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GI EXCLUSIVE! FIRST LOOK
AT SATURN'S NEWEST RPG
MYSTARIA!
Pg. 40

December 1995
Vol. V • Issue 12 • #32

Game Informer

MAGAZINE™

Toy Story

Rendered Magic on
the Sega Genesis

PlayStation Sports Spectacular

NFL Game Day, Madden NFL '96,
and NBA: In the Zone

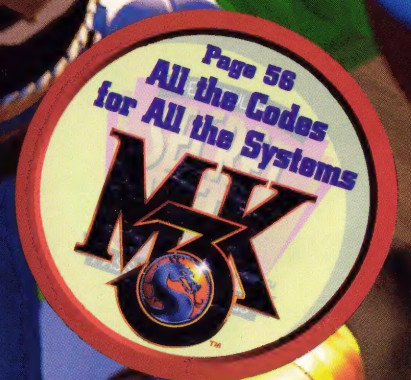
Plus:

Virtua Fighter 2, Loaded, Spawn,
Solar Eclipse, and Breath of Fire 2

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



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Diddy's back and better than ever.

Fasten your seat belt.

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




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

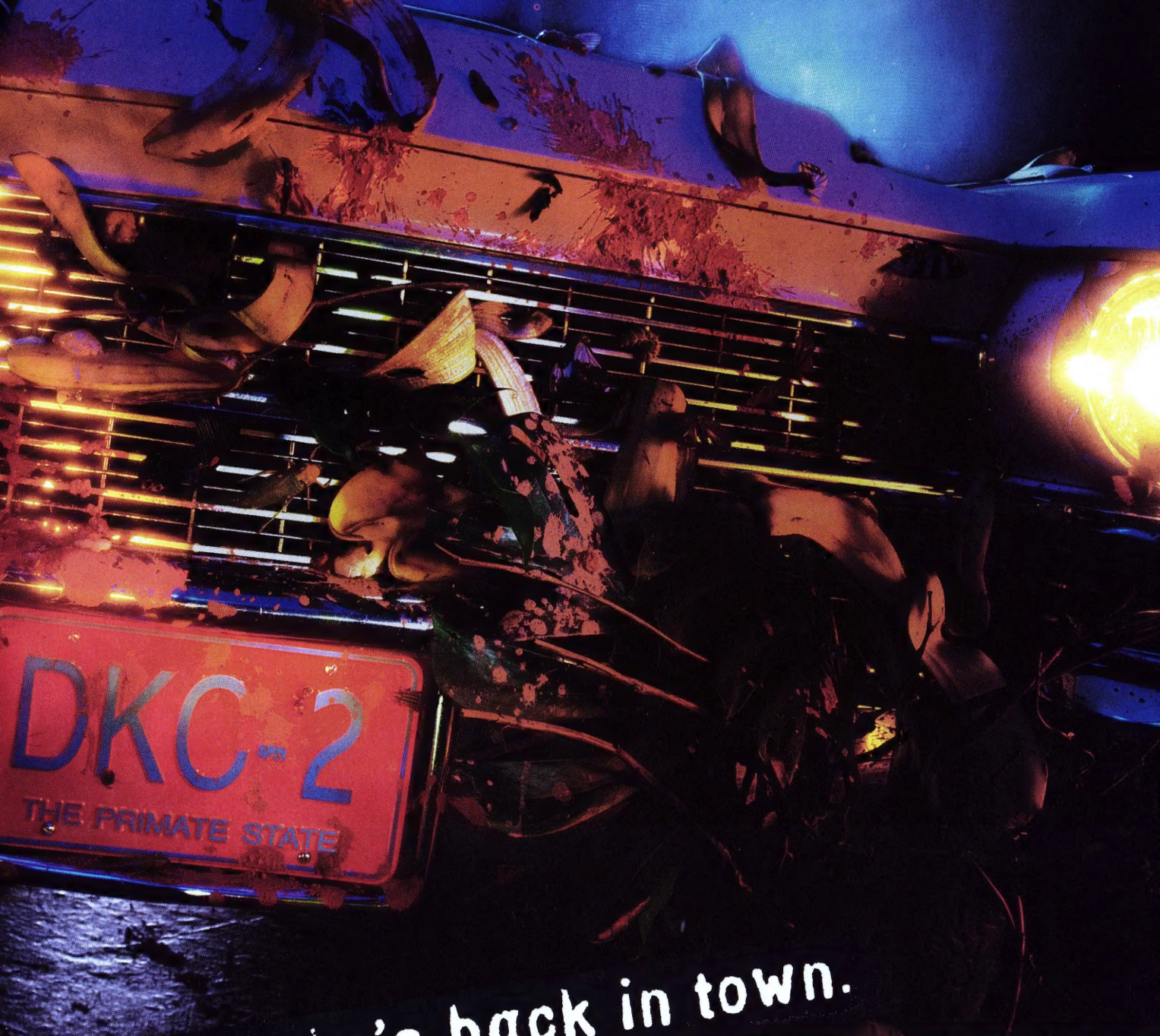


Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

Kong Country 2™: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With

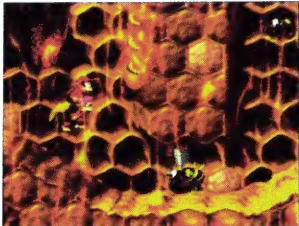
ACM graphics, 32 megs and so many **new levels**, it even outperforms last year's

model. But don't take our  word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)



Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a



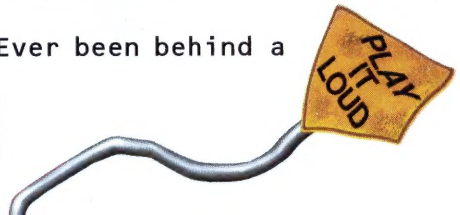
Look alive! There's more hidden stuff than ever.



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

monkey? It ain't pretty.)

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FINISH HIM!



FRIENDSHIP?



KINTARO'S REVENGE!



IS THAT YOUR BEST?



SMOKE AWAITS!



ALL 12 KOMBAT WARRIORS!

lightning strikes.

PREPARE FOR THE ONLY KOMBAT ON SATURN™!

MORTAL KOMBAT II

The high-voltage action of Mortal Kombat® II strikes Saturn™. "Finish him" with the supercharged graphics, character animations, CD-quality music and electrifying sound f/x of this arcade blockbuster. Ultra-powerful special moves, Friendships, Babalities, hidden surprises, crushing combos, and out-of-this-world finishing moves are yours to kommand. Let the Kombat kontinue on Saturn™!



SEGA SATURN

MIDWAY



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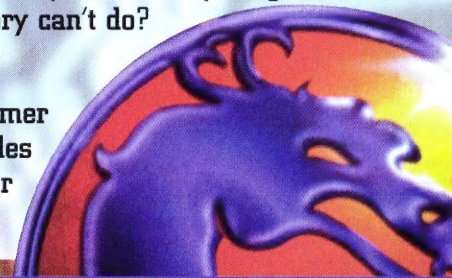


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Game Boy

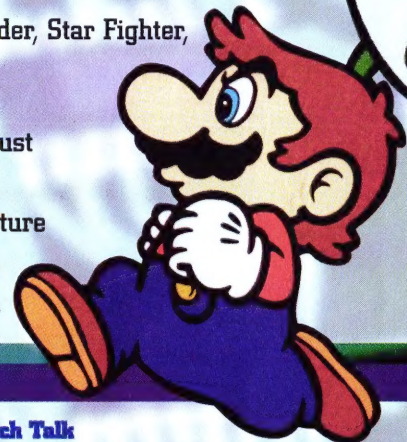
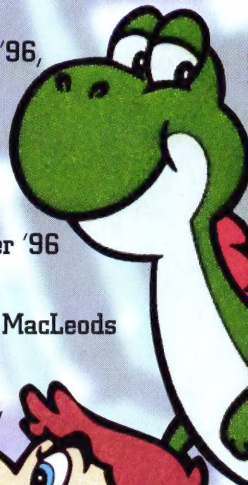
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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

It All Comes Down To Honor!

Happy Holidays and Season's Greetings or whatever your supposed to say these days. Welcome to the December issue of Game Informer and let me say I got a couple things I want to get off my chest.

First of all, I wanted to take this opportunity to explain to everyone why we didn't run the secret codes to get to the bosses and Smoke in MK3 in the October issue. It's a long story, but one that I think you should know. When we received the game from Williams Entertainment we got an advance version of the game that was about 95% done and a manual that didn't have any moves. From that point on we spent day-in and day-out playing MK3 trying to find all the moves for every character. From Jax to Nightwolf we spent a lot of time getting every move down, exactly the way they work.

After a week of playing nonstop we finally hit gold - we had found a way to access the hidden characters. Unfortunately, the codes that we found were amazingly easy to find. (For example, the Genesis codes were accessed by pressing A twice on the Start/Options screen.) Our first impulse was to print the codes and stand back and wait for everyone to start talking about how amazingly cool we are, but then reality struck. It was apparent that these codes would not be the same as the access codes that would be implemented in the final version. So we took some pictures and ran the information, but we left out how to do them - and with good reason.

Printing codes that are unchecked and workable only on a pre-production version is something that GI will leave for a company that's looking for sensational news. What I mean by sensational news is that they'll put anything (whether it's true or not) on their cover or in their book to sucker you into buying their product. But in the end, it is a lost cause. There is no gold at the end of the rainbow and you've been suckered out of your gaming dollars. We don't do that here at GI and we don't plan to anytime soon. I don't think there is an honest resource, other than us, that will only print facts. The MK3 codes were not facts and therefore were left out.

I've been in this business for a number of years now and I've seen companies try again and again to rip people off. And I don't like it and I won't be a part of it. I want everyone in the world to play vids. And as long as video gaming is an expensive hobby, Game Informer wants to make sure that you spend your gaming dollars on games and information that you're looking for. If you continue to read GI we'll continue to give you the hard hitting facts and our expert opinions. But one thing we won't do is fill your head with untrue rumors and obviously slanted reviews. So stick with us and leave the sensationalism to someone else.

The GI Review Staff: Gamers with a Grudge



Paul

The Pro Player

"Last month, a great travesty was committed.

As you know, I am the world's coolest video game guy, and that inspires a lot of jealousy from other video game magazines. Last month one of these envy ridden maniacs somehow broke into our magazine and sabotaged all my reviews. We were able to catch most of the mistakes, except for one "Gosh! Golly!" in my reviewer blurb. I apologize to all my fans, and would like them to know that I would never say something as uncool as "Gosh! Golly!" Hopefully, we will be able to keep security tight from now on. Please don't think I'm a dweeb."



Andy

The Game Hombre'

"Wow! The Holidays already! But now it's cold outside and I've reverted into a video game mutant. I get up. I play vids. I go to sleep. I get up. I play vids, and on Sunday I watch football. Ahh... I love winter."



Reiner

The Raging Gamer

"This holiday season is going to be no different for me. Once again I'm going to try to kidnap Santa's reindeer and hold them for ransom, because he still owes me that stinkin' Endor play set I asked for when I was nine years old. All I need is a roll of cookie dough, six boxes of ex-lax, and a large glass of milk. Bam! Santa won't know what hit him. While he's dealing with Mr. Grumpy, I'll be out back fixing the brakes on his reindeer. I'll show you who's naughty or nice Santa! Ha ha subtle revenge is oh so sweet!"

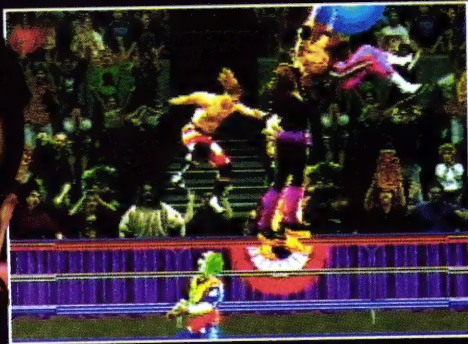


Rick

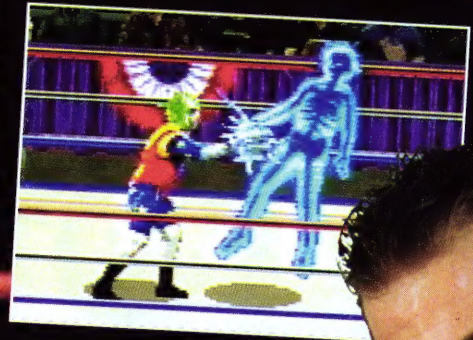
The Video Ranger

"I got my Christmas shopping done a little bit early this year and, unfortunately, it didn't include a PlayStation. A game reviewer's budget is enough for a PC or a PSX, but not both! So I went for the PC. Set it up right next to my Saturn. For now, I guess I will have to do all my PlayStation gaming at the office."

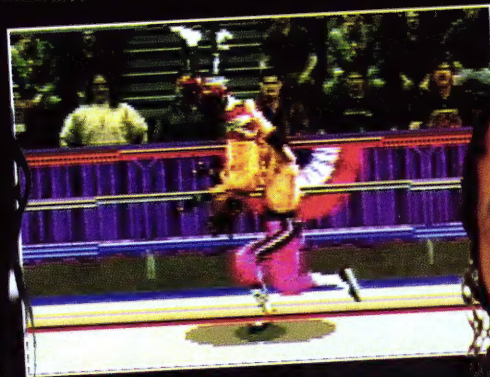
No Pain, No Game!



ALL NEW
MAYHEM
MOVES
LIKE THE
SHOCKING
"HAND
BUZZER"!



NO RING CAN CONTAIN  WRESTLEMANIA®



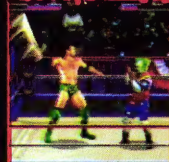
MORE REALISTIC
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THAN EVER—REVERSALS,
PILEDRIVERS AND
BODYSLAMMS!



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Take Wrestling to the Extreme!

**SUPER NES®
GENESIS™
32X™**



FOR TIPS, TRICKS
AND STRATEGY FROM YOUR
FAVORITE  SUPERSTARS!

**PLAYSTATION™
PC CD-ROM**



Acclaim®
entertainment inc.



Letters From Our Readers:

DEAR GI

I WILL GLADLY PAY YOU ON TUESDAY FOR A CODE TODAY!

I would like to know more information on Mortal Kombat 3. I've been a subscriber since July 1994. Can you please give me the cheat code for Mortal Kombat 3 on Sega Genesis? Please! I promise I won't tell anyone the code. How much do you want for the code? I'll pay you anything. I really love your magazines. I can't wait until it comes out. I'll go crazy. Please send me the code. Like I said, I'll pay you anything.

Joseph Collazo
Carmel, New York

P.S. I'll send you a copy of Mortal Kombat - The Soundtrack on cassette.

We received quite a few letters like yours, as well as many phone calls alluding to the same type of deal. Due to this influx of questions, we sent a few GI agents undercover (at the risk of their own lives, we might add) and they were able to discover the hidden codes for all the systems. Because of the great trouble we went through, anyone who offered us money for the codes should now send it in. Please mail cash, check, or money order (cash is best) to the address on this page. Remember, we have your letters and we know where you live. (Children under the age of 18 should get their parent's permission before submitting to extortion.)*

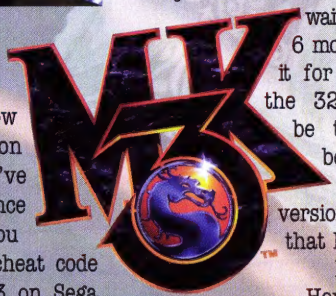
**This is to let you know that the above paragraph is a joke. Har! Har! We're funny!*

TO MK OR NOT MK?

I'm a Mortal Kombat nut and a proud owner of a 32X. Should I buy MK3 now for Genesis or wait the painful 6 months to buy it for 32X. Will the 32X version be that much better than the Genesis version to wait that long?

Brad Tesar
Homewood, IL

We don't know about you, but we would buy it now. We just couldn't wait that long! But if you can stand the wait we're sure the 32X version will have better graphics, but we doubt that the gameplay will be any better.



version before this issue was closed. However, we did manage to get our hands on the PlayStation version. Check it out on page 30.



DON'T SCARE THE FISH!

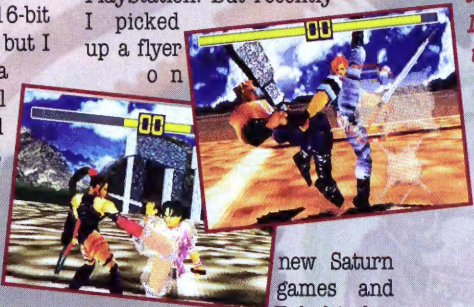
I got my October GI and it had a new bass game called Bass Tournament USA. I called around and nobody seemed to have it, and one company even said it wasn't coming out! I have all the fishing games for the Super NES and I was wandering if you could help me get my hands on a copy because this game sounds outstanding.

Thanks.
The Hungry Fisherman

Well Mr. Hungry Fisherman it's time to start heatin' up your grill, because American Sammy just announced that the game is still goin' to be released in mid-November. So put on your waders and pick your favorite lure 'cause it's fishin' time!

LIAR! LIAR! LIAR!

You said in one of your past issues that Sony would probably never sell the rights to Battle Arena Tohshinden to have it on another system than the PlayStation. But recently I picked up a flyer



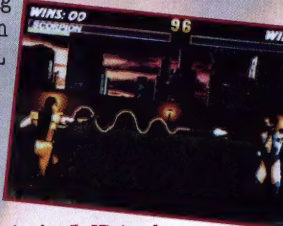
new Saturn games and Tohshinden was on the list for coming out in winter of '95. How can this be?
Heather Fenderson
Lake Villa, IL

First of all, Takara owns the rights to Tohshinden, so we thought that Sony would have worked out an exclusive deal that would have made it impossible for Sega to get the rights. Apparently, Sony doesn't think enough of Tohshinden to make it exclusive to their system, and we would probably have to agree. But for all you Tohshinden fans here are some pictures of the Saturn version.

WILL THE SATURN BE THE ULTIMATE?

Since Sega Saturn's version of MK3 is coming out later, does that mean it will be better? For instance will Scorpion and Kitana be in it and will they try to fix the load time between morphs with Shang Tsung?

Zig
Zam
AOL



Starting in April, Nintendo will have the exclusive rights to Ultimate MK3 for the next generation systems. How long they will have the exclusive rights is uncertain, but we would guess that it would be at least a couple of months if not a year. So Sega will not be able to release Ultimate until a later date. As far as the load time problem with Shang Tsung, we are sure Sega will do as much as they can to fix the problem, but nothing's guaranteed.

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74431,1611 @ Compuserve.com
World Wide Web:
<http://www.winternet.com/~funco>

MADDEN 96

IMAGINE ALL THE MADDENS!
Will EA Sports be making John Madden

Football for the Saturn and when do they plan on releasing it. NFL Prime Time looks impressive from the screen shots I've seen, but nothing mounts up to Madden's bone crushing style and non-stop action. All the other Maddens for the 16-bit systems were totally cool, but I can't even imagine what a John Madden Football game will look and sound like on a CD-ROM. (I'm not even going to try.)

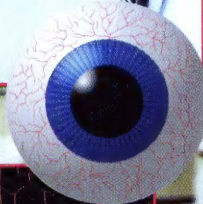
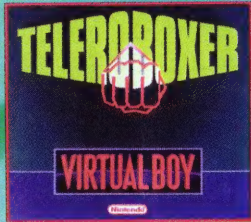
Julio Santana
Minneapolis, MN

Yes, EA Sports will be making John Madden Football for Saturn and it will be available this Holiday season. Unfortunately, we were unable to get our hands on the Saturn

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VIRTUAL TWILIGHT GIVEAWAY



You are about to enter another dimension. Sight and reality have been altered to accommodate for the brave new frontier of the **Virtual Boy™ Video Game System**. For a limited time you too can enter the 3D world of Virtual Boy. All you have to do is find the “**Eyeball**” portal which has been hidden in the pages of Game Informer. If you are successful in your search, you'll be automatically entered into the Virtual Twilight Giveaway.

All you have to do is fill out the entry form (or something bearing this information) and send it to the following address.

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Attn: Virtual Twilight Giveaway
10120 West 76th Street
Eden Prairie, MN 55344

Grand Prize: (1)

- 1 Virtual Boy Video Game System
- 1 Red Alarm™ Virtual Boy Game Cartridge
- 1 Mario Clash™ Virtual Boy Game Cartridge
- 1 Galactic Pinball™ Virtual Boy Game Cartridge
- 1 TeleroBoxer™ Virtual Boy Game Cartridge
- 1 Game Informer T-Shirt
- 1 Game Informer Baseball Cap
- 1 Year Subscription to Game Informer Magazine

Second Prize: (3)

- 1 Mario Clash™ Virtual Boy Game Cartridge
- 1 Red Alarm™ Virtual Boy Game Cartridge
- 1 Galactic Pinball™ Virtual Boy Game Cartridge
- 1 TeleroBoxer™ Virtual Boy Game Cartridge
- 1 Game Informer T-Shirt
- 1 Game Informer Baseball Cap
- 1 Year Subscription to Game Informer Magazine

Third Prize: (10)

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- 1 Game Informer Baseball Cap
- 1 Year Subscription to Game Informer Magazine

Fill out this coupon to enter:

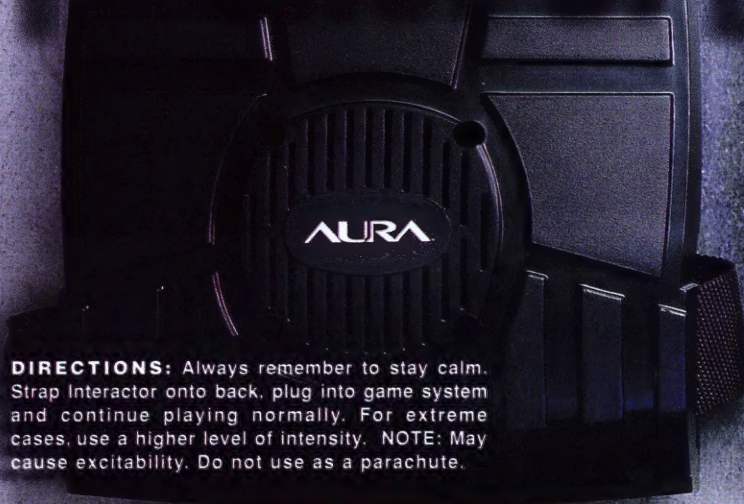
Name: _____
 Address: _____
 State/Zip: _____
 Age: _____
 Phone Number: _____
 I Found the “Eyeball” on Page: _____

Virtual Boy is for game players seven years and older. No entry can be made if under the age of seven.

