



FIRST PICS OF
DKC 2: DIDDY'S
KONG QUEST
Pg. 30

July 1995
Vol. V • Issue 7 • #27

Game Informer MAGAZINE™

**The Adventures of
Batman & Robin**
Two-Player Insanity!

Judge Dredd
It's Time To Take The Law
Into Your Own Hands

Plus:
Earthworm Jim 2, Triple
Play Baseball '95, and News
From The Electronic
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July 1995

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yourself for
Chrono
Trigger**





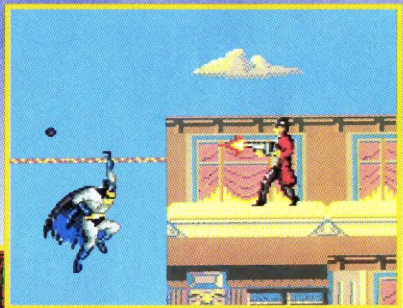
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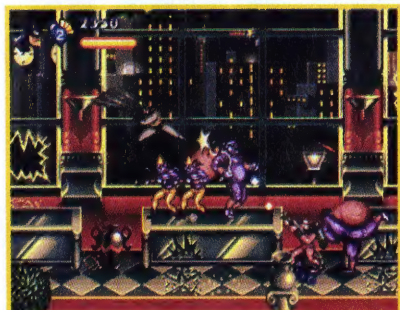
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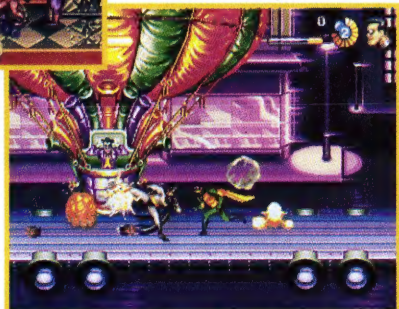
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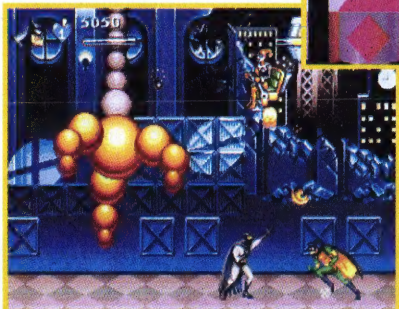
the adventures of
BATMAN & ROBIN



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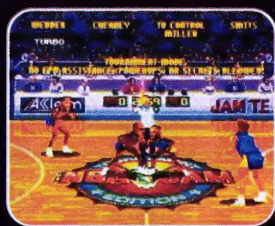
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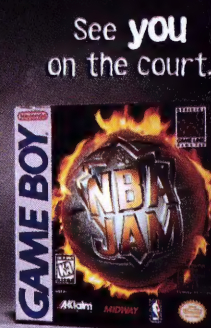
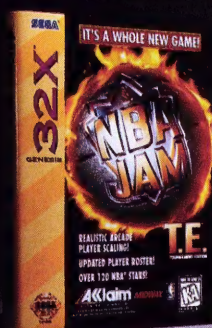
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*32X only

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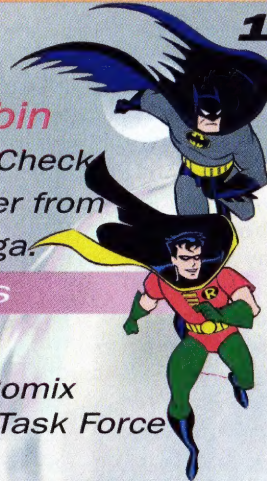


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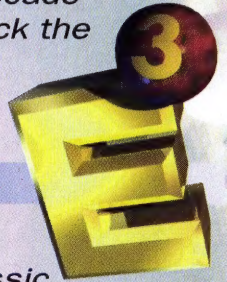
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Letter From the Editor

BY ANDREW MCNAMARA

Ramblings

Welcome readers and prepare yourself for an onslaught of information. We just got back from the E3 show in Los Angeles, and boy did we get some serious info. First off, the Saturn is out. The PlayStation has a release date and a price tag. The Ultra 64 and 3DO M2 have been delayed until April and the Jaguar looks like it may finally have its long-awaited CD-Player.

So on to the first topic of conversation; why is the Sega Saturn out? Well, Sega pulled perhaps one of the greatest hustles in video game history on us and the rest of the video game industry on May 11, 1995. Sega, which had previously announced the release of the Saturn for September 2nd, up and released the unit to a limited retail market on Thursday May 11 (the first day of the show). What's funny is, everybody had heard the rumor that the Saturn would be out in June or July, but I don't think anybody was prepared for this.

Next, Sony is really trying to gear up for their upcoming release of the PlayStation on September 9th. With tons of titles in the works and a \$299 price tag (without a game) it's well below Sega Saturn's current MSRP of \$399 to \$450 (with Virtua Fighter). Sony also had a variety of interesting things to say about the upcoming release, including that the PlayStation was the biggest consumer product launch from Sony since the Walk Man. You know, that portable tape player that's just about everywhere!

OK, so what's up with Nintendo delaying the Ultra 64? Can anyone say "anti-ci-pa-tion"? I don't believe Nintendo ever planned on releasing the Ultra this year. If I know Nintendo, they want to keep the consumers guessing about the next generation of game systems until Nintendo lays the last card.

Of course, the last pieces of the puzzle are Atari's Jaguar CD and 3DO's M2 technology. Although the Jag CD was on the floor, all the software still seemed to scream that often heard battle cry of "work in progress". While 3DO had a killer line-up of 3DO M1 games, the hype that surrounded the 3DO M2 was about all that there was. They did manage to have a video-tape demo running, but 3DO kept saying "this is how a game MIGHT look on 3DO's M2 technology". Yeah, it might?!

But perhaps the most interesting things that happened at this show were the weird parties. For years, people have been talking about Hollywood becoming a part of the video game industry, but not until this show did I realize it had become a reality. Nintendo's party featured a performance by pop musician, Seal, and at Sony's party Michael Jackson showed up and played some Tekken. Michael Jackson? Seal? Who put their Hollywood in my video games? Who put my video games in their Hollywood? I don't know, but they aren't two tastes that taste great together!

Well that's it. I'm done. I'm sorry if I rambled, but things are happening fast, and somebody has to keep an eye on these guys. Otherwise we all might be playing Super-Duper Sequel Part 2 for the rest of our lives. Adios! ■

The Reviewers "Gamers with a Grudge"



Andy

The Game Hombré

"We just got back from the E3 show and we've been working our tails off trying to get this issue done. The show was pretty cool and had a lot of products to show, but for the most part we had already seen most of them. However, it looks like the new systems are going to have A LOT of very cool, very hip, very happenin' games. Of course, just before we left for the show Nintendo announced the delay of the NU64 and boy was I disappointed. What are they thinkin'? Give me the U64 or death. Well...ok... maybe not death, but I'd really like to see that still nonexistent machine in action!"

The Pro Player



Paul

"Beware of the 32-bit world, you may be consumed. I was amazed to see all the hot games that are on the horizon. You may never turn back to 16-bit after you see these games. Even so, the SNES may again dominate. Killer Instinct, MK 3, and DKC 2 are all awesome titles. Don't count out the 16-bit yet, at least until the number of 32-bit titles gets closer to the number of 16-bit titles."



Reiner

The Raging Gamer

"Back again to screw up the mainstream in the Meet the Reviewers column. Once again I will say nothing of the sort about video games, more over, this time I'll tell you about my top secret project, Mood Hair. Yes, it works under the same theory that a Mood Ring does. Right now I'm looking for a lab rat to test my powerful invention on. It has to be someone primal and unorthodox. Hmmm... Maybe someone like Paul? I'll keep you posted on my progress. But for now I have a world to conquer!"

The Video Ranger



Rick

"The video game world was rocked by the surprise, early release of the Saturn. This system is truly dazzling and deserving of most of the accolades it has been receiving. I don't believe that this should signal the exit of the Genesis, SNES or 3DO for that matter. These systems are capable of wonderful games and are in the houses of millions of Americans and millions more worldwide. It's not quite time to retire these machines. Make some great games and we will still buy them. Are you listening game companies?"

Reviews & Ratings

Games are rated in six categories and on a scale from 1 to 10

- Concept 10 = A Classic! 5 = Average
- Graphics 9 = Excellent 4 = Weak
- Sound 8 = Very Good 3 = Yawner
- Playability 7 = Good 2 = Avoid
- Entertainment 6 = Fair 1 = Terrible
- Overall Rating

Review sidebars are color coded:

- Sega Genesis
- Super NES
- Sega CD
- Atari Jaguar
- 3DO
- Sega 32X
- Game Boy
- Game Gear
- Sega Saturn
- Sony-PS-X

The release dates listed in these pages are those currently available at the time the Game Informer goes into production and are subject to change.

GET A CLUE!

The other day when I was reading Dear GI a letter entitled "Where are the 'Girlie Games'?" really stuck out. I also read your reply, and I must say, you dudes deserve a colossal round of applause. Everything you said was totally true in every way. I mean, Alana Taylor, get a clue!! Those so-called 'girlie games' really stink (why you would play them in the first place has got me perplexed)! Anybody who plays these games and expects

them to get covered in GI is insane.

Magazines cover good, worthwhile games, honey. I am very much a girl and I only play games

like MKII, NFL '95, and Donkey Kong Country. I love 'em to death!! In fact, I tried the Barbie game once and I almost lost my lunch. I'm really not trying to rip on the people who do like those kind of games, but obviously those who do are not die-hard video gamers like me. Maybe, Alana, you should start a magazine that publishes nothing but "girlie games". Yeah, you could call it "Totally Cheesy Barbie games for Barney Lovers". Until then, though, try to think before you go ripping on magazines, for you may find that you are wrong. And for you, Game Informer staff, keep up the premium work and don't worry, you have plenty of girls that read your magazine - you don't need any Barbie game reviews. And if you ever need a gal to give an opinion for a game, don't bother - her opinion is the same as yours.

Erin Tobey
Holt, MI

Hey, thanks for the vote of confidence, and we're glad to hear that there are ladies out there who will stand up for great games. However, in all fairness to Alana, there are a lot of girl gamers out there who don't find games like MKII and DKC exciting (maybe that's why they only represent 10% of the video game buying public). But luckily, there are companies coming to the rescue. Games for

Her, a division of American Laser Games, is working on titles designed specifically for female players.

While games like Barbie did have that unique ability to induce vomiting, hopefully this new line-up of games will interest both the die-hard gamers, like yourself, and the players looking for something a little different.

THE CASUALTIES OF WAR!

In your January 1995 issue you mentioned "The Great Video Game War of 1995", and I am very concerned. I own a Genesis and enjoy it very much. I will probably even enhance it with the Sega CD and 32X if possible. However, if game companies are busy making 64-bit and 32-bit games systems, which is fine by me, I am worried that my 16-bit Genesis will be left out and they won't bother to increase its game library, which is not fine by me, and I will be forced to either buy an advanced system or suffer with a discontinued system.

Daniel Hatchew

I don't know what to tell you Daniel, because all the big companies, such as Nintendo and Sega, have stated many times over that they will continue to support their prospective systems. But when GI's out there talking to the industry, it seems that everybody else is thinking about the future of gaming, which, of course, is the new generation "super" systems. So for now all we can do is hope that Sega,

Nintendo, and the rest of the soft-

WANTED: ENVELOPE ART!

Enter the Game Informer Envelope Art Contest. All you need to do to enter is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

July Winner:
Gene Hong
New York, NY



ware companies remember you and your Sega for years to come, but I'm afraid that may not be a reality.

IS IT 64-BIT HYPE OR 64-BIT REALITY?

I recently bought a Jaguar and I have some doubts about their business techniques. Some of my friends want an Ultra 64, as do many of the people I talk to, and I was wondering if it was any better than the Jaguar? Plus, is Atari's business doing well?

Brad Yach
Neillsville, WI

This is a tough one, and one that I can't really explain in great detail here in Dear GI, but I'll try to give you the basics. The Jaguar, which is marketed as a 64-bit system is, in reality, a multi-processor design that utilizes a 64-bit bus and not a 64-bit CPU. Now, don't get too upset right away, because the Jaguar's \$159 price tag reflects this design and makes it not such a bad deal. Now on the other hand, Ultra 64 will utilize a 64-bit CPU, and it is here where the differences begin. Now we could go on and on about which is better or more powerful, but what it comes down to is which system you can afford or which system has the games you want to play.

Now to answer your question about Atari's business, I don't want to sway any opinions, so I'll

just give you some facts and let you make your own conclusions. Atari lost 4.4 million dollars in the first quarter of this year compared to their 0.9 million dollars lost last year. (Ouch! Good thing they have some of Sega's money.) You decide.

GENESIS TO GEAR CONVERTER?

I have heard of a device for the Game Gear that actually allows you to play Genesis games on the Game Gear. I think it converts signals from the Genesis to the Game Gear. I was wondering if you've heard of such a device, and if so, how much would it cost and when will it be for sale in stores?

Bgarf (Brian)
AOL

There's a lot of talk about a Genesis to Game Gear converter and there are even companies out there who have perfected the technology, but they've been unable to get the cost down to a reasonable level. However, there is one saving grace for a gamer who wants Genesis games on the go. Sega has been working on a portable version of the Genesis (code named "Nomad") that, because it doesn't involve any of the Game Gear's chip set, could be produced at a reasonable cost. At this point Sega hasn't made any announcements as to a release date (or to its existence for that matter), but you could see a portable Genesis within the next year!

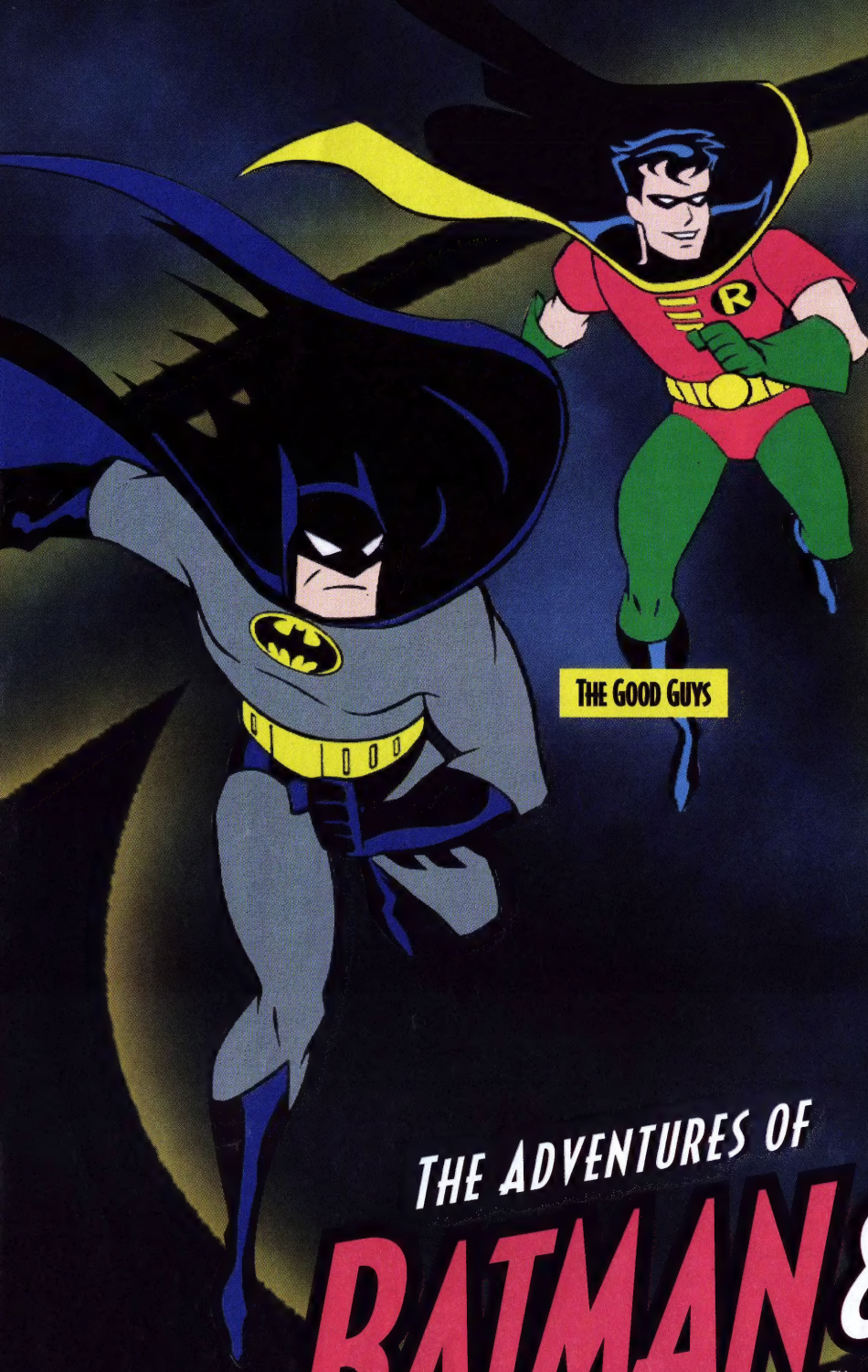


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THE GOOD GUYS



If you plan on beating this nemesis, you'd better keep out of sight.

THE ADVENTURES OF BATMAN & ROBIN

REVENGE IS BEST SERVED CHILLED

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 2-Player Cooperative Play, 3D Scaling Sprites, Weapon Upgrades and Bat Foes Around Every Corner
- **Created by:** Clockwork Tortoise Inc. for Sega
- **Available:** Now for Sega Genesis

► **THE BOTTOM LINE** 7.75

Deep within the granite walls of Arkham Asylum lies a frozen desire for salvation and freedom. One man's dream of turning Gotham City into an arctic nightmare has become a dangerous obsession. At the diabolical hands of Mr. Freeze, a prison break has taken place. Even though the riots only lasted a short while, three of the deadliest men alive have managed to escape. The Mad Hatter, The Joker and Two-Face are at large and in cahoots with their accomplice Mr. Freeze. The fate of Gotham City lies in the hands of two men known as Batman and Robin.

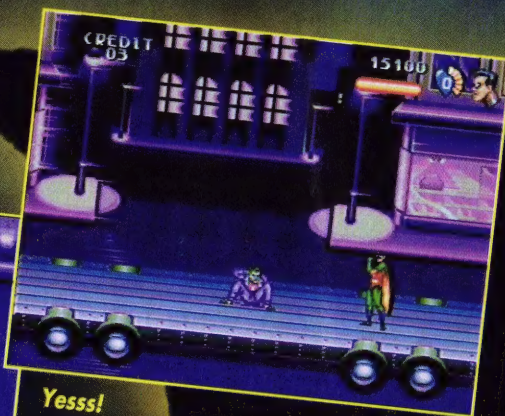
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SHABANG!



Run like hell, the whole place is coming down!



Yesss!

THE VILLAINS



ANDY, THE GAME HOMBRE

Concept: 8 "This game is for all of you who think you're a video game stud/studette, because this is one of the THE hardest games to come around in a long while. The bosses have so many hit points your fingers get tired about half-way through the battle. What's funny is, everything about this game is great, except the stinkin' difficulty. You get so tired of doing the same level over and over that you just can't take it anymore. I agree that a game should be fairly difficult, but impossible? It's a real shame too, because this is an awesome game."

Graphics: 8.5

Sound: 8

Playability: 8.5

Entertainment: 7

OVERALL:
8



PAUL, THE PRO PLAYER

Concept: 5 "Man, this game is hard. I had a lot of trouble even getting past the first boss. Since there are numerous fans young and old, I think there should be a difficulty setting. I can see people getting very upset. If you're skilled enough, there are a number of really cool levels, but I just couldn't get into the action. There's not many cool power-ups and it is basically left to right action. I've been there and done that. This game does not have many new things to offer. Where's the level select code?"

Graphics: 8

Sound: 6

Playability: 8

Entertainment: 5

OVERALL:
6.5



REINER, THE RAGING GAMER

Concept: 8.25 "Periodically, a game is released that challenges me both mentally and physically. When I first played The Adventures of Batman and Robin, I seriously expected a basic action game that would be fairly easy to conquer. Low and behold, I played the game for about an hour and I couldn't even get past the first level without the help of my mentor, Vinny. This is by far one of the hardest games ever made! Children and adults who fear a challenge should stay away from this cart. However, if you're an adrenaline junkie or someone who's looking for something to fry your brain cells with, check it out. It will eat you alive!"

Graphics: 8.75

Sound: 8

Playability: 8

Entertainment: 9

OVERALL:
8.5



In The Adventures of Batman and Robin great means were taken to reproduce the same appearance and feeling of the animated series. In fact, some of the animators that worked on the cartoon series helped out on character animations and the overall layout of the game. The Adventures of Batman and Robin takes the power of the Genesis to the max by incorporating 3D scaling sprites into the backgrounds and level bosses. These sprites work on a basis of 3 rotating planes. For example, at the very beginning of the game, the ledges that hang off the buildings actually look like they are changing position and altering angles when you walk past them. If this technology wasn't used, the backgrounds would take on more of a flat, stale appearance.

In this adventure you assume the role of either Batman or Robin. Although the characters have the same attacks and movements, they still retain their basic character traits and likenesses. Play can be taken in two directions, a one or two-player game. If you think that adding another player to your ranks will make the game easier, well sorry pal, think again. In the two-player simultaneous mode the bosses become twice as hard and require a numerous amount of hits. The Adventures of Batman and Robin doesn't have that many power-ups in it. The only option you have to make yourself more powerful is picking up Batarang boosters. Depending on the amount that you pick-up, these upgrades can change your Batarang size, or the amount that you throw at one time.

In the tradition of Contra, The Adventures of Batman and Robin brings forth the essence of being very difficult and nearly impossible to beat. Thus, the younger generation of gamers may find this game more troublesome than fun.

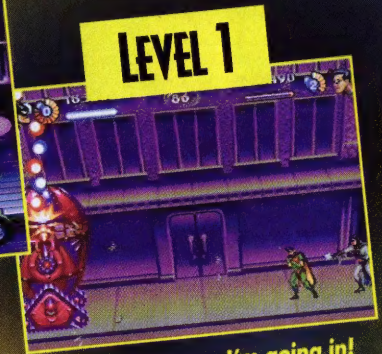
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Happy Birthday To Me

Level One is your basic left to right punch 'em up. Try to collect weapon power ups of the same color. Orange is a good one to stick with. Fight, fight, fight your way to the end of three sub-levels. The first mini-boss you'll face is Harley Quinn in a big cannon deal. With two-players, stay on either side of the machine. Pound away through three different phases of the boss. Inside the gem shop, you'll face her again. This time, she'll be flying in a chair and you'll have to dodge a big swinging crane arm. Keep moving and blasting, and it helps a lot if your weapons are powered up. After that, you'll have to jump from car to truck to get to the final flatbed where you'll face The Joker in a big hot air balloon. He'll take swoops at you and you need to figure out a safe place to stand for each attack. After most of his health is gone, he'll drop bomb parachutes on you. Stand directly under the balloon and fire straight up. You'll send him laughing all the way back to the Asylum.



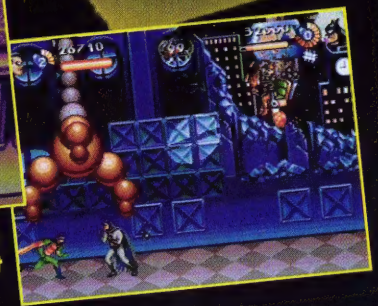
Stay off to the side of this foe, he tends to drop in unexpectedly.



Cover me Batman, I'm going in!



Scaling the ledges and using kicks is probably your best bet for beating level 1.



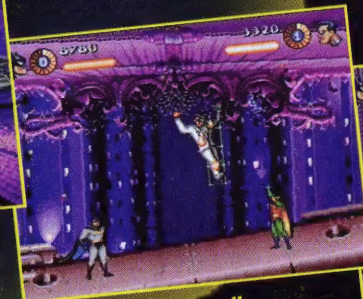
LEVEL 2



It's a whole lotta zeppelin.



Take out the turrets and gun for the main structure!



Yo bro, drop and roll, drop and roll!



Watch out for the deadly little tin gods.



Two Sided Story

Fight your way to the top of the building to fight Two-Face and a big air blimp. Along the way, blast the lights in the middle for power-ups. Kill the green suited guys and their barrels for health hearts. Once at the top, learn the pattern of the dynamite blasts and find holes to hide in. Blast the guns out of the blimp - you can hit them sometimes with a jump kick. After you beat the blimp, jump into your hang glider and take to the skies. You'll need to fight your way to a HUGE plane where you'll have various stages of blowing up turrets and guns. Circling the source of the firepower is a good bet. Finally, you'll take on Two Face when he is riding in a well armed helicopter. Circle and fire and try to stay out of the light, it slows you down. One hundred points of damage and he's history.

LEVEL 3



I see London, I see France, how bout a burnin' flame down your pants!

Tea Time!

To beat the Cheshire Cat boss, keep jump kicking him in the nose and you'll fry this cat in no time. The second mini-boss robot jumper is best beaten with two people. The robot will go after one person at a time. Have this person dodge and the other person shoot. No problems. The Mad Hatter boss is undoubtedly the hardest in the game. You can only shoot him when he sticks his ugly head out of that hat. Use jump kicks when he's low enough, otherwise blast him with the Batarangs. Shoot the rabbits before they explode in your face. Avoid the electric dollies. When the track starts moving underneath you, run for the gaps in the cards or try to jump them. The jump kick keeps you in the air for a long time, helping you clear the cards. Other than that, good luck. This guy is a real bear.



It's a killer coffee cup!



On this level timing is the key!



Kick him in the head or throw a Batarang at his gut, depending on your preference.



Snow in July

This level is rather short compared to the others. You'll be using jet packs and if you hold down the fire button you'll continue firing in the same direction regardless of which direction you push the joypad. Learn this method of firing, you will need it. To beat Mr. Freeze, take two people with you. Fire at Mr. Freeze whenever you can, but protect yourself from the other things in the room. Once you blast through his glass bubble, he'll fire around the room in the compass directions. Learn where the holes in his firepower are and go there. Once he's hanging from his sled, just try not to get trapped in the upper corner or under his ship. Finish him off and you are done, dude!



Take that Go-Bot freak!

LEVEL 4



And the winner is...



Enter Mr. Freeze's domain at your own risk.



Fly through the intestines of Mr. Freeze's hideaway.

BATMAN and all related elements are the property of DC Comics TM & © 1995 All Rights Reserved.



The Los Angeles Convention Center was the place.



The first annual **Electronic Entertainment Expo (E3)** was held on May 11 – 13 at the Los Angeles Convention Center. Showcased inside were most of the video game titles and related products that will hit the market from now until the end of the year. The **E3** also marked the US introduction of the 32-bit **Sega Saturn** and **Sony PlayStation**. The show floor was a gamer's delight with hundreds of games to test drive. Many of the games producers and programmers were also on hand to give the insight on the game's development and storyline. The **E3** had the feeling of a giant arcade mixed with a businessman's rock concert. Plenty-o-rockin' suits and ties and plenty-o-games.



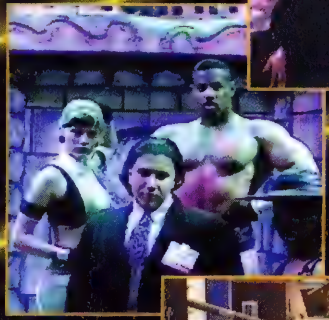
The Batmobile was double parked in the Acclaim booth.



