platforms.



TIME LAPSE

Time Lapse takes you on a journey through time and space on a quest for the fabled city of Atlantis.

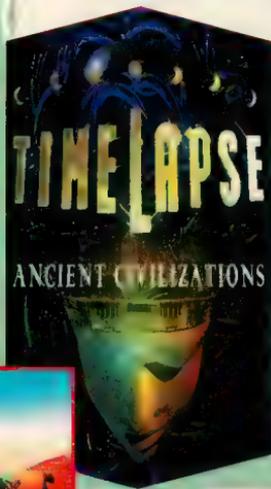
To accomplish that task, you must uncover some hidden secrets that have baffled mankind for thousands of years.

Immerse yourself in more than 40 hours of gameplay trying to solve the puzzles native to the environments.

On your expedition, you discover intriguing stories linking many ancient

civilizations, each faithfully re-created with indigenous artwork, music and even plant life.

Time Lapse also features rendered photorealistic worlds complete with great animation and full-motion video. It's up to you to solve the puzzles of the Egyptian, Mayan and Asian civilizations. This is one PC game that could also make its way to the PlayStation or Saturn.



ALONE IN THE DARK 2

Alone in the Dark: One-Eyed Jack's Revenge is a graphic adventure game that features three-dimensional characters set in a unique third-person perspective.

The story line picks up where the original quest left off. Your job is to lead Edward Cambry, the elusive detective of the bizarre and macabre, into another haunted house. The house is fully furnished with more than 70 different characters, none of them friendly. You also have to rescue a small child, Grace Saunders, from the clutches of the evil undead pirate, One-Eyed Jack. Along the way, not only will you have to defend yourself from numerous attacks by Jack's henchmen, but also be on the guard for the traps and dangers hidden throughout the house. You start the game armed only with a pistol, but will soon have to learn how to use different objects in order to progress through the

However, what is known about the game is that you team up with an alien race to save the world. Check out *EGM* for the first screen shots of this game as well as some updated info.

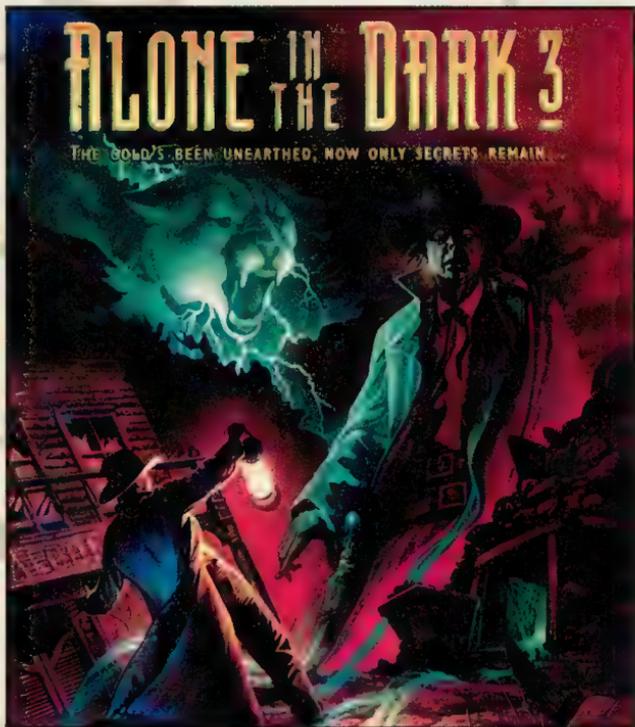
I-Motion is also getting Alone in the Dark 3 ready for the PC. Could a PlayStation or Saturn version be far behind? Watch for more Alone in the Dark updates in future issues.



game. If you're looking for a game that will give you a challenge, AITD 2 offers more than 50 hours of gameplay.

This title will be making its way over to the Sony PlayStation soon, and looks to be just as hot, if not better than the original version released for the PC some two years ago.

Also from I-Motion is an innovative two-player shooter soon to be released for the PlayStation and the Saturn called Solar Crusade. The game is still a little early in development and as a result, not a lot of information is available.



METALWERKS



Sanctuary Woods' first PC-based arcade-style game involves lots of 3-D fighting in a futuristic setting.

Metalwerks gives players the opportunity to build their fighting machine from scratch. Parts must be found, assembled, then tested before heading out to fight. Machines can be armed with lasers, drills and even blow torches.

The game offers seven different battlefields such as rooftops, suspension bridges and underground garages. In between games, players can upgrade or modify their machines to adapt to the current situation.

In addition, Metalwerks boasts a Storyplay Mode filled with digital video clips shown between fights. Look for this PC game sometime in the fall.

DIRECTOR'S CUT

Also coming out from Sanctuary woods is the enhanced director's cut version of The Journeyman Project for the Sony PlayStation.

This director's cut version has been expanded and completely redesigned to take full advantage

of the PlayStation's advanced hardware capabilities.

The gameplay is very similar to Myst, where you must travel to different areas, collect items and solve complex puzzles to progress through the game.

Some of the features unique to this PlayStation version include fluid full-motion graphics, virtual walk-throughs and all-new, live-action video sequences.

An expanded cast of main characters and entirely new music help breathe new life into this already breathtaking CD-ROM adventure.



ORION BURGER

Alien Burger-meisters have invaded with plans to harvest humankind. Your job is to try to convince them that humans are an intelligent life form and not worthy of harvesting to make into burgers.

Speaking of intelligence, Orion Burger challenges your puzzle-solving prowess as you interact with a hilarious and captivating cast of alien creatures.

Hints can be found in the 100 galactic locations you explore.

The vocals are far out and so is the music. The game has a veritable smorgasbord of top Hollywood voice talent.

Orion Burger is impressive with colorful graphics and hilarious sound effects. It's coming for the PC, and also the PlayStation.



Save The Soul of Rock and Roll!



JOHNNY bazookatone

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

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>



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The Developers of Resident Evil Spill Their Guts

While in Japan our EGM editors stopped in at Capcom's Japanese headquarters. There they were given an exclusive interview with Mr. Shinji Mikami, the director of Capcom's new PS thriller, *Resident Evil*.

EGM: What was your role in making this game...were you producer?
Mikami: I was the director.

Is "director" different than "producer" at Capcom...each company uses those titles differently.

I am in charge of all the creative aspects regarding the game—its contents, graphics, gameplay, etc. At Capcom, all the money aspects are handled by someone else.

How long have you been with Capcom?
About five years.

How many games have you worked on?
Six games until now.

How many people were involved in this particular project?

In the beginning, it was only me. I spent about six months working on the various aspects alone. After it became clear what direction the game would be going in, I began adding people. Now there are 40 people on our team.

How long has it been in development?

From the beginning, it's been two years. For about six months, it was only me, then I added about 20 people, and we worked as a team for about a year. For the last few months, it has been 40 of us.

In the first six-month period, how did you develop the ideas? Did you draw pictures?

I drew basic pictures of what I imagined the screen to look like along with potential characters. I wrote over 40 pages of script.



What percentage of the game is presently finished?

About 40 percent of the game is finished, although 80 percent of the code is done.

What is the release date [in both Japan and the U.S.]?

Late March.

What ideas did you have during the first six-month period?

Well, I really wanted to create a frightening

game, like a horror movie. I thought that ghost stories and exorcist-type games would become popular here in Japan over the next couple of years, but I wanted to do a *really* scary game. Not ghosts or crap like that, but real monsters that you could see that would come and attack. You know, like *Jaws* or *Alien*, where there would be these god-awful monsters coming and attacking and scaring the hell out of you.

I see...were you influenced by any other movies besides *Jaws* and *Aliens*?

You know how sometimes you watch a horror movie and you think, "If that was me, what would I do in this situation?"

Sure...

In a movie, the main character doesn't do exactly what you would do. But if it's a game, the main character does do what you want him/her to do. So, what I really wanted to do was make a horror movie where you could become the main character and experience all the fear and you could decide what to do. I was aiming for the type of horror entertainment that is not possible in the form of a movie.

What's the strong point of this game?

First and foremost, it's scary, especially if you're the guy actually holding the controller and moving around—more so than your friends hanging around watching. The whole



From left to right: Shinji Mikami, editor Ed Semrad and Stuart Levy.



feeling—scary music, building up, gross monsters popping up—it really locks you in, especially when you're walking through a hall and suddenly some freaky monster jumps in front of you.

Is it like a movie, where the music is building up and you know something is gonna happen but you don't know when?

Yeah, we put a lot of energy into the sound and music. We have waves of moods just like in horror movies: building up, then BAM! The sound effects are also awesome, like the wind sounds on a cold windy night and low bass backgrounds, etc.

So what about the graphics? Is it full-motion video, polygon...?

All computer graphics are built with polygons.

Did you use motion-capture systems for the movement of people, etc.?

Yes, we did that for some of the parts. Most everything was done off SGI machines though.

Did you use Alias or Soft Image for the software?

Soft Image.

Even though there are still lots of 16-Bit machines out there, why did you decide to create an only 32-Bit game?

Well, we wanted to train our development team on the 32-Bit machines since we believe this is where the future lies. Also, we could get higher quality with the 32-Bit machines—it wouldn't be possible to create the game I wanted on the Super NES. Even 32-Bit was not enough for what I wanted to do. Really, I wanted to do even more, so we had to push the 32-Bit technology to its limits.



What about Nintendo 64? You could probably get even better graphics quality—do you have any plans?

It was not possible to begin 64 development at that point. My bosses here at Capcom are looking into 64 development, but I am not sure what will happen yet.

Is this game for the PlayStation, or will you have Saturn or 3DO versions?

Our present plans are for PlayStation only, but we're not ruling out other platforms in the future.

Why is that?

We felt PlayStation was more appropriate for the game we wanted to create, with the music and amount of polygons...

Is this game an RPG or adventure game... what's the story?

I guess the closest genre would be adventure—you're locked in this mansion, you try to get out, but you have to battle the enemies. Sometimes you fight, sometimes you run, sometimes you have to solve puzzles...

Puzzles like Myst?

No, not Myst-like puzzles—more realistic puzzles. For example, if you have an enemy in front of you, you need a weapon, like finding a gun framed on the wall. But if you pull that down, suddenly the ceiling starts falling down...and you're crushed. You have to do something special to solve the puzzle. Your decision-making ability is the key.

Are there time limits?

Not for everything. Sometimes, in some situations, if you don't act fast, you'll get killed.

What are some of the secrets to this game? What do you, the player, really get a kick out of?

Well, I think the intensity and realism of the game will be more than the player expects. The characters we used for the various enemies are really cool. I think everyone will really enjoy those aspects.

What's the bloodiest part of the game?

There's an enemy named "Hunter." He has intense [finger]nails like in *Nightmare on Elm Street*. There's a scene where he uses the nails to cut off a guy's head. It's totally intense. There's also a scene where a Zombie gets his head blown off—with blood and brains everywhere, like a watermelon.

How does Sony feel about all the violence?

Well, we give what we have to Sony and then Sony tells us if they want us to change other parts. We then negotiate back and forth. If there's a part we really want to leave in no matter what Sony says, we do everything we can to talk them into it. Basically, they are extremely cooperative with us regarding creative issues.

It's particularly strict in the States because of all the pressure lately against violence, but violent stuff is really popular. Which market (U.S. or Japan) is this game aimed for?

I think Americans will especially get into this game.

Why did you change the name "Biohazard" (Japanese name) to "Resident Evil" (U.S. name)? I thought Biohazard was a cool name.

It was Capcom of America's decision.

How is this game different than Alone in the Dark? There have been comparisons. The graphics kick ass.

There is an opening video—full-motion—where did you shoot it?

We shot it in Japan with American actors. There's also a 10-minute closing movie.

How many people can play this game? It's a single-player game.

How is the game structured?

There are five levels, well, stages: a garden scene, a dungeon, a bio-laboratory, the inside of the mansion and a graveyard.

What kind of game do you want to make next?

I want to keep the same type of scary, horror feel and move from adventure to action...a full-on action game.

Will you make games for the PC?

We're putting out ports from our arcade games, but I think we'll create original PC games also.



The flying is so realistic
it'll actually create

as a sonic boom
as a sonic boom

booms
boom
(In your shorts)
(In your shorts.)
(In your shorts.)



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PlayStation

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SONY



not included.) Your mission, should you choose to accept it, is to battle the madman Kresl through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

COVER STORY

HEIHACHI'S BACK FOR REVENGE!

Namco and Sega seem to always be butting heads for the "best deluxe arcade machine there is." In late 1994, Namco showed off its answer to Sega's Virtua Fighter series entitled Rave War. This game would later be known as Tekken, and the PS version was a sight to behold. While the overall look was nothing "revolutionary," the gameplay surely was. It played tight, had lots of original moves, as well as special 10-hit combos.

In 1995 Namco countered Sega's VF2 with Tekken 2 in the arcades and it is still attracting crowds. Now Tekken 2 is coming home and EGM has the first PS pictures!

In this version there are all-new rendered backgrounds, new moves and new characters. The new characters include: Lei Wulong, an Oriental in suspenders with many kinds of kicks; Jun Kazuma, a pretty lady in a white dress with killer punching combos; and Heihachi, the Boss from Tekken who was defeated by his son Kazuya. As you might have guessed, with new characters come new sub-Bosses. There's

Bruce, a huge Thai-boxer; Baek, a Korean fighter equal in punching and kicking combos, plus Roger and Alex. They are possibly the most unique fighters in the game: Roger is a boxing kangaroo and Alex is a boxing T-Rex.



TEKKEN 2

"EVERYTHING ABOUT THIS GAME SENDS IT LIGHT-YEARS PAST THE ORIGINAL."

As stated earlier, Kazuya defeated Heihachi and took his place at the head of his organization. It is rumored that to defeat Heihachi, Kazuya made a deal with the devil to gain power. This was a secret character in Tekken named, appropriately enough, Devil Kazuya. Devil wasn't all that exciting, simply Kazuya with red eyes and slicked-back hair. Devil appears in Tekken 2 after you defeat Kazuya the first time. However, this time Devil is a winged creature that flies and fires lasers from his eyes. In the arcades, Devil had a "pallet swapped" character named Angel who was the last one to become available in the game, thanks to the "Character Time Bomb." It is not currently known if this will be available on the PS version, but the Time Bomb released a new sub-Boss each week according to which character was the most popular at that location. There were also codes in the arcade to release the sub-Bosses.

All the other characters have gotten a makeover. For example, Yoshimitsu obviously has a mask on, and he also lost his right arm and replaced it with a cybernetic arm. Jack is now Jack 2 and looks/acts more like a robot.

