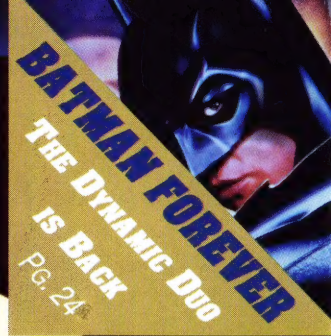


# Game Informer™ MAGAZINE



October 1995  
Issue 10 • #30

**Mortal Kombat 3**  
12 Pages of Mortal Moves  
And Fatalities For Super NES,  
Genesis, And PlayStation

**Secret of Evermore**  
Square Soft Of America  
Unveils Their Newest  
Adventure

**Plus:**  
Destruction Derby, ESPN  
Extreme, Light Crusaders,  
Foes Of Ali, And WipeOut

HELPFUL HINTS  
**Play 2-Players  
Vs. M. Bison in  
Street Fighter  
Alpha**  
Page 58

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



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AOL @keyword: NOA  
www.nintendo.com



# Super Mario World 2<sup>®</sup>

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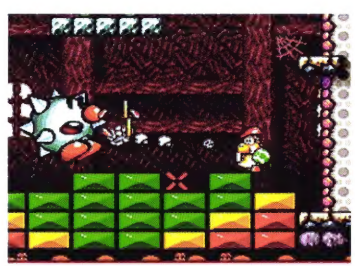
**Mario's back in his biggest adventure yet.**

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.

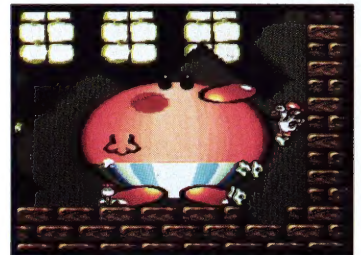


# This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...

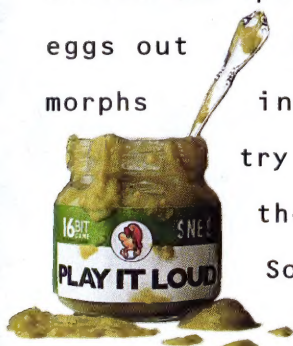


This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



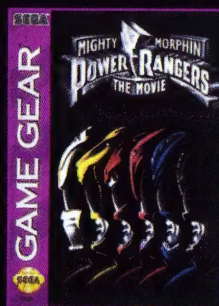
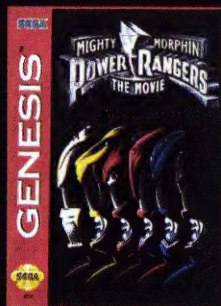
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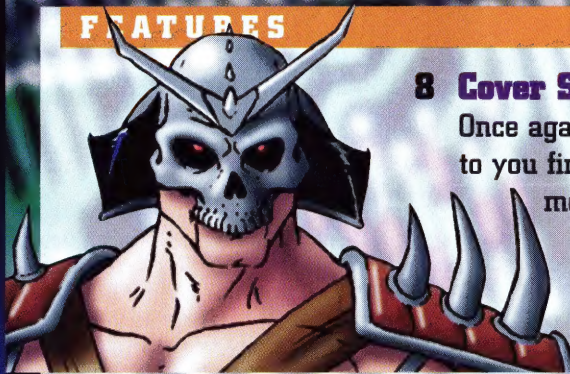
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### 28 Secret of Evermore

Game Informer takes Square Soft's first "Made in America" game through its paces.



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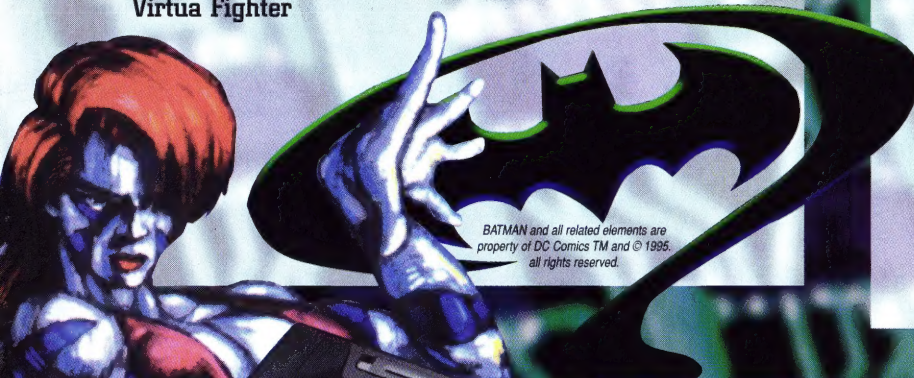
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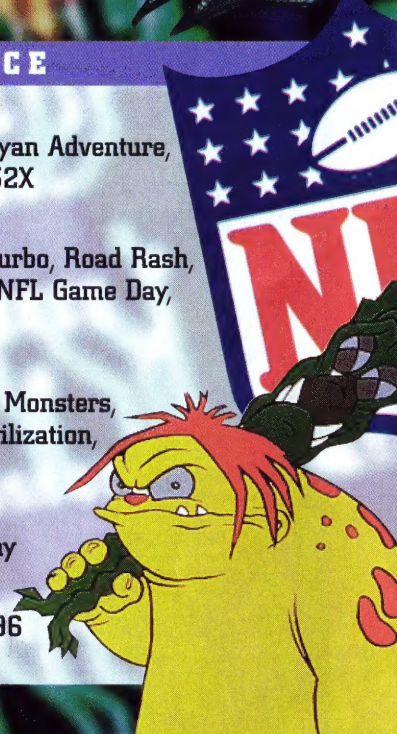
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## Letter From the Editor

BY ANDREW MCNAMARA

### Non-Sense

Well for the third year in a row, the Game Informer staff has put our nose to the grindstone and gotten everything you ever wanted to know about Mortal Kombat. While I know many of you won't be as excited about this game as you were for Mortal Kombat II, I would have to say that I think that's a mistake. Not only does MK3 have more characters, moves, and secrets than any other game around - it's fun. The Fatalities have been toned down a bit, and the Friendships are often stupid, but once you start playing they'll make you laugh. Well, for now I just don't have anything to write about, so I'm going to do a couple of Top Ten lists to entertain you (and fill up space!). Now remember to tell your friends about Game Informer and we'll see you next month.

#### Top Ten Reasons Why Game Informer Rules!

10. Reiner's got blue hair
9. Pauly's got sweet side-burns (Best in the Business)
8. We actually proof-read our magazine
7. Andy is no longer "the Game Dandy"
6. Production. Production. Production.
5. Vinny Looks like Elvis Costello
4. We actually play the games we write about
3. All our information is based on facts
2. We actually check our codes
1. We're not #1, so we don't suck!



#### Top Ten NES Games That We Never Want To See Again

10. Trolls
9. Puss & Boots
8. Alfred Chicken
7. Gum Shoe
6. Princess Tomato
5. Donkey Kong Math
4. Marvel's X-Men
3. Attack of the Killer Tomatoes
2. Dance Aerobics
1. Taboo, The Sixth Sense



#### Top Ten Uses For The Sega Menacer

(other than playing the only two games available for it)

10. Puzzle (there's over five pieces)
9. Car jack
8. Nose probe
7. The Club (It Stops Auto-Theft)
6. Crutch
5. A bargaining chip to get your favorite pogs
4. TV remote
3. Door stop
2. Battery holder
1. Relive Star Wars fantasies



#### Top Ten Things To Do While CD-ROM Games Load

10. Pick (you choose the orifice)
9. Sleep
8. Practice Vulcan Mind Meld
7. Untangle your Slinky
6. Write to Game Informer
5. Play with Mr. Potato Head
4. Solve Rubix Cube
3. Memorize Japanese alphabet
2. Solve Menacer puzzle
1. Play the "Pull My Finger" gag with yourself



## The Reviewers

"Gamers with a Grudge"



Andy

#### The Game Hombre

"I think I've played so much Mortal Kombat that it's seeping out of my head. As a matter of fact, I don't think I'll ever be able to look at Mortal Kombat

again without getting a little queasy. Reiner and I have been going to head-to-head all month and I really hate his popsickle boy, Sub-Zero. I'm convinced he cheats! Otherwise, I've just been putting my foot down trying to keep these guys working. All they do is complain and play vids - nobody works around here."

#### The Pro Player



Paul

"The secret to gaming success revolves around a balanced diet and a good supply of Mountain Dew. The PS-X continues to dominate much of my playing time and Andy continues to yell, 'Get to work!' I'll bribe him with cheddar fries and maybe that will get him off my stinkin' back. SNES fans should be sure to pick up Super Mario 2. The game is excellent. I think I'll be Yoshi for Halloween."



Reiner

#### The Raging Gamer

"Recently, my dreams have been filled with delusions of bats and robins. For some reason or another I keep dreaming that I'm the mysterious Batman, and

Vinny (Afro) Vinyon is my sidekick Robin. Each time the dream starts out the same, the Scarecrow has kidnapped Barbara Gordon and it's up to us to stop him. Up till now, we've been able to follow through with this task. However, as of late, Vinny hasn't been around. Then, I finally found out what was going on. It turns out my so called partner for life got a date. They say you can die in your dreams, and it may just happen if my sidekick doesn't get off this stubborn love binge!"

#### The Video Ranger



Rick

"The slave driver known to you only as Andy McNamara, editor of GI, has us all working to death to get this magazine into your anxiously awaiting hands. I really shouldn't complain; this is a fun job, but I just wish that my kids would remember me on those rare occasions that I go home. We deserve a vacation. Maybe we should form a union. Uh-oh he's coming, goodbye for now."

#### 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.

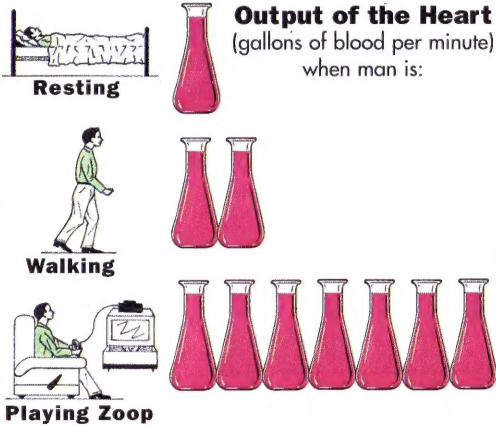
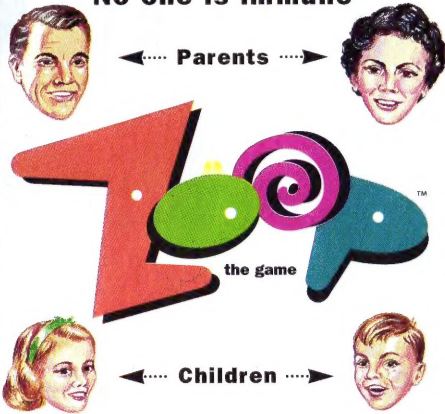


# AMERICA'S LARGEST KILLER OF TIME™

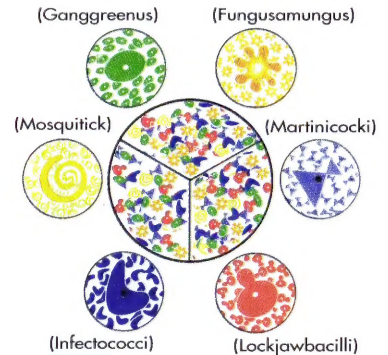
## ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



(zoopx10<sup>10</sup>)

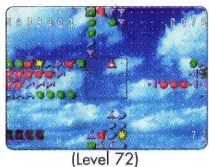
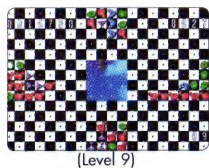
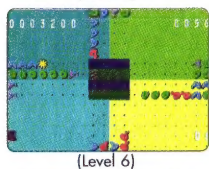
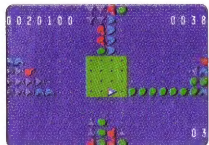


A healthy Iris

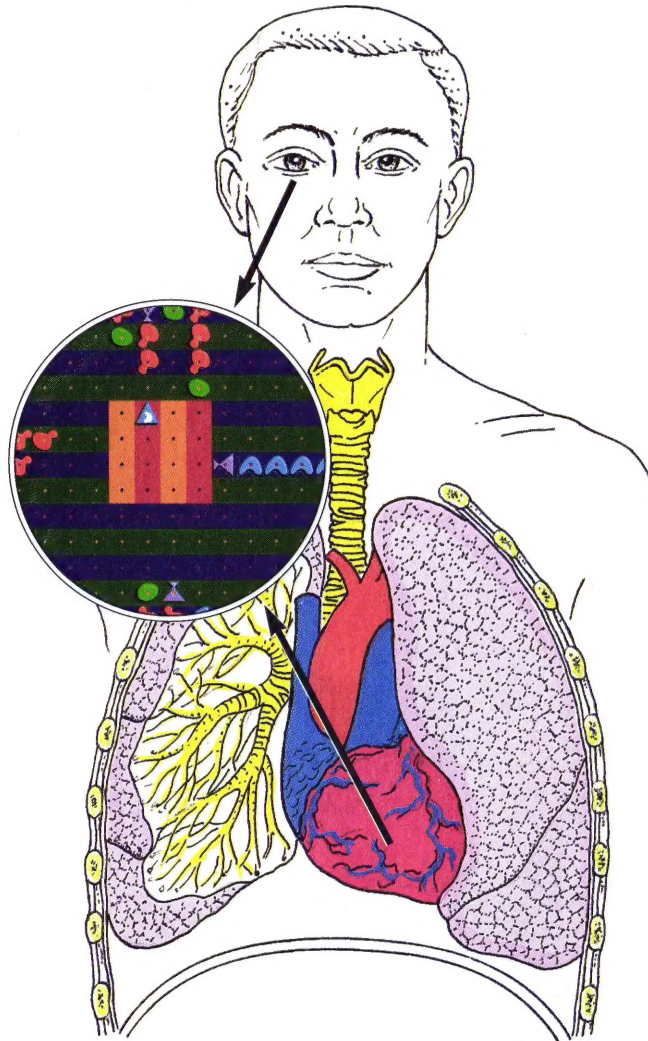


The same Iris after Zoop

The stages of Zoop  
(what to look for)

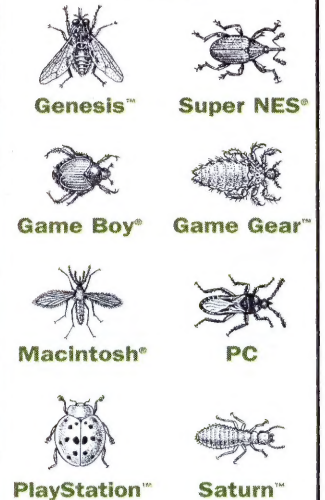


(this pattern continues on, and sadly always leads to one's demise)

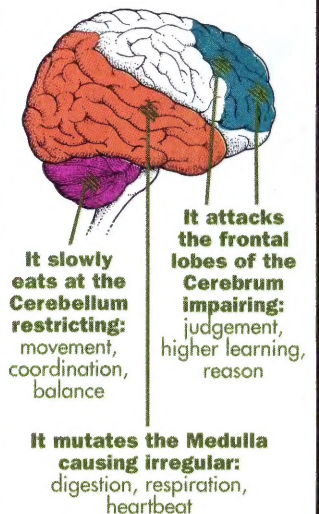


It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop



How Zoop affects the brain



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## IN SEARCH OF RPG'S

I have been reading your magazine since the November 1994 issue and I think your magazine rules. The GI magazines are a lot better than the GamePro magazines I subscribe to. I have a SNES and there are two questions for which I am dying to hear an answer.

1. Is Nintendo going to have an adapter like the 32X for the SNES?

2. I am a serious RPG fan and am looking for a game that is similar to Zelda III. I have been unsuccessful. Can you help me?

Brooks Teague  
Naperville, IL

*We are almost positive that Nintendo will not be releasing an adapter system for the SNES, but with the shroud of secrecy that surrounds Nintendo, nothing is certain. As for your other question, try Secret of Mana and Secret of Evermore by Square Soft, or Illusion of Gaia by Nintendo. These are all good games.*

## TORIYAMA FAN RUSHES TO HIS IDOL'S DEFENSE

In the August issue of GI you were putting down the artist for Chrono Trigger, right? Well, I have a few things to say. First, his name is Akira Toriyama, not Tomiyama. Second, I've been a longtime fan of his and I've read every comic he's published.

This guy's artwork is pure genius! I think this guy is great enough to get away with what he says. And I'll bet that if GI did have his artwork on the cover for the August issue, it would be worth quadruple its original cover value.

Andy Hamada  
Stokie, IL

*It is clear that you are a big fan of Akira's artwork and we do apologize if we misspelled his name. However, the fact*

*remains that Square Soft paid this man to produce commercial art for their product and we were unable to use it because of*

*one man's ego. It was unfair to both Square Soft and Game Informer to be subject to one man's whimsy so close to the completion of our magazine. As for the quadruple value idea, I wonder if you'd like to buy the Chrono Trigger box for \$15? It features famous artwork! Perhaps I could sell you the manual for Chrono Trigger for around \$20. In fact, I could get you some Chrono Trigger game deals at the low low price of \$7 apiece. Finally, I would be willing to sell you my copy of Chrono Trigger for quadruple its original value because of the artwork featured in the game. That comes to over \$200. Interested? I THOUGHT NOT!*

## NINTENDO POLICY ALIENATES CONSUMER

I'm a proud owner of a Game Boy, Nintendo, and SNES. I have always argued and defended Nintendo by saying that Nintendo is and always will be better than Sega, but I was the first one to admit to everyone that Nintendo killed it by not having an Ultra 64 at E3 after saying over and over that they would show it, saying that they already had a prototype, and promising that it was going to come out Fall '95 or as late as Christmas '95. If the people at Nintendo don't care what I say in this letter that's their problem, because I know that I represent thousands of gamers out there that think as I do and will read this letter and change from a Big Mouth Nintendo to a Serious Sega fan and will buy a Saturn (a real game system and not a made up one). Like Tom Kalinske said, "The consumer is dying for a new

## Letters From Our Readers:

# DEAR GI

experience now and they are not going to wait another year - it's this Christmas or NO Christmas."

Nintendo, you have proven to be the joke of the game industry for the second time and should just keep your late Ultra Junk and stick it where the sun doesn't shine, because you ain't worth spit anymore to me and many other gamers out there. (Expletives Deleted)

Omar Reyes  
Brentwood, NY

*You indeed have words that speak for many. Nintendo has alienated many of us with their secrecy and false claims. Unfortunately, this is the way they have successfully run their company for years. The thing to remember is that what makes the difference in the end is the product itself. If the Ultra 64 is that much better than anything else, it will be good for both the consumer and Nintendo, regardless of when it comes out. If the U64 doesn't live up to its hype and is only marginally better than the other systems on the market, Nintendo will crash and burn for the first time in many years. Only time will tell.*

## SEARCHING FOR NEPTUNE

First off, let me tell you your mag is great. I was wondering something. In your March issue on page 46 you said, "The Sega Genesis 32X will house both the Genesis and 32X." When will this come out?

I also wanted to know when SNK's Neo-Geo Gold and Neo-Geo CD would come to the US. Now for my final question. Is the Sega CD a system or an upgrade for your Genesis?

Brandon Tunney  
Westport, Mass.

*The Sega Genesis and 32X combined unit was going to be known as the Neptune. Currently, Sega has delayed the release of*

*this product until next year. However, the future of this product depends heavily on the success of the 32X. In other words, it may or may not be released.*

*The Neo-Geo CD is being released soon (see What's Hot, page 47), as for the Neo-Geo Gold, we don't have a firm release date. Finally, the Sega CD is a peripheral which attaches to a Sega Genesis unit and allows it to play Sega CD games. Anything else you needed to know?*

## WHERE HAVE ALL THE BIG CATS GONE?

Are there any more potential classics like AVP, Iron Soldier, and Tempest 2000 in the works for the Jaguar? What about Primal Rage for the Jag, or is that only coming out on the Jaguar CD platform?

Dave A. Dunham  
Belle Mead, NJ

*A few of us here at GI own Atari Jaguars and have been asking the same questions. Unfortunately, getting information from Atari is a lot like pulling teeth from a grizzly bear. It's nearly impossible to do and even if you are successful, it hardly seemed worth the effort. Our best advice is just to keep your eyes open and hope Atari doesn't abandon its consumers. As for Primal Rage, we'll tell you when and what it will be available for as soon as we see a copy ourselves.*

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ARCADE GRAPHICS AND BIGGER PLAYERS!

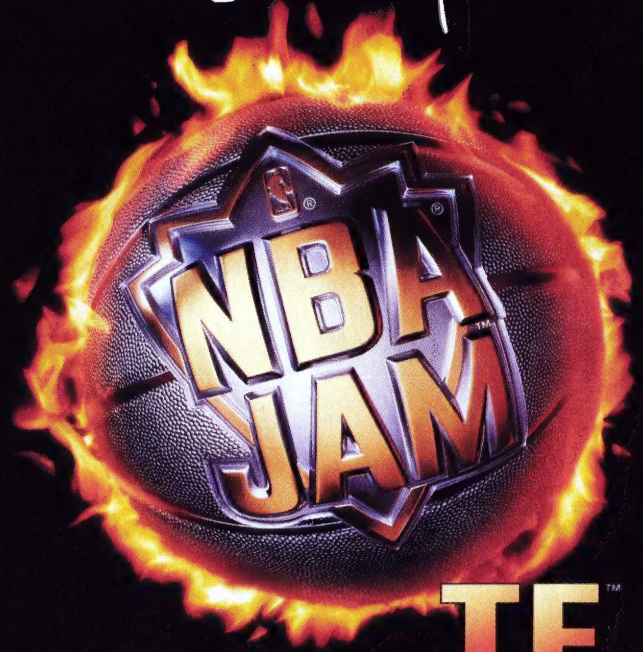


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For the last three years we have been greeted by a new MK each and every fall – and this year won't be an exception. On October 13th, *Mortal Kombat 3* (MK3) will be released for both the Super Nintendo and Sega Genesis. Of course, with every release of MK comes the obligatory battle of which version is better, and once again *Game Informer* is here to fuel the fire with a One-on-One Duel Review of MK3.



## Kombat Vs. Kombat

The first thing that everybody wants to know is how close the home version is to the arcade version. Luckily the answer, at least for the moves, is simple. Both the Genesis and Super NES versions of the game feature all the Kombat Kodes, special attacks, and finishing moves from the 2.0 arcade version of the game (see the following Strategy Guide). However, there are a couple of slight graphical and musical changes throughout the game.

Overall, the graphics on both versions are not quite as intense as the PlayStation or Arcade versions of the game (and the Genesis version is even a little bit more washed out). The blood is less intense and even missing in some of the

frames of animation (like Kung Lao's Hat Toss). Even the graveyard level is missing as well as a number of the musical scores and sound effects. However, these slight problems do absolutely nothing to detract from the quality of the game. As matter of fact, these versions are almost better than the arcade – not only do you not have to pump quarter after quarter into the machine, but both versions have a couple of extra little secrets.

Although they are only available through hidden codes, there are three secret option screens that will let you alter your gameplay set-up and add the bosses and Smoke (the Ultimate Kombat Kode has been removed) as playable characters. These codes, even though we won't reveal them, are entered at the Start/ Options screen and you should be able to figure them out.

In conclusion, if you like *Mortal Kombat*, MK3 will be right up your alley. The play control is excellent and the sheer number of moves will keep your head spinning for months. So prepare kombatants, *Mortal Friday* is coming. ■



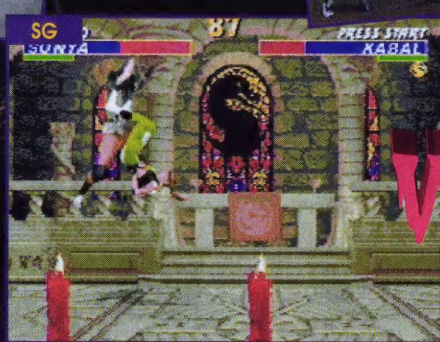
How DO you get the Boss select?



Smoke is one baaaaad dude!! He has the Harpoon of Scorpion, the Teleporting Uppercut of Sektor, and the Invisibility Spell of Reptile!



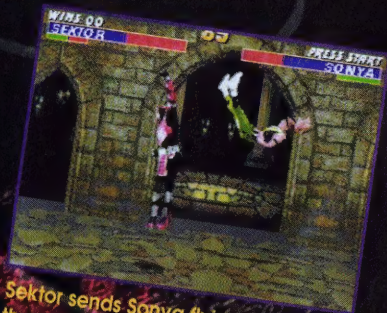
Kabal's cocoon is a great set-up for a big combo!



