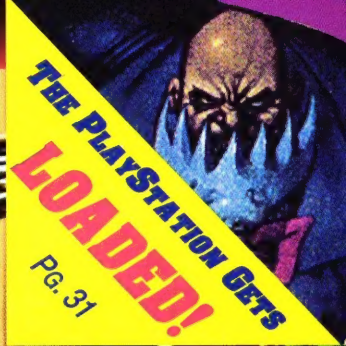


NINTENDO • SEGA • ATARI • 3DO • SONY • SNK • ARCADES

Game Informer

MAGAZINE



**THE PLAYSTATION GETS
LOADED!**
Pg. 31

November 1995
Vol. V • Issue 11 • #31

DKC2: Diddy's Kong Quest

GI Discovers the Hidden Treasures of Crocodile Isle

Earthworm Jim 2

He's Back with a Big Green Booger!

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WarHawk, Gargoyles, VectorMan, Wing Arms, Killing Time, and Maiden '96

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November 1995



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ger finger warm,

need it!

crawling down your throat if you don't watch your back in

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Galaxian⁸ and

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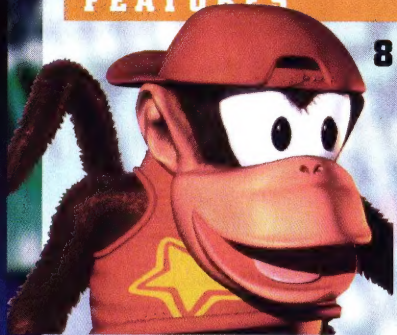


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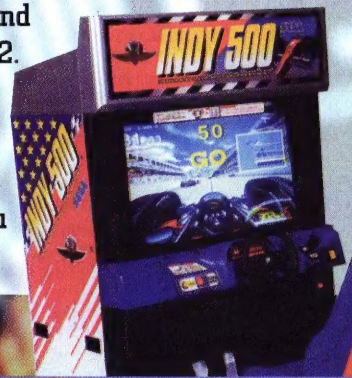
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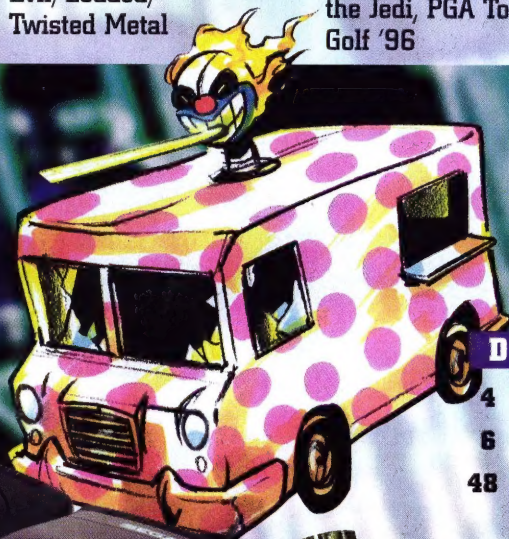
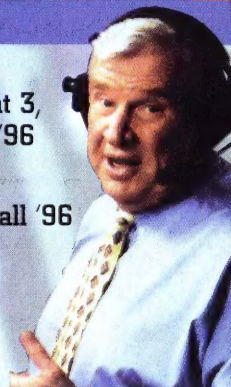
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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

Lets Make A Deal!

Howdy folks! I know you were impatiently waiting the next exciting Letter from the Editor, where yours truly rips somebody a hole but I won't be doing that this month. Actually, as the new year approaches I've been thinking about different ways to make the magazine better, and I wanted to give you a chance to give us some input before we start.

I know the first thing out of your mouths will be that the magazine should be bigger, but I've gone over this before and I can still tell you with my head held high that we give you more honest information in one issue than you'll get from any other magazine. So please don't send that in under your list of ideas for the magazine.

In the last year we've added a number of things to the magazine to make it more interesting including: envelope art (which has been a big hit), Internet and World Wide Web information, video game comic book information, movie stuff, and numerous strategy guides. However, the real question comes down to what do you think?

I want to hear your thoughts on any changes or ideas that you may have on how we can make the magazine better (which I know seems impossible). We've thrown around a number of ideas but I really wanted to hear from you first, so this humble editor is asking for one simple favor. Write me, and give me your ideas.

What do you think is the most useful part of the magazine or maybe what's the most useless part of the magazine? Do you like the review format? Do you want more articles and features? Do you want more computer or Internet information? It's time for some change, I can feel it, but I don't want to rely on a Reader's Survey or some silly marketing group, I just want some honest, well thought out letters from you.

So here's the deal. Send your letters to my attention here at Game Informer and I'll pick one letter out of the group and give them a Sony PlayStation. That's right, a Sony PlayStation! So not only do you get to make your magazine better, you're also getting a chance to win a free PlayStation. Simple enough? Now get writing!

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**Win a Sony
PlayStation**

The GI Review Staff: Gamers with a Grudge



Paul
**The Pro
Player**

"Gosh! Golly!
There is some
serious system



Andy
**The Game
Hombre'**

"I don't know
what has come
over me, but



Reiner
**The Raging
Gamer**

"What a race!
The video game
war between



Rick
**The Video
Ranger**

"All I want for
Christmas is a
PlayStation

bashing going on the Usenet. PS-X...No, Saturn!...No, PS-X! It's SNES vs. Genesis all over again. What's going to happen when U64 hits the market? Pure chaos. I'll have no part of it. Anyone who's going to waste time touting the system that they own over everyone else's is not worth listening to. (Unless they own them all of course.)"

lately I've been screaming "Mortal Kombat" whenever I get bored. I think I've got a permanent case of MK on the membrane! Maybe I should see a doctor or something! In other news, my band should be in the studio right as you get this issue working on our first album. While you won't see us pounding down the top 40, you may just find us in the back row of your seedy local record store. I'll let you know how it went next month."

Sony and Sega has turned into an intense nuclear war. Expect to see both parties launch their biggest rockets at each other this holiday season. As for Nintendo, don't count them out yet. Titles like DKC 2 and Killer Instinct will keep their stockings full just long enough for them to make their move on the competition. Don't let advertising and clever marketing ploys throw you off, stick to the real info which can be found in each action-packed page of GI Magazine."

and a Saturn and the complete library of games for each. For those of you with less ambitious gift receiving plans than me there are some very good games for the SNES. In this case I recommend putting Killer Instinct, MK3, Chrono Trigger and Secret of Evermore on your list; but at \$70 or more for each you might not get all of them. Anyway, I wish you all a happy Thanksgiving and we will catch you next month with some last minute holiday ideas. I know I have some!"

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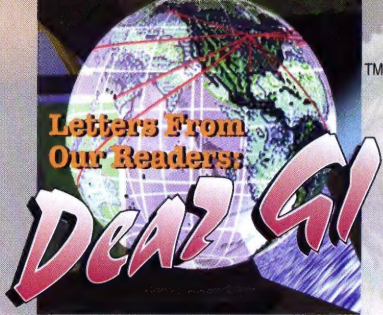
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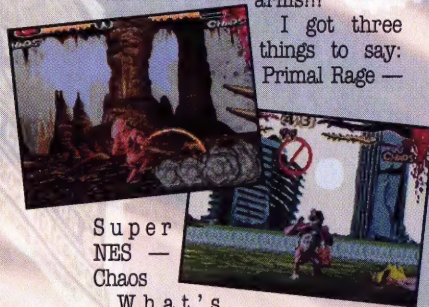




RAGE AGAINST THE NINTENDO MACHINE!

Rise up all ye thumb-pad warriors and hear the call to arms!!!

I got three things to say: Primal Rage —



Super NES — Chaos

What's going on? All the game reviews and even the game box said that all the fatalities were intact!! So why does a big red "X" appear when I do Chaos' Fatality #1? When I called Time Warner they blamed it on Nintendo and when I called Nintendo they blamed it on Time Warner! So I got absolutely no answers except that it couldn't have been the ratings board because they let it pass on the Genesis version. Can anyone say product fraud? I'm not angry that the fatality isn't there exactly, but that no one said it wouldn't be there.

Grid Mortis, The Mad Gamer

First I must let you know that we're sorry for not catching something as obvious as a remade fatality. But to tell you the truth we're not exactly sure it wasn't on the version we played. The change may have only been in the production version. However, we are really glad you brought this to our attention. We called Time Warner and asked them where the trouble began and it seems that Nintendo did not feel that peeing on people was appropriate for the Nintendo family of fun and entertaining games. Sorry about the problem, but you can at least be satisfied that you got the word out on the streets.

YE OF LITTLE FAITH!

My friend and I were playing MKII on SNES (and we were at Shao Khan) and Jade popped

up with the message "Hornbuckle Who?". When we beat the game, we also noticed a programmer whose name was Hornbuckle. This other magazine, that will remain nameless, said this was a top secret player. They told us how to get to Jade's friend, Hornbuckle, but it wouldn't work. Has Game Informer figured it out? By the way, your magazine rocks!!

Charles Boltas Irving, TX

MORTAL KOMBAT II

Charles ...Charles ... Charles ...What are you thinking? Of course, another magazine will give you a bogus line like "yea, heh-heh, they're a secret character, that you can get by entering ...ahhh ...up, up at the title screen ...yeah...that's it!" You must learn grasshopper that there is only one place to go if you want to get the facts. Right here in the pages of Game Informer.

THOSE WERE MY CODES, DUDE!

Your mag is really cool! I do have one complaint, though. In your August '95 issue Trevor Lyons wanted to know why someone else got credit for his codes. Your reply was first codes in, first codes published. I have sent in Aerobiz codes for SNES and in the November '94 issue there were Aerobiz codes, but not mine. They were the Egghead's. Not only did he have my codes, but a lot more. I see Egghead and Vidman under codes 25% of the time or more in every issue. Why not use the new guy's codes when they are the same? OK? Thanks!

Gavin Steidele Huntley, IL

Names like "Egghead", "VidMan", and "Virtua Gap Boy" are names we use in Secret Access when we get the codes directly from the company. When we get a long list of codes from a company, and also receive an abbreviated list from elsewhere, our desire is to give our readers as many of the codes as we can, so of course we use the company's list. Secondly, if we receive many different letters which list the same codes, we can only assume that these codes were published elsewhere. It wouldn't be fair to choose one person's stolen codes over another's, so we don't. Sorry.

IS NINTENDO BRAIN DEAD?

Why are they going with cartridge instead of CD? The Ultra 64 could end up like NEO* GEO, over-priced with little or no third party support. The carts could cost as much as \$200.00! Do you guys know if they're planning to make a CD-ROM for Super NES or U 64?

Austin Lingerfelt Arlington, TX

First of all, I don't think you have all the facts. Although Nintendo is not going to use CD-ROM on or with the Ultra 64, they do have some tricks left up their sleeves. Nintendo just recently admitted that they are working on a magnetic drive for the Ultra. Whether or not this will be the main data format for the Ultra or just an add-on is still undetermined, but our guess is that it will be the main format for the Ultra 64. Basically, a magnetic drive reads mini hard drives that come in hard cases like cartridges. While it may sound like these would be expensive to produce in mass numbers, it is quite the opposite. Since the invention of Zip Drive, which is basically the same technology for your computer, the cost and size of miniature hard drives has fallen significantly. However, it is important to note that this is all speculation on our part. We've been begging Nintendo for more information but they've remained tight-lipped. The first hard facts on the Ultra will not be available until the Shoshinkai later this month, so until then you'll just have to chew on this.

THE SEGA CD BLUES!

About a month ago I finally bought a Sega CD after working hard all summer mowing lawns to get enough money to buy one. I also got two games; FIFA Soccer and a racing game called Formula One. The first thing I noticed was that the games had highlights of real people playing the sport. The second thing I noticed was that the game was not any better than it would be on the Genesis alone. FIFA Soccer looked exactly the same as the version for the Genesis. I thought I was upgrading? Then, a week later Sega Saturn and Sony PlayStation hit the

stores! I would buy a Sega Saturn, but it's way out of my budget. I like my Sega CD, but it isn't near what I thought it would be. Should I have bought a Sega Saturn and would it be worth its huge price tag?

Tim Dale Woodbury, MN

We're sorry Tim, but we have to tell you that we've tried to hint as much as possible as to the demise of the Sega CD so that you could avoid feeling slightly ripped off after buying such an expensive piece of hardware. We know there are a number of people out there who really enjoy their Sega CD, but we're afraid its time has come and gone. Companies just aren't creating software for it and retailers are pulling it off their shelves to make room for the newer machines. Our advice to you is that if you aren't enjoying it, trade it in. Games are all about fun, and if you aren't enjoying it, it's just not worth having. If you can mow a couple more lawns and get enough money together to buy a new machine I think you should do a little more research. Many video game stores will let you try out the software (on the premises of course) before you buy it. Then maybe you can find a video game system that will have all the games that you want to play.

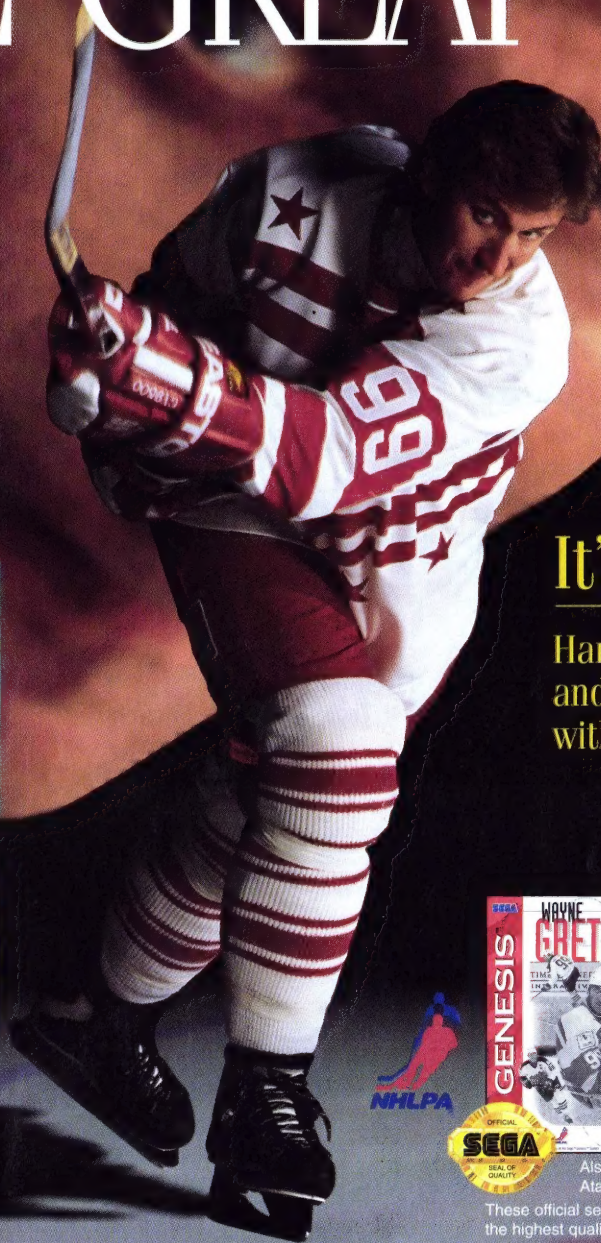


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THE GREAT ONE



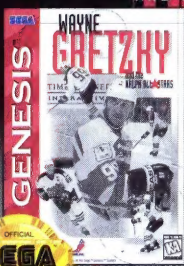
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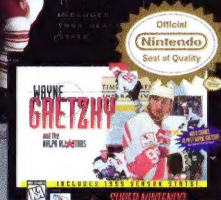
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and burn the net...
with the world's best!



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Star teams. Trade your favorite NHLPA players and create your own dream team with Gretzky leading the way. Two gameplay modes... *Simulation mode* is serious hockey... with real pro rules and penalties. *Arcade mode* is faster, rougher "in-your-face" hockey game with relaxed officiating! It's different... it's fast-action hockey... it's board slammin' fun! *Check your local retailer and score!*



DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

THE WRATH OF KONG

- Size: 32 Megabit With Battery Back-Up
- Style: 1 or 2-Player Action/Platform
- Special Features: 2-Player Contest Mode, 3 Save Slots, Five Animal Friends, Multiple Endings, Tons of Hidden Areas
- Levels: 7 Worlds Not Including "The Lost World"
- Created by: Rare for Nintendo
- Available: Early December 1995 for Super Nintendo

▶ THE BOTTOM LINE 9.75

A long time ago a company released an arcade game that took the country by storm and brought the world of video games to a place it hadn't been before. The company was called Nintendo, the game was called Donkey Kong, and it was fantastic. A few years later, Nintendo released a sequel known as Donkey Kong Jr. This game took what it learned from the first version and improved on it. That was then, this is now, and history is about to repeat itself.

Last year's phenomenal hit for the Super Nintendo called Donkey Kong Country wowed the world with SGI rendered graphics and smooth and interesting gameplay. The success of this game screamed for a sequel, and Nintendo and Rare are giving us what we want for Christmas in the form of Donkey Kong Country 2: Diddy's Kong Quest. This game also took what it learned from the original and made it better.

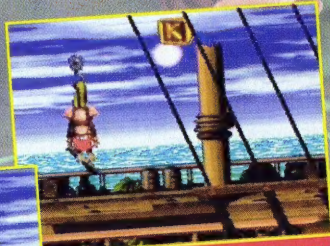
In this installment, the mighty Donkey Kong has been kidnapped by his arch-enemy King K. Rool. Kong's only hope lies with his young monkey friend Diddy and Diddy's girlfriend, Dixie. These two explorers will stop at nothing to save their hairy friend, and their adventuring skills will certainly be put to the test in the multiple worlds of



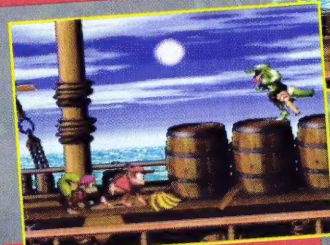
There's a ghostly rendered skeleton beast chasing us. Put the pedal to the metal, Dixie!!!



Your spider friend has the power to make web platforms. Cool!



Dixie and Diddy won't admit they're in love, they just like to hang out together.



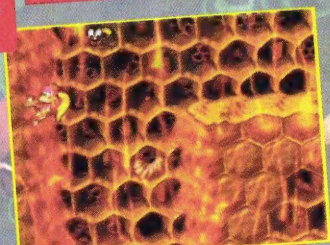
Now who would leave a perfectly good bunch of bananas laying on the deck of a ship?



Barrel cannons with Dixie's picture on them will only work for Dixie.



Dixie decides to blow some bubbles before continuing this level.

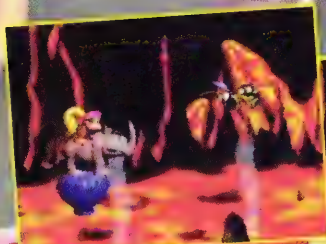


A sticky layer of honey allows the young heroes to cling to a vertical surface.

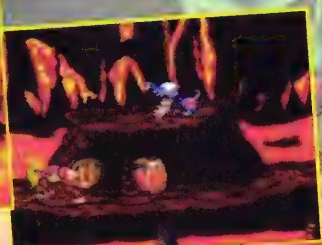


The heart of the hive is loaded with bees. Watch the stingers!





You can recharge the balloon's 'liftability' by moving it over the hot air streams.



A barrel in the face ought to shut this Klap Trap's big mouth.



Diddy and Dixie both climb ropes a la Donkey Kong Jr.



This blue fellow is called the "Cat-O'-9-Tails" and he can fling you to great heights!!



Gusts of wind from below make Dixie and Diddy feel like sky-diving monkeys!



The floor rises from below on this level - don't get crushed by the ceiling.



YEEEEEEEEEEEEE HA!!!!

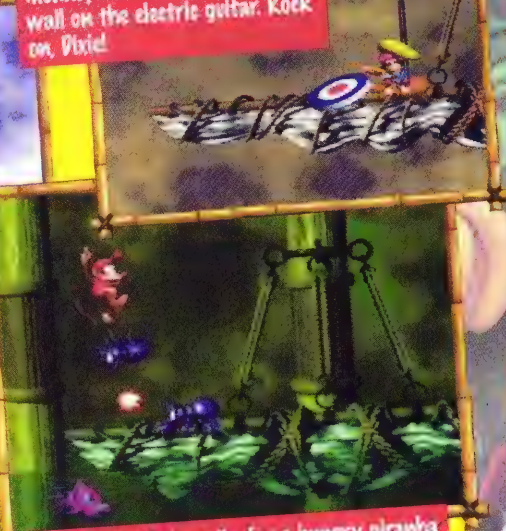


Bounce on the dragonfly to reach the safety of the next cat tail.

Dixie is not only an accomplished monkey adventurer, she can also wall on the electric guitar. Rock on, Dixie!



To beat this first boss, throw the eggs back at his face.



Don't fall off the sails, for a hungry piranha waits below to swallow you whole.

danger and doom which must be crossed before their quest is complete. Along the way these two will get a lot of help from their friends. Various members of the Kong clan will aid them by giving them information, saving their game, flying them to different areas, or giving them the chance to win free lives. Other animal friends will actually help them in playing through the levels. In addition to the animals that appeared in the original DKC, you'll find a spider, a parrot, and an illuminating fish to name a few. Each of them have special abilities you'll need to utilize in different parts of the game. There is a breakdown on each animal friend on the following pages of this article.

Over a million people purchased the first DKC, and probably a million more played and enjoyed it. That makes DKC2 the most anticipated video game sequel of all time. Fortunately, Nintendo has done a stand-up job creating an enjoyable and playable sequel. If DKC left you wanting more, the time has come for you to enter Kong's world one more time. Good luck, Kong-nuts. ■

PAUL, THE PRO PLAYER

Concept:	8.5	"Once again Rare develops a video game masterpiece. DKC2 is an amazing quest that brings joy as well as frustration. I think that anyone who complained about the first game's lack of original play will not have that complaint about this game. More animal friends, more variety, and much more action make DKC2 tower over the previous version. Anyone who played DKC will by all means enjoy Diddy's Kong Quest. It's simply brilliant."
Graphics:	10	
Sound:	8.25	
Playability:	8.75	
Entertainment:	10	
OVERALL:		9.75

ANDY, THE GAME HONDRÉ

Concept:	8	"If you thought the last one was good you had better prepare yourself, because DKC2 has even more animation, more levels, more enemies, more friends, and an even greater challenge. The graphics and sound are still better than any other SNES game on the planet. The best way to explain it is that if you liked DKC, you'll love DKC2: Diddy's Kong Quest."
Graphics:	10	
Sound:	10	
Playability:	8.25	
Entertainment:	8.5	
OVERALL:		9.5

REINER, THE RAGING GAMER

Concept:	8.25	"When I first played DKC I seriously thought that this was the limit of quality on the SNES. In DKC2, I expected the same game with a few changes here and there. But MAN! Low and behold, Nintendo dropped the mother of all A-bombs on the competition. Increased intensity in gameplay, enhanced graphics, and hidden stuff everywhere gives this action cart the longevity and addictive craving to satisfy any gamer with the video game syndrome — Gameraddictivitis. Hands-down the best SNES game of the year!"
Graphics:	10	
Sound:	10	
Playability:	8.75	
Entertainment:	9.5	
OVERALL:		9.75

OVERVIEW



Animal Friends

As in the first DKC, various animal friends are located throughout the game to help you along. Some of them are the same, but a few new ones have been added to the list as well. Their special abilities will allow you to pass levels that would otherwise be impossible, and they can be used to find bonus areas that are otherwise unreachable.

Rambi the Rhino - Rambi is a large and tough rhinoceros. The horn on his nose will strike down your foes, and he can kill enemies which Diddy and Dixie cannot, like bees. If you hold down the 'A' button, Rambi will prepare for a "Power Charge" where he races across the screen, bashing everything in his way until he either runs into an obstacle or falls to his death. This Power Charge is the only way for Rambi to open doors to bonus areas.

Esquardo the Swordfish - Esquardo is a fabulous swimmer and is well armed with a party nose. He can strike down most enemies you will find in the water. In addition, he has a "Power Charge" move similar to Rambi's, only water.

Squawks the Parrot (2 versions) - Squawks can fly around while gripping both your characters in his talons. He can fly in any direction. He also has a net spinning move which will strike enemies out of the sky. Normally, Squawks is green, but he has a blue relative which appears on one of the levels. This blue version of Squawks can only float down, and he cannot spit nuts. Bummer.