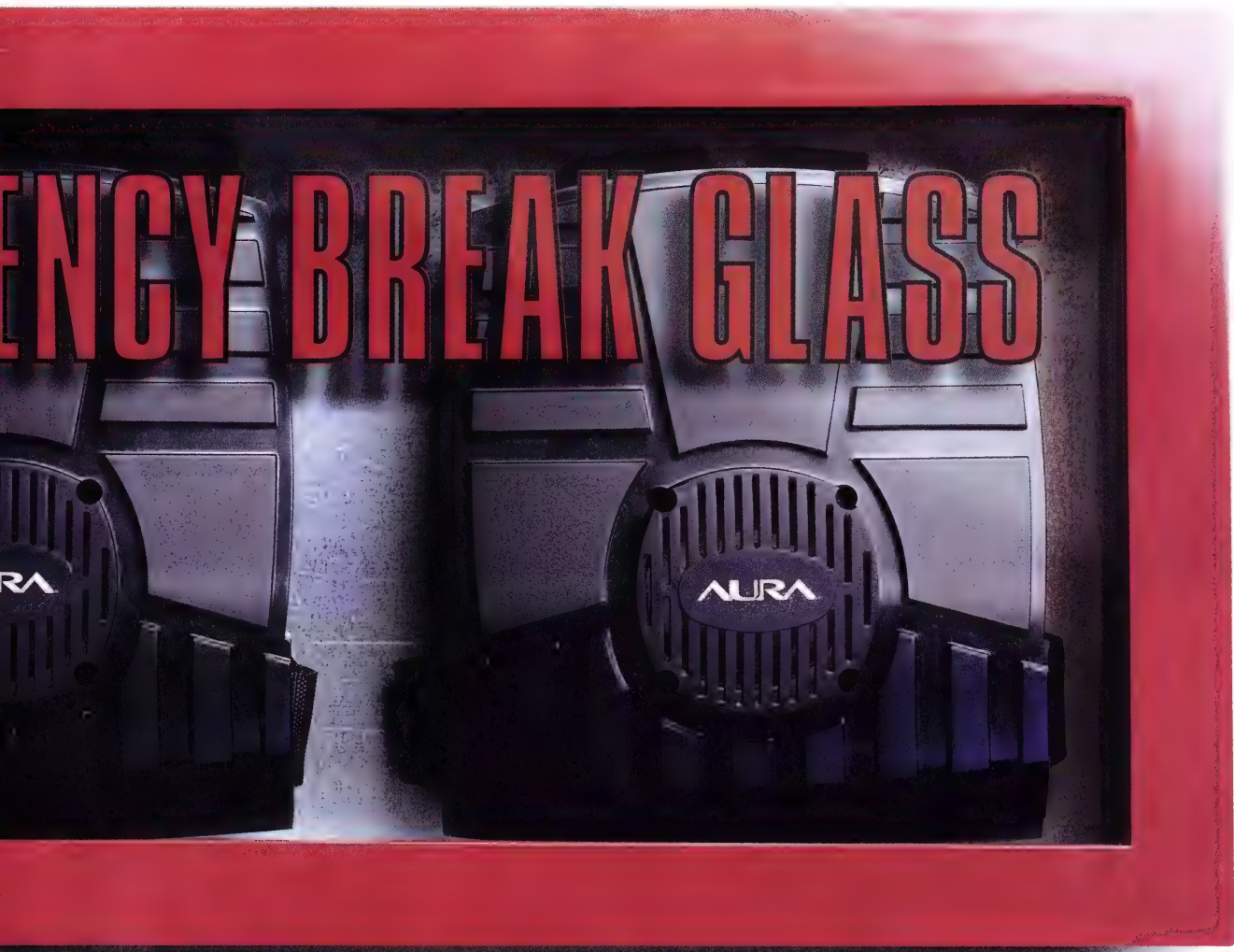


1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Nintendo of America Inc. Game Informer and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and regulations printed on this page and applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than April 30, 1996. Winners will be determined in a random drawing by May 1, 1996. 5. Grand Prize (1 prize with a retail value of \$400.00): a Virtual Boy Video Game System, a Red Alarm Virtual Boy Game Cartridge, a Mario Clash Virtual Boy Game Cartridge, a Galactic Pinball Virtual Boy Game Cartridge, a TeleroBoxer Virtual Boy Game Cartridge, a Game Informer Secret Access T-shirt, a Game Informer Baseball Cap, and a one-year subscription to Game Informer Magazine. Second Prize (3 prizes with a retail value of \$200.00 each): a Mario Clash Virtual Boy Game Cartridge, a Red Alarm Virtual Boy Game Cartridge, a Galactic Pinball Virtual Boy Game Cartridge, a TeleroBoxer Virtual Boy Game Cartridge, a Game Informer Secret Access T-shirt, a Game Informer Baseball Cap, and a one-year subscription to Game Informer Magazine. Third Prize (10 prizes with a retail value of \$50.00 each): a Game Informer Secret Access T-shirt, a Game Informer Baseball Cap, and a one-year subscription to Game Informer Magazine. 6. Alternative prizes may not be substituted, transferred, or exchanged. 7. Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. The grand prize winner's name and photo may appear in a future issue of Game Informer magazine. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Nintendo of America Inc., Game Informer, and/or Funco, Inc. without further compensation. 8. This promotion is operated by Nintendo of America Inc., Game Informer and Funco, Inc., which are solely responsible for its conduct, completion and awarding of prizes. All decisions of Nintendo of America Inc., Game Informer, and Funco, Inc. on all matters relating to this promotion are final. Nintendo of America Inc., Game Informer and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. 9. Employees of Nintendo of America Inc., Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. © 1995 Nintendo of America Inc. TM and © are trademarks of Nintendo of America Inc. Virtual Boy Video Game System includes Mario's Tennis. Batteries not included. Red Alarm™, TM and © 1995 T&E Soft Inc. Licensed to Nintendo.

IN CASE OF EMERGENCY



DIRECTIONS: Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. **NOTE:** May cause excitability. Do not use as a parachute.



Aura and Interactor are logos and trademarks of Aura Systems, Inc.

The way it lets you feel all the action, the Interactor might just save you from a life of video game boredom.



Disney's

TOY STORY

Sega's First 3D Rendered Adventure

- Size: 32 Megabit
- Style: 1-Player Adventure
- Special Features: 3D Rendered Characters and Backgrounds Based on the Major Motion Picture, Unique Levels Including First-Person, Driving, and Flying
- Levels: 18
- Created by: Traveller's Tales & Psygnosis for Disney Interactive
- Available: November 21st for Sega Genesis and Super Nintendo

▶ THE BOTTOM LINE **8.75**

REINER, THE RACING GAMES

Concept: 9.5 "Toy Story is shaping up to be one of the biggest holiday smashes on the big screen, and it looks like it's going to have the same impact on the console machines. Impressive rendered graphics and alternating formats of gameplay make this game not only a sight to behold, but also something with a twist. Everything you crave is here. Overhead and rearview racing, puzzle filled action levels, and rendered Tom Hanks and Tim Allen toys make this the perfect gift."

Graphics: 10

Sound: 8.5

Playability: 8

Entertainment: 9.25

OVERALL: **9**

PAUL, THE PAD PLAYER

Concept: 8.75 "Each different style of game represented in Toy Story could very well be stand alone games. I am really amazed at the quality of graphics that this game has. Clearly some of the best visuals that the Genesis has to offer. Lion King or Aladdin don't have anything over this game. Even if you don't see the movie, which you should, be sure that you at least take a look at Toy Story."

Graphics: 9.5

Sound: 8.25

Playability: 9.5

Entertainment: 9

OVERALL: **9**

RICK, THE VIDEO HUNGER

Concept: 8.5 "I expected Toy Story to be a little kids game. I was half right. Little kids will love this game. It starts out cute and easy enough for just about anybody to play. I was wrong about thinking that it wasn't for older players also. Each new level is better than the last. I love the variety of things to do. It's like having several different games rolled into one. Toy Story has the most impressive Genesis graphics I have seen since Aladdin. As they say over at Disney, this is a movie - I mean game - the whole family will love."

Graphics: 9.5

Sound: 8

Playability: 8.5

Entertainment: 8.5

OVERALL: **8.5**



Woody uses his draw-string to swing over dangerous obstacles.



Woody uses the RC Car to knock Buzz out the window.



Watch out! Hot Dog and Fries at 5 o'clock!



The playroom, not only features a stylish wall clock, but jumping sharks as well.

Meet the Cast of Toy Story



As we enter a new age of video gaming, numerous innovations have added to our video game experience. From CD-ROM to RISC processing nothing has had as big an impact on video game experience as 3D rendered computer graphics. Not only do almost all video game developers rely on this new graphics technique, but now, thanks to Disney, it's taking over movies as well. Toy Story, the first full-length 3D rendered movie is out at a theater near you and now you can relive this amazing tale on your Sega Genesis in all its computer generated glory.

In Toy Story you play the role of Woody, a pull-string cowboy who was once one of Andy's favorite toys, until Andy got Buzz Lightyear, a high-tech space ranger, for his Birthday. Convinced that Andy will soon forget about him, Woody sets off to bury Buzz behind Andy's dresser so he can once again be Andy's favorite toy. Of course, things go wrong and before he knows it, Woody's on the adventure of a lifetime.

Throughout Toy Story's eighteen levels, you will encounter many different styles of gameplay. Early on, you will work your way through numerous platform levels and then later you'll get to fly, drive, and ride some of the wackiest toys in Andy's playroom. Besides the different styles of play, each level has a different goal that you will need to complete in order to move on to the next level. Sometimes you are timed, other times you must find certain items or defeat a special character, but every time you must try to collect as many Bonus Stars as possible. Bonus Stars are the secret to collecting extra lives and continues. If you don't collect Bonus Stars there is no way you can complete this challenging game.

From big screen to video game, Toy Story is a humorous and fun adventure that will certainly entertain everyone in the whole family.

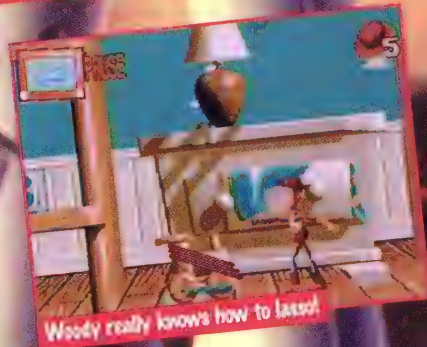
Not only does it give Genesis gamers their first chance to play a fully-rendered video game, it gives them a chance to relive this fantastic new adventure from Disney.



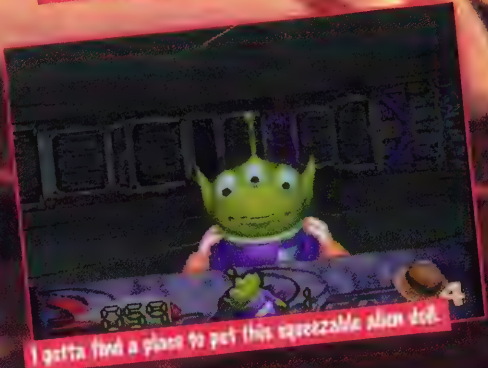
Collect 200 Bonus Stars to play the Bonus Game!



Amazing 3D rendered spider!



Woody really knows how to lasso!



I gotta find a place to put this squeezable alien doll.

- 

LEGS
- 

MR. POTATO HEAD
- 

SQUEEZE TOY ALIEN
- 

NIGHTMARE BUZZ
- 

BUZZ LIGHTYEAR
- 

ROCK MOBILE
- 

ROCKY GIBRALTAR
- 

HAMM



That Old Army Game



On level 1 you must find and release the army men...

...then knock the baby monitor onto the floor so they can take it to monitor Buzz.

Red Alert



Andy's coming so Woody has to put away all the toys. Some go under the bed and others...

... like Hamm must be shot into the toy box.

Ego Check



The trick to this level is slow down and watch your step. Buzz wins no matter how fast you go so take your time and collect all the Bonus Stars.

Big Boss Challenge



The trick to beating Nightmare Buzz is to hit him while he's pressing the button to dematerialize.

Buzz Clip



As you knock Buzz around the playroom with the RC Car make sure you pick up the batteries he leaves behind after you hit him.

Revenge of the Toys



You must destroy the blocks that get in Rex's way so he can get to the other side of the playroom.



Take that, Mr. Potato Head!

Run Rex, Run!



In this level make sure that you watch for the RC Car coming from behind....

... and the airplane dropping army men.

Another Big Boss Area



To stop Buzz in his tracks you must knock the tire into the air.

Food & Drink



Oh no! I'm a cup!

You have to duck down to avoid being stepped on by paper airplane throwing kids!

Inside the Claw Machine



This level is tough. You must avoid the falling change and navigate the retracting platforms.

Bam! I think we blew a fuse!

It takes good timing to get past these deadly fans.

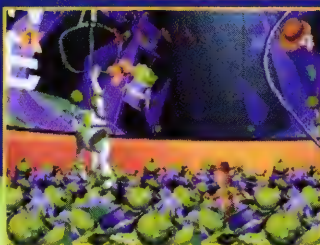
Really Inside the Claw Machine



Grab the Alien Doll...

...and bring him back to his friends.

The Third Big Boss Area



Alright, you've got to shoot the Alien toy into the air to knock Buzz out of the Claw's fearsome grip.

Sid's Workbench O'Horrors



Watch out for Sid's vicious magnifying glass.

It lights poor Woody on fire and sends him running for the nearest water hole.

Spinning yo-yos of death.

Battle of the Mutant Toys



If you can make it past the numerous and dangerous swings that get you to the end of this level you'll be rewarded with a Buzz Lightyear with the Kung-Fu grip.

Roller Bob



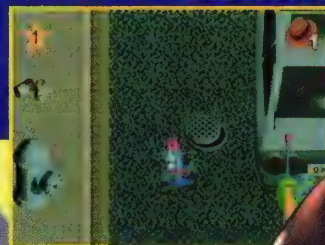
Sid's dog Scud will chase you across the kitchen floor as you try to escape Sid's evil rule.

Pay-Toy-Na



As you race down the streets make sure you don't miss the batteries laying in the road or you'll end up as road kill.

Light My Fire



Now that you've got Buzz back you'll work your way through traffic to catch up with Andy.

Rocket Man



This is the final approach. Avoid the oncoming traffic and get to the family van.

★ Collect Bonus Stars for Stuff ★

- ★ Collect 50 Stars on a single level to get an extra Life
- ★ Collect between 46 and 49 Stars on a single level to get an extra Life Star
- ★ Every time you collect 200 Stars you will play a Bonus Game
- ★ Every time you collect 300 Stars you collect a much-needed continue

FIFA SOCCER '96

EA'S SOCCER GETS A WHOLE NEW LOOK

- **Size:** 16 Megabit with Battery Back-Up
- **Style:** 1 to 4-Player Soccer
- **Special Features:** Player Creator, 4 Custom Teams, Practice Mode with Adjustable Scenarios, 12 Leagues from Around the World, New Offensive Moves
- **Created by:** Extended Play Production for EA Sports
- **Available:** Now for Sega Genesis

EA Sports, with the help of Extended Play Productions, has gone back to the drawing board to design a whole new look for their award winning FIFA Soccer series.

FIFA Soccer '96 is not just some new animations put into the old version, it has new AI, moves, and teams. One of the best additions is the ability to create players and custom teams. Sixteen players and four teams can be created. The new players can then be transferred to other teams. Also new for '96 is the Practice Mode. Here you can set up different scenarios and perfect your skills.

FIFA '96's computer intelligence is far more aggressive. Scoring a goal will take precision passing and patience. To help out on the offense, new moves were added much like NHL Hockey. The cross-dribble will quickly change the ball handler's direction and the heel kick will pop the ball up over the defender's head. Headers and other jumping moves also come into play much more on this version.

Soccer may not have the EA following like football and hockey, but this game should be a top seller around the world. ■



Corner kicks are good scoring opportunities.



Sky for the headers.



Get the red card and you're a man short for the rest of the game.



It's a one-on-one battle in the shootout.

NAME: ABE GIGABYTE

SCORING: 78

REBOUND: 72

CONTROL: 84

DEFENSE: 79

OVERALL: 78

Create and edit player skill levels.

NBA Live '96

EA SPORTS TAKES IT TO THE HOLE

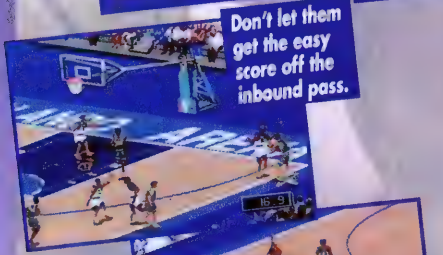
- **Size:** 16 Megabit with Battery Back-up
- **Style:** 1 to 4-Player Basketball
- **Special Features:** Create Up to 32 Players with Adjustable Attributes, Season & Playoffs, 4 Custom Teams, Offensive & Defensive Play Book, Adjustable Skill Levels & Penalties
- **Created by:** EA Sports
- **Available:** Now for Sega Genesis

▶ **THE BOTTOM LINE 8.5**

Now that the NBA season is in full swing it's the perfect time to crank up the Genesis with NBA Live '96. The second installment of the highly acclaimed cartridge includes the new NBA expansion teams and a player creator.

The team rosters are pretty well intact, but the game may exclude some of the last minute rookie signings and trades. The player creator will allow you to add and modify rosters to adapt to the real life game. Making a player on the Genesis differs slightly from the SNES version in that it gives you adjustable player skill ratings. The offensive and defensive play books have been greatly expanded. There are enough plays to make any coach proud. NBA Live '96 has excellent record keeping for seasons and play-off modes, plus an excellent option to allow for a four-player season.

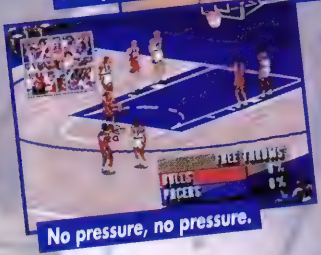
NBA Live '96 is a rim-rockin' good time! ■



Don't let them get the easy score off the inbound pass.



Ewing vs. Shaq at the tip!



No pressure, no pressure.

	Andy	Paul	Rick	Reiner
Concept:	8	9	8	8.75
Graphics:	9	8.25	8.5	9
Sound:	8	8	8	7
Playability:	8.75	8.75	9	8.5
Entertainment:	8.75	9	8.5	9
Overall:	8.5	8.5	8.5	8.5

Andy, The Game Homb6
 "Still the best basketball available for the Genesis, even though it isn't quite as good as the SNES version."

Paul, The Pro Player
 "Creating a player is fantastic in this version. The control is not as good as the SNES, but this is still the best b-ball for the Genesis."

Reiner, The Raging Gamer
 "NBA Live '96 plays almost identically to the previous '95 version. The only difference I see is that a few new play mechanics have been added, and the rosters have been updated."

Rick, The Video Insider
 "NBA Live '96 is the best 16-bit basketball you can get. The computer defense is very good and makes you work for everything you get."



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.™

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Todd McFarlane's

SPAWN

The Video Game

Evil In Its Purest Form

What goes through the mind of Todd McFarlane while he writes or draws the story for his highly acclaimed comic book series, Spawn, is more than just a mere artistic expression. From day one Spawn has captured the hearts, minds, and souls of millions of reader's world-wide. Todd's writing not only tells a story of the rivalry between heaven and hell, but also tells a wicked tale of Al Simmons' betrayal with hell. The kids love it, and the parents hate it. Dealing with theories surrounding the Bible is, and always has been, a touchy subject. However, Todd's stories have never been inclined to change people's beliefs or philosophies, but to tell a fairy tale about the damned.

Come later this month, Acclaim Entertainment is slated to release their video game rendition of some of Spawn's greatest moments. Loyal fans, or new-comers to the craze will be happy to hear that some of Spawn's greatest foes will also be making their debut in the video game biz. Tangle for your life with The Redeemer,



Violator, Overtkill, and the leader of the pack - Malebolgia.

Like the comic book, Spawn is equipped with a living costume and tons of hellish Power Moves for his attacks. Keep a close eye on your Power Meter when using these moves or your soul will forever be lost in the depths of hell.

Whenever Spawn activates a Power Move, a small portion of his Power Meter is sucked away. When the Meter reaches zero, Spawn will return to hell and your game will be over.

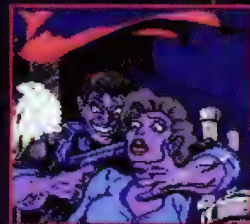
Spawn The Video Game falls directly into the action/platform category. This is an extremely difficult game that almost requires some kind of code before beating it can be an option. Fans of the comic book and gamers who need a difficult new challenge should find Spawn The Video Game the limelight of all the new releases.



It's that mean fire breathing Violator. Wait-a-minute. Since when does the Violator breathe fire?



Hebebebe, Angelal



▶ THE BOTTOM LINE 7

- **Size:** 24 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Save Feature, Levels and Cut Scenes Based Off the Top Grossing Comic Book By Todd McFarlane, Power Moves, and Special Attacks
- **Created by:** Acclaim Entertainment
- **Available:** Now for Super Nintendo

RICK, THE VIDEO RANGER

Concept: 8 "Spawn kicks butt in this hot new action game. This game demonstrates the best use of SF2 moves in any action game I have seen yet. I like the way the game is tough but gives you a ton of continues.

Graphics: 8.5

Sound: 7.5

Playability: 8 Even the story is pretty cool. Spawn looks good and the six Bosses all look nasty. I didn't find anything in this game that I could put it down for.

Entertainment: 8

OVERALL: 8
The graphics, sound, and playability are all quite good. Not an all-time classic but a nice addition to any game library."



What a cool looking password screen.



The Redeemer knocks Spawn senseless.

REINER, THE RAGING GAMER

Concept: 7 "All I can say is I'm really disappointed. Acclaim should have put in a little bit more time and quality in this product like they did for Judge Dredd and Batman Forever. Spawn The Video Game had the potential to be a real winner, but in the long run turned out to be just another of the many SNES action/platform games. Hold this one as a rental."

Graphics: 7.5

Sound: 6

Playability: 6.75

Entertainment: 7

OVERALL: 6.75

ANDY, THE GAME MONSTER

Concept: 8 "First of all, you've played this game before and it's been done better.

Graphics: 8 However, this game does have Spawn in it so it is worth a look but maybe not much more. The play control, though there are a number

Sound: 7

Playability: 5 of moves, is very unforgiving. More often than not the controller doesn't respond to your commands. Unless you're a serious Spawn freak, I would definitely rent this game before you buy it."

Entertainment: 5

OVERALL: 6.75



Use your Power Moves selectively, otherwise you might find yourself without a soul.

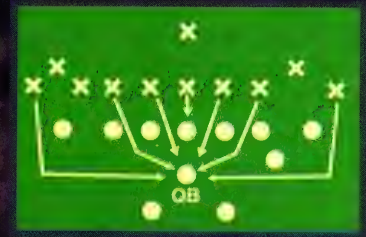
What's Your Dream Play?

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?



BREATH OF FIRE II

The Return of the Dragon Clan

- Size: 24 Megabit w/Battery Backup
- Style: 1-Player RPG
- Special Features: 3 Save Slots, Soul Joining, 7 Characters to Join Your Party, Speciality Attacks for Each Character, Stock Your Town, Fishing
- Created by: Capcom
- Available: Now for Super Nintendo

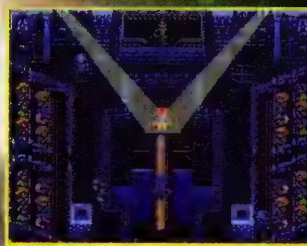


You begin the game as a young child sent to find your wandering sister. She has fallen asleep beneath a huge dormant dragon which rests on a mountain behind your town. She claims that when she naps here, she dreams about your long lost mother. Longing to see her as well, you close your eyes beneath the dragon's massive head. When you awaken, the town has changed - no one remembers your father, mother, sister, or even you. As an orphan, you are taken in by the local priest of St. Eva. There you meet Bow, a scallawag of a young pup with a slight case of kleptomania. Deciding the two of you have had enough of this small town, you hit the road to eke out a life of adventure, hunting monsters and doing jobs for money.

This is where the adventure truly begins. You soon find yourself trying to accomplish various tasks that will lead you on a quest to discover your identity, rescue your friends, and (of course) save the world from utter destruction.

Along the way you'll meet people who will join you to give you aid. Each of the characters you meet is unique, and since there are a total of seven other characters and only three extra spots in your party, you'll have to decide who you want to bring along to help. Some characters are great at fighting, but extremely weak in magic. Others will have great offensive magic, and still others will be well gifted in healing and defensive spells. You also need to switch the characters in your party around from time to time so that they can raise in experience and level at the same speed as the other characters.

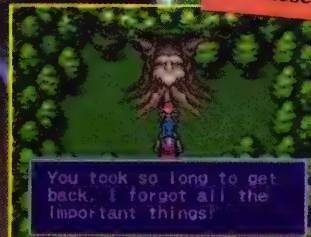
Each character that joins your party also has a special ability that they can use during combat. For example, Bow can choose "Shot" instead of a regular attack, and he will unleash an arrow or crossbow bolt at



Appearing tonight on the center log, Katt vs. YOU!



Believers! Kill her! Kill her! Tear the devil apart!!!
Somebody ought to tell these guys to relax.

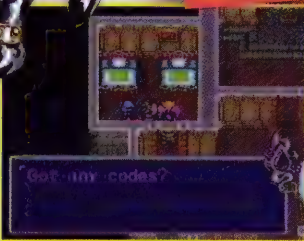


You took so long to get back. I forgot all the important things!

HA! Some kind of Wise Tree you are!



This is the room where you can unite souls - try Holy Water Nina.



Codes?!? We don't need no stinkin' codes!!!



Standing on the edge of Memory, you can stare over into the void. Brrrrr....



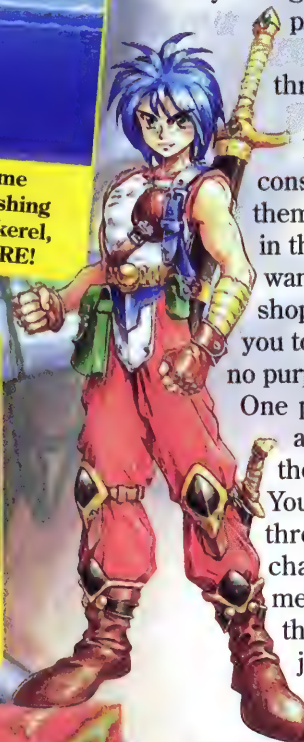
Watch out everybody - muppets!

the enemy. If he is successful, it will instantly kill the enemy, otherwise it will do a measly one point of damage. Other specials include calling out to nature for a random act of kindness, healing yourself, recovering spell points, or doing damage to multiple enemies. The characters have special abilities outside of combat as well. Sten (or monkey-boy) can reach across gaps to carry your party to otherwise unreachable places, Bow and Katt can hunt, and one character can turn into a frog so you can swim in shallow water and hop over small trees and ledges. It is specifically because of these special abilities that you need to keep everyone at the same level of experience, because you never know when you're going to need a specific character to pass a particular point in the game.