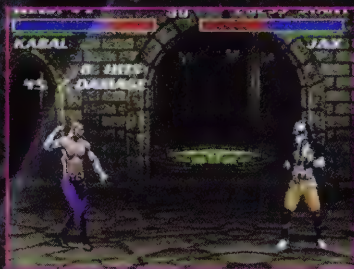
While there's not much difference between the two, you can see the bigger color palette of the SNES really makes a difference.



Check out the different Friendships for Stryker!



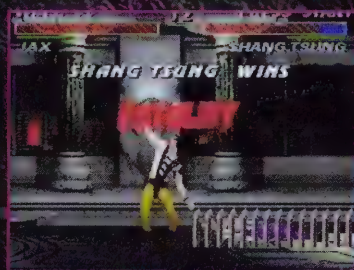
Sektor sends Sonya flying through the air!



Take that...8-Hits of Mortal Kombat power!



Choose from three different difficulties.



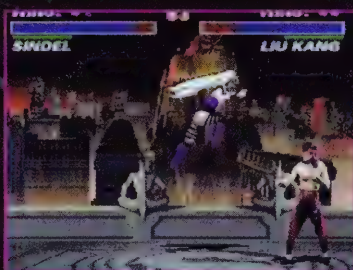
Ahhh....I always feel so much better after a nice bloody Fatality!



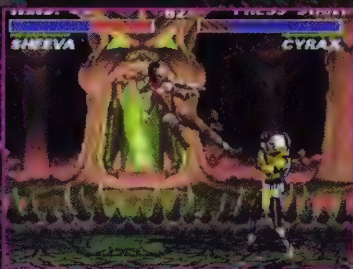
The animation on the combos is awesome.



Motaro can knock you into next week with a just a couple of punches.



You can fly! You can fly! You can fly!



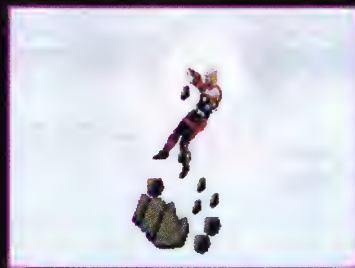
Agghh! There's a big four-armed woman jumping at me!



Unlike the PS-X version there is absolutely no load time between morphs.



Hey, check it out! It's that new circus act - the Flying Kang Brothers!



When the characters crash through the ceiling there is a slight pause, but not enough to annoy.

- **Cart Size:** 32 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 14 Characters, 3 Hidden Characters - Smoke, Motaro, Shao Khan, Multiple Finishing Moves, Three Hidden Option Modes, Three Difficulty Levels, Violence and Blood On/Off, and Kombat Kodes
- **Created by:** Sculptured Software for Williams Entertainment
- **Available:** October 13th, 1995 for Super NES and Genesis

► **THE BOTTOM LINE**  
**SG 8.75 SNES 9.25**

**ANDY, THE GAME HOMBRE**

	SG	SNES
<b>Concept:</b>	9	9
<b>Graphics:</b>	9	9.5
<b>Sound:</b>	8.25	9.25
<b>Playability:</b>	9.25	9.25
<b>Entertainment:</b>	9	9
<b>Overall:</b>	9	9.25

"I hate to say this, but once again my vote goes with the SNES. The graphics are better and the control configuration is simpler. However, it is important to note that the Genesis version is the best yet - the animation is smooth and the sound effects aren't half bad. Of course, nothing I'm saying really matters because this game is good on any system (except maybe the hand-helds). I didn't really dig it much at the arcades, but I've been reborn as a Mortal freak once again."

**PAUL, THE PRO PLAYER**

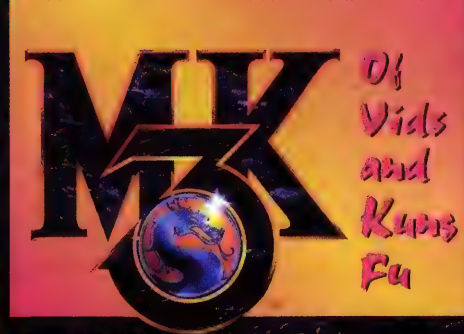
	SG	SNES
<b>Concept:</b>	8	8
<b>Graphics:</b>	8	9
<b>Sound:</b>	7.75	8.75
<b>Playability:</b>	9	9.5
<b>Entertainment:</b>	8.25	9
<b>Overall:</b>	8.25	9

"Every year we review these games head-to-head and there's always the system that loses out. Again this year, I'd have to pick the SNES version over the SG on looks alone. It's obvious you'll get better graphics and sound, but as far as kontrol goes there is really no difference between the two. However, I find that having the run and block buttons up top on the SNES version is much more comfortable to play. I'm sorry to dis' SG owners but the SNES version wears the 16-bit crown. However, I wouldn't unload my SG just because of this game."

**REINER, THE RAGING GAMER**

	SG	SNES
<b>Concept:</b>	9	9
<b>Graphics:</b>	8.5	9.25
<b>Sound:</b>	8	9
<b>Playability:</b>	8.25	9.25
<b>Entertainment:</b>	9.25	9.25
<b>Overall:</b>	8.75	9.25

"Well, here it is! The game that may just define the way Generation X evolves through the 90's. You will no longer need to leave your home to play MK3. The SNES and SG versions play almost identical to each other. The only noticeable differences are in the graphics. As always, the Sega looks really washed out and pixelated. Stick to the graphically impressive SNES version, or if you can fork out the cash for the Cadillac of the bunch, check out the PlayStation version. It's almost a direct translation from the arcades!"



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Kombat Kodes, 3 Hidden Characters, Fatalities, Animalities, Friendships, Mercys, Babalities, 3 Difficulty Levels, Morph Options, Violence and Blood On/Off, and Killer Blood Effects
- **Created by:** Williams Entertainment for Sony Computer Entertainment
- **Available:** October 1st for Sony PlayStation

## ► THE BOTTOM LINE **9.25**

### ANDY, THE GAME HOMBRE

- Concept:** 9 "Although I really like how smooth the SNES version of this game moves from place-to-place and fatality-to-fatality, there's no denying that this version is the most impressive. The graphics and animation are picture perfect with sound effects that bellow from the bowels of the PS-X. However, there are a couple of problems. First of all, the finishing moves have a couple of little glitches and you don't even want to play as Shang Tsung - it takes about four seconds to load each time you change characters, even when going back to Shang Tsung. The nice thing is though, that I don't even like Shang Tsung, so I could really care less."
- Graphics:** 9.75
- Sound:** 9.5
- Playability:** 9.25
- Entertainment:** 9
- OVERALL:**  
**9.25**

### PAUL, THE PRO PLAYER

- Concept:** 8 "This version is incredibly close to the arcade. However, it is lame that the Shang Tsung morphs didn't turn out. Everything from the sound to the graphics are excellent. If you're a fan of this game this is the version to get. But I don't think I'd rush out and buy a PS-X just for MK3. Even though it looks great there are still those quirks related to CD loading times. It a great fighter but it is not my favorite for the system."
- Graphics:** 9.25
- Sound:** 9.5
- Playability:** 9
- Entertainment:** 9
- OVERALL:**  
**9**

### REINER, THE RAGING GAMER

- Concept:** 9 "This is by far the best looking MK title to ever grace the console machines. Nonetheless, there may be something that will turn the impatient audience away. The PlayStation is CD based, and wherever there's a CD, there's also the bothersome virus know as loading time. This pesky maggot has altered this version of MK3 so much that the game lost a complete dimension in game play. Shang Tsung's morph's take about 4 seconds to load and unload. Fortunately for us there is the option to turn off all the morph's but it still isn't the same MK action. If your a Shang Tsung player (which I highly doubt) stay away. However, if you're not, dive in head first! This is MK3 at it's best! 205/205."
- Graphics:** 9.75
- Sound:** 9
- Playability:** 9.25
- Entertainment:** 9.25
- OVERALL:**  
**9.25**

There are only a few things in life that make you hunger. A nice wet rag, a box of Energizer batteries, and the possibility of owning your very own copy of Mortal Kombat 3 for your Sony PlayStation. On October 1st, the Sony PlayStation will once again show off its raw power with the release of MK3. From the looks of it, it would almost seem that Sony pulled a Babality on the competition. When compared, the Sony looks, sounds, and plays better than all the opposition. Fortunately, there is one thing that will keep the 16-bit systems alive, having the potential of chips over CD-ROM means faster game play, and no loading time whatsoever.

The load time, which was an issue in the preview version, isn't that bad in the final version. There's only about four seconds of load time in between scenes and battles. However, there is one thing that will drive you mad! If there are any Shang Tsung players out there, you may not want to do any of his morphs on the PlayStation version. Like loading scenes, the PS-X also has to load the different characters that Tsung morphs into. Once the morph is entered the game freezes, 1..2..3..4..and change! Now you'll control the alternate character for about 10 seconds until the game freezes again and 1..2..3..4..you're back in the action. If you're not a fan of Tsung, you can turn off all his morph's in the options for faster game play against this character.

Aside from that, this is by far the best looking arcade translation of MK3 that you'll see for at least six months. Owners of other 32/64-bit machines will have to wait until April for their MK3. Some may have to wait, but if you're one of the lucky ones who owns MK3 for the PlayStation you'll be the envy of every MK nut who's not so fortunate. ■



Grrr...



Sub-Zero shows Kabal who the man really is!



The PlayStation version is the only MK3 game to feature the graveyard stage.



It's the purple giant Jax!



Hope he has an air bag in those fights.



Hear that train a'coming. Coming 'round the bend.



If you make it to Motaro, the game will give you Kombat Kodes that will work at the arcade.

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COMBOS

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

Stage Fatality  
Blk, Blk, Run, Blk, Run (Close)

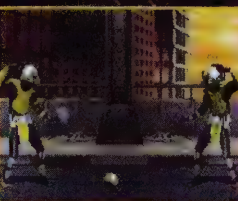
MOVES



Teleport  
F, D + Blk



Far Grenade  
Hold LK, F, F, HK



Close Grenade  
Hold LK, B, B HK



Energy Net  
B, B, LK

FINISHING MOVES



Shark Bite  
Hold Blk, U, U, D, D,  
Release Blk (Close)



Self-Destruct  
D, D, F, U, Run



Friendship  
Run, Run, Run, Up  
(Anywhere)



Topper Chopper  
Hold Blk, D, D, U, D,  
Release Blk, HP  
(Anywhere)



Babality  
F, F, B, HP (Anywhere)

STRATEGY GUIDE FOR SUPER NES, SEGA GENESIS AND SONY PLAYSTATION VERSIONS

LEGEND

Blk = Block    LK = Low Kick    LP = Low Punch  
Run = Run    HK = High Kick    HP = High Punch  
U = Up    F = Forward  
D = Down    B = Back

COMBOS

4 Hit Combo  
HP, HP, Blk, LP

5 Hit Combo  
HP, HP, Blk, LP, B + HP

7 Hit Combo  
HK, HK, D + HP, HP,  
Blk, LP, B + HP

MOVES



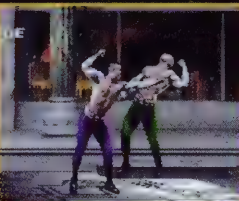
Single Missile  
B, F, + HP



Double Missile  
F, F, B, B, + HP



Ground Pound  
Hold LK Three Seconds  
and Release



Gotcha Grab  
F, F, + LP (Tap LP)



Rushing Punch  
F, F + HK



Backbreaker  
Blk (In Air)



Super Throw  
LP (Tap HP)

Stage Fatality - D, F, D, LP (Close)

FINISHING MOVES



Lion Lunch  
Hold LP, F, F, D, F,  
Release LP (Close)



Arm Slice  
Hold Blk, U, D, F, U,  
Release Blk (Close)



Friendship  
LK, LK, Run, Run, LK  
(Anywhere)



The Foot  
Run, Blk, Run, Run,  
LK (Far)



Babality  
D, D, D, LK (Anywhere)

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COMBOS

5 Hit Combo  
LK, LK, HP, HP, D  
+ LP, D + HP

6 Hit Combo  
LK, LK, HP, HP, HK,  
B + HK

7 Hit Combo  
LK, LK, HP, HP, D + HP, Jump  
Kick While Executing B, B, HP

FINISHING MOVES



Rhino Smash  
Hold HP, F, F, D, F,  
Release HP (Close)

Death  
Run, Blk, Blk, Blk, HK  
(Close)

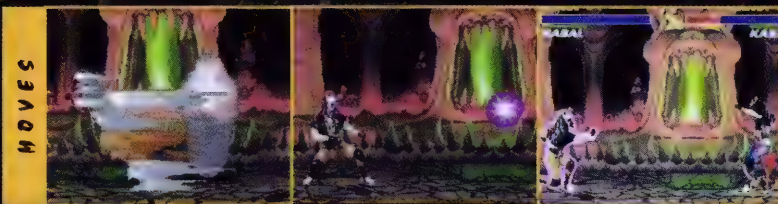
Friendship  
Run, LK, Run, Run, Up  
(Anywhere)

Super Head  
D, D, B, F, Blk (Outside  
Sweep)

Babality  
Run, Run, LK (Anywhere)

Stage Fatality - Blk, Blk, HK (Close)

MOVES



Cocoon  
B, F + LK

Purple Fireball  
B, B + HP (Also Works In  
Air)

Blade Summons  
B, B, B + Run

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COMBOS

4 Hit Combo  
HP, HP, LK, B + HK

5 Hit Combo  
HP, HP, HK, LK, B + HK

5 Hit Combo  
HP, HP, D +HK, LK, B + HK

5 Hit Combo  
HP, HP, D + LP, D + HP,  
Jump Kick

Stage Fatality - Hold Blk, U, U, B, LK, Release Blk (Close)

FINISHING MOVES



Spider Kill  
Hold HP, Blk, Blk, Blk,  
Release HP (Close)

Skeleton PU  
Hold LP, F, D, D, F,  
Release LP (Close)

Friendship  
LK, LK, Run, Run, HK  
(Sweep)

Laser Eye  
LP, Blk, Blk, HK (Sweep)

Babality  
F, F, D, D, LK (Anywhere)

MOVES



Knife Uppercut  
D, F, HP

Knife Throw  
D, B, HP

Cannon Ball  
Hold LK 3 Seconds

Grab and Shake  
B, D, F, LP (Close)

Air Throw  
Block (In the Air)

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COMBOS

4 Hit Combo  
HP, LP, HP, LP

7 Hit Combo  
HP, LP, HP, LP, LK, LK, B + HK

Stage Fatality - D, D to F, F, LK (Close)

FINISHING MOVES



**Cougar Looger**  
Run, Run, Run, Run,  
Blk (Close)



**Slice'em In Half**  
F, F, B, D, HP (Sweep)



**Friendship**  
Run, LP, Run, LK  
(Outside Sweep)



**Vacuum Up**  
Run, Blk, LK, Blk,  
D (Anywhere)

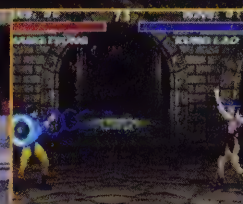


**Crush**  
D, D, HP (Anywhere)

MOVES



**Hammer Kick**  
D + HK (In Air)



**Hat Toss**  
B, F + LP



**Teleport**  
D, U



**Spin**  
F, D, F + Run (Tap Run)

COMBOS

5 Hit Combo  
HP, LK, LK, HK, LK

7 Hit Combo  
HP, HP, Blk, LK, LK, HK, LK

Stage Fatality  
Run, Blk, Blk, LK (Close)

FINISHING MOVES



**Dragon Chomp**  
D, D, U (Sweep)



**Human Flame**  
F, F, D, D, LK (Anywhere)



**Friendship**  
Run, Run, Run, D + Run  
(Outside Sweep)



**MKI Arcade Drop**  
Hold Blk, U, D, U, U,  
Release Blk, LK + Run  
(Sweep)



**Crush**  
D, D, D, HK (Anywhere)

MOVES



**Flying Kick**  
F, F + HK



**High Fireball**  
F, F + HP



**Low Fireball**  
F, F + LP



**Blk + Run**  
Hold LK 3 Seconds

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FINAL FIGHTER

Stage Fatality – Run, Run, Run, Blk (Close)

FINISHING MOVES



**Wolf Blitz**  
F, F, D, D (Close)

**Moon Beam**  
Hold Blk, U, U, B, F,  
Release Blk, Blk (Close)

**Friendship**  
Run, Run, Run, Down  
(Outside Sweep)

**Lightning Strike**  
B, B, D, HP (Far)

**Babality**  
F, B, F, B, LP (Anywhere)

MOVES



**Arrow**  
D, B + LP

**Hatchet Uppercut**  
D, F + HP

**Shadow Shoulder**  
F, F + LK

**Reflect**  
B, B, B + HK

**COMBOS**

- 5 Hit Combo  
HP, HP, LP, Hatchet,  
Jump Kick (with LK)
- 5 Hit Combo  
LK, HP, HP, LP, Hatchet
- 6 Hit Combo  
HK, HP, HP, LP,  
Hatchet, Jump Kick  
(with LK)
- 6 Hit Combo  
HP, HP, LP, Hatchet,  
Hatchet, Arrow

SEKTOR

Stage Fatality – Run, Run, Run, Down (Close)

FINISHING MOVES



**Bat Decap**  
F, F, D, U (Close)

**Flame-Thrower**  
F, F, F, B, Blk (Far Away)

**Friendship**  
Run, Run, Run, D  
(Outside Sweep)

**Squish-Kabob**  
LP, Run, Run, Blk  
(Sweep)

**Babality**  
B, D, D, D, HK (Anywhere)

MOVES



**Homing Missile**  
F, D, B + HP

**Straight Missile**  
F, F + LP

**TeleUppercut**  
F, F + LK

**Throw**  
L, P (Close)

**COMBOS**

- 4 Hit Combo  
HP, HP, D + LP, Jump Kick
- 5 Hit Combo  
HP, HP, HK, HK, B + HK



COMBOS

4 Hit Combo  
HP, HP, LP, B + HK

5 Hit Combo  
LK, HP, HP, LP, B + HK

Stage Fatality - Hold, Blk, U, U, B, Release Blk, LP

FINISHING MOVES

ANIMALITY

FATALITY

FRIENDSHIP

FATALITY



**Cobra Munch**  
Hold HP, Run, Run, Run,  
Release HP (Outside  
Sweep)

**Bed O'Nails**  
Hold LP, Down, Forward,  
Forward, Down, Release  
LP (Close)

**Friendship**  
LK, Run, Run, D  
(Outside Sweep)

**Soul Stealer**  
Hold LP, Run, Block,  
Run, Block, Release  
LP (Close)

**Babarny**  
Run, Run, Run, LK  
(Outside Sweep)

MOVES



**Flame Eruption**  
F, B, B + LK

**One-Skull**  
B, B + HP  
**Two-Skulls**  
B, B, F + HP  
**Three-Skulls**  
B, B, F, F + HP

MORPHS

**Cyrax**  
Blk, Blk, Blk  
**Jax**  
F, F, D, LP  
**Kung Lao**  
Run, Run, Blk, Run  
**Nightwolf**  
Hold Blk, U, U, U, Release Blk  
**Liu-Kang**  
F, D, B, U, F  
**Sheeva**  
Hold LK, F, D, F, Release LK

**Sindel**  
B, D, B, LK  
**Stryker**  
F, F, F, HK  
**Sub-Zero**  
F, D, F + HP  
**Kabal**  
LK, Blk, HK  
**Sonya**  
Hold Run, Blk, LP, Then D  
**Kano**  
B, F, Blk

COMBOS

4 Hit Combo  
HK, HK, LK, B + HK

5 Hit Combo  
HP, HP, LP, F + HP, Walk  
Forward, B + HK

6 Hit Combo  
HP, HP, LP, F + HP, Walk  
Forward, HP While  
Executing Fireball

7 Hit Combo  
HP, HP, LP, HK, HK, LK, B + HK

FINISHING MOVES

ANIMALITY

FATALITY

FRIENDSHIP

FATALITY



**Scorpion Stab**  
Run, Blk, Blk, Blk, Blk  
(Close)

**Skinless**  
Hold HK, F, B, F, F,  
Release HK (Close)

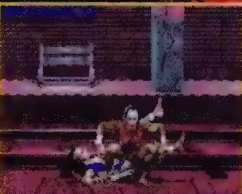
**Friendship**  
F, F, D, F, HP (Anywhere)

**Lion Spike**  
F, D, D, F, LP (Close)

**Espalio**  
D, D, D, B + HK (Anywhere  
Outside Sweep)

**Stage Fatality**  
D, F, D, F, LP (Close)

MOVES



**Teleport Stomp**  
D, U

**Stomp**  
B, D, B + HK

**Fireball**  
B, D, F + HP

SINDLE

Stage Fatality - D, D, D, LP (Close)

FINISHING MOVES



**Animality**  
F, F, HP (Anywhere)

**Fatality**  
D, Run, Blk, Run, Blk (Sweep)

**Friendship**  
Run, Run, Run, Run, Run, Run, Run, Up (Outside Sweep)

**Death Scream**  
Run, Run, Blk, Blk, Run + Blk (Close)

**Babality**  
Run, Run, Run, Up (Anywhere)

MOVES



**Blue Fireball**  
F, F + LP

**Air Blue Fireball**  
D, F + LK (in Air)

**Scream**  
F, F, F + HP

**Flying**  
B, B, F, + HK (Press Run to end Flight)

COMBOS

- 4 Hit Combo  
HP, HP, D + HP, Jump Kick
- 4 Hit Combo  
HP, HP, LP, B + HK
- 5 Hit Combo  
HK, HP, HP, LP, B + HK
- 6 Hit Combo  
HK, HP, HP, D + HP, Jump Kick, Air Fireball (or Sweep)

SONYA

Stage Fatality - F, F, D, HP (Close)

FINISHING MOVES



**Animality**  
Hold LP, F, F, D, F, Release LP (Close)

**Kiss of Death**  
B, F, D, D, Run (Anywhere)

**Friendship**  
B, F, B, D, Run (Anywhere)

**Purple Power**  
Hold Blk + Run, U, U, B, D (More Than Half)

**Babality**  
D, D, F + LK (Anywhere)

MOVES



**Ring Toss**  
D, F + LP

**Leg Grab**  
D + LP + Blk

**Square Wave Punch**  
F, B + HP

**Bicycle Kick**  
B, B, D + HK

COMBOS

- 4 Hit Combo  
HP, HP, LP, B + HP
- 4 Hit Combo  
HP, HP, LP, B + HK
- 5 Hit Combo  
HK, HK, HP, HP, LP
- 6 Hit Combo  
HK, HK, HP, HP, LP, B + HP

COMBOS

3 Hit Combo HK, HP, HP  
5 Hit Combo HK, HP, HP F + LP, F, F HK

Stage Fatality - Hold Blk, F, U, U, HK, Release Blk (Close)

FINISHING MOVES



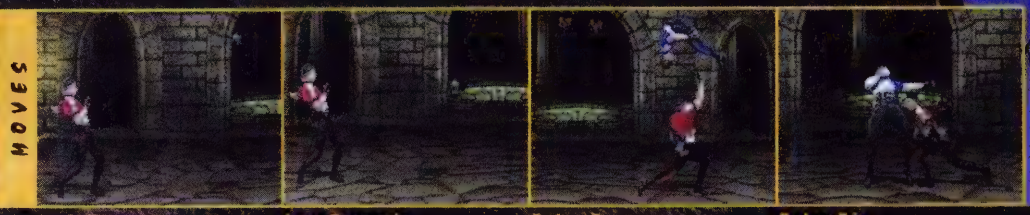
**Jurassic Attack**  
Run, Run, Run, Block (Sweep)

**Die-no-mite**  
D, F, D, F, Blk (Close)

**Friendship**  
LP, Run, Run, LP (Anywhere)

**Taser Shock**  
F, F, F, LK (Full)

**Babality**  
D, F, F, B, HP (Anywhere)



**High Grenade**  
D, B + HP

**Low Grenade**  
D, B + LP

**Baton Toss**  
F, F + HK

**Baton Trip**  
F, B + LP

COMBOS

4 Hit Combo HP, HP, LK, HK  
4 Hit Combo HP, HP, LP, B + HK  
5 Hit Combo HP, HP, LP, LK, HK  
6 Hit Combo HP, HP, LP, LK, HK, B + HK

Stage Fatality - B, D, F, F, HK

FINISHING MOVES



**Polar Bear Hump**  
Hold Blk, F, F, U, U, Release Blk (Close)

**Ice Smash**  
Blk, Blk, Run, Blk, Run (Close)

**Friendship**  
LK, Run, Run, Up (Anywhere)

**Mister Freeze**  
B, B, D, B, Run (Sweep)

**Babality**  
D, B, B + HK (Outside Sweep)



**Ground Slide**  
D + LP + Blk + LK

**Ice Freeze**  
D, F + LP

**Ice Shower**  
D, F + HP

**Ice Clone**  
D, B + LP

SMOKE

**Stage Fatality**  
F, F, D, LK (Close)

Random Select - SNES and PS-X  
Press Up and Start on Shang Tsung for  
Player One or Lui Kang for Player Two.