Hey Beavis, check out these guy's costumes.



Reiner tries to get EW1's autograph.



One had to look beyond the flashy displays, pumping music, sexy models and free trinkets to get the scoop. The staff at **Game Informer** did their best to uncover the hottest of the upcoming titles. Within these pages are just some of the hundreds of games that were on display at the **1995 Electronic Entertainment Expo** and that you may be playing in the next 6 months or so. Take a look and let us know what you think.



Look for our **E3** logo throughout **Game Informer**. These are some of the best games **GI** previewed at the **E3**.

Nintendo



Ultra 64



Robotech - GameTek

The biggest news from **Nintendo** came a week before the **E3** had even started. **Nintendo's** announcement on the delay of the **Ultra 64** disappointed some attendees who were expecting a hands on view of the 64-bit machine at the **E3**. (See *What's Hot*, page 48.) Well, we now can at least share with you what the **U64** will look like and tell you to expect the machine next April. Nintendo's focus for the rest of '95 will be launching the 32-bit **Virtual Boy** and titles for the **SNES** and **Game Boy**.

SNES



Killer Instinct



Killer Instinct - Rare/Nintendo



Killer Instinct



Earthworm Jim 2 - Playmates



Mortal Kombat 3 - Williams



Donkey Kong Country 2 - Rare/Nintendo



Chrono Trigger - Square Soft

Killer Instinct and *Donkey Kong Country 2* are the titles that **Nintendo** is banking on. Their exhibit was dominated by *KI*, complete with dancing girls and a giant animated cougar head. The game, developed by Rare, features the same **Advanced Computer Modeling (ACM)** used in *Donkey Kong Country*. **Nintendo** is convinced that *Killer Instinct* will outsell *DKC* and estimates it will sell 4 million copies of the game. We'll see about that. Speaking of *Donkey Kong Country*, the sequel to the most popular game of 1994 stars Diddy Kong and his girlfriend, Dixie. (See page 30 for a full preview.) *Donkey Kong Country 2: Diddy's Kong Quest* will come home in November and looks even more impressive than the first.

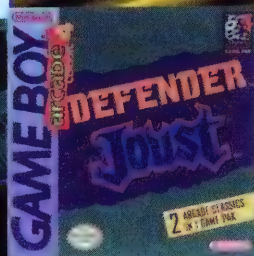
Game Boy



Centipede/Millipede



Missile Command/Asteroids



Defender/Joust



Galaga/Galaxian

Experience yesterday's games today with Nintendo's 2-in-1 Game Boy Arcade Classics series.

The **Virtual Boy's** launch has been set for August 14 with a MSRP of \$179.95. **Nintendo** said that there should be 5-10 titles available at that time including a new 3D Mario game, *Mario Clash*. The **Game Informer** Staff is still withholding most of our opinions concerning the **Virtual Boy** until we get one into the office. But we can tell you that a pinball game and a *Dr. Mario* style game are not going to cut it in a "completely immersive 3D environment."

Nintendo is holding the big guns until 1996 and believes the 16 million **SNES** owners in the U.S. are still eager for games. Their vision may hold true. Otherwise, we may see an early introduction of the **Ultra 64** if the **Saturn** and **PlayStation** start flying off the shelves.

SNES



Batman Forever - Acclaim



Spot Goes to Hollywood - Virgin



Look for Virtual Boy on August 14th.

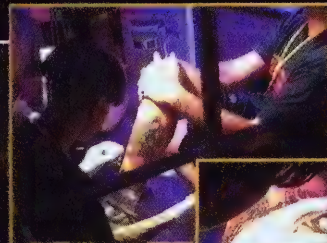
Virtual Boy



Doom - Williams

Play It Loud...And Wear It Forever

If you wandered behind the *Killer* display you would've discovered a tattoo parlor. Although they did have the lick-on variety representing all of the *KI* characters, there was actually the permanent variety as well. **Nintendo** hired a professional tattoo artist to forever engrave *Killer Instinct* characters onto hired bodies. Too bad we couldn't get the Game Hombre to go through with B. Orchid on his butt.





Sega



Sega Acres is the place to be.

Sega had by far the biggest and best booth at the show; no dancing girls, no mystical theater, just games. **Sega Acres**, as **Sega** liked to call it, was filled to the hilt with **Saturn**, **Genesis**, **32X**, **Game Gear**, and **Sega CD** games; plus an assortment of arcade machines including *VF2* and *Sega Rally*. Everywhere you went there was something new to see and play.

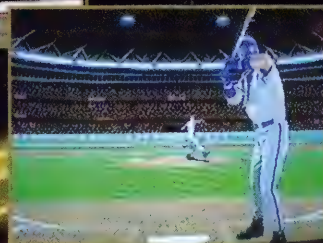
The **Saturn**, which had its surprise debut on May 11 (see *What's Hot!*, Page 48), ate up a large portion of the booth and with good reason. The **Saturn** had a nice assortment of launch and "in progress" titles, but since all the third parties were counting on a September release, **Sega** may be the only company filling the software gap until then. This is good for **Sega**, but it's a shame for the consumer because all the really good games from the likes of **Crystal Dynamics**, **Interplay**, **GameTek**, and **Electronic Arts** won't be coming out until this Fall.



NBA Action



NHL All-Star Hockey '96



Frank Thomas Big Hurt - Acclaim

Saturn



3D Baseball - Crystal Dynamics



NFL Primetime Football



Virtual Cop

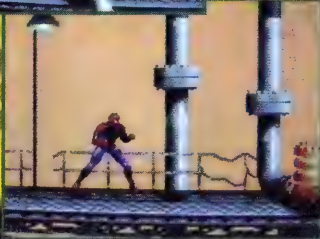


Virtual Fighter 2

32X



Spider-Man

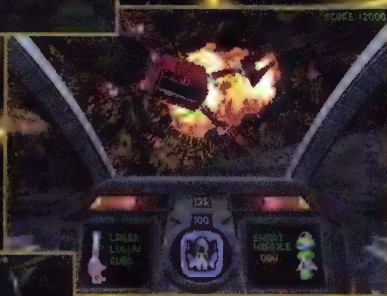


X-Men

Saturn



Free Runner



Descent - Interplay



Ghen War



Grand Slam Baseball

Though the **Sega Saturn** was the main attraction, the **Genesis** and **32X** were still armed to the teeth with tons of new and exciting titles (even though we didn't see that many at the third party booths). Games like *Virtua Fighter*, *Spider-Man: Web of Fire*, *Kolibri*, and *X-Men* were definitely the most impressive **32X** games. Of course, **Genesis** had a large number of big hits coming out this year including *MK3* from **Williams**, *EWJ2* from **Playmates**, and *Vector Man*, *X-Perts* (starring Shadow from *EC*), and *Comix Zone* from **Sega**.

With the little bit of booth that was left, **Sega** showed their thinning library of **Sega CD** and **Game Gear** games. Both systems look as if their upcoming libraries will continue to consist of reread versions of **Genesis** games. On **Sega CD** they'll have a couple of extra levels and some FMV, and on the **Game Gear** they'll have reduced graphics and different levels. Luckily, there were a couple of unique titles for both systems. **Game Gear** will get *Chicago Syndicate*, which stars Larcen from *EC*, and **Sega CD** will get *Wild Woody*, *Wirehead* and *Myst* (yeah!).

Overall, it was a very interesting show for the people of **Sega**, but it looks as if the table is set for **Sega CD** to hit the road and the **Saturn** to take over. **Sega**, of course, won't admit that this is bound to happen, but I don't think they can avoid the truth for long. **Sega!**

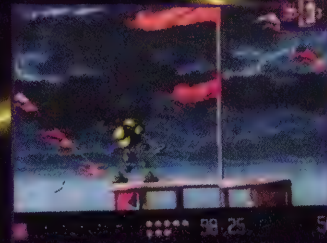
Genesis



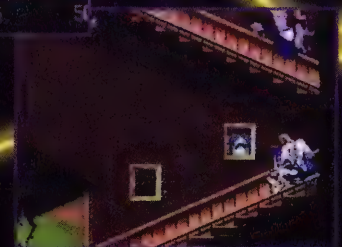
Primetime Football



Garfield



VectorMan



Earthworm Jim 2 - Playmates

Sony



Combat Cable



PlayStation Mouse



PlayStation™



Jumping Flash - SCEA



Lone Soldier - Telstar



Destruction Derby - Psygnosis



Destruction Derby - Psygnosis

The new kid on the video game block made a large showing at the E3. Sony Computer Entertainment of America (SCEA) debuted the 32-bit PlayStation and announced that the system would launch on September 9 with a price tag of \$299. At a reception prior to the E3, SCEA's president, Steve Race, assured members of the press that Sony will stand firm on its release date, unlike Sega. A game will, most likely, not be included with the \$299 PlayStation. However, word is that Namco's Ridge Racer may accompany the system for a price of \$320-\$350, although that fact has not been confirmed. With all the hype and hoopla going on concerning the Sega Saturn surprise release, the people at Sony seemed unconcerned and even amused. As they gear up for their biggest product launch in over a decade, Sony is very business like. They will let their games speak for themselves.



ESPN Extreme Games - Sony Imagesoft



PlayStation



PSX Soccer - Psygnosis

ESPN Extreme Games - Sony Imagesoft



Shredfast - Electronic Arts



Razor Wing - SCEA



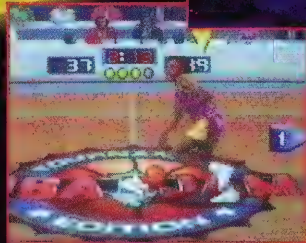
PGA Tour '96 - EA Sports



Twisted Metal
- Sony
Imagesoft



Agile Warrior
- Virgin



NBA Jam TE - Acclaim



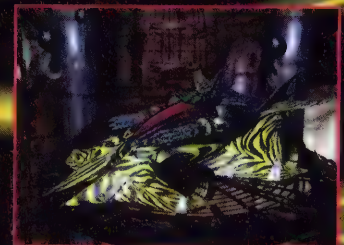
Mortal Kombat 3 - SCEA



Mortal Kombat 3



Mortal Kombat 3



Rock 'N Roll Racing
- Interplay



It's the Sony PlayStation man!

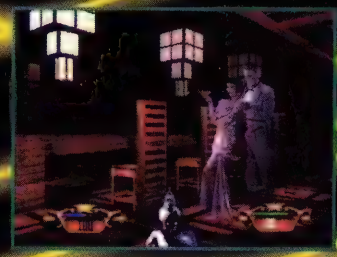
Boy, were the **PlayStation's** games causing a storm of chatter. The biggest news was about the release of *Mortal Kombat 3* for the **PlayStation**. As reported in last month's *What's Hot*, the **Sony PlayStation** will be the only 32 or 64-bit system to have *MK3* until April '96. *MK3* will be published under the **SCEA** label and looks nearly the same as its arcade counterpart. There are, however, the dreaded CD "loading" screens. Besides *MK3*, there were a number of other hot titles on display at the **Sony** booth and at other third-party booths. Two developers under the **Sony** umbrella, **Psygnosis** and **Imagesoft**, had some visually impressive titles in the works. Namely, *Destruction Derby* by **Psygnosis** and *ESPN Extreme Games* by **Imagesoft**. These games offered 3D texture mapping up the wazoo, and were some of the best looking at the entire **E3**. Along those same lines, **Electronic Arts** previewed *Shredfest*, a snowboarding game from the producers of *Road Rash* that includes a wide array of tricks and tweaks. Likewise, **EA Sports** is working on *PGA '96* and it already looks like it blows **Sega Sports** off the links. Other notables were *Descent* by **Interplay**, *Legacy of Kain* and *Solar Eclipse* by **Crystal Dynamics**, and the entire line-up from **Namco Hometek**.

Sony put on quite a show at the convention center and at their evening party at the **Sony Pictures** lot. **Sony** owns a lot of movie and music properties and one of their biggest musicians showed his face, or what's left of it. Yes, Michael Jackson himself showed up for a game of *Tekken* and *Primal Rage*. Considering the muscle of the **Sony** marketing machine and the pipeline of solid **PlayStation** games, **Sony** is ready to take on **Sega** and **3DO**.

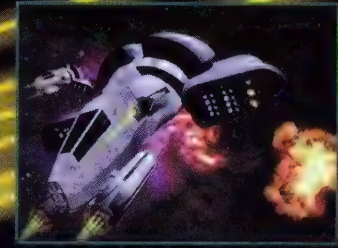
Tekken Tourney

Namco Hometek hosted a press tournament featuring their awesome **PlayStation** title *Tekken*. A field of approximately 20 players competed at **Namco's** booth. The **Game Informer** staff was represented by Andy, Paul, Reiner and West Coast Correspondent Ryan. The **Game Informer** staff made a strong showing until Chris Nicoletta from **Infotainment World** came out of nowhere. His deadly Nina attack surprised everyone, and he went on to take the title.





Killing Time
- Studio 3DO



Shock Wave II
- Electronic Arts

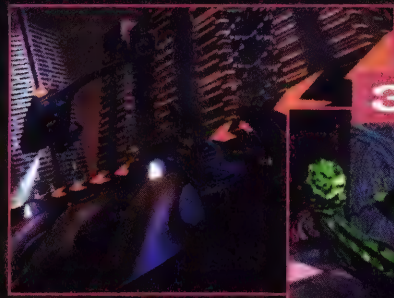


Descent - Interplay

When the **3DO** first hit the market, there was a lot of talk about the **FZ-1** unit not being a very good gaming system. There was speculation that it would eventually hit the same downward spiral that **Philips CD-i**, **Amiga-32**, and **PC Engine** went through. However, the **3DO** creators and their 3rd party developers argued quite the opposite, and stated that it would just be a matter of time for the true potential of the **3DO** to be unleashed.

Well, it's 1995 now and the **3DO** has successfully proven themselves true contenders in the great video game war of '95 with such titles like *GEX*, *Slam 'N Jam '95*, *Road Rash*, *FIFA Soccer* and *Immercenary*. **3DO** is watching its back, knowing that **Sega**, **Sony** and **Nintendo** have plans for taking the video game industry to the next level by releasing their own power house units. Having no intention of being left in the dust, **3DO** is also ready to launch their new upgrade, the **M2**. The **M2** technology will give your basic 32-bit **Goldstar** or **Panasonic 3DO** unit a jolt to the system and transform it into a powerful 64-bit mad dog!

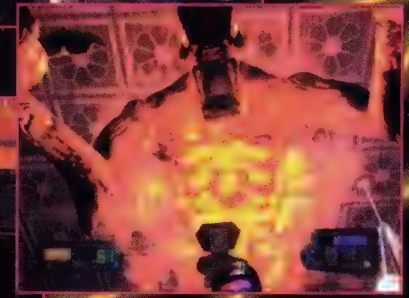
At the **E3** convention in Los Angeles both **Sega** and **Sony** introduced their next generation systems. To make sure that no one left the show in a state of **3DO** disbelief, Trip Hawkins, who is the current CEO of **3DO**, hosted a press meeting which unveiled a sneak peak on what the **M2** was all about. While most of the talk was numbers and maybes, a preview of the machine's hardware capabilities was shown. The demo featured some great fully-rendered animation clips and very impressive sound. However, it was running on a simulation software testing what the **M2** could do, not the actual hardware. Aside from the **M2**, the **3DO** showed off some very impressive titles.



M2 Demo



M2 Demo



M2 Demo

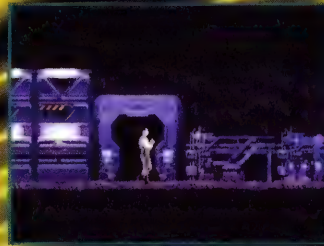


M2 Demo

*This is what the gameplay might look like on the **3DO M2**. These **M2** photos are taken from, most likely, a software emulator and not the actual **M2**. You may never even see these "demos" turn into games that are released. We can only hope.



Captain Quasar
- Studio 3DO



Phoenix 3 - Studio 3DO



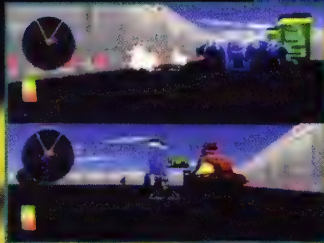
Psychic Detective
- Electronic Arts



Casper - Interplay



BlackThorne
- Interplay



Battlesport
- Studio 3DO



Blade Force
- Studio 3DO



Blade Force
- Studio 3DO



M2 Demo



M2 Demo



Slam'N Jam '95
- Crystal Dynamics



NHL '96 - EA Sports

Over at the **3DO** booth a marathon of games was available for exhibition. *Captain Quasar* is a sci-fi action flick which features a modern day idiot as the main character. He wields a big gun and uses it well as he attempts to demolish the forces of evil that stand in his way. Another hot title from **Studio 3DO** was *Planet Strike*, which is a simulator that plays a lot like *Star Fox* and allows for full aviation in 360 degree environments. However, **Studio 3DO** wasn't the only company showing off sims. **Domark Software** introduced *Flying Nightmares* and **Origin** introduced *Wing Commander III* which features the acting talents of Mark Hamill. **Electronic Arts** also electrified the crowd with the unveiling of their new sports line for the **3DO**, which includes *NHL '96* and *Foes of Ali*.

All in all, it was a very BIG show for the people over at **3DO**, and a very impressive line of products was introduced. While the wait for these products, namely the **M2**, maybe a ways off, you can be sure **3DO** has a solid software line-up to hold you over.



Atari



The Atari booth featured two VR demos running on a PC.



The Jag Link

Atari was at the **E3**, and **Game Informer** made an effort to glean whatever information we could from them. In our meeting they gave us specific details about their marketing and advertising campaigns, but we're not going to bore you with that malarkey. They did stress how **Atari** delivers a 64-bit system for \$159. That may not sound like a good thing to the 140,000 of us who paid \$250 for it last year, but **Atari** seems intent on earning a niche as the working man's power system.

The most interesting thing we saw was the **Jaguar VR Headset** which represents the first true home virtual reality for a console gaming system. **VIRTUALITY** has been helping them out on this, and it could have some potential. It was most refreshing to see that one of the first games planned for release is a **VR** version of *Missile Command*, the hit track-ball game of old. If the **Jaguar VR** does come out at its expected \$300 price tag, they'd better have a lot of good games available if they expect the world to invest in it.

It looks as though they're shooting to release the **Jaguar CD** sometime around August, but of course you never know. Some of the games in progress looked interesting, especially *Battle Morph*. It should be an affordable add-on at \$149, but again we'd better see some serious software support before we invest in a potential **Sega Menacer** fiasco.

Jaguar CD



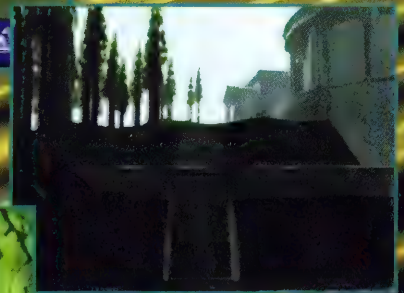
Highlander



Dragon's Lair



Battle Morph



Myst



Blue Lightning

Jaguar



Defender 2000



Pinball Fantasy



Fight for Life



Fight for Life



Thea Realm Fighter



Power Drive Rally
- Time Warner



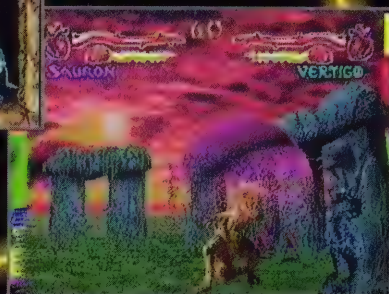
Thea Realm Fighter



White Men
Can't Jump



Primal Rage - Time Warner



Primal Rage - Time Warner



White Men Can't Jump

Aside from the add-ons, what else was there? There were a lot of promises of games to be delivered in the future. The featured games were *Thea Realm Fighter*, **Atari's** answer to the motion capture fighting game; *Rayman*, an action/platform game from **UbiSoft** with some decent graphics; *White Men Can't Jump*, a two-on-two basketball game based on the hit movie; and *Ultra Vortex* which can be seen previewed in **Game Informer's** April '95 issue. Also on display was the promising *Defender 2000*, another update of a classic vid. This remake will be done by Jeff Minter, the man who did such a fabulous job on the *Tempest 2000* remake. In the same genre, they promised an update of *Joust* called *Dactyl Joust*.

There are some other games here to feast your eyes upon. You might notice some of these games that are still in progress were still in progress at the last electronics show and some of them have been in creation for even longer than that. Hopefully, some decent games will hit the shelves soon. Final thought for the day: the quality of **Atari's** product started so strong with games like *Cyber Morph*, *Tempest 2000*, and *Alien vs. Predator*. Since then, however, the level of **Jaguar** games has steadily declined. If you're going to survive with the video sharks out there, **Atari**, you need to constantly improve or be swallowed by the big dogs.

Goodbye Tony LaRussa, Hello Baseball!

TRIPLE PLAY '96

- **Size:** 24 Megabit
- **Style:** 1 to 4-Player Baseball
- **Special Features:** MLBPA License w/ Accurate '94 Stats, Season Play, Custom Players, Trades, Injuries, Hot and Cold Streaks, 2,500 Frames of Animation
- **Created by:** Extended Play Productions for EA Sports
- **Available:** Now for Genesis

▶ **THE BOTTOM LINE 8.25**

The boys of summer are back on the field, and what would any sport be without a version for the Genesis by EA Sports. Using a completely new format, and the endorsement of the Major League Baseball Players Association, they are bringing a baseball game loaded with both strategy and action. You can control every movement of every player, or sit back in the dugout and watch your team play for the pennant as you send in the signals.

Since the game is from EA, it will of course work with the 4 Way Play. You can set the controllers on whichever team you like, and change them at any point during the game. Play some 2-on-2, have everyone play on the same team, or challenge a cocky friend to a game of 3-on-1. In the controller set-up screen, you can assign each controller to play certain positions or make sure you never take control of a certain player in the field.

Batting mode can be set on normal, where you see the entire infield in the style of RBI for the 8-bit NES, or zoom where you get a behind the catcher's mask view of the batter/pitcher showdown.

On the management side, you'll be able to make trades with other teams, sign and release players, and even create ten of your own custom players. Name them whatever you like, up to 19 characters long, and watch them develop through the seasons. You can even change the name of the teams and assemble your favorite real and custom players through trades. I wonder how the Minneapolis Figs will do this year?

With 28 stadiums at which to play, your season will take you around the country as you fight to lead your division and make the playoffs. Keep an eye on those stats and box scores, and be careful if you're going to throw the heat to Kirby Puckett. EA makes very good sports games, and this is their best baseball effort to date. Dig in, concentrate, and try to turn that elusive triple play.



Running into each other won't help you get those outs.



A line drive up the third base line and they're off and running.



Youch!!! That beanball is gonna sting tomorrow!



Now there's a fan who REALLY wants a ball.

PAUL, THE PRO PLAYER

Concept: 9 "EA Sports is back on the right track with Triple Play '96. It has the great stat elements that made LaRussa, and many of the play features that are present in the World Series games. The control is superb and the animation of the characters is a lot like FIFA. The only problem I have is with the play, because you can't turn off the computer fielding. Yet, it still manages to keep that classic EA Sports feel. It also has the best multi-player options that I've seen for a 16-bit baseball. Any game where you can adjust your cup and spit in the on-deck circle gets my vote."

Graphics: 9

Sound: 8.25

Playability: 8.75

Entertainment: 10

OVERALL:
9.25

REINER, THE RAGING GAMER

Concept: 6 "Triple Play '96 has captured just about everything that baseball has to offer, all the stadiums, players, stats and season play are here. Regardless, this game is not quite flawless. With all the cool animations and sweet sound effects, the play control took a bullet in the head. Everything moves really smoothly, but it all seems simulated and hard to control. This was a very valiant effort by EA. However, Sega's monster release, World Series '95, still takes the cake!"

Graphics: 8.5

Sound: 8

Playability: 8.25

Entertainment: 7.75

OVERALL:
7.25

ANDY, THE GAME HOMBRE

Concept: 8 "My favorite sports games almost always come from the people at EA, but this one is just not quite as good as World Series '95. While the game is quite fun to play, and the four player capability adds to the fun, it's not quite real baseball. Homeruns are more prevalent than base hits, and tagging up is purt near impossible. I love the custom plays and teams, but my vote for best baseball game goes elsewhere. Go Figs!"

Graphics: 9

Sound: 8

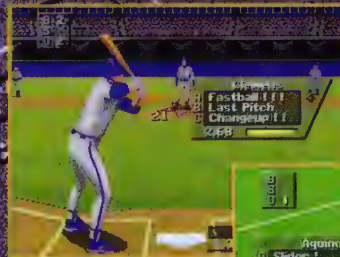
Playability: 7

Entertainment: 8

OVERALL:
8



Don't worry folks, he's got it.



Play in normal or zoom batting modes.



The animations are truly top notch.

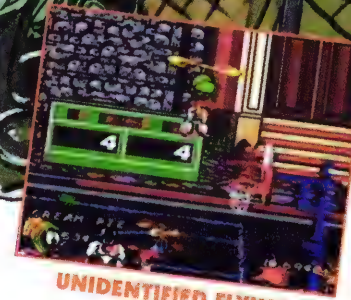
FOR HIGH FLYIN'
HARE RAISIN'
HI-JINX



TURN UP THE WACKY METER AND ANYTHING GOES!



BE A DARE DEVIL!



UNIDENTIFIED FLYING MARTIAN!



TONS OF FUN!



BUGS ZAPPER!



HIGH FLYIN' WACKINESS!

LOONEY TUNES B-Ball

Watch for the wackiest roundball game ever! Looney Tunes B-Ball features everyone's favorite "crazy wabbit" playing two-on-two with Taz, Sylvester & the whole Looney Tunes bunch! Choose four player slam dunkin' regulation action or crank up the Wacky Meter and watch the ball turn into a cream pie or a time bomb! So don't drop the ball...it just might explode! "That's all, folks!"

SUPER NES®

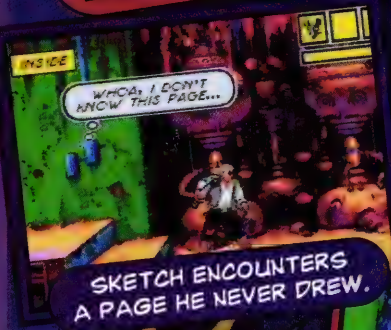
Call 1-800-771-3772 for information on game ratings.

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COMIX ZONE

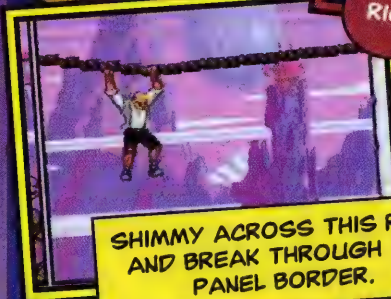
A HERO TRAPPED INSIDE HIS OWN CREATION



SKETCH ENCOUNTERS A PAGE HE NEVER DREW.



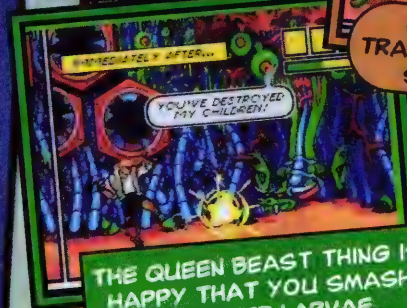
USE THE LEVER AT THE RIGHT TIME TO OPEN A DOOR TO THE NEXT ROOM.



