

NINTENDO • SEGA • ATARI • 3DO • SONY • SNK • ARCADES

Game Informer

MAGAZINE



LOSE YOUR HEAD IN
WEAPONLORD
Pg. 16

September 1995
Vol. V • Issue 9 • #29

Killer Instinct

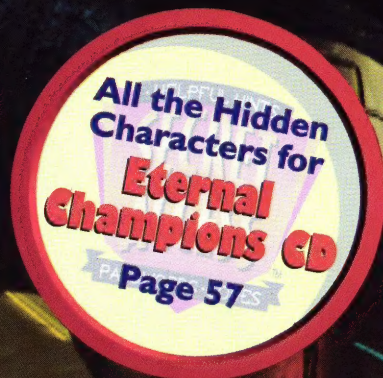
Moves and Combos That
Will Make You A KI Master!

PlayStation Software Extravaganza

Including MK3, Air Combat,
War Hawk, Jumping Flash,
Toshinden, and Ridge Racer

Plus!

NHL Hockey '96, Doom, Virtual
Hydlide, Bug!, and Black Fire



All the Hidden
Characters for
**Eternal
Champions CD**

Page 57

\$3.95 Canada \$4.95 UK £2.50
September 1995



0 74470 82824 2

I was passing through a wasteland when suddenly my mind drifted.



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my spirit lifted, my location shifted into
a
new
dimension

a
third
dimension

a
good
dimension.

Was this their intention?
To crash my dimension?

I stepped into the invention
and heard a voice say,

Turn it on Virtual Boy™

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

Nintendo®

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

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



You've never seen or smelled a Role-Playing Game like this! • Shortly after

the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and through time to face Giygas, the evil, time-traveling alien who is to blame for all the mess. Each EarthBound Game Pak comes with a free 128-page Player's



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

Guide loaded with info about where the best grub is, who to hang with, and what you need to avoid. Keep it



nearby though, because the lowdown on all those heinous monsters will come in quite handy. If they get too close, open a window fast, because some of 'em are more than ripe. • But the adventure doesn't start until you do. Grab some air freshener and start sniffing around for an EarthBound Game Pak.



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

It's the first Role-Playing Game that stinks.



Nintendo®

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GI

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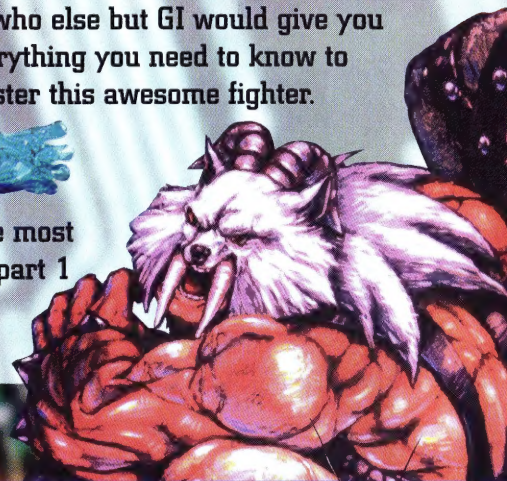
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Nintendo's newest fighter is out, so who else but GI would give you everything you need to know to master this awesome fighter.

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GI takes an in-depth look at the most complicated fighter ever. Plus, part 1 of GI's move guides for this gruesome fighter.



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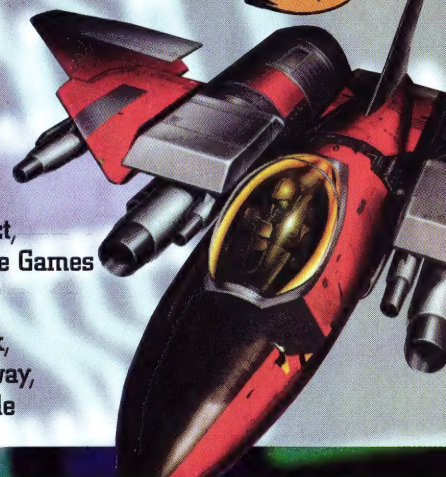
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Letter From the Editor

BY ANDREW MCNAMARA

Hello! Brave New World

Since the dawn of time human beings have always looked for things that will make their lives easier. We have invented clothes, fire, and the wheel, but that never quenched our thirst. Time passed, and humans soon invented something with a piece of silicon that would change the way we lived quicker than fire ever did. We had invented the integrated circuit.

An integrated circuit, or an IC, is basically a number of simple switches integrated into one single unit. Integrated circuits are the heart and soul of what we today call a computer. Originally the IC could barely do simple math, but like a wild-fire spreading through the night, integrated circuits went from doing simple math to complex calculations in a matter of years. This literal explosion of processing power has been evident in computers and video games since the beginning. Think of it this way, in 1971 when Pong first began its rise to stardom, people had barely even heard of video games, and as a whole, were not very familiar with computers. Now it's 1995, a mere 24 years later, and computers and video games are integral parts of almost every household and company in America.

So what is the point of all this? It's simple — people strive to reach perfection. Of course perfection is a dream, but technology is not. People can do anything with computers. In their pursuit of perfection people will constantly advance technologically as fast as they can — whether it's a better automobile or a new video game system. So the important thing to realize here is that not only was a new video game hardware standard needed, it was unavoidable. People demand that things advance whether they agree with it or not. However, when they come face-to-face with their new reality they stop short, saying things like, "I cannot believe your making my game system obsolete" or "what is the difference between 32-bit and 16-bit...geeze...all it has is better graphics." The answer is easy.

It had to be.

Besides no game system ever becomes obsolete. Yes, production on new titles will eventually stop, but does that matter? If you have games that you enjoy on that system, it's still worth having. It still has value, especially when you look at the used video game market as a second life for any system. For instance, right now there are millions of gamers out there who still play NES. Maybe they never felt the need to upgrade to 16-bit or maybe the price-tag did not match their life-style. Who knows? But now these people will upgrade to 16-bit as the 16-biters upgrade to 32 and 64-bit, and the gleaming beast we call the video game industry will continue to breathe and expand.

Now, what do you do when you come face-to-face with a brand new Sony PlayStation or Sega Saturn? What else? You buy it! And I will tell you this right now, we have barely touched the surface on what 32-bit gaming can do. If you think 16-bit is cool you had better strap on your boxers because these new systems will blow your underpants into next week.

So the moral of the story is simple: although you may not appreciate the fact that your Sega Genesis that cost you \$200 back when you bought it in 1989 is all of the sudden second rate, it had to be. Technology will always move faster than your pocket book or your imagination can fathom. So do not look at this new technology as just another chance for video game retailers to take your money. Think of it as the next gaming frontier, and you can be one of the first pioneers to explore this brave new world.

The Reviewers "Gamers with a Grudge"



Andy

The Game Hombre

"Well, September 9th is the day PS-X hits the streets and I don't know about you but I'm going to be one of the first people in line. Otherwise I think I might go crazy. Make sure to pick up Ridge Racer and Air Combat because they're sweet games! Hey, look at Paul! I think he's turning into a freak-demon from the bowels of Kileak's power suit...no wait... he's just eating his lunch after he made fun of me for picking Ridge Racer over Daytona and then coming over to my side of the fence. Ha! Ha! Do I know how to pick'em, or do I know how to pick'em?"

The Pro Player



Paul

"I've got the other reviewers chasing me down, so I'll have to go into hiding for a while. I'll know when Reiner comes looking for me cause his head glows in the dark. I'm pretty excited for the release of the PS-X. I just can't get enough Air Combat. For gamers in general, it's a good time of the year because we'll start to see ton of new games on the shelves in preparation for the holiday season. 16-bit or 32-bit? That is the question. Gotta go, there's a blue-haired freak lookin' for trouble. Later."



Reiner

The Raging Gamer

"Recently, I've been over-come with tons of abuse from Paul. He's been trying to get me to change my Ridge Racer score from an 8.25 to a 9.0. All I can say is, I think I've scored it accurately and I don't think it deserves any more. Furthermore, this abuse is really taking its toll on my sensitivity. You better run Pauly! I may not be that big, but I do have some super natural abilities that will blow you away! I'll taunt you in your sleep, while you're on the can, and in your eat your Spaghetti O's."

The Video Ranger



Rick

"Greetings Gamers! Do you ever notice how time seems to fly? It seems like only just yesterday that NES was the king and the Genesis was the mysterious, expensive new alternative. For now I'm excited about the future of video entertainment. Imagine what miracles of video will be seen in the years to come. I can't wait! Can you?"

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 = Terminal
- 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.

WHATEVER HAPPENED TO SEGA VR?



I am a big fan of your magazine and I'm also a hardcore Sega Fan. So, I have a few Sega related questions for you.

First, is Sega ever going to use the lock-on technology again? It's a cool thing and I think that they should take advantage of it.

Second, I understand that you went to E3 and played versions of MK3 for SNES and Genesis. So the question that every Sega fan wants to know is: Is the SNES version going to blow away the Genesis version like it did in MK2?

Finally, I read in a magazine (not GI, unfortunately!) that Sega VR was going to be released. That was over a year ago! What happened?!? It wasn't in a rumor section either. Why would Sega not make a VR system? It would've been so popular!

"Crazy" Chris Hodges
Chicago, IL

Yeah, the Lock-On technology thing is pretty cool, but don't expect too many games to come out that can use it. Sega expects to bring out maybe one more cartridge next year that uses the elusive Lock-On technology, but at this point they haven't announced anything for sure. However, X-Perts, starring Shadow from EC, has been mentioned. Of course, who knows if it will be the game you Lock-On to, or the game that gets locked-on to another title. Your guess is as good as ours. Unfortunately, our guess would be that there won't ever be another Lock-On game, but that's strictly a "guesstimate" from us, nothing more.

Speaking of Mortal Kombat, it looks like both the Sega and Super NES versions of MK3 will be fairly equal. We just recently got the e-proms and we're planning on doing extensive coverage on all three versions of MK3 next month.

Of course, we are sorry to let you know that development of the VR system for the Sega Genesis was canceled long ago, but Sega assured us that VR research is going strong at Sega. Although a

definite time-frame hasn't been worked out, Sega hopes to make true VR a reality some-time in the near future.

Letters From Our Readers:



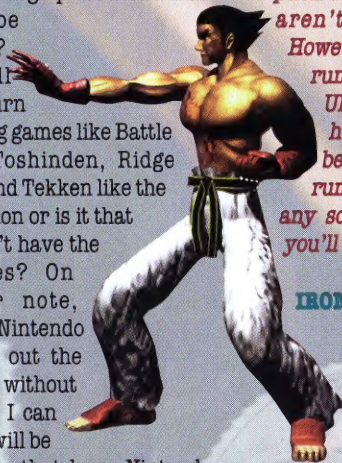
JUDGMENT DAY!

I have some questions about what's going to happen this fall on what has been dubbed "Judgment Day." I've been reading about the different systems coming out this fall and it seems like the Saturn is going to be the one that's ahead in technology, but it also has a bigger price tag. Does this high price mean that it will be the best? And will the Saturn be getting games like Battle Arena Toshinden, Ridge Racer, and Tekken like the PlayStation or is it that they don't have the licenses? On another note, why is Nintendo bringing out the Ultra 64 without a game? I can tell this will be a mistake that loses Nintendo a lot of money. On a final note, how come you haven't done any coverage on Ultra 64 games? What's going on?!

Antonio "Confused" Butcher
Baltimore, MD

As you read this issue Judgment Day is pretty much here, except for the fact that Sega released the Saturn early and Nintendo pushed back the release of the Ultra 64. So all that really happens this month is that the Saturn rolls out to some more retailers and the Sony PlayStation finally rears its ugly head here in the United States.

We're sorry, but we won't get into a discussion about which system is more powerful, be it the Saturn, Ultra, or PlayStation. However, it is important to note that games like Toshinden, Ridge Racer, and Tekken can come out on the Saturn or Ultra 64, but we seriously doubt it will happen. Sony is publishing Toshinden here in the States for Takara



(and I don't think they'll let Sega get their hands on that one), and Ridge Racer and Tekken are premiere PlayStation titles from Namco, who is a strong supporter of Sony and will probably hold off, at least for a little while.

Concerning Ultra 64, we have been unable to get information on the upcoming releases because Nintendo has been extremely tight-lipped. They do state that the Ultra will come out with a pack-in game, but they still aren't naming any names. However, there are numerous rumors involving Nintendo Ultra 64 titles, but nothing has been confirmed as being anything more than a rumor. Trust us, if we get any solid info on the Ultra 64 you'll be the first to find out.

IRON MAIDEN VR?

Here are some questions about some stuff that's been on my mind. How much is the 128-bit Iron Maiden Virtual Reality system that you talked about in the April issue's What's Hot! going to cost?

Mark Pennington
Philadelphia, PA

You can pick up a Special Edition Iron Maiden VR with the optional Virtual Pillow for a low, low suggested retail of 128 million dollars. Just kidding, the Iron Maiden VR was our April Fool's joke, so the only place it exists is in our minds! It sure sounds cool though!

UNINFORMED?

I'm going to give you a chance to rectify a problem about being consistent. I have been a loyal fan of your magazine for some time now and I find it very distressful that I have to write this letter complaining. I'll get to the point; in your April '95 issue the codes for Eternal Champions: Challenge

From The Darkside for the Sega CD were excellent and very informative (no pun intended) but you left me short in the following issue. When I saw TO BE CONTINUED I thought, "Great, let me go to my private stash (i.e. GI May '95)." SURPRISE!!! Half-assed codes - what a way to go out. Did I miss something? What happened to Blast, Zuni, The Senator, etc.; even poor ole' Yappy? The May issue was supposed to whet my appetite, but instead it left me dry.

Murphy M.
Clinton, MD

Ouch! Hey, we can't tell you how many times we've had to say we're sorry about this whole Eternal Champions Sega CD fiasco. From the beginning we had made a deal with Sega that we would gradually release the codes and secret characters for EC Sega CD right after the release of the game. However, this is where the problem starts. You see Sega, which had originally planned for EC Sega CD to be released in April, pushed it all the way back to early June and this basically shot the whole Eternal Champions article right out the window. We tried to get Sega to release this information to us sooner, but it just wasn't going to happen. However, we have finally put this baby to rest because on page 67 we have all the final pieces to our EC Sega CD puzzle. And as a special bonus, Sega is giving us even more exclusive codes next month. So hopefully we can make up for some of the trouble we, and Sega, may have caused. Sorry!



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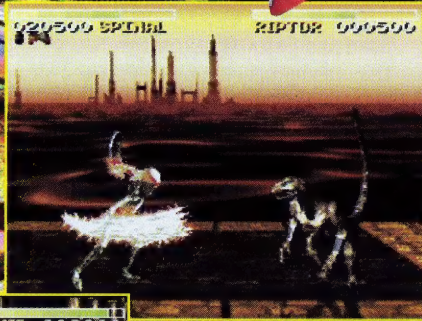
<http://www.winternet.com/~funco>

<http://www.bitstream.net/voxday>



The Killer In Me Is The Killer In You

KILLER INSTINCT



Choose your fighter.



Beware of Orchid!

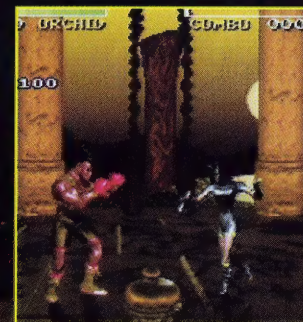


Ultra Combos are what Killer Instinct is all about.

Killer Instinct was, and still may be, the first title you'll see on the upcoming Ultra 64. However, it makes its first home appearance on the Super NES and fans of the arcade version will not be disappointed.

Killer Instinct packs nearly all the moves and secrets that were incorporated into the first arcade version. Since previewing a very early version of KI in last month's Game Informer, the development team at Rare has added quite a bit. The voice that calls out when you land combos really gives it the arcade feel. In addition, all the level deaths on the rooftops, although not as spectacular as the arcade, are included. So much has been added to Killer Instinct in the last month that it's hard to believe that another gaming magazine actually reviewed a version that was so incomplete.

The eye-popping characters, which are created thanks to Advanced Computer Modeling and some powerful Silicon Graphics computers, are incredibly smooth and crisp. A total of 10 fighters can be controlled, each with approximately 9 special moves that they can execute. What KI is really known for is the massive hit combos that will devastate you or your opponent's health bar. Through a sequence of button keystrokes the player can send his character into a fury of punches and kicks. Each character has a certain move that you can use easily to land smaller "Triple" or "Super" combos. By using each character's Linker move you'll be able to string combos together and devastate opponents with up to 40-hit unblockable barrages. Each character has a Combo Breaker as well. This move is a necessity for stopping the unblockable storm of combos. If combos are not your forte, the options screen will allow you to disable combos that are more than 5 hits (which was a controller trick on the arcade version).



Combo and Orchid are favorite characters of the GI staff.



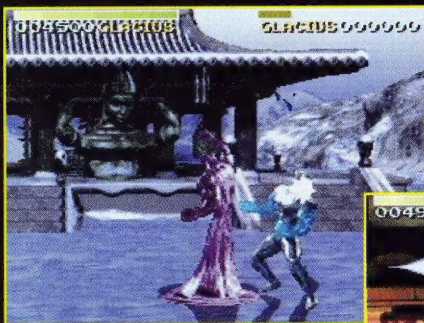
Spinal's Combo Breaker or Shield Absorption will display skulls under his power bar. His Flaming Skull moves will now work.

Many of the arcade secrets have also been incorporated into this version. The two-player level select, turbo mode, and the previously mentioned level deaths are all here. Not to mention the No Mercy and Humiliation death moves which follow the arcade keystrokes almost to a "T." Killer Instinct arcade fans will have no problem using their arcade skills on the home version, and if you need any help we've included the moves and many of the secrets we've discovered. There may also be a secret code to play as the boss Eyedol. We've yet to discover that and any other KI surprises.

Fans of fighting games should have a busy fall with the number of quality fighting games that are appearing on the SNES. However, Killer Instinct may be the cream of the crop.



A nice picture for you after you've humiliated your opponent.



Gladius can use the Puddle Punch to start a furious combo.



Eyedol is a two-headed freak that packs a 99-hit combo.



Spinal covers his face to block Riptor's fire.



- **Size:** 32 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 10 Fighters Created Using Nintendo's Advanced Computer Modeling (ACM), No Mercy's and Humiliations, Arcade Tricks, and Truly Massive Combos
- **Created by:** Rare, Ltd. for Nintendo
- **Available:** Now for Super NES

► THE BOTTOM LINE **9**

ANDY, THE GAME HOMBRE

Concept: 9 "OK, so it's not 3D fighting. OK, so it's not as nice as the arcade version. OK, so the No Mercies are kind of corny. But who cares?"

Graphics: 9.25

Sound: 9.25 This game is fun; KI is easily one of the best 'flat' fighters around.

Playability: 9.25 The combos are fun to learn and the graphics are pretty stinkin' nice, even though they are a little rough around the edges. I guess my advise to you is that if you have a Super NES and you are looking for a good fighter, this one is easy to learn but difficult to master. Excellent game, but when you get good it becomes a wait-for-the-other-guy-to-move-first fest."

OVERALL:
9.25

REINER, THE RAGING GAMER

Concept: 7.75 "I never thought I'd see Nintendo succumb to the power of blood and gore. But I guess it's the 90's and anything and everything can happen. Personally, I think KI has a lot more to it than MK or SFII does. The combo system that originally drew loyal fans to this treasure is still intact in its entirety. Of course due to the SNES capabilities, the characters are a little smaller and some of the death sequences have been reduced or changed. Other than these minor technicalities it's the arcade game on your SNES."

Graphics: 8

Sound: 8.75

Playability: 9.25

Entertainment: 8.5

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 8 "Killer Instinct has been nicely recreated on the SNES. I really like the announcer yelling out the combos after you've devastated your opponent with one. The control is ultra smooth and almost identical to the moves in the arcade version. I wasn't a big fan of the combo system at first, but the SNES version allowed me to experiment a lot without dropping quarters, and soon I was hooked. The designers at Rare really packed the action into this cart. Killer Instinct should be experienced by any fighting fan, it's an excellent translation."

Graphics: 9.25

Sound: 8

Playability: 8.25

Entertainment: 9

OVERALL:
9

Legend:

- Quick Punch = QP
- Medium Punch = MP
- Fierce Punch = FP
- Quick Kick = QK
- Medium Kick = MK
- Fierce Kick = FK
- Any Punch = P
- Any Kick = K
- Charge = hold direction for 2 seconds

Note: All moves are listed for characters facing right.

Level Deaths

On the Air Box and Rooftops stages, characters can be knocked off the sides and fall to their graves.

City Roof



Desert Roof



Air Box



Combo Breakers

Each character has a move that you can use to stop your opponent's fury.

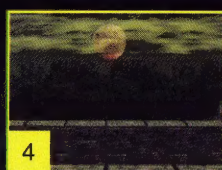


TURBO MODE

In the two-player mode, after you've picked your characters, both players hold the directional to the right and press and hold all the punch buttons.

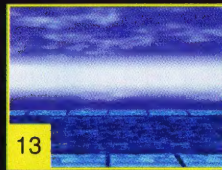
Ultimate and Ultra Death Moves

These moves can only be executed in the middle of a combo and when your opponent's energy bar is red.



Linker

The Linker is a move that is used to string combos together. Many of the Linkers can be used to start combos as well.



13



12



11

STAGE SELECT - (Two-Player Mode)

Move to the character of your choice and use the following moves and hold them until match begins.

- 1) Ice Temple - Up + QP
- 2) Infinite Caves - Up + MP
- 3) Ice Sculpture - Up + FP
- 4) Castle Rooftop - Up + QK
- 5) City Rooftop - Up + MK
- 6) Desert Rooftop - Up + FK
- 7) Wooden Bridge - Down + QP
- 8) Blood Bath - Down + MP
- 9) Lava Bridge - Down + FP
- 10) City Street - Down + QK
- 11) Castle - Down + MK
- 12) Factory - Down + FK
- 13) Air Box - Down + MK (ON BOTH CONTROLLERS)



5



6



7

Death Move Distance

When you have pummeled your opponent the screen will turn red and this is the opportunity to use the Death Moves. It is important to note the distance you need to be from your opponent to execute a particular death. These distances are noted in parenthesis after each death move.

- (close) - right next to opponent
- (1/3 Screen) - the space between you and your opponent is 1/3 of the screen
- (Full Screen) - you can't move any farther away



10



9



8

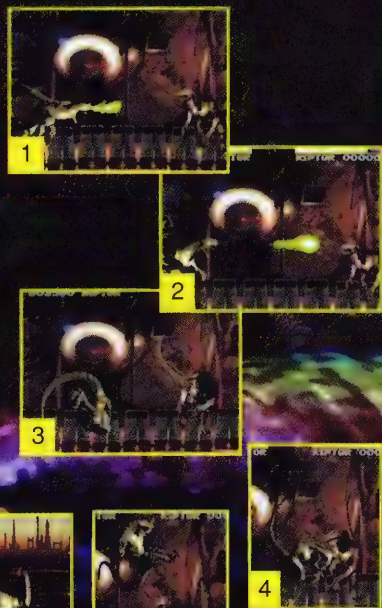
Character Color

Choose your character's color by moving the directional pad up or down before you select a fighter.



Riptor

- 1) Dragon Breath - ↘ ↓ ↘ + FP
 - 2) Flaming Venom - ↓ ↘ ↘ + P
 - 3) Tailflip - ↘ ↓ ↘ + K
 - 4) Riptor Rage - Charge ← → + P
 - 5) Jump Rake - Charge ← → + K
- Death Moves**
- 6) Acid Spit - ← → + MK
 - 7) Tail Stab - → → ← + FK (1/3 Screen)
 - 8) Eaten Alive - ← ↘ ↘ ↘ + MP (1/3 Screen)
 - 9) Humiliation - ↓ → → + FP
- Ultimate** - ← ↘ ↘ ↘ + QP
Ultra - ← → + QK
Combo Breaker - ← → + K (during opponent's combo)
Linker - Jump Rake with QK
7-HIT - Charge ← → + MP, QP, Charge ← → + FK
12-HIT - Charge ← → + MP, QP, ← → + QK, ↘ ↓ ↘ + QP



- 1) Lasa-Ken - → ↘ → + P
- 2) Spinning Sword - ↘ ↓ ↘ + FP
- 3) Ichi (Ni-San) ↘ ↘ ↘ + QP
- 4) Fire Cat - Charge ← → + P
- 5) Helicopter Kick - Charge ← → + K

Death Moves

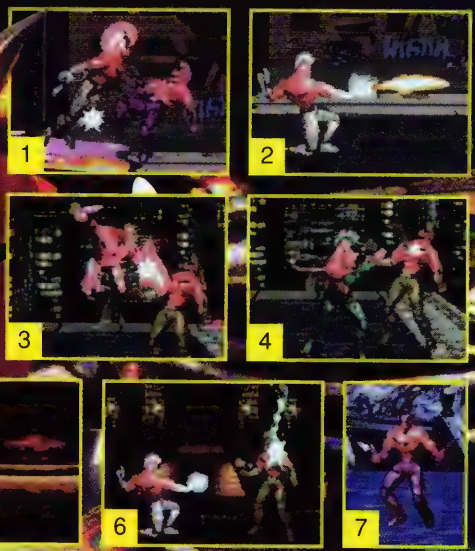
- 6) Peek-a-Boo - → → → + QP (1/3 Screen)
 - 7) Frog Stomp - ↓ ↘ ↘ ↘ + QK (close), FK to Stomp
 - 8) Humiliation - ↘ ↓ ↘ + FP
- Ultimate** - → ↘ ↘ ↘ + MK
Ultra - ← → + MP
Combo Breaker - ← → + K (during opponent's combo)
Linker - Helicopter Kick with MK
9-HIT - Charge ← → + FK, ← → + FK, → → + MK
13-HIT - Charge ← → + MP, QK, → → + MK, QP, ↘ ↓ ↘ + FP



B. Orchid



Chief Thunder



- 1) Sammamish - → ↘ ↓ ↘ + P
 - 2) Phoenix - ↓ ↘ ↘ + K (up or down to control flight)
 - 3) Tomahawk - → ↘ ↓ ↘ + FP (in air)
 - 4) Triplax - Charge ← ↘ + P
- Death Moves**
- 5) Super Chop - ↓ ↘ ↘ + FK (close)
 - 6) Rain Dance - ↓ ↘ ↘ + FP (1/3 Screen)
 - 7) Humiliation: ↓ ↓ + QK
- Ultimate** - ↘ ↓ ↘ + MP
Ultra - ← ↘ + QP
- Combo Breaker** - → ↘ ↓ ↘ + P (during opponent's combo)
Linker - Triplax with MP
7-HIT - Jump in + FP, MK, ← ↘ + FK
11-HIT - Jump in + FP, MK, ↓ ↘ + MP, QK, ↓ ↘ + FK



- 1) Endokuken - → ↘ ↘ + P
 - 2) Wind Kick - ↘ ↓ ↘ + K
 - 3) Laser Blade - ↘ ↓ ↘ + FP
 - 4) Tiger Fury - → ↘ ↘ + P
- Death Moves**
- 5) Impale - ← ↘ ↘ + QP (close)
 - 6) Car Drop - ← ↘ ↘ + MP (full screen)
 - 7) Humiliation - → ↘ ↓ ↘ + MK
- Ultimate** - ← ↘ ↘ + FP
Ultra - ↘ ↓ ↘ + QK
- Combo Breaker** - → ↘ ↘ + P (during opponent's combo)
Linker - Laser Blade
8-HIT - Jump in + FP, MK, → ↘ + FP
9-HIT - ↘ ↓ ↘ + FK, MK, ↘ ↓ ↘ + FP, ↘ ↓ ↘ + QP