Stealth Select - SNES  
Do a counter-clockwise 360° starting at  
the top of your controller.

FINISHING MOVES



**Raging Bull**  
D, F, F, Blk (Far Away)

**Earth Bomb I**  
Hold Blk, U, U, F, D  
(Halfscreen)

**Friendship**  
R, R, R, HK (Anywhere)

**Bomb Swallow**  
Hold Run + Blk, D, D, F,  
U Release Run + Blk  
(Sweep)

**Babality**  
D, D, B, B, HK (Anywhere)

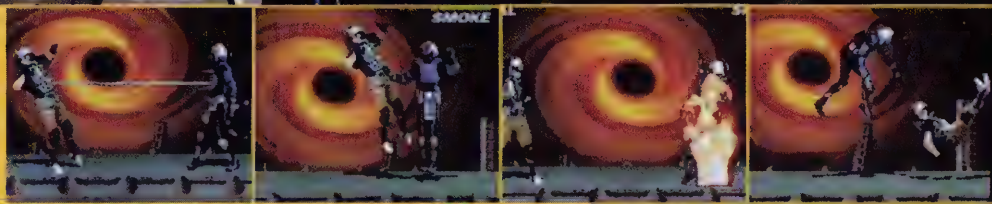
COMBOS

**5 Hit Combo**  
HP, HP, LK, HK, LP

**7 Hit Combo**  
Teleport Uppercut (F, F, LK),  
Harpoon Falling Opponent (B,  
B, LP), HP, HP, LK, HK, LP

**8 Hit Combo**  
Teleport Uppercut (F, F, LK),  
Teleport Uppercut (F, F, LK),  
Harpoon Falling Opponent  
(B, B, LP), HP, HP, LK, HK, LP

MOVES



**Harpoon**  
B, B, LP

**Teleport Uppercut**  
F, F, LK

**Invisibility**  
U, U, R

**Air Throw**  
Blk (In Air)

加七人見

MOVES



**Teleport**  
D, U

**Fireball**  
F, D, B, HP

**Tail Sweep**  
B+ LK

**Grab and Pound**  
F, F, F  
+ LP  
(Close)

HIDDEN CHARACTERS

MOVES



**Hammer**  
B, F, HP

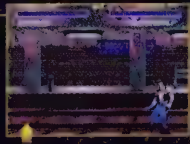
**Shadow Shoulder**  
F, F, LP

**Shadow Knee**  
F, F, HP

**Fireball**  
B, B, F, LP

**Taunt**  
D, D, LP

SHAO KHAN



**Psycho Kombat**  
P1 (100) P2 (000)

**Timer Off/Health Recovery**  
P1 (012) P2 (000)



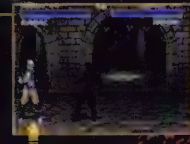
**Shooter Game**  
P1 (642) P2 (458)

**Player Two Half Health**  
P1 (000) P2 (033)



**Winner Vs. Motaro**  
P1 (969) P2 (141)

**Player Two Quarter Health**  
P1 (000) P2 (707)



**Winner Vs. Noob Saibot**  
P1 (769) P2 (342)

**No Throws**  
P1 (100) P2 (100)



**Winner Vs. Shao Khan**  
P1 (033) P2 (564)

**No Meters**  
P1 (987) P2 (123)

## Distance

It's very important to pay attention to the distances indicated for each move. If no distance is given the move can be done anywhere, but otherwise the distance is vital to the execution of the move.

**(Close)** = Your sprite must touch your opponent.

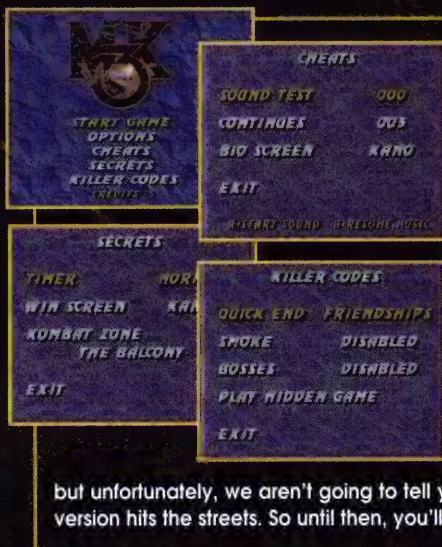
**(Sweep)** = Your character must be as far away from your opponent as possible, but still able to sweep them down.

**(Outside Sweep)** = Your character must be just outside being able to sweep your opponent.

**(Anywhere)** = Duh!

**(Halfscreen)** = Duh #2!

**(Far Away)** = Anywhere from halfscreen to fullscreen.



## Cheats, Secrets, and Killer Codes

While we were only able to uncover these codes on the Genesis, we know for a fact that these modes will appear on both versions. In the Cheats Mode you can go through the Sound Test, change Continues, and see everyone's Bio Screen. In the Secrets Mode you can change the Timer, see all the Endings, and choose your Kombat Zone. In the Killer Codes Mode you can enable Smoke, Motaro, and Shao Khan as playable characters, and play the hidden shooter game. So finally after all these years you get to play as the bosses,

but unfortunately, we aren't going to tell you how to get these codes until after the final version hits the streets. So until then, you'll have to try to discover them on your own.

## Hints For Executing Moves

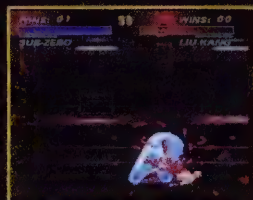
We have done all these moves in our office and know that each one of these moves work, but there are a couple of tricks that you should know. For instance, when executing Stryker's Die-No-Mile (D, F, D, F, Blk) it's better to do two quick fireball motions (D, DF, F) than four joystick presses then the Blk. Of course, these theories don't always work, but it helps if you're having trouble getting a move to work.

## BABALITY & FRIENDSHIP

To perform a Babality or Friendship Finishing Move you can not block during the entire match. Then when you are instructed to Finish Him/Her you must enter the appropriate keystroke for each character. Wah! You're a BABY!

## ANIMALITY

To perform an Animality you must first show Mercy to your opponent (Hold Run, D, D, D, D, Release Run) in the third round and then you may enter the correct keystroke for the appropriate character to get an Animality. Roar!



To execute an Animality you must first show Mercy.

## MERCY

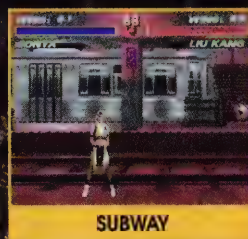
A Mercy can only be done in the third round of each match just after you have been instructed to Finish Him/Her. Everyone has the same keystroke for a Mercy which is hold Run, press Down four times and release Run (Hold Run, D, D, D, D, Release Run) at least Halfscreen away.



Sub-Zero shows Mercy!

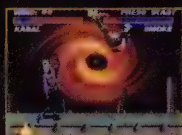
## FATALITY

Stage Fatalities are similar to the Pit Fatalities from MK1 and II, except this time you can perform them on three different stages and there is a different input for each character. You can execute a Stage Fatality anytime you are instructed to Finish Him/Her on the Shao Khan Tower, Pit 3, and Subway Stages.



## Kombat Kodes

To enter a Kombat Kode you must press the buttons from left to right a certain number of times to get each symbol. Each code is represented by the number of times you must push each button, so for example, to get No Meters player one must press the left button 9 times (or press up + 1), the center button 8 times, and the right button 7 times. EASY!

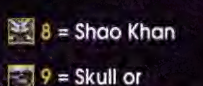
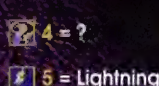
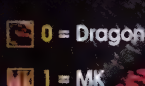


Winner Vs. Smoke  
 P1 (205) P2 (205)

Random Morphing  
 P1 (460) P2 (460)



Random-Morphing, Psycho Kombat, Blocking Disabled, Dark Kombat, Fast Uppercut, Fast Recovery Enabled, Unlimited Run  
 P1 (985) P2 (125)



Player One Quarter Health  
 P1 (707) P2 (000)

Player One Half Health  
 P1 (033) P2 (000)

Timer Off  
 P1 (033) P2 (444)

No Blocking  
 P1 (020) P2 (020)

Dark Kombat  
 P1 (688) P2 (422)

Unlimited Run  
 P1 (466) P2 (466)

# Light Crusaders

Jumping Knights, Exploding Barrels, and Rolling Rocks

- Size: 8 Megabit With Battery Back-Up
- Style: 1-Player Action/Adventure
- Special Features: Magic, Tricks and Traps, 4 Save Slots, Jumping Swordplay, Auto-Mapping Feature
- Created by: Treasure for Sega
- Available: Now for Sega Genesis

In an age of heroes and adventurers, a solitary knight named David has returned to find his hometown in turmoil. People have been disappearing and no one seems to know why. Being a noble warrior and a friend of the king and the people, David is appointed with the quest of finding the missing people stopping the horror that ravages the town folk. Armed with a sword, the four elemental magics, and his wits, David must travel to the depths below the town to stop goblins, a renegade wizard's guild, and numerous monstrous bosses before his job is done.

Light Crusaders is a puzzle game which is masquerading as an action/adventure. Much of your time is spent trying to figure out how to open doors by rolling rocks, exploding bombs, and flipping certain switches. Some of the rooms may seem impossible to conquer at first, but there is a solution to every puzzle.

In addition to getting through the correct doors, you'll also need to be handy with your sword. You'll be able to swing your sword, jump and swing your sword, or do a diving sword attack to smite your foes. Furthermore, you are able to call upon the four elements (air, fire, earth, and water) to perform magic. By combining these elements you'll have different magic attacks. For example, if you have only fire selected as your magic, you'll hurl balls of fire at your enemy. However, if you combine fire and earth, you'll be able to chuck huge meteors to defend yourself. Certain combinations of magic are healing spells, so you're not completely up the creek if you run out of steak.

Light Crusaders is an interesting game that will take both skill with the controller and an analytical mind to solve. If that is your cup of tea, you are more than ready to play Light Crusaders for your Sega Genesis.

Nobody makes slaves out of my town's citizens. NOBODY!

After you've found the goblin costume, you can rake in the cash at the testing grounds.

No action/adventure is complete without a Red Dragon boss.

The barrels are filled with gunpowder and can be used to blow up doors.

Ordinarily they'd throw you out of a tavern for dancing on the tables, but not in Light Crusaders!

Rolling rocks onto switches is a big part of this game.

▶ THE BOTTOM LINE **7.25**

## ANDY, THE GAME NOMBRE

**Concept:** 7 "Ride into town, talk to the king, and then go kill dudes. Find the keys, kill some dudes, move some barrels, and then fight a boss. I hate to say this, but that's pretty much the basics of this game. While it's not the worst game I've ever played, it certainly isn't the best. I like the graphics, and the kill animations on some of the enemies are awesome, but I wish the game didn't become quite so redundant."

OVERALL:  
**7**

## RICK, THE VIDEO RANGER

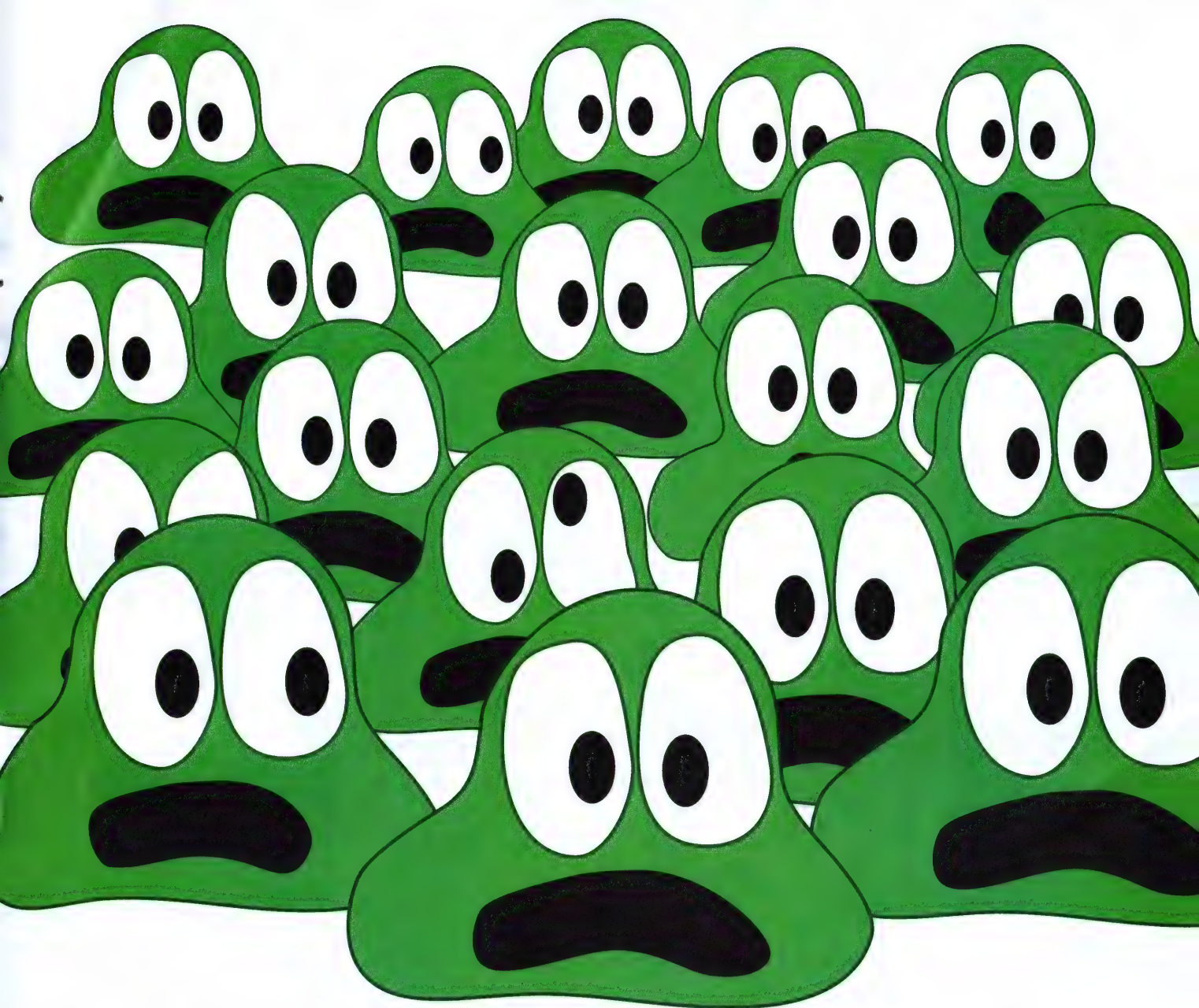
**Concept:** 6 "This follows in the footsteps of the new action/adventures for Genesis like Beyond Oasis and Crusader of Centy. The technical aspects of this game are solid with fine graphics and decent sound. The story aspect, however, is weak. Talk to the king, or whoever tells you what to do next, then go hack and slash for an hour or two, go back, and repeat this process several times. This game could be a decent rental but I think you might get tired of it before you finish it."

OVERALL:  
**6.5**

## REINER, THE RAGING GAMER

**Concept:** 9 "Take the appearance of the Phantasy Star series and mix it with the gameplay of Landstalker; the result is this concoction. This is a great game that will leave you puzzled more times than one. It has some unique set-ups that allow the gameplay to always stay at a fast pace. When your health becomes depleted, you can turn on the automatic item use so that you don't have to worry about always healing yourself. If you liked Landstalker, then you'll probably like this."

OVERALL:  
**8.25**



# It's Gonna Be a Total SLUG-FEST.



They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!



Big Sky Trooper™ and ©1995 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. ©JVC Musical Industries Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

SO HERE'S A WORD OF  
 UNLUCKY PEOPLE WHO  
 CASH ON A BRAND  
 K.I. CLEARLY DELIVERS  
 ON 16-BIT, DOWN TO

Fold

Fold

Fold

Fold



AOL keyword: NOA  
[www.nintendo.com](http://www.nintendo.com)

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Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.



The only thing you need is an SNES... OK and maybe a tourniquet.



It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Fully rendered graphics mean fully rendered pain.



Carnage... mayhem...exploding corpuscles...fun for the whole family!(Not.)



# SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold

Fold

Fold

To Complete The Message,  
Fold So "X" Meets "Y"



Fold

ⓧ



Remember, you can  
pick your warriors...



...and pick  
your weapons...



...just don't  
pick your scabs.



Only for  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

Even though others might say  
the end is near for 16-bit  
...this sucker'll kill that feud.

BATMAN™



FOREVER

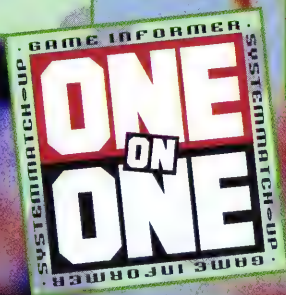
# Forever Riddled By So Many Faces

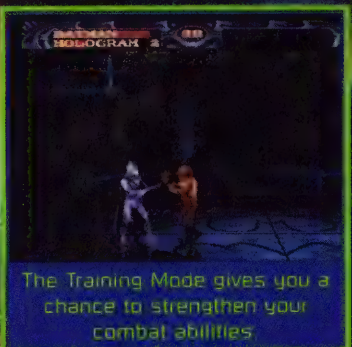
1995 may not have been the biggest year the bat has seen, but it did bring forth a new legacy for the legendary Dynamic Duo. The mantle of the bat was forever changed with the addition of Val Kilmer as the Batman, and Chris O'Donnell as the legendary Robin. Batman Forever presented a whole new aspect and attitude for the Caped Crusader and the entire Batman universe. Now it's Acclaim's turn to dance under the pale moonlight with their version of Batman Forever. Two promising video game actors, Brian Smyj (Batman) and Jeff Gibson (Robin) have been digitized and turned into sprites to try and capture the same gothic and eerie feel of Batman.

Acclaim pulled out all the stops to try and make the game follow the movie as closely as possible. An entire cast of actors and helping hands were brought to Acclaim Studios in Glen Cove, New York for the filming of the game. A new filming process that is kind of an advanced version of what was used for games like Pit Fighter and Way of the Warrior has been used in Batman Forever to give the game more realism. All the backgrounds and scenery have been rendered on SGI workstations, which is very similar to the work done in Donkey Kong Country. Having a mix of live action actors and fully rendered backgrounds is a revolutionary aspect in itself.

Batman Forever plays like no other action/platform game before it. You control either Batman or Robin, or if you are playing 2-Player you control both. Each character starts the game with the standard default Batarang, Grappling Hook, and Sonic Pulse Globe. You also have the choice to equip two optional gadgets. To access these gadgets during gameplay you must perform a special move. Example: To access Batman's Smoke pellet you must hit Towards, Down + A. Each gadget is accessed by different key commands.

The Dynamic Duo must travel through eight gigantic levels which are filled with over 80 different scenes. The ultimate goal is to put an end to the evil schemes of Two-Face and The Riddler. The SNES and Genesis versions play almost identically. However, the appearance is a little different. The Genesis version doesn't have the prominent power of rendered effects like the SNES. All in all both games are excellent and worth taking a look at.

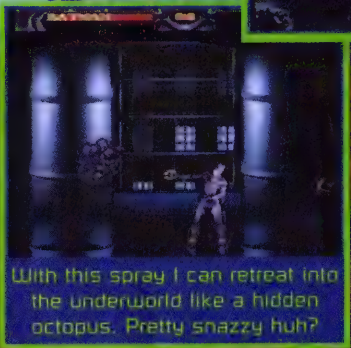




The Training Mode gives you a chance to strengthen your combat abilities



Oh man! That's gotta hurt! Ouch!



With this spray I can retreat into the underworld like a hidden octopus. Pretty snazzy huh?



Robin handles his pole very well.



You lose.



**RICK, THE VIDEO RANGER**

	SG	SNES
Concept:	8.5	8.5
Graphics:	8.5	8.5
Sound:	8.5	8.5
Playability:	7.5	7.5
Entertainment:	7.5	7.5
Overall:	7.76	8.26

"I'm a big Batman fan and Forever was the best movie yet, so I was psyched to play the video game. At first, I was a little disappointed with the play because it is a bit slow and complicated. Plus, the SNES version has a "hold on" message between screens that really slows things down. Anyway, I'm not here to bury Batman but to praise him. The graphics are good on the Genesis and spectacular on the SNES - beautifully rendered screens that look almost real. This is a thinking man's action game with secrets to find and moves to master. Batman Forever will take a couple of days to figure out and a long time to master."

**REINER, THE RAGING GAMER**

	SG	SNES
Concept:	8.76	8.76
Graphics:	8.5	8.5
Sound:	7	7
Playability:	8.76	8.5
Entertainment:	8.76	8.76
Overall:	8.26	8.26

"It looks like the credo 'once in tights, always in tights' doesn't hold many truths for the Batman. Keaton left and Kilmer stepped in. Which is fine, but now for the making of Batman Forever the video game, we have yet another Batman, and his name is Brian Smy! Acclaim really took the time to make sure that this game lived up to the quality of standards the blockbuster movie possessed. Practically everything is rendered, and each and every character looks fantastic! In comparison, the SNES and Genesis play fairly similarly. The SNES version has more of a sparkle to it, but the Genesis has the superior play control!"

**PAUL, THE PRO PLAYER**

	SG	SNES
Concept:	8.5	8.5
Graphics:	7.5	8.5
Sound:	6	8
Playability:	8	8
Entertainment:	8	7.5
Overall:	7	7.76

"Acclaim has taken hot movie licenses and made them into video games since the dawn of time it seems, and they're finally getting pretty good at it. First Judge Dredd and now a pretty impressive Batman Forever. I don't think there is any other action game with this many special moves and even combos. The digitized characters look very nice, but Batman seems a little stiff when compared to the Boy Wonder. The entire game looks very nice, especially the SNES's multiple scrolling backgrounds. Even though the game really doesn't follow the film that closely, I found both versions to be challenging and enjoyable to play - as soon as you learn all the moves that is."

**THE BOTTOM LINE**

SG **7.5**  
SNES **8**

- Size: 24 Megabit SNES/Genesis
- Style: 1 or 2-Player Cooperative Action/Platform
- Special Features: SGI-Rendered Backgrounds, Normal and Training Mode, Digitized Characters, Sophisticated Fighting Tactics and Optional Gadgets Which Function Off of a Fighting Game Basis
- Created by: Probe Entertainment for Acclaim Entertainment Inc.
- Available: : Now for Super Nintendo and Sega Genesis

KIDS TO ADULTS  
K&A  
AGES 6+

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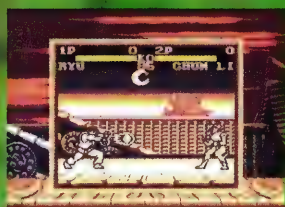
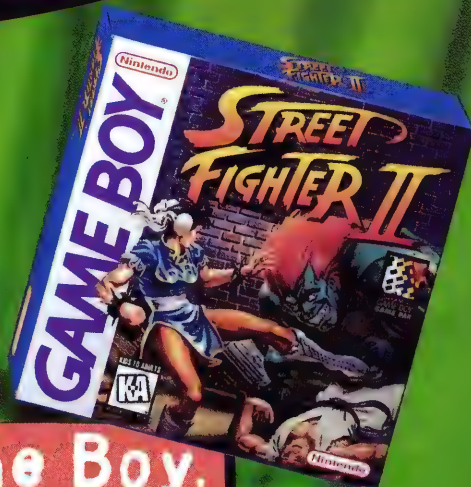
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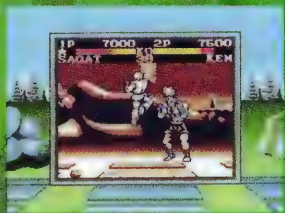
"If you're going to fight, do it outside."

Even your mom knows

Street Fighter II is on Game Boy.



Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy®. She knows its **nine levels of destruction** can't be contained by the four walls of your lovely split-level suburban domicile. Knows **Street Fighter II** is finally loose on the streets where it belongs. Knows all about the **Special Moves**, the flaming fireballs, spinning back-blocks, flash kicks and sucker punches. She knows that with the



**two-player** mode she can kick your butt on Game Boy or Super Game Boy®. **Your momma** is one bad lady. No wonder she wears combat boots.



Nintendo®

# SECRET OF EVERMORE

## DELUSIONS OF A PERFECT UTOPIA

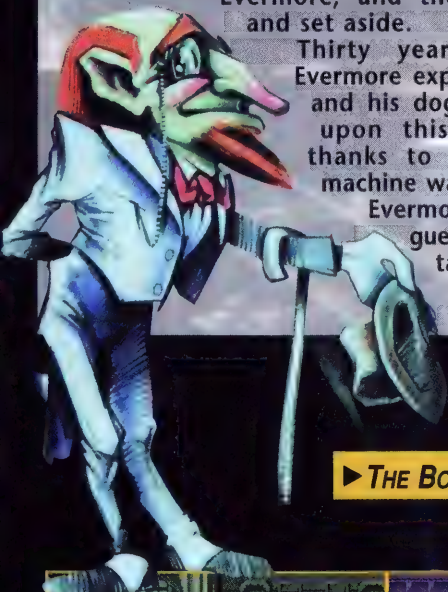
### THE STORY

Many have dreamed of the perfect utopia, a place where everyone and everything can live in harmony. The year is 1965 and a brilliant scientist known as Dr. Sidney Ruffleburg has eagerly been developing a world of his own. With the help of some of his colleagues, this strange new world would harvest the traits of their dreams. Thus, the mysterious dream corridor will no longer be an illusion but a reality. Due to the thoughts and dreams of the four people involved, the land took on a very awkward appearance.