The backgrounds are very different

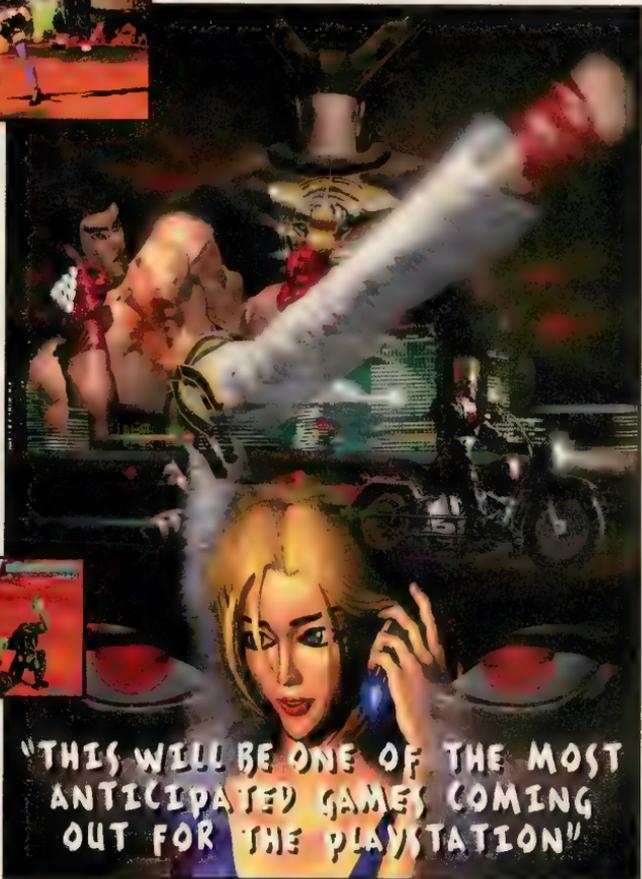
from those in Tekken. For example there are now rendered buildings as well as many more colors in the sky and ground.

In Tekken, there were multiple ways to get up from the ground as well as multiple ways to punch someone while they were down. Tekken 2 adds the ability to roll to the side, creating a more 3-D environment to the game. T2 also added a new move: While running and your opponent is down, you can now stomp on the opponent's head! One of the best innovations in Tekken 2 though, are the counter-strikes. For example, when doing a combo or simply punching or kicking an



opponent, you may find Paul or Jun ducking to the side, grabbing your arm or leg, and flipping you to the ground!

Tekken 2 for the PS looks spectacular. If it's anything like the arcade version there will be dozens of moves to learn for each character, as well as combos and counter-strikes. If the gameplay matches the graphics, it will be a very close race between Tekken 2 and Toshiinden 2 for the best PS fighting game of the year!



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KILLER INSTINCT 2

HITS THE ARCADES WITH A VENGEANCE!

There has been a huge amount of fighting game sequels released in the last year...from *Mortal 3* to *Street Fighter Alpha* to *Real Bout Fatal Fury*. However, none of these games were leaps and bounds above its predecessors, but most did have enough changes to merit a new higher number as well as increased sales.

Killer Instinct 2 is very much the same as these others. It boasts three new characters, all-new backgrounds, a riveting story line and more interaction with the backgrounds. It also includes new background "fatalities" (dubbed "pits" from *MK*) and objects you can now destroy in the playing area. It also utilizes a hard drive much the same way *KI* did. However, it is more obvious in the sequel as the screen scrolls to meet the two fighters or it shows you plummeting to the earth, water or lava.

Unfortunately there are several aspects that could have been improved. One of the most important is that there are still only 10 characters. Three old characters were removed in favor of the new trio Maya, Tusk and Kim Wu. (Riptor, Cinder and Chief Thunder are out of the game.) Another disappointing aspect is that throws are finally here, but they take off barely a hair of energy...so far!



As of press time, the game still has quite a few bugs, most notably are that a few characters like

Maya and Sabrewulf are too powerful. The game still needs more balancing in terms of fighters and moves.

On the positive side, you now have a super meter allowing for an extra powerful move to be chained in combos. The cool aspect about the super meter is that it can build up twice! Another

drastic feature is unbreakable combos that really help against the computer or against anyone who's even remotely good at performing combos. While on the subject of combos, some people may find the transition from *KI* to *KI2* tough because of the new button-linking system that has changed from the first installment.

There is a familiar set of moves similar to Reptile's run-past-and-elbow move in *UMK3*. Tusk and a few others now have this ability. Also similar to the





new feature in UMK3 is that you can now start combos with a jump move, actually making a jump kick in K12 something viable to do.

The story line for the characters make for a more interesting game. The tournament takes place in the past, thanks to a time-traveling accident provided by your old friends at Ultratech. This is Tusk and Maya's premise. Tusk needs to defeat all other fighters to reach the source of all evil: Gargos. Maya was thrown out of her tribe and needs to destroy Gargos in order to regain her throne. Eyedol was destroyed by Orchid in K1, therefore Gargos has stepped in as sort of the new big bad Boss character. He encompasses all of Eyedol's evil and much more. Looking like something straight out of the *Gargoyles* cartoon, he has the ability to fly and has massive damage combos and combo breakers, too.

All of the old characters have gotten

a visual makeover but certain characters have gone through more changes than others.

Ultratech got a hold of an injured Sabrewulf after the K1 tournament, and "repaired" him by amputating his arms and replacing them with cybernetic limbs. T.J. Combo somehow lost his left eye and now dons an eye patch. Orchid is now a stunning African-American woman and utilizes tonfa as weapons. Glacius, in search of his



looks pretty much the same but now uses laser beams at both close and long range. He also has an awesome *Predator*-looking invisibility move. Jago is the same old Ken/Ryu character. At press time, his coolest new moves are a slide and a fake fireball. The fake fireball is great because when you throw it, your opponent will jump to avoid it, then you can uppercut him or her!

A few more interesting facts is that you can do some fatalities (like Spinal's, where a huge skull falls, landing on the opponent or possibly Maya's, where an elephant falls) *anytime* in the match! One editor actually saw Spinal drop a skull on someone in the first round! There are also Ultimates that use the power meter to finish off your opponent with a super fireball or another powerful move.



missing kin in K12, has increased power to better control his form. He can stay as a puddle for as long as you want before you uppercut, and he can even regain energy in this liquid state. He obviously has three fingers and three toes, plus looks a lot larger and cooler. Spinal, supposedly killed in K1, has been resurrected by Gargos. Ironically, he's wearing a ton more clothes than last time. This is more than we can currently say about Orchid and Maya! Fulgore



"Gargos looks like something straight out of the *Gargoyles* cartoon!"



SPECIAL FEATURE

"On the latest version, you can do a fatality at any time!"

As stated before, the hard drive is used much more in KI2. Proof of this are the intense cinemas. The rendered intros are excellent. After you defeat an opponent (just like in the original), you get the pleasure of seeing TJ Combo throw a beautifully rendered KI2 machine at the screen, Sabrewulf howling at a full moon or a 360-degree camera angle of Orchid! Tusk flips around in the air and comes down on the camera with his sword, and one of the coolest-looking is Spinal standing at the top of his ghost barge with his flaming sword, laughing menacingly!

The endings, though somewhat weak

in story line, look excellent as well.

Overall, there are tons of SGI rendered scenes. From the intro sequences to the endings, this game packs tons of eye candy to keep fans happy.

The playability has been improved. Most moves are different and now utilize more circular motions. All these moves are performed with ease, but the new button linking may take some time to get used to.

Lastly, the game retains the feature of selecting the stage and music at the initial selection of your characters.

There is also an extra feature allowing players to set the game's speed much the same way you select your stage and music. Speeds range from normal to as fast as Turbo Street Fighter ever was. One other feature surviving the crossover is the ability of characters to come back to life after they die. This time, however, they appear as a ghost image with a lot more vitality.



KIM WU

Tornado Kick: DF, D, DB + 4, 5 or 6
Firecracker: DF, D, DB + 2 or 3
Split Kick: B, D, F + 5 or 6
Fire Flower: D, DF, F + 1
SUPER MOVE: D, DB, B, DB, D, DF, F + 3
COMBO BREAKER: DF

SPINAL

Flame Blade: D, DF, F + 5 (WITH SKULLS)
Skull Scrape: D, DF, F + 6
Soul Drain: D, DF, F + 1
Teleport: D, DB, B + 4, 5 or 6
Dart Kick: D + 6 (IN AIR)
SUPER MOVE: D, DB, B, DB, D, D, F, F + 3
COMBO BREAKER: D, DF, F

MAYA

Flip Kick: B, F + 5
Savage Blade: B, F + 2
Mantis: B, F + 3
Jungle Leap: B, F + 6
Cobra Bite: B, F + 1
SUPER MOVE: F, DF, D, DB, B, F + 6
COMBO BREAKER: B, F

TUSK

Boot Kick: DF, D, DB + 4, 5 or 6
Web of Death: D, DB, B + 5
Skull Splitter: DB, D, DF + 4, 5 or 6
Conquer: F, D, DF + 1, 2 or 3
Back Stab: F, D, B + 1
SUPER MOVE: D, DB, B, DB, D, DF, F + 3
COMBO BREAKER: F, D, DF





FULGORE

Blade Dash:	B, DB, D, DF, F + 4, 5 or 6
Reflect Shield:	D, DB, B + 4
Eye Laser:	DF, D, DB + 2 or 3
Blade Laser:	D, DF, F + 1, 2 or 3
Teleport:	D, DB, B + 4, 5 or 6
Invisibility:	F, DF, D, DB, B + 6
Super Charge:	F, DF, D, DB, B + 5
SUPER MOVE:	D, DB, B, DB, D, DF, F + 3
COMBO BREAKER:	F, D, DF

T.J. COMBO

T.J. Tremor:	B, F + 5
Spinning Fist:	B, F + 1
Double Roller Coaster:	B, F + 2
Triple Roller Coaster:	B, DB, D, DF, F + 2
Powerline:	B, F + 3
Skull Crusher:	B, F + 6
Fake Dizzy:	D, DF, F + 4
SUPER MOVE:	F, DF, D, DB, B + 3
COMBO BREAKER:	B, F

GLACIUS

Shoulder Rush:	D, DF, F + 2
Liquidize:	D, DF, F + 6
Ice Grip:	D, DF, F + 1
Arctic Blast:	D, DB, B + 1, 2 or 3
Ice Pick:	DF, D, DB + 3
SUPER MOVE:	B, DB, D, DF, F, B + 2
COMBO BREAKER:	D, DF, F

SABREWULF

Sabre-Spin:	B, F + 2
Sabre-Pounce:	B, F + 3
Sabre-Flip:	B, F + 6
Power Howl:	B, F + 4
Fake Howl:	F, B + 1
SUPER MOVE:	F, DF, D, DB, B, F + 6
COMBO BREAKER:	B, F

ORCHID

Flik Flak:	DF, D, DB + 4, 5 or 6
San:	DF, D, DB + 3
Air Buster:	F, D, DF + 4, 5 or 6
Tona Fire:	D, DF, F + 1, 2 or 3
Slide:	B, DB, D, DF, F + 4, 5 or 6
Baton Dash:	D, DB, B + 2
SUPER MOVE:	D, DB, B, DB, D, DF, F + 6
COMBO BREAKER:	F, D, DF

JAGO

Shindouken:	F, D, DF + 1, 2 or 3
Wind Kick:	DF, D, DB + 4, 5 or 6
Laser Sword:	DF, D, DB + 3
Ninja Slide:	DB, D, DF + 4, 5 or 6
Endouken:	D, DF, F + 1, 2, or 3
Red Endouken:	Hold 3—D, DF, F—Release 3
Fake Endouken:	D, DF, F + 4
SUPER MOVE:	D, DB, B, DB, D, DF, F + 3
COMBO BREAKER:	F, D, DF



GENESIS



MAUI MALLARD

Get Down With Maui



Ducks don't do ropes, but you'll find that Maui is more than just your average feathered friend.

It sure looks like our old friend Donald Duck, but we were told that Disney has created a whole new duck hero called Maui Mallard. Names aside, Disney has come through with an action-filled island adventure that is surrounded with mystery and magical enemies. In Disney Interactive's latest



Maui gets impatient if he has to wait for you to do something. Check out his cute chicken-waving, standstill animation.

release for the Genesis, Shabuhm Shabuhm, a powerful mojo idol that has protected the island of Maui for centuries, has suddenly disappeared in the middle of the night. With the idol missing, your duty as the venturing waterfowl is to search through the Mojo Mansion and other areas of the game to find and replace the symbol of protection that has worked flawlessly for so long.

Maui Mallard exhibits impressively drawn graphics and smooth character animation for both the

feathered hero and his opposition. Control is standard for an action side-scroller like this one. But our early version was a bit touchy. Players may find that the most difficult part of operating our hero occurs when trying to perform a precision jump in order to land on safe territory, instead of falling to your death. We expect that to be remedied

by production time though.

Level design and the overall complexity of our star character really make this title shine. We found that Maui

RELEASE DATE	DIFFICULTY	
3rd Qtr. '96	Moderate	
PUBLISHER	PLAYERS	
Disney Inter.	1	
SIZE	THEME	% DONE
32-Meg	Action	85%



The trick here is to wait for the spotlight to trigger the light-sensitive blocks in the wall before you try to jump across the water-filled cavern.



KEEP SEARCHING

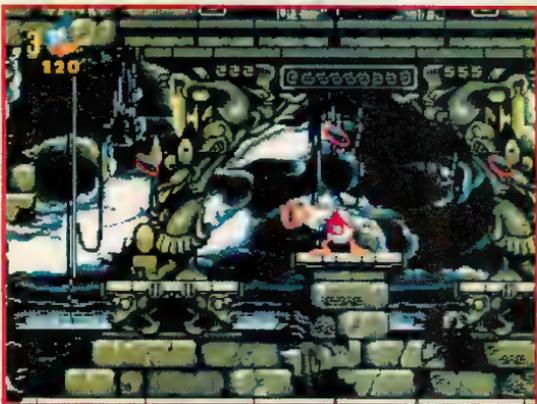


Don't miss the plentiful hidden holes in the walls. They lead to caverns filled with power-ups, different triggers and hard-to-locate passages. They are all over the various levels, and they will give the player who compulsively searches for caches of free items plenty of opportunities to find what he/she is searching for. On the left side of the picture, the trigger lowers a hidden chain when pulled. With this new chain lowered, the venturesome player can climb up and search through two upper areas that are not accessible to the player who just blows through each level without looking for details.

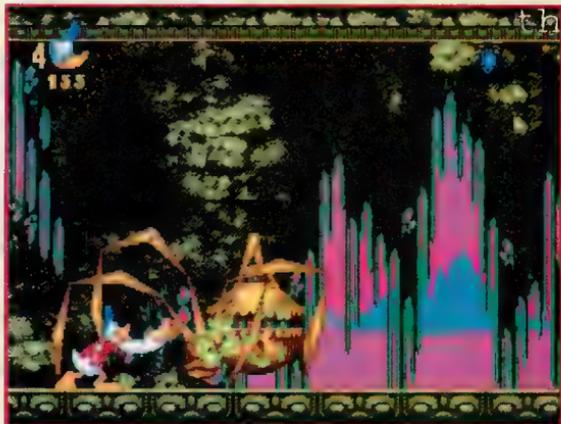


can take on different personalities throughout the game. This allows you to not only play as the normal gun-toting Maui, but also as a ninja mallard in Level 2. Throw in a large number of hidden items scattered throughout the game and you can see the depth of forethought and gameplay that will make this title shine. It is features like these that make this cart a real gem for diehard 16-Bit gamers who refuse to let their systems gather dust.

