Game Informer

MAGAZINE ™

LEARN THE ART OF **VIRTUA FIGHTER 2** PG. 43

Nintendo Ultra 64
The Most Anticipated Unit of the Decade is Unveiled!

Zero Divide
Is It Just Another PlayStation Fighter?

Plus:
NHL Face Off, Doom, Virtua Cop, Sega Rally, and NBA: In the Zone

01

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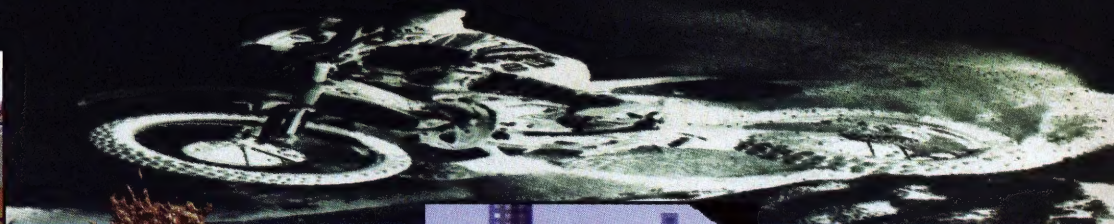
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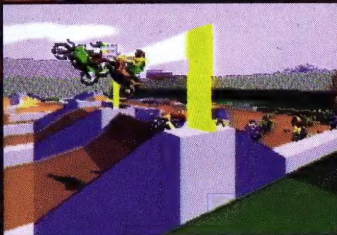
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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

Is This The End Of 16-Bit?

It's hard to believe that Game Informer is starting its fifth year in the video game biz. While we weren't around for the beginning of 8-bit, we did see its demise as 16-bit rose from its ashes. So throughout our time we've primarily been a 16-bit magazine, but once again "the times they are a changin".

With this issue we have begun to see the end of 16-bit. Plain and simple, we just aren't getting 16-bit software anymore. The only companies that are capable of successfully creating and marketing 16-bit software are Nintendo, Sega, Electronic Arts, and Acclaim - which for 16-bit gamers is kind of good and bad news. (I know some of you are asking yourself how this could be good news, but don't worry I'm getting to that.) Luckily, Nintendo and Sega both have a number of really good titles in the pipeline, and now that 16-bit isn't as hot as it once was, there will be a number of great titles in the bargain bin. So what can Game Informer do to make this transition easier?

First off, we're going to make some changes. With this issue with have implemented a number of the ideas that I have received in the mail and some of which have come from our own devious little minds. The most obvious change is the conglomeration of What's Hot and Tech Talk to make GI News. This section, because it's longer and has more varied news, gave us the chance to add in some wacky entertainment, world wide web, comic, music, and anime news as well as some top tens, trivia, and interviews. So where does this come into play with the demise of 16-bit? Well, GI will continue to evolve during the next couple of months and one of the things you will see next month will be the return of Classics Attic. Here we'll fill you info on what some greatest games ever made. From Genesis to Game Boy we'll fill you in on some of the classics you may have missed.

There is one final casualty that I need to tell you about, and that's Swap Shop. While it was one of our favorite sections, it's been difficult to continue with the absence of new 16-bit games. To fix this problem we've moved Swap Shop into Secret Access (although it is absent this month) and made Secret Access longer so we could get you more of the latest and greatest codes in each issue. Sometimes change sucks, but face it - it's a fact of life!

So for now I'm sure you'll shed a tear for the end of 16-bit, but make sure you scream in delight as Game Informer evolves into a more informative mag for cutting edge and old-time gamers alike!

P.S.   Next month I'll fill you in on some new additions as well as announcing the winner of the "Let's Make A Deal" contest!

The GI Review Staff: Gamers with a Grudge

Paul
The Pro Player

"By this time I would have expected to have my hands on an Ultra 64, but alas I will have to wait for the spring. Now that all of the '95 games have pretty much hit the shelves I can start contemplating the best vids' of the year. Contrary to popular belief, you should actually wait for ALL the games to come out before dishing out the trophies. I'll be pushing for those sports titles to sweep, but there's always other opinions to contend with. Take care and remember the Pro Set, All-Streak is good for six. Later."

Andy
The Game Hombre'

"I can't believe I finally got to see the Ultra 64! I just got back from Tokyo and all I can tell you is that you've got to see this machine in action. The environments are huge and the graphics are really stunning. I can't really say if it's better than the red hot Sega or Sony yet, but let's just say it looked good. In non-related news, the band just got done mixing the album and let me tell you it's gonna be a monster. Double platinum for sure! Well... maybe not double platinum, but I'll bet we sell more than ten!"

Reiner
The Raging Gamer

"Last month Andy gave you, the readers, a chance to win a Sony PlayStation. And what did it cost you? Nothin'! Just a few good ideas to help the mag. Well, now it's my turn to give you the chance to win somethin' big and bad! All you have to do is send in your best envelope art of a game reviewer(s) and the best one will win a free game of your choice (excluding Neo•Geo) and a autographed copy of the new mag by yours truly. Send your entries to: The Raging Art Contest/10120 W. 76th St. Eden Prairie, MN 55344."

Rick
The Video Ranger

"I really hate Minnesota winters! Keeping my cars running is probably the biggest challenge. I would move away but I'm a Minnesota Timberwolves fan so what can I do? Anyway the cold weather outside means I will be doing a lot of gaming indoors. If it's not too cold I might get outside long enough to play some hockey. Will Vectorman and Toy Story be the last two great Genesis games? I'm patiently waiting for some great Saturn RPGs and I will continue to do so until we thaw out up here!"

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL

A new breed of evil!

Escape Spirit Knight's™ vengeance: Teleport!

Overtkill™ is unstoppable!

Spawn™ vs. Violator™: Eternal Enemies!
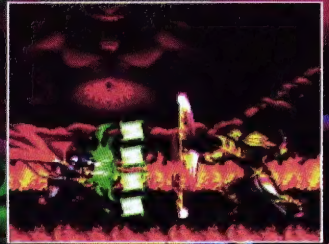
Unleash the fury of the full force blast!
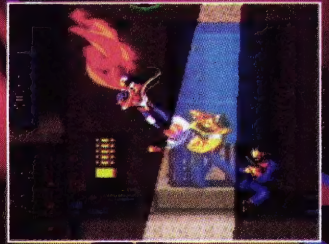
Rooftop vengeance!

TODD McFARLANE'S
SPAWN
THE VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One™ and the Lord of Darkness! Your enemies—Violator, Redeemer, Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

SUPER NES®

SEARCHING FOR PORTABLE POWER!

I'm thinking about getting a Game Gear and I want to know if it's worth it. Does it have good games, sound, and graphics? Will the new Sega Nomad clear Game Gear off the map? I really want to get a portable system bad, and I thought you would know what to do about it. Can you please tell me what to do, and why?

Devin Van Volkenburg
Compuserve

Put simply - the Game Gear is still good, but it is on the way out - the Nomad is better, and on the way in. If you've got the coin, go for the Nomad! It plays all your old Genesis games (if you have any) and it's got a much better screen.

KOMBAT QUESTIONS

In your October '95 issue you did a section on MK3. Being the MK freak that I am, I need to ask a few questions. First, on page 13 Kung Lao's Slice'em In Half Fatality shows both Kung Laos wearing the same colored outfit. Does this mean that there is a kode so that you can fight against the same color characters? Next, could you please tell which buttons are which for the Kombat Kodes! I just need to know which buttons are the left, center, and right buttons for SNES. By the way, Reiner's hair is cool.

Shawn Beaver
Altamonte Springs, FL

Greetings fellow MK freak! We too, are followers of the MK! However, there is no code at this time to play same color character versus same color character. The picture we used was from the EPROM we had at the office and it still had a couple of minor programming bugs. Oh and by the way, the Y button is left, the B button is center and the A button is right, but remember that you need two controllers because each controller does half the code. Fight on, MK freak!

A WORD FROM WORKING DESIGNS

In Lunar: Eternal Blue there is one thing that many of our fans are missing: The entire 4 to 6 hour ending of the game! We would like to inform everyone who thought the game ended at Zophar that you have at least 4 hours of gameplay left.

That's right, after Zophar has been beaten, the credits have rolled, and the system has rebooted, check out your saves and there should be an additional slot called "Epilogue." At that point, access the Epilogue save just as you would any of your saves. This is where the final part of the game begins.

After the Epilogue has been completed, the story is really over. Now sit and enjoy the ending to our last Sega CD game. Also, after the epilogue don't forget to let "The End" sit on the screen for two minutes to listen to the outtakes.

Remember, our games go to 11!

Matthew A. Atwood
Director of Public Relations,
Working Designs

Hey wait... you mean that wasn't the ending! Hey, excuse me I'm feeling kinda sick...I think I better go home ...ahhh ....something just came up!

DON'T COUNT YOUR M2 CHICKENS BEFORE THEY HATCH!

Wake up, GI!! Ever hear of the M2? 64-bit? 3DO's new system? Just in case you didn't know, the M2 features a PowerPC 602 microprocessor (66 MHz), it can deliver 1 million polygons a second, 10 processors, 48 megabits of memory, a memory subsystem that can deliver 528 megabytes a second, MPEG-1 video decompression, and an arcade architecture. This blows away any system out there and it is probably much better than the Ultra 64. It should be out around July or August. Just trying to keep the Game Informer readers informed.

Tim TMD
AOL

In case you didn't know, Tim, we did an in-depth article on the M2 back in June of 95. Since that article there have been no new developments, other than the acquisition of 3DO M2 by Panasonic, so Game Informer has focused on hard news, not speculation. As far as you saying the M2 is the best system out there, we would have

> "...just because something has great looking specs, it doesn't mean it's a great system."

to disagree. We're not saying that it can't be the greatest system ever, but that just because something has great looking specs, it doesn't mean it's a great system. Specs are arbitrary. They really don't mean anything when it comes to gameplay or software support. However, as soon as we have factual updates on the M2 you can be sure you'll see it here first.

I'm writing to you from snowy Siberia (and no, I'm not Siberian, I'm a Minnesotan). I have subscribed to GI since issue #1, and in every issue I have found that I can really trust your ratings, unlike other magazines that only look at a game once and give every game they rate a 9 or a 10. I have to have a magazine that I can trust because my family and I only visit the U.S.A. once a year (they don't sell games in Russia), so I only get one chance the whole year to buy my games! I don't have time to "Try before I buy", so I have to trust your ratings, and I've never found any magazine that does it better.
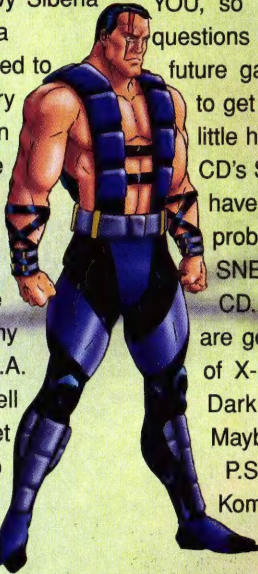
So my only link to info about games here in Novosibirsk is YOU, so I have a few questions to ask about future games. I'd love to get my frostbitten little hands on Sega CD's Snatcher, but I have one minor problem, actually two, I have a SNES, and no Genesis or Sega CD. Also, I was wondering if they are going to make SNES versions of X-men: The Children of Atom, Dark Stalkers, or Cyber Sled? Maybe even another Zelda game? P.S. Here in Siberia, Mortal Kombat for PC is just getting big, and the kids here call Sub-Zero Dyed Moroz or Father Frost, their version of Santa Claus.

Chris LaTondresse
Novosibirsk, Siberia

> **"...kids here call Sub-Zero Dyed Moroz or Father Frost..."**

Dyed Moroz? Man, that's weird! Well, thanks a lot for the letter, snow-bound friend, and I'm glad we've helped you find your games all these years. As far as Snatcher goes I don't think you're going to find that game on the SNES. And you won't find DarkStalkers, Cyber Sled, or Children of the Atom. As I've said in my letter from the Editor, the poor 16-bit is dead. There may be a couple of good ones still on the way, but otherwise I think it's time you upgraded your video game unit. Almost all the games you mentioned will be finding their way onto the more powerful systems. Zelda, however, will only make an appearance on the Ultra. So next time you're in the States take a look and see if one of these high-tech gaming wonders fits the budget, because it just may be the thing to get you through those cold winter nights!

Envelope Art

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.*

James Poirier • Tiverton, RI
"I see your sword is as big as mine!"

Leo Tran
Philadelphia, PA
"Here's a picture of Ken in the latest attire from Calvin Klein!"

MAKE LOVE NOT GORE MK4!

Steve Williams
Broadview, IL
"And we couldn't agree with you more!!"

GLACIUS VS. SUB-ZERO
READY **WHO IS THE COOLEST?** **FIGHT!**

Chris Medina • Albuquerque, NM
"I'm definitely the coolest. No, I'm the coolest..No, me...No..."

Hong Le • Silver Springs, MD
"Spawn would kick Mario's butt all over video gamedom! It's a shame his game sucks!"
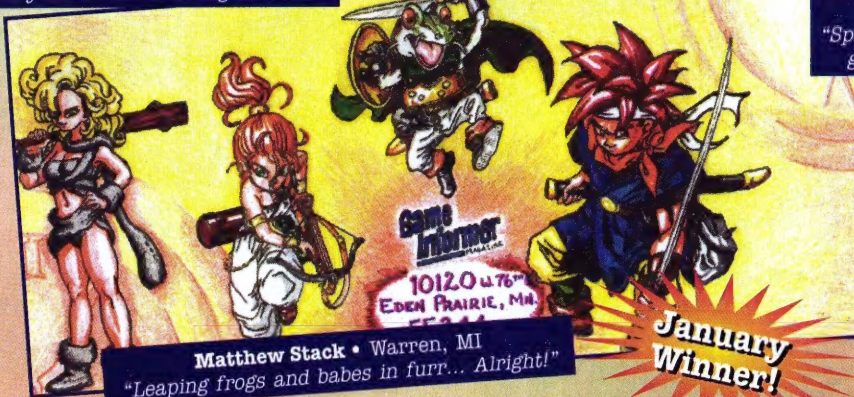
Matthew Stack • Warren, MI
"Leaping frogs and babes in furr... Alright!"

January Winner!

Daniel Coen • Watertown, MA
"Ahh... a tranquil picture of Lunar!"
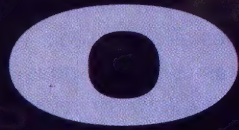
On November 24th, at the 7th annual Shoshinkai Software Exhibition in Chiba, Japan, Nintendo unveiled perhaps the most anticipated game system of the decade. Since it was announced back in August of 1993 under the codename Project Reality, the Nintendo Ultra 64 has been shrouded in secrecy. Over 18 months in development, the world's first 64-bit game machine will make its debut in the States at the end of April. Here is the inside story on Nintendo's upcoming super system.

hardware

The **Nintendo 64**, or **Nintendo Ultra 64** as it will be called here in the States and Europe, will be launched in Japan on April 21st, 1996. The Japanese release will retail for ¥25,000 ($250) and will include a single controller and a dedicated AC adapter. Luckily, the Japanese unit will be compatible with the **Super Famicom** video cables to help save the consumers money, however **Nintendo of America (NOA)** stated that the same luxury may not be available on the American version. Either way, the American **Ultra 64** will reach its goal of a $250 retail price. An important thing to note is that Japanese units are typically sold without a piece of software. However, **Howard Lincoln**, CEO of **NOA**, said that although there's been no announcement as to a pack-in, historically there has been a pack-in with every new **Nintendo** unit. Let's hope this holds true.

**Nintendo 64** was shown with much fanfare at the **Shoshinkai**, but even the President of **Nintendo Co, Ltd.**, **Mr. Yamauchi** said, "ignore the unit, look at the software and controller – that's what's revolutionary." However, it's hard to ignore a unit that took 75 people to create its MIPS 64-bit RISC CPU that **George Zachary**, Manager of Marketing for **Silicon Graphics (SGI)** said "doesn't do any of the graphics, it's just reserved to do the logic and behaviors of the characters. And by itself we got low-end **Pentium** performance out of it [and] we're using the CPU just to do A.I. (Artificial Intelligence) for the characters."

At the heart of the **Ultra 64** is a **SGI Reality Co-Processor (RCP)**. This processor is responsible for the **Ultra 64's** amazing 3D graphics. It took a team of 35 **SGI** developers to create this amazing chip that creates all of the Ultra's real-time game environments.

So what creates Ultra's spectacular gaming environments? There are a number of features that are built into the **Ultra**

64's **Reality Co-Processor** that reinforce the machine's computing power. The Ultra can do real-time **Anti-aliasing**, which is a technique that rounds off the computations on every pixel to remove jagged edges from objects on-screen. This helps to create a smooth and realistic view as the player moves through a gaming environment.

The next feature is called **Tri-Linear MipMap Interpolation (TLMMI)** which is a technique that helps to retain the highest quality texture maps on screen at any time. The way this is accomplished is through the use of a series of different versions of the same image. Depending on how close you are to an object the Ultra will "Interpolate" which image is best for that particular scene.

Another technique that the Ultra utilizes is called **Z buffering**. This process, which is widely used in arcade machines, removes any image on-screen that is not visible to the player. For instance if Mario walks in front of a tree, the part of the tree that is hidden from view is removed from the screen. This reduces the workload on the CPU to allow it to concentrate its power on more important tasks.

The final feature incorporated into the **Ultra's Reality Co-Processor** is called **Load Management**. This aids the processor in making objects appear on the screen where and when they are supposed to be. In other words, **Load Management** is designed to reduce object pop-up, so that the game screen moves smoothly through its environment.

So what can all this power do for you? To put it lightly – not much - because even the most powerful hardware in the world is useless without a interface to communicate with it and that's where **Nintendo's** newest concept comes into play. The way to high-end video gaming is through digital computing technologies, but the key to opening the lock is analog. An analog joystick to be exact.

specs

(Information is as of Nov. 24 1995 – subject to change)

- **Main CPU:** MIPS 64-bit RISC CPU (customized R4000 series)
- **Clock Speed:** 93.75MHz
- **Memory:** Rambus D-RAM 36M bit - (4.2MB)
- **Transfer Speed:** maximum 4,5000 bit/sec.
- **Co-Processor**
- **RCP:** SP (sound and graphics processor) and DP (pixel drawing processor) incorporated
- **Clock Speed:** 62.5Mhz
- **Resolution:** 256 x 224 ~ 640 x 480 dots, Flicker free interlace mode support
- **Color:** 32-bit RGBA pixel color frame buffer support, 21 bit color video output
- **Graphics Processing Function:** Z buffer, anti-aliasing, realistic texture mapping: tri-linear filtered mipmap interpolation, perspective correction, environment mapping
- **Dimensions:** W260mm (10.23") x D190mm (7.48") x H73mm (2.87")
- **Weight:** 1.1kg (2.42 lb.)
- **Inputs:** 4 Controller Ports, 1 Memory Expansion Port, & 1 Multi-Out

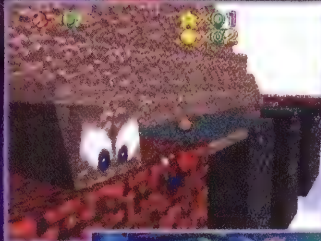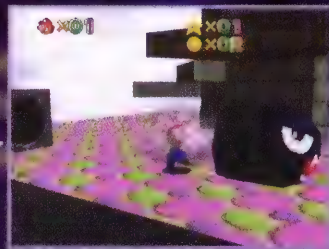## the project becomes reality!

Ultra 64

Mario Kart 64

Whoa! Mario's lucky he can now hang on the edge.

Robotech

Wave Race 64

Cruisin' USA

Mario Kart 64

Interview with:
Howard Lincoln & George Harrison

During the Shoshinkai, Game Informer got a chance to talk with Howard Lincoln (HL) and George Harrison (GH) of Nintendo of America about the Nintendo Ultra 64. Howard Lincoln is the CEO of Nintendo of America and George Harrison is the Vice President of Marketing.

GI: First off, what's the deal with Bulk Storage Medium (BSM)?

HL: The information on the Bulk Storage Medium has been kept very confidential. We may release more in the upcoming weeks on the technical specs like memory and actual speed, but let me explain what is going on.

We have been working on a Bulk Storage Medium, a magnetic disc storage device, for a great period of time. A lot of effort has gone into this. What I have said repeatedly is that we are not going to have a CD-ROM attachment. I said it because I knew that we were working on this other product and why would we release a CD-ROM....

GI: ...when you had this trump card all along.

HL: And it is a trump card. We felt that if we were going to make an alternative storage medium, it had to be just about as quick as cartridges and it had to be something that was unique that you couldn't do with cartridges, as in writing data. So it definitely has value, it definitely is an accessory, and there is no doubt that it will be shown and available for sale by the end of 1996. It wouldn't surprise me if we were able to show you something as early as April.

GI: So how does the Bulk Storage Medium relate to a game like Zelda 64? When something happens would it change the game and then write the information that was changed to the Bulk Storage?

HL: All I can tell you is that you'll be able to write to, or write on, this memory storage device. I know that you can affect game play, customize the game, or you can save this or that, but exactly how much you'll be able to do and in what way you'll be able to do it, I don't know. And quite frankly I don't think any of us at Nintendo know. [*Laughter*]

GI: The possibilities of Bulk Storage sound very interesting. A normal memory card can save what you've picked up and where you've been. But to have access to an additional drive for this storage, the possibilities seem endless.

HL: The idea that it would not be a passive memory storage device but a proactive medium that you could write to is something that guys like Miyamoto and Takeda have been pushing for a long period of time. Having worked on this Bulk Storage Medium in the United States as well as Japan, I know that they feel very strongly that this is one of the keys, along with the controller, to the hardware for the future. I think that this [BSM] could be bigger than any of us think.

GH: I guess the only analogy I've ever been given on this

is to say you had a game of Dungeons & Dragons. It could unfold in an infinite number of ways depending on how you play it, as opposed to a game like Zelda where there is a one specific thing that you're trying to accomplish. So the opportunity with this Bulk Storage is to have a game basically unfold in thousands of different ways depending on how you play it.

GI: How many titles do you expect to accompany the Ultra's release in the US?

HL: Somewhere between five and ten. We launched NES with 17 titles and SNES with 8 or 10, so I would expect it would be lower than 10.

GI: How many third-party developers have development stations now?

HL: All of the ones we've announced so far. You have to differentiate between 2nd party developers and 3rd party developers. 2nd party developers are companies like RARE, Angel Studios, Paradigm, or DMA. They've all got plenty of development tools. Then you've got these third party publishers, these Dream Team people, even though we don't have a third party publishing program. All of them have, in varying quantities, development systems that consist of a board that attaches to a SGI Indy as well as written development specs and a controller or controllers. We are going to be providing them with more development tools in the near future. We've been a little constrained in the past as we finalized this RCP (Reality Co-Processor) chip, but that problem is behind us. There are somewhere between 10 and 12 companies that we have signed early developer, early publisher deals with. Electronic Arts, Time-Warner, Virgin, Acclaim to name a few. There are some that we have not publicly announced. All of those deals are one game, exclusive for a year on the Ultra 64. We haven't announced nor have we actually decided within Nintendo what the third party program will be, but when it is finalized all of the developers will follow that program. But certainly what Yamauchi (President, NOJ) was eluding to on this quality control issue was his concern about making sure that games are developed by capable companies. We don't want clones or "me too" software. It will be new and unique. There is a high quality standard because they're programming to a 3D environment that they've never had to do before.

GI: Is limiting third parties and sticking with high quality control something that is short term, or a plan to last for the life of the Ultra 64?

HL: I don't know. The interest of third-party publishers and of Nintendo are not necessarily the same. Third party publishers want to put one title on every hardware platform that they can. Obviously, we're not necessarily on the same wavelength. We are a little bit more concerned at how the game appears on our hardware. It may be possible to panel this simply from a technology standpoint. If the Ultra 64 is a unique product, which we think it is, and it has this real 3D environment then

> "We regard Sony, Sega, 3DO, and Microsoft as pretty worthy competitors"
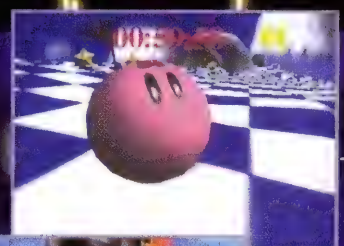
Kirby Ball 64

Star Wars: Shadow of the Empire

Pilot Wings 64

Body Harvest
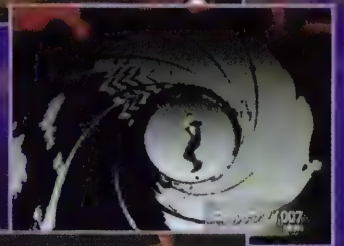
Golden Eye

Zelda

It's a bird... it's a plane... it's Super Mario!

Creator

controller

To utilize the Ultra's amazing graphical power **Nintendo** decided to go back to the drawing board and come up a new way to interact with a 3D world. To do this, **Nintendo** decided to take both a step back and a step forward and use an analog joystick. Analog joysticks have been around for many years, but have yet to be used as the standard game console interface. Until now, that is. An analog joystick enables the gamer to maneuver in all 360 degrees, opposed to the standard 45 degree increments on a standard cross-hair pad. Also the gamer is able to make gradual changes in speed based on how far they move the joystick in a particular direction. For instance, in **Super Mario 64** you can make him walk forward by pressing slightly forward, but then you can make him run by moving the joystick all the way to the forward position.