Dr. Sidney dreamed about the future and took the human race into space. A girl with the nickname Fire Eyes dreamed up quite the opposite. She was always fascinated with the Jurassic era, and thus she created a prehistoric land. To fill the gap between the two timelines, Camellia presented a medieval timeline where she would rule as queen; and Horace thought up an ancient Egyptian domain. This world harvests everything these people will ever need. This utopia was promptly named Evermore.

Those involved in Project: Evermore are the only ones with the exclusive ticket to Evermore. Dr. Sidney has given his robot butler strict orders to let no one else enter the portal, and to destroy it if needed. Hence, the party of four gave their last goodbyes and went through the portal to Evermore; and the machine was deactivated and set aside.

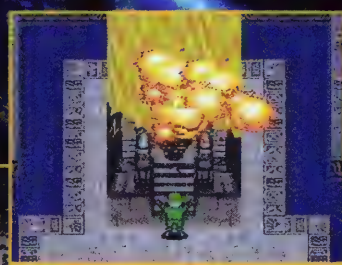
Thirty years has passed since the Evermore experiment. A young adventurer and his dog have accidentally stumbled upon this monstrous machine, and thanks to the fangs of the pup, the machine was once again activated. Thus, Evermore received two unwelcome guests, and now it's up to you to take on the role as the two adventurers and unlock the Secret of Evermore.



► THE BOTTOM LINE **9**



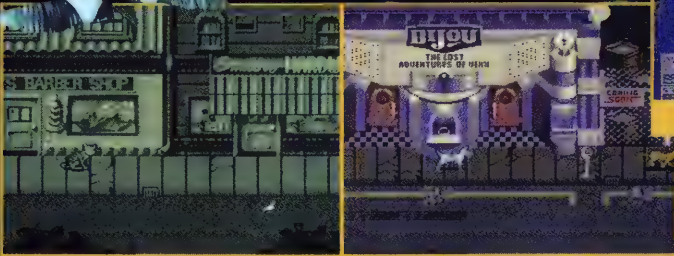
Hey, don't chew on those wires!



Impressive!



Flyin' on 9!



If time serves correctly, that cat is probably about 40 years old!

### OUR HERO

This adventurer's everyday life begins with a hearty breakfast in the morning and ends in a slugfest of movies at night. No matter what the incident, good or bad, he always seems to find a quote to tie into a movie. However, this Hollywood lifestyle may have been put on hold permanently. After a blockbuster night at the Podunk theater his canine friend accidentally stumbled upon a portal to another dimension. Unfortunately, it wasn't just a discovery but also an activation. Before anything can be said or done, our hero is banished to the alternate reality known as Evermore.



I feel stronger... and more aggressive.



Can I get in on some of this action?



Who is this pink poodle, and what's he doing in my game?



No way! This can't be my loyal companion!



If you have the Amulet of Annihilation you won't have to dredge across this barren desert.



Build up the spear's power and you'll be able to take out enemies from afar.



Take that, octo-dude!



Mmmm... sweet... goat's... milk.

### THE DOG

For the most part, this frisky canine has been a loyal friend and companion to our unsung hero. However, like most dogs, the opposition of a nasty little cat has always aroused a deadly conflict. In this case, our furry friend has taken this conflict over the limits of a stare down and into a full-fledged chase. Right after the early matinee showing of The Lost Adventures of Vexx, this dog-chases-cat conflict has led them to a secret laboratory which harbors a mysterious machine. After nibbling on a few exposed wires, the machine showed its true identity - a intergalactic world transporter. This machine works fine on the human species, however, the transporting of a canid brought on some interesting side effects. The transportation was successful; however, our dog friend now has five different canine identities.



## THE GAME

Square Soft has really blown the doors off the dream corridor this time! Two years ago Square shocked the world with the introduction of their first SNES action/RPG - *Secret of Mana*. Now, they're set to send you back into the fray. Come November 1st, Square Soft will release their second SNES action/RPG - *Secret of Evermore*.

*Secret of Evermore* runs off the same gaming engine that is used in *Secret of Mana*. Keep in mind though, *Evermore* is by no means a sequel. Square Soft has put a trademark on the "Secret of" title for their SNES action/RPG universe. While the games do look very similar, the stories and characters have no relation with each other. *Secret of Evermore* features an intricate story line that unfolds as you proceed through the game. From start

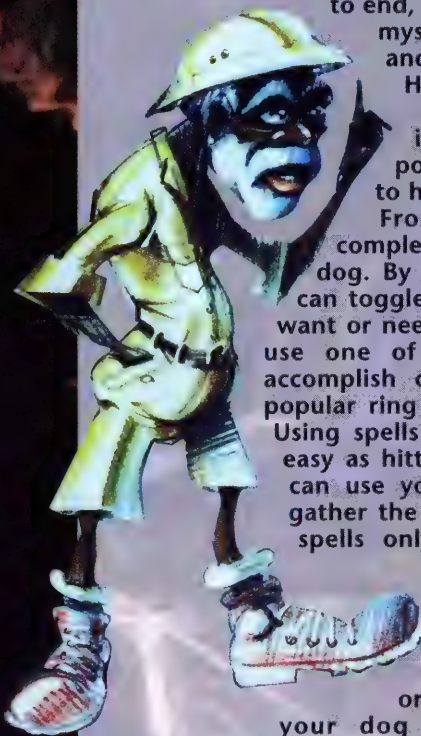
to end, *Evermore's* story is shrouded in mystery. Your first goal is to try and find a way out of *Evermore*.

However, you notice that something is wrong with this world, and it is in need of your help. From this point the adventure really begins to heat up.

From the get go you are in complete control of the boy and his dog. By hitting the Select button, you can toggle between which character you want or need. Sometimes you will need to use one of the character's abilities to accomplish certain feats. Like *Mana*, the popular ring command menus are present. Using spells and equipping weapons is as easy as hitting a few buttons. Before you can use your spells, you'll first have to gather the right ingredients. Most of the spells only require a few ingredients;

however, sometimes the stuff you need is not always available. This is where the incredible snout on your pup comes in handy. After battles or anytime you're in the clear,

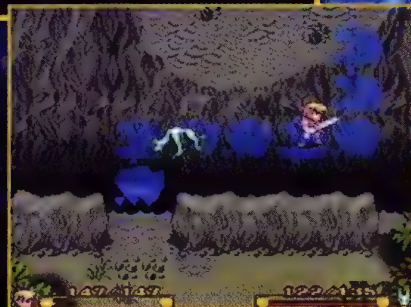
your dog will sniff the ground for ingredients. If he finds something, you can go over to where he is and pick up what he has found.



Chess anyone?



Wow! Look at the size of that crater!

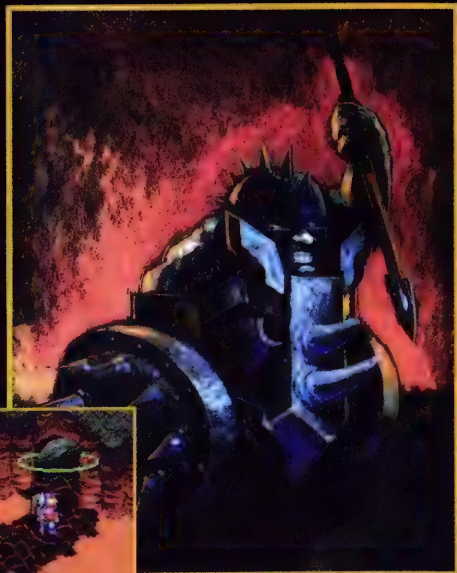


Use the Revealer spell on this ravine and you'll see the true path.

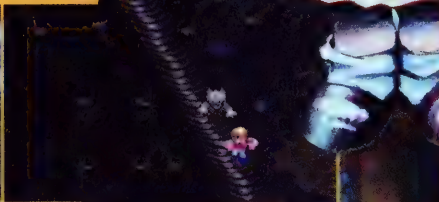




Oh no. Not another movie reference!



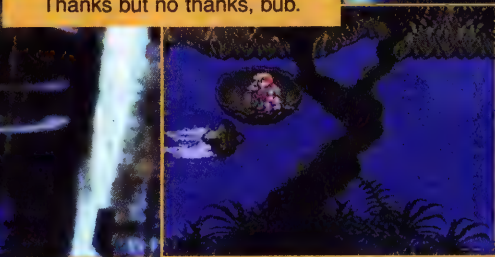
Thanks but no thanks, bub.



Wha-hoo!



Use the Force boy... Use the Force.



I feel like the Penguin from Batman Returns.



What does this button do?

Another thing that's made the "Secret of" titles such a hit is the ability to power-up your weapons and master new tricks. After you kill about 100 enemies, your weapons ability will raise to level 2. From this point on if you hold down the attack button, the attack meter will power-up two times. Now if you attack when this is full, your attacks will be twice as effective. This level up theory can be used on any weapon and can produce up to level 3 power.

Secret of Evermore is in fact the first game produced by Square Soft of America. Great means were taken to assure the consumers that this would be by far the most outstanding Square game yet. With the addition of SGI rendered characters and bosses, Square has definitely given this all off in a radiant new light. Hats off to all of Square Soft and everyone involved in the development of Secret of Evermore. Try not to miss out on this epic adventure!



- **Size:** 24 Megabit With Battery Back-Up
- **Style:** 1-Player Action/RPG
- **Special Features:** Ring Command Menus, 5 Different Lands, Huge Fully Rendered Bosses, An Intricate Storyline, 2 Different Air Vehicles and a Trusty Canid at Your Side
- **Created by:** Square Soft of America
- **Available:** November 1st 1995 For Super Nintendo

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "Alright, I just got done playing Chrono (I had to see all the endings) and now Square throws me another bone with Evermore. I can't believe it, from the gorgeous rendered backgrounds to the spine-tingling soundtrack, this game is fantastic. I really like the new spell system and the storyline, even though it gets pretty hokey at times. Overall, this is an excellent game, but I still think it was a mistake not to have a multiple player option. Ohhhhhh, well."

**OVERALL:**  
**9**

**REINER, THE RAGING GAMER**

**Concept:** 9 "RPG's are my cup of tea, and Square Soft is my favorite flavor. Evermore is a unique game that takes you on an adventure through an endless dream corridor and beyond all limits of creativity. As always, the story, music and gameplay have been stamped with Square's seal of approval. Everything looks and plays beautifully. The addition of fully rendered backgrounds and characters really gives this game the 'oomph' it needs to make it the best. Action/RPG followers rejoice! Square Soft is here with another instant classic!"

**OVERALL:**  
**9.25**

**PAUL, THE PRO PLAYER**

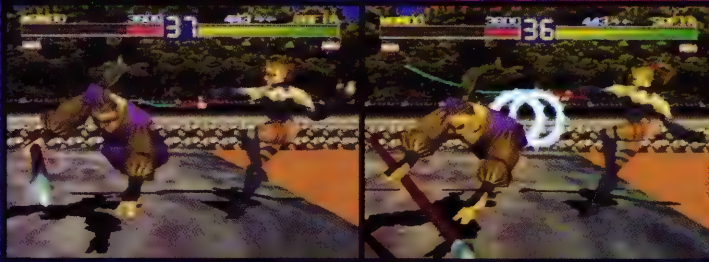
**Concept:** 9 "Square Soft has done it again. Yet another game to amaze and delight any Action/RPG'er. Obviously, any fan of Secret of Mana is going to enjoy this game, even though they didn't include a multi-player option. The whole system of mixing items for spells is an excellent concept. Evermore packs great sound, superb storyline, and plenty of action. Square Soft never lets us down and this is another example of their supreme work. Enjoyment from start to finish."

**OVERALL:**  
**9**

IT'S ACTUALLY A ROLE-PLAYING GAME.

TODAY YOU'LL BE PLAYING THE





## PART OF THE PIÑATA. |

Across the room a gorgeous blonde in skin-tight leather beckons for you. Is it the start of a wet dream? No, it's a beating by Sofia, *Battle Arena Toshinden's*™ Queen of Pain. The Sony® PlayStation™ is the only place where multiple camera angles, 360-degree movement and epic 3-D graphics add up to some of the most memorable massacres ever. Save your quarters and look for Battle Arena Toshinden and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



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# BASS TOURNAMENT USA

## More Fun Than A Can Of Worms

**F**ishin' carts have never striven for realism; they've given you over-the-water views and in-the-water views so you can hand-pick which fish you want to bite your lure. In real fishin', of course, you can only see the line goin' into the water and have to watch your line tension to find out when the big'ens are bitin'. This is what you'll see when you play Jimmy Houston's Bass Tournament USA - a game that strives for realistic fishin' to the degree that American Sammy is callin' this the only game in town that will teach you "How To Fish."

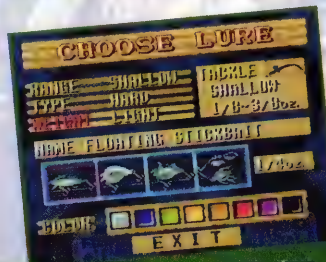
The action takes place on four different lakes around the good ol' US of A. Instead of toolin' around the entire lake, you'll pick from 6-8 spots which were hand-picked by Jimmy Houston himself. Each spot is representative of an area on the actual lake, so if you're ever in the area, stop on by! Due to this "spot choosin'" method, you'll have much more fishin' area than has ever been featured in a fishin' cart. Once you've picked your spot, you'll get to choose from 7 different rods, 3 different line weights, and 41 lures which come in eight colors each.

At anytime durin' the game you can get information about water temperatures, weather conditions, and so forth. In the practice mode you can call on the assistance of mega-angler Jimmy Houston to give you genuine fishin' advice. Once you've anchored the boat and picked your rod and lure, it's time to cast. You'll get a depth and distance readin' on your lure, and you'll be able to see the line in the water. In addition, you'll have a line tension meter. When you see it start to steadily rise, it's time to set the hook and start fightin' the lunkers into the boat. The cart will keep track of where and by whom the six largest fish were caught.

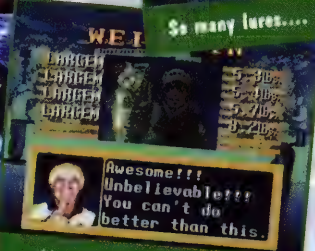
Once you've got enough practice, hit the seven day tournament in an effort to be the bass fishin' king. Don't get cocky, because stirrin' up those fish in 33° December water is a lot more difficult than catchin' fish in July. If you're lookin' for the most realistic fishin' simulator to date, look no further than Jimmy Houston's Bass Tournament USA.

▶ **THE BOTTOM LINE 8.25**

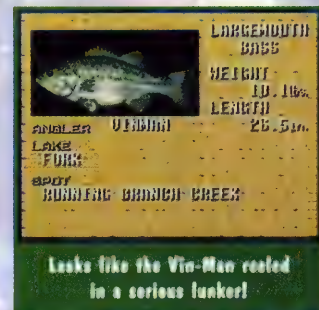
- **Size:** 12 Megabit + Battery Back-up
- **Style:** 1-Player Fishin' Simulation
- **Special Features:** 7 Save Slots, 4 Lakes Hand-Picked by Jimmy Houston, Multiple Rods, Lures, and Lines, In-Game Advice, and Variable Weather Conditions
- **Created by:** American Sammy Corporation
- **Available:** Now for Super Nintendo



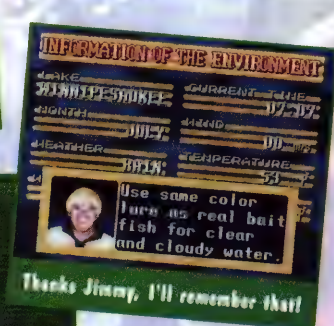
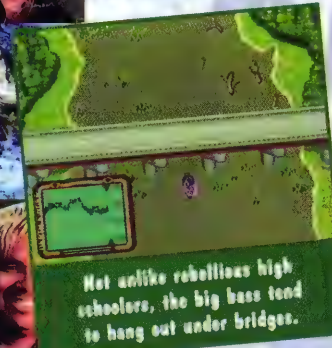
So many lures.... So little time.



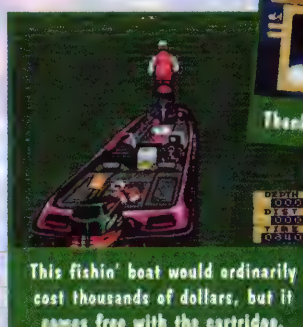
If you can impress Jimmy, you can impress anybody!



Looks like the Vin-Man reeled in a serious lunker!



Thanks Jimmy, I'll remember that!



This fishin' boat would ordinarily cost thousands of dollars, but it comes free with the cartridge.

### ANDY, THE GAME HONORÉ

**Concept:** 8 "I like that video fishin' has moved one step closer to realism with an over-the-shoulder water view. But more importantly, they made it possible to sit and fish a spot for a while and pull up as many lunkers as you can handle, which makes it easy to just sit and enjoy this game."  
**Graphics:** 7  
**Sound:** 7  
**Playability:** 8.25  
**Entertainment:** 8.5  
**OVERALL:** **8**

### REINER, THE RAGIN' GAMER

**Concept:** 8 "This is the way fishin' games should be. It's just you, your rod, and a lake full of hungry bass."  
**Graphics:** 8.5 "This is the most realistic bass fishin' game to cross any console machine. Instead of using a ridiculously overused fish cam, I like the simplistic over-the-shoulder cam. It's like real fishin'. You really have to appreciate the amount of variety and complexity of gameplay that this game has to offer. This is a game made by real fishermen for the true fisherman."  
**Sound:** 7  
**Playability:** 8.25  
**Entertainment:** 8.5  
**OVERALL:** **8.25**

### PAUL, THE PRO PLAYER

**Concept:** 8.25 "It hard to believe that there's yet another game based on bass fishin'. This has to be the most realistic of the fishin' carts available for SNES. There are so many variables in options, weather, and fishin' locations that it takes a while to get going. It's not that hard to catch fish, but it takes some skill to catch the big'ens. I think anyone who has played other SNES fishin' games should at least take a look. It's not as easy as the other games, but offers a lot more to the true fishin' fanatic."  
**Graphics:** 8.5  
**Sound:** 7  
**Playability:** 8.5  
**Entertainment:** 8.25  
**OVERALL:** **8.5**

REIMER, THE RINGING GAMER

**Concept:** 8.25 "32X owners won't be disappointed with this beautiful fighter. Virtua Fighter 32X is in my mind the first title that really puts the 32X hardware to work. The polygon fighters move smooth and fast, and I've yet to see a polygon drop, which is ever present on the Saturn version. When compared to the Saturn, VF 32X scores highly. The only noticeable differences are that the 32X has smaller characters and a reduced color palette, but other than these few technicalities it looks like a kickin' 32-bit title."

**Graphics:** 8.75

**Sound:** 7.5

**Playability:** 8

**Entertainment:** 9

**OVERALL:**  
**8.5**

ANDY, THE GAME HOMRE

**Concept:** 8 "It's a shame that 32X owners had to wade through a sea of horrible games to finally get to something worth playing other than Doom. VF 32X is graphically solid (though chunky), very playable (though outdated), and very entertaining (though only in 2-player mode). I really like the additional options like the color changes and the tournament mode, even though they really don't change the game that much. Simply put, this game is a must have for 32Xer's everywhere. Well...at least if you like fighting games."

**Graphics:** 8.75

**Sound:** 8

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:**  
**8.25**

PAUL, THE PRO PLAYER

**Concept:** 9 "I am thoroughly impressed by the way this game turned out on the 32X. I honestly didn't think that Sega would be able to pull this off. They sure proved me wrong. Everything seems to be here; plus a bunch of nice features that will make Saturn owners a little jealous. The animation and control are near perfect; however, I did notice a little slow-down when you increase the ring size and change views. Other than that small problem, this game should be on the top of every 32X owner's list."

**Graphics:** 8.5

**Sound:** 9

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9**

# Virtua Fighter

## 32X Never Looked so Good

Sega's premier 3D fighter is here. 32X owners are in luck because this version has a number of features that aren't present on the Saturn or even the arcade version. Sega wanted to give owners of the 32X some special additions as a message that they are not abandoning the 32X as many rumors have suggested.

First off, VF has a total of five different fighting views that can be set up in the options. You won't find that on any other version. In addition, the size of the fighting area can be adjusted from a small plot that is not much bigger than the characters, up to the sizes that are more common for Virtua Fighters. The character size can also be adjusted from normal to "squeeze" mode which makes the characters taller and more slender. In the two-player versus mode if the matches are set for 30 seconds or less, a full replay can be accessed. In the Replay Mode a number of different camera angles can be chosen on the fly.

Although there are not as many polygons for each character as the Saturn, the VF 32X animation is surprisingly fluid and realistic. Every move and combination is intact, so arcade moves will work just as well on this version. If you've wondered how well you rate as a VF player, then the Ranking Mode can be played. This mode will judge your fighting ability and give you a score. It will also tell you what to do to improve your ranking.

Virtua Fighter 32X is an excellent fighter that will please any arcade fan. Contrary to popular belief the 32X is not dead, and this game is confirmation of that fact.

▶ THE BOTTOM LINE **8.5**



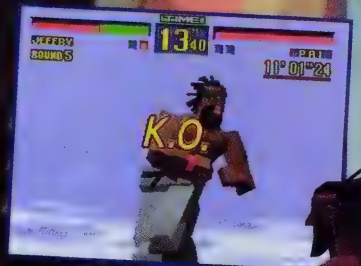
Each character has some very deadly throws.



The replay lets you watch the action from above.



Dural is a heavy metal boss.



I WIN!!



The characters can be set to look like they've been adapted from a movie screen.



Pounce on your opponent when they're down.

- Size: 32 Megabit
- Style: 1 or 2-Player Head-To-Head Tournament Fighting
- Special Features: 5 Play Views, 8-Player Tournament, Full Match Replay, Over 700 Moves and Animations
- Created by: AM2 & Omega Team for Sega
- Available: October 10th for Sega Genesis 32X

# wipeout



- Size: 1 CD-ROM
- Style: 1-Player Anti-Gravity Racing, 2-Player with Sony Link
- Special Features: Four Anti-Gravity Machines, Six Courses, Six Special Weapons and Power-Ups, Two View Modes
- Created by: Sony Psygnosis
- Available: Now for Sony PlayStation

► THE BOTTOM LINE **8.5**

## Zero Gravity Racing in the 21st Century

The year is 2052 and Anti-Gravity Racing is the hottest thing on the planet. Winners of these races walk home with fame, fortune, and glory. The losers stagger home with a bad case of whiplash. Fortunately, you've got your pick of the four fastest sleds on Earth. It will take all the skill and timing you can muster to finish high enough to be the circuit champion.

WipeOut will take you through six different race courses located at all points of the globe. Each track is unique in look, feel, and racing surface, and you'll want to figure out which sled works the best with your own style of racing. In addition to simply turning left or right, you'll sometimes have to incorporate your left and right air brakes to make the tight turns. Also, you'll have control over the up and down tilt of your sled, which should be used when you are going up and down steep hills.

Without the shackles of gravity, your sleds will reach speeds previously attainable only in your dreams. The

sleds move fast all by themselves, but the courses are also riddled with boost pads which will thrust you forward so fast you can almost feel the skin stretching back on your face. Be careful, though, because if you hit a boost pad from the wrong angle you might be rocketed right into a retaining wall.

Your job will be to finish ahead of the other seven racers on the track. In addition to fancy driving you'll be able to grab some power-ups that can put you one step ahead of the competition. There are dumb fire missiles, two types of homing missiles, and mines you can use to smite your foes. There is also a shield for protection purposes, and a super booster which, when properly used, can shave some major seconds off of your time.

The game on its own is 1-player, but if you happen to have the PlayStation's link cable you can play head-to-head against a friend. If you can't get enough high speed action, wipeOut is definitely a game you should try.

Venue **Altima**  
Class **Venom**

Track Details

Location: **Greenland**  
Length: **3.5Kip**  
Max Height: **3000ft**

Before each race you'll get to look at three different maps of the track.

Finish any worse than third place and you'll get a nasty look from the pilot.

00:16.1

you're neck-in-neck with that other sled - PUNCH IT!

01:04.2

The track in Greenland is completely frozen over. Good thing you're not on wheels.

00:54.3

There are large gaps in some of the tracks which you must jump.