Some of the characters you speak with throughout the game seem disgruntled and unhappy with their lots in life. Fortunately, you have begun construction on a town where you can invite them to live. However, there is limited space in this town so you'll have to decide who you want to live there. Some people will open shops that sell unique items, others will take you to hidden spaces, and some seem to serve no purpose at all.

One person in your town can be very useful, and her name is Granny. She will give you the chance to experiment with Soul Joining. You will be able to acquire various Shaman throughout the game, and these female characters can be joined together with members of your party to greatly increase their skill. Only certain Shaman can be joined with certain characters, but when you find a combination that works it will be well worth your time.

It would be difficult to explain everything in this game without giving away the best parts. However, it can be stated with confidence that if you enjoyed the first installment of *Breath of Fire*, you will like the sequel equally, if not more. Capcom held onto this license and with good reason - *Breath of Fire 2* should please any dragon-boy warrior with a flair for adventure and a taste for the blood of evil-doers.



The Long Arm of the Sten will bring you to unreachable places!



Look ma, it's a dragon vs. dragon showdown. Yee-ha!!!



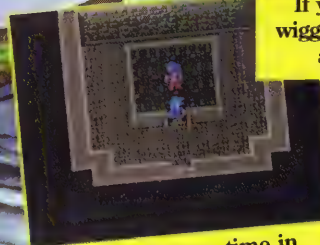
Looking for some relaxation? Try fishing for sardines, mackerel, or even TREASURE!



With a beautiful maiden as bait, this ugly fellow lures adventurers to their doom.



If you smack that pink wiggly thing, you may find a way out of here!



There comes a time in every RPG where the main character must face himself.



When your enemy casts a fireball spell, be prepared to do some healing.

▶ THE BOTTOM LINE **8.5**

ANDY, THE GAME HOMYAE

Concept: 8 "Once again, the Super NES gets another great RPG. Not only is this sequel better looking, it has an excellent storyline that is both entertaining and long. However, it doesn't quite rank with the likes of *Chrono* or *Evermore*. If you have defeated both those games, this game is a must have, but otherwise this game should wait in line."

Graphics: 8.5

Sound: 7

Playability: 8.5

Entertainment: 9

OVERALL:
8.25

REINER, THE RAGING GEMIN

Concept: 9 "Over the last couple of years, Capcom has presented a unique and enjoyable tale with the *Breath of Fire* series. *Breath of Fire 2* presents the same standards in gameplay, and the same unique features as the first. Some improvements have been added in the fighting scenes and overall layout of the game. This is the type of RPG that requires you to build up your characters' levels before proceeding to the next task. This isn't your standard walk-through RPG. Time and patience are the keys. A perfect game for any RPG nut."

Graphics: 8.75

Sound: 8

Playability: 8.5

Entertainment: 9.25

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 8.75 "Capcom obviously wised-up and published this title themselves this time. Although this game may not have the bang of *Chrono* or *FF3*, it is still an excellent RPG. The artwork, especially the big bosses, are nicely drawn. I like the whole concept of combining characters that were introduced in the first game and built upon with this game. The battles get somewhat tiresome, but overall it is a solid game with plenty of play time."

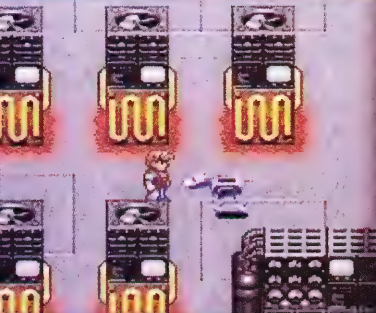
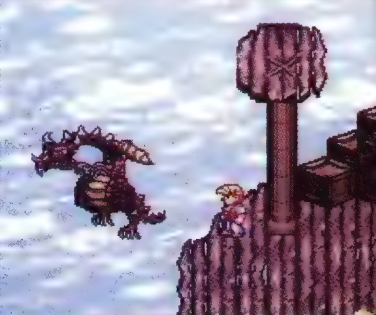
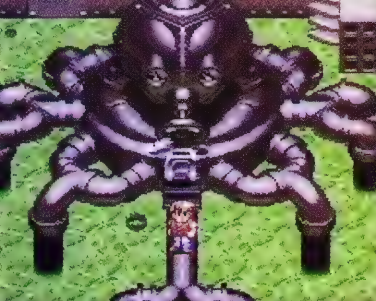
Graphics: 8.5

Sound: 8

Playability: 8.25

Entertainment: 9

OVERALL:
8.5



24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.

THE FORCE OF EVIL
THE FORCE OF GOOD HAS



HAS AN UGLY FACE.
AN EVEN UGLIER ONE.



24 MEG
ACTION
ADVENTURE

SECRET OF EVERMORE™



SUPER NINTENDO
ENTERTAINMENT SYSTEM

SOLD BY
SQUARESOFT



Welcome to NFL Game Day - Sony's first football for the PlayStation and definitely one of the first games to offer Madden NFL any challenge. From multiple options to tons of plays this game has everything an armchair quarterback needs to get into the game.

Created using the latest in motion-capture technology NFL Game Day offers a wide range of gut-wrenching animations. From tackles to diving catches you'll see all the action up-close and personal. The game can be played from four different viewpoints including End Zone, Close End Zone, Three-Quarters, and Sideline.

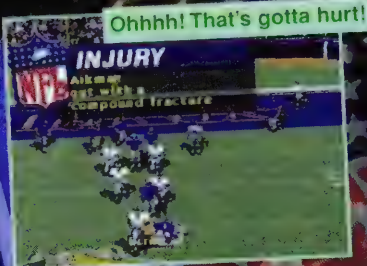
Pick a view and get ready for action because NFL Game Day will keep you on your toes. The Offense is run in a standard control format, except that Sony has added a little twist. After you run a route the play isn't over. Standing on the reception point just won't be enough. To catch the ball, the person

in control of the receiver must press the reception button as the pass arrives. While this isn't that difficult, it does add another thing for the offense to worry about as the defense tries its best to stop you. Secondly, the ball carrier, during either a running or passing play, has the ability to "stiff arm" and "juke" the defense with the top buttons on the controller. With these features added to the standard dive, spin, speed burst, and hurdle controls the defense has got their hands full. But don't worry, Sony made sure the defense has come to play.

The Defense control is also sporting a couple of new innovations. On the defensive line, you are able to use either a "forearm shiver" or a "swim" move to deke your way past lineman. It's in the secondary, however, where you'll need to perfect a couple of new skills. Unlike previous football games, where the success of the defense was left up to the computer, NFL Game Day puts you in the action. To stop a pass play you must either tackle the man just as the ball gets into his hands to knock it free, or you must (and we mean must) get in front of the man and jump to either deflect the ball or ideally intercept. While this may seem rather easy - it isn't. Good play calling and instinct will definitely give you the advantage.

Sony's Madden Killer??

GAMEDAY



Ohhhh! That's gotta hurt!



John Randle uses the forearm shiver to knock his way through the offensive line.

He...could...go...all...the...way!



He stiff arms his way down field.



Fumble!



Land a crushing blow in a Rain storm and lighting will strike. I swear!

- Size: 1 CD-ROM
- Style: 1 or 2-Player Football
- Special Features: 3 Difficulty Levels, Player Trades With Free Agent Pool, Instant Replay, Preseason, Season, and Playoff Modes, Tons O' Plays, Weather Conditions, and Both the NFL and NFLPA License
- Created by: Sony Interactive Sports For Sony Interactive
- Available: Now for Sony PlayStation



Choose your formation, pick a play, and your ready to play ball.



Let's see...what team can we screw up next?

Besides the excellent play control NFL Game Day also has plenty of options to keep you busy. There are four weather conditions to choose from, three difficulty levels that range from easy to impossible, injuries that you can toggle on and off, and a Season and Playoff mode. Before game play you can also access Player Trades that enables you to trade any player from any team. And in case there are any last second acquisitions there is also a free agent pool.

Unfortunately, there are a couple of drawbacks to NFL Game Day. The only penalty that is called is encroachment. Also, because of the unique pass coverage design, there are a lot of tipped passes, which translates into lots of turnovers. Also, other than the top 20 offensive and defensive players in the league, NFL Game Day does not track player or team stats, even though you can save a season.

Simply put, NFL Game Day is an excellent football cart that shows not only what the PlayStation is capable of, but also that someone can make a good football game besides EA. Although it may not be able to match up with some of the graphics and options that other football games are boasting, this game definitely has it where it counts - In the play!

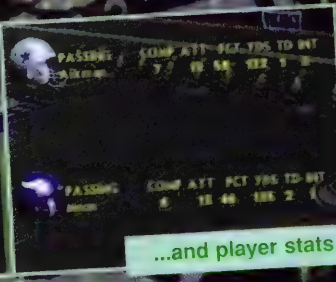
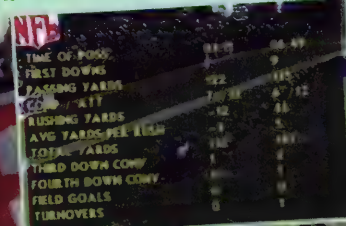


Set-up the game any way you like it!



Look at that! The Jets are 3 and 0!

At half-time you can get game...

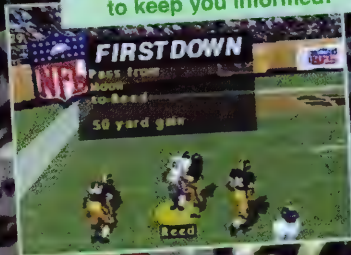


...and player stats.

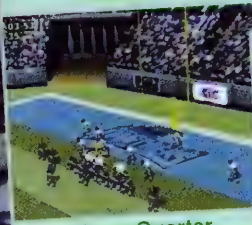
He hurdles his way right into the end zone!



NFL Game Day uses windows to keep you informed!



PLAY FROM FOUR PERSPECTIVES



Three-Quarter



Close End Zone



End Zone



Sideline

He throws it deep down field into a crowd.



▶ THE BOTTOM LINE 9

REINER, THE RAGING GAMER

Concept: 9 "Sony's first football title, NFL Game Day, is definitely a step in the right direction. I don't think I've seen a better football title than this. I was a little skeptical at first, and I held my Madden thoughts very close to my heart, but low and behold I couldn't put it down. This game features everything you want in a game, a complete season, endless amounts of plays, extremely detailed graphics, league leader statistics, and kickin' sound effects. A definite must have!"

OVERALL: 9.25

ANDY, THE GAME HOMBRE

Concept: 8 "NFL Game Day may not be Madden, but it's the best football game I've played yet on the PS-X (well now that I think about it... it's the only football game I've played on the PS-X). The graphics are good and the sound effects are excellent (even though there's no announcer). The character sprites may be a little small, but the gameplay more than makes up for its little faults. I just wish that this game had some more stats and I would have liked another defensive move to help stop the passing game."

OVERALL: 8.5

PAUL, THE PRO PLAYER

Concept: 8.5 "Considering Sony's lackluster history with sports titles I was apprehensive about how good Game Day would be. I'm very pleased with the outcome. Although it is a little slow, I found the control to be very good. The R and L button moves really add to the play dynamics. I did find the pass defense to be a little quirky, but I found that it all comes down to knowing the right formation to call. It's too early to tell if this game will be a Madden killer, but Game Day is a solid game that's worth some playing time."

OVERALL: 9

The flying is so realistic,
it'll actually create

a sonic boom

boom.

(In your shorts.)



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PlayStation.

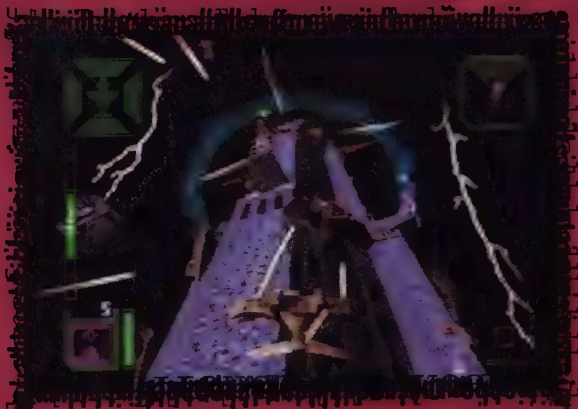


Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK™, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag

SONY



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



LOADED

If you've ever pondered the thought of what Doom might look like from a surveillance camera, then Loaded is the game you've been waiting for. Gremlin Interactive and Interplay have developed a horror story that could only be presented in a video game format. From the endless blood-filled corridors to the splattering of a madman's body, Loaded is definitely something that's not for the weak hearted.

Six insanely unsound characters bring forth their own style of justice. Each character is equipped with a powerful blaster and a special attack which annihilates everything that graces the viewing screen. Either you or you and a friend can simultaneously decide the fate of this sinister six pack. Fifteen levels are packed with goons, rats, and whatever else life has rejected who are all out to get you. Depending on how cunning your wit is will decide your outcome. You'll either receive the ultimate prize, which is freedom from the asylum, or you'll live your life insane and unsung.

Loaded is technically a type of gaming that hasn't been explored yet. A lot of the gameplay is fairly reminiscent to the Doom style of games. However, the overhead view, and the two-player simultaneous play combined with different mission objectives make Loaded a force to be reckoned with. Be sure to bring your biggest guns before even attempting a safe passage through this asylum.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Overhead Shoot 'em Up
- Special Features: 6 Mentally Deranged Characters
- 2-Player Simultaneous Play, Automatic and Manual Scrolling, Strafing Ability, Weapon Power-Ups, and More Blood Than a New York Blood Bank
- Levels: 15
- Created by: Gremlin Interactive for Interplay
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE **8.75**

ANDY, THE GAME HONDRÉ

Concept: 8 "I really like the sound and graphics in this game, and I would even go as far to say these are the coolest lighting effects I have ever seen in a game. However, the game gets a little repetitive. The objective on each level is basically the same and the special attacks, other than Mama's, are pretty boring. The best part of this game is its difficulty. You'll play each level many times over before you pass it, but I do have one regret - I wish this game was first-person perspective rather than an overhead version of Doom."

Graphics: 9

Sound: 8.25

Playability: 7

Entertainment: 8

OVERALL: **8.5**

REINER, THE RAGING GAMER

Concept: 8 "Loaded is definitely an interesting game however I think it could have been even better if it was created as a first-person perspective title. The whole idea presented here is the old lab rat trapped in a test tube labyrinth routine. Either you make it to the end and proceed onto the next level, or you die and try again. This is a great game that incorporates the same style of gameplay as Doom, and presents it in a totally different perspective. The only drawback is monotony. It's fun for awhile, but loses its touch in the long run."

Graphics: 9

Sound: 8.25

Playability: 5.75

Entertainment: 7.75

OVERALL: **8.75**

RICK, THE VIDEO RANGER

Concept: 9 "Loaded is the kind of game I like. Total mindless violence. The game actually does have a story. It's kind of like an intergalactic escape from Alcatraz. The play is like Doom, but in a third-person point of view. Visually, Loaded is very impressive with an overhead view and zoom feature. It would have been better with the choice of a 3/4 view as well. I'm nit picking on this because I really couldn't find much fault with it."

Graphics: 9.5

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: **8.75**

This guy's loaded to the teeth.

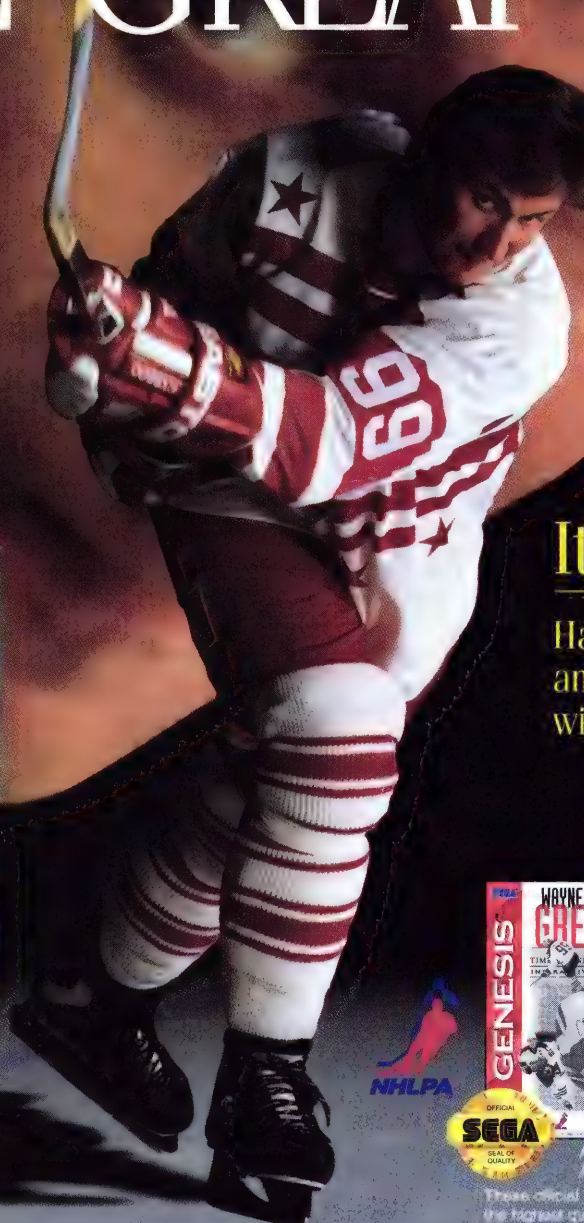
Trap this boss in a cross fire, and he might leave you alone for the remainder of the mission.

Wrong turn.

Keep your eye on the ledges above, or you'll become the next harvest for this tribe of scorpions.

Air conditioning and tile floors create the perfect atmosphere for a massacre.

THE GREAT ONE



SEGA™ GENESIS™



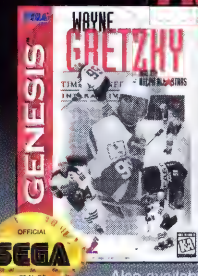
SUPER NINTENDO™

It's all here...

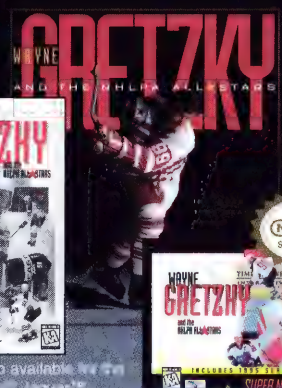
Hammer the puck,
and burn the net...
with the world's best!



NHLPA



Also available for the
Atari™ Jaguar™



These official seals are your assurance that these products meet the highest quality standards of SEGA™ and Super Nintendo™.


Battle for the puck with the game's full-screen digital face-offs, then compete just like "The Great One" with lightening quick blades, awesome slap shots and unstoppable one-timers. Play hard-hitting exhibition games, complete 84 games seasons, or a grueling best-of-seven playoff series. Tear up the ice with over 600 real NHLPA players on either 26 North American teams or six international All-

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 slamin' fun! Check your local retailer and score!



TIME WARNER INTERACTIVE

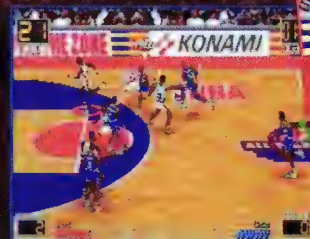
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IN THE ZONE

KONAMI'S BACK!

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Basketball
- **Special Features:** 3 Playing Perspectives, All NBA Teams with Most NBA Players, Real Faces Texture Mapped on Players
- **Created by:** Konami Sports
- **Available:** December for Sony PlayStation.



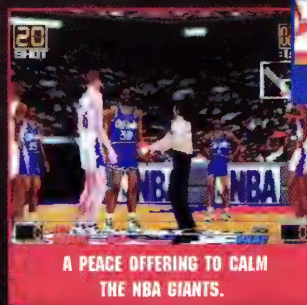
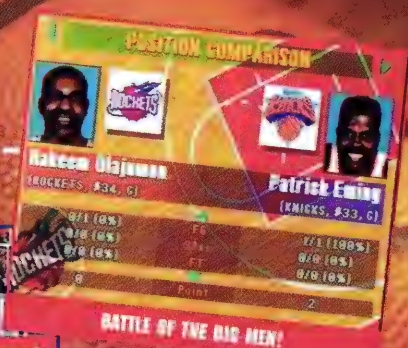
3 PLAYING PERSPECTIVES

KONAMI IS INTRODUCING YET ANOTHER SPORTS TITLE IN AN ATTEMPT TO RECLAIM THEIR DOMINANCE IN THE GENRE. FROM THE COMPANY THAT BROUGHT US BLADES OF STEEL AND DOUBLE DRIBBLE COMES NBA - IN THE ZONE. THIS IS THE FIRST BASKETBALL TITLE WE'VE SEEN FOR THE PLAYSTATION AND IT LOOKS IMPRESSIVE TO SAY THE LEAST.

KONAMI ACQUIRED THE NBA AND NBAPA LICENSE SO THIS GAME INCLUDES ALL OF THE NBA TEAMS AND MOST OF THE PLAYERS. GUYS LIKE SHAO, BARKLEY AND AIR JORDAN, BECAUSE OF PREVIOUS CONTRACTS, WILL BE ABSENT FROM IN THE ZONE. THE REST OF THE NBA PLAYERS' LIKENESSES ARE RECREATED USING TEXTURE MAPPED POLYGONS. EACH PLAYER'S PICTURE IS MAPPED ONTO THE FIGURES ALONG WITH NAMES AND NUMBERS ON THE BACKS OF JERSEYS.

THE VERSION WE GOT OUR HANDS ON WAS ONLY 85% COMPLETE, SO MANY OF THE PLAY-OFF OPTIONS AND THE COMPUTER INTELLIGENCE WERE NOT YET COMPLETED. HOWEVER, THE ANIMATION AND CONTROL WERE ALREADY CLOSE TO THEIR PINNACLE. YOU'LL HAVE THE BASIC PASS AND SHOOT BUTTON ALONG WITH A SPEED BURST CONTROL. THE TRIANGLE BUTTON IS USED FOR VARIOUS MOVES LIKE THE CROSSOVER DRIBBLE AND SPIN MOVE. ALL THE MOVES ON BOTH OFFENSE AND DEFENSE ARE NICELY ANIMATED INCLUDING SOME MONSTER SLAMS.

NBA - IN THE ZONE IS SET TO TAKE BASKETBALL PLAYERS BY STORM THIS MONTH. STAY INFORMED AND LOOK FOR A REVIEW IN UPCOMING MONTHS.



Now with 50% more beef,
pork, and puppies.

Him who is Jim is back
--and tastier than
ever before.

Unlike some other games
that we could mention, Earthworm
Jim 2™ has no fat, fillers, or cheap by-
products. Using our private recipe,
we've carefully blended stunning
graphics, humor, outrageous tunes,
amazing game play, and one butt-
kicking annelid to create the ultimate
gaming feast. Grab a copy and dig in
to this meal for your mind.

Hey, killer games aren't rare
they're served well done
(like Earthworm Jim 2)!

Care for a second helping?

EARTHWORM
JIM

2



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SUPER NINTENDO
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KIDS TO ADULTS
K-A
AGES 6+

MADDEN NFL 96

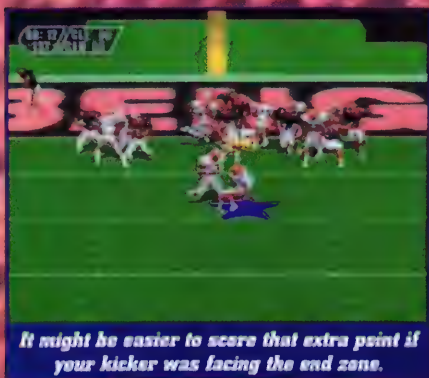


Can the King of 16-Bit Football Rule the 32-Bit Realm?