The **Ultra 64** controller is full of features and options, but the most noticeable innovation in the controller's design is the addition of the middle handle. Not only does this house Ultra's analog joystick, but underneath is a Z Trigger button that gives players even more gaming options. The unique thing about this middle handle is that it can be grabbed by either the left or right hand. This gives game developers three different control configurations to choose from; either both directional controls, the digital control pad and the button array, or the analog joystick and the button array.

The buttons on the **Ultra 64** controller consist of one set of upper left and right trigger buttons, the bottom Z-trigger, and six buttons plus a start on the controller face. The four buttons on the right side of the joystick, however, have a unique use when using the 3D analog joystick configuration. In this mode, the buttons are used to select the camera angle or view you wish to use during gameplay on the fly. This enables the gamer to visualize the entire gaming environment by changing the camera angles just as you would look both left and right before you cross the street.

The final feature on the Ultra controller is the **Memory Pack**. Although this is not a new innovation it is first time it has been built right into the controller to allow each player their own saved options and stats. Save your custom F1 racer or your level on **Super Mario 64** - who cares? It's your card, on your controller.

All in all, the Ultra controller is very impressive. Even with the addition of the middle handle it's very easy to use and quite sturdy. Any worries about the longevity of the analog joystick can be alleviated by **Michael Tam** of **H2O Entertainment** (whose company is hard at work on a game called **Tetrisphear** for Ultra) who said "we've had our development system for quite a while, and we've really abused our controller and it's lived through it. No problem."

So the Ultra is a high powered machine with very impressive specs and a very unique controller, however, as **Mr. Yamauchi** said, the Ultra isn't about hardware – it's about software.

1 The Memory Pack fits into the bottom on the control pad.

2 The Ultra 64 has four controller inputs built right in.

3 The Z-Trigger may look clumsy, but it's very easy to use.

4 If you buy any extra controllers you'll have to choose from a rainbow of colors.

Star Wars: Shadow of the Empire

software

Being inundated with tons of "me-too" software is something that has plagued the video game business since its inception. However, **Nintendo** plans on doing something about it with the **Ultra 64**. **Mr. Yamauchi** stated in his presentation at the **Shoshinkai** that gamers are sophisticated and if you don't give them new experiences they'll become bored. **Nintendo** was concerned about this not just for **Nintendo**, but for the video game industry as a whole. So what are they going to do about it? Simple, **Nintendo** has returned to a selective style of software development choosing only the third-party companies that are capable of making good games and instituting high watermarks for the games that they release. Perhaps **Howard Lincoln**, put it best when he said, "if you make crap games then you deserve to get hit in the side of the head. We don't plan on making that type of a product."

Nintendo's dedication to good software becomes apparent when you look at the starting line-up for the **Ultra 64**. From **Starfox** to **Zelda**, **Nintendo** is bringing back all the hits. However, these won't be the same games that you played on **Super Nintendo**. For instance, in **Super Mario 64** (which was one of the two playable games at the **Shoshinkai**), each level started in a field beneath a castle. To start the level you then had to run to the castle entrance, and then walk into the castle. Once inside, the room was filled with doors marking the different areas Mario can go to. Walk to the door marked level 1, walk down the hallway, jump into wall tapestry, and then watch the wall ripple as Mario enters a new world. In this new world Mario can jump, climb trees, hang from cliffs, slide, walk, run, super jump, crouch, and even interact with animals inside the world. Almost anything you can imagine you can do in **Mario 64**.

Of course, that's not all the amazing things that their games can do. In game after game the 3D environments are created to play a major role: in Wave Race the wake off the boats knocks your opponents off course; the wind in **Pilot Wings** affects the motion-based models as any gust in the real world would an airplane; the 4-Player mode in **Mario Kart** is done in 640 x 480 resolution to give each player a crisp and clear view of the race; the characters and backgrounds in **Doom** don't pixelate as you move closer to the objects - the list goes on and on of the impressive things that these games can do. However, this all comes with a price!

To Japanese consumers that price is about 9,800 Yen (or about $100) per cartridge. The only good news is that **Nintendo of America** has yet to release a price point for the cartridges here in the U.S.. However, most games that cost that amount in Japan end up here in the States between $60 and $80. Let's hope!

The final piece in the Ultra puzzle is what lies in the future of the **Ultra 64**. Will the fact that **Nintendo** refuses to make a CD-ROM adapter render them helpless in the video game war, or has **Nintendo** had a trump card all along that would change the face of video games forever?

Blast Dozer

Boogie Buggie

Starfox 64

the future

What does the future hold for the **Nintendo Ultra 64**? For the last couple of years **Nintendo** has been working on an accessory for the **Ultra 64** that they affectionately call a **Bulk Storage Medium (BSM)**. Basically, this is comparable to a **Zip Drive** for personal computers, which is an inexpensive removable hard-drive. This will enable an Ultra outfitted with the **BSM** to not only feature games with large amounts of Read-Only Memory (ROM), but it will enable the Ultra to write to the drive as well. This feature, which is impossible on CD-ROM, is the feature that attracted **Nintendo** to this medium in the first place.

The ability to write to the drive will enable the **Nintendo Ultra 64** to play strategy games that were previously only possible on PCs. The **BSM** would allow games like RPGs to remember your previous adventure so that it could assemble another quest with totally different twists and turns. The possibilities seem endless, however nobody knows what the **BSM** will ultimately do for the Ultra since specs and a price point have not been announced. However, one thing is for certain. The **Bulk Storage Medium** will be available for the next holiday season with the only game currently announced for it, **Zelda**.

Is the **Bulk Storage Medium** all that's in **Nintendo's** future? Many video game analysts and journalists agree that **Nintendo's** next step is on the information super highway. However, when we confronted **Howard Lincoln** on the subject all he could say was that "We're certainly well aware that **Ultra 64** could in some way connect with the Internet." While this isn't much of an answer, **Nintendo** did state that they have a good relationship with **Netscape** and **Silicon Graphics**, two large players in Internet applications. (See GI News, pg 14)

The future for **Nintendo** and the Internet is uncertain, but so is the **Ultra 64** until consumers get their hands on the unit this April. Many questions remain unanswered, but one thing is for certain, **Nintendo** has always been a pioneer and a leader in the video games industry. The **Ultra 64** is proof of that.
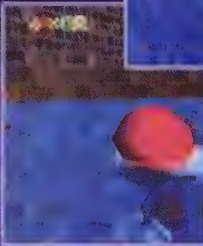
literally any game that you translate to that environment becomes unique. You won't be able to put it on something that only produces 2D. So those are the kind of thoughts that are in the back of my mind. But we really haven't finalized this program so it's really speculation at this time. However, Virgin (along with other companies) has spent a lot of money on the game that they are developing for the Ultra 64. It has taken a lot of time and effort and it's a game that's exclusive to Ultra 64. We certainly appreciate that investment and we want to make sure we protect it. So I don't think that we are going to be opening the doors and saying everybody that wants a license can have one – that would be a mistake. Traditionally, as we have expanded the licensing program we have tried to cut the same deal for everyone that's a part of the program. We feel pretty strongly about that. I don't think that it's wise to cut special deals. It upsets people.

GI: I'm sure that it's just a matter of time before Sega and Sony start to bundle more software with their units. Do you know if the Ultra 64 cartridges are going to be able to hold multiple games like they way you used to have Super Mario and Duck Hunt on one cartridge?

HL: I really don't anticipate that we will have multiple old games on one cartridge. There has been no discussion of that and I don't anticipate that that will take place. We regard Sony, Sega, 3DO, and Microsoft as pretty worthy competitors. There has been an unfortunate tendency in this business to trash the competition and I, for one, want to get out of that. I think that competitors are going to do anything they can, just as we are, to win this battle. There's not a whole lot we can do about this except to focus on our strength, which is the technology. To me this is really a war that's ours to lose, in the sense that we've got the best technology, the most powerful processor, and all of that stuff. OK, what are you going to do with it? If you make crap games then you deserve to get hit in the side of the head. We don't plan on making that type of a product.

GI: What plans do you have for the Ultra 64 as far as the Internet and networking?

HL: There have been some stories linking us up with Netscape. We have a very good relationship with Netscape, but we haven't put any deals together. We're certainly well aware that Ultra 64 could in some way be connected up with the Internet, and we're definitely looking into that. While we're spending a lot of time and there are people involved in it, there are no deals that we can announce at this time and I don't anticipate anything in the near future. It wouldn't surprise me if we, at some point, had something with Netscape because we have such a high regard for them.

GI: What about a machine to machine link?

HL: I'm sure there's going to be that. Given the controller and the ports, and given what that controller can do I'm sure that there are a lot of things that we can exploit. It wouldn't surprise me if the people in Mr. Takeda's department are working on those types of things right

> "If you make crap games then you deserve to get hit in the side of the head."

now. I don't anticipate that you would see any of those things until we get this thing [U64] launched and establish a sizeable installed base.

GI: I know KI 2 is in the works. Is there any chance that the original will still show up on the Ultra?

HL: You're going to see an announcement on Killer Instinct in the next 30 days. Certainly there is the Super NES KI and there will be an Ultra KI. Stay tuned on that one.

GI: It seems like 3D is the catch phrase for the Ultra, but I still love the original Marios and Yoshi's Island and things that seem to define the standard Nintendo side-scrolling game. Because of 3D you get to do all these new things and experience all of these new style of games, but I would hate to see these traditional Mario experiences forgotten.

HL: I think you're absolutely right. Even though we now have game developers, producers, directors, sound people, color people, and all of that stuff, we're in the video game business and we've got to remember that we're making games. What I'm getting at is that we don't want to have a lot of clones on the Ultra 64 that don't take advantage of the technology. But we also want to make games, whatever the environment, that entertain players as much as Super Mario. Regardless of whether it's 3D or 2D, it should be FUN to play.

GI: You've worked in the development of games with outside companies such as RARE and others. Are there plans for any type of "American Made" games from Nintendo?

HL: I think there's been a gradual shift. When I first joined Nintendo everything was done in Kyoto. Now we have games being made by RARE, DMA, Paradigm, as well as Nintendo, and the Nintendo of America people are in the process of transition. We don't have any plans to have a separate in-house game development facility at Nintendo of America at this point in time. But you are seeing that gradually occur because we are having our people, in a way, interface very closely with people at RARE, DMA, etc. Their role right now is to work with those people and to work with the kind of games we want on the system. Could there be internal development someday? Anything is possible, but it's a lot different than what it was in 1985.

GI: As far as the SNES goes, I know there's a Kirby game and Super Mario RPG, but are we going to see any other 16-bit titles?

HL: At the E3 show you're certainly going to see the strong 16-bit games that we have under development now. For the back half of '96 there are some very strong games, including some stuff from RARE. You are really going to see us support the 16-bit throughout the entire year. In addition to Super Mario Role Playing Game there are some additional games that are coming out. So there will be 16-bit games coming out throughout '96, with some special emphasis on some really strong titles at the end of '96. ∎

GI news

INTERVIEW WITH DIXIE

You don't get inside the head of a video game character very often, but this month GI got a chance to get some straight talk from the woman behind Donkey Kong Country 2 — Dixie!

Age: Ageless, Youthful and Spunky in Spirit
Birthplace: In the Jungle
Turn-Ons: Smart People
Turn-Offs: Lazy People
Ideal Primate: That's for me to know and you to find out!
Favorite Food: Banana Splits
Favorite Color: Yellow
Favorite Video Game: Anything I star in cuz' I'm cool!

GI: How did you hook up with Diddy?

Dixie: We always hang out together! We're buds!

GI: What does your mother think of you running around with Diddy?

Dixie: We are the best of friends and so she knows we will always be safe since we always look out for each other.

GI: Can we expect to hear wedding bells from you and Diddy in the near future?

Dixie: The only bells to be heard are those for the weddings we attend. We're good buds and too involved in homework, playing video games, and swinging through the jungle to be thinking about dating. I think he's smart, cute, and sweet though!

GI: You seem to have acquired some special hair skills. How is this possible and who does your hair?

Dixie: I use Jungle Herbal Essence Shampoo and use Banana Deep Conditioner each week. My hair is naturally beautiful so I don't have to spend much time on it. To make my hair really poofy like in the game, I have to play and win at any Nintendo game. If I win, my hair instantly gets pumped up!

**GI:** Speaking of your hair, are you a natural blonde?

Dixie: Monkeys never tell their secrets. You should know better than that.

GI: We see in your game you play the guitar. Are you in a band and what kind of axe do you play?

Dixie: Well, I used to be with the Monkees in the olden days, but now I play with many different bands around the world when I'm not off playing with Diddy or in dire search for Donkey Kong. I do love playing the guitar though. As far as my favorite axe, it's a baby blue pre-buyout Strat!

GI: One last thing, do you have any single sisters?

Dixie: Yes, but they're all taken. Figure that one out!

Chris Cornell
Soundgarden
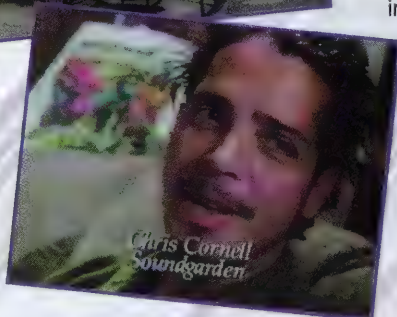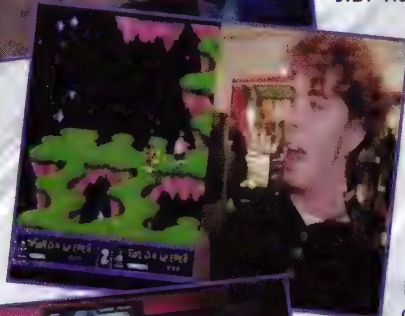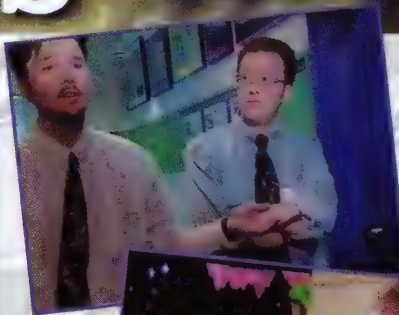
Electric Playground – Video Game TV

There has been a serious void in television related to video games. Sure there were a few fairly mediocre "game shows' with that annoying J.D. Roth guy. But a group from Vancouver is trying to change that "game show" image with a new show entitled **The Electric Playground (EP)**. EP will be a weekly, half-hour television news-magazine with reviews, behind-the-scenes reports, and other news related to our favorite subject: video games.

Game Informer got a chance to preview a pilot episode that included a humorous and informative visit to **Electronic Arts of Canada** and short clips of some big-time video game playin' celebrities. The entire show, although corny at times, is well put together and enjoyable to watch. Working on a video game magazine makes you somewhat biased towards other media companies, but we must say that we'd definitely like to see more of EP.

The gang at EP is currently working to get the show distributed, so you may not find it in your local listings. If you'd like to know more about **The Electric Playground** check out the WWW Page at **http://www.elecplay.com/productions/** or call a local TV station and tell them to put EP on the air.

SGI's WebSpace application could allow Ultra 64 owners to explore virtual worlds via the Internet.

Nintendo Has Big Plans For The Internet

A modem will be a large part of your gaming future as numerous companies such as **Catapult**, **Sega**, and others are developing Internet services to bring video game consoles to cyberspace. The Internet, which can be accessed through a modem and accompanying software, has normally been reserved for owners of PCs. But with the increased processing power of 32 and 64-bit gaming hardware and the lower cost of modems, some of the possibilities have already surfaced specifically the **XBAND** from **Catapult** for the **SNES** and **Genesis**.

On the heels of **Sega's** announcement that they would develop a **Saturn** modem peripheral that would provide **Saturn** owners access to the Internet (See *What's Hot*, Vol. V Issue. #31), **Nintendo of America** officials recently hinted about an agreement with **Netscape Communications Corp.** to provide an Internet service for the **Ultra 64** by the end of next year. Additionally, **Game Informer** has learned that **Silicon Graphics (SGI)**, architects of the **Ultra 64**, will most likely provide the **Ultra 64** with a version of their 3D World Wide Web browser application, **WebSpace**.

Although details that confirm this deal were still very sketchy at the time Game Informer went to press, the close relationship of **Netscape**, **SGI**, and **Nintendo** lead us to believe that some type of announcement is coming in the near future.

A modem that connects your video game system to the Internet will be a part of the video gaming future. It will not only allow gamers from around the world to play against each other and explore virtual worlds, but it will be used by gamers and manufacturers to distribute, advertise, discuss, and even rewrite gaming software.

Nintendo®

Over a Billion Served

Nintendo has reached a milestone in video game sales that only McDonald's can relate to. On October 30, 1995 **Nintendo** sold its one billionth video game worldwide.

Nintendo officials provided some interesting facts concerning all of those games. Of the billion games, 50% have sold for the 8-bit **NES**, 23% for the **Game Boy**, and 27% for the 16-bit **SNES**. A total of 2,000 titles have been created for **Nintendo's** hardware system. **Nintendo** estimates that nearly three titles have sold every second for the last 12 years. The largest selling single game was *Super Mario Bros.* It has sold more than 40 million copies in the last 12 years.

Nintendo provided a list of What Is A Billion Games? We've added and edited some just for fun. See if you can tell which ones.

- **In cartridges, end to end...** Almost three times around the world
- **In 200 million dollar bills...** 5
- **In teenagers...** One for every one in the world
- **In seconds...** Total lifetime of a 31-year-old
- **In nanoseconds...** One second
- **In Dr. Peppers...** Andy's intake in one month
- **In years...** Way older than you'll ever want to be
- **In decibels...** The volume that Reiner listens to the Pumpkins
- **In people...** One game for everyone in Europe, Japan and North America

Matsushita Obtains Exclusive Rights to 3DO's M2 Technology

Matsushita Electrical Industrial Co., Ltd. purchased the license from the **3DO Company** for the rights to **3DO's 64-bit M2** technology. The $100 million agreement will give **Matsushita** the exclusive rights to use the **M2** technology to power consumer and commercial products including the new 64-bit video game system due to hit the streets in the second half of '96.

The agreement also gives **Matsushita** the rights to sublicense the **M2** technology to hardware companies and software developers. With the help of **3DO**, **Matsushita** will also establish and manage a licensing program for third party software products.

What does this all mean? **Matsushita**, manufacturer of the **Panasonic 3DO**, has made yet another move to be a player in the video game market and now should be considered a serious contender. Although **Matsushita** is no household name, they market their products under the familiar **Technics**, **Quasar**, **National**, and afore-mentioned **Panasonic** brand names in more than 150 countries. Their marketing and distribution power along with some deep pockets could make 3DO's CEO Trip Hawkins dream of having a **3DO** on top of every TV come true. With the right to sublicense the **M2** to basically anyone, we may see some other hardware manufacturers utilize the technology for coin-op and other amusement machines. It has been rumored for months that Sega's arcade division is very interested in the M2 technology.

Although **3DO** has been in the video game market for quite a while, the muscle of **Matsushita** will make the world of video games feel even more crowded in the upcoming year.

3DO

Panasonic

GI news

What's Hot!

Video Game Trivia
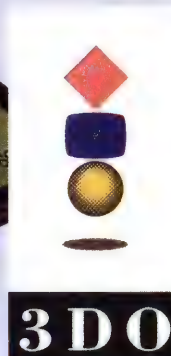
Questions:

1: What was the first game to use the Melt-O-Vision?

2: What game was packed with Coleco's Roller Controller?

3: Who wrote the book "Game Over"?

4: How many bullets do you start with in Doom?

5: What two games are included on the NES cartridge Donkey Kong Classics?

(Answers on the bottom of page 20)

Game Informer's TOP TEN

Top Ten Bad Excuses When You Lose

10. "I can't play this game without a joystick!"

9. "All you do is block."

8. "There's no way you can make that jump!"

7. "I thought I remembered this level!?"

6. "I can't believe how much I suck!"

5. "I never should have eaten that burrito!"

4. "I zigged when I should have zagged."

3. "I gotta pee!"

2. "My controller's broken!"

1. "The Computer CHEATS!"

GI Editor's Top Ten Video Games

10. NHL Hockey '96 – EA Sports/ Genesis Nomad

9. Toy Story – Disney Interactive/Genesis

8. In the Zone – Konami/PS-X

7. World Series Baseball – Sega/Saturn

6. Yoshi's Island – Nintendo/SNES

5. NFL Game Day – Sony/PS-X

4. Mortal Kombat 3 – Williams/PS-X and SNES

3. WarHawk – Sony/PS-X

2. Donkey Kong Country 2 – Nintendo/SNES

1. Tekken – Namco/PS-X

Note: *Game Informer* is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a *GI* Secret Access T-Shirt! So get writing!

Mortal Kombat Live Tour

The Mortal Kombat Live Tour continues to scour the country with a blaze of martial arts mastery and Mortal Kombat kraziness. They have also reportedly roughed-up touring groups from the Ice Capades, Sesame Street Live, and the cast of Phantom of the Opera.

Keep watching your local paper and television for info on **The Mortal Kombat Live Tour** coming to your area.

Screen shot is from Sony's WarHawk ad. (Code is on wing of ship)
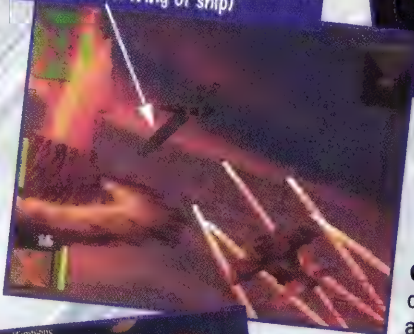
The new Pumpkin's disc features soothing melodies, searing guitars, and an explosion from id's Doom.

You Don't Need a Magic Eye to See Codes in Sony Ads

Hidden within a few of the newer **Sony Computer Entertainment** ads are secret codes and hints to the game that is being advertised. So far codes have been found in **WarHawk**, **Twisted Metal,** and **ESPN Extreme**. The WarHawk code is cleverly hidden on the wings of the plane being chased in the largest picture, and the ESPN tip is hidden on the road signs. We haven't quite figured out the Twisted Metal ad. Keep your eyes peeled for more codes in these ads. They may be cloaked like a Predator at first, but your keen eyesight should bring them out from the shadows once and for all.

Mission Impossible for Two *GI* Reviewers

Recently two *GI* reviewers, **Andy McNamara** and **Drew Reiner**, were spotted being taken into custody by the New York City PD on Nov. 16 at 3:00 PM. We managed to track down one of the two infamous superstars and Andy McNamara gave us his account.

"The whole **MK3** thing started out great," spouted McNamara, "Reiner and I had some serious battles and the intensity seemed okay, but then Reiner got this zany idea in his head. He wanted to have our final battle (you know the one that decides who is the grand master) on the Sony Jumbo-tron in Times Square. He said he'd pay for all my expenses (which he did) so I went along with his plan. It was a fantastic experience, and I can't believe he knew where to plug in the PS-X," he added. "The action was bigger than life, and the score was tied up at 2 matches a piece, then BANG! The cops shut down the whole thing! Reiner's planning on going back out there again, but I don't think I could handle it. He's crazy! He should be given a lobotomy and locked up for life, but don't tell him I said that."

Reiner & Andy in New York? Not! This picture is from the launch day of MK3 in Times Square.

Flamin' Yawn trashed my house.

Psycrow stole my lady.

I've got a backpack full of snott.

This ain't gonna be no picnic.

EARTHWORM JIM 2

http://www.playmatestoys.com

McFarlane Toys Releases Spawn Series 3

Once known as **Todd Toys**, *Todd McFarlane* has changed the name of his toy company to **McFarlane Toys**. Why? We don't know. But what we do know is this: **Spawn Series 3** is being packed onto your local toy store shelves as we speak. Be sure not to miss this hot series which features eight killer new characters. The rare toys in this line are *Violator II*, *Future Spawn*, and *Vertebreaker*. There's only one of these packed per case. So if you happen to see a greedy collector snatching two of each, be sure to give 'em a big kick in the shin for the GI Staff.

(L. to R.) Spawn II, The Curse, Violater II.
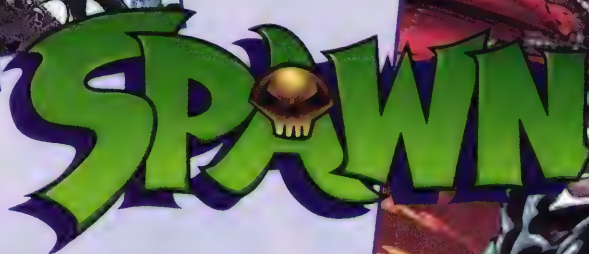
Spawn 2-for-1 Value Meal

- **Spawn #38 – 39**
- **Publisher:** Image Comics
- **Cover Price:** $1.95 Each
- **Available:** #38 Early January, #39 Late January

Todd McFarlane and his popular comic book series **Spawn** have quite the line-up planned for the first of the new year. First off, readers of the series will be in for a treat with the release of not one but two issues in the month of January. Issue #38 features the talents of guest artists *Tony Daniel* and *Kevin Conrad*. Expect to see *Spawn* get down and boogie when he hears that *The Curse* is back in town and on the prowl. Plus, issue #39 marks the return of the hellacious power combo of **Todd McFarlane** and **Greg Capullo**. This issue features a touching story about a child and his life in the ghetto (kind of like Annie!).