**ANDY, THE GAME HOMBRE**

Concept: 9  
Graphics: 8  
Sound: 8  
Playability: 8  
Entertainment: 8

OVERALL: **8**

"Now this game is mad. It's one of the fastest, most insane racers around. (Plus, it makes Cyber Speedway look even worse than it already is.) From intense turns, to gut-wrenching jumps this game keeps me moving in my seat. It's great how you not only have to worry about the other racers shooting rockets at you, you've got to keep your nose down, keep a good line, and hit as many boosters as possible. If you like racing games, give wipeOut a try. (By the way, who thought of this big 'E' thing? It's stupid!)"

**REINER, THE RAGING GAMER**

Concept: 8.25  
Graphics: 8  
Sound: 8.5  
Playability: 7  
Entertainment: 8

OVERALL: **8.25**

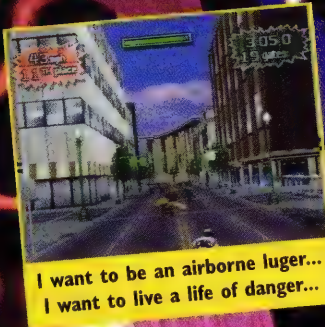
"When I first heard about the game wipeOut, I thought it was going to be a full motion video documentary on the Beach Boys. Boy was I wrong! Wipe Out is a futuristic racing title that places you in a frictionless racing vehicle. Psygnosis did a good job capturing the realistic aspects of this hovering vehicle. It's really hard to control on turns and almost impossible to race well in! This game is very difficult and more of a pain than anything. However, with a little practice and fine tuning you'll soon be a hovering missionary. Psygnosis scores big with this unique racer!"

**RICK, THE VIDEO RANGER**

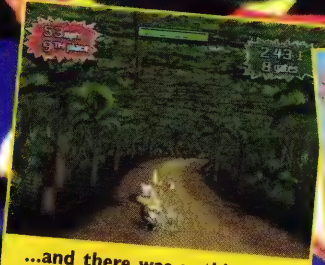
Concept: 8  
Graphics: 8.5  
Sound: 8  
Playability: 7  
Entertainment: 7.5

OVERALL: **8**

"A new wave in racing games hits U.S. gamers in the form of wipeOut for the PlayStation. I get a rush out of racing these hovercrafts over some real cool looking terrain, wipeOut deserves its name because handling these things is quite difficult. The weapons and power-ups are fun, but unnecessary as they detract from the pure racing excitement. My only real problem with wipeOut is that they made the handling a little too tough. I would have enjoyed this game even more if I could go all out."



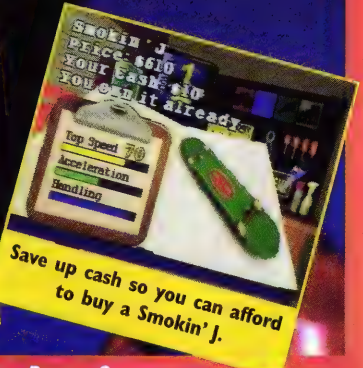
I want to be an airborne luger... I want to live a life of danger...



...and there was nothing left but some feathers and an egg.



Jumping through gates for cash can be quite fulfilling.



Save up cash so you can afford to buy a Smokin' J.

**ANDY, THE GAME HOMBRE**

**Concept:** 7 "This game definitely starts out in the right direction; multiple characters, four different rides, and awesome graphics. But here is where it ends. This game is really pretty entertaining at first, and even challenging, but all of a sudden it just gets boring. I really wish that they would have put in more tricks. I'm not talking about a button press either. I want some tricks that take a little bit of skill, but yet you can pull off all the time AND keep your speed. Even so, it's worth a look."

**Graphics:** 8.75  
**Sound:** 8.5  
**Playability:** 7.75  
**Entertainment:** 7.25

**OVERALL: 7.75**

**RICK, THE VIDEO RANGER**

**Concept:** 7 "I sure hope that they didn't have to pay much for this license. ESPN Extreme Games is basically Skitchin' combined with Road Rash. I was hoping to get to do some skydiving. The play control is smooth so you can keep a good line and go really fast. Watch out for those little #@\* street luges-they'll sneak up on you from out of nowhere. My favorite thing about Extreme is the scenery in the different locations. Extreme Games is pretty good, but it lacks the adrenaline rush of Road Rash."

**Graphics:** 8  
**Sound:** 7  
**Playability:** 7.5  
**Entertainment:** 7

**OVERALL: 7.5**

**REINER, THE RAGING GAMER**

**Concept:** 8 "ESPN Extreme looks like it could be a direct descendant of the popular Road Rash series, however, it's nothing of the sort. If you're a skater, luger, or biker you'll feel right at home with the intense racing and rashing in Sony's ESPN Extreme. For the most part you compete against 15 other racers in a downhill melee of life and death. Otherwise, you can take your buddy on in the split-screen mode. This is a fairly decent game that should give skaters the fix they need!"

**Graphics:** 8  
**Sound:** 8  
**Playability:** 8.25  
**Entertainment:** 8

**OVERALL: 8**

Out of My Way, Dude!



espn

# Extreme Games

- Size: 1 CD-ROM
- Style: 1 or 2-Player Extreme Racing
- Special Features: Four Styles of Equipment, Punching and Kicking, Four Difficulty Settings, Five Courses, Season Play, Upgradable Equipment
- Created by: Sony Interactive Studios
- Available: Now for Sony PlayStation



Skates, don't fail me now!

During the thousands of years of human existence, there have always been two kinds of people. Those who find happiness in sitting back and watching life, and those who must go out and pursue happiness in order to find enjoyment. Recently, however, a third class of people have been added to the list. They are the extremists who see their life as complete only if they are jumping out of planes, bungee jumping off of towers, or biking down cliff faces where even mountain goats fear to tread. ESPN Extreme Games is for all those people who desire the experience of the extremists, but have enough common sense to realize those things are dangerous.

ESPN Extreme Games is a downhill racing game where you can compete with a mountain bike, a street luge, a skateboard, or in-line skates. You'll be cruising at speeds of around 60 miles an hour; give or take a few mph depending on the style and quality of your equipment. Not only will you have to contend with obstacles in your path like fallen trees, bales of hay, and stacks of tires, you'll have to fend off the other racers who have no qualms about taking a swing at your face or slamming their foot into your side.

In addition to trying to finish first, you'll want to make an effort to go through all the gates. Green gates will score you cash, yellow gates will give you season points, and the blue gates are what we like to refer to as "magic" gates. They will do different things such as move obstacles aside, open hidden passages, or turn jumps towards you so that they are usable. If you are able to skate through every gate on a given course (no small task), you'll get to go on a bonus cash run where it's just you and all the money you can scarf up.

If death-defying downhill runs with little or no protection is what you are craving, ESPN Extreme Games is what you want to play. Lace up those skates or lube up those wheels but leave your pads at home; you're living life to the extreme!!!



In 2-player mode you can finally prove who is the most extreme, dude!

▶ THE BOTTOM LINE 7.75

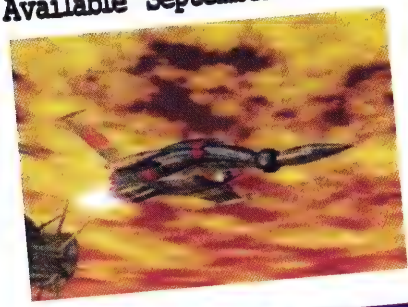
# DIED THE

Because after all,



## NOVASTORM™

The 3DO version was **Die Hard Game Fan's** 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!  
**Available September 9th**



## WIPEOUT™

Savor the "wild, stomach-twisting driving" (**Game Pro**). Go full-throttle on "an incredible selection of tracks" (**Game Players**). Understand that "the sensation of speed is utterly terrifying" (**Ultimate Gamer**). Then face up to the fact that "with WipeOut, the future really is now" (**Die Hard Game Fan**).  
**Available October 17th**



## DISCWORLD™

Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at **EGM2** said, "Discworld will totally boggle your mind."  
**Available September 9th**

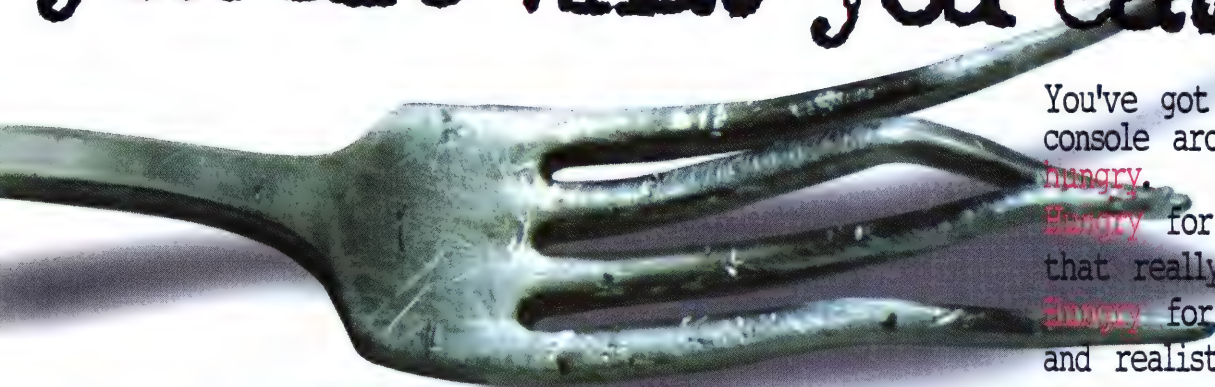


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# MACHINE

you are what you eat!



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

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

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

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

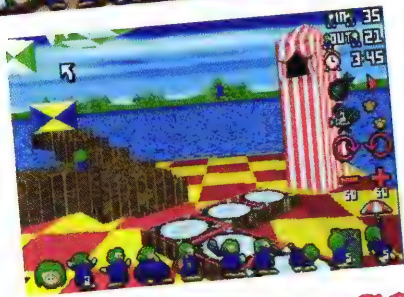
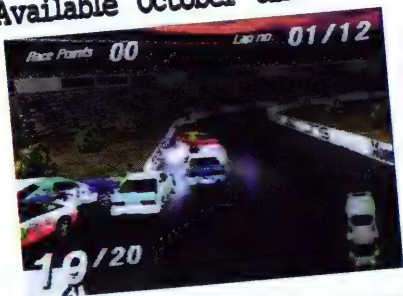
Feed it with the meatiest software you can buy. No fat. No flab. Just 100% protein From the game-play chefs at Psygnosis™.

WHEN YOU'RE READY TO TASTE THE DIFFERENCE.



## DESTRUCTION DERBY™

Electronic Gaming Monthly called it "stock-car racing on steroids"! Game Players raved at "the most realistic crashes we've ever seen"! Next Generation sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die. Available October 31st



## 3D LEMMINGS™

"You've never played Lemmings like this before," said EGM2. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. An amazing brain teaser in 3 gloriously goofy dimensions, 3D Lemmings is the most fun you can have while rescuing rodents! Available October 24th

# DESTRUCTION DERBY

## Here's Glass In Your Eye

- Size: 1 CD-ROM
- Style: 1-Player Destruction Racing/ 2-Player w/Link
- Special Features: 3 Difficulty Levels, 4 Views, Full Replay Option for Every Race, 4 Racing Modes, 6 Styles of Track, Forward and Reverse Driving, Lots of Smash 'em Up Mash 'em Up Action
- Levels: 5 Seasons of 6 Races Each (Stock or Wreckin' Racing Mode Only)
- Created by: Reflections for Psygnosis
- Available: November for Sony PlayStation

**H**ave you ever been driving in the left lane on the freeway with some idiot in front of you crawling along at 45 mph? You probably felt like slamming your accelerator to the floor and ramming his trunk into his engine compartment, but of course laws and morality prevent you from doing this. With a Sony PlayStation and a new game from Psygnosis, you'll finally be able to use your car as the weapon it was designed to be. Destruction Derby will pit you against 19 other racers; and collisions are not only legal, they can score you points.

Take your demolition car into one of four types of races: The Time Trial, where you simply race to beat your personal fastest lap; the Stock Car Race where you must muscle your way into the lead to win the race; Wreckin' Racing where you score points for finishing first AND for sending other cars out of control with a well placed ram; and finally the Demolition Derby where you drive in a big circle of asphalt with only one goal - smash before you get mashed.

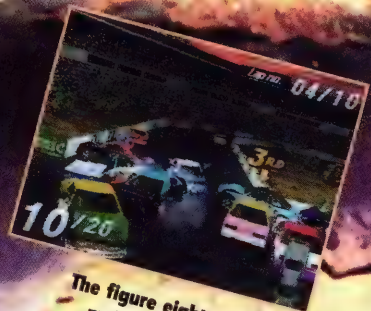
In Stock or Wreckin' Racing mode, you are able to compete in a season which takes you through 5 different tracks and the Demolition Derby. It doesn't stop after one season though - if you are in first place in your division, you'll be moved up to the next one. The tracks vary slightly from season to season, so you'll never know exactly what to expect next.

Play control, while it takes a bit of getting used to, is accurate and usable. You may find yourself completely turned around after a major collision, but by slamming it in reverse and using the hard turn buttons, you can spin your car on a dime to get back in the action. Of course, there's nothing wrong with cruising in reverse until the track is clear enough to do this. Some people might even want to drive the entire race in reverse, as the back end of your car is much more durable than the front.

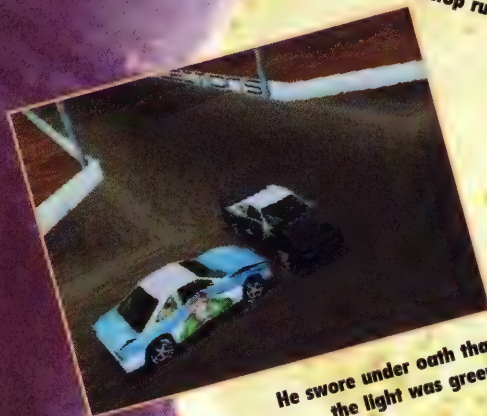
On a final note, everything you can do as 1-player, you can do in 2-player mode with the link cable. With human competition, the thrills and spills of Destruction Derby will entertain you until your transmission fails.



The Third Place car is the one you want to pass or smash.



The figure eight race track makes for some serious blacktop rumbles!



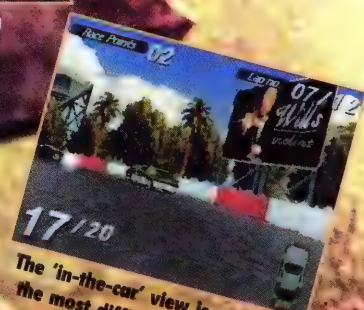
He swore under oath that the light was green.



Who was that masked man?



Cross traffic can knock you off course and probably out of first place.



The 'in-the-car' view is probably the most difficult to deal with.

You have to love the smell of salty sea air and burning diesel.



The traffic helicopter is reporting heavy to deadly traffic in the bowl.



Excellent cutoff, dude.

There Are Three Cars From Which To Choose



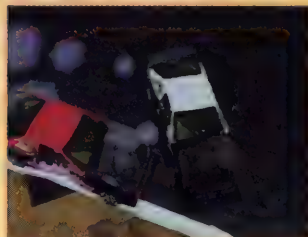
The Prognosis



The Grim Reaper



The Smoothie



The full race replay shows you performing a nice cutoff.

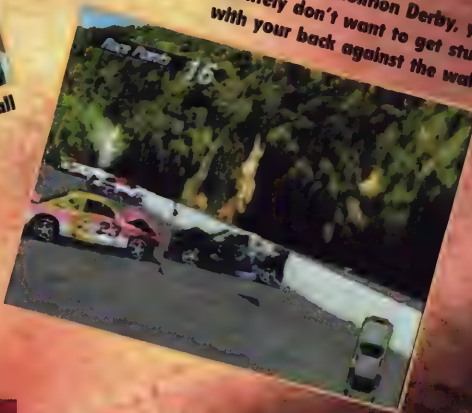


Really big crashes are what the crowd is paying to see.



The big Sony Megatube shows all the action in vibrant colors!

In the Demolition Derby, you definitely don't want to get stuck with your back against the wall.



He slides through the crossover unscathed.

► THE BOTTOM LINE **9**

**ANDY, THE GAME HONDRÉ**

**Concept:** 8.5 "This game has got some truly incredible graphics. The way the cars interact is almost unbelievable and really has to be seen to be believed. With pieces of automobile flying everywhere, you just never know what is going to happen next. Score a 360° and you'll howl with pleasure; get knocked out of the race and you'll leave in disgrace. However, the more you play this game, the less entertaining it gets. As a 2-player game, it really shines, but as 1-player it just gets a little old."

**Graphics:** 9.75  
**Sound:** 9  
**Playability:** 8.75  
**Entertainment:** 7

**OVERALL:**  
**8.75**

**PAUL, THE PRO PLAYER**

**Concept:** 9.5 "This doesn't offer a racing experience like Ridge Racer, but I don't think that's what the developers were trying to do. This game, as the name suggests, is all about wreckage. DD is the most visually stunning game I've ever seen and I don't think anyone will not enjoy giving it a run. The whole package from graphics to sound FX are truly amazing. Unloading into the front-end of another car and leaving them in a cloud of black smoke brings a smile to my face. There's no other game where you can cause so much damage and have so much fun doing it."

**Graphics:** 9.5  
**Sound:** 9  
**Playability:** 9  
**Entertainment:** 10

**OVERALL:**  
**9.5**

**REINER, THE RAGING GAMER**

**Concept:** 9.25 "Here's your chance to be Mad Max behind the wheel. Destruction Derby places you, the innocent, in an all out war of broken carburetors and leaky radiators. The competition's tough, but you have to be even tougher. One wrong move can leave you in utter chaos. So far the PS-X has had their hands full with tons of racing titles. However, Destruction Derby is the most dynamic one yet. Ridge Racer may have turned some heads, but Destruction Derby will make you tear off your head and set it on a stick in front of the TV. This game is bloody brilliant!"

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

**OVERALL:**  
**9**



- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Golf Simulation
- **Special Features:** 14 Digitized PGA Tour Pros, New Target Arc System and Waggle Meter, 5 Game Modes, Real-Time Hole Fly Bys
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

**F**rom the amount of time our publisher spends on the golf course, it seems to us that golf is a very important sport. It's also an important enough sport to be included on almost every gaming console ever made. (Are you listening Atari?) So here we go with a couple of firsts for the PlayStation. PGA Tour '96 will be EA Sports' first title for Sony's new machine as well as the first golf game for the PS-X. With all that is packed into this game, hopefully it won't scare off other developers from designing golf simulators for the PS-X. Even though the version we received is only 80-85% complete, it already has the potential to be the best golf game ever.

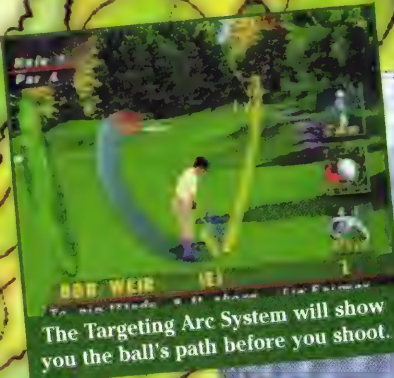
A total of 14 PGA Tour Pros are digitized in the game. Play as pros such as Fuzzy Zoeller, Chip Beck, and Davis Love III or use hackers of your own creation. PGA Tour will include two courses that beautifully recreate the play at Spyglass Hill and TPC at River Highlands. Even hills and valleys are included in these realistic 3D courses, so it's not uncommon to have blind approaches or tough downhill lies. The new Instaview feature will allow the player to view any part of the course at anytime.

As with most EA Sports games, the play control is realistic and full of options. EA's trademarked Target Arc System allows you to view the flight of the ball prior to the shot. The shot control will let you adjust the draw/fade and the backspin on the ball. A number of weather variables that change the conditions on the greens and fairways make for a realistic golf environment.

PGA Tour '96 should be on the shelves now. We'll have a review of it next month, but if you're a big fan of golf and EA Sports you probably don't need a review to tell you that this game is good.



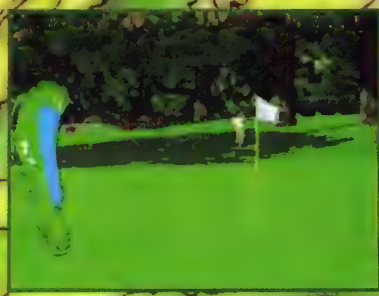
Hey! Craig Stadler really likes video golf.



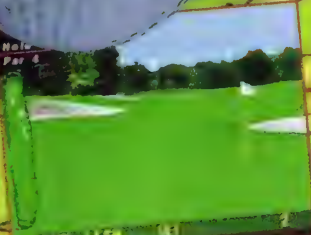
The Targeting Arc System will show you the ball's path before you shoot.



Let's see him get out of this lie.



Keep out of the traps or you'll score a lot of triple-bogeys.



Phil Lesh executes a beautiful approach.



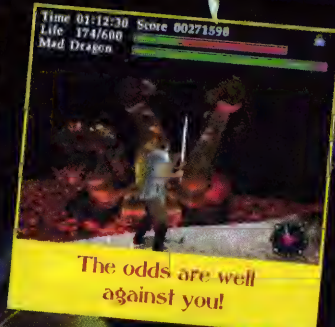
All of the PGA Pros show their reactions to good or bad putts.

# VIRTUAL HYDLIDE

ヴァーチャル ハイドライド

## A Tale of Virtual Mayhem

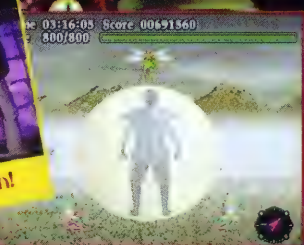
- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/RPG
- **Special Features:** Create World Feature Which Can Produce Over 40 Billion Different Worlds, A Realistic 3D Environment, A Slew of Different Weapons and Items, 3 Different Modes of Play, 3 Save Slots and 3 Beautiful Little Fairies
- **Created by:** Sega of Japan for Atlus
- **Available:** Now for Sega Saturn



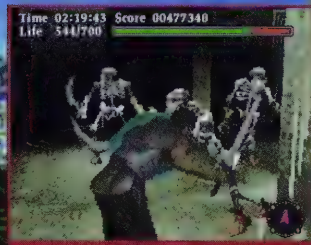
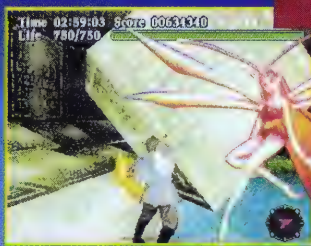
The odds are well against you!



Run fair princess! Run!



Now I've experienced true ecstacy.



Bring it on!



Wow! Just like in the Wizard of Oz.



It's been a long and frustrating era for the title - Hydlide. Hydlide originally found its start on the 8-bit NES, and then the 16-bit Sega Genesis. As you may recall, these were some of the first games to make the jump into the depths of the fearsome bargain bin. In all respects, Hydlide was one of the worst RPG's ever made. Fortunately, time has always found a way to heal itself, and come this October, a miracle will be set into play. Virtual Hydlide will once again find itself on the market, and to everyone's disbelief, will probably be one of the hottest titles for the Sega Saturn!

Give a warm welcome to the newly improved Virtual Hydlide! There couldn't be a better time for the release of this title. So far, the one thing that none of the next generation machines has is an RPG. Virtual Hydlide takes the standard ingredients of an RPG and mixes it with a unique 3D perspective. For the most part, you see yourself from the rear, however, when in tight corridors and corners, you see the action from your eye view. Like the 3DO title Slayer, Virtual Hydlide uses the World Create feature to make every new game completely different. This feature can create up to 40 billion different worlds. You can either have the computer pick the world for you, or you can input any code you want to make your own world. The combat in Virtual Hydlide is mostly action orientated. There is the feature of spells and different weapons, however, the combat relies mostly on how good your techniques are.

Virtual Hydlide is a unique game in itself, and there really hasn't been anything that's played the same. This is a brave new era for video games, and it's going to need something new to make people sit up and take notice. Virtual Hydlide has all the right ingredients for such a feat. All it needs is the captive eye of the audience. So what do you say young ones, are you strong enough to tangle with the evil in Virtual Hydlide?