A real surprise all the way to the end, Maui Mallard is a masterpiece that provides players with a complete



"High-quality, cartoon-based titles will always have their own niche in the gaming industry!"



Use your strongest weapon when battling this tough arachnid Boss. The boomerang guns that offer wall-shaking power will work quite effectively here.

package, not missing anything in playability or game depth. Recently, Disney Interactive has begun to

prove itself as a leader in the action game arena with hot titles like Toy Story and now Maui Mallard. Don't miss this spectacular cart. ■



GENESIS



Puzzles add some challenge to Pocahontas' quest for John Smith.



Pocahontas must use of all her abilities to get through the puzzles.



"An easy-to-grasp story line makes Pocahontas a perfect title for an often overlooked gaming audience."

Disney's POCAHONTAS™

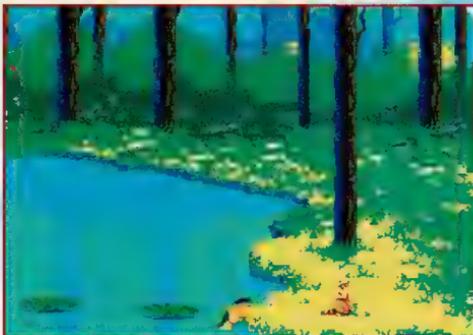
Capture The Spirit!

Disney's latest 16-Bit introduction gives younger players the opportunity to control the Native American heroine Pocahontas in a forest-based puzzle-type adventure. Following the same story line as in the movie, you must use both Pocahontas and her raccoon friend Meeko, as they jump, climb, swim and crawl their way through the puzzles they encounter on their quest.

While not a two-player

game, you must get both characters through the game. Each has unique abilities and must rely on the other to successfully maneuver through the puzzles. You can jump quickly between the heroine and the mammal any time in the game by pressing the C button.

The first part of your goal is to find and help the nine forest animals in the game. After each animal is helped, Pocahontas gains its spirit powers. After gaining the powers, she can use this animal's special ability when she is in a situation that a human can't get past. The deer has a faster running and jumping ability, the otter can swim and dive underwater and the bear can cause animals and people



to freeze with fright.

The story's action is ideal for younger gamers. There is no battling evil monsters with knives or swords, no blood or killing. It's just a good game with a fair number of puzzles to solve, ultimately ending with you saving the life of John Smith.

This game is no cake walk, though. Some of the

puzzles are devilishly contrived and will even have parents scratching their heads in wonder. Pocahontas is one of the best young players' games yet. ■

RELEASE DATE	DIFFICULTY	
March	Hard	
PUBLISHER	PLAYERS	
Disney	1	
SIZE	THEME	% DONE
32-Meg	Action	100%





"★★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."

— USA TODAY

"...STUNNING...the finest game I've ever played."

— Multimedia World

"...this sequel goes galaxies beyond the original..."

— Entertainment Weekly

STAR WARS REBEL ASSAULT II



A NEW ADVENTURE IN THE *STAR WARS* SAGA,
FILMED EXCLUSIVELY BY LUCASARTS ENTERTAINMENT.

Rebel Assault II: The Hidden Empire™ is a totally fresh, completely original chapter in the *Star Wars* universe. With movie-quality live action video—incorporating props, sets and costumes from the *Star Wars* trilogy. Enhanced 3-D graphics. Plus an all-new storyline. It's more than a sequel. It's the new standard in interactive space combat.

Available on PC CD-ROM, (DOS, Windows 95™ and Macintosh). Check out Rebel Assault II at LucasArts web site: <http://www.lucasarts.com>

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SATURN

"This is as close as you can get to the coin-op!"



A large part of Mortal Kombat is finding out how to do all of the little secrets like the Fatalities that are hidden throughout the game.

MORTAL KOMBAT II

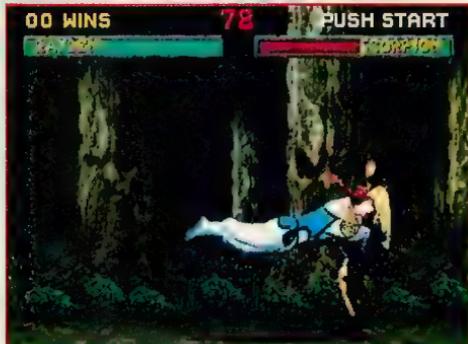
Sonya's Tied Up? Cool!



Knock your opponents into the Dead Pool for a nice easy Fatality.



Keep your opponents on their toes by throwing projectiles.



The original Mortal Kombat was the last game Raiden was playable. In this version he moves quite fast but he only uses simple combos.

For those of you who've been wanting the best copy yet of Mortal Kombat II your wait is finally over. Acclaim has translated this hot property to the Saturn with exacting skill. This version of MK2 finally has the actual music from the coin-op and all of the colors of the original. Large characters are yet another feature that sets this version apart from the others.

Unless you are from another world, you probably know the plot of the MK series like the back of your hand. Just in case you've forgotten: A group of fighters must face the forces of darkness in a tournament to save their world. Sound familiar? In addition, each of the nine fighters that you can play have stories of their own, ranging from Raiden the thunder-god, to Scorpion,

a vengeful ninja.

Assuming you have played the heck out of the arcade version, you'll probably want to know how this version plays. Judging from this copy (which still might be a tad early) it is almost dead-on. Most of the old combos work. Neck kicks and hop kicks can be pulled off effectively. One thing you might want to watch out for is that the jumping distance seems a little bit shorter. This is a minor detail that takes getting used to. Tap moves are a bit hard to do on the controller. Using a stick corrects this, however.

One inherent problem with

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



The best strategy to learn is to remember the distances each character jumps. Knowing this, you can get uppercuts on your opponent each time.

games on the CD is access time. Overall it doesn't affect MK2 all that much. There are only a few instances where there will be an accessing time delay; one that you'll probably notice is when you try to do a special move for the first time. The game will freeze for a couple seconds while it searches for the proper animation. Every time after that there will be no problem. Other omissions

from the arcade game include a number of sound effects including the fabled "Toasty" cry. Still, don't get the wrong impression—there are omissions but they are relatively few when compared to the other versions out there.

On the positive side, all of the little secrets that gamers spent hundreds of tokens to find are packed in here. All the Fatalities, Babalities, and Pits are here. And they can be done using the same arcade moves.

Anything new or added?



FRAMING EXCEPTION FOR HIS FIGURE AND THE SPARKLING BEHIND HIS FACE. FRAMING CORRECTLY SEND ENEM TO CHASE HIM A SECOND CHANCE.



Killer Combo!!!

With Scorpion, you can get some nasty combos in. Try going in with a jump kick. As soon as you make contact, teleport for a second hit, spear as soon as you land. With practice, you can follow it up with a hop kick. This combo does a massive amount of damage, and it is one of the easiest to do. A lot of characters have combos that start with a jump kick. Raiden can do a jump kick, torpedo combo. Sub-Zero has a jump kick, low ice attack that is deadly in its own right. Look for ways to chain your moves for combos.



PlayStation vs. Saturn Versions:



PlayStation



Saturn

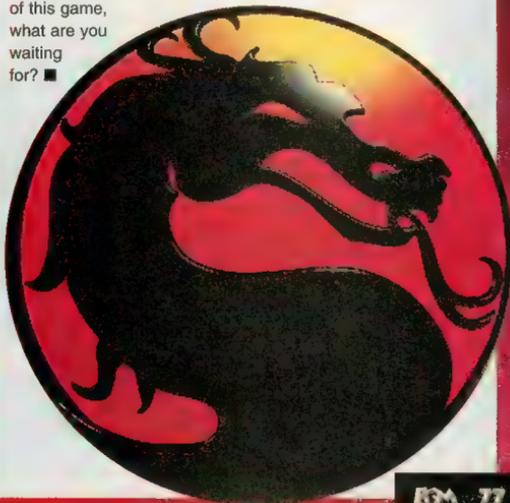


Well, there is always the possibility to play as the Bosses, though a code hasn't been found yet. Also, in the Options Mode there is a way to change the slide move of the ninjas into an easier button configuration, as well as the ability to turn Shang Tsung's morphs off.

If you have a Saturn and don't have another version of this game, what are you waiting for? ■



Try to zone your opponents with Liu Kang's special moves.





DARIUS GAIDEN

Ahhh, The Mechanical Fish Armada

Known as the multi-screen Darius 3 in the arcade, Darius Gaiden gives Saturn owners the opportunity to battle through a total of seven stages and 28 sub-zones.

A mechanical fish armada that is en route back to its homeworld has invaded your galaxy and is starting to eliminate all of your civilization that lies in its path.

As one of the most intense

shooters out for the Saturn now, Darius Gaiden has two modes of play. It can be played alone or in the easier Two-player Simultaneous Mode. The latter allows you and a friend to team up

against the aquatic invaders with more than enough firepower to blow away any of the oncoming enemies.

The game has a classic side-view orientation like R-Type and Gradius, but more importantly, it also has the accurate and precise control more fitting to the next-generation system it is on.

This title features custom-built controls and three different levels of difficulty that are as challenging as the arcade. An interesting item not found



Some Bosses change into a variety of different forms and shapes before they're completely destroyed. Don't relax until they're blown up.

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



Save your special weapons for the Bosses. They will quickly make mincemeat out of the Bosses before they even cause damage.

Power-ups widen the range of your weapon's killing power.



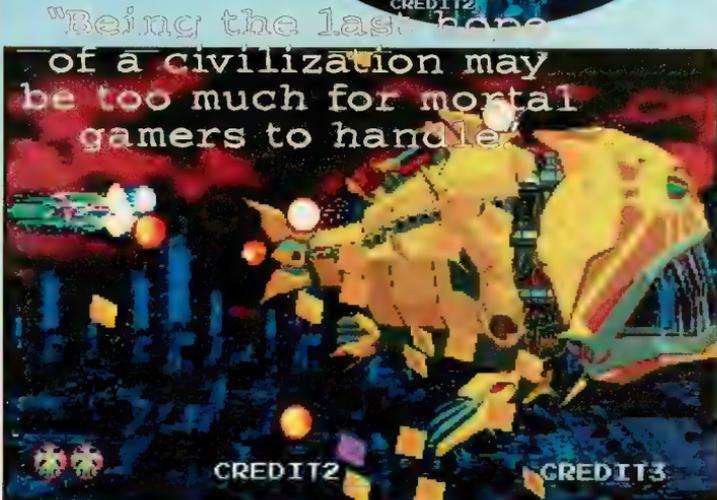
very often is the way this game allows you to choose the order in which you want to attack the stages. You can do it your way since there is no need to start out at the beginning level and fight to the end just to repeat it all over again in the next stage. After beating the introductory round, you can choose your next round from one of the two next two stages. This allows you to experiment with the different paths to winning the game, therefore totally customizing your experience while adding variety and eliminating boredom.

Besides the constant barrage of original enemies

and the highly imaginative Bosses, not much of the playing style can be described that hasn't already been done in earlier shooters. Play is fun but it remains unimaginative. This game doesn't rewrite the book on side-scrollers. As soon as the novelty of the power-ups wears off, the only thing left to hold a

player's attention for any length of time is the one-of-a-kind enemies and their leaders who do live up every stage of the game.

With the resurgence of shooters, Darius Gaiden is a fun and challenging disc that is loaded with great eye candy, but be warned that there isn't too much new to really set this one apart from the rest. ■

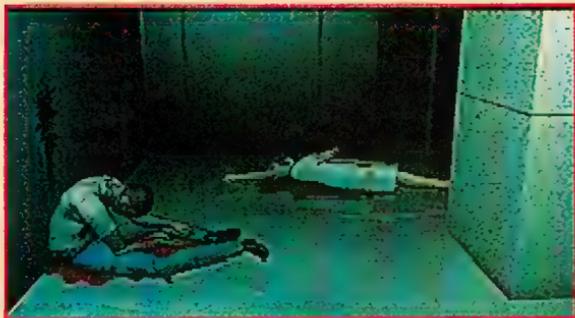


POWER-UPS

When you destroy an enemy who is colored slightly different from the rest, a power-up that matches the ship's previous color will appear. After grabbing these power-ups, add them to your supply. When the proper predetermined amount has been gathered, you advance up a sub-level that will in turn give you a visible increase in power. These power-ups can come in the shape of shields, air-shots and bombs. As with all shooters, powering-up your ship is the way to make yourself a more formidable foe in the face of the enemy. Look for slight color changes and grab everything you can!



SATURN

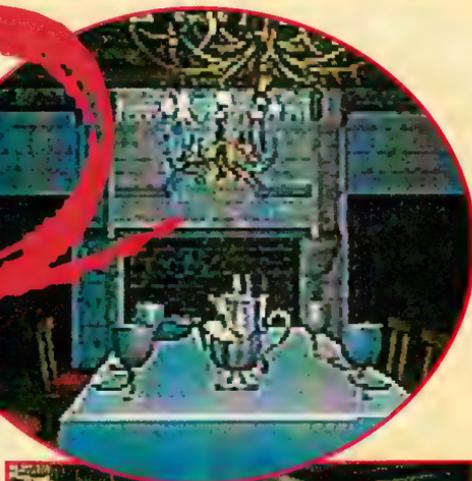


D Is To Die For...

When viewing the opening cinemas, you'll notice this game is like watching the opening trailer to a movie. Basically, this is what D is, complete with suspenseful music that will keep you on the edge of your seat, entranced by its intense story line. The year is 1997, and it is the dead of night in L.A. There has been a mass murder at a hospital on the outskirts of town. The

perpetrator is the director of the hospital, Richter Harris who has locked himself as well as some hostages in the hospital. Richter's only daughter, Laura, hears of the situation and comes to the tragic scene. This is how the game begins, and it is up to you (Laura) to figure out why your father has gone berserk and killed innocent people. The game starts out in an old mansion. You are equipped with a compact mirror (which

can be used to get hints if you are stuck) and a pocketwatch



Talk about intense...nothing is what it seems to be in D. Things can pop out from any location, so be on your toes because anything can happen.

that tells you how much time you have left. It is now up to you to explore the fully rendered mansion for the answers. The control of D is the typical tap-in-the-direction-and-it-will-move-you-

to-the-nearest-hot-spot type of control which is identical to The 7th Guest and Myst genre. Also similar to The 7th Guest genre is the scare factor. Throughout the game you encounter such items as blood soup, decomposed bodies, flashbacks of a murder, moving paintings



RELEASE DATE	DIFFICULTY	
March	Hard	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
CD-ROM	Adv	100%



Look closely as some items are more than what they appear to be.



These people died for something. You have to find out exactly what.

and much more. All this coupled with the eerie music will definitely keep you on your toes. In order to find out what actually happened to your father, you must solve all of the puzzles; most of which can be solved if you

pay attention to the clues hidden within the game. Unlike other games of this nature, D has some interesting features like a two-hour time limit (keep track with your pocket-watch). However, there is no way to pause or



This puzzle may be quite easy to figure out what you must do, but you have to know what numbers are needed in order to open the door.