The Ultimate Sin Returns

- **Sin City: Silent Night**
- **Publisher:** Darkhorse Comics
- **Cover Price:** $2.95
- **Available:** Now

His pencils are probably the most recognizable in the industry, and his story telling will leave you craving for more. **Sin City's** creator, writer, and artist **Frank Miller** returns with the long overdue **Sin City: Silent Night**. It's been over six months since the last **Sin City** installment, and fans of the series will be delighted to hear that this 26 page one shot extravaganza won't be the last. This issue marks the return of *Marv* and his problem of falling asleep. What will *Marv* do now that he can't sleep?
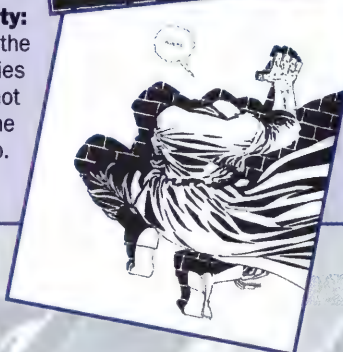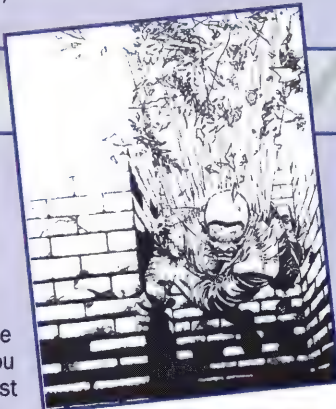
True 3D Images Without Glasses - How the Heck?

According to our sources in Los Angeles, CA, and Paris, France, **Thompson Multimedia** and **Infinity Multimedia** have reached an agreement to develop a true 3D technology which will not require the use of glasses or a headset. The companies have made a specific statement separating this technology from ordinary 3D graphics which are displayed in 2D. The mind is certainly perplexed as to how this thing is going to work, since it is a known fact that in order to get true 3D, each eye must see a different image. The company, however, expects a working prototype for a video arcade monitor to be completed during the second quarter of this year – but when we will see this technology in the arcade remains a mystery. Until then, keep watching the skies.

SCUD - Sega's Next Vectorman?

Sega of America's software development officials have reportedly secured the rights to use Fire Man Press' *Scud – The Disposable Assassin*. This comic has had a very limited and infrequent distribution, but the concept and story lends itself very well to a video game.

Scud is set in a surreal future where people can buy just about anything out of vending machines including robot assassins. A particular Scud, the hero of the comic, is sent to make a hit and realizes nearly too late that he will self-destruct if his target is terminated. So Scud rushes his victim to the hospital and now must work to keep it on life support.

There is no word when, if ever, Scud will appear in a **Sega** game. We have learned over the years that **Sega's** game designers have attempted to bring many worthy licenses like *Aeon Flux*, *Gen-13*, and *Spawn* to vids only to have them axed in executive meetings. Let's hope Scud doesn't receive the same fate.

Coming Soon: Sony PC

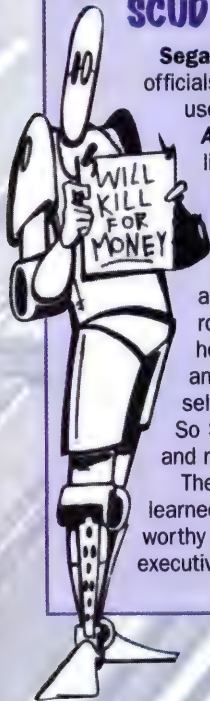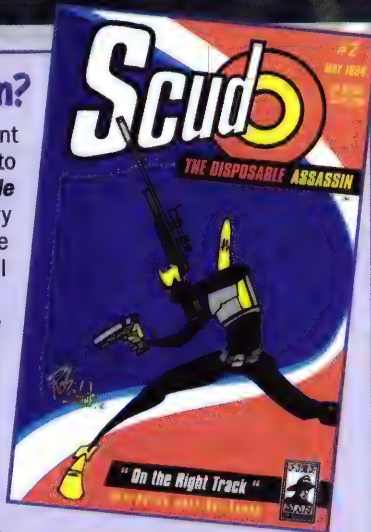Sony Corporation announced that they have teamed up with Intel Corporation and will begin making home PCs. In the past Sony has made some PCs for corporate applications, but this new hardware will be specifically designed with ease of use in mind. Sony predicts that its first model will appear in the US in the autumn.

Tokyo Internet Talks

Sony Corporation and JVC said their companies have been in talks with Sega, Nippon Telegraph and Telephone, and Yamaha Corporation concerning the development of a computer gaming network. Although no agreement has been reached, the network will reportedly be accessed by users through video game consoles.

Two New Atari Lynx Games??

Grab some fresh batteries and dust off your Atari Lynx because Atari is releasing two games for the long forgotten color portable. BattleZone 2000 and Missile Command/ Asteroids 2000 will be available at $39.95 each. The only question that remains is what retailer will give shelf space to two games for a poorly supported portable game system?

Cerebus Turns 200

- **Cerebus #200**
- **Publisher:** Aardvark-Vanaheim
- **Cover Price:** $2.25
- **Available:** Now

The aardvark with a nose for adventure hits the two-hundred issue landmark. Besides being a great accomplishment for the **Cerebus** series this is also an excellent issue for newcomers of the series to join on. **Cerebus #200** ends the current storyline "*Minds*", and also puts a close on the mammoth 50 issue "*Mothers & Daughters*". If this isn't enough for you then the new storyline (which also starts in this issue) entitled "*Guys*" sends the series in a whole new direction. From this issue forward and for the next and final 100 issues *Cerebus* loses an eye. Guaranteed excitement for the whole family!

Game Informer's Site O' The Month

If you like arcade games you gotta check out this WWW site! It may not be as hip as the 70's *Preservation Society*, but they definitely have better haircuts.
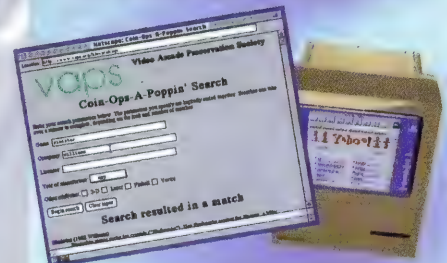
The Video Arcade Preservation Society:
http://www.vaps.org/

Interactive Comic Series Found

It seems like just about everything is interactive these days, so why not take the paper and inks out of comics and bring it into the computer age. A company known as **Inverse Ink** did just this with their first ongoing interactive comic series – **Reflux**. **Reflux** brings the traditional style of comics to life with a few hidden goodies within just about every panel. Sometimes when you click on a panel you will be greeted by messages, animation, and even high tech FMV. **Reflux** is a quarterly comic that retails for about $20.00 per each 20 paged comic. Not bad, a buck a page.

Name That Game!

This game from Taito first appeared in the arcades in the early eighties and was re-released by Nintendo for Game Boy back in 1991. What game is it?

(Answer on the bottom of page 20)

GI news

A Controller for the PlayStation

The **Kodiak** company is dipping into the peripheral market with their own controller for the **PlayStation**. It has all the buttons you'd find on a regular **PlayStation**, plus a slow-motion button, a turbo button, and stop-the-turbo button. In addition there is a neat little LED which lights up whenever you press a button. Look for it on sale at a store near you.

Duck Hits the Big Time

The **Duck Corporations True-Motion** video techniques were recently utilized by **Atlantic Records** on an enhanced CD known as **SPEW+**. The CD contains not only music but video and multimedia images you can use on your MAC or PC. Remember, **SPEW+** is named for how it makes you feel, not for the way that it looks.

Funky Colored MouseMitt Prevents Injury and Saves Lives

Surfing the net has been known to cause serious injury – including insanity and Carpal Tunnel Syndrome. While only you can prevent the former, you can do something about the latter using **MouseMitt International's** new **MouseMitt Keyboarders**. These gloves come in singles or pairs, and can be worn on the wrist while using your computer (or even just around the house) to prevent wrist injury. Available in 5 sizes and 5 funky colors, you'll look stylish and safe with your perpetually hip **MouseMitt Keyboarders**, available with an MSRP of only $19.95 a pair.

Another Controller for the PlayStation

World renowned company **ASCIIware** is manufacturing and selling extra controllers for the **PlayStation**. The control pad is a basic controller, with none of the turbo, slow-motion, or auto-fire buttons often included on these peripherals, but it is a cheaper alternative to the Sony controllers. So how does it feel? *Game Informer* editor **Andy McNamara** was able to describe it in a few simple words, "Skinny but effective."

Mad Katz Gets Mad Phat With Crazy Wheel for PS-X

You love driving games, but hate using a gamepad – whatever will you do? **Mad Katz** has the answer with a brand new **Analog Steering Wheel** for the **PlayStation**. It has a circular rotating range of 270 degrees, and includes foot pedals with true analog accelerator and brake controls, as well as a clutch stick and a directional pad. Whew – that's a lot of controller. To keep it from sliding off the table, you can utilize either rubber pads or even suction cups. Check it out, driving dude.

Hallelujah! There's a Six Button Atari Controller

Attention **Atari Jaguar** Owners: Tired of using the keypad as your kick buttons when you play *Double Dragon V*? Having trouble using a well rounded combination of punches and kicks in *Ultra Vortex*? Your prayers have finally been answered in the form of the **ProController** from **Atari**. The **ProController** looks and feels almost exactly like the original **Jaguar** controllers, except that there is an extra row of three buttons above the C, B, and A buttons, and there are two trigger buttons on the top edge of the unit. Additionally, **Atari** has pointed out that the placement of the ZYX buttons was done strategically to aid in **"chording"** which they've defined as multiple button pushes. Whatever.

Answers
Video Game Trivia Answers:
1: Tempest 2000
2: Slither
3: David Sheff
4: 50
5. Donkey Kong (1)
and Donkey Kong Jr.
Name That Game Answer:
Qix

WEB OF CONFUSION!

SMASHING TWO HEADS
IS BETTER THAN ONE!
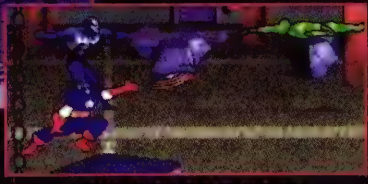
THE JURY BELIEVES IN
CAPITAL PUNISHMENT!

THE VERDICT IS NO MERCY!

PARTING IS SUCH SWEET SORROW.

MARVEL COMICS

Venom Spider-Man

SEPARATION ANXIETY
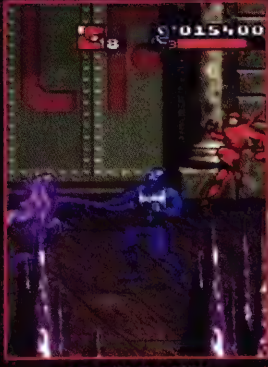
NO SYMPATHY
FOR THE SYMBIOTE!

VENOM AND SPIDER-MAN
BURY THE DIGGERS!

FIVE
TIMES
THE
CARNAGE!

NOW ON
WINDOWS '95!

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

SUPER NES   GENESIS

A<Klaim
entertainment inc.

TOY STORY
DKC's First Rendered Competitor

With the release of Toy Story, Disney has once again raised the standards of animation quality in the motion picture industry. Since this is the first full length computer generated film, it's practically impossible to compare it to anything else. However, when it comes to the video game side, and the SNES for that matter, a fully rendered title isn't so revolutionary. With titles like DKC 1 & 2, Mario RPG, and now Toy Story the SNES has its hands full with rendered magic, and hungry competitors.

Disney's Interactive's translation from big screen to cartridge was definitely a successful one. Almost all the action from the hit film has been directly translated onto your SNES. You take up the role of Woody, a reluctant cowboy who doesn't want to lose his rank as Andy's favorite toy. The game unfolds just like the movie, still frames and a bundle of text bring the story into full context, and the action and running is done by you.

Fans of the DKC games now have a new outlet for rendered fun. But look out! That big ape sure won't be happy when he finds out that he's no longer Timmy's favorite toy. The new toy in town is Disney's Toy Story. Be warned - this game is intense!

On your mark... get set... GO!!!

This is just one of the many game styles in Toy Story.

This squeaky toy shark is every bit as mean as the real thing.

	Andy	Paul	Rick	Reiner
Concept:	8.5	8.75	9	8.5
Graphics:	9.25	9.75	9	9.5
Sound:	8.75	8.25	8	8.75
Playability:	8.5	8.25	7	7.75
Entertainment:	8.5	9	8	9.25
Overall:	8.75	9	8.25	9

▶ THE BOTTOM LINE **8.75**

- **Size:** 32 Megabit
- **Style:** 1-Player Adventure
- **Special Features:** Concept and Storyline Based on Disney's Motion Picture, 3D Rendered Characters and Backgrounds, Unique Alternating Levels Include; Driving, Flying, First-Person and Straight Forward Action/Platform
- **Levels:** 18
- **Created by:** Traveller's Tales & Psygnosis for Disney Interactive
- **Available:** Now for Super Nintendo

ANDY, THE GAME HOMBRÉ
"This game is spectacular. Beautiful graphics and solid gameplay make this one of the best 16-bit carts available.

REINER, THE RAGING GAMER
"The Super Nintendo version of Toy Story is every bit as good as the Genesis. However, while the SNES takes the cake in the graphics category, the Genesis has superior control. If I had to choose I'd pick the Genesis."

PAUL, THE PRO PLAYER
"I was thinking that the SNES version would blow-away the Genesis game, but they're just about the same. A great game for fans of the film."

RICK, THE VIDEO RANGER
"Toy Story is a very creative game. I like the play mechanics on the Genesis version better, but the SNES version is still pretty good."

EARTHWORM JIM 2

Who's the craziest, wackiest, zaniest video game character ever? The answer is obvious - it's Earthworm Jim. He was the star of last year's self titled video game hit, a self titled cartoon show, and now he's back with a sequel game which is self titled and followed by a two. This game appeared last year on the Genesis, and it's back now for the Super Nintendo.

Jim is still one of the strangest and most entertaining games available, and is certainly a breath of fresh air in the often repetitive action/platform genre. In this sequel, Jim has been given many more types of guns, and the ability to select which one you want him to use. Also, a green booger now lives in Jim's backpack, allowing him to swing from slime dripping surfaces and slow him down in a long fall. While these may seem like new actions, they are actually just taking the place of the whip hook and the headspin.

As for level design, the folks at Shiny got a wee bit bolder, now including a three-quarter view flying level, a blind cave salamander level, and a cow bomb defusing level. With all this, fans of the first installment should certainly find something to love in EWJ2, now available for the Super Nintendo.

Aaaaah! Watch out for the big blue orb my slimy pink friend.
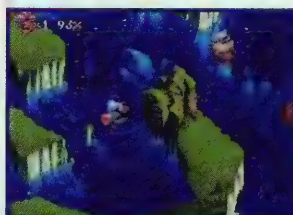
Poor Jim must avoid cannonballs, slimes, and caveman catapults on this level.
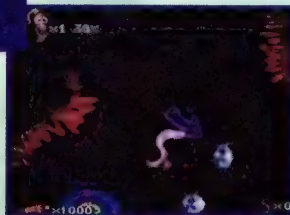
Things are tricky when you're just a blind cave salamander!

	Andy	Paul	Rick	Reiner
Concept:	8	10	7	8
Graphics:	8	8.5	8	8.25
Sound:	8	8.25	7	8.75
Playability:	8.75	8.5	8	8
Entertainment:	8.75	9	7	8
Overall:	8.75	8.5	7.5	8

▶ THE BOTTOM LINE **8.75**

- **Size:** 24 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Hilarious Cow, Pig, and Worm Antics, Three Difficulty Settings, 5 Guns, "Password" Save, Snott Swing and Parachute, Madcap Zany Fun
- **Levels:** 10
- **Created by:** Shiny for Playmates
- **Available:** Now for Super Nintendo

ANDY, THE GAME HOMBRÉ
"Jim is always a good addition to any gaming library, however, I still like this game better on the Genesis. Don't ask me why, it's just better!"

REINER, THE RAGING GAMER
"The first installment of EWJ on the Super Nintendo was all right but the Genesis reigned superior. This time it's a stalemate. They're both good, and almost identical in all aspects."

PAUL, THE PRO PLAYER
"This version is much more challenging than the Genesis version. The addition of better backgrounds and a few more sound FX also make it the version of EWJ 2 to play."

RICK, THE VIDEO RANGER
"It's bigger and better than the original with more of the trademark humor that you love the earthworm for."

FIND THE BIG APE SWEEPSTAKES
PART DEUX

The big ape is missing and it's time once again for you to find him hidden somewhere in the pages of Game Informer Magazine! To enter all you have to do is find the big ape and fill out the coupon below (or something bearing that information) and send it in to Game Informer.

If you are successful in finding the "The Big Ape" you will automatically be entered in the Find the Big Ape Part Deux Giveaway.

The winners will be chosen in a random drawing of all correct answers. Nintendo and Game Informer are not responsible for illegible or mutilated entries. One entry per person please.

Just fill out the following entry form (or something bearing this information) and send it in to the following address:

GAME INFORMER MAGAZINE
ATTN: FIND THE BIG APE PART DEUX
10120 WEST 76TH STREET
EDEN PRAIRIE, MN 5534

FILL OUT THE COUPON TO ENTER:

GRAND PRIZE: (1)
1 Super Nintendo Entertainment System® Donkey Kong Country®Control Set
1 Donkey Kong Country 2: Diddy's Kong Quest Cartridge
1 Donkey Kong Country2: Diddy's Kong Quest Player's Guide
1 Year Subscription to Game Informer Magazine

2ND PRIZE: (5)
1 Donkey Kong Country 2 : Diddy's Kong Quest Cartridge
1 Year Subscription to Game Informer Magazine

THIRD PRIZE: (10)
1 Donkey Kong Country 2: Diddy's Kong Quest Player's Guide
1 Year Subscription to Game Informer Magazine

Name:_____

Address:_____

State/Zip: _____

Age: _____

Phone Number:_____

I found the "The Big Ape" on page: _____

KRAZY IVAN

Krazy Communists In Armor

Man, that Ivan is KRAZY!

LOOK OUT FOR THE FORTY-FOOT BATTLE-MECH WITH A SLIGHTLY DEMENTED PILOT. KRAZY IVAN IS BEHIND THE CONTROLS AND HE'LL DO ANYTHING POSSIBLE TO SAVE THE WORLD FROM TOTAL DESTRUCTION BY ALIEN INVADERS.

THIS GAME FROM SONY INTERACTIVE PUTS YOU IN CONTROL OF THIS MASSIVE MACHINE OF DESTRUCTION. THE MISSIONS TAKE PLACE AT VARIOUS SITES AROUND THE WORLD AND YOU MUST TAKE OUT ENEMY MECHS ALONG WITH ENERGY FIELD GENERATORS. BY DESTROYING THE MAIN TARGETS AND OTHER NASTIES YOU'LL BE ABLE TO PICK UP REPLENISHMENTS. CAPTURED HOSTAGES MUST ALSO BE RESCUED. AS YOU PROGRESS, YOU'LL HAVE THE CHOICE OF WHICH BATTLEFIELDS YOU WANT TO ATTEMPT TO CONQUER NEXT. IN ADDITION, WEAPON AND ARMOR UPGRADES WILL HELP AS THE MISSIONS BECOME MORE AND MORE TREACHEROUS.

KRAZY IVAN UTILIZES EVERY BUTTON ON THE PS-X CONTROLLER AND HAS AN OPTION TO CUSTOMIZE EACH BUTTON. THE ACTION IS FAST AND INTENSE SO FAMILIARIZING YOURSELF WITH THE PILOTING CONTROLS IS ESSENTIAL. THE WORLD IS IN YOUR HANDS COMRADE!

PROWL is one mean mech.

The bottom of the screen shows hostages ready to be rescued.

Load up on new weapons and armor after each mission.

The orange gauge displays the weapons temp. Dont' overheat!

Check the briefing map for key targets.

- **Size:** 1 CD-ROM
- **Style:** 1-Player (2-Player w/ Sony Link) First Person Perspective Mech Simulation
- **Special Features:** Upgradable Mech, FMV Cut-Scenes, Three Difficulty Settings, Memory Card Save, and Zany Eastern European Humor
- **Created by:** Sony Interactive Entertainment
- **Available:** Now for Sony PlayStation

SPORTS!
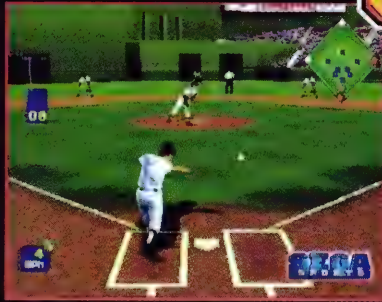
World Series Baseball™
by Sega Sports

Sega Rally Championship™
by Sega Sports

NHL® All-Star Hockey
by Sega Sports

SPORTS!

Slam 'N Jam '96
by Crystal Dynamics

Worldwide Soccer™
by Sega Sports

Pebble Beach® Golf Links
by Sega Sports

Quarterback Attack '96™
by Digital Pictures

SPORTS!

Center Ring Boxing
by JVC

NFL Quarterback Club '96
by Acclaim

NBA Jam TE™
by Acclaim

Daytona USA™
by Sega Sports

IS THAT ALL YOU EVER THINK ABOUT?
COOL.

SEGA SATURN IS THE ULTIMATE SPORTS MACHINE FOR YOUR ONE-TRACK MIND.

FORGET THE SATELLITE DISH. TO GET THE GAMES YOU REALLY WANT, YOU JUST NEED SEGA SATURN. 17 ADRENALINE-JACKING GAMES IN SEVEN DIFFERENT SPORTS, INCLUDING SIX INTENSELY AUTHENTIC, EXCLUSIVE SEGA
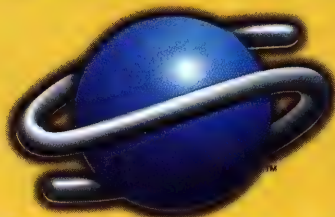
SATURN TITLES YOU CAN'T PLAY ANYWHERE ELSE! THE SPORTS EXPERIENCE IS SO REAL, YOU'LL THINK YOU'VE DIED AND GONE TO SATURN! SO GET YOUR NOSE OUT OF THIS MAGAZINE AND GET YOUR HEAD IN THE GAME!

SEGA SATURN™
A LITTLE TOO REAL

ZERO DIVIDE

The evolutionary chain holds many truths for Time Warner Interactive. A couple of years ago they presented arcades everywhere with a unique fighter named Primal Rage. This title received a fair amount of success, but it was nothing near what the SFII's and the MK's found. Like life on Earth, Time Warner had time to evolve. Come later this month Time Warner and Zoom will release a futuristic fighter for the Sony PlayStation.

So far the console machines haven't had a good robot bash 'em up. Rise of the Robots and Blackhole Assault were both instant letdowns. There was nothing left to play except the standard kung-fu kill your friend titles. With the 32-bit platforms to work with, Zoom was able to create an intense fighter along these standards. Zero Divide brings forth play mechanics that are very similar to Virtua Fighter, and a sci-fi feel that brings mechanical beasts into the fray of head-to-head fighting.

Zero Divide features eight fighters who each have their own fighting style, appearance, and pros and cons. Only a few of these resemble a humanoid form, the others range from a scorpion and dragon, to a cat and an alien. The combat system only uses three buttons - punch, kick, and guard. As far as special moves go, and as mentioned before, the moves are done in almost the same manner as in Virtua Fighter which is contructed of a directional movement followed by a button press.

Zero Divide has everything you would expect from a next generation fighter; lots of action, fast moving polygon fighters, tons of moves, and most importantly solid game mechanics. This may not be the future of fighting games but it is definitely a step in the right direction.

You are a god.

Don't worry about falling off the cliff, these guys are quick enough to get a grip.

He's down, but he's not out.

He's big, bad, and brown.
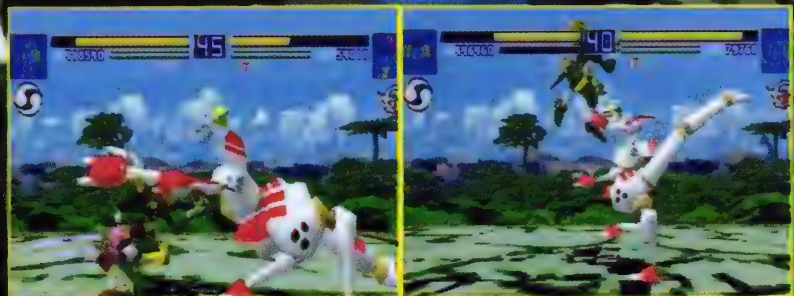
Me slap...

...then me smash bug with tail.