### PAUL, THE PRO PLAYER

Concept:	9	"This is a really good concept taken to the 32-bit level, and there are a lot of similar titles in the pipeline. VH has fairly decent graphics. The hero and the surroundings get somewhat grainy, however, but overall it's not bad. It's nice to have difficulty levels and the random world generator. It makes for much more variety, because you'll spend much of your time running. VH is an entertaining RPG, but it is fairly weak on story content."
Graphics:	8	
Sound:	7.25	
Playability:	7	
Entertainment:	7	
<b>OVERALL:</b>	<b>7.75</b>	

### RICK, THE VIDEO RANGER

Concept:	6	"Virtual Hydlide promises the first true role-playing of any of the next generation systems. It delivers an item-filled action/adventure but comes up short of it's claim. There's no one to talk to, no one to join your party and very little in the way of riddles to solve. As an action/adventure this game does have its moments. The 360° playfield is cool and the sword fighting with assorted monsters seems pretty realistic. As for graphics everything appears to be washed out. This game needs more color and a less grainy appearance. Not bad but definitely first generation."
Graphics:	6	
Sound:	7	
Playability:	6	
Entertainment:	6	
<b>OVERALL:</b>	<b>6</b>	

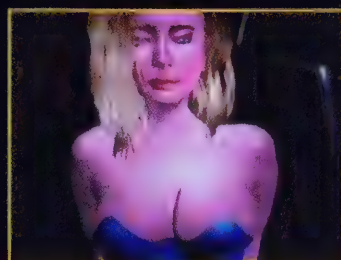
### REINER, THE RAGING GAMER

Concept:	7.25	"Not since Slayer on the 3DO has there been a title that has taken advantage of the world create feature. Over 40 billion different worlds can be created and explored in Virtual Hydlide. This is a cool feature and all, but the destination is the same every time. There really isn't any change in the storyline. The only problem I really had with this title was that the game was way too short. I made it all the way to the last boss in under four hours. This is a great time for any action game, but it just doesn't cut it for an RPG. Virtual Hydlide is the first of its kind, and hopefully not the last!"
Graphics:	8	
Sound:	7.25	
Playability:	8.75	
Entertainment:	7.5	
<b>OVERALL:</b>	<b>7.75</b>	

## ▶ THE BOTTOM LINE 7

# BLADE FORCE

Spread Your Metal Wings and Fly



Sometimes gravity isn't an issue



I am Blade Force man!



You're gonna need to collect plenty of these.

Get ready to enter the crime infested city known as Mega Grid. The year is 2110 and the streets are ruled by several underground kingpins. These crime lords have launched a siege against the police and are spreading their own brand of justice. The innocent will surely die unless you and your elite Blade Force can take back the streets. You take up the role as one of the Blade Force's commandos. So what do you say punk? Are you ready to die?

Previously Blade Force was scheduled to be released in July, but due to some last minute improvements this highly anticipated title was held back until October. From what we've seen the updated version is near completion, and more than likely will be released on time. Studio 3DO has spent a lot of time pulling out all the little bugs and glitches to ensure that fellow gamers are not disappointed. Blade Force is a futuristic 3DO simulator that utilizes a unique six degrees of flying freedom.

Each level contains about eight sub missions. These missions mostly consist of ground assaults and an occasional air battle. Before you enter your first mission you'll first have to go through an extensive training program. This training gives you the chance to improve your skills and flying techniques. For the most part the combat is fairly simplistic. All you have to do is aim and fire. And don't worry about wasting ammo, all the weapons in Blade Force are unlimited, however there is an exception. Each missile requires a certain amount of charge in order for it to be fired. If you shoot too many at once your Weapons Pack will lose its charge and will need to recharge before any more missiles can be fired.

Blade Force is an exceptionally difficult title that requires oodles of gameplay for it to be fully understood.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Heli-Pack Simulator
- **Special Features:** Flightstick Pro Compatible, Six Degrees of Flying Freedom, Weapon Upgrades and 7 Massive Levels
- **Created by:** Studio 3DO
- **Available:** Now for 3DO



There's extensive target practice in the Training Mission.



I know it's just a picture but I'll shoot it anyway!



Check the on-screen map to find where your main targets are located.



Bombs away!



**I**t's never been easy to make a good boxing game. The action and intensity of two guys pummeling the tar out of each other just isn't easily captured on a two dimensional playing surface. Electronic Arts, the king of sports games, has decided to take up the challenge of a decent boxing game as they release Foes of Ali for the 3DO.

Unlike previous boxing games, Foes of Ali features a fighting area that has realism and depth. The boxers move around each other, sneaking in jabs and waiting for the big opening to deliver a nasty uppercut or a devastating right hook. Get in enough good blows and you'll spatter your opponent's blood all the way across the canvas. You will even be able to trap your opponent in the corner and give him the beating of a lifetime.

In addition to the ring, each of the boxers are represented in a realistic manner with bit-mapped polygons. Because they are polygon characters, the 3DO has no problem viewing them from different angles. In Foes of Ali there are a total of 21 views from which to watch the action. Take a trainer's view and look up at the fighters from the level of the canvas at the edge of the ring, or go sky high and look way down using the blimp view. Some of the views make it pretty hard to see what your character is doing, but with all of these options you should be able to find one you like.

If you're in a first-person view mode, the more you get hit the more you have trouble seeing, and you may be subjected to blurry or double vision, or you might even start seeing red.

The gameplay clearly needed some work on the early preview version that we saw, but the graphics were quite impressive. If you've been dying to jump in the ring against a heavyweight bruiser but aren't a big fan of real pain, Foes of Ali deserves a look. ■



Be careful, he seems to have the eye of the tiger.



Here's what the folks at home are seeing on their televisions.

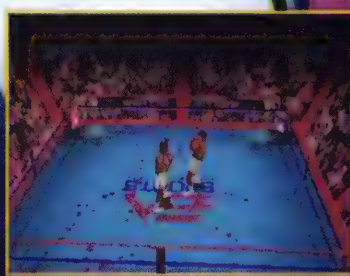


## Welcome Back to the Golden Age of Boxing

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Boxing
- **Special Features:** Career, Historical, and Exhibition Modes, 10 Realistic Boxers Including Muhammad Ali, Multiple Camera Views, Multiple Perspectives Including Double Vision, Blurred Vision, and Seeing Red
- **Created by:** EA Sports
- **Available:** October 20th for 3DO



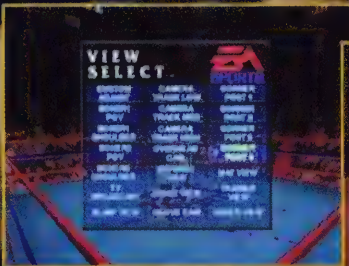
Push him back into that corner and KILL! KILL! KILL!!!!



Gotta love that blood soaked canvas.



The trainer view lets you look up at the action.



EA may have set a record for the most viewing options.



You've got him reeling, so when he stands up hit him with all you've got!!!

# WHAT'S HOT!

## News & Rumors From the Video Game Industry



### Nomad Begins Long Voyage for Sega

Sega of America announced the introduction of the **Genesis Nomad**, a portable version of the ever popular **Sega Genesis**. The **Nomad** uses a 3 1/4" color screen, a six button control pad, and even has a port to plug in a **Genesis** controller for 2-player action. The **Nomad** can also plug into a television and be used like an ordinary **Genesis**. While a price has not been set, **Sega** is promising to deliver the **Nomad** before Christmas at a price under \$200. While the **Nomad** will not be able to attach to a **32X**, it will be compatible with the Lock-On technology featured in *Sonic & Knuckles*.



### Sega Cuts Price Tag of 32X

Just in time for the holiday gift-giving season, **Sega** announced that the **Sega Genesis 32X** will drop in price to \$99 dollars. Originally debuting at \$159, the **32X** adapter has seen some success over the last year as well as criticism revolving around the machine's capabilities and software support. But with titles like *Virtua Fighter* and *Kolibri* plus the \$99 price tag, the **32X** offers a viable 32-bit gaming alternative to the \$300 "super-systems."



### Sega Introduces The Saturn Core Unit In October

**Sega** will introduce new hardware packaging for the **Sega Saturn** beginning in October. The new **Core Unit** will come packaged without *Virtua Fighter* and sell for an MSRP of \$299. The **Saturn** with *Virtua Fighter* included will still be available for an MSRP of \$349.



Ex-president of Sony, Steve Race.

### Steve Race Resigns as SCEA President

**Sony Computer Entertainment of America (SCEA)** announced the appointment of **Martin Homlish** to the position of acting President. Mr. Homlish replaces **Steve Race** who left for undisclosed reasons on the eve of the **Sony Corporation's** biggest product launch since the Walkman.

A number of rumors have been spreading throughout the industry as to Mr. Race's unexpected departure. Many industry observers believe that Race was dissatisfied with his superiors in Japan, stemming from their decision to shutdown **Sony Computer Entertainment of Canada**. In addition, **Sony** officials in Japan recently made a large overhaul to the US advertising plans.

There's always a job open for Mr. Race at **GI**, but I'm sure he'll have no problem finding work in this competitive industry.



### Sony PlayStation Developers CD and Demo CD Pack-In

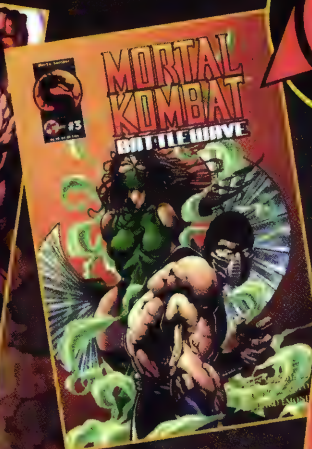
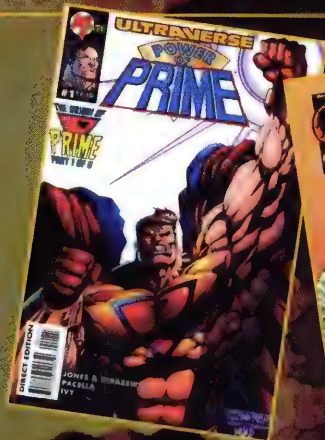
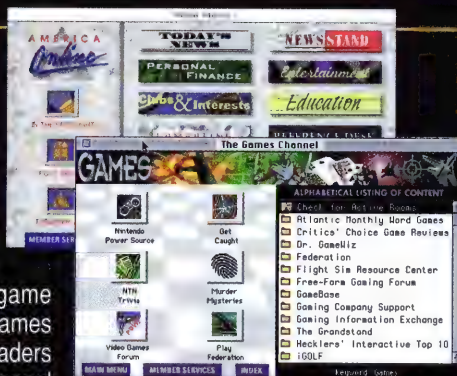
Anyone who plunked down the cash and pre-reserved themselves a **Sony PlayStation** received a special demo CD. The CD consists of developer demos that show off the capabilities of the **PlayStation**. This same demo was used at **Sony's** E3 press conference in May, and no one will forget the impressive T-Rex that this disc includes. The CD also features new audio tracks from **Sony** artists such as *The The*, *Dag*, *Dandelion*, and *Mother May I*.

Inside every **PlayStation** is a free Demo CD. The CD features a section of playable demos as well as game footage of upcoming titles. The playable demos feature: *Battle Arena Toshinden*, *ESPN Extreme Games*, *Jumping Flash*, and *wipEout*. Direct footage of games include: *Air Combat*, *Tekken*, *Philosoma*, *Twisted Metal*, *WarHawk*, *Destruction Derby*, and *Kileak: The DNA Imperative*. This is an excellent opportunity to check out the gaming experience available on the **Sony PlayStation**.



## America On-Line Introduces Games Channel

For those of you who subscribe to America On-Line (AOL) there's a new section that is completely devoted to games. The Games Channel debuted on AOL in August and features a number of interactive games. There are also resources to game companies and a direct link to the Video Games Forum, a place we know that a lot of *GI* readers hang out. More is planned for the Games Channel such as interactive game shows and "play by e-mail" games. To explore the Games Channel on AOL, go to keyword: GAMES.



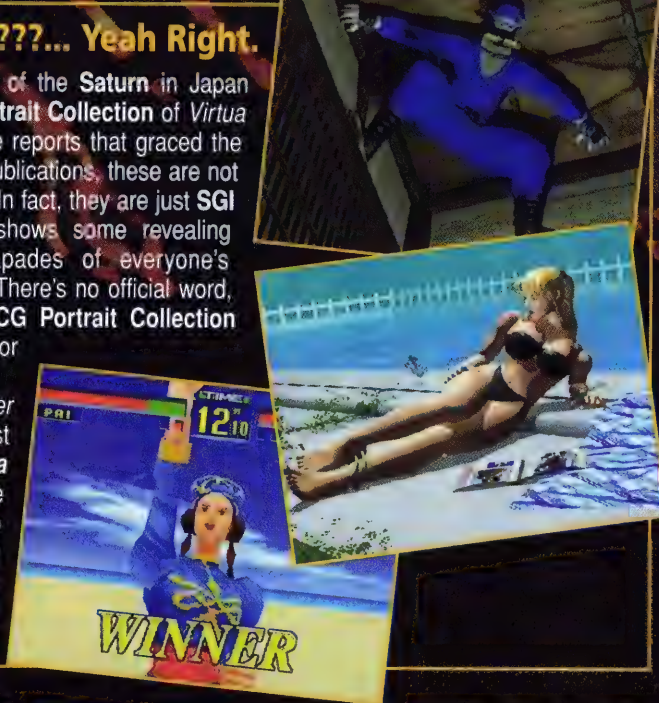
## Malibu's Video Game Comics

If you're into video games, take a look Malibu's line of *Mortal Kombat* and *Prime* comics. The *Mortal Kombat* comics have a number of different storylines and also a series devoted to specific characters. Be sure to check out *Power of Prime*. This series reveals the origin of this bulky superhero.

## Virtua Fighter 3???... Yeah Right.

100,000 lucky owners of the Saturn in Japan were treated to a CG Portrait Collection of *Virtua Fighter*. Contrary to some reports that graced the covers of other gaming publications, these are not shots of *Virtua Fighter 3*. In fact, they are just SGI rendered pictures that shows some revealing behind-the-scenes escapades of everyone's favorite polygon fighters. There's no official word, but the *Virtua Fighter* CG Portrait Collection may appear as a bonus for US Saturn owners.

In other *Virtua Fighter* news...As reported in last month's *What's Hot*, *Virtua Fighter Remix* is available free to Saturn owners who register their system by midnight September 30th. Call 1.800.SEE.SATURN for details.



FLOW... DATA FLOW... DA  
W... DATA FLOW... DATA F  
I FLOW... DATA FLOW... DA

## INTELLIGENT GAMER ONLINE

*Game Informer's* resident 'net surfer Paul Anderson came across a well designed and informative World-Wide Web (WWW) page that all gamers should see if they have access to the WWW. The Intelligent Gamer Online (IGOnline) is created by a group of gamers in Amherst, NY and is clearly one of the best non-commercial sources for video game information on the WWW. Here's the address for IGOnline: <http://igonline.escape.com/> Tell 'em *Game Informer* sent you.

## MK3 COMMERCIALS

If you're watching the tube, be sure to have a pencil and paper ready when *Mortal Kombat 3* commercials are aired. A load of new *Kombat Kodes* will be unveiled in conjunction with the home release of *MK3* for PS-X, SNES, and Genesis. Uncover the secrets of *MK3*.

[HTTP://WWW.SONY.COM/](http://www.sony.com/)

Sony Computer Entertainment of America (SCEA) debuted their new PlayStation World-Wide Web page. This page is devoted to the new PS-X and is designed to be an interactive adventure. Navigate your way through this virtual environment, pick up items, and discover new info on Sony's hot new video game system.

## SNK RELEASES NEO-GEO CD

SNK will enter into the fray of new CD-based gaming machines with their Neo-Geo CD. It will be released this month for an MSRP of \$399 and features many of the games that were available on the original Neo-Geo.

## RENT A SONY PLAYSTATION?

Prior to the launch of the PlayStation, *Game Informer* got a chance to see the mock-up of the PS-X packaging. On it we saw an interesting statement: "Business and Rental Use Prohibited." Does this mean that no one will be allowed to rent the games and the unit, or just the machine itself? At press time we were still waiting for a statement from Sony.

## CORRECTION

In the *What's Hot* section of the September issue of *Game Informer*, we incorrectly referred to Sega's Michael Latham as Sega's design guru. We would like to make an apology and a correction. Michael is actually the Protector of the Children of the Fifth Planet, Keeper of the Holy Cups of Antora, and Wielder of the Sacred Maul of Klaus. Hope this clears things up.

# GLANCE

## Madden NFL '96

### Genesis Preview

**Size:**  
16 Megabit With  
Battery Back-Up

**Style:**  
1 to 4-Player Football

**Special Features:**  
All the NFLPA Players With  
Portraits, a General  
Manager Mode Which  
Features Trading and Signing  
Players, Hall of Fame and  
All-Madden Teams and a 5  
Receiver Passing Mode

**Created by:** EA Sports

**Available:**  
November 10th  
for Sega Genesis

The undisputed king of both football games and most Super Bowl rings on one hand is back. Madden NFL '96 is the most dynamic Madden title yet. The one thing that should raise a brow or two is the improved AI. Computer opponents are smarter and very aggressive; you won't be able to run the same play over and over again for an easy touchdown. This is the first Madden title that features all the real teams AND all the real players. Also, some new plays have been added like hold/chuck receivers at the line, laterals and play action fakes. This game looks great and all; unfortunately you'll have to wait until November 10th to play.



## NHL Face Off

### PlayStation Preview

**Size:**  
1 CD-ROM

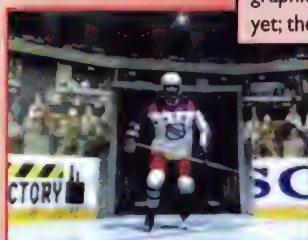
**Style:**  
1 or 2-Player Hockey

**Special Features:**  
Create Player Mode For Up  
To 40 Players, Pictures Of All  
The NHL Players, 3 Play  
Modes, 7 Playable Views,  
All 26 Teams, Both NHL  
and NHLPA Licenses

**Created by:**  
Sony Imagesoft

**Available:**  
November for PlayStation

Forget all your nightmarish memories of Sony's ESPN Hockey, because Sony has. This time around they left the battle of the licenses to someone else and have spent the last seven months working on the design, graphics, and play control on their upcoming hockey title, NHL Face Off. So what makes Face Off different from everyone else? Well, Sony has used motion capture to create all the animation and Silicon Graphics workstations to create all the incredible looking players and arenas. So the real question is, what have they done to make the play control as great as the graphics? Unfortunately, we just don't know yet; the game is just too early to judge.



## Cyber Speedway

### Saturn Review

**Size:**  
1 CD-ROM

**Style:**  
1 or 2-Player  
Anti-Gravity Racing

**Special Features:**  
2 Difficulty Settings,  
3 Views, Story or Free  
Run Mode, Multiple Sleds  
in Free Run Mode,  
Adjustable Levels of Power,  
Steering, and Braking

**Levels:** 10 Tracks

**Created by:**  
Nextech for Sega

**Available:**  
December for Sega Saturn

In the future, the fate of each civilization's existence is decided by the results of a race on a Cyber Speedway. If you win, Earth will prosper - lose, and our whole world may collapse. This is the storyline for a new racer for the Sega Saturn. While the graphics in this game are fairly impressive, the play control leaves a lot to be desired. The booster jets you are given make it possible to cut around some tight corners, but your sled always seems to be a little out of control. Anti-gravity racing seems like a cheap substitute for a real racing game, unless it is done to perfection. Unfortunately for Cyber Speedway, this is not the case.



## Road Rash

### PlayStation Preview

**Size:**  
1 CD-ROM

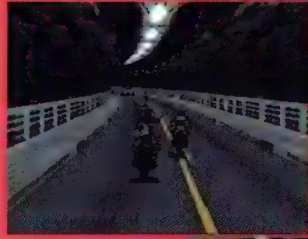
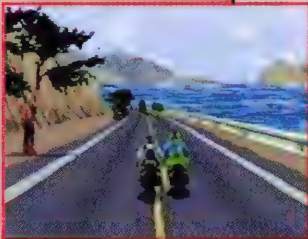
**Style:**  
1 or 2-Player  
*Motorcycle Bashin'*

**Special Features:**  
*Multiple Weapons, Bikes, and Courses, Soundtrack Featuring Popular Bands*

**Created by:**  
Electronic Arts

**Available:**  
November for  
Sony PlayStation

An interesting thing came about when EA was porting this game over from the 3DO. It seems that the frame rate was much too fast when run on the PS-X and they had to slow it down. Most of you have probably played Road Rash, so there's no need to explain what it's about. This version will be almost identical to the 3DO, but unlike that version, the PS-X will play music from popular bands WHILE you race. The 3DO featured bands like Paw, Hammerbox and Soundgarden, and EA officials were still uncertain if those bands would be included. There may be a whole new soundtrack.



## Pitfall: The Mayan Adventure

### 32X Review

**Size:**  
16 Megabit

**Style:**  
1-Player Action/Platform

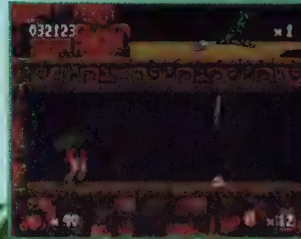
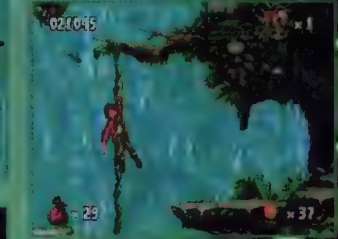
**Special Features:**  
*Two Difficulty Settings, Multiple Weapons, Hidden Version of Original Pitfall Game*

**Created by:**  
Big Bang Software/Zombie  
for Activision

**Available:**  
Now for 32X

Activision's classic 2600 title has been given a major makeover for release on the 16-bit systems, but absolutely nothing was added to make the upgrade to 32X. Aside from more colors than the Genesis version, the 32X game plays exactly the same. It is, however, a decent action/platform game that involves maneuvering Pitfall Harry Jr. around jungles and ruins on a quest to rescue his father. You come equipped with a sling that you can use to whip enemies, chuck rocks, or hurl exploding stones. You can also find a secret entrance that puts you into the classic 2600 version of Pitfall. A good game, but if you've already got a copy for your Genesis, don't bother.

### Overall: 7



## Boogerman

### Super NES Review

**Size:**  
24 Megabit

**Style:**  
1-Player Action/Platform

**Special Features:**  
*Password Saves, Rude and Offensive Habits Including Farting, Nose-Picking, and the Ever Popular Blue Flame*

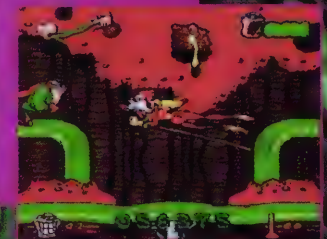
**Levels:**  
8 Mucus-Filled Stages

**Created by:**  
Interplay

**Available:**  
Now for Super Nintendo

### Overall: 7.5

He's mean, he's green, and he's got a never-ending supply of intestinal gas. Fortunately for us, he's a crude defender of the common man. Boogerman makes his first appearance on the SNES in a direct translation from the original Genesis game. Everything about the two versions is identical. From the loogey hucking to the explosive flatulence, if you saw it on the Genesis version, you'll find it here. This is a game that kids will love due to its simple humor, and parents might even find themselves chuckling (as long as the kids aren't around to see it). If you're looking for an action/platform game with a touch of the crass, look no further than Boogerman.



## Total Eclipse Turbo

### PlayStation Review

**Size:** 1 CD-ROM

**Style:**  
1-Player Space Shooter

**Special Features:**

Password Save,  
Multiple Weapons,  
Weapon Power-Ups,  
Roll Ability

**Levels:**

5 Levels, 4 Missions Each

**Created by:**

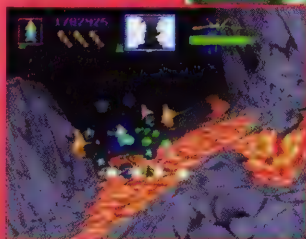
Crystal Dynamics

**Available:**

Now for Sony PlayStation

**Overall: 6.5**

This sped-up version of the original 3DO game finally brings this shooter up to speed. What used to be a boring game with good graphics has become a fast-paced shooter with good graphics. You can pick up different weapons along the way, and each can be powered up to level three. You can also use the trigger buttons to roll your ship, but controlling your ship in the roll will take some practice. The action is split up into scenes where you are either flying over the surface or blasting your way through tunnels. If you're into straightforward shooters, check out Total Eclipse Turbo by Crystal Dynamics.



## NFL GameDay

### PlayStation Preview

**Size:**

1 CD-ROM

**Style:**

1 or 2-Player Football

**Special Features:**

3 Views, Trade Players,  
Free Agents, Instant Replay,  
Left and Right-Handed  
Quarterbacks, 180  
Offensive and Defensive  
Plays, Play Design By Steve  
Bono, and Both NFL and  
NFLPA Licenses

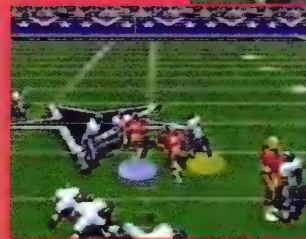
**Created by:**

Sony Imagesoft

**Available:**

November for PlayStation

This November, sport fans across America will get a taste of what 32-bit sports is all about with Sony's NFL GameDay. Although its use of motion capture animation and CG graphics are impressive features, this game's greatest trait is its extensive use of the PS-X controller. On defense you can use a Swim Technique or a Forearm Shiver to push your way through the line, and on offense you can use quick jukes and a stiff arm to leave defenders in the dust. From the screaming crowd to the cheerleaders at halftime, this game looks like it's got what it takes to go all the way.