SHIMMY ACROSS THIS ROPE AND BREAK THROUGH THE PANEL BORDER.



ONE OF THE POWER-UPS TRANSFORMS YOU INTO A PAGE SMASHING SUPER HERO!



THE QUEEN BEAST THING ISN'T HAPPY THAT YOU SMASHED ALL HER LARVAE.



THIS GUY DOESN'T LIKE YOU IN HIS SEWER, YOU'D BETTER KICK HIS BUTT.

WORKING LATE IN HIS NEW YORK LOFT ONE STORMY NIGHT, A BRILLIANT YOUNG COMIC BOOK ARTIST NAMED SKETCH TURNER SUDDENLY SEES LIGHTNING FLARE AROUND HIM. TO HIS GREAT SURPRISE, THE ARCH VILLAIN OF THE COMIC BOOKS HE CREATED (MORTIS) REACHES OUT AN ARM AND PULLS HIM INTO HIS OWN ILLUSTRATED WORLD. WHAT'S WORSE IS THAT MORTUS IS NOW IN THE REAL WORLD, CONTROLLING THE ALL-POWERFUL PENCIL IN AN EFFORT TO DESTROY HIS MAKER. SKETCH MUST FIGHT HIS WAY THROUGH THE PANELS AND PAGES OF HIS COMIC BOOK TO FACE MORTUS, SAVE THE EARTH, AND RETURN TO THE REAL WORLD.

THIS GAME IS PROBABLY THE FIRST LEGITIMATE INTERACTIVE COMIC BOOK. YOU SEE ALL THE ACTION IN COMIC "FRAMES," AND DIALOGUE IS PRESENTED IN THE FORM OF THE "BALLOONS" THAT ARE SO COMMON IN THAT MEDIUM. EACH FRAME REPRESENTS A ROOM WHERE YOU MUST DEFEAT CERTAIN ENEMIES WITH YOUR PUNCHING AND KICKING PROWESS, OR SOLVE CERTAIN PUZZLES IN ORDER TO MOVE ON WITH THE STORY. ALONG THE WAY YOU'LL BE GETTING ADVICE FROM GENERAL ALISSA CYAN, THE TOUGH BUT BEAUTIFUL HEAD OF THE EMPIRE'S SECURITY AGENCY. SHE WILL SOMETIMES GIVE YOU HINTS ON HOW TO PASS CERTAIN ROOMS OR WARN YOU OF IMPENDING DANGER. EVEN MORE HELPFUL YOU WILL BE YOUR PET RAT ROADKILL WHO CAN WORK CERTAIN SWITCHES AND GO PLACES THAT YOU ARE TOO BIG TO REACH.

THE STORY THAT DEVELOPS IS AN INTERESTING ONE, TRUE TO THE COMIC BOOK STYLE. THE ACTION IS CONTROLLED BY YOUR SOMEWHAT STANDARD ATTACK BUTTON, JUMP BUTTON, AND ANOTHER BUTTON WHICH IS EITHER BLOCK OR A PRE-DETERMINED SPECIAL MOVE. BY USING THE DIRECTION CONTROLLER YOU'LL BE ABLE TO CHOOSE BETWEEN HIGH KICKS, LOW KICKS, PUNCHES AND SWEEPS. LAND THREE VALID HITS IN A ROW AND YOU'LL DO A SUPER MOVE, SUCH AS A SCISSORS KICK OR HIGH KICK TORNADO.

WHILE THE VERSION WE HAD WAS VERY BUGGY, THIS GAME LOOKS VERY INTERESTING. YOU CAN USE COMBO ATTACKS ON THE ENEMIES AND YOU'LL LEARN THE BEST TECHNIQUES FOR FINISHING EACH OF THE ROOMS. IT IS QUITE CHALLENGING, AND IF THEY DON'T MAKE THIS GAME ANY EASIER THAN IT IS NOW, YOU COULD BE FIGHTING IN THE COMIX ZONE FOR SOME TIME TO COME.

- **Size:** 16 Megabit
- **Style:** 1-Player Interactive Action Comic Book
- **Special Features:** Special Attacks, Unique Stage Setups, Pet Rat Ally, Packed in with Free Audio CD and Comic Book
- **Levels:** 6
- **Created by:** Sega
- **Available:** August for Sega Genesis

BATTLE AGAINST CLASSIC DC COMIC CHARACTERS

JUSTICE LEAGUE TASK FORCE

- **Size:** 24 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** 3 Difficulty Settings, 4 Play Speeds, Hero and Tournament Modes
- **Created by:** Conдор/ Sunsoft for Acclaim
- **Available:** Now for Genesis

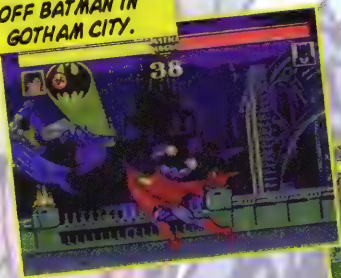
▶ THE BOTTOM LINE **6**

THE DC COMIC, JUSTICE LEAGUE TASK FORCE, HAS ENTERED THE VIDEO GAME REALM IN THE FORM OF A HEAD-TO-HEAD FIGHTING CART OF THE SAME NAME. IN THE HERO MODE, THE EVIL DARKSEID HAS ATTACKED THE EARTH AND TURNED THE MEMBERS OF THE JUSTICE LEAGUE AGAINST EACH OTHER. AS ONE OF THE SIX MEMBERS OF THE TASK FORCE, YOU ARE FORCED TO BATTLE YOUR COMPADRES IN SEARCH OF AN ANSWER TO THEIR STRANGE BEHAVIOR. ONCE YOU'VE DEFEATED THE JUSTICE LEAGUE, YOU'LL HAVE TO TAKE ON DARKSEID AND TWO OF HIS VILE HELPERS. THE THREE VILLAINS ARE NOT CONTROLLABLE IN THE HERO MODE, BUT ARE PLAYABLE IN THE VS. MODE.

JUSTICE LEAGUE TASK FORCE HAS THREE DIFFICULTY SETTINGS AS WELL AS A STRENGTH HANDICAP IN TOURNAMENT MODE. THESE OPTIONS AND FOUR DIFFERENT SPEED SETTINGS MAKE THE GAME CHALLENGING FOR ANY GAMER. EACH OF THE NINE CHARACTERS POSSESSES SIX MOVES THAT ARE BASED ON QUARTER-CIRCLE AND CHARGE MOVES. UNLEASH SUPERMAN'S HEATVISION, BATMAN'S BATARANG, WONDER WOMAN'S GOLDEN LARIAT AND GREEN ARROW'SER.... ARROW. EACH CHARACTER ALSO HAS A SPECIAL ATTACK THAT CAN BE EXECUTED WHEN YOUR OPPONENT IS DIZZY. THE JUSTICE LEAGUE IS AT YOUR CONTROL. PICK YOUR FAVORITE AND PREPARE TO KICK SOME SUPER-HUMAN BUTT. ■



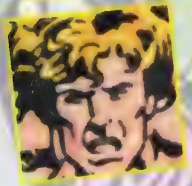
SUPERMAN FINISHES OFF BATMAN IN GOTHAM CITY.



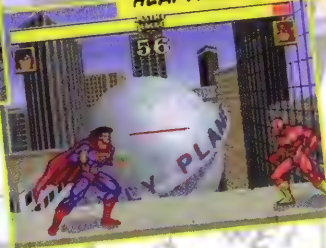
WONDER WOMAN HAS A SPECIAL LARIAT ATTACK WHEN HER OPPONENT IS DIZZY.



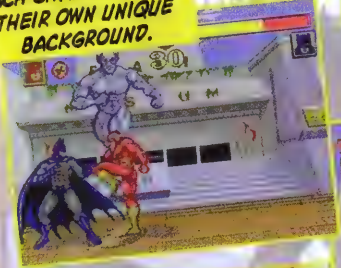
TAKE ON DARKSEID'S EVIL MINION, DESPERO.



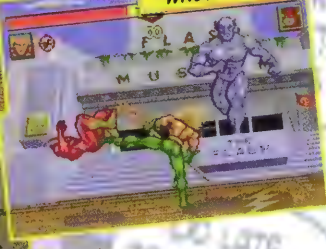
LOOK OUT FOR THE HEAT VISION FLASH!



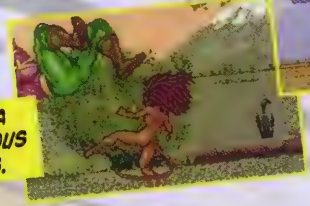
EACH CHARACTER HAS THEIR OWN UNIQUE BACKGROUND.



AQUAMAN KICKS THE FLASH WHERE AND WHEN IT COUNTS.



CHEETAH HAS A VARIETY OF VICIOUS ROLL ATTACKS.



ALICK, THE VIDEO GANER

Concept: 2 "Why is Acclaim making a Street Fighter clone using the Justice League characters? I don't think that there is a huge public demand for this. Anyway, let's give this game a chance. The color and detail put into every character are outstanding. The backgrounds are a marvel to behold (can I say Marvel?). There is some nice creativity that involves using the weapons in special attacks. On the minus side the animation seems to have about half the frames missing and the control is sluggish. If you're going to make a SF-style game, it has to be better than this."

Graphics: 6

Sound: 7

Playability: 4

Entertainment: 6

OVERALL: **5.25**

PAUL, THE PRO PLAYER

Concept: 7 "This game didn't seem all that cool at first. But it has what a lot of fighting games don't have, cool and familiar characters. I found that even though the control and character collisions aren't the greatest, it's fun to battle with the Justice League. The difficulty and speed options make the game great for all players. It may not be a SF II or MK II, but it is worth a play if you like the DC characters."

Graphics: 8

Sound: 5.75

Playability: 6.5

Entertainment: 7.5

OVERALL: **7**

REINER, THE RAGING GANER

Concept: 6 "Wonder Twin powers activate! If looks were all a game needed, this cart would be outstanding. However, the kids nowadays need fluid animation and tons of combos to satisfy their needs and wants. Unfortunately, this game features none of the above. Justice League: Task Force plays a lot like the very first Street Fighter II title, which means there isn't a whole lot of action here. It was a good idea to make a fighting game involving Super Heroes and all, but this cart just doesn't make the cut."

Graphics: 6.25

Sound: 5.25

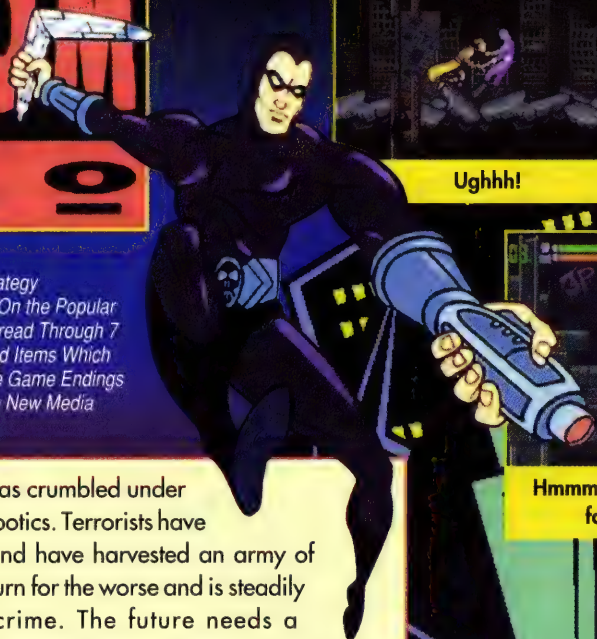
Playability: 6

Entertainment: 6

OVERALL: **5.75**

Characters, Artwork © DC Comics.

PHANTOM 2040



- **Size:** 16 Megabit
- **Style:** 1 Player Action/Platform With a Twist of Strategy
- **Special Features:** Animation and Themes Based On the Popular Phantom 2040 Cartoon Series, Over 60 Levels Spread Through 7 Chapters, A Password Save, Tons of Weapons and Items Which Include a Sticky Inductance Rope, and 20 Possible Game Endings
- **Created by:** Hearst Entertainment, Inc. for Viacom New Media
- **Available:** Now for Super Nintendo

In the not so distant future, society has crumbled under the firm grasp of cybernetics and robotics. Terrorists have found easy access to these tools and have harvested an army of their own. Hence forth, law has taken a turn for the worse and is steadily dying at the diabolical hands of crime. The future needs a savior to end this chaos, and only one man has risen to the task - the Phantom! He may be shrouded in mystery and disbelief, but he has vowed to clean up the streets and end the madness. If there is a time for salvation and peace, the time is now. It is the era of the Phantom!

For those of you who've never heard of the Phantom before, don't fear, you will! The Phantom has recently found worldwide success in comics, cartoons and now video games. The game itself is based around the Phantom 2040 cartoon series, which features unique visions by the Phantom's developer Peter Chung. You may remember Peter's work in 'Aeon Flux' on MTV's Liquid Television.

The game begins in the Phantom's Lair and eventually works its way across the entire city of Metropia. At first glance, Phantom 2040 may look like a basic action/platform game, however, it's much more than that. Phantom 2040 can be described as a "choose your own adventure game". In the first level of the game you can either go left or right. Depending on which direction you choose, the overall outcome of the game will be changed. The entire game is broken up into this format and 20 different possible endings have been included.

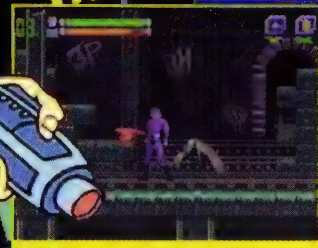
The Phantom may only be a one man crime unit, but he has enough fire-power to arm a thousand men! The Phantom can equip an assortment of weapons ranging from boomerangs, rocket launchers, pistols and flash pellets. And if that's not enough, the Phantom is also an expert in the art of inductance rope! Like Spider-Man he can use this rope to scale walls and swing to ledges that are not reachable by jumping. So villains beware, here comes the Phantom!



Ughhh!



Now we're talking!



Hmmm, what an odd place for a bird to be.



Must...climb...faster!



Airborne express!



The Phantom meets up with a valuable ally.



My kung-fu is weak!

▶ THE BOTTOM LINE 7.25

ANDY, THE GAME HOMBRE

Concept: 6.5 "Basically, this game is a mix between a Spider-Man and Batman game. He has the technological toys and weapons of Batman and the web of Spider-Man. This game is fairly entertaining to play, but the graphics and sound are a little bit outdated for the SNES, even though they do get the point across. The cut scenes, though brief, help to piece the story together. But this game's point really is the action, which gets fast and furious as you make your way from level to level. Overall, a good game, but not great."

OVERALL: 7.25

REINER, THE RAGING GAMER

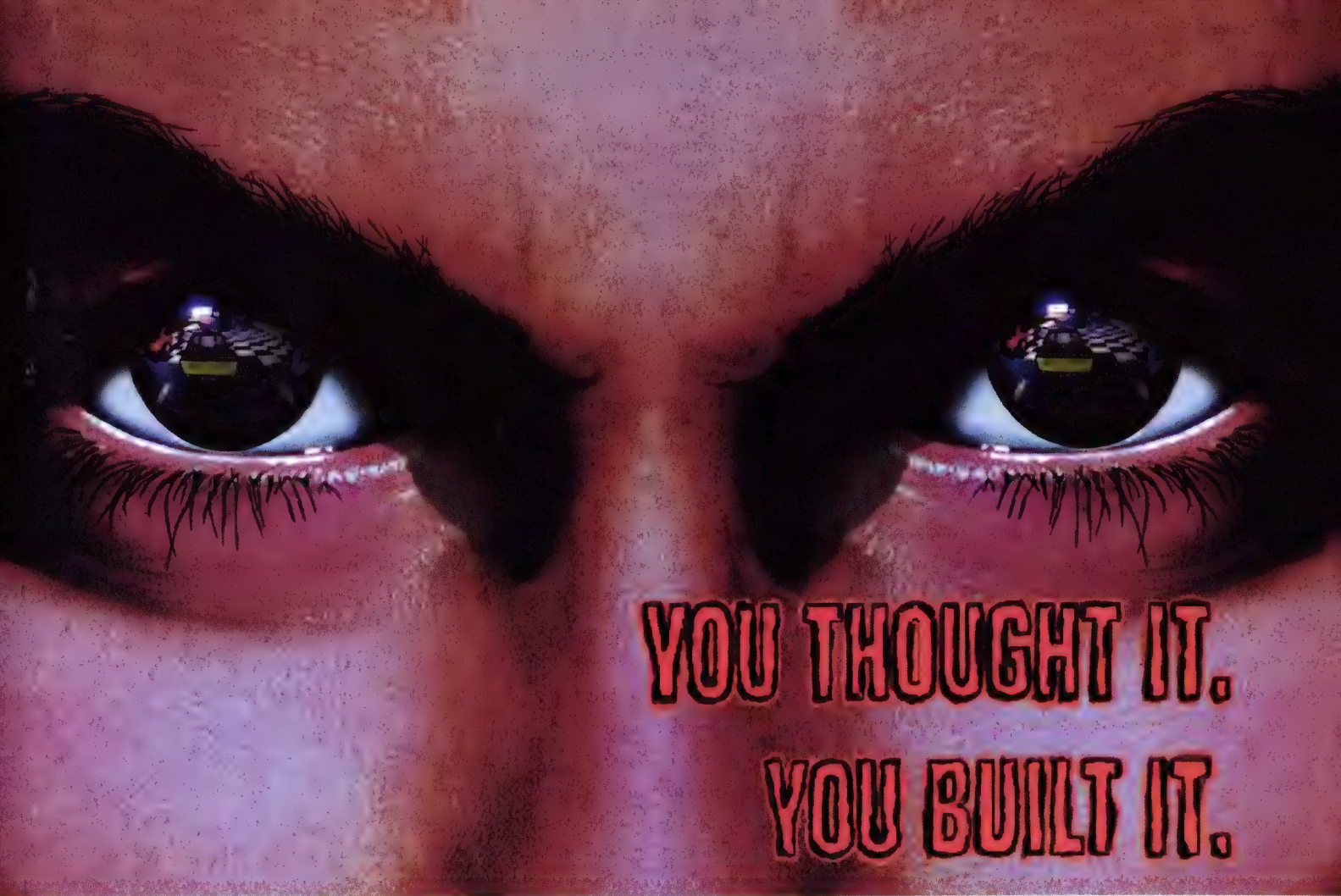
Concept: 8 "I have to admit, the Phantom is one of the corniest looking super heroes I've ever seen. I mean look at him, he wears purple tights and a mask. What, are we supposed to take him seriously? Don't get me wrong, just because the main character is weak doesn't mean the game blows. The game itself is pretty amusing. The style of play resembles the likes of Bionic Commando and Spider-Man. There are tons of weapons to pick-up and the choose your own adventure concept gives this game some longevity."

OVERALL: 7.5

PAUL, THE PRO PLAYER

Concept: 7 "At first I didn't think that Phantom was all that impressive. The animations and character artwork seemed fairly generic. Even so, I found that the play control and non-linear action were actually great. The story is incorporated well and there are numerous twists and turns. Plus, the enormous amount of items to collect kept me playin'. This is an action game that doesn't look like anything special but it may surprise any fan of action or the Phantom character."

OVERALL: 7



**YOU THOUGHT IT.
YOU BUILT IT.**

YOU LIVE IT.

NO FEAR®

Imagine the wildest, most twisted race track you can. Full of hair pin turns, snakin' "S" curves and outlandish loops. Then actually build it! You can, with Kyle Petty's No Fear® Racing™.

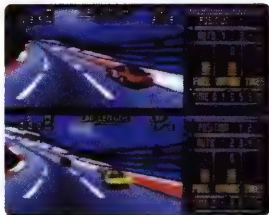
Now, see if you've got the guts to race the monster track you built. Go split screen so you can be up close and personal when you run your buddy into the wall. Go head-to-head with Kyle Petty himself. Then race down victory lane with your choice of 13 pedal-to-the-metal hard rockin' hits screaming in your ears.

If you can think it, you can live it—but only if you have No Fear®.

Kyle Petty's No Fear® Racing™
It's Never The Same Game Twice.



Create all the curves, hair pin turns and loops you want.



Split-screen views of exciting head-to-head action.



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Exclusively for Super Nintendo Entertainment System®.

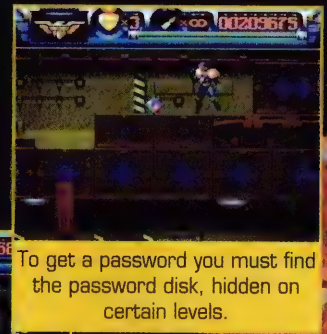
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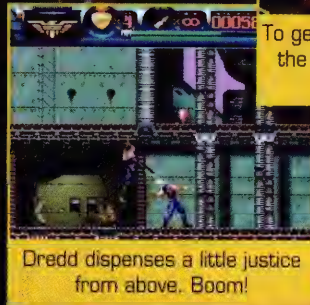
He IS the Law.

In the year 2139 society is in chaos. The Great Atomic War of 2070 has forced people to live in the only inhabitable areas left — huge Mega-Cities. Separated by radiation-filled deserts known as Crusted Earth, the Mega-Cities have become sprawling metros of crime and woe. The country is in disarray and the police can no longer keep the peace. In today's high-tech labyrinth of pain and suffering, the order is kept by Judges; unforgiving, authoritarian keepers of the peace who believe in speedy justice. They are the judge and jury. They are the law, and in Mega-City One there is one man who is feared by all. His name is Judge Dredd. A man who won't think twice about blowing your head off for jay walking. He is the law. He is order. He is the Judge.

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Adventure
- **Spectral Features:** Password Save, Nine Different Weapons, Ten Bonus Items, and Mission Orientated Levels with Primary and Secondary Objectives
- **Levels:** 12
- **Created by:** Probe for Acclaim Entertainment
- **Available:** Now for Super Nintendo



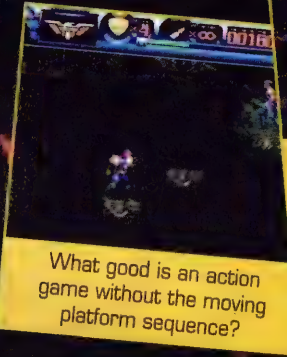
To get a password you must find the password disk, hidden on certain levels.



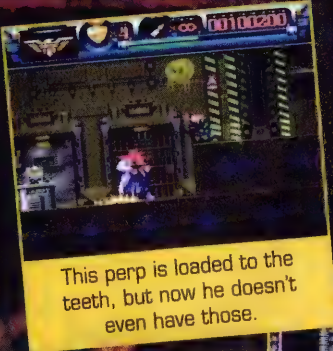
Dredd dispenses a little justice from above. Boom!



Hop aboard the Lawmaster IV Cycle and try to escape the Judge Hunters heat-seeking missiles.



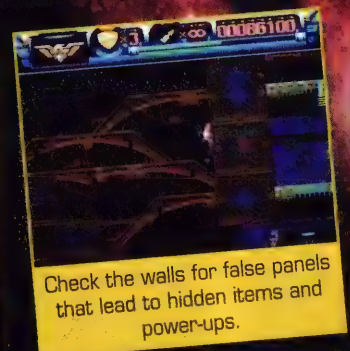
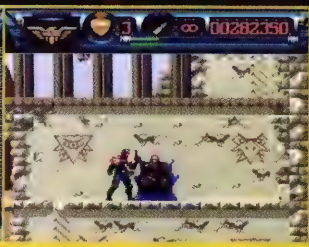
What good is an action game without the moving platform sequence?



This perp is loaded to the teeth, but now he doesn't even have those.

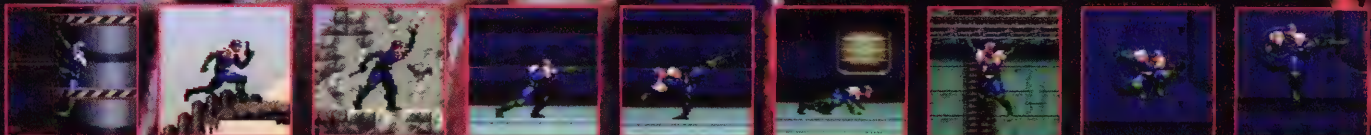


Some missions are as basic as blowing up ammo crates, while others require a little more investigating.



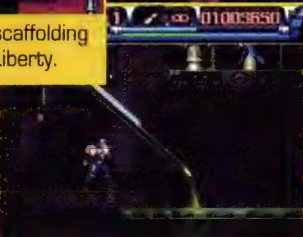
Check the walls for false panels that lead to hidden items and power-ups.

Judge Dredd's Arsenal Of Animations





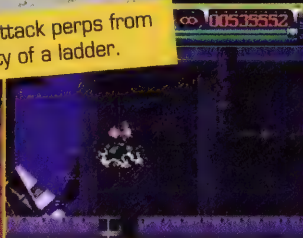
Battle it out on the scaffolding of the Statue of Liberty.



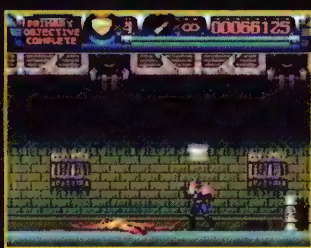
Ahh...The sweet smell of fresh sewage!



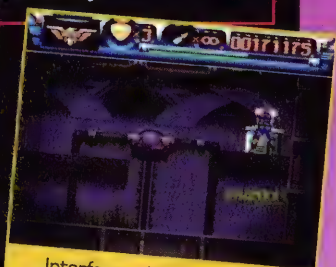
It's best to attack perps from the safety of a ladder.



Fly the friendly skies while you have the anti-gravity belt



A few quick grenades, a couple of rounds to the head, and justice is served.



Interface with computers to get mission updates and status reports.



Disarm the perpetrator and send him off to the penal colony.



Dredd finds the barrel "GUILTY!"

Based on the upcoming movie of the same name, Judge Dredd takes his brand of justice to the streets with high-tech weaponry and ruthless judgement. Packing explosives, his trusty Lawgiver, and an assortment of other weapons Judge Dredd must embark on twelve missions of vital importance. Each mission has multiple levels, hidden items to find and collect, and a primary and secondary mission to complete. From saving his own hide to saving the world, Judge Dredd must use every power at his disposal if he wants to make it out alive. Luckily, the Judge has got a number of moves and items to help him in his quest. Judge Dredd can run, jump, duck, crawl, punch and kick his way out of any situation and if he is caught in a crunch, there are numerous items to help him out, including an anti-gravity belt, a force field generator, and password disks to save his progress, too.

Overall, Judge Dredd isn't a game for the faint of heart. His hardcore approach to justice leaves the perps begging for mercy and your fingers aching for salvation. But if anybody can clean up the future and make for a brighter tomorrow, it's Judge Dredd. Guilty!

ANDY, THE GAME HOMBRE

Concept: 8 "While the graphics aren't as good as you would expect, the area in which this game excels is playability. The control and play balance are fantastic. Judge Dredd is a ruthless character, and you should play this game accordingly. You can arrest some of the perps, but I found it best just to dispense the justice quickly. There are a number of hidden items to find and the game has got some serious length. If you're looking for one of the best SNES action games of year, this is the place to look. Dredd is sweet!"