Size: 1 CD-ROM
Style: 1 or 2-Player Head-To-Head Tournament Fighting
Special Features: 8 Characters Plus 1 Boss and Another Possible Hidden One, Multiple Combos For Each Character, Ledge Hanging, and Tons of Hidden Stuff Including a Revamped Version of the SNES Game Phalanx
Created by: Zoom for Time Warner Interactive
Available: Now for Sony PlayStation
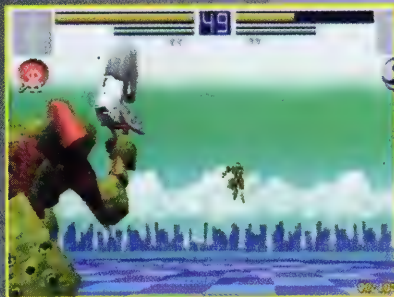
The over the shoulder view is definitely something new for a fighter.
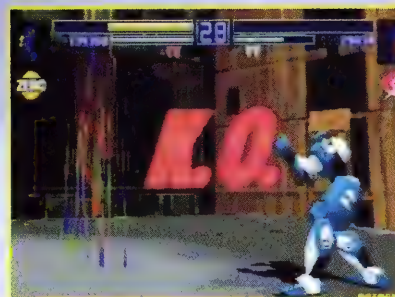
Beat your opponent and they'll evaporate right before your eyes.

▶ THE BOTTOM LINE **8.25**

Tm
PHALANX
START
CONFIGURATION
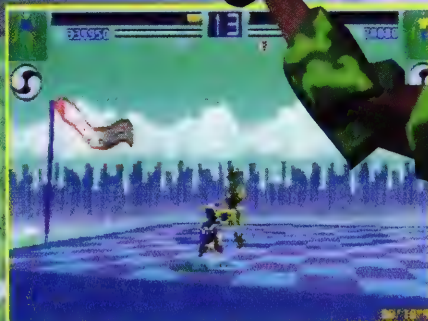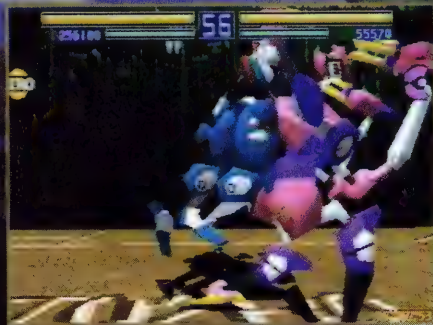
If you hold down the Start and Select buttons on controller 2 while the game is loading you will be greeted by a game of Tiny Phalanx. It's rumored that if you happen to beat the high score you will be rewarded with a hidden character.

PAUL, THE PRO PLAYER

Concept:	8
Graphics:	8.75
Sound:	7.75
Playability:	8.25
Entertainment:	9
OVERALL:	**8.5**

"I think Time-Warner was wise to buy the rights to this game. I find it to be a lot more exciting than Rage. The robot characters are huge and have devastating animations and moves. I like the fact that you can lose an arm or leg and have to modify your tactics. For that reason, although it's only a three button fighter, I found that the combos and fighting techniques stack up to most fighting games. I wouldn't pick this game over Tekken, but with some of the features Zero Divide offers it is worth a long look."

ANDY, THE GAME HOMBRÉ

Concept:	8
Graphics:	9
Sound:	7.5
Playability:	8.25
Entertainment:	8
OVERALL:	**8.5**

"For fighting fans, this game has a number of cool things to offer. The ability to destroy individual parts of your opponent's robot is a great addition and the ability to grab onto the edge of the area makes cheap wins few and far between. More or less, this game is Virtua Fighter with robots. If you're looking for a new fighting game to play and master, then Zero Divide will definitely keep you busy. If you've mastered MK3 and Tekken this game should be your next purchase."

REINER, THE RAGING GAMER

Concept:	8.25
Graphics:	8
Sound:	8.25
Playability:	7.75
Entertainment:	7
OVERALL:	**7.75**

"Hey it's VF for the PlayStation. Well, maybe not, but it sure plays like it. Time Warner and Zoom did a great job developing Zero Divide. The only thing I would have liked to see added is more than two action buttons. I guess I'm spoiled with the four limb Tekken combat. This slight annoyance doesn't harbor the game in any way, however it would have made it even better than it already is. If you've played way too much Tekken, or if you just like the VF style of games better, then Zero Divide is right up your alley."

HEAVY VIRTUAL COMBAT
Assault Rigs

It is the future and the world has become enlightened. Sporting events that cause personal injury are no longer tolerated. The only competition that matters is Assault Rigs - a game of armored combat that takes place in a virtual world.

There are three different tanks to choose from with varying balances of speed, armor, and firepower, and different tanks may have advantages over others on certain levels. Don't be surprised if you suddenly start up a level and your tank looks completely different than it did before - as you progress your rig will change its shape and color to match the arenas in which you fight. The balance will remain the same, however.

In the arena, your goal is to collect all the gems and get to the exit. In addition to picking up gems, you can also pick up a multitude of weapon power-ups including but not limited to a mini-gun, laser, bouncy bullets, guided missiles, shields, and an auto-turret. On the earlier levels the arenas will be pretty straightforward. But as things go on, each arena becomes an intricate puzzle loaded with traps and tricks which must be conquered perfectly or you will run out of time or be blown to smithereens. Fortunately, you can view the game from any of five different perspectives which can be changed on the fly.

In the 1-player mode you'll be given a password after every level, and you can also save your game to the memory card. You can also play against a human opponent with the PlayStation's link cable. This game actually accomplishes what many have tried and failed - combat in a virtual world that is actually entertaining.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First Person Virtual Tank Combat (2-Player w/Link)
- **Special Features:** 3 Rigs to Choose From, 13 Weapon Power-Ups, Five Views, Strafe Ability, Password or Memory Card Save
- **Created by:** The Wheelhaus for Psygnosis
- **Available:** January 1996
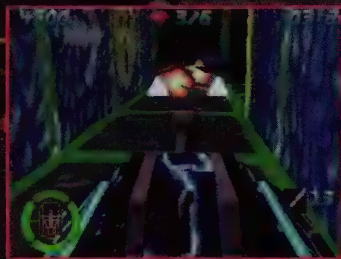
Fixed turrets are no match for an experienced rig pilot.

Collecting gems and touching the exit - that's the name of the game.

Moving platforms can be found on almost every level.

Players should choose a style of rig that fits their personality.

Getting to a high perch can sometimes give you a clue as to where to go next.

You can view the carnage from one of five perspectives - the overhead for example.

▶ **THE BOTTOM LINE** 8

ANDY, THE GAME HOMBRE	
Concept:	8
Graphics:	7
Sound:	7
Playability:	7.5
Entertainment:	5
OVERALL:	**7**

"Compared to Cybersled this game features a lot more interesting things to do and find, however, the game-play is basically slow. You cruise around and look for crystals, and when you find them all you go to the exit. Along the way you encounter some bad guys, you beat them, they regenerate, and you go back to finding crystals. It's an okay game, but there's no assault in my Assault Rigs."

REINER, THE RAGING GAMER	
Concept:	8.5
Graphics:	8
Sound:	8.25
Playability:	7
Entertainment:	8.25
OVERALL:	**8**

"The oatmeal theory fits this game perfectly. It's hard to take in at first, but after a few spoonfuls you just can't put it down. This is exactly what happened with Assault Rigs. The first five or so levels were lame, but then after that, the game really started kickin'. In my opinion Assault Rigs is going to be the big underdog title of early '96. It has a game style that really hasn't been explored before, and it also has enough longevity to keep you entertained until the end."

PAUL, THE PRO PLAYER	
Concept:	8.75
Graphics:	8.5
Sound:	9.25
Playability:	9
Entertainment:	9
OVERALL:	**9**

"Through the first six levels or so I thought this game was rather boring and then BAM! Assault Rigs becomes an impressive test of skill and patience. The multi-tiered levels with assorted tank-launching jumps make for some addictive play. This game may not look like a lot, but once you get going you won't want to put it down. Great sound effects, music, and control are just icing on the cake."

NBA IN THE ZONE

REAL ARCADE BASKETBALL

- Size: 1 CD-ROM
- Style: 1 or 2-Player Basketball Simulator
- Special Features: All the NBA Teams + 2 All-Star, 5 Difficulty Settings, Memory Card Save, Real-Time Commentary, 3 Play Views, and Realistic Looking Players
- Created by: Konami
- Available: Now for PlayStation

► THE BOTTOM LINE **8.25**

ANDY, THE GAME HOMBRE

Concept:	8
Graphics:	9
Sound:	7.75
Playability:	8
Entertainment:	8

OVERALL:
8.25

"The graphics on this game are fantastic. I really like the animations and control as well. However, there are a couple of problems; the computer AI isn't good, and the passing could be a little easier. The addition of the action button to standard control configuration, makes for an alternate way to get by defenders and get the ball in the hoop. Overall, I would say this is the best basketball game available for the PlayStation, but it could have been done better."

PAUL, THE PRO PLAYER

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

OVERALL:
8.5

"This is clearly the finest looking basketball game ever to hit the market. Realistic animation and truly monster dunks put me in awe. The control is fantastic and I like the moves you can pull off with the action button. I did find that passing is somewhat sluggish and that the computer defense isn't much of a challenge even on the hardest setting. Basically, I think this game is a perfect arcade style game, but if you're looking for realism you may want to try In The Zone first, before you buy it"

REINER, THE RAGING GAMER

Concept:	7.5
Graphics:	9
Sound:	8
Playability:	7.75
Entertainment:	9

OVERALL:
8.25

"This is the type of game that you would find in your local arcade. The entire structure is set up for an occasional game here and there. There's no season play, player substituting, or anything to this extent, but that's okay. It fills the gap between the arcade intense NBA Jam and the statisticians dream game NBA Live. Multiple view changes and quick moving players constantly stimulate the eye, and the head-to-head and cooperative play will keep you screaming for hours."

Here is the first offering of basketball for the Sony PlayStation. Konami's NBA: In The Zone is modeled after their successful arcade game Run 'N Gun only In The Zone has polygon characters and NBA teams and players.

Sticking with the arcade theme, don't expect to get many features that allow roster management and trades because each team only has five players. This means five on five play the whole game with no substitutions or fatigue. What NBA: In The Zone does feature is a free-wheelin' game with excellent looking players and animation. Each player that is included has their likeness faithfully texture-mapped onto the player head. Every NBA team is included along with the Eastern and Western All-Star teams.

NBA: In the Zone may not be a basketball nut's idea of a good b-ball game, but nothing beats the look and speed of In The Zone.

Look at that traffic jam!

Going in all alone for the SLAM!!

Push it up court and cut toward the basket.

Check the player profiles for statistics and line-ups.

Concentration and timing are the keys to a free throw.

It's an easy bucket if you let your opponent shoot from inside the key.

Hopefully by the time this game reaches the shelf, Rodman will be on the right team.

The players that have been included are beautifully recreated.

SPACE GRIFFON VF-9

Terror On Moonbase HAMLET

	Andy	Paul	Rick	Reiner
Concept:	7	7.75	7	9.25
Graphics:	7.5	8.5	7	9
Sound:	6	8.75	7	8.75
Playability:	7	9	7	8.75
Entertainment:	7.5	5	7	8.25
Overall:	7	8	7	8.75

- Size: 1 CD-ROM
- Style: 1-Player First-Person Action/RPG
- Special Features: Morphing Battle Armor, Multiple Weapons, Items, and Keycards, Compatible With Memory Card
- Levels: 9
- Created by: Panther Software for Atlus
- Available: Now for PlayStation

▶ THE BOTTOM LINE 7.75

ANDY, THE GAME HOMBRE
"This game isn't very spectacular, but it sure is fun to play. Not bad!"

PAUL, THE PRO PLAYER
"This game has excellent graphics and sound effects to help create a nice environment. I did find the voice commands and communications to be very annoying. I wish you could skip them."

REINER, THE RAGING GAMER
"This game is definitely better than Kileak: The DNA Imperative and any other first-person mech title on the market. I like the concept of having the three different vehicle modes and the option to switch and use multiple weapons in combat. Fun!"

RICK, THE VIDEO RANGER
"Mech Warrior fans are going to enjoy Space Griffon. The game has loads of enemies to fight, a smooth and fast control system, and even a pretty cool story to it. A good job for the first title of its kind on the PlayStation."

Cruise Mode
Combat Mode
Assault Mode
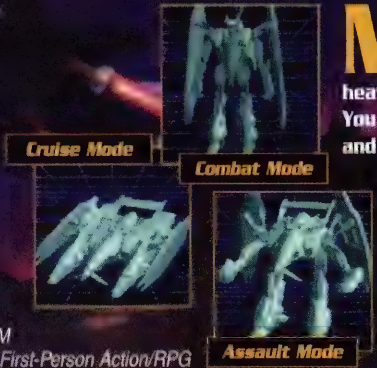
Moonbase HAMLET has been overrun by alien invaders, and the A-MAX corporation has decided that it's time to send in a heavily armed task force to sort out the problem. You are a member of this six-member task force and you must use every skill available to you and your Space Griffon assault craft to stop the evil horde.

The Griffon assault craft can morph into three different modes, each with a specific purpose. In Cruise mode, the Griffon is fast and maneuverable with excellent defense. In Assault Mode and Combat Mode, the Space Griffon's maneuverability and defenses go down, but the guns become more powerful with each evolution. Once you've mastered how to move about in your mech, the next step is to set up your weapons. The Space Griffon can equip three offensive or defensive items at one time. Your options include missile launchers, lasers, vulcans, and a shield. The shield is a necessity because you can use it to deflect enemy fire. However, the shield isn't full screen so you must use the top left and right buttons to block enemy fire.

The final element that makes Space Griffon unique is the added RPG aspect. Besides the fact that you are searching for clues to the mysterious aliens, the Space Griffon assault craft gains experience as you work your way through the levels. This experience translates into better maneuverability and higher offensive and defensive powers.

All in all, Space Griffon is a basic first-person maze game that will make fans of the genre happy.

It's always nice to help Stormy out of a jam.
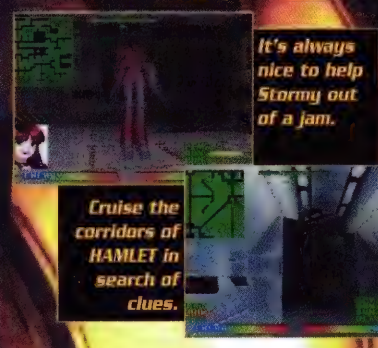
Cruise the corridors of HAMLET in search of clues.

DEFCON 5

ABSOLUTE PEACE??

	Andy	Paul	Rick	Reiner
Concept:	7	5	8	6.75
Graphics:	6.5	6.5	8.5	6
Sound:	7	8	7.5	5
Playability:	5	5	6	5
Entertainment:	5	4	7	2
Overall:	6	5.75	7.5	5

- Size: 1 CD-ROM
- Style: 1-Player First-Person Perspective Action/ Strategy
- Special Features: Rendered FMV Cut Scenes, 40-50 Hours of Gameplay, and Advanced Virtual Operating System (VOS) Interface
- Created by: Millennium Interactive for Data East
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE 6

ANDY, THE GAME HOMBRE
"Huh? Where am I? This game takes a while to get started and even longer to finish. Too slow and no action!"

PAUL, THE PRO PLAYER
"It really has some complex interfaces, so much so that the game really suffers. Too much strategy and not enough action for my taste."

REINER, THE RAGING GAMER
"Playing Defcon 5 is like watching paint dry. Nothing happens! The action is very limited, and trying to figure out what you're supposed to do is all based on luck. Boring!"

RICK, THE VIDEO RANGER
"Defcon 5 is a high tech overload on your brain cells. This is a great game for anyone looking for a strategic challenge. Moving around the levels is my main problem with this game. I found myself continuously bumping into walls."

In Defcon 5 you assume the roll of a computer engineer that is sent off to a remote space mining installation MRP-6F. Your job is to install and test new defense software to complete MRP-6F's transition from a manned to completely unmanned station. Upon arriving at MRP-6F, it is attacked and invaded by hostile forces. You have one goal: Get off the station alive.

To succeed in your mission of life and death, you must become accustomed to the numerous areas of the MRP-6F and its VOS (Virtual Operating System). The VOS controls virtually everything on the base and has an extensive array of commands. VOS interfaces are located around the base and aid in the location of crucial items, enemies, and yourself.

Defcon 5 is a very complex game that requires not only patience, but a knack for games that require more than just shooting down enemies.
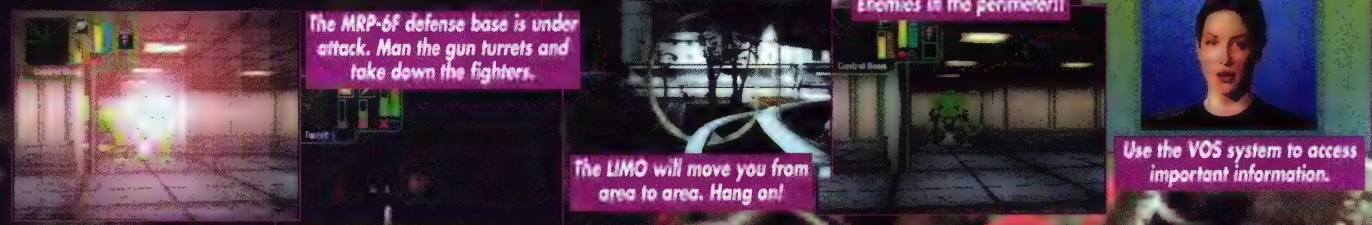
The MRP-6F defense base is under attack. Man the gun turrets and take down the fighters.

The LIMO will move you from area to area. Hang on!

Enemies in the perimeter!!

VOS Briefing

Use the VOS system to access important information.

NHL FACEOFF

Sony's First 32-Bit Hockey

Create your own players and watch them dominate the game of hockey!

Brian Skrudland executes a beautiful steal.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Hockey
- **Special Features:** Four Playing Perspectives, All NHL Teams Including the Colorado Avalanche, Custom Players, 26 Rendered Ice Rinks, On-Ice Official, Real Players w/Skills Based on Stats, One-Timers, Slap Shots, and Wrist Shots
- **Created by:** Sony Interactive Studios of America for Sony Interactive Entertainment
- **Available:** Now for Sony PlayStation

Four views are available, and the 3/4 angled view is one of them.

Gotta love that goal cam replay!

With only the goalie to beat, you pull back your stick and let the slap shot fly from the top of the circle. The hardened rubber puck scorches towards the goalie and you begin to picture your name on the Art Ross Trophy. Just then, the puck ricochets off the post with a resounding "ting" while some lunkhead on the other team flattens your face against the ice. Such is the life of a professional hockey player, and such is the experience you can have through Sony Interactive's latest hockey game for the PlayStation - NHL Face Off.

While Sony has never been known for the greatest of sports games, NHL Face Off appears to be a welcome break from this trend. This game has many of the features it needs to be a premier title for the Sony PlayStation.

First of all, Sony has secured the NHL and NHLPA licenses so you'll have all the NHL teams and players, including stats and photos for most of them. If that isn't enough for you, you'll be able to create your own players and sign them to the team of your choice. Lazy gamers will be happy to know that they can create players with full abilities in every aspect.

The graphics are quite pleasing to the eye, with players that interact with the ice and each other quite nicely. You'll be able to view the action from four different perspectives which are changeable on the fly. During the replay you'll have even more choices of views.

The important thing in a hockey game, of course, is the play control, and NHL Face Off possesses a smoothness which was never present in any of Sony's previous hockey games. You'll have three different buttons which activate various types of checks, as well as a shot and pass button. With these you'll be able to utilize five different checks (poke, cross, hip, shoulder, and slashing), do quick wrist shots, blast powerful slap shots, or set up the always vicious one-timer.

Sony appears to be intent on taking over the sports realm, and they seem to have a good start. Will they be able to overthrow the kings of 16-bit sports on the 32-bit field? Watch for a full review of this upcoming conflict in future issues of Game Informer Magazine.

As you skate towards the goal, be careful to avoid the roadkill.

Ice level game cam is available in the replay AND during the action!

A beautiful centering pass leads to a beautiful one-timer goal!!!

Hit pedestrians, outrun police cars and get gunned down in a drive-by shooting.

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

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

urmote

SONY

PlayStation

PlayStation™

DARKSIDE

PYRAMID

TEEN
T
AGES 13+

Turbo: 1
Gun Tmp   FIRE 5

Goal Storm

WELCOME, SOCCER FANS!

▶ THE BOTTOM LINE 7.75

It's a chilly damp day on the fields of Scotland, and teams from that country and England are about to face off in one of the oldest rivalries in sports history. The game is football - known here in the States as soccer - and it is the most watched spectator sport in the world. There were some lovely soccer games for the 16-bit systems, and it looks like that tradition will continue into the 32-bit gaming world if Goal Storm from Konami is any indication.

Everything in Goal Storm is rendered, and the players are quite well animated. The game is viewable from three different levels of zoom which are changeable on the fly. In addition, the game will automatically zoom into the action when more than a few players are fighting for the ball, giving you a good look at any ruckus which might occur.

Every button on the PlayStation controller is utilized. On offense you'll be able to do a short, long, or centering pass, try a header or cartwheel kick, or try a shot. In addition, you can hold down the R2 or L2 buttons while shooting to put spin on the ball so that it curves as it sails through the air. Defensively you'll have tackles and sliding tackles for ball stealing, but be careful because one red card and you'll be playing a man short. One interesting thing that happens in this game is that your players will get yellow cards, and then argue with the ref until he gives them a red card. Sometimes soccer players can be such hotheads.

Even Americans can enjoy a good game of video soccer. If you consider yourself a video sports freak, you have no excuse for not checking out Konami's latest sports offering, Goal Storm.

Losing a player is a high price to pay for injuring an opponent.

With a high foot he scorches the ball past the goalie and buries it deep in the net.
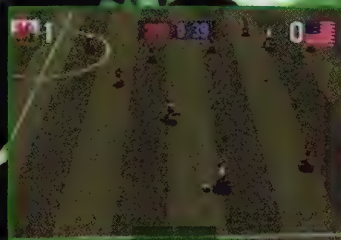
The far away view may be a bit impersonal, but it's the best way to know who's open for the pass.

On a free kick, you can adjust not only the direction, but the vertical trajectory as well.

With only one defender and a goalie in front of the net, he's got a good chance of scoring.

- **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 Settings, Memory Card Save, 26 Teams
- **Created by:** Konami
- **Available:** Now for PlayStation

ANDY, THE GAME HOMBRE

Concept:	8
Graphics:	8
Sound:	9
Playability:	7.5
Entertainment:	8
OVERALL:	**8**

"Whoosh! This game's thunderous sound effects give the players an almost superhuman feel each and every time they do something. This makes the game fun to play, even though the control is maybe a little too tight. However, this doesn't detract from the gameplay - it's straightforward with lots of action. In the end, Goal Storm is a fun soccer game to play, but it's a little off the mark. Smoother control and more realistic action would have put this one over the top."

REINER, THE RACING GAMER

Concept:	8
Graphics:	8.5
Sound:	7.25
Playability:	8
Entertainment:	7
OVERALL:	**7.75**

"When I think of Konami I usually picture games like Castlevania and Contra, but now with the release of their new sports line I'll have to change my views from being a hardcore action company to a universal company that can produce just about anything. Goal Storm is a perfect example of just this. All of the characters look and move beautifully, and the options are bountiful. The only drawback is that this game is as tough as nails, but I do suppose this is better than being way too easy."

PAUL, THE PRO PLAYER

Concept:	8
Graphics:	7.75
Sound:	9
Playability:	8
Entertainment:	4
OVERALL:	**7.25**

"There are just so many soccer games and here's another to throw on the pile. This game looks pretty good and has a nice choice of views during play and replays. The animation looks very realistic. However, the game is slow and the play control, I found, is a little cumbersome when it came to passing and dribbling. This game has complex play control on headers and bicycle kicks that will take practice to pick up, but in the end I wasn't interested in really perfecting my skills at Goal Storm."

THE UNDISPUTED CHAMPION OF DEATH, GUTS, AND CARNAGE

DOOM

- **Size:** 1 CD-ROM
- **Style:** 1-Player First Person Shooter (2-Player w/Link)
- **Special Features:** All the Levels from Ultimate Doom and Doom II, Password Save, 4 Difficulty Settings, Deathmatch, and 2-Player Capabilities w/Link
- **Created by:** id Software/GT Interactive for Williams
- **Available:** Now for PlayStation

A POINT BLANK BLAST FROM A SHOTGUN ~ MESSY BUT EFFECTIVE.

LOOK CLOSELY ~ A CLOAKED DEMON STANDS READY TO ATTACK.

SUCH AN ANGRY IMP ~ PERHAPS SOME GUNPOWDER THERAPY WOULD CHEER HIM UP.

THIS ROOM IS POSITIVELY LOADED WITH CACODEMONS, BUTTMUNCH.

WHEN YOU STUMBLE UPON A ROOM FULL OF IMPS WITH THEIR BACKS TO YOU, WE'D RECOMMEND THE ROCKET LAUNCHER.

REMEMBER, THE ENEMIES ARE ALREADY DEAD SO DON'T FEEL GUILTY ABOUT MOWING THEM DOWN.