Rattly the Rattlesnake - The coiled serpent is a fabulous jumper. He can kill most anything by landing on its head. In addition, you can hold down the 'A' button to power up his jump - release the 'A' button and Rattly will fly to unheard-of heights. Very convenient for getting to those high up out of reach places.

Squitter the Spider - Squitter the spider is a good friend to have. Not only can he spit webs to smite his enemies, he can create platforms of webs which allow him to climb up and down on what used to be thin air.

Blunder the Avatar Fish - This little fellow will help you out in dark water levels. He is a fish with a bright light hanging from his forehead that will brighten up an area in front of you, whichever direction you happen to be facing.

Clayper the Seal - This guy doesn't come along with you, but when you touch him he will spit into the water. This will either make hot, boiling water cool enough to swim in, or he will turn normal water into ice which you can walk across.



Esquardo

Rambi



Rambi

Squatter



Rattly

Squawks



Squawks 1

Squawks 2

Extra Lives

DKC2 is an extremely difficult game which will require tons of lives to beat. The easiest way to build up lives is to find 1-Up loops which allow you to build up as many characters you need quickly and without hassle. Instant 1-ups can only be found in balloons. A red balloon gives 1 life, a green balloon gives 2 lives, and the blue balloon will give you 3 lives. In addition to the helium suckers, you can also receive extra lives by finding all four KONG letters and/or collecting 100 bananas.



End of Level Target

At the end of every level, there is a target on the ground which operates much like the old "ring the bell" game you might have seen at a fair or a carnival. To win the prize, you must jump on the target from a sufficient altitude. Whichever prize is showing when the barrel hits it is the one you win. Go for the good stuff!



Cranky's Video Game Hero Coin

These coins are an essential pick-up for the monkey clan. To see the full ending of the game you will have to find every coin. Like the Bonus Rounds, these coins are hidden on each and every level (including the bonus). When you find a DK Coin, an indicator at the end of the level name will appear telling you that you've found the coin for that level.



Kremloins



Kremloins can only be found in the bonus levels. These coins are the only key to unlocking the hidden Last World. When you beat a certain amount of levels, a new coin will appear on your map containing the fearsome Klubbak! He will ask you to pay 15 Kremloins to enter one hidden stage in the Last World. Find the bonuses and you'll unlock the biggest secret in DKC2.

Banana Bunch Coin

These coins act as the monkey's currency. This banana cash can be used to gamble for extra lives at Swanky's Bonus Bazaar, pay for Rights to new lands, receive knowledge of the College, or pay for the opportunity to save your game. Remember, nothing's free.



Locating Bonus Rounds

Each level contains a series of Bonus Rounds which can be found in hidden barrels, cannons, and sometimes even through solid walls. Usually, you will need something to throw at the wall. Sometimes you'll have to go to the extremes and use your animal friends to break in. When you find all the bonuses on the level, the level name will receive an exclamation point at the end. If you don't find everything the name will appear without a mark. Remember, most of the levels contain more than one Bonus Round.

Inside the Bonus Round

Making it to the Bonus Round is only half the deal. In order to complete the round you will first be asked to perform a task. Most of the time you will be need to find a Kremloin. There are also two other bonus games, Destroy Them All, and Collect the Stars. All three of these rounds are timed and can be extremely difficult.



Collect the Stars



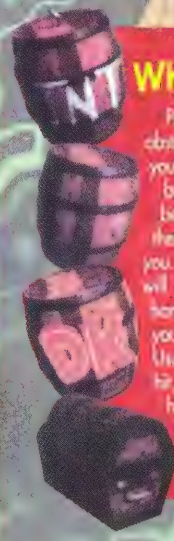
Destroy Them All



Find the Token

What's In That Thing?

Periodically you will run into different obstacles which can be picked up by your party. Sometimes the box is labeled, but more times than none, it's not. The best way to open barrels is to throw them or walk on enemies in front of you. No matter where the barrel lands it will explode on impact. However, when handling the treasure chests and crates you will need to throw them at an enemy. Usually they will break with the first hit, however some of them will need to hit four or five enemies before they can be opened.



No Animal Sign

In the levels where you either ride an animal friend or turn into one, you will eventually run into a "No Animal" sign. Go past this sign with your animal and it will turn into various objects. Sometimes a bunch of bananas, sometimes extra lives, and in rare occurrences, the DK Coin.

Banana & Banana Bunches

Bananas come in two varieties - single and bunches. Bunches of bananas are equal to ten single bananas. Collect 100 bananas and you'll get an extra life.

Animal Crates

Animal Crates contain whatever animal is pictured on the outside. Jump on them to free your animal friend, and you can use this animal friend inside the level.

Friends

Funky (Funky's Flight) - This hip gorilla runs his own airline service. He can be hired to take you to any level you've previously visited (for a small fee, of course).

Swanky (Swanky's Bonus Bonanza) - This ape man is a born game show host. He will give you the chance to pay some money and answer some trivia questions about various aspects of DKC2. Get them right and you'll receive extra lives as a prize.

Wrinkly (Wrinkly's Kong Kollage) - The grandmotherly Kong figure is young Diddy and Dixie's teacher. She can be bribed to give you information about gameplay, but more importantly, she is the only person who can save your game. Visit her as often as you can afford it.

Cranky (Cranky's Monkey Museum) - This upright old codger is back to complain a little and really get on your nerves. However, he also possesses great knowledge about the land. For a few coins he will give you hints as to where to find secret stuff which is hidden in the levels. Of course, you only want to use him as a last resort, but if you can't find a bonus area on a certain level, his words of wisdom can be invaluable.

Kivka (Kivka's Kivka) - This guy is a little dissatisfied with the way King K. Rool is running things. Consequently, he can be bribed with 15 Kremloins to let you into a "lost level." He is located in most of the worlds, and you'll want to get into all of the levels of the last World to see the real ending of the game.

Shops



Wrinkly's Kong Kollage

Funky's Flight

Kivka's Kivka



Swanky's Bonus Bonanza

Cranky's Monkey Museum

Moves

During the game, you'll be able to control either Diddy or Dixie Kong. When both characters are present, you can switch between the two by hitting select. Both characters are similar, but possess minor differences that make them better or worse depending on the situation they are in. Both can run, jump, swim, and climb, and both of them have a spin move (a corkscrew for Diddy, a Hair Flip for Dixie) which can wrinkle down certain enemies.

This difference between the two characters comes into play in their other abilities. Both of them can pick up objects and hurl them. Diddy carries objects directly in front of his body,

which can be an advantage in that he can simply walk into enemies while carrying a barrel and kill them. Dixie carries objects in her hair, so she is able to throw things a little farther. Additionally, when she jumps into enemies she is protected from above. Diddy runs a little faster than Dixie does. However, Dixie can do a ponytail spin move which will slow her fall AND add considerable distance to her jumps.

By pressing the 'A' button, one character will jump onto the other's shoulders. You can use the 'Y' button to throw the other one to either grab prizes or reach platforms that would otherwise be inaccessible. This is a crucial move and is often required to reach bonus areas and other fun items.

STRATEGY GUIDE

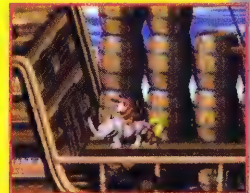
GANGPLANK GALLEY

Level 1 - Pirate Parole

For the first bonus level, drop into the gap in the ship. At the bottom you will encounter a running barrel. Jump on his head and grab the barrel. Bring it to the right to smash the wall into the bonus area.

The second Bonus Round is located behind the door which the arrow of bananas is pointing to. Smash it open with a barrel or with Rambo to enter the Bonus Round.

The DK Coin is located a little above the top of the screen about halfway through the level. Jump on the barrel onto the higher stack of barrels and jump over to grab the Coin.



PLEASE NOTE:

Our initial intention for this article was to give you a complete strategy guide showing you the location of every Bonus Round and hidden DK Coin. Nintendo visited us for two and a half days. This would have been enough time for us if we played non-stop, fast, and furious. However, the game was only 80% complete, so it would periodically freeze up and certain levels were completely unplayable. Consequently, we have only been able to compile everything that was present at the time, so you will have to figure out the rest on your own. One thing to note, however, is that when Nintendo goes around fixing the bugs, they may have to remove certain Bonus Rounds, or move them to an area which does not disrupt gameplay. If something is not where we say it is, this is probably the reason. We apologize in advance for any inconvenience this may cause. Most of this strategy guide will still be relevant, and we hope it helps you out.



DK Coin



Level 2 - Mainbrace Mayhem

Right at the beginning of the level, have Dixie jump to the right and float until she catches the ropes. The bonus barrel is a little farther right.

For the second Bonus Round, you must drag the cannonball (you can't miss it) into the cannon. Ka-Boom!!!

The last bonus round is located at the top of the level, as far up and left as you can go. You'll need to have both players so you can throw your partner into the barrel.

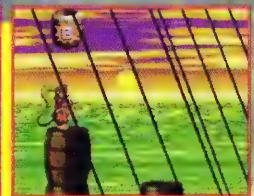
After you complete the bonus level, continue running all the way to the right on the top level of the ship and you'll grab the DK Coin!!!!

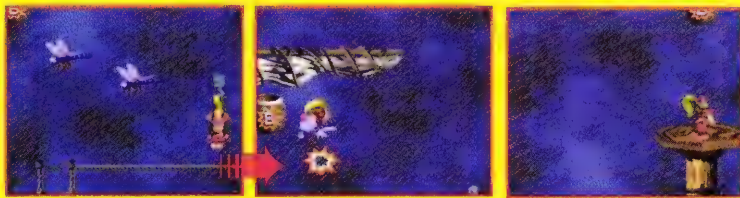
Gangplank GalleY - Level 3

The first bonus barrel is right at the start, jump up and left and you'll see it no problem.

After you beat the Bonus Round, jump back up to the barrel but don't go in. Jump on the hooks and follow them to the right where you'll find the DK Coin.

The other Bonus Round is located after the continue point. There will be a stack of barrels four deep. The first column will only be one barrel high. Kill the guy on the barrel by throwing your partner at him. Continue up the stack, killing guys as you go until you reach the top. Another barrel. Wa-Hoo!!!





Topsail Trouble - Level 5

The first bonus barrel is located on the far left of the playing field, before you get to the point where you are climbing on a bunch of ropes. Throw your partner or use the snake's super jump to reach the barrel.

The second barrel is located above a horizontal rope which takes you to the left. You will see two dragonflies. Bounce off them to reach the bonus barrel.

The DK Coin is located on the far right of the playing field in the section where you are climbing ropes. You will reach a point where you must shimmy to the left, hopping bees as you go (there are about 4 of them). Before this, jump with Dixie all the way to the right and you'll grab the big DK Coin.



CROCODILE CAULDRON

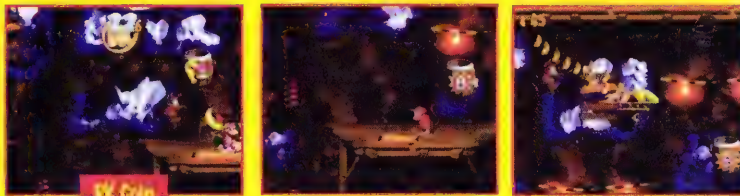
Hot Head Hop - Level 1

Break the treasure chest below the "O" token to get the cannon ball. Take the cannonball to the right across the lava and put it in the cannon. Ka-Boom!!!!

Towards the end of the level there is a visible bonus barrel which is out of reach. Throw your partner up to enter it.

After the big slope with the bee flying up and down, you'll see a set of two bananas and another set of bananas above and to the right. Use the spider to make web platforms and follow the bananas like stairs to reach the Bonus Round.

To find the DK Coin, you need to have the spider. Use his web to climb above the bananas which are in the shape of a Y.



Kannon's Klaim - Level 2

Right at the beginning of the level, jump all the way to the right using Dixie's head spin to reach the first bonus barrel. The DK Coin is in this Bonus Round. Have Dixie jump and spin all the way to the right to pick up the coin.

When you see a DK barrel at the top of the screen with a buzzard perched to the right, turn back to the left and use Dixie's helicopter float move to make the jump to the bonus barrel.

Go left from the Diddy barrel. You will see a banana floating in mid-air to your right. Jump so that you will hit the banana. You will land on a flying barrel which will bounce you the left where you will land on an enemy. You will find yourself right next to a bonus barrel.

Lava Lagoon - Level 3

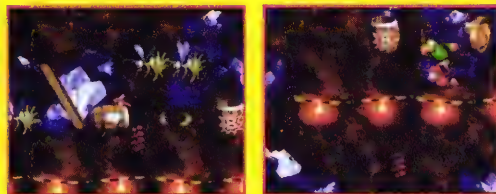
At the No Fishing sign (near the halfway point) take the barrel from the right at throw it at the wall next to the no fishing sign.



Red-Hot Ride - Level 4

At the balloon with the DK barrel resting on it (immediately after the 1/2 way point), ride the balloon back down to the left (under the plateau) to find the bonus barrel.

The DK Coin is located above the balloon which is protected from above and below by bees. You need to kill the top bee with a barrel, jump to the balloon, and throw your partner straight up in the air to snag the Coin.



Squawk's Shaft - Level 5

You will get to a platform on the left side of the playing field with three peg-leg crocs on it and a barrel cannon directly above the platform. Do a running jump to the right to reach a spinning barrel cannon. Fire it when it is facing up and to the right to get into the other barrel cannon. Fire this one directly right (under the bees) to get the bonus barrel.

Right at the halfway point, you will see a barrel cannon up and to your left. Jump and throw your partner into this barrel to reach the bonus barrel. Alternatively, fly back down to this spot after you have picked up the bird.

The last bonus barrel is located in the upper part of the level where you are flying up with the bird. You'll get to a spot where Eskimo crocs are standing on platforms opposite each other throwing knives toward the center of the screen. Kill these two enemies and fly to the right. You will move over to an area where you will find the last bonus barrel AND the DK Coin. Wop-bop-a-loo-bop-a-wop-bam-boom!

KREM QUAY

Barrel Bayou - Level 1

At the halfway point you can see a bonus barrel in the air. Throw your partner into it.

Then to get the DK Coin, bring Rambi to the "No Rambi" sign. He will turn into the DK Coin.



Glimmer's Galleon - Level 2

At the beginning of the stage, go all the way up and then to the right where you will enter a Bonus Round.





DK Coin

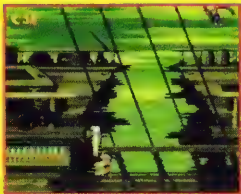
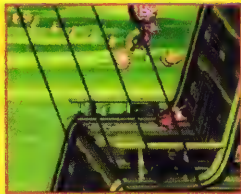
Krokhead Klawber - Level 3

At the beginning of the level, take the barrel and kill one of the bees to the left. Continue to the left. You must have both characters. You will reach two columns of two bees. Throw your partner over the bees. Do this again to get to the other side where you will find a chest. Kill all four bees with the chest. When you have killed the last one, the chest will open and you will receive the DK Coin.

At the arrow of bananas, throw your partner straight up to enter the Bonus Round.



DK Coin

**Rattle Battle - Level 4**

At the beginning of the stage, jump left into the barrel to launch to a bonus game.

After turning into the snake, look for the only small pit in the level. It contains a banana. Fall down and go left to reach the bonus stage.

At the bananas in the pattern of an arrow, charge the snake's jump move (A button) and fly straight up for a bonus game.

Right before the halfway point there is a pit with a bunch of barrels in front of it (these are background barrels that you can jump on, NOT the kind you pick up and throw). Go to the taller side of the pit, fall down to the left and hold right as soon as you can to find the DK Coin.

Slime Climb - Level 5

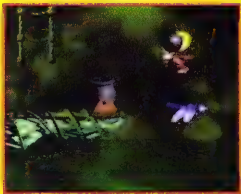
After the halfway point, kill the cannonball chucker and grab the invulnerability barrel. Swim down, following the bananas until you find the Bonus Round barrel.

You must have Dixie to find the other bonus barrel. Grab the cannonball and bring it to the left. Throw the cannonball over the blue dragonfly so that it lands in the cannon and quickly jump over to it to enter the Bonus Round.

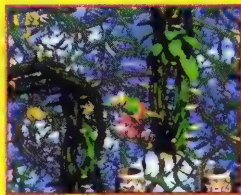
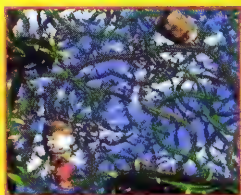
You must have both players to get the DK Coin. Toss your partner into the invulnerability barrel at the very top of the level. Run to the right and swim under the End of Level Target to grab the DK Coin.



DK Coin



DK Coin

**Barrel Blast - Level 6**

After the halfway marker, when you see the blue dragonflies you would normally bounce off of, hit the first one in the second group, then fall down to the left. Doing this will launch you to a hidden stage where Squawk will catch you. Fly all the way to the left with him to get the DK Coin.

To find the bonus level, fly to the right with Squawk and you will find the bonus barrel.

At the first big "maze" of barrels, find the barrels that will shoot you to the far left portion of the maze. Down and to the left is the bonus barrel.



DK Coin

**KRAZY KREMLAN****Hornet Hole - Level 1**

At the beginning of the level, jump onto the hook and have Dixie float to the sticky honey to the left. Jump up until you see a platform to the right with the entrance to the Bonus Round.

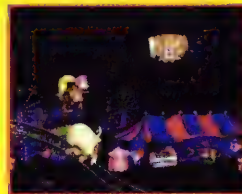
Use the same tactic to get up, but instead of jumping to the platform, go all the way to the top and use the hooks to go to the right and find another entrance to a Bonus Round.

To get the last Bonus Round, you must have the spider. After climbing up a vertical chute with a bee at the top, you can see a few pairs of bananas floating in the air. Use the spider's web to climb up, following the bananas to the Bonus Round.

Immediately before the "N" token, fall down the pit with the spider and go to the left. Climb up with the spider's web to find the DK Coin.



DK Coin

**Target Terror - Level 2**

There is a bonus barrel floating above the track. Jump and you will reach it.

The second time you see someone in a car in front of you throwing barrels back at you, fall down through the same gap which he falls through to reach the bonus area.

After the halfway marker, jump straight up in the first house to get the DK Coin.

Bramble Scramble - Level 3

After you grab Squawk, go back to the left and down through the opening. Work your way around to the bonus barrel.



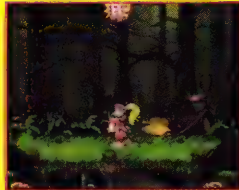
Kickety Race - Level 4

At the beginning of the level, throw your partner up on the left side of the screen until you can go up no more. Then jump across to the right with Dixie's head spin to reach the bonus room on the other side.

To get the DK Coin, simply place first in the race.



DK Coin

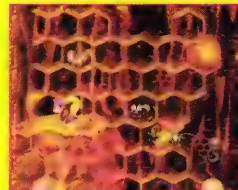
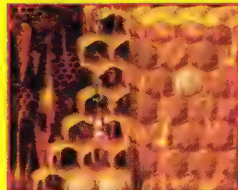


Mudhole Marsh - Level 5

There is a floating bonus barrel above the third "Cat-O'-9-Tails" enemy. Have him throw you into it or throw your partner into it.

Carry the cannonball to the cannon to the right to enter the other Bonus Round.

The DK Coin is a prize at the end of the level. You must jump on the barrels which the enemy is throwing at you and use good timing to get it.



Rambli Rumble - Level 6

After going down a chasm containing bees, you'll jump into a barrel cannon which will take you up to a plateau. Jump up and left to find a hidden hook, then jump onto the honey on the left wall. Work your way up past the overhangs (this is quite tricky) to find a Bonus Round.

As Rambli, ram the wall which is right under the barrel cannon near the end of the level.

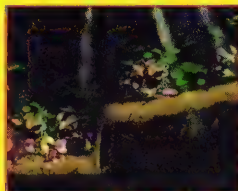
To find the DK Coin, jump straight up in front of the door to the Rambli house. There are two hidden hooks which will take you over the house. Go up and right to find the DK Coin.

GLOOMY GULCH

Ghostly Grove - Level 1

When you see two ghost ladders floating above solid ground, climb them and jump with Dixie to the right to find a floating bonus barrel.

Before the halfway point and at the first blue dude there's a wall to the right side which can be broken by a barrel to reveal a hidden bonus room.



Haunted Hall - Level 2

When the rails split off into two tracks take the upper road to find a Bonus Round.

When the tracks split a second time, time your jump so you land on the lower track. Once again there's a bonus room waiting to be explored.

At the very end of the level go into the ledge to the left to find the hidden DK Coin.

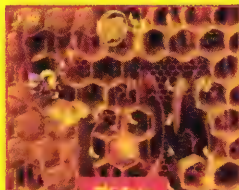


DK Coin

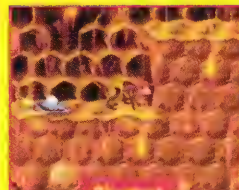
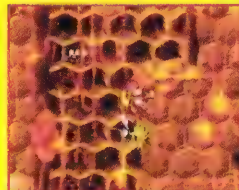


Gusty Glade - Level 3

Destroy the second treasure chest on the level to reveal the cannonball. Carry the ball all the way to the right until you find the cannon bonus round.



DK Coin



Shurfoot

Parrot Chute Panic - Level 4

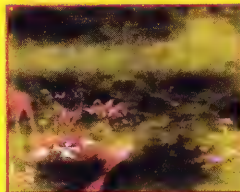
This is by far the toughest level in the game. A good tactic to get by the bees is to ditch the parrot completely. Use Dixie's Helicopter Spin to give yourself a little more room on the tight squeezes.

At the very first drop point on the level, use Dixie's Helicopter Spin and float all the way to the left to find the DK Coin.

After the halfway marker, you will encounter two bees stacked vertically. If you look above them you will see that there is honey to climb. Climb the honey and jump to the left to find a bonus room.



DK Coin

**Web Woods - Level 5**

After the second cannonball chucker there is a large slope with four attacking vultures. Hit the bottom of the wall to expose a hidden Bonus Round.

At the end of the level, time your jump on the target so you hit the DK Coin. This is the only spot to get the coin on this level.

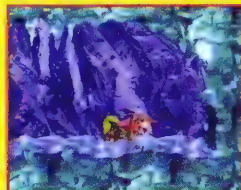
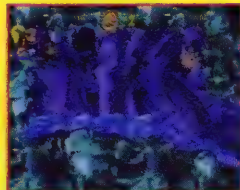
K. ROOL'S KEEP**Clapper's Cavern - Level 1**

At the very beginning, throw your partner up and to the right. Go right to find the bonus area. When you exit this bonus area, throw your partner up the second vertical passage to grab the DK Coin.

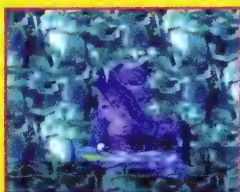
Before the "No Fish" sign, go all the way to the left. Super sword the wall on the upper right to enter the Bonus Round.



DK Coin

**Arctic Abyss - Level 4**

After the halfway point, near the end of the level, there is an area under a porcupine on a platform where the water will drain and you will be stranded. Do power moves to the right to find the Bonus Round.



DK Coin

**Chain Link Attack - Level 5**

Under the first set of chains which are in a cross hatch pattern, walk all the way to the right through the wall to find the DK Coin.



DK Coin

Windy Well - Level 2

The entrance to the Bonus Round is located under the exit to the level. When you are floating up to the end, push to the right so that you come up and land on the platform under the platform which contains the exit. Kill the enemy with the barrel and walk to the Bonus Round.

The Coin is located underneath a platform behind a battalion of three bees. You must anticipate where this is and go all the way to the right to safely grab the DK Coin.

Toxic Tower - Level 6

As the snake, before the halfway point, jump down the thin passage which is protected by a bee to find the DK Coin.

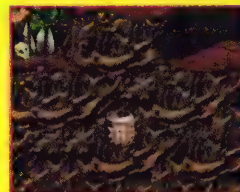
A Bonus Round is located at the end of the level. You need to beat the rising green toxin to the top of the level. When you turn back into a monkey, go under the exit to find a Bonus Round.

THE LOST WORLD

These levels are found by paying Klubba 15 Kremkoin when you are given the opportunity. There are a total of five Lost Levels, but we were only able to gain access to three of them. Here's what we found.

Jungle Jinx - Level 1

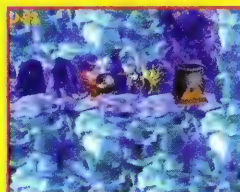
Immediately before the halfway point, jump and float to the right with Dixie to find the bonus barrel.