Graphics: 7.75

Sound: 7.75

Playability: 9

Entertainment: 9.25

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 7.5 "I guess you can say that Acclaim's turned me into a Dredd-aholic. Whoever worked on Judge Dredd deserves a round of applause. The game not only follows the hit movie, but it also has a lot of comic tie-ins. Do your research and you'll make a decent game. Judge Dredd is the kind of game that you can't pass up. You become so intertwined with the story and the action, that you may actually begin to think that you are Joe Dredd and sentence your best friend to 50 years in the Iso-cubes. Guilty!"

Graphics: 7

Sound: 7.25

Playability: 8.75

Entertainment: 9

OVERALL:
8

PAUL, THE PRO PLAYER

Concept: 7 "Guilty! Judge Dredd turned out to be a challenging action game. I think the characters are a little small for my liking, but the detail is actually done really well. Blood, explosions and character movements look great. The load of powerful weapons and the primary/secondary objectives make this above average. I would like to see more variety in play, rather than doing pretty much the same thing level after level. Even though I usually steer clear of movie games, I found Dredd to be a solid game."

Graphics: 7.75

Sound: 8

Playability: 9

Entertainment: 8.5

OVERALL:
8

▶ THE BOTTOM LINE **8**

DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST



GLAD TO SEE THE CLASSIC DONKEY KONG JUNIOR SIDESTEP IS BACK.

LOOKS LIKE A RAMBI BOX ATOP THAT GATOR INFESTED STACK OF BARRELS.



DONKEY KONG IS SOMEWHERE IN THAT CASTLE. SAVE HIM!



IT LOOKS LIKE LEVELS WILL BE BROKEN UP LIKE IN THE FIRST DKC.



DIXIE'S HAIR IS A WEAPON AND A PROPELLER.



CLIMB THAT MAINSAIL, VALIANT MONKEYS.



- **Size:** 32 Megabit
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 2-Player Alternating Cooperative Play, Advanced Computer Modeling, and Hidden Bonus Levels
- **Created by:** Rare for Nintendo
- **Available:** November for Super Nintendo



Super Nintendo owners rejoice; Nintendo has not forgotten you. A sequel is coming out to last year's best-selling video game, Donkey Kong Country. Coming this November, you'll be able to play rendered graphics in the 16-bit realm once again. This time, the evil King K. Rool has kidnapped Donkey Kong, and it's up to Diddy to get back his pal.

Diddy won't be flying solo, however. He'll be getting a helping hand from his spunky little girlfriend Dixie. (He must have acquired this new companion in between the DK adventures.) Dixie is a tomboy, but her main strength lies in her long blond hair. With her ponytail she can whip enemies, grab and throw objects, or even spin her body so her hair acts like a propeller, slowing her fall. Working together, Diddy will be able to lift Dixie into hard to reach

places to find some the secrets that are often hidden in these Donkey Kong games.

Along the way, these two monkey-lovebirds will meet many interesting characters that will either help or hinder them. A spider in tennis shoes and a slinky snake are rumored to appear in the quest and help the twosome along.

The first Donkey Kong Country was a revolutionary game that took the nation by storm. While Nintendo won't be able to shock the world with the rendered graphics, Donkey Kong Country 2 is sure to be loaded with everything Nintendo could think to add. Keep an eye out for this game later this year, probably sometime before the gift buying season.

FEAR NOT KONG FANS, 16-BIT WILL NEVER DIE

EARTHWORM

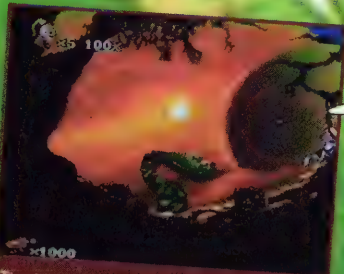
JIM 2

EVERY WORM HAS HIS DAY!

Possibly one of the most original and interesting video game characters ever developed was the star of one of the best video games of 1994. We speak, of course, of the spineless yet courageous Earthworm Jim. His first video game was full of innovative levels and unique and interesting twists on the standard action/platform game. When a star has a hit, it only makes sense to put him into a sequel. Fortunately for gamers everywhere, Earthworm Jim 2 is scheduled for release in October of this year.

If you're going to make a sequel, you had better add a lot of things to keep the game interesting. Shiny and Playmates have done just this. Jim has five more kinds of guns he can pick up, including the Bubble Gun. The Bubble Gun is a weapon that fires bubbles; they won't kill enemies and you're stuck with this placebo weapon, defenseless, until the ammo runs out. Jim also has a friend by the name of Snott who will act as a bridge or a parachute. Little Pete the puppy is back with some puppies of his own, 600+ puppies to be exact. On one of the levels PsyCrow hurls the puppies from a building. You'll have to save them by bouncing them, via a giant marshmallow of love, into a funnel of safety. At one point, Jim is transformed into a flying cave salamander and must maneuver around deadly villi (you know, those finger things in your intestines) and return to his worm form.

The early version we played at E3 had some lovely things. Some of the backgrounds and enemies were fully rendered, and it still had the tight play control that made the first game such a joy to play. If you were a fan of the first installment, you will undoubtedly fall in love with the sequel.



The hill snake thing: rendered and deadly.



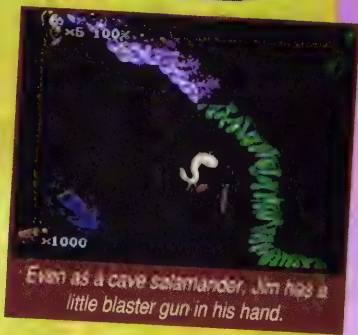
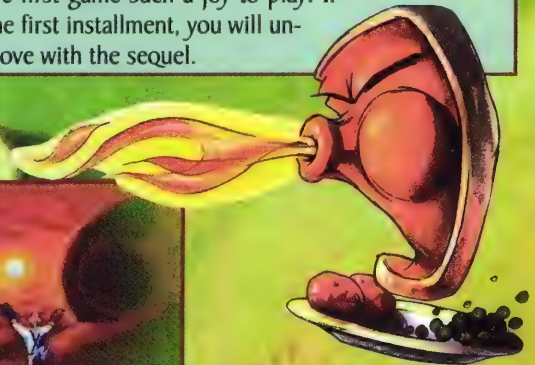
You need to haul this pig...



...over to the slide...



...in order to get over the pond.



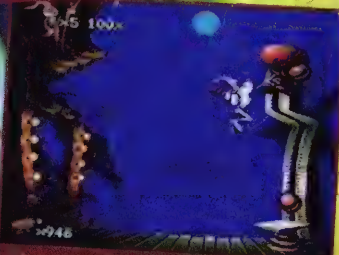
Even as a cave salamander, Jim has a little blaster gun in his hand.



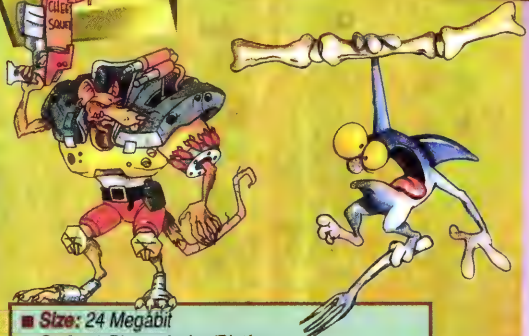
Use the giant marshmallow of love to save Peter Puppy's Puppies.



If Granny catches you using her stair-climbing chair, you'll get whacked upside the head with an umbrella.



Jump on the platform to ring the bell to launch the boxing glove to punch bonus prizes. Whew!



- **Size:** 24 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Secret Hidden Special Moves, Snott Swing, Snott Parachute, Five New Guns
- **Created by:** Shiny Entertainment for Playmates
- **Available:** October 1995 for SNES/Genesis



WELCOME TO THE JUNGLE.



Massive cinematics tell the most explosive story yet

So you think you earned your stripes by blowing away the Desert Madman? Don't be so sure.

Jungle Strike™ the Sequel to Desert Strike™ is your toughest mission yet. Hunt down and destroy a drug lord's terrorist empire before Washington D.C. gets nuked.



There's added firepower with four new vehicles like the Attack Hovercraft

You've got a whole arsenal of vehicles to help you blast your way through nine new levels - night campaigns, high speed river chases and jungle hide-outs. But the enemy's packing more firepower too, with 26 new vehicles and weapons.

Jungle Strike's faster. More Graphic. More Explosive. Loaded with more danger at every turn. Can you take the heat?



All-new terrains from Washington D.C. to the Amazon to the snowcapped Andes.

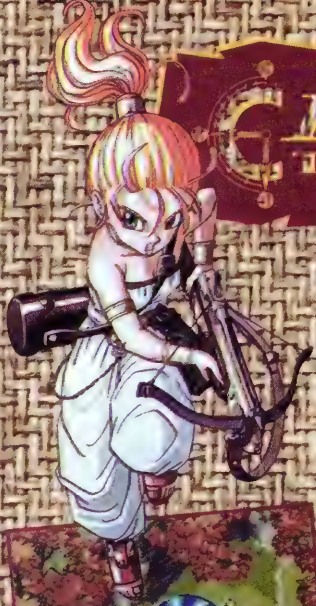
For more information, visit "The EPIcenter", the Electronic Arts Product Information Center at <http://www.ea.com>.

Jungle Strike and Desert Strike are trademarks of Electronic Arts. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. Actual screens may vary.



CHRONO TRIGGER

The Shadows of the Past Hold the Secrets of the Future



On September 1st, Square Soft will unleash their hot new RPG, Chrono Trigger, onto the US market. Over in Japan, Chrono Trigger is burning up the streets. In just two short months after its release, Chrono Trigger sold two million Super Famicom game paks. What kind of effect Chrono Trigger will have on the US market is undetermined, but if history repeats itself, Chrono Trigger should do as well as the previous Square Soft releases Final Fantasy III and Secret of Mana.

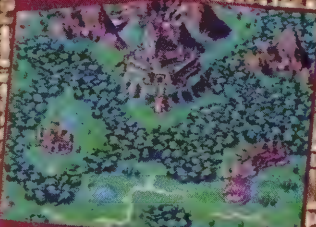
In order to make this game more dynamic and powerful than Final Fantasy III, Square Soft brought in three of the most talented RPG creators. Akira Toriyama is probably the best known of the three; his artistic work includes character designs for the hot video game, Dragon Ball Z. They also brought in Yuji Horii, who created the stories for Enix's RPG series, Dragon Quest. Last but not least, the third member of the team is Hironobu Sakaguchi, the original game designer and creative force behind the Final Fantasy series.

In the production of Chrono Trigger, Square Soft wanted to make a game like no other, and that's exactly what they did. Chrono Trigger features a totally non-linear storyline that travels into the past, future and present day. And if events in the past are changed, the future changes as well. With events like this happening, Square Soft couldn't come up with just one solid ending, so ten were added instead.

As far as gameplay goes, Chrono Trigger plays like no other Square Soft game has before. For the most part, the combat is setup on more of a strategic level. Like in Secret of Mana, you can actually see your enemies before they attack you. However, Secret is more of an action oriented game, where Chrono Trigger relies on more of a traditional RPG style of tactical combat, which involves the usage of magic, items and strategic maneuvers. Like Final Fantasy III, the plot is always on the edge, and characters will split off from the party and take on an adventure of their own. If you've found pleasure in Square Soft games before, Chrono Trigger is the latest fad that should give at least 50 to 100 hours of intense gameplay.



Entering the time portal is the only way of finding where it leads.



Enter the castle at your own risk!



Each character has a very specific profile and history.

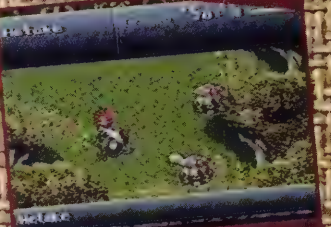
- **Size:** 32 Megabit
- **Style:** 1-Player Role Playing Game
- **Special Features:** Character Design by Akira Toriyama, Non-Linear Gameplay, Original Musical Score, Ten Different Endings and Amazing Graphics and Special Effects
- **Created by:** Square Soft
- **Available:** September 1st for Super NES



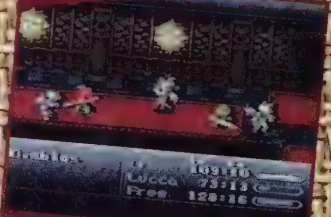
If you talk to the soldiers in the castle, you will gain valuable information about the past.



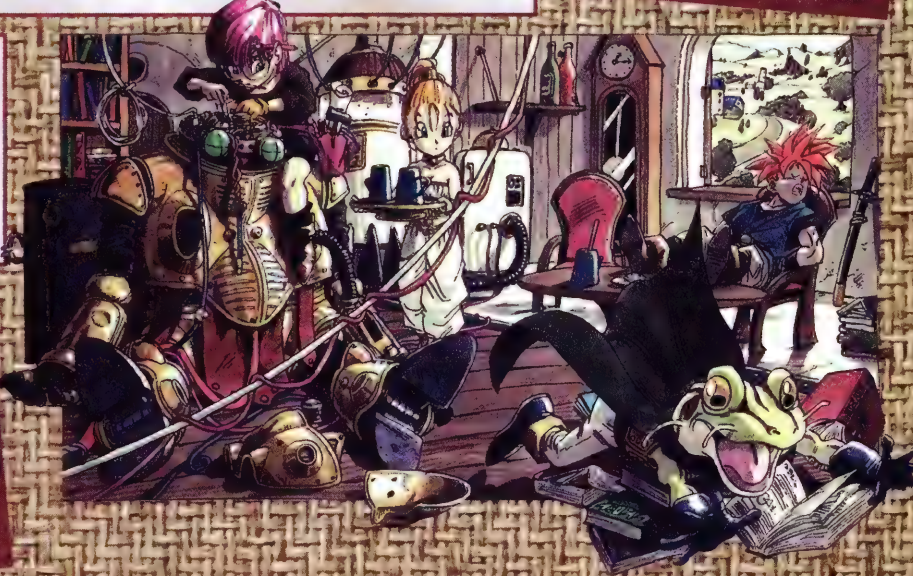
All the towns are separated and condensed for easier exploration.



Watch your step while you are in the forest. Even the plant life has a killer instinct in it!



You're surrounded!

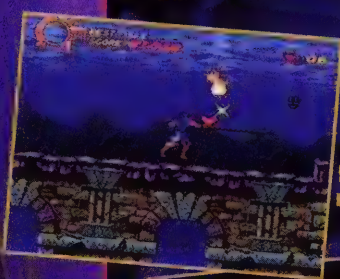


CASTLEVANIA: DRACULA X

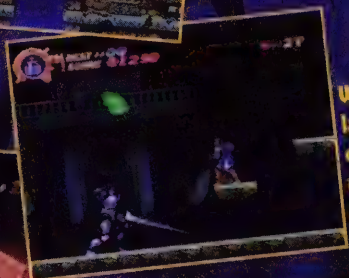
THE NOBLE BLOODLINE CONTINUES

3
E

- Size: 16 Megabit
- Style: 1-Player Action/Platform
- Special Features: Password Save, Two Alternative Weapon Modes, Big Evil Bosses
- Created by: Konami
- Available: Fall for Super Nintendo



Your handy whip will be the weapon you use the most.



Whoa lance guy, don't lose your head over this.



Flames all around me: someone must pay!



In real life, bats won't attack you, but this big guy has another idea.

He unleashed a deadly dagger attack at the big goat head thing.



Somebody get a thermometer! He's burning up!



Who hates Medusa heads? We do, we do!



In a land of evil and sorcery, ghosts, ghouls, and a malevolent vampire stalk the countryside and terrorize the peasants. Only one thing protects the world of right from those who would pervert it to evil - the vampire hunters. Armed with a whip and his wits, the valiant hero of Castlevania fame is once again venturing into a castle of monsters. His quest will not be complete until he has vanquished one of the oldest, most powerful vampires ever known - Dracula X. Alone against an army of evil, our hero will rely on your guidance to lead him safely to victory.

Castlevania - Dracula X will be released for play on your Super Nintendo this fall. It is a translation from the PC Engine game of the same name minus the Castlevania. As in previous Castlevania games, our hero will be armed with his metal whip and an assortment of alternative weapons he can acquire. These weapons require "heart points" to fire, and there are two methods of using them. The first is by pressing up and fire, which will release a single bolt of whatever weapon you are carrying. Alternatively, you can press the X button to jump up in the air and release a swirling mass of projectiles that will cost you ten heart points. Different weapons have different levels of effectiveness against the various types of monsters and bosses, so choose carefully.

The preview version we were able to look at was a direct crossover from the PC Engine and only about 30% complete. Konami promises that many things will be added and the game will be fine tuned before it is released for the SNES, but even this preview version contained the fine gameplay and interesting boards and enemies that have made every installment of Castlevania a great game to play. 🦇

PENN & TELLER'S SMOKE AND MIRRORS



Penn & Teller use the Personameter to guess your sign.



Mofo is a psychic gorilla who'll guess the card you picked.

FMV With Special Guest Stars.

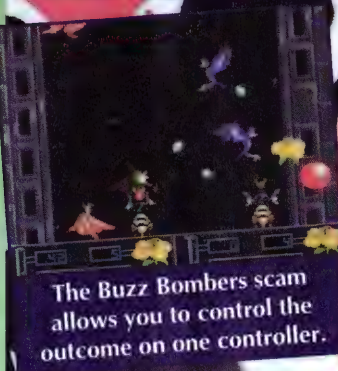


If you're not familiar with Penn & Teller's demented magical escapades, you're missing out. The duo has numerous credits on TV, movies, books and touring shows. Their entertaining and unique approach to a traditional act has made them the "Bad Boys of Magic" because they often expose some of magic's deep dark secrets. Penn & Teller's Smoke and Mirrors is their first attempt at bringing their humor to a video game and the content is not unlike their book, Cruel Tricks for Dear Friends.

The Sega CD includes the Smoke and Mirrors action platform starring the duo, and also includes tricks, scams and a real time bus simulator. The tricks and scams take some set-up, so included on the 2 CD set is a secret owner menu that features FMV explanations from Penn & Teller. It also allows you to set up the tricks. On the strict gaming side, Smoke and Mirrors is a one player game where you control either Penn or Teller. The boys are on a quest to defeat the evil Las Vegas magicians, Stinkbomb and Rot, who claim their magic is real. Within the Penn & Teller quest, the boys interact with numerous characters and also come across Blondie's Debbie Harry and the famous rocker Lou Reed. Just see if you can conquer Lou Reed on the "impossible" level. Last but not least, Penn & Teller introduce the first real-time bus simulator on any Sega platform. The goal is to complete the course from Tucson, AZ, to Las Vegas, NV, in 8 hours. Yep, real time. There's no pause? Right! No pause in real life.

This Sega CD title is definitely a unique title and could only be attempted by Penn & Teller. Fans of their work will enjoy the lengthy FMV clip of the two and they will be familiar with scamming their friends. If you're not a big fan, you may find some humor, but the long term appeal may be dim.

- **Size:** 2 CD-ROM
- **Style:** 1 or 2-Player Adventure/ Magic/ Scam Game
- **Special Features:** 2 Scams, 2 Tricks, Platform Game, and Real-Time Bus Simulator
- **Created by:** Absolute Entertainment
- **Available:** Now for Sega CD



The Buzz Bombers scam allows you to control the outcome on one controller.



Control both Penn & Teller in the Smoke and Mirrors game.

ANDY, THE GAME HOMBRE

Concept: 3 First off, I want everyone to know that I think Penn and Teller are a riot. Those guys are great, but this game is not. In fact, it's about the worst thing I've ever seen on a video screen. If you are looking for a couple of video game magic tricks to add to your video game library this would be the game for you, otherwise stay clear and keep that cash in your pocket!

Graphics: 6

Sound: 6

Playability: 1

Entertainment: 1.5

OVERALL: 3

RICK, THE VIDEO RANGER

Concept: 7 The video segments with Penn and Teller are entertaining for their fans, and I'm sure anybody who would buy this game must be a fan. It's hard for me to cut this game down, but in fairness to our readers I have to. First of all, to pulling off these tricks takes preparation and planning just as if you were putting on your own mind magic show. Then you have to find a sucker to try them on. For those of you who find this entertaining, go ahead and give this game a try.

Graphics: 5.5

Sound: 6.5

Playability: 4

Entertainment: 5

OVERALL: 5.75

REINER, THE RAGING GAMER

Concept: 4.5 "Oh man, this is an interactive nightmare. Sure Penn & Teller are funny guys, but their humor does have its limitations, and let me tell you Absolute stepped over the line. Having someone guess what card you are holding or guess your sign is not very good video game material. And you know what? Half of this game is based on these concepts, and the other half is a nauseatingly boring action game. Whoa man! 'Someone buy me a Coke, I've got myself a new coaster!'"

Graphics: 4.5

Sound: 5.25

Playability: 3.25

Entertainment: 3.25

OVERALL: 4

▶ THE BOTTOM LINE 4.25

SLAM 'N JAM '95

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball
- **Special Features:** Adjustable Season, 3 Difficulty Levels, Replay, Running Commentary by Van Earl Wright, Franchise Mode
- **Created by:** Left Field Productions for Crystal Dynamics
- **Available:** Now for 3DO



Number 20 barely clears the defender with his 9 foot vertical leap!



"He cleans the glass with authority," exclaims Van Earl Wright as your player grabs the rebound and rifles it down court to the point guard who stops and pops for a three pointer that scorches the twine. While the action may sound a little like NBA Jam, the view of the game is court-side and there are five players on each team. The action of real basketball and some impossible feats of basketball skill, have been programmed into the Crystal Dynamics release of Slam 'n Jam '95.

What makes this game revolutionary in the basketball realm? First of all, the players are huge. You really get a sense of being on a legitimate basketball court and a feel for where everybody is standing due to the hugeness of the characters. Secondly, the camera view is from court-side behind the hoop. Talk about your expensive seats! You can play either in manual mode, where you can switch to the player closest to the ball and are always in control, or franchise mode where you role play one-player on the team and play one position.

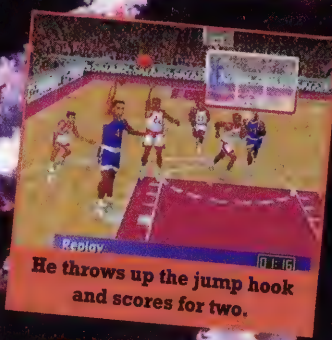
The game plays extremely well; when you get called for charging you always realize why. Irritated about a foul call? Watch the replay and they'll blow the whistle on the exact frame where the infraction occurred. Want high flying dunks? The players can leap from inside the 3 point line, but scoring is no walk in the park, since blocking dunks is one of the best forms of defense. All the while you'll be hearing running commentary from the golden throated Van Earl Wright. What more could you ask for?

This game could have benefited from a player's license because the lack of real players definitely detracts from the enjoyment. Secondly, it would have been nice to have a two-player cooperative option. Other than that, Slam 'n Jam '95 is full of all the action that makes basketball the most popular sport on TV. Go out and deliver the thunder.

Fast Breakin' In Yo' Face Action



Wide open for the 3-pointer... Swish!



He throws up the jump hook and scores for two.



Pass it inside to set up the alley oop.

► THE BOTTOM LINE 8.75

ANDY, THE GAME HOMDRE

Concept: 8.5 "Wow! Now this is what you call basketball. Slam 'n Jam is about the most impressive sports game to come out in years, just behind NBA Live '95. The characters are huge and the gameplay is unmatched."

Graphics: 9

Sound: 9

Playability: 8.25

Entertainment: 9.5

OVERALL: 9

PAUL, THE PRO PLAYER

Concept: 8

Graphics: 8.25

Sound: 8.5

Playability: 8.5

Entertainment: 9

OVERALL: 8.75

REINER, THE RAGING GAMER

Concept: 7.75

Graphics: 8.25

Sound: 7

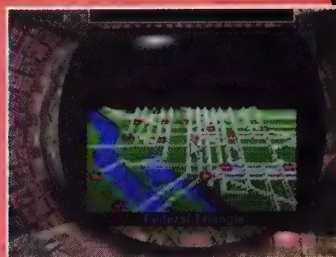
Playability: 8.75

Entertainment: 9.25

OVERALL: 8.25

A CYBERPUNK THRILLER

HELL



Use the OCMAP to travel from place to place.



Prepare to enter the bowels of Hell

- Size: 1 CD-ROM
- Style: 1-Player Puzzle/Adventure
- Special Features: Custom Interface, Big Name

Stars Like Dennis Hopper, Stephanie Seymour, and Grace Jones. Computer Generated Cut Scenes For Character Interaction, and a Large Adventure

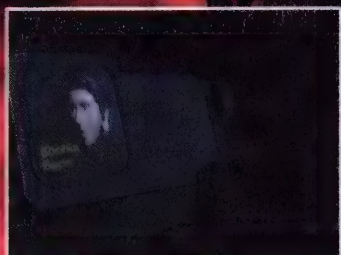
- Created by: Take 2 Interactive Software and Trigon for GameTek
- Available: Now for 3DO



Welcome to Hell!



This doesn't look good!



Throughout the adventure your party will gain members to help you on your quest.

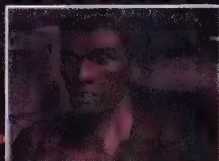
The year is 2095, and the government has turned into a regime ruled by a political party known as the Hand of God. Its leader, an androgynous zealot named Solene Solux, has convinced the populous that his/her rule is necessary to stop the sinners, and that he/she must sit in judgement of these sinners and condemn them to Hell. The Portal to Hell, coincidentally, meets with Earth in Washington D.C., our nation's capitol.

The Hand, during its rule, has managed to outlaw just about everything, including free speech, books, and any other freedom you can think of. And the Hand has even created police to enforce it.

You play the game as either Gideon Eshanti or Rachel Braque, a pair of Artificial Reality Containment (ARC) field agents (a division of the Hand's police), who finally realize the brutal truth about the Hand when a Scrub Team from the Hand's police comes to terminate their employment - permanently.

Finding out why the Hand wants you silenced will take you on the adventure of your life, literally. You'll travel the streets of D.C. to the depths of Hell to find out why Solene Solux and the rest of the Hand wants you dead. But the thing that will save your life a million times over will be your head. In this adventure through *Hell*, your brain will be the key to opening the gates of *Hell* and finding the answers you seek, not how fast you can twitch your fingers.

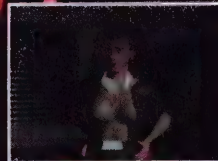
The Cast



Gideon Eshanti



Grace Jones



Rachel Braque



Dennis Hopper



Stephanie Seymour

▶ THE BOTTOM LINE **7.5**

ANDY, THE GAME HOMBRE

Concept: 7 "This is a seriously long game with some very tricky word puzzles.
Graphics: 7.5 However, I'm not a huge fan of text adventures (which is basically what this game is). The sound and graphics are pretty good, but the characters move rather quirky when you speak with them and the game moves pretty slow. I think you'll like this game if you liked *Myst* or any of the other puzzle quests that are high on graphics and speech but low on fun and interaction.
Sound: 8
Playability: 5
Entertainment: 6
OVERALL:
6.75

REINER, THE RAGING GAMER

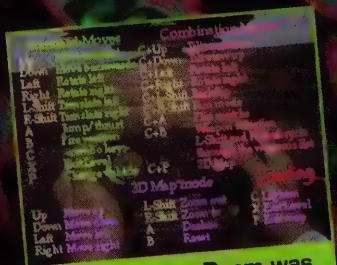
Concept: 7 "Playing Hell is like reading a novel. There's so much freakin' text in this game! For the most part the story is pretty cool. You have Dennis Hopper and a handful of other stars narrating the whole thing. So more or less, it's like one of those 'books on tape'. If you don't mind reading, this game is entertaining, but if you do you'll probably say 'what the HELL is this?'
Graphics: 8.25
Sound: 8
Playability: 5.75
Entertainment: 8
OVERALL:
7.5

PAUL, THE PRO PLAYER

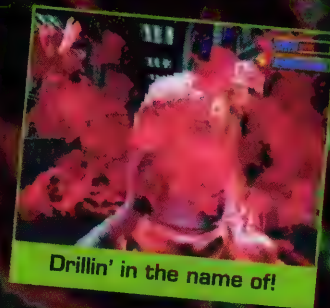
Concept: 8 "First off, this has a very sophisticated story. If you're not allowed to see an 'R' rated movie, this game may not see your 3DO. The play moves at a pretty slow pace, but has great dialogue visuals. The puzzles seem a little abstract, so stupid puzzles may slow you down even more. I would've preferred a little more action. But for the adventure fan seeking an interesting story, Hell may be worth some time."
Graphics: 9
Sound: 9
Playability: 8
Entertainment: 7
OVERALL:
8.25

Disgruntled Space Marines on the Edge!