CRANK IT!



You are faced with many riddles and puzzles throughout D, but none as tedious as this one. You walk into a circular room with a crank on a pedestal in the center, and the doorway you just entered through somehow becomes sealed off by a brick wall. By turning the crank, the doorway changes and leads you to different areas, each containing a new puzzle and/or item you will need. Once you enter this room, don't plan on leaving anytime soon.

save the game.

Bottom line: Don't bother starting the game unless you plan on playing D for two hours without interruption. Overall, if you enjoy playing games like Myst or The 7th Guest, you will definitely have to play D. The puzzles are intriguing, the story line is great, plus the music and graphics are to die for. ■



"To get the full effect, you must play this game at midnight without the lights on."



The game is full of different types of puzzles, but most of the answers to solve them are found in different sections of the mansion.

PLAYSTATION



BATTLE ARENA TOSHINDEN 2

The Battle Of A Lifetime...

As a follow-up to its award-winning fighting game *Toshinden*, Takara of Japan has created a sequel that rewrites the book on PS polygon fighting games. Several aspects set this game apart from its precursor, particularly in the graphics department. For example, each character has

been rendered with much more detail. So much that you can see the musculature in Sofia's back! As well, the backgrounds have not been ignored as all have been nicely detailed and improved. All of the areas are new, and some like Gaia's stage are simply breathtaking.

You're probably wondering

about the gameplay. After all, it is the most important aspect of a fighting game. Well, it's pretty intense. The control has been refined, especially with the fireball motions and you can still rotate around your opponents in the 3-D fashion. The feeling of depth is now more prevalent and each

character now has new attacks that he/she can perform with his/her back to opponents. However, it seems harder to turn around.

Of the original cast of warriors, several have had moves removed and/or replaced. Overall, there are more attacks, but you might find that some of your older



Sofia's new ability to perform all of her moves in the air gives her a new advantage. Her spin move is really hard to block if she's airborne.

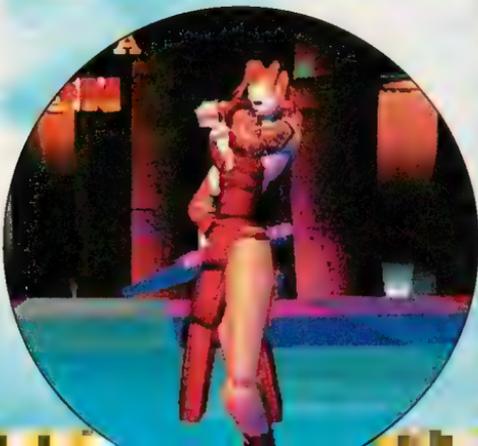


Chaos is one of the new fighters. He is a nasty fighter who concentrates on long-range attacks. If you fight this guy, get in close!

combos do not work. In addition, if you're close to losing, it's possible to still do the Desperation moves, just like before. On top of all this, there are Overdrive moves that can be charged by doing normal attacks. These attacks can easily remove a quarter of your life if they aren't blocked. Overdrive moves can be done simply by holding down all four Attack buttons. If you're feeling a little obnoxious, it's also possible to taunt. Some

of these taunts are comical.

There are five new characters. Two are Bosses and one is a hidden character. First there is Chaos who is a bizarre warrior who uses a scythe to cut down his foes. As can be expected, his attacks are best suited to long-range strikes, similar to Mondo. However, his range is at the expense of speed. He does have some interesting combos that combine weapon strikes with foot attacks. The bulk of special



MORE FIGHTERS!

It is possible to play as four more characters, including the two Bosses and Sho! To do this, first set the difficulty of the game to Level 5. Now beat the game and return to the One-player Mode. You'll notice that there is a Random Select Box. If you hold the Select button while on the box, the characters will move by slowly. Notice that Uranus and Master are playable. Choose Master and play through again. After you win, check the characters available in the Random Select Box. You should be able to use Sho and Vermillion. This is much easier than the old Toshinden codes!



moves Chaos employs are a series of noxious gases that are emanated from his mouth, and a few moves where he slams himself into whoever gets in his way. Last but not least is his Aerial Sonic Blast that can

RELEASE DATE	DIFFICULTY	
May	Variable	
PUBLISHER	PLAYERS	
Playmates	2	
SIZE	TIMEAGE	% DONE
CD-ROM	Fighting	80%



Fo has a powerful Overdrive attack that lashes out quickly.



This time throws can be pulled off by pushing forward or back.





Fighting Tactics...

Gaia uses his sword a lot more in this version. It's combo city! be beneficial against fireball characters like Kayin.

The second new character who's easy to get a hold of is Tracy. She is a cop who has a number of acrobatic moves and attacks with her baton. She moves quickly and can inflict a large amount of damage. Her range isn't all that far, so the best strategy with her is to get in close and start with the combos. Long-distance characters will give her a tough time.

The first of the two Bosses is Uranus. This female warrior resembles a Gothic angel, complete with wings. (Note the nifty transparency

All characters now have a move that can hit enemies on the ground. This is done by pressing the Triangle and Circle buttons at the same time. If you knock someone down, you can often get in this extra free hit. Use caution though, because if they move out of the way, you'll be left wide open to an attack.



effect.) She has a number of projectiles and some damaging close attacks. She is best described as how Gaia was in the first game. Hit-and-run tactics work best against her. If you are using her, just counter anything your opponent does. It shouldn't be too difficult.

The last Boss is a young girl named The Master. Don't be fooled by her small size and what appears to be an absence of weapons. This

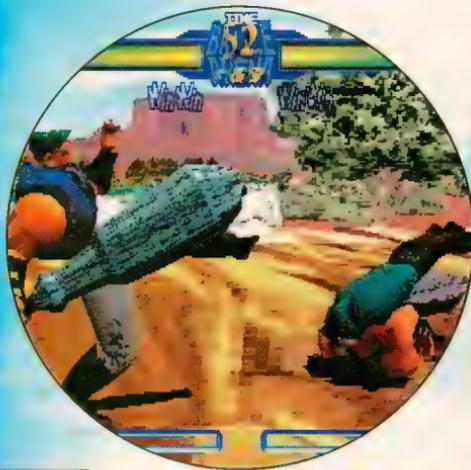
girl can summon a sword that looks like Gaia's. She can ride it like a surfboard and wields it with ease. Her moves are damaging to the point of being cheap. If you are using her, tap the buttons rapidly, and you'll find yourself doing some combos. Her special moves cover every angle, so jumping in is a bad idea. Try to rotate around her to get an advantage.

The most secretive new fighter is Vermillion. This guy looks like he's a gnarled killer right out of a Victorian horror novel. He has a shotgun in one hand and a

revolver in the other. You can't see his projectiles, which hit almost instantly. His actual attacks are slow but powerful. Most of the time you can take him out by rotating around his shots. If you are using him, shooting from the air will almost ensure a victory. His range is hard to beat especially if you try to stay away from him.

Of the older characters, most have returned. She is now one of the hidden characters though.

Gaia, the master monk, has shed his powerful armor in favor of more revealing attire. He still has his giant



Master's Overdrive move will often knock an opponent back, even when blocked. It's best used when an enemy is close to the edge.



Tracy's baton move temporarily stuns her opponent, making it a good time to chain moves. Try getting in close and also use her flip kicks.



Uranus has an ungodly range to her attacks. One swipe with her wings can tear up a foe. She has plenty of projectiles too.

sword though. Gaia's moves are among the most powerful, and his combos are easy to do. However, Gaia lacks speed. If you can get in the first hit, you can chain your attacks together. When fighting him, keep your distance.

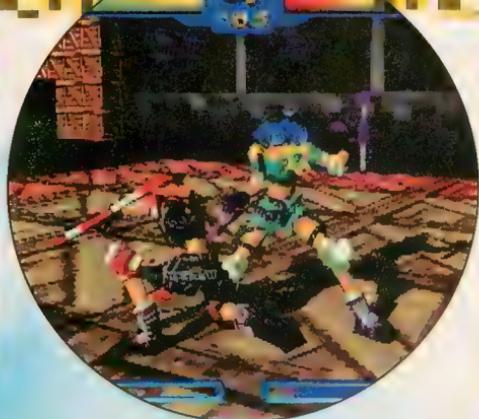
Ellis retains most of her attacks. Some of her twirling attacks along the ground have been replaced by sweeps. Her new special is a twirl where she surrounds herself with magical energy. Overall, she's *the* character. When using her, get close and rapidly tap some combos. To stop her, do what she's weakest at doing: close fighting. Keep your distance, and she's meat.

Fo, the comical old man, has a new look that is sort of like a jester. He retains all of

his attacks. In the first game, Fo was susceptible to aerial attacks. To counter this, Fo now has a move where he lies on his back and conjures up a power blast. Of all the characters, his rear attacks seem to go out the fastest.

Mondo plays pretty much the same, but his moves seem to do a lot more damage. He now has a spear move that allows him to strike upward. Mondo is good at all ranges, but overall he is weakest when you are close to him.

Rungo has seen several improvements. He's quicker and also has a new series of kicks where he steps toward his opponent three times. He also has a brand-new twirl move. Rungo has a hard time against hit-and-run



tactics, so chisel his life away bit by bit. If you are playing this guy, try to counter your opponent's attacks rather than going on the offensive.

Sofia has had some of her attacks modified. Now her energy rings can launch upward. She has couple of kicks that can be used for leaping in. The most important fact about her is that all of her specials can be done in the air. This can give foes a nasty surprise, especially if they jump in at her.

Duke is relatively unchanged. A new swipe that twirls him around his opponent has been added. However, he still matches up well against the other characters. Duke is strong both up close and from a distance. He is best used to

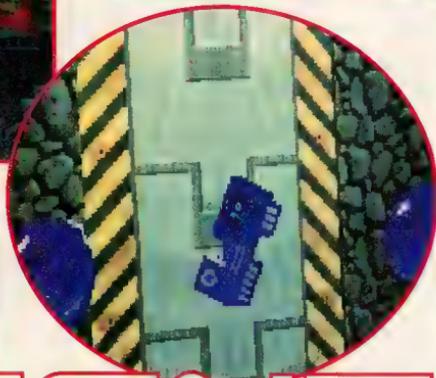
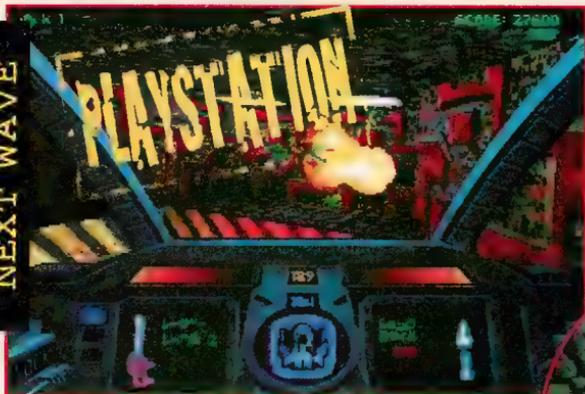
counter whatever is thrown at him.

Eiji and Kayin are still two of the most powerful characters in the game. They both have a new sword-sweep maneuver that covers a hefty distance. Eiji's tends to go a bit further though. Their super moves are really nasty looking. They knock their victims into the air while hacking at them. These characters are best used for beginners who need to get the feel of the game.

Overall, all gamers should check out this second-generation PS fighter. It sets new standards in gameplay and graphics. *Toshinden 2* is now the game all others (including *Tekken 2*) will be compared to. ■



Vermillion is a deadly fighter, but only if he's able to keep his distance from you. Once you get in close, he's meat. Try rotating around his hits.



DESCENT

In Vertigo You Will Be...

As first-person 3-D shooters continue to impress video gamers, one limitation still holds programmers back from making the 3-D feel even closer to real—the

ground. Nine out of 10 first-person games still have the same old orientation with ceiling, walls and the ground to keep everything close to our reality. Even with new height-mapping techniques to

add varieties of depth to the mazes, the levels were still designed to support a game theme with gravity. When you want to push past the confines of the Earth's atmosphere, you run into trouble where there might not be gravity to use as a basis for ground in your levels.

Breaking past the redundant 3-D titles, Descent for the computer and now for the PlayStation gives the player smooth 360-degree rotation

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Sim.	100%

with control over forward, backward and side-to-side movements. Pitch, roll and yaw are also determined by the controller giving you completely free movement of your craft.

Weapons consist of two storage bays that are fired separately from one another.



The enemies are designed as free-floating 3-D entities. They are not bound to the floor, ceiling or walls and also have tracking abilities.



The shiny gold stars will give you a needed energy bonus.



The automap feature is designed to help prevent you from getting lost.



Pick up the floating power-ups that will resupply your ship's stores.

You can select from your acquired weapon and power-ups to pick the item you feel is right for each situation then arm it for action.

Descent plays like many other mech-based 3-D games. Movement and battles are fast and exhilarating, allowing players to blast into enemy-held territory and start cleaning house. However, the most noticeable problem

players will find with this title is its uncanny ability to confuse you to such an extent that you lose your way and can't find the right path.

The graphics and the scrolling speed are phenomenal. They provide the amount of smoothness that Descent deserves on the PlayStation. Targeting enemies and

"Even when using the automap, you'll wish you had brought a box of bread crumbs to help prevent you from getting lost"



precision flying can both be completed with minimal trouble due to the close relationship the game has



These stranded allies are trying to get you to stop in order to save them from the hostile world they have been stranded on.

between action and controller.

Descent is so good that after trying it, all players will have this disc at the top of their 3-D game list. It has enough gameplay and diversity to put anyone to the test in challenge and map memorization. Be forewarned, though: The levels in Descent are enough to make even the player with the greatest natural sense of direction sweat profusely as they try to find the one tunnel where they haven't been to before. ■



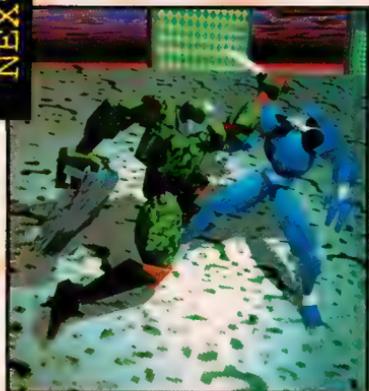
These spiraling corridors are usually not the easiest to find, but they are worth using as you recharge losses your ship has taken in battle. Try to remember their location for future flights. Unfortunately, because they are useful to you, the enemies are dead set against letting you have access to these small recharge zones. Therefore, the zones are heavily defended by large groups of enemies.

LIGHTING EFFECTS

When you are shooting at enemies in a confined hallway, the light from your lasers can be seen as it reflects off the walls. This is not just an ordinary bright wash of color as seen in other games but it is a close-to-real reflection on the walls as the beam moves away from your ship. It also provides light to some area as it passes by. In addition, as your power level changes, the color of the laser reflection also changes correspondingly.