**Fiery Furnace - Level 4**

Quite a ways after the halfway point, you will come upon the fourth of the "Cat-O'-9-Tails" enemies. Have him fling you (or kill him and throw your partner) up to the timed barrel cannon above the platform. Follow the path of bananas to the bonus barrel.

**Black Ice Battle - Level 2**

After the halfway marker, and after the multiple platforms with enemies on them, you will fall down a passage on the left side of the screen. Push to the right so that you land on a ledge with a banana stealing barrel and some bees. Behind the bees is a chest with a cannonball in it. Take the cannonball down to a small cavern which is protected by bees. Inside is a cannon which will shoot you to the only Bonus Round.



To Be Continued...????

NBA Live '96

- Size: 12 Megabit With 8K Feature Back-Up
- Style: 1 to 5-Player Basketball Simulation
- Special Features: Create Up To 24 Custom Players, Offensive & Defensive Play Calling, Trades, User Stats, and All 29 NBA Teams, 2 All-Star & 4 Custom Teams
- Created by: EA Sports
- Available: Now for Super Nintendo

THE BOTTOM LINE 8.5

Mike is not here, but you can create him and 23 other players.

EDIT PLAYER

NAME	AIR JORDAN
NUMBER	23
HEIGHT	6'9"
WEIGHT	199
HAND	RIGHT
HEAD	17
PLAYER	1
POSITION	POINT GUARD
COLLEGE	NORTH CAROL

GAME STATS

26 / 36	FIELD GOALS	10 / 15
72.2%		66.6%
5 / 10	3-POINTS	1 / 2
50.0%		50.0%
0 / 0	FREE THROWS	0 / 0

LEAGUE LEADERS

KERR	CHI	23/43
MULLIN	GS	41/93
CURRY	CHA	40/91
ARMSTRONG	VAN	42/96
HAWKINS	CHA	40/95
D. SCOTT	ORL	31/93

EA Sports received Game Informer's Sports Game of the Year with NBA Live '95 and are gunning for the top spot again with the '96 version. All of the NBA teams are here including the league's new Vancouver Grizzlies and Toronto Raptors. The overall look hasn't changed much, but NBA Live features all new animations and some features and strategies that weren't present in the previous version. Probably the most exciting feature of '96 is the player creator. Up to 24 players can be created and customized. Choose the player's height, weight, physical features, and even alma-mater. These characters can then be drafted and/or traded to be incorporated into the normal NBA rosters. That means the Timberwolves' 7' 10" point-guard will fit right in to your game plan.

The strategy of your game is more enhanced with the addition of many new offensive and defensive plays. You can choose a total of eight from the extensive offensive playbook. The plays can then be called on the fly by hitting select (or L) and the corresponding button. All of the new plays will assist you in burning the competition, as will the new crossover dribble/spin move. This move works well in the one-on-one situations and will leave your opponent in the dust.

It is too early to tell if EA Sports will once again take the Sports Game of the Year crown, but one thing is for sure - NBA Live '96 is the most realistic 16-bit basketball game around. Any basketball fan will not be disappointed.

ANDY, THE GAME HONORE

Concept: 8 "Out of all the basketballs available on the market the NBA Live series is easily one of the best. Its ultra-smooth animations and fast-paced gameplay make this game very easy to love, but '96 offers very little over its predecessor. Other than the player-create mode and the new animations, the upgrades aren't that impressive (unless you live somewhere with an expansion team). If you're a hardcore NBA fan, NBA Live '96 will not disappoint, but you may want to rent it before you upgrade."

Graphics: 8

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: 8.25

REINER, THE RAGING GAMER

Concept: 8.5 "EA Sports has once again created a remarkable piece of software. NBA Live '96 is a lot like its predecessor, however, it has a few more goodies and special surprises inside. One new feature is an exciting crossover dribble which allows for easier evasion from steals. All the professional players and teams are under contract and playing in NBA Live '96 at your disposal. They even have that freak with the white hair Rodman playing. So throw on your authentic NBA jersey, and pump up those mortgage eaters you call shoes. This is Live NBA action in your face!"

Graphics: 8.75

Sound: 7.75

Playability: 9

Entertainment: 9

OVERALL: 8.5

PAUL, THE PRO PLAYER

Concept: 9 "I guess I was expecting a little more from this game because last year's version rocked. The player creator is a great addition, but I would like to have seen more options so you could change their skill levels. I found that the play and overall look of the game to be about the same as last year, so much so that I became bored quickly. I like the extensive play book but I found that these didn't incorporate into the play that well. I never really used them, but I guess a real b-ball nut could go crazy with all of 'em. Overall, a great game but not any better than the '95 installment."

Graphics: 8.5

Sound: 8.75

Playability: 9.25

Entertainment: 8.5

OVERALL: 8.75



Jump ball!



STARTING FOR HOUSTON NO. 33 - OLAJUWON



The crowd will try to distract you when you're on the line.



IN 994 A.D. EVERYONE FEARED THE CLAWS OF GOLIATH.



IT'S 1995. NOTHING'S CHANGED.

GARGOYLES

VIDEO GAME

AVAILABLE ON SEGA GENESIS.™ COMING SOON ON SUPER NES.™





WELCOME BACK TO THE INSANITY

In his first adventure, Jim crossed the galaxy on his pocket rocket to save Princess What's-her-Name from Queen Slug-For-A-Butt, with the deadly Psy-Crow in perpetual pursuit. After a successful rescue, poor Princess What's-her-Name was crushed by a cow. Fortunately, Jim was able to re-inflate her (a la cartoon magic) at which point he attempted to woo her. This is where the most anticipated sequel of the year picks up. It's a classic tale we're sure you've heard before: worm meets princess, princess snubs worm, crow kidnaps princess, worm rescues princess. Welcome to the wonderfully whacked-out world of Earthworm Jim 2.

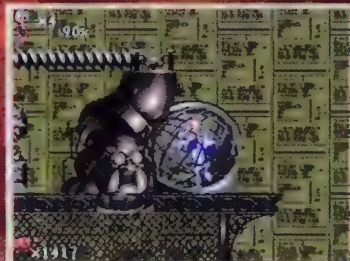
Anyone who enjoyed the subtle and not-so-subtle humor of the original Earthworm Jim (EWJ) will not be disappointed in EWJ2. They've added all new levels, new power-ups, and new moves, and throughout the game you'll find yourself chuckling quietly to yourself or even bursting out with hearty laughter. There are a few changes that should definitely be mentioned.

First of all, Jim has recruited his friend, Snott, to assist him on his adventure. Snott is shiny, green, and amazingly flexible and lives in a pack on Jim's back.

Snott can form himself into a thin layer of slime to act as a parachute to slow Jim's fall (No more headspins for Jim). He can also shoot out of Jim's back and catch on to slime covered surfaces to propel Jim across treacherous areas on an elastic Snott Swing. Instead of looking for hooks to swing on, you should keep your eyes peeled for dripping smears of green slime.



Psy-crow is throwing Peter Puppy's Puppies to certain demise. Save them with the giant marshmallow of love.



The air vents on the ISO 9000 are hamster powered.

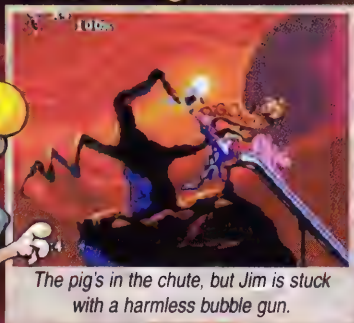


Two pigs might be heavy enough to hold up that stopper.

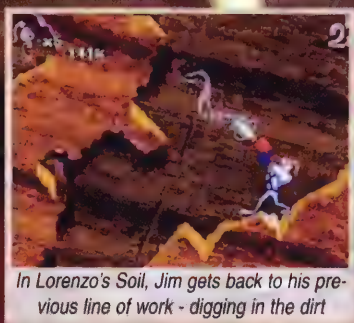


Light bulbs will transport Jim instantly to strange and new areas.

- **Size:** 24 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Difficulty Levels, Snott Parachute and Snott Swing, Temporary Passwords, New Guns, Madcap Fun and Mayhem
- **Created by:** Shiny Entertainment for Playmates Interactive Entertainment
- **Available:** November, 1995 for Sega Genesis (and Super Nintendo)



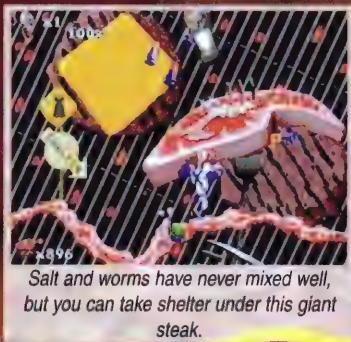
The pig's in the chute, but Jim is stuck with a harmless bubble gun.



In Lorenzo's Soil, Jim gets back to his previous line of work - digging in the dirt



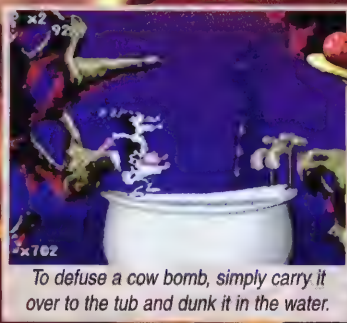
You must use the pig chute to pass this pond.



Salt and worms have never mixed well, but you can take shelter under this giant steak.



Snott can swing Jim to new heights of greatness. Ah-choo!!!



To defuse a cow bomb, simply carry it over to the tub and dunk it in the water.

► THE BOTTOM LINE **9**

There are also new guns you can collect. In addition to the classic blaster and plasma gun, you can grab a homing missile, a three-way shooter, a barn-blaster (which destroys everything on the screen), and the bubble gun. This last gun fires harmless bubbles that may amuse your enemies, but is completely ineffective in shooting them down.

Also incorporated into EWJ2 is a password system. On each level there are three flags which you can find. If you find them all, you'll be able to skip that level the next time you play. However, the passwords will only work as long as the power is on - if you switch off your machine you'll have to start all the way back at the beginning. Also, the flags are often hidden and you'll have to do some fancy spelunking to find them.

All in all, EWJ2 adds up to a fine sequel. While not nearly as challenging as the original, it will amuse and delight you. We don't want to give away too much about the game, as discovering things is much of the joy. We will tell you that before you can rescue the princess, you'll probably have a sore back from hauling pigs, hoisting cows, riding rockets, swimming in intestines, and bouncing puppies with a giant marshmallow of love. Good luck, Jim fans, the lovely princess awaits you.

ANDY, THE GAME HOMBRE

Concept: 9 "Once again those crazy and zany designers over at Shiny have come out with yet another wacky Earthworm Jim adventure. While not as difficult as the previous version, Jim still features laugh-a-minute antics and unique gameplay that will make you play it again and again. As before, Jim features all you've come to expect from Shiny; spectacular graphics, smooth animation, and a great, albeit weird, soundtrack."

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 9 "Worm lovers hold tight! The sequel to the greatest worm story ever is on its way. EWJ2 features a mighty tale of love, hate and stinky explosive cows. Our hero, Earthworm Jim, finally faces off against the mysterious villain (who made a cameo in EWJ) Psy-Crow. EWJ2 is a great game that plays very similarly to the first one. However, loyal fans of the first may feel a little alienated. EWJ2 is a whole lot easier than the first, and it is almost impossible not to beat it your first couple of times through. This is a game that was made to capture the same audience who finds Saturday morning cartoons entertaining."

OVERALL:
9

THE PRO PLAYER

Concept: 10 "The team at Shiny again brings their skewed sense of humor to vids, and I like it. Although this can be classified as a platform game, EWJ 2 mixes a huge variety of game styles that are familiar and entertaining. Carrying around big heifers and bouncing puppies off the marshmallow of love - only Jim can do it. I found this game's graphics to be even more spectacular than the first. Excellent play control and sound round off a great game. I can't wait to see what Shiny has in store for Jim next."

OVERALL:
9.25

Hit pedestrians,
outrun police cars
and get GUNNED

down in a drive-by
shooting.

Finally, a game
that shows what
L.A.'s
really like.

Los Angeles, 2010 A.D. The lights, the glamour, the armor-piercing bullets. Welcome
to the apocalypse. Or as we like to call it, TWISTED METAL. Only on Sony PlayStation. Play with
yourself, or against a friend. Your mission? Hunt or be hunted by 12 deadly vehicles, including one with
a psychotic clown who wants to splatter you with flaming ice cream cones. Suburbia will never
be the same. And thanks to the Sony PlayStation's superior ultra realistic gameplay, you
can use impressive 360° moves, say, while shredding sod in someone's front yard as you
dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one
more thing: Look out for that cute little doggie crossing the street. Oops, too late.

SONY



PlayStation™





CAUGHT IN THE ACT LASAGNA ANYONE?!

Empty the pantries and clean out the fridge, or your next guest may just clean them out himself. The world's biggest fat cat is making his way home to the Sega Genesis, and he's taking his appetite with him. Straight from the pages of the syndicated comic strip comes the always funny humor of Jim Davis and his creation Garfield. Like the comics, Garfield keeps his appetite as his number one priority, and worries about the recent dilemma as a distant second.

Garfield and his feisty little pal, Odie, have really outdone themselves this time. After a peaceful catnap, Garf and Od have taken the pleasure of viewing some intricate afternoon television. Unfortunately, as always, the two can't seem to enjoy each other's presence without destroying the other's ego first. However, this time neither ego was destroyed, but the TV set was. In a frantic attempt to fix the television before their owner Jon came home, Garf accidentally left out a few key pieces. With the activation of the newly formatted TV, a surprising twist occurred. A wicked electronic foe named Glitch rose from the TV and sucked Garfield and Odie into the late-night television land.

Beware of the Odie-asaur.

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Clean Cartoon Animation, Odie, Power-Up Pizzas and Hamburgers, Six Levels With Movie Themes, and Coffee for Hyperactive Kitty Fun
- **Created by:** Sega Interactive Development Division
- **Available:** Now for Sega Genesis

Are you up for a game of Whack-A-Jon?!



I could really go for some lasagna right now!



Garfield does the tango while Odie plots his revenge from above.



From here on out it's up to you to help Garf get back to his normal homestead. Garfield will have to travel through six whacked out levels before he can attempt to take on Glitch. These levels are actually late night movies. Each level gives Garfield a new look and a new set of weapons. No matter what the level, Garf will only have two sets of attacks - a club and a projectile. Along the way Garfield can also pick up tons of power-ups. Hamburgers and pizzas replenish your health, and coffee turns you into a frantic crazy kitty.

Garfield: Caught In the Act is a typical action/platform game which isn't too difficult. This is a great game for the younger and inexperienced gaming generation.



Catch a ride on the exciting puffer fish 2000 taxi service.

THE BOTTOM LINE 6.25

RICK, THE VIDEO RANGER

Concept: 5 "In all fairness to this game I admit that I'm not much of a Garfield cartoon fan. I do like his comics. The technical aspects of Garfield are solid. It has good graphics, nice animation and OK sound. Playing the game however is boring. I'm not enthused about the idea of saving Garfield from TV-land. For those who like his Saturday morning cartoon the scenarios could have been taken right from it. I do like the whack-a-mole bonus rounds. Garfield has a couple of good points but not enough."

Graphics: 7

Sound: 6

Playability: 5

Entertainment: 3

OVERALL: 5.25

PAUL, THE PRO PLAYER

Concept: 6 "The game is exactly what I'd expect from a cartoon character. It's nicely animated and a straight-forward action/platform. With the continues AND passwords it wasn't too hard to beat this game very quickly. It's a game for the less experienced player or the hardcore Garfield fan. Otherwise, you probably won't get much enjoyment out of playing Garfield."

Graphics: 8.25

Sound: 7

Playability: 8.75

Entertainment: 8

OVERALL: 7.25

REINER, THE RACING GAMER

Concept: 6.5 "Any game that you can beat within two hours shouldn't be called a game, but a rental. Garfield is by far one of the easiest games ever made. There's only six REALLY small levels that take about 15 minutes to get through apiece. I can't say much more, but keep this one as rental, or if you're a novice at gaming this is a great starter cart."

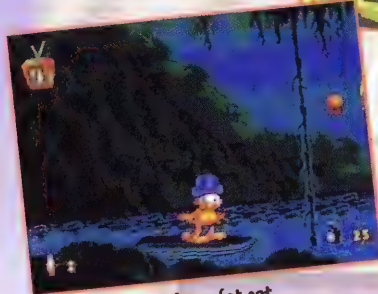
Graphics: 8.75

Sound: 8.75

Playability: 7

Entertainment: 4

OVERALL: 6.5



This is no place for a fat cat.

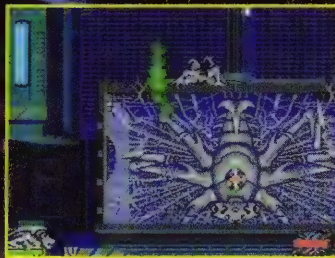
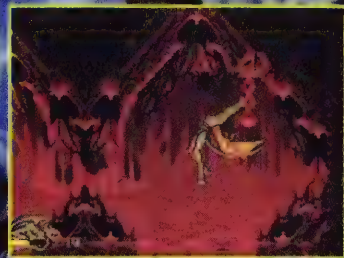
GARGOYLES

Sought after as a shield against bad omens and evil, gargoyle statues found themselves in the limelight of medieval beliefs and myths. Usually found perched on cathedrals and castles, the gargoyles warned unwelcome intruders of the consequences that would follow if they should happen to enter. Like just about everything that comes of age, the legend of the gargoyles was left as nothing more than a fable.

Leave it up to one of the biggest entertainment companies in the world to revive the medieval fable of the gargoyles. Come mid-November Disney Interactive will release their game which is based upon the highly acclaimed cartoon series of the same name.

As the player you take on the role the fearsome leader of the gargoyles, Goliath. Since Goliath's body is made of living stone, body mass will be one of the biggest factors in your attacks. With this raw body power Goliath can smash through walls, break through floors, and crash through weak rooftops. This body weight may be great for attacks and intimidation, but it's not very helpful for flight. The wings upon Goliath's back cannot be used for flight, but they will give you an extra punch of jump when spread. Some out of reach places that seem only reachable by flight can be easily reached by the scaling abilities of Goliath. Goliath can scale any flat or solid object including ceilings.

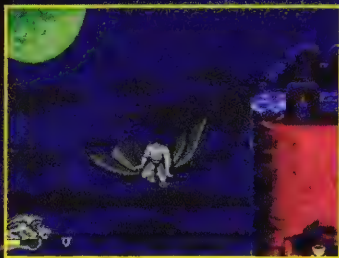
Disney Interactive made Gargoyles into everything that would be expected from Disney's animation division. All the character movements look like a cartoon in themselves. If you found joy in Aladdin and The Lion King you'll probably receive the same thrill from Gargoyles but on a darker level.



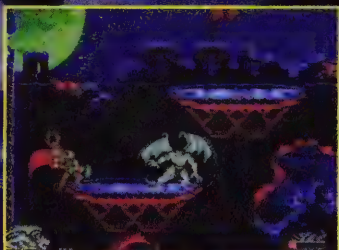
Like a cat on the prowl, Goliath waits for the right moment.



Scale walls, buckets, ceilings. You name it, you can scale it.



Goliath soars through the bitter night breeze.



Goliath stands by and watches as his opponent falls to his death.

- Size: 24 Megabit
- Style: 1-Player Action/Platform
- Special Features: Unbelievable Gargoyle Moves, Double Jump Ability, Roll and Dive Feature, Legendary Bosses
- Levels: 6
- Created by: Buena Vista Interactive for Disney Interactive
- Available: Mid-November for Sega Genesis

► THE BOTTOM LINE **8.5**

REINER, THE RAGING GAMER

Concept: 8 "Impressive. So far I've enjoyed almost everything that Disney has had something to do with. Gargoyles is no exception. High quality animation, and beautiful level designs brought me into the dark dimension of Gargoyles. The play control is fairly reminiscent of the control in The Lion King, except with gargoyles instead of lions. This is a game that can't be missed by any fan of the cartoon series. Look for me to give my rendition of a gargoyle high upon the Sear's Tower. Motionless and without fear."

OVERALL:
8.25

RICK, THE VIDEO RANGER

Concept: 8.5 "I really dig this medieval action adventure stuff. The whole game has a dark and mysterious look and feel to it. Just finding your way from point A to point B is hard enough to begin with then you have to avoid traps and spikes all over the place. Your enemies don't go down without a good fight. Graphically, Gargoyles is a feast for the eyes and the music is a real good match for the game. Genesis action adventure gamers should love this one. Gargoyles will be a classic."

OVERALL:
8.5

PAUL, THE PRO PLAYER

Concept: 9 "Gargoyles is much like Disney's other games, except this game isn't a playful jungle or desert romp. Jungle Book or Lion King is this not."

Graphics: 8.5

Sound: 9

Playability: 8.75

Entertainment: 9

OVERALL:
8.75

VECTORMAN™ MORPHING SLUDGE BARGE PILOT TO THE RESCUE

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Difficulty Settings, Astounding Graphics, Morphing Ability, "Play to Win" Hidden on 100 Cartridges
- **Created by:** Blue Sky for Sega
- **Available:** Now for Sega Genesis



Walking on the floor of the ocean always helps VectorMan relax.

The citizens of Earth finally wised up. Realizing that the problem with pollution wouldn't simply go away, they constructed a brigade of "orbots" to clean up the mess which they created. Unfortunately, another of humanity's greatest evils got in the way of their peaceful plan. The lead orbot somehow replaced his head with a nuclear bomb, turning him into WARHEAD, and incited him to rally the orbots into a revolution. Only one orbot, a lowly sludge barge pilot named VectorMan was able to resist WARHEAD's order, and he has returned to save the earth from his own kind.

VectorMan may easily take the prize as having the best graphics ever seen on a Genesis. Sega dubbed the graphics as "vectorpiece" animation.

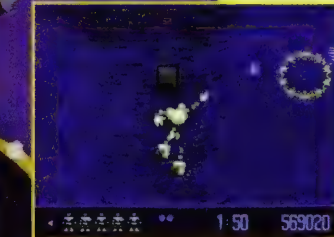
Whatever the heck that really means, the result can be seen on the screen in silky smooth movements and vibrant fore and back-grounds. Although you may periodically be reminded of the game Balz, VectorMan is an original venture.

While this game is grouped in the broad-based action/platform category, it is innovative and imaginative in its gameplay. VectorMan shoots and jumps, but he can also grab icons which can morph him into a bomb, a power drill, a missile, a dune buggy, a jet-packing VectorMan, or a swimming fish. All of these transformations are used to find secret areas and power-ups hidden throughout the levels. In addition, there are levels that have never been done before. For example, the second level takes place on train tracks where you are a train car, and the boss is hanging by his hands from the bottom of the track. Shoot his hands and you'll knock him out of the game. If he smacks you, you'll be hurting something fierce.

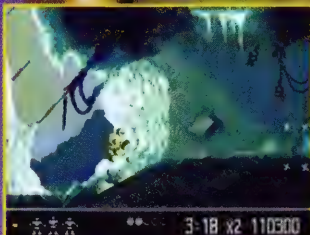
Lastly, VectorMan is the first cartridge to feature Sega's new "Play To Win" contest. One hundred of the cartridges have a phone number which appears after you've beaten the game. If you are lucky enough to have one of these carts, you can call the number to win prizes. The first person will win \$25,000, the next ten will receive \$10,000, and the remaining master gamers will win a brand new Sega Saturn. Are you up to the challenge? If so, give VectorMan a try.



Firing downward while you are in the air can help slow your descent.



You need to move to the top of the twister, blasting debris out of your way.



The ice caves are slippery and deadly.



Think of the money you could earn if your body was a power drill.



On this level you are a train engine. Blast the boss' fingers!



This Bonus Game plays just like the classic Space Zap.