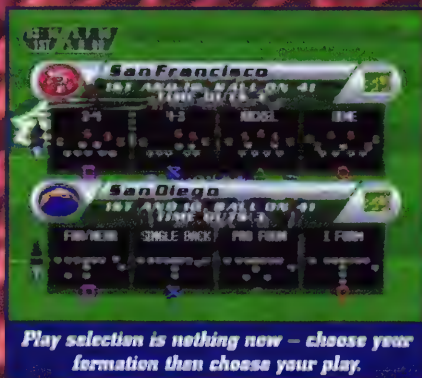
MADDEN NFL 96
EA SPORTS

Game Set-up
Stadium
Cincinnati
Cleveland
Dallas
Denver
Detroit

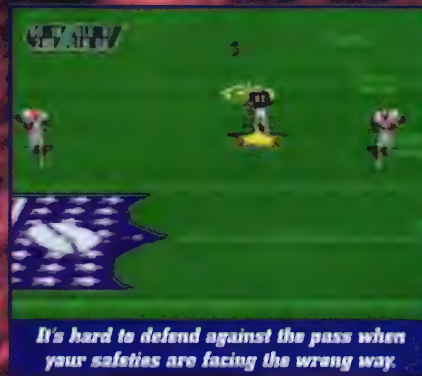
Thirty NFL stadiums are available for use.



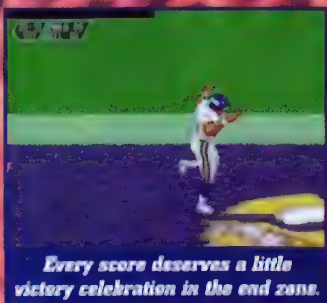
It might be easier to score that extra point if your kicker was facing the end zone.



Play selection is nothing new – choose your formation then choose your play.



It's hard to defend against the pass when your safeties are facing the wrong way.



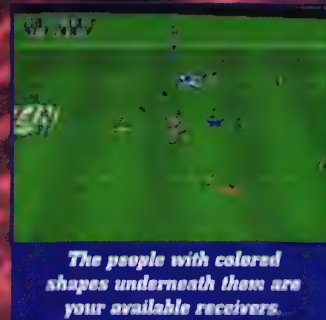
Every score deserves a little victory celebration in the end zone.



If he cuts left, he might turn this broken play into a few yards.



He's down.



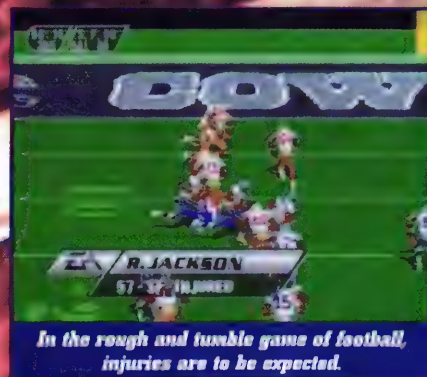
The people with colored shapes underneath them are your available receivers.



Will he make it to the ball, and more importantly, will he be able to catch the pass in bounds?



Looks like he'll be punting that one from deep in his own end zone – not a good position to be in.



In the rough and tumble game of football, injuries are to be expected.

Since the beginning of 16-bit gaming, one football game has always stood head and shoulders above all the competitors. Year after year, the best football games came in the installments of the Madden series from EA Sports. Now, however, we have reached the point where giants of the 16-bit era are going to have to prove themselves all over again as 32-bit gaming becomes the new standard. Can John Madden keep up with the other games who may see this transition as a chance to shake up the order? Will Madden stay on the throne? At this point, we don't know. However, we can give you a glimpse at an extremely preliminary version of Madden NFL '96 for the PlayStation.

In the true style of Madden, this installment will include all the current NFL teams, along with All-Star and Madden Teams. In addition, all 29 of the past Super Bowl Championship teams will be playable as well as the NFL Hall of Fame teams from the 50's to the 90's. That's over 100 playable teams, and you'll be able to face them off in any of the 30 fully rendered NFL stadiums. That makes for a tremendous amount of possible match-ups, and of course you'll be able to play full season and track players, teams, and league statistics.

As far as player and team control, many things have been taken from the successful formulas used in the previous Maddens. The play selection menus, where you'll be able to choose from over 240 offensive, defensive, and special teams plays, work almost exactly as they did in the previous Maddens. Once the play begins, the players are controlled by three buttons which will decide whether you dive, switch players, put your shoulder down, and so on. Rather than adjusting to the four button layout of the PlayStation, Madden stuck with having three receivers available to catch the pass.

It goes without saying that the graphics have been given a boost. You'll be able to view the action from at least six different perspectives (three different angles with two distances each). In addition, it was nice to see that each character had their own number on their jersey. We'd like to tell you that the graphics are perfect, but we cannot yet pass that judgment due to the fact that the version we had was quite incomplete. That is, a lot of the animations and sprite graphics were not yet present. However, if EA stays true to form this game should be loaded with realistic graphics and animation.

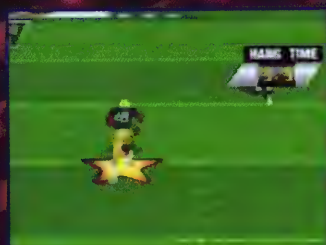
After this first glimpse, the question of Madden's domination of the football carts is still uncertain. Many questions remain unanswered - will play control be up to snuff, will people love this game as much this years as in years past, and will Madden even make it to the shelves before the Super Bowl is played? All of these questions and more will be answered in upcoming issues of Game Informer. Until then, just sit back and keep your cleats on. ■



You'd better put the pedal to the metal if you're going to stop this boy from running to the end zone.



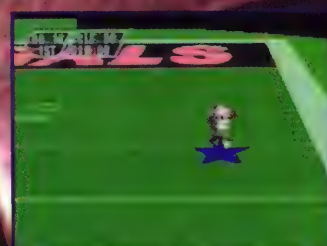
He drops waaaaaaaaaaaaaaaaay back in the pocket.



A hang time clock will tell you just how well your punter can punt.



If he catches that one, he could just go all the way!



He's all alone, folks - nothing's going to stop him now.



Back View Far



3/4 View Close



Side View Close



Side View Far

- Size: 1 CD-ROM
- Style: 1 to 5-Player Football
- Special Features: Over 100 Teams Including 30 NFL Teams, All Madden, Super Bowl, and Hall of Fame Teams, 30 NFL Stadiums, Over 240 Offensive and Defensive Plays, Multiple Camera Angles, Live Commentary by Pat Summerall
- Created by: High Score Productions & Visual Concepts for Electronic Arts
- Available: December for Sony PlayStation

And they* said it couldn't be done.

* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }



For Sega™ Genesis™ and Super NES®



DARKSTALKERS

DarkStalkers represented a true milestone for the video game publishing company Capcom, as it marked a break from the original

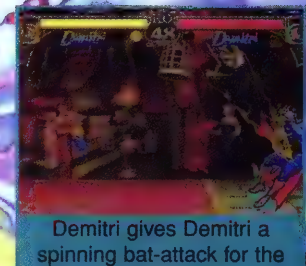
SF2 style fighting game. This is the first game where they implemented a new cartoon style of animation, giving each character exaggerated moves that can take up entire screens. This style of animation has been used by Capcom in every game they've released since DarkStalkers, and it doesn't look as though they'll be straying from this pattern in the near future.

DarkStalkers features ten warriors who some have referred to as the knights of the dark hour. They have walked, crawled, and slithered their way across barren landscapes to compete for the title of supreme being. Each of them possesses great fighting skill, in addition to some unique special attacks. Most of these are executed with the standard fireball or half-circle motions with the joystick. There is also a special meter which builds up as you pummel your enemy and gives you access to super secret special moves.

The version we had was pretty preliminary, with only four of the ten characters playable, and you could only play same character vs. same character. Hence, we are unable to offer an opinion as to how this game will turn out in the end. However, if you were a big DarkStalkers fan in the arcade, you will have a chance to bring it home soon on the Sony PlayStation.

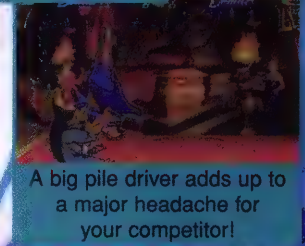


Holy Spiked Wings, Batman, that's gotta hurt!

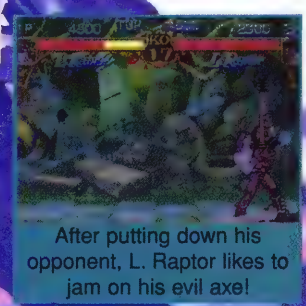


Demitri gives Demitri a spinning bat-attack for the big win!

- **Size:** 1 CD-ROM
- **Style:** or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 10 Fighters, Special Moves, Special Moves Meter, Scary Creatures
- **Created by:** Capcom
- **Available:** January for Sony PlayStation



A big pile driver adds up to a major headache for your competitor!



After putting down his opponent, L. Raptor likes to jam on his evil axe!

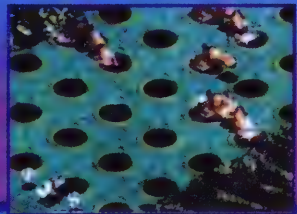


L. Raptor's long arms and legs help him to reach new heights of horror!



The Most Difficult Shooter in the World

VIEWPOINT



The key here is to avoid the jumping worms.

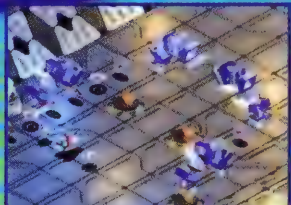
Viewpoint is considered by some to be one of the most intense shooters that ever came out for a video game system, and there may be a ring of truth to that. This game is being updated for the 32-bit era, however, and it will soon be available for the Sony PlayStation.

Viewpoint uses a three-quarter perspective that you don't see in a lot of other games. This view gives the game a look of great depth, though it may take some time getting used to the diagonal controls which are necessary to steer your ship to safety.

As with the majority of shooters, there are power-ups available for you to collect. The more you can collect without dying, the more devastating of a weapon your ship will be. In some of the later levels, it is essential that your ship be powered up if you are going to survive.

This version of Viewpoint has some nicely souped-up graphics, including SGI rendered enemies which will terrify visually as well as challenge you physically. The game itself is EXTREMELY challenging. Fortunately, they have included level passwords as well as mid-level passwords to help you along.

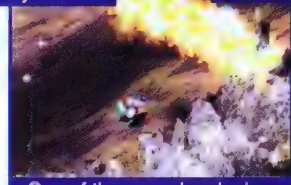
Are difficult shooters your cup of tea? If so, don't pass over Viewpoint for your Sony PlayStation.



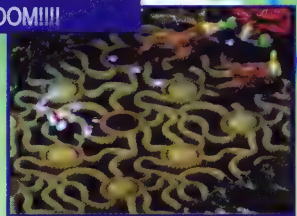
A Slinky, a Slinky, a wonderful marvelous toy!



Welcome to the Cavern of Dooooom!!!!



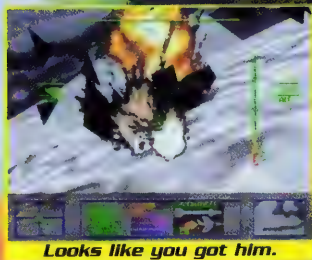
One of the super bombs is a looming wall of flame death!!!



Give this rendered crab boss a piece of your mind.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 5 Difficulty Levels, SGI-Rendered Robotic Monsters, Weapon Power-Ups, 1-Player Simultaneous Action, Multiple Passwords for Each Level
- **Levels:** 6
- **Created by:** High Score Entertainment/Virtual Concepts for Electronic Arts
- **Available:** Now for Sony PlayStation

The Most Maneuverable Plane in the Sky



Looks like you got him.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Arcade Air Combat Simulator (2nd Player Can Fire Weapons)
- **Special Features:** Multiple Types of Bombs and Missiles, 360° Freedom of Flight, 3 Views, Memory Card Compatible, Choose Your Own Music
- **Created by:** Black Ops Entertainment or Virgin Interactive Entertainment
- **Available:** Now for Sony PlayStation

AGILE WARRIOR F-111X



That enemy HIND attack helicopter is way too close for comfort.



Sometimes you get reinforcements in the shape of bombers!



Sorry runway dude, you picked a fight with the wrong plane.



Killing helicopters before they take off is definitely your safest option.



BA-BOOM!

There has been a great rise in international conflicts in the recent past, and somebody in the military decided it was up to the U.S. to solve everybody else's problems. Fortunately, you have been given the job of pilot for a new attack plane known as the F-111X which will be used to blow things up to restore peace to

the planet. Finally getting a chance to prove your skill, you leap into the plane and drool in anticipation of the massive death and destruction you are about to cause.

Agile Warrior is a cross between a realistic flight simulator and a shoot 'em up arcade game. While your plane LOOKS realistic, as do the explosions, targets, and landscapes, the control is far from anything you'll encounter under the standard laws of physics. You will be able to accelerate your plane to blazing speeds, and just as quick as a sneeze you can slow down to the point where your after-burning jet plane is just about hovering. This can be very helpful in mowing down the enemy, but destroys any kind of feeling you have for actually being in an airplane.

When it does come to mowing down enemy troops, you have a veritable arsenal at your fingertips. There are Sidewinders and AMRAAMS for dogfighting, Mavericks for ground targets, and a variety of bombs to use for wanton destruction of human life.

This is predominantly a 1-player game, but if your friend is dying to play he can jump in as a gunner. This means he can't steer the plane, but he will be able to fire guns and missiles, and can even bring up the overhead map. Additionally, he will be in control of the Missile POV (Point of View) and can guide the missiles to their respective targets. On a final note, you have the ability to put your own CD in the PlayStation and listen to your favorite tunes while scorching the landscape. Rock on!

▶ THE BOTTOM LINE **6**

ANDY, THE GAME NERD

Concept: 7 "Eject! Eject! This game is just not good enough to be considered among the top flight simulators. Air Combat and WarHawk destroy this game in both graphics and gameplay. The best part of this game is the fact that you can put in your own music to listen to during gameplay, but otherwise this game doesn't have many high-points. The object pop-up is just too overwhelming to explain. Unless you're a serious flight nut, you can do without this game."

Graphics: 5

Sound: 6

Playability: 6

Entertainment: 4

OVERALL:
5.75

REINER, THE RAGING GAMER

Concept: 8 "This game should have been made completely different. One, the background pop is the worst I've seen on the PlayStation, and two, which is a big number two, the plane flies so unrealistically. No physics here! If they replaced the plane with a flying hippo, or something of this sort, I'd fully understand. Hippos can't fly, but if they did maybe it would fly something like this. Virgin had the right idea in mind for a really cool game, but they should have worked on the play control a little first. Not too impressive."

Graphics: 6

Sound: 8

Playability: 7

Entertainment: 7

OVERALL:
7.25

PADI, THE PRO PLAYER

Concept: 5 "The offering of flight simulators has been very good until now. Agile Warrior is more like the Lumbering Warrior. Some of the graphics, like the enemies and explosions, are nicely done, but when you gain altitude there's some serious pop-up and it looks pretty lame. It's also strange that you pick up the armor, fuel and ammo icons floating in the sky as you slowly maneuver the areas. In my opinion this game originally was supposed to be a true simulator and then turned into something in between that and nothing."

Graphics: 6

Sound: 8

Playability: 4.5

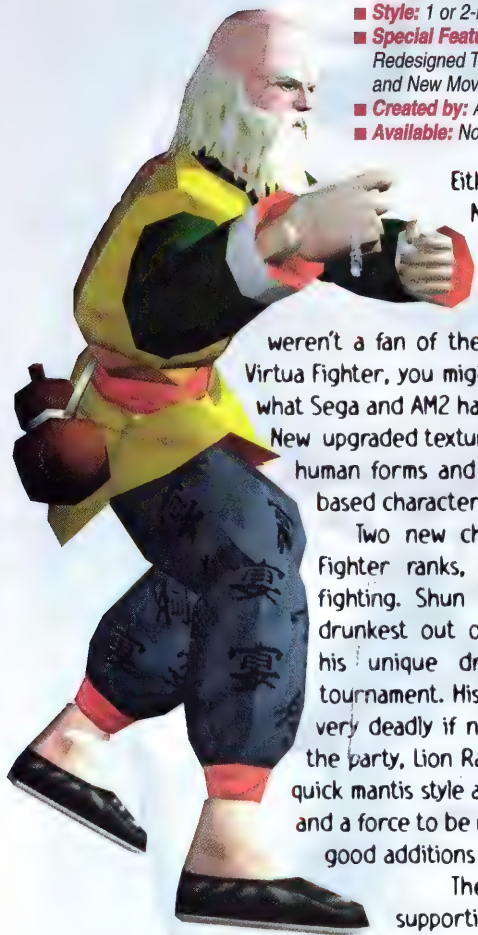
Entertainment: 1

OVERALL:
5

Virtua Fighter 2

Return of the Polygon Fighters

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Two New Playable Characters, Redesigned Texture Mapped Characters, Head Tracking, and New Moves and Combos
- **Created by:** AM2 for Sega of America
- **Available:** Now for Sega Saturn



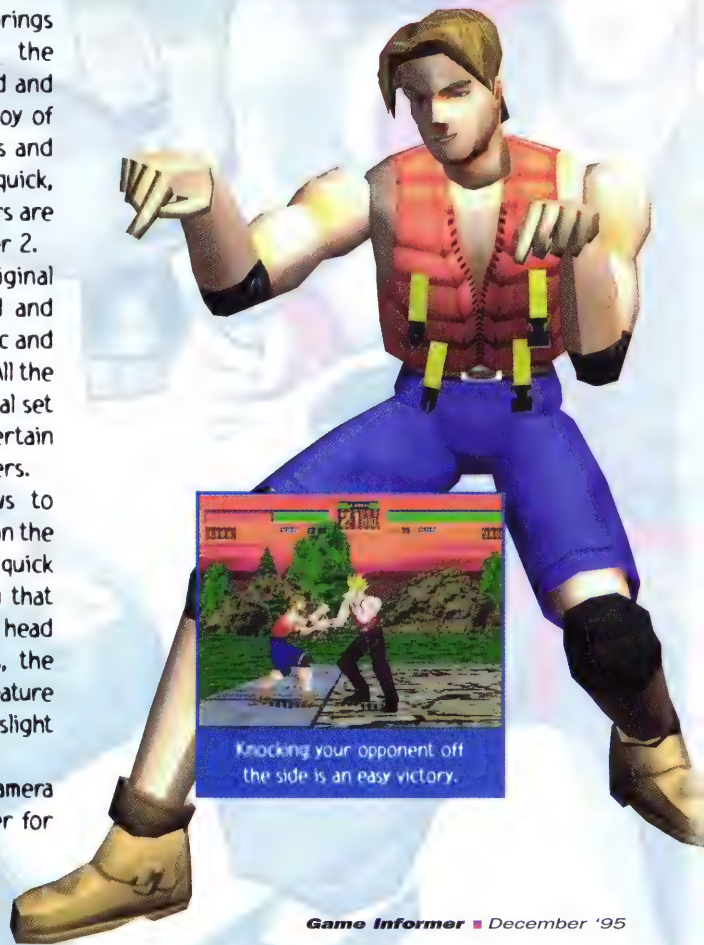
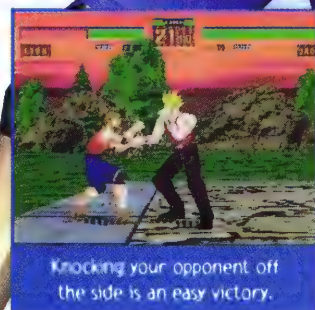
Either you like them or you don't. No matter what your feelings are towards polygon-based games, you'll have to live with them because they're here to stay. If you weren't a fan of the odd squarish characters in Virtua Fighter, you might change your mind once you see what Sega and AM2 has done to them in Virtua Fighter 2. New upgraded texture mapping is used to create better human forms and features for each of the polygon based characters.

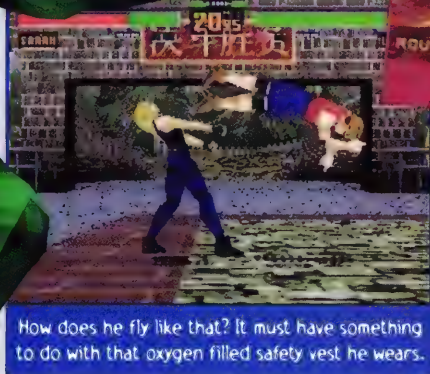
Two new characters have joined the Virtua Fighter ranks, and each has his own style of fighting. Shun Di, the oldest and probably the drunkest out of the Virtual Fighter cast, brings his unique drunken monkey style into the tournament. His moves are very hard to read and very deadly if not blocked. And the pretty boy of the party, Lion Rafale, brings his pointy fingers and quick mantis style attacks to the fray. He's bold, quick, and a force to be reckoned with. Both characters are good additions to the roster of Virtua Fighter 2.

The moves for the original supporting cast have been revamped and upgraded to make the game more dynamic and a true contestant for all the other polygon-based titles on the market. All the characters have the same set of moves from the first, plus an additional set of new ones. The additional new moves have been added to make a certain character more dynamic and balance out the odds for all the characters.

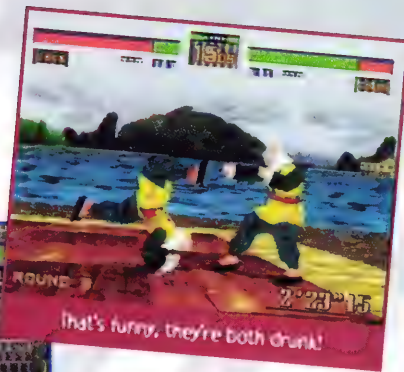
New features in the game itself range from dodging throws to character head tracking. Throws have always been essential for victory in the Virtua Fighters, and now each character can dodge a throw if they are quick on the button. Dodging these is a very difficult feat but something that must be learned if victory is in your eyes. Also, the glory of head tracking has been incorporated. When a character jumps or ducks, the opposition will rotate their head and look directly at them. This feature doesn't do much for your gameplay but it does make the game look a slight bit cooler, and reduces the zombie effect.

Virtua Fighter 2 has everything from the first plus more. More camera angles, more frames of animation, and more action. A definite winner for the Saturn.





How does he fly like that? It must have something to do with that oxygen filled safety vest he wears.



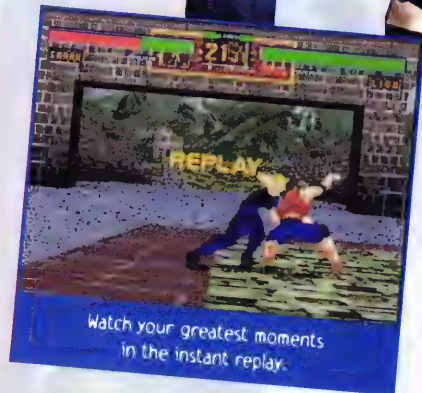
that's funny, they're both drunk!



Hey that guy's looking right at me. Wow! Head tracking is really cool!



Don't let Fal get on top of you or you're down for the count.



Watch your greatest moments in the instant replay.

PLAYER SELECT 15

PROFILE

Name	Shun di
Country	China
Birthdate	1912.1.2
Sex	Male
Job	Herbal doctor
Blood type	O
Hobby	Drinking

SHUN

Choose your character carefully.



battle of the pink people.



He knocked his block off.



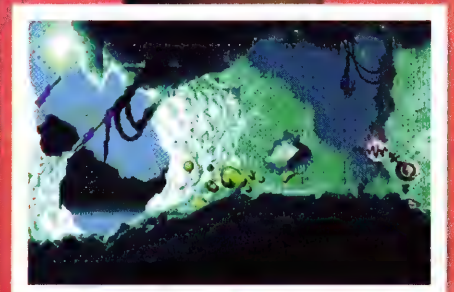
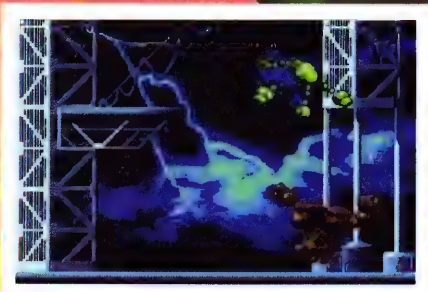
"IT'S AWESOME!"

IF YOU THOUGHT 16-BIT WAS DEAD, THINK AGAIN."

- GAMEPRO MAGAZINE

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No purchase required. You can also participate by mailing in a 3x5 card with your hand-printed name, address, age and phone number to "Sega Play-To-Win Contest" PO Box 7531 Melville, NY 11775-7531. One entry per stamped envelope. Entries must be received by 7/31/96. Winners will be chosen by a random drawing. Contest open to U.S. and Canadian residents (excluding Quebec). Void where prohibited. 101 prizes available. Individual odds of winning: US\$25,000 Grand Prize - 1/515,000; US\$10,000 1st Prize - 1/51,500; Sega Saturn (US\$399 retail value) - 1/5,722. All prize claims are subject to verification. Total prize value: US\$160,910. Prizes won by minors will be awarded to winner's parent or legal guardian. Sega will reimburse verified winners for toll calls made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-To-Win Rules" PO Box 7531 Melville, NY 11775-7531. Washington and Vermont residents omit return postage. Game ends 7/31/96.