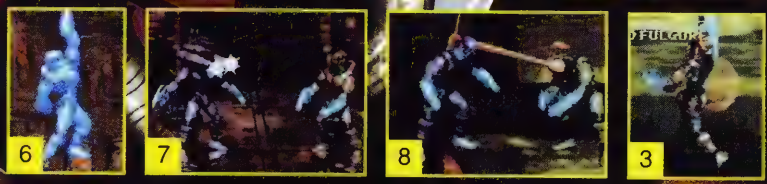
Jago



- 1) Laser Bolt - ↓ ↘ ↘ + P
 x2 - ← ↘ ↘ + QP
 x3 - → ↘ ↘ + QP
 - 2) Plasma - Port - ← ↘ ↘ + P (front), K (back)
 - 3) Plasma - Slice - → ↘ ↘ + P
 - 4) Eye Laser - ↘ ↓ ↘ + FK
 - 5) Cyberdash - Charge ← ↘ + K
 - 6) Reflect - ↓ ↓ + P
- Death Moves**
- 7) Head Cannon - ↓ ↘ ↘ + FK (1/3 Screen)
 - 8) Eye Laser - → ↘ ↓ ↘ + FP (1/3 Screen)
 - 9) Humiliation - ← ↘ ↘ + MK
- Ultimate** - ↘ ↓ ↘ + MP
Ultra - → ↘ ↘ + QP
- Combo Breaker** - → ↘ ↘ + P (during opponent's combo)
Linker - Eye Laser
7-HIT - Jump in + MK, FP, → ↘ + FP
11-HIT - Charge ← ↘ + FK, MK, ↘ ↓ ↘ + FK, MK, → ↘ + QP



Fulgore



- 1) Shockwave - ↵↵↵ + P
- 2) Ice Blade - ↵↵↵ + P, (each punch has different effect)
- 3) Puddle Punch - ↵↵↵ + MK or FK
- 4) Puddle Port - ↵↵↵ + QK
- 5) Cold Shoulder - Charge ↵↵ + P

Death Moves

- 6) Ice Puddle - ↵↵↵ + FK (1/3 Screen)
- 7) Ice Pick - ↵↵↵ + MP (1/3 Screen)
- 8) Death Bubble - ↵↵↵↵ + MK (this may or may not be in production version)
- 9) Humiliation - ↵↵↵ + QK

Ultimate - ↵↵↵ + QP

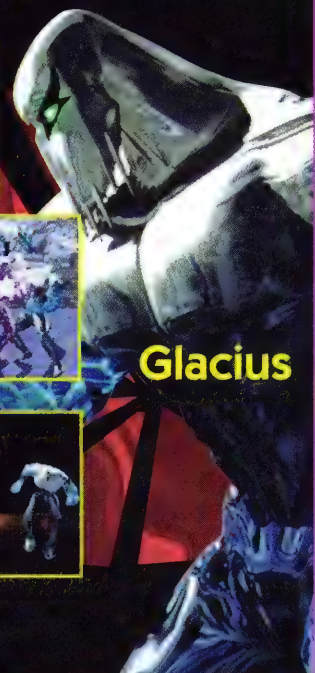
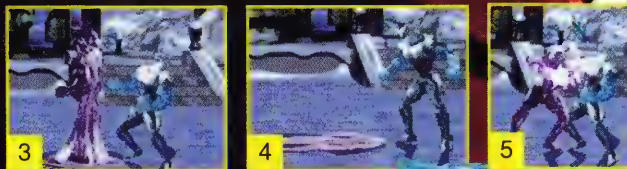
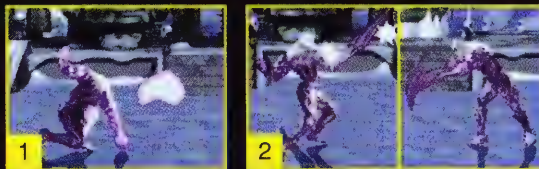
Ultra - ↵↵ + FP

Combo Breaker - ↵↵ + P (during opponent's combo)

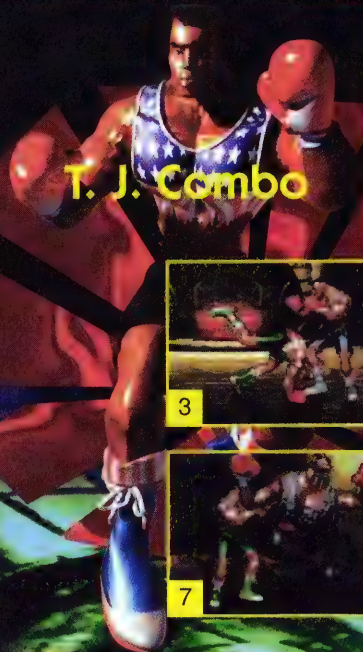
Linker - Cold Shoulder with MP

8-HIT - Jump in ↵ FK, MP, ↵↵↵ + QP

12-HIT - ↵↵↵ + MK, FK, ↵↵ + MP, MP, ↵↵↵ + FK



Gladius



T. J. Combo



- 1) Punching Bag - Tap QP
- 2) Dash Fist - Charge ↵↵ + FP
- 3) Roller Punch - Charge ↵↵ + MP
- 4) Backhand - Charge ↵↵ + QP
- 5) Wind Up - Charge FP, release to Wind Up, FP to Hit
- 6) Knee K.O. - Charge ↵↵ + K

Death Moves

- 7) Screen Slam - ↵↵↵ + FK (close)
- 8) Neck Breaker - ↵↵↵ + MP (close)
- 9) Humiliation - ↵↵↵ + QP

Ultimate - ↵↵↵ + MK

Ultra - ↵↵ + FP

Combo Breaker - ↵↵ + K (during opponent's combo)

Linker - Backhand

7-HIT - Charge ↵↵ + MP, FK, ↵↵ + FK

12-HIT - Jump in ↵ FP, MK, ↵↵ + QP, MP, ↵↵ + FK



- 1) Shield Devour - ↵↵ + QP
- 2) Flaming Skull - ↵↵↵ + P (must have skulls on meter)
- 3) Super Skull - ↵↵↵ + P (must have skulls on meter)
- 4) Boneshaker - ↵↵ + P
- 5) Soul Sword - Charge ↵↵ + MP
- 6) Skeleport - ↵↵ + K (behind)
↵↵ + P (front)
(air) Hold QP or QK ↵↵ (in air)

Death Moves

- 7) 6 Feet Under - ↵↵↵ + MK (1/3 Screen)
- 8) Shield Stab - ↵↵↵ + QK (close)
- 9) Humiliation - ↵↵↵ + FK

Ultimate - ↵↵↵ + QP

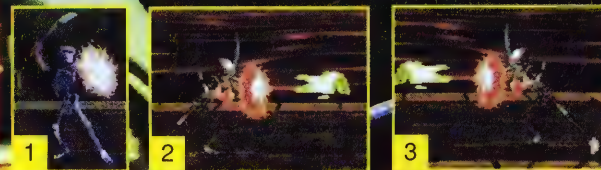
Ultra - ↵↵ + FP

Combo Breaker - ↵↵ + P (during opponent's combo)

Linker - Soul Sword

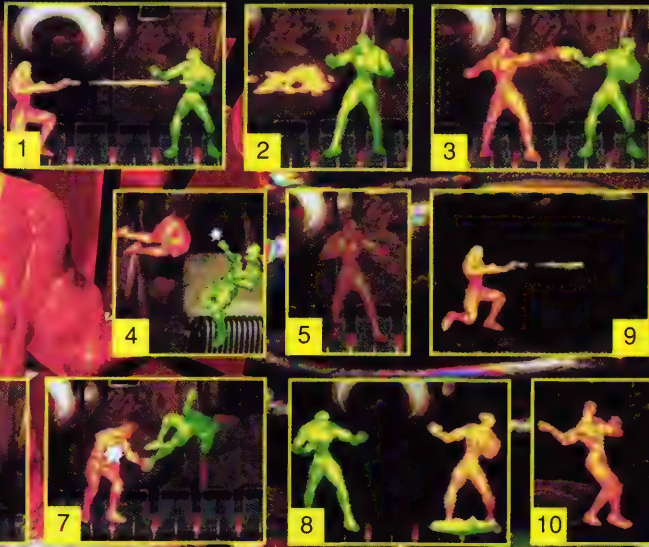
8-HIT - ↵↵ + QP ↵↵ + FP, ↵↵ + MP, FP

14-HIT - Charge ↵↵ + MP, ↵↵ + FP, ↵↵ + MP, FP, ↵↵ + FP, ↵↵ + FP (must have skull meter)



Spinal

Cinder



- 1) Inferno - → → + K
- 2) Human Fireball - → → + P
- 3) Heat Fist - ← ← + QP
- 4) Fire Flip - → ↓ ↓ + K
- 5) Heatsink - → → ↓ ↓ ← ← - FP
- 6) Mirage - → ↓ ↓ ← ← + MP
- 7) Flame Dash - Charge ← → + P

Death Moves

- 8) Lava Pool - ← ← ← ← + MP (1/3 Screen)
- 9) Flame Scorch - ← ← ↓ ↓ → → + QK (1/3 Screen)
- 10) Humiliation - ← ← + FK
- Ultimate - ↓ ← ← + MK
- Ultra - ← → + FP
- Combo Breaker - → ↓ ↓ + K (during opponent's combo)
- Linker - Heat Fist
- 8-HIT - → → + MP (repeatedly)
- 9-HIT - Jump in + MK, FP + →, ← + QP, → ↓ ↓ + MK



Eyedol

In the arcade there is a code to play as Eyedol. We're not sure if it's included in this version but who knows. Try the code for the arcade 2.0 version printed in this month's Secret Access. It just might work!



- 1) Flaming Bat - ↓ ← ← + P
- 2) Energy Howl - ↓ ↓ ← + FK
- 3) Sabre Pounce - Charge ← → + FK
- 4) Sabre Cut - Charge ← → + MK
- 5) Sabre Roll - Charge ← → + QK
- 6) Sabre Spin - Charge ← → + P

Death Moves

- 7) Claw Stab - ← ← + MK (close)
- 8) Wulf Pounce - ← → + MP (1/3 Screen)
- 9) Humiliation - → → + QP
- Ultimate - ↓ ↓ → + FP
- Ultra - → ← + QK
- Combo Breaker - ← → + K (during opponent's combo)
- Linker - Sabre Spin with MP
- 7-HIT - Charge ← → + FK, MP, ← + MK
- 12-HIT - Charge ← → + FP, (hold) ←, FK, FK, FK, ← + MP, ↓ ↓ ← + MK

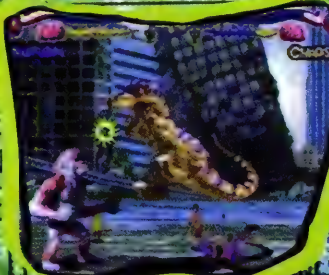
Sabrewulf



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digital jungle
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A ravaged Earth. Seven gods on the loose. A battle for supremacy. The Arcade Game of the Year comes to Jaguar CD. (Coming in November)



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JAGUAR CD

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To locate the authorized Jaguar dealer nearest you, call 1(800)30-ATARI. For game tips and hints, call 1(900)737-ATARI (Cost is 95 cents per minute). If you are under 18, be sure to get a parent's permission before calling. A broadband phone is required. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari JAGUAR information is available in the Atari Roundtable on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, VMS, Virtual Light Machine, Battletooth are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA. 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. 314 is Manufacturer's Suggested Retail Price for the Jaguar CD player. Prices may vary. Jaguar Game Kit (base system) sold separately. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. Myst is a trademark of the National Hockey League Players Association and is used

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Planet earth is dying and its inhabitants need a new home. Exterminate the deadly alien creatures which have taken over the SS Amazon, your space ship to the future. (Coming in October)

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JAGUAR CD

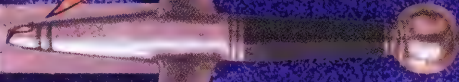
Rule the jungle

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WEAPONLORD™

The Clean Ring of Metal on Metal



ONE ON ONE

THE BOTTOM LINE

SNES **8.5**
SG **8.5**

• **Cart Size:** 24 Megabit
• **Style:** 1 or 2-Player Head-to-Head Tournament Fighting

• **Special Features:** Story, Arcade, and Vs. Mode, Thrust Blocks, Special Moves, Combos, Death Combos, Extensive Story Line, Weapon Breaks, Password Saves

• **Created by:** Namco
• **Available:** September for SNES and Sega Genesis

ANDY, THE GAME HOMMER

	SNES	SG	
Concept:	9	9	"Wow, this game has got to be the toughest, most complicated fighter ever made. At first, I thought this game was maybe a little too much for anybody to enjoy, but after playing it for a couple of hours I became more and more addicted. I really like the finishing moves and the animation is excellent, but the best thing about this game is the awesome sound effects. Klung! Klung! Plus, the computer is a worthy opponent. One word of warning though, it's one of those games where you need to practice and experiment with it over and over, so it may be too much for the average gamer to grasp. Overall, this is the ultimate fighting freak's fighting game."
Graphics:	9	9	
Sound:	9.25	9.25	
Playability:	9	9	
Entertainment:	9	9	
Overall:	9	9	

RICKY, THE VIDEO RANGER

	SNES	SG	
Concept:	8.5	8.5	"WeaponLord would be just another SF2/Mortal wannabe if it weren't for the dazzling array of weapon attacks. This feature sets it apart from the pack and makes WeaponLord a good game in it's own right. I love doing overhead slices and uppercuts. There is a great deal of skill involved in mastering this game because each move your opponent makes can be taken advantage of with the right counter. The differences between the two versions are barely noticeable. The SNES has richer, more textured graphics while the Genesis has smoother control. For either system WeaponLord is a good addition and just about a must for fighting fans."
Graphics:	8.5	8	
Sound:	7	7	
Playability:	7.5	8	
Entertainment:	8	8	
Overall:	7.75	7.75	

REINER, THE RAGING GAMER

	SNES	SG	
Concept:	9.25	9	"Look out Mortal Kombat, here comes a fighter with some teeth! Namco uses the always cool idea of medieval massacre and incorporates it into a stimulating fighting package. WeaponLord takes fighting games to a whole new level with strategic blocking and combat based on fencing techniques. I really like the idea of not being able to kill the opposition without pulling off some serious moves and tactics beforehand. If you're worried about which version is a better buy, don't worry, both versions are almost identical."
Graphics:	8.5	8.5	
Sound:	8.5	8.25	
Playability:	8	8	
Entertainment:	8.5	8.5	
Overall:	8.5	8.5	

Since the dawn of time, mankind has battled. In ancient times, the Demonlord Zarak reigns supreme. A prophecy dictates that a fighter will defeat him – a fighter born under a Warrior's Moon. Six warriors have risen above the ranks and now battle for the chance to defeat Zarak. With mighty weapons and a fierce spirit, one hopes to reign victorious and take the throne of the WeaponLord!

Namco's latest and last 16-bit fighter features the most advanced weapon to weapon combat system ever developed. The complexity of gameplay rises far above any other fighting cartridge in existence. In addition, the stunning graphics, ominous soundtrack, and resounding clangs of sword against sword add to the feeling and intensity. The easiest way to explain this game is to take each feature one by one.



Zorn hurls Jen-Tai into the great beyond.

Talazia attacks like a falcon from the sky.

Jen-Tai gives Bane's head a pleasant send-off.

Ignoring the head, Kor dives straight for the heart.

Each character's ending is in-depth and unique.

Swinging talons from above could be trouble.

Zorn's axe makes the blood rush out of Divada's face.

Divada's double-bladed spear is quick and deadly.

MOVES



Berserker Hold (F2 or F3), ←, →, ↘
Iron Fist ←, ↓, ↑, →, (B2 or B3)
Hammer Blast Hold (F2 or F3), ↑, ←, ↓
Curse Slam Hold (B2 or B3), →, ↘, ↑, ↓
Fang Gutter ←, ↓, ↑, ↘, →, (F2 or F3)



Power Hammer ←, ↓, ↑, (F2 or F3)
Skull Crusher Hold (B2 or B3), ←, ↘, ↗
Cursed Kick Hold (F2 or F3), ↘, ↓, ↑
Head Rocker →, ↓, ↑, (B2 or B3)
The Multilator ↓, ↑, (B2 or B3)

B
A
N
E

DEATH MOVES

Try all except Pulp from standing F3.

- | | | |
|---------------------------------|--------------------------------------|--|
| Decap
Use Cursed Kick | Degut
Use Fang Gutter | Exploding Head
Use Berserker |
| Pulp
Use Cursed Slam | Frenzy Death
Use Berserker | Brain
Use Skull Crusher |

LEGEND

- B1 = Back Slash F1 = Fore Slash
 B2 = Back Thrust F2 = Fore Thrust
 B3 = Back Strike F3 = Fore Strike
 All moves are listed for character facing right.

Thrust Blocking

In addition to ordinary blocking, each character has five different thrust blocks which will knock aside an attacker's weapon and possibly open them up for a combo. WeaponLord is the first fighting game to incorporate offensive blocking, and it is a technique that must be learned to master this cartridge.

Weapon on Weapon Contact

When opponents attack each other, there is a chance that their weapons will crack against each other with a resounding clang. Some attacks will make your opponents weapon recoil and you can move in for a counterattack and/or combo. This means you can use certain attacks for both offense and defense.

DEATH COMBO



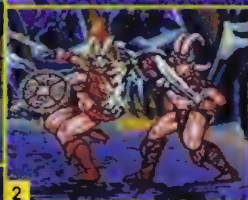
Moves for Divada, Talazia, and Zorn will be featured in next month's issue.

JEN-TAI

DEATH COMBO



1 F3 F3 with Aura Strike



2



3



4

Standing F2



5

2-in-1 to Shield Spike



6



7



8

Standing F2



9

2-in-1 to Backhand Blast



10



11

Leg Breaker



12

Weapon Breaks

Every character has a 2-in-1 move that will first catch your opponent's weapon and then break it. This is a high level technique that takes timing and skill, but can be used to give yourself an advantage over your opponent.

Counters

The development team at Namco has taken great efforts to make sure that every move you perform can be countered by your opponent. This means that there should be no "cheese" moves for which there is no defense. Goodbye cheap tactics, hello struggle of skill vs. skill.

DEATH MOVES

Try all but Ground Decap and Pulp from a Standing F3.

Decap

Use Back Blade Smash

Pulp

2-in-1 to Leg Breaker

Ground Decap

Use Down Strike on knocked down opponent

Brain

Use Backhand Blast against falling head

Exploding Head

Use Backhand Blast against standing opponent

Frenzy Death

Use Death Blade

Degut

Use Shield Spike

MOVES



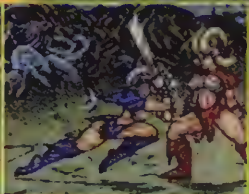
Death Blade

Hold (F2 or F3), →, ↓, →



Leg Breaker

↓, ↘, →, (F2 or F3)



Shield Smash

Hold (B2 or B3), ↓, ↘, →



Back Blade Strike

Hold (F2 or F3), →, ←, ↘, ↓



Shield Spike

←, → + (F2 or F3)



Reverse Kick

←, → + (B2 or B3)



Aura Strike

←, ↓, ← + (B2 or B3)



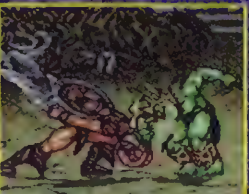
Backhand Blast

Hold (B2 or B3), ←, ↘, →



Down Strike

Hold (B2 or B3), ↑, ↑, ↓



Ram Toss

Hold (F2 or F3), →, ↘, ↑, ←

KORR

Death Combos

As opposed to the traditional enter a control combination and watch the death sequence, each character's death moves are simply some of their special moves which kill your opponent when executed at the end of the match. By stringing moves together in a combo, you can rip out your opponent's entrails, chop off their head, bounce their head, smash the brain out of their skull, and then turn the rest of their body into pulp. It is the Barbarian Way.

The game goes much deeper than what we have been able to explain here. Given the space, telling you about this game completely would cover pages and pages and pages. If you love fighting games, and enjoy delving into a complex fighting system, take on the challenge of the WeaponLord. This game will also be featured on the Calapult XBand Games Network, so you can challenge fighters all over the country. ■

DEATH COMBO

DEATH MOVES

- Try all from standing B3 except Pulp.
- Degut**
Use the Double Over
- Decap**
Use Tarok Strike
- Brain**
Use Tarok Strike on falling head
- Pulp**
2-in-1 into Elbow Smash, then use Heart Strike on downed enemy
- Exploding Head**
Use 360 Flame Strike
- Frenzy Death**
Use Firestorm

MOVES

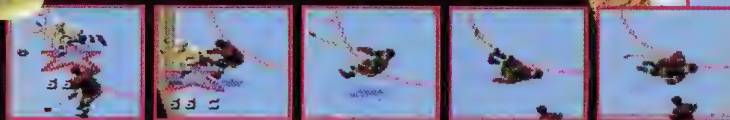
Double Flame Hold (B2 or B3), ←, →, ↓	Elbow Smash →, →, (F2 or F3)	Double Over ←, ←, ↓, →, →, F3	360° Flame Strike Hold (B2 or B3), →, ↑, ↓	Heart Strike Hold (B2 or B3), ↑, ↑, ↓

Power Push →, ↓, ↓, ←, (B2 or B3)	Power Kick ←, →, (B2 or B3)	Firestorm Hold (F2 or F3), ↑, ↓, ↓	Power Deflect Hold (F2 or F3), →, ↓, ↓, ←	Tarok Strike Hold (F2 or F3), ←, ↓, ↓, →



- **Size:** 16 Megabit with battery back-up
- **Style:** 1 to 4-Player Hockey
- **Special Features:** New Sound Effects and Music, Every NHL Team, Every NHLPA Player w/Current Stats, Three Difficulty Levels, Advanced Computer Intelligence, Custom Players, New Moves Including One-Time Passing and Spin-O-Rama, Fighting
- **Created by:** High Score Productions for EA Sports
- **Available:** September 22nd for Sega Genesis

The NHL Comes Back Swinging



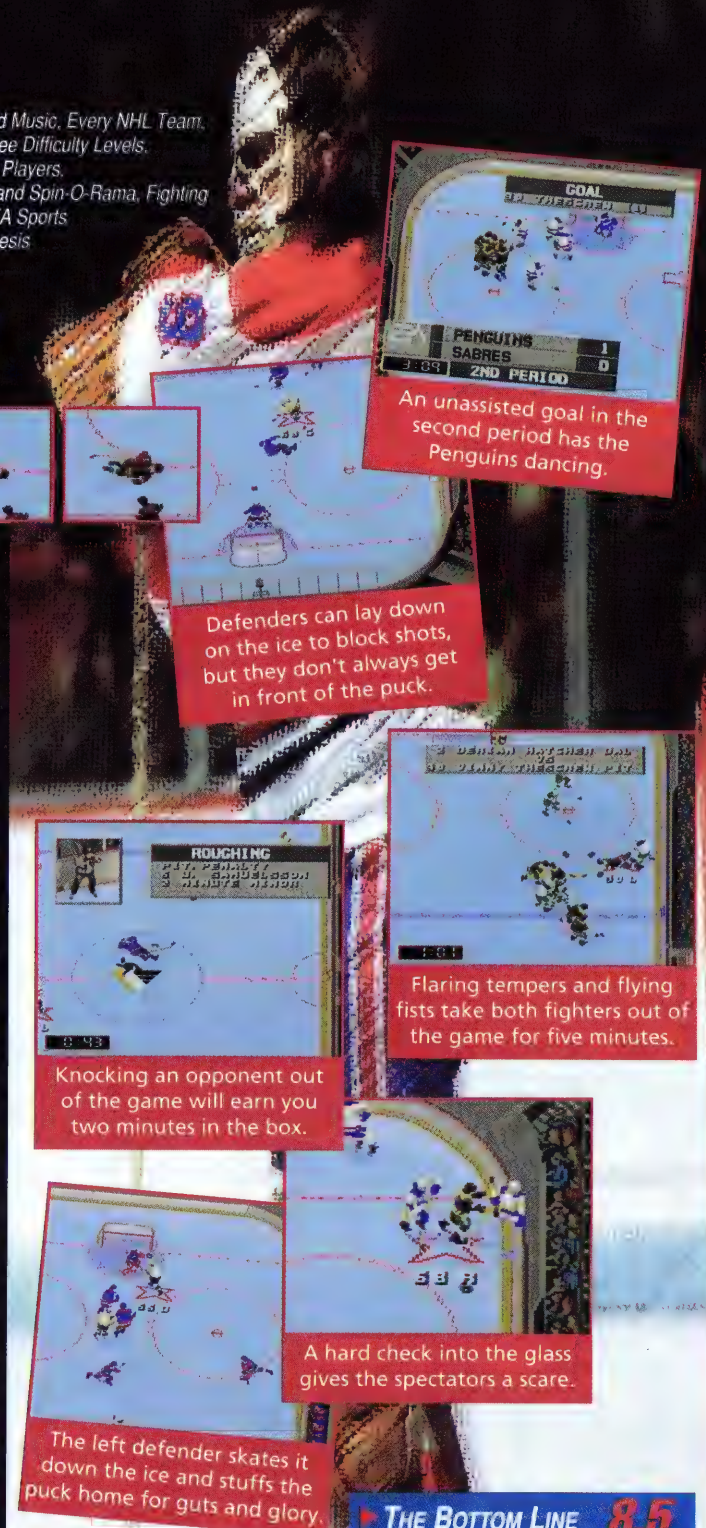
Every year you can depend on two things - the government will demand that your taxes be filed and EA Sports will release another installment of the best video hockey series ever developed. What started in 1991 with a fantastic sports game has progressed, year after year, into a finely tuned masterpiece of sports challenge. The year is now 1996, and sadly enough this may be the last installment of NHL hockey we'll ever see on the Sega Genesis. Fortunately, EA has put enough into this game so that if it is the last 16-bit NHL, it will be the best NHL.

Everything that was present from the previous installments is present in NHL '96. That means you'll be able to create custom players, make trades, play full season, go through the playoffs in one or seven game mode, and do everything else you could do before. With this knowledge, the only thing you need to know about this game are the new features.

First of all, EA has pumped up the speed with faster gameplay. In addition, they have added more animations for more realistic action. Your players have been given more moves and more ways to score. While you used to be able to execute the One-Timer shot, you can now fake out your opponents with the One-Timer pass and the Give-and-Go where you pass to a player and he touches the puck for a quick pass back. Also, when you are skating towards the goal on a fast breakaway you can hit the Start button to execute a Spin-O-Rama in an effort to fake out the goalie. Even with these new moves, you won't be racking up the score because the computer controlled defense is tight and the computer controlled goalie is like a brick wall, only allowing the perfectly executed shots to fly by him into the net.

The last major addition to NHL '96 is the resurrection of fighting. With fighting mode active, your more aggressive players may go past the breaking point and square off against a competing player. At this point you can choose to throw down your gloves and start swinging, or count to four and let the ref throw you into the box with a two minute roughing call (rather than the five minute fighting call).

Sixteen-bit Hockey fans rejoice - EA has not forgotten you this year. NHL will be hitting the shelves right around opening day of hockey season, so sharpen up those blades, tape up that stick, and get ready to hit the ice in 1996.



An unassisted goal in the second period has the Penguins dancing.

Defenders can lay down on the ice to block shots, but they don't always get in front of the puck.

Flaring tempers and flying fists take both fighters out of the game for five minutes.

Knocking an opponent out of the game will earn you two minutes in the box.

A hard check into the glass gives the spectators a scare.

The left defender skates it down the ice and stuffs the puck home for guts and glory.

► THE BOTTOM LINE 8.5

ANDY, THE GAME HOMBRÉ

Concept: 7.5 "I can't believe they made this game so stinkin' hard - it's great! Not only does this update make all your old tricks a lot harder to pull off, its got a ton of new moves to master. Perhaps the best part, however, is the three difficulty levels. Once you've mastered the Intermediate level, the Expert level will make it a whole new game. Although this update may not be for everybody, it's the first NHL Hockey with fighting in years! There is much rejoicing!"

Graphics: 8

Sound: 8

Playability: 9

Entertainment: 9.5

OVERALL: 8.5

RICK, THE VIDEO RANGER

Concept: 8 "Another year, another NHL Hockey. So if the current year is 1995 we must be examining NHL '96. OK, I'm done ripping the sequelization. The game is once again better than ever before. The play is smoother AND faster."

Graphics: 8.5

Sound: 9

Playability: 9

Entertainment: 8

OVERALL: 8

PAUL, THE PRO PLAYER

Concept: 8.75 "Every year it happens, and every year I'm just as excited and happy for the next NHL to be released. Again, EA Sports sets the standard for all other hockey games. I'm glad to see a difficulty setting finally included which makes the computer far harder to beat. The addition of the spin move and the give-and-go just add to the challenge and realism, not to mention the fighting. I can't say enough about this game. Over the years we've seen many changes in this game and it still ranks as one of my all-time favorites."