▶ THE BOTTOM LINE 9

ANDY, THE GAME HOMBRE

Concept: 9 "Since Earthworm Jim has slightly wussed out and gotten simpler, VectorMan is here to take his place.
Graphics: 9.25 Besides having amazing graphics
Sound: 9 (and I do mean amazing) and a killer soundtrack, the V-Man is littered with cool enemies and smooth animation. Plus, all the levels are not side-scrolling platformers; you really have to master a number of different techniques to make it through this game. Overall, this is an excellent game that caters to the gamers looking for a challenge."
Playability: 9
Entertainment: 9
OVERALL: 9

REINER, THE RAGING GAMER

Concept: 9.5 "VectorMan is more than likely one of the most graphically impressive games on the Sega Genesis. The action is non-stop and the character animations are pretty smooth and without flaws. Vectorman is a perfect example of a game for the hardcore gamer. There are no continues and your lives are based on how many you find or salvage. Basically, it will take a long, long time to beat."
Graphics: 9
Sound: 7.75
Playability: 8.75
Entertainment: 9
OVERALL: 8.75

PAUL, THE PRO PLAYER

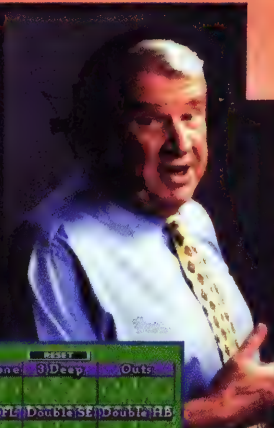
Concept: 9 "This is one of the most impressive action games to come out for the Genesis in a while. It has some similarities to Balz and Dynamite
Graphics: 9.25 Headdy and is non-stop blasting.
Sound: 8.5 The bonus stages are very creative and reminiscent of games of old. I found plenty of challenge in the game and the graphics are second to none. I just wish there were some continues. Vectorman doesn't look like much, but once you play you're hooked into the action."
Playability: 9
Entertainment: 8.75
OVERALL: 9

MADDEN 96



The King Of 16-Bit Football Is Back!

- **Size:** 16 Megabit With 8K Battery Back-Up
- **Style:** 1 to 4-Player Football Simulation
- **Special Features:** Create Player Game & Draft, NFL & NFLPA Licenses, All 30 NFL Teams Plus, Over 100 Teams Total with Secret NFL Great Teams, and Full Season with Running Stats
- **Created by:** William Robinson & High Score Entertainment for EA Sports
- **Available:** November 10th for Sega Genesis



O.J.? The "Juice" is featured on the '73 Buffalo Bills.



Check out this bell-ringing animation.



In the Scouting Combine you can create players and try to get them drafted based on their performance.



This is the sixth installment of Madden Football for the Sega Genesis. If you don't know about this game already let's put it this way, it has been easily the best-selling football game for many years. What's different about Madden NFL '96? Let's get to it.

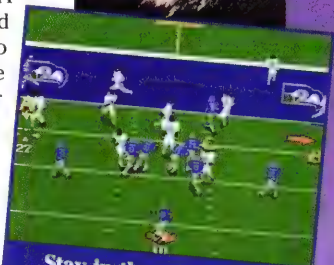
The common EA Sports "all-new graphics and animation" update doesn't drastically change the look of the game. Animations such as a player's helmet flying off, an end zone celebration, or a jumping catch do nothing for gameplay, but add to the realism of the action.

Madden '96's gameplay is familiar and nearly identical to all of the previous versions. New this year are a set of moves using the start button. The button will allow you to make the player you're controlling hold/chuck, push off, lateral, or call for a fair catch. A new defensive move controlled by the C button moves your defensive backs toward the line to fake the blitz. Or if you've called a blitz from the playbook you can get the safety or cornerback up to the line without controlling them.

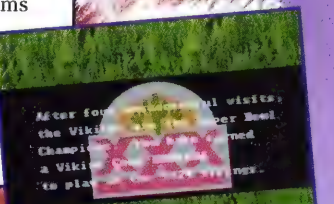
The biggest change in Madden '96 is the player creator. This isn't just a "make a name and pick their number" option, you must do a number of drills to tryout for the draft. A new player is timed in the 40-yard dash and obstacle course. Then your man is put to the test on passing and receiving. (You are on one side of the ball or the other depending on what position you pick.) Depending on your performance in these drills you'll be drafted or retire to the bush leagues. If the player you've created is good, they can turn a weak team into a Super Bowl contender.

If you're skilled enough to take a team to the playoffs and win the Super Bowl you'll be treated to a surprise. Hidden within Madden '96 are all of the Super Bowl champion teams as well as other great teams from America's past. There are approximately 100 teams to discover with special button presses. The team match-ups seem endless.

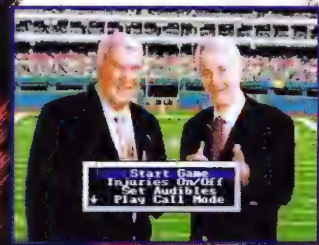
It's Madden time again. Fire up the Genesis for the best football available.



Stay in the pocket and look for the guy coming across the middle.



Win the Super Bowl and receive a team code for one of 100 hidden teams.



► THE BOTTOM LINE **8.5**

ANDY, THE GAME HONORÉ

Concept: 7 "I've been playing this game for over six years now and I've finally run out of things to say. I still really like this game, but all they have done over all these years is improve upon the same idea. I like the new player create mode and the improved plays, but the best part of this Madden update is the vast number of teams. So if you like Madden, stop reading this and go out and get this update. You won't be disappointed."

Graphics: 8

Sound: 7.75

Playability: 8

Entertainment: 8.5

OVERALL: **8**

REINER, THE RAGING GAMER

Concept: 8 "Well here it is, the sixth installment of Madden for the Genesis. Don't think this is just going to be an update from the last version, because it's not. Madden '96 is a whole new game in itself. It may look the same, but the list of new features goes on and on. The biggest addition is the Create Player Mode, which is actually a game within itself. Expect to see the same hard hitting action that Madden has always done so well with some new twists to spare."

Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 9

OVERALL: **8.75**

PAUL, THE PRO PLAYER

Concept: 8 "Every year EA says they improve the computer A.I. and it's still easy to stomp the computer. Playing the computer is pretty dull. This game is still at its best playing against a friend. The player creator, new moves, and hidden teams are all fantastic additions this year. Again, EA gives you just enough to consider the new version. It may not look or play much different, but with the additions Madden is once again the top of 16-bit football. What the heck happened to the penalties?"

Graphics: 8

Sound: 8

Playability: 8.5

Entertainment: 8.5

OVERALL: **8.75**

Can you connect the dot?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

JAGUAR

6 4 - b i t . \$ 1 4 9 *

The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-scorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.

938420  x10 AAA



Defender 2000™

Just what you've been waiting for. More enemies and more weapons to destroy them with. Plus 3D graphics, killer explosions and a kickin' soundtrack.



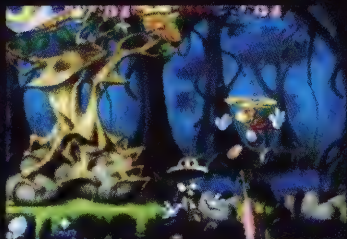
Pitfall: The Mayan Adventure™

You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



FlipOut!™

Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little aliens taunt you as you try to solve these puzzles.



Rayman™

It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



White Men Can't Jump™

Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multi-player adapter for up to four-player action.



Ultra Vortek™

With at least six special moves each, they're seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick their butts.



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How do they do that?





First Person Views



Forward

Down

Left

Right

The Red Mercury Missions The World's Last Chance At Survival

The force of the WarHawk's afterburners pushes you to the back of your seat as you dodge the oncoming aircraft and then dive into a barrel roll. No time to deal with those fighters, you've got to stop that crossfire coming from the pyramid's turrets. You come in low and lock-on target. KA-BOOM! The sky lights up as six Swarm Missiles launch from the underbelly of the WarHawk and converge on their target. Direct hit! Now it's time to get those fighters off your tail, but just as you pull up and head for your next target you see the pyramid crumble and a huge optic laser rises out of the rubble. It charges quickly and unleashes a brilliant beam of searing white light. It's a direct hit, but luckily your shields hold. The only question is - will they last long enough for you to take out that laser, get the Red Mercury Canister, and get your butt out of here alive?

So are the ways of war, and so are the ways of WarHawk, an epic flight simulator from Single Trac and Sony Computer Entertainment. From the moment you put this disk in your PlayStation the action goes non-stop. A madman known only as Kreel is out to rule the world. His forces, which can mysteriously build bases out of nowhere and then vanish without a trace, have destroyed wave after wave of Unified International Forces (UIF) and nothing seems to be slowing him down. Although an accurate report as to the size of Kreel's army has been difficult to determine due to an unusual interference that has disabled all long-range scanners, his forces have crippled the United Forces. It's come down to the world's only hope - Strikeforce Omicron. A special task force that utilizes the UIF's greatest technological achievement - the WarHawk.

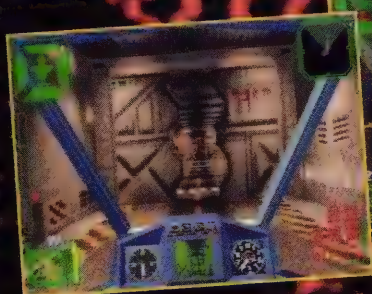
The XA-165 Peregrine, or WarHawk, is a high-tech assault plane that can hover like a harrier, strike like a rattlesnake, and scorch the skies like a rocket. It's the ultimate flying vehicle and there's only one person brave enough to fly it into this game's six suicidal missions - you. Luckily, the WarHawk is armed to the teeth. It's outfitted with a protonic impulse machine gun that can deliver up to 1500 rounds per second and can fire one of six different special weapons; including Swarm and Lock-On Missiles, Rockets, a Plasma Cannon, and Flash and Doomsday Bombs. Of course, the best offense is a good defense, and that is why the WarHawk is fitted with a four quadrant shield that will recharge if you can avoid fire long enough.

This fight to save the world wouldn't be complete without a little mystery (that we won't tell), a fantastic soundtrack (which would make John Williams proud), and some of the best ground-to-air and air-to-air fighting you've ever seen. From the flak-filled skies to huge bosses this game will keep your heart pounding as you try to save the world from eminent destruction. ■

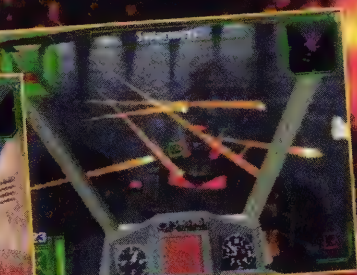


After you destroy the four gun turrets...

...this pyramid will arise out of their ruins.



Get that hanger door open, I'm comin' in quick



I don't think he's very happy to see you!



Here...have a couple swarm missiles right where it counts.



Trial by fire!

Weapons of the WarHawk



Other Views



During a mission, major events will be displayed by computer generated cut-scenes.



A glimpse of Nite!



Commander Jank



The Heroes - Hutch & Watkins



On level 2 you make a hairy canyon run that brings you head-to-head with some ominous battle stations.



Hey look, it's the Jimi Hendrix Electric Light Show!



Look at the size of that volcano! You'll have to fly through the clouds to see the top of this monster.



To find all the red mercury canisters on level 3 you must travel inside a huge burdeship.

- **Size:** 1 CD-ROM
- **Style:** 1-Player 360° War-Time Flight Simulator
- **Special Features:** Level Password, 3 Different Views, 3 Cockpit Views, Full-Motion Video Cut-Scenes, Intense Soundtrack, 4 Control Configurations, 6 Different Weapons, and 6 Multi-Task Missions
- **Created by:** Single Trac for Sony Computer Entertainment
- **Available:** Now for Sony PlayStation

▶ **THE BOTTOM LINE** **9.5**

ANDY, THE GAME HOBBI

Concept: 8.75 "The first thing you'll notice about this game is its awesome graphics, but that's not what makes this game so great. What makes it unique is that the control is near perfect and the levels take forever. While I played this game my heart pounded and I couldn't stop weaving in my chair because this game is so intense. I really like how the levels keep getting longer and longer as you try to keep your plane in one piece. Unfortunately, this game may not be for everyone, but I highly advise this adventure in the skies. Excellent game!"

Graphics: 9.25

Sound: 9.5

Playability: 8.75

Entertainment: 9.5

OVERALL: **9.5**

PAUL, THE PRO PLAYER

Concept: 9 "WarHawk is very impressive. It's a non-stop blast-a-thon that leaves me dizzy. I found that the flight control takes plenty of getting used to because it uses every button. Once you're accustomed to the controls you're in for the ride of your life. Everything looks fantastic and the music is simply amazing. Be warned, this game is controller intensive and may be overwhelming to an inexperienced player. But I know you'll all be up for the challenge."

Graphics: 9.5

Sound: 9

Playability: 9

Entertainment: 9.25

OVERALL: **9**

REINER, THE RACING GAMER

Concept: 9 "There's one factor that makes both good and bad games - play control. Without solid control the game is better off being buried six feet under. With secure control (as in WarHawk's case) the game becomes more realistic and entertaining. In my opinion War Hawk is one of the most advanced games ever made. I've never scored a game this high, and there's a reason why. There hasn't been a simulator that has impressed me enough to sell my soul for it. Hopefully, other companies will follow the same direction Single Trac and Sony Entertainment has presented in WarHawk."

Graphics: 9.75

Sound: 9.5

Playability: 9.75

Entertainment: 9.25

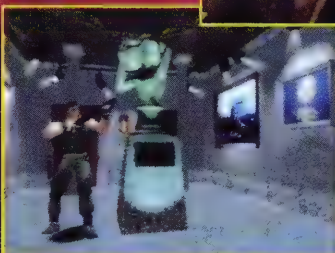
OVERALL: **9.5**

CAPCOM TAKES A WALK ON THE WILD SIDE

RESIDENT EVIL



All right spider!
Meet your maker!



From the looks of
this corpse, there
must have been
someone else
here.

That's a nice
looking statue.
Wonder if
there's some
gold inside?



How'd that feel, zombie guy?



Can't... let... these birds take me
down. Must... keep... going.



This is all the further our demo
disc would take us. From the
looks of it, we were better off
ending here.

"I believe that Resident Evil is most likely the most radical game produced by Capcom since Street Fighter," says the president of Capcom Entertainment, Greg Ballard. And in all likelihood he's right. We've tracked Capcom through the years, and they've been pretty consistent in creating the Mega Mans and Street Fighters, but they haven't really veered from this line until now. Due to the arrival of the 32-bit frontier, Capcom took a walk on the wild side and threw a curve into their creativity. Come this December, Capcom will release a game that will make both Clive Barker and Robin Leach proud.

The name of the game is Resident Evil, and as the title so prudently states, it's something that will put terror in the minds of all who observe this graphic nightmare. Resident Evil is one of the few games that has the honor of being both grotesque and beautiful at the same time. All the backgrounds are extremely detailed and a sight to behold. However, you really don't have time to sit and observe, because no matter where you go there always seems to be some kind of evil presence around every corner. So it's time to draw your weapon (you can choose from a knife, shotgun, or pistol), because from this point on the beauty is cloaked by fear and your own hunting instinct. Now, when confronted by this evil (zombie, spider, ghost...you know...scary stuff) you'll do what every video game character does best - blast them into next week. From here on in, the beauty isn't so much cloaked as drowned in blood.

This is the atmosphere that is ever-present in Resident Evil - terror and blood. As far as the looks and story stand, the closest comparison would be Alone in the Dark from I-Motion. The

story is simple, the government has been conducting secret bio-technology experiments in an abandoned mansion, and for some strange reason, all communication with the mansion has been cut off. This is where you come into play. You've been sent into the mansion to investigate the recent

disturbances. The entire game takes place within the confines of the mansion, but don't fear! The game is fairly long with lots of puzzles and tricks around every corner. This isn't a game that every parent would condone for their children. It's horror vs. beauty and horror wins.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Third-Person Perspective Action
- **Special Features:** Extremely Detailed Backgrounds and Characters, Tricky Puzzles, Powerful Weapons, a Combat Boot Stomp, and Gore and Terror From the Humble Folks at Capcom
- **Created by:** Capcom
- **Available:** December/January for Sony PlayStation

Loaded™

Let's Talk About Firepower

Put a bunch of cutthroat mercenaries in prison for something they didn't do and start a riot that gives them a chance to escape and take revenge on the person who framed them and what do you get? You get the story line to the latest shooter to come our way from Gremlin and Interplay. With a name like Loaded, this game can only be about firepower. Appropriately, each of the six characters you can choose from is armed to the hilt with their own, personalized weapons.

Each mercenary is a bit unsound. Mamma was abandoned in a spaceport when he was a baby. Since then he's grown into a huge man who still wears diapers and booties, and the only word he knows how to say is his own name. Then there's Vox, a beautiful but deadly woman who's voice activated weapon can easily slice down any man stupid enough to make a pass at her. Butch is what you would call an unintentional cross-dresser. He doesn't like to wear women's clothing but they're always the first thing available after he breaks out of prison. The list goes on...

Each of them has their own weapon, as well as their own special attack which can destroy almost everything on the screen. The most interesting of these is Mamma's, who creates huge waves in the ground that destroy what lies in its path. This special weapon utilizes a technique which is used throughout the game known as dynamic terrain morphing. You'll periodically encounter changing landscape that will effect your character by pushing him in a particular direction or draw him into a place he doesn't want to go.

Another interesting graphic technique that has been implemented into loaded is the automatic and manual scaling. You can pause the game and set the zoom so that the "camera" is either quite close to your character or far away to give a larger view of the action. In 2-player mode, the game will zoom out automatically as you walk farther away from each other.

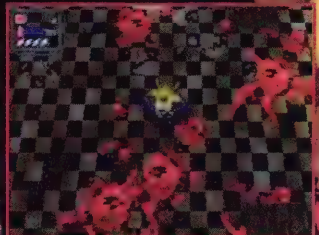
Do you have what it takes to stalk down the people who put you in prison? Can you handle the recoil on a massive weapon of destruction? Does the sight of a blood spattered room fill you with a sense of satisfaction? If so, be sure to check out Loaded, coming to an asylum near you.



What to kill first... the big gun or those three guys? Decisions, decisions...



Coming through the door blasting can be a good strategy.



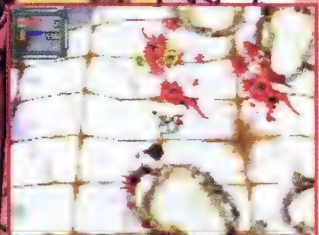
Zoom to get personal with your character..



...or zoom out to admire the carnage.



Find this white key and you've beaten the level.



Mamma's ground wave attack is both beautiful and deadly.



Butch wears a dress...but that flame-thrower stops most people from making fun of him.



Sometimes two guns are better than one.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Overhead Shoot 'em Up
- **Special Features:** Up to Four Players w/Link, Weapon Power-Ups, 6 Behaviorally Unbalanced Characters, Automatic or Manual Scaling and a Melange of Huge Explosions
- **Levels:** 12+
- **Created by:** Gremlin Interactive for Interplay
- **Available:** December for Sony PlayStation



To find out more about PlayStation, check out our WebSite address at <http://www.sony.com>. For game hints call 1-900-933-SONY (7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. ESPN Xtreme Games is distributed by Sony Computer Entertainment of America. Sony is a registered trademark

IF YOU FALL WHILE BLADING AT

85 MPH,

YOU COULD GRIND OFF

5 pounds of flesh.



BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

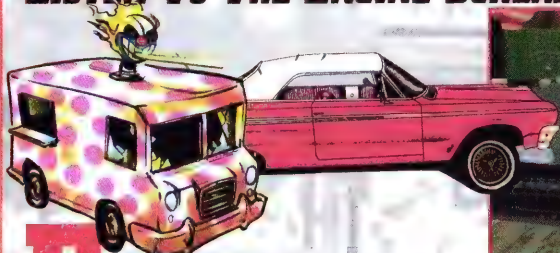
LOSE SOME
WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN® Extreme Games. Only on Sony® PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation.
u r n o t

TWISTED METAL

LISTEN TO THE ENGINE SCREAM



Ever since the release of Steve Jackson Games' Car Wars, people have dreamed of mounting machine guns on the hoods of their automobiles and showing the world who's REALLY the best driver out there. In 1981 we needed to use dice, small chips of tag board, and our imagination to simulate cars attacking each other with guns, missiles, and the like. Twisted Metal is probably the closest thing you can get to the auto duel experience without getting either arrested or killed.

SingleTrac has done a fabulous job with Twisted Metal. There are 12 cars from which to choose, and each has its own way of handling and a unique special weapon. The killer ice cream truck will launch napalm ice cream cones whereas the monster 4X4 can crush opponents under its massive treads. In addition to the special weapons, you have a dual machine gun mounted on your hood and you can collect mines, fire, homing, and power missiles, and a few other goodies that are hidden on the various levels.

The combat areas are varied and vast, and some of them are modeled after real Los Angeles streets. You start in the arena, and move onto the warehouse district, the long stretches of the freeway, the city park, the wide open spaces of suburbia, and finally battle it out jumping from rooftop to rooftop high above the city streets. There are health stations on most of the levels, though sometimes they can be hard to find. All of these areas are also available for use in the 2-player split-screen mode, although they have been slightly modified. If you can survive through all of the levels and defeat the winner of last year's competition, you'll be rewarded with your choice of any prize you desire, and each character's ending is different.

Overall, SingleTrac has a winner of a game on their hands. Don't be surprised to hear maniacal laughter stream from your mouth as you spin your car on a dime, center an enemy vehicle in your sights, and send a homing missile right up his tailpipe. Keep your pedal to the metal but don't let yourself get too twisted.



Warthog



Spectre



Yellow Jacket



Road Kill



Mr. Grimm



This level requires you to jump from rooftop to rooftop.



You should have put on winter tires for this kind of driving.



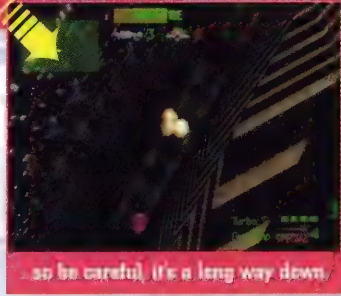
Crimson Fury



Thumper



Had boys, had boys, whatcha gonna do?



so be careful! (it's a long way down)



Hammerhead



Sweet Tooth



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Driving Combat Simulator
- **Special Features:** Password Saves, 12 Heavily Armed Vehicles Each with a Special Weapon, Wide Variety of Missiles and Mines, Different Endings for Each Character, 6 Combat Areas
- **Created by:** SingleTrac For Sony Computer Entertainment
- **Available:** November for Sony PlayStation



Outlaw



Darkside



Fit Viper

▶ THE BOTTOM LINE 8.5

ANDY, THE GAME HOMER

Concept: 7 "As the arrival of this game got closer and closer I got more and more excited about playing this 'hell on wheels' adventure. Unfortunately, once I played the game for a couple of hours I was pretty bored. The graphics are great, the sound is nice, and the control is tight, but it just ends up being somewhat blah! If you just can't get enough driving and shooting this game is for you. Otherwise, it's a great rental."

Graphics: 8

Sound: 8

98.88

Entertainment: 6

OVERALL: 8

PAUL, THE PRO PLAYER

Concept: 8 "Twisted is an all out battle, but it's not that twisted. The concept is fairly basic; shoot and avoid damage. The thing that makes it for Twisted Metal is the massive levels and the diversity of vehicles. It doesn't have the most spectacular graphics, but it's smooth and fast. Twisted Metal offers plenty of action, but I found the lack of variety in missions make it a rather quick play. One that you should try before buying."

Graphics: 8

Sound: 7.75

Playability: 8

Entertainment: 7

OVERALL: 8

REINER, THE RACING GAMER

Concept: 8.25 "Get ready for Twisted Metal (TM)! The victor of the tourney is granted with whatever wish they desire. For some this may mean a new set of treads, but for me I would have to ask for the biggest dream of all - unlimited wishes. TM is yet another PS-X game that has to be seen to be believed. I still can't get over the variety of vehicles in this game. TM reminds me of a mix between Running Man and Mad Max. This may sound crazy but... it's one crazy game!!!"

Graphics: 8.75

Sound: 8.75

Playability: 8

Entertainment: 8

OVERALL: 9

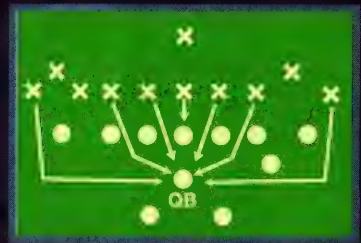
What's Your Dream Play?

Name:
Stacey Flaherty

Age:
Sixty two

Favorite Football Position:
Frontline Tackle

Dream Play:
Goodnight QB



Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football™, not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?