PLAYSTATION



World Balance Resting On Arena Combat

Time Warner is bringing one of Japan's most popular PlayStation fighting games to the States. Called *Zero Divide*, this disc is one of the few fighters that combines precise player-character interaction with a fair amount of story that actually gives a purpose to your mission.

In this game you are in a race against time to defeat the eight other characters and the two Bosses. Do this and you prevent the world's

economic and military balance from falling into total ruin at the hands of these cyberpirates.

Normally, the best fighting games require six buttons to get off all of the intricate moves. In *ZD* you only have three buttons for all of your moves and actions (Guard, Punch and Kick). However, with proper design little control is lost in

this game. Special moves are of course included, as are projectile attacks. These combine to give this polygon fighter its own unique feel.

Besides good moves, the backgrounds and visual

effects are features that set this title apart from the rest of the pack. The arenas feature 360-degree rotation that shows the full capability of the characters' aerial attacks and the fast-moving combos. For example,

ZERO DIVIDE



RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	PLAYERS	
Time Warner Int.	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Fighting	100%



The Level Advancement Screen is a new feature to this game genre.



Each of the polygon characters has its own special features.

Let's See Some Moves!

Having only three buttons does not subtract a lot from the game's overall play as most of the characters require the normal fighting game-type combinations of multiple button and pad movements. Although you will soon find out that launching fast combo moves is a difficult maneuver, with a bit of patience and practice you'll soon learn the procedure. Master these first before attempting to do the more advanced multihit combos or special moves. Keep at it, as the later characters are formidable foes.

"Hot techno-fighter hits the home systems!"

throwing a character results in a fast, rotating view change that randomizes the camera angles and their results. In addition, the DJ Option adds an ongoing commentary that gets to be a bit repetitive after a while, but it does offer some audio

variety to your battles. The characters are devised from some of the most intriguing ideas yet to be seen on the fighting game scene. More than mere human forms with different polygon builds, the characters in ZD look like futuristic



Even though the characters can pull themselves back from almost certain death, a good tactic is to try to knock someone off the edge.



animals. Some take the forms of robots, dragons and scorpion-type creatures designed with a new-age, techno look.

But how does it play? We have tested this game quite

thoroughly and even our best SF or MK3 players walked away quite satisfied. Zero Divide offers up good control, plenty of hidden features and tons of challenging gameplay. ■



The Options Screen offers a wide variety of selections to gamers.



After finishing a round, players are given a unique ending animation.

PLAYSTATION

KRAZY IVAN

Mech Madness

Bad accents, big mechs and a whole lotta fun—that's what Krazy Ivan is all about. It is the year 2086, and the world has just been subjected to a brutal, worldwide alien invasion. Mankind has only one

group of people that can take out the alien forcefields and annihilate the enemy: a group of Russian scientists and a 40-foot, 50-ton mechwarrior under the control of a man named Krazy Ivan.

Fight your way through five distinct battle zones using your awesome weaponry to blow away the enemy and complete your mission. Each of the battlefields contain anywhere from three to five sentients. On each of the levels you



Before each sentient battle, a video of your comrade pops up in the corner of your display to give you tips on how to defeat the sentient.



have a time limit to get to each sentient. If time runs out before you get to a sentient, you must battle yet another sentient. If you live through that battle, your time is reset.

Each sentient has its own strengths and weaknesses. The Gouraud-shaded, texture-mapped sentients come in many shapes and sizes, ranging from a puma

to a centipede to a mosquito-like creature. Before battling the sentient, your comrade gives you hints and tips on the enemy's strengths and weaknesses (if any).

Once each sentient is destroyed, you must then go to the area's shield and also destroy it. It sounds much easier than it actually is.

Upon your journey to each sentient, you will encounter



RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	PLAYERS	
Psygnosis	1 or 2	
SIZE	THEME	% BONE
CD-ROM	Act/Shoot	100%



Enemies can attack you from above as well as on the ground.

various enemies, including hovering manta rays, hovercrafts and many others out to turn you into scrap metal. By destroying these enemies, you are able to obtain the items they were carrying, which are generally hostages and a power-up icon. The power-up icons vary. Some help you and others don't.



Get a general layout of the land before each mission begins.

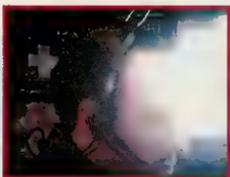
You can occasionally obtain an energy core which repairs your shield and also acts as a type of money once the level is completed. With these energy cores, you can upgrade your mech with various missiles, lasers, plasma shots and more.

Krazy Ivan takes full advantage of the PlayStation



Between missions you are treated to a somewhat humorous cinema featuring none other than Krazy Ivan himself. You have to see it!

"There may be other mech games out there, but none quite like Krazy Ivan."



Pick up the hostages at the end of your mission for extra points.

once you do the game is a blast—literally. Everything in your path is toast.

controller and uses every single button. You can strafe, walk backward and forward, aim up and down, change weapons, fire the chosen weapon, shoot missiles and use your special weapon. If you think it sounds difficult, it isn't. It won't take you long to get used to the controls, and

If you have always wanted to be in control of a 40-foot, 50-ton war machine, demolish anything in your path and enjoy every second of it, look no further; Krazy Ivan is it. ■



Core Galore

Battling sentients can be a real pain, especially when you are low on energy and nearly dead. If you're in trouble, here's a tip to keep yourself alive. Before taking on the sentient, go after the weaker enemies around you and kill them first to receive their power-ups. You will eventually receive an energy core which will replenish some of your shield energy.



PLAYSTATION



A-TRAIN

If You Build It, They Will Ride

Along the same lines as SimCity and Railroad Tycoon, A-Train allows you, the city's leader, to layout, design and build a civilization of your choice and manage its resources. Your job isn't as easy as it sounds, however. Many problems will arise that you will have to find solutions for. Balancing a

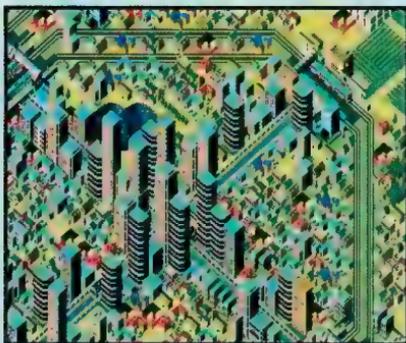
budget, managing materials and keeping the population happy are just a few of the duties that will consume a good portion of your time. This is just some of the fun to be found in A-Train though.

Although the control will take a while to get used to,

it is efficient and offers a quick interface to build structures of your choice. Common to sim games like this are the many menus that seem to dominate most of your decision-making time. They provide groups of

selections that are cataloged in an organized manner. Some of the city structures include roads and train tracks as well as aquariums,

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Maxis	1	
SIZE	THEME	% DONE
CD-ROM	Simul.	100%



With a proper building and economic strategy, your city could swell to a raging metropolis that is so large that it would be hard to find even one vacant piece of land.





CHANGING LOOKS

Most simulation games have a hard time adding that special feature which brings your newly created city to life. A-Train gives the player a visual indication of a constantly changing time of day that reflects the gameplay speed you have selected in the settings menu. Besides the darkening sky with the prominent city lights that come on after-hours, weather changes also occur, occasionally pouring rain on to your civilization and drenching to inhabitants day or night.



While on the train tour through the city you can change views with the controller to see forward and all around at your accomplishments.

churches and golf courses to keep the people happy at their new residences.

Graphically, A-Train is based on a one-square grid, object which is the smallest unit that you will be adding to your city. There will, however, be areas such as airports

that will demand multiple grid squares touching each other for them to work properly. These tax your land supply and in some cases you will have to buy land from private land-owners in order to build your desired structure.

Graphically A-Train is



Build bridges and tunnels to get through uneven terrain.



There are over 30 pre-built scenarios to start from.

superb. While a populated city consists of a lot of small details, when you go to a larger map to see the overall picture, the game is still visually sharp. This allows you to see exactly what is going on in any part of the town by simply scrolling to your land's borders.

If constructing the perfect

"Mountain retreat or thriving metropolis, the choice is yours!"

civilization with your own balance of design and function appeals to you as a player, you will really get into A-Train. Be sure not to miss the opportunity to give this public transportation-based simulation a try. ■

KICK BACK AND RIDE



While you have the ability to build and place railways and streets like in other sim games, in A-Train you also have the opportunity to go for a ride on your public transportation and view your city in the first-person perspective as your inhabitants do. This free ride on the busses and the trains lets you see how you have placed your structures aesthetically and how well they fit in with their surroundings. In addition, breaks in the railroad tracks that aren't connected can also be found when you take some time out of your busy building schedule and view the city from the residents' eyes. Tunnels, bridges and twisting tracks come alive as you follow their trails. Another unique feature is you can change your line of sight by using the keypad to orientate yourself in the direction you wish to look.

3DO



Casper

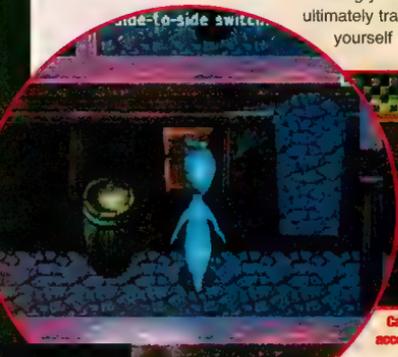
The Friendliest Ghost I Know

There have been many movie-to-game titles in recent years, but none like Casper. Playing the part of Casper, you have

many goals, including making friends, finding missing parts of the Lazarus machine and much more. All this might sound easy, but it is not. Hindering your progress of ultimately transforming yourself into a human

are your uncles Fatso, Stinky and Stretch, along with a multitude of triggers, switches and hidden items throughout Whipstaff Manor. The characters and their voices in the game are modeled after those in the movie. When

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Adv.	80%



Casper's numerous morphs allow him to gain access to areas otherwise impossible to enter.



Some chests contain more than just useful items; sometimes you'll get more than you bargained for.



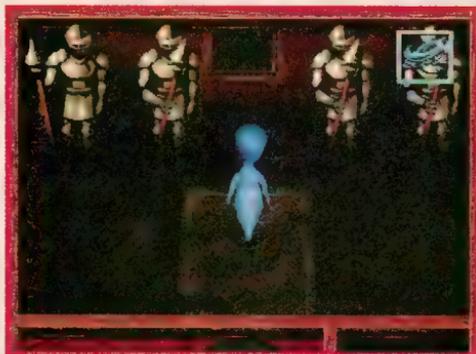
I want my dinner,
Casper!
Feed me!

gamers first see Casper, they will notice the attention to detail paid to every part of the game. This ranges from the intricate details of the foyer floor to the pictures on the walls. Even the tranquil orchestrated music in Casper sets a somber mood throughout the entire game. Once you look past the great eye candy and music of the game; you will find that Casper is an intricate action/strategy game that

requires patience, a good memory, and most importantly, a keen eye for puzzle solving. The game is quite large, and in order to search all of the different areas, you must be able to open doors and gates. To open them you must either have the correct key, flip the correct switch or switches, weigh down platforms or move knights. Also found throughout the game are brass keys that open treasure chests. You will be



There's a girl in my house I wonder if she'll be my friend?



Knights many times are more than they appear. Some can be disguised switches which when used will give you access to hidden rooms.

"The music and graphics used in Casper are great!"



INSIDE TRACK



As you explore Whipstaff Manor it's a good idea to draw a map to keep track of your progress. This is a big house, and it's easy to get lost!

There are many hints and techniques you will need to help you get through the game, but the most basic and elementary technique is to map your progress in the game. You will find that if you know where everything is, you will save a lot of time in not having to go back and try to find that one door or switch you need. Although you might think you have a good memory, there is always that one place where you haven't been before, so keep a map and an inventory as possible. It's that way!

able to find many useful items inside these chests, including more keys, weights, items used to ward off your uncles, and most importantly, puzzle pieces. The puzzle pieces are actually pieces of a picture

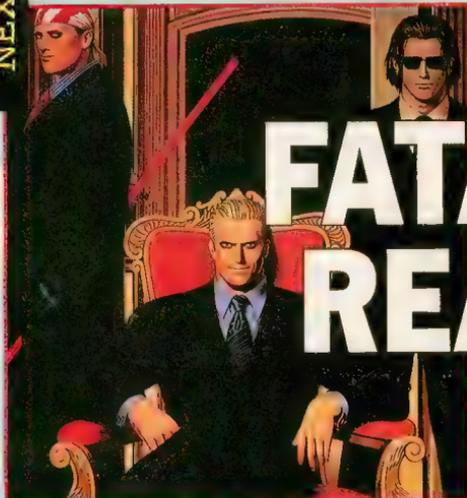
that must be put together in their corresponding frame on the wall. Once all four pieces are put together in the frame, Casper acquires a morph. Each morph teaches Casper how to change into a different item, like smoke which allows him to travel through air vents, a bouncing ball which allows him to get into tight spaces, a hammer, fan and more. If you want a challenging and fun strategy/action game, look no further because Casper is definitely it. ■



NEO-GEO

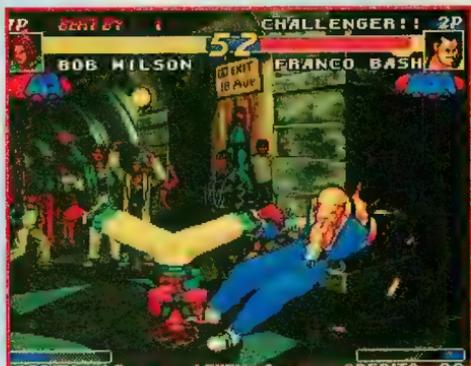


"A tribute to fans of the series.."



FATAL FURY REAL BOUT

Kick @\$\$ Fighting Thrills!



Some moves, like Bob's spin or Joe Higashi's Rapid Fist attack can break the side barrier quickly. Just perfect for cheating someone.

If you're one of the hardcore SNK fans who's been with the Fatal Fury series since day one, a whole new game is finally here. Entitled Real Bout Fatal Fury, this game features a cast taken from the first three Fatal Fury games, and includes new moves and special "pits" to toss your foe into.

The Fatal Fury engine has been tweaked quite a bit for this version. The three-level fighting setup has been retained, but it's much easier to control. Combos, while not

automatic, are now quite possible to do. The moves range from simple fireball motions to the patented near-impossible, SNK-style, joystick-only combos. This game moves fast, too. Real Bout is about 10 times more intense than the previous games.

The two Bogard brothers, Terry and Andy are here, along with their old Tai kick-boxing pal Joe Higashi. Mai, the bouncy ninja has her old assortment of fans and twirls while Billy Kane, Duck King and their Boss Geese Howard have also



RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
SNK	1 or 2	
SIZE	THEME	% DONE
346-Meg	Fighting	100%



Kim Kaphwan has a wide variety of leg attacks and almost no punches. However, his range is outstanding. He's great at countering.

joined the crowd. The Korean fighter Kim Kaphwan from Fatal Fury 2 and Special makes an appearance as well. Rounding out the cast are some of the fighters from Fatal Fury 3, including the sorceress Sokaku and the dance crazy Bob Wilson. If you've been

counting, this adds up to a grand total of 16 fighters in all. Knowing SNK, they probably have included plenty of secret fighters, too.