Graphics: 9

Sound: 8

Playability: 9.25

Entertainment: 9.5

OVERALL: 9

PATIENCE

IS A

VIRTUA



COLLEGE FOOTBALL ★ USA '96 ★

Now that the season is in full swing it's time for EA Sports' next college football installment. Bill Walsh's name is gone, but it's basically the same game engine. As with most of EA's updates, College Football USA '96 (CFU '96) has some additional features that were not present in previous versions. Besides having "all new" graphics, this game boasts every single NCAA Division 1A team. All 108 of 'em. In season play, you'll now be able to bring Ball State up in the national rankings and play them in a post-season tournament or any of four bowl games. The battery will save and compile season stats and also keep user records.

- Size: 16 Megabit with Battery Back-up
- Style: 1 to 4-Player College Football
- Special Features: 108 NCAA Division 1A Teams, 400 Plays, Injuries, Adjustable Penalties, Season with Bowl Games or Tournament and Running Stats
- Created by: HighScore Productions for EA Sports
- Available: Now for Genesis

► **THE BOTTOM LINE** **8**

The play book for CFU '96 has been greatly expanded from last year's 200 plays to nearly 400. The play calling interface is basically the same but the "flip" option is gone and plays in both directions are available in the menu. The passing game went through a major overhaul and fully eliminated the classic EA passing windows. Now you have the choice of the "ABC" receivers or an option that allows you to cycle through up to five receivers. Another feature worth noting are the penalties. Penalties are now a bigger part of the game and are adjustable. Face-masks, false starts, personal fouls, and holding are among the infractions that you can be flagged for.

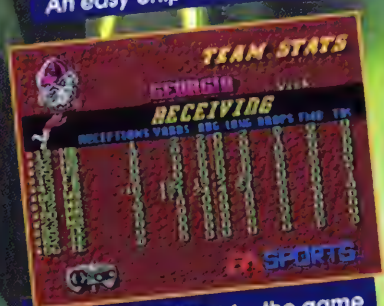
College Football USA '96 offers plenty of new features but retains the familiar EA Sports feel. It's the Oregon Duck's year, and you can take them to #1.



An easy chip-shot for one.



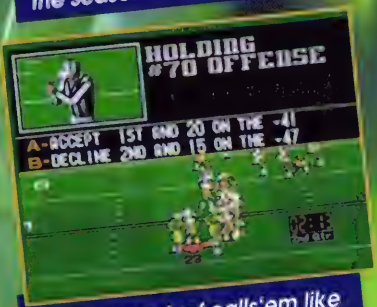
The play book is still easily accessed.



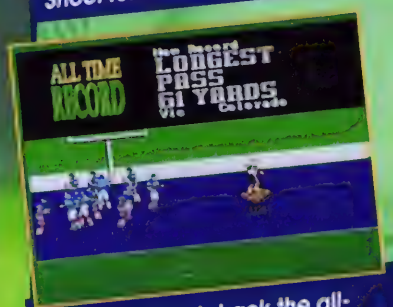
Statistics are kept for the game as well as accumulated for the season.



Shoot for #1 in the Season Mode.



The rendered ref calls 'em like he sees 'em.



The user records track the all-time statistics from the games you've played.

ANDY, THE GAME HONORÉ

Concept: 8 "Now this is what you call college football. It's got all the Division 1 teams and all the play control you've come to expect from EA Sports' games. Although the driver is exactly the same as all the other EA football titles, this one is really worth a look because of its massive roster. If you're looking for one last 16-bit football title, look no further, because this may be the best football you'll ever see on 16-bit."

Graphics: 8

Sound: 8

Playability: 8

Entertainment: 9

OVERALL:
8.25

PAUL, THE PRO PLAYER

Concept: 8.25 "Another football update from EA Sports? Here we go again. I always get psyched for their games and then I have mixed feelings. The overall look hasn't changed a great deal. Sure there are new animations but there are no big differences. The new penalties are a great addition and have been missing from most football carts. With every Division 1 team, great statistics, and user record keeping it's hard to beat this game if you are a college football fan. In traditional EA fashion, CFU'96 gives you a little here and there to make it a bit better than before."

Graphics: 8

Sound: 6

Playability: 6.75

Entertainment: 9

OVERALL:
8

REINER, THE RAGING GAMER

Concept: 8 "Check it out one and all, it's a fully rendered referee! Every football game should have a rendered ref in it! These guys catch more penalties than any digitized ref could. Believe me! CFU'96 is the very first football game to have an observant referee that catches everything, including face masking and holding. In my opinion this is the best 16-bit football cart to date. The game play is quick and smooth, and the new options will amaze you! In the tournament mode you can have up to 24 people compete, which is perfect for those dorm room slumber parties!"

Graphics: 7.75

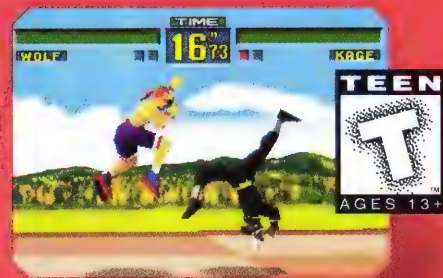
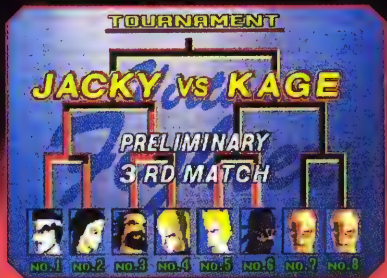
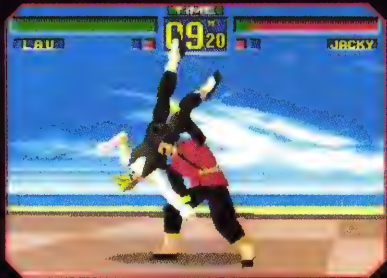
Sound: 7

Playability: 8.5

Entertainment: 8

OVERALL:
7.75

BUT WHY WAIT... GET YOUR SPECIAL 32X™ VIRTUA FIGHTER™ TRAINING PACK RIGHT NOW!



GAME CARTRIDGE
NOT INCLUDED.

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: **1** A coupon good for a \$20 rebate on a Virtua Fighter 32X game cartridge or a \$40 rebate on any 32X hardware system. **2** An exclusive Virtua Fighter video with key game tips and upcoming highlights. **3** An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit. **4** A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!

GENESIS™
32X

SO WHAT ARE YOU WAITING FOR?

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*No Purchase Necessary. To enter, see Virtua Fighter Special Training Pack (SKU #84704) or hand print your name, complete address, birth date and telephone number on a 3 x 5 card and mail to: Virtua Fighter Promotion, P.O. Box 4714 Hayward, CA 94540-4714 by Dec. 1, 1995. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Little & King Co., Inc., 140 Broadway, Amityville, NY 11701, by Nov. 15, 1995. Void where prohibited. Estimated retail value of prize structure \$12,000. Sweepstakes ends 12/1/95.

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This is the new Urth ruled by beasts and cold blooded carnivores. Humans revere and worship these creatures and would even sacrifice their lives for their masters. Seven prehistoric fighters have come to prominence on the new Urth and do battle to conquer the land and achieve world domination. Time Warner Interactive has worked hard in an attempt to bring as much of the original arcade version to the Super NES as possible. That means you get identical moves and finishing moves such as Armadon's Iron Maiden, Diablo's Hot Foot and Chaos' famous Number-One Finishing Move. Like the arcade, Primal Rage SNES allows the squeamish to turn off the gore so there is no blood, eating people, or finishing moves. Like most, you won't mess with that setting and just RAGE.

Of the moves included in Primal Rage, all are faithful to the arcade so masters of the quarter muncher will be right at home. The combo system with hits and percentage damage will be displayed on the sides. It also grants the player special treats if truly devastating combos are pulled off. If you're the one being devastated you can always pick up the closest human for a small snack and a health bonus.

Primal Rage is here for the SNES; look for it soon on the 3DO and Atari Jaguar. ■



- **Size:** 24 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Dino Fighting
- **Special Features:** 7 Prehistoric Fighters, Gore Disable, Training Mode, 2 Finishing Moves per Character, and Combo Tracking Meter.
- **Created by:** Bimasters for Time Warner Interactive
- **Available:** Now for Super Nintendo

▶ **THE BOTTOM LINE** **8**

ANDY, THE GAME HOMBRE

Concept: 8 "I wish I had better things to say about this version, but I expected a lot more than I got. The graphics, which are inferior to the Genesis version, are extremely muddy. Play control is solid, but whenever the action gets hot the game seems to bog down. It's a decent game if you're a Rage fan, but I don't think this translation will impress anybody else."

Graphics: 7

Sound: 7.5

Playability: 8.5

Entertainment: 8.25

OVERALL:
7.75

PAUL, THE PRO PLAYER

Concept: 9 "I like how Time Warner did not change the keystrokes from the arcade and kept most of the game intact. The jungle sounds and music are very arcade-like as well. I did find that the control is touchy at times, especially when doing finishing moves. It is very hard to push multiple buttons simultaneously without striking. However, this may be more of a controller problem that can be fixed by using a joystick. I found Primal Rage to be a solid fighter but I don't know if it can conquer Killer Instinct or MK3."

Graphics: 8.5

Sound: 9

Playability: 7.5

Entertainment: 8.25

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 8.75 "Wow, this is something I didn't expect! This version of Primal Rage looks great and all, but the game play just isn't there. I don't know what could have gone wrong! The animation and graphics are top notch, and the game mechanics are flawless. However, when you put all this together, it seems to get really slow and choppy. Don't get me wrong, this is still a great game and all, but I think the Genesis version is quite a bit better."

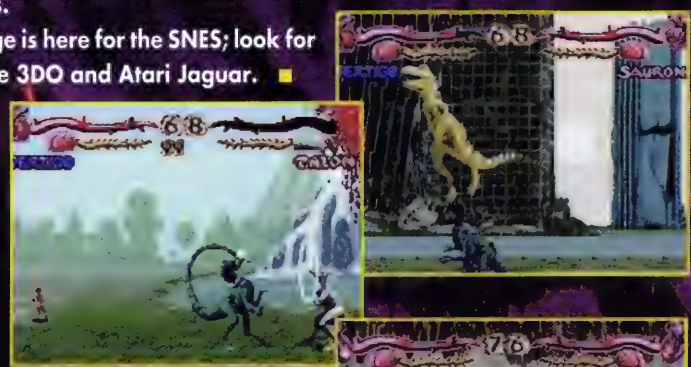
Graphics: 8

Sound: 8.25

Playability: 8.25

Entertainment: 7.75

OVERALL:
7.75



Part of Furyll



Vertigo's tail has some serious range.



Can you stop this freight train?



Vertigo seems like he's a bit angry and goes rabid.

Chaos is an ill-mannered but strong fighter.

Diablo conquers Talon with the Incinerator Finishing Move.

DOOM

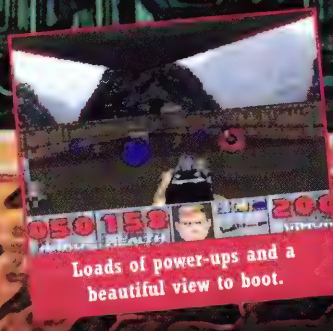
BF - Fun 9000

- Size: 32 Megabit
- Style: 1-Player First-Person Perspective Shooter
- Special Features: 5 Difficulty Settings, Super FX2 Chip, Multiple Weapons, Fire-Belching Imps
- Levels: 22
- Created by: id Software/ Sculptured Software for Williams Entertainment
- Available: September 9th for Super Nintendo

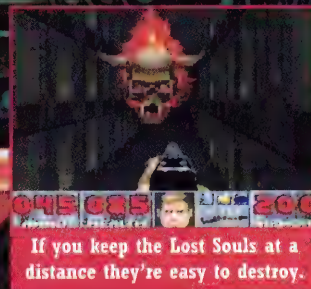
What more can be said about id Software's Doom? Over a year ago the suits at Nintendo would have frowned at a game with so much death and destruction. Times change and SNES owners will relish in the mayhem of Doom. The story of Doom follows one lone soldier as he attempts to discover the mysterious inter-dimensional happenings on the moons of Mars. Armed with only a pistol at first, this single combatant must shoot his way through the maze-like Mars moon bases and come across the most gruesome creatures ever spawned.

The SNES version sticks closely to the original version on the PC, although some levels are absent. The levels that are included are not cut short as in other home systems. You get 'em mapped out as they appear on the PC. Nintendo's Super FX2 chip is the muscle behind this 32 Meg game and allows the SNES to provide the speed and texture mapping that made Doom the craze without an add-on machine. It may not have the colors and clarity of the PC, but it is very impressive for a 16-bit machine.

Navigate the multi-tiered structures of Doom in search of secret items, weapons, and ammo. Doom will not only exercise your trigger finger but your mind as well. Many areas require you to throw switches to activate doors or locate door keys. All the while, you must watch your backside or a Cacodemon will start mowing you down by coughing up fireballs. Make your way through and find the everpowerful BFG-9000 to create some Doom for your foes.



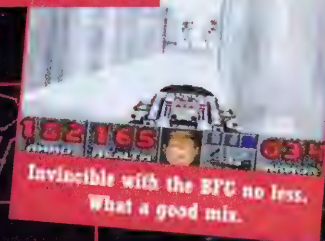
Loads of power-ups and a beautiful view to boot.



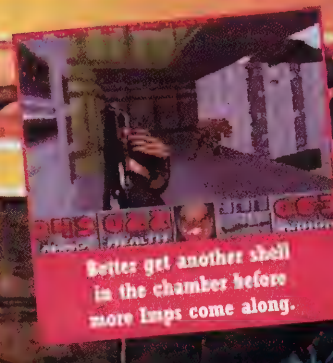
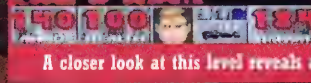
If you keep the Lost Souls at a distance they're easy to destroy.



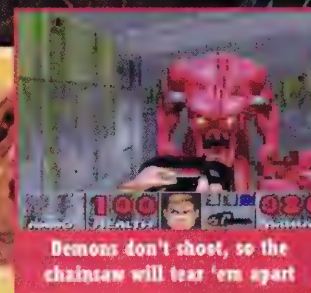
A closer look at this level reveals an arrow pointing to a secret room.



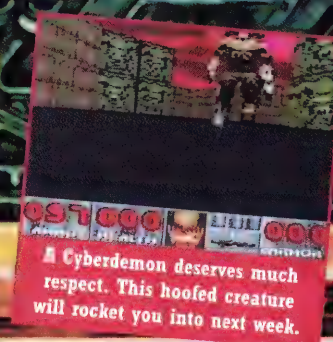
Invincible with the BFG no less. What a good mix.



Better get another shell in the chamber before more Imps come along.



Demons don't shoot, so the chainsaw will tear 'em apart



A Cyberdemon deserves much respect. This hoofed creature will rocket you into next week.

PAUL, THE PRO PLAYER

Concept: 8 "Doom has really made the rounds on the console systems. I am really impressed to see that the SNES version does the game justice. It does suffer from clarity and shading problems that can put a strain on the eyeballs, but it is a blast to play. The levels that were included are nicely translated. It does have a few control quirks, but overall the play mechanics are nice. I didn't like, however, that when you died you kept your weapons. That's giving us too much of an advantage. Doom is best on the PC or Jag, but if all you have is a SNES, pop it in and blast."

Graphics: 8.75

Sound: 8.75

Playability: 7.5

Entertainment: 8.5

OVERALL: 8.25

REINER, THE RAGING GAMER

Concept: 7 "First off, I have to clear something up for all the gamers out there who really don't have a clue (you know who you are M.G.E.!) This is not Doom 3, it's just Doom! It plays exactly like the PC version, with the same levels and enemies. In a quick flash this game is pretty cool. There are a few bugs in the play control, but it's really nothing to fidget about. The only problem I encountered was that it's really hard to go around corners and to turn around. You always get caught on walls and other obstacles. Other than that, it's a very impressive SNES cart. I never would have thought the SNES had the power to pull this off!"

Graphics: 8.5

Sound: 7.5

Playability: 8

Entertainment: 8.25

OVERALL: 7.75

ANDY, THE GAME HOMBRE

Concept: 7 "I would have to agree with everyone and say that this is an impressive showing by the SNES (with the help of the FX2 chip). The graphics and sound are definitely topnotch, but I just don't know what to think. I've played Doom on just about every platform, and I would have to say this one is the least impressive as far as play control is concerned. It just seems sluggish. I guess if you haven't played Doom yet this is an excellent opportunity, but if you have other means I advise you take them."

Graphics: 8.5

Sound: 8

Playability: 7

Entertainment: 7

OVERALL: 7.5

▶ THE BOTTOM LINE 7.75

Fold

Fold

KILLER INSTINCT™ DELI YOU GET IN THE ARCADE NES®. A STATE-OF- BUTCHER SHOP, SERVED GOO & UNCENSORED MAY BYPASS THE QUARTER

Fold

Fold

© 1994, 1995 Nintendo/Rare. Killer Instinct is a trademark of Nintendo of America Inc.



Plenty of killer moves
in every box of K.I.
Losers need not apply.



ACM technology is
what makes the
fighters look so
life-like...



All the bodily fluids
are intact...so clean up
after yourself will ya?



More killer combos
than you can shake
a stump at.



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www.nintendo.com

Fold

VERS ALL THE EXCESS
 ON YOUR OWN SUPER
 THE-ART 16-BIT
 WITH ALL THE SPLAT
 HEM. SO GO AHEAD-
 SLOT-- K.I. IS HERE!!

Fold

Fold

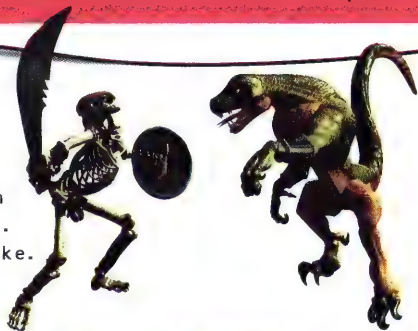
For Hidden Game Tip,
 Fold So "X" Meets "Y"



Fold



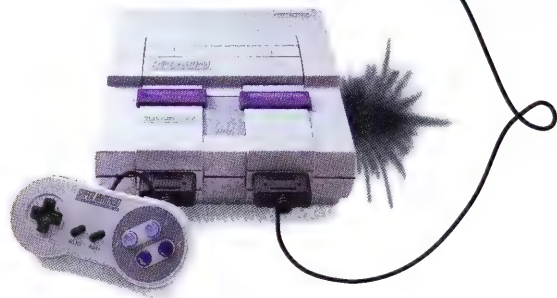
...uh we mean
 unlife-like...
 er...reptile-like.



For one or two players.
 So find a friend and
 proceed to humiliate.



For a limited
 time you get a CD
 of the game music
 —free cuts to go with
 your cheap shots.



What else can we say
 'cept it's all on 16-bit
 so bag the new system, bud.

Only for
SUPER NINTENDO
 ENTERTAINMENT SYSTEM

- **Size:** 16 Megabit With Password Save
- **Style:** 1-Player Action Adventure
- **Special Features:** The Return of Rush Dog, 12 Levels, Special Weapons Shop, New Weapon Upgrades and Tie-Ins to the Mega Man Animated Series
- **Created by:** Capcom
- **Available:** September for Super Nintendo

A Bucket of Bolts Can Go A Long Way

MEGA VII

The man who always matches his helmet with his briefs is back! Capcom's original unsung hero, Mega Man, is once again beckoned to the 16-bit universe of the Super Nintendo. No Star Wars flick would be complete without the Force, and no Mega Man adventure is complete without the bothersome antics of Dr. Wily. Once again, the twisted schemes of Dr. Wily pose a serious threat to our esteemed hero and all of humanity.

In this adventure Mega Man receives a helping hand from some of his old companions: Rush, Protoman, Auto, Flip-top and his sister Roll. This may seem like quite the line-up, however, when compared to Wily's minions, it fails miserably. Dr. Wily has really gone out of his gourd this time! His mechanical brigade is larger and more powerful than its ever been, due solely to two mysterious assassins known as Treble and Bass.

As always, Mega Man starts the game equipped with his trusty M. Buster blaster. As he progresses through the game he will pick up upgrades and different attachments for his armor. In some cases, you'll need to use these upgrades and attachments to access hidden rooms and passages which hold valuable equipment and information. At anytime in the game, you can call upon your lifelong friend, Rush, to help you reach unreachable places and hidden items.

Mega Man VII plays a lot like the other Mega Man games before it. The character designs and graphics resemble those found on the NES series, and the game play is a lot like Mega Man X for the SNES. The one thing that sets this title apart from the others is the "shop" feature. In Mega Man VII, you will pick up cash on each of the twelve levels. This cash can be spent at the Utility Shop to purchase items you will need for your journey. Other than this, if you're familiar with this style of game, you'll know what to expect. It's the same old crazy Mega Man!



▶ THE BOTTOM LINE 7

ANDY, THE GAME HOMBRE

Concept: 5 "While I still am a huge Mega Man fan, I think this is getting a little ridiculous. This game has basically progressed little by little from release to release. While the improvements really help to evolve the game, if they ever want Mega Man to truly excite gamers again Capcom has got to do a complete overhaul all at once. Give him tons of weapons, vehicles, and power-ups. Not four or five, I'm talkin' ten or twelve of each so we can really tear it up. Instead, it's just another biscuit to appease fans of Mega Man. This game could have been a lot better!"

Graphics: 8

Sound: 8

Playability: 8

Entertainment: 9

OVERALL:
7.5

REINER, THE RACING GAMER

Concept: 6.5 "Boy, do I feel worthless! Capcom really puts the Reiner name to shame with their speed and quality of production. They can whip out up to four Mega Man titles in about the same time I can pick my nose! Once again the newest addition to the Mega Man family is the best. The game play and control is very similar to all the others, with a few revisions and updates. If you liked the others, I'm sure you'll dig this one too. Right now, I'm on my way over to Capcom to see if I can score some of the super potion they're giving their employees. I hear it makes hair grow out of your eyes!"

Graphics: 7.25

Sound: 7

Playability: 7.5

Entertainment: 8

OVERALL:
7.25

PAUL, THE PRO PLAYER

Concept: 1 "Mega Man what? If a game has been beaten to death this is it. Not to say that sequels are bad, but Mega Man hasn't evolved into anything it wasn't five years ago. Battle this guy and that guy. Oh boy. I know there are plenty of Mega Man fans out there who are going to enjoy this game but I could probably play the original on the NES and get the same enjoyment. Mega Man will always be a classic video game character but he needs some rest. Try the Mega Man X's before this one."

Graphics: 7.25

Sound: 5.75

Playability: 9

Entertainment: 8

OVERALL:
6

Dracula X Castlevania

A classic translation of the
PC Engine game

- Size: 16 Megabit
- Style: 1-Player Action/ Platform
- Special Features: Translation of PC Engine Game, Password Save, Multiple Weapons, and Evil Dracula Boss
- Created by: Konami
- Available: Now on Super Nintendo

► THE BOTTOM LINE **7.75**

RICK, THE VIDEO RANGER

Concept: 8 "Castlevania fans have had to wait for four long hard years for this game to come to the SNES. Was it worth the wait?"

Graphics: 9

Sound: 8.5 "Castlevania games have always been known for great sound and X is even better than I hoped for."

Playability: 8

Entertainment: 8.5 "The music brings a chill down your spine. The graphics are state of the art and really kick butt. The bosses are huge and nasty. Castlevania veterans will have no problem with the control but newcomers will find it a bit quirky. For action/adventure fans this game is a must-have!"

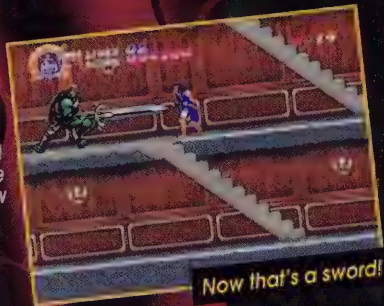
OVERALL:
8.5



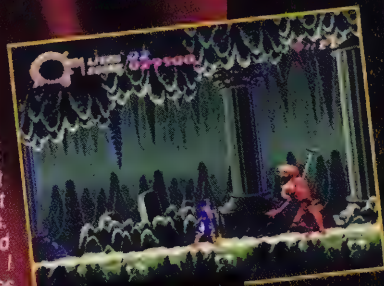
Climb your way to the tower to face Dracula himself.



An ominous and threatening bat-boss.



Now that's a sword!



Look out for this skeleton's bone club.

PAVE, THE PRO PLAYER

Concept: 5 "A bit of classic action is always good. Dracula X is an outstanding game that would've been hot a few years back. Unfortunately, this is now and this game lost its window of opportunity. Anyone who has played Castlevania IV will be somewhat disappointed. It's a step down from that game. It has great graphics, sound, and control, but it is a quick play. Save this game to rent. Most can blow through it in a weekend."

Graphics: 8

Sound: 8.5

Playability: 8

Entertainment: 6

OVERALL:
7

REINER, THE RAGING GAMER

Concept: 7.5 "When the Castlevania series was first released on the 16-bit market, the game totally changed the face of video gaming and added a whole new dimension of a controllable whip and larger characters. However, now it seems that Konami has gone back to the traditional 8-bit style. Castlevania X plays almost identical to the old NES series. The characters are small and the play control is fairly basic. I personally enjoyed the old series a lot more than the Super one. It's the way Castlevania started and it's the way it should be."

Graphics: 8

Sound: 7.25

Playability: 6.75

Entertainment: 8

OVERALL:
7.5



It looks like it's time for this skull to crack.



Look out! These bats will drop monkeys on you.



Slay perched on a rock ledge and you'll put this wizard away quickly.

Action fans should definitely remember Castlevania IV for the SNES and the other Castlevania games on the 8-bit NES. Castlevania junkies get ready for another of the metal whipped wonder's adventures on the Super NES. No, it's not Castlevania V, it's Castlevania: Dracula X. Officials at Konami, the creator of the game, made it very clear to us that this is not the fifth part. In fact, it is a direct translation of the successful PC Engine game that was only released in Japan.

Because this is a translation of a somewhat classic title, the play mechanics are more along the lines of the 8-bit versions. Equipped with the traditional whip, your hero snaps his way through 8 levels of monster bashin'. Slash open the candles to discover goodies such as heart ammo and various weapons that are effective when the whip is not. If you've ever seen any of the Castlevania games before, there's probably no need to explain about the play control any further. If you haven't played them maybe you need a refresher course.

Castlevania: Dracula X is an offering of nostalgia from the folks at Konami. It has elements reminiscent of the 8-bit, as well as the graphics and sound you've come to expect on the 16-bit. In addition, get ready for Castlevania - The Bloodletting coming to the 32-bit world in '96. ■

POWER DRIVE RALLY

Rally In the Valley



You'd be able to drive a lot faster if you kept your wheels out of the snow!



You need to win enough money to repair your car and pay the next day's racing fee.



This sport is dangerous for everyone - especially if you're standing next to the race course.



You need to demonstrate your ability to drive backwards to pass this leg of the Skills Test!



Headlights make all the difference when you're driving at night.

► THE BOTTOM LINE 7.5



Try and pass him by cutting short on this next turn!

In various places across the country, competitors gather to race the Rally Circuit - an off-road race for 4-Wheel Drive vehicles. The courses are not simple paths of pavement, but twisting stretches of random landscape defined only by sets of cones and the natural curves of the countryside. The people who choose to compete in these races may easily be classified as insane, but the action and intensity of Rally racing gives a driver an experience like no other. Now, you can experience the world of Rally racing on your Atari Jaguar with Time Warner's Power Drive Rally.

This game goes back to the classic racing game style with an overhead view. Because of the power of the Jaguar, Time Warner was able to include some lovely graphics in addition to smooth play control. The game will take you to eight different locations around the world, and some of these have more agreeable weather than others. You'll find a lot of snow in Finland, where as Arizona will be mostly hot and dry. Each location has a series of different kinds of races where you'll be racing along or against another car, but you'll always need to beat the clock. Some of the countries have a Skill Test track where you'll need to perform standard driving tactics like the quick stop, reverse driving, and the wicked spiral of cones.

Sometimes you'll find yourself racing at night, and you'll need to turn on your headlights. Be careful, because if you crash too much your headlights will flicker on and off and you may find yourself driving in the dark. After every race you can spend some of your money to repair the car. The more you stay on the track, the less damage you'll do to your car, and the more money you get to keep in your pocket. Periodically you'll be able to upgrade to a better car - as long as you've got enough cash.

Throughout the race your co-pilot will tell you what is coming up on the track by calling out things like "Hair-pin Left," or "Square Right." You had best heed his warnings or you might find the front end of your car in a snow bank. Lastly, you can enter initials for up to eight people who can race the tracks and compete for the best time.