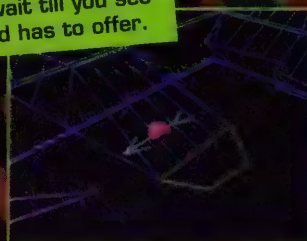
- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action/Adventure
- **Special Features:** Six Different Weapons - Frying Pan, Drill, Taser, Meat Cleaver, Flame Thrower and Rocket Launcher, a Fully Interactive 3D Map Mode and Around 30 Levels of Bloody Mayhem
- **Created by:** Any Channel
- **Available:** Fall '95 for 3DO



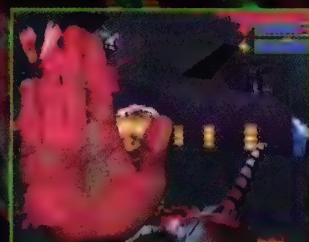
If you thought Doom was complex, wait till you see what Po'ed has to offer.



Drillin' in the name of!



If you get lost check out the 3D map to get you back on course.



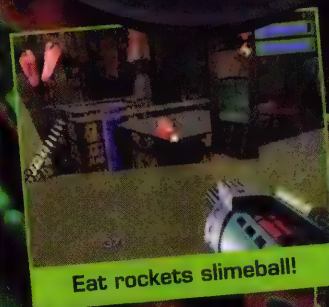
I better wipe this blood off of my goggles before it stains.



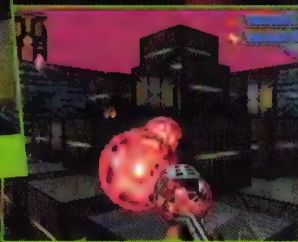
A cook always has his utensils close to his heart.



Here's a good example of what kind of detail is put into each character.



Eat rockets slimeball!



Most of the levels are multi-level mazes.

If the cushions on a sofa could talk, what a story they would tell. A little over a year and a half ago a company known as Any Channel came out of the woodwork and began to work on their very first video game - Po'ed. The company itself is comprised of about six people, and the motherbase of all operations is done in a virtual office environment. This environment doesn't involve an executive office or even a solid work space, but more of a living room with a sofa and a computer, or any vacant spot in one of the members' households. While this may seem unorthodox, the results that Po'ed has produced thus far are nothing but outstanding.

The whole plot surrounding Po'ed involves a war, a cook, and a bunch of aliens. Of course, if you put the three together the story is fairly easy to see. A war of galactic proportions takes place between the Space Marines and a bunch of aliens. You guessed it, the aliens kick the Space Marines' butts and only one survivor remains locked in the kitchen, you, the cook. Your mission at first is to try and repair the spaceship and escape the wrath of the aliens, and after that fails it's a game of survival.

Po'ed is an intense sci-fi action game for the 3DO. The way this game moves and interacts within the 3D environments is slightly reminiscent of titles such as Doom and Dark Forces. Nonetheless, Po'ed makes an effort not to be labeled as another Doom rip-off. Rather, Po'ed features a uniqueness of its own and introduces an original style of play. Instead of keeping the game solely ground-based, the main character is equipped with a jet pack. This pack allows the player to levitate and fly around the 3D-based environments and still maintain the same intense level of action. Also, let's say you're getting attacked from the rear. Instead of turning completely around, you can use a quick access flipkick and land facing your opponent.

All in all, Po'ed looks to be a very good game. Unfortunately the game still does have a few bugs and a lot of work is still needed to give this game an exact release date.

Insects Are Heroes Too

BUG!



- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** Rendered Characters, Full 3D Playing Field, Power Up Attacks, Dragon Fly Bonus Levels
- **Levels:** 6
- **Created by:** Realtime Associates/Sega
- **Available:** August 1995 for Sega Saturn



This map may come in handy.



Man, this maze is huge!



Riding in the bubble gives bug a big head.



Sometimes bug has to scale vertical walls or even hang upside-down.

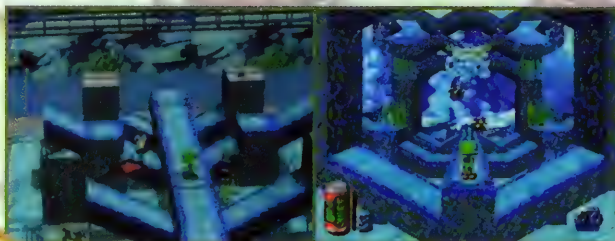


Badlands or Worselands - not very good options.

The action/platform style of game has been well explored. It seems it would be a miracle if anybody could do something new in this genre. It seems a miracle has happened in the game of Bug! for the Sega Saturn. Normally in an action/platform game you can move left and right, and sometimes even up and down. Utilizing the new power available to them, the programmers of Bug! added a third direction, forward and back. This third dimension makes Bug! a game unlike any other.

The graphics are truly incredible. With rendered characters and flawless animations, the scrolling is smooth in every direction. Attention has been paid to so many details in this game that you might actually believe you've been transposed into the dangerous world of the Bug. The graphics, however, speak for themselves, as you can see from the screen shots.

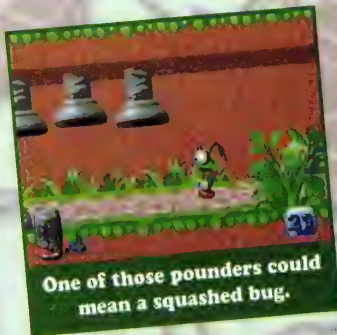
What doesn't speak for itself is the challenging yet accurate gameplay. Working in three dimensions takes some getting used to, but tight control makes this difficult game playable and enjoyable. Initially, Bug! has only the standard "jump on enemy's head" attack. However, you can pick up icons that will give you "zap" power with limited ammunition. Once you reach



The cut scene ends right where the next level begins.



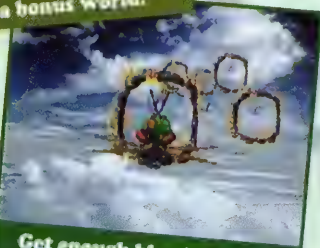
Slip a coin to L.L. Cool Spider and he'll transport you to a bonus world.



One of those pounders could mean a squashed bug.



Keep moving, little guy. It's dangerous to hang out on grasshopper mountain.



Get enough blue jewels on every scene and you'll get to ride on the Dragonfly Express.

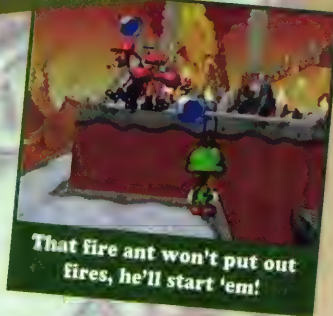


What used to be a rather harmless snail is now well armed!

level 3, you can pick up "spit" icons which allow you to dissolve your enemy with green, red, blue, or purple globs of Bug's digestive juices. You'll need to play these levels again and again to learn where enemies and bonus items are. There are often many paths you can take to reach the Bug Stop to end each scene. Each scene is huge, each level consists of three scenes and a boss, and there are six levels in all. Wow! For such a small hero, Bug! has a lot of ground to cover. Games are getting very complex these days, and Bug! is living proof of that. It's hard to say if this 3D style will be the standard in action/platform games, but one thing is for certain - you've never seen a game like this before.



The giant snail is vanquished. The bug fans go crazy!



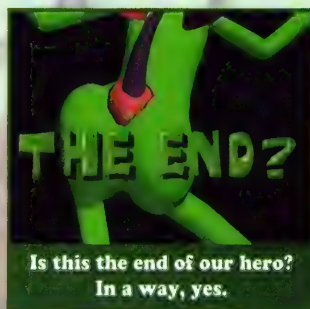
That fire ant won't put out fires, he'll start 'em!



Use the catapults to destroy this rock crunching boss.



Sometimes you'll feel a little like Indiana Jones.



Is this the end of our hero? In a way, yes.

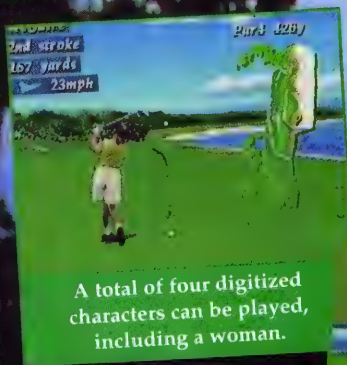


Pebble Beach Golf Links

Golf is one of the most popular and fastest growing games in the world and Sega Sports knows it. Striving to make the Sega Saturn the sports gaming system of the future, Sega brings us *Pebble Beach Golf Links*. You may recall a game by the same title for the 16-bit hardware, and now it has gone into the 32-bit realm. This debut golf game features replicas of all 18 oceanside holes at Pebble Beach and commentary from PGA Pro Craig Stadler. The "Walrus" knows the game, so listen up.

This game doesn't differ from other golf games you may have played when you look at things like control, swing meters, and overall game set-up. The premier Sega Saturn game does feature some of the finest digitized graphics that you've ever seen. A total of four digitized "hackers" and caddies are at your disposal. *Pebble Beach* also includes Craig Stadler as your golfing companion. On the graphics side, the game includes a Course Guide with fully rendered and FMV footage of every Pebble Beach hole. Three different shot views are available to make sure you get the best view of your shot. Then watch the replay and save it for viewing later. Up to ten golfer's stats can be monitored and saved.

If golfing is your game and you're lucky enough to own a Saturn, *Pebble Beach Golf Links* introduces you to the next level.



A total of four digitized characters can be played, including a woman.



A congratulations from the Walrus. Boy, is he excited!



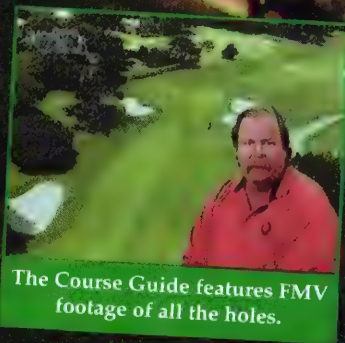
Can I take a mulligan?

- **Size:** 1CD-ROM
- **Style:** 1 to 4-Player Golf Simulation
- **Special Features:** Course Guide, Four Game Modes, Ball Cam, Caddies, FMV of Craig Stadler
- **Created by:** T & E Soft for Sega Sports
- **Available:** Now for Sega Saturn

▶ THE BOTTOM LINE **7.75**



Your caddy looks good, but really isn't much help.



The Course Guide features FMV footage of all the holes.



The Ball View is one of three shot views offered.



ANDY, THE GAME HOMBRE

Concept: 7 "Since this is the first Saturn golf game, I have to give it a little credit, but it just isn't that deep. As a matter of fact, it's just about the most basic golf game you can find. It has nice colorful graphics and an excellent interface that makes it easy to just pick up and play, but hardcore golfers will find it less than satisfactory. It's a good game, but a long way off from any of the option-filled games that are available on today's hottest 16-bit sport titles."

OVERALL:
7.75

RICK, THE VIDEO RANGER

Concept: 8 "Finally here's a golf game that looks and plays like the real thing. I'm not a big video golf fan, but I loved this game after about the 2nd hole. The beauty that is *Pebble Beach* is evident throughout the game. Craig Stadler's commentary was very helpful. The best things, other than the graphics, were the superb control and options to make every kind of shot. A big winner for the Saturn. I just might take up golf."

OVERALL:
8.5

PAUL, THE PRO PLAYER

Concept: 8 "This being the first generation of Saturn games, it is hard to be too critical. I have to admit the graphics look great, but the play control and options are minimal. We've got this big storage capacity and all they come up with is four digitized players to choose from? What about different types of shots and top/backspin? Regrettably, this golf game lacks many of the play control features included in 16-bit games. If you've not picked up golf yet, wait. There's got to be better games on the horizon."

OVERALL:
7

WORLDWIDE SOCCER

Sega International Victory Goal Edition

- Size: 1 CD-ROM
- Style: 1 to 4-Player Soccer
- Special Features: 2 Leagues and Cup Mode, 4 Difficulty Settings, "On The Fly" Zoom Feature, 12 Teams, Penalty Shoot Out
- Created by: Sega Sports
- Available: Now for Sega Saturn

Ask most Americans what the most popular sport in the world is and they probably won't give you the right answer. What they should say is soccer, the most watched spectator sport of all time. Countries from almost every continent send the highest paid professionals in the world to compete, and hopefully take home the cup in this game of pedestrian skill. From the roar of the opening kickoff to the last heart-breaking shoot-out goal, Sega Sports is bringing this exciting game to the country who needs it the most, we the people of the United States of America.

Sega International Victory Goal Soccer is the first sports title you'll see on the Saturn, and it's a good one. Using the new found power of Sega's newest high end system, they have created a smooth, accurate, playable soccer game that will entertain any "football" fan. Because of the graphics processors and available memory of the Saturn, you are able to shift views on the fly. Using the top two trigger buttons you can zoom in to see every intricate movement of the player's arms and legs or zoom out so you can see the whole width of the field, all while you're dribbling or passing the ball in an effort to score. You can also pause the game and rotate your view all the way around you, giving you total control over your view of the game.

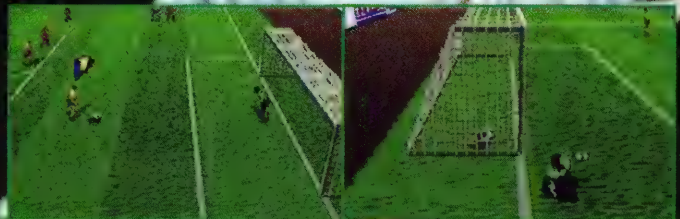
The beauty of a sports game is in its long-term playability. With six different formations, three controller configurations, and the manual goalie option, gameplay options are numerous indeed. By setting the difficulty to hardest, the computer drones on both players' teams will constantly assault you, making each player show his skill in order for the game to end with a score other than nil to nil.

Even with all this good stuff to say, there are still a few spots that need work. First of all, Sega should have included more than 12 teams. There are thousands of soccer teams in the world, and more teams to choose from would help to keep the game fresh. Lastly, a more impressive reward would have been appreciated when you beat the league and cup modes.

Victory Goal Soccer is graphically impressive, clean playing, challenging, and overall just plain fun to play.



The replay shows him getting mauled on the approach.



He squares up for the penalty kick...

...and scores to tie it up!



A soccer player will gladly sacrifice his body in order to score.

You can zoom in on the replay AND during the action.



► THE BOTTOM LINE **8.75**

ANDY, THE GAME HOMBRE

Concept: 8 "This game's the first of hopefully many great sports games from Sega Sports. The play control is tight and the graphics are oh so smooth, but

Graphics: 8.5

Sound: 8 Sega's got to learn a trick or two from EA because this game needs a lot more teams. Right now this game has got to be the best next generation sports game available. But that won't last for long, because this fall when the Saturn is overflowing with sports games, this game will definitely be old news."

Playability: 8.75

Entertainment: 8.25

OVERALL:
8.5

REINER, THE RAGING GAMER

Concept: 8 "Sega did a very good job on making their very first Saturn soccer game. This is the only game that even comes close to rivaling EA's FIFA Soccer for the 3DO.

Graphics: 8.5

Sound: 9 In fact, I would probably have to say that these games would get about the same score. FIFA has more teams and options, but Victory Goal has the play control and sound. If I had to choose between the two, I would have to take Victory Goal over FIFA. Play control is the key to making a game go from good to great! Way to go Sega, you did the impossible. You beat out EA!"

Playability: 9.25

Entertainment: 8.5

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 8 "Although there are a limited number of teams, the player animation and perspective control are exceptional. I found the control to be equally

Graphics: 9

Sound: 8 exceptional. Player control is essential to any sports title and WWS has a great feel. Executing a header or bicycle kick is no problem. The

Playability: 9.25 one-player game seems limited, but the multi-player action is where it's at. This is the best of the first sports titles, even if Sega's Away Team was too lazy to change the title screen from the Japanese release."

Entertainment: 8

OVERALL:
8.75

Violence in the 5th Degree!

TEKKEN



- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-to-Head Tournament Fighting
- Special Features: 8 Characters, 8 Hidden Characters and 1 Boss, A Galaga Loading Game and A Memory Card Save Feature That Records High Scores, Rankings and Hidden Characters That Have Been Exposed
- Created by: Namco Ltd.
- Available: Only in Japan for PlayStation, September 9 (U.S.)

A few months ago, arcade dwellers felt the swift and aggressive touch of a machine that rivaled no other. With the impact of an airborne whale, Tekken sent a ripple through a steady and unassailable fighting market. At first, the general gossip was that Tekken was nothing new; it was just another rehash of something that has already been done. However, those who actually took the time to discover Tekken soon found that it has a style of its own.

Tekken's button configuration is set up so that one button controls one specific limb. This makes character movements and actions very easy to manipulate and control. Hence, this made moves and combos easier to access. Each and every character has his or her own way of pulling off combos. For the most part the combos are fairly simplistic, and mostly involve the usage of either both punch or kick buttons. While the combos may not be as glamorous as a 50 hit combo, they do seem more realistic and add personality to both the game and characters.

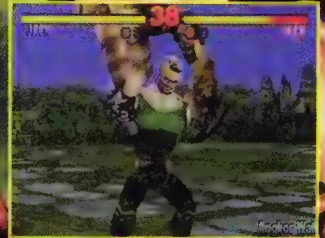
The cast is broken down into eight warriors, each of whom has their own fighting style and technique. Some of the characters are agile and sneaky, while others are slow but immensely strong. Having a differential like this makes the matches more interesting and entertaining. Some of the characters rely on throws and a combo attack, while others prefer a brutal straightforward attack. Another unique feature in Tekken is the ability to hit your opponent while they're down. Once the opposition has fallen you can either sweep kick them, use an aerial assault or do some kind of lunge attack for an extra amount of damage. Unfortunately, the fallen opponent has some useful techniques of their own. Instead of taking the extra damage they can roll away, do a kick-up for some damage or quickly jump up and evade the attack.



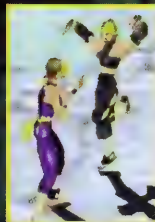
Jack's arm bash is one deadly move.



Law launches for the kill!

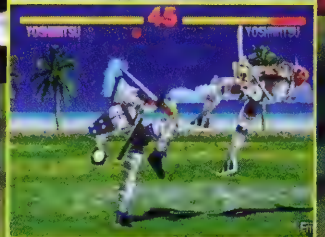


Is he man or machine?

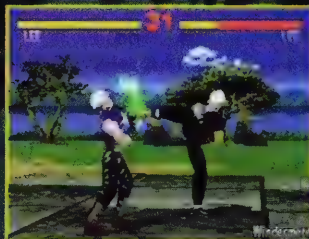


Just like the Karate Kid.

This move of Nina's can be divided into three parts, the last of which is an arm break.



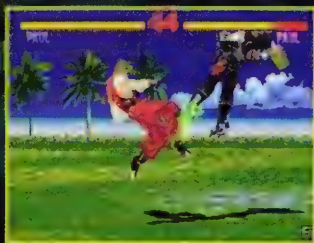
Yoshimitsu's sword is more of a decoy than anything.



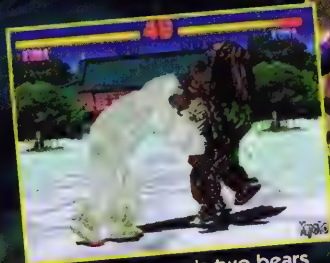
Picture perfect.

There is no boundary to the the ring, so don't fear getting to close too the edge.

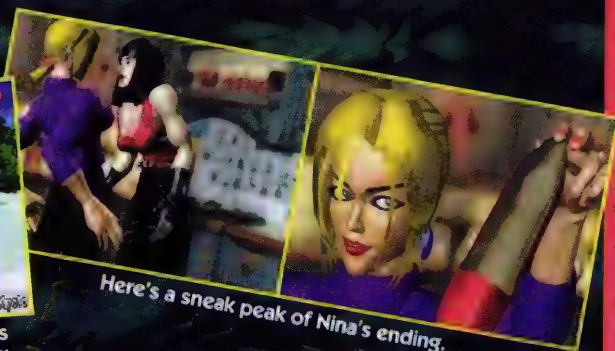
Paul is very deadly on the inside.



Watch out for the airborne bicycle kick.



Look Ma, there's two bears going at it in our backyard!



Here's a sneak peak of Nina's ending.



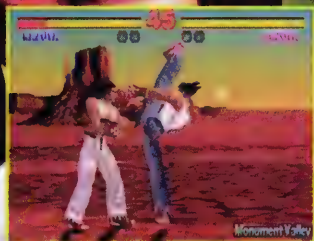
Over the top!



Wang-fu!

The characters themselves are all polygon based. What this means is that all the characters were first put together as 3D shapes. Then, a process known as texture mapping was used to make the objects look more real and lifelike. This was done by taking a pre-drawn image and superimposing it over a shape. This effect is most noticeable on such features like King's facial hair and Jack's army gear. Since all the characters were made as 3D objects, different camera angles could be incorporated to pan around the object and show off different views. The animation itself was done very smoothly and precisely. All the characters move in their own way and have their own methods when executing their moves.

Recently, Namco games have had a lot of hidden Easter Eggs in them. This tradition can also be found in Tekken. When you first turn on your PlayStation you'll be greeted by a game known as Galaga. The outcome of the game is still undetermined, however, some sources believe that if you beat all the stages in Galaga you'll get to control the secret end boss, Devil Kazuya. Also, each character has an alter ego. If you play Tekken straight through without switching characters, that alter ego of yourself will be added to your list of characters. This means if you beat the game with each character, you'll have an arsenal of 16 whopping characters! Tekken's fame may be blocked by the recent success of MK3, but in the long run, Tekken's name should top the charts.



The deadly knee smash.



Who would have thought that a cat in a tie would be dangerous?



Don't let Anna's looks fool you, she's actually a cold blooded killer.



Just like back home.

Have you already been to Donkey Kong's country? Now fry to conquer the land, in Game Boy's Donkey Kong Land. Donkey and Diddy Kong have been challenged by the video game pioneer, Cranky Kong. It seems Cranky wasn't at all impressed by their adventure on the SNES. Cranky thinks players just go for the fancy-schmancy graphics in today's games and forget about gameplay. That statement upsets both Diddy and Donkey. The two rise to the challenge and even allow the Kremlings to steal the banana horde again.

Well Cranky may not be impressed by graphics, but Donkey Kong Land uses the same Advanced Computer Modeling (ACM) technology that created the unbelievable graphics of Donkey Kong Country on SNES. Sure, the color and definition aren't present on the monochrome Game Boy screen, but the graphics are some of the best the Game Boy can offer.

DONKEY KONG LAND

A WHOLE NEW GAME BOY ADVENTURE!

New baddies and new areas have been created to give the game a different look. Some of the areas may look familiar, but they are laid out completely different. Beware of Hogwash the Flying Pig patrolling the clouds or Fangfish lurking in the waters of Kremlantis. These two, along with a load of other Kremlings, are waiting to stop Diddy and Donkey.

Donkey Kong Land has over 25 stages and is divided into four different areas. Each stage has numerous hidden bonuses that you need to discover. Like

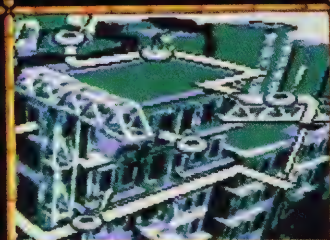
its SNES counterpart, the Game Boy game uses the exclamation point to mark the stage where you find all the bonuses. Candy Kong won't be around to save your progress; instead collect the four letters that spell KONG to get the save. Find all bonus areas and destroy the tricky King K. Rool to retake Donkey's banana horde. Sounds simple enough, but wait until you experience the challenge and frustrations of Donkey Kong Land. ■

- **Size:** 2 Megabits
- **Style:** 1 Player Action/Platform
- **Special Features:** 3 Save Slots, Hidden Bonuses, ACM, New Baddies, Super Game Boy Compatible
- **Levels:** 4 Worlds, 25 + Levels
- **Created by:** Rare Ltd. for Nintendo
- **Available:** Now for Game Boy

THE BOTTOM LINE 7.5



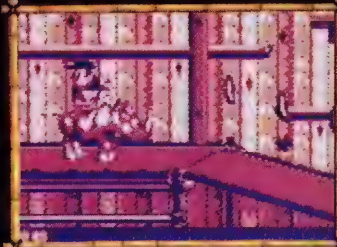
JUMP ON THE PLATFORM AND PREPARE FOR PURE FRUSTRATION.



I THINK THE END IS NEAR.



DIDDY KONG IS ONE CRAZY CLIMBER.



HEY, IT'S YOUR OLD PAL RAMBI!



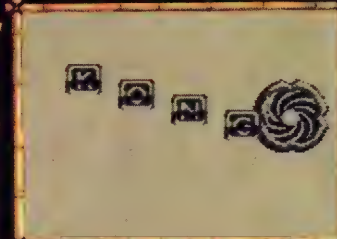
THE SKILLS OF ESPRESSO ARE USEFUL IN THE CLOUDS.



FIND DIDDY.



I THINK YOU SHOULD GO RIGHT.



SPELL KONG AND THE GAME WILL SAVE YOUR PROGRESS.

ANDY, THE GAME HOMBRE

Concept: 7.5 "It's hard to believe that the Game Boy can produce games with this kind of graphic quality. The problem is, it can't! This game looks great on the Super GB, but on the actual LCD Game Boy screen it's fuzzy and hard to see. However, this is one of the most graphically appealing and entertaining action/platformers on the Game Boy. It's just a lot better on SGB."

OVERALL: 8

REINER, THE RAGING GAMER

Concept: 6.25 "All right, Kong's back! I'll tell you right now, that this is NOT a Game Boy game, but more of a Super Game Boy game. Theoretically you can play DKL on a Game Boy, but it really isn't any fun. There is so much action and graphics packed into this cart, that the image that appears on the Game Boy screen is a big green haze. On the other hand, when this game is played on the Super Game Boy it looks almost identical to DKC, only in black and white. There are a few glitches and bugs in the play control, but other than that it's actually...near."

OVERALL: 6.5

PAUL, THE PRO PLAYER

Concept: 9 "This is the premiere game for the Super Game Boy, but for the regular hand-held the graphics are too much for the screen. It is very hard to distinguish the objects, enemies and platforms. That aside, it is a fantastic action platform and, like DKC, offers many tricks and hidden stuff. Plus, DKL is long and challenging. A good game, but be sure to take a look at this one before you buy it."