THERE'S NOTHING LIKE THE SIGHT OF A FLAMING SKY TO REMIND YOU WHERE YOU ARE.

I f you want to sum up the mass dispersal of computer game addiction, you can do it in just one word: Doom. This was a game that was pawed and drooled upon not only by hardcore computer gamers, but by mere gaming lay people as well. If you've never played Doom, there is a good chance you haven't turned on a computer in the last four years. However, Doom is a game that everyone should have around the house and if you haven't picked it up for any other system, you're in luck because the PlayStation is about to receive its own installment of this wondrous game.

The most striking improvement in this translation is that it contains most of the levels from the recent release of Ultimate Doom and Doom II, which adds up to more than 50 levels in all. That should take plenty of time to conquer on your own, but the game doesn't stop here. If you happen to have Sony Link capabilities, you can play any of those levels in cooperative or Deathmatch mode. There are few things more satisfying than laying in wait and shooting your friend in the back with a rocket launcher before he has any idea what's happening.

The controller for the PlayStation lends itself very well to Doom, with trigger buttons for strafe and weapon selection. Then you have separate buttons for speed, strafe, open, and fire. It doesn't take long to get used to, and once you do you'll have ultimate Doom control.

The graphics and speed get as close to the PC version as any console has come so far. In addition, they have added some funky lighting effects which will delight and confuse you at the same time. Finally, because of the devoted graphics processors of the PS-X, this version has something that was not present on the PC - transparent Demons. Whoa!

As Sinead O'Conner might say, nothing compares, nothing compares to Doom. If you're looking for an excellent version of both Doom and Doom II for your PlayStation, you need look no further.

▶ **THE BOTTOM LINE 9.25**

ANDY, THE GAME HOMBRE

Concept:	7.75
Graphics:	9
Sound:	9.5
Playability:	9.25
Entertainment:	9.5
OVERALL:	**9**

"Man, Doom is still one of the greatest games of all time, and it really shines on the PlayStation. The only thing this version doesn't have is that the computer has is the extended multi-floored levels, but who cares, when the PS-X pumps out kickin' tunes and super fast gameplay. If you just can't get enough, here's another chance to get Doomed!"

HEINER, THE RAGING GAMER

Concept:	9.25
Graphics:	9
Sound:	9
Playability:	8.75
Entertainment:	9
OVERALL:	**9**

"I've always been a Doom fanatic, and when I heard that the PlayStation version featured Doom 2 and Ultimate Doom I truly flipped. Then, when I heard that all of these games were on one disc, well let's just say that my shorts became a little damp. This is exactly what the console machines needed, all the Dooms in one package. What else could you want if you're a fan of the series, except of course the next installment. Can't... wait... for... another. Aghhh!!!"

PAUL, THE PRO PLAYER

Concept:	9.25
Graphics:	9.75
Sound:	10
Playability:	9
Entertainment:	9.25
OVERALL:	**9.5**

"I've played the Doom games to death and I'm still not sick of it in the least bit. Even though this version only does two-player network, I found it to be the best I've played. The sound FX and music are phenomenal and eerie. I found the control to be nearly perfect and the PS-X pad is ideal for Doomin'. Many of you may be Doomed out but I assure you that there are enough new things to make it very enjoyable."

Make War Not Peace

GHEN WAR™

Long ago, an alien race known as the Ghen looked upon Earth to seek temporary refuge from the inter-galactic space war against the Bo-Kyat. In exchange for providing a safe haven, the Ghen gave the inhabitants of Earth a scientific technology that when implanted beneath the skin acts as a hunter T-Cell which cures all forms of disease. In order to reproduce this scientific wonder to protect all humans the Ghen once again had to assist Earth and help locate the materials which could only be found on other worlds. Thus, the two races formed an alliance and created the SunStar Solar Exploration Station.

Now, years after the creation of the Sunstar, a Human/Ghen exploration team has temporarily landed on Saturn's Titan Moon. For some strange reason all human communication channels have been scrambled and it appears that the Ghen have taken over the Titan Moon. Is this a hostile takeover? Or are the Ghen acting under someone else's control? It's up to you to solve the mystery.

Jumpin' Jack Software and Sega surely did their homework on this project. Ghen War features a thrilling space war opera that unfolds more and more as you proceed through the game. You man the helm of a basic mining loader which is equipped with a few weapons to spare. Is this enough firepower you ask? Of course it is! The further you make it the more powerful your weapons will be. There are also several other weapons which you can receive or pick-up. These weapons are marked on your map just like the enemies, and shouldn't be that hard to locate.

Each level has an assignment. You're in the military, man! Don't expect a standard walk me through where the computer holds your hand all the way until the end of the game. Yes, this is a tough game... but it's fairly easy to figure out once you've played for awhile. All the levels are quite massive and always filled with killer Ghen. If you have good navigating instincts then Ghen War should be a breeze for you.

With the perspective of Doom and gameplay like no other, Ghen War is both fun and stimulating. This may be the game you might want to put at the top of your list.

Wanna hear a joke?

So that's what an At-At would have looked like if it was green.
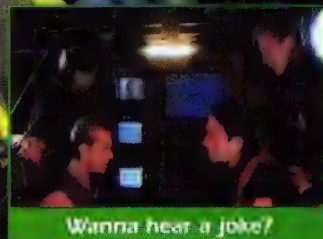
The Ghen will be comin' round the mountain when they come!

I'm surrounded! HEELLP!!!
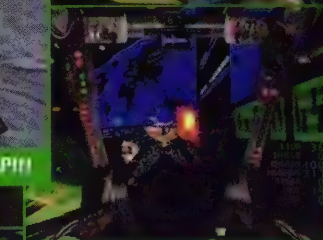
Give me the map!

I've got my whole sergeant in my hand.

▶ THE BOTTOM LINE **8.25**

ANDY, THE GAME HOMBRÉ

Concept:	7.75
Graphics:	8
Sound:	7.5
Playability:	8
Entertainment:	8

OVERALL: **8**

"The graphics in this game are kind of funky, but overall are pretty good. The control of your hypermech is solid, however, switching between weapons takes a while and must be mastered if you want to make it anywhere in this game. The FMV is cool at first, but then the dude with the backwards hat starts to get really annoying. The music is good during gameplay (it gets louder when enemies approach), but the By Gone Dogs have got to go."

REINER, THE RAGING GAMER

Concept:	8.75
Graphics:	9
Sound:	8.5
Playability:	8.75
Entertainment:	8

OVERALL: **8.75**

"If the FMV intro clips don't pull you into the story then the gameplay will. Sega did a knockout job on the design of Ghen War. The walker that you man is extremely easy to command and very responsive. Everything you need to see like maps, life bars, etc. are all on screen and not buried in an options menu somewhere. The only flaw is that Ghen War only has one weapon button. Switching from lasers to lock-ons takes some time and may get you killed if you're not quick enough."

PAUL, THE PRO PLAYER

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

OVERALL: **7.75**

"Ghen War is nothing new. It's basically a souped-up version of Metal Head on the 32X. The control interface is very nice and it's easy to pick-up and play, but it will take some practice to progress anywhere. Graphically, all of the enemies look O.K. although everything looks a little 'boxy.' And what's with the external view? It is a seemingly useless option. Ghen is sure to give you plenty of playing time, but in my opinion there are far better Saturn games that could see your gaming dollars."

VIRTUA COP

Sega's Sharpshooter Comes Home
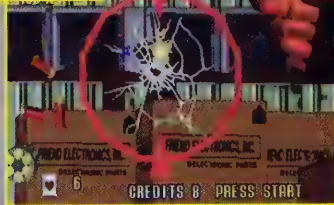
Last year arcade goers were stunned with disbelief and overwhelmed with gun slinging power when Sega of America dropped the hottest gun game of the year into their local arcade. A few months after its initial launch, Sega is now ready to stun all Saturn owners as well. Virtua Cop is back and ready to pack all of its rendered delight right into your household Saturn.

There are a few things that set Virtua Cop ahead of all the other shooters. One, which is fairly easy to see, is the amazing rendered graphics. Most of the gun games on the market utilize actors and FMV for the standard gameplay. Doing this creates a real environment, but it also limits the game to being nothing more than a movie with a few open windows for a gunshot here and there. Now, when using rendered graphics as in Virtua Cop's case, game designers can create a virtual world, move about it freely, place characters where they please, and basically do whatever they want with the enviroment.

Virtua Cop also features some of the best action/reaction values for a shooter game. What this means is when you hit a target, it instantly reacts to your action and either falls over, blows up, or somehow plummets to its death. Most of the targets in Virtual Cop die within one hit. There is the exception of bosses which have their own health meter, but otherwise it's a bull's-eye or nothing.

There's a couple of things to keep in mind while targeting the opposition. One, your character is equipped with a visor which tells you who's ready to fire and who's an innocent bystander. This feature acts like the modern day stoplight; green means that the target is not ready to fire and an easy kill, yellow means that you should rush your attack a little more, and red means you better plug your target full of bullets as fast as you can.

Virtua Cop was and still is a smash hit in the arcades. When released on the Saturn consumers will have the option of either purchasing the game with or without a gun. Either way, if gun games are your cup of tea, you'll surely find pure delight in Virtua Cop.

Rendered death right in your backyard.

Shooting certain things in the background sometimes makes your mission a whole lot easier.

He's going for a second gun! Shoot him! Shoot him!

Reload before you get plugged.

You took that one for the team.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Cooperative First Person Gun Game
- **Special Features:** Specially Marked Packages Come Packed With Stunner Gun, Joypad Compatible, Stoplight Warning Indicators, Various Weapons on Pick-Up, and Rendered Graphics to Die For
- **Levels:** 3 (Beginner, Medium, and Expert) + Training Mode
- **Created by:** AM2 for Sega of America
- **Available:** Now for Sega Saturn

▶ THE BOTTOM LINE **8**

REINER, THE RAGING GAMER

Concept:	8.5
Graphics:	9.25
Sound:	8
Playability:	8.25
Entertainment:	8.75
OVERALL:	**8.5**

"Virtua Cop will hold your attention for a while, but the lack of diversity and only three moderately sized levels make it destined for boredom. Fortunately, there is a bright side. While having a limited lifespan, Virtua Cop also holds the honor of being the best gun game of '95. The live-action FMV gun games just don't cut it, but Virtua Cop brings a unique new perspective to this genre with fast moving rendered graphics and stunning visuals."

RICK, THE VIDEO RANGER

Concept:	7
Graphics:	8.5
Sound:	7
Playability:	9.5
Entertainment:	9
OVERALL:	**8.25**

"I'm a huge fan of quality gun games and Virtua Cop is near the top of my list. The first thing I noticed was the real nasty looking gun. I prefer my victims to be live actors but for polygons these are very good. Targeting is easy and the sight option is helpful until you get good enough to turn it off. The voices are adequate but certainly could have been better. My only complaint is that the game is a bit too short. Virtua Cop is a butt kickin' good gun game."

PAUL, THE PRO PLAYER

Concept:	8.5
Graphics:	8.5
Sound:	8
Playability:	9
Entertainment:	3
OVERALL:	**7.5**

"As far as a light-gun games go this is clearly the best. It doesn't rely on cheesy FMV graphics and the bad guys actually take hits in different ways. This version is clearly better than the arcade because of increased options and modes. Even though I can't say that I got more than a few hours of enjoyment from Virtua Cop, it is definitely the most enjoyable gun game I've played. Let's just hope Sega recalls the Menacer and develops more games for the Stunner."

Virtua Fighter 2
Blowout!!!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Two New Characters, Three New Modes of Play: Ranking, Battle and Expert, Both 2.0 and 2.1 Versions Are Incorperated, New Computer Learning Feature, Head Tracking, and Redesigned Texture Mapping on Characters
- **Created by:** AM2 for Sega of America
- **Available:** Now for Sega Saturn

▶ THE BOTTOM LINE **8.75**

Whoa! That's gotta hurt!

I think I stubbed my toe! Ouch!

If you don't know what's up with Virtua Fighter 2, then you probably haven't been living on the planet for the last year. Sega's monster polygon fighter should be on the shelves as we speak, and as always Sega's added a few surprises at the last moment. A few new things you can look forward to that weren't in the arcades are: a new Ranking Mode that basically tests your skills in combat and gives you a score, a Battle Mode that allows you to choose five fighters and compete in a tourney against the computer or a friend, and last but not least, an Expert Mode that plays like the regular game but only ten times tougher.

Besides featuring a few new game modes, Sega also incorporated a computer learning system that feeds off your moves and fighting style and retaliates with the best defense. This feature can be turned off, but what fun is it if the computer doesn't have a fair shot? Also, as an added bonus, Sega has included both version 2.0 and 2.1 into the game. There are a few differences between then gameplay-wise, but version 2.1 features Dural as the last boss, whereas version 2.0 doesn't.

Virtua Fighter has certainly made a name for itself, and as Sega has so proudly shown us they keep getting better and better. VF2 is undoubtedly the best fighter from Sega yet.

Fly drunken monkey guy! Fly!

Sometimes the butt is more powerful than the fist.

LEARNING DATA
SELECT CLEAR DATA

PRESS A, C, OR START BUTTON TO CLEAR _____'S DATA

The Learning Mode allows the computer to learn better defenses against your attacks.

'Editor's Note: The version reviewed was only 90% complete. Although GI doesn't anticipate major changes, we make this statement in fairness to Sega and our readers

REINER, THE RAGING GAMER

Concept:	9
Graphics:	8.75
Sound:	8
Playability:	9.25
Entertainment:	9
OVERALL:	**8.75**

"Sega should have packed a bib into each of the VF2 boxes. No, no don't get me wrong this isn't a children's game, in fact, it's far from it. There's just so much in this game! My mouth was constantly open and the nurturing saliva that keeps us alive was definitely flowing. This is by far the best Saturn fighter to date. The play is really smooth and the graphics are outstanding. As far as options go, VF2 has plenty. My favorite would have to be the ranking mode. It's kind of like taking the ACT test in high school."

ANDY, THE GAME HOMBRE'

Concept:	9
Graphics:	8.25
Sound:	8
Playability:	9
Entertainment:	8.5
OVERALL:	**8.5**

"Virtua Fighter 2 is THE best fighter available on the Saturn. The characters are well animated with very little sprite drop. However, the backgrounds are nowhere near as good as the arcade. Shun Di's level is missing the bridge and the platform doesn't float down the river. In the end though, it just doesn't matter. Virtua Fighter 2 is fun to play and definitely one the most realistic fighters ever."

PAUL, THE PRO PLAYER

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

"An unbelievable jump was made from the VF to VF2. This game really shows the capability and promise of the Saturn. The new options and game modes add quite a bit to the replay value and overall entertainment. It should please all those arcade fans. Even though I can't say I think there is as much strategy to playing VF 2, the look and speed will not disappoint. Put this game on top of your Saturn list of games."

Virtua Fighter 2

Legend:
P - Punch
K - Kick
G - Defense
U - Up
D - Down
F - Forward
B - Back
HCF - Half Circle Forward
HCB - Half Circle Back

Akira Yuki
Nationality: Japanese
Date of Birth: Sept. 23, 1968
Age: 27
Occupation: Kung fu Instructor
Hobby: Kung fu
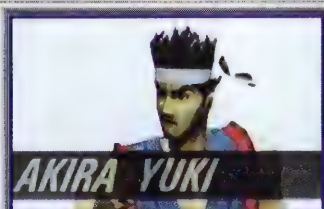Technique: Hakkyoku-ken

Special Moves
Punch and Body Blow - P, P
Punch/Kick Combo - P, K
Jumping Kicks - F, F + K, K
Dashing Elbow Strike - F, F + P
Dashing Elbow Strike (position change) - F, F, F + P
Dashing Palm Strike - D, F + P
Double Palm Strike - D, B, F + P
Elbow Strike - F + P
Dashing Body Check - B, F, F + (P + K)
Power Uppercut - D/F, DF + P
Body Punch (on fallen opponent) - D/F + P

Throws
Trip and Punch - (Close) G + P
Stun Palm - (Close) P + K + G
Suprise Exchange - (Close) B/D + (P + G)
Break Stance - (Close) F + (P + G)
Shake 'em Up - (Close) B (P + G)
Hard Shake - (Close) D + (P + G)
Ram - (Close) F, B, F + (P + K)
Push-Out - B/D, F + P

Halfway Uppercut - B/D, F + (P + K)
Stumble Toss - B, D + (P + G)

Pai Chan
Nationality: Chinese (Hong Kong)
Date of Birth: May 17, 1975
Age: 20
Occupation: Action Film Star
Hobby: Dancing
Technique: Ensei-ken

Special Moves
Punch and Heel Kick - P, K
Punch and Crescent - P, K + G
Punch and Sweep - P, D + (K + G)
2 Punches and Heel Kick - P, P, K
3 Punches and Crescent - P, P, P, K
3 Punches and Backward Kickflip - P, P, P, B + K
Dodging Punch - B/D + P, P, P
Dodging Punch Kick Combo - B/D + P, K
Dodging Punch and Crescent - B/D + P, K + G
Crescent Kick - G + K
Reverse Crescent Kick - B + (G + K)
Backward Kickflip - B/U + K
Backflip - B/U
Lunging Leg Thrust - F, F + K
Downward Chop - D/F + K, K
Snap Kick - F + K
Jumping Scissors Kick - U/F + K, K
Jabbing Footwork - B, B + P
Gut Thrust (on fallen opponent) - D/F + P

Throws
Wrist Flick - (Close) P + G
Falling DDT - (Close) F, D + P
Stomach Throw - (Close) B, D + (P + G)
Reaping Throw and Punch - (Close) F, F + (P + K)
Pushover - (Close) B, F + P
Cartwheel - (Close) F + (P + K + G)

Lau Chan
Nationality: Chinese
Date of Birth: October 2, 1940
Age: 55
Occupation: Cook
Hobby: Chinese Poetry
Technique: Koen-ken

Special Moves
Punch and Heel Kick - P, K
Punch and Crescent - P +, (P + G)
Punch and Sweep - P, D + (K + G)
2 Punches and Straight Kick - P, P, K
Forearm Strike - B/D + P
Forearm Strike Combo - B/D + P, P, P, D + K
Lifting Palm - D/F + P
Knife Hand - D/F + P, P, P
Knife Hand Combo - D/F + P, P, P, D + K
Crescent Kick - D + K
Sweep - D + (K + G)
Dashing Knife Hand - D/F, D/F + P
Cartwheel Kick - U/F + K
Jump Kick - U/F + (K + G)
Backward kickflip - B/U + K
Backflip - B/U
Elbow Strike - F + P
Snap Kick - F + K
Sliding Attack - F, D + K
Stomp (on fallen opponent) - D/F + K

Throws
Waterwheel Drop - P + G
Piggyback Drop - B + P
Head Slam - B, F + P
Sideways Throw - B, D + (P + G)

Wolf Hawkfield
Nationality: Canadian
Date of Birth: February 8, 1966
Age: 29
Occupation: Pro Wrestler
Hobby: Karaoke
Technique: Pro Wrestling

Special Moves
Running Elbow Strike - P, P, F + P
Knee - F + K
Uppercut - D/F + P
Running Clothesline - F, F + P
Dashing Shoulder Ram - B, F + P
Backhand Slap - B + P
Scissors Kick - K + G
Somersault Heel Smash - B, F + (K + G)
Roundhouse Kick - F + (K + G)
Flying Knee Attack - F, F + (K + G)
Drop Kick - U/F + K
Drop Elbow - B + (P + K)
Two Hand Upward Slap - D, F + P
Elbow Drop (on fallen opponent) - D/F + P
Back Body Splash (on fallen opponent) - B/U + K

Throws
Backfall - (Close) P + G
Twirl and Hurl - (Close) HCF + P
Back Buster - (Close) D/F, D/F + (P + K)
Smash - (Close) U/F + (K + G)
Double Arm Suplex - (From Behind) B/D + (G + K + P)
Tombstone - (Close) G + K + P
Torso Takedown - (Close) G + K

Jeffry McWild
Nationality: Australian
Date of Birth: February 20, 1957
Age: 38
Occupation: Fisherman
Hobby: Reggae Music
Technique: Pancratium

Special Moves
Dodging Side Jab - D + (P + K)
Uppercut - D/F + P
Toe Kick - D + K, P
Elbow Strike - F + P
Frontal Foot Thrust - F, F + K
Heel Kick - F, D + K
Knee - F + K
Lunging Drop Elbow - B, D/F + P
Headbutt - F + (P + K)
Flying Butt Attack - P + G + K

Foot Stomp (on fallen opponent) - D/F + K

Throws
Backbreaker - (Close) P + G
Power Slam - (Close) F + P
Body Press - (Close) B + (P + G)
Piledriver - (Close) D/F, D/F + (P + K)
Triple Headbutt - (Close) B, F + (P + K), F + (P + K), F + (P + K)
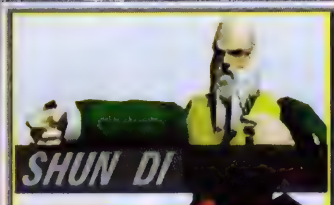
Shun Di
Nationality: Chinese
Date of Birth: January 2, 1912
Age: 83
Occupation: Herbal Doctor
Hobby: Collecting Medicinal Herbs
Technique: Drunken Kung fu

Special Moves
Dashing Uppercut - D/F + P
Lunging Punch - D, F + P
Running Punches - F + P
Backpush - B/D + P
Scorpion Kick - D + (K + G)
Twisting Backfist - B + P
Backflip - B/U
Cartwheel Kick - F, F + K
Jumping Back Hammer - U + P
Mule Kick - U + K
Spinning Scissors Kick - U/F + K
Spinning Twist Punch - U/F + P
Jumping Spin Kick - K + G, P
Two Hand Push - P + G
Breakdance Sweep - B/D + (K + G)
Backward Hopping Kicks - B + (K + G)
Hand Stand - HCB + K
Falling Kick - B + K
Falling Twist Kicks - B/D, B/D + K
Sit Down Kick - D, D, K
Side Step - B/D + G
Side Step and Backfist - B/D + G, P

Throws
Dance Punch - (Close) P + G
Grab and Fall - G + K + P

Lion Rafale
Nationality: French
Date of Birth: December 24, 1979
Age: 16
Occupation: High School Student
Hobby: Skateboarding
Technique: Tourou-ken

Special Moves
Elbow Strike - F + P
Knee - F + K
Uppercut - D/F + P
Creeping Slash - D/F + P, P
Low Thrusting Peck - B/D + P, P
Spin Foward and High Kick - F, F + (K + G)
Head Poke - B + P
Wind-up Attack - D/F + (P + G)
Sweep - D + (K + G)
Dancing Kick - U + K, K
Handstand Kick - D, D + K
Cartwheel Spin Kick - U/F + K
Spinal Thrust - U/F + P
Swinging Arms - U + P
Cartwheel - B/U
Low Swipe Combo - D + K, K + G
Turn Kick - B, B + K
Turn Punch - B, B + P
Spinning Sidekick - D, F + P+ K
Low Trip - D, D/F + P

Throws
Trip - P + G
Piggyback (from behind character) - P + G
Reaping Throw - B + (P + K)
Grab and Fling - F, F + (P + K)

Kage-Maru
Nationality: Japanese
Date of Birth: June 6, 1971
Age: 26
Occupation: Ninja
Hobby: Mah-jongg
Technique: Hagakure-ryu Jujutsu

Special Moves
Dodging Punch - B/D + P
Dodging Punch Combo - B, D + P, P, P, B + K
Elbow Strike - F + P
Heel Kick - D + K + G
Rising Knee - D, F + K
Backward Flip Kick - B/U + K
Kick Flip - BU + K + G
Back Heel Sweep - F, F + K
Rolling Flying Kick - F, F + All
Flying Corkscrew Kick - F, F + K + G
Roll Forwards - HCF
Roll Backwards - HCB
Cartwheel Backwards - B + G
Back Thrust - B + K + G
Sliding Attack - B, B/D, D + K
Slashing Shuto - B, F + P + K
Slashing Shikan-ken - D + P + K
Chopping Shuto - D, F + P + K
Spinning High Back Thrust - B, B + K
Spinning Downward Chop - B, B + P
Heel Smash - D/F + K

Throws
Hip Throw - P + G
Ten Foot Toss - B + P
Reaping Throw - B, F + P
Toka Throw - All

Sarah Bryant
Nationality: American
Date of Birth: July 4, 1973
Age: 22
Occupation: College Student
Hobby: Skydiving
Technique: Jett Kune Do

Special Moves
3 Punches and Hopping Toe Kick - P, P, P, U + K
3 Punches and Kick Flip - P, P, P, B + K
Punch and Side Kick - P, D + K
Dodging Punch - B/D + P
Elbow Strike - F + P
Knee - F + K
Rising Knee - D, F + K
Lunging Knee - F, F + K
High Snap Kick - D + K
Shadow Kicks - D/F + K, K, K
Crouching Side Kick - D + K + G
Kick Flip - B/U + K
Roundhouse - U + K
Forward Jumping

Roundhouse - F/U + K
Tornado Kick - F/U + K + G
Double Kick - B + K
Downward Crescent Kick - K + G
Side Hook Kick - B/D + K + G
Turning Punch - B, B + P
Turning Jump Kick - B, B + K
Spinning Heel Kicks - D, B + K, K
Downward Backfist - D/F + P
Kick Fallen Opponent - D/F + K

Throws
Belly Suplex - P + G
Jumping Clothesline - F, F + P

Jacky Bryant
Nationality: American
Date of Birth: August 28, 1970
Age: 25
Occupation: Indy Car Racer
Hobby: Training
Technique: Jett Kune Do

Special Moves
Punch-Kick Combo - F, P, K
Punch and Sweep - P, D + K
2 Punches, Elbow, Kickflip - P, P, F + P, B/U + K + G
Dodging Punch and Sweep - G, P, D + K
Spinning Backfist - B + P
Elbow Strike - F + P
Low Spinning Backfist - B/D + P
Knee - F + K
Kickflip - B/U + K
Toe Kick - D + K
Punt Kick - F, F + K
Crescent Kick - K + G
Crouching Side Kick - D + K + G
Hook - D/F + P
Side Hook Kick - B + K
Beat Knuckle - P + K
Lightning Kicks - D + P + K, K, K, K, K
Spinning Mid-Kick - B, F + K + G
Turning Hook - B, B + P
Spinning Half Crescent - B, B + K
Kick Downed Opponent - D/F + K

Throws
Brainbuster - P + G
Jumping Clothesline - F, F + P

SEGA
SEGA RALLY
CHAMPIONS
SEGA SATURN
INTERNATIONAL RALLY

Easy Left, Baby

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Rally Racing
- **Special Features:** 3 Tracks (Plus One Bonus Track), Split Screen Mode, Two Views, Championship, Practice, or Time Attack Mode, Ghost Car Mode, Customizable Cars, 2-Player Handicaps, Compatible w/Arcade Racer Steering Wheel
- **Created by:** AM2 for Sega Sports
- **Available:** Now for Sega Saturn

Straighten yourself out, son, or you'll never win this race.