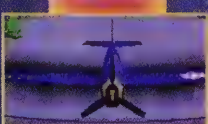
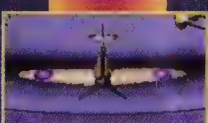
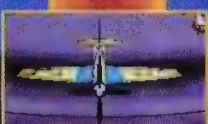
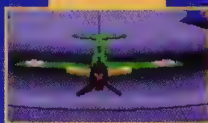


SUPER NINTENDO
ENTERTAINMENT SYSTEM



WING ARMS

WAR IS HELL



You'll have to shoot down three planes while avoiding the walls of this chasm.

Unfortunately, you can't get low enough to see the traffic.

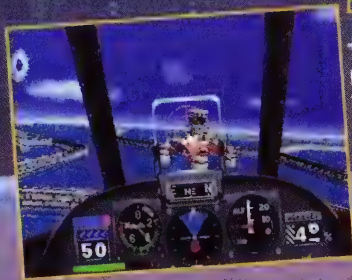


Yes, sir. Right away, sir. Sorry to waste your time, sir!

Slam on the breaks when the enemy's behind you? That's so crazy it just might work.



This tower is heavily armed. Take it out one gun at a time.



World War II was the first war where airplanes actually had an effect on the outcome of the battles. A strong air force was not only desirable, but necessary to perform bombing runs, torpedo missions, and protect our forces from enemy planes. Thousands of planes were lost by both sides in great fiery battles above the troubled waters of the Pacific. Sega is giving you a chance to relive the action of flying those screaming loud prop planes and smoking the enemy with machine gun fire.

Wing Arms features eight different missions. Some involve dogfighting, others concentrate on land and sea targets, and some are a combination of both. Each mission has its own type of terrain, including a beautiful night mission over a well lit city. You are able to view the action from three different views. Normally you'll want to go with the in-the-cockpit view. If an enemy plane flies up behind you, the game will automatically switch to a chase view so you can see both your plane as well as your opponent's as you desperately deke and juke to get out of danger. Finally, you can use a reverse chase view which shows you the front of your plane. We still haven't figured out a use for this view.

Since this is "classic" air combat, you won't have any radar guided missiles or heat-seeking rockets. Instead, you'll have to rely on strong piloting skills and a steady hand to keep enemy planes in your sights. The version we had to work with was touted as 60% complete (what this means, exactly, is anybody's guess). We have been told that you will be able to choose from either rockets, bombs, or torpedoes to arm your plane before each mission, but the version we were given to play only allowed for rockets. The addition of these weapons will add a whole new element to this game.

Wing Arms is a smooth flying, easy playing classic plane flight simulator. If you love to fight battles in the air but don't like having to worry about radar guided SAMs and enemy stealth fighters, Wing Arms is the game for you.

- **Size:** 1 CD-ROM
- **Style:** 1-Player WWII Air Combat Simulator
- **Special Features:** Seven Different Planes, Novice and Expert Controls, Three Points of View, Free 360° Movement
- **Levels:** 8 Missions
- **Created by:** Sega
- **Available:** December for Sega Saturn

Remember the infancy of the Genesis? One of the first games to appear on it was Tommy LaSorda Baseball, a visually impressive game that indeed "wowed" players as they contemplated the 16-bit era. Now there's the 32-bit Saturn and a new ground-breaking game in World Series Baseball. This inaugural baseball game incorporates elements that made Sega's LaSorda and Sports Talk popular years ago and combines them into the 32-bit world.

World Series was released earlier this year in Japan as Greatest Nine. In the translation to the US, Sega Sports secured the MLB and MLBPA license to bring all the players and teams to World Series Baseball. They also redesigned the game's four stadiums to realistically duplicate Yankee Stadium, Wrigley Field, Fenway Park and the Astrodome. Finally and most obviously, a new English-speaking announcer is included to give you great play-by-play. Unlike the sluggish Sports Talk announcer, the World Series announcer's comments are smooth and lack any delay. He'll announce all of the players' names and even emphasize the stars during a home game.

World Series plays like many of the other baseball games on the market in terms of hitting, throwing and catching, but it gives you multiple fielding perspectives - Four varying field views and a fifth that randomly chooses from the four can be used. Some perspectives are not that appropriate for fielding so you can set the fielding to automatic. You can also easily adjust your fielder's position before each pitch to accommodate for different batters' ball placement tendencies.

Sega Sports' new baseball game for Saturn packs great control into a visually impressive package. It lacks in some areas, such as roster management and trades. It is also unfortunate that the only stats it keeps are for your particular division and you can't play as multiple teams during a season. All that aside, World Series Baseball for Saturn is a game that you can't help but enjoy if you're any kind of baseball fan.

Sega Sports

Does It One More Time

World Series Baseball



The grounds crew always cuts the grass in a lovely checkerboard fashion.

STANDINGS		TOP 20	
SCHEDULE		INDIVIDUAL STATISTICS	
GAME START		EXIT	
CENTRAL	0	W	1
1	0	0	0
2	1	1	1
3	2	2	2
4	3	3	3
5	4	4	4
6	5	5	5
7	6	6	6
8	7	7	7
9	8	8	8
10	9	9	9

It's a race for the pennant!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball Simulation
- **Special Features:** All Major League Teams & Players, 4 Realistic Stadiums, Three Difficulty Settings, Home Run Derby, 4 Camera Views and A Real-Time Announcer
- **Created by:** Sega Sports
- **Available:** Now for Sega Saturn



All the MLB players and pictures are in World Series.



A total of four fielding perspectives can be changed anytime during play.



All of the players are digitized using motion capture techniques.

▶ THE BOTTOM LINE 9

ANDY, THE GAME HOMBRE

Concept: 9 "Sega hits a home run with this fantastic baseball title. There are two things that make this game revolutionary: the sound and the play control. The play control is tight and true, so you can easily control every player on the field without a moment's thought. Then there is the sound. It's unbelievable. The announcer keeps up (for the most part) with all the action. So when you mix all these elements together, World Series is an exciting and fun game to watch and play."

OVERALL
9.25

REINER, THE RAGING GAMER

Concept: 8.25 "Cork your bats and put an emery board in your pocket, Sega Sports has just released a premier baseball game for the Saturn. World Series Baseball is by far the smoothest baseball game ever made. The play control is tight, and very receptive to the user's response. Surprisingly, the announcing is fantastic. The only squabble I have is that this isn't a statisticians game. You can only track season stats for your division and you can't check the other league's standings."

OVERALL
9.25

PAUL, THE PRO PLAYER

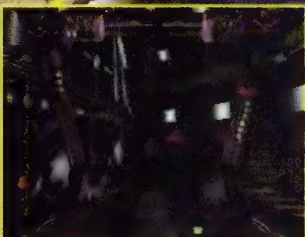
Concept: 8 "Sega Sports should stick with baseball because they've got a strong track record. WS lacks some of the 16-bit features such as trades, but it has unbelievable graphics that you won't see on the Genesis. The fielding control is excellent in that the players compensate if the guy covering the base is not at his destination. I would've liked more stadiums and improved statistics, but hopefully that will be something for the next installment. You can't go wrong with this game."

OVERALL
8.75

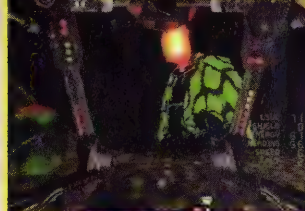
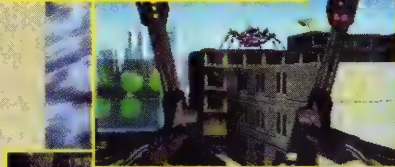
Treachery In Deep Space



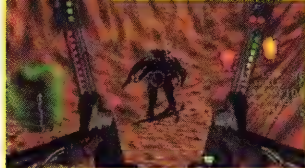
- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Perspective Action/Adventure
- **Special Features:** Ability To Look Around Cockpit, Jump Jets, Automap With Ground Tracers, Full-Motion Video Cut Scenes, Twelve Different Weapons, Decoys, and Power-Ups
- **Levels:** 18
- **Created by:** Jumpin' Jack Software and Asbury Entertainment for Sega
- **Available:** Now for Sega Saturn



Travel through the bowels of this space station.



Hit'em with everything you've got!



The automapping radar in the lower left corner tracks every step you take.

In the not so distant future, an alien race known as the Ghen have come to Earth to hide from a murderous super-race known as the Bo-Kyat. To show their thanks, they offered us a special implant that cures humans of all disease. Of course, we accepted. In return they asked that we travel the galaxy with them in search of the necessary minerals. At first, they helped us set up spacestations and mining facilities on various planets, so things were looking up for all of humankind. Then disaster struck. A mining post on a Saturn moon ignited an explosion that not only took out the orbiting

Sunstation, but the entire planet as well. The Ghen's diabolical plan was now in motion. They didn't come here for peace or for help. They came for slaves - human slaves to use in their war with the Bo-Kyat.

Luckily, a rag-tag group of scientists who were stationed on that Saturn moon managed to escape the Ghen and the explosion just in time. Armed only with a hypersuit and their wits the scientists set off to save the world.

Inside the hypersuit you'll be able to jump, hover, run, and pulverize any opponent throughout Ghen War's 18 levels. During your quest you'll encounter missions all around the solar system. Sometimes you'll take on the Ghen in a free-for-all planet surface battle, and other times you'll search for them within the confines of a space station. Either way, it's you against the world and you're the world's only hope. Good luck!

ICE Cube ON SATURN:

"MAYBE YOU THINK YOU KNOW WHO I AM," why are you so angry?"

Okay, no one's ever asked us that. But CHECK IT: Sega Saturn is new. HOW I SEE THINGS.

So if you think you know what it's like, OR HOW I FEEL. IT'S NOT LIKE THAT. It shares the same architecture as \$20,000 arcade systems, MAYBE IF I WRITE IT, OR but Sega Saturn pumps the hottest arcade titles straight to your reflexes for a fraction of the cost.



You're welcome. With a gameplay experience GET ON THE MIKE, that grabs you and pulls you in, it's no wonder the best games are YOU'LL UNDERSTAND only on Sega Saturn. Like intense sports titles with everything but the jock itch. And this Christmas, EXACTLY Sega Saturn will have the most electrifying library of EXCLUSIVE WHAT I'M LIKE... games on the planet. Games no one else has. So don't go thinking you know what DON'T THINK SO." Sega Saturn is like before you've even experienced it. And never judge a package by its rapper.

SEGA SATURN™
GO THERE.



HEAD FOR SATURN



For more information on Sega Saturn, call 1-800-seg-saturn or email segasaturn@segaoa.com or on the world-wide web at <http://www.segaoa.com> or on CompuServe at GO SEGA. For game play help, call 1-900-890-sega in the USA (\$0.85/min. or \$1.05/min [live]) Call 1-900-451-5252 in Canada (\$1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required. Sega, Sega Saturn and all game titles are trademarks of SEGA unless otherwise noted below. NHL and the Stanley Cup are registered trademarks of the National Hockey League. Team names and logos depicted are officially Licensed Trademarks of the National Hockey League, National Hockey League Players Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by SEGA. © 1995 SEGA. P.O. Box 8087 Redwood City, CA 94063. All Rights Reserved.





Sega Rally Championship

- **Size:** 1 CD-ROM
- **Style:** 1 Player Rally Racing
- **Special Features:** Multiple Racing Perspectives, 3 Courses, Various Racing Machines
- **Created by:** AM3 for Sega
- **Available:** January 1996 for Sega Saturn

Sega's Premiere Arcade Racer Comes To Saturn in January!

Here are some of the first development shots from Sega Rally Championship for the Sega Saturn. Due in January, Rally is much like Daytona USA but throws varied terrain at you and puts a co-pilot in your car to bark out directions. Depending on the driving surface, the car will perform differently. The gravel will cause your car's back end to slide, whereas your tires have better grip on asphalt. Because the development is still very early, many of our questions on multiple player options, track selection, and vehicle choice have not been answered.

As the development process progresses we will be sure to fill you in on what's in store for the next great Sega racing game for the Saturn. Save space in your game library for Rally. ■



Don't you know how to drive in the country, boy?



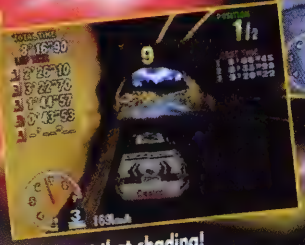
Hit the checkpoint and then punch it through the tunnel.



If you've got time to look you'll see spectators cheering you on. (No you can't run them down.)



Don't take the turn THAT wide.



Check out that shading!



Solar Eclipse

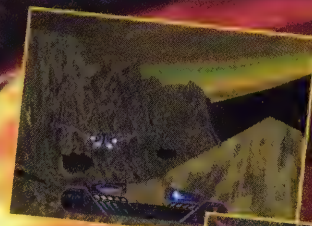
The Sequel to Total Eclipse

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Multiple Weapon Power-Ups, Two Views, 9 Save Slots, Roll Ability
- **Levels:** 8 Missions
- **Created by:** Crystal Dynamics
- **Available:** November for Sega Saturn

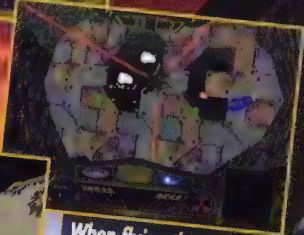
It's been several years since you destroyed the Sun Dagger in the adventures the people have dubbed Total Eclipse. Now, a new force of unidentified ships are threatening to destroy the planets we call home. It's time to jump back in your ship and once again single-handedly save the universe from destruction.

Solar Eclipse is a shooter that learned from its predecessor and improved. A few things have been added to make this game even more enjoyable. First of all, you can choose between Chase Plane and Cockpit View, so you can navigate the chasms with ease or target enemies right in the center of your view. The weapon power-ups have been changed slightly as well. You will always have your regular blaster, but you can power up your secondary weapon by picking up different icons which appear when you destroy certain enemies. You also have a limited number of Nuke Missiles available for use.

Finally, this game really cruises. Instead of the sluggishness of the original, Solar Eclipse flies fast and furious, and your rolls turn you so fast you may find yourself getting dizzy. If you were a fan of Total Eclipse, or are simply looking for a decent shooter for your Saturn, watch for Solar Eclipse coming soon. ■



A pilot with skill can maneuver through these canyons without even thinking.



When flying through obstructed tunnels, it might be easier to use the Chase Plane view.



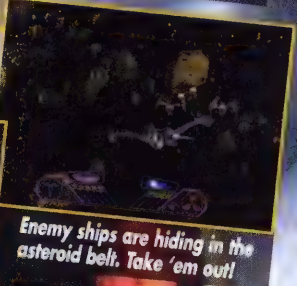
Skimming the sand, blowing up tanks. Wa-Hoo!



Spikes! Enemy fire! Walls in the tunnel! It's too much, man, I'm going down!!!



Flying this close to lava isn't safe - but you will get a nice tan.



Enemy ships are hiding in the asteroid belt. Take 'em out!

BLACKTHORNE

The Story Of The Lightstone

In another world, in another time, the evil Sarlac will stop at nothing to get the Lightstone. It is the one thing that will complete his circle of evil and let him rule the land. Your father, the King of Stonefist, is the keeper of the Lightstone. As the king's forces began to crumble at the hands of Sarlac, you, as the young Blackthorne, were given the Lightstone and sent to live with the humans so that you could grow strong and someday return to Tull to fulfill your destiny. It's now twenty years later and you have grown strong. The time is now. You must find Sarlac and put an end to his evil rule.

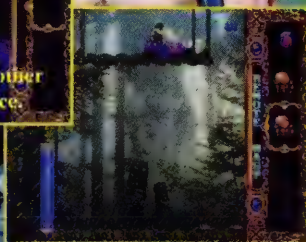
Blackthorne is an awesome weapon of destruction. He packs a shotgun that can stop a ghoul in his tracks and he can also hide in the shadows to avoid enemy fire. This creates a unique battle experience where both the hunted and hunter can dodge and counter until a winner is decided. Blackthorne can also climb ledges and jump vast chasms, but the true test for Blackthorne is how well he utilizes the items he collects. Throughout the game Blackthorne will pick up various items that he must use to solve the numerous puzzles that he will encounter.

Prepare yourself, because if you missed Blackthorne on another platform you're in for a gaming treat. All the original levels are here with improved character and background graphics. So if you've got some time and a 32X, Blackthorne may be the best 32X game of the holiday season.

Let the enemy fire while you hide in the shadows and then spring out and attack.



Blackthorne looks the other way and dispenses justice.



- **Size:** 24 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Password Continues, Computer Generated Characters, Improved Backgrounds and Sound Effects over the Original. Plus an Extra 4 Levels on a new world
- **Created by:** Blizzard/Interplay and Paradox for Sega
- **Available:** December for Genesis 32X

T-MEK

Kill And Maim For Points And Glory

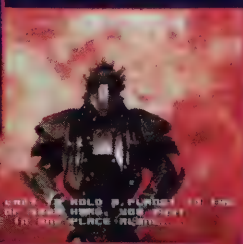
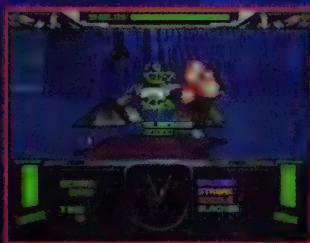
- **Size:** 24 Megabit
- **Style:** 1 or 2-Player T-Mek Battle Arena Simulator
- **Special Features:** 6 Unique T-Meks, Duel and Challenge Split-Screen 2-Player Mode, Four Difficulty Settings, Adjustable Round Timer, and 6 Special Levels Not Available in the Arcade Version
- **Created by:** Time Warner/Aiari Games/Bits Corporation for Sega
- **Available:** December for Genesis 32X

In case you missed it in the arcades, Time Warner and Sega have teamed together to bring T-Mek home to your 32X. The basics of the game are simple. In the world of the future Nazrack Shung controls all. To obtain power and wealth you must defeat Nazrack in his T-Mek tournament.

Join the tournament and you will have a choice of six T-Meks to take into battle. After you qualify, you must work your way up the tournament ladder and then finally face off with Nazrack himself. The trip won't be easy, but your Mek is outfitted with both an offensive and defensive specialty item (besides the standard gun) to help you destroy your opponents. And if you get tired of the one-player mode, T-Mek offers a split-screen mode that will let you and a friend go head-to-head.

Kill or be killed. That's the name of the game. You'd just better hope that you score more points than your competitors...otherwise its continue city for you, bub!

He's in your sights! Smoke 'em!



Can you defeat the evil Nazrack?

WHAT TIME DID YOU SAY IT WAS?

KILLING TIME

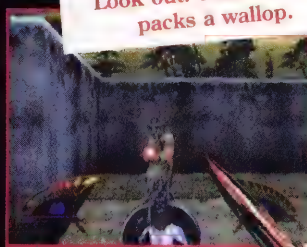
- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Mystery Shooter
- **Special Features:** Multiple Weapons, Unusual Enemies, Flightstick Pro Compatible, and 4 Save Slots
- **Created by:** Studio 3DO
- **Available:** Now for 3DO



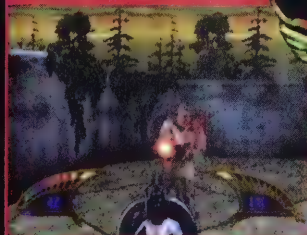
Look out! That skeleton packs a wallop.



Look for the FMV characters to give you clues.



Square off in a gun battle...



...and use a quick trigger finger.



Look down at the mess you've created.

WEAPONS



You are the student of Dr. Hargrove, an Egyptologist that had discovered an ancient water clock. This clock was claimed to hold the secrets to everlasting life. However, the clock disappeared when a rich investor named Tess Conway visited the site of the clock's unearthing. Tess Conway had always dabbled in the occult and Dr. Hargrove followed her to her island estate to reclaim the clock in the name of science. Mysterious and unexplained things happened on that island on the evening of the Summer Solstice, 1932. Everyone strangely vanished and it's up to you to find the answer.

Killing Time plops you on the island and requires you to discover and solve a number of maze-like puzzles. You'll encounter a wide array of crazy and deadly monsters amongst the confines of Tess's mansion. Armed, at first, with only a pistol you can collect other weapons such as a shotgun, flame thrower, and tommy gun. Use these weapons along with pieces of Tess's "essence" to progress through the more than 30 "killing zones." Plus, watch the ghostly images of the house's former tenants to learn more about your quest and to uncover clues.

The continuous data stream technique used in Killing Time's development allows for seamless CD load times when traveling through different areas. The full 360° environment allows the player to look up and down at the beautifully texture mapped surroundings. Throw in a wonderfully eerie soundtrack that changes depending on the situation and you've got an excellent package.

Originally slated for a September release, Studio 3DO has delayed this title to add some extra polish. Hopefully, you should find this one in stores now.



Let the chef know what you think of his cooking.



A fist is no match for a pistol-packin' mama like yourself.

Flying Nightmares

Sting Like A Butterfly, Fly Like A Bee

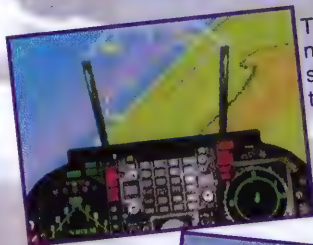
Welcome to the first flight simulator for the 3DO. In this game you'll be piloting an AV-8B Harrier II - the latest addition of a Vertical/Short Take Off and Landing (V/STOL) aircraft to be added to the US Marines' squadron of planes. It's going to take skill and training to provide the air support the Marines need in order to execute Operation Saber.

Because you are flying a Harrier "Jump Jet", you'll be able to take off and land straight from the flight deck of the carrier. You can also hover in mid-air for short amounts of time. Other than this fact, Flying Nightmares plays like a standard flight simulator. You'll start off with some simple ground assault missions, and move on to more complicated missions which involve destroying multiple targets, avoiding ground defenses, and dogfighting with enemy planes.

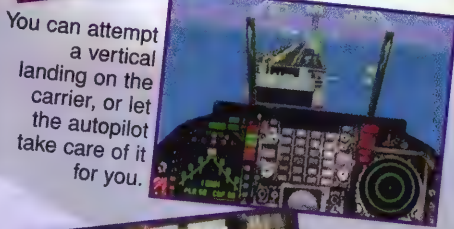
You have many weapons to choose from, including your standard 25mm cannon, Iron Bombs and Rocketeers, Hydras, Mavericks, Laser Guided Bombs, Sidewinders, and HARMS. Each of these armaments has its own use, and you'll eventually have to select them yourself, basing your decision on what kind of targets you are likely to encounter.

Flying Nightmares is available now for your 3DO. On a final note, you'll be able to receive a much more accurate sensation from the use of the FlightStick PRO for 3DO, with which this game is fully compatible.

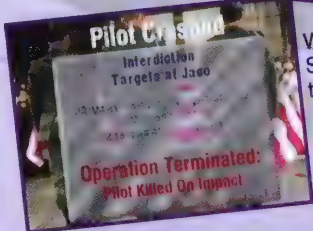
- **Size:** 1 CD-ROM
- **Style:** 1-Player Harrier Jet Flight Simulator
- **Special Features:** Customized Weapon Setup, Realistic Flight Control, Vertical Take Off and Landings, 8 Save Slots, Compatible w/CH Products FlightStick PRO
- **Levels:** 36 Missions
- **Created by:** Domark
- **Available:** Now for 3DO



The target is nearly in sight. Arm the hydras!



You can attempt a vertical landing on the carrier, or let the autopilot take care of it for you.



Whoops. Sorry about that.

Andy, The Game Numbie

"This game just doesn't want to agree with anyone. It flies funny, the graphics are difficult to distinguish, and the control is clumsy. Check it out if you're a simulation nut, otherwise I'd wait for something better."

Rick, The Video Ranger

"For me flight sims are boring to begin with and the complicated control of this one put me right to sleep. Appropriately named Flying Nightmare."

Reiner, The Raging Gamer

"Have you ever tried to launch your wagon off of the roof of your garage? Well, here's your chance. Flying Nightmares follows the old crash and burn theory perfectly with very, VERY poor flying dynamics. Play control zerola!!!"

Paul, The Pro Player

"This is a difficult and involved game that I wouldn't recommend to anyone but a pilot. It moves O.K., but the control is incredibly touchy."