- 3.5 Megabit
- 1-Player Rally Racing
- Special Features: Car Upgrades, 3 Save Slots, Varying Weather Conditions, Up to 8-Player Competition Mode, Talking Co-Pilot
- Levels: 30 Tracks in 8 Different Countries
- Created by: Image for Time Warner Interactive
- Available: Now for Jaguar

ANDY, THE GAME HOMBRE

Concept: 5 "Hey, finally a halfway decent Jag game! Its been a long time coming but I'm glad it's here (my Jag was collecting a lot of dust)."
Graphics: 7.5
Sound: 8 Power Drive Rally is not only pretty entertaining, it's the best use of the short-field overhead view I've ever seen. While it's not much more than a straightforward driving game (there's no counter-steering), its 30 levels will keep you playing."
Playability: 7
Entertainment: 7
OVERALL:
7

RICK, THE VIDEO RANGER

Concept: 7.5 "In some ways Power Drive Rally (PDR) reminds me of the good old days of video games when Atari racing games ruled the roost. The brilliance of PDR is in its simplicity. I enjoy the time trials and head-to-head racing style. The skill challenges make for a nice change of pace. The spoken instructions and turn arrows are a big help but I try to avoid using them as a crutch. PDR will make a great addition to anyone's racing collection!"
Graphics: 8
Sound: 8
Playability: 8
Entertainment: 7.5
OVERALL:
7.75

REINER THE RAGING GAMER

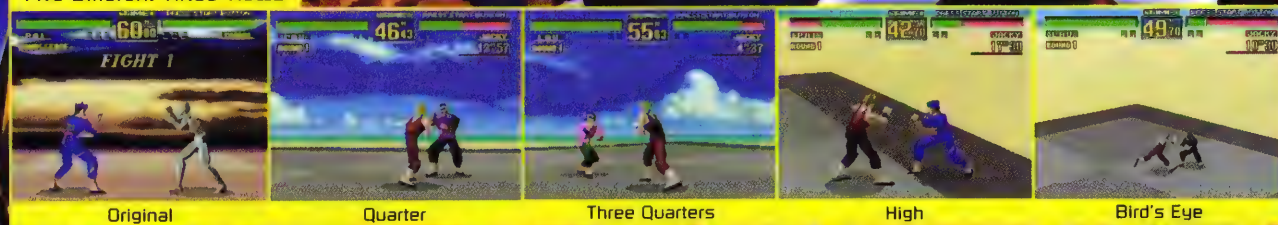
Concept: 7 "As you all know, the Atari Jaguar is a machine with a very, VERY small library, and the amount of those games that are good is even less. Power Drive Rally (PDR) is just the game this cat needed. If you liked the Micro Machines type of game, then you'll surely drool over the amazing effects in PDR. If you own a Jag and you're looking for a great new title, then PDR is just the game, because there really is nothing else to buy!"
Graphics: 7.25
Sound: 8.25
Playability: 7.75
Entertainment: 8
OVERALL:
7.75

Virtua Fighter

APPEARING SOON ON 32Xs EVERYWHERE

- **Size:** 32 Megabit
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 5 View Full Match Replay For Entire 30 Second Match, 5 Different View Angles During Gameplay, Ranking Mode, 8-Player Tournament Mode, 8 Color Choices Per Character, Over 700 Moves and Animations
- **Created by:** AM2 & Omega Team for Sega
- **Available:** October 10, 1995 for Sega Genesis 32X

Five Different Virtua Views

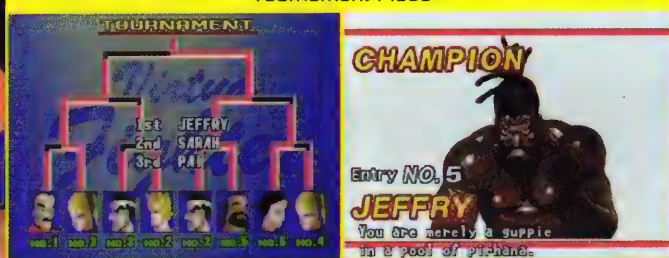


Virtua Fighter, the godfather of all 3D fighting games, was just released on May 11 for the Sega Saturn and now, just six months later, Virtua Fighter is coming to the 32X. Of course, just putting out the same old game would have been a rip-off, but Sega wasn't about to let that happen. Virtua Fighter 32X (VFX) features a unique 8-Player Tournament, 5 different views, and a full match instant replay.

Like all the Virtua Fighter releases, Virtua Fighter 32X features over 700 moves with silky smooth animation. But what takes VFX to the next level is the addition of a multitude of options. The Tournament mode enables you and eight of your friends (or you and seven computer-controlled opponents) to go head-to-head to see who's best. Since it is conceivable that all eight players may want to use the same character, VFX also incorporated eight unique color combinations for each of the eight fighters. Many people don't have too many opportunities to have eight-player tournaments so the VS. mode has got a couple of extras as well. After each match you can choose a Full Match Replay that lets you control the camera angle on the fly as you watch the match (also you can rub in what an awesome fighter you are).

The most important thing is that Sega managed to get all eight fighters (plus one Boss) and all the moves from the arcade into VFX. So if you have a hankering for Virtua Fighter, the 32X will surely amaze you with its seamless gameplay, multiple options, and rock-solid play control.

Tournament Mode



Ranking Mode

VIRTUA FIGHTER
OFFICIAL RANKING MODE **LAU**

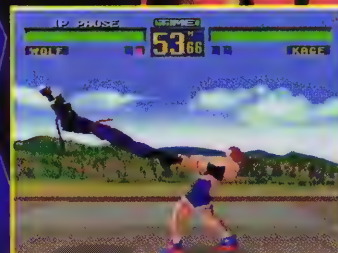
This is to certify that you have been awarded the rank of

STAGE CLEARED	3
PLAY TIME	2' 28" 94
STYLE POINTS	27 pts.
TOTAL POINTS	233 pts.

3rd Level
by the official Virtua Fighter Ranking Mode.

Try for the next stage!
Use lots of special moves to increase your rating.

In the Ranking Mode you are judged on how well you play Virtua Fighter and are given an overall score.



Even when pulling complex maneuvers VFX never has any sprite drop - VERY impressive!

Full Match Instant Replay

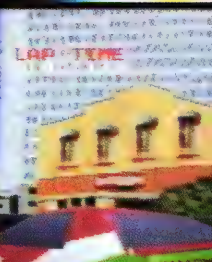
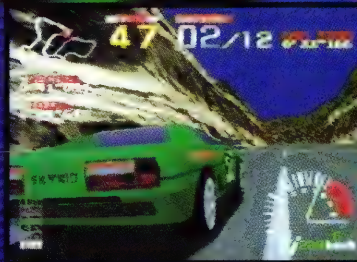


**A RUSH FELT BY A HANDFUL OF WORLD-CLASS
DRIVERS AND THE OCCASION**



ASS

NAL PARKING VALET. |



Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation™. Introducing Namco's® Ridge Racer.® Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



PlayStation™



ENOS LIVES



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Vengeance of The Blood Angels

SPACE HULK



THEY BLEED!

Space Hulk is a translation of a PC title that was released in 1993. This first-person perspective game puts the player in control of a personal attack suit called a Terminator. Unlike most games of this style, Space Hulk allows for the control of up to 12 Terminators. Each Terminator can receive up to five commands at a time and there are approximately 10 tasks a Terminator can execute. The missions have certain objectives to complete, but basically each mission consists of battling the evil Genestealers and reaching the exit with most of your team intact. To complete the mission, the Terminators must be commanded quickly and strategically because if too many combatants are lost, the mission is a failure. Once the assault team has been given their orders, the player can

use the map feature to follow the action and select Terminators to get their perspective. You can either take control or not press anything to view the Terminator as it attempts to complete your commands.

The graphics and animation in Space Hulk are truly impressive. The fully rendered Genestealers have a resolution that has never been seen in a 3DO game. Even as you are face to face with your foe, there is no real pixelation or distortion of the image. When the Genestealers are this close you'll have little time to think before their powerful claws destroy you. The enemies just keep coming and soon the battlezone will be splattered with carnage. Doom was never this bloody.

Although this game may not have blazing speed, Space Hulk's mix of tactics and action make for formidable missions and a wide variety of strategy.

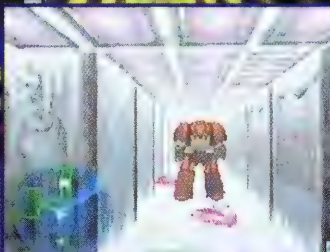
► THE BOTTOM LINE **7.75**



THEY'RE EVERYWHERE!



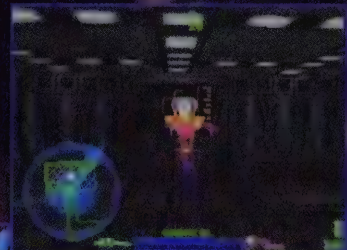
The Space Hulk turns into an inferno thanks to a heavy flamer.



The Terminators comb the halls in search of the objective.



The look of the Genestealers is very impressive.



A Magi uses psychic energy to destroy your Terminators.

ANDY, THE GAME HONORÉ

Concept: 9 "OK, Space Hulk looks really good and the sound is really eerie, but this game is definitely not for everyone. The controls are somewhat cumbersome and the game is basically frustrating. You'll get everybody in place, go blow up a bunch of aliens, then someone will die and the aliens will breach the perimeter and kill you all. Now that's just a warning about how difficult this game is, not about how good it is, because it IS good. And if you have the time to master this game, you won't be disappointed."

OVERALL:
7.75

REINER, THE RAGING GAMER

Concept: 8.5 "It's really hard to explain the overall gaming experience of Space Hulk. The ideas and game design in this game are really cool and unique. You can control an entire squadron of Space Marines and have them follow different orders and commands. However, the game just didn't have the 'oomph' to keep me content. The characters move really sluggishly, and there seems to be an overabundance of aliens on each level. This game can be easily classified as the little engine that could, but couldn't."

OVERALL:
6.75

PAUL, THE PRO PLAYER

Concept: 9.25 "At first I thought this game stunk. It moved slow and I would die in a matter of minutes. However, after I got familiar with the command sequences I started to make progress. Don't think this is a Doom game because there is a lot more involved than just taking out the enemy. The elements of strategy and multiple party missions really make Space Hulk unique. Plus, the graphics are excellent."

OVERALL:
8.5

Not To Be Denied!

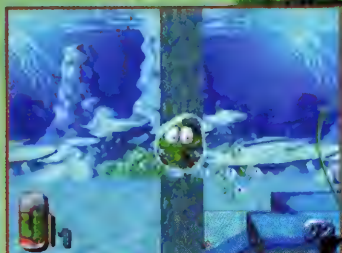
BUG!



Bug carefully inspects the hairy guy's teeth and decides he needs braces.



Fact: Blue bugs are stronger than green ones.



Bug flashes back to his childhood of bubble baths and big brown sharks.



Bug does not like this cowboy dressing snail, and decides he must die.



Hey, serpent dude! Wanna play?



It's o. k. friend, I'll protect ya!

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** Three Dimensional Play in 24 Buggy Scenes, Fully Rendered Bosses and Characters, Bug Power-Ups and a Cameo by Sonic
- **Created by:** Real-Time Associates for Sega
- **Available:** Now '95 for Sega Saturn

ANDY, THE GAME HOMBRE

Concept: 8
Graphics: 8
Sound: 8
Playability: 8.75
Entertainment: 8.75

OVERALL:
8.75

"Now this game is cool. And Bug! is actually innovative (even with its classic jump-on-their-melon technique). The 3D levels are a maze of platforms and pitfalls that take time and practice to master, but perhaps the best part of Bug! is the amazing graphics. Each level seems to pop off the screen with sound that, even though I dislike his corny Gex-wanna-be voice-overs, really draws you deeper into the game. A must for young green actors looking for a new career."

▶ THE BOTTOM LINE **9**

Bugs have always had a hard time fitting in with today's society. Sure, they've tried to mingle and make peace with the human race. They've even gone as far as setting up their homes in the cracks of our driveways and window panes. Unfortunately, whenever we get the chance, we wipe out these colonies with a garden hose and a fly swatter. It's time to say enough is enough. It's time to end this war and make new allies. It's time to throw away the OFF and give the bugs a chance.

Sega's newest vision brings the insect kingdom into the limelight of Hollywood. A talented young insect actor by the name of Bug has been given the chance to carve his initials in the book of fame and fortune. He's been cast as the main character for the upcoming action flick, Bug!. The film's budget is secure and the press is eager to learn more. Now it's up to you to take control of Bug and perform at your best! How well you maneuver your way through the six levels in Bug!, will determine how well the film will do.

Bug! is a game with major depth that allows you, the player, to freely interact with an immense 3D environment and actually walk into the back and foregrounds. Having this third dimension makes Bug! a very unique action/platform game. At first it may be a little hard to pick up the style of play that Bug! has to offer, however, once you're accustomed to it, there's no turning back!

As Bug, your goal is to make it to the Bug Stop on each scene. Along the way you will encounter all sorts of enemies and obstacles. For the most part, your standard forms of attack are the butt bounce and zap attack; however, if you make it to level three, you can acquire spit wads that hock digestive juice upon the evil ones. Each level consists of three scenes and an end boss. These end bosses are tough and relentless. They want you dead even more than you want an Oscar. Find your strategy and stick with it. Slip up, and you can kiss your acting career goodbye!

REINER, THE RAGING GAMER

Concept: 9
Graphics: 9.25
Sound: 8.5
Playability: 9
Entertainment: 8.75

OVERALL:
9

"Who says a bug can't be a hero? Sure, Hollywood's slapped a stereotype on all bugs as being something dreadful and scary, but we all know they can be adorable little friends too! Sega's done the insect kingdom a world of good with their new Saturn release, Bug!. There really is no boundaries to what you can and can't do. You can spit juice, shoot electricity bolts and apply your cheeks to your enemy's head. If you're looking for a challenging Saturn game, look no further, Bug! is here."

PAUL, THE PRO PLAYER

Concept: 8.75
Graphics: 9
Sound: 8.5
Playability: 8.75
Entertainment: 8.75

OVERALL:
9.25

"This is a whole new concept that may create the standard for 32-bit platform games. This bug doesn't have the speed of a hedgehog, but everything is done first rate. Multiple paths, amazing rendered bosses, and excellent SGI cut scenes will completely amaze you. Bug! is no pushover when it comes to completing his quest. It will take you a while to get used to the '3D' action and to remember where all the grasshoppers and dung beetles are placed. Bug! is the most innovative and exciting platform game to come around in a long time. It should be on your 'must have' list for Saturn."

In an area of space far away from the planet Earth, the goddess Antowas created an entire planet from a single jewel. She also used a red jewel to create a boy, Astal, and a green jewel to create a girl, Leda. Leda had the power to create life, and Astal's job was to defend her. At one point, he defended her with such zeal that he destroyed some of Antowas' creations, and she banished him. Now, an evil entity has kidnapped Leda and created a human of his own to corrupt the world. Seeing the danger, Astal broke out of his prison and is on a quest to save his true love and restore peace to the world.



Defender of the Jeweled Realm

- **Size:** 1 CD-ROM
 - **Style:** 1 or 2-Player Action/Platform
 - **Special Features:** Scaling Screen, Multiple Attacks, Loyal Bird Ally
 - **Created by:** Sega
 - **Available:** September for Sega Saturn
- ▶ **THE BOTTOM LINE** **7.75**

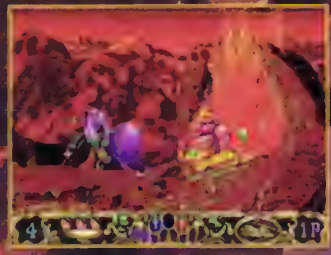
Astal is a direct translation of a game currently available on the Japanese Saturn. The colors are vibrant and the graphics are smooth. During the gameplay, your perspective will zoom in and out depending on what's happening. This allows you to see clearly what is going on in close combat, while still letting you see off into the distance when you need to jump to a far away platform.

When you play Astal in 2-player mode, one player will control Astal and the other will control the bird. Even if you've started in 1-player mode, the second player can jump in at any time. If no input is received from the second controller the game goes back to 1-player mode.

As Astal, you can jump, grab and throw, or jump and smash enemies to kill them. Push up, and you'll inhale deeply, then push your attack button to let loose a mighty wind. Certain enemies will power up your bird attack, allowing you to send him out to strike, fly away to find health recharge items, or do a special "Exclamation Point" maneuver which is specific to the situation you are in. Astal is a bright and colorful game, and shows off some of the Sega Saturn's power. The only big complaint is that in order to run, you must hit the control pad twice in the same direction, which is ever so much clumsier than holding down a run button. Other than that, look for Astal soon on the Sega Saturn. ■



The lovely skies of home - what a sight!



Inhale deeply and blow out these fires.



Carrying this HUGE rock protects you from volcanic eruptions.



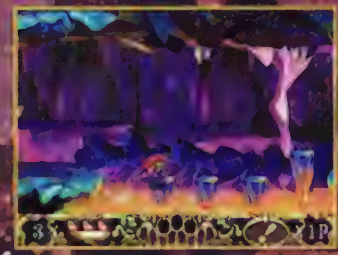
Stay ahead of this giant caterpillar creature or he'll snarl you right down.



The clear pillars tip when you land on them, so time your jumps carefully.



The pink colored rocks move - watch your step.



Use your special bird power to knock down the stalactites and forge safe passage over the lava.



It's hard to tell, but these guys could be firing at you.

RICK, THE VIDEO GAMER

Concept: 8 "This is a hard game for me to review because it's early Saturn, extremely Japanese, and kind of weird. On the other hand, I have always liked Japanese animation and weirdness, so here goes. The artwork of Astal is cool with some stunning backgrounds. The music is actually good and the voices could be if I knew what the heck he was saying. Anybody with a romantic bone in his/her body will like the story of a journey to be reunited with your one true love. If you're into fantasy adventures, Astal is a must-have game."

Graphics: 8.5

Sound: 9

Playability: 7.5

Entertainment: 8

OVERALL: **8.25**

PAUL, THE PRO PLAYER

Concept: 5 "Astal combines that Anime look with the cool scaling and parallax capabilities of the Saturn. The level structure and gameplay, however, leave much to be desired. Right to left platforming would be better left on the 16-bit. This is the 32-bit world and aside from Astal's animation and sound, this game is almost worse than Clockwork. This game is not worth the price tag. Visually impressive but nothing more."

Graphics: 8

Sound: 8

Playability: 5

Entertainment: 4

OVERALL: **6.5**

REIMER, THE RADICAL GAMER

Concept: 7.75 "When I first heard what Sega had in mind for the Saturn, I was seriously scared that they were going to go too far with the arcade orientated games, and forget all about the console based action/platform genre. I guess I was wrong. Over the last two weeks our offices were graced with two beautiful action games. One of which was Astal. The feel you get when you play Astal is very similar to the feel of watching Anime films. The animation and sound are breathtaking, and more than likely will leave you gasping for more!"

Graphics: 8.75

Sound: 8

Playability: 8.5

Entertainment: 8

OVERALL: **8.25**

BLACK FIRE

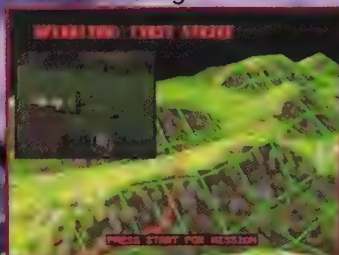
CONSCIENCE OF WAR

Mission Briefing

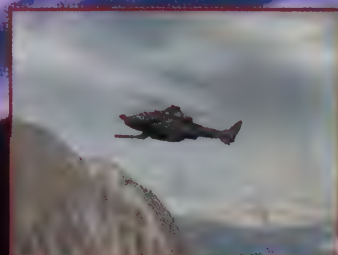
You've been waiting for this day your whole life. You've gone through extensive training and preparation for this one moment. You know that the odds of survival depend only on how quick your mind and hands will react to the task ahead. You've been picked to man the helm of the government's new secret weapon, the Black Fire Attack Chopper. This chopper is truly state of the art in weapons and stealth. The only thing the enemy will hear coming from your direction will be the sound of your own saliva churning down your throat as you pull the trigger. You know the odds are stacked up against you, and you also know that you have no other option except to follow through with the strict orders.

Sega's newest war sim is entitled Black Fire. This is an appropriate name for this title, since no matter where you are, the action always seems to follow. The chopper, is equipped with a bundle of handy weapons, and if you've ever grilled a burger before, you'll know just how to take down the enemy. First you must dodge and deke the enemy and apply the grease. Then, add the flame by locking the enemy in your sights and let 'em fly. In the aftermath, you should have a well cooked masterpiece grilled on the rocks below.

On each mission, you'll first be briefed and then thrust into the action. The on-screen map doesn't show you where your main targets are located, so memorization from the briefing is the key. This may seem bothersome and annoying, but it's better than going off nothing at all. Black Fire is a unique title for the Saturn that allows for full 360° simulator action. The Saturn is on the rise, and in order to compete with the competition they're going to need some big titles. Black Fire may be the secret weapon Sega's been waiting for!



Take a right on 494 until you hit the 169 exit. Follow this to 212 and drive on until you see the golden arches.



Ninety-nine bottles of beer on the wall! Ninety-nine bottles of beer...

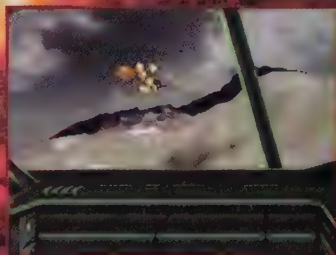
- **Size:** 1 CD-ROM
- **Style:** 1-Player Helicopter Combat Simulator
- **Special Features:** Fully Interactive 3D Environment, A Plethora of Metal Bustin' Weapons, Rendered Cut Scenes, 4 Different Views and a Very Complex Briefing Before Each Mission
- **Created by:** Nova Logic Productions for Sega of America
- **Available:** October '95 for Sega Saturn



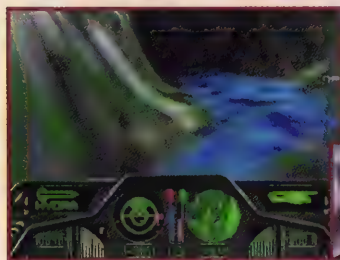
HOLY MOLY! Look at the size of that station!



Most of the missions consist of a main target, like this nasty satellite dish.



Does this thing have power windows?



Hmmm. Something's not right.



BOOM!



I think we caught him by surprise Carl! Go get the noose.



De plane! De plane! I mean, De hell! De hell!

SHIN SHINOBI DEN

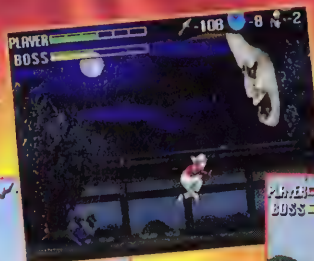
新忍伝

The Spirit of a Ninja Will Never Die

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Adjustable Difficulty Levels, Special Attacks, Shuriken and Other Power-Ups
- Levels: 9 Stages
- Created by: Sega of Japan
- Available: Now for Sega Saturn. Only in Japan. Coming in October to the U.S. from Vic Tokai



This first boss doesn't put up too much of a fight.



Fast moving enemies must be destroyed with a fast moving blade.



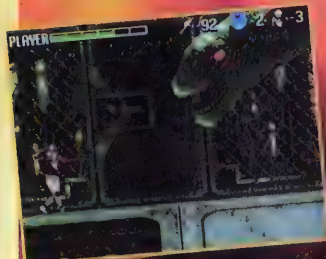
In addition to that swinging arm ball, this boss has a laser beam. Slice his head!



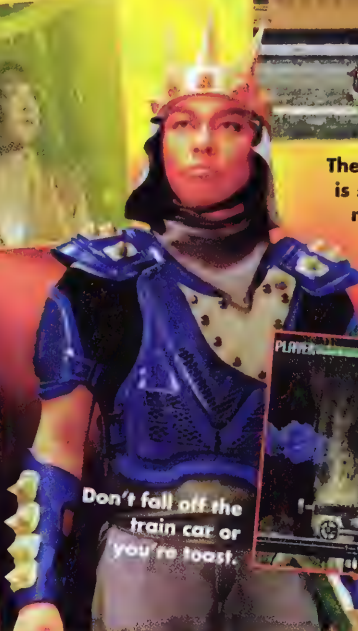
With shuriken throwing ninjas about, jumping from boat to boat can be quite hazardous.



The Ginsu Katana blade is so sharp it can make mincemeat out of this truck and still slice through a tomato with ease!!!



Look out It's Baby!



Don't fall off the train car or you're toast.



In the realm of action/platform, there are a few games that define the genre. One of these is undoubtedly Shinobi. Shinobi (another word for Ninja) featured a Katana wielding, shuriken throwing, super spin jumping hero on a quest that was riddled with countless enemies and adversaries. Our ninja hero is back in a new game for the Sega Saturn known as Shin Shinobi Den.

The game starts off with a full-motion video intro that could have been cut right out of a classic kung-fu movie. Under a cloudy moonlit sky the nimble Shinobi pursues the thugs who have stolen his girlfriend. His fighting skills are apparent as he defeats three or more enemies at a time with broad swings of his sword and jump weapon clashes that end with both people landing; but one soon realizing he has a massive sword wound through his stomach.

The miraculous thing about this game is that even when the full-motion video ends and the game begins, you still retain that old kung fu movie feel. The graphics are smooth, detailed, and amazing. Clashes with enemies often result in the loud, clanging sounds of your swords smashing into each other. When you finally do cut your enemy down, he doesn't simply disappear into a cloud of smoke, he literally gets cut in half and

the top part of his body slides off of the bottom part before the sprite is faded out of play.

The spirit of the ninja movie is also present in the control you have over your character. You can throw shurikens, and when shurikens are thrown at you you can swing your sword (a la Babe Ruth) and send the deadly knives right back into the attacker's chest. By hitting the jump button while you're in the air you can send your character into a jumping spin. Hit your sword button during this spin and you'll become a twirling blade of death. Hit your shuriken button and you'll release a quarter-circle spread of eight shurikens. If you do an Up, Up-Towards, Towards you'll go into a roll. Hit your sword button to finish off the roll with a katana thrust. Unfortunately, nobody at Sega has caught on to the fact that having to push Towards, Towards to run is a completely lame way to make your character move fast. Maybe someday programmers will STOP DOING THIS! Until then, you'll have to deal with a little frustration.

If you were a fan of the other Shinobi games, and there are a lot of people out there who were, you should be very happy with the updated Sega Saturn version.

AIR COMBAT

BULLET THE BLUE SKY

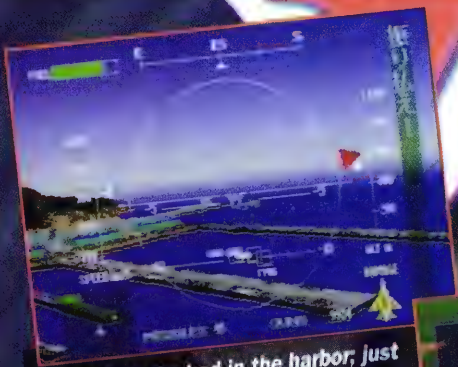
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Jet Fighter Simulator
- **Special Features:** Three Difficulty Settings, Multiple Aircraft, 2-Player Split-Screen Dog Fighting, and Realistic 360° Environment
- **Created by:** Namco
- **Available:** September 9th for PlayStation

▶ **THE BOTTOM LINE** **9**

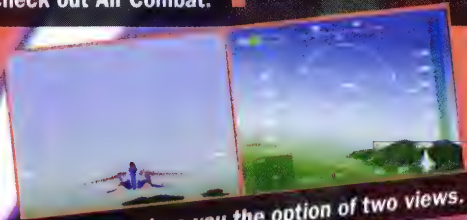
Any fan of flight simulators and arcade shooters will be amazed by Namco's Air Combat. It's a loose translation of their arcade game of the same title. As in their other arcade translations for the PlayStation, Namco added extras to make it unique to the PS-X. The basic one-player game set you off on various missions to destroy targets in the air and on the ground. If a mission is successful the player will be paid a reward which can be used to purchase more planes. A total of 16 jet fighters can be purchased and you can have a total of 8 in your hangar at one time. Each jet is rated on five different categories and it will be up to you to choose what jet will perform the best for each specific mission. In addition, some missions allow you to hire a wing man to help cover your butt on the challenging ground missions.