Traffic on these city streets can be a real bear.

Some people look at a stretch of mountain road and say, "That's not safe to drive on." Other people look at that road and say, "It's too steep and curvy - we should put up some stop signs." Then there are a few people with more guts than sense that look at the road and say, "I'll bet I can drive my car on that road faster than anyone else in the world." For that group of people there is a racing circuit known as the Rally Championship, and for those of us who can't afford to smash cars into walls, there is Sega Rally Championship which is now available for your Saturn.

Sega Rally Championship (SRC) is a direct arcade translation. Because of the design of the Sega Saturn and its similarities to Sega's arcade game design, very little has been lost in the translation (except, of course, for some resolution and a few frames of animation). In SRC you'll be able to race on one of three tracks - Desert, Forest, or Mountain. You can race these tracks individually or in a circuit, where you drive one after the other and your time and position in the race are kept throughout all three tracks. In addition, if you finish the third track in first place you'll move on to the bonus Lake Side track where you'll find yourself fighting some of the tightest stretches of road you've ever driven.

The arcade portion of the game is only half the story, however, because Sega has added some very nice options unique to the home version. First of all, you'll be able to race in split-screen mode against your friend. You can do this as a standard three or five lap format, or you can choose Time Delay. In this mode, when one car reaches a check point, the other car has a preset time (1 to 9 seconds) to reach that checkpoint or the game is over. In lap mode, you can give one car a delayed start to handicap the more talented driver. Finally, you can turn on a slower car burst which will allow the losing car to go a bit faster, giving it a chance to catch up.
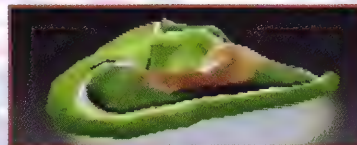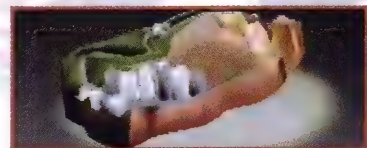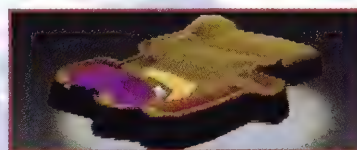
Four tracks are eventually available

Desert

Forest

Mountain

Lake Side

Your choice of two cars
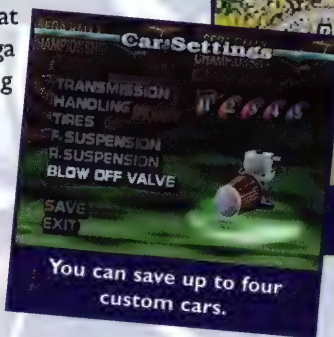
TOYOTA CELICA

LANCIA DELTA

So what about one-player? In the time attack mode, Sega has allowed you to race against the most dangerous opponent in the world - yourself. Each track keeps track of not only the best time, but it shows a ghostly image of the car that scored the best time so you have an opponent to race against.

If you've played Sega Rally in the arcades, you know that it is a challenging game that you'll need to play over and over in order to improve. The cars are sensitive and require a master's touch. If you're tired of practicing at fifty cents to a dollar a pop, Sega Rally Championship is coming home just for you.

You can save up to four custom cars.

Driving under a helicopter on a gravel road just can't be good for the paint job.

Your copilot will announce the next turn - in this case it's an easy left.

There's nothing quite as beautiful as the color of the autumn leaves.
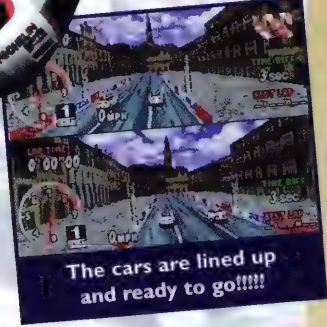
The cars are lined up and ready to go!!!!!
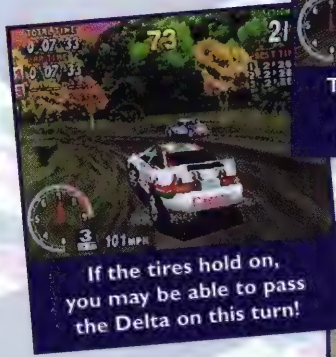
If the tires hold on, you may be able to pass the Delta on this turn!
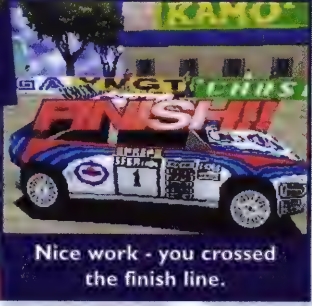
Nice work - you crossed the finish line.
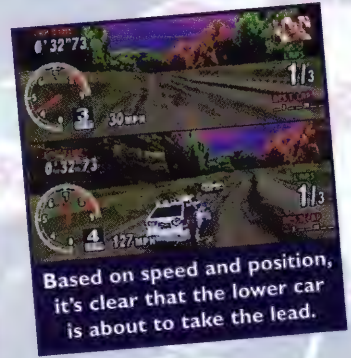
Based on speed and position, it's clear that the lower car is about to take the lead.
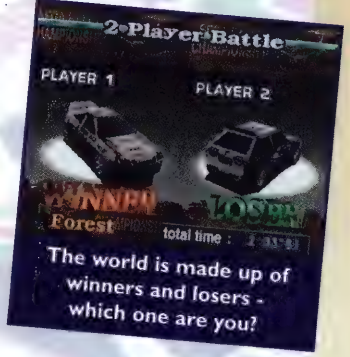
The world is made up of winners and losers - which one are you?

► **THE BOTTOM LINE 8.5**

ANDY, THE GAME HOMBRÉ

Concept:	8
Graphics:	9
Sound:	8.5
Playability:	8.75
Entertainment:	8.5
OVERALL:	**8.5**

"Sega Rally is an excellent driving game that takes time and patience to master. The control and graphics are almost exactly the same as its arcade counterpart, minus some frame-rate and a steering wheel. Overall, I would say Rally isn't quite as good of a one-player game as Daytona, but since it's two-player, Sega Rally is a must have for the competitive player."

REINER, THE RAGING GAMER

Concept:	7.75
Graphics:	8.25
Sound:	8
Playability:	8.5
Entertainment:	8
OVERALL:	**8**

"There's no doubt that Sega knows how to make good arcade racers. But, I think they could add a little bit more variation between all their titles. Sega Rally could be considered as the big brother to Daytona USA. Besides having a few more options like customizing your own car and a ghost racing mode which allows you to challenge yourself from race to race, Sega Rally is almost identical to Daytona when it comes to the game format. If you're a fan of Daytona USA then Sega Rally's just the game you've been waiting for."

PAUL, THE PRO PLAYER

Concept:	9
Graphics:	9.25
Sound:	9
Playability:	9.5
Entertainment:	9.5
OVERALL:	**9.25**

"I'm far more impressed with this title than I was with Daytona. Rally has a far better driving feel and the graphics have less 'pop-up.' The two-player mode is a great addition and adds to the replay value. I really like the car settings and I wish they were incorporated into the normal game. I still haven't figured what the blow-off valve does. Rally is a fantastic driving game that is sure to give any racer a run for their money."

RAYMAN

Feel the Rhythm in Your Hands

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Three Save Slots, Abilities to Learn, Funky Moves and Soundtrack
- **Created by:** UbiSoft
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE**   **7.5**

	Andy	Paul	Rick	Reiner
Concept:	7	5	7	7.75
Graphics:	8.75	9	8.5	9
Sound:	9	8	8	7.5
Playability:	7.5	8.5	7	6.75
Entertainment:	6	7	7	8.25
Overall:	**7.75**	**7.5**	**7.5**	**7.75**

ANDY, THE GAME HOMBRE

"Rayman features some truly amazing graphics and has a great soundtrack, but I found that in the end there just wasn't enough to keep me entertained. The gameplay moves rather slow and the level design requires that you die numerous times to pass certain obstacles."

PAUL, THE PRO PLAYER

"This game seems to be the perfect one to bring the younger players into the 32-bit world. Nice graphics and slow moving play are good for a little brother, but Rayman needs more to get my playing time."

REINER, THE RAGING GAMER

"From the appearance of the graphics I thought that Rayman was going to be an easy kiddy game, but it's nothing of the sort. Rayman is very, very unforgiving. A good game, but nothing to go bonkers over."

RICK, THE VIDEO RANGER

"Rayman is another cute and cool action/platform now available for the Saturn. While this is a pretty good game, I prefer Bug!"

In a strange land of cartoons and music, one hero must save his friends and his world from ultimate destruction. That hero is Rayman.

In this colorful action/platform, you are in control of an initially inept hero. On the first stage, all you can do is jump and scare people. As you progress, however, Betilla the fairy will periodically grant you new powers – from the ability to punch to a glow-in-the-dark grappling fist, you'll need every new power you gain. In addition to giving you the ability to complete the later levels, new powers you gain late in the game can help you finish earlier levels to completion.

Looking for some eye candy? Then check out the colorful world of Rayman.

One of the powers Rayman acquires is the ability to hang from ledges.

Riding the bug is dangerous and thrilling at the same time.
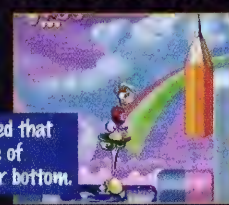
Somebody has sharpened that pencil to a lethal degree of sharpness – watch your bottom.

Betilla the fairy has the ability to grant you a new power. Learn wisely.

THUNDER STRIKE 2

- **Size:** 1 CD-ROM
- **Style:** 1-Player Helicopter Simulation
- **Special Features:** Multiple Combat Views, Adjustable Weapons Systems, More Than 25 Missions, Sequel to Sega CD Title
- **Created by:** U.S. Gold
- **Available:** Now for Sega Saturn

The Sequel to the Classic Sega CD Game
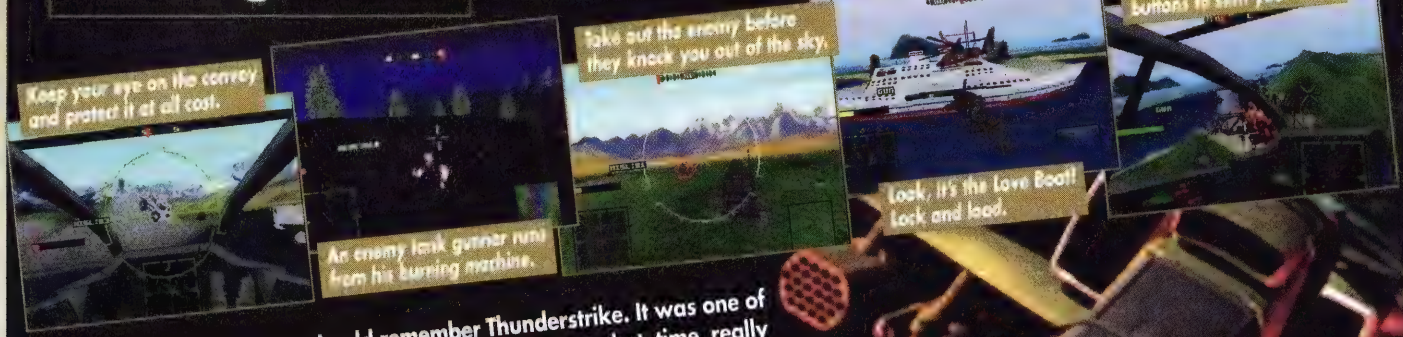
Keep your eye on the convoy and protect it at all cost.

An enemy tank gunner runs from his burning machine.

Take out the enemy before they knock you out of the sky.

Look, it's the Love Boat! Lock and load.

You'll be able to scan the horizon using the L & R buttons to shift your view.

Most Sega CD owners should remember Thunderstrike. It was one of the first titles released for the system, and at that time really showed the power and potential of the Sega CD. Now that that system is pretty much old news, U.S. Gold introduces a new version for the 32-bit era. Thunderstrike 2 puts you at the controls of the Thunderstrike attack helicopter equipped with loads of weapons and advanced radar systems.

Set off to conquer the more than 25 missions set in some of the most realistic real-time environments that have been seen on the Saturn yet. Rolling terrain, phenomenal looking enemies, and booming sound effects leave a game like Black Fire in the dust.

Electronic Arts took a good thing and made it better. Last year's smash, Shockwave, set a new standard in gameplay on the 3DO. The combination of intense first person space simulation and on screen full-motion video character monologue created a unique and enjoyable gaming experience which really hasn't been explored on this 32-bit platform. Now, an entire year later, Electronic Arts has brought the adventure back to the 3DO.

Shockwave 2: Beyond the Gate takes place twenty years after the original. This time Electronic Arts has created more of a massive universe; if you remember correctly, the storyline in Shockwave was fairly basic. Humankind had to defend Earth from an alien invasion. In Shockwave 2 there are six different solar systems, five alien races (including ours of course), and three different vehicles. There's also a lot more movie footage. Shockwave basically told the whole story at the beginning and at the end of the game; not much happened while in the game mode. However, this time the game depends on the story. Different twists and events in the movie footage tell you what to look for or what to avoid.

- **Size:** 2 CD-ROMS
- **Style:** 1-Player Space Simulator
- **Special Features:** 3 Vehicles Including a Turret, a Hovercraft, and a Fighter, Multiple Weapons, Full Motion Video Clips, Planet and Universe Select, Communication Com-Links, Big Bosses, and Weird Looking Aliens
- **Created by:** Electronic Arts
- **Available:** January for 3DO

Defense shields are down and ready for your assault.

SHOCKWAVE 2
BEYOND THE GATE

You save their life and they try to attack you. Go figure.

Hey, pull my finger!

Heal me, I need your gasoline justice baby!

With the com-link you can view events all over the ship. Pictured here is a prisoner holding the doctor hostage. Oh my! What are we going to do?

This is a big factory, maybe we should stock up on something more powerful before we attempt destroying it.

Pick your destination planet and get ready to launch.

Try to avoid the oaks. The bark is tough and sure to put a hole in your hull.

The three vehicles all control differently. The fighter ship is probably the closest you'll get to duplicating the original Shockwave vehicle. The fighter can fly over terrains and perform multiple stunts which the other vehicles cannot. The next vehicle is the hovercraft. This ship works well in valleys and canyons, but it's not a very good ship for the open terrain. Lastly, the turret is a mobilized station which is best used for convoy missions and base attacks. The weapons in all the vehicles are pretty much the same, but the way you configure them can make a big difference.

Shockwave 2: Beyond the Gate is the kind of game that 3DO owners shouldn't miss out on. The first adventure was very difficult and frustrating at best. EA seems to have compensated and created an easier and longer game. Be sure to look for a complete review next month right here in the pages of Game Informer.

Atari Updates a Relic
MISSILE COMMAND 3D

	Andy	Paul	Rick	Reiner
Concept:	7	9	5	8.75
Graphics:	7	7	5	7
Sound:	5	6	5	7.25
Playability:	6	7.75	4	8.25
Entertainment:	6	6.5	5	8.5
Overall:	6.25	7.25	4.75	8

- **Size:** 16 Megabit
- **Style:** 1-Player Earth Defense Shooter
- **Special Features:** 3 Games: Original, 3D & Virtual, Multiple Difficulty Levels, Weapons Upgrades, and A Recreation of the 1981 Arcade Smash
- **Created by:** Atari
- **Available:** Now for Atari Jaguar

▶ THE BOTTOM LINE **6.5**

It's been a long time since Missile Command appeared on a console system (besides the Game Boy). Atari not only brings the original arcade game to the Jaguar, they've designed two new versions to bring the game into the '90s. If you're not familiar, the basic idea of Missile Command is to defend your cities from attack. As long as there is still a city to defend, the game will continue.

The new 3D and Virtual versions of the game give the point of view from the ground and the player must scan the skies for incoming missiles and flying objects. As in the original, timing your shot is essential. You must time your shots correctly to intercept the flight path of incoming projectiles. The 3D version gives you a radar to help you scan the skies. The C, B, and A buttons launch a limited supply of missiles from their respective ammo batteries. The Virtual game, (that may someday be compatible with the Jag VR helmet), is similar to the 3D game. The Virtual game requires you to toggle between three laser banks by using the keypad. Your point of view is then switched and you control only that weapon.

Although there may be no plan to release a Missile Command roller-ball controller, Missile Command 3D recreates the days of Atari dominance in the video game realm. It also introduces something new to carry this game into the 21st century.
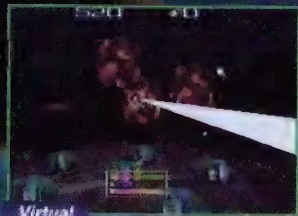
ANDY, THE GAME HOMBRE
"The original version is cool but the two new versions are somewhat boring after the novelty wears off. Not what I would expect from a 64-bit machine."

REINER, THE RAGING GAMER
"This is exactly what Atari should have done two years ago. Revamp the classics and make a killing. If you liked Tempest 2000, then 3D Missile Command should satisfy your needs, wants, and worries about owning a dead system."

PAUL, THE PRO PLAYER
"The original game doesn't offer much over the 2600 version. The new versions are very innovative, but lack the speed and detail you'd expect from a 64-bit machine."

RICK, THE VIDEO RANGER
"This game was flawed from the beginning. To me it's overkill putting OLD arcade classics like this on high powered systems. Powering them up doesn't work either, because people just want the original. The Virtual version was kind of cool but nothing special."

The original game allows you to manipulate the play screen and the Lynx finally has a new game.

Original

Virtual

There goes another city.

3D

MUTANT SMASHING MAYHEM
ATTACK OF THE MUTANT PENGUINS

Strange mutants disguised as penguins have invaded the land. Only two brave souls named Bernard and Rodney have discovered the invasion and have risen to the challenge. With the help of some crazy gremlins and numerous mutant shredding machines you must take either Bernard or Rodney to destroy all the mutants on each level.

Attack of the Mutant Penguins requires you to stop a stream of mutants from reaching their goal. What you need to do is to pick up Gremlins and drop them to open chests and build machines. The more gremlins you drop on something the quicker things happen. Inside the chests you'll find things like dynamite, torches, and letters that will give you a weapon. The weapon is the most important element. With it you'll be able to slow down the advancing mutants. Each time you hit them they'll release power pellets that you must collect. Get enough pellets and you'll get the super weapon. The super weapon will allow you to pulverize the mutants and make your mutant counter go to zero. Once you've killed all the mutants, it's on to the next level.

Attack of the Mutant Penguins is a game that is original and unique to the Jaguar. Just move quickly and wield a big pan.

It's doomsday when you see this happen.

In between each level there are crazy bonus levels.

Penguin Control

Mutants, mutants everywhere!!

	Andy	Paul	Rick	Reiner
Concept:	5	7.5	4	7.5
Graphics:	6	5	4	7
Sound:	5	5	5	7
Playability:	4	7	5	8
Entertainment:	4	7	3	7
Overall:	5	6.25	4.25	7.5

PAUL, THE PRO PLAYER
"Smashing a load of penguins is pretty fun at first. This game is fun to figure out, but after that it's basically the same thing over and over. You get the club or pan and just bash."

RICK, THE VIDEO RANGER
"I'm sorry but fighting mutant penguins on a small limited play field just didn't impress me. I can't find anything to like in this game."

ANDY, THE GAME HOMBRE
"Bam! Bam! Bam! Kill Penguins! Yes...Kill Penguins! I think penguins are my friends."

REINER, THE RAGING GAMER
"Penguin bashing is definitely an interesting concept, however, this idea only goes so far. After you figure out how to play the game, and solve level 1, you'll have no problem figuring out the rest of the stages. Fun, but not worth buying."

- **Size:** 16 Megabit
- **Style:** 1-Player Arcade Strategy/Puzzle
- **Special Features:** 3 Skill Levels, Hidden Power-Ups, Gremlin Helpers, and Two Characters to Choose From, and 3 Separate Bonus Games
- **Levels:** 20
- **Created by:** Sunrise Games Ltd. for Atari
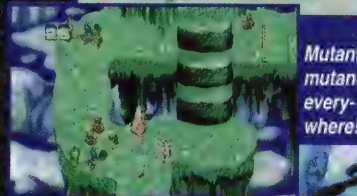- **Available:** Now for Atari Jaguar

▶ THE BOTTOM LINE **5.75**

BATTLEMORPH

The Sequel To Cybermorph

- Size: 1 CD-ROM
- Style: 1-Player Mission-Based Shooter
- Special Features: Over 10 Items and Weapons to Collect, Underwater and Underground Interaction, Voice-Overs By A Scotsman, and Full-Motion Computer Rendered Cut-Scenes
- Levels: 40+
- Created by: ATD for Atari
- Available: Now for Jag CD

Look underwater for keys and other items that will help you on your mission.
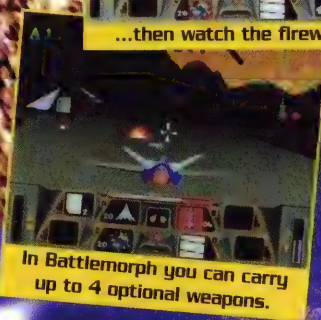
Use the map to find your targets.

Destroy this power converter...

...then watch the fireworks.

In Battlemorph you can carry up to 4 optional weapons.

PAUL, THE PRO PLAYER

Concept:	7
Graphics:	5
Sound:	8.5
Playability:	8
Entertainment:	4

OVERALL: 6

"This version has nothing over the original cart version. I was expecting more. The sound effects and music are nicely done, but the overall look is the same. The control is touchy at best. It is clear that this is the best of the initial Jag CD games, but that's not saying much. I have yet to see a game that would justify the purchase of the Jag CD. This game should've been on a cartridge."

REINER, THE RAGING GAMER

|	
Concept:	8
Graphics:	7
Sound:	7.25
Playability:	8
Entertainment:	8

OVERALL: 7.75

"Once again I tried to keep an open mind about this Jag game, and well, I have to say I was semi-impressed. I do think Atari could have made this game a whole lot better by adding a little bit more level texture mapping and better sound effects, but otherwise it's the same old, same old, that Jag owners should be used to by now. The only letdown is that it's on the Jag CD. Owners who are feeling a little uneasy with the purchase of their Jag probably won't spend the money to pick up the Jag CD."

ANDY, THE GAME HOMBRE

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

OVERALL: 7.5

"I really liked Cybermorph and I was excited to get my hands on Battlemorph (BM). Unfortunately, the game isn't that much different. The only addition that the CD gave BM was a couple of FMVs that play over and over and a Scottish voice-over to announce the word you've chosen. Neat, but this game could have been done on cartridge. On a lighter note, this game is entertaining and will keep you busy with its long levels and addictive gameplay. However, don't expect to be floored by amazing graphics and awesome polygons, because all the sounds and graphics in this game are pretty average. Luckily, it's fun to play!"
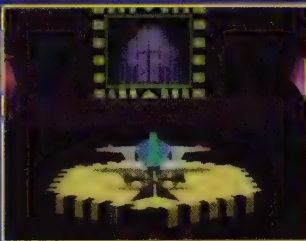
In March of 1994 Atari unleashed Cybermorph upon gamers everywhere. It featured large 3D environments and challenging missions that kept them glued to their screens. It's now almost two years later and the Atari (better late than never) Corporation has finally brought out a sequel to this smash hit. Unfortunately for Jaguar owners, you'll need a Jag CD to play Battlemorph.