Silverball Warriors Unite and Take Over

LAST GLADIATORS
EXTREME DIGITAL PINBALL

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Video Pinball
- **Special Features:** 4 Separate Tables, Multiball, Realistic Pinball Physics, and The Nudge
- **Created by:** Kaze Co. Ltd. for Time Warner
- **Available:** Now for Sega Saturn

When we talk about amusement games and arcade games, it is important to realize that something has about a fifty year head start on video games. Before Frogger, before Donkey Kong, and even before Pong there was always pinball. Even in the face of the advanced video games that exist today, pinball thrives and is still thought of by many as a superior form of coin operated entertainment. Most of us at Game Informer appreciate both, so we were happy to see a mix between these two clashing genres in The Last Gladiators, a video pinball game for the Sega Saturn.

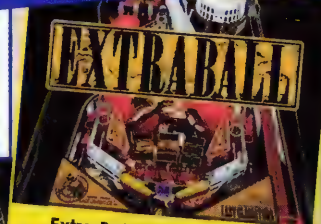
The Last Gladiators is actually four pinball machines combined on one disk. Each of them contains ramps, loops, and various holes to shoot for which will rack you up big points or start "mode" play. In "mode" play you'll have a specific goal to shoot for and these range from shooting ramps to hitting the drop targets to completing a sequence of combo shots. Mode play is where you're going to score your serious points. Each game also includes multi-ball play where survival is your first priority and shooting the jackpot is a close second.

The games play as though you were looking down at the pinball table in front of you, and the appearance is startlingly realistic. In addition, they seem to have put a lot of work into the physics of this game, so things play a lot like you would expect them to in real life. This is one of the first video pinball games we've seen where the balls actually "clack" against each other in multi-ball mode.

Video Pinball is, of course, no substitute for the real thing, but these four games will certainly take up less space in your living room. Are you the master of death, destruction, and silverball mayhem? Prove yourself worthy by playing The Last Gladiators.



The fabulous graphics give these games depth and realism.



Extra Ball should be your primary goal in whatever pinball machine you play.



Sometimes those pop-up windows really get in the way.



All Right!!! Big points!

PAUL, THE PRO PLAYER
"This is about as good as you can get for video pinball. The variety of games will keep anyone craving this action playin'. Great multi-ball simulation."

ANDY, THE GAME HOMBRE
"This game is an excellent pinball game, but it doesn't utilize anything that the Saturn could have added to regular pinball. Fun, but not much variation."

RICK, THE VIDEO RANGER
"Last Gladiators is four different smokin' pinball games in one and they are all excellent! The sound effects and tunes are great. The thing I like best are the ultra smooth and fast multi-ball sequences with up to five balls at once."

REINER, THE RAGING GAMER
"Four different machines, and tons of little side games on each make Last Gladiators the best video pinball game yet. Definitely something to check out if you're a silver ball nut."

	Andy	Paul	Rick	Reiner
Concept:	7	6	8.5	8
Graphics:	8	8.5	9	8.75
Sound:	7.75	8	9.5	8.25
Playability:	9	8	9.5	8
Entertainment:	7.75	8	9	7
Overall:	7.75	7.75	9	8

► **THE BOTTOM LINE** **8**

Saturn Reviews

MYSTARIA

REALMS OF LORE

A NEW LOOK FOR A CLASSIC GAMING STYLE

IN A FAR OFF LAND NAMED MYSTARIA, A YOUNG PRINCE FINDS HIS POWER HAS BEEN USURPED BY A MALEVOLENT SCHEMER CALLED LORD BANE. THE STORY BEGINS ON THE BATTLEFIELD - AN ENTIRELY APPROPRIATE PLACE FOR THE START OF THIS GAME. THE PRINCE AND A COUPLE OF HIS COMPANIONS HAVE FINALLY TRACKED DOWN LORD BANE AND HAVE CALLED HIM OUT FOR A CHALLENGE. UNFORTUNATELY, THEY ARE FAR TOO INEXPERIENCED TO EVEN APPROACH THE BAD MAN AND HENCE, THEY LOSE MISERABLY. HOWEVER, THEY PICK UP SOME ALLIES AND A BIT OF INFORMATION WHICH STARTS THEM ON THE QUEST OF A LIFETIME. IT IS A QUEST THAT WILL LEAD THEM TO NOT ONLY IMPROVE THE WORLD THEY LIVE IN, BUT IMPROVE THEMSELVES AS PEOPLE.

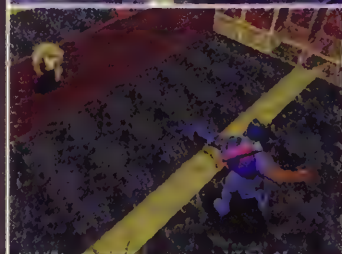
MYSTARIA REPRESENTS THE FIRST RPG FOR A 32-BIT SYSTEM. THE FIRST EFFECT THIS HAS IS THAT THE GRAPHICS ARE AN IMMENSE IMPROVEMENT OVER ANY OTHER GAME OF THIS STYLE. EACH OF THE CHARACTERS IS REPRESENTED BY A 3D FIGURE WHICH YOU CAN SEE FROM ANY ANGLE. THE LANDSCAPES AND BACKGROUND OBJECTS ALSO HAVE A VERY 3-DIMENSIONAL LOOK TO THEM, AND THE TERRAIN INCLUDES THINGS LIKE TREES AND SHRUBBERY AND HILLS AND RIDGES WHICH NOT ONLY ADD TO THE REALISM, THEY ALSO AFFECT HOW YOUR CHARACTERS CAN MOVE AROUND THE BATTLEFIELD.

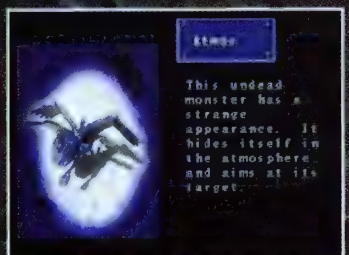
THE IMPRESSIVE GRAPHICS ON THE BATTLEFIELD ARE IMPORTANT BECAUSE THIS GAME IS EXTREMELY BATTLE INTENSIVE. IN FACT, ALL THE OTHER ASPECTS TO THE GAME ARE SECONDARY, AND BECOME JUST FILLER TIME BETWEEN EACH BATTLE. TRULY THIS GAME IS ALL ABOUT TACTICS AND PARTY MANAGEMENT. THIS RPG GOES FAR BEYOND CHOOSING WHETHER YOUR CHARACTER WILL ATTACK, DEFEND, USE AN ITEM, OR CAST A SPELL. IN EACH BATTLE YOU HAVE AN OVERHEAD VIEW OF THE ACTION, AND YOU'LL HAVE TO MOVE EACH CHARACTER WHERE YOU WANT THEM TO BE. EACH CHARACTER CAN MOVE A CERTAIN DISTANCE DEPENDING ON THEIR SKILL AND SUCH. ONCE YOU MOVE A CHARACTER WHERE YOU WANT THEM, YOU NEED TO CHOOSE WHAT YOU WANT THEM TO DO. FOUR POP-UP MENUS ALLOW YOU TO DO THIS. THREE OF THE MENUS ARE CUSTOMIZABLE, SO YOU CAN PUT WHATEVER COMMANDS YOU USE MOST OFTEN INTO THOSE PLACES, AND YOU CAN SWITCH THEM AROUND AT ANY TIME WITHOUT LOSING A TURN.



THIS HAS TO BE ONE OF THE SCARIEST SPELLS EVER SEEN IN AN RPG.

HERE ARE A FEW OF THE ATTACK ANIMATIONS.





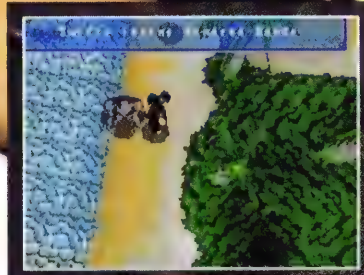
This undead monster has a strange appearance. It hides itself in the atmosphere and aims at its target.

YOU CAN GET A BIO OF ANY ENEMY YOU ENCOUNTER.



THERE'S QUITE A FEW NASTIES ON THAT HILL - LOOKS LIKE YOU'LL HAVE TO FIGHT YOUR WAY THROUGH.

YOU WILL NEED TO SWITCH THEM AROUND, SINCE EACH CHARACTER'S SKILL IS ALWAYS IMPROVING. IN MYSTARIA YOU NOT ONLY GAIN EXPERIENCE FOR KILLING ENEMIES, BUT YOU GAIN TECHNICAL EXPERIENCE EVERY TIME YOU USE A CERTAIN KIND OF ATTACK, BE IT OFFENSIVE, DEFENSIVE, OR A MAGIC TECHNIQUE. THIS MEANS THAT THE MORE YOU USE YOUR, SAY, NINJA ATTACKS, THE MORE NINJA ATTACKS YOU WILL LEARN. SOON YOU MAY FIND YOURSELF DOING A SPINNING SWORD ATTACK WHICH CAN STRIKE MANY ENEMIES AT ONCE. WHEN YOU DO LEARN A NEW SKILL THE GAME DEMONSTRATES WHAT THE MOVE CAN DO. BECAUSE OF THIS, IT IS IMPORTANT TO GET EVERY CHARACTER INVOLVED IN THE ACTION TO KEEP THEM ALL EQUALLY EFFECTIVE. WATCHING YOUR CHARACTER DEVELOP CAN BE VERY SATISFYING INDEED.



LEARNING A NEW ATTACK IS ONE OF THE MOST SATISFYING EVENTS IN THE GAME.



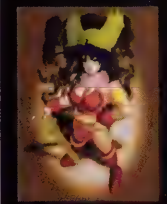
WHEN YOU SELECT YOUR ATTACK, THE GAME WILL SHOW YOU WHERE IT WILL GO AND WHO IT WILL HIT.

MYSTARIA SHOULD BE AVAILABLE FOR YOUR SATURN AS YOU ARE READING THIS. IF YOU'RE LOOKING FOR AN RPG FOR YOUR NEW SEGA SATURN, THIS IS YOUR ONLY OPTION AT THIS POINT. HOWEVER, THAT IS NOT THE ONLY REASON TO CHECK THIS GAME OUT - YOU MAY FIND YOURSELF VERY MUCH ENJOYING YOUR ADVENTURES IN THE REALMS OF LORE.

- Size: 1 CD-ROM
- Style: 1-Player RPG
- Special Features: Up to 12 Characters to Control, Ability to Learn Offensive, Defensive, and Magic Techniques, Name Your Characters, 3D Style Graphics, Various Types of Magical Weapons
- Created by: Micro Cabin for Sega.
- Available: Now for Sega Saturn



IN SOME OF THE TOWNS YOU CAN GLEAN INFORMATION FROM THE VILLAGERS.



She is captain of the pirate ship "Baracuda". No one knows her past, but there are rumors she is of noble heritage.

WHenever a new character enters your party, you get to see a small biography and you can rename them.



LORD BANE HAS THE ANNOYING TALENT OF BEING ABLE TO COMPLETELY COVER YOU IN A STREAM OF FLAME.

CENTER RING ★ BOXING ★

Let's Get It On

Lace up the gloves and put on your Italian Stallion trunks 'cuz it's time to rumble. JVC's first Saturn title, *Center Ring Boxing*, is also the Saturn's first boxing game. In this *Virtua Fighter* meets *Rocky*, you'll be able to create and develop a fighter into a world class champion. Even in a male dominated sport like boxing, *Center Ring* gives you the option to create female boxers also.

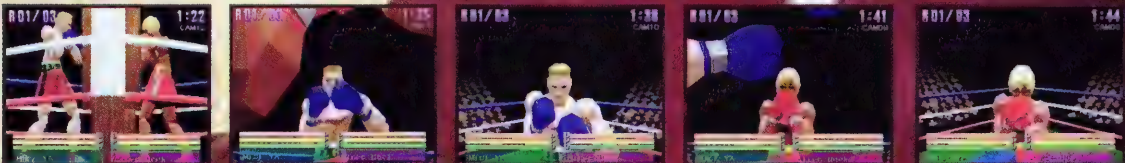
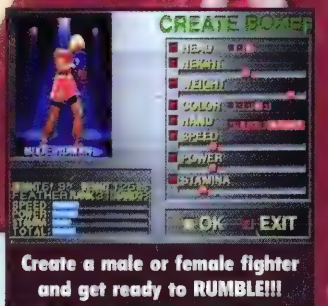
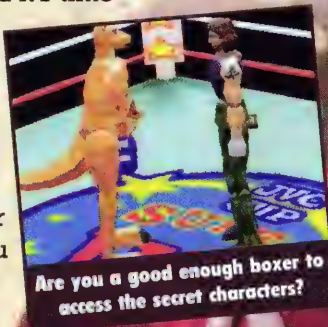
The basic idea in the one-player game is to create a boxer and climb the ranks of one of the six weight divisions. As you progress you'll be able to increase your fighter's speed, power, and stamina to create a lean mean fighting machine. A scruffy, whiskey swillin' trainer, Snake, will also appear to give you pointers on fighting styles and combos. Besides fighting for the championship belt, a practice sparring mode will help you test your skill on three difficulty settings. The two-player mode will give you a chance to test your brawler against a friend to see who has really developed the best fighter. If you've already beaten the champ in the main event, the two-player mode will also put Snake and another surprise character into the memory of playable characters.

Center Ring Boxing gives you a total of twelve camera angles to view the fight as well as a full replay feature. The replay camera is completely adjustable letting you zoom and rotate the screen to almost every conceivable angle.

JVC gives you an all out brawl with *Center Ring Boxing*. It offers great control and excellent strategy that give the game the one-two punch.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Boxing
- **Special Features:** Create Male or Female Boxers, Training Mode, 12 Play Views, Fully Adjustable Replay, 6 Weight Divisions from Bantam to Heavy
- **Created by:** Electronic Arts/ Victor Entertainment for JVC
- **Available:** Now for Sega Saturn

12 Camera Views



ANDY, THE GAME MONSTER

Concept: 8 "Although this game may look like *Rock'em Sock'em Robots* the game actually goes much deeper than that. The addition of combos and the player create mode make this game the premiere boxing title for the Saturn (at least for now). Although the two-player mode is a little lame, this game is pretty entertaining."

Graphics: 7

Sound: 7

Playability: 8

Entertainment: 7.5

OVERALL: 7.5

BEYNER, THE RAGING GAMER

Concept: 9.25 "Finally, a game hits the States that shows that the Saturn can make games that look close to, if not better than PlayStation titles. This is the first 32-bit boxer, and in some spots it shows. For the most part the control is smooth and easy to pick up. The combos are kind of tough to execute, but that's where practicing and sparring come into play. This is a good game for any boxing fan who owns a Saturn. Create your own boxer and fight like a dog!"

Graphics: 8.75

Sound: 8.5

Playability: 8

Entertainment: 9

OVERALL: 9

PAUC, THE PRO PLAYER

Concept: 8 "This game is much like *Virtua Fighter* without kicking. The polygon fighters aren't the greatest but *Center Ring* has good play control and nice options. The only problem I have with the game is the one player mode. It's fairly easy and you always fight the same opponents no matter what weight division you choose. The two-player mode is where this game is at. Create your own burly fighter and go toe to toe with a friend."

Graphics: 8

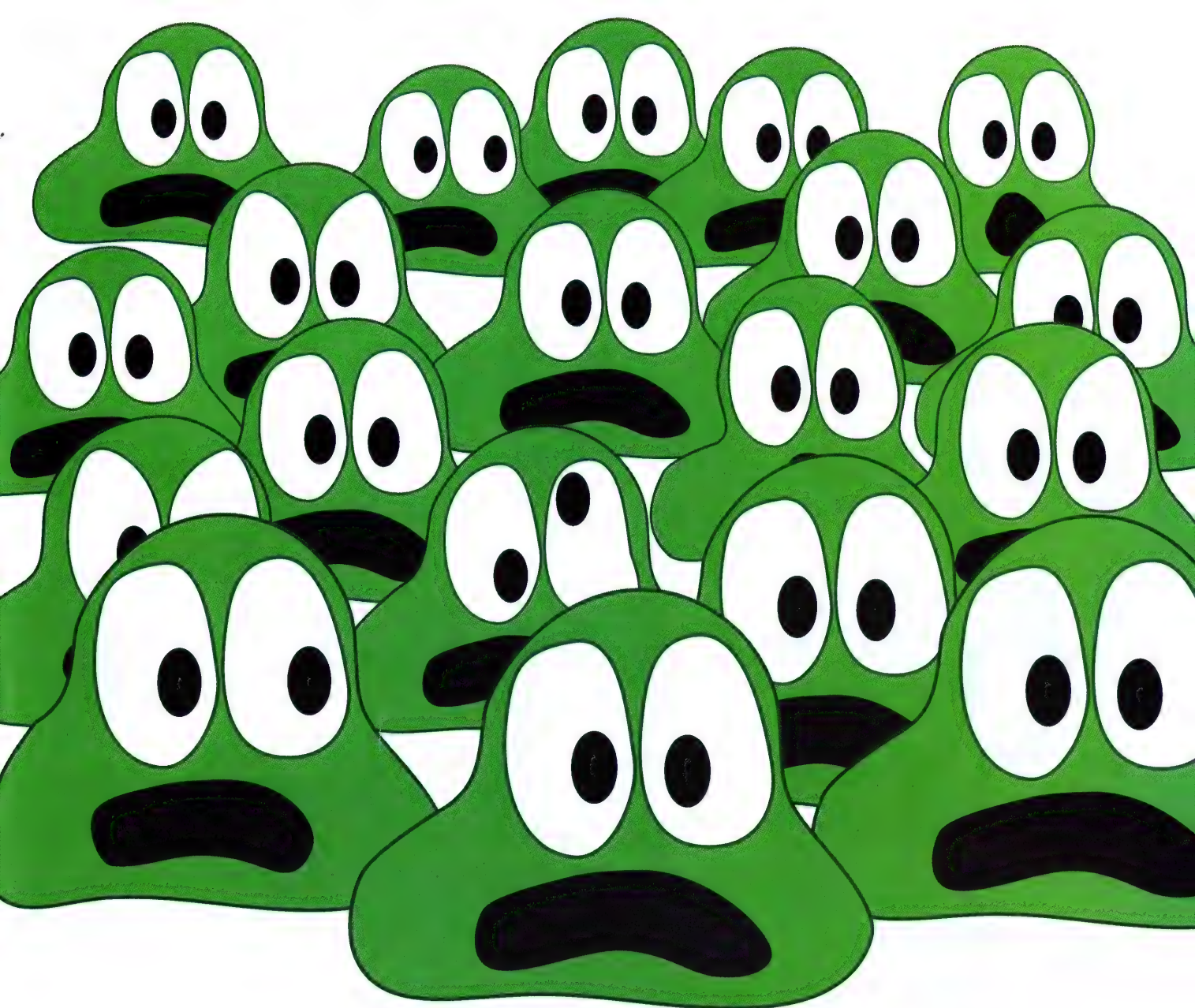
Sound: 7.5

Playability: 8

Entertainment: 8.25

OVERALL: 8

▶ THE BOTTOM LINE **8**



It's Gonna Be a Total SLUG-FEST.



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

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



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SOLAR ECLIPSE

Retina Tearing Speed

Solar Eclipse is the follow-up to Total Eclipse which appeared in the 3DO and PS-1. In Solar you assume the role of a hot-shot space jockey code name: Stuntman. Along with your squadron

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Two Views Cockpit and Chase Plans, Full Motion Video Clips Starring Claudia Christian, From Babylon 5, Improved Graphics and Handling, 9 Save Slots, and Multiple Weapon Power-Ups
- **Levels:** 8 Missions
- **Created by:** Crystal Dynamics
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE** 8

teammates, you'll be sent on numerous missions on some of Saturn's ten moons. You'll need all of your piloting skills to navigate deadly canyons, winding caverns, and ship-smashing asteroid fields while blasting away bogeys with an arsenal of weapons.

The control for Solar Eclipse is not unlike other space shooters or fight simulators around. One button fires a continuous spread of laser fire while another unloads a limited supply of missiles. Weapon power-ups and replenishments are located by destroying enemies. An acceleration and deceleration button will assist you in navigation. In addition, the R and L button will put your ship into a dizzying roll or turn it on the side to fit through small passages.

Solar Eclipse features over 40 minutes of FMV that is interlaced between missions. The cut scenes star little known, but strangely familiar actors including Babylon 5 star Claudia Christian as your stern commander. The entire environment of Solar Eclipse is beautifully texture mapped and the landscape scrolls at break-neck speeds. If you're up for the intensity and challenge of a first-rate shooter, look no further than Crystal Dynamics' Solar Eclipse.

ANDY, THE GAME HOMBRE

Concept: 8 "I wasn't a big fan of Total Eclipse (TE), but Solar Eclipse is completely different. The levels, like TE, are extremely difficult, but unlike TE the control is precise. Also, the enemies have different attack styles, so that you can learn how each enemy attacks and use their weaknesses to destroy them. If you're looking for a shooter this one should be at the top of your list - the levels are long and the graphics are superb."

OVERALL:
8.5

PAUL, THE PRO PLAYER

Concept: 7 "For what it is (a shooter), this game looks fantastic. It has nice texture maps on the terrain and enemies. Plus the game really moves out. The only problem I had with this game is the control. It is very touchy and the roll maneuver is basically useless. I think the game relies too much on piloting and not enough on shooting. I think Solar Eclipse isn't a bad game, but it not as good as I expected."

OVERALL:
6.75

REINER, THE RAGING GAMER

Concept: 8.5 "Wow, what an improvement! Total Eclipse was a good game, but Solar Eclipse makes it look pale in comparison. Crystal D says that this is not a sequel, however it's kind of hard not to compare the two. The only thing that I see that's different is the story line. Everything else either looks or plays the same. The barrel roll has been improved and sped up, and the levels actually have some variance in them. This is a decent game that all Saturn owners should take a look at."

OVERALL:
8.5



Here's a look at the first boss ship.

Solar Eclipse stars Claudia Christian from the TV series Babylon 5.

The cockpit view shows that all is calm for the moment.

Stick close to your wingman.

Keep any eye and ear on the com-display for mission instructions.

Keep your speed down in this section or you'll be skewered.

Destination: Titan
Mission Objective:
TRIS

theme PARK

WELCOME TO A WORLD OF MAGIC,
WONDER, AND MONEY

It was once the case that simulator games were unavailable for the home systems, or if they did come out they were scaled down versions that just weren't any fun to play. That simply cannot be said anymore as the Sega Saturn version of Theme Park is almost identical to its computer counterpart. From the research department, to the stock market, to the litter people leave outside the shops, just about everything is preserved in this playable translation.

Theme Park is one of the more involved simulators ever developed. You will need to keep a constant watch over your park, less it fall into disrepair. If you plan on leaving the room for awhile to build up your cash, you will probably return to a park that is covered with the rubble of destroyed rides and overrun with thugs and Mafia types.

If you do put the work into building a theme park, your rewards will be plentiful. From the happy faces of the little people to the satisfaction of owning the tallest, longest, most dangerous roller coaster in the world, you'll be thrilled and amazed throughout your theme park running experience. On a final note, you can actually save your game on the Saturn, as opposed to some of the cartridge based versions of this game, which makes Theme Park well worth your time.

This version of Theme Park lets you try out most of the rides in your park.

The kids never seem to get enough of the Looping Starship ride. Wheeeeeeeeeeeeee!

Designing your own roller coaster so that people don't fly off of it takes practice and restraint.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Theme Park Building Simulator
- **Special Features:** Research Department, Adjustable Difficulty Levels, Multiple Rides, Shops, and Amenities, "Ride the Rides" Option
- **Created by:** Bullfrog Entertainment for Electronic Arts
- **Available:** Now for Sega Saturn

Andy, The Game Hombre

"This is the best simulator since Sim City 2000. Excellent! Much better than Cats!"

Rick, The Video Ranger

"The graphics are so lame that I can barely read the screen! The play is way too complicated. For a Theme Park this game is too much work and too little fun."

Reiner, The Raging Gamer

"This version of Theme Park plays exactly like all the other console versions. But, that's okay. This is still one of the greatest sims ever made. If you like Sim City definitely check out Theme Park."

Paul, The Pro Player

"If you are into simulations, Theme Park is probably one of the craziest around. Load the kids on the roller coaster, turn it up to full speed and watch 'em fly off. Although the graphics aren't that spectacular, the interface and menus are very nice."