One cool new feature is the "pit" found on either side of each stage. After the barriers take enough hits, they break open to reveal the new



Billy Kane is one of the fastest characters with a lengthy range.



If you overextend yourself with some moves, you'll get stunned!



features. They range from a subway car to a bottomless pit. Rather than lethal, most of these are more humorous than anything else.

What's missing? Well, it would have been nice to see all of the Fatal Fury cast brought in. Also, there are only a couple of stages. Each fighter should have had his or her own.

Overall, with new strategy



and techniques to master, this game should keep Neo fans busy until Art of Fighting 3 is ready. ■



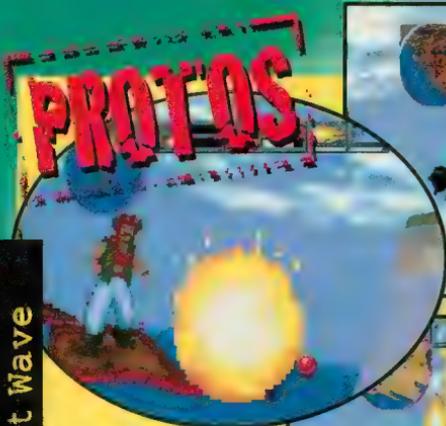
That's twice in excellent for stopping characters who jump.



Terry's Burning Knuckle goes off fast, and it is hard to counter.



Unlike the earlier Fatal Fury games, you are pitted against three fighters at a time in a tournament with the victor going onward.



Magic Carpet is an innovative new game that PC players will find familiar. The unique gameplay combines shooter action with strategy. You are a hero on a Magic Carpet, performing strategic strikes against your opponents. Destroy their assets and collect the leftover mana to build up your own fortresses. These strategic elements set this game apart from games like Descent.

Magic Carpet is rich in technique and gameplay. There are all sorts of enemies, ranging from mindless worms to irritating bees to a giant crab, all the way up to your main competition—the

wizards. Each enemy needs to be met with a different response. Fortunately, you have a variety of magical spells at your disposal, including offensive attacks and mana collection.

Magic Carpet sports some terrific-looking graphics and lots of texture-mapped polygons as shown in the detailed pictures supplied by EA. What has to be seen yet though, is

how well and how fast you will be able to fly on your carpet. There appear to be an awful lot of polygons that have to be pushed around. This title will be released for both the Sega Saturn and the Sony PS.

SYSTEM		RELEASE DATE	
 PlayStation		March	
 Electronic Arts		THERE	
PUBLISHER		Action	
Electronic Arts		SIZE	
CD-ROM		PLAYERS	
1		+ DONE	
N/A			

Magic Carpet

DUNGEONS and DRAGONS Tower of Doom

PROTOS

You discover that the weapon is indeed magical and will increase your attacking power.

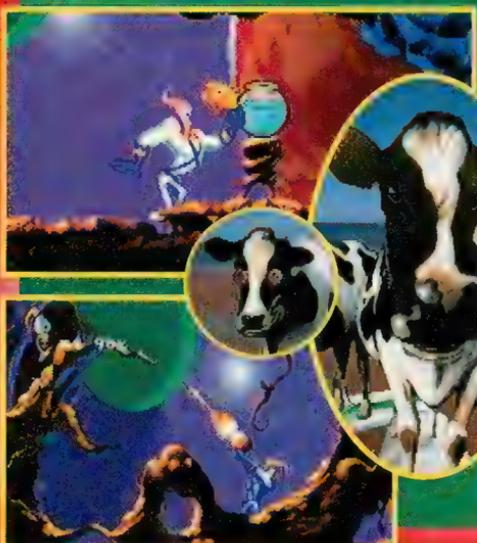
SYSTEM	RELEASE DATE
	March
	THEME
	Act/Adv
PUBLISHER	SIZE
Capcom	CD-ROM
PLAYERS	% DONE
1-4	10%



Still piping hot from the arcades, D&D Tower of Doom will soon be hitting the PlayStation and Saturn. D&D uses characters right out of the *Mensieir* Manual with gnoles and goblins looking like they stepped from the pages of a module. Some elements that set this game apart from the slew of Final Fight clones is the ability to choose your paths and interact with the story. If Capcom does it right they will have another winner on its hands. Hopefully the arcade sequel, *Shadow of Mystere*, will follow it up later this year.



Earthworm Jim 2



Earthworm Jim will indeed be going to the next level, but instead of a whole new quest, it will simply be a port-over of the second game. Earthworm Jim 2 gives Jim a number of new weapons and attacks—there's no telling what'll be added in the final version. Since it's on the Saturn, you can expect some major touch-ups in the graphics department, along with CD-quality sound. If we're lucky, there might be a few new levels thrown in for good measure. Earthworm Jim 2's levels vary from the typical side-

scrolling action fest, to a shooter where Jim has to navigate a balloon through rough terrain. The 16-Bit versions were visually impressive with all sorts of lighting effects, so it is likely that the Saturn will boast some cool eye candy. Earthworm Jim fans should take a look at this game; it will probably be an improvement over what we have seen in this already excellent series.

SYSTEM	RELEASE DATE
	April
	THEME
	Action
PUBLISHER	SIZE
Playmates	CD-ROM
PLAYERS	% DONE
1	70%

PROTOS



If you're tired of the usual racing games with their flat tracks and lack of obstacles, Accolade's new racer should grab your attention. It's called *Dirt Race Extreme*, and it is a hard-hitting off-road racer that's certainly going to quicken your pulse.

Select from a variety of vehicles, ranging from a dune buggy to an off-road 4X4. Each has its own play techniques and weaknesses. The races are set up in lap form with specific tracks.

However, the obstacles you face are far from the norm. For example, houses and concrete barriers will hinder your progress.

The graphics of *Dirt Race Extreme* look decent, albeit a

little grainy. Still, it is not too noticeable when the game is actually in motion.

Accolade's new game looks like a lot of fun. We'll try to get you some more info on this one as soon as possible.



Dirt Race EXTREME

Shining Wisdom



Shining Wisdom is the first in the long line of

Saturn RPGs coming from Working Designs.

The game is viewed from an overhead perspective, much like

Nintendo's *Zelda*. The combat is carried out in real time, with you actually using your weapons and magic in true fantasy style. As you progress, you'll find items to help you on your quest. Some are simple, healing potions,

while others are strange shells that allow you to talk to trees.

Shining Wisdom features some spectacular graphics, as all the characters were animated smoothly. One has to

wonder why Sega

let this one go, but if anybody can do it, Working Designs can.



PUBLISHER

SYSTEM

RELEASE DATE

Accolade

THEME

PLAYERS



PlayStation

3rd Quarter '96

SIZE

% COMPLETE

Racing

1 or 2

CD-ROM

N/A

PUBLISHER

SYSTEM

RELEASE DATE

Working Designs

THEME

PLAYERS



PlayStation

April

SIZE

% COMPLETE

RPG

1

CD-ROM

N/A

Next Wave



D is a terrifying FMV adventure game that will give you nightmares for a long time. Featuring an elaborate plot and puzzles that'll turn your brain to mush, D is a visual tour de force. The game's setup is similar to The 7th Guest. D, however, has more bite to it.

D is highly cinematic with flashbacks, staccato jump cuts and some of the most perfect mood music around. All the screens are rendered, setting the visual tone of this creepy thriller. Don't worry—the cinemas are full-screen and not at all pixelized.

The plot is about a young girl who must find her father who disappeared into the confines of a hospital. As you progress through the puzzles, you'll experience flashbacks that reveal you are far from normal. There are two separate endings, depending on your choices at the end of the game.

D is one of the most promising games. It has been seen on several systems, and now the PlayStation is fortunate enough to get it as well.

PROTOS

D

SYSTEM RELEASE DATE



March

PUBLISHER

Theme

Acclaim

Puzzle

PLAYERS

% DDM

1

N/A

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Worms is a fast-paced game of strategy, wits and reflexes. We're so sure you'll get hooked that we're dishing out a free taste of Worms just for you!

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PROTOS



Sega's most ambitious project yet for the Genesis is X-Perts. Terrorists have taken over a top-secret undersea weapons installation, and the X-Perts, a three-person anti-terrorist group has been sent in. Using the skills of all three agents, you must fight your way through heavily guarded areas teaming with enemy troops. Players will recognize Shadow, from Eternal Champions as one of the X-Perts.

The gameplay is a cross between the side-scrolling elements of Streets of Rage with the special moves of tournament brawlers like Mortal Kombat. There even is a bit of an adventure game built in.

This cart uses the latest compression technology to bring rendered graphics and digitized voice to the Genesis. Sega claims to have over 60 megabits of graphics and sound packed into a 32 meg cart. Wow! Also they have a new Auto Save technology. We want to see what that is all about.



SYSTEM	RELEASE DATE
GENESIS	May
PUBLISHER	THEME
Sega	Action
PLAYERS	SIZE
1	32-Meg
	* DONE
	N/A

Next Wave

INTERNATIONAL PROPOS



Capcom's popular series continues with Donald joining Mickey this time. Once again the forces of evil are threatening the peaceful world. With cartoon-like graphics, Mickey & Donald's Magical Adventure stays true to the standards Disney has set.

Like in the earlier games the characters can change costumes to gain abilities. For example, Mickey can acquire a lash that allows him to climb up trees. One neat aspect is that both characters will acquire different outfits, making the gameplay subtly different.

For those of you wondering about the control, do not worry—the wizards at Capcom have tweaked this game to perfection.



MICKEY & DONALD'S Magical Adventure

PUBLISHER

SYSTEM

RELEASE DATE

Capcom



Now

THEME PLAYERS

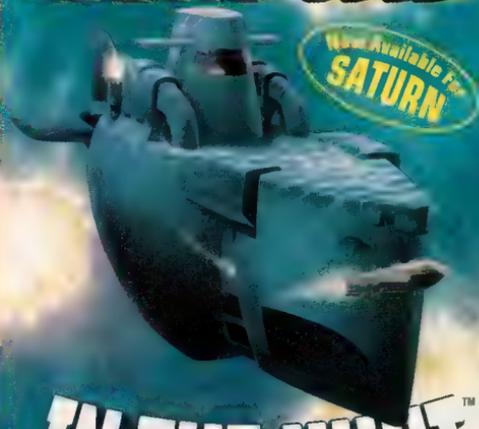
SIZE % COMPLETE

Adv. 1

16-Meg 100%

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EGM - February '96



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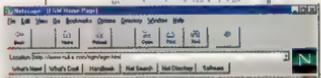
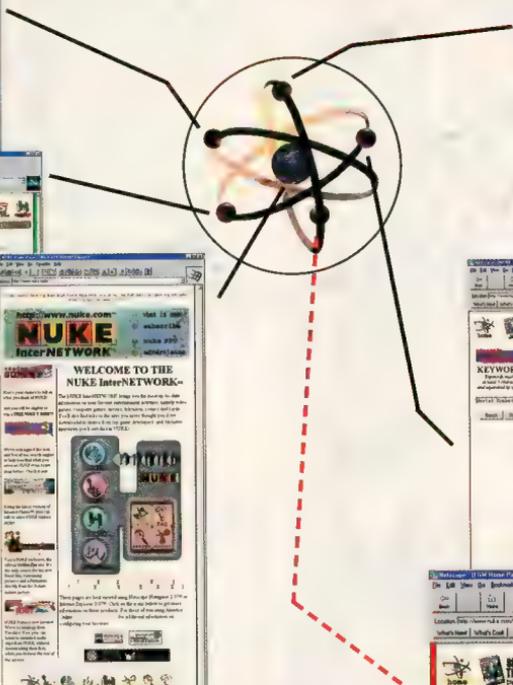
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Coming in March :

- Pictures of Myst II (CGR)
- Los Bros. Hernandez, say adios to Love and Rockets. (HERO)
- Erik Larsen roars about Savage Dragon. (HERO)
- More downloadable Ultra 64 Screen shots. (EGM)
- Paul Chadwick provides more Concrete entertainment. (HERO)
- Mr. Monster rises from the grave! (HERO)
- Feature on new Star Wars prequels. (Cinescape)

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Join The Revolution...

Team EgM

BRINGING THE THUNDER WITH AUTHORITY



Tommy Howarth

Team EGM editors were chilling with two of the greatest NBA players in the history of the league. Read about our two-on-one meeting with Magic and Kareem.

Slamming and jamming: That's just our game as we've been on the road trying to get you the latest and greatest news information on the world of sports gaming. We cover all of the major sports and sporting events. Crystal Dynamics recently had a press conference to announce something special having to do with Earvin "Magic" Johnson and Kareem Abdul-Jabbar.

The two ex-Lakers all-stars are also starring in Crystal Dynamics' Slam 'N Jam '96 for the Saturn and the PlayStation.

You'll want to check out the quick interview we had with them.

After the game press conference, the media in attendance were invited to stay

and watch the Lakers take on the Minnesota Timberwolves.

In this month's starting lineup we give you a look at two great racing games. One comes to us courtesy of Sega of Japan. F-1 Live Information is a great game that's out in Japan for the Saturn now. Sega of America is talking with three third-party developers who hope to bring this game to the United States.

We also have a sneak preview of a new PlayStation game from Psygnosis/Sony Interactive called F-1 World Championship.

So rev up your engines and get ready to twist and turn your way through another exciting Team EGM experience.

THE LINEUP

• PREVIEWS

VR SOCCER '96 (PLAYSTATION)
F-1 WORLD CHAMPIONSHIP (PLAYSTATION)
F-1 LIVE INFORMATION (SATURN)
BOTTOM OF THE 9TH (PLAYSTATION)
VR GOLF '96 (PLAYSTATION)
VALORA VALLEY GOLF (SATURN)

• BOX SCORE

HANG ON GP '95 (SATURN)
GOAL STORM (PLAYSTATION)
ROAD RASH (PLAYSTATION)
ATARI KARTS (JAGUAR)

QUICK SHOTS



Koel is bringing out Winning Post for the Sega Saturn.



Need for Speed is coming for the PlayStation from EA.



U.S. Gold is teeing it up with World Cup Golf for the Saturn.



Wayne Gretzky hockey is headed to the arcade first, then the Ultra 64 from Time Warner.

VR 96 soccer

Gremlin Interactive and VR Sports have teamed up for VR Soccer. Interplay's Virtual FieldVision technology will allow gamers to experience soccer gaming in real-time 3-D.

The game eliminates any limitations on your field of vision because Virtual FieldVision creates a full 360-degree perspective. Camera angles can be



ball up and down the field.

All 44 international teams are in the game with their actual uniforms.

VR Soccer also features different game modes including a Friendly Mode, a League Mode and a Practice Mode. The latter mode allows

you to play as your team to perfect your passing and scoring touch. League play allows you to play all of those teams seeded in the three different groupings, and it allows you to challenge teams within the groupings depending on how well you do within your



You can choose from any one of the world's best teams.

bracket. There are also custom-built tournaments: You can play with all 44 teams or with just 32, 16, eight or four teams. You can pick the teams you want in the tournament.