The Pernitian Empire is planning another strike into human space and it's time to stop them before they get here. Armed with a new War Griffon that's capable of flying underwater and underground, you will take on the Pernitian Empire on their own turf.

Before each mission you will be briefed on your assignment. Sometimes you need to collect vital information and other times you'll need to destroy certain targets, but every time you'll need to find as many items and shield power-ups as you can to keep your War Griffon functioning. Each enemy sector has six levels with a boss that you must defeat to move on to the next sector. Although the bosses aren't any more spectacular than the original Cybermorph, they do feature texture-mapped polygons that make these end bosses seem larger than life.

The new War Griffon also has the ability to fly underwater and through underground tunnels. The addition of the underwater flying adds a unique dimension to this game. Certain items and keys that you will need to finish levels will be hidden underwater or at the end of long underground passageways, so you will need to explore each level fully. Like the original, Battlemorph still features multiple play perspectives and teleporters to take you to bonus areas and hidden secrets.

In the end, the addition of the new options adds considerably to Battlemorph, but the CD capabilities of the Jag offer nothing more than a couple of rendered scenes and voice-overs. This is a good game that fans of the original Cybermorph will truly enjoy, however it may not be enough to justify buying a Jag CD.
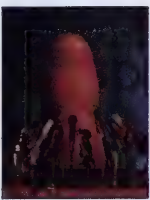
▶ **THE BOTTOM LINE** 7

UNBELIEVABLE!
THUMB BREAKS FOUR WORLD RECORDS

Celebration spills over into streets after Thumb topples fourth world record in two days.

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.

NBA® JAM™ TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."

SUPER BURNOUT™ Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.

VAL D'ISERE SKIING AND SNOWBOARDING™ Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.

SUPERCROSS 3D™ Overcoming serious cramp, Thumb catches air as he sweeps all 14 supercross titles.

By COURT CRANDALL
ATARI STAFF WRITER

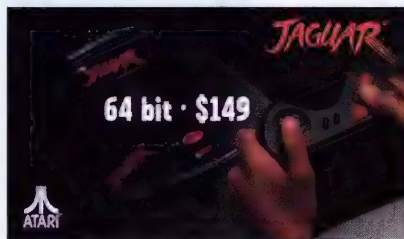Thumb: "I'm no hero. I'm the same extremity I was two days ago."

▶ **The living room-** At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Isere Skiing and Snowboarding™ to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA® Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout™. "There is no 'I' in "HAND," Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D™. The rest, as they say, is history.

▶ **The deal-** Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and those of other much less valuable body parts like the big toe, guaranteed $5.6 million per year, and the right eyebrow, which earns a cool $6.2 million plus incentives.

▶ **The injury-** "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

▶ **The system-** After the tickertape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.

64 bit · $149
JAGUAR
ATARI

"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

AT A GLANCE

Size:
1 CD-ROM

Style:
1 or 2-Player Wrestling

Special Features:
Eight Characters
(+ One Hidden Character),
Special Moves, Fatalities,
and Body Slams

Created by:
Williams for Acclaim

Available: Now for PlayStation

Tonight in the squared circle - Acclaim's Wrestlemania! Acclaim has been making wrestling games for years now, but it took buying a game from Williams for them to finally get it right. Wrestlemania is the first wrestling game to break from the standard button pressing race and use special moves and button combinations to bring home the WWF. With eight playable characters and one hidden one, Wrestlemania will surely please any fan of the WWF. Kick'em in the groin or throw'em out of the ring, either way you're the star in WWF Wrestlemania.

Overall: 8.75

NFL Quarterback Club '96
Genesis Review

Size: 24 Megabit
w/Battery Backup

Style:
1 to 5-Player Football

Special Features:
Full Custom Teams,
Play, Practice, and Simulation
Modes, All 30 NFL Teams,
Most NFL Players

Created by:
Iguana Entertainment
for Acclaim

Available:
Now for Sega Genesis

Overall: 6.5

Sadly enough, the 16-bit sports era is coming to an end. This may be the last year that you can buy updates to your favorite football carts. Some companies, however, seem to think that this happened last year, as they are releasing virtually the same games with a different number slapped on them. NFL Quarterback club suffers from this malady. New this year is the ability to create all the players as opposed to just quarterbacks, but their abilities are determined not in specialized skills tests but in regular practice. Not new this year is any improvement or significant change in the game engine. Not horrible, but nothing special.

High Velocity
Saturn Review

Size:
1 CD-ROM

Style:
1 or 2-Player Racing

Special Features:
3 Tracks, Six Cars Which
Are Customizable in Vs. and
Time Trial Mode, Full Race
Replay, Simultaneous
2-Player Action

Created by:
Atlus Software

Available:
Now for Sega Saturn

Overall: 6.5

High Velocity racing features three mountain tracks, six customizable cars, and 2-player simultaneous action. With all this, you'd think that High Velocity racing would be the premier racing disk on the market, but it seems to fall a bit short. While the graphics are nice (with almost none of the pop-up that plagued Daytona), the cars just don't handle all that well and the counter steering just isn't up to snuff. The 2-player mode features an interesting side-by-side split-screen that reverts to single screen when the cars are close enough. Additionally, the second track is one of the most intriguing designs we've seen. However, all of this adds up to an average racer - not too bad, but not too good.

Sonic Drift 2

Game Gear   Review

Size:
4 Megabit

Style:
*1-Player Racing
(2-Player w/Gear to Gear)*

Special Features:
*3 Circuits, Six Characters,
Power Up Items*

Created by:
Sega

Available:
Now for Game Gear

Overall: 5.5

There just doesn't seem to be much to say about Sonic Drift 2. It's not an entirely bad game, but it's really not that great. Basically you choose your favorite Sonic character (there are six in all) and race him against three other Sonic Characters. There are three circuits of multiple tracks each, but it won't take long before you've seen all there is to see. The control is a bit stiff, and the other racers will pass you and then fall back for no apparent reason. It seems hard to justify spending time on this game when you could be playing Virtua Racing on a Nomad.
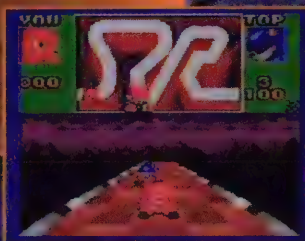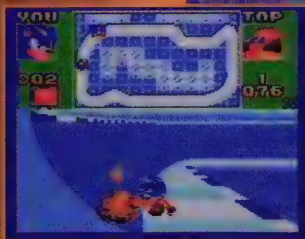
PO'ed

3DO   Review

Size:
1 CD-ROM

Style:
*1-Player First-Person
Action/Adventure*

Special Features:
*Special Flip Move for Easy
Evasion, 8 Different
Weapons, Freedom of Flying
With Jet Pack, and Freedom
of Running With Sneakers*

Created by:
Any Channel

Available:
Now for 3DO

Overall: 7.25

Any Channel, the creators of PO'ed, wanted to make sure that we caught the final version of this game before it went to print. As you've probably noticed we already did a review of PO'ed in our November 1995 issue. While this is a fair review for the version we saw, Any Channel surprised us and updated the game again. Now, the true question is did Any Channel change the game enough to make us take the bite out of November review? Yes, they did! The game is set up in an entirely different way, and the levels are set up better as well. This a great first title for any company. Definitely something to take a look at.
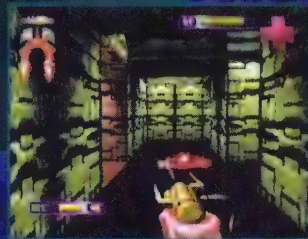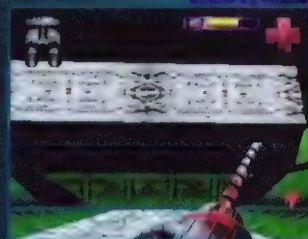
Buster Brothers Collection

PlayStation   Review

Size:
1 CD-ROM

Style:
*1 or 2-Player
Action/Harpoon Simulator*

Special Features:
*2-Player Simultaneous Play,
2 Games on One Disc,
Multiple Power Up Items*

Created by:
Capcom

Available:
Now for PlayStation

Overall: 6.75

If you're not familiar with the Buster Brothers games, you missed a significant event in the history of addictive gaming. The story is simple - you're a guy with a harpoon gun and you've got to bust a whole bunch of bubbles which split into two until they are small enough to destroy. Some of the bubbles contain power up items like a double harpoon, a sticking harpoon, or a four shot gun. This disc contains both of the arcade versions of this game. While this game is a near perfect arcade translation, it certainly isn't pushing the PlayStation to its limits. However, if your looking for a bubble busting bonanza, give the Buster Brothers Collection a try.
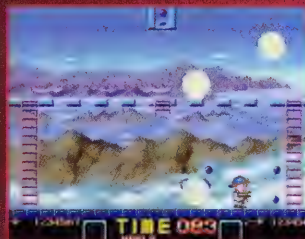
Atari Karts

Jaguar — Review

Size:
16 Megabit
Style:
1 or 2-Player
Go-Cart Racing
Special Features:
2-Player Split-Screen Mode,
Four Cups of Four Circuits
Each, Power-Up Icons
Created by:
Miracle Designs for Atari
Available:
Now for Atari Jaguar

Overall: 5

Quite a few years ago, Nintendo released a game known as Mario Kart for the Super Nintendo. It was a fun and interesting 16-bit game. This year, Atari is attempting to capitalize on this idea by releasing their own version of this game - Atari Karts. While the "64-bit" version of Karts is more colorful than its predecessor, it contains less animation and you no longer have the ability to fire objects at the competition. Atari Kart will provide some limited entertainment, but if you've played Mario Kart then you've already played this game, only the old version was a bit better. Remember, that's Karts with a K!

Killing Time

3DO — Review

Size: 1 CD-ROM
Style:
1-Player First-Person
Action/Adventure
Special Features:
Duck Stomping,
Cook Killing,
Ghost Interogating, and
a Whole Lot of Weapons
to Kill Ghouls With
Created by:
Studio 3DO
Available:
Now or 3DO

Overall: 8

The name summarizes it all. It truly is Killing Time. From the first scene to the end of the game, you the player will commit t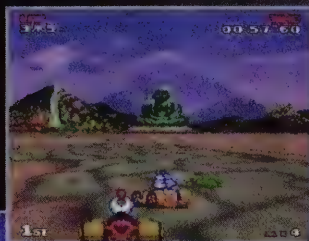he ultimate crime of them all - murder. While this has become an ordinary subject for video games, Studio 3DO takes this violent act a little further. Not only do you get to kill ghosts, gangsters, and clowns; but also innocent ducks, cooks, and whatever else steps in your way. Studio did a good job ripping off the Doom feel for this game. It moves fairly smooth but sometimes it moves a little too fast. However, no matter what your squabble is, this still remains the closest thing to Doom on the 3DO. Remember, this is just a game.
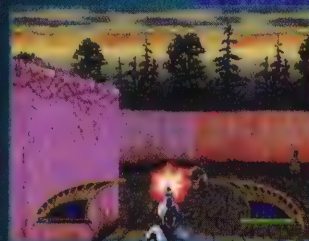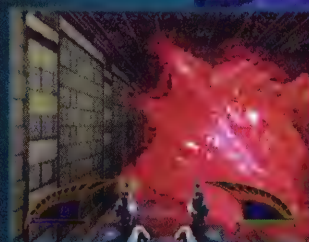
Sonic Labyrinth

Game Gear — Review

Size:
4 Megabit
Style:
1-Player Action/Puzzle
Special Features:
Adjustable Number of Lives,
Time Attack and Normal
Modes, Super Spin Attack,
Very Loosely Based on the
Japanese Arcade Game
Megalo 13
Created by: Sega
Available:
Now for Game Gear

Overall: 5.5

Somewhere far away in a mystic land, there exists a place consisting of several different areas, each of which has an entrance, an exit, and three keys which open the doors to the next level. This is the world where Sonic the Hedgehog's latest adventure takes place. In this game you'll be racing the clock to collect the three keys and find the exit. Every fourth level, you'll encounter a boss which, when defeated, will lead you to the next zone. There are obstacles and enemies on each level, and you'll have to utilize your Super Spin attack to be at all effective. There's not much to say about this game except that it's another Game Gear cart, which may make some people happy.
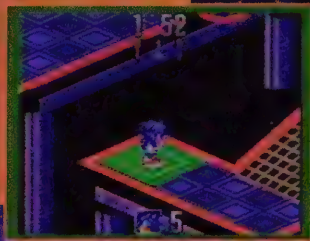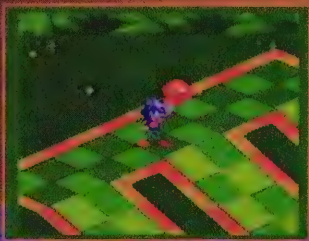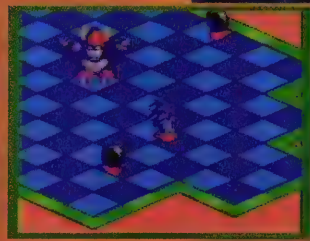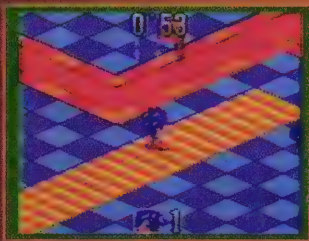
PGA Tour '96

3DO   Review

Size:
1 CD-ROM

Style:
1 to 4-Player Golf

Special Features
9 Digitized Tour Pro,
3 Courses, 3 Graphic Detail
Levels, Adjustable Difficulty
Settings, FMV Hole Fly-Bys,
and Replays

Created by:
EA Sports

Available:
Now for 3DO

Overall: 9

Surprisingly, after two years the 3DO version of PGA has hit the shelves. A total of nine PGA Tour pros can be played as or against. There's even a stats page for each of them that includes comments ranging from toughest course to general tips. The 3DO version varies slightly from the PS-X and PC versions in some of the options and overall look, but it is almost identical in the play mechanics. EA's Target Arc System allows for accurate shot placement and draw/fade control. PGA Tour '96 is clearly the golf game to get for the 3DO. No other game comes close.

Emmitt Smith Football

Super NES   Review

Size:
16 Megabit

Style:
1 or 2-Player Football

Special Features
Play Editor to Create and
Save Numerous Plays via
Password, Practice Mode,
and Replay

Created by:
NCM Entertainment for JVC

Available:
Now for Super Nintendo

Overall: 7.75

It was just a matter of time before this Cowboy great got his own game. Emmitt Smith Football is by no means a stellar game in terms of graphics or play control, but it does offer an option that no other SNES football has. The play editor allows you to create and practice plays on offense and defense. An easy to use interface allows you to command all 11 players and then name the play and save it. This cart doesn't have any NFL license, playoffs, seasons, or trades, but the play maker alone moves the score up quite a bit. Emmitt Smith Football (for the play editor alone) is worth a look.
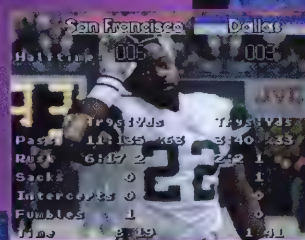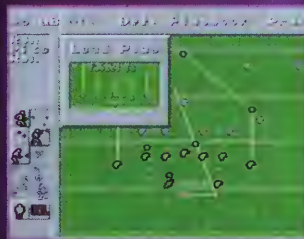
Impact Racing

PlayStation   Preview

Size:
1 CD-ROM

Style:
1-Player Racing/ Combat

Special Features
6 Cars, Weapons,
Radar Viewer,
Memory Card and
Password Save

Created by:
Fun Com for JVC

Available:
Now For PlayStation

The basic concept of JVC's Impact Racing has been done time and time again in the realm of video games. You pilot a car equipped with standard lasers and blast other cars to pick up other weapons like missiles and land mines. Finish the laps in time and then advance to another twisting and blasting track. Each track has texture-mapped terrain and enemies. A total of six cars with varying capabilities and armaments are at the player's disposal. Top speeds and a quick trigger finger are essentials to Impact Racing.
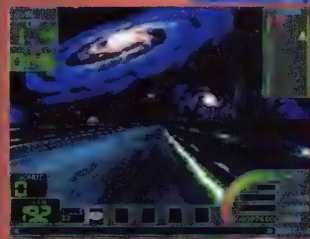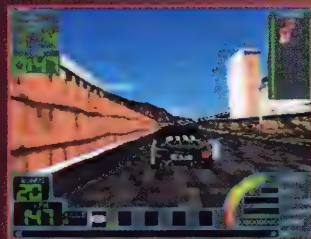
Killer Instinct

Game Boy Review

Size:
4 Megabit

Style:
1-Player Tournament Fighting (Head-to-Head with GB Link)

Special Features:
All the Original Arcade Fighters Except Riptor, Super Game Boy Compatible, Move Guide Inside Manual

Created by:
Rare for Nintendo

Available:
Now for Game Boy

Overall: 7.25

Trying to put any fighter on the Game Boy, let alone Killer Instinct, can't be an easy task, but Nintendo seems to have pulled it off. The Game Boy version is very similar to the SNES version as far as moves go. However, the reptile warrior Riptor has been excluded from this version. The programmers had to adapt a six-button game into a two button so you lose some of the arcade feel. Killer Instinct is animated fairly nicely, but a few strange pauses were present during game play. Killer Instinct really isn't better than any other fighter for Game Boy.
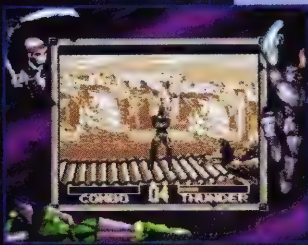
Mystaria: Realms of Lore

Saturn Review

Size:
1 CD-ROM

Style:
1-Player Tactical/RPG

Special Features:
Up to 12 Party Members, Skill Learning, Huge Spells, 3 Save Slots (6 w/Cartridge), Magical Weapons, 3D Graphics

Created by:
Micro Cabin for Sega

Available:
Now for Sega Saturn

Overall: 8.25

Welcome to the first RPG for the Sega Saturn. Mystaria features a completely 3D world, right down to the battlefields where you'll be spending most of your time. Much like the old Shining Force games, Mystaria is all about tactics. Fortunately, your characters are adept at fighting. In addition, they gain experience not only for general level, but for specific offensive, defensive, and magical skills as well. The more you use your sword, the more sword techniques you will learn - and when you do learn them they will be demonstrated immediately. A fine game of its type with lovely graphics, though it may be a little on the short side for hard-core RPGers.
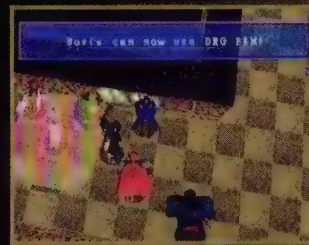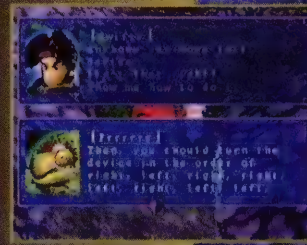
Venom • Spider-Man: Separation Anxiety

Super NES Review

Size: *16 Megabit*

Style: *1 or 2-Player Action/Adventure*

Special Features:
Brief Quest Appearances by - Captain America, Ghost Rider, Hawkeye, and Daredevil, Graphics Based on Artwork by Jeff Bagley, Power Moves, Password Save Feature, and Web Slinging

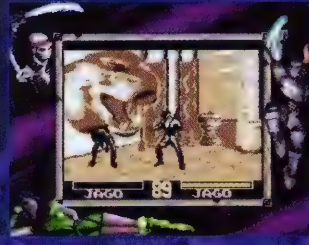**Created by:**
Software Creations for Acclaim Entertainment

Available:
Now for Super Nintendo

Overall: 6

Last year Acclaim Entertainment released the smash hit Maximum Carnage, and this year they released Maximum Carnage? No wait... this is Separation Anxiety. No, hold on a sec, it's gotta be Maximum Carnage! No matter how you look at it, you have to agree that these two games are almost identical. Same bosses, same characters, basically the same plot, and the same gameplay. The only difference is in the soundtrack. Maximum Carnage featured the inspiring talent of the legendary rockers Green Jelly. Separation Anxiety features a crappy R & B group. Sing it boys and girls! Pump up the spider, pump him up so his feet keep moving! Pump up the...
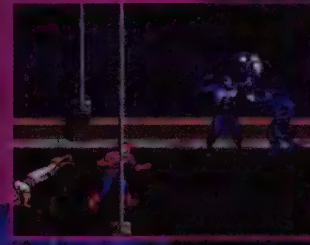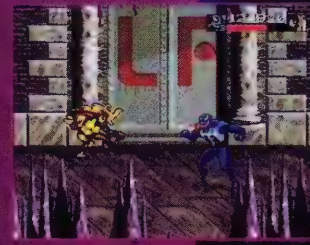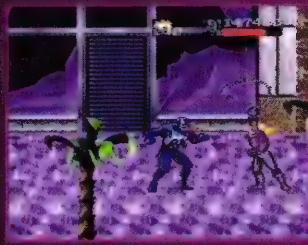
Back Issues

Sometimes you lose them – and other times people take them from you – but whatever you do, don't go through life without a complete collection. Order now before these priceless issues become obsolete!

December 95
- Cover: Toy Story
- Secret Access contains: Secret Codes for MK 3 (SNES, Genesis, & PS-X), Moves Guide for Namco's Tekken (Part 1)
- Tip Card 19: Moves for WWF WrestleMania

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

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

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 ChampionsCD.
- Tip Card 16: Street Fighter: The Movie

August 95
- Cover: Lunar: Eternal Blue (Sega CD)
- Strategy Guide for Judge Dredd
- Secret Access contains compete list of moves, skill moves, and power combos for all characters in Eternal Champions Sega CD.
- Tip Card 15: Tekken (Part 2)

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)

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

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

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

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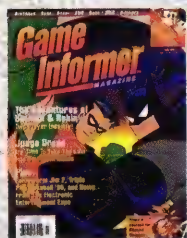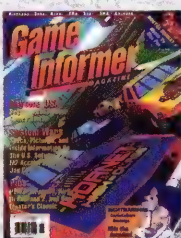- 1995 Winter CES Coverage
- Aliens vs. Predator (Jaguar) Strategy Guide: Level Maps and Cheat Codes
- Secret Access contains Earthworm Jim (SNES), Shadowrun (Genesis), Madden '95 (Genesis)
- Tip Card 10: Virtua Fighter 2

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

Other Issues Available:

January 95
- Cover: Ristar (Genesis)
- Secret Access contains: Shining Force 2 (Genesis), J. Madden (3DO), Earthworm Jim (SNES & Genesis)
- Tip Card 8: Samurai Shodown 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: Primal Rage

November 94
- Cover: Sonic & Knuckles (Genesis)
- Secret Access contains: Donkey Kong Country Bonus Worlds (SNES), MK2 Moves & Codes (GB, SNES, SG, & GG)
- Tip Card 6: DarkStalkers

Sept/Oct 94
- Cover: Mortal Kombat 2 (SNES & Genesis)
- Secret Access contains: ~~SOLD OUT~~ Racing (Genesis), Super Metroid (SNES), MK 2 (SNES & Genesis)
- Tip Card 5: Bloodstorm

July/Aug 94
- Cover: BattleTech (Genesis)
- Secret Access contains: Sonic 3 (Genesis), Jurassic Park (SNES), Super Metroid Strategy Guide (SNES)
- Tip Card 4: NBA Jam TE

May/June 94
- Cover: MLBPA Baseball (SNES)
- Secret Access contains: NBA Jam Secret Characters & Codes (SNES & Genesis), Jurassic Park (Genesis)
- Tip Card 3: Super SF2 Turbo

March/April 94
- Cover: NBA Jam SNES & Genesis
- Secret Access contains: Actraiser 2 (SNES), Sonic (Sega CD), Secret of Mana (SNES), Zombies Ate MY Neighbors (SNES)
- Tip Card 2: MK 2

Jan/Feb 94
- Cover: NBA Jam (SNES, Arcade, & Genesis)
- Secret Access contains: Eternal Champion Moves (Genesis), TMNT Tournament Fighters (SNES & Genesis)
- Tip Card 1: Super SF2

Nov/Dec 93
- Cover: Aladdin (Genesis)
- Secret Access contains: Flashback (Genesis), Mortal Kombat (Genesis), Super Tennis (SNES), Jurassic Park (Genesis)
- Special Role-Play Feature

Sept/Oct 93
- Cover: Mortal Kombat (SNES & Genesis)
- Secret Access contains: ~~SOLD OUT~~ CD), Mortal Kombat (Game Gear), SF2 Turbo (SNES)
- Special 3DO Feature

NAME	JORDAN
NUMBER	23
HEIGHT	6'6"
WEIGHT	198
HAND	RIGHT
HEAD	1
PLAYER	1
POSITION	SHOOTING GUARD
COLLEGE	NORTH CAROLINA

NBA Live '96 – SNES/Genesis

Here's a way to create all the hot rookies from the '96 season. First, go into the player editor screen, then enter in one of the rookie's names you want to use. For example, if you pick Reeves, type in his last name only. The team name won't appear (for obvious reasons of course), but his stats and physical characteristics will. Below is a listing of all the rookies WE could think of. If you happen to stumble upon more, send em in!