The 3D environment created by Air Combat's superbly texture-mapped polygons gives you realistic and fast-paced action. You have the choice of a cockpit or chase plane view which can be changed at any time. However, in the cockpit view you'll have the luxury of a Heads-Up Display (HUD) which nicely displays your altitude and airspeed. The controls can be set on a novice mode that gives the game an arcade feel or expert which allows for true flight that may make you dizzy at first. In the two-player mode it's a split-screen dogfight. You can choose from any plane and be placed in a desert canyon to battle it out head-to-head. It's a perfect opportunity to practice up on your dog-fighting skills and to learn the capabilities of each plane. You can even handicap the battles to make it easy for beginners to battle the veterans.

Novices and flyers who have already earned their wings will marvel at yet another amazing PlayStation game from Namco. The 17 missions included in Air Combat will take any pilot on the ride of his life. Be sure to check out Air Combat. ■



The ship is docked in the harbor, just be careful of its forward and aft guns.



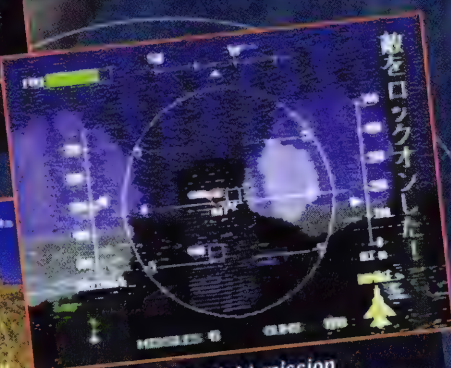
Air Combat gives you the option of two views.



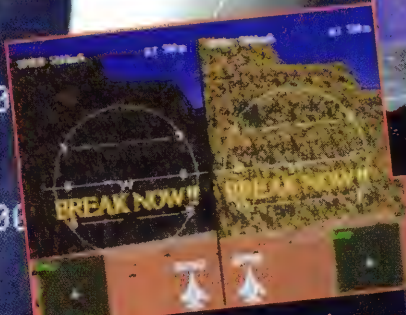
Buy yourself a jet or get one on trade. A total of 16 can be traded.



The mission brief will sometimes allow you to view your targets.



The key to this night mission is to take out the skyscrapers.



The two-player game is a head-to-head dogfight.

ANDY, THE GAME HOMBRE

Concept: 9.5 "This game is amazing from the second you pop it into your PlayStation. The graphics, of course

Graphics: 9 are outstanding, but what really puts this game ahead of the rest of the pack is that it's a 360 degree flying simulator where you get to run some serious missions. That's right, missions! Plus, there's over 16 planes to choose from and a bunch of different wingmen. Sign me up, this one's a winner!"

Sound: 8.75

Playability: 9.25

Entertainment: 8

OVERALL: **9**

PAUL, THE PRO PLAYER

Concept: 9 "AirCombat rocks. There hasn't been anything close to this for the Saturn, or any other home system for that matter. The missions are challenging and the enemies look fantastic. The choice of planes is really a nice feature as well. I am a big fan of flight simulators and have been since the days of F-22 on the Genesis. If you want the opportunity to command 16 different jets from around the world, Air Combat is it. If you're looking for THE 32-bit flight sim, put Air Combat at the top of your list."

Graphics: 8.25

Sound: 8.75

Playability: 9

Entertainment: 8.25

OVERALL: **9**

REINER, THE RAGING GAMER

Concept: 9 "This is eye-popping entertainment at its best! The PlayStation may still be the baby on the market, but it sure doesn't act like it! So far the software we've seen has been unbelievable. In my opinion, the game that stuck out above all the others was Air Combat. The PS-X version of this great simulator plays almost identically to its arcade predecessor. There's a ton of missions that are filled to the brim with realistic dog fighting and ground assaults. There's also a great 2-Player duel which wasn't present in the arcades. Air Combat is by far the most realistic arcade sim the consoles have ever seen!"

Graphics: 8.25

Sound: 7

Playability: 9.5

Entertainment: 8.25

OVERALL: **8.75**



THE PLAYSTATION DRAWS FIRST BLOOD

MORTAL KOMBAT 3 IS MORE THAN LIKELY THE HOTTEST ARCADE BRAWLER TO DATE. WHENEVER SOMEONE FINDS A NEW TRICK OR MOVE, THE INTERNET IS INSTANTLY FLOODED WITH DOCUMENTS HOLDING THE NEWEST UPDATES AND GOSSIP. MORE OR LESS, THIS GAME HAS TURNED NORMAL HOUSEHOLD MEMBERS INTO MORTAL FREAKS. ENTIRE ALLOWANCES AND HOUSE PAYMENTS HAVE BEEN DEPOSITED INTO THIS MAN-MADE MACHINE. PEOPLE WOULD RATHER DIE THAN LOSE THEIR CHANCE TO PLAY ONE GAME OF MK3. HOWEVER, COME THIS OCTOBER, SOME OF THE LOYAL ARCADE JUNKIES WILL RETIRE FROM THE MACHINE. THEIR WHEREABOUTS WILL BE NO SECRET. THEY'LL BE AT HOME PLAYING MORTAL KOMBAT 3 ON THEIR SONY PLAYSTATION.

OCTOBER 1ST IS THE DATE SET FOR THE MADNESS TO BEGIN. IT'S HARD TO BELIEVE AFTER ONLY ABOUT FIVE MONTHS IN THE ARCADES, MORTAL KOMBAT 3 IS ALREADY ON ITS WAY HOME. FROM THE LOOKS OF IT, ALL THE MOVEMENTS AND COMMANDS FOR THE SPECIAL MOVES ARE THE SAME. YOU CAN ENJOY THE LUXURY OF BABALITIES, FRIENDSHIPS, ANIMALITIES AND THE BEAST THAT STARTED IT ALL, FATALITIES RIGHT IN YOUR OWN LIVING ROOM. YES, THIS MAY SOUND LIKE A BEER COMMERCIAL, BUT IT'S TRUE, "IT



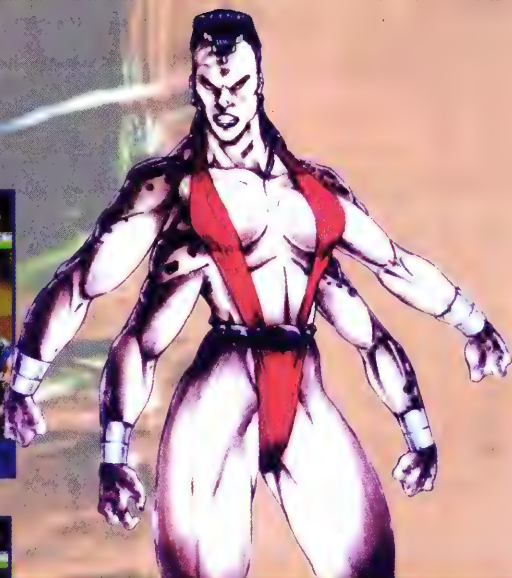
HEY, WHO WANTS A S'MORE?



CAN YOU FIND SMOKE?



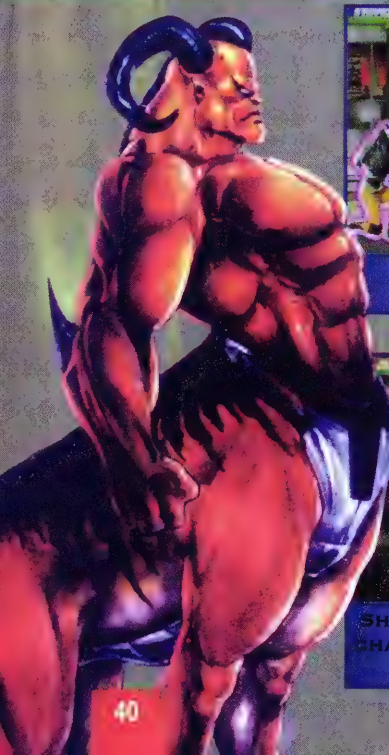
USE THE FORCE,
SHANG TSUNG.



DOESN'T GET ANY BETTER THAN THIS!" THIS IS BY FAR THE BEST LOOKING VERSION OF ANY MK GAME TO GRACE ANY CONSOLE.

MK3 IS A PRETTY TECHNICAL GAME IN HOW IT PLAYS, WHICH MEANS ATTACKS AND SPECIAL MOVES MUST BE DONE VERY QUICKLY. THE WAY THE CONTROLLER IS CONFIGURED SHOULD GIVE YOU NO PROBLEMS IN PERFORMING THESE FEATS. THE FOUR BUTTONS ON THE FRONT OF THE CONTROLLER ACT AS YOUR PUNCHES AND KICKS. THE SHIFT BUTTONS ON TOP ACT AS BLOCK, AND THE SHIFTS ON THE BOTTOM ACT AS THE RUN. HOWEVER, IF YOU DON'T LIKE HOW IT IS SET UP, YOU CAN ALWAYS CONFIGURE IT TO YOUR LIKING IN THE OPTIONS.

IT'S AMAZING THAT ALL FOURTEEN CHARACTERS AND ALL THE ACTION IN MK3 FIT ON ONE DISC. FOR THE MOST PART THE GAME MOVES FAIRLY SMOOTHLY. HOWEVER, DUE TO A COMMON DENOMINATOR KNOWN AS ACCESS TIME, THE GAME WILL HAVE SOME LOAD TIME IN THE FINISHING MOVES AND PRE-GAME PREPARATIONS. FROM WHAT WE'VE SEEN, THIS IS A VERY IMPRESSIVE GAME THAT SHOULD GIVE THE PLAYSTATION A FIERY LAUNCH!



THAT'S A PRETTY
COOL TRICK!



THE GRAPHICS AND
ANIMATION ARE ALMOST
IDENTICAL TO THE ARCADES.



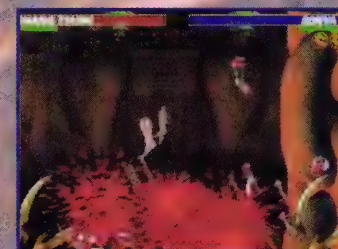
KANO CAN NAME EVERY HUMAN
BONE IN ALPHABETICAL ORDER.



SHANG TSUNG'S ANIMALITY
CHANGES HIM INTO A KILLER
COBRA.



MAN! THAT'S A WHOLE
LOTTA HAIR!



MORE BLOOD! MORE BLOOD!



MOTARO IS ONE TOUGH DUDE.



CYRAX IS VICTORIOUS!



SINDEL IS THE FIRST FLYING CHARACTER IN THE MK SERIES.



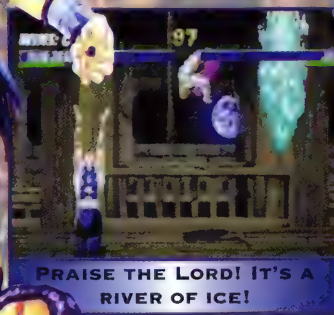
DEATH BY ARCADE MACHINE!



HEY, IT'S RAIDEN.



HEY, YOU KNOCKED HIM THROUGH THE CEILING!



PRAISE THE LORD! IT'S A RIVER OF ICE!

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-to-Head Tournament Fighting
- Special Features: Over 14 Characters, Kombat Kodes, 3 Difficulty Levels, 2 End Bosses and Tons of Finishing Moves
- Created by: Sculptured Software for Williams Entertainment
- Available: October 1st for Sony PlayStation



ALL COMBATANTS IN MKIII WERE FIRST TESTED FOR ANY BLOOD DISEASES BEFORE THEY COULD ENTER COMBAT.



ONCE AGAIN LIU KANG MUNCHES ON HIS VICTIMS AS A LARGE DRAGON.



Towering Bunny of Death!

Jumping Flash!

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Perspective Action/Jumping Simulator
- **Special Features:** Huge 100 Ft. Triple Jumps, Computer Generated Video Between Levels, Time Attack Mode, Memory Card Back-Up, Unlimited Continues, and Polygons, Polygons, Polygons!
- **Levels:** 18 or 6 Worlds, each with 2 Levels and 1 Boss Stage
- **Created by:** Exact Inc./Ultra Co. Limited for Sony Computer Entertainment
- **Available:** November for Sony PlayStation

Baron Aloha
(Nice Shirt!)



Check out these roller-coaster style moving walkways. Cool!



Kill the penguin! Kill the penguin!



Fans spinning horizontally will shoot you into the air.

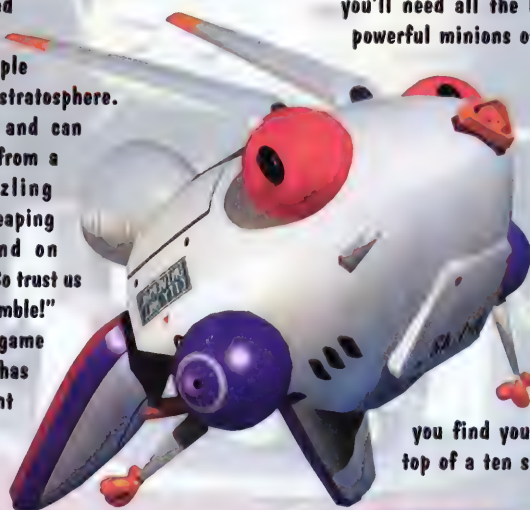
Forget all you've ever heard about bunnies and their habits, because Jumping Flash is here to stomp out any rumors you may have heard. Jumping Flash, a rabbit-shaped assault vehicle named Robbit, has the power to jump several stories high and can even triple jump to shoot himself well into the stratosphere. He's armed with unlimited lasers and can collect special weapons that range from a standard Smart Bomb to a dazzling fireworks attack. Plus, due to his leaping ability, Jumping Flash can land on opponents to crush them into oblivion. So trust us when we say "this bunny is ready to rumble!"

Your task in this unusually weird game is to stop the evil Baron Aloha who has stolen entire cities from six different worlds. At each world you will encounter three stages. On the first

two stages you will need to find four carrot shaped items called Jump Jets. These items, once collected, will activate the Exit Pad so you can hop along to the next level. The third level is a Boss stage. Here you'll need all the bunny skills you can muster to defeat the most powerful minions of Baron Aloha.

Of course, the story is not the important or ground-breaking thing about this game, the graphics are. This game was created with tens of thousands of polygons that suffer from absolutely no redraw or slow-down. You are free to go anywhere in this 3D world, and this is where the fun begins. You hop along looking for the Jump Jets and figuring out how to get to the various items that, at first, seem impossible to get. Of course, there are numerous ways to reach the items you'll need, but soon you'll find that the hunt is quite invigorating, especially when

you find yourself leaping a quarter mile into the air off the top of a ten story building. Geronimo!



Alright. Go get the Jump Jet, then head straight for the exit.



Climb your way to the top, then jump all the way down. Yoo-Hai!



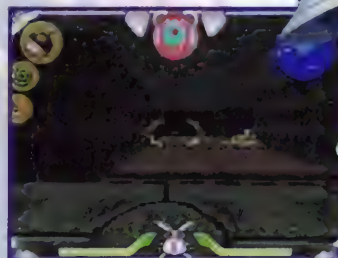
Look for the Bonus Rings to get extra points and items!



Robbit will even go underwater to stop the evil Baron Aloha.



My robotic bunny is better than your robotic bunny.



On some levels you'll encounter Doom-like mazes that hide the precious Jump Jets.



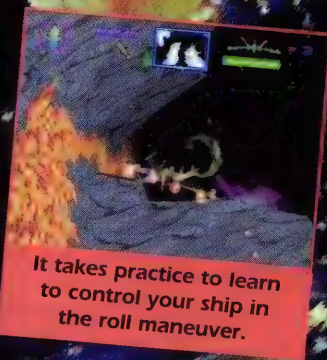
Faster, Smoother, Cleaner, Better

TOTAL ECLIPSE TURBO

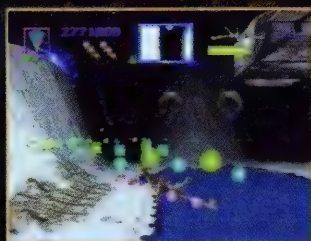
- Size: 1 CD-ROM
- Style: 1-Player Space Shooter
- Special Features: Password Save, Roll Ability, 5 Different Weapons, Tunnel Combat
- Level: 5 Levels, 4 Missions Each
- Created by: Crystal Dynamics
- Available: Late September for Sony PlayStation



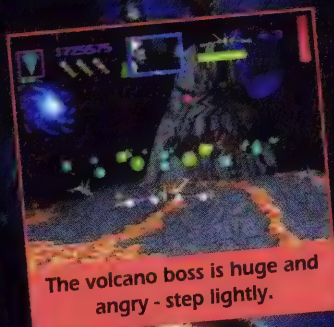
The triple power spread gun should make it easier to defeat this boss.



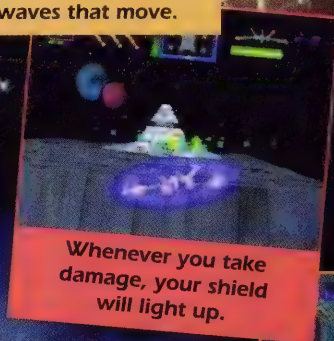
It takes practice to learn to control your ship in the roll maneuver.



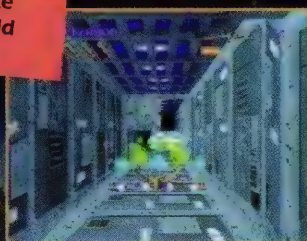
In this version of Total Eclipse, the water below has waves that move.



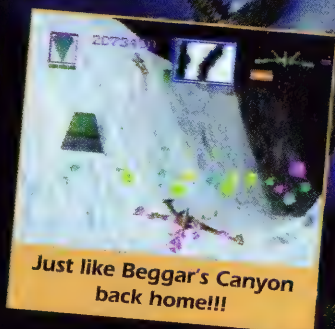
The volcano boss is huge and angry - step lightly.



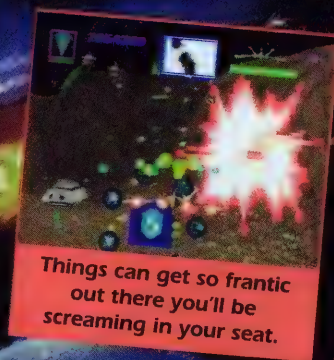
Whenever you take damage, your shield will light up.



Learning to control your speed is essential in the tunnel portions of the game.



Just like Beggar's Canyon back home!!!



Things can get so frantic out there you'll be screaming in your seat.

A long time ago, Crystal Dynamics put out a title for the fledgling 3DO system entitled Total Eclipse. Graphically, it was a very impressive game with outstanding texture mapped polygons. However, once you picked up a controller, it just didn't seem that great. Your ship moved too slow, control was sluggish, and the whole game just needed a little bit more kick. With the release of the Sony PlayStation, Crystal Dynamics will soon be releasing a Turbo version of Total Eclipse.

This new edition will feature the same great graphics, but now things seem to move about twice as fast as they used to. The story is also the same: a destructive alien race has developed a weapon that can destroy entire stars (hence the title, Total Eclipse). You are a lone starfighter pilot who must guide his ship across the surface of planets in pursuit of the apocalypse weapon. Finally, you will have to fly into the Sun Dagger itself and stop this threat to humanity.

In your ship you will have control over your speed with a brake and accelerator button. You can also send your ship into a barrel roll which causes the scenery to spin around your ship. You can fire continually by holding down the fire button, and you'll start with three "smart bombs" that unleash a red wall of total destruction. There are five different kinds of guns, and you can choose which one you like by grabbing the appropriate icons. The weapons have three different levels of power, which you increase by grabbing the same icon as your current weapon.

Total Eclipse Turbo is a fast-paced, no-rest-for-the-player space shooter. The increased speed of this version turns an okay game into a game that is addictive and fun to play. Watch for it coming to the Sony PlayStation sometime this fall.

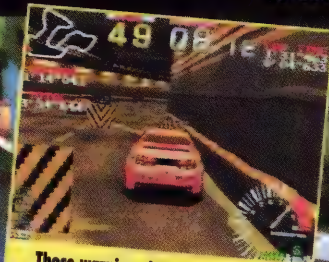
RIDGE RACER

Prepare Yourself for the Ultimate Racing Experience

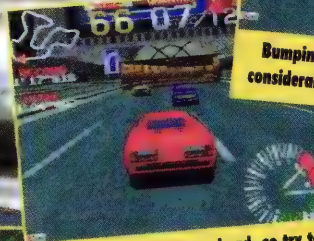
- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing Simulator
- **Special Features:** 9 Hidden Cars, Counter Steering, Automatic or Manual Transmission, Play Your Own Music, Inside or Outside the Car Views
- **Created by:** Namco
- **Available:** September 9th for Sony PlayStation



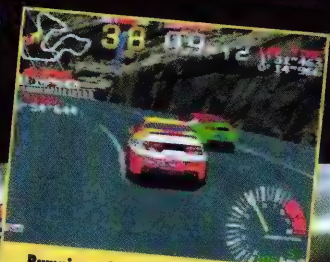
This lovely lady is trying to tell you to get ready. Listen to her advice.



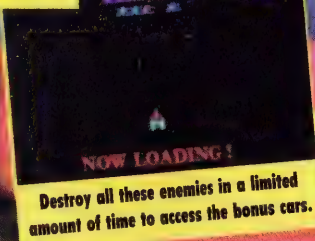
Those warning signs were put there for a reason, meat head.



There's a sharp turn up ahead, so try to pass those two cars in the tunnel.



Bumping other cars slows you down considerably, so avoid them if you can.



Destroy all these enemies in a limited amount of time to access the bonus cars.



The yellow car is your nemesis, and is never too far in front or behind you.

Sitting at the starting gate you rev your engine up to 6500 RPMs and hold it there, waiting for the green lights to flash. Three... two... one... and you're off. The tires squeal slightly as they catch the road and your speedometer climbs faster than in any car you've previously driven. As the first turn approaches, you start thinking about strategy - take the car deep into the curve, crank the wheel hard to the right and tap the brakes, slam back onto the accelerator and turn the wheel back to the left. Do it right and you'll have shaved a few moments off of your lap time. Do it wrong and you'll be finishing in seventh place again.

Ridge Racer, from Namco, does a better job of capturing the feel of high performance car racing than any existing driving game. From the scream of your fast revving engine, to the way you can slide around turns, to the way you can squeal your tires into 3rd, 4th, and 5th gear, everything about Ridge Racer radiates speed.

The first few times you play this game, you may get frustrated because you're not used to the realistic style of racing. The problem, however, is not that the control is bad, it's just that you have

some skills to learn. Once you've picked up on how to counter steer, every lap becomes a challenge to shave nanoseconds off your previous record. Every turn is a practice in precision, making each lap like executing a surgical procedure.

In addition to the four cars you can start with, you can add eight more cars to your arsenal by getting a perfect on the Galaxian game which plays while the game is loading. After you've beaten all the variations of the regular track, you get to go on to the bonus tracks. These tracks are the same as the first ones, but you race them backwards. This makes every turn different, and it's like starting the game over again. Once you've beaten these bonus tracks, you will get to drive Car #13 - a black Lamborghini-looking car that sticks to the road like glue and tops out at speeds well above the other cars.

If you're into serious racing, Ridge Racer is the game you want - it will challenge as well as entertain. On a final note, if you get tired of the music, simply pop in your own CD after the game is loaded and it will play YOUR music as you race.

PAUL, THE PRO PLAYER

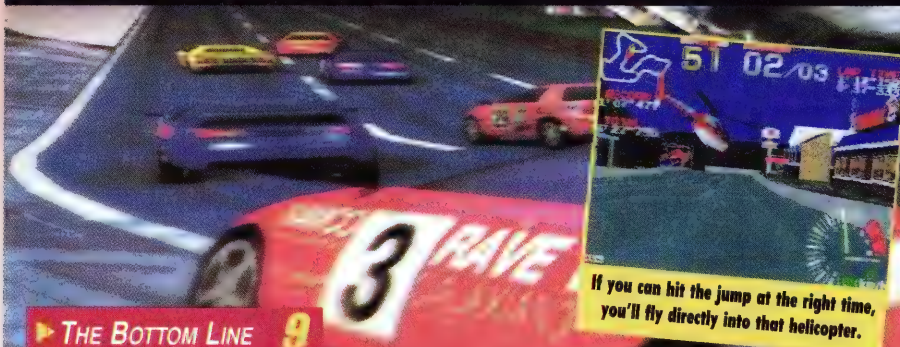
Concept:	9	"There are no racing games that come close to this on 16-bit. This game is arguably better than the arcade. It has excellent control and each car has a distinct feeling of performance. Performing a power-slide is almost an art. Sure it only has one track, but I would like to see someone get through all the races in less than a couple weeks. Ridge Racer's look, sound, and overall control is hard to beat. Daytona rules the arcade, but I think Ridge Racer dominates the home systems. I stand corrected."
Graphics:	9.25	
Sound:	10	
Playability:	9.25	
Entertainment:	9.5	
OVERALL:		9.5

ANDY, THE GAME HOMBRE

Concept:	9.25	"This IS the best arcade racer ever made and the PlayStation version is nothing short of spectacular. The biggest complaint I hear about this game is that it only has one track, but I think that is the most insane thing I've ever heard. Owning this game is like owning your own track. You can race forwards or backwards, advanced or beginner, in any of the available cars. By far, Ridge Racer is the best racer available with control that is second to none."
Graphics:	9.25	
Sound:	9	
Playability:	9.5	
Entertainment:	9.5	
OVERALL:		9.25

REINER, THE RACING GAMER

Concept:	7	"Sometimes I like to pretend I'm the world's greatest racer, and thanks to Ridge Racer I don't have to pretend anymore! I can play it on any PS-X console and impress all who watch. The one thing that sticks out about Ridge Racer is how smoothly the game runs. There's no pop or anything choppy in it. And if you don't like the kickin' soundtrack that the game comes with, you can pop in your own disc and race to that (Rage is my choice). Stick it in 1st, 2nd, 3rd, then fourth! Hit the corner and power slide then counter steer for balance. Oh man! This is by far one of the best racers on the planet. I've become a racing fool and I like it!"
Graphics:	9.25	
Sound:	8.75	
Playability:	8	
Entertainment:	8.75	
OVERALL:		8.25



If you can hit the jump at the right time, you'll fly directly into that helicopter.

▶ THE BOTTOM LINE **9**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Arcade-Style Air-to-Air and Air-to-Ground Combat
- **Special Features:** Multiple Views, Special Weapons Including Swarm Missiles and Photon Torpedoes, 3 Difficulty Settings
- **Created by:** SingleTrac Entertainment for Sony Imagesoft
- **Available:** November for Sony PlayStation



Highly Advanced Air Assault and Combat

In the future, the world is under siege by a madman known only as Kreel. He has amassed a great army, and is in possession of some of the most deadly technologies of war ever developed. Everywhere he goes, countries and people have fallen beneath his crushing might. If he is allowed to continue his offensive, soon the whole world will be swearing allegiance to Kreel - or it will be destroyed.

There is one last hope, however. Strikeforce Omicron, a small but elite force of attack vehicles, has been called in to stop this madman in his tracks. Among Omicron's possessions is a secret new attack plane known only by its codename: WarHawk. If there is any hope for the world, it lies with the pilot of this plane - that pilot is YOU!

This new arcade-style combat simulator will be coming out on the Sony PlayStation around November.

We don't have a whole lot of information, but the screenshots show clearly that the graphics are top notch. As for control, you'll have your main particle cannon and

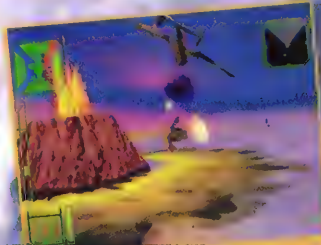
a variety of different missiles which will probably have varying levels of effectiveness on different kinds of targets.

You will have both air and ground targets to assault. Eventually, you will have to penetrate the stronghold of Kreel himself. He has hidden his fortress in the base of an ocean volcano, so you're going to have to seek it out, fly your plane into the crater, and fight through some of the strongest defenses ever developed.

It's going to take all your skill at piloting and strategy to stop the madman Kreel. Fortunately, the WarHawk attack plane is the best weapon available today. Good luck and good flying.



Aiming all those missiles at the legs of that thing is a good idea.



Watch out! That volcano is still active!



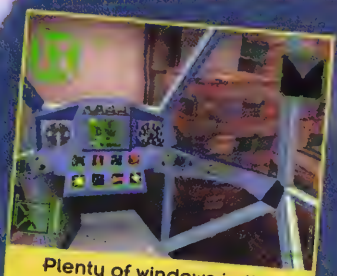
Whoa!!! A lot of missiles are coming your way!