OVERALL: 8



LIGHTS, CAMERA, ACTION!

- Size: 4 Megabit
- Style: 1 Player Action/Platform
- Special Features: Three Playable Characters Which Can Be Switched on Command, 5 Studio Lot Levels, Password Restore and Super Game Boy Compatible
- Created by: Factor 5 for Konami
- Available: Now for Game Boy

Welcome to the world of the Animaniacs! The Warners have been locked away from the real world for over 50 years, and now they're ready to wreak havoc on the studio lots. The ultimate goal of this game is to collect a specific item from five different studio lots. In order to get through these levels, the Animaniacs must combine their unique talents and work as a team. As the player you will be confronted with different dilemmas which require a unique ability from one of the Warners. While you are only able to control one Warner at a time, you can switch characters at any time by hitting the Select button.

Animaniacs is an action/platform game that involves a little bit of brains in the process. The experienced generation of gamers may find this game a little dull and easy, but the younger generation should find this game about as entertaining and fun as the cartoon.



Use Dot's feminine attributes to get past this bum.



No game's complete without the 'books of death'!



Hey copper, how's it going?



Take your time on these logs. One wrong step could mean your hide!



Beating the count is easy to see, but taking him down is hard as can be!

Andy, The Game Nerd

"Animaniacs is one of the best action-platformers on the Game Boy to date, but who really cares? I think we're all a little tired of the same old same old, but if you're not, check out Animaniacs."

Robert, The Rating Gamer

"Animaniacs is a well defined game in every category. The animation is smooth and the play control is tight. The only way this cart could get much better is if it had a run button to speed up the gameplay. Other than that, not bad. Not bad at all."

Rick, The Video Ranger

"The Animaniacs are cute and loveable in this game. The switching of characters is smooth, but the game itself doesn't really offer anything new."

Paul, The Pro Player

"This is a close translation of the Genesis version. Playing as all the characters is great."

	Andy	Paul	Rick	Robert
Concept:	7	8	7	6.75
Graphics:	8.25	7	7	8.25
Sound:	8	6	7	7.5
Playability:	8.25	8	6.5	7
Entertainment:	7.5	8	6.5	7
Overall:	7.75	7.5	6.75	7.25

▶ THE BOTTOM LINE **7.25**



Pick which studio lot you want to go to, and get ready for some serious action!



Put an Ice Rink in Your Pocket

- Size: 4 Megabit
- Style: 1 Player Hockey
- Special Features: All NHL Teams, Regular Playoff and Penalty Shoot Out Modes, Dice Passes, One Timers and Super Game Boy Compatible
- Created by: Probe Entertainment/Malibu Games/EA Sports for TH Q
- Available: Now for Game Boy

Hockey has never been considered a portable game. You need pads, skates, sticks, and most of all 200 feet of ice. Now all you need is a Game Boy and you can take hockey on an airplane, in your car, or wherever you can bring along your electronic, plastic friend. Everybody's favorite hockey game, NHL Hockey from the folks at EA is now available for Game Boy.

While the game is only one player, and you've got the team licenses but not the players', the focus in this game is on play control. Passing is an ability you'll need to master to really rack up the points. Flip one over from the left wing to the center and pull off a vicious one-timer into the corner of the net. You can choose from a regular game, start a single game playoff, or take your favorite underdogs through the grueling seven game NHL Stanley Cup Playoffs. Along the way you'll get passwords that are extremely long, so make sure to bring a pencil and some paper.

This game is entertaining with many moves to learn and skills to master. They might have added a difficulty adjustment, as beating the computer is not all that tough. In addition, the computer doesn't adjust well to penalties and often gets caught offside. Otherwise, true hockey fans who own Game Boys might want to check this one out.

Robert, The Rating Gamer

"THQ did a really good job translating this game to the Game Boy realm. The only thing I would like to see added to this game is a Season Mode for those long trips. If you are looking for a portable hockey game that oozes entertainment, this is your best bet!"

Rick, The Video Ranger

"The Super Game Boy colors were nice, but the game moves real slow. The computer opponent is better than usual. As far as Game Boy goes, this is a pretty good game."

Andy, The Game Nerd

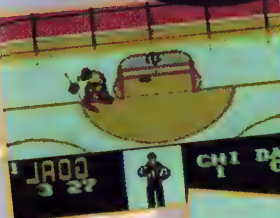
"First off, this game is way too easy, but the game is fun! The graphics are a little choppy, but I think if I was stuck in a plane or a car for a couple hours this game would be pretty great."

Paul, The Pro Player

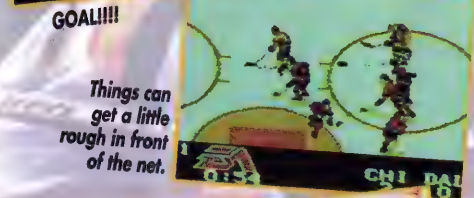
"I never thought they could get all those sprites going at once. Easily the best hockey title for Game Boy."

	Andy	Paul	Rick	Robert
Concept:	7	7.75	7	7
Graphics:	7.5	7	7	7.25
Sound:	6.25	6	8	6.5
Playability:	6	8	8	8.25
Entertainment:	7.75	7	6	7.5
Overall:	7	7	7	7.25

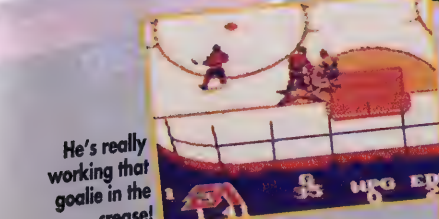
▶ THE BOTTOM LINE **7**



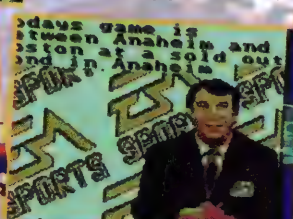
GOAL!!!!



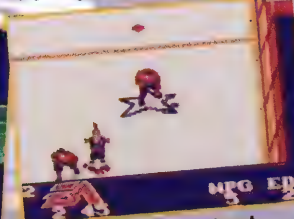
Things can get a little rough in front of the net.



He's really working that goalie in the crease!



Looks like a good match-up for a sold out crowd...



He skates into the zone to set up the play...

WHAT'S HOT!

News & Rumors From the Video Game Industry

\$50 Rebate Offered For GoldStar 3DO

Buy a **GoldStar 3DO** between now and Labor Day and get a nice \$50 bump from GoldStar. This rebate will bring the price to \$349.95. Not only do you get the rebate, the **GoldStar 3DO** will come bundled with two of **Electronic Arts'** hottest games, *ShockWave* and *FIFA International Soccer*. To redeem the 50 bucks, just pick up a **GoldStar 3DO** and mail in the rebate form and proof of purchase.



Sony Sets September 9th As Release Date For PlayStation

Officials at **Sony Computer Entertainment** announced that the European and North American release date for the 32-bit **PlayStation** is scheduled for Saturday, September 9. The **PlayStation** will come packaged with one controller and features unique "cyber-imaging" on the packaging. The packaging breaks the traditional **Sony** electronics packaging by including color artwork and lettering rather than the bland boxes that you find on most of their audio products. **Sony** executives also announced that the **PlayStation** will hit the shelves at the low, low price of \$299 and will not come with a pack-in game (or at least that's what they're saying today). However, the stakes are high and **Sony** could drop a game into the packaging at the last minute. This wouldn't be surprising, considering that **Sony** is reported to be spending \$40 million on the launch of their first dip into the video game console market.



Sega Saturn Appears in Limited Locations

The **Sega Saturn** hit the shelves of **Toys R' Us**, **Babagges**, **Software Etc.**, and **Electronics Boutique** on May 11th with a \$399 price tag. It was a move that is great for players but may have upset more than a few retailers such as **Wal-Mart**, **Best Buy**, **Good Guys** and **Circuit City**. The **Sega** sales force undoubtedly heard the wrath of the retailers who were left out on the early release scheme. Members of the press were equally surprised and slightly upset because **Sega** had previously stated that the **Saturn** wouldn't be released until September 2nd and had quelled rumors of an earlier release. It was also interesting to hear of the May 11th release from **Steve Race**, President of **Sony Computer Entertainment**. Mr. Race made the statement at the **Sony** press conference on May 10th, many hours before we got the official word from **Sega**.



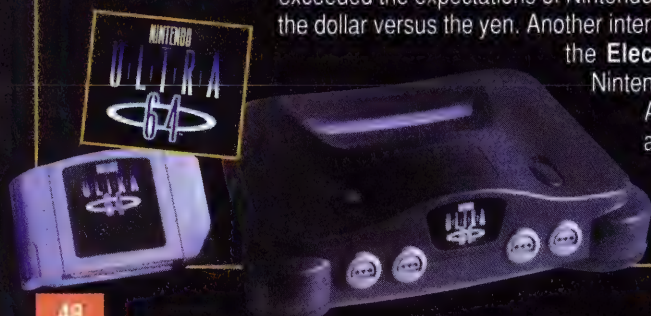
U.S. Release of Ultra 64 Pushed to April of '96

If you were ready to get your hands on a **Nintendo 64** before Christmas, think again. After promising the world the **U64** by this fall, **Nintendo** announced that the **Ultra 64** will not hit the streets of the U.S. until April of 1996. **Nintendo** will officially unveil the **U64** on November 24 in Makuhan, Japan and in the US at the Winter Consumer Electronics Show on January 5, 1996. The Japanese release is set for December.

Nintendo believes that **U64** game developers need additional time and didn't want to rush the product to the streets. This additional time, **Nintendo** claims, will allow the "Dream Team" of developers to maximize the power of the **U64**. In addition, **Nintendo** believes there is still life in the 16-bit **SNES** and are banking on the success of *Donkey Kong Country 2* and *Killer Instinct*.

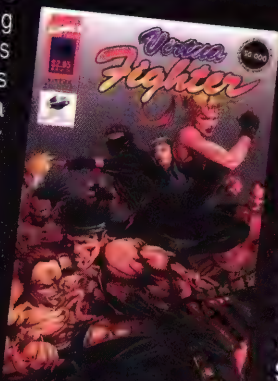
Speculations abound about other reasons for the delay of the **Ultra 64**. It could be that the cost of manufacturing of the **U64** chip set exceeded the expectations of **Nintendo** and the under \$250 price tag wasn't realistic, not to mention the devaluation of the dollar versus the yen. Another interesting speculation is that because **Nintendo** has been a long time supporter of the **Electronic Industries Association** and their **Consumer Electronic Shows**, **Nintendo** is debuting the machine in January to give the **CES** a boost.

Although no one from the press or public has seen the **U64** in person, we do have a pic of what it will look like. You will notice that the controllers have not been unveiled. **Nintendo** may still be waiting on a patent and could have some type of new 3D controller in the works. **Nintendo** fans stay tuned and stay calm. Or if you're ticked off, drop us a line and will pass it along to the big "N".



A Virtua Comic

Virtua Fighter has joined the ranks of *Street Fighter* and *Mortal Kombat* in making the transformation from fighting game to comic. **Malibu Comics** and **Marvel Comics** bring you the story of eight fighters who've shed their polygons and seek to perfect a fighting style. The premier will hit the stores soon, and be on the lookout for the special textured limited edition cover. *Virtua Fighter* comic carries a \$2.95 cover price.



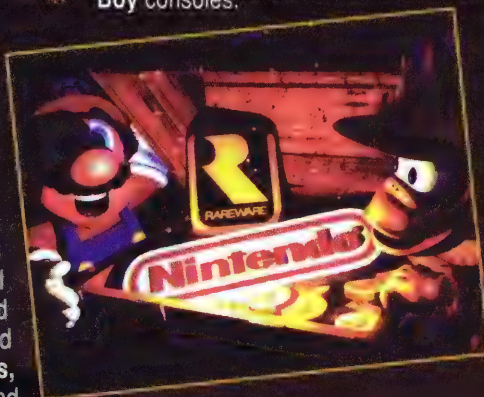
A Rare Deal for Nintendo

The UK-based game development house, **Rare**, finally cashed in on the years of work that brought us *BattleToads*, *Killer Instinct* and *Donkey Kong Country*. **Nintendo** announced that they have taken a stake in **Rare** by making a multi-million dollar investment. The investment gives **Nintendo** a 25% chunk of the **Rare** action and marks the first time **Nintendo** has invested in a development house outside of Japan. The extra **Rare** cash will expand the staff of **Rare's** development team from 84 to 250 over the next two years as they continue to develop games for the SNES, Game Boy, Ultra 64 and Virtual Boy consoles.

Book of Doom

Based on the game that is often imitated but never duplicated *Doom: Knee-Deep in the Dead* is a novel authored by Dafydd Ab Hugh and Brad Linaweaver. Published by **Pocket Star Books**,

the book will appear in stores in August and it will be interesting to see how a story will evolve from the simple *Doom* premise. *Doom: Knee-Deep in the Dead* has a \$4.99 cover price.



FLOW... DATA FLOW... DATA FI
DATA FLOW... DATA FLOW... DA

NINTENDO DEBUTS THE NINTENDO POWER SOURCE ON AOL

Nintendo has joined the ranks of companies going on-line. The **Nintendo Power Source** is an on-line version of **Nintendo's** video game magazine and offers a wide variety of **Nintendo** related information. It appears in the video games area of **America On-Line**. **Nintendo** simultaneously launched a "home page" on the **World Wide Web** with the same **Nintendo**-related stuff. To access **Nintendo** on **America On-Line** use the keyword "NINTENDO." The **World Wide Web** @ www.nintendo.com.

EARTHWORM JIM CARTOON

Everyone's favorite earthworm, **Jim**, is set to appear in his own cartoon series. The **Earthworm Jim** cartoon is scheduled to appear on the **WB Television** affiliates on September 9th. Stay tuned for more info and pics of **EWJ**.

INTERPLAY CREATES NEW DIVISION

Interplay Productions formed a new development division to create games based on **TSR's** *Advanced Dungeons & Dragons* role-playing board games. Over 50 programmers, artists and designers will work toward releasing their first **AD&D** game sometime this fall.

NEW 32X HARDWARE PACKS

The **32X Doom Pack** and **Star Wars Pack** have been introduced. The new **32X** hardware packs include one of the two games as well as a \$20 rebate coupon. The packs sell for a MSRP of \$169.99.

STRANGE LA SIGHTING

On a recent visit to Los Angeles, California, **Game Informer** staffer **Reiner** viewed a man scaling the exterior of the **Nakatomi Plaza**. Reaching the pinnacle of the 30 story tower the man exclaimed, "My Kung Fu is WEAK!" Seems the guy had his butt handed to him in a game of *Tekken*.

DID YOU BUY A SATURN?

If you did, make sure you fill out the product registration card. Customers who do will receive a playable game sample of *Panzer Dragoon* and a music sampler CD. Neat!

Interplay Acquires Shiny

Interplay Productions announced the acquisition of *Earthworm Jim* creators, **Shiny Entertainment**. **Interplay** plans to keep the **Shiny** label intact and will help **Shiny** move into other forms of media. "We spent a great deal of time building not only our software but **Shiny** itself into the company that it is, and that same care went into our decision to become part of **Interplay**," said **Shiny** President **David Perry**. "We are very pleased to join **Interplay** and continue to bring quality entertainment to gamers worldwide."



Todd McFarlane's Spawn on SNES

Acclaim Entertainment has obtained the rights to produce a **Super Nintendo** game based upon **Todd McFarlane's** comic book, *Spawn*. Undeniably the hottest comic book around, *Spawn* is the flagship of the **Image Comics** line. It has also "spawned" an awesome line of action figures produced by **McFarlane's Todd Toys**. Hopefully, for the sake of *Spawn* fans, **Acclaim** will devote more care to the *Spawn* license after their disappointing work on *Spider-Man* and *X-Men*. The game is scheduled for release late this year. A *Spawn* game for the **Sony PS-X** is also scheduled to be published by **Sony Imagesoft**.

GLANCE

PGA European Tour

Game Boy Review

Size:
2 Megabit

Style:
1 or 2-Player
Golf Simulation

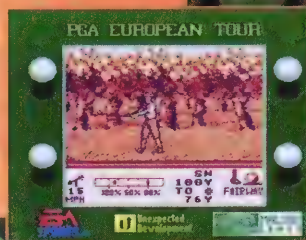
Special Features:
Replay, 5 European
Courses, 3 Modes of Play,
Password

Created by:
EA Sports /
Unexpected Development /
Malibu Games for TH-Q

Available:
Now for Game Boy

The game of golf was invented in Europe and now you can play the European courses on the go. PGA European Tour Golf includes five courses at which you can play a tournament, skins game, or practice the finer points of your game. Compete against some of the top European players like Woosnam, Olazabal and Langer. A password will keep your progress as you attempt to take home the cash. This Game Boy cartridge is almost identical to the other PGA games for the system. It just has new courses.

Overall: 7.25



Daytona USA

Saturn Review

Size:
1 CD-ROM

Style:
1-Player NASCAR
Racing Simulator

Special Features:
3 Tracks, 4 Views,
Auto/Manual Transmission,
5 Difficulty Settings

Created by:
Sega Sports/AM2

Available:
Now for Sega Saturn

This translation of Daytona is as true to the arcade as it could possibly be. Although resolution was dropped to 320x200, and you don't have the responsive steering wheel, almost everything else from this radical racing game was kept intact. The three tracks, with their mirror modes, offer a variety of challenges, and varying difficulty levels will keep the other cars on your tail as you race from 2 to 80 laps. Countersteering is fun and manageable. Popping graphics detract from the realism, but if it weren't for the nauseating music that sticks in your head for days after you play, this might be one of the best home racing games ever.

Overall: 8.75



Destruction Derby

Playstation Preview

Size:
1 CD-ROM

Style:
1-Player Circuit Racing

Special Features:
2-Player Multi-Link Racing
and Huge Realistic Collisions

Created by:
Reflections for
Sony Psygnosis

Available:
October for PlayStation

Based on the insane world of stock car racing, Destruction Derby is a race to the winner's circle where getting your vehicle across the finish line is a fantastic feat. Using a newly designed game engine, Destruction Derby simulates, in real time, the crashes and smashes that go hand-in-hand with short-track racing. It has realistic damage that sends sparks and debris flying and your car to the shop. Although it's only a single player game, through the use of Sony's Multi-Player Link you can hook up two, go head-to-head with a friend, and show him the true meaning of Destruction Derby.



Jungle Strike

Super NES Review

Size:
16 Megabit

Style:
1 Player Action/Strategy

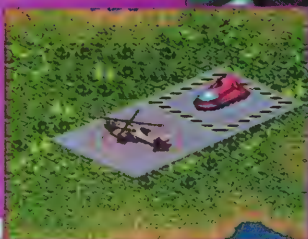
Special Features:
4 Different Command Vehicles, Password, 9 Multi-Mission Levels

Created by:
Gremlin Interactive for Electronic Arts

Available:
Now for Super Nintendo

Overall: 9

If you've played Desert Strike for the SNES, Jungle Strike is even better. Throughout the game's nine multi-mission levels, you take command of the helicopter as well as a hovercraft, motorcycle and stealth fighter. Each vehicle has a wide array of arms from which to choose, but ammo and supplies are at a minimum, so you must use a great deal of strategy and button speed to get to the next password. Battle to defend the Washington Monument from missile launching buses or stop machine-gunning boats and collect their illegal plutonium cargo. The Genesis version of JS was good enough to grace the cover of the July '93 issue and it's still good today.



Panzer Dragoon

Saturn Review

Size:
1 CD-ROM

Style:
1-Player Shooter

Special Features:
3D Rendered Graphics, 360° "On-the-fly" Rotation, "Lock and Load" Firing System, 3 Difficulty Settings

Levels: Seven

Created by:
Sega

Available:
Now for Sega Saturn

Overall: 9

Panzer Dragoon will put you back in the saddle. Of course, you won't be riding a horse, you'll be riding a dragon and packing a lot of firepower. Fire by tapping the buttons or by holding them down and locking onto your enemy to strike them down with a blue guided laser. You'll have limited control of where your dragon flies, but you are able to turn in your saddle by using the top trigger buttons. This game is graphically gorgeous, with a 3D rendered intro that will blow you away. Overall, this game could have used some more levels, but the ones that are there are definitely worth taking a look at.



Fight for Life

Jaguar Preview

Size:
32 Megabit

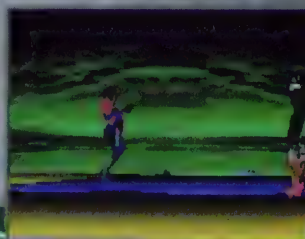
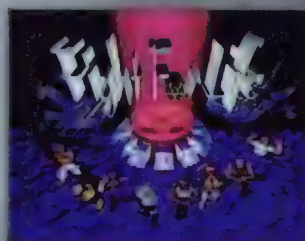
Style:
1 or 2-Player
Head-To-Head Fighting

Special Features:
Texture Maps, and 8 Polygon Fighters

Created by:
Atari

Available:
August for Jaguar

In today's high-tech world, every one of the high-end game systems are going to need a polygon fighter to show off what their system can do, and Fight For Life is Atari's flagship fighter! Although the game is still only about 50% done, these screen shots will give you an idea of what this game is all about. It's basically a Virtua Fighter clone, with a slight twist. Rather than starting with all your player's moves intact, you can increase your Kung-Fu library with every match you win. At this point the game still has a long way to go, but Atari claims this will be one of the hottest fighters on the Jag, and they've even gone as far as to say this game is as good or better than Tekken or Virtua Fighter. Who would have guessed?



Burn Out

Jaguar Review

Size:

16 Megabit

Style: 1 or 2-Player Racing**Special Features**

2-Player Split Screen, 6 Different Bikes, Day and Night Racing, 3 Drone Difficulty Levels, 2 to 7 Lap Races, and 4 Modes of Play Including Trainer, Versus, Championship, and Record

Tracks: 8**Created by:**

Shen and Virtual Xperience for Atari

Available: Now for Jaguar

Overall: 4

Hey look! It's another game for the Atari Jaguar, but once again, the marketing geniuses at Atari have created a game that is less than would be expected for a 64-bit system. Burn Out takes the player deep into the world of Super Bike racing with 6 bikes to choose from and 8 different tracks to conquer, but when it comes down to it, Burn Out (although it has one of the best looking roads we've seen in any game) is basically just a Super Hang-On clone. However, it's important to note that Hang-On came out in 1989 on a 16-bit system, and this is 1995 and the Jaguar's 64-bit - Do the Math!



Jungle Strike

Game Gear Review

Size:

4 Megabit

Style: 1-Player Helicopter Combat Simulator**Special Features:**

Multiple Combat Vehicles, Password Save, Downed Co-Pilots to Rescue

Levels: 5 Campaigns of Multiple Missions**Created by:**

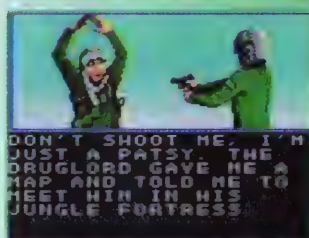
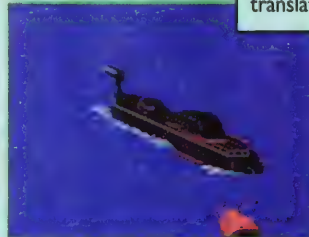
Unexpected Development/Black Pearl Software for TH*Q

Available:

Now for Game Gear

Overall: B

General Kilbaba is dead, but his son is seeking revenge. With his father's vast resources, he is mounting a campaign against the United States. U.S. Intelligence has learned of his plan, and has decided to send the hero from the Desert Strike in to stop his evil plot. That hero is you. This sequel to Desert Strike has come to your Game Gear with much of the intense action and challenge of its 16-bit brothers. The play control is almost identical to the Genesis version. During the course of the five campaigns you'll be using either a Comanche Helicopter or an XL-9 Hovercraft. Overall, a very impressive translation.



DON'T SHOOT ME, I'M JUST A PATSY. THE DRUGLORD GAVE ME A MAP AND TOLD ME TO MEET HIM IN HIS JUNGLE FORTRESS

Alien Trilogy

PlayStation Preview

Size:

1 CD-ROM

Style:

1-Player First Person Action/Adventure

Special Features:

8 Levels, An Auto Mapper, An Array of Special Weapons and Enemies Which Include Face-Huggers, Dog Aliens, Chest-Busters and the Queen

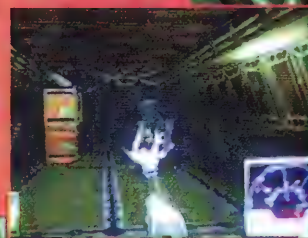
Created by:

Acclaim Entertainment

Available:

Fall '95 for PlayStation

Take the blockbuster movies Alien, Aliens and Alien 3 and mix them all together. What you get is the basis for Acclaim's hot new PS-X title, Alien Trilogy. In Alien Trilogy you'll get to control the always fascinating role of the Alien lover herself, Ripley. As Ripley you will have to enter the Alien infested halls of spaceships, stations and even a prison. Along the way you'll encounter a mixed breed of Aliens, allies and even company soldiers who want the Aliens for themselves. It's a classic battle of good versus evil, and if you've seen the movies you'll know that the ammunition is limited.



Virtua Fighter

Saturn Review

Size: 1 CD-ROM

Style:

1 or 2-Player Head-to-Head
Tournament Fighting

Special Features

Sega Saturn Pack-In,
Records for Vs. Battle
(via Saturn's Built-In
Battery Back-Up), 1 To 5
Win Match-Ups, 4 Difficulty
Levels, Arcade And Vs.
Mode, Instant Replay, A
Secret Ranking Mode, and
Unlimited Continues

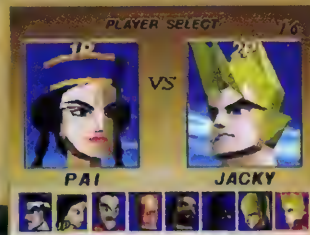
Created by: Sega

Available:

Now With Sega Saturn

Overall: B

The arcade hit that pioneered 3D polygon fighting has finally come home. Loaded with eight unique martial art fighters and all the moves from its arcade counterpart, this conversion of VF should satisfy any fighting fan. The game does have a couple problems, like a sprite drop and a slightly annoying load time between matches, but otherwise it's quite entertaining. Although the technology behind VF has been eclipsed by current arcade hits, it's more than enough to be a welcomed pack-in with the Sega Saturn.



Kingdom: The Far Reaches

3DO Preview

Size: 1 CD-ROM

Style:

1-Player Fully Animated
Multi-Media Adventure

Special Features

Interactive Cartoon Which
Allows for Item and
Weapon Interfaces,
A Choose Your Own
Adventure Style of Play and
Different Starting Levels and
Difficulty Settings

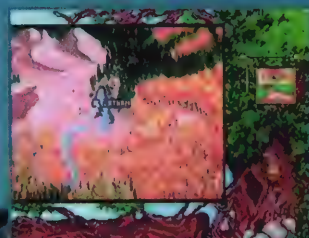
Created by:

Parsons Engineering
for Interplay

Available:

Summer '95 for 3DO

In the tradition of the Hanna-Barbara classics, Kingdom: The Far Reaches brings hand drawn Saturday morning animation into an interactive domain. The adventures in Kingdom: The Far Reaches really have no boundaries; every twist and turn that occurs is done on a non-linear basis. What this means is that the player gets to choose their own path of adventure. As the player, you are allowed total freedom to interact with the cartoon and control the destiny of the main character. The way this game actually plays is kind of like games like Dragon's Lair and Time Gal. However, since this game has more of an RPG theme to it, RPG characteristics have been added as well.



