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April 1996
Vol. VI • Issue 4 • #36

Game Informer

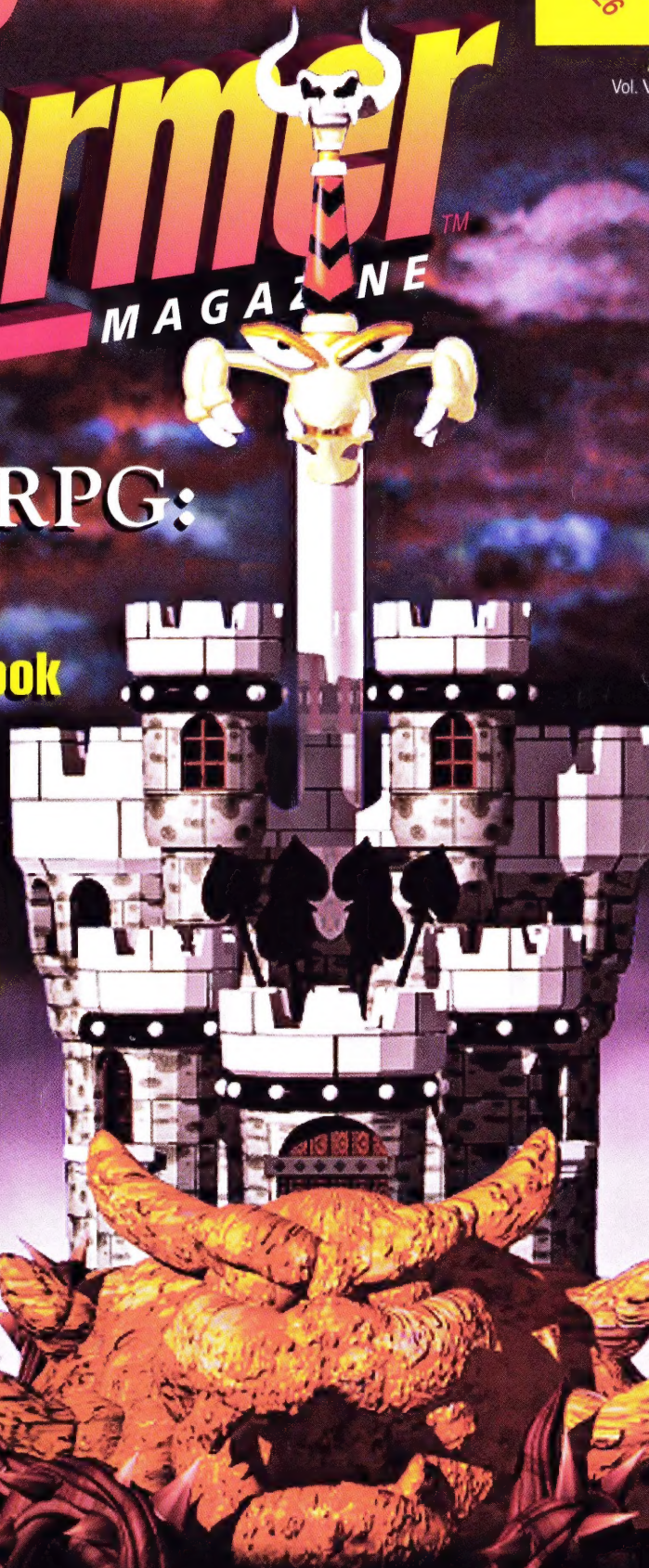
MAGAZINE™

**SUPER MARIO RPG:
LEGEND OF THE
SEVEN STARS**

**GI Takes An Exclusive Look
At Nintendo's New Fully
Rendered Role-Play**

**ALIEN TRILOGY
A 4-Page Survival Guide**

**PLUS:
Panzer Dragoon 2 Zwei,
Shining Wisdom, Eurit,
and NBA Shoot Out**



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April 1996





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Super Mario World 2[®]

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Mario's back in his biggest adventure yet.

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

Morphmation graphics. A Nintendo brainchild that allows

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

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



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



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

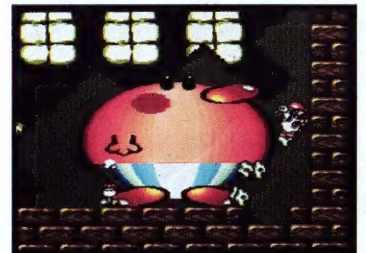


This baby's outta control.

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

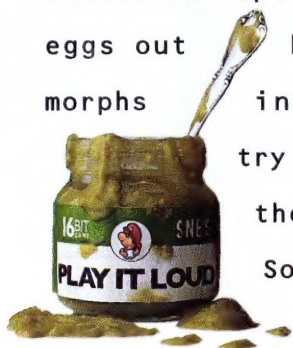


This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



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

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



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all you'll need.



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A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.



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SEGA SATURN



TABLE OF CONTENTS




FEATURES

8 Cover Story: Super Mario RPG: Legend of the Seven Stars

Does Mario join forces with King Koopa? Will Princess Toadstool ever find true love? All these questions and more are answered in our exclusive story of Mario, Mallow, and the Legend of the Seven Stars.



22 Alien Trilogy

Keep your senses keen and your shotgun loaded as you journey through the passageways of Alien Trilogy. Oh yeah, you should check out our 4-page survival guide too – it just might help.



51 Reader's Survey

You've got gripes and you've got praises, and now you've got a chance to voice them.



REVIEWS & PREVIEWS

20 Genesis

Pocahontas

22 PlayStation

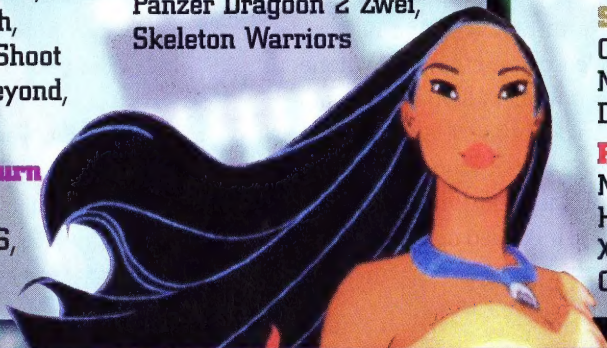
Spot Goes To Hollywood, Tokyo Highway Battle, Bottom of the Ninth, Arc the Lad, NBA Shoot Out, Beyond the Beyond, Need for Speed

35 PlayStation & Saturn

Slam N' Jam '96, NHL Powerplay