	Andy	Paul	Rick	Reiner
Concept:	9	8	7	9.5
Graphics:	8.5	6	3	9
Sound:	8.5	6	5	8.5
Playability:	8.75	7	3	8.75
Entertainment:	9.25	6.5	3	9
Overall:	8.75	6.75	4.25	9.25

▶ **THE BOTTOM LINE** 7.25

QUARTERBACK ATTACK

The Full-Motion Video masters at Digital Pictures unveil their first football game in the form of Quarterback Attack with Mike Ditka. Billed as the first quarterback simulator, this game puts you right in the quarterback's helmet.

You assume the roll of the hot rookie QB who is getting his first start. The veteran QB is sidelined with an injury so you must lead the team to victory.

Because Quarterback Attack is a QB simulator it is a game of strictly offense. You must pick the play, read the defense and score. The play book consists primarily of passing plays in which there can be a total of five eligible receivers for each play. Pick the snap count and then drop back in the pocket. There is a button for each of the receivers and by picking one the view will switch to an isolation of that man. An aiming cursor will also appear and you must target the pass and throw at the right time. If the rush is heavy you can scramble to avoid the would-be tacklers.

The basic strategy and challenge to Quarterback Attack is reading the defensive formations. Before the snap the camera view will look over the field and you must figure the formation and what the defense will do. If the defense looks bad for the play you called, an array of audibles are at your disposal.

Quarterback Attack with Mike Ditka offers something unique to gaming. It may not have any variations in teams, but it requires a good amount of strategy and skill. Full motion video games may not be for everyone, but Digital Pictures always pushes the envelope to offer something completely new.



Coach Ditka gives you advice as the injured QB looks on.



Get out of the way or you'll be in for a world of hurt.



Look over the defense before snapping the ball.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Quarterback Simulator
- **Special Features:** Interactive Full Motion Video, 6 Difficulty Settings, QB Ratings, Audibles and Stars Coach Mike Ditka
- **Created by:** Digital Pictures
- **Available:** Now for Sega Saturn

	Andy	Paul	Rick	Reiner
Concept:	5	8	1	7.75
Graphics:	8	7	8	8
Sound:	7.75	7	7	7
Playability:	4	7	3	2.75
Entertainment:	2	5	3	2
Overall:	6.25	7	4	5.5

▶ **THE BOTTOM LINE** 5

Andy, The Game Hombre

"This game can best be described a bad idea that was executed well. Or maybe that's the other way around. Well, either way it's lame."

Rick, The Video Ranger

"VCR Quarterback wasn't very good when it came out ten years ago. It certainly isn't good now."

Reiner, The Raging Gamer

"Da' Bears! That's right Mike 'The Man' Ditka makes his startling return to video games. Once again Ditka's on the losing team. Quarterback Attack is a great FMV game, but a great football game it is not. You can't play defense, and the offense is mostly cursor orientated."

Paul, The Pro Player

"QB Attack has great interface for a FMV game, but it takes little time to see all the footage. This game could give you a few days of entertainment, but little beyond that."



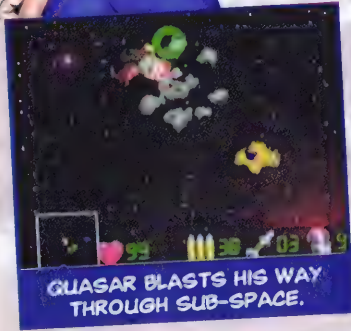
THE NEXT 007, OR A OO-NOTHING... YOU MAKE THE CALL

WITH HIS PEARLY WHITES GLEAMING AND HIS ASTRO SNEAKERS LACED TIGHTLY ON THE WRONG FEET, CAPTAIN QUAZAR BLASTS HIS WAY THROUGH INTERGALACTIC SCUM, IMPENETRABLE STRONGHOLDS, AND VARIOUS PLANT LIFE OF DIFFERENT SORTS. HE MAY NOT BE THE BRIGHTEST MAN THAT EVER EVOLVED, BUT WHEN HE'S ON A MISSION THERE'S NO STOPPING HIS LETHAL FORCE. THE ONLY BIND HOLDING HIM DOWN FROM DESTROYING THE ENTIRE PLANET AND WHATEVER ELSE MIGHT WADDLE INTO HIS PRESENCE IS THE RESTRAINED AND LOVING NATURE OF YOUR GAMING SKILLS.

AS CAPTAIN QUAZAR YOU HAVE THE OPTION OF EITHER BEING A RUTHLESS DESTRUCTIVE FORCE WHO KILLS EVERYONE AND EVERYTHING, OR A CUNNING ASSASSIN WHO TAKES OUT JUST THE PRIMARY OBJECTIVES. THIS IS A TOUGH DECISION TO MAKE, BUT IT IS A VOW TO LIVE BY. TO KILL OR NOT TO KILL, THAT IS THE QUESTION. FORTUNATELY, YOU CAN HAVE THE BEST OF BOTH WORLDS IF YOU HAPPEN TO HAVE A FRIEND AND AN EXTRA CONTROLLER HANDY. TWO PLAYERS CAN INTERACT AND PLAY SIMULTANEOUSLY ON THE SAME TEAM OR COMPETE AGAINST ONE ANOTHER TO ACCUMULATE A BETTER SCORE.

WITH 360 DEGREES OF MACHINE GUN FIRIN' FREEDOM AND TONS OF DIFFERENT WEAPON UPGRADES, DESTRUCTION SHOULDN'T BE A PROBLEM. HOWEVER, KEEP IN MIND THAT DESTRUCTION ISN'T ALWAYS THE BEST SOLUTION. SOME OF THE STAGES IN THE GAME REQUIRE QUAZAR TO RESCUE TRAPPED HOSTAGES, PRICELESS PAINTINGS, AND WHATEVER ELSE YOUR EGOTISTICAL BOSS ORDERS YOU TO RETRIEVE OR RESCUE. IF YOU HAPPEN TO BLOW THE HEADS OFF TOO MANY SLAVES OR TORCH A CERTAIN AMOUNT OF VAN GOGH PAINTINGS YOUR FURIOUS BOSS WILL PULL YOU FROM THE MISSION AND HAND YOU YOUR PINK SLIP.

DON'T LET QUAZAR GET CANNED BY THE SWIFT HAND OF DEMOCRACY, GAMERS, PUT ON YOUR UTILITY BELT, FUEL UP YOUR TRUSTY SPACE VOLVO, AND GET READY TO HAVE A BLOODY GOOD TIME BLOWING A HOLE THE SIZE OF RHODE ISLAND THROUGH THE GALAXY!



QUAZAR BLASTS HIS WAY THROUGH SUB-SPACE.



AS THE EARTH SLOWLY EATS AWAY AT YOUR ROTTING CARCASS, YOU'LL REMEMBER THE MAN RESPONSIBLE FOR YOUR DEMISE - QUAZAR, KING OF THE VILLAGE FOLK!

REINER, THE RAGING GAMER

Concept: 9.25 "This is exactly what the 3DO needed. I've always dreamed of playing a game where the main character has the IQ of a mere sewer urchin, but he's still smart enough to kill. Not since Gex has there been a 3DO game so original and innovative. The play is a lot like the old NES title Commando, and the missions are fairly reminiscent of those found in Desert Strike. This is one of the few 3DO games I might consider adding to my library."

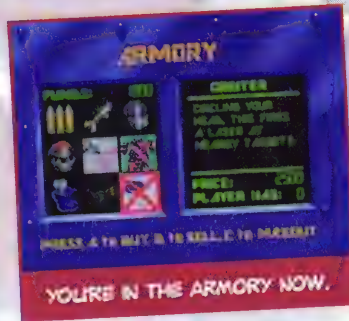
Graphics: 9.25

Sound: 8

Playability: 8

Entertainment: 9

OVERALL: 9



YOU'RE IN THE ARMORY NOW.

PAUL, THE PRO PLAYER

Concept: 9.25 "Captain Quazar must be some distant relative of Dudley Doornight. This cartoonish style shooter is a blast-a-thon of goofy enemies and large weapons. The goofy comments and strange animation give this game distinctive personality. Any 3DO owner will surely have some fun with this. It looks great, has decent control, and will take you plenty of time to conquer."

Graphics: 8

Sound: 8.75

Playability: 8.5

Entertainment: 8.75

OVERALL: 8.75



EVEN THOUGH DANCING CACTI ARE VERY RARE, QUAZAR STILL FOUND IT NECESSARY FOR THE POOR THING TO DIE.

ANDY, THE GAME HOMBRE

Concept: 9 "Whoa! Not only does this game have ridiculous looking graphics and sounds, it also has a ridiculous difficulty level. Each level is long and filled with tons of hidden items and secrets that you must find while enemy soldiers or mutant aliens do their best to stop that crazy Captain. To successfully navigate your way through this game I would highly advise that you bring along a friend for this truly silly shooting game for the 3DO."

Graphics: 8.5

Sound: 8.25

Playability: 8.5

Entertainment: 8.5

OVERALL: 8.5



SURRENDER SLIME BALL, OR FEEL THE WRATH OF QUAZAR, THE DRAGON SLAYER.



► THE BOTTOM LINE 8.75

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Competitive or Cooperative Action/Adventure
- **Special Features:** Multiple Weapons, Ammo Upgrades, Rappin' Robots, Complex Mission Objectives, Complete Terrain Maps for Each Level, Tank-Style Control Option, and Eight Save Slots
- **Levels:** 9
- **Created by:** Cyclone Studios for Studio 3DO
- **Available:** Now for 3DO

Nothing says Happy Holidays like a Swift Kick in the Face

(Get these and other fine holiday tips with BradyGAMES Fighting Game Guides)

FULL-COLOR STRATEGY GUIDES

Mortal Kombat 3 Arcade Secrets

Loaded with killer combos, secret moves, and bone-crushing action, this full-color guide will help players of all ages reign supreme!

1-56686-283-3, \$9.99 USA, Available July 1995

Mortal Kombat 3 Fighter's Kompanion

This full-color, action-packed strategy guide profiles all of the new and returning characters, detailing their newest fighting moves, fatalities, and more.

1-56686-319-8, \$9.99 USA, Available October 1995

Totally Unauthorized Guide to Killer Instinct

With all of the one-on-one battles in all new settings, gamers will want the inside secrets to winning BIG!

1-56686-320-1, \$9.99 USA, Available September 1995



POCKET CODES: BIG TIPS... SMALL BOOKS

Mortal Kombat 3 Pocket Codes

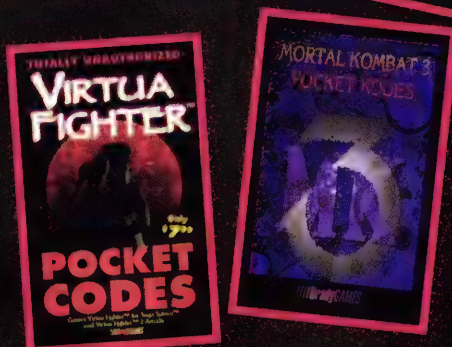
This quick reference to show gamers how to win fast and big!

1-56686-381-3, \$7.99 USA, Available October 1995

Totally Unauthorized Virtua Fighter Pocket Guide

This guide will show gamers the secrets behind all of the special moves, button combos, and more!

1-56686-393-7, \$7.99 USA, Available August 1995



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WHAT'S HOT!

News & Rumors From the Video Game Industry

Mortal Kombat Kards

BradyGAMES Publishing will create and distribute a new collectible card game based on Williams' *Mortal Kombat* series. *The Limited Edition Mortal Kombat Kard Game* will be released in January and is very similar to the incredibly popular *Magic: The Gathering* card game.

All 20 characters from the *Mortal Kombat* and *Mortal Kombat II* series will be included in the 300 card set. The set includes Character, Basic Attacks, Special Attacks, Defense, Special Ability and Combo cards. A 60 card starter pack will carry a MSRP of \$7.99 and include a comprehensive rule guide. Additionally, 15 card booster packs with the ever popular foil wrap will allow players to further enhance their decks. The "boosters" have an MSRP of \$2.50.



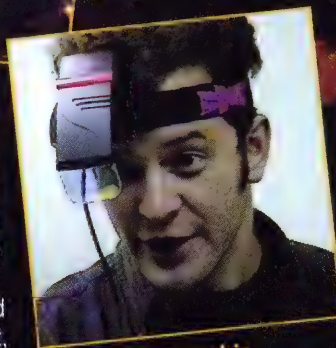
Skybox International has also released a series of *Mortal Kombat* cards based on *Mortal Kombat: The Movie*. This 90 card set is packaged in groups of 8 that carry an MSRP of \$1.29.

Tiger Electronics R-Zone

Tiger Electronics, the maker of numerous LCD games, has introduced the **R-Zone**. The **R-Zone** is a new twist on those games because it offers a heads-up display and interchangeable game packs.

You wear the **R-Zone** on your head and the game, inserted into the head-set, is projected onto a reflective screen in front of your eye. According to Tiger officials the technology used for this heads-up display was developed by the Israeli Airforce, although it is not compatible with their weapon's systems. A hand-held controller allows you to manipulate the action. Although it's not close to the immersive qualities of Nintendo's *Virtual Boy*, the **R-Zone** is \$120 cheaper than the *Virtual Boy*.

The **R-Zone** comes with the *Batman Forever* game and has an MSRP of \$29. Additional **R-Zone** cartridges such as *Mortal Kombat 3*, *Daytona USA*, and *Virtual Fighter* are available.



Vinny displays his R-Zone prowess.

Acclaim Acquires Two Top Development Houses

The *Game Informer* mailbag commonly includes numerous press releases from various game developers and publishers. Throughout the past, Acclaim Entertainment's tremendous growth has spawned a fair share of mail to us from Acclaim's corporate offices announcing acquisitions and industry dealings. It was no surprise, therefore, when Acclaim recently announced its acquisition of Probe Entertainment and Sculptured Software, two of the hottest game development companies in the world. "[These acquisitions] both in terms of design talent and the storehouses of proprietary tools and technology are key to driving our continued leadership position in this industry," stated Robert Holmes, president of Acclaim.

Probe and Sculptured are probably best known for their development work on the *Mortal Kombat* titles, but they have also worked on games such as *WWF WrestleMania*, *Batman Forever*, *Primal Rage*, and the *Star Wars* series for SNES.

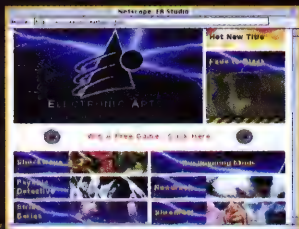


Internet Action

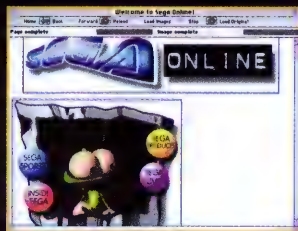
The information gathering power of a computer and a modem is like no other. With the right on-line service, a person can travel the globe in search of valuable video game information. In the ongoing effort to keep our readers on top of the video game world, **Game Informer** brings you some monthly picks of **Internet Action**. This month we'll focus on some major sites on the **World Wide Web (WWW)**. The **WWW** is a mix of text and graphical information that has seen phenomenal growth in the past year. All of the major on-line services such as **America Online**, **CompuServe**, **Prodigy** and **Microsoft Network** offer **WWW** services. In addition, there a multitude of local service providers that can provide access to the **WWW**. For more information on how to hook-up to the **WWW** contact your on-line service or check any bookstore for volumes on the subject.



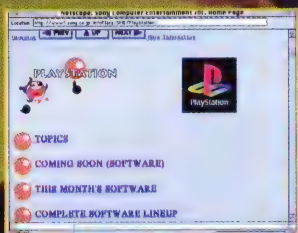
LucasArts Entertainment
<http://www.lucasarts.com/>



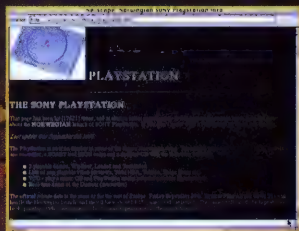
Electronic Arts
<http://www.ea.com/>



Sega of America
<http://www.segaoa.com/>



Sony Computer Entertainment of Japan
<http://www1.sony.co.jp/InfoPlaza/PlayStation>



The Unofficial Norwegian PlayStation Site
<http://www.nano.no/~thore/>

Here are **Game Informer's WWW Picks O'The Month:**

Game Informer
<http://www.internet.com/~funco/informer/informer.html>

Classic Video Games
<http://www2.ecst.csuchico.edu/~gchance/>

Late-Breaking Ultra News

After months of waiting and millions of rumors, someone has finally seen the **Ultra 64**. From November 24th to the 26th in Tokyo, Japan, **Nintendo** held its annual **Shoshinkai Expo**. This "Nintendo Only" show was the first time **Nintendo** would show the **Ultra 64** (or **Ultra Famicom** as it is called in Japan) to the public. Unfortunately, **GI** won't have a full report until next month. For now we have a couple of tidbits to tantalize and titillate your gaming fantasies.

While the other gaming pubs would only publish stolen artist renditions, we have a picture of the actual Japanese controller. Although the total number of buttons is still uncertain, the most obvious

innovation on the **Ultra controller** is the addition of the center handle that features an analog joystick. This unique three handle design will give gamers the option of using the joypad, joystick, or both! Also there is a button (s?) placed on the bottom of the controller much like the **Virtual Boy** controller. We'll hold any judgment as to the ergonomics of this futuristic pad, but one thing is certain - it looks cool.



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

SEGA OF JAPAN ANNOUNCES SATURN INTERNET PRICING

As reported in November's *What's Hot*, **Sega of Japan** announced more information concerning the pricing of the peripheral for the **Sega Saturn** that will allow Internet access. The peripheral will carry a price of ¥20,000 which roughly translates into \$20 US.

ACCLAIM HAS TAITO'S FIRST OPTION

Taito, makers of *Bust-A-Move* and *Lufia*, has entered into a publishing and distribution agreement with **Acclaim Entertainment**. The terms allow for **Acclaim** to have first option on any of **Taito's** upcoming titles for **Saturn** and **PlayStation**. The first titles under the **Acclaim/Taito** stamp will be *Jupiter Strike* for **PS-X** and *Galactic Attack* for **Saturn**.

SEGA CHANNEL IN CANADA

Shaw Communications Inc. and **Rogers Cablesystems Ltd.**, the two largest Canadian cable operators, have formed a joint venture to bring the **Sega Channel** to Canada. The service is expected to carry a price of \$18.95 a month and have at least 10% of its content exclusive to Canadian **Sega** gamers.

NINTENDO CUTS VIRTUAL BOY PRICE

Nintendo officials announced a new retail price of \$159.95 for its 32-bit **Virtual Boy** system. This is a drop from the initial launch price of \$179.95. Slow sales may have attributed to the price reduction.

NEW SONY BOSSES

Sony Corporation announced the appointment of **Bruce Stein** as President and Chief Executive Officer for **Sony Interactive Entertainment, Inc.** and **Martin Homish** as President of **Sony Computer Entertainment America**.

SEGA AND SOFTBANK FORM NEW DISTRIBUTION COMPANY

Sega of America and **SOFTBANK Corp.** of Tokyo inked a deal for a joint venture to distribute console and PC software in the US. The new company incorporated on November 1 and will utilize a state-of-the-art distribution center in Hayward, CA.

STAR WARS TOYS FOR SALE ONCE AGAIN

First **Lucas** re-releases the **Star Wars Trilogy** on video, and then **Hasbro** releases a new line of **Star Wars action figures**. The figures include new versions of **Darth Vader**, **Luke Skywalker**, **Obi-Wan Kenobi**, **Han Solo**, **Chewbacca**, and **R2-D2**. Plus, you can pick up the **Millieum Falcon**, a **Landspeeder**, and the **AT-ST**. Don't succumb to the power of the **Dark Side**.

GLANCE

BattleSport

3DO Review

Size: 1 CD-ROM

Style:
1 or 2-Player
Battle Arena Simulator

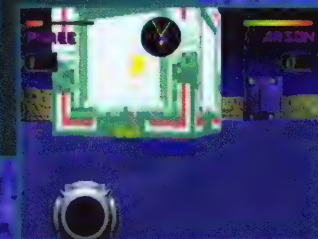
Special Features:
Day and Night Matches,
Weapons Shop, Weapon
Upgrades, Hovercraft Jump
and Strafe Abilities,
and Cruel Foes From
Around the World

Created by:
Cyclone Studios
for Studio 3DO

Available: Now for 3DO

Overall: 7.25

Prepare to meet your doom, 3DO owners! Studio 3DO's hot new battle arena simulator is ready to smash its way into your brain! BattleSport brings the popular sport of arena football to the next level. What is the next level you ask? What if we said it includes two 30 ton battle mechs, and a glow-in-the-dark pigskin. Sound interesting? You better believe it, bub! Take on a friend in the split-screen mode, or take it out against the computer in the one player tournament. No matter what the choice, the outcome is always total carnage. BattleSport is one of the few 3DO titles that has it all!



Goal Storm

PlayStation Preview

Size:

1 CD-ROM

Style:

1 or 2-Player Soccer Simulator

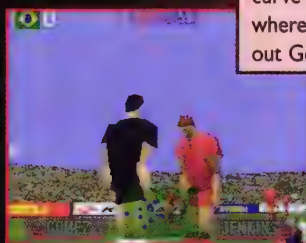
Special Features:

Hyper Cup Play, Headers,
Cartwheel Kicks,
Running Game Commentary
in an English Accent,
Curving Kicks,
3 Difficulty Setting, 26 Teams

Created by: Konami

Available: Now for PlayStation

Goal! Goal! Super Goal! The first slew of sports games is coming out for the PS-X and among them is a gem known as Goal Storm. This easy playing soccer simulator possesses crystal clear graphics, great animations, and an extremely excited announcer. There are a total of 26 international teams included on this disc, from Brazil to Cameroon and beyond. Utilizing the 8-button design of the PS-X controller, you'll have ultimate ball control, having separate buttons for high pass, low pass, shot and centering shots, as well as cartwheel kicks, headers, and left and right curve on the ball. Looking for a soccer game where it isn't impossible to score? Check out Goal Storm from Konami.



Super Mario World 2: Yoshi's Island

Super NES Review

Size: 16 Megabit
With Battery Back-Up

Style:
1-Player Action/Platform

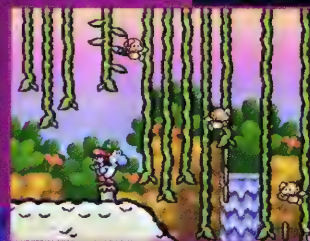
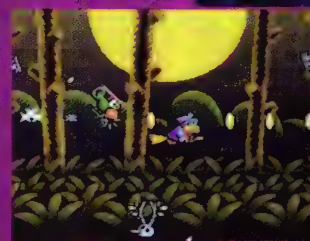
Special Features:
Super FX(2) Chip,
Egg Ammunition,
Yoshi Transformations,
Each Level Contains Hidden
Items Which Unlock Secret
Worlds, Gigantic Bosses,
and the Origin of the Mario
Brothers Dynasty

Created by: Nintendo

Available:
Now for Super Nintendo

Overall: 9.5

The sequel to the very first SNES game is finally here. Yoshi's Island takes place before all the Mario adventures and tells the tale of the Mario Brothers origin. For the first time, due to a constant diaper problem, Mario has lost the role as the main character. It's up to Yoshi and his amigos to help this pooper pilgrim rescue his lost brother Luigi from the wrath of King Koopa. As seen before, Yoshi can utilize his tongue to the utmost. Once again, Yoshi's tongue antics come in handy. However, we also get to see Yoshi's true throwing arm as he chucks eggs at enemies, items, and whatever else he thinks he can hit. Yoshi's Island contains more action, more hidden stuff, and more baby screaming than a newborn with a wet diaper.



Mario Clash

Virtual Boy Review

Size:
8 Megabit

Style:
1-Player Action/Puzzle

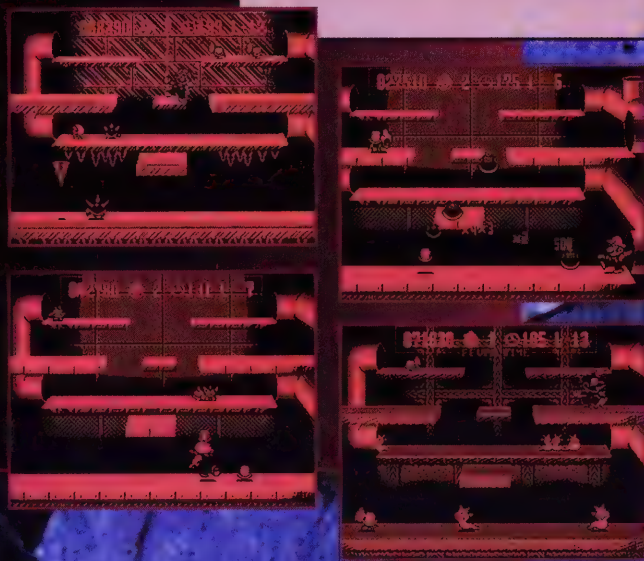
Special Features:
40+ Levels, Nintendo's
Famous Plumber, Familiar
Foes From Past Mario Games

Created by:
Nintendo

Available:
Now for Virtual Boy

A Nintendo system just isn't a system without some type of Mario game in its library. The game that fills that void for the Virtual Boy is Mario Clash. This game is part action/platform and part puzzle. Resembling the original Mario Bros. game, you control Mario on a dual plane playing field. The object is to knock all the foes off-screen using turtle shells. Depending on how fast and how creatively you do it, the game will give you more points. The 40 levels of Mario Clash get progressively more difficult and require plenty of thought, patience, and gaming skill.