Battle Morph

Jaguar CD Preview

Size:

1 CD-ROM

Style:

1-Player Air Combat
Shooter/Simulator

Special Features:

60+ Worlds to Explore,
Amphibious Ship,
Power-Up Weapons,
Rendered Cut Scenes

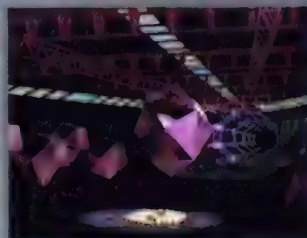
Created by:

Atari

Available:

At Launch of Jag CD

Cybermorph was a great Jaguar game; you had total control over your ship, and complete freedom of movement around "virtual" landscapes. This is the year of the sequel, and the new version, Battle Morph for Jaguar CD-ROM drive, has gotten a major overhaul. The backgrounds include more texture mapping on the landscape, and your ship has the ability to dive under water. Also, some or all of the worlds contain bases you must destroy by flying down long tunnels to destroy a reactor core, but first you must find an entrance to the tunnel somewhere on the surface. Of all the Jag CD titles coming out, this is the one we're waiting for the most.



Bass Masters Classic

Genesis Review

Size:
16 Megabit

Style:
1-Player Fishin' Simulator

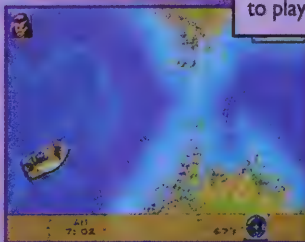
Special Features:
"In-the-Water" View of the Lake, Multiple Lures, Password Save, Advice from Hank the Bait Shop Guy

Created by:
Black Pearl for TH*Q

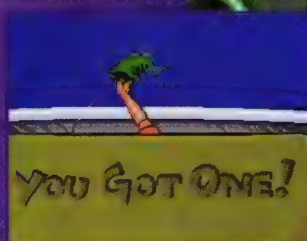
Available:
Now for Genesis

Overall: 4.5

Fishin' games can be very entertainin', and Bass Masters Classic for the Super Nintendo was a fine fishin' game. The Genesis version, however, smells like a fisherman who spent too much time on the lake. Without "Mode 7" capabilities, the underwater scenes are muddled and confusin'. Fightin' the fish back to your boat just isn't as fun as any of the other fishin' games we've played. You have no concept of how fast the fish is movin' towards or away from your boat unless you look at the numbers. There is a lot of different equipment to choose from and a legendary "monster" fish to chase after, but overall this game just isn't very much fun to play.



YOU CAUGHT A TROUT! THROW IT BACK!
WEIGHT: 10 LBS 11 OZ



Project: Over Kill

PlayStation Preview

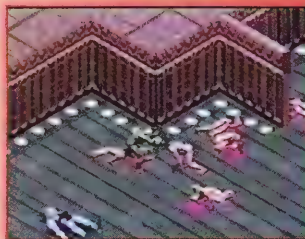
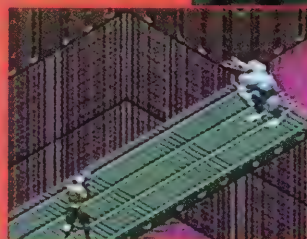
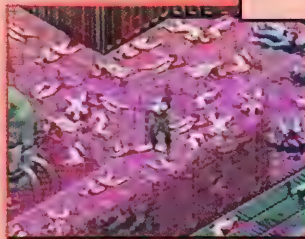
Size:
1 CD-ROM
Style:
1 or 2-Player Action

Special Features:
50 Military-Style Missions, 4 Characters, 3D Rendered Graphics, and 20+ Weapons to Choose From

Created by:
Konami of America

Available:
1st Quarter '96 for PlayStation
(Also For Sega Saturn)

Project Over Kill is still in the very early stages of development, but as you can see from these pictures it's shaping up quite nicely. This game will be the first game ever produced by Konami of America and will feature 50 missions of blood-curdling action. You can choose from four different 3D computer generated characters that utilize over 20 methods of destruction. So whether you're smashing their heads with the butt of your rifle or picking them off with your blaster, Project: Over Kill is definitely one to watch for on the Sega Saturn and Sony PlayStation.



Blade Force

3DO Preview

Size:
1 CD-ROM

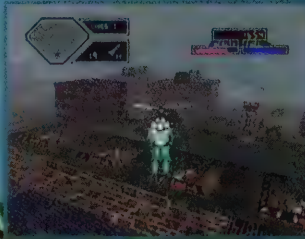
Style:
1-Player Heli-Pack Simulator

Special Features:
8 Missions in 7 Levels, Real Time Texture-Mapped 3D Environments and Flightstick Pro compatible

Created by:
Studio 3DO

Available:
July '95 for 3DO

As far as simulators go on the 3DO, the market really hasn't been exploited to its fullest. Coming later this month, Studio 3DO will release its very first flying simulator - BladeForce. BladeForce features a true six degrees of flying freedom in a 360° 3D environment. The only other true comparison to a flying experience like this can be found in the jet-pack levels of Pilotwings for the SNES. BladeForce features 28 missions of crime busting mayhem in seven different surrealistic 3D environments. Also, BladeForce is one of the few games that is compatible with CH Products' Flightstick Pro, so if you forked out the big bucks for that stick, this game is a must have!



WIN! The Ultimate Gaming Rig!! OVER \$20,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast Compudyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X. Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y W O R D
		E			
P	O	W	E	R	
	R				
S					

WORD LIST and LETTER CODE chart

POWERN PRESS.....K BLAST.....A WRECK.....P
 BREAK.....Z PUNCH.....S SPRAY.....E TURBO.....V
 STOMP.....T STAND.....H PRESS.....C DREAM.....I
 CRUSH.....O SCORE.....R SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
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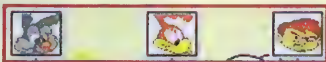
Mario Louloux - Genesis

Have you ever had the urge to skate on tar? Well, here's your chance! At the password screen enter in CEME-NTBL-ADES. It will tell you that this is a bad password, don't be baffled by this, the code does work. Then, exit the password screen and start a game. If this code works the ice will turn from blue to black.

Shawn Blake
Streamwood, IL

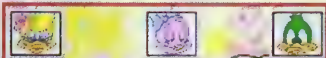


Tiny Toons Wacky Sports Challenge - SNES



Normal Course

Coyote, Road Runner, Montana



Hard Course

Female Duck, Tweety, Plucky



Super Course

Coyote, Elmyra, Babs

"The Rhino"
Toledo, OH

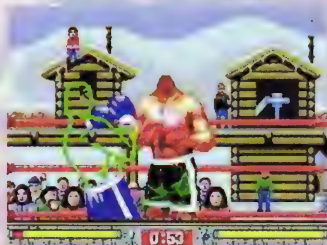
Mighty Morphin' Power Rangers - Game Boy

Just in time for their movie debut, the Mighty Morphin' Power Rangers are back in the pages of Secret Access. Below is a listing of all the passwords for this intense Game Boy cart. Keep in mind that no movie is a hit until it has a code or two in Secret Access!

- Level 2 - 4718
- Level 3 - 1012
- Level 4 - 0216
- Level 5 - 1387

"Maple"
Meriden, CT

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Toughman Contest - Genesis

Whoa! Who would have thought that there would be such a variety of codes for a boxing game? All the codes below are used in the password feature of the game. If a code is entered correctly some kind of title should appear on the screen. For example, if you use the RUBE code, you will see the words "Director's Cut" at the bottom of the screen.

RUBE - Headless player and blood
FQSIER - Turns player into a shadow character

2LT - Turns off timer, meaning you must knock the opposition down 3 times

HYPER - Turbo mode

MAXX - Player 1 is invincible

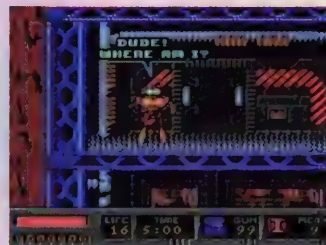
Scott Maslanka
Milwaukee, WI



Ken Griffey Jr. Baseball - SNES

The most politically correct sport in the US once again finds its way to the pages of Secret Access. This code allows you to view the end credits without having to throw one strike. At the title screen press B, A, Down, B, Up, B, B and then A. Role 'em!

"The VidMan"
Uptown, MN



B.O.B. - Genesis

Beware humankind. Here's a code that gives the deadliest ant in the world infinite lives and ammo. At the title screen, take controller 2 and hit B. You should hear a sound of some kind. Now enter the game and check out your ammo and lives, if they are maxed out, the code worked!

"Biggy Smalls"
Philadelphia, PA



Kid Klown in Crazy Chase - SNES

Clowns have always been entertaining, but watching a clown race a lit fuse is no laughing matter. Help Kid Klown rescue Princess Honey and bring back peace in the Klown kingdom with these powerful codes. At the title screen take both controllers and hold down the Left and Right buttons. Then, pick which level you want and hit the appropriate buttons for that level.

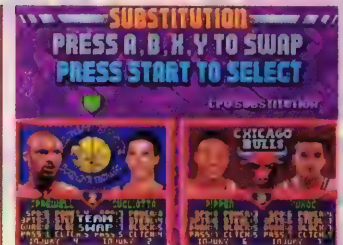
Level 2 - Hit A on both controllers

Level 3 - Hit B on both controllers

Level 4 - Hit X on both controllers

Level 5 - Hit Y on both controllers

"The Eradicator"
Phoenix, AZ



NBA Jam Tournament Edition - SNES

Here's a code that allows you to switch teams in the middle of a game. At the end of any quarter, when your player selection screen appears, hold Down and B for four seconds. Then, quickly let go of Down and press Up. If this is done correctly the words Team Swap will appear and you will be able to pick a different team and still continue on with your same game.

Marlin Arabo
Southfield, MI

Metal Marines - SNES

Being a marine is hard job to do, especially when you don't know when the government is going to cave in and leave you stranded somewhere in the jungle. However, don't fear. With these codes you can beat the game and plot your revenge against the government at the same time!

- Level 2 - HBBT
- Level 3 - DCRC
- Level 4 - NWTN
- Level 5 - LSMD
- Level 6 - CLST
- Level 7 - JPTR
- Level 8 - NBLR
- Level 9 - PRSC
- Level 10 - PHTN
- Level 11 - TRNS
- Level 12 - RNSN
- Level 13 - ZDCP
- Level 14 - FKDV
- Level 15 - YSHM
- Level 16 - CLPN
- Level 17 - LNVV
- Level 18 - JFMR
- Level 19 - JCRY
- Level 20 - KNLB

"The Eradicator"
Phoenix, AZ

Tom + Jerry - SNES

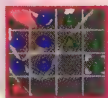
Cat chases mouse, mouse destroys cat, it's the same thing over and over, and you know this chaos will never end. However, here's a way to stop some of the action. Pause the game at any time and press the L button, X, A, Y, Y, B, and the R button. Then hit Start. When you return to playing you will automatically be warped to the next level. Repeat this code as many times as you like.

Ronny Schroeder
Chicago, IL

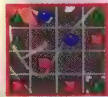


The Adventures of Batman and Robin – SNES

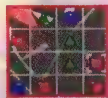
The bat that crows behind the mask has never had an adventure this complex. Batman's most dreaded rivals have declared war on you and Gotham City. Don't sweat another drop. With these codes you can be just like the caped crusader and take more of a calm, cool and collected approach to the apprehension of criminal scum.



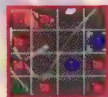
Easy Level 2



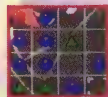
Easy Level 3



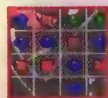
Easy Level 4



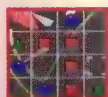
Easy Level 5



Easy Level 6



Easy Level 7



Normal Level 2



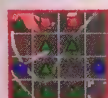
Normal Level 3



Normal Level 4



Normal Level 5



Normal Level 6

"The Rhino"
Toledo, OH

Advanced Music Processor (AMP) 5.0
(C) 1994 Sega of America



Song Number: 4

Use Joypad To Select Song
Press 'A' Key to Play Song
Press Start to Exit

Star Wars Arcade – 32X

Obi-Wan has taught you well. You've successfully mastered the art of destroying enemy fighters, and you wield a light saber like no other. But, the true test still awaits, can you master the Star Wars Piano? At any point in the game Pause and enter the codes below.

Note: These codes only work on a 6 button controller.

Piano Mode (sound test) -

Pause the game and hit Up, Right, Left, A, Down, C

Timer Reset -

Pause the game and hit Left, Down, A, C, Down, Up

John Kroells
Norwood, MN

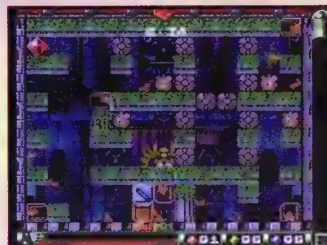


Soccer Kid – 3DO

This kid has all the right moves for soccer combat, and he can bounce a ball on his head like no other. To get a stage select, wait until the title screen has completely appeared and hit Up, Down, Up, Down, Left, Up, Down, Up, Down, then Right. If this is entered correctly, Soccer Kid will say "Hey that's the cheat code." While he is saying this hit the B button and the level select menu will appear at the bottom of the screen. To pick which stage you would like hit either Right or Left on the directional pad.

"The Rhino"
Toledo, OH

Troddlers – SNES



Training

- Mission 1 - BRRW
- Mission 2 - XTRMNT
- Mission 3 - SHVT
- Mission 4 - CLMBP
- Mission 5 - FCRNCH
- Mission 6 - SHLVS
- Mission 7 - STGGRD
- Mission 8 - TKMP

Team

- Mission 1 - RKS
- Mission 2 - HPLNG
- Mission 3 - BRCKTS
- Mission 4 - SPRKLS
- Mission 5 - DBLPLS
- Mission 6 - LNGJMP
- Mission 7 - RGHTWY
- Mission 8 - THRCLMNS
- Mission 9 - GDRGHT
- Mission 10 - JSTDT
- Mission 11 - ZMBG
- Mission 12 - SXGMS
- Mission 13 - TMRND
- Mission 14 - TMCH
- Mission 15 - SPLTTNG
- Mission 16 - RSHT

Martha Crutchfield
Flower Mound, TX

- Mission 17 - MXP
- Mission 18 - DNTPCN
- Mission 19 - THMCHN
- Mission 20 - TMWRK
- Mission 21 - DVDD
- Mission 22 - RCKTT
- Mission 23 - CLRWY
- Mission 24 - LKP

Solo

- Mission 1 - BLDT
- Mission 2 - NSWT
- Mission 3 - PYRMD
- Mission 4 - CLRT
- Mission 5 - SPHNX
- Mission 6 - QRTT
- Mission 7 - CNTRN
- Mission 8 - RDGMS
- Mission 9 - CRSSD
- Mission 10 - SKPRND
- Mission 11 - PCKDP
- Mission 12 - PLLRS
- Mission 13 - BZZZZZ
- Mission 14 - FVRWS
- Mission 15 - TGHTTM
- Mission 16 - SYN
- Mission 17 - TWTRBS
- Mission 18 - DNTMX
- Mission 19 - HLPMT
- Mission 20 - MNNS
- Mission 21 - NPRBLMS
- Mission 22 - TRSRS
- Mission 23 - STRRM
- Mission 24 - PNDDWN
- Mission 25 - TCHN
- Mission 26 - NNN

ACCESS & ALLIES

Operation: Code Hunt

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

SNES *Blackthorne*
Judge Dredd
Magical Quest / Mickey Mouse
Phantom 2049
Mega Man X2

Genesis *Animaniacs*
Joe & Mac
Red Zone

Sega CD *Shining Force*
Keio Flying Squadron

Game Boy ... *Donkey Kong Land*
Kirby's DreamLand 2

3DO *Supreme Warrior*
Gex
Immercenary

Game Gear *Star Wars*
NHL All-Star Hockey '95

Jaguar *Cannon Fodder*
Hover Strike

Arcade *Mortal Kombat III*
Street Fighter: The Movie

Send Secret Access Requests To:

Access & Allies
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

After Burner – 32X

At the Sega screen take controller 2 and press A, C and Start. If you hear a voice say "Get Ready!", that means you have the go ahead to enter the memory test and the bookkeeping code. Now at the title screen take controller 1 and press A, B, C and Start. This will bring up the debug screen.

"Amy the Giggling Gamer"
Mayberry, ND

Robocop II – Game Boy

Why play a game when all you have to do is enter in a code to see the ending? At the title screen, simultaneously press and hold A, B, Select and Start. Then, while still holding press left on the directional pad. If this is done correctly you will get to view the ending without even killing one guy!

Kevin Straube
Houston, TX



Here's the latest and greatest groundbreaking codes for MK3! As you've probably already noticed, Williams Entertainment has a knack for keeping MK3 as anonymous as possible by changing and altering how Fatalities and combos work. Hence, here's Rev. 2.0. From what we've heard a lot of these moves are going to be the ones that will be set in stone for the final rev.

Kano
Moves

- Cannonball: Hold LK (3 seconds), Rel. LK
- Knife throw: D, B, HP
- Knife Uppercut: D, F, HP
- Choke Hold: B, D, F, LP
- Air Throw: BL in air (Next)

Kombos

- HP, HP, LP
- HP, HP, LP, B+HK
- HP, HP, LP, HK, B+HK
- HP, HP, HK, LK, B+HK
- HP, HP, D+LP, Jump, Cannon Ball
- HP, HP, LP, HK, LK, B+HK
- HP, HP, LK, HK, B+HK
- HK, HK, LK, B+HK

Friendship

- Hold BL, U,U,F, HK (No Block)

Animality

- Mercy - D, D, D, D, RN (1.0)

Level Deaths (1.0)

- Pit 3 - F, F, F, F, RN (Next)
- Subway - F, F, F, F, RN
- Shao Kahn Tower - F,F,F,F, RN

Sindel

Moves

- Air Fireball - B, D, F, LK (Air)
- Ground Fireball - F, F, LP
- Wave Scream - F, F, F, HP
- Flight - B, B, B, F, HK

Kombos

- HK, HP, HP, LP, HK
- HP, HP, HP, LP, B+HK
- HK, HP, HP, LP, HK
- HK, LP, HP, B+HK
- HK, HP, HP, B+HK

Fatalities

- Sonic Scream - RN+BL, RN+BL, RN+BL (Next) (1.0 + 2.0)
- Hair Engulf - RN, RN, BL, RN, BL

(Far)

Animality

- F, F, HP (Mercy)

Level Deaths (1.0)

- Mercy: D, D, D, D, RN
- Pit 3: F, F, F, F, RN (Next)
- Subway: F, F, F, F, RN
- Shao Kahn Tower: F, F, F, F, RN

Stryker

Moves

- High Grenade - D, B, HP
- Low Grenade - D, B, LP
- Baton Toss - F, F, HK
- Baton Trip - F, B, LP

Kombos

- HK, HK, HK, HP, HP, LP
- RUN, HP, HP, D+LP, BatonThrow
- HK, HK, HP, HP, B+HK
- LK, HP, HP, LP
- HK, HK, HK, HP, HP, LP

Fatalities

- Blown Away - D, F, D, F, BL (Next) (1.0 + 2.0)
- Frizzle and Fry - F, F, F, F, LK (Out of Sweep) (Block)

Animality

- Mercy - D, D, D, D, RN (1.0)

Level Deaths (1.0)

- Pit 3 - F, F, F, F, RN (Next)
- Subway - F, F, F, F, RN
- Shao Kahn Tower - F, F, F, F, RN

Kabal

Moves

- Tornado Spin - B, F, LK
- Purple Fireball - B, B, HP (air optional)
- Ground Blade - B, B, B, RN

Kombos

- HP, HP, LP, HP
- HP, HP, D+LP, D+HP
- Spin (B, F, LK), then Run close and HP, HP, B+HK
- 100% Spin, HP, HP, Spin, HP, HP, Spin, HP, HP, Spin, HP, HP
- 49% HP, HP, D+HP, Jump Kick, Purple Fireball (IN THE AIR)

Fatalities

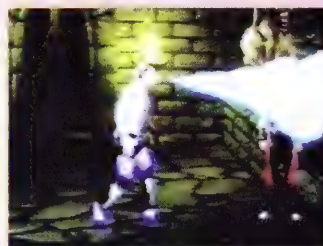
- Balloon Madness - B, B, F, D, BL (Sweep)

Animality

- Hold HP, D, D, D, Release. HP (Close)
- Mercy: D, D, D, D, RN (1.0)

Level Deaths (1.0)

- Pit 3 - F, F, F, F, RN (Close)
- Subway - F, F, F, F, RN
- Shao Kahn Tower - F, F, F, F, RN



Sub-Zero

Moves

- Ice Shower - D, F, HP
- Ice Clone - D, B, LP
- Freeze - D, F, LP
- Slide - B+LP+LK+BL

Kombos

- HK, HK
- HP, HP, LP, B+LK, B+HK, B+HK
- HP, LP, LK, HK
- LP, HP, LK, B+HK
- HP, LP, LK, HK, B+HK
- 30% 3 Freeze, Jump Kick, Sweep, Slide
- 29% 2 Freeze, Uppercut, Slide

Fatalities

- Overhead Smash - D, F, D, F, LP (Next)
- Ice Breath - D, F, B, HK (Sweep)

Animality

- U, U, U, U
- Mercy: D,D,D,D, RN (Block)

Friendship

- F,F,F, U+HP (No Block) (2.0)

Level Deaths (1.0)

- Pit 3: F,F,F,F, RN (Next)
- Subway: F,F,F,F, RN
- Shao Kahn Tower: F,F,F,F, RN



Jax

Moves

- Fireball - B, F, HP
- Double Fireball - F, F, B, B, HP
- Ground Smash - Hold LK (3 seconds), Release. LK
- Running Punch - F, F, HK
- Gotcha Punch - F, F, Rapid LP
- Quad Throw - F+LP, Rapid Tap HP
- Backbreaker - BL in Air

Kombos

- HP, HP, BL, B+HP
- HP, HP, LP, BL, B+HP
- HK, HK, HP, HP, BL, LP, B+HP
- HP, HP, BL, LP, B+HP

Fatalities

- Arm Slice - 360° (T, T, (Block)
- Sole Crunch - RN, RN, RN, BL, LK (Far) (1.0)
- RN, LP, LP, LP (Far) (2.0)

Animality

- Mercy: D,D,D,D, RN (1.0)

Level Deaths (1.0)

- Pit 3 - F, F, F, F, RN (Next)
- Subway - F,F,F,F, RN
- Shao Kahn Tower - F, F, F, F, RN

Sektor

Moves

- Heat Missile - D, B, HP
- Straight Missile - F, F, LP
- Teleport Punch - F, F, LK

Kombos

- Heat Seeker Missile, Teleport, Run, LP, Jump Forward, HK
- Teleport, Regular Missile
- Heat Seeker Missile, Teleport, Run, LP, Regular Missile
- HP, HP, LK, LP
- HP, HP, LK, LP
- HP, HP, LK, B+HK
- HP, HP, HK

Fatalities

- Squishy - B, B, B, B, HK (Sweep) (Block)

Animality

- Hold BL, D, D, D, U Release. BL
- Mercy: D, D, D, D, RN (1.0)

Friendship

- B, B, B+BL+RN (No Block)

Level Deaths (1.0)

- Pit 3 - F, F, F, F, RN
- Subway - F, F, F, F, RN
- Shao Kahn Tower - F, F, F, F, RN

Code of the Month!



Warlock - Genosis

The dead walk again and it's your duty to return them to their slumber. If you want to fight of the forces of evil in a quick and efficient way, use the codes below.

- 2nd Stone - SRVDR
 - 3rd Stone - SNGDN, BGSTR, PLEUP, PGBRL
 - 4th Stone - BLDVN, DINSJ
 - 5th Stone - NRVNA, BTBYS
 - 6th Stone - SPKNS, PRDIG, SCFSH
- "Dr. Strange"
Palatine, IL



Liu Kang

Moves

Bicycle Kick: Hold LK, Rel. LK
 Flying Kick: F, F, HK
 Fireball: F, F, HP
 Low Fireball: F, F, LP
 Air Throw: BL

Kombos

HP, HP, LK, LK, HK, B+HK
 HP, HP, BL, LK, LK, HK, LK
 Jump Kick, Air Fireball, Bicycle Kick, Run, HP, HP, BL, LK, LK, HK, LK

Fatalities

Mystic Fire - F, F, F, B, F, LK (Next)
 Arcade Machine Jamboree - Hold BL, U, U, U, Rel. BL (Anywhere)

Animality (1.0)

Mercy - D, D, D, D, RN

Level Deaths (1.0)

Pit 3 - F, F, F, F, RN (Next)
 Subway - F, F, F, F, RN
 Shao Kahn Tower - F, F, F, F, RN



Sheeva

Moves

Fireball - D, F, HP
 Teleport Stomp - D, U
 Stomp - B, D, B, HK

Kombos

HP, HP, LP, hold B for the rest, HK, HK, LK, HK
 HP, HP, LP, F+HP
 HP, LP, HP, B+HK

Fatalities

Migraine - F, F, F, LP (Next)
 She Devil Skinning - Hold HK, F, F, F, Release. HK (Next)

Animality

Hold HP F, D, F, D, Release. HP
 Mercy: D, D, D, D, RN (1.0)

Friendship

Hold LK, F, F, D, F, Release LK (No Block)

Level Deaths (1.0)

Pit 3 - F, F, F, F, RN (Next)
 Subway - F, F, F, F, RN
 Shao Kahn Tower - F, F, F, F, RN

Shang Tsung

Moves

Skull - B, B, HP
 Skulls (2) - B, B, F, HP
 Skulls (3) - B, B, F, F, HP
 Ground Fireballs: F, F, B, B, LK

Morphs

Liu Kang - 360(F, F (Block)
 Sektor - D, F, B, RN
 Kano - F, B, F, BL
 NightWolf - U, U, U (Block)
 Sonya - D, D, D, RN+BL+LP
 Jax: F, F, D, LP
 Kung Lao - RN, RN, BL, RN
 Sub-Zero - F, D, F, HP
 Kabal - LP, BL, HK
 Stryker - F, F, F, HK
 Sindel - B, D, B, LK
 Sheeva - F, D, F, LK
 Cykax - BL, BL, BL

Kombos

LK, HP, HP, LP, B+HK
 Ground Fire, Uppercut
 Fireballs (3), HP, HK, LP, B+HK
 HP, HP, LP, B+HK

Fatality

Spiked - Hold LP, D, F, D, F, Release LP (Next)

Animality

F, F, F, B, D+RN (Mercy)
 Mercy: D, D, D, D, RN (1.0)

Level Deaths (1.0)

Pit 3: F, F, F, F, RN (Next)
 Subway: F, F, F, F, RN
 Shao Kahn Tower: F, F, F, F, RN

Cyrax

Moves

Net - B, B, LK
 Exploding Teleport: F, F, D, BL
 Close Bomb: Hold LK, B, B, HK
 Far Bomb: Hold LK, F, F, HK
 Jump Throw: F, F, B, D, F, BL (opponent must be in air not you)

Kombos

100% B, B, Hold LK, F, F, HK, release, HP, HP, LP, Hold LK, B, B, HK, release, D+HP, Hold LK, B, B, HK, D+HP, Hold LK, B, B, HK, release, D+HP, HP, HP, LK, LP
 HP, HP, LK, B+HK
 HP, HP, HK

Fatalities

Heli-kill - U, U, U, D, HP (Far) (Block)
 U, U, D, U, LP (Far) (Block) (2.0)
 Suicidal Tendency - 360(D, D, RN (Far) (Block)
 F, B, F, D, LK (Far) (Block) (2.0)

Animality

Hold BL, U, U, U, D, Rel. BL
 Mercy: D, D, D, D, RN (1.0)

Level Deaths (1.0)

Pit 3: F, F, F, F, RN (Close)
 Subway: F, F, F, F, RN
 Shao Kahn Tower: F, F, F, F, RN



Nightwolf

Moves

Arrow - D, B, LP
 Hatchet Uppercut - D, F, HP
 Shield - B, B, B, HK
 Shadow Ram - F, F, LK

Kombos

HP, HP, LP, Hatchet Uppercut, HP
 HP, HP, LP, B, D, F, HP
 HK, HK, HP, HP, LP, HK
 HP, HP, Hatchet Uppercut, HP, HP, Shadow Charge
 HK, HK, HP, HP, LP, B+HK

Fatalities

Close Encounter - D, F, F, HK (Close)
 Lightning Tomahawk - B, B, B, HP (Sweep)

Animality

D, D, D (Close)
 Mercy - D, D, D, D, RN (1.0)

Level Deaths (1.0)

Pit 3 - F, F, F, F, RN (Next)
 Subway - F, F, F, F, RN
 Shao Kahn Tower - F, F, F, F, RN

Kung Lao

Moves

Hat Throw - B, F, LP
 Teleport - D, U
 Dive Kick - D+HK in the air
 Shield Spin - F, D, F, RN

Kombos

LK, LK, B+HK
 HP, LP, HP, LP, LK, LK, HK
 HP, LP, HP, LP, LK, LK, B+HK
 Hop Punch, Dive Kick, Roundhouse, Low Kick

Fatalities

Spin and Shred - D, D, D, D
 BL+RN (Any) (1.0 + 2.0)

Animality

D, D, D, D, BL
 Mercy: D, D, D, D, RN (1.0) or RN, RN, RN, RN, BL
 Mercy: D, D, D, D, RN (1.0)

Level Deaths (1.0)

Pit 3 - F, F, F, F, RN (Close)
 Subway - F, F, F, F, RN
 Shao Kahn Tower - F, F, F, F, RN

Sonya

Moves

Rings - D, F, LP
 Dig. Bicycle Kick - B, B, D, HK
 Leg Throw - D+LP+BL
 Square Wave Jump - F, B, HP

Kombos

HP, HP, LP, B+HP
 HK, HK, HP, HP, LP, B+HK

Fatalities

Kiss of Death - D, D, D, B+HP (Anywhere)

Babality

D, D, D, F, LK (No Block)

Animality

Mercy - D, D, D, D, RN (1.0)

Level Deaths (1.0)

Pit 3 - F, F, F, F, RN (Next)
 Subway - F, F, F, F, RN
 Shao Kahn Tower - F, F, F, F, RN

Patrick McCarron
 "Somewhere on the Net"

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

Super NES:

ASCIIPAD,
 SUPER ADVANTAGE,
 FIGHTER STICK SN

Genesis:

ASCIIPAD SG,
 SUPER ADVANTAGE SG-6,
 FIGHTER STICK SN SG-6

All runners-up will receive a Game Informer Secret Access T-Shirt to compliment their wardrobe.