## Sid Meier's Civilization

### Super NES Review

**Size:**

12 Megabit  
+ Battery Backup

**Style:**

1-Player Cross-Millennial  
Space-Race Simulator

**Special Features:**

Research, Diplomacy,  
Production of Goods and  
Services, Seven Wonders  
of the World, Farming  
and Irrigation

**Created by:**

MicroProse for Koei

**Available:**

Now for Super Nintendo

**Overall: 8.5**

Your job sounds like a simple one - be the first civilization to send explorers to the Alpha Centauri system. You begin the game with only one group of settlers and the knowledge to mine, irrigate the land, and build roads. With this you must build a city, increase your population, and start spreading colonies to develop new cities. You must decide which of the other civilizations you want to sign treaties with or destroy utterly in war. Meanwhile, keep researching the wheel, the alphabet, masonry, engineering, nuclear power, and space colonization technology. This game is as rich and complex as any Koei game, but simple enough to play once you understand the rules.



**PlayStation Preview**

**Size:**  
1 CD-ROM

**Style:**  
1 or 2-Player Action/Shooter  
- Up To 4-Player With Link

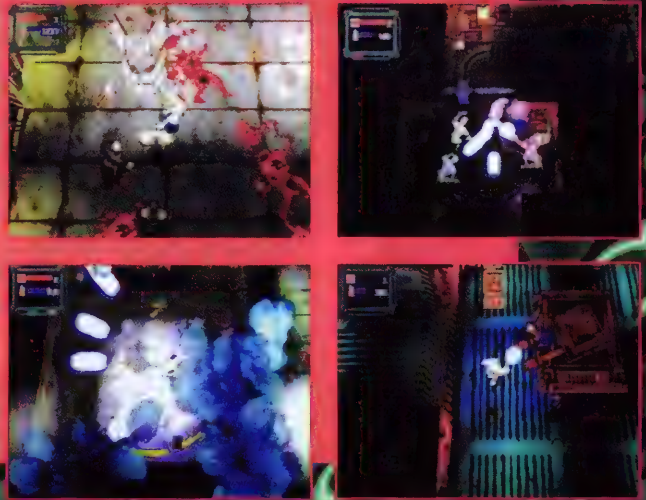
**Special Features**  
Terrain Scaling,  
8 Bizarre Characters,  
Weapon Power-Ups,  
Big Guns and  
Big Explosions

**Levels:** 12

**Created by:**  
Gremlin for Interplay

**Available:**  
December  
for Sony PlayStation

A group of bloodthirsty mercenaries have been wrongly imprisoned on a penal planet deep in space. They have only two thoughts on their minds - escape and revenge. Loaded appears to be one of the most explosive games to hit the console market. Blood, fire, and destruction are non-stop as you maneuver through the 12 levels. With another PlayStation and a link cable, you can play with up to four characters simultaneously. In addition to just blasting the enemy, there will be puzzle aspects to the game as well. Look for more news on this intriguing title in future issues.



**World Series Baseball**

**32X Preview**

**Size:**  
16 Megabits  
+ Battery Backup

**Style:**  
1 or 2-Player  
Baseball Simulator

**Special Features**  
All the Real Teams and  
Players, Multi-Player Full  
Season Play with Trades and  
All-Star Game, All 28  
Accurately Reproduced  
Stadiums, Zooming Catch

**Created by:**  
Sega Sports

**Available:**  
November for 32X

One of Sega Sports' strongest areas has been in the baseball genre. Now, they've taken to porting their best baseball cart, World Series Baseball, up to the 32X. Almost everything here is identical to the Genesis version, though the extra colors definitely beef-up the graphical quality. Other than that, the only difference of note is that when an outfielder is catching the ball, the action zooms in briefly making your player occupy most of the screen, as opposed to the far away view you normally get. One glitch from the Genesis version still seems to be present in that you can strike out the computer with high slow change-ups almost every time.



**AAAHHH! Real Monsters**

**Super NES Review**

**Size:**  
16 Megabit

**Style:**  
1-Player Action/Platform

**Special Features:**  
Three-Way Character  
Control, Scare Move,  
Triple Monster Move

**Levels:** 25

**Created by:**  
Realtime Associates  
for Viacom

**Available:**  
Now for Super Nintendo

Based upon Nickelodeon's hit show of the same name, AAAHHH!!! Real Monsters is a zany and crazy quest of three strange creatures. You must maneuver Ickis, Krumm, and Oblina throughout this game's 25 levels in a quest to perfect their scaring techniques. The play is similar to that of Animaniacs where you can switch between three different characters each with different skills. Use the trio to locate items and scare the pants off of unsuspecting victims and use their "triple monster moves" to get past obstacles or locate secrets. The quest is simple at first, but offers increasing challenge and a number of puzzles to solve. A load of non-violent fun.



**Overall: 7.5**

# Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

Since we ran out of space in our last issue, we now present the second part of our strategy guide for Namco's metal clashing fighter. Remember, all moves are presented as though the character was facing right. Also, all Death Moves must be performed in a combo while the opponent has no life left.



# GAPOXWORLD

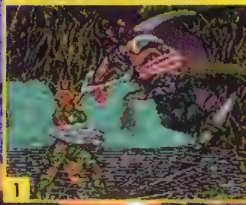
T  
A  
L  
A  
Z  
I  
A

## LEGEND

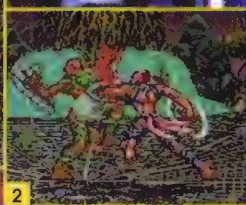
B1 = Back Slash F1 = Fore Slash  
B2 = Back Thrust F2 = Fore Thrust  
B3 = Back Strike F3 = Fore Strike

All moves are listed for character facing right.

## DEATH COMBO



1 Jump in, Down + F2



2 Standing F3



3 2-in-1 into Air Tear (use B2 for Air Tear)



4 Air Tear (use B3 for Air Tear)

## DEATH MOVES

Try all except Pulp from standing F3

### Decap

Use Talon Blade

### Fleshless Decap

Use Air Tear (with B2)

### Exploding Head

Use Phoenix Strike

### Pulp

2-in-1 to Reverse Claw, then use Air Tear on downed opponent

### Degut

Use Falcon Strike

### Brain

Use Phoenix Strike on falling head

### Frenzy Death

Use Air Frenzy

## MOVES



Talon Blade  
←, ↓, ←, (B2 or B3)



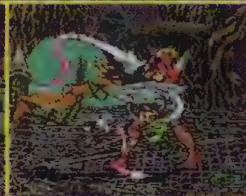
Air Tear  
Hold (B2 or B3), ↑, ↓, →



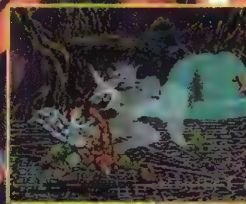
Air Frenzy  
Hold (F2 or F3), ↑, →, ↓



Falcon Strike  
Hold (F2 or F3), ↑, ↓, ←



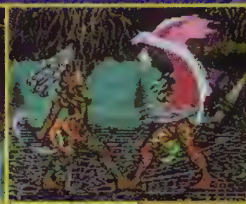
Double Talon Strike  
Hold (B2 or B3), →, ↓, →



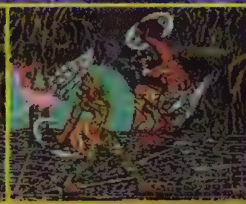
Shadow Deflect  
→, ↓, ←, (F2 or F3)



Prey Launch  
←, ↓, →, (B2 or B3)



Phoenix Strike  
Hold B3, ←, ↓, →



Reverse Claw  
Hold (F2 or F3), ←, ↓, ↓

(Continued on page 54)

# GET TOUGH. GET REAL. FOREMAN. FOR REAL.



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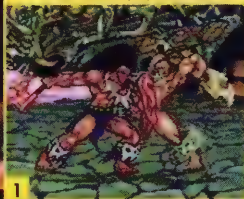
**GAME GEAR™**



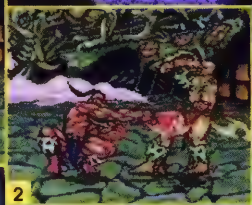
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# ZORN

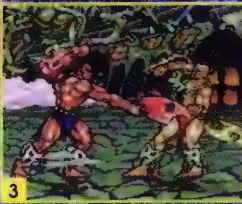
## DEATH COMBO



1 Parry B3 with Middle Thrust Block



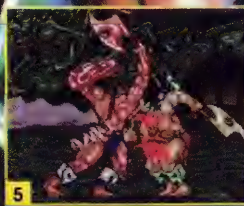
2 Crouching F1



3 Standing F2



4 2-in-1 into Hellfire



5 Start charging Down and Away for Demon Axe



6 Crouching F2



7 2-in-1 into Demon Axe



8 Start charging Away for Hell Grinder



9 Bounce head twice with Standing F1



10 Hell Grinder



11



12

## DEATH MOVES

Try all except Pulp and Ground Decap from Standing F2

### Decap

Use Demon Axe

### Pulp

2-in-1 to Axe Trip, then use Hell Grinder on downed opponent

### Degut

Use Hell Fire

### Frenzy Death

Use Hell Grinder

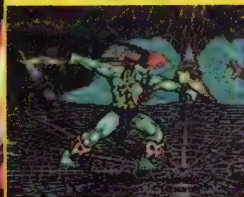
### Brain

Use Hell Fire against falling head

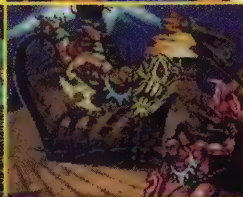
### Ground Decap

Use Corpse Striker against downed opponent

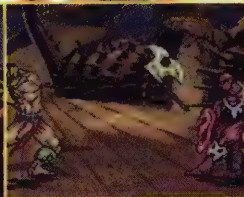
## MOVES



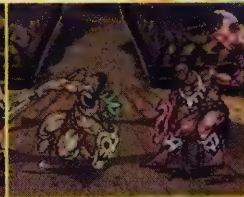
Shield Crack  
Hold (B2 or B3), ↑, ←, ↓



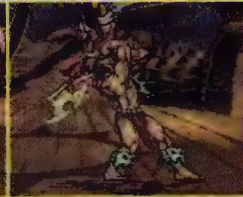
Scream Shield  
Hold (B2 or B3), →, ↑, ↓



Ancient Axe  
←, ↓, →, (B2 or B3)



Rolling Axe  
→, ↓, ↑, ↓, ←, →, (B2 or B3)



Throw  
Hold (F2 or F3), ↑, ↓



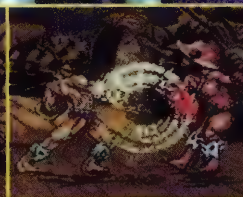
Hell Fire  
Hold (F2 or F3), ↓, ↓, ↑



Axe Trip  
←, ↓, ↓, (F2 or F3)



Corpse Strike  
Charge ↓, then Hold (B2 or B3), ↑, ↓



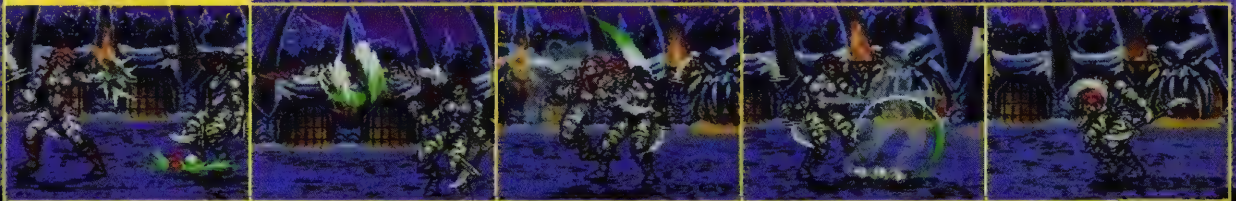
Hell Grinder  
Charge ←, →, (B2 or B3)



Demon Axe  
Charge ←, then Hold (F2 or F3), ↓, ↓, ↓



## MOVES



### Ground Blast

Hold (B2 or B3), ←, ↑, ↓

### Soul Drill

←, ↓, → + (B2 or B3)

### Power Flip

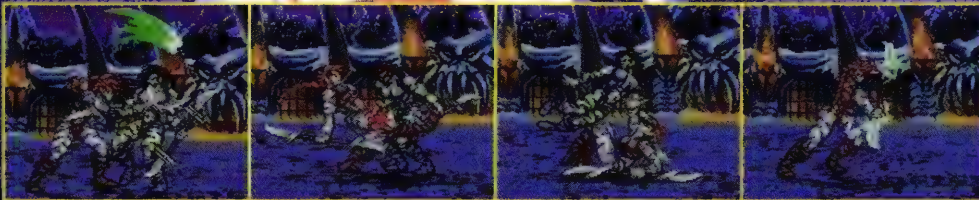
Hold (B2 or B3), ↑, ↓, ←

### Orb of Souls

Hold (B2 or B3), ↑, ↑, ↓

### Soul Displacer

Hold F3, ↓, ↓, →



### Psycho Blades

Hold (F2 or F3) - ↑, ↓, ←

### Heel Kick

→, → + (F2 or F3)

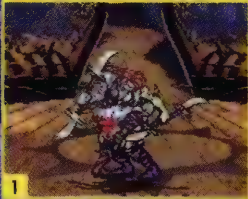
### Death Whirl

→, ←, ↓ + (F2 or F3)

### Hell Deflect

Hold (F2 or F3), ←, ↓, →

## DEATH COMBO



1

Standing F3 (in close)



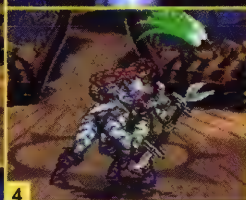
2

Standing F2



3

2-in-1 into Psycho Blades



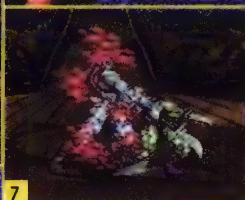
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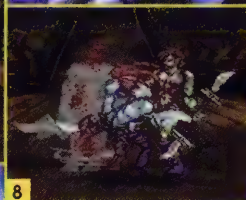


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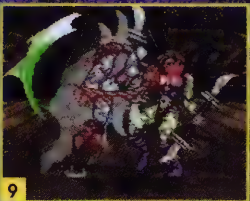
7

Standing F2



8

2-in-1 into Power Flip



9



10



11

Balance head with Standing F2



12

Power Flip in Psycho Blades

# DIVADA

## DEATH MOVES

Try all except Pulp from standing B3.

### Decap

Use Power Flip

### Frenzy Death

Use Psycho Blades

### Exploding Head

Use Soul Drill

### Brain

Use Power Flip against falling head

### Ground Decap

Power Flip against knocked down opponent

### Degut

Use Psycho Blade

### Pulp

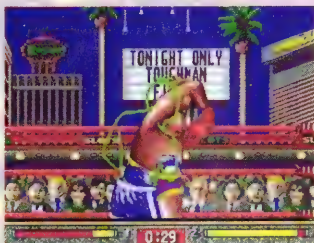
2 in 1 to Ground Blast, Ground Blast again to opponent's chest



### Clockwork Knight - Saturn

That Clockwork Knight guy is one bad dude! If this game is a little too tough and you need a helping hand, wait until the title screen appears and enter this code - **Up x9, Right x9, Down x6, Left x7, Z, X, Y, Y, Z** and **Start**. If this is entered correctly you'll start the game with 999 lives. Go get 'em, tiger!

Roderick Bolden  
Detroit, MI



### Toughman Contest - Genesis

Here's a listing of all the opponents which you can fight against. If you enter in the 3 letter code listed next to the player you choose, you'll automatically be able to spar off against that opponent in the tournament. Jolly good fun!

- ERP - Joe Wildhawk
- ESK - Coolio Loc
- EPQ - Biff Blublood
- EDY - Freddy Bravo
- EFD - Charlie Ponderosa
- EVG - P.J. Rock
- EAS - Diego Garcia
- EKF - Muetre Martinez
- EST - Havana Jones
- EBM - Coco Valdez
- EFX - Rigo Suave
- EKC - Hans Fischer
- EGB - Monsieur Victoire
- EBA - Bruno Maserati
- ERS - T.K O'Reiley
- ECW - Gavin Grayson
- ECN - Jacob Jabowitz
- EFL - Jabfar El Habib
- EDU - Yong Ah Chi
- EBJ - Hiro Sokitome
- EJZ - Chang Fu
- EMR - Nickolai Radinski
- EPV - Sydney Dundee

Christopher Velasquez  
Brooklyn, NY

# HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



### Judge Dredd - Genesis

Fear not! Mega City One's most respected lawman is here with the first four level codes to Acclaim's dynamic action game. If you want to be like Joe Dredd all you have to do is follow three basic rules. Number 1: Always keep a wad of chewing gum (5 pieces) tucked in your bottom lip. Number 2: Glue a helmet to your head (Elmer's works best), and never, never, take it off. And Number 3: Judge everything and everyone guilty (a strict finger point and a growl is a necessity)! Good luck lawmasters!

Level 2: KZDVT

Level 3: JRQWNO

Level 4: PSTRVJZ

Matt McGrouty  
Prospect park, PA

### Taz In Escape From Mars - Genesis

To help Taz escape the confinement of Mars enter this code at the Sega logo. First you'll have to plug a second controller into the Genesis. If you don't have an extra controller... well, then you're screwed. But, for those of you that can access this code take controller 1 and hold A+B, then while still holding take controller 2 and hit and hold B+C. If the code worked you'll hear a dog bark! Now, you'll be able to pick whatever stage you want and restore all of your hit points.

"The Eradicator"  
Phoenix, AZ



### The Need for Speed - 3DO

The name says it all. This game just needs more speed! To throw a little more excitement into the thrill of illegal racing, you can always take on a super secret government test scooter. All you have to do is input the code below. They even painted it green so no one would think it's from the Gov. Sneaky boys, very sneaky!

#### Rocket Scooter

Play the game for at least 30 seconds, then go into the instant replay and rewind it all the way. Now take controller 2 and hit - R Button, Down, and B simultaneously. Exit the game and race the same track again. If the code worked your opponent will be riding a Pee-Wee Herman-like scooter.

"Mad Dog Talcum Guy"  
Houston, TX

### Hagane - SNES

Viva Hagane! Here's a code that will give you infinite continues. All you have to do is go into the Configure Options and highlight the Music icon and play 9, 8, 7 and 6 for about 15 seconds each. There won't be anything to tell you that the code worked, so you'll have to go into the game and die three times to bring up the Continue Option. If the Continue Option shows the infinity symbol then the code worked!

"Alf (Out of work sitcom actor)"  
Quincy, Venus



### Sonic CD - Sega CD

Sorry it had to come to this, but due to tons of questions and confusion amongst our readers, the GI staff once again must print this very confusing Sonic CD code. If everything goes as planned, this will be the LAST time this code will appear in the pages of Secret Access.

### Sound/Music Test

To access a full audio debug menu, press Down, Down, Down, Left, Right and A. If this is entered correctly, a hidden Sound Test Menu will appear in the options.

### Secret Bonus Round

First input the Sound Test code. Then, set all three menu items at "07". Example - FM = 07, PCM = 07, DA = 07. When this has been entered a message will appear saying "Welcome to the secret special stage."

### Hidden Screens

Again using the Sound Test code set the menus to coordinate with the code you desire.

#### Evil Man Picture -

FM = 46, PCM = 12, DA = 25

#### Creepy Humanoid Sonic -

FM = 42, PCM = 04, DA = 21

#### Baby Sonic -

FM = 44, PCM = 11, DA = 09

#### MC Sonic -

FM = 42, PCM = 03, DA = 01

### Debug Menu

Enter in the Sound Test code and set the menus as following: FM = 40, PCM = 12, DA = 11, then press Start. If a picture of Tails appears, that means the code worked. Now start a new game. The info below lists what each button does in the debug.

**B Button** - used to change Sonic into different objects

**A Button** - used to pick different objects

**C Button** - places the objects you've picked

Nelson Salvador  
South River, NJ

## Triple Play '98 - Sonets

Did you ever wonder how legends like Babe Ruth or Mickey Mantle would stack up against today's dominant Randy Johnson? Have you ever wondered if Sandy Koufax's fastball could strike out All-Star Frank Thomas? Or have you ever wondered if Scott Cosme could knock one out against Roger Clemens? Oops... Scott isn't one of the hidden players. He's actually the guy who sent in the codes. I'll give you a hint though. Whiff! To bring back the legends all you have to do is enter the name (the way it's listed below) in the "Custom Players" section. If this is done correctly you'll hear a ring, and the players' stats should magically appear before your eyes.

- 1 Babe Ruth
- 2 Mickey Mantle
- 3 Joe DiMaggio
- 4 Hank Aaron
- 5 Yogi Berra
- 6 Pee Wee Reese
- 7 Carl Yastrzemski
- 8 Roberto Clemente
- 9 Ted Williams
- 10 Sandy Koufax
- 11 Nolan Ryan
- 12 Steve Carlton
- 13 Tom Seaver
- 14 Cy Young
- 15 Reggie Jackson
- 16 Frank Robinson
- 17 Honus Wagner
- 18 Rogers Hornsby
- 19 Lou Gehrig
- 20 Stan Musial
- 21 Willie Mays
- 22 Jackie Robinson
- 23 Jimmie Foxx
- 24 Ty Cobb
- 25 Goose Goslin

Scott Comse  
Oak Lawn, IL

## Toshinden - PlayStation

Roll and kick, roll and kick! Here it is ladies and gentlemen, the PlayStation's premier fighter Toshinden. Toshinden is not only the first PS-X fighter, but it's also the first PS-X title to hit the pages of Secret Access! Hopefully, there will be more hidden goodies for this monster fighter, but for now here's a list of all the moves.

### Legend

(HS) High Slash - Triangle  
(HK) High Kick - Circle  
(WK) Weak Kick - X  
(WS) Weak Slash - Square  
P - Any Punch  
K - Any Kick  
Run Forward - F, Hold F  
Step Forward - F, F  
Step Back - B, B  
Throw - (In Close) B + HP or HK  
Roll - Any shift button

### Specials:

All Super Moves can only be performed while the energy bar is flashing red.



### Sofia

**Weapon:** Whip of Domination  
Whiplash - D, DB, B + P  
Spinning Kick - F, D, DB, B + P  
Whip-it - D, DF, F + P

### Super Move:

Queen Sofia - F, B, F, B + HS

### Hyper Move:

Whip of Fury - DF, D, DB, D, DF, B, F, D + HS + HK



### Run Go Iron

**Weapon:** Mace

Burning Fire - D, DF, F + P  
Upward Thrust - F, D, DF + K  
Bull Charge - (In Close) F, DF, D, DB, B + P  
Wall of Flame - D, DF, F, B + P

### Super Move:

Daichi Hyakusai - B, DB, D, DF, F, DF, D, DB, B + HS

### Hyper Move:

Fierce Uppercut - UF, U, UB, B, DB, F, B, D + HS + HK

### Eiji Shinjo

**Weapon:** Nihontoh

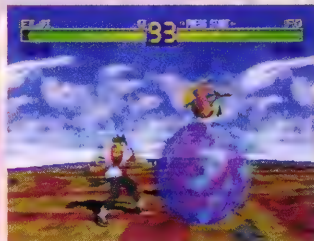
Fireball - D, DF, F + P  
Forward Uppercut - F, D, DF + P  
Flame Kick - D, DB, B + K  
(In Mid-Air)  
Slide - DF + K

### Super Move:

Hyakkimoshuken - F, DF, D, DB, B, DB, D, DF, F + HP

### Hyper Move:

Fire Nihontoh - U, D, U, D, R, L, R, L + HS + HK



### Fo Fai

**Weapon:** Iron Claw

Energy Ball - F, DF, D, DB, B + P  
Flaming Kick - D, DB, B + K  
Rolling Ball - B, DB, D, DF + P

### Super Move:

Dododonpappa - F, B, DB, D, DF, F, B + HS

### Hyper Move:

Uchilitamah - Hold All Buttons B, F, B, F Release Buttons and Hit HS + HK

### Kayin Amoh

**Weapon:** Claymore

Fireball - D, DF, F + P  
Forward Uppercut - F, D, DF + P  
Scissors Kick - D, DB, B + K  
Flip Kick - D, DB, B + K  
(In Mid-Air)

### Super Move:

Inferno - F, DF, D, DB, B, DB, D, DF, F + HS

### Hyper Move:

Rock the Cradle - F, DF, D, DB, B, DB, B, F, B + HK + WK



### Ellie

**Weapon:** Dirk

Ball of Fire - D, DB, B + K  
Rising Punch - F, D, DF + P  
Flip Kick - D, DB, B + K  
(In Mid-Air)  
Torpedo - D, DB, B + P (In Mid-Air)

### Super Move:

Don't Call Me Sister - F, B, F, B + HS or WK

### Hyper Move:

DF, D, DB, D, DF, B, F, D + HS HK

### Duke B. Lambert

**Weapon:** Two-Hand Sword

Sword Combo - B, F, DF, D + P  
Spin'n'Hack - D, DF, F + P  
Impaler - D, DF, F + P (In Mid-Air)  
Disco Jump Thing - F, DB, D, DF + P

### Super Move:

Super Saber Slash - DB, D, DF, F, B, + HS

### Hyper Move:

DF, D, DB, D, DF, D, B, F + HS + WS

## Code of the Month!

### Killer Instinct - SNES

To play as the fearsome two-headed goat-boy pick Cinder as your character, and at the Vs. screen hold Right, and hit QP, QK, FP, MK, MP, and FK (just like the arcade 2.0 version). Doing this will allow you to choose Eyedol as your character. Enjoy, and remember that the goat's milk is the sweetest of them all! Ahhh... sweet... goat's... milk!