Time to smoke some bogeys!



Attack this huge airship straight-on or dive at it from overhead!



Plenty of windows in the cockpit give you a nice view of your surroundings.



The WarHawk had better be pretty maneuverable to navigate this narrow passage!

KILEAK

The DNA Imperative

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Perspective Action/Adventure
- **Special Features:** Memory Card Save Feature After Each Level, Fully Rendered Cut Scenes and Hidden Weapon Upgrades
- **Levels:** 13
- **Created by:** Genki for Sony Computer Entertainment of America
- **Available:** September 9th for Sony PlayStation.

Kileak: The DNA Imperative is the first PlayStation title to use the first-person perspective view which made games like Doom and Dark Forces so popular. Kileak's birth originally started in the streets of Japan, and due to overwhelming success and rave reviews, Sony decided to port this killer game over to the States. On September 9th, Sony will launch their new system on the US market. Kileak: The DNA Imperative is scheduled to be released with this launch.

It starts in carnage and ends in carnage! A mad scientist named King has learned the secret to life. He's found a way to combine human DNA with cybernetics. With this technology he has created an army of his own, and it's up to you to put an end to these evil schemes. In Kileak: The DNA Imperative, you'll man the helm of a futuristic cyber-mech. This mech is equipped with everything you'll need for dirty warfare. On one of the pivoting arms is a securely fastened Wales Gun. This powerful weapon is perfect for taking out those smaller robotic foes. Inside the suit is an onboard

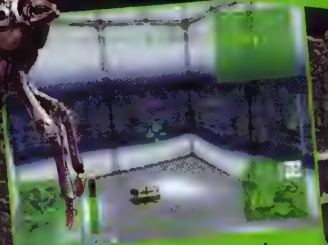
directory which allows you to view maps, check your status, and talk to your comrades. With all this great technology you shouldn't have a problem accomplishing your tasks, right? Sorry pal, it's not that easy. Around just about every corner and doorway, King has placed well trained security bots. You'll have to make your way through 13 levels of bot-bustin' fun before you can ever smell the sweaty hide of King.

In order to successfully pass through each level, you'll first have to find: ID Cards, which give you access to the level's map; Keycards, which allow you to open specific doors; and Recorder Cards, which give hints on where to find new weapons. And all the while you'll have to worry about conserving enough energy and battery power to make it to the next level.

Overall, Kileak: The DNA Imperative is a very unique and innovative title. Gamers who've experienced and enjoyed the thrills and spills that Doom-style games have to offer should have no problem with Kileak.



Blast! I thought this tunnel was empty!



Make sure you search every corner carefully for hidden treasures.

ANDY, THE GAME HOMBRE

Concept: 7 "Kileak is pretty cool. It has great graphics, solid sound, and good play control, however, this game moves really slow. I guess if you just can't wait for a better first-person adventure game (like Alien Trilogy),

Graphics: 8

Sound: 7

Playability: 7 Kileak will keep you busy, but otherwise there are better PS-X games to play. Of course, if they had put a run button in this game it would have been ten-million times better, but I guess they'll have to save that for Kileak 2. Too bad!"

Entertainment: 7

OVERALL:
7.25

REINER, THE RAGING GAMER

Concept: 7.5 "Kileak: The DNA Imperative is a perfect example of a game that has a uniqueness and greatness of its own. The story plots you, a lone space marine, against a mad scientist and his army of robotic demons.

Graphics: 8.75

Sound: 9

Playability: 7 Graphically, this game is very impressive. I've never seen a game move so smoothly and still be able to maintain great gameplay. If you've just bought the PS-X and you're looking for a game that resembles Doom, this is your only option thus far. It may be worth taking a look at."

Entertainment: 7.25

OVERALL:
8



Caution: Open at your own risk.



Shields and energy are at 100%! Not bad!

PAUL, THE PRO PLAYER

Concept: 7 "Kileak shows only some of the power of the PS-X. The enemies all look fantastic, especially the boss characters in their rendered glory.

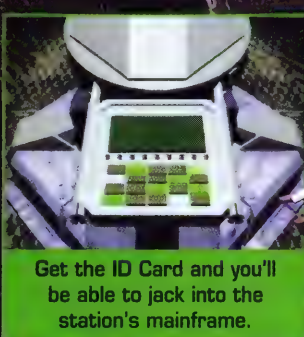
Graphics: 8

Sound: 7.75 However, the level layout is fairly generic and it moves fairly slow. It's

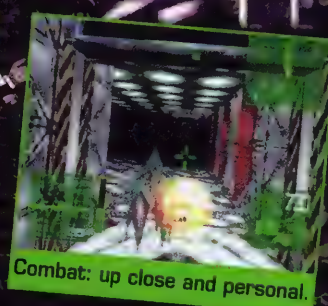
Playability: 8 straight hallways and square rooms throughout the entire game. It is not too spectacular after playing games like Doom or Descent. The play control is solid and it has plenty of action and puzzles, so it's not boring. I just found that after playing the numerous games of this style that Kileak falls short."

Entertainment: 6

OVERALL:
7.75



Get the ID Card and you'll be able to jack into the station's mainframe.



Combat: up close and personal.

► THE BOTTOM LINE **7.75**

Battle Arena TOSHINDEN

The Perfect Mix of Black Leather and Pain

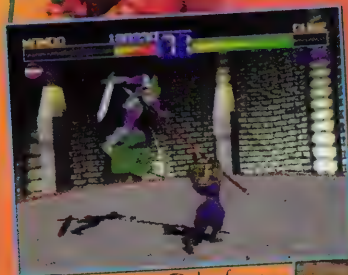
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Lateral Movement, Four Camera Views, Adjustable Fight Sets, Adjustable Auto Defense, Five Difficulty Settings, and 2 Hidden Characters
- **Created by:** Takara for Sony Computer Entertainment
- **Available:** September 9 for Sony PlayStation



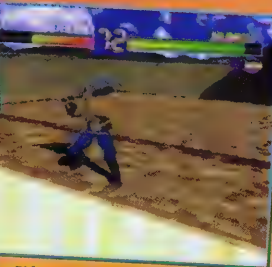
Here Sofia is using one of here Super moves that can only be used when your power bar is low to even up the match.



Notice the monitor in the background playing real-time the action that's happening on the screen. Cool, huh?



Mondo takes Duke for a loop.



If you can't beat 'em, push 'em off a cliff!



A dodging we'll go!



Rungo gives Sofia the old fashioned Head-butt to put her in her place.



Whoa! What a babe! She can beat me anytime!

We originally covered the Japanese version of Toh Shin Den or as it is called now Battle Arena Toshinden in the April issue of this year. We also presumed that a number of changes would take place before the American release, but we were far from right. It seems Sony Computer Entertainment (SCE) is not only committed to bringing over 50 titles to the US before Christmas, but also a number of games that would not have been accepted during the Nintendo or Sega dynasties. Sofia's outfit in this game is proof of that.

Toshinden is the ultimate battle of the underworld. Some have come to fight for glory, others for more personal reasons, but they all have come to see who is the best. In Battle Arena Toshinden the odds are against you, but with time and practice you too can rule the underworld.

The overall look and feel of fighting games is changing, and Toshinden is just another example of the evolution of video games. This game takes 3D fighting to the next level with the addition of lateral movements around a 3D field. What this means is that when you press one of the top left or right buttons your character spins in the appropriate direction to either side of your opponent. This enables you to avoid ANY attacks if you time your movements perfectly.

Toshinden is a benchmark in fighting games not only because it excels in graphics and sound but in play control as well. Battle Arena Toshinden's use of over 90,000 polygons not only shows off the PlayStation's graphic capabilities, but reminds us what 32-bit gaming is all about - fun and entertainment. The true name of the game.



► THE BOTTOM LINE 8.5

ANDY, THE GAME HOMBRE

Concept: 9 "When we first received the Japanese version of this game I was seriously hooked. I thought fighting games could never get any better than this, fortunately they do, but not until Tekken. But for now if you've got a PS-X (and you should) this is a must have game if you like fighters. The graphics are excellent and the play control is silky smooth. You can tell that this game makes significant leaps into the future of 3D fighting games, but it still needs just a little work."

Graphics: 9

Sound: 8.75

Playability: 8.75

Entertainment: 8.75

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.5 "Toshinden (BAT) has a lot going for it. This is the first fighter that allows you to actually pivot around your opponent in a 360° environment. The characters are very large and animated nicely. However, the looks are the best part of the game. BAT really doesn't have a solid foundation in play dynamics. It's basically just a roll and hit game. If you're looking for something with combos and solid control, BAT probably isn't it. However, if you're looking for something different than all the others, this is your cup of tea."

Graphics: 8

Sound: 7.25

Playability: 6

Entertainment: 6.75

OVERALL:
7.25

RICK THE VIDEO RANGER

Concept: 8.5 "In all the great fighters including MK, SFII, and EC Sega CD there was always something missing. The play was always linear and 2D. Virtua Fighter came along with 3D but the play was slow. Toshinden comes along and kicks butt on all of them. This game has it all with 3D graphics in exceptionally beautiful detail. High speed violent fighting action with outstanding control and awesome weapons. Toshinden is the new Heavyweight Champion of fighters and possibly the best video game in the world."

Graphics: 8.5

Sound: 8

Playability: 8

Entertainment: 10

OVERALL:
9.25

WHAT'S HOT!

News & Rumors From the Video Game Industry

New Crow Film And Video Game

As you've probably noticed by now, a huge trend has been evolving from the 1994 hit film *The Crow*. From the mosh pit of a Nine Inch Nails show, to the haunted night of Halloween, one and all have taken part in the ceremony of becoming the mystical being known as *The Crow*. Come later this year **Acclaim Entertainment** will put on the make-up and show their gothic side. **Acclaim** and **Pressman Film Corporation** have announced a solid alliance between the two companies for the making of *The Crow: City of Angels*. **Acclaim's** end of the deal will involve an interactive game version of *The Crow: City of Angels* which will be created in conjunction with the film. International film star Vincent Perez will take up the hot role for the second part of this expanding legend. However, if we had it the *GI* way, we would nominate **Andy McNamara** for the lead role. I mean, look at him! He's already got the beak and hair for the part, what else do you need? Well, besides a black belt and a finely toned body that is, neither of which **Andy** has. Oh well, it was a thought.



Mortal Kombat - The Live Tour Set to Kick Off

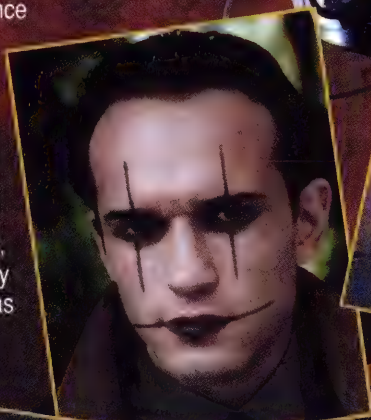
Mortal Kombat - The Live Tour, probably the first stage show to feature a video game, is set to debut at Radio City Music Hall, New York on September 14-17. "*Mortal Kombat - the Live Tour* will showcase the best in martial arts and interactive audience participation in a spectacular show - the likes of which have never been staged before," stated David Fishof president of the tour's production company. Fishof and his team at **David Fishof Presents** have recruited martial arts expert Pat Johnson to choreograph and cast the members of the tour. Johnson's credits include *Mortal Kombat: The Movie*, *Teenage Mutant Ninja Turtles* and *The Karate Kid*. Already, some of the actors from the actual games have been signed on to recreate their characters live on stage.

Mortal Kombat - The Live Tour begins a 200 city tour with ticket prices starting around \$10. Look for the tour coming soon to a location near you.

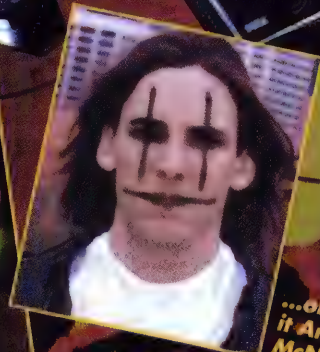


Sega Saturn Games Giveaway

Sega recently announced a special giveaway when you purchase a **Sega Saturn** this month. If you purchase a **Sega Saturn** with *Virtua Fighter* in September **Sega** will give you **THREE GAMES FREE**. All you have to do is pick up a **Saturn** at your local retailer and you'll receive *Clockwork Knight* and *Worldwide Soccer* on the spot! **FREE**. To receive the third game, just register by warranty card, internet, or the 800 number printed on the package. The team at **Sega** will then send you a *Virtua Fighter* version 1.5. *VF: The Remix* is an update that features more texture-maps on the characters to give the game a arcade look. Stay tuned for more **Saturn** deals in the upcoming months.



Vincent Perez is The Crow...



...or is it Andy McNamara?

Nintendo Re-Signs Ken Griffey Jr.

Ken Griffey Jr., the heavy-hitting center fielder for the *Seattle Mariners* signed an exclusive agreement with **Nintendo**. Griffey will act as corporate spokesman and game development advisor for **Nintendo**. He will also star in two new baseball games scheduled for release on the **Super NES** and the upcoming **Ultra 64**.

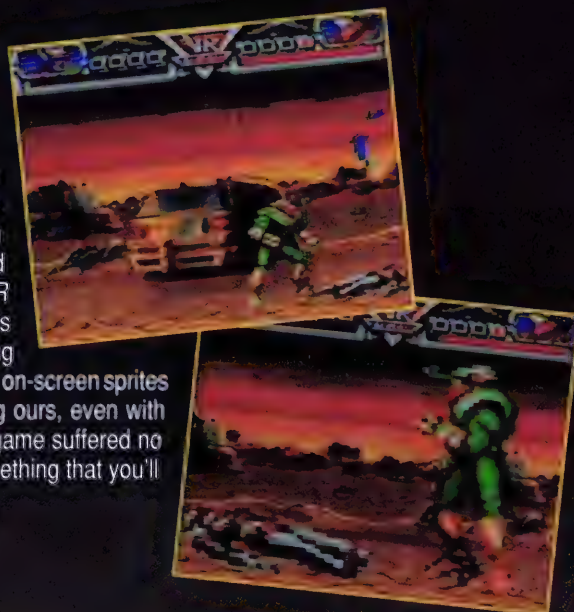
The games will be developed by **Rare, Ltd.** and will incorporate some of the technology used to make the hit *Donkey Kong Country* and the newly released *Killer Instinct*. Griffey will travel to the **Rare** headquarters after this season to replicate his actual hitting stroke, running stride and throwing motion.

Nintendo®

Rare will use their own motion-capture technology to bring Griffey to life in the video game world. Look for the first of the Griffey games coming to the **Super NES** next spring in time for the baseball season.

Sega Developers Stumble Upon New Trick

On a recent visit to the *GI* offices, Sega's design guru Michael Lathman showed us something you may be seeing more of on the Game Gear. Currently, Lathman and his Omega Team are developing *VR Troopers* for Sega's hand held. During this development, a member of the programming team stumbled upon an effect that made the on-screen sprites massive. To everyone's surprise, including ours, even with the huge characters filling the screen the game suffered no noticeable slow down. Eureka! This is something that you'll definitely see in future Game Gear titles.



Panasonic Follows GoldStar And Drops Price On Its 3DO Even Lower

Matsushita Consumer Electronics Company, manufacturers of the Panasonic FZ-10 REAL 3DO, announced a \$100 reduction in the suggested retail price of the machine. This announcement brings the suggested price down to \$299.95 and continues the downward spiral of the 3DO's price tag.

That makes a total of \$500 in price reductions since Matsushita released their 3DO a little less than two years ago. It's also less than a year since Matsushita announced their last \$100 drop. (See *What's Hot*, Vol. 3, issue 6.)



Sony PlayStation In Stores on September 9th

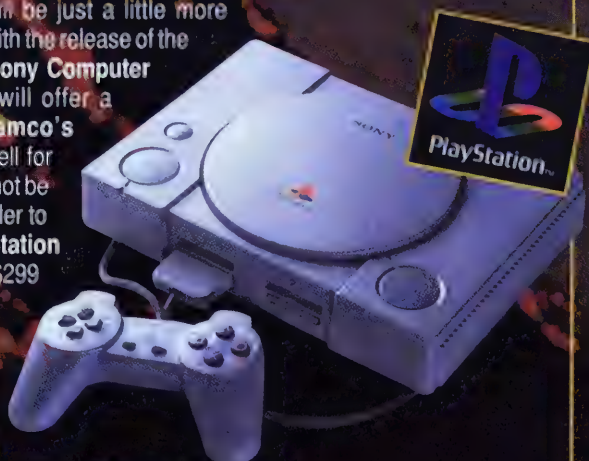
The 32-bit world of video games will be just a little more crowded and definitely more interesting with the release of the Sony PlayStation on September 9th. Sony Computer Entertainment of America (SCEA) will offer a "launch package" that will include Namco's *Ridge Racer* and one controller. It will sell for approximately \$350. Since the game will not be packaged with the unit, it's up to the retailer to sell it with or without a game. The PlayStation without the game should come out with a \$299 price tag.

Here's a list of games that should accompany the North American release of the Sony PlayStation

Launch Titles for Sony PlayStation

Battle Arena Toshinden – SCEA
Discworld – Psygnosis
ESPN Extreme – Sony Imagesoft
Kileak: The DNA Imperative – SCEA
NovaStorm – Psygnosis
Ridge Racer – Namco Hometek
Raiden Project – SCEA
Air Combat – Namco Hometek
NBA Jam: TE – Acclaim

Parodius – Konami
PGA Tour Golf – EA Sports
Powerserve 3D Tennis – Ocean
Rayman – UBI Soft
Total Eclipse: Turbo – Crystal Dynamics
WWF Wrestling – Acclaim
Street Fighter: The Movie – Acclaim
Wing Commander 3 – Electronic Arts
Off-World Interceptor – Crystal Dynamics



FLOW... DATA FLOW... DA
 U... DATA FLOW... DATA F
 FLOW... DATA FLOW... DA

ACCLAIM GETS EUROPEAN RIGHTS TO MK3

Acclaim Entertainment received the rights to distribute and publish Williams Entertainment's *Mortal Kombat 3* in Europe. The deal includes versions for Super NES, Genesis, Game Boy, and Game Gear. If you remember, Acclaim had world-wide rights to *MK* and *MK2* in which they have reportedly sold a total of 10 million copies.

"FIGHT FOR LIFE", FIGHTS FOR LIFE

Praised by Atari officials as "better than *Tekken*," *Fight for Life* was supposed to be the Jaguar's answer to everyone else's polygon fighter. Obviously, they finally got to play *Tekken* and *Virtua Fighter* and discovered *Fight for Life* wasn't anything close to those hot titles. Atari will delay the game to work on smoothing the graphics and animation. No word on when it will reappear.

MORTAL KOMBAT: THE MOVIE'S PRODUCERS START CD-ROM DIVISION

Threshold Entertainment, the production company behind the film *Mortal Kombat*, has announced the launch of a CD-ROM and on-line division. Threshold's first CD-ROM release is scheduled to be *The Ultimate Guide to the Universe of Mortal Kombat*, a comprehensive guide to every aspect of the *MK* world including the game, film, animation, live tour, and whatever else you can think of that's *MK* related. No release date has been announced.

SEGA 24, SONY 20

Staff members from Sega of America (SOA) defeated a team from Sony Computer Entertainment of America (SCEA) 24-20 in slow-pitch softball. The battle on the diamond was the brainchild of SCEA's President, Steve Race. A rematch is in the works, but the real competition should unfold at retail locations across the country as both of these companies' 32-bit systems get their complete launch this month. Good luck to both teams.

SEGA CHANNEL LAUNCHES EXPRESS GAMES

The Sega Channel has introduced a new part of their service called Express Games. The new service allows Sega Channel customers to "rent" new titles at the same time they appear in retail stores. The Express Games service has a suggested retail price \$2.95 for a two-day "rental", during which the player can download the game as many times as they want. No additional hardware is needed for the Express Games Service.

GLANCE

Wirehead

Sega CD Review

Size:
1 CD-ROM

Style:
1-Player Full-Motion
Video Quest

Special Features:
Full-Motion Video,
Full-Motion Video,
Full-Motion Video,
Full-Motion Video,
and more Full-Motion Video

Created by: Sega

Available:
November for 32X

Wake the kids and call the neighbors because the Sega CD has yet another wacky addition to its ever-growing library of Full-Motion Video follies. Ned Hubbard, who's radio controlled implant has given him the codename Wirehead, is being chased by vicious killers. Your job is to take over Ned's remote control and save him from danger. During your quest to save Wirehead you'll encounter zany antics such as Bubba's Bacon Ride, where Ned rides a saddled pig. Heh-Ha, look that crazy Wirehead go!

Overall: 3



Strahl

3DO Review

Size:
1 CD-ROM

Style:
1-Player Full Motion
Video Quest

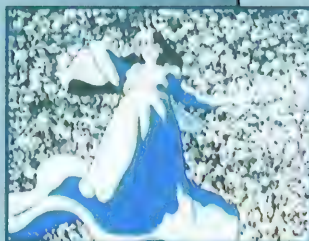
Special Features:
45 Different Picture Endings,
Four Directional Movements,
An Attack and Power Button
and Fully Animated Game Play

Created by:
Media Entertainment
for Panasonic

Available:
Now for 3DO

The Anime stuff is always cool, but it's better off staying on the video shelves. Strahl is another of many full-motion video based games. There's no real play control, except for the arrows and icons that appear on screen. The second one of these appears, you must hit the direction or button the game asks for. If you do it correctly, you'll go on to the next task. However, if you fail, you have to start the level over. The animation and sound effects in this disc are second to none. Unfortunately, this disc would do much better if it wasn't a game at all. It's fun to watch, but boring to play.

Overall: 5.25



Vertigo

Saturn Preview

Size:
1 CD-ROM

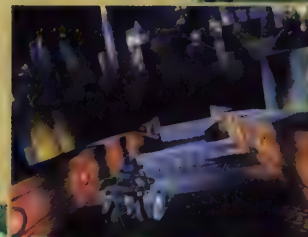
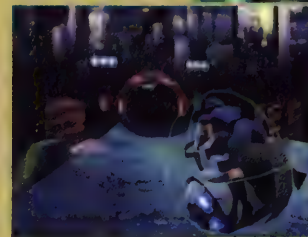
Style:
1-Player Battle Racing

Special Features:
Special Weapons, Jumps,
Treacherous Obstacles,
and Deadly Racing

Created by:
Scavenger

Available:
December for Sega Saturn

Don't be afraid of heights. Scavenger's new creation called Vertigo is a 3D racing game that is a cross between Stun Runner and Daytona. Vertigo takes place in the futuristic underworld of New York where clans of warriors subject themselves to surgical procedures that make them into half machines. The new mechanical body parts bestow the recipient with speed and flexibility unheard of by man. The clans of Vexoids battle through the bowels of the city in a race to the death. The battle of the clans takes the racer through tubes, over jumps, and around numerous obstacles for the chance to claim supreme victory by eliminating opposing clan members.



NFL Primetime '96

Genesis Preview

Size:
16 Megabit
with Battery Backup

Style:
1 to 4-Player Football

Special Features:
Player Creator,
Individual Team Play books,
All-Star & Alumni Teams,
Trades, and NFLPA License

Created by:
Double Diamond
for Sega Sports

Available:
October for Genesis

Now it's Primetime. No more Joe Montana, it's Deion Sanders' turn to take the spotlight. Sega Sports' newest football runs off the same engine as last year but has added more options. Included this year is a player creator and easier roster management features. Each team has individual play books that can be used for any team. So if you like Miami's attack, you can use their play book with the Vikings. The play-calling interface has been slightly modified which makes searching for plays easier. The version we previewed was only about 80% complete so there may be more to come.



AMOK

Saturn Preview

Size:
1 CD-ROM

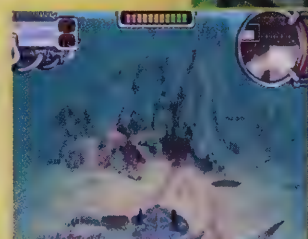
Style:
1 or 2-Player 3D
Action/ Shooter

Special Features:
Texture-Mapped Polygons,
Multiple Weapons, Land &
Underwater Missions

Created by:
Scavenger

Available:
December for Sega Saturn

Scavenger's design work can be seen on the Genesis games Sub-Terrania and Red Zone. Now the Scavenger team delves into the 32-bit realm with Amok. Amok puts hired mercenary Gert Staun in control of a battle walker called the Slambird. The Slambird comes fully loaded with an assortment of weapons such as missiles, land mines, and other ground weaponry. Your missions are complex assaults on various targets on the planet Amok. Intricate 3D battlefields on land and undersea take you a path of destruction and hopefully to create enough havoc to provoke a profitable war for your employers. Look for this game from Scavenger in time for the holidays.



Head-On Soccer

Super NES Review

Size:
16 Megabit

Style:
1 or 2-Player Soccer

Special Features:
Password Save,
3 Difficulty Levels,
Exhibition and Tournament
Mode, Instant Replay On
Goals and Fouls, and Over
50 International Teams

Created by:
U.S. Gold

Available:
October for Super Nintendo

Overall: 4

Once again the world's favorite sport has come to the Super NES. This time U.S. Gold brings 51 international teams to life with Head-On Soccer. The question you're asking is what makes this cart different, and the best answer is not much. Basically, Head-On Soccer has less options than almost all the available soccer games. Plus, the gameplay is very simplistic. While that's nice for a younger fan looking for a less "complicated" cart, it really limits this game's longevity. By far its best feature is that it automatically changes to the character closest to the ball. But ultimately it comes down to its passing and shooting, which isn't very good.



The Adventures of Batman & Robin

Sega CD **Review**

Size:
1 CD-ROM

Style:
1-Player Bat Racing

Special Features:
Batmobile Upgrades,
High Tech Bat Racing and
Never Before Seen Cut
Scenes From The Adventures
of Batman & Robin
Animated Series

Created by:
Sega of America

Available:
Now for Sega CD

Overall: 6.75

No Batman game is complete without some kind of martial art combat. It's sad to say, but this game features nothing of the sort. All the hand-to-hand action is done in the animation clips; all the rest of the game is racing. The Joker, Poison Ivy and The Riddler have set up quite a challenge for our pointy-eared vigilante. They've kidnapped Commissioner Gordon and Robin and are holding them hostage. The only way to save them is to drive through the slime infested streets of Gotham. This title really had a shot at being very cool. However, the lack of gameplay makes it very monotonous. Stick with the Genesis version, it has all the action you'll ever need!



Raiden Project

Size: 1 CD-ROM

PlayStation Review

Style:
1 or 2-Player Shooter

Special Features:
Two Games in One,
2-Player Simultaneous
Action, Adjustable Difficulty,
Top-Scrolling or
Side-Scrolling Modes

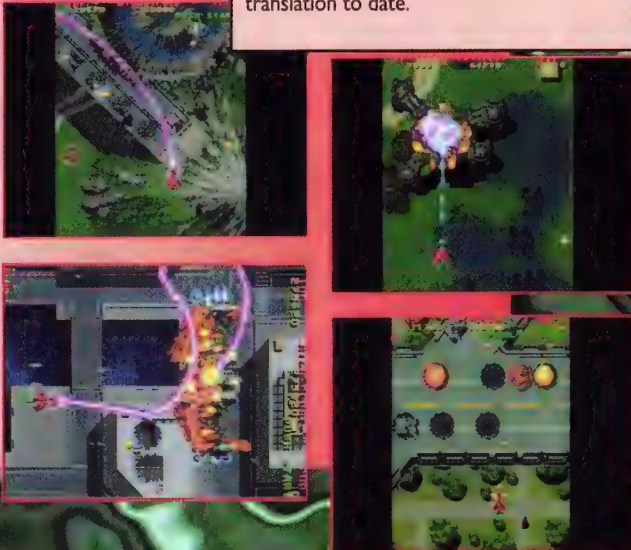
Levels:
8 Missions per Game

Created by:
Seibu Kaihatsu for Sony
Computer Entertainment

Available:
September 9th
for Sony PlayStation

Overall: 7

It's not Raiden, and it's not Raiden II, it's both games on one disk! These two neo-classic arcade shooters have been translated to near perfection for the PlayStation. Take on the missions solo, or recruit a friend to fly this suicide mission by your side. Play the traditional top-scrolling version, or go into the options and take advantage of your whole screen by playing in side-scrolling mode. You can adjust the difficulty of the game and give yourself up to nine credits, but the later levels of these games get hectic and it will take some skill to beat them. If you're looking for versions of these older arcade games for your home, this is the best translation to date.