	Andy	Paul	Rick	Reiner
Concept:	3	7	5	8
Graphics:	3	7	5	7
Sound:	3	7.5	8	7.5
Playability:	3	5	3	1
Entertainment:	4.5	8	3	3
Overall:	3.25	6.5	4.5	5.5

► THE BOTTOM LINE **5**

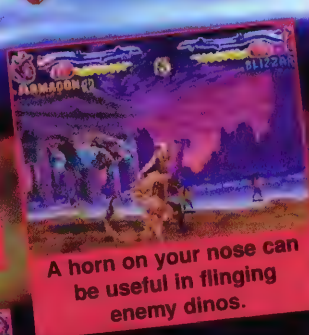


Surrender to the World Domination

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Dino Fighting
- **Special Features:** 7 Stop-Motion Animated Dinosaur Fighters, All the Arcade Moves Including Special Moves and Fatalities, Multiple Fight Modes, Fight Stats Compiled After Each Match
- **Created by:** Time Warner Interactive
- **Available:** Now for 3DO



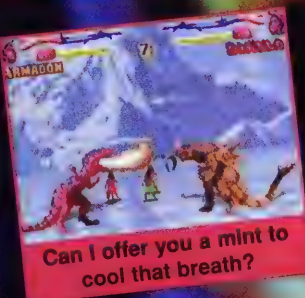
Sauron screams up an impenetrable shield.



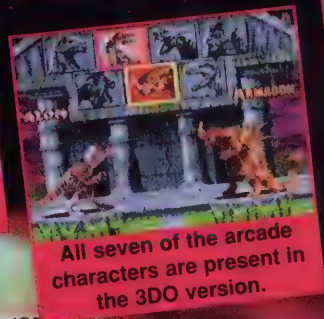
A horn on your nose can be useful in flinging enemy dinos.



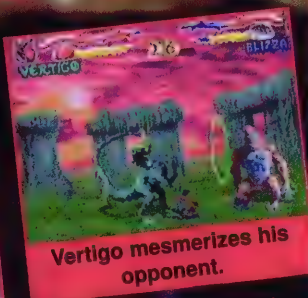
The Fart of Fury - crude but effective.



Can I offer you a mint to cool that breath?



All seven of the arcade characters are present in the 3DO version.



Vertigo mesmerizes his opponent.

The Rage continues its quest for world domination, or at least complete video game world domination, with its latest outing on the 3DO. Seven massive dinosaurs are slugging it out, each with dreams of becoming the new god of Urth. While in actuality the dinosaurs are each only about a foot high, the quality stop-motion animation used to bring them to life gives them an enormous feel.

Everything from the arcade has been put into this version, including all the moves, fatalities, and even some (possibly all) of the "Easter eggs" like the "cheese" combo meter. In addition, the 3DO version will give you stats after each fight which tells you how many special moves you used, your best combo, and other interesting tidbits.

You can play against the computer as one player, or take on your friend in head-to-head dino combat. Play in either original arcade mode, tug-of-war mode which combines both fighter's health bars into one long line as both players struggle to push the other's health down to zero, or endurance mode where each contestant chooses four dinos and you must defeat all of your enemy's dinos in order to be victorious.

Primal Rage has arrived for your 3DO. If you loved the arcade game and were waiting for a 3DO version, your long wait is over.

CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO PHOENIX

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

Sex.
Drugs.
Violence.
Weapons.
San Francisco.
Men In Tights.

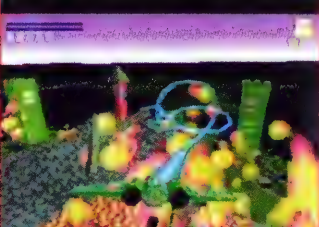
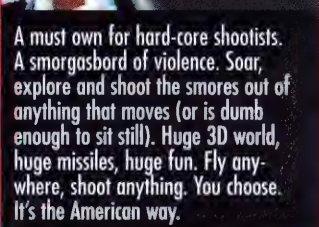
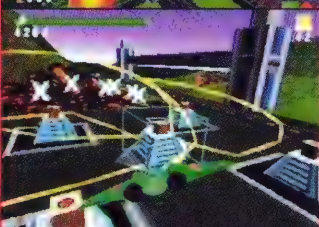
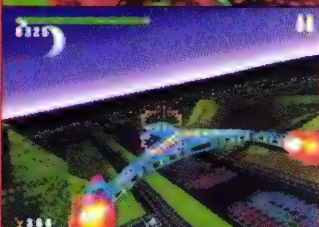
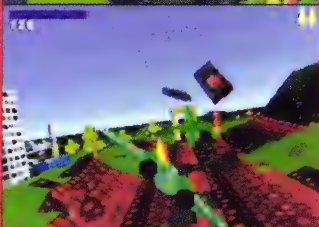
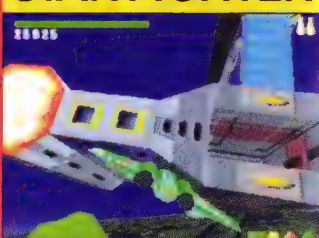


SNOW JOB™



Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.

STAR FIGHTER™



So what these champions of family values came up with this collection? The developers with a morally high-fiber diet, Studio 3DO, that's who. Gaming geniuses that have generated more solid hits than the last Tyson fight.

See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com



STUDIO 3DO

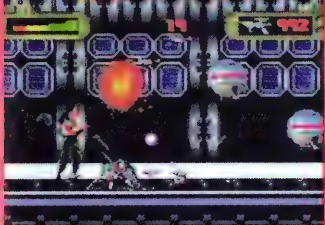
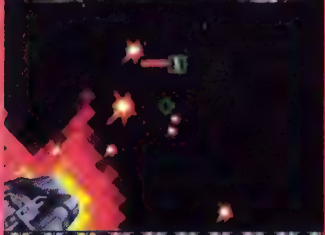
MORE WHOLESOME FUN ONLY ON 3DO

3DO, the 3DO logos, BattleSport, Captain Quazar, Golden Gate: Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trade-

TREASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO



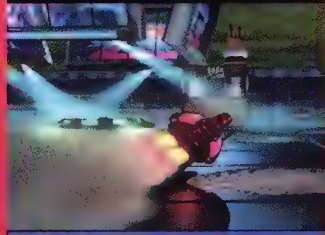
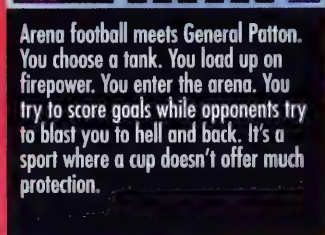
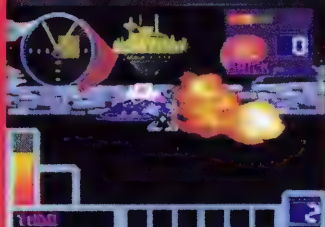
PHOENIX 3™



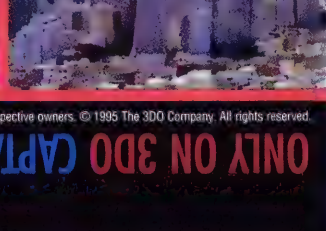
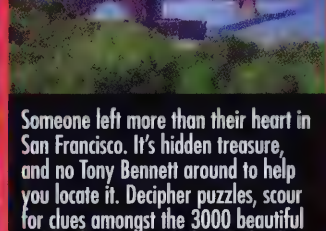
Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



BATTLESPORT™



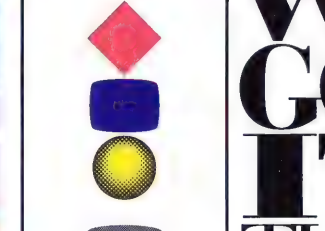
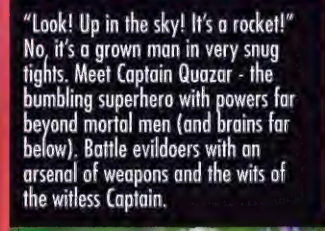
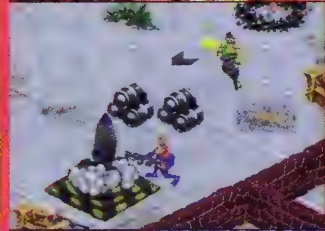
Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.



GOLDEN GATE: TREASURE BY THE BAY™

Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.

CAPTAIN QUAZAR™



"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.

3DO

WE GOT IT. THEY DON'T.

Super STAR WARS RETURN OF THE JEDI

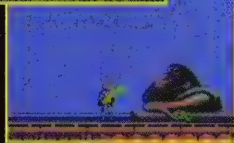
The Feel The Force in The Palm of Your Hands

Game Gear owners may not have been fortunate enough to play Super Empire Strikes Back on their hand-held. But, thanks to THQ and Lucas Arts, the Game Gear will now receive the final installment of the trilogy, Super Return of the Jedi.

The Game Gear version plays almost identically to its SNES predecessor. All the levels are similar. However, the Mode 7 scrolling on the SNES could not be duplicated on the Game Gear. These scenes have been altered to overhead or rear view shooters. Super Return of Jedi features nine levels of intense action in which you have the option to choose from five different characters. Luke, Leia, Chewie, Han, and the adorable Wicket are here to spice up your Star Wars fantasies, and compete in your eternal war against the Dark Side.

This is a fairly challenging Game Gear cart that should take a while to master. Each level consists of tricky platform jumps, blaster happy enemies, and a boss or two at the end. The Force is strong in this cart, and hopefully will draw a large crowd to join the Rebel Alliance.

- Size: 4 Megabit
- Style: 1-Player Action/Platform
- Special Features: 5 Different Characters, Special Millennium Falcon Levels, Password Feature, Special Power-Ups and Nine Action Packed Levels
- Created by: Lucas Arts/Black Pearl Software/Realtime Associates for THQ
- Available: Now for Game Gear (and Game Boy)



	Andy	Paul	Rick	Reiner
Concept:	9	7	8	8.5
Graphics:	7.75	7.5	8.5	8.5
Sound:	7.75	8	7	8
Playability:	9	8.5	8	9
Entertainment:	8	8	8.5	9
Overall:	8.25	7.5	8	8.5

▶ THE BOTTOM LINE 8

REINER, THE RAGING GAMER

"Razor sharp graphics, and outstanding control make this one of the year's best Game Gear carts. A must have for any Star Wars junkie, or anybody with the last name Vader."

RICK, THE VIDEO RANGER

"Like the SNES version in miniature. A very entertaining game for action/adventure fans."

ANDY, THE GAME HOMBRE

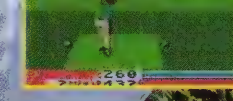
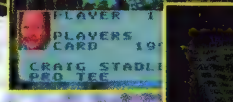
"So what you're telling me is that I can play Star Wars on the go? Sign me up!"

PAUL, THE PRO PLAYER

"A nice translation from the Super NES to the Game Gear. Surrender to the Darkside, Rebel scum!"



- Size: 4 Megabit
- Style: 1 or 2-Player Golf
- Special Features: 5 PGA Pros, 3 Courses, Password Save, Skins Game, Driving Range
- Created by: EA Sports & Black Pearl Software for TH-Q
- Available: Now for Game Gear



PAUL, THE PRO PLAYER

"I'm a huge golf fan, but this game doesn't do anything for me. There is too much waiting involved with the game setting up after each shot. Yawn."

ANDY, THE GAME HOMBRE

"This is a good golf game, but the redraw times are fairly annoying. However, that makes it an excellent travel game, because you can play vids and still have time to check-out the scenery."

RICK, THE VIDEO RANGER

"PGA '96 could be the best Game Gear golf game yet. I think the game cheats you once in awhile. Maybe it's just me."

REINER, THE RAGING GAMER

"PGA Tour '96 plays exactly like the real thing, it takes forever to complete a game, and how well you do depends on how steady your hand is. Remember, applying excessive force to your golf swing may lead to serious back injuries."

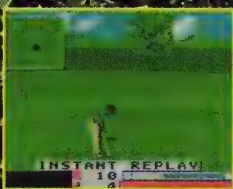
	Andy	Paul	Rick	Reiner
Concept:	5	8	8	8.75
Graphics:	7.75	5	9	9
Sound:	7	5	7	7
Playability:	8	7	7	9
Entertainment:	7	4	7.5	8.75
Overall:	7	5.5	7.75	8.5

▶ THE BOTTOM LINE 7

Golf: worshipped by many and loathed by others is once again making an appearance on the Game Gear. Anyone who is on the go and looking for their links fix can turn to PGA Tour '96.

PGA '96 includes five PGA Tour Pros along with space to create two custom players. The three courses are duplicates of real PGA Tour sites. Many of the same features such as greens grid, draw/fade, and overhead views are included. Play in a tournament, Skins game, or just practice your back swing on the courses. Obviously, you're not going to get 16-bit quality but you've got it on the go. (At least until the Sega Nomad is released.)

This game has very realistic options for a hand-held game, but suffers from slow play caused by new hole artwork loading after each shot. Golf has never been a fast-paced game so it could be viewed as typical. Others may find waiting a little frustrating.



AMOA

Amusement & Music Operators Association

On September 21st the Amusement and Music Operators Association (AMOA) met in New Orleans to show the latest in arcade technology and, as always, Game Informer was there. Hidden beneath a sea of silly rides and redemption games the arcade video game industry was booming with new life. From Ultimate Mortal Kombat 3 to Virtua Cop 2, we got it all.

The first stop was at Williams Entertainment. Their focus for the show was a brand new 4-Player hockey game called Open Ice. It features NBA Jam-style hockey with the NHL and NHLPA license. It is fast-paced and full of hidden characters and secrets, but isn't that terribly unique. In other words, if you liked Jam and you like hockey, Open Ice will surely satisfy your gaming thirst with its fantastic graphics and smooth play control. Next up was Ultimate Mortal Kombat 3 which features the return of Scorpion, Kitana, Reptile, and Jade. This brings the total number of playable characters up to 19 and there are still three slots for more hidden characters. Otherwise, each of the old characters features a new move and there are four new backgrounds to keep MK nuts coming back for more. But perhaps the biggest new feature for UMK3 is the addition of a 2-on-2 and an 8-player tournament mode. The tournament mode is self-explanatory, but in the 2-on-2 mode each player gets to choose two fighters to use in kombat, and when one character goes down the next character jumps in (much like the Endurance Match in MK) and finishes the rest of the round. Very cool!

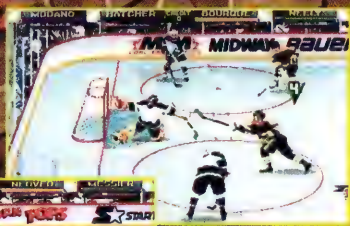
Next door to Williams was Namco. Their booth featured Tekken 2, Rave Racer, Air Combat 22, Speed Racer, and Alpine Racer. Rave Racer, the sequel to Ridge Racer, is quite amazing. Rave Racer features two new tracks filled to the hilt with big jumps and mind boggling turns. A definite must play for any Ridge Racer fan. Of course, Tekken 2 and Air Combat 22 are great sequels, but the most unique game there was Alpine Racer. This skiing simulator features an unusual foot controller that makes you feel like you're really skiing. However, I wouldn't expect it to pop up all over the place due to the overwhelming size of the unit.

The next stop was at Konami whose design team took a walk on the wild side and decided it was time for the return of the trackball with their two newest games Five A Side Soccer and Ultra Hockey. Alright, but nothing spectacular. Unfortunately, that's the same thing that can be said for Taito's Bust-A-Move Again, American Laser Games' Orbatok, Atari's Area 51, and American Sammy's Zombie Road. OK games, but they have little new to offer.

On the other hand, Capcom's only new title, Marvel Super Heroes, is quite impressive. It features huge sprites and great gameplay with an awesome cast of characters including Iron Man, Captain America, Spider-Man, Juggernaut, Wolverine, Hulk, and Magneto. As a matter of fact, we felt it was the best new fighting game at the show (we classified UMK3 as an update). It's that good.

The final stop of the AMOA was at Sega's overcrowded booth. The big news at the Sega Booth was Indy 500 and their brand new fighting game, Fighting Vipers. Although Fighting Vipers isn't that exciting, Indy 500 is fantastic. It features three high-speed tracks, 4 Virtua views, and great play control. Indy 500 was by far the premiere racing game at the show. The rest of the Sega booth was filled with sequels, including Rail Chase 2, Sport Fishing 2, and Virtua Cop 2. The best way to describe these games is - same game, better graphics.

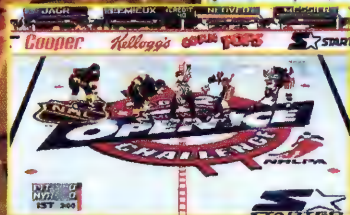
So in the end, the games were decent, but of course they were free. So make sure you watch upcoming issues of Game Informer as the Arcade Brigade delves deeper into the arcade world.



Ultra Sports Soccer



Marvel Super Heroes



Open Ice

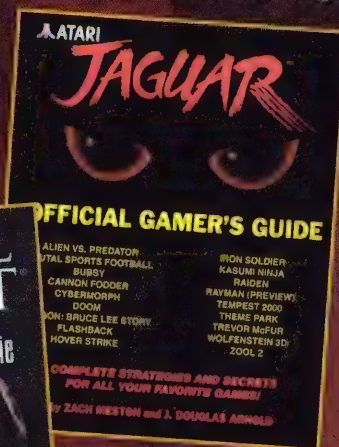
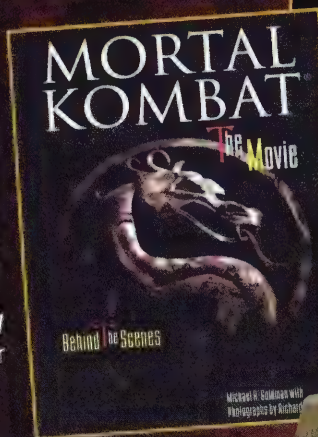
WHAT'S HOT!

News & Rumors From the Video Game Industry

Mortal Kombat: The Movie - Behind the Scenes

This book from Prima Publishing takes a look at the making of *Mortal Kombat: The Movie*. Author Michael Goldman and photographer Richard Aaron cover aspects of the film including pre-production, cast, special effects, and the phenomenon. Over 100 photos show behind the scenes action to the top-grossing video game film.

Mortal Kombat: The Movie - Behind the Scenes is available now with a cover price of \$14.95.



Official Atari Jaguar Gamer's Guide

Once again, Zach Meston and J. Douglas Arnold have secluded themselves on a Pacific island and returned with a book. *The Atari Jaguar Official Gamer's Guide* (Sandwich Island Publishing) is loaded with many of the hottest games for the Atari Jaguar. Gameplay strategies, tips, and secrets make this the most comprehensive and informative book available for the Jaguar. An in-depth strategy on *Cannon Fodder* and *Alien vs. Predator*, along with numerous interviews with Jaguar game designers make the *Gamer's Guide* tough to beat for Jag info. *The Atari Jaguar Official Gamer's Guide* has a cover price of \$16.95. Ask for it at a bookstore near you.

Saturn Peripheral To Link Gamers to the Internet

Sega of Japan announced a Saturn upgrade that will provide access to computer networks including the Internet. Unofficial word is that this "upgrade" will be in the form of a peripheral add-on and appear in Japan around April.

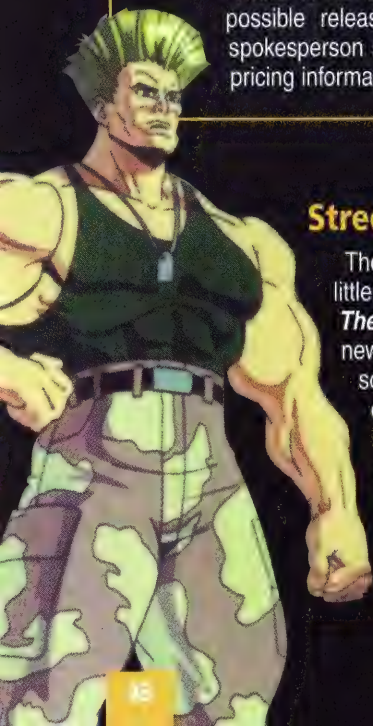
There is no official word from Sega of America on the possible release of the add-on in the US, but a Sega spokesperson said the release could come in late 1996. No pricing information was disclosed.



Street Fighter: The Animated Series

The world of video game related cartoons just got a little more crowded with the debut of *Street Fighter: The Animated Series* on the USA Network. This new cartoon will parallel the film's storyline somewhat and put Colonel Guile as head of the Street Fighter forces.

The animated cartoon is being produced for Capcom by Graz, the company responsible for the excellent *X-Men* and *The Tick* series. Look at your local listings for *Street Fighter: The Animated Series*.



XBAND Hits Stores Nationwide

October was the national roll-out for **Catapult's XBAND Modems** for **SNES** and **Genesis**. Competition is the name of the game on the **XBAND**. But you can also use the mail feature to send e-mail to other **XBANDers** or even **Game Informer**.

The **XBAND Modems** have a MSRP of \$19.99 and require a monthly subscription fee ranging from \$4.95 to \$9.95. The optional **XBAND Keyboard** is also available with a MSRP of \$39.95.

Here's a list of games on the **XBAND** already.

FIFA Soccer – SG
Mortal Kombat – SG
Mortal Kombat II – SNES & SG
Super Street Fighter II – SNES & SG
NBA Jam – SG
NBA Jam:TE – SNES
NBA Live '95 – SG
Madden NFL '95 – SNES & SG
NHL '95 – SNES & SG
Primal Rage – SG
Killer Instinct – SNES
WeaponLord – SNES & SG
Ken Griffey Jr. Baseball – SNES

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

SEGA ANNOUNCES PC CD-ROM TITLES

Sega will release three new titles for PC that are based on old **Sega Genesis** and **Sega CD** releases. *Ecco the Dolphin*, *Comix Zone*, and *Tomcat Alley* will be available in the CD-ROM format with a MSRP of \$39.95.

Additionally, **Sega** announced that *Virtua Fighter Remix* will be bundled with the **Diamond Edge 3D** accelerator board by **Diamond Multimedia**. The **Diamond Edge** uses the **NV-1** accelerator from **NVIDIA** and is compatible with most **Sega Saturn** peripherals. It has a MSRP of \$399.

ULTRA 64: SHROUDED IN SECRECY

Much of the mystery surrounding the **Ultra 64** should be answered late this month at **Nintendo's Shoshinkai Expo** in Tokyo, Japan. **Nintendo** is scheduled to debut the **U64** after months of secrecy. Look for more info coming in future issues of **GI**.

DEATH OF THE C.A.T.S OR JUST STRANGE DOINGS

If you've been following the recent **WildC.A.T.S** comic books you're probably either in shock or disbelief. Yes, it's true, there are two **WildC.A.T.S** teams. The one we all know and love, who has had the pleasure of having their own toy line, cartoon, and video game will probably become nothing more than a distant memory. Dead or alive, you make the call.

We Want Spawn!!

Todd McFarlane's popular and controversial comic book **Spawn** is on its way to the **SNES**. Information from **Acclaim**, the company in charge of developing **Spawn**, has been sketchy at best. All we've managed to acquire are a couple of measly screen shots.

Bring it on! **The Spawn** freaks on the **Game Informer** staff eagerly await this game.

PlayStation Release Schedule for November

Assault Rigs – Sony
Destruction Derby – Sony
Krazy Ivan – Sony
NFL GameDay – Sony
NHL Face Off – Sony
Phantasoma – Sony
Twisted Metal – Sony
WarHawk – Sony
Alien Trilogy – Acclaim
D – Acclaim
Cyberspeed – Mindscape
Defcon 5 – Data East
Hardball 5 – Accolade
Incredible Toons – Capcom
Madden Football '96 – EA
NHL Hockey '96 – EA
Road Rash – EA
Viewpoint – EA
PO'ed – Accolade
Panzer General – SSI
Tekken – Namco

Journeyman Project – Sanctuary Woods
Blazing Dragons – Crystal Dynamics
Legacy of Kain – Crystal Dynamics
Primal Rage – Time Warner
Quarterback Club '96 – Acclaim
Spot Goes to Hollywood – Virgin
Shell Shock – US Gold
NFL Full Contact – Konami
Brain Dead 13 – Ready Soft
Zoop – Viacom



Nomad: A Genesis on the Go

Sega's new portable **Nomad** system can be hooked up to any TV using the very same hook-ups as the **Genesis**. The **Nomad** also uses some of the same accessories as the **Game Gear** such as the power supply and car adaptor.

With a library of over 500+ titles already in existence, it hard not to think of the fate **Nomad** will cause for the **Game Gear**. The **Game Gear's** library is surpassed instantly and the hardware seems that it will die in obsolescence. Is it too early to say good-bye to the **Game Gear**?

If you're having trouble finding the **Nomad** it's because they are exclusively on sale at **Toys 'R Us**. It may be the only place to pick up one until next year.