Stackhouse
Jordan
Best
Reeves
Wallace
McDyess
Vaughn
Rencher
Finley
Respert
Ratliff
Snow
O'Bannon
Trent
Zidek
Garnett
Ostertag
Childress
Barkley

Miles Signorelli
Ridgewood, NY

Mechwarrior 3050 – SNES

You either have the choice of A: entering these codes and having the best time of your life or, B: sucking freon through a broken air conditioner while singing Whitney Houston's greatest hits. The answer should be obvious. However, if you are a little skeptical to what the right answer is, we'll give you a hint. It starts with an A.

Mission 1 - BMBRMN
Mission 2 - 65C816
Mission 3 - B1GBND
Mission 4 - FSPRNG
Mission 5 - YHWX11

"The Eradicator"
Phoenix, AZ

· HELPFUL HINTS ·
SECRET ACCESS
PASSWORDS · CODES

ESPN Extreme Games – PlayStation

This code's kind of lame. However, if you don't have the time to see the ending, or if the game is too difficult, this code will resolve all the debates you have with ESPN Extreme Games.

Win the game - 013
140
152
082
165
069
048
112
074

Ted Danson
Boston, MA

Primal Rage – SNES

Before primates there were beasts known as dinosaurs. These beasts ruled the Earth, and created the ultimate delicacy, the cheese burrito. Yes, the dinosaurs were exquisite cooks, and with the code you're about to receive you too can be Chef Boy-R-Dee and cook your competition without receiving the cheese indicator. At the Title Screen press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, and Right. If you do this correctly the word "Cheats" will appear as a selectable option. This new menu allows for one-hit wins, turbo mode, free play, and invincibility to be accessed. This is a great code for any dinosaur fanatic.

Rob "Rager" Calvacca
Vernon, NJ

WWF Wrestlemania – PlayStation

Hey Wrestlemania fans! If you're ready for the challenge then by all means read on! To activate the hidden character, Adom Bomb, you must first beat the game with all characters in the heavyweight division. Once you do this Adom Bomb will be activated and playable. Also, keep your eye on the crowd for cameos by certain MK3 characters and creators. Enjoy!

Osewna Hanieh
Chicago, IL

Ridge Racer – PlayStation

Playing video games in the mirror is extremely difficult. It may be amazing playing your favorite games backwards, but it's not worth the effort. For one, if you're trying it in the bathroom, you always have to worry about two things, water and electricity. Water's fun to drink, but not so fun when mixed with electricity. Now, thanks to Namco you can play Ridge Racer in Mirror Mode on your own TV!

Right away on the first track spin your car around so it's heading for the brick wall. If you manage to gain enough speed, you'll fly right through the wall. Once this happens everything will be backwards. The writing on your car, the billboards, everything! This is a cool code, for cool people. Stay away from the electrified water. Ouch!

Jeff Sporer
New Berlin, WI

Pitfall: The Mayan Adventure – 32X

Pitfall. Pitfall. Pitfall. If you separate this name into two separate words you get "pit" and "fall". Reverse the words and you you get "fall" and "pit". Doesn't this sound a little fishy? What is this some kind of subliminal message from Activison? Fall in a pit and die you pig! I can't believe this got out! I'll sue! I'll sue big time! Oh yeah, by the way to avoid falling in pits, use the codes below. All the codes below are to be entered at the Title Screen.

Direct to 2600 level -
Down, A x 26 Times, Down
Direct to Simon -
B, A, Down, C, Right, A, B
Level Select - C, A, C, A, Down, Up, Down, Left, Down, Up, Up
Infinite Continues - C, C, C, C, Left, A, Down, Up, Down
99 of Each Weapon -
A, B, Up, C, A, C, A
9 Lives at Start - Right, A, Down, B, Right, A, B, Up, Down
Super Speed -
B, A, Right, C, Right, Up, Down
Direct to Credits - C, Right, Down, C, Right, Down, C, Right, Down

"Virtua Gap Boy '96"
Minneapolis, MN
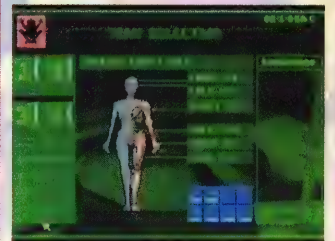
Syndicate – 3DO

The objective is world domination, and with the code below this feat will become much easier. At the "Company Name" option enter NGOR MAT. Make sure you leave a space between the R and the M otherwise this code will not work. Once this code is entered you will have complete freedom to go whereever you want with a bundle of cash.

"The VidMan"
Uptown, MN

Wing Commander III – 3DO

For some reason or another, this game just doesn't make sense. We all know that Mark Hamill is a well trained Jedi Knight, and we also know that the Kilrathi have no way to defend against a Jedi attack. Now, if you put two-and-two together and if Mark was smart, he would use his powers to destroy all the Kilrathi in the galaxy. Instead he insists on keeping his power to himself and letting innocent people die just because he's too arrogant! Well, here's a code that will allow you to unlock Mark's magical talents. Go into the **"New Game/Continue Menu"** and press and hold the **L Button**, then press and hold the **P Button**. Once you've done this the cursor should scroll through the available options. When the cursor lands on the Continue icon and while still holding the **L and P Buttons** press **A**. Doing this should bring up the secret debug menu which allows access to all FMV clips, object viewing, system flags, and everything you want to know about the game.

Kent Wang
Galveston, TX

Code of the Month!

Warhawk – PlayStation

Mission 2: ●▲▲✕●●■●
Mission 3: ✕▲✕■■▲■▲
Mission 4: ■▲✕✕✕▲●■
Mission 5: ▲●▲●▲✕■■
Mission 6: ▲✕▲■●✕●●
Thor Mode: ■●■■▲✕▲▲
Kali Mode: ✕●●■✕▲●▲

Gary Coleman
Bronx, NY

Hollywood Codes
Bug! – Saturn

GI Lackey: Welcome to the first installment of Hollywood Codes. This month we have a very special guest with us. Give a warm welcome to 90211's Luke Berry. How's it going Luke?

Luke Berry: Like, It's not goin' bad, y'know. Like, I'm a busy guy, and I have a big responsibility to fulfill with my show.

GI Lackey: Understandable. As you probably already know, Bug's been rippin' it up in Hollywood.

Berry: Yeah, Bug's pretty cool. He even has a cameo on our season finale. He's going to be the character who reintroduces Brenda to the show. We find out that Brenda actually got kidnapped by a clan of ants, and Bug rescues her. They end up getting married, and helping all the other characters on the show with their problems. It's a good new twist for the show.

GI Lackey: Cool. Now let's give the readers the code.

Berry: All right, here we go gamers! At the **title screen** hit (babyseals) **B, A, B, Y, Down, Right, A, Left Button, and Down.** If this is entered correctly Bug should scream at you. Now start a new game and press Up, and the Left Button to activate the level select.

GI Lackey: Well thanks for coming down Luke, it was nice seeing you again.

Berry: Yeah, like. No problem, catch ya all later.

Luke Berry
Beverly Hills, CA

Earthworm Jim Special Edition – Sega CD

Whoa! Look at the hair on that worm! To access the codes below simply pause the game and enter the code you would like. Also, this is the only way Sega owners can play as Donkey Kong on their Sega systems. Take a look at what they've done to him. I wonder if the arrow through the head says something? Hmmm.

Afro Jim - B, A, A, A, A, A, B, C
Donkey Worm Kong -
Down + C, B, A, A, A, A, B, C, B, A, A, A, A, A, B, C
Configure -
A + B, C, C, A, A, B, B, B + C
Map - A + B, C, C, C, A, B, B, B
Finish - B, B, A, C, A + B, A + B, A + B, A + B
Invincible - A + B, A + B, C, A, Right, Right, Left, Right
Groucho Marx -
A, A, A, A, A, A, B, C
Antennae - B, C, A, A, A, A , B, C
Life - A + Up, B, A, C, A, A, C, B
Ronald McJim -
C , A, A, A, A, A, B, C
Energy Refill -
A + C, B, B, C, C, C, A, B

Level Warps

What the Heck? -
A, Right, A, C, C, Left, Right, A
Snowman - Right, Right, Right, A, C, Left, Right, B

Exo Squad – Genesis

Level 1 - KETNAMLG
Level 2 - RROMBEUU
Level 3 - ITMALGNL
Level 4 - SYLROAKA
Level 5 - ZIUJKCHT
Level 6 - TZKAISAO
Level 7 - AEEBIAJL
Level 8 - TSAOTTCY
Level 9 - IALKTAIA
Level 10 - SZAINBHN
Level 11 - ZADMIAOM
Level 12 - TGAINRKI
Level 13 - AYRNCDIN

"D.J"
Colonia, NJ

Evil the Cat - Up, Down, Right, C, C, Left, Right, B
Down the Tubes - Up, Down, Left, Left, Up, Up, Up, Down
Tube Race - Up, Up, Left, Left, Down, Left, Up, C
Snot a Problem -
C, B, C, Right, Right, Left, A, B
Snot a Problem 2 - Up, B, C, Down, Down, Down, A, C
Snot a Problem 3 -
A, Up, C, Up, Up, Down, C, A
Lab - A, B, B, Down, Right, Right, Left, Right
Chicken Plummets - A, B, C, Up, Down, Down, Down, Right
Naked and Lovin' It - C, A, C, Left, Right, Up, Down, Right
For Pete's Sake -
A, B, C, A, B, A, Down, Right
Andy Asteroids -
A, Left, A, C, C, C, B, B
Andy Asteroids 2 - C, Down, A, A, Down, B, B, Down
Andy Asteroids 3 -
A, Down, Left, A, C, C, A, B
Andy Asteroids 4 -
A, Down, A, A, C, C, A, B
Andy Asteroids 5 -
A, Left, A, C, C, Down, Up, A
Andy Asteroids 6 -
A, Right, A, A, Right, B, Up, A
Who Turned Out the Lights -
A + C, B, Up, Left, Right, Right, Left, Left
Who Turned Out the Lights 2 -
A, B, Up, B, Left, Right, C, Up
Who Turned Out the Lights 3 -
A, B, C, Up, Left, A, Right, Right
Who Turned Out the Lights 4 -
A, C, Up, Left, C, Right, Left, B
Queen of Buttville - A, C, Left, Right, B, Left, Left, Down

Roderick Bolden
Detroit, MI

Rayman – PlayStation

From the shadows of darkness comes America's number one hero. He's considered the backbone of modern day society. He's been recognized as the heartthrob of teens. He's received numerous votes for presidency. He's Rayman, the founder of happiness. By the way, what in the world is he? Is he some kind of insect or something? Anyway, to make the game a whole lot easier, enter the codes below into the password section.

Start World 1 with 99 men
V2D9HX3PQZ
Start World 2 with 99 men
MNB9!M!P2?

Robert Black
Bald Knob, AR

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

Ganryu

Chop Chop - LP, LP
Two Hammers - DF + (LP + RP)
Chop Chop/Hammer - LP, LP, LP
Reverse Hammer -
 D, B + (LP + RP)
Reverse Hammer/Two Hammers -
 D, B, + (LP + RP), (LP + RP)
Clap Trap - F, F + (LP + RP)
Punch/Elbow Rush - RP, LP
Double Slap - DF (Hold) + LP, RP
Triple Slap -
 DF (Hold) + LP, RP, LP
Crouching Double Slap/Uppercut -
 D (Hold) + LP, LP, LP
Triple Windmill Punch -
 D, F + LP, RP, LP
Power Punch - B, DB, D, DF + RP
Sumo Palm Rush - D + RP
Double Palm Rush - D + RP, RP
Rising Sun - DF + RP
Hundred Hand Slap -
 F + LP, RP, LP, RP, LP, RP, LP, RP
 (Can also be started with RP)
Mega Crouch Combo -
 D + LP, LP, LP, RP, LP, RP
Sumo Foot Stomp - D + RK
Hard Pounce - UF, (LK + RK)
Throws:
Crescent Throw - LP + LK
Shoulder Throw - RP + RK
Reverse Toss - B + (RP + RK)

Kuma

Rib Buster - F, F + (LP + RP)
Punch/Elbow Rush - RP ,LP
Double Hammer - DF + (LP + RP)
Reverse Hammer -
 D (hold), B + (LP + RP)
Reverse Hammer/Double Hammer -
 D (hold), B + (LP + RP), (LP + RP)
Double Slap/Hammer -
 D (hold) LP, LP, LP
Double Uppercut -
 DF (hold) + LP, RP
Triple Uppercut -
 DF (hold) + LP, RP, LP
Windmill Punch -
 D (hold), F + LP, RP, LP
Squater - D + (LK + RK)
Sitting Punches - LP, RP , LP, RP
 (max of 4x while sitting)
Power Punch - B, DB, D, DF + RP
Mega Crouch Punch -
 D (hold) + LP, LP, LP, RP, LP, RP
Hard Pounce - UF + (LK + RK)
Throws:
Smoother - LP + LK
Headbutt - F + RP + RK
Bear Hug - RP + RK
10-Hit Combo:
 D + RP, LP, LP, LP, RP, LP, RP,

Wang Gin Lei

Palm Stab - F +RP
Hammer - DF + LP
Uppercut of Death -
 DF + (LP + RP)
Chi Release - F, F + (LP + RP)
Strong Uppercut - D (hold), RP
Punch/Hammer - RP ,LP
Punch/Hammer/Uppercut -
 RP, LP, LP
Uppercut/Hammer/Uppercut -
 D (hold), RP, LP, LP
5 Slaps - RP ,LP, LP, LP, RP
Sweep - DF (crouch), RK
Sweep/Flying Kick -
 DF (crouch), RK, LK
Sweep Kick - D + RK
Sweep Kick/Low Kick -
 D + RK, RK (holding D)
Sweep Kick/Hick Kick -
 D + RK, RK (released D)
Sweep Kick/Uppercut -
 D + RK, LP
Foot Dive - F, F, F, LK
Vertical Kick - DF (tap), LK
Power Kick - D (hold), RK
High Kick/Sweep/Uppercut -
 F +RK, D + RK, LP
High Kick/Sweep/Low Kick -
 F + RK, D + RK, RK (holding D)

High Kick/Sweep/High Kick -
 F + RK, D + RK, RK (released D)
Hard Pounce - UF + (LK + RK)
Throws:
Toss - LP + LK
Backlash - RP + RK (stuns)
Reversal -
 RP (must hit), B, (LP + RP)
Sky Uppercut -
 DF + RP (must hit), LP
10-Hit Combo:
 RP, LP, LP, RP , LK, LK, LK, LK,
 RK, RK, LP

Lee Chow Lang

Backflip - B, B, B
Quick Flip -
 D (hold), UB, U, UF (tap)
Punch/Backhand - RP, RP
Double Punch - LP, RP
Double Punch Elbow -
 F (hold) + LP, RP, RP
Elbow Backhand -
 F (hold) + LP, RP, RP, RP
Double Backhand -
 F (hold) + LP, RP, RP, RP
Uppercut Backhad -
 DF + LP, RP, RP
Flipkick - D (hold), UB, U, UF + RK
Power Flipkick -
 D (hold), UB, U, UF + (LK + RK)
Quick Flipkick -
 D (hold), UB, U, UF (tap) + RK
Hick Kick/Flipkick -
 RK (must connect), U + LK
Jagged Kick - F, F + LK
Double Kick - D (hold), LK, LK
Low/High Kick - D + RK, RK
Triple Kick - LK, LK, LK
Low to Medium -
 D + RK, RK, RK, RK
Double Roundhouse -
 D + RK, RK, LK
Double Roundhouse High Kick -
 D + RK, RK, LK, RK
Double JumpKick/Roundhouse -
 F, F, LK, RK, RK
Jump Kick/Sweep -
 F, F, LK, D (hold) + RK, RK
Jump Kick -
 F, F, F + LK (stuns if blocked)
High Kick/Roundhouse/High Kick -
 RK, LK, RK
Low to High Triple Kick -
 D + LK, LK, LK, LK
Head Kick/Body Bust -
 D + LK, F (down) + LK, LK
Spinner - F, F + (LK + RK)
Multi-kick -
 D (hold), LK, Lk, D (tap), LK, LK
Throws:
Neck Takedown - LP + LK
Face Smash - RP + RK
Knee Bash -
 F, F (hold) + (LK + RK)
Unblockable Attack:
Dashing Fist -DB + (LP + RP)
10-Hit Combo
 (tap) DF + LP, RP, RP, LP, LK,
 LK, LK, RK, LK, RK

Anna Williams

Knife Strike - D (hold), F + LP
Side Knife Strike -
 D (hold), F + RP
Flip Kick - D (hold), UB,U,UF + RK
Quick Flip Kick -
 D (hold), UB, U, UF (tap) + RK
Chi Release - F, F + (LP + RP)
Hand Sweep - DF (hold) + RP
Triple Slap - B + LP, LP, LP
Flip Tumble - F, F + RK (stuns)
5 Punches - LP, RP ,LP, RP, LP
Double Punch/Roundhouse -
 LP, RP, RK
Double Punch/High Kick -
 LP, RP, LK
Mid Kick/Punch - DF + LK, RP
Mid Kick/Punch/Roundhouse -
 DF + LK, RP, RK
Mid Kick/Punch/Punch -
 DF + LK, RP, LP
Mid Kick/Punch/High Kick -
 DF + LK, RP, LK
Mid Kick/Punch/Low Sweep -
 DF + LK, RP, D + LK
Triple Kick/Punch -
 DF + LK, LK, LK, RP
Mid Kick/Roundhouse -
 DF + LK, RK
Triple Kick/Roundhouse -
 DF + LK, LK, LK, RK
Triple Kick/Spinning Chop - DF +
LK, LK, LK, LP
Punch/Roundhouse - RP, RK
Triple Kick - DF + LK, LK, LK
Kick/Spinning Chop/Double Punch -
 DF + LK, RP, RP
Kick/Punch/Kick -
 DF + LK, RP, LK
Kick/Punch/Roundhouse -
 DF + LK, RP, RK
Hop Kick/Low Sweep/Kick -
 UF + RK, LK, RK
Flying Kick -
 F, F, F + LK (stuns if blocked)
Throws:
Arm Throw - LP + LK
Reverse Toss - RP + RK
Overhead Toss - F + (LP + LK)
Elbow Strike - DF, DF + LP
Chin Bash - D, DF, F + (LP + RP)
During Chin Bash:
 A) **Leg Scissors Arm Snap -**
 LK, RK, LK, (LP + RP)
 B) **Sidestep Arm Snap -**
 LP, LK, RP, LP
During Sidestep Arm Snap:
 A) **Falling Arm Snap -**
 RP, LP, LK, RK, (LP + RP)
 B) **Double Arm Snap -**
 LK, LP, RK,
 (LP + RP), (LP + RP)
Unblockable Attack:
Crane Chop - DB, (LP + RP)
10-Hit Combo:
 LP, RP , LP, RP, LK, LK, RP,
 LP, RP, RP

Armor King

Kidney Punch - DF, RP
Hammer Elbow - DF, LP
Double Puch/Uppercut -
   LP, RP, LP
Bunch o' Punches -
   LP, RP, LP, LP, RP
Dragon Punch - D, F, DF + LP
High Uppercut - F, F + RP
Low Uppercut - F, F, RP
Power Uppercut - F, D, DF + RP
Crouching Uppercut - D, F + RP
Jumping Hammer - UF + (LP + RP)
Side Body Blow - DF (tap), RP
Forward Dive - F, F + (LP + RP)
Big Boot - F, F + RK
Drop Kick - F, F + (LK + RK)
Spinning Drop Kick -
   F, F, F + (LK + RK)
Spinning Drop Kick/Dive -
   F, F, F + (LK + RK), (LP+ RP)
Triple Slide Kick -
   DF + RK, RK, RK
Hard Pounce 1 - UF + (RP + RK)
Hard Pounce 2 - UF + (LK + RK)

Throws:
Knee Bash - (LP + LK)
Suplex - (RP + RK)
   -Aerial Pile Driver -
   (while Suplex is performed, no
   later than when your opponent is
   vertical) D, D, D + (LP + RP)
Pile Driver - D, DF, F + LP
Hopping Pile Driver -
   DB, F + (LP + RP)
Whirlwind Toss - DB, F + LP
Scissors Flip - DF + (LK + RK)
DDT - DB, DB + (LP + RP)
10-Hit Combo - LP, RP, LP, LP, RP,
   RK, RK, RK, LP, LK

Kunimitsu

Spinning Tornado -
   B (Hold) + LP (Up to 5X)
Sweeping Tornado -
   DB (Hold) + LK (Up to 5X)
Twist Hit - F + RP
Knee Rush - F, F + RK
Roundhouse/Middle Kick - LK, RK
Kick/ Double Roundhouse -
   RK, RK, RK
Cartwheel - F, F + (LK + RK)
Cartwheel/Diving Corkscrew -
   F, F + (LK + RK), F, F + (LP + RP)

Throws:
Flying Spinning Slam - LP + LK
Hilt to the Head - RP + RK
Hard Pounce - UF + (LK + RK)
7-Hit Combo -
   LP, RP, LP, RK, RK, RK, LP

Heihachi Mishima

Hammer - D + LP
Hammer/Power Punch -
   D + LP, F + RP
Punch/Swinging Backhand -
   RP, RP
Double Jab - LP, LP
Power Punch - D, DF, F + RP
Double Jab/Power Punch -
   LP, LP, RP
Double Punch - LP, RP
Double Punch/Spinning Backhand -
   LP, RP, RP
Dragon Punch - F, D, DF + LP
High Uppercut - DF + RP (or LP)
Power Uppercut - F, D, DF + RP
Super Uppercut - D, D + RP
Double Walking Uppercut -
   DF + LP, RP
Back Sidestep - B, B, B
Somersault - D, UF + (LK + RK)
Jump Kick - F, F, F + LK
Power Kick - F, D, DF + LK
Up & Down Kick -
   F, F + LK, F + RK
Double Up & Down Kick -
   D, RK, RK
Sweep/Roundhouse - D + LK, LK
Triple Sweep -
   F, D, DF (Hold) + RK, RK, RK
Triple Sweep/Up & Down Kick -
   F, D, DF (Hold) + RK, RK, RK,
   (release DF) RK
Jumping Spin Kick/Foot Sweep -
   UF, RK, RK
Hard Pounce - UF + (RP + RK)

Throws:
Neck Breaker - (LP + LP)
Pile Driver - (RP + RK)
Headbut - F, F + (LP + RP)
10-Hit Combo:
   F, F (Hold) + RP, LP, RP, RP, LK,
   RK, RK, LP, RP, LP

P. Jack

Punch/Elbow - RP ,LP
Quick Hammer - D + LP
Quick Hammer/Power Punch -
   D + LP, F + RP
Double Hammer - DF + (LP + RP)
Reverse Hammer -
   D (Hold), B + (LP + RP)
Reverse Hammer/Double Hammer -
   D (hold), B + (LP + RP), (LP +
RP)
Slap - F, F + (LP + RP)
Double Slap - LP, LP
Double Slap/Hammer - LP, LP, LP
Double Uppercut -
   FD (hold) + LP RP
Triple Uppercut -
   FD (hold) + LP, RK, LP
Double Slap/Uppercut -
   D + LP, LP, LP
Triple Windmill Punch -
   D (hold), F + LP, RP, LP
Squatter - D + LK + RK
Winding Uppercut -

B, DB, D, DF + LP
Power Punch - B, DB, D, DF + RP
Triple Drill Punch -
   DB + LP, LP, LP, RP
Triple Drill/ Power Punch -
   DB + LP, LP, LP, (B, DB, D, DF + RP)
Crouch -
   D (hold) + LP, LP, LP, RP, LP, RP
Windup Punch -
   B, DB, D, DF, rotate controller
   counterclockwise until Jack
   reaches the count of 5
   and release.
Throws:
Smoother - LP + LK
One Arm Smash - RP + RK
10-Hit Combo:
   D + RP, LP, LP, LP , RP, LP, RP,

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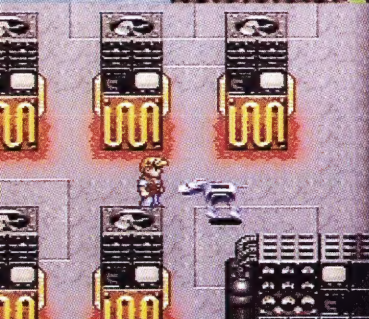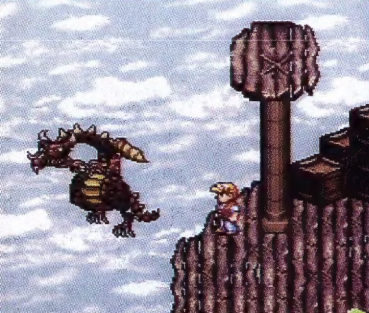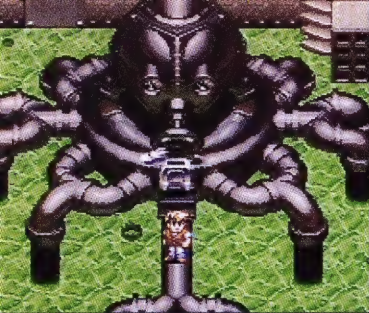   FIGHTER STICK SN

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