Overall: 7.5



Cannon Fodder

3DO Review

Size:
1 CD-ROM

Style:
1-Player Action
War Simulator

Special Features:
4 Save Slots, 3 Weapons,
Controllable Vehicles,
Hilarious Antics

Levels: 24 missions

Created by:
Krisalis for Virgin
Interactive Entertainment

Available:
Now for 3DO

War isn't supposed to be fun, but the people who made Cannon Fodder were apparently unaware of this fact. This relatively simple game is easy to pick up and play, but to make it far you're going to need practice and skill. You are in control of a squadron of soldiers which you move around the screen with your cursor. The same cursor is used to aim your machine gun fire, grenades, and rockets. Most missions consist of killing every enemy and/or destroying all their buildings. Eventually, you will be able to get into vehicles including snowmobiles, jeeps, tanks, and helicopters. This game is fun to play - but please, shoot the wounded to put them out of their misery.

Overall: 7.25



International SuperStar Soccer Deluxe

Super NES Review

Size:
16 Megabit

Style:
1 to 4-Player Soccer
With Password Save

Special Features:
Scenario International and
World Series Play,
Eight Stadiums With Three
Weather Conditions,
Training Mode, Character
Design Mode, and a
Team Color Editor

Created by: Konami

Available: November 10th
for Super Nintendo

Overall: 8

Soccer is by far one of the hardest sports to score in, and in Konami's International SuperStar Soccer Deluxe (ISSD) scoring is even harder than the real thing. ISSD has everything you would want in a soccer game, exciting graphics, intense gameplay, and multiple game modes. However, one thing that has become essential in sport games is not present. ISSD does not have a save option, continuing a season requires a 50 digit password. The game takes ten minutes to play, and the password takes five minutes to enter. Ouch! Not a bad game for any soccer nut, but it may be too hard and too boring for beginners.



Highlander: The Last of the MacLeods

Jaguar CD Review

Size: 1 CD-ROM

Style:
1-Player Third-Person
3D Adventure

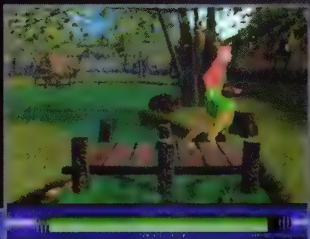
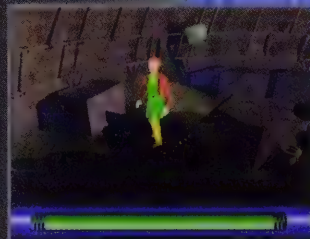
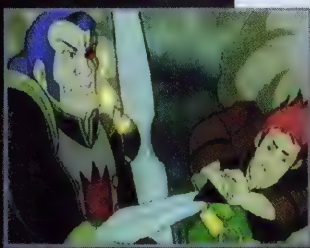
Special Features:
Full Screen Full Motion Video (FMV), Playable in Three Languages, and Memory Track Compatible

Created by:
Lore Design Limited
For Atari

Available:
Now for Jag CD

Based on the cartoon series Highlander: The Animated Series, this game puts you in control of Quentin MacLeod, an immortal who was raised as a human child. Everything's kosher with young Quentin and his village, until the evil Kortan comes to town and destroys the village looking for the young boy known as the Highlander. You are the Highlander and you must do everything in your power to stop the evil Kortan. Solving puzzles and collecting items will be essential to your quest and as you maneuver in this Alone in the Dark-like adventure. Interesting, but not nearly what you would expect from a 64-bit system.

Overall: 5



Size: 1 CD-ROM

Style:
1 to 4-Player Soccer

Special Features:
12 Leagues from Around the World, Multiple Playing Views, SGI-Rendered Animation, Real-Time Voice Commentary, 3,800 Real Players, Dolby Surround Sound

Created by:
EA Sports

Available:
Now for Sony PlayStation

EA Sports introduced the world to 32-bit soccer when it released a spectacular version of FIFA for 3DO last year. EA takes that game and improves on it for the PS-X with new SGI-rendered animation and a game announcer that even calls out the player's names. FIFA Soccer '96 boasts over 3,800 real players' names and ratings. Use the new player moves including the Dummy, the Nutmeg, and the Cross-Over Fake as you play in one of the seven field perspectives. This game is clearly the best soccer game on the market. It's smooth, fast, and very challenging.



Joust / Defender

Game Boy Review

Size:
4 Megabit

Style:
1 or 2-Player
Arcade Nostalgia

Special Features:
3 Skill Levels,
Adjustable Lives,
Super Game Boy Compatible

Created by:
Williams Electronics
for Nintendo

Available:
Now for Game Boy

Defender and Joust, two of Williams' games that dominated the arcades in the early '80s, are revived in Nintendo's Arcade Classics Series for Game Boy. Defender is a shooter where you protect your population from being snatched by alien invaders. Joust is a game where you control a knight and his trusty jousting bird. Together Defender and Joust are an incredible piece of gaming history. Plug'em in and sit back and reminisce about past conquests and glory you may have found when playing these games years ago. If you've never played these games, here's your chance to play two undeniable classics.

Overall: 6



Star Fighter

3DO

Preview

Size: 1 CD-ROM

Style:

1-Player 360°
War-Time Flight Simulator

Special Features

Interactive 3D Environments,
Missile Cam, Earth/Space
Travel Capabilities, Air-To-Air
and Air-To-Ground Assault
Weapons, Supports CH
Products Flightstick Pro

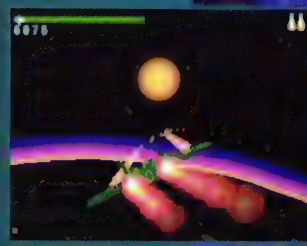
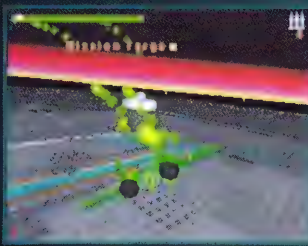
Created by:

Krisalis for Studio 3DO

Available:

January for 3DO

FedNet needs help, and you are their only hope. You are the last Star Fighter. Armed only with your handy assault vehicle, you must take on over sixty missions of pure terror. Your weapons range from your standard laser to heat-seeking missiles (with missile cam), to flesh melting napalm bombs. Armed with this kind of firepower you really won't need to leave your house for entertainment, because Star Fighter features huge 3D environments with tons of action around every bend. This is the only thing that remotely resembles Star Fox or War Hawk for the 3DO. We'll keep you posted as this game comes closer to release.



Give 'n Go

Super NES

Review

Size:

16 Megabit

Style:

1 to 4-Player Basketball

Special Features

Real NBA Teams and
Players, Adjustable Gameplay
Options, "In Your Face"
Perspective, Play-by-Play
Announcer

Created by:

Konami

Available:

Now for Super Nintendo

If you were a fan of the arcade basketball Run 'n Gun and you own a Super Nintendo, you are in luck. Konami has translated that fast-playing, in-your-face basketball game onto a SNES cartridge called Give 'n Go. Complete with the required licenses, Give 'n Go features all the NBA teams and players. The graphics are colorful, fast, and vibrant - particularly considering that this is a Super Nintendo. The game may not present a huge challenge for the single player, but two to four-player match-ups will give this game some longevity. Are you a freak for basketball? Give a glance to Give 'n Go.

Overall: 7.5



Gex

PlayStation

Preview

Size:

1 CD-ROM

Style:

1-Player Action/Platform

Special Features

3 Save Slots, VCR Save
Points, Hidden Bonus
Worlds, Climbable Walls and
Ceilings, and Voice-Overs By
Dana Gould

Levels:

20 + 8 On Planet X

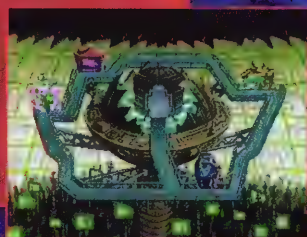
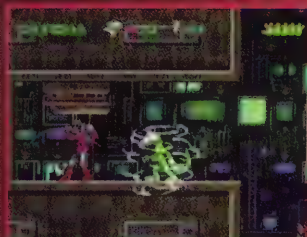
Created by:

Crystal Dynamics

Available:

December For PlayStation

Gex premiered on the 3DO last May and was one heralded as one of the best platformers ever made. Now, not even a year later, Gex is still one of the most impressive games ever. This gecko with an attitude has the ability to stick to walls and ceilings as he searches through 20+ amazingly gorgeous levels. However, Gex has more to offer than just eye candy. Gex blurts out numerous "Gexisms" during his quest that are done by the well-known comedian Dana Gould. If you missed this gaming treat on the 3DO, make sure to catch it coming to your PlayStation this Holiday season.



Tails Adventures

Game Gear Preview

Size:
4 Megabit

Style:
1-Player Action/Platform

Special Features:
Tails' Spin Power, Bombs, Password Save

Created by:
Sega

Available:
Now for Game Gear

In the world of the color portable, one game style seems to reign supreme - action/platform. If you're looking for another "jump and throw bombs at the enemy" game, Sega has released a new cart starring Sonic's two-tailed sidekick, Tails. Tails can jump, and by hitting the button while you are in the air, you can set Tails' tails spinning in a mad frenzy which will keep him aloft for a short period of time. The amount of time you can spend suspended will increase as you pick up items throughout the game. If you're tired of Sonic getting all the time in the spotlight, you can finally give someone else a chance in Tails Adventures.



Spider-Man: Web of Fire

32X Preview

Size:
16 Megabit

Style:
1-Player Action/Platform

Special Features:
Motion Capture Animation, Three Difficulty Settings, Cameo's By Various Marvel Super Heroes and Villians, Multiple Web Attacks, Web Slings, and Rendered Bosses and Stage Backgrounds

Created by: Blue Sky for Sega of America

Available:
Now for 32X

The world's most popular web slinger is back, and low and behold this time Acclaim Entertainment has nothing to do with it. Blue Sky and Sega of America have teamed up with Marvel Comics to bring yet another Spidy title to the market. Spider-Man: Web of Fire brings all the action from the comics to life with motion capture animation and SGI rendered bosses and backgrounds. Some of the deadliest villains in the Marvel Universe are here to single your Spider Senses and make your day as miserable as possible. Web of Fire is on its way, and you can be sure to see a full blowout and review next month.



FIFA Soccer '96

Super NES Review

Size:
12 Megabit
with Battery Back-Up

Style:
1 to 5-Player Soccer

Special Features:
12 Leagues from Around the World, Practice Mode with 6 Scenarios, New Speed Dribble Move, Advanced Computer Intelligence, New Animation

Created by:
Extended Play Productions and Probe for EA Sports

Available:
Now for Super Nintendo

Like the Genesis version, FIFA '96 for the SNES has a whole new look. Players can compete in one of twelve leagues including Sweden and the US. The computer opponent is much more of a challenge than in the previous version. Scoring a goal is far less frequent. The Practice Mode will perfect things such as the corner kick, throw-ins, and the all important goal scoring. Although this game lacks some of the features of the Genesis, it will be hard for SNES owners to find a better soccer game. FIFA '96 offers challenge, realism, and superb control.



Back Issues

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September 95



- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Strategy Guide for WeaponLord (Part 1): Complete moves, death moves, and a death combo for Bane, Jen-Tai, and Korr
- Secret Access contains a complete list of Vendettas, Hidden Characters, Overkills, and Sudden Deaths for Eternal Champions CD.
- Tip Card 16: Street Fighter: The Movie

June 95



- Cover: Daytona USA (Sega Saturn)
- Next Generation System Wars: Stories and Specs for the new systems (Sega Saturn, PlayStation, 3DO M2, Jaguar CD)
- Strategy Guide for MK3 Arcade Version 1.0
- Game Informer's High Tech Glossary
- Tip Card 13: Nightwarriors: DarkStalkers Revenge

March 95



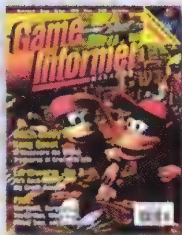
- Cover: NBA Jam Tournament Edition – All the codes and secret characters (SNES & Genesis)
- 1995 Winter CES Coverage
- Aliens vs. Predator (Jaguar) Strategy Guide: Level Maps and Cheat Codes
- Secret Access contains Earthworm Jim (SNES), Shadowrun (Genesis), Madden '95 (Genesis)
- Tip Card 10: Virtua Fighter 2

December 94



- Cover: Doom (32X)
- Secret Access contains: Mickey Mania (SNES & Genesis), Jungle Book (SNES & Genesis), Wolfenstein 3D (Jaguar), Aladdin (Genesis)
- Tip Card 7: Moves for Primal Rage

November 95



- Cover: Donkey Kong Country 2: Diddy's Kong Quest (SNES)
- Strategy Guide for DKC2: Most of the secret levels and DK Coins
- News about the Amusement and Music Operator's Association
- Tip Card 18: Tekken 2

August 95



- Cover: Lunar: Eternal Blue (Sega CD)
- Strategy Guide for Judge Dredd
- Secret Access contains complete list of moves, skill moves, and power combos for all characters in Eternal Champions Sega CD.
- Tip Card 15: Tekken (Part 2)

May 95



- Cover: GEX (3DO)
- Strategy Guide for GEX: Location of bonus worlds
- Feature: First Look at Japanese Sega Saturn and Sony PlayStation
- Strategy Guide for Eternal Champions Sega CD (Part 2): Moves for 2 hidden characters, some vendettas
- Tip Card 12: Tekken

February 95



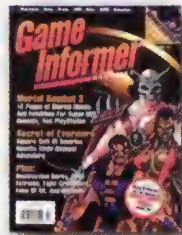
- Cover: Killer Instinct (Arcade) - Five Pages of tips and tactics.
- Game Informer's 1994 Video Game Awards
- Strategy Guide for Ristar on the Sega Genesis
- Secret Access contains: Looney Tunes B-Ball (SNES), Lion King (SNES&Gen), X-Men (SNES), Super Return of the Jedi (SNES)
- Tip Card 9: Killer Instinct - Arcade

November 94



- Cover: Sonic & Knuckles (Genesis)
- Secret Access contains: All the moves for Mortal Kombat II for SNES, Genesis, Game Boy, and Game Gear
- Tip Card 6: Darkstalkers: The Night Warriors

October 95



- Cover: Mortal Kombat 3 (home versions)
- Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
- Strategy Guide for WeaponLord (Part 2): Complete moves, Death moves, and a death combo for Talazia, Divada, and Zorn Arcade
- Tip Card 17: Street Fighter Alpha

July 95



- Cover: Adventures of Batman and Robin (Genesis)
- Strategy Guide for Adventures of Batman and Robin: Basic Strategies for all four levels (Genesis)
- Feature: Electronic Entertainment Expo 95
- Tip Card 14: Tekken (Part 1)

April 95



- Cover: Eternal Champions Sega CD
- Strategy Guide for Eternal Champions Sega CD: Moves, overkills, and sudden deaths for all characters, some vendettas, one cinekill.
- Strategy Guide for X-MEN 2: One level map, basic strategy for all levels (Genesis)
- Secret Access contains Eyedol Code for Killer Instinct Arcade
- Tip Card 11: X-Men: Children of the Atom

January 95



- Cover: Ristar (Genesis)
- Super Punch-Out Strategy & Donkey Kong Country Walk-Thru
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PlayStation

Here's the code you've been fighting to get your hands on. To activate Smoke as a playable character you'll have to follow a few simple steps first. At the Prepare For Kombat Screen spin your directional pad clockwise in 360° movements until the Ultimate Kombat Kode Screen appears. Then at the Kode screen press (010)(696). Broken down this is entered as such: R1 Button once, ▲ x 6, ● x 9, and ✕ x 6.

Super Nintendo

To activate Smoke as a playable character enter this code pattern. At the Copyright Screen press and hold Left + A and release. Then, at the Williams screen press and hold Right + B and release. Finally, at the "No Knowledge is Power" Screen press and hold X+Y and release. Smoke will walk across the next screen and become playable.

Genesis

At the MK title screen press A, B, B, A, Down, A, B, B, A, Down, Up, Up. This will activate Smoke as a playable character.

"The Eradicator"
Phoenix, AZ

Mortal Kombat 3 - SNES

Tournament Mode

Allows each player to select eight characters to compete in one huge round of lethal combat.

At the Start/Options screen press and hold L Button and R Button, then hit Start.

Kool Stuff

At the Start/Options screen press Up, Up, Down, Down, Left, Right, A, B, A

Scott's Menu

At the Start/Options screen press X, B, A, Y, Up, Left, Down, Right, Down

Sound Test

At the Start/Options screen press A, Y, B, X

Kooler Stuff

At the Start/Options screen press Select, A, B, Right, Left, Down, Down, Up, Up

Stealth Mode

At the Character Select screen spin controller 360° clockwise

"The Rhino"
Toledo, OH



Mortal Kombat 3 - Genesis

Cheats

At the Start/Options screen press A, C, Up, B, Up, B, A, Down

Secrets

At the Start/Options screen press B, A, Down, Left, A, Down, C, Right, Up, Down

Killer Codes

At the Start/Options screen press C, Right, A, Left, A, Up, C, Right, A, Left, A, Up

Tournament Mode

At the Start/Options screen press and hold A and C, then press Start.

"The Rhino"
Toledo, OH

Panzer Dragoon - Saturn

So you're a really bad game player. There's nothing to be ashamed of. We need more lousy gamers to even out the scale with the fantastic gamers who can beat a game with their controller behind their backs, or beat a game with their eyes closed. Don't feel bad because, for a limited time only, you too can impress the world by beating Panzer Dragoon without even playing. All you have to do is enter Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, and Left at the Title Screen. After the code is entered you will be warped to the ending. This code will even impress those gamers who can beat games standing on their head, snorting carrots through their nose, and playing the banjo with their toes.

"The VidMan"
Uptown, MN



Mortal Kombat 3 - PlayStation

Cheats

During the Intro and Storyline hit ▲, ■, ●, ✕, L1, L2. Do this until the story has ended and the press start screen appears. Then at the Kombat screen (with the spinning MK logo) press up. The cube should rotate and reveal the hidden cheats.

Extra Cheats

During the Intro and Story Line hit ✕, ●, ▲, R1, R1, R2, R2, R1, R1. *"The Rhino"*
Toledo, OH

Astal - Saturn

If you can name seven things that are more entertaining than watching a big furry rodent get flushed down your toilet, then you're probably a sane child. Below is a listing of the latest, and the greatest codes for Astal.

Secret Mode

On controller 2 in the Options press Left, Right, Left, Right, Up, Down, then simultaneously hit L Button, R Button and Start. A Secret Icon will appear if the code is entered correctly.

Stage Select

This code can only be used if the Secret Mode is entered first. Now, at the title screen use controller 1 press Up, Down, Left, Right, Left Button, Right Button, A, Y, C, Z, B, and X. If this is entered correctly the stage names will appear below the options.

"The Rhino"
Toledo, OH



Battle Arena Toshinden - PlayStation

Gosh! Golly! Here it is - the Gaia-Sho code! Below is a listing of how to activate the hidden characters. Follow the directions and you'll be forever pleased.

Finding Gaia

While the Options are appearing at the Title Screen, enter ↓←→ + any button on Controller 1. If this code is entered correctly, you will hear the v.o. shout "Fight!" and the colors of the characters will change from blue to red. Then, at the Character Select Screen highlight "Eiji" as your character and hit ↑ and any action button. Now you can play as Gaia.

Gaia's Move List

- Tentacle Blast - ↓↓→ + Slash
- Stomach Blast - →↓↑ + Slash
- Palm Ball - ↓←← + Kick
- Hurricane Spin (Must have red flashing bar) - ↓↓↓↓←→ + Hard Kick + Hard Slash
- Super Tentacle Blast - →↓←→ + Hard Slash

Finding Sho

First enter the Gaia code (as listed above). Then, while the Options are appearing at the Title Screen, enter →←→ + Weak Slash on Controller 2. If this works you will hear the v.o. shout "Fight!" and the colors of the characters will change from red to light blue. Now, at the Character Select Screen select "Kayin" and hit ↓ and any button. You can now play as Sho.

Sho's Move List

- Blue Flamin' - ↓↓→ + Slash
- Spinning Uppercut - →↓↑ + Slash
- Diagonal Spinning Uppercut - ←←↓ + Slash
- Blue Shoes - Jump, ↓←← + Kick
- Fire Splits - ↓←← + Kick
- Fire Slide - ↓ + Kick
- Fire Back Flip - ↓↑ + Kick
- Peter Pan Envy - ↓↓↑↑←←↓ + Weak Kick + Hard Slash
- Fairy Power (Must have red flashing bar) - →↓←→←→↓ + Hard Slash

"The Rhino"
Toledo, OH

NBA Jam TE - PlayStation

Whoa mama! That dude has a seriously large melon on his shoulders. To access some really whacked out codes for the PlayStation version of NBA Jam TE follow the directions below carefully. At the Tonight's Match-Up Screen, enter the button sequences for the code you desire. Only one code may be accessed each time.

Big Head Mode

Press **■, ✕, ●, ▲**.

Repeat this process five times.

Mammoth Head Mode

Press **■, ▲, ●, ✕**.

Repeat this process five times.

Baby Mode

Press **■, ●**.

Repeat this process five times.

*Vaultkeeper
Somewhere, AOL*

Chrono Trigger - SNES

To see a secret ending, finish the game with all the side quests completed. You will know you've found everything by the extra New Game icon at the Option/Start New Game screen. Start a new game with your best data (saved quest), and go into the carnival. At the teleporters hit the green dot to the right by pushing the A button. After completing this task you'll be taken to fight Lavos. Defeat Lavos and you'll view the hidden secret ending. You may have to go through the game again to get the other characters to help beat Lavos.