GLANCE

NFL - Full Contact

PlayStation Preview

Size:
1 CD-ROM

Style:
1 to 4-Player
Football Simulation

Special Features:
SGI Rendered Graphics,
Player & Season Stats,
Coaching Options,
NFL & NFLPA License

Created by:
Robin Antonick for Konami

Available:
November for
Sony PlayStation
(and Saturn)

Konami is coming out in full force this year with their Konami Sports Series. This line will include not only football but also baseball, basketball, and soccer. NFL-Full Contact is currently being developed by Robin Antonick, creator of the original John Madden Football. Robin's expertise, according to Konami, will give this game the most extensive and complex AI system of any football game. We haven't seen many blockbuster sports titles from Konami since Blades of Steel when Konami was king of NES. They'll hope to tame the 32-bit sports world, (as are a lot of publishers), with this exciting new game.



Virtua Cop

Saturn Preview

Size:
1 CD-ROM

Style:
1 or 2-Player Gun Game

Special Features:
Comes Packed with
Stunner Light Gun
and is Joypad Compatible

Created by:
Sega

Available:
December for Sega Saturn

Ever get the urge to blow away perps like Dirty Harry? Now with your Sega Saturn and Sega's latest arcade conversion, Virtua Cop, you can take out your six-shooter and show those dirtbags who's boss. Packaged with Sega's newest light gun called the Stunner, Virtua Cop promises to pack all the punch of the arcade upright (minus the recoiling gun). Sharpen your wits and keep your eyes open, because Virtua Cop is coming this December.

**Stunner
Light Gun**



Madden NFL '96

SNES

Review

Size: 12 Megabit
With Battery Back-Up

Style:
1 to 5-Player Football Sim.

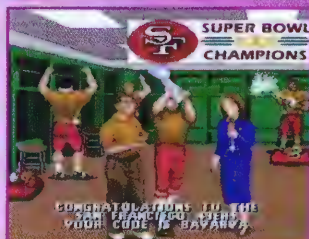
Special Features:
Create Player Game & Draft,
NFL & NFLPA Licenses,
All 30 NFL Teams Plus Secret
NFL Great Teams, Full Season
with Running Stats, Five
Receiver Passing, and
3 Difficulty Settings

Created by: High Score
Entertainment and Tiburon
Entertainment for EA Sports

Available: November 10th
for Super Nintendo

Overall: 8.5

Madden has never been so good on the SNES. This year's installment has an incredible player creator game that easily rivals the Genesis. (Stay away from Coach Rogers, however.) The events in the player's tryout is much like Track & Field. The passing game is solid with the ability to choose from 5 different receivers during plays. The three skill levels offer more challenge against the computer and increases the games longevity. Although this game isn't as smooth as the Genesis, it is clearly the best football game for the SNES. If you thought '95 was good, give '96 a try.



Off World Interceptor Extreme

Saturn

Preview

Size:

1 CD-ROM

Style:

1 or 2-Player Battle Racing

Special Features:

Password Saves,
Car Upgrades and
Modifications,
Multiple Weapons,
Jump Jets

Created by:

Crystal Dynamics

Available:

Now for Sega Saturn

Welcome to the world of a freelance civilian bounty hunter. Your job is simple in description but difficult in execution. You must drive a heavily armed monster-style truck across treacherous landscapes to track down the most notorious criminals of the future. Each level will consist of 3-5 races after which you will need to take on a boss truck. If you can manage to defeat him, you'll collect a bounty as well as a password you can use to resume your game. The way this game plays makes you feel in control at the same time as being out of control. Overall, the action is fast and manageable and this game is downright fun to play.



Kolibri

32X

Review

Size:

24 Megabit

Style:

1 or 2-Player
Hummingbird Shooter

Special Features:

2-Player Cooperative,
Weapon Power-Ups
and Password Save

Created by:

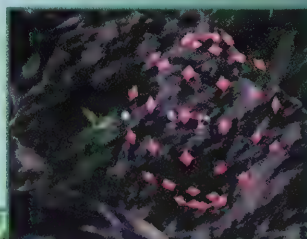
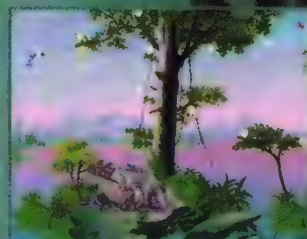
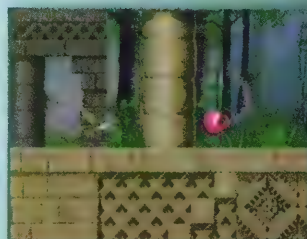
Amoeba & Novatrade
for Sega

Available:

Now for 32X

It's Kolibri, a weapon packin' hummingbird on a quest to save the Earth from a strange asteroid. Similar to Ecco in looks and style, Kolibri can be best described as a shooter with an amount of puzzle solving. Blast through the endless levels and take out evil bees, ants, and caterpillars. A wide assortment of weapons and shields are always at your disposal. Kolibri is a fantastic looking game that appears to be designed for fans of Ecco, but falls short of that game to end up being a good looking, albeit typical, shooter.

Overall: 6.25



Final Fight 3

Super NES

Review

Size:

24 Megabit

Style:

1 or 2-Player Action Brawler

Special Features:

Four Characters,
Each Character is Equipped
with Their Own Set of
Special Moves, Huge Bosses,
and Weapons On Pick-Up

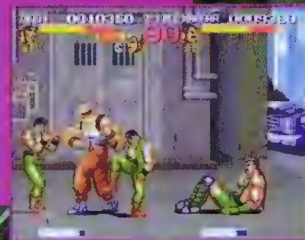
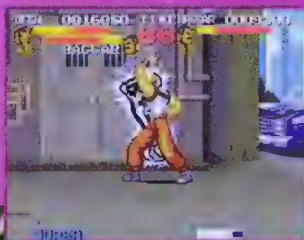
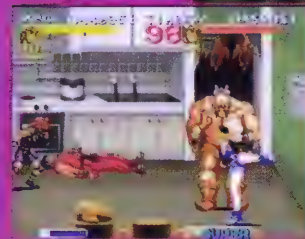
Created by:

Capcom

Available:

Now for Super Nintendo

Finally, the highly sought after title Final Fight 3 is making its way to the Super Nintendo. All the street brawling and high speed action from the kung-fu masters — Guy, Rusia, Deen, and the GI favorite Haggar are now only a few button presses away. Final Fight has always been a straightforward brawler. However, this time Capcom combined the play of Final Fight with a little twist of Street Fighter II. Like SFII, each character has the luxury of performing special moves and super moves. Final Fight 3 is less like something revolutionary and more like something redundant. It's fun for awhile, but becomes more stagnant than anything. Keep this one as a rental.



Overall: 6.5

Philosoma

PlayStation Preview

Size: 1 CD-ROM

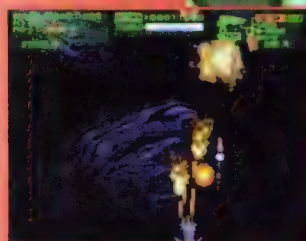
Style:
1-Player Shooter

Special Features:
Multiple Styles of Play,
3 Difficulty Settings,
4 Different Weapons,
Weapon Power-Ups

Created by:
Sony Computer
Entertainment

Available:
Now for Sony PlayStation

Has your trigger finger been itching for a decent, fast-paced shooter? If you own a Sony PlayStation your long search has ended. Philosoma has what every shooter needs and a bit more. The first few stages will make you think this is a straight up scrolling shooter. However, you'll soon find yourself scrolling sideways, forwards, backwards, and even in a 3/4 type view. You have four weapons you can access at any time, and each can be powered up to level three. Like many shooters, Philosoma will give you quite a challenge, but the variation in gameplay will make this unlike almost every previous scrolling trigger tapper.



Virtua Fighter 2

Saturn Preview

Size:
1 CD-ROM

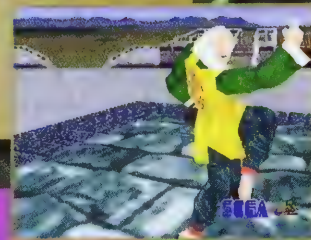
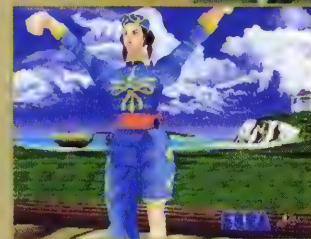
Style: 1 or 2-Player
Head-To-Head
Tournament Fighting

Special Features:
Over 700 Fighting Moves,
Instant Replay,
Tournament Mode,
Two New Fighters

Created by:
Sega AM2

Available:
December for Sega Saturn

Prepare yourself fighting fans, because this holiday season you and your Saturn will be treated to Virtua Fighter 2. Not only does Virtua Fighter 2 have new moves for the previous eight characters, it has two new characters to master. Technologically, VF2 offers big improvements over the original Virtua Fighter for Saturn. It will run twice as many polygons at twice the frame rate, and if that's not enough, all the texture mapping from the arcade will also be included. Although only four characters were available on the disc we received, the animation is truly stunning. Let's hope they can get all the characters up and running soon so we can get fighting.



WildC.A.T.S

Super NES Review

Size: 16 Megabit

Style:
1-Player Side-Scrolling Action

Special Features
Scenes and Characters
Based on the Top-Grossing
Image Comic Book By Jim
Lee, 3 Different Playable
Characters, Alternating
Missions for Each Character,
and Special Attacks Galore

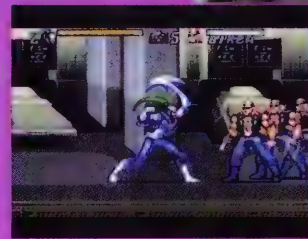
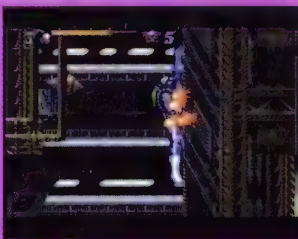
Levels: 11

Created by: Beam Software
for Playmates Interactive
Entertainment

Available:
Now for Super Nintendo

Overall: 7

The video game industry just got a little wilder. No, Gene Wilder will not be making his debut in the vid biz, but a covert action team known as the WildC.A.T.S will. Straight from the neurons in Jim Lee's head comes one of the most dynamic comic book teams since the X-Men. Playmates took full advantage of Jim's wisdom and incorporated just about everything the WildC.A.T.S have tangled with into one whopping 16-bit SNES title. The entire team is present in the game, you can only control three of the characters — Maul, Warblade, and Spartan. This is an impressive title that relives all the glory from the Streets of Rage and Double Dragon titles.



Doom

PlayStation Preview

Size: 1 CD-ROM

Style:

1-Player First-Person
Perspective Action

Special Features

Over 5 Levels Exclusive to
Williams Version, Includes
Levels from Doom I, II &
Ultimate, 2-Player
Deathmatch or Cooperative
via Sony Link,
24 Channel Stereo

Levels: 50+

Created by:

id Software for
Williams Entertainment

Available:

Now for Sony PlayStation

Once again id Software's Doom rears it's ugly and bloody head on yet another platform. The PS-X version will be the first to set the 32-bit standard for Doom. This version boasts over 50 levels including some exclusive to this platform. It includes all of Doom I and portions of Ultimate Doom and Doom II. There is even a level that may appear on the future Ultra 64 version. New switches and secrets have been added in places to liven things up if you've already memorized older versions. Still, it's the same adrenaline rush that numerous gamers have had pumping through their veins for some time. Look for it on the shelves now.



PO'ed

3DO Review

Size:

1 CD-ROM

Style:

1-Player First-Person
Action/Adventure

Special Features

Special Flip Move for Easy
Evasion, Six Different
Weapons Including a Pan
and Power Drill, Freedom of
Flight With the Jet Pack, and
A Never Ending Battle
Between Space Marines
and Ghouls

Created by:

Any Channel

Available:

Now for 3DO

Overall: 6.5

3DO software has gone through some amazing changes through the years and one of the most outstanding looking 3DO titles on the horizon is entitled PO'ed. A small colony of hard working game mites known as Any Channel has lovingly put this project together within an ordinary household. PO'ed has a lot to offer, the gameplay is really easy to control with tons of items including Jet Packs and numerous weapons. However, the game just doesn't have what it takes to hold someone's attention. This is a great first game for any company to deliver, however, it just falls a little short.



Dark Legend

Saturn Review

Size: 1 CD-ROM

Style:

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

Special Features:

11 Playable Characters,
Extremely Large Levels
Which Capitalize On the
Zoom Feature, Special
Moves Galore, and
Sophisticated Air Combos

Created by:

Invision Interaction
for Data East

Available:

Now for Sega Saturn

Overall: 6.75

Dark Legend has two things going for it. One, it plays and looks like Street Fighter II (which is always welcome). Two, it has some of the most original looking characters and moves we've ever seen in a fighting game. Some of the special moves allow you to chuck fish, crabs, frogs, and slime at your opponents (what more could you ask for?). Dark Legend is the type of game that doesn't need blood and gore to be fun. There's a lot here to be explored and unlocked. This is a typical arcade fighter that is best played against a friend or a next door neighbor.



Prime Time NFL Football

Genesis Review

Size:
16 Megabit
with Battery Backup

Style:
1 to 4-Player Football

Special Features:
Roster Management with
Trades & Player Creator,
Receiver Controlled Passing,
Individual Team Play Books,
User Records, and
3 Difficulty Settings

Created by:
Spectacular Games
for Sega Sports

Available:
Now for Sega Genesis

Overall: 6

Individual team playbooks, a player creator and three difficulty settings are the biggest improvements to this year's version of Sega Sports' football. Prime Time runs on the same engine as last year's game so there are no changes visually. Unfortunately, the gameplay is still pretty slow. Virtually nothing, other than the difficulty settings, seems to have been done to the play control. Running the halfback around the end or catching a pass anywhere is still painfully unrealistic. Try before you buy!



NHL All-Star Hockey

Saturn Review

Size:
1 CD-ROM

Style:
1 to 12-Player Hockey

Special Features:
Commentary by
Marv Albert, All the NHL
Players, All the NHL Teams,
9 Views, One-Timers,
Custom Teams and Players,
Full Season Play, FMV tour
of Canadian Hockey Hall
of Fame

Created by: Gray Matter
for Sega Sports

Available:
Now for Sega Saturn

Overall: 3.5

NHL All-Star Hockey is the second sports game to be released for the Saturn preceded only by Worldwide Soccer. When we saw the footage for Hockey, we were genuinely excited about this game. It looks great when you see it on videotape, but when it comes down to actually playing the game it's an entirely different story. It's incredibly difficult to tell which player has the puck. Even though there are nine different angles from which to watch the action, none of them seem to give you a feel for what's going on in the game. We wish we could say more about this game, but like we've always been told, if you can't say anything nice, don't say anything at all. Sorry Sega, try again.



Mystaria: The Realms of Lore

Saturn Preview

Size: 1 CD-ROM

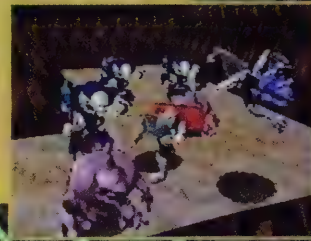
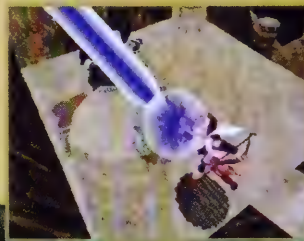
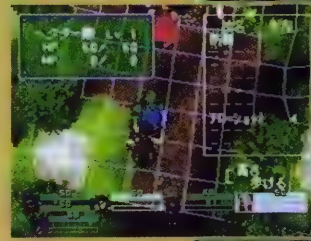
Style:
1-Player RPG

Special Features:
Up to 12 Different
Characters, Hundreds of
Spells and Special Attacks,
Earn New Moves Which Are
Demonstrated as They Are
Gained, 3D Graphics and
Multiple Viewing Angles

Created by:
Sega

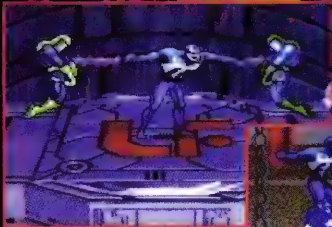
Available:
December for Sega Saturn

There is one type of game which has not yet appeared on the next generation systems - a true RPG. Come December, Sega will remedy this situation with the release of *Mystaria: The Realms of Lore*. A classic tale of a rightful ruler fighting to regain his crown, *Mystaria* has many promising features. You'll be able to develop up to 12 characters, each with their own special skills and powers, and there are literally hundreds of spells in this game. When you do learn a new special attack, the game will demonstrate exactly what it does. The graphics on this game make it look quite promising, so watch for more coverage in future issues of GI.





WEB OF CONFUSION!



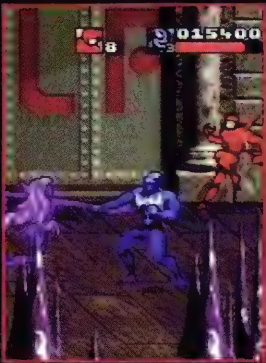
SMASHING TWO HEADS IS BETTER THAN ONE!



THE JURY BELIEVES IN CAPITAL PUNISHMENT!



THE VERDICT IS NO MERCY!



NO SYMPATHY FOR THE SYMBIOTE!

PARTING IS SUCH SWEET SORROW.



Venom® Spider-Man®

SEPARATION ANXIETY



VENOM® AND SPIDER-MAN® BURY THE DIGGERS!



FIVE TIMES THE CARNAGE!



Venom® has been violently split from his living costume, spawning five deadly alien Symbiotes. In fierce two-player action, Venom joins forces with arch-enemy, Spider-Man®, to face the new strain of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and awesome allies like Ghost Rider and Daredevil, Venom's out to part his Symbiote offspring from their newfound life!

SUPER NES®

GENESIS™



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Pitfall: The Mayan Adventure — Genesis/Sega CD

Have you ever wondered what the legendary Pitfall Harry would be like after six pots of steaming coffee? To make Harry run like a banshee from hell, pause the game and hit B, A, Right, C, Right, Up, and Down. Now start the game and have a blast with Caffeine Harry!

Micheal J Crenshaw
Milwaukee, WI



Gex - 3DO

Leapin' lizards it's Gex! Once again our four-legged friend has scurried his way into the pages of Secret Access. This time Gex has given us some pretty cool codes, that should make beating the game much easier. Enjoy the codes young gecko lovers!

Legend:

- E = →
- N = ↑
- U = ↗
- R = →
- L = ←
- D = ↓
- A = A Button
- C = C Button

To access these codes hold the R Button while the game is paused. Then, enter in the codes below. (See the Legend for movements).

LCD NUCLEAR -

Protection from enemies

LCD RUNNER -

Makes you run faster

LCD EEL -

Electric Spit

Kirby Biuans
Gurnee, IL

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



The Adventures of Batman & Robin - Game Gear

The Joker: Ha ha ha ha! Hello Batsy! Do I have a surprise for you! Ha ha ha!

Batman: You maniac! What have you done with Dick.. I mean my sidekick Robin. If you've harmed him in any way I'll...

The Joker: Oh, don't fear Batsy! Your immature friend is fine! All I ask of you is that you pay the ransom. Once you follow through, I'll release the boy and everything will be fine. Ha ha ha!

Batman: You madman, you know I don't have 10 billion dollars!

The Joker: Well, well well. What will we have to do?

Batman: There's only one solution. Kill the boy. I can always find a new partner.

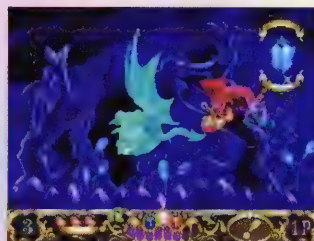
Robin: Batman no! You can't just... (Bang!!!)

The Joker: Nice doing business with you Batsy!

Batman: Yeah, talk to you later bro. Secret Access Lackey: Whoa! Hold on gamers! Don't let Robin come to this fate. Use the passwords below to help Batman save his dearest friend.

- Level 1-3 - DCERN
- Level 2-1 - EJEZN
- Level 2-2 - FIFA4
- Level 3-1 - GIZIQ
- Level 3-2 - ATFSV
- Level 4-1 - BQF1H
- Level 4-2 - CMKBS
- Level 4-3 - DOCJT

Austin Baynes
Sacto, CA



Astal - Saturn

Here's one Saturn game that will make you laugh, cry, and dance around the room like a totally whacked woodchuck. To access the secret surprises which are hidden in Astal, pause the game and enter the codes below. Remember - a whacked woodchuck is a lot more fun to play with than a tired one.

Replenish Life - Down, R Button, Up, L Button, X, A, Y, B, Z, C,

Right, Left and unpause

Invincibility - Up, Y, Left, A, Down, B, Right, C and unpause

"The Rhino"
Toledo, OH

Virtua Fighter & Virtua Fighter Remix - Saturn

To fight as The Silver Surfer... I mean Dural go into the character select screen and put the cursor on Akira. Then, enter the word DURAL which is Down, Up, Right, and A and Left simultaneously. Doing this should bring up the silver plated Dural as your character. Also, to enter Dural into the records, hit Up 17 times at the Press Start screen.

Clothesline - F, F + P

Double Kick - F, F, K, K

Knee Smash - U, P

Elbow Thrust - F, P

Knee Thrust - F, K

Punch Kick Combo - P, P, P, K

Back Flip Kick - B, B, K

Jumping Kick - F, F, K

Body Toss - F, B + P

Body Kick - D + K

Hop Kick - U, K

Double Punch Combo - P, P, K

Matt Nye
Hemet, CA



ActRaiser 2 - SNES

Here's the codes you've been waiting for boys and girls! All the level codes for ActRaiser 2 are now at your disposal.

Level 1 Industen

SWZX LKCF BWTS

Level 2 Benefic

XZKC XBZM WTHC

Level 3 Tortoise Island

JCLD XYTX TMCT

Level 4 Altheria

MLWK BPZW YJCW

Level 5 Modero

MMFH MBKC FFTL

Level 6 Demon's Cave

MSCY HKHD ZFHC

Level 7 Death Field

MFLT CMSP XWFZ

Level 8 Almetha

MFLH MFDS MXPS

Level 9 Palace

MFMJ PLBW LPCX

Level 10 Palace 2

MFMJ TTLK PTFP

Level 11 Gratis

MFMJ TWSY HMTF

Level 12 Stormrook

MFXT SHJT CYTP

Level 13 Tower of Souls

MFCL YXKY DKDS

Level 14 Death Heim

MFCL SYMC MSXF

Level 15 Death Heim (inside)

MFCL SYMX WKTD

Brian P. Lesyk
Coatesville, PA

Robotica - Saturn

To make the codes below work you will have to hold L + R on controller 1 and enter the button presses on controller 2. Do all of these at any time during game play.

Level Warp -

Hold L + R and hit Start

Shield Up -

Hold L + R and hit A

Tank Up -

Hold L + R and hit B

Bomb Refill -

Hold L + R and hit C

Weapon Up -

Hold L + R and hit X

Ammo Refill -

Hold L + R and hit Y

Map Mode -

Hold L + R and hit Z

"Mudpack Jack"
Pittsburgh, PA



Panzer Dragoon - Saturn

To add four new weapons to your arsenal input Up, X, Right, Y, Down, Z, Left, Y, Up, X at the title screen. Then, start a game and when the Episode screen appears press the following button for the weapon you desire.

- C - Quick shots
- B - Powerful lock on shots
- Z - Powerful shots
- Y - Machine gun lock on shots

Also, as an added bonus here's a code to fly like Superman (without your dragon). This code is fairly confusing so follow the directions carefully. First, start the Saturn without the CD. Then, go to the language icon and change the language to Deutsch (German). Zurück out to the main screen and insert the disc. Load the game and at the title screen press Up, X, Right, X, Down, X, Left, X, Up, Y, Z. Look ma no hands!

Matt Nye
Hemet, CA

Mario Tennis - Virtual Boy

Harder Level Code

At the title screen, press L, L, R, L, R and Select. If this is done correctly you should hear a noise that indicates that the code worked. Now start a game and get ready for some intense Virtual Boy tennis!

Peter "FishFace" Petrone
Hazlet, NJ

Judge Dredd - SNES

Cheat, cheat, cheat! If you must cheat to get through Judge Dredd, then by all means cheat. At the legal/copyright screen key in the world LUXURY. Broken down it's Left, Up, X, Up, Right, Y. Then when the cheat screen scrolls to the end press X + B for infinite energy, and Y + A for a level select. Otherwise, if you don't want to cheat that bad, here's a listing of all the codes.