On the PS, the game will be two-player compatible.

The game offers a solid repertoire of special soccer moves, including bicycle kicks, power crosses and power passes.



changed on the fly as players move up and down the field. The game has six custom-built cameras you can switch from, as well as six default camera angles. By pausing the game and using the top buttons on the controller, you can move the cameras up or down or zoom in or out. The default cameras will switch from player to player as you move the



3-D EnVIROnMENT

A new and innovative form of motion capture was used to capture the movements of the players in the game. Interactive Motion Capture allows fluid movement and eliminates the choppy movements found in so many other sprite-based interactive sports titles that have been released during the past few years.



The first-person perspective of VR Soccer puts you in the action, making you feel as though you're actually playing the real game.

You have the option of putting after-touch on your passes and you can kick high or low. You can even choose your favorite referee.

RELEASE DATE	DIFFICULTY
April	Moderate
PUBLISHER	SIZE
Interplay	CD-ROM
PLAYERS	THEME
1 or 2	Soccer
% DONE	
70%	



FACE to FACE

with MAGIC & KAREEM



Van Earl Wright proved to be the right man for the job again as he dished out one-liners with authority and had the gallery of media gathered at the Great Western Forum in Los Angeles laughing. Van Earl is the voice of Crystal Dynamics Sports and he was also the MC of the Earvin "Magic" Johnson and Kareem Abdul-Jabbar press conference. Once the NBA's greatest one-two combination, Magic and Kareem are teaming up again as members of Crystal Dynamics' Championship Sports starting lineup. The five-time NBA champions will be strutting their stuff in Slam 'N Jam '96.

Continuing the tradition of supporting the next generation of superstars and creative talent, Crystal Dynamics is donating a portion of its sales of Slam 'N Jam '96 featuring Magic and Kareem to fund scholarships at Michigan State and UCLA—the alma maters of Magic and Kareem.

MAGIC: First of all, on behalf of myself and the students that will receive this money, let me thank Crystal Dynamics for giving back—that's what it's all about: helping out students who may not have the money but have the grades to get in to Michigan State. So you know that they're not just pocketing all the money that they're making because they have a great game. That's what it's all about. That's why I think I'm with this company. They are trying to do something in the community. I also thank their fans for buying the game. Now I'll hand it over to the Captain.

KAREEM: I'm very pleased to be part of this process. I'd like to thank Crystal Dynamics and all of you for coming out.

TEAM EGM: How much video-game playing do you guys do?

KAREEM: I have not played any video games ever in my life...this was my agent's idea. (laughs jokingly).

MAGIC: No, because I'm like him. My son Andre helped with...the game. I

asked him, "What would you like to see" that hasn't been in a (basketball) game, and wasn't in Slam 'N Jam number one? He would talk about the players, and they made the size of the players bigger... Now he's all happy...He helps me make my suggestions to the company: to make the players bigger, play faster, make it more real. And of course, with Van Earl's voice on it, it's fantastic and very realistic.

How did this deal come about and how realistic is this game as compared to the real game of basketball?

MAGIC: They captured everything... You know, you call your agent, you go through the whole thing...I let my son play the game and I asked him some questions about it. He answered a lot of them and got me up to speed with the game. That was the key. Between the both of us, we haven't played a video game quite like this. We had a great time playing it.

KAREEM: I think that they researched the game and tried to make it as realistic as possible...I think they nailed it. I'm very pleased to be a part of this.

To find out more about what Magic Johnson and Kareem Abdul-Jabbar think about Slam 'N Jam '96 and the current state of the NBA, turn to the March/April edition of *CyberSports*. We

have a more in-depth interview with both Kareem and Magic as well as an interview with the king of hockey, Wayne Gretzky. ★



Slam 'N Jam '96
featuring MAGIC & KAREEM

The winter CES gave Sony Interactive the opportunity to offer a sneak peek at one impressive racing game.

Sony Interactive officials kept a choke hold on details surrounding this game, but what they did show was promising enough.

Tentatively titled Formula One World Championship, the game is a 3-D racer that shares more than a passing resemblance to Sega's own F-1 racer (featured later in this issue).

Like Sega's title, the game is awash in texture-mapped



The graphics are detailed enough to show the drivers actually steering the cars.

3-D polygons and surfaces. In addition, the game boasts a seemingly endless number of racing views from which to watch. The game will likely include real F-1 courses and racing teams; the version we previewed included a Monte Carlo course.

While viewing this work-in-progress, Team EGM editors noticed ads for Marlboro cigarettes and Molson beer. (Sony Interactive will likely replace these ads with more wholesome ones in the U.S. version.) Even the game's "official" timekeeper rates a sponsor. This "ads, ads

The Camera Angles

The game preview, if nothing else, showed the abundant number of views available to the player. Some views, such as the one that shows your car's front (below).



are more for watching than for playing. However, the variety of views shows how well the game's engine can handle 3-D animations.



brilliance, it remains to be seen how the actual gameplay stacks up.

It's too early to tell how Sony Interactive's F-1 racing game will stack up to Sega's, but this initial showing ensures it'll be a neck-to-neck battle down the stretch.

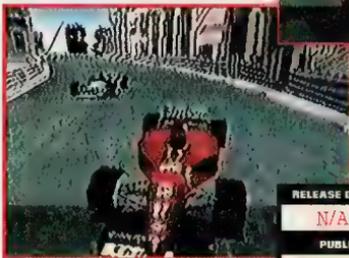
everywhere" mentality may be rather nauseating to a few, but it certainly enhances the game's realism factor.

The game's opening sequence was rather impressive as well, featuring a rendered driver and his car swerving through the streets of Monte Carlo.

While the game seems capable of delivering visual



These early screen shots evoke memories of Virtua Racing, but with far greater detail.



A translucent box on the bottom of the screen indicates the racer's standing and time gap with the race leader.

FORMULA 1 WORLD CHAMPIONSHIP

RELEASE DATE	DIFFICULTY	
N/A	N/A	
PUBLISHER	SIZE	
Enthusiast Soft	3-CD-ROM	
PLAYERS	THEME	% BONE
N/A	Racing	N/A



After a flurry of racing game hits, a lesser company probably would have rested on its laurels.

Not Sega!

Despite the successes of Daytona USA and Sega Rally Championship for the Saturn, the company refuses to put the brakes on.

Sega Sports' newest racer, called F-1 Live Information in Japan, has all the graphical brilliance of its earlier titles but incorporates a new theme: F1 racing cars.

The game has a distinctly realistic visual flavor. Billboards of advertisers such as Mobil One and



F-1 offers behind-the-wheel and back-of-car perspectives.

Champion line the sidewalks. The five different cars players get to choose from are actual F-1 racing teams, such as Ferrari, Benetton and McLaren.

Complementing the visuals are the announcers that comment on the action in the Grand Prix Mode. It's a

rather impressive audio feat, considering that the announcers talk nonstop for an entire race (about 10-12 minutes). Equally amazing is the fact



Racers should keep an eye on their tires. When tires begin smoking during turns, it's time to get new ones in the pit.

announcers have an AI of their own: They react instantly to car crashes or lead changes on the race course. (For a good laugh or if you want to give the announcers a heart attack, start going the other way on the track.)

The game's animation and frame rate is a notch above Daytona and comparable to Sega Rally, which results in very smooth control and gameplay.

The F-1 programmers also instituted new features seen before in Saturn racing games. A nice touch is a pop-up video screen, which

F-1 Modifications



**ADJUST FRONT WING
ADJUST REAR WING
CHANGE TIRE GRIP
FUEL TANK CAPACITY**



Before each race begins, a player gets to modify his or her F-1 car for optimum performance. Adjustment of the front and rear wings affects the car's downward force. The greater the force, the better the handling (at the expense of the car's overall speed). Players can also change tire types as well as fill up the gas tank with enough gas to finish a race.

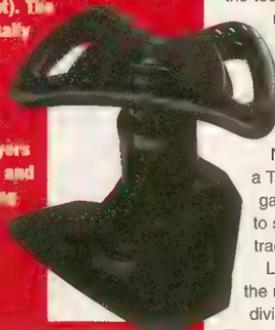


man your CONTROLS

Following the lead of Sega Rally Championship and Daytona USA, F-1 Live information can be played with either a controller or Sega's Arcade

Racer (at right). The game plays equally well with either

peripheral. After several gamers test-drove F-1, mixed reactions arose from use of the steering wheel. While some players appreciated the greater realism and sensitive control that the steering wheel provided, others complained the wheel proved too sensitive to handle abrupt turns consistently.



provides an overhead view of your car as it makes its way around the track. It will also show accidents or who's leading the race.

The fact that F-1 can provide simultaneous racing screens without any hint of slowdown is a testament to the progress Saturn programmers have made in untapping the system's full hardware potential.

The game offers six tracks. Three are based on real F-1



RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	SIZE	
Sega of Japan	CD-ROM	
PLAYERS	THEME	% DONE
1	Racing	100%



Real F-1 team sponsors enhance the game's aura of realism.

tracks, while the other three are of Sega's own creation—dubbed "Sega Motor Land."

While F-1's emphasis is on arcade racing, the game does inject a little strategy into the mix. Before a race, a player can customize his or her car's tires, fuel level and wing configurations.

During a race, a racer can pit stop to change tires and get additional



fuel. Fortunately, F-1 keeps the technical details to a minimum, so pit stops and car modifications are fairly brainless procedures.

In addition to a Grand Prix and Normal Racing Modes, a Time Attack Mode gives gamers the chance to set their own track records.

Like Daytona USA, the racing competition is divided into two groups. The lower echelon of racers are fairly easy to overtake, so it's easy to get to 12th



place or so. After that, a racer will need to run mistake free to catch the field. The top five racers in particular are fiercely competitive, so this isn't a game that can be beat in a weekend.

SATURN



SELECT YOUR COURSE

In the Grand Prix Mode, only three courses are available: Monte Carlo, Suzuka and Hockenheim. All are faithful replicas of the real F-1 courses. The Normal Mode includes three additional "Sega Motor Land" courses, which vary in difficulty. It's a safe bet that a code will allow for racing the tracks in reverse.



In golfing circles, the Devil's Course in Valora Valley is perhaps one of the sport's best-kept secrets...and with good reason. Only a madman would risk life and limb to play these scenic yet perilous holes.

Fortunately, Valora Valley exists only in a video game that turns a fairly standard golf engine into a refreshing new field of play.

It's the golf course that

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	SIZE	
Vic Tokai	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Golf	100%



makes this game click. The 18 holes on Devil's Course provide unique challenges: How do I hit up a cliff? How do I avoid the lava lake? How do I negotiate the hills on the green? No other golf game even comes close to raising—much less answering—such questions.

The game's setting is



A special grid helps golfers determine putting strategy.

rather colorful, with scenes that vary from desert pyramids to active volcanoes and cliffs.

At the game's core is a fairly straightforward interface that lets players adjust hitting stance, club selection and a shot's direction and power. The circular power bar

also has special hot spots in which gamers can hit "psycho" and "on fire" shots.

A pop-up overhead map on the



STRANGE DAYS

The 18 holes at Devil's Course in Valora Valley Golf are unlike any you'll find on the planet. For instance, one hole forces golfers to guide the ball through a narrow cliff, while another is set on islands surrounded by lava. On yet another course, the greens on the other side of what seems to be a steep 300-foot-high hill. Cliffs, rock towers and statues round out the list of daunting obstacles each golfer must face during a tournament.



right side of the screen shows the ball's projected flight path.

During putts, a special grid pops up to illustrate the

slope of the green as well as bad breaks.

The four golfers in the game were each filmed and digitized to provide real-life animation. Your caddy will pop up on the screen after a nice putt or birdie shot.

A tutorial within the game illustrates the basics, and serves as a good starting point for novices. Golfing vets, however, will be able to jump quickly into the game.



VALORA VALLEY

Contest Rules

1. No Purchase Necessary: To enter, mail the entry form or a standard size postcard containing name, address, phone number to "In the Zone Contest", Electronic Gaming Monthly, 1920 Highland Avenue, 2nd Floor, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by March 15, 1996. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. The Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household.

2. Prizes: 1 Grand Prize: Grand Prize winner will receive one (1) Run N' Gun arcade game machine. Grand Prize has an approximate retail value of \$3,500.00. 5 First Prizes: First Prize winners will receive one (1) NBA In the Zone video game. First Prize has an approximate retail value of \$60.00. 10 Second Prizes: Second Prize winners will receive one (1) Konami T-shirt. Second Prize has an approximate retail value of \$15.00. Winners will be determined by a random drawing from all valid entries by Sendai Publishing Group, Inc. whose decisions are final. Drawing to be held on or about March 28, 1996. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of the Sponsors should the featured prize become unavailable.

3. Odds of Winning: The odds of winning will be determined by number of valid entries received.

4. Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the parameters contained herein or return of any prize/prize notification as unacceptable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sendai Publishing Group, Inc., Konami(America) Inc. and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., Konami(America) Inc. nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner(s) accepting prize(s) agree that all prize(s) are awarded on the condition that Sendai Publishing Group, Inc., and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Sendai Publishing Group, Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness.

5. Winners List: For a list of winners, send a self-addressed stamped envelope to "In the Zone Contest" Winners, 1920 Highland Ave. 2nd Floor, Lombard, IL 60148. Requests for winners lists must be received by April 15, 1996. Allow 4 weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Sendai Publishing Group, Inc. and Konami (America) Inc. The NBA and individual NBA team identifications used on or in this property are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member teams and may not be used in whole or in part without the prior written consent of NBA Properties, Inc. ©1995 NBA Properties, Inc. All rights reserved. Konami Sports Series is a trademark of Konami (America) Inc. Konami is a registered trademark of Konami Co., Ltd. All Rights Reserved. Electronic Gaming Monthly is a trademark of Sendai Publishing Group, Inc., © 1990 Sendai Publishing Group, Inc. All Rights Reserved. Printed in U.S.A.

"NBA IN THE ZONE"

KONAMI XXL SPORTS SERIES™

CONTEST

If you're not
in the
ZONE
you're not
in the
GAME



Enter to Win!

1 Grand Prize

The grand prize winner will receive (1) 'Run N' Gun' arcade game machine.

How many teams are in the NBA?

- a) 26
b) 29
c) 30

5 First Prizes

The first prize winners will receive (1) 'In the Zone' video game.

Which KONAMI game makes you feel like you're in the NBA?

- a) Parodius
b) In The Zone
c) Castlevania

10 Second Prizes

The second prize winners will receive (1) Konami T-Shirt.

Which magazine gives you the best information on KONAMI games?

- a) P.S.X.
b) EGM
c) CyberSports
d) All of the above

BOTTOM OF THE 9TH

Hitting ONE OUT!

Konami is making its rounds in the sports gaming arena with Goal Storm, NBA: In the Zone and now Bottom of the 9th. In this game Konami has tried to deliver a unique baseball experience for PlayStation users. There are plenty of features that will keep die-hard baseball fans rounding the bases. The game even has a Managing Mode where you can call the plays and watch your team perform.