*"Virtua Gap Boy"
Phoenix, AZ*

TEKKEN

- PlayStation

Legend

U - Up
D - Down
L - Left
R - Right
DF - Down-Forward
DB - Down-Back
UF - Up-Forward
UB - Up-Back
HCF - Half-Circle Forward
HCB - Half-Circle Back
LK - Left Kick
RK - Right Kick
LP - Left Punch
RP - Right Punch

Moves for all characters:

Dashing: Forward Dash - Tap F, F

Backward Dash - Tap B, B

Running: repeatedly Tap F starting at least 2 character lengths away from the opponent

While Running:

Diving Attack - LP + RP

Slide Kick - RK

Flying Kick - LK

Leg Grab Takedown -
B + LP + RP

Getting Up:

Roll Back - repeatedly Tap B

Roll Forward - repeatedly Tap F

Kick - B + LK + RK
(different characters do
different attacks)

Diving Attack - F + LP + RP, F
+ LP + RP (different
characters do different attacks)

While Opponent is on Ground:
Pounce Hit - U + RP

Jack

Overhead Hammer -
DF + LP + RP

Machine Gun Punches -
Tap DB + LP (x3)

Two-Fisted Hammer Clap -
F, F + LP + RP (stuns)

Triple Punches - LP, LP, LP

Windmill Punches -
D (hold), DF, F + LP, RP, LP

Sit - Tap D + LK + RK

Sitting Punches - LP, RP, LP, RP

(or vice versa) while sitting

Power Punch - B, DB, D, DF + RP

Windup Punch (Unblockable) -

B, DB, D, DF, then rotate controller counterclockwise to windup, then LP to punch (Jack will count to 5 if you continue to rotate controller, at which point the punch is unblockable, otherwise it just stuns if blocked)

Punch/Elbow - RP, LP

5-hit Low Punches -

D + LP + RP, LP + RP (x4)

Dynamite Drop (Hard pounce) -

UF + LK + RK

10-Hit String - D + RP, LP, LP, LP,

RP, LP, RP, RP, LP + RP, LP + RP

Throws:

Big Splash - LP + LK (counts as a throw when done up close)

Overhead Lift - RP + RK

Backbreaker - HCB + RP

Power Bomb - HCF + LP

Law

5 Punches - LP (x5)

4 Punches/Backhands -

LP (x4), RP (x3)

3 Triple Kicks - LK (x3)

2 Backhands - RP (x2)

3 Backhands - Tap F + RP, RP (x2)

Low Kick/Triple Kicks -

DB + LK, LK (x3)

Spinning Kicks - RK, LK, RK

Jump Kick - F, F + LK (stuns)

Flipkick - D (hold), U + RK

Stronger Flipkick -

D (hold), U + LK + RK

Dashing Punch (Unblockable) -

Tap DB + LP + RP

(Tap U, U to abort attack)

10-Hit String - Tap DF + LP, RP,

RP, LP, LK, LK, LK, RK, LK, RK

Throws:

Death From Above - LP + LK

Face Punch - RP + RK

Knee Bash - F, F + LK + RK

Paul

Forward Jump Kick -
F, F + LK + RK

2-Hit Forward Jump Kick -
F, F + LK + RK, LK + RK

2-Hit Forward Jump Kick/Kick -
F, F + LK + RK, LK + RK,

LK + RK

2 Punches/High Kick - RP, LP, LK

Flip Kick - F, F + RK (stuns)

Hammer Punch - Tap D + LP

Hammer Punch/Power Punch -

Tap D + LP, F + RP

Ground Punch - Tap DF + RP or

Tap DB + RP

Sweep - Tap D + RK

Sweep/Elbow - Tap D + RK, RP

Power Punch - HCF + RP

10-Hit String - LP, RP, LK, RP, LP,

RP, LP, RK, RP, LP

Throws:

Arm Throw - LP + LK

Leg-Push Throw - RP + RK

Rollback Throw - B + LP + LK

(have to HOLD B)

Power Punch Throw -

F, F + LP + RP

Kazuya

Dragon Punch -

F, D, DF + LP + RP

2 Punches/Spin Punch -

LP, LP, RP

2 Punches/Power Punch -

LP, RP, RP

Spin Punch - F + RP

Punch/Spin Punch - RP, RP

2 Punches - LP, RP

Flip Kick - UF + LK + RK

(when opponent is down)

Axe Kick - F + LK or RK

close to enemy

Jump Kick - F, F + LK + RK (stuns)

Backward Jumping Spin Kick -

Tap UB + RK

Upward Jumping Spin Kick -

Tap U + RK

Forward Jumping Spin Kick -

Tap UF + RK

Forward Jumping Spin

Kick/Sweep - Tap UF + RK, RK

Flying Punch (Hard pounce) -

Tap UF + LK + RK + RP

10-Hit String - Tap F, F + RP, LP,

RP, RP, LK, RK, RK, LP, RP, LP

Throws:

Double Kick Hold - LP + LK

Hiptoss - RP + RK

Headbutt - F, F + LP + RP

Code of the Month!



Battle Arena Toshinden - PlayStation

Here's the first crude move in Battle Arena Toshinden. Fo's Fart can be accessed at any time during game play in the same manner as the other special moves.

Fo's Fart - ✕, ■, ▲, ●, ←→←→, ▲ + ●

*"The Rhino"
Toledo, OH*



Michelle

3 Punches - LP, LP, LP
5 Punches - RP, LP, LP, LP, RP
Double Low Kick - Tap D + RK, RK (while holding D)
Low Kick/High Kick - Tap D + RK, RK (with controller neutral)
Low Kick/Uppercut - Tap D + RK, LP
Kick/Low Kick - RK, Tap D + RK
Kick/Double Low Kick - RK, Tap D + RK, RK (while holding D)
Kick/Low Kick/Uppercut - RK, Tap D + RK, LP (without holding D)
Sweep - hold DF + RK
Sweep/Jump Kick - hold DF + RK, LK
Big Boot - D, DB, B + RK
Uppercut - HCB + RP or HCF + RP
Uppercut/2 Punches - HCF + RP, LP, LP
2-Fisted Power Punch - F, F + LP + RP (stuns)
Jump Kick - F, F + LK + RK (stuns)
Lunge Uppercut (Unblockable) - Tap B, B, B (hold 3rd B, this makes her stand on one leg)
 Tap LP (while standing on 1 leg)
Crushing Stomp (Hard Pounce) - Tap UF + LK + RK + RP
10-Hit String - RP, LP, LP, RP, LK, LK, LK, RK, RK, LP
Throws:
Side Suplex - LP + LK
Leg-Hook Suplex - RP + RK
German Suplex - LP + RP (behind enemy)
Go-Behind - RP, B (RP MUST hit enemy)
Low Punch/Uppercut
Throw Thing - Tap DF + RP, LP (RP MUST hit)

King

Bunch'a Punches - LP, RP, LP, LP, RP
Low Lunge - F, F + RP
Low Jab - Tap DF + RP
Hammer Elbow - Tap DF + LP (stuns)
Big Boot - F, F + RK
Dropkick - F, F + LK + RK (stuns)
Sliding Kicks - hold DF + LK(x3)
Hopping Double Fist - Tap UF + LP + RP
Elbow Drop (Hard pounce) - UF (or U) + RP + RK
Knee Drop (Hard pounce) - UF + LK + RK
10-Hit String - LP, RP, LP, LP, RP, RK, RK, RK, LP, LK
Throws:
Knee Bash - LP + LK
Suplex - RP + RK
Power Bomb - D, DF, F + LP
Leg Swing - F, B, DB, D, DF, F + LP

Leg Grab - Tap DF + LK + RK (still does damage if it hits but doesn't grab)
DDT - Tap DB, DB + LP + RP

Nina

Triple Kick - Tap DF + LK, LK (x2)
Triple Kick/Slap - Tap DF + LK, LK (x2), LP
Triple Kick/Roundhouse - Tap DF + LK, LK(x3), RK
Punch/Roundhouse - RP, RK
Straight Kick/Roundhouse - Tap DF + LK, RK
Straight Kick/Spin Punch - Tap DF + LK, LP
Straight Kick/Spin Punch/Punches - Tap DF + LK, LP, RP, RP
Straight Kick/Punch/Straight Kick - Tap DF + LK, RP, LK
Straight Kick/Punch/Roundhouse - Tap DF + LK, RP, RK
Hop Kick/Low Kick/Roundhouse - Tap UF + RK, LK, RK
2 Punches/Spin Kick - LP, RP, RK
2 Punches/High Kick - LP, RP, LK
Punch/Low Kick - RP, Tap D + LK
2-Handed Power Thrust - F, F + LP + RP
Flip Kick - F, F + RK (stuns)
Jump Kick - F, F + LK + RK (stuns)
5-hit Punches - LP, RP, LP, RP, LP
Crane Chop (Unblockable) - Tap DB + LP + RP (Tap U, U to abort attack)
10-Hit String - LP, RP, LP, RP, LK, LK, RP, LP, RP, RP
Throws:
Arm Throw - LP + RP
Shoulder Toss - RP + RK
Flip Throw - F + LP + RP (Must hold Forward)
Chin Punch - HCF + LP + RP
During Chin Punch:

- Leg Scissors Arm Snap - LK, RK, LK, LP + RP
- Sidestep Arm Snap - LP, LK, RP, LP

During Sidestep Arm Snap:

- Falling Arm Snap - RP, LP, LK, RK, LP + RP
- Double Arm Snap - LK, LP, RK, LP + RP, LP + RP

Yoshimitsu

Spin - hold B + LP (up to 5x) (if done 5x, Yoshimitsu becomes dizzy and falls down)
Spinning Sweeps - DB + LK, LK (up to 5x) (if done 5x, Yoshimitsu becomes dizzy and falls down)
Backhand - F + RP
2 Spin Punches/2 Spinning Sweeps - B + LP, LP, DB + LK, LK
Flying Knee - F, F + RK
Triple Kick - RK, RK, RK

Spinning Kick/Straight Kick - LK, RK

Flip Kick - F, F + LK + RK

Flip Kick/Corkscrew -

F, F + LK + RK, F, F + LP + RP

Sword Chop (Unblockable) -

Tap DB + LP

(quick, but does little damage)

Sword Stab (Unblockable) -

Tap B, B + LP

Perplexes Flip (Hard pounce) -

Tap UF + LK + RK

10-Hit String - LP, RP, LP, RK, RK, RK, LP, LP, LP, LP

Throws:

Flying Body Slam - LP + LK

Sword Bash - RP + RK

"The Rhino"
Toledo, OH



Sega
 Sega Game Play Assistance
900-200-7342 (SEGA)
 \$.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
 \$.95 per minute
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Sony
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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
Donkey Kong Country 2
Secret of Evermore
Gargoyles
Super Mario World 2
Toy Story
- Genesis** *Gargoyles*
Mortal Kombat 3
Toy Story
Vectorman
- PlayStation** . . . *Destruction Derby*
NFL Game Day
Mortal Kombat 3
Battle Arena Toshinden
- Sega Saturn** *Theme Park*
Center Ring Boxing
Sim City 2000
Virtua Racing
- 3DO** *Blade Force*
Captain Quasar
Killing Time

Send Secret Access Requests To:
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 10120 W. 76th Street
 Eden Prairie, MN 55344

E-Mail: GI Secret@aol.com

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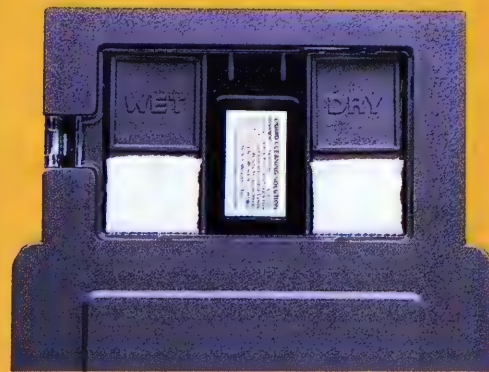
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TECH TALK

THE LATEST IN VIDEO GAME HARDWARE & SOFTWARE

Before the Gods, There Were Only Titans

It isn't always easy being an arcade owner. In order to remain competitive you need to be in a good location AND you need to keep all the latest games in your arcade in order to keep the quarters rolling in and keep your store open. Unfortunately, the latest games can get really expensive and it just isn't financially viable to bring in every new game that comes out. What this means to Joe arcade junkie is that the local video paradise won't have all the latest and the greatest and he'll miss out.

A big problem is that many games today require specialized controller configurations. That means you can't house a driving game in a fighting game cabinet - or even switch off between a four-player game and a two-player fighting game. Those thoughtful folk at **Sega** have come up with a possible solution to this arcade owner's dilemma.

They call it **Titan**, and while it is not the first time this has been tried, the adjustments they have incorporated could make it more feasible and a lot more fun. Basically, they sell an arcade a number of cabinets which contain a display screen and a 32-bit RISC processor which will run the arcade games developed by **Sega**. These arcade games will be delivered in a removable ROM (Read Only Memory) Cartridge or some sort of CD format which will pop into the cabinet. This way, the arcade owner only needs to buy the soul of the arcade game, because he already has the body to put it in.

This was tried a few years ago by **SNK** and the **Neo*Geo** machine. The thing that makes the **Titan** machine different is that the control panel runs through an analog input making it replaceable - allowing for two joysticks, four joysticks, steering wheels, airplane yokes, and even accelerator and brake controls. With this power, the cabinet can actually display a wide variety of games, instead of the same games with a little different clothing. You may have

SEGA

TM already seen the **Titan** unit in your arcade housing **Virtua Fighter Remix** or **Golden Axe: The Duel**. Look for these and other **Titan** titles coming to an arcade near you!!!

Atari Releases A Product!!!

Jaguar CD owners of the world rejoice - **Atari** has not forgotten you (not completely at least). To complement the long awaited release of the **Jaguar CD**, **Atari** has developed the **MemoryTrack** - a cartridge shaped memory storage device that plugs into the CD expansion unit.

The cartridge boasts 125,000 bytes of storage - that's one megabit in video game terms. It is important to realize that the number of games you can save will depend on what kind of information the game needs to save. For example - in an action/platform type genre you only need to store a few things - score, lives, and level - which may only take up a byte or

Putting The Thump Into Home Theater

Everybody knows that there's a huge difference between seeing a movie in the theater and seeing it on a TV in your living room. Aside from the huge screen, the element that is often lacking in the home environment is big sound. Not just louder sound, but sound that sneaks up behind you, travels left and right around your head, and with bass so thumping it feels like someone is gently hitting you in the stomach. This is how movies are made and this is how they were meant to be seen. Now, imagine that theater system hooked into your new **Sony PlayStation** or sleek black **Sega Saturn**. The people at **Audio-Technica** recently released the **CS2000** - a five piece, easy to install home theater system that is reasonably affordable game enhancing fun.

The **CS2000** is made of up five units - a subwoofer (which also contains the amplifying units), left, right, and center front speakers, and one wireless rear surround speaker. There is also a **Dolby Pro Logic decoder** and a 900 MHz transmitter in the subwoofer unit for the rear speaker. Throw in a simple four button remote control and you've got a total of 160 watts of sound at your fingertips. In addition, the system is remarkably simple to set up, as it includes all the cables you need (plus a couple you may not) and a six step instruction sheet which includes step one - remove the unit from the packaging box. We were wired up in under five minutes. No lie.

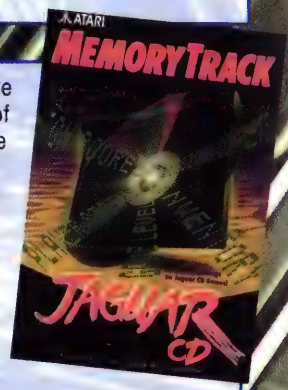
How does it work, you might be asking? The front speakers and the subwoofer put out such a sound that we had people wandering in from all over the office wondering if a war had started. At high volumes this unit delivers some of the most intense sound you can get for the buck. At lower volumes the sound is not nearly as crisp and clear. In addition, we had trouble getting a clear signal through the rear speaker due to interference (most likely caused by all the computers and monitors in our office.) If you like to listen to your movies, games, and television at a good high volume, the **CS2000** may be worth checking out. The package retails at

\$599.95 and you can purchase or give them a look see at **Best Buy** stores across the country.



three. However, put a simulation game in there and you'll need to be able to save the location of every building and features, as well as the simpler stats like money and date.

At this point, 125,000 bytes will probably be enough space to save every **Jaguar CD** game out there about 10 times over. However, more **Jag CD** titles could be coming any day now. Keep your fingers crossed. In the meantime you can fool your friends into thinking the **MemoryTrack** is a game cartridge for the low MSRP of \$29.95.

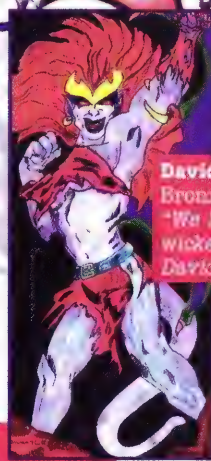


Wanted: Envelope Art

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.



Andy Leach
Wilmington, DE
"Hey, this kid's going to be a comic artist someday!"



David Rivera
Bronx, NY
"We like 'em wicked also David. Grtz."

John Armanini
San Rafael, CA
"John's amazing technique makes Cinder one buff dude!"



Vincent Dais
Brooklyn, NY
"We couldn't pass up the ol' Sub-Zero with Snowball picture!"



Shana Wagner • Ridgewood, NY
"Here's a perfect example of modern art - Mario Van Gogh"



Hoang Le • Silver Spring, MD
"A Dinosaur, a Two-Headed Man, and cow Mean Mama will get you everywhere."

December Winner!

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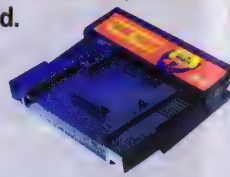
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Helpful Codes From Our Readers:

All Points ... Bulletin...

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

SNES

- Spawn
- Gargoyles
- Killer Instinct
- Earthworm Jim 2
- Super Mario World 2: Yoshi's Island

- Mortal Kombat 3
- Primal Rage
- Wild.C.A.T.S
- Toy Story

Genesis

- Earthworm Jim 2
- Garfield
- Gargoyles
- Primal Rage
- NBA Live '96
- Prime Time NFL Football '96
- Mortal Kombat 3
- Vectorman
- Toy Story

Game Gear

- Jungle Strike
- Earthworm Jim
- Tail's Adventure
- Sonic Drift

Game Boy

- Earthworm Jim
- Super Return of the Jedi
- Kirby' DreamLand 2

Nintendo

- Bionic Commando
- Metroid

Send your Game Genie code requests to:

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Mortal Kombat 3 - SNES

- D42E-44D8** Press A on main menu to activate Sound Test menu
- D424-17D8** Press Up on main menu to activate Kool Stuff menu
- D421-1DD8** Press Select on main menu to activate Kooler Stuff menu
- D42B-1FD8** Press X on main menu to activate Scott's menu
- 6D37-CF02** Player 2 takes all damage
- DD37-CF62** Player 1 takes all damage
- C230-CD62** Player 1 takes no damage
- C239-CD62** Player 2 takes no damage
- The following codes will only work in Master Mode
- CE8F-3FB7 + BA23-3727 + DDAE-4FFF** Always fight Kano
- CE8F-3FB7 + BA23-3727 + DFAE-4FFF** Always fight Sonya
- CE8F-3FB7 + BA23-3727 + D4AE-4FFF** Always fight Jax
- CE8F-3FB7 + BA23-3727 + D7AE-4FFF** Always fight Nightwolf
- CE8F-3FB7 + BA23-3727 + D0AE-4FFF** Always fight Sub-Zero
- CE8F-3FB7 + BA23-3727 + D9AE-4FFF** Always fight Stryker
- CE8F-3FB7 + BA23-3727 + D1AE-4FFF** Always fight Sindel
- CE8F-3FB7 + BA23-3727 + D5AE-4FFF** Always fight Sektor
- CE8F-3FB7 + BA23-3727 + D6AE-4FFF** Always fight Cyrax
- CE8F-3FB7 + BA23-3727 +**

DBAE-4FFF

Always fight Kung Lao
CE8F-3FB7 + BA23-3727 + DCAE-4FFF

Always fight Kabal
CE8F-3FB7 + BA23-3727 + D8AE-4FFF

Always fight Sheeva
CE8F-3FB7 + BA23-3727 + DAAE-4FFF

Always fight Shang Tsung
CE8F-3FB7 + BA23-3727 + D2AE-4FFF

Always fight Liu Kang
CE8F-3FB7 + BA23-3727 + D3AE-4FFF

Always fight Smoke
CE8F-3FB7 + BA23-3727 + DEAE-4FFF

Always fight Motaro
CE8F-3FB7 + BA23-3727 + FDAE-4FFF

Always fight Shao Kahn
CE8F-3FB7 + BA23-3727 + FFAE-4FFF

Always fight Noob-Saiobot
 "The Rhino"
 Toledo, OH



Mortal Kombat 3 - Genesis

DM2A-JA3Y
 At the Start/Options screen press A or B or C twice to bring up each of the three menus.

C5ZT-GA28 Player 1 takes all damage

RHTZ-G6T8 Player 2 takes all damage

AMZT-GA4E Both players take no damage

ACXT-KA62 The first fight for player 1 is against Kano

AGXT-KA62

The first fight for player 1 is against Sonya

ALXT-KA62 The first fight for player 1 is against Jax

ARXT-KA62 The first fight for player 1 is against Nightwolf

AWXT-KA62 The first fight for player 1 is against Sub-Zero

A0XT-KA62 The first fight for player 1 is against Stryker

A4XT-KA62 The first fight for player 1 is against Sindel

A8XT-KA62 The first fight for player 1 is against Sektor

BCXT-KA62 The first fight for player 1 is against Cyrax

BGXT-KA62 The first fight for player 1 is against Kung Lao

BLXT-KA62 The first fight for player 1 is against Kabal

BRXT-KA62 The first fight for player 1 is against Sheeva

BWXT-KA62 The first fight for player 1 is against Shang Tsung

B0XT-KA62 The first fight for player 1 is against Liu Kang

B4XT-KA62 The first fight for player 1 is against Smoke

B8XT-KA62 The first fight for player 1 is against Motaro

CGXT-KA62 The first fight for player 1 is against Noob-Saiobot

HW1T-KAA4 + AG1T-JAA6 All fights after 1 are against Sonya

HW1T-KAA4 + AL1T-JAA6 All fights after 1 are against Jax

HW1T-KAA4 + AR1T-JAA6 All fights after 1 are against Nightwolf

HW1T-KAA4 + AG1T-JAA6

All fights after 1 are against Sonya

HW1T-KAA4 + AL1T-JAA6 All fights after 1 are against Jax

HW1T-KAA4 + AR1T-JAA6 All fights after 1 are against Nightwolf

HW1T-KAA4 + AW1T-JAA6 All fights after 1 are against Sub-Zero

HW1T-KAA4 + A01T-JAA6 All fights after 1 are against Stryker

HW1T-KAA4 + A41T-JAA6 All fights after 1 are against Sindel

HW1T-KAA4 + A81T-JAA6 All fights after 1 are against Sektor

HW1T-KAA4 + BC1T-JAA6 All fights after 1 are against Cyrax

HW1T-KAA4 + BG1T-JAA6 All fights after 1 are against Kung Lao

HW1T-KAA4 + BL1T-JAA6 All fights after 1 are against Kabal

HW1T-KAA4 + BR1T-JAA6 All fights after 1 are against Sheeva

HW1T-KAA4 + BW1T-JAA6 All fights after 1 are against Shang Tsung

HW1T-KAA4 + B01T-JAA6 All fights after 1 are against Liu Kang

HW1T-KAA4 + B41T-JAA6 All fights after 1 are against Smoke

HW1T-KAA4 + B81T-JAA6 All fights after 1 are against Motaro

HW1T-KAA4 + AC1T-JAA6 All fights after 1 are against Noob-Saiobot

All fights after 1 are against Noob-Saiobot

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

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHJ SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

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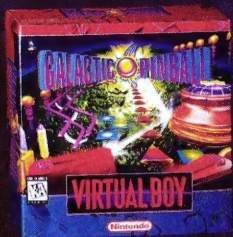


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CLIP AND MAIL

I played tennis with a toad. I was set adrift in the



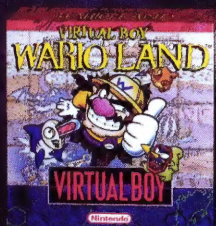
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presents
more games from

The Third Dimension. Stick your
head in Virtual Boy
and you won't be
the same when you
pull it out. The



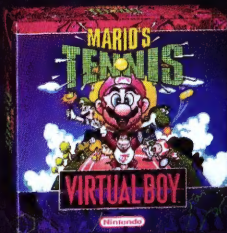
action comes at you from
places you've never dreamed of.

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and see what it feels like
to be inside the game.



KIDS TO ADULTS



AGES 6+

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System includes Mario's Tennis. Other games sold separately. Batteries not included. © 1995 Nintendo of America Inc. [™] and [®] are trademarks of Nintendo of America Inc. Red Alarm[™], [™] and © 1995 T&E Soft Inc. Licensed to Nintendo.

cosmos. I flew into the mouth of a beast. It
was just
another
day
in the
third dimension.



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PERSPECTIVES**

ALLEY-OOP DUNKS

**FULL SEASON AND
PLAYOFF MODES**

PLAYER STATS

**BEHIND THE BACK
DRIBBLING**

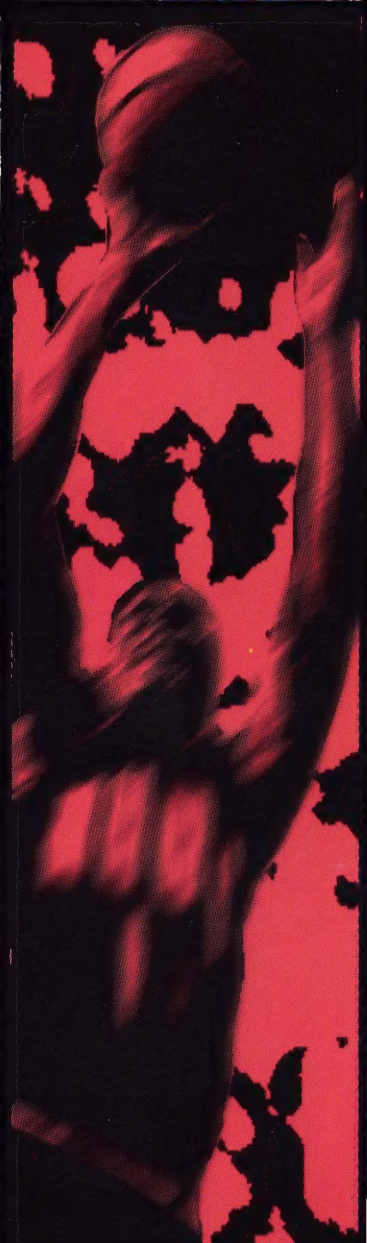


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