Virtual Hydlide

Saturn **Preview**

Size:
1 CD-ROM

Style:
3D Role Playing Game

Special Features
Combined Computer
Graphics and Real Images,
World Create Function,
High Score Hall of Fame

Created by:
Sega of Japan/T&E Soft
for ATLUS

Available:
September 15th
for Sega Saturn

A darkness has fallen over the land of Dream World. The evil Prince Varis is determined to steal the energy of Dream World for his own personal gain. Princess Anne has done everything she can to stop him, but now it is up to you. Virtual Hydlide is a 3D translation of the original Hydlide RPG adventure. In addition to the storyline, gamers will find themselves getting absorbed by the realistic graphics and atmosphere. Furthermore, the creators have included a "World Create" function which allows you to randomize the environment you are playing in, allowing for much greater variation every time you want to play the game again.



ESPN Extreme Games

PlayStation Preview

Size:
1 CD-ROM

Style:
1 or 2-Player
Extreme Games Simulator

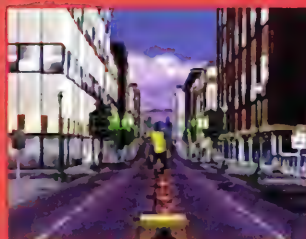
Special Features

Six Courses, Choose From
In-Line Skates,
Mountain Bike, Skateboard,
or Street Luge, 2-Player
Split-Screen, and Realistic
3D Environments

Created by:
Sony Imagesoft

Available:
September 9th
for PlayStation

ESPN Extreme Games has a similar look and style to Road Rash. If you've seen the ESPN telecast of the Extreme Games you're in for a lot of what that gave you - insane action. The game consists of various races where the player navigates through various gates, jumps, and other obstacles to get through the course as quickly as possible. Like the real-life competition, you'll be able to race on a mountain bike, skateboard, in-line skates, or street luge. The action is as quick as it is dangerous, so you may spend your initial play time peeling yourself off the asphalt rather than finishing the race.



Flip Out

Jaguar Review

Size:
16 Megabit

Style:
1-Player Puzzle

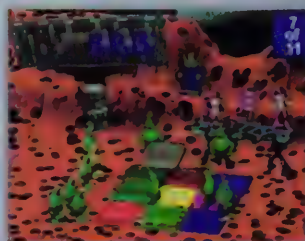
Special Features
5 Save Slots,
4 Difficulty Levels,
Multiple Varied Playing Fields

Created by:
Gorilla Systems Corporation

Available:
Now for Jaguar

Overall: 5

This is a unique puzzle game that has wonderful graphics, sound, and color. The game is basically this: you've got colored spaces and colored tiles, and you need to flip the tiles into the air so that the colors match up. You'll have one more tile than you have spaces so you'll always need to have a tile in the air. In addition, aliens will run around the playing field holding down tiles and disguising their colors. There are slight variations on the basic game, such as reordering the mixed up heads at Mount Rushmore or matching food with the right customer. The four difficulty levels may give this game some life, but on normal you can cruise your way through it in a few hours.



The Ooze

Genesis Review

Size:
8 Megabit

Style:
1-Player Action

Special Features:
Two Ooze Attacks,
Ooze Absorption Power,
Guided Oozy Pseudo-pods

Levels:
5 Levels, 3 Parts Each

Created by:
Sega of America

Available:
September for Sega Genesis

Overall: 6.75

Once a peaceful scientist who researched for the better of mankind, Dr. Caine has been transformed into the courageous yet spineless Ooze. He now must hunt down his enemies and reassemble his DNA in order to turn himself back into human form. The enemies of the Ooze vary from small mice to laser shooting robots. You'll be able to spit out little wads of ooze in order to destroy your foes, or you can send out a guided ooze arm which will slap your enemies into oblivion. Your health is regulated by the size of your body, so you can absorb ooze left by your slain enemies to make yourself stronger. The Ooze is definitely a game with unique control and storyline.



NHL '96

Super NES Review

Size: 12 Megabit
With Battery Back-up

Style: 1 to 5-Player Hockey

Special Features

New Fighting Option,
New Spin-O-Rama Move,
SNES Exclusive Hard Stop
Move, Voice Commentary,
Three Skill Levels, Multiple
Injuries, and 8 Player
Save Slots

Created by:

Tiburon Entertainment
for EA Sports

Available: Late September
For Super Nintendo

Overall: 8.5

Throughout the years the Super NES NHL Hockey has continually played second fiddle to the Sega Genesis version. That is, until now. The SNES version of NHL '96 offers almost all the same upgrades as the Genesis version (see review on pg. 20), but it has a couple of additional features. There is a Hard Stop move, an extra save slot, and an announcer. While these extras are somewhat superficial, they're still extras, and they'll help to give you the control over the characters that you'll need to pull off all the new moves like the Give-and-Go and One-Timer Pass. Plus, this year the fighting is back so you can once again crack some skulls.



Garfield: Caught in the Act

Genesis Preview

Size: 16 Megabit

Style: 1-Player Action/Platform

Special Features:

Crazy Garfield Mayhem,
Different Weapons for
Each Level and Tons of
Hidden Secrets

Created by:

Sega Interactive
Development Division

Available:

October for Sega Genesis

Since 1978, cartoonist Jim Davis has entertained the entire nation with his comic strip creation, Garfield. Come October, Garfield will be thrust into the 16-bit universe with his very first game, Garfield: Caught in the Act. This game features all the crazy antics of the comic strip; and as the adventure unfolds, Garf will find himself as an actor in the feline versions of Catsablanca, Cave Cat 3,000,000 B.C. (Before Cartoons), BoneHead the Barbarian, and The Curse of CleoFatra. As always, the adventure becomes even more tedious with the help of Garf's friends Jon and Odie. This is one big adventure for one big cat, and from the looks of it, this is going to be one big title.



Cyber Speedway

Saturn Preview

Size: 1 CD-ROM

Style: 1 or 2-Player
Futuristic Racing

Special Features

Customized Sled,
Booster Turning Jets,
Weapons

Levels:

10 Tracks

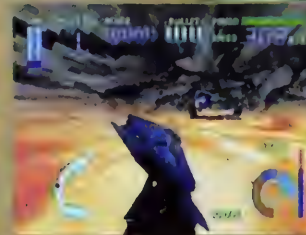
Created by:

NEXTECH for Sega

Available:

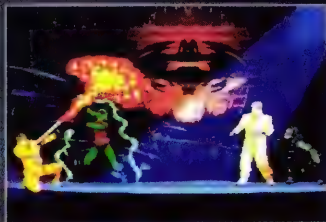
Late September
for Sega Saturn

In the racing world of the future, wheels are highly obsolete. Cars now race on a cushion of anti-gravity. This makes these cars extremely fast (as they don't have to deal with friction), but also very out of control (as they are not dealing with friction). Your sled is equipped with "turning boosters" which you can fire as you fly into a steep turn to push out the back end of your sled and decrease your turning radius. There are also bullets you can pick up on the track, but it is nearly impossible to hit other cars with your gun. Before each race, you can customize different aspects of your sled to adjust to the terrain on which you will be racing. There are two circuits of five tracks each. Good luck.

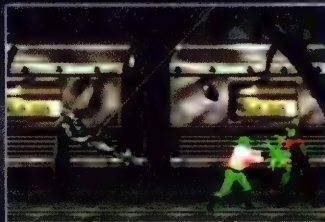




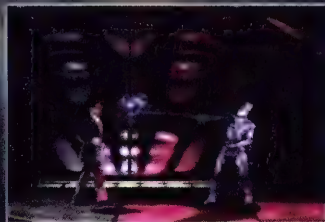
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The Adventures of Batman & Robin - Genesis

To advance one level whenever you want, pause the game and hit - B, A, D, B, A, D, L, U, C. If this is done correctly, the game screen will turn black and warp you to the next level. Good luck, Bat freaks!

"Virtua Gap Boy"
Minneapolis, MN

Looney Tunes B-Ball - SNES

They're wacky, they're looney and they're pretty darn good basketball players. While in the game, hit these button combos to access hidden treasures and delights. Oh yeah!

Transformations

Bugs Bunny -

Menu, Turbo, Menu, Turbo (5¢)

Daffy Duck -

Right, Right, Down, Menu (5¢)

Elmer Fudd -

Right, Right, Up, Up, Turbo (5¢)

Yosemite Sam -

Up, Up, Down, Down, Turbo (5¢)

Taz -

Left, Left, Left, Right, Turbo (5¢)

Wile E Coyote -

Menu, Turbo, Turbo, Menu (5¢)

Sylvester -

Turbo, Turbo, Turbo, Menu (5¢)

Marvin -

Left, Left, Right, Right, Menu (5¢)

Special Moves

Extended Play (50¢)-

Up, Right, Down, Left, Up, Turbo

Extended Transformation (50¢)-

Up, Left, Up, Left, Up, Left, Menu

Gimme the Ball (10¢)-

Turbo, Pass, Turbo, Menu

Random Bomb Fuse (5¢)-

Down, Down, Up, Menu

Short Bomb Fuse (5¢)-

Down, Down, Menu

Super Boost (35¢)-

Turbo, Turbo, Turbo, Pass, Menu

Trust Me (Free)-

Pass, Menu, Pass, Menu, Pass, Menu, Turbo

Turn Off Dogball (Free)-

Right, Right, Right, Left, Left, Turbo

X-Ray Vision (Free)-

Left, Left, Left, Menu

Moonball (Free)-

Up, Up, Up, Down, Menu

"Death/R.I.P."
Manassas, VA

Panzer Dragon - Saturn

Not since the Never Ending Story has there been a pilot who could handle a dragon like this. To get complete invincibility enter this code at the title screen.

L Button, L Button, R Button, R Button, Up, Down, Left, Right

"The Rhino"

Last Seen Exploring the Beyond



Ristar - Genesis

Star light, star bright, give me all your stinkin' codes tonight! At the Option screen, enter in the codes below to access the hidden secrets of Ristar. Warning: These codes may make you want to appear on Star Search.

Very Hard - SUPER

Onchi System Set Up - MAGURO

Round Select - ILOVEU

Boss Rush - MUSEUM

Time Attack Mode - DOFEEL

J "The Flea" Wade
Rockford, IL

Demon's Crest - SNES

If you're one of those Goth children that re-enacts every scene from The Crow and lives a night life, well then you probably took a liking to this cart. To make your adventure a little easier, here are two valuable passwords.

All Items: PDQM, RRMV, FWGX, DTSG

Ultimate Password (4th Ending):

QFFF, KNRR
DDLRL, XGTQ

Allen Vanmeter
White Hall, IL

Flashback - SNES

Flashback is one of the most unique games ever made, and if you've played enough of it you know how tough it really is. Well, the light shines upon you today, friend! Here are all the level codes for the SNES version!

Level 2 - JWLYX

Level 3 - RSLP

Level 4 - DXCPT

Level 5 - SLMN

Level 6 - ZTHRK

Level 7 - CRLQXZ

Wilfredo Perez
Brooklyn, NY



X-Men 2: Clone Wars - Genesis

Look out mutant world, there's trouble in paradise! The X-Men need your help in stopping the evil schemes of the bothersome cloning threat, the Phalanx. At any time during game play, pause the game and hit Down + C, Up, Left, Up, Right, Right, and C. If this is done correctly, a sound will confirm that all is well, and 99 lives will be added to your inventory. Now stop the Phalanx, and have a massive mutant barbecue in the aftermath!

Kevin Beshke
Macomb, MI



Slam 'N Jam '95 - 3DO

Here's a few codes that will boggle your mind. Start a new game and when the Scouting Report screen appears, press Start on the Continue icon. Doing this brings up complete darkness. At this time pick one of the codes listed below and enter it.

Little Hoopsters -

Press the R Button rapidly

Shot Percentage -

Press and Hold the L Button

Little Hoopsters With Big Heads -

Press the L and R Buttons rapidly

"Virtua Gap Boy"
Minneapolis, MN



Vay - Sega CD

The ultimate RPG command is now available on Vay! To access a code that allows you to save anywhere at anytime (excluding battles), follow these three simple commands.

- 1) Call up the game menu.
- 2) Highlight the "Status" icon.
- 3) Hold Start and Down/Right, then press A.

If this is entered correctly the save cheat will be available.

Kent "Boy Genius" Wang
Galveston, TX

Killer Instinct (Rev 2.0) - Arcade

To play as the fearsome, gruesome ghoul known as Eyedol. Pick Cinder as your character, and at the Vs. screen hold Right, and hit 1, 4, 3, 5, 2, and 6. This should bring up Eyedol as your character. Be careful though, this character change has also been known to change the player controlling Eyedol into a big blue goat with red eyes. If you feel this transformation occurring, relax and take three deep breaths and roll your eyes back twice. The symptoms should disappear after this exercise has been executed.

"Babe the Blue Goat"
New Orleans Cheese Factory

Jurassic Park - Genesis

Just in time for the theater bound release of Jurassic Park 2: Dinosaurs Take Manhattan, the GI staff managed to dig up some great dino codes.

Grant Power Station - ZCDJ3011

River - 41FSG011

Pumping Station - 60RQ001S

Canyon - 8LVVH29N

Volcano - AVVV769T

Visitor's Center - CPVVQ89E

Raptor Power Station - IZ1G0016

Pumping Station - KZ1G0018

Canyon - MZ1G001A

Visitor's Center - 0Z1G001A

Note: There is no Jurassic Park 2 flick. This is just a cheap GI trick to make you think that we are cooler than we really are. Sorry for the inconvenience.

Bill Collier
Elk Grove Village, IL

All right everyone, here's the codes you've called, whined, pleaded and begged for. Everything you want to know about EC is right here in the pages of Secret Access.

Vendettas

- Larcen** - (Close)
T, T, T, D, (Z) button
- Slash** - (Close) D, T, D, T (B) button
- Xavier** - (Close)
T, D, B, B, (C) button
- Jetta** - (Anywhere)
D, D, T, D (A) button
- Ramses III** - (Close)
D, D, D, T, (B) button
- Riptide** - (A few steps from enemy)
T, D, D, B, (B) button
- Raven** - (A few steps from enemy)
B, T, B, T (Y) button
- MidKnight** - (Close)
D, T, T, D, (C) button
- Blade** - (Close) B, D, T, T (X) button
- Shadow** - (Close)
D, D, B, D (C) button
- Rax** - (Close) T, B, T, B (A) button
- Trident** - (Close) T, T, D, T (A) button
- Dawson** - (A few steps from enemy)
B, D, T, B (Z) button
- Thantos** - (A few steps from enemy)
T, T, B, B (X) button
- Chin Wo** - (Anywhere)
D, T, B, T (Y) button
- Senator** - (Anywhere)
T, B, B, D (Z) button
- Blast** - (Anywhere)
B, B, D, T (B) button

Hidden Characters

- Chicken** - 100 contest wins.
- Blast** - 200 contest wins.
- Chin Wo** - 300 contest wins.
- Thantos** - Must Vendetta Xavier in Hard Contest Mode.
- Monkey** - Must do a Sudden Death (monkey killing) against CPU Chin Wo in the 1-Player Duel Mode.
- Hooter** - Must lose first match in Single Double Elimination, then win the rest.
- Snake** - Must win Single Player Domination, 3 of 5 wins, 13 characters each, 11 win domination.
- Yappy** - Must win One Expert survivor tourney with at least 2500 points.
- Senator** - Must win Easy contest mode by winning every match by decision.
- Eternal Champion (EC)** - Must win Normal contest mode without losing a round.
- Dark Eternal Champion (Dark EC)** - Must win Hard Contest Mode by doing a kill to every (non- EC) character.



Overkills

In order to pull off an Overkill you must meet these requirements:

- 1) You must be in the last round of battle.
- 2) Your opponent must be in front of the background "trigger".
- 3) You must hit your opponent with an attack that does over 5% of damage.

- Shadow** - Hit toward the second letter on the sign.
- Larcen** - In front of bricks on outside of theater door (hit toward the door).
- Rax** - In front of the statue head in the center.
- Slash** - Knock off the far left.
- Trident** - Have the victim stand in front of either rock (hit towards the center).
- MidKnight** - Victim must be standing in front of the electricity to the right (hit to the right).
- Xavier** - Victim near stake (hit toward stake).
- Blade** - Victim at either edge of fan (hit toward fan).
- Jetta** - the victim must stand to the far left side of screen (hit into the left corner).
- Riptide** - In front of ship's mast (in center).
- Ramses III** - The victim must stand in front of the pillars on either side of the altar (hit away from altar).
- Chin Wo** - Center of archway.
- Raven** - Victim should be between the right side of the mouth and torch (hit towards kettle).
- Senator** - Knock the victim off the far right side of the screen.
- Blast** - Hit enemy into clearing (center of screen).
- Dawson** - Victim must land on the left edge of the third bed.



Sudden Deaths

Sudden Deaths can only be activated in the last round when your opponent's health is at 20% or less. The winning character must pull off a move that does 10% damage or more.

Shadow - Your opponent must be standing slightly to the left of the far right letter. Make sure that the victim falls to the left.

Larcen - The losing character should stand slightly to the right of the theater, then hit the victim towards the doors.

Rax - Your opponent should be standing under either spotlight near the center, then hit the victim away from the center.

Slash - Have your victim land in the center (left of the volcano). This is accessed by either a hit or throw from the right.

Trident - Line your victim up so that they are standing to the right of the small rock on the right hand side of the screen. Do your attack from the left.

MidKnight - Your opponent must land to the right of the Danger side on the right side of the screen. This can be accessed from a throw or knockdown from the left.

Xavier - Have your opponent stand directly in the middle of the tree, then hit them towards the right.

Blade - Line up your opponent so that they land under the second metal band to the left of the fan.

Jetta - Line up your opponent so they land in the far left corner from a throw or a hit.

Riptide - Have your opponent stand in the far left corner, then hit towards the left.

Ramses III - Have your opponent standing to the right of the left torch, then hit them towards the left.

Dawson - Line up your opponent so that they land on the far right side of the screen.

Raven - Have your opponent standing in the center of the left totem pole, then hit them from either side.

Chin Wo - The opponent should be standing off to the left or right of the archway. Then hit them towards the center.

Senator - Make sure that your opponent lands on the top of the manhole cover.

Blast - Your attack must come from the right. Make sure your opponent lands approximately 1/2 screen left of the tower.

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** *Batman Returns*
..... *Bio-Metal*
..... *Chrono Trigger*
..... *Shadowrun*
..... *Killer Instinct*
- Genesis** *Flashback*
..... *Lethal Enforcers II*
..... *Shadowrun*
..... *WWF Raw*
- Sega CD** ... *LUNAR: Eternal Blue*
- Sega Saturn** *Bug!*
..... *Panzer Dragoon*
- Game Boy** ... *Donkey Kong Land*
- 3DO** *Gex*
..... *Wing Commander III*
- PlayStation** *Air Combat*
..... *Tohshinden*
- Game Gear** *Star Wars*
..... *The Adventures of Batman & Robin*

Send Secret Access Requests To:

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

Radical Rex – Sega CD / Genesis / SNES

Just in time for the release of the Radical Rex animated series, GI managed to dig up a few codes for this action thriller. These codes allow you to travel to any stage. Enter them at the title screen.

Sega CD/Genesis -

On Controller 2 hit A, C, Down, Right, Up then B

SNES -

On Controller 2 hit Right, A, Down, Right, Y then X

Note: There is no Radical Rex cartoon. Once again, we've tried to trick you into thinking that we're really cool. Don't worry though, we've all started seeing shrinks and doctors for our serious problems.

Dave Mercado
S. Farmingdale, NY



Mortal Kombat 3 Version 2.0 - Arcade
If you haven't heard of MK3 by now, well you're missing out. Each and every month we've been receiving new tricks and updates for this impressive brawler. Here's a couple of tidbits you should be familiar with before you attempt any of the moves below. In order to get the Animality to work you have to be in the third round and perform a Mercy first. For Babalities and Friendships, you cannot block for the entire match. If you block the moves will not work.

Mercy -
Hold Run, D, D, D, D, Release Run

Ultimate Kombat Kode -
Smoke
Left Side - HP x1, HK x2, Block x9
Right Side - HP x2, Block x2, LK x2, HK x4, LK x3
MK, Dragon, Skull, Dragon,
Yin-Yang, Yin-Yang, Yin-Yang,
Yin-Yang, 3, ?

Kano

- Skeleton Tear** - (Close)
Hold LP, F, D, D, F, Release LP
- Fatality #2** - (Sweep) LP, Bk, Bk, HK
- Friendship** - (Anywhere)
LK, LK, Run, Run, HK
- Animality** -
Hold HP, Bk, Bk, Bk, Bk,
Release HP
- Babality** - F, F, D, D, LK
- Combos:**
- 4 Hit Combo** - HK, HK, LK, (B + HK)
- 4 Hit Combo** - HP, HP, HK, HK
- 4 Hit Combo** - HP, HP, HK, (B + HK)
- 5 Hit Combo** -
HP, HP, HK, LK, (B + HK)
- 5 Hit Combo** -
HP, HP, (D + HK), LK, (B + HK)
- 6 Hit Combo** -
HP, HP, LP, HK, LK, (B + HK)
- 6 Hit Combo** -
HP, HP, (D + LP), (D + HP),
Jump Kick, Air Throw

Shang Tsung

- Bed-of-Nails** - (Close)
Hold LP, D, F, F, D, Release LP
- Animality** - F, F, F, B, D, Run
- Babality** - (Anywhere)
Run, Run, Run, LK
- Friendship** - (Anywhere)
LK, LK, Run, Run, D
- Pit** - (Close) F, F, F, HP
- Combos:**
- 4 Hit Combo** - LK, HP, HP, (B + HK)
- 4 Hit Combo** - HP, HP, LK, (B + HK)
- 4 Hit, 22%** - HP, HP, LP, (B + HK)
- 5 Hit Combo** -
LK, HP, HP, LP, (B + HK)
- 6 Hit Combo** -
(F, B, B, LK), HP, HP, (B, B, F, F)

Liu Kang

- Flame Death** - (Anywhere)
F, F, D, D, LK
- Mortal Death** - (Sweep)
Hold Bk, U, D, U, U, Run + Bk
- Dragon Animality** - (Sweep)
D, D, D, U
- Babality** - (Anywhere) D, D, D, HK
- Friendship** - Run, Run, Run, D
- Pit** - (Close) Run, Bk, Bk, LK
- Combos:**
- 4 Hit Combo** - HP, LK, LK, HK, LK
- Hit Combo** - HP, LK, LK, HP, LK
- Hit Combo** -
HP, HP, LK, LK, HK, (B + HK)
- 7 Hit, 25% Combo** -
HP, HP, BL, LK, LK, HK, LK
- 7 Hit Combo** -
HP, HP, LK, LK, LK, BL, HK
- 8 Hit Combo** -
(Charge LK), HP, HP, BL, LK,
LK, HK, LK

Sindel

- Scream Skeleton** - (Close)
Run, Run, Bk, Bk, Run + Bk
- Hair Wrap** - (Anywhere)
Run, Run, Bk, Run, Bk
- Wasp Animality** - F, F, HP
- Babality** - (Far) Run, Run, Run, U
- Friendship** - (Sweep)
Run, Run, Run, Run,
Run, Run, Run, U
- Pit** - (Close) D, D, D, D, LP
- Combos:**
- 4 Hit Combo** -
HP, HP, (D + HP), Jump Kick
- 4 Hit Combo** - HP, HP, LP, (B + HK)
- 4 Hit Combo** - HK, HP, HP, (B + HK)
- 5 Hit Combo** -
HK, HP, HP, LP, (B + HK)
- 5 Hit, 27% Combo** -
LK, HP, HP, LK, HK
- 6 Hit Combo** -
HK, HP, HP, (D + HP),
Jump Kick, (HCF, LK)

Kung Lao

- Tornado** - (Anywhere)
Run + Bk, Run + Bk, D
- Hat Slice** - (Close) F, F, B, D, HP
- Cheetah Animality** - (Close)
Run, Run, Run, Bk
- Babality** - (Anywhere)
Run, Run, Run, Run, Bk
- Friendship** - Run, LP, Run, LK
- Combos:**
- 3 Hit Combo** - LK, LK, (B + HK)
- 4 Hit Combo** - HP, LP, HP, LP
- 5 Hit Combo** -
HP, HP, LP, LK, (B + HK)
- 5 Hit Combo** -
HP, LP, HP, LP, (B + HK)
- 7 Hit, 34% Combo** -
HP, LP, HP, LP, LK, LK, (B + HK)

Sub-Zero

- Frozen Body Smash** - (Close)
Bk, Bk, Run, Bk, Run
- Ice Breather** - (Sweep)
F, B, B, D, B, Run
- Polar Bear Animality** - (Close)
Hold Bk, F, F, U, U, Release Bk
- Babality** - (Far) D, B, B, HK
- Friendship** - (Anywhere)
LK, LK, Run, Run, U
- Pit** - B, D, F, F, HK
- Combos:**
- 4 Hit Combo** - HP, HK, HK, (B + HK)
- 4 Hit Combo** - HP, HP, LP, (B + HK)
- 5 Hit Combo** -
HP, LP, HK, HK, (B + HK)
- 6 Hit, 30% Combo** -
HP, HP, LP, LK, HK, (B + HK)
- 8 Hit Combo** -
HP, HP, LP, LK, (B + HK), (B + HK),
HP, (D + LP)

Sheeva

- Naked Skeleton** - (Close)
Hold HK, F, B, F, F, Release HK
- Submerge** - F, D, D, F, LP
- Scorpion Animality** - (Close)
Run, Bk, Bk, Bk, Bk
- Babality** - (Anywhere) D, D, D, B, HK
- Friendship** - F, F, D, F, HP
- Pit** - (Close) D, F, D, F, LP
- Combos:**
- 4 Hit Combo** - HK, HK, LK, (B + HK)
- 5 Hit Combo** -
HP, HP, LP, (F + HP), walk F,
(B + HK)
- 6 Hit Combo** -
HP, HP, LP, (F + HP),
walk F, HP, (QCF, HP)
- 7 Hit, 42% Combo** -
HP, HP, LP, HK, HK, LK, (B + HK)

Nightwolf

- Axe** - B, B, B, D, HP
- Fatality #2** - Bk, U, U, B, F, Bk, Bk
- Wolf Animality** - F, F, D, D
- Friendship** - (Anywhere)
Run, Run, Run, D
- Pit** - (Close) Run, Run, Run, Bk
- Combos:**
- 4 Hit Combo** -
HP, HP, LP, (HCF, HP), Jump Kick
- 5 Hit Combo** -
HP, HP, (HCF, HP), HP,
(F, F, F, LK)
- 5 Hit Combo** -
LK, HP, HP, LP, (HCF, HP)
- 6 Hit Combo** -
HK, HP, HP, LP, (HCF, HP),
Jump kick
- 6 Hit Combo** -
HK, HK, HP, HP, LP, HK
- 7 Hit Combo** -
HP, HP, LP, (HCF, HP),
(HCF, HP), HP, (HCB, LP)

Code of the Month!



GEX - 3DO

That seriously whacked out gecko finally has a code in the pages of Secret Access. To get instant speed power-up, enter this code. Pause the game and hold the R Button. Then while still holding, hit Left, C, Down, Right, Up, Up, Up, Right, Right and pause.

"The VidMan"
Upton, MN

Cyrax

- Heli-Death** - (Anywhere)
Hold Bk, D, D, U, D, HP
- Self-Destruct** - (Close)
Hold Bk, D, D, F, U + Run,
Release Bk, Run
- Shark Animality** - (Close)
Hold Bk, U, U, D, D
- Babality** - (Anywhere) F, F, B, HP
- Friendship** - (Anywhere)
Run, Run, Run, U
- Pit** - Run, Bk, Run
- Combos:**
- 3 Hit Combo** - HP, HP, LP
- 3 Hit Combo** - LK, HK, (B + HK)
- 3 Hit Combo** - HK, HK, (B + HK)
- 4 Hit Combo** - HP, HP, LK, (B + HK)
- 4 Hit Combo** - HP, HP, LK, LP
- 5 Hit Combo** -
HP, HP, HK, LK, (B + LP)
- 6 Hit Combo** -
HP, HP, HK, HP, HK, (B + HK)
- 7 Hit Combo** -
HP, HP, HK, HP, HK, HK, (B + HK)
- 100% Combo** -
(B, B, LK), (Hold LK, B, B, HK
before opponent is caught in net),
(D & HP) *repeat *
- 100% Combo** -
Electric Net, Bomb (Far), HP, HP,
LP, Bomb (Close), Uppercut,
Bomb (Close), Uppercut,
Bomb (Close), Uppercut

Stryker

- Bomb** - (Close) D, F, D, F, Bk
- Taser** - (Far) F, F, F, LK
- Dinosaur Animality** - (Sweep)
Run, Run, Run, Run, Bk
- Friendship** - (Anywhere)
LP, Run, Run, LP
- Pit** - F, U, U, HK
- Combos:**
- 4 Hit Combo** -
HP, HP, (D + LP), (F, F, HK)
- 4 Hit Combo** -
HP, HP, (D + HP), Jump Kick
- 5 Hit Combo** -
HK, HK, HP, HP, (B + HK)
- 5 Hit Combo** -
HP, HP, (D + HP), Jump Kick,
(HCB, LP)
- 5 Hit, 42% Combo** -
LK, HP, HP, LP, (F, F, HK)
- 6 Hit Combo** -
HK, HK, HK, HP, HP, LP
- 6 Hit Combo** -
LK, HP, HP, LP, Jump Kick,
(HCB, LP)
- 6 Hit Combo** -
HK, HP, HP, LP, (F, F, HK),
(QCB, HP)

Sektor

- Flaming Wrist** - (Far) F, F, F, B, Bk
- Compactor** - (Sweep)
LP, Run, Run, Bk
- Chest Sucker** - (Close)
Run, Run, LP, HP, LP, HP, Bk
- Bat Animality** - (Close) F, F, D, U
- Babality** - D, D, D, LK
- Friendship** - (Anywhere)
Run, Run, Run, Run, D
- Pit** - (Close) Run, Run, Run, D
- Combos:**
- 3 Hit Combo** -
HP, HP, (D + LP), Jump Kick
- 4 Hit Combo** - HP, HP, LK, LP
- 4 Hit Combo** - HP, HP, LK, (B + HK)
- 5 Hit Combo** -HP, HP, HK, LK, LP
- 5 Hit Combo** -
LK, HP, HP, (D + LP),
Jump kick, (F, F, LP)
- 5 Hit Combo** -
LK, HP, HP, LP, Jump Kick
- 5 Hit Combo** -
HP, HP, HK, HK, (B + HK)



Kabal

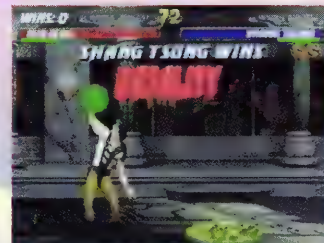
- Balloon Head** - (Anywhere)
D, D, B, F, Bk
- Unmasking** - (Close)
Run, Bk, Bk, Bk, HK
- Rhino Animality** - (Close)
Hold HP, F, F, D, F, Release HP
- Babality** - (Anywhere)
Run, Run, LK
- Friendship** - (Anywhere)
Run, LK, Run, Up
- Pit** - (Close) Bk, Bk, Bk, HK
- Combos:**
- 5 Hit Combo** -
LK, LK, HP, HP, (D + LP),
(D + HP)
- 6 Hit, 28% Combo** -
LK, LK, HP, HP, HK, (B + HK)
- 7 Hit, 45% Combo** -
LK, LK, HP, HP, (D + HP),
Jump Kick, (B, B, HP)
- 8 Hit Combo** -
(B, B, Run), LK, LK, HP, HP,
(D + HP), Jump Kick, (B, B, HP)

Jax

- Giant Jax** - (Far)
Run, Bk, Run, Run, LK
- Blades** - (Close)
Hold Bk, U, U, D, F, U, Release Bk
- Lion Animality** - (Close)
Hold HK, F, F, D, D, Release HK
- Babality** - (Anywhere)
D, D, D, LK
- Friendship** - (Anywhere)
LK, LK, Run, Run, LK
- Pit** - (Close) D, F, D, LP
- Combos:**
- 2 Hit Combo** - HK, HK, (B + HK)
- 4 Hit Combo** - HP, LP, HP, HP
- 4 Hit Combo** -
HP, HP, Bk, LP, (B + HK)
- 5 Hit Combo** -
HP, HP, Bk, LP, (B + HP)
- 6 Hit Combo** -
HK, HK, HP, HP, Bk, LP, (B + HP)
- 6 Hit Combo** -
HP, HP, LP, HP, HP, (B + HP)
- 7 Hit Combo** -
HK, HK, (D + HP), HP, Bk, LP,
(B + HP)

Sonya

- Fatality #1** - Run + Bk, U, U, B, F
- Kiss of Death** - (Close)
D, D, D, B, HP
- Animality** - (Close)
Hold LP, B, F, D, F, Release
- Babality** - (Far) D, D, D, F, LK
- Friendship** - (Anywhere) F, F, D, LK
- Pit** - (Close) F, F, D, HP
- Combos:**
- 4 Hit Combo** - HP, HP, LP, (B + HP)
- 4 Hit Combo** - HP, HP, LP, (B + HK)
- 6 Hit Combo** -
HK, HK, HP, HP, LP, (B + HK)
- 6 Hit Combo** -
HK, HK, HP, HP, LP, (B + HP)



Smoke

- Teleport** - F, F, LK
- Harpoon** - B, B, LP
- Invisibility** - Hold Bk, U, U, Run
- Finishing Moves:**
- Fatality #1** - (Full screen)
Hold Bk, U, U, F, D
- Fatality #2** - (Sweep)
Hold Run + Bk, D, D, F, U, Release
- Animality** - D, F, F, Bk
- Babality** - D, D, B, B, HK
- Pit** - F, F, D, LK
- Friendship** - Run, Run, Run, HK
- Combos:**
- 5 Hit Combo** -
Jump Kick, (F, F, LK), (B, B, LP),
HP, HP, LK, HK, B + LP

*Special thanks from the GI staff to
"The Masters"
St. Paul, MN*



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:

ASCII PAD,
SUPER ADVANTAGE,
FIGHTER STICK SN

Genesis:

ASCII PAD SG,
SUPER ADVANTAGE SG-6,
FIGHTER STICK SN SG-6

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

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TECH TALK

Hardware & Software

It's a PlayStation Accessory Blowout!

September represents a milestone in video game history, as this is the month they release the American version of the highly anticipated **Sony PlayStation**. The system will come with one controller and standard RCA audio/video outputs. After you've invested in a few games, it will soon become apparent that to fully enjoy everything this system has to offer, you're going to need to purchase a few accessories.

One of the first things you are going to want to purchase is a memory card. This little device slides into the system right above the controller inputs, so up to two may be accessed by the **PlayStation** at one time. Having a memory card in place allows you to save your game and/or player stats and records. You will also be able to plug this card into your friend's machine and restore anything you have saved on the card. One memory card holds 32 Kilobytes of data and has an MSRP of \$24.95.

Some people are going to have trouble with the RCA plugs, as they will want to plug their system into older TV's which are not equipped with direct audio/video inputs. In order to do this you'll need to purchase an RFU Adapter which converts the RCA signal into the older standard of RF. With the RFU adapter you can plug your **PlayStation** into a coaxial plug or simply connect the coaxial cable ends to the antenna inputs on your television. While owners of older televisions will find the output method inconvenient, owners of newer televisions will be pleasantly surprised by the direct S-Video outputs. While the RF converter will cost you \$29.95 and carry a signal that is not as clean, a simple S-Video cable is available at any electronics store and will actually improve the quality of your output.

The final accessory available from Sony is undoubtedly the most exciting one. **Sony** offers a Link Cable which will allow you to connect two **PlayStations** together. All the networking abilities are already built into the **PlayStation**, so all that is required for multi-player fun is a simple cable (and access to two televisions and two **PlayStations**) that retails at \$19.95. While it wouldn't make any sense to buy a Link Cable if you are the only one in your town with a **PlayStation**, it may be one of the best investments you can make in gaming if you have the means to use it. Note: the MSRPs are estimates, and the actual prices may vary slightly.

Memory Card

RFU Adapter

Sony Link

Sony Controller

Teaching Old Dogs New Tricks

Happ Controls, of Elk Grove Illinois, is introducing some new products for the 3DO and Saturn, the second set of which is completely unique and practical.

The first set of products is a six-button style controller. The controller features slow-motion and turbo buttons, as well as a small removable joystick that fits into the control pad. There are models available for both the **3DO** and for the **Sega Saturn**.

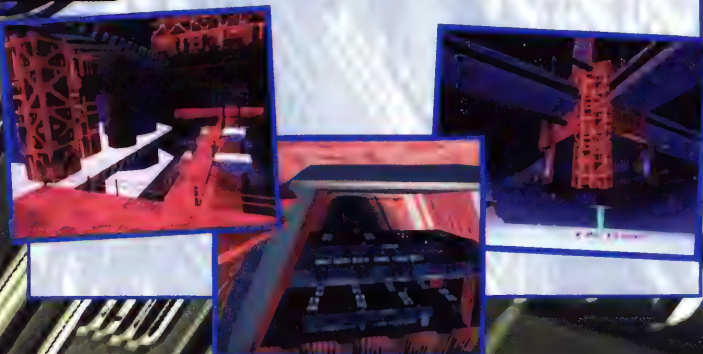
The second set of products is something that should have existed long time ago. Is known as the **3D Zero Super NES Controller Adapter** that allows you to use any **SNES** controller with your **3DO** Player. In addition, they've developed an adapter that lets you use any **Genesis** controller with the **Sega Saturn**. These clever little devices are perfect for video game enthusiasts who own many systems and have an affinity for a particular type of controller. Now when you buy a new system, you can buy this adapter and you'll already have some extra controllers laying around the house.

More Power Available for High End Virtual Reality

The UK-based company, **Division Limited**, is offering a complete, high-performance entertainment system for virtual reality arcade and location-based (i.e. *BattleTech*-style) entertainment developers. Their previous product had only been available to high volume developers, but they have put together a system which is priced low enough to be available to any small and medium sized companies who want to work with virtual reality gaming.

The system is known as the **ProVision Merlin** and combines the advanced **VPX** graphics card and the **Merlin**, a PC-based chassis designed specifically for entertainment applications. The **VPX** card is able to deliver some amazing numbers with rendering technology that can deliver 300,000 texture-mapped, z-buffered polygons per second, and boasts a pixel fill rate of over 900 mega-pixels per second.

What this system means to gamers is that companies that couldn't delve into the virtual reality market because of cost constraints can now start developing virtual reality games that could end up at an arcade near you. Everyone who has experienced virtual reality entertainment knows that it is jolly good fun, but selection and quality of games was at a serious minimum. Thanks to the folks at **Division Limited**, games like *BattleTech* could be popping up at numerous locations across the country and beyond.



Game Informer



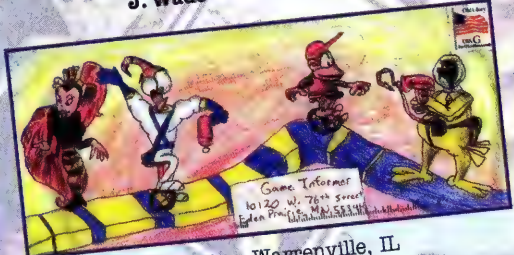
J. Wade • Rockford, IL



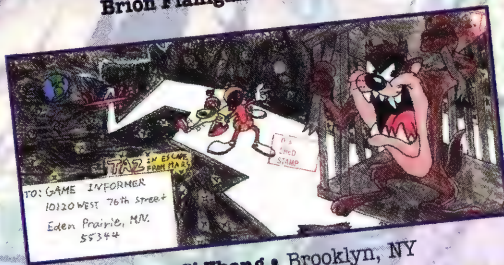
Brion Flanigan • Bristol, WI



Rosie Perez
Stafford, TX



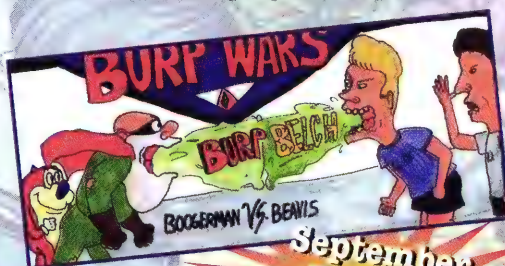
Tim Dale • Warrenville, IL



Hong Si Zhang • Brooklyn, NY

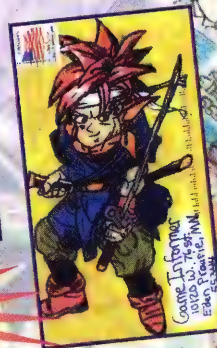
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Enter the **Game Informer Envelope Art Contest**. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number and return address on the back of the 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.



W. Oeboer
Rockford, IL

September
Winner!
W. Oeboer



Teresa Ring
Milwaukee, WI

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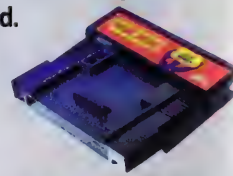
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(Don't forget to list your Game Genie of choice)
The Swap Shop • Game Informer Magazine
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All Points ... Bulletin...

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

SNES

Killer Instinct
Jungle Strike
Chrono Trigger
Phantom 2040
Bass Master's Classic
Super Adventure Island 2
Justice League: Task Force
Looney Tunes B-Ball
Judge Dredd
Primal Rage
Swat Kats

Genesis

Comix Zone
Beyond Oasis
The Adventures of Batman & Robin
Justice League: Task Force
Triple Play Baseball
Primal Rage
Ristar

Game Gear

Ristar
The Adventures of Batman & Robin
Jungle Strike

Game Boy

Animaniacs
Donkey Kong Land
PGA European Tour
Kirby's Adventure 2

Nintendo

Mega Man 6

Send your Game Genie code requests to:

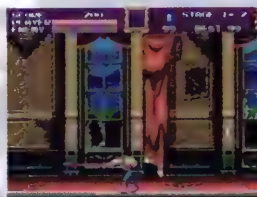
All Points Bulletin
Game Informer Magazine
10120 W. 76th Street
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Stargate - Genesis

ABEA-EADY
Start with 0 grenades
NPEA-EADY
Start with 99 grenades
AAEA-EAFG
Infinite grenades
AKEA-EADW
Start with 3 lives
NPEA-EADW
Start with 99 lives
AA5A-EAH6
Infinite lives
NPEA-EADT
Start with 99 continues
AA5T-EAD2
Infinite continues
NPEA-EAD0
Start with 99 alien grenades
AAEA-EAE2
Infinite alien grenades
C27A-CA6W + BT7T-CA3E
Protects against most enemies

AA5T-EAC4
Don't lose energy when you fall off screen
ACHT-CAHL
Protection against floor spikes
A0NA-AAHC
Pick up five mission objectives for each 1 you get
ACBT-CAHE
Extra life worth nothing
ALBT-CAHE
Extra life worth 2
ACBT-CAGR
Energy icon does nothing
JCBT-CGGR
Energy icon restores energy to full
ADXT-CAGA
Machine gun does not heat up
LDXT-CAGA
Machine gun heats up quicker
RHXT-C61A
Machine gun cools off instantly
AC0T-AAG0
Invincible after you get hit

"The Rhino"
Last Seen Running in
Pamplona



Castlevania: Bloodlines - Genesis

BE6T-AWCW
Start with 4 continues
ARFA-BXAR
Start with 100 lives
XGET-BN30
Start with 99 gems

Lee Dickerson
Stillwater, MN

The Mutant Virus -

Nintendo
AEOGTAIA
Start with 1 life
ZEOGTAIA
Start with 3 lives
SEOGTAIA
Start with 7 lives
PEOGTAIE
Start with 10 lives
VXEITKVE
Infinite time
AEESZKNY
Don't flash after getting hit
LVESZKNY
Flash 1/2 as long after getting hit
SXEKXGVG
Invincibility

X-Men 2: Clone Wars - Genesis

C3RA-AAE0
20 lives
FKRA-AAE0
40 lives
KKRA-AAE0
72 lives
R3RA-AAE0
96 lives

Ken Smith
Fairfax, VA



FIFA Soccer '95 - Game Gear

00E-71D-19A
Infinite timer
01E-35D-F7A
Each half lasts 1 minute
00D-39A-19A
Computer can't score
018-E0D-E6A
Game only lasts for a half

Mario Rodriguez
Philadelphia, PA



Quackshot - Genesis

AJCA-AA2L
Master code (must be entered)
BBJA-AA00
Start with maximum power
AKJA-AA00
Start with less power
AKSA-AA24
Infinite power
AFJA-AABG
Start with 1 life
GKJA-AABG
Start with 50 lives
NPJA-AABG
Start with 99 lives
AVEA-AA28
Infinite lives
AKJT-AA2L
Infinite popcorn

Adam Murad
Oak Park, IL



Mega Man X2 - SNES

DD2C-DDDF
Invisibility
DD2C-DDD9
No power-ups
DF2C-0D69
Power items don't work
DF2C-6F64
No explosions
C221-0F0F
Two hits and you die
C227-6D64
Invisible enemies

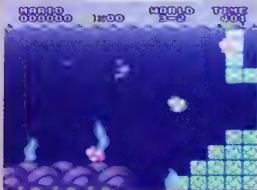
Darrick Fella
Inkster, MI



Super Mario Land - Game Boy

21C-53E-4C1
Infinite lives
01D-49C-E62
Start with 2 lives
05D-49C-E62
Start with 6 lives
09D-49C-E62
Start with 10 lives
189-B38-4CA
Fall very slowly
00B-83B-E69
Stay as large Mario
18A-B1E-2AA
Walk through walls

"Ace Vidtura"
Lefrak, NY



Super Mario All-Stars - SNES

Codes listed with "File A" only work with games stored in the A file

Super Mario

DFDF-FAAD

(File A) Start with 2 lives

7FDF-FAAD

(File A) Start with 50 lives

17DF-FAAD

(File A) Start with 100 lives

C2C1-D4AA

Infinite lives

6D84-DF03

Infinite time

C26B-0FBF

1-up worth nothing

D5DF-FADD

(File A) Allows you to select any world

CB81-0D02 + E281-0D62 + 3C81-0DA2

Jump lower

CB81-0D02 + EC81-0D62 + 3C81-0DA2

Super jump

CB81-0D02 + E681-0D62 + 3C81-0DA2

Mega jump

D62F-6DAE

Invincibility does not last long

9D2F-6DAE

Invincibility lasts longer

The Lost Levels

DFDF-FEDD

(File A) Start game with 2 lives

DBDF-FEDD

(File A) Start game with 10 lives

7FDF-FEDD

(File A) Start game with 50 lives

17DF-FEDD

(File A) Start game with 100 lives

C2B6-A455

Infinite lives

6D82-0F79

Infinite time

DADF-F30D + D7DF-F36D

(File A) Allows you to select any world

Super Mario 2

DF61-05D0

1 life after continue

DB61-05D0

9 lives after continue

FB61-05D0

25 lives after continue

7461-05D0

50 lives after continue

C26E-D5A6

Infinite lives

DF6B-A9A1

Continue with 3 hearts

D46B-A9A1

Continue with 4 hearts

DD32-6966

Never lose hearts

D1D4-FA0D

(File A) Allows you to select any world

Super Mario 3

DDAF-A8A3

Fly at any time with Raccoon power-up

EEA4-AB63

Fly as long as you want with Raccoon power-up

E1A3-D60A

Start and continue as Big Mario

CB69-AC07 + DF69-AC67

Change to Big Mario any time you go to the map

CB69-AC07 + D469-AC67

Change to Fire Mario any time you go to the map

CB69-AC07 + D769-AC67

Change to Raccoon Mario any time you go to the map

CB69-AC07 + D069-AC67

Change to Frog Mario any time you go to the map

CB69-AC07 + D969-AC67

Change to Tanooki Mario any time you go to the map

CB69-AC07 + D169-AC67

Change to Sledgehammer Mario any time you go to the map

AD3E-6801

Power jump

863E-6801

Super jump

8D3E-6801

Mega jump

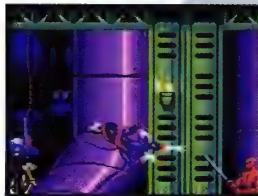
C63E-6801

Ultra power jump

DDA9-A603

Skywalking

"Big Daddy J"
Overland Park, KS



X-Men 2: Clone Wars - Genesis

AKRT-AA58

Infinite lives

ABRT-AWEE

Start with 9 health after first life

6F7B-WADG

Wolverine heals himself four times as fast

"Big Daddy J"

Overland Park, KS



Kirby's Dream Course - SNES

D0A9-4F6D

Start with 5 lives

D1A9-4F6D

Start with 7 lives

D6A9-4F6D

Start with 9 lives

DFAD-1F0D

Start with 1 strawberry

D4AD-1F0D

Start with 2 strawberries

D7AD-1F0D

Start with 3 strawberries

82CF-4D6E

Infinite strawberries

82CD-4D0E

Don't ever gain any strawberries

82E2-4DD4

Don't lose a life from falling out of bounds

"The Eradicator"

Phoenix, AZ

ClayFighter 2: Judgment Clay - SNES

For Blob Only

EE0C-77E9

Blob spit kills with 2 hits

EE0E-7479

Buzz saw kills with 2 hits

EE09-5789

Rocket Anvil attack kills with 2 hits

David Fornalski

Houston, TX

Exclusive Codes from Galoob

Blue Marlin - Nintendo

OZSVKQP + YASVSGPE

Validity always at max

GENTUIZA

Line is 1000 yards long

AESVOXEG

Catch fish right after they bite

PESVOXEK

When fish bite they are close to the boat

OOSVOXEK

Line is 153 feet

PESVXIAA

Pull fish in quicker

Aero the Acro-Bat 2 - SNES

DD24-476E

Infinite shots

D7C8-17D3

Stars worth 3

D9C8-17D3

Stars worth 5

D5C8-17D3

Stars worth 7

C287-CFAE

Almost infinite energy

BBC2-C463

Double Drill icon lasts 99 seconds

D0C2-CD03

Double Drill icon lets you drill 4 times instead of 2

DBC2-CD03

Double Drill icon lets you drill 9 times instead of 2

D936-4DF1

Can drill 5 times in the air until you pick up a drill icon

DB36-4DF1

Can drill 9 times in the air until you pick up a drill icon

C26E-4F03

Drill as many times as you want without hitting the ground

D468-CDA + E26A-CD0A

Move faster

D768-CDA + EA6A-CD0A

Move even faster

FD67-3DD2

Jump higher

E66E-4F62 + E661-C762

Super jump when standing still

BBC3-3D63

Flying icon worth 99 seconds of flight time

D939-14F1

Start each life with maximum energy

Alien 3 - SNES

EE26-37D4

Slower fuel consumption for flame thrower

7D26-37D4

Faster fuel consumption for flame thrower

FD36-44D1

Start with more rifle clips

4D36-44D1

Start with even more rifle clips

D036-44D1

Start with fewer rifle clips

FD3B-4F01

Start with more grenade clips

4D3B-4F01

Start with even more grenade clips

D03B-4F01

Start with fewer grenade clips

742A-44A4

Less ammo in rifle clips

CD2A-44A4

More ammo in rifle clips

D923-3D64

Less ammo in grenade clips

F023-3D64

More ammo in grenade clips

3C28-44D4

Infinite ammo for pulse rifle

3C22-3D64

Infinite ammo for grenade launcher

3C25-3704

Infinite oil for flame thrower

D464-1D60

Take less damage

DD6D-1700

Maximum energy from med-kits

D76D-1DA0

Less energy from med-kits

EE6B-CD00

Longer invulnerability after being hit

DD64-1D60

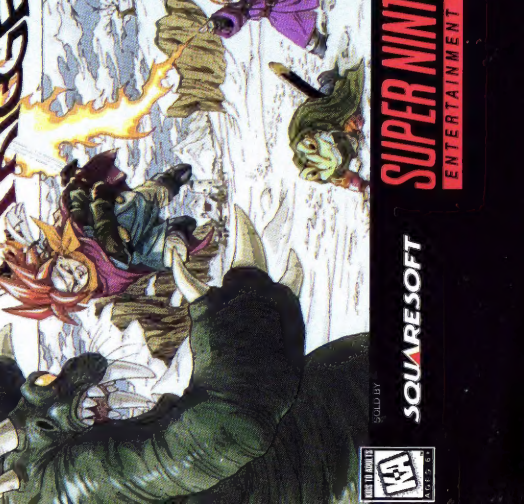
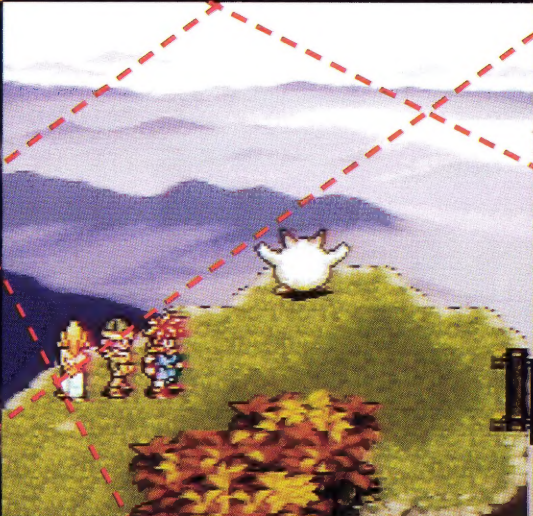
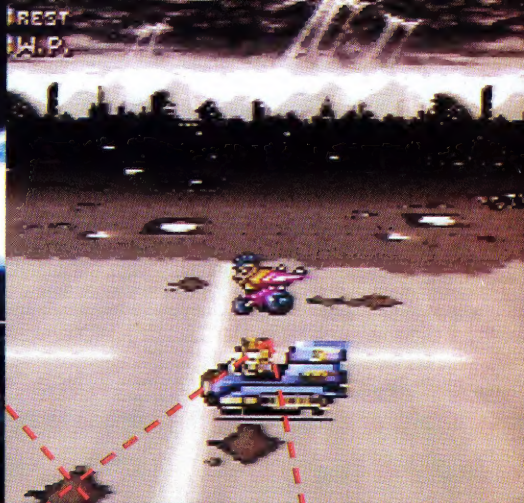
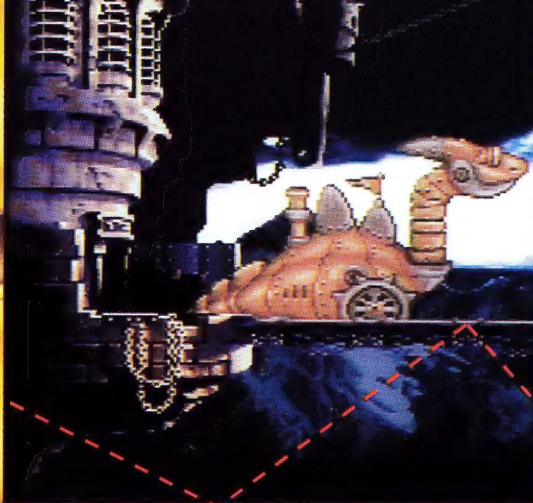
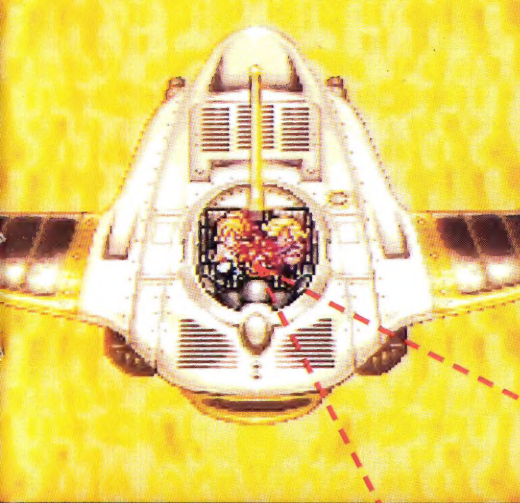
Most attacks do no damage

YOU'VE GOT IT ON YOUR HANDS. YOU
DON'T HAVE ENOUGH OF IT. YOU'VE GOT
IT ON YOUR SIDE. YOU'RE PRESSED FOR
IT. YOU SPEND IT. YOU WASTE IT. IT'S
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S
RUNNING OUT. IT'S DRAWING NEAR.
CHRONO TRIGGER™. IT'S ABOUT TIME.



Chrono Trigger. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 Megs, 10 endings, 70 plus hours of game play. Sept. '95.

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CHRONO TRIGGER

SUPER NINTENDO ENTERTAINMENT SYSTEM



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