An integral part of Konami's quest to build up its newly formed Konami XXL Sports series is this baseball title.

The game is loaded with features. It has all 700 Major League Baseball players, including career stats, 3-D graphics and an AI that gives players more control and options while up at bat or in the field.

The game's strong point is its depth in strategy, which forces players to think more like coaches.

For instance, you can purposely fly out or try for a grounder to advance the baserunner; it's just not swing the bat and hope for the best like in other games.

You can play a single game, an entire season or

take part in a championship.

There's a Training Camp Mode that will allow you to work on your pitching, fielding, batting and base running. Konami has included a Total Training

Option that will help you improve your offensive and defensive gaming skills.

Total training is the same as playing a real game, except there is no changing after three outs.

When you practice hitting you can choose the type of pitching you want to face.



Bottom of the 9th features an MLBPA license.

If you select a pitch your pitcher can't throw he'll shake it off. If you press the X button repeatedly during your pitcher's pitching motion, you will increase the power of his pitch. Yet, this will cause your pitcher's stamina to deteriorate rapidly.

Grab your controller and take to the field!



One feature that adds to the realism of this game includes a real-time play-by-play announcer and a stadium announcer.

RELEASE DATE	DIFFICULTY	
April	Moderate	
PUBLISHER	SIZE	
Konami	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Baseball	50%

CRITICOM

Will Run Rings Around Saturn.

On Saturn,
On Earth,
Everywhere!



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on the GREEN

From tee to green this game is impressive. One of its best features is the ease with which you can control the accuracy of both your drive and putt. To help plan your strategy, the game provides an aerial view of the hole before you play, as well as 10 different camera angles.

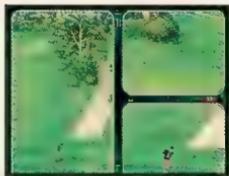


The designers of the game, Gremlin Interactive, used Interplay's Virtual FieldVision technology in making the game.

The game mirrors the real sport, providing club selection and an arsenal of specialty shots such as fades and dog legs via an easy-to-use interface.

Actual golfers' movements were motion-captured and incorporated into this title.

Interplay and VR Sports are teeing it up on the PlayStation first and the Saturn and PC soon afterward. This is one of the first games from VR Sports and will certainly help the company earn respect from competitors. So put on your favorite golfing cap and come for a tour of VR Golf.



The movements are fluid, and at times you feel as though you are actually on the golf course. The game has many options including fully custom-built players and a replay feature that's second to none: It will track the ball from many different angles. One of the most intriguing parts of this game is the 3-D rendered scenery and the sound effects.



The realistic nature sounds make this game a joy to listen to as well as play.

Other features

RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	SIZE	
Interplay	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Golf	60%

LEADERBOARD		
RANK	PLAYER	SCORE
1	ERIC PERSSON	19
2	ALAN ROBERTS	19
3	PAULY FISCHER	18
4	STAVS DORN	18
5	SUN LEE	18
6	YELVA WALKER	18
7	SHELL ANSEL	18
8	ROSEB SUMMERS	18

Put in your own name or choose from one of the pros.

include an easy play format with all of the golfing skills at your fingertips. The shot tracking is most impressive, with the ball being followed by 10 different cameras.

VR Golf also has a save-game option feature that can be used to determine how much your golf game has improved during play.



VR GOLF 96

Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game
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FATAL ERROR FATAL ERROR

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly, cinematic killer combos and for the first time in any 3D fighter—jumping attack in mid-air
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the edge of the ring and pull themselves back into the fight
- With a memory card save and reload game state feature
- Select from a variety of camera angles, including an innovative perspective from the fighters viewpoint and a rotating camera view even in replay mode



BOX SCORE

HANG ON GP '95 • SATURN • SEGA SPORTS

Daytona with bikes! The game's graphics and sound prove to be up to the task, but unrealistic control really hampered my enjoyment. For example, during turns the motorcycle leans all the way or not at all—there's no middle ground. You'll get used to it after a while, but it just doesn't feel like real motorcycling.

Video
Cowboy

7.0



Yes, it's Daytona with motorcycles. The racing perspectives are great, especially the cockpit view—nice touch on the windshield. Controls can be a bit nasty at first. Turn down the sound; your bike's engine sounds like a 75cc on full throttle. Lots of bikes and various tracks will keep you busy for some time.

Dindo
Perez

7.0

GOAL STORM • PLAYSTATION • KONAMI

I didn't expect FIFA Soccer to have any stiff competition until after I played this game. The polygon drawn players move realistically and the gameplay is silky smooth. The interface is so user-friendly that an instruction manual isn't needed. My only wish would be for real players' names and a greater variety of crowd noises.

Video
Cowboy

8.5



In addition to exceptional graphics and sounds, great gameplay and AI comes into play. Easy player controls and the opposing team's AI adds challenge and replay value to the game. Dramatic camera angles follow the action from many perspectives. Goal Storm is one of the top soccer games of the year.

Dindo
Perez

9.0

ROAD RASH • PLAYSTATION • EA SPORTS

After playing Road Rash, I couldn't help but think, "Been there, done that." Don't get me wrong: The game's graphics and video are smoother and more refined compared to its 3DO predecessor. Otherwise, the game's the same. This game rocked years ago, but it looks average compared to today's racing games.

Video
Cowboy

7.0



If you've seen the 3DO version you probably won't see any changes on this version except for the minor differences. The sounds have been changed for the better and graphics are smoother than before. Other than that, everything else is the same. Overall, the game needs some spicing up with more tracks.

Dindo
Perez

7.0

ATARI KARTS • JAGUAR • ATARI

This game rates high in the cuteness department but low on technique. Although the scenery changes, each race is an exercise in repetition: pick up icons, don't hit anything. The game was easy to learn, and it looked like a Mario Kart hybrid. I just wish it offered greater variety such as a Battle Arena Mode, perhaps.

Video
Cowboy

5.5



Can we say déjà vu, but in the bad way? The game has some of the same power-ups found in Mario Kart, but it's quite disappointing in relation to the characters and the tracks this game offers. It does play smoothly with controls and graphics, but needs more complex tracks. Try this one before you buy it.

Dindo
Perez

5.0

WING COMMANDER III



Heart of the Tiger

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Letter of the MONTH

Give Up on the PlayStation vs. Saturn Debate!

Dear *EGM*,

Having been an *EGM* subscriber and an avid video-game player almost all of my life, I have a ringside seat at "War of the Systems." First it was Nintendo and Sega, but now with the Ultra 64 delayed, we have focused on the battle between Sega and Sony. Every month someone, in some magazine, has to voice their opinion on which system kills the other one and how one outsells the other one. No matter how many letters, you guys answer with, "Well, we here at *EGM* have an open mind and like both systems." People still write to you saying how they love this and that. Well here's one for you. I own a PlayStation and have frequently engaged in Saturn bashing over the last few months. Judging by Sega's first-generation games, I had a right to, but now they have such titles as *Sega Rally*, and the arcade-perfect *Virtua Cop* on the market. It's becoming apparent that it's not a cheap piece of junk that many Sony-crazed fans portray it as. I work for a corporation that sells PC and console software, and often have the chance to play these new Sega titles. The comparison basically comes down to this: Sega's and Sony's machines are pretty much equal. Gasp! Dó I dare say it? Yes, even though the Saturn can move more polygons and is slightly more powerful, the difficulty in developing games that utilize that power has brought it to equal ground with Sony. Besides, the true test of a system is its games. (I've heard that a million times! However, it is true.) If you like Sega's arcade games and 2-D side-scrollers, go buy a Saturn. If you enjoy Namco games and like everything to be 3-D, buy a PlayStation. Stop the endless comparisons, please.

Some people like one thing, while others prefer another. (You say tomato, I say tomatoe.) Buy what you like and stop cluttering up the fine pages of *EGM* with "Sega sucks" and "Sony sucks." That's about all I have to say, so I'm going to go play my PlayStation.

Tony Pagano
via AOL

Great letter, Tony. First, I agree that there has been a lot of debate over the next-generation systems (Saturn, PlayStation, Ultra 64, M2), but you will *always* have some owners of these systems who will defend their systems from now until hell freezes over. The debate will never stop. Secondly, I will also have to agree with your view on the Saturn software. The first-generation of Saturn software was not as good as it should have been, but games like *Sega Rally* really show what the Saturn can do. Look at the difference between *Daytona USA* and *Sega Rally*. It is like night and day. Overall, I believe there will be no end to the debate between the systems, be it Sony, Nintendo, Sega or any systems to be released in the future. Your Acclaim Dual Turbo Joystick is on its way.



• If you like Sega's arcade games, the Sega Saturn would be the choice for you.

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Where are the Next-Gen RPGs?

Dear EGM,

Over the years I've noticed the rise of action, adventure and/or simulation games and the decline of RPGs. Sure we see a few big RPGs come out every few months but the decline is happening; you know it and so does every other true RPG fan. But as everyone knows, America's leading video-game fan base is...non RPGers (big surprise, huh?). I write this letter in hopes of having it published so other RPG fans know that they are not alone and can rest easy knowing that their views are shared. Even though not much can be done, I ask RPG fans to rise up and let their voices be heard as I hope mine has. Write Japanese gaming companies, let them hear your plea, your desire to play beautifully translated RPGs. But wait, that's not all my friend! There's much more! As new systems are debuted, more RPG fans sit in front of their newly purchased next-generation systems and drool over all that could be, all they want to be, and know it will never happen. Seriously, think about all the cool RPGs that could be created for the Saturn, PlayStation or Ultra 64. The next level will never occur without RPGs. Never.

Laure Payne
Earl, NC



Saturn RPG players should look for *Shining Wisdom* to A-1, from Working Designs.

If it makes you feel any better, Laurie, there are many RPG fans who feel the way you do. There are only a handful of RPG and strategy games being made for the next-generation systems: *Mystaria* on the Saturn (already released); *King's Field*, *Beyond the Beyond* and *Arc the Lad* on the PlayStation; and possibly *Final Fantasy VII* on the Ultra 64 are a few of the newest ones. There is one company to watch for though: Working Designs. They have always been active in translating Japanese RPGs for the 16-Bit

systems, and if you have a Saturn, you are in luck! Their newest conversion is *Shining Wisdom* for the Sega 32-Bitter. Already a mega-hit in Japan, SW should be on every RPGer's list of must-have games. Working Designs states that RPGs have been gaining in popularity in the States and that the market is almost 20 percent of the gaming public. Expect to see *Shining Wisdom* in April with a suggested list price of \$67.99.

Madden '96 in '97?

Dear EGM,

I was just wondering why *Madden '96* and *NHL '96* for the Sony PlayStation have been cancelled this year. I called Electronic Arts and they told me that they wouldn't be released until 1997. What are all of the problems with these two games? Why are they cancelled?

David Short
via the Internet

Sorry all of you hockey and football fans, but according to our sources, Electronic Arts felt that neither of these games met their high-quality standards. To reprogram both titles would take too much time and couldn't be completed in a timely manner, so EA decided to bite the bullet and release them as '97 games later this year instead.

Pricy Ultra Carts?

Dear EGM,

Could you please clear up the prices of Ultra 64 games? Some people say it will cost \$69 for a cart while others say as much as \$100!

Joseph Milano
New York, NY

Well Joseph, a rumor we heard stated that the cost of cartridge production alone is around \$30. Also rumored is the cost of *Killer Instinct 2*, which could possibly be around \$149. Sounds like those of us who want to buy the Ultra 64 carts will have to get second jobs.

Ultra Chrono

Dear EGM,

Will there be an upcoming *Chrono Trigger* sequel for the Ultra 64?

Crows via AOL

Square reportedly is working on a new *Final Fantasy* game for the Ultra 64. Design sketches showing conceptual 3-D renderings ran in *EGM #77*.

Shoot 'Em Up

Dear EGM,

I am a huge fan of *Virtua Cop 1* and *2*, as well as *Area 51*. I own a PlayStation and want to know if there will be a shooter out for the PlayStation that uses a gun, similar to *Lethal Enforcers*.

Grejoel
via AOL



• Konami of Japan has announced a PS gun for their next game *Horned Owl*.

Good news. Konami of Japan has just announced that it will be bringing out its own PS gun for its game *Horned Owl*. See our Press Start article in this issue for more info.

I Want FMV

Dear EGM,

Do you know if Sega is planning to make *Prize Fighter*, *Night Trap* or any other cool FMV games for the Saturn?

T. Jones
via the X-Band

Well Mr. Jones, the company that makes *Prize Fighter* and *Night Trap*



• Might as well play some baseball while you are waiting for EA's hockey and football.

INTERFACE

EDITORS WANTED!

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I Want FMV (cont.)

is not Sega. The company that produced these games was Digital Pictures. DP has released Corpse Killer on the Saturn platform, but there has been no word on Prize Fighter, Night Trap or any other FMV game.

Ultimate MK an Ultimate Pain

Dear EGM,

What in the world is up with UMK3? Are we ever going to find out all the secrets for it? I mean all the interviews with Ed, John and Dan do not help us' kombatants at all. What kind of answer is this: "It might be in there, it might not." Any dopehead can say that. Our arcade does not have UMK3, so I only play it when I am out of town, which is almost never. When I do get to play it, I want codes that are legit. Enough of those made up UKKs or fake Brutalities (do they even exist?). Why doesn't "Team MK3" just sell some mag (preferably EGM) with all the secrets and codes for the arcade game?

Allan Macdonald
via the Internet



The Ultimate Komat Kodes for the characters in UMK3 are just starting to appear.

Funny you should bring up the UKKs for UMK because if you were to look in this month's Tricks section, we have the first UKKs for both Mileena and Sub-Zero. The UKK for Ermac is 1-2-3-4-4-4-4-3-2-1. As for the Brutalities, there has been no official word on them. The rumor could quite possibly be a hoax, but nobody knows for sure except for the Mortal Masters at Midway, and as you stated, they aren't talking. Keep looking in future issues of EGM and EGM* for the newest tricks and codes for UMK3.

WINNER!

This great artwork from Earthworm Jim was brought to us by Sydney Kim from Riverside, Calif. Great artwork. Your prize is on its way: an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Jason Hammond • Macomb, MI



Heather Brent • Londonderry, NH

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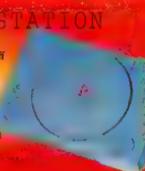
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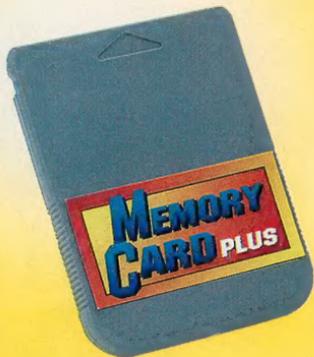
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WILL
YOU
TAKE UP
THIS
SWORD?

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WILL YOU LEAD
THE ADVENTURE?
WILL YOU EXALT IN
ENDLESS TREASURE?
WILL YOU SET FREE
THE DRAGON?



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