Send To: Secret Access
 Game Informer Magazine
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 Eden Prairie, MN 55344



TECH TALK

Hardware & Software

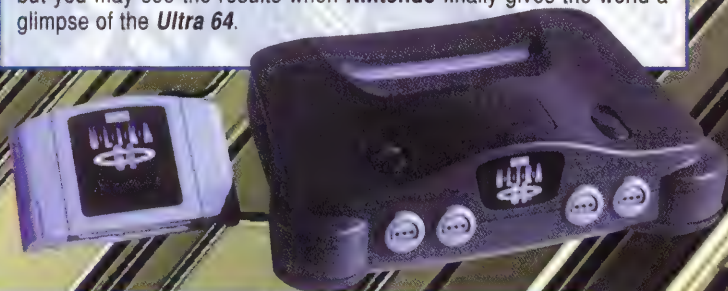


Ultra 64 Delayed, But The Show Goes On

You may not be able to buy the **Nintendo Ultra 64** until April of 1996, but they're still working on it, behind the scenes and in private. **Paradigm Simulation, Inc.**, a company that has been working for and with **Nintendo** on the **Ultra 64** announced the release of a new 3D software development tool known as **Vega UltraVision**.

Vega UltraVision will provide a highly productive software environment that allows software developers to focus on aspects of gameplay, and not the muck and grime associated with many aspects of writing software. **Vega UltraVision** includes 3D processing concepts such as visual channel control, eye-point definition, lighting control, and collision detection, to name a few. It will also implement memory management, task synchronization and the like in order for programmers to take full advantage of this enigmatic new system.

As a consumer, you may never see the word **Vega UltraVision**, but you may see the results when **Nintendo** finally gives the world a glimpse of the **Ultra 64**.



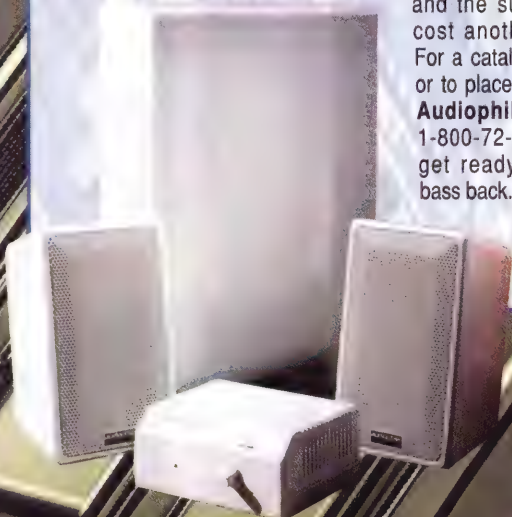
More Bass Means More Better

Have you ever watched **Raiders of the Lost Ark** without listening to the sound? It just doesn't have the excitement and intensity without the music pumping through your spine and every body blow or gunshot echoing in the recesses of your mind. Sound can be equally effective at increasing the feel and realism of a video game. Unfortunately, TV speakers don't do the sound effects justice, and buying a full stereo system to plug your games into may not make financial sense.

At **Game Informer**, we are lucky enough to use some of the equipment from the folks at **Audiophile**. They make small, compact speaker systems specifically designed to be used with video game or multimedia systems. All their speakers are magnetically shielded to protect monitors and data storage equipment. There are a variety of speaker options, from a simple two speaker system which delivers crisp and clear mid to high range sounds, to a four speaker system which may have you ducking sounds that come up behind you. If you're really serious about your sound though, you have the option of adding the **SW20** or **SW300** subwoofer. These speakers focus on low range sounds (from 50-125 Hz) and can set your teeth shaking with thumping bass when you crank them up. Your neighbors may not appreciate the sound these speakers can deliver, but a gamer certainly will.

The next generation of gaming systems are going to be delivering digital sound effects and music, and some of them come equipped with direct stereo outputs. A good sound system will go hand-in-hand with these next generation systems, and **Audiophile** speakers may be an affordable option. The satellite speakers and amplifier sell for \$179.95,

and the subwoofer will cost another \$149.95. For a catalog, questions, or to place an order, call **Audiophile** toll free at 1-800-72-SOUND, and get ready to kick the bass back.



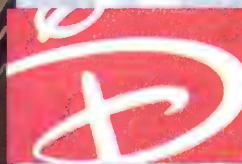
It's A Disney VR Thing

If you've been to **Walt Disney World** recently, you might have been lucky enough to see **Disney's Aladdin's Magic Carpet** virtual reality attraction. The attraction used real-time 3D computer graphics and head-mounted display technologies to create a story-based entertainment ride. The player would ride a carpet, exploring a virtual world and interacting with different characters to help find the magic lamp. The game was developed by **Walt Disney Imagineering's Virtual Reality Studio** and the new **Disney Interactive**.

What difference does that make to me, since I rarely leave my house, much less my state, you might be asking? **Disney** announced that they will be releasing a home version of this attraction sometime next year. While they haven't stated which platforms they will be working on, they will undoubtedly want to take advantage of the powerful new systems out there. While the home **Aladdin's Magic Carpet** may not be virtual reality, it should be loaded with cutting edge graphics and an intense and involved Disney-type storyline.

Steve Glenn, VR Studio co-director was quoted as saying, "Virtual reality offers many new possibilities for entertainment development in theme park and home entertainment venues. It is truly exciting to be a part of the **Walt Disney Company's** expansion into this extraordinary arena and to help create home products derived from our attraction-based properties."

Perhaps we can look forward to many Disney attractions brought to our living rooms. Now if they could only put a **Space Mountain** into our basement, we'd be happy campers.

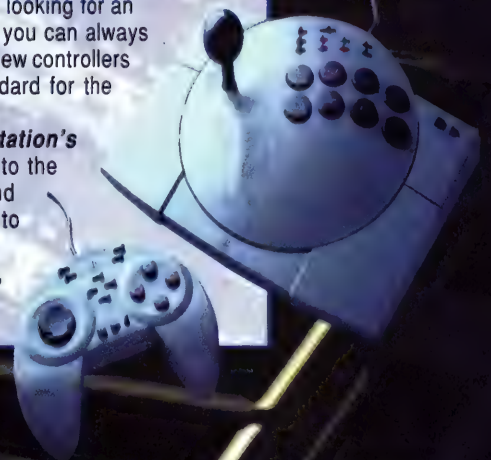


King of Controllers Debuts New Accessories for PlayStation

With the upcoming release of the **Sony PlayStation** in the U.S., you may find yourself looking for an alternative controller to enhance gameplay. When looking for a different controller, you can always look to the people at **ASCII Entertainment**. ASCII has announced the release of two new controllers for the **PlayStation**, the **Ascii Pad PS** and the **Fighter Stick PS**, that "set the Gold Standard for the **PlayStation** Controllers," according to **ASCII Entertainment** President Hide Irie.

Both controllers incorporate a high-tech, eight button design that complements the **PlayStation's** futuristic appearance. The **ASCII Pad PS** has molded hand grips that fit ergonomically into the user's hands. The **Fighter Stick PS** has a large base and will simulate the layout and handling of an arcade controller. Both controllers will feature slow motion, turbo and auto turbo button modes, and separate turbo switches for each of the buttons.

The new controllers will be available with the release of the **Sony PlayStation** in September, so keep an eye out for **ASCIIWARE** products if you're serious about accessorizing your new system.



Home Virtual Reality May Become a Real Reality for Jaguar Owners by End of Year

A working model of **Atari** and **VIRTUALITY's Jaguar VR** was unveiled at the Electronic Entertainment Expo in May. This headset will represent the first tracking head mounted display (HMD) available for a console gaming unit.

The head unit weighs less than one pound and is adjustable to fit a user's head with or without glasses. The graphics are presented on a full-color active matrix LCD screen and acrylic lenses, beam splitters, and mirrors project a binocular image, taking full advantage of both of the player's eyes. The helmet will track with two degrees of freedom, and will offer a 52° horizontal by 40° vertical field of view. The display also has a 3D sound system, placing the speakers at the player's temple and projecting the sound back to allow for peripheral hearing. In addition, a microphone has been built-in to allow networked players to talk to each other, as soon as a networked VR game is available.

Also available will be a special tracking VR joystick which will allow for greater control in the virtual world, but you will still be able to play the games with a standard **Atari Jaguar** controller.

Currently in the works are a few titles for the **Jaguar VR**. First is a new version of the classic **Missile Command** which will be reworked into a virtual world. The arcade VR title **Zone Hunter** will be available with the introduction of the VR system. In addition, discussions are underway with third party developers to take advantage of this new hardware.

Jaguar VR will plug into any **Atari Jaguar** system, and while a price has not been officially released, it has a targeted retail price of around \$300.



Networked Console Units a Reality

For years, video game companies have been promising us something that would increase our enjoyment of video games by ten fold - a network. By adding a human opponent to video games, you can compete with someone on an equal level to yourself, instead of learning a programmed opponents weaknesses and outsmarting them every time.

The people at **Black Cat Design, Inc.** have developed a **CatBox** that will connect to the back of your **Jaguar** and allow a multiple player network to be established. The box itself plugs into your **Jaguar** and comes equipped with stereo RCA, composite video, S-Video, and dual headphone outputs. There is also an RGB output that will connect with monitors made for the **Atari ST**, but there will be maybe four people in America who will use this feature. In addition, there is an RS232 null-modem port and two standard phone connections to allow network play. Of course, everyone who wants to play together has to have a **Jaguar**, a television, and a **CatBox** within cable distance of each other. If you have this, however, gaming will change as you know it.

Currently, there are only two games that support network play. **Aircars** by **MidNite Entertainment** will support up to eight players, and **Doom** by **Atari/id** will allow for two person play. **Doom** has a lot of bugs in it when you play it on network as the programmers couldn't test the networking technology - it wasn't available at the time. However, anyone who hasn't experienced **Deathmatch Doom** is missing an extraordinary experience.

The **CatBox** was developed by **Black Cat Design, Inc.** for **ICD, Inc.** and is available at a cost of \$69.95. To place an order, or get more information, contact **ICD, Inc.** at 1220 Rock Street, Rockford, IL 61101, or call them at (815) 968-2228 ext. 222. On-liners can contact them at the following E-mail addresses: Genie: icdinc Compuserve: 76004,1600 Internet: icdinc@genie.geis.com.



GAME GENIE SWAP SHOP

Win A Game Genie of Your Choice!

Dig deep into your Game Genie files and send us your coolest codes, because if we print your Game Genie codes a Game Genie will be on its way to your doorstep...well, mailbox. Original codes only. All pre-published codes will not be accepted.



Send your Game Genie codes to:
(Don't forget to list your Game Genie of choice)
The Swap Shop • Game Informer Magazine
10120 W. 76th St. • Eden Prairie, MN 55344

All Points ... Bulletin...

Your fellow gamers are looking for codes for the following games:

SNES

- Bubsy
- Bust A Move
- Phantom 2040
- King of Dragons
- Super Star Wars
- Samuari Shodown
- Super Side Pocket
- Mega Man X2
- Judge Dredd
- Sengoku

Genesis

- Aladdin
- Gunstar Heroes
- Dynamite Headdy
- The Incredible Hulk
- Eternal Champions
- FIFA Soccer '95
- Red Zone
- Ristar

Game Gear

- Aladdin
- Simpsons: Bartman Vs. Radioactive Man
- Taz Mania

Game Boy

- Donkey Kong
- PGA European Tour
- Animaniacs

Nintendo

- Bionic Commando
- Base Wars

Send your Game Genie code requests to:

All Points Bulletin
Game Informer Magazine
10120 W. 76th Street
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Virtua Racing - Genesis

ALRT-EA2W

Always finish in first
Tyrice Madison
Chicago, IL

Super Space Invaders - Game Gear

05A E1C E66

Start with 5 lives

07A E1C E66

Start with 7 lives

00F D5B 3BE

Infinite lives

02B 09E E66

Start with 3 shields

05B 09E E66

Start with 6 shields

07B 09E E66

Start with 8 shields

007 43E E6E

Infinite shields - except when stomped

"The Rhino"
Toledo, OH

Star Tropics - Nintendo

SZNZGPAX + VZVZLOS

Infinite energy

PEXXYTIE + PEUZLTIA

Only one star needed to restore energy

SUXXPSVS

Infinite weapons

ZUWLZEPP

Gain 50 fire weapons on pick up

ZUSUYETP

Gain 50 bats on pick up

SXETAKVK

Infinite lives

AEOZPYTO

Only eight hearts needed to use super nova

Jason Stewart
E.I.G.H, MN



Super Mario Kart - SNES

CD65-CD6F

Mode 7 effects disabled

Adam Wheeler
Lynn, MA

Jurassic Park 2: The Chaos Continues - SNES

DD30-12DAF

Don't flash after getting hit

6DED-3A9D

Don't take damage from some larger dinosaurs

D462-48DD

Some dinos die after one hit

4DC5-C67C

Velociraptor takes more damage to kill

Umar Ayyub
Albertson, NY

Talespin - Game Gear

013-434-E66

Start with 2 lives

063-43F-E66

Start with 7 lives

093-43F-E66

Start with 10 lives

013-48F-E66

Start with 1 credit

063-48F-E66

Start with 6 credits

093-48F-E66

Start with 9 credits

3AB-B5D-2A2

Infinite lives

3A6-3CB-2A2

Infinite continues

"The VidKid"
Long Beach, NY



Lufia & the Fortress of Doom - SNES

8236-0F34

Unlimited hit points

823A-0FC4

Unlimited Magic (only in battles)

DDB8-6FD9

No HP lost when walking over swamp ground

DF30-A718

Cheap bombs - 1 gold each

DF3C-0D18

Cheap smokeballs - 1 gold each

6D8F-0DC4

Immune to all petrifying effects

95A8-67A4

Shopkeepers don't charge for purchases (some shops only)

Chris Muta
Scotts Valley, CA

Mortal Kombat - Genesis

CPDA-ADNN

Unseen fireballs and ice blasts

CBET-AAF2

Attacks do more damage

GBRA-ATVL

Weird round numbers

SBBDT-AAGC

Player 2 is missing the torso and legs

CBET-AAA2

Infinite life for both players

CBET-AAC2

First hit ends match

Zany Zach Wilcox
Eagle, WI

Wing Commander: The Secret Missions - SNES

C2A6-4D0D

Infinite blaster power

C2C8-14AD

Infinite fuel

D668-C402

Start on mission 8

D068-C402

Start on mission 4

3C66-C7A1

Infinite missiles

"The Eradicator"
Phoenix, AZ

Pinball Dreams - Game Gear

C9B-64C-6EE

Cannot tilt

01C-E2F-B3D

Infinite balls

01C-E6F-E66

1 ball

05C-E6F-E66

5 balls

0FC-E6F-E66

15 balls

3E0-E5E-2A2 + 040-E6E-

4CE + 000-E7E-B3D

Always start with 5X bonus

"The Rhino"

Toledo, OH

Addams Family - SNES

BBB8-6F04

Start with 99 Lives

3CA7-A467

Invincibility

49CF-DDAF

Each \$ worth 25

D961-0F0D + D961-0F6D

Start with 5 hearts

Ricardo Hester

Detroit, MI



NBA Jam: TE – SNES

33E0-4DAC

Player 1 starts with 1 point

33E0-47AC

Player 2 starts with 1 point

C2C9-1467

Infinite shot clock timer

DF62-1B1B

Allows for shot clock to be set to 1

C28B-1DA5

Player 1 has almost infinite turbo

C286-1B2B

Player 2 has almost infinite turbo

DF8A-1D65

Player 1's turbo recharges twice as fast

0D8A-1F85

Player 1's turbo goes down very slowly

DF88-1BBB

Player 2's turbo recharges twice as fast

76C2-6DDF

Player 1's shots worth more

76C3-DF04

Player 2's shots worth more

D0BF-11CB

Become on fire after only 2 baskets

CB88-1565

Player 1 has no turbo (except in Tournament mode)

CB88-16BB

Player 2 has no turbo (except in Tournament mode)

DDE4-0B28 + D1E4-08F8

All players are much faster (except in Tournament mode)

DDE4-0B28 + DBE4-08F8

All players are super fast (except in Tournament mode)

*Travish Ledesma
Silverton, OR*



Equinox – SNES

C28F-AF4D

Protection from most small monsters

3CA0-0DC7

Infinite life energy

CEAE-0D17

Infinite magic- must have enough MP for spell to work

CB2A-C4D9

More energy from apples

4F27-1F00 + 4020-1FD0

Super jump

FC27-1F00 + 4020-1FD0

Mega jump

DD86-674F + 3C86-671F

Colored doors don't need keys

B32C-4FA0 + CD2C-4700

Super speed

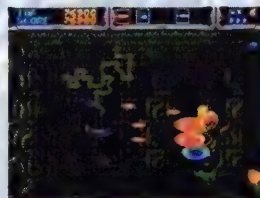
D6AC-6437

'Slow' spell lasts 3x as long

D6AB-6FC7

'Freeze' spell lasts 3x as long

*"The Rhino"
Toledo, OH*



Thunder Force III – Genesis

RYBT-A6XY

MASTER CODE

BECA-AAH8

Start with 10 fighters

A3AT-AA7R

Infinite fighters

A2FT-AAFC

Infinite credits

AKAT-AA8R

Keep special weapon power when you lose a fighter

9TCA-BGSR + D6CA-AAHT + 96CA-AAHW

Start with all special weapons

*"Virtua Gap Boy"
Minneapolis, MN*



Pitfall: The Mayan Adventure – SNES

DB6B-C4A1 + DBC6-34DE

Start with 10 Lives

086B-4D6A

Get 3X energy from sacred hearts

74A4-5CF69

Sling stones do mega-damage

ED6C-CDDA + D46C-CD0A

Time keeper power-up lasts longer

DDA6-3D69

Infinite Stones of Pacal

DDA5-1709

Infinite sling stones

DDA5-3700

Infinite boomerangs

DD6F-C7A1

Moon-jump

*"Sir Timothy"
Ellsworth, IL*

Saturday Night Slam Masters – SNES

D3DB-5D01

14-second count outside ring

DCDB-5D01

10-second count outside ring

DBD6-5DD1

9-second count for pin

D1D6-5DD1

6-second count for pin

DFD6-5DD1

1-second count for pin

F31F-8F0D

Faster timer

1D1F-8F0D

Slower timer

D12D-5765 + EB2F-5F05

Stingray has faster

jalepeno comet

0C83-17D7 + D78E-1F67

Quicker 'pattycake slap' for Grater

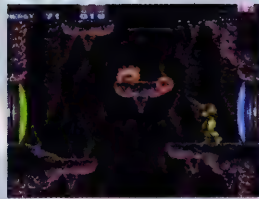
0C83-1FA7 + D78E-1D07

Quicker 'sonic fist' for Biff

0C83-1707 + D48E-1FA7

Quicker 'jungle fever' for Rasta

*"The VidMan"
Uptown, MN*



Super Metroid – SNES

C225-3005

No energy Loss

DDCF-4461 + 6DCC-47A1

Select area when loading a game (press right on map screen to select)

C225-3005

No energy loss from enemies

C22A-456D

Super jumps don't drain energy

The following are save game modification codes. They only work for saved game "A." A saved game must already exist. Do not try this on a new game.

FA68-4760 + DD6A-C7D

Master Code (must enter)

28D7-FAAD + D9D7-FA6D

Start with about 1500 energy tanks

A6D7-F26D

Maximum missiles = 200

74D7-F36D

Maximum super missiles = 50

74D7-FE6D

Maximum super bombs = 50

DDD0-FE6D

Set hours played to 0 (for better ending)

4EDF-FA6D

Add ball, varia suit, spring ball, screw attack, and gravity suit

E7DF-FAAD + E7DF-FA0D

Add all boots, bomb, grapple, and x-ray

EED9-93DD

Crateria is already mapped out

EED9-930D

Brinstar is already mapped out

EED9-936D

Norfair is already mapped out

EED9-93AD

Wrecked ship is already mapped out

EED9-9EDD

Maridia is already mapped out

EED9-9E0D

Tourian is already mapped out

*William Beck
Chicago, IL*

Exclusive Codes from Galoob

Heroes of the Lance – Nintendo

SUOAZGSP

Almost infinite HP for your party

OUEEYKON + AXOAAGUT + XUOAPGUE

Hits do more damage to your party

Bases Loaded 2 – Nintendo

SXNAXOVV + SXSGUKVV

Strikes don't count

PEOGOALA

1 strike and you're out

AAOEUZZA

Only 1 out allowed

Blue Marlin – Nintendo

OZSVKPPV + YASVSGPE

Vitality always maxed out

AESVOXEG

Catch fish right after they bite

PESVOXEK

When fish bite they are close to the boat

Stargate – Genesis

ABEA-EADY

Start with no grenades

NPEA-EADW

Start with 99 lives

AA5T-EAD2

Infinite continues

NPEA-EAD0

Start with 99 alien grenades

AAEA-EAE2

Infinite alien grenades

C27A-CA6W + BT7T-CA3E

Protects against most enemies

Asterix – Game Gear

C9A-F0C-19D

Infinite lives

7E2-C5B-3BE

Infinite energy

3E2-7BB-6EA

1st hit fatal

002-CAB-2A2

Don't flash after getting hit

082-CAB-2A2

Flash less after getting hit

*"The Eradicator"
Phoenix, AZ*

KIDS TO ADULTS

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AGES 6+

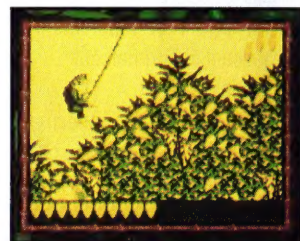
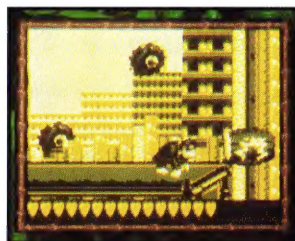
New Donkey Kong Land has and the best graphics ever seen on Game Boy.

First there was Donkey Kong Country[®], it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome



new game. Donkey Kong Land[™] is here, and it's only available for Game Boy[®] and Super Game Boy[®]. You'll recognize the hairy heroes for sure, but everything else is entirely new.

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

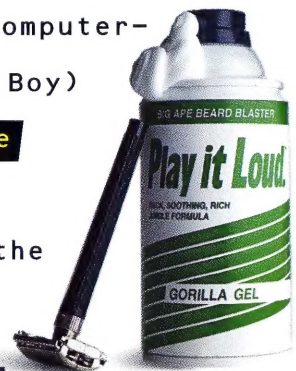




30 new levels, all new bad guys No wonder it has such huge fans.



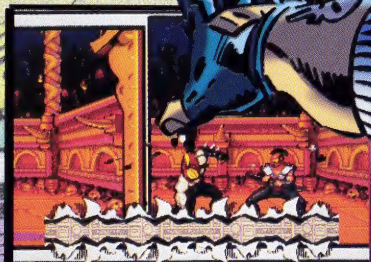
This new terrain is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of flying pigs (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky banana-yellow cartridge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



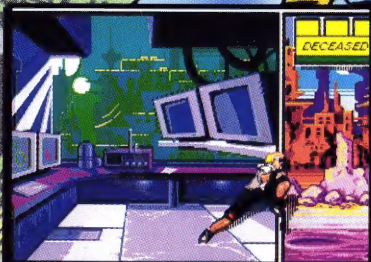
COMIX ZONE™



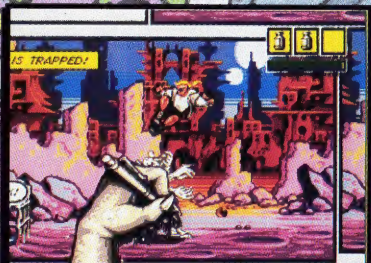
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TONS OF INTENSE FIGHTING MOVES.




BATTLE PANEL BY PANEL
THROUGH FULL COMIC BOOK PAGES
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SHARPEN YOUR FIGHTING SKILLS
TO DEFEAT MUTANT ENEMIES DRAWN IN
BY MORTUS, PUBLIC ENEMY NO. 1

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