- QBGB - Riot at Aspen
- VFPD - Cursed Earth
- CPRY - Preparation
- FCWZ - Council Chamber
- RLFJ - Finding Janus Lab
- CBBY - Janus Lab
- TDYT - Inside Janus Lab
- KKBG - Inside Janus Lab 2
- VYRX - Gila Munja Invasion
- CNRN - Gila Munja Invasion 2
- CRQF - Hostages
- DXHG - Hostages 2
- QBTV - Riots at City Tower
- TMKT - Riots at City Tower 2
- VMTB - Justice One
- XCWV - Dead World
- TQZH - Dead World 2

Jason Foreman
Morris Plains, NJ

Skeleton Krew - Genesis

Skeletons may be creepy and scary, but if you give them enough time they can also be kind, loving, and sensitive creatures. To access the codes below, simply go into the password screen and enter the code designated to the level you prefer.

- Level 2: BGWY
- Level 3: PSKJ
- Level 4: HDZT
- Level 5: WGBX
- Level 6: RDFX

Kriston Inniss
Bronx, NY



Rocko's Modern Life - SNES

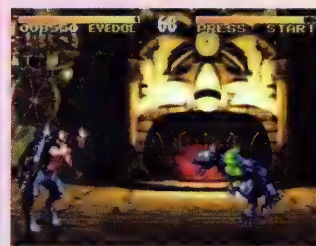
Well alright! Now we're talking! Here's a code that allows you to play with a bone at the beginning of the game. After the Licensed by Nintendo screen disappears and the big bone appears hit A, B, Y, X, L, R, A, B, Y, X, L, then R. This will allow you to play with the bone and maneuver it about the screen. Then, once you've played with the bone enough you can hit the Select button to replay what you've done. This code won't improve your gameplay any, but it's kinda fun to play with a bone once in awhile. You may get a kick out of it!

Bryan Ovalle
Lawrence, NJ

Mega Man X2 - SNES

Here's a code that will allow you to view the diagnostic test in Mega Man X2. Before you turn on your SNES plug in controller 2 and hold down the B button. Now, while holding B turn on the SNES, the test should appear after a few seconds. This code isn't that cool, but it's a blast to use on your friends. Example, let's say you're heading over to your friend's house to play HIS/HER copy of Mega Man X2. Give them the "I'm a welcome guest routine", and ask for a glass of Coke. Now, while they're away, turn on the SNES and do the diagnostic code. When they come back say something like "Listen man I just turned on your SNES and the game didn't work." This should make them flip out, and reset the machine. Keep holding down the B button for, about, let's say ten resets, or when you see the first tear rolling down their cheek. Then, scream out. Ha ha ha ha! Just kidding man, I pulled the old GI prank, you know the diagnostic test. If they don't laugh, never use the code again. However, if they do, pull it on all your friends.

Andrew Smith
Chicago, IL



Killer Instinct - SNES

So, you've found the hidden character. But, do you have all of his moves? Below is a listing of all of Eyedol's moves. If you missed out on how to activate Eyedol as a playable character, here it is one last time. Pick Cinder as your character, and at the versus screen press Right on controller 1 and hit QP, QK, FP, MK, MP, FK. If this worked Eyedol will replace Cinder as your character.

- Charge - B, F + QP
- Start Stomp - B + MP
- Fireball - QCT + Any Punch
- Club Jump - B, F QK
- Club Jump 2 - B, F + MK
- Club Jump 3 - B, F + FK
- Super Fireball -

B + MP, QCT + Any Punch
Warren "Warr Devil" Abbott.
Clarkston, MI

Killer Instinct - SNES

Here's a KI code that will make breaking combos so much easier. At the versus screen press Down and Start. With this code, combo's may not be the best attack. Be warned.

Chris (Arcade-A-Holic) Sims
Milwaukee, WI



Clockwork Knight - Saturn

I think it's safe to assume that Sega hid a ton of stuff in each of their Saturn titles. Here's yet another code for Clockwork Knight. To access a level select wait until the title screen comes up then hit Left, Up, Right, Down, Down, Right, Right, Up, and R Button. If this works for you, you'll now be able to enter whatever level you want.

"The Eradicator"
Phoenix, AZ

Code of the Month!



Daytona USA - Saturn

Here's a code that allows you to drive the ultimate racing vehicle — a horse. During the cinema at the beginning of the game press A, B, X, Z, Up/Left simultaneously and then hit Start. This should bring up the horse in the car selection. Control a brown horse in automatic, and a grey horse in manual. No matter what the color, I'm sure your opponents will think you're one crazy dude!

Matt Nye
Hemet, CA



Eternal Champions - Sega CD

All right gamers, here's part one of the Eternal Cheat section. You've found all the hidden characters by winning hundreds of matches and flawless victories. But now, exclusive to GI readers, you'll get the whole scoop on how to get all the hidden characters in just a few button presses. Next month we'll tell you how activate the super codes. Remember calling or writing for the codes in advance will not work. The GI staff has made a pact with Sega and the codes will remain in the GI vault until next month.

Before entering the key presses below, you must first be on the FINAL STATISTICS screen. Wait for the "Press Start To Continue" icon to appear, then enter the code on controller 2. You'll know the code worked if you hear a "ding". Now, when you have all the codes you want entered, leave the FINAL STATISTICS and the Character Select screens. Reenter the Character Select screen to make the hidden characters appear. The codes will only work with a six button controller plugged into port 2. If you make a mistake in your keying, press any diagonal direction to start over.

Chicken - Mode, Up, C, Up, Mode, Y, Y, Right, Mode, A, Left

Snake -

B, Y, Up, Up, C, X, Left, Up, X, Y

Thanatos - Mode, C, Y, A, B, Up, B, B, Y, Z, C

Hooter - X, C, Right, X, B, Right, Z, A, Mode, Up

Monkey - Y, X, Down, B, Mode, Up, X, Up, Up, Left, Z, Up

Chin Wo - B, Z, Up, Mode, Right, C, B, Up, Y, Up

Yappy - Y, Y, Up, Down, Z, Mode, Down, Z, Up, Up, X

Senator - Right, C, C, Left, Mode, B, Down, X, A, X, Mode

Blast - Z, Left, Y, Up, X, B, Mode, Right, Up

"The Eternal Programmer"
New York, NY



Total Eclipse - 3DO

Destroy or be destroyed. To make this intense space shooter a little easier for the readers the GI staff managed to dig up some helpful cheats. At any time during play pause the game and select the Play Game icon at the options screen. Then hit B, A, C, A, B, A, L Button, L and R buttons simultaneously, X, X. Doing this should bring up the key code. The key code is actually a door to the secret codes. The codes below are to be entered at the key code screen.

Practice Stage

L Button, A, B, L Button, A, B, X, X, X

99 Lives

P, A, A, B, B, C, C, L Button, L Button, R Button, R Button, then after a sound rings press P

Jim "Code Master" Jeffers
Lake Bluff, IL



Ridge Racer - PlayStation

This really isn't a code. But, it is something you should be conscious about if you own Ridge Racer. The Galaxian loading game holds two truths. One, it's just darn good fun, and two, it's the key to unlocking eight of the nine hidden cars. To add these cars to your driving arsenal, all you have to do is get a perfect score on Galaxian. After you accomplish this feat check the Car Select option. If you have the cars, pop in your memory cars and Save your game. The cars will be with you till the end. Also, to get the ninth hidden car, you'll have to place first on every race. This is the fastest and the best steering of the nine cars. Well worth the effort.

"David Hasselhoff"
Green Bay, WI

Hell - 3DO

Throw Dennis Hopper into a game and what happens? What else! It simply goes to hell. Here's a code that allows you to view all the cinematic sequences, move anywhere, and choose any item in the game. During game play hit C to bring up the menu. Then press P, L Button, A, Down, C, Right Button, A, P, Down, Up, Down. If this is entered correctly Mr. Beautiful will say "I know everything there is to know about hell." This code is a little difficult to enter and may take a few tries to get it down. It's well worth the effort.

Tom Lorrens
Blasdell, NY



Sega

Sega Game Play Assistance
900-200-7342 (SEGA)
18+, touch tone phone
\$.85 per minute for automated assistance and \$1.05 per minute for live help.

Canada 900-451-5252
\$1.25 per minute automated

Nintendo

Game Counseling
900-288-0707
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Canada 900-451-4400
\$1.25 per minute

Nintendo's
Automated Power Line!
206-885-7529

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
Mortal Kombat 3
Primal Rage
Secret of Evermore
- Genesis Light Crusaders
Madden NFL '96
Primal Rage
Vectorman
- PlayStation . . Destruction Derby
Jumping Flash
Mortal Kombat 3
NBA Jam TE
WipEout
- Sega Saturn Robotica
Street Fighter The Movie
Virtual Hydlide
Worldwide Soccer
- 3DO Blade Force
Alone in the Dark 2
Flying Nightmares
Killing Time
- 32X Virtua Fighter

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10120 W. 76th Street
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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.

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TEKKEN 2

ELECTRIC
BOOGALOO

ARCADE
BRIGADE

By Ryan MacDonald

TEKKEN, THE UNDISPUTED KING OF 3D POLYGON FIGHTERS, IS BACK AND BETTER THAN EVER WITH NEW MOVES, NEW CHARACTERS, AND NEW COMBOS THAT WILL KNOCK YOUR BLOCK OFF. TEKKEN WAS CONSIDERED BY SOME TO BE THE BEST FIGHTING GAME OF ALL TIME, SO TEKKEN 2 HAS A SERIOUS REPUTATION TO LIVE UP TO.

ALL OF THE CHARACTERS HAVE RETURNED WITH A FEW ADDITIONS TO THE ROSTER. YOU CAN NOW PLAY AS HEIACHI, THE FINAL FOE FROM THE PREVIOUS GAME. IN ADDITION, THERE ARE TWO COMPLETELY NEW CHARACTERS TO CONTROL: LEI WULONG AND JUN KAZAMA. NEW CHARACTERS ARE ALWAYS EXCITING, ESPECIALLY WHEN THEY ARE AS WICKED AS THESE TWO. LEI HAS A 'PLAYING POSSUM' MOVE WHERE HE JUST LIES DOWN LIKE HE'S DEAD, AND JUST WHEN YOU THINK IT'S SAFE TO POUND HIS FACE INTO THE GROUND HE JUMPS UP AND GIVES YOU A BOOT TO THE SKULL. THE ORIGINAL CHARACTERS HAVEN'T CHANGED THAT MUCH, ALTHOUGH EVERYONE DID GET SOME NEW MOVES. IT ALSO APPEARS THAT EVERYONE NOW HAS A SIDE-STEP MOVE THAT CAN PUT YOU OUT OF HARM'S WAY. IN ADDITION, YOSHIMITSU GOT A NEW HAT AND JACK IS NOW CALLED JACK-2. (HE HAS BEEN SLIGHTLY REDESIGNED SO THAT HIS BODY IS IN PROPORTION TO HIS LEGS.)

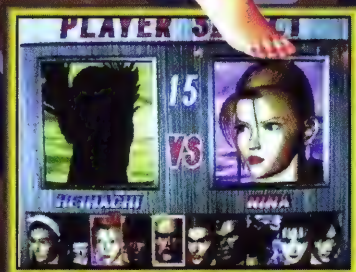
THE GAME AS A WHOLE HAS BEEN SUPED UP. THE GAME SPEED SEEMS A BIT FASTER, THE MUSIC JAMS A LITTLE HARDER, AND THE BACKGROUNDS HAVE BEEN REVAMPED AND IMPROVED. IT ALSO SEEMS THAT GREATER DETAIL HAS BEEN GIVEN TO CHARACTER MOVEMENT. FOR EXAMPLE, WHEN ONE OF THE CHARACTERS JUMPS, BOTH CHARACTERS' HEADS TRACK SO THE CHARACTER ON THE GROUND LOOKS UP AND THE CHARACTER IN THE AIR LOOKS DOWN. IT'S SO LIFE LIKE, IT'S CREEPY. FURTHERMORE, THERE ARE MORE CAMERA ANGLES GIVING THIS GAME AN EVEN MORE REALISTIC QUALITY.

IN ADDITION TO A CLEANER AND SMOOTHER LOOK, THE CHARACTERS ARE MORE BALANCED AS FAR AS TAKING DAMAGE AND DISHING IT OUT. ALL THE STRATEGY AND THINKING THAT WAS REQUIRED TO PLAY TEKKEN IS STILL THERE, AND IT ACTUALLY SEEMS TO TAKE A BIT MORE FINESSE TO COMPETE IN TEKKEN 2. NAMCO SEEMS TO HAVE FIXED WHAT FEW PROBLEMS THE ORIGINAL TEKKEN HAS, AND IMPROVED ON WHAT WAS A NEAR PERFECT GAME. IF YOU COULDN'T GET ENOUGH TEKKEN (AND ANYONE WHO LIKES FIGHTERS COULDN'T), THEN TEKKEN 2 IS JUST FOR YOU. GET DOWN TO YOUR LOCAL ARCADE AND CHECK IT OUT.



TRAINING CARD

Check Out Training Card #18
For Hot Tekken 2 Moves



TECH TALK

THE LATEST IN VIDEO GAME HARDWARE & SOFTWARE

Smell the Glove - And Use It Too!

If you've watched any movies where Hollywood attempts to show us the world of virtual reality, you probably saw a scene involving an actor going into a virtual world using a headset and a sensor glove. Up until now, this method of computer interaction was just a pipe dream of high-tech equipment developers and Hollywood producers. Recently, however, we stumbled across some information which takes this fascinating branch of technology to the public.

MultiGen Inc. of San Jose, CA recently announced the release of **SmartModel**, a revolutionary 3D design tool which utilizes the power of virtual reality. In **SmartModel**, the user wears gloves equipped with sensors and a head-mounted display to enter a wild and wonderful virtual world. Here, the user can pick up pre-rendered images of buildings, houses, trees, etc., stretch them to a desired size, and lay them down to construct a scene. This allows for 3D modeling on a completely different level.

While this will have no immediate effect on the gaming world, it seems to open up a myriad of possibilities. The most obvious would be an immersive version of *SimCity*. Not only could you look at your city from above, you might be able to walk around on the streets, seeing your creation as though it was real. (Of course, it would be nice to be able to grow to monstrous size and crush your creation as well.) In addition, think of a level editor for a game like *Doom* where you could construct your own levels from within the environment of the game. There are many other possibilities, and the only limits seem to be the boundaries of your imagination (and cost of the equipment, of course).



New Trackball for a New Generation

Anyone who has used a mouse for an extended period of time knows that they are not perfect. There are two glaring problems. First of all, your left, right, up, and down movement is limited to the surface area of your mouse pad. Secondly, mice continually get dirty requiring some intricate cleaning with a Q-TIP and some rubbing alcohol.

A few people have cleared up the first problem by designing a trackball controller, which basically flipped the mouse upside down. The unit itself stays stationary on the desk while the ball of the controller can be spun freely, with continuous and uninterrupted movement in any direction. The second problem was solved by using a mouse which had a basic optical sensor instead of a moving ball. The mouse would track movement over a grid pattern on a mouse pad. However, no one had ever combined these techniques - UNTIL NOW!!!

LogiTech, Inc. has announced a product which solves both of these problems at once. The new **TrackMan Marble** features a thumb-driven trackball which is patterned with numerous dots. A sensor within the unit keeps track of the motion of the dots and translates this movement into standard computer input. Finally we have freedom of movement AND no surgical cleaning procedures required. The **TrackMan** also features three programmable buttons and will hit the market with an MSRP of \$99.

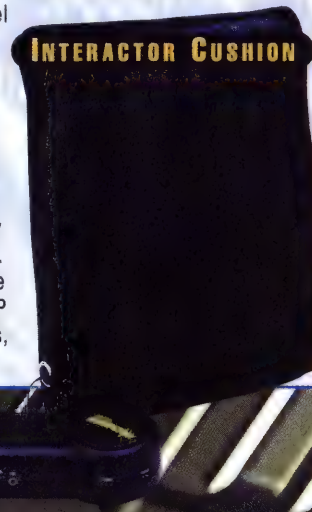


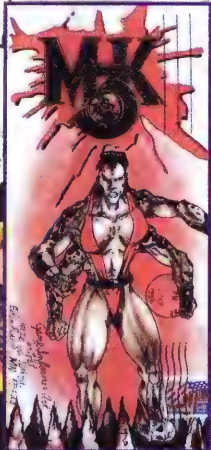
Feel the Power

For some people, the gaming experience can never be enhanced enough. Simply hearing and seeing the game does not make it complete - they long to feel it as well. The people at **Aura Systems, Inc.** took these people into consideration when they designed the **Interactor** - a backpack type unit that allowed the user to feel the action of the game. Since it was a backpack, however, it was difficult for some gamers to wear it comfortably due to various sizes of gamers and a single size of backpack. **Aura Systems** went back to the drawing board and has announced a much more feasible product.

The **Interactor Cushion** is the latest peripheral designed to bring a user into the game. No need to strap this baby on - simply place it on the back of whatever chair you like to sit in while playing video games. An electromagnetic actuator in the cushion translates any low bass noises into thumps and vibrations which you can feel through the cushions. The Cushion uses its own amplifier and will plug into the audio output of your game system, stereo, television, computer, or VCR. It also has its own tuning controls to adjust the "thumpability" level of the cushion, so you'll be able to turn it down if you find yourself being flung across the room every time you get shot down by an enemy TIE Fighter or crash your car into a brick wall.

The **Aura Interactor Cushion** will be available for the holiday season with an MSRP of \$99. For more information on retail outlets, call toll free 1-800-909-AURA.

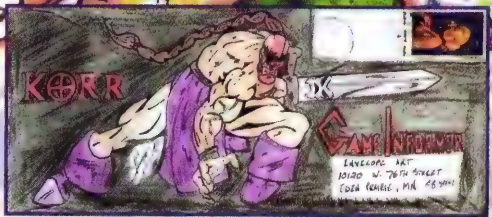




Robert Ortiz
Bronx, NY
"This guy's good, and he sent us *Spawn* (AGH-HHH) and *Chrono!*"

Chan Vongnarath
Philadelphia, PA
"I'm Batman!"

Omar Moreno
Dallas, TX
"Beautiful shading makes this one a winner."



Rick Benavides • Anoka, MN
"Let's draw a happy little *WeaponLord!*"



Ricky Castillo Jr • Dallas, TX
"That's the best darn crayon work I've ever seen!"



Bao Ngo • Ottawa, Ontario
"Now this guy can pencil!"

November Winner!

Wanted: Envelope Art

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

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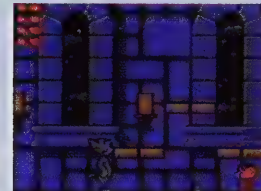
Shining Force: The Sword of Hajya - Game Gear

898-888-432
Enemies heal members of Shining Force periodically
Brian Garon
Appleton, WI



Pitfall: The Mayan Adventure - SNES

DD6F-C7A1
Moon jump
74A4-CF69
Sling shot is stronger
DDA5-1709
Infinite sling stones
086B-4D6A
Get 3x energy from sacred hearts

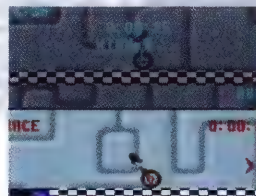


Tom & Jerry: The Movie - Game Gear

0F8-D4E-C4A
Start with more energy
0FB-E77-F76
Start with 15 continues
Lance Evans
Turtle Lake, WI

First Samurai - SNES

DB6A-676F
Start with 9 lives
D46A-676F
Start with 2 lives
406E-D461
Infinite lives
D783-0F09
Full weapon power for dagger on pick up
D4C5-AFA5
Less force picked up from baddies
D6C5-AFA5
More force picked up from baddies
F9C5-AFA5
Lots more power picked up from baddies
C9B6-6700 + C9BE-6D00
Infinite axe
C9BF-D4D1
Infinite life force
C96D-04A5
Infinite warp lantern
D789-AFA9
Less life force from food
FD89-AFA9
More life force from food



Uniracers - SNES

D42D-4D08
Game plays at a much faster speed
3CA4-3F69
Races are not timed
Anthony Raucci
New Haven, CT

Ren & Stimpy: Stimpy's Invention - Genesis

AT6T-GA4A
Infinite lives
VBLA-BGCE
Extra life after 1st 5,000 points
AD6A-GA7G
Infinite continues
Eric Glaviano
Wallingford, CT

Chrono Trigger - SNES

EE61-5700
Win every battle (receive no exp., tech, or gold)
"The Square Soft Junkies"
N.O.P and R.A.H
Mundelein, IL

All Points ... Bulletin...

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

SNES

- Chrono Trigger
- Big Sky Trooper
- Batman Forever
- Secret of Evermore
- Mortal Kombat 3
- WeaponLord
- Killer Instinct

Genesis

- Gargoyles
- Demolition Man
- Batman Forever
- Crusader of Centy
- Scooby-Doo Mystery
- Foreman For Real
- NFL Primetime '96
- Light Crusaders
- Mortal Kombat 3
- The Ooze

Game Gear

- Garfield
- Mighty Morphin' Power Rangers: The Movie

- Mortal Kombat 3
- Primal Rage

Game Boy

- Galaga/Galaxian
- Mortal Kombat 3
- Primal Rage

Nintendo

- Bionic Commando
- Metroid

Send your Game Genie code requests to:

All Points Bulletin
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E-Mail:
Giswapshop@aol.com

Boxing Legends of the Ring - SNES

DF8D-CDA7
Each round is 1 minute
D48D-CDA7
Each round is 2 minutes
D08D-CDA7
Each round is 4 minutes
D98D-CDA7
Each round is 5 minutes
D18D-CDA7
Each round is 6 minutes
C2BA-A7A7
Infinite time per round (must get knockout)
338F-C7A4
Start on round 5
A38F-C7A4
Start on round 12
DD87-C4D4
Both fighters start with no super punches
D487-C4D4
Both fighters start with 2 super punches
D787-C4D4
Both fighters start with 3 super punches
C26D-3F05
Infinite super punches for player 1
C260-C4A9
Infinite super punches for player 2 or computer
6DEE-CF4E
Create a stronger left jab
6DEE-CFCE
Create a stronger left hook body
6DEE-C44E
Create a stronger left hook head
6DEE-C4CE
Create a stronger left uppercut
6DEE-C74E
Create a stronger right cross body
6DEE-C7CE
Create a stronger right cross head
6DED-3D4E
Create a stronger right uppercut
DD2B-17D9 + C229-C4D9
Infinite strength beads
"Virtual Gap Boy"
Alpena, MI

Exclusive Codes from Galoob

Killer Instinct - SNES

3C61-D4DF
Master Code (must be entered)
CB64-4D61
Start a game and watch the ending (use practice mode to select different characters)
1D1B-1DA7
Players can pass through each other
C265-1467 + CBE8-4FA2
Always fight Eyedol

Primal Rage - SNES

D925-846F
Press down 3 times then Start at the "Start/Options screen for hidden menu
C20F-E767
Infinite time

Batman Forever - Genesis

A4CT-AA6A
Most enemies die with one hit
GJNT-AADE
Start with 50 lives
RENA-A60R + 9TNA-BGRT + ATNA-AAGW
Start on level 5

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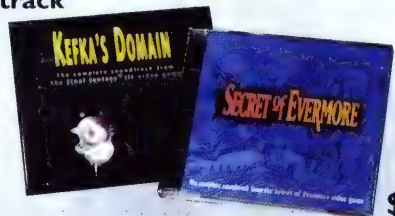
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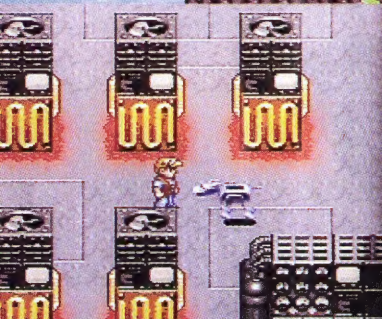
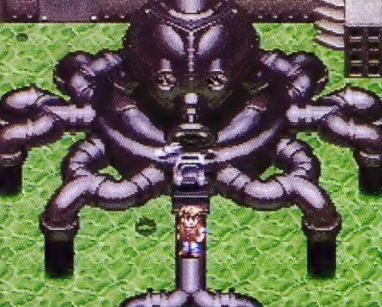


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AN EVEN UGLIER ONE.



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"NFL FULL CONTACT"
GAME TIME: NOV. 19



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