"Babe the Blue Goat"

New Orleans Cheese  
Factory



## Mega Man 7 - SNES

Friends can be very frustrating and complex. Sometimes they've even been known to upstage you in a game of Mega Man. Up until now there really hasn't been any Mega Man games that allow revenge to be a factor. That is, unless you want to include Mega Man Soccer as a 1-on-1 battle of death. Anyway, Capcom has finally pulled all the strings and has added a hidden Versus Mode in Mega Man 7. All you have to do is enter the code below for wild and crazy Mega Man fighting. Revenge is now only a step away.

### Versus Mode

1, 4, 1, 5  
5, 5, 8, 5  
7, 8, 2, 3  
6, 2, 5, 1

### Mega Man

Arrow Slash - ↓, ↘, → + Y  
Leg Breaker - ↓, ↓ + B  
Faint Warp - ↑, ↑

### Bass

Booster Kick - ↓, ↘, → + Y  
Sonic Crash - (in air) →, → + Y  
Faint Warp - ↑, ↑

"The Rhino"  
Toledo, OH

## Aerobiz Supersonic - SNES

To play a game with a little trivia in it, start any game and wait for the menu bar to appear. Then, pick the SNES controller icon and press A, then Select. If this is done correctly, a guessing game should appear. It's not Pictionary, but it sure is fun!

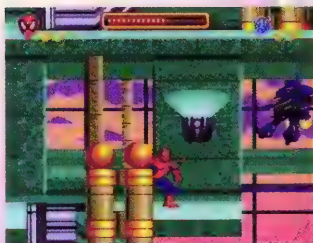
"The Eradicator"  
Phoenix, AZ



## Loadstar - Sega CD

Hey, it's that wacky space Marine, Tully Bodine! If you're sick of playing this full motion video masterpiece, pause the game and hit C, A, Left, Left, A, C, A, Left, Left, A. Then, unpause to play a hidden game of Mort Pong! Smile one and all. It's Mort!

"The VidMan"  
Uptown, MN



## Spiktor-Man - SNES

The man with the really funky tights is back with a vengeance! To access a hidden Stage Select, wait until Spidey has landed on the buttress then hit Y, A, X, B, A, Right, Left. If this worked, you'll instantly be warped to the Stage Select.

"The Rhino"  
Toledo, OH

## Panzer Dragoon - Saturn

That Dark Dragoon sure can be nasty, however, for some it's just a walk in the park. To make the game ten times tougher input this code at the title screen.

L Button, R Button, L Button, R Button, Up, Down, Up, Down, Left, Right. If this is entered correctly, the words "Wizard Mode" will appear above the Press Start icon. Good luck!

Also, here's a slew of other codes to try at the title screen!

### Invincibility -

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

### Level Select -

Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z

### Unlimited Continues -

Up, X, Right, Y, Down, Z, left, Y, Up, Z

### Bonus Level -

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

Chris Cisler  
Stanley, WI

## Street Fighter Alpha - Arcade

Here's one of the coolest codes to ever grace the GI office. To play 2-Players against the computer follow the instructions below very carefully. Have Player 1 and 2 both press and hold Start at the same time. Then, while still holding Start have both players press Up, Up and release Start. Now, hit Up, Up and Jab for Player 1 and Up, Up and Fierce for Player 2. The odds are now in your favor!

"Old MacDonald"  
Healdsburg, CA

## Mega Bomberman - Genesis

Hey man, look at the size of that bomb! That's one hella-bomb! Bomberman freaks take note, here's a complete level listing for this frustrating Genesis game.

### Jammin' Jungle

Stage 2: 6800  
Stage 3: 5120  
Boss: 7420

### Vexin' Volcano

Stage 1: 4501  
Stage 2: 8111  
Stage 3: 7421  
Stage 4: 1051  
Boss: 3351

### Slammin' Sea

Stage 1: 4502  
Stage 2: 8112  
Stage 3: 7422  
Stage 4: 1052  
Boss: 3352

### Crankin' Castle

Stage 1: 6803  
Stage 2: 0513  
Stage 3: 9723  
Stage 4: 3353  
Boss: 5653

### Thrashin' Castle

Stage 1: 8114  
Stage 2: 2814  
Stage 3: 1134  
Stage 4: 5654  
Boss: 7954

### Cruisin' Comet

Final Stage: 0515

Vince Clothar  
Goshure, NY

## 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

Chrono Trigger  
Mega Man 7  
Mortal Kombat 3  
Primal Rage

Ren & Stimpy: You Veediots!  
Rocko's Modern Life  
Dangerous Day

#### Genesis

NHL'96  
Mortal Kombat 3

Adventures of Batman & Robin

#### Sega CD

Eternal Champions  
Wild Woody

#### PlayStation

Air Combat  
Jumping Flash  
Mortal Kombat 3  
Ridge Racer  
Toshinden

#### Sega Saturn

Astal  
Bug!  
Myst  
Pebble Beach Golf

#### 3DO

Gex  
Wing Commander III

### Send Secret Access Requests To:

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

## Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

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

### Super NES:

ASCIIPAD,  
SUPER ADVANTAGE,  
FIGHTER STICK SN

### Genesis:

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

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

Send To: Secret Access

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



# STREET FIGHTER ALPHA WARRIORS' DREAMS

ARCADE  
BRIGADE

TRAINING  
CARD

Check out trading card #17 for hot Street Fighter Alpha moves

By Ryan MacDonald

**W**ho would believe it? Yet another Street Fighter that is not Street Fighter Three, but another version of what we have already played. I must say it's actually pretty cool. It's a mix of the new cartoon-styled games such as X-Men and Dark Stalkers, but with the familiar control and gameplay of Street Fighter that we all know and love. If you have seen any of the animated movie you will recognize the same Japanese-style animation that they gave our favorite warriors.

Most of the major characters are there: Ryu, Ken, Sagat, and M. Bison. The new additions to the game are Adon and Birdie, who actually aren't so new. They were characters from the first Street Fighter. Capcom revived one more character from the past as Guy returns from Final Fight. The other two new characters I have never seen before (could they be original?). Rose, who I believe to be a female magician, and Sodom, a samurai-type character. The gameplay is as smooth as the original Street Fighter 2 once you get the timing of all the new animations.

The sound and music is all done in Q-Sound like all other Capcom games. In addition to good sound effects and music, Street Fighter Alpha sports some really cool new voice samples. The graphics are so different from the other Street Fighters that it takes a moment to recognize the familiar characters and moves.

Overall, Street Fighter Alpha is a good, strong fighting game. It has the same qualities that made us crazy about its predecessors. Although I would really like to see a much more revolutionary game from the makers of one of the greatest games of all time, Street Fighter Alpha will have to do until we see a group of designers bold enough to finally take on the task of making Street Fighter 3. Until then, go to your local arcade and check out Street Fighter Alpha.



# TECH TALK

THE LATEST IN VIDEO GAME HARDWARE & SOFTWARE

## PlayStation Accessories Keep Coming

The **Sony PlayStation**, released in September, represents a joker in the deck of video games. How well will **Sony** do in what is for them an undiscovered country? Will they give the **PlayStation** the support it needs to keep the customers happy? These are questions that only time can answer. However, we can see that **Sony** is offering a variety of peripherals which will make their gaming platform more flexible in its ability to deliver a true gaming experience.

One of these peripherals is the **PlayStation Mouse**. You can pass this one over if you're only looking for action games, but it is almost a necessity if you want to play simulators or strategy games.

Secondly, we have the **Multi Tap**. This little baby will increase the number of controllers you can plug into the **PlayStation**. It is ideal for sports games if you've got a lot of friends and enough money to buy four controllers.

The final product of mention is something that no other company has produced for its own console gaming unit. It is an **Analog Joystick** and it looks like a control stick that belongs in an F-16 or even an X-Wing Fighter. Its multiple buttons will allow for control of many different weapons systems. Also, it has a "hat" joystick on top which will let you do things like shift views with minimal effort (ideal for games like *Descent*), or control movement of a turret while keeping you in control of a ship's movement (perfect for turning the top of a mech to track your target while walking sideways). Hopefully there will be a number of games that support the **Analog Joystick**. Maybe they'll even offer a left-handed version for those of us unfortunate enough to be born right-minded.



Mouse



Multi Tap



Analog Joystick

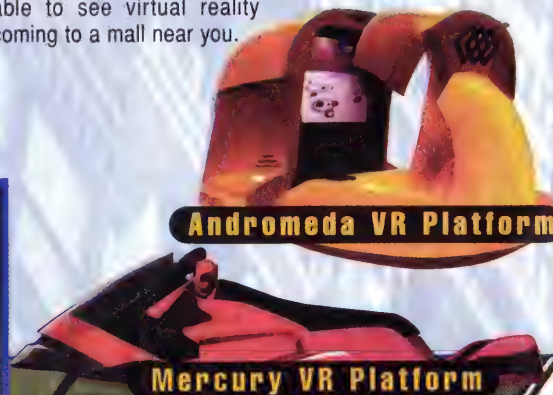
## New Collection of Virtual Reality Games Arrives

Many of us feel that virtual reality gaming is an experience like no other, but few of us get a chance to try out these new wave games. Now, however, it seems that companies are serious about putting virtual reality game systems into the arcades for our enjoyment. One of these companies is called **GreyStone Technology, Inc.**, and they've recently released a new sports game known as *Magball*. Game Informer's Professional Arcade Correspondent Ryan MacDonald described *Magball* as a cross between hockey and bumper boats which can be played by 4-12 players simultaneously. The game is being played through the sit-down **Andromeda VR platform**. This platform is generic, which means that other games can be programmed to play in the same unit. It also has the ability to incorporate other controllers, and can be used both with a standard screen or a tracking head-mounted display.

**GreyStone** isn't stopping here, however. They've also designed a moving VR platform called the **Mercury**. It looks a little like a jet-ski, but it's designed solely for VR entertainment purposes. They've already got a slew of games planned for this new unit including, but not limited to, *Reef Explorer*, *Pteranodon*, and *Purple Heart Corner*. It's anybody's guess as to whether these machines will make it out of the big cities, but if you're lucky you'll be able to see virtual reality coming to a mall near you.



Magball



Andromeda VR Platform

Mercury VR Platform

## NVIDIA and Sega Build Bridge Over PC/Console Gaming Chasm

With the advent of the next generation systems, there has been increasing debate as to who will have the better games - the mighty PC or the fledgling others. There are valid points for both sides. In the console gaming units you have specialized chips that can perform graphics which take complex programming on the PC, while on the PC you've got that much more power to work with (at a greater cost, of course). The console units have always been superior in the fast action one-on-one games, while the PC has excelled in complex simulators, intricate strategy games, and of course the networking features for megahits like *Doom*.

The argument may become moot in the future, due to companies like **NVIDIA**. They and **Sega** have struck a deal which gives **NVIDIA** the licensing rights to port **Sega Saturn** and arcade software to CD-ROMS which will play on Pentium-based PCs equipped with **NVIDIA's** Multimedia Accelerators.

These accelerators are relatively simple, single-chip cards which will provide the PC with the necessary adjustments to run these arcade and Saturn games through Windows 95. Game Informer reserves judgment on Windows '95 until we have seen it, but if it's going to be a viable gaming platform, it will have to be a radical improvement over older versions of Windows.

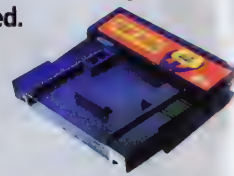
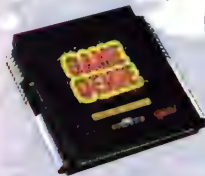


# GAME GENIE

# SWAP SHOP

## Win A Game Genie of Your Choice!

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



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

### Helpful Codes From Our Readers:

### All Points ... Bulletin...

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

#### SNES

- Doom
- Killer Instinct
- Chrono Trigger
- Secret of Evermore
- Bugs Bunny: Rabbit Rampage
- Wolverine: Adamantium Rage
- Justice League: Task Force
- Super Bomberman 2
- Mortal Kombat 3
- Spider-Man
- The Mask

#### Genesis

- The Ooze
- Light Crusaders
- Mortal Kombat 3
- Justice League: Task Force
- Phantasy Star IV
- Boogerman
- Red Zone

#### Game Gear

- Mighty Morphin' Power Rangers: The Movie
- The Adventures of Batman & Robin
- Jungle Strike

#### Game Boy

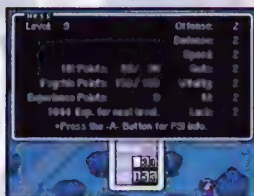
- Kirby's DreamLand 2
- Centipede/Millipede
- Donkey Kong Land

#### Nintendo

- Bionic Commando
- Metroid

Send your Game Genie code requests to:

All Points Bulletin  
Game Informer Magazine  
10120 W. 76th Street  
Eden Prairie, MN 55344



#### Earthbound - SNES

DB23-77D1

Start with a level 9 character

DE23-77D1

Start with a level 15 character

7423-77D1

Start with a level 50 character

1723-77D1

Start with a level 100 character

EE23-77D1

Start with a level 255 character

EE2E-7D01

Start with a super strong character

BB2D-5461

Start with a lot of H.P.

BB2F-54A1

Start with a lot of PSI

"The Rhino"  
Toledo, OH

#### The Incredible Hulk - Genesis

ALVT-8A82

Level select

DVPV-AA9Y

Don't take damage as Hulk

ACYA-8AG2

Infinite transformation capsules

ABRV-AAFN

Guns have infinite ammo

BG4A-8AEY

Start with nine lives

Steveland Andrews  
Brooklyn, NY

#### Equinox - SNES

C28F-AF4D

Immune to most hits

3CA0-0DC7

Infinite life

CEAE-0D17

Infinite magic

Basan Dok  
Sterling Heights, MI



#### Judge Dredd - Genesis

AKCT-EA24

Infinite energy

AVCT-EA4A

Infinite lives

AGAT-AAHW

Start with 1 life

BGAT-AAHW

Start with 9 lives

XGBA-AAC4

Start with 99 Grenades

XGBA-AADC

Start with 99

High-Explosive Missiles

XGBA-AACW

Start with 99

Armor-Piercing Missiles

XGBA-AACL

Start with 99

Incendiary Missiles

XGBA-AAAC

Start with 99

Ricochet Missiles

XGBA-AAB4

Start with 99 Heat Seekers

XGBA-AADL

Start with 99

Double Whammies

XGBA-AADW

Start with 99 Boings

XGBA-EAGL

Start with 99 Flares

AAST-EAGL

Infinite Weapons once you have the weapon

Matt McGrouty  
Prospect Park, PA

#### Spider-Man - SNES

FDAB-1FD0

Start with 99 lives

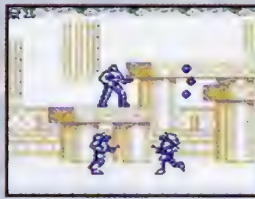
CB9C-1DA4

Infinite Green Grenades

CBCC-AFA4

Infinite Blue Grenades

Fritz Vetter  
Mosinee, WI



#### Contra: The Alien Wars - Game Boy

017-97B-E6A

Start with Flamethrower

077-97B-E6A

Start with Crush Gun

087-97B-E6A

Start with Homing shot

097-97B-E6A

Start with Spread shot

052-B1B-E6E

Get 5 smart bombs after you die

092-B1B-E6E

Get 9 smart bombs after you die

007-E2C-19E

Infinite smart bombs

010-6FB-7FB

Don't flash after getting hit

FF0-6FB-7FB

Flash longer after getting hit

3EB-81B-4CA

Invincible

"The VidMan"  
Uptown, MN

#### Super Return of the Jedi - SNES

DD82-C7B1

Start with 1 life

F682-C7B1

Start with 25 lives

7E06-9E03

Unlimited credits

7E02-2B0A

Unlimited bombs

7E02-A020

Unlimited shield

C222-3769

Infinite Thermal Detonators

on pick up

Lance Conger  
Andover, MN



#### The Adventures of Batman & Robin - Genesis

BGSA-AADL

Start with 10 lives

BGSA-AADT

Start with 9 credits

C2CA-CA5C

Infinite life points

AJCA-CA6W

Infinite lives

AJFA-CA8C

Weapons do not run out of power

A28T-DE2N

Weapon gets full power on first power up

A4SA-AAD6

Start with weapon at level 6 firepower

AGSA-AAD0

Start with Shuriken instead of Batarang

ALSA-AAD0

Start with Bolo instead of Batarang

Drew Concannon  
Pennsville, NJ

#### Cyberball - Nintendo

SXUYAKVK

Infinite level time

PENOYLLA

Start with level time at 1 minute

ZENOYLLA

Start with level time at 2 minutes

PAXEAZE

Goals worth 9 points

LTXEZAZA

Goals worth mega-points

"The VidMan"  
Uptown, MN





### Judge Dredd - SNES

**EE63-1318**  
Start with all weapons and almost infinite ammo

**DF62-1A38**

Start with 1 life

**D962-1A38**

Start with 5 lives

**DB62-1A38**

Start with 9 lives

**C2BE-4A4B**

Almost infinite ammo

**C2A9-1627**

Almost infinite energy

**C22C-1B2D**

Invincible after getting hit

**DDA9-1CB7**

Don't flash after getting hit

**74A9-1CB7**

Don't flash as long after getting hit

**EEA9-1CB7**

Flash longer after getting hit

**DE6D-C338**

Start with very little energy on your first life

**6D6D-C338**

Start with half energy on your first life

**A16D-C338**

Start with about 3/4 energy on your first life

**DE3A-48B7**

Start with very little energy after first life

**6D3A-48B7**

Start with half energy after first life

**A13A-48B7**

Start with about 3/4 energy after first life

*"The Eradicator"*  
Phoenix, AZ

### Jungle Strike - SNES

**C2A5-476F**

Infinite ammo

**C2A9-4FA7**

Infinite armor

**CEBE-C4D4**

Infinite lives

**F18B-C4A1**

Start with more gun ammo

**748B-C4A1**

Start with mega gun ammo

**EE8B-CFD1**

Start with more hydras

**748B-CF01**

Start with mega hydras

*"Virtua Gap Boy"*  
Minneapolis, MN

### The Lawnmower Man - SNES

**40BE-1DAD**

Infinite lives

**ECB6-4FD7**

Super jump

**D785-376F**

Energize icon effect is 2x longer

**D985-376F**

Energize icon effect is 4x longer

**D1BB-4F64**

Bitstream powers up instantly

**DOB5-CDAD**

Keep weapon power ups once gained

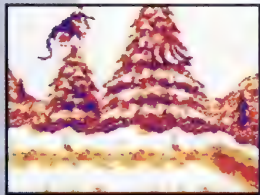
**CEB7-CFAD**

Never lose homing bullets once gained

**CEB7-CDAD**

Never lose rear bullets once gained

*The Eradicator*  
Phoenix, AZ



### Donkey Kong Land - Game Boy

**00E-899-F7E +**

**00E-958-F7E**

Start with 1 life

**08E-899-F7E +**

**08E-958-F7E**

Start with 9 lives

**0EE-899-F7E +**

**0EE-958-F7E**

Start with 15 lives

**63E-899-F7E +**

**63E-958-F7E**

Start with 99 lives

**00D-9DB-3BE +**

**21D-A0B-E61**

Infinite lives

**C3D-A0B-E61**

Lose all your lives when you die

**C9D-FDB-4C1**

If you get hit you don't change characters until you are back at the map screen

**3E0-81B-4CA**

Invincible

**002-1FB-3BE**

Change soundtrack

**004-C6B-3BE +**

**3E4-C0B-3B2**

Each banana gives you mega lives (switch off when you have enough lives)

*"The Boy with the Red Flute"*

Orlando, FL

### Exclusive Codes from Galoob

#### Mighty Morphin Power Rangers: The Movie - SNES

**DBA2-04AD**

Start with a lot of energy—first life only

**DFA2-04AD**

Start with very little energy—first life only

**8B26-07A2**

Almost infinite life force

**DF29-07DA**

Start with very little energy after first life

**DB29-07DA**

Start with more energy after first life

**DBA8-0DDD**

Start with 9 continues

**DDA8-0DDD**

No continues

**D7AA-0DDD**

Start with mega-points

**DB6E-0D6D**

Start with 9 lives

**D96E-0D6D**

Start with 5 lives

**DF6E-0D6D**

Start with 1 life

**C2E0-DF0A**

Infinite continues in 1-player mode

**C2B1-AFAA**

Infinite continues in 2-player mode

**F620-0FA2**

Large main power-up box gives max power

#### Batman: The Animated Series - Game Boy

**005-EFD-3B7**

Infinite energy

**014-8ED-F76**

Start with very little energy

**044-8ED-F76**

Start with about half energy

**0E4-8ED-F76**

Start with about 2x energy

**09A-70B-F7E**

Each Batarang pick-up is worth 9

**00B-A3D-3BE**

Infinite Batarangs

**215-92D-D5D**

Almost invincible-switch off if you get stuck

**004-96D-5D4 + FA4-**

**9AD-4C1**

Start with 7 Batarangs

**006-16E-3B7**

Most enemies don't die

**0AF-CDB-E62**

Most enemies are harder to kill

**AF6-15E-A2C**

Most enemies die with one hit

#### Captain America and the Avengers - Game Boy

**011-DDF-E66**

Start with 1 life

**0A1-DDF-E66**

Start with 10 lives

**005-CCE-3B7**

Infinite energy

**99A-29F-7FB**

Start with energy at 153

**FFA-29F-7FB**

Start with energy at 255

**22A-29F-7FB**

Start with energy at 34

**017-748-D5A**

Enemy bullets do very little damage

**197-748-D5A**

Enemy bullets do more damage

**337-748-D5A**

Enemy bullets do much more damage

**3E3-A8F-912 + 013-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 1-2

**3E3-A8F-912 + 023-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 1-3

**3E3-A8F-912 + 033-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 1-4

**3E3-A8F-912 + 043-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 1-5

**3E3-A8F-912 + 053-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 1-6

**3E3-A8F-912 + 063-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-1

**3E3-A8F-912 + 073-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-2

**3E3-A8F-912 + 083-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-3

**3E3-A8F-912 + 093-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-4

**3E3-A8F-912 + 0A3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-5

**3E3-A8F-912 + 0B3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 2-6

**3E3-A8F-912 + 0C3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 3-1

**3E3-A8F-912 + 0D3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 3-2

**3E3-A8F-912 + 0E3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 3-3

**3E3-A8F-912 + 0F3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 3-4

**3E3-A8F-912 + 103-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 3-5

**3E3-A8F-912 + 113-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-1

**3E3-A8F-912 + 123-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-2

**3E3-A8F-912 + 133-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-3

**3E3-A8F-912 + 143-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-4

**3E3-A8F-912 + 153-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-5

**3E3-A8F-912 + 163-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 4-6

**3E3-A8F-912 + 173-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 5-1

**3E3-A8F-912 + 183-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 5-2

**3E3-A8F-912 + 193-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 5-3

**3E3-A8F-912 + 1A3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 5-4

**3E3-A8F-912 + 1B3-A9F-**

**E6A + E03-AAF-2A9**

Start on stage 5-5

**3E3-A8F-912 + 1C3-A9F-**

**E6A + E03-AAF-2A9**

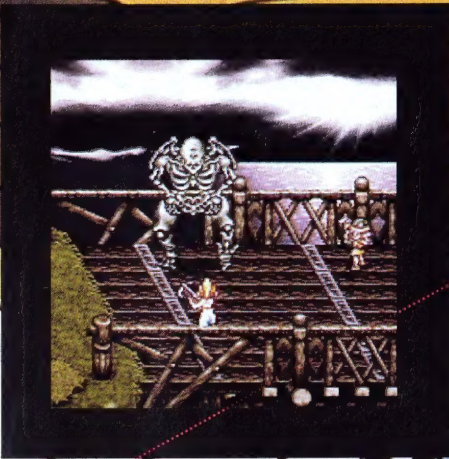
Start on stage 5-6

#### The Simpsons: Bart & the Beanstalk - Game Boy

**00A-608-19E**



# Chrono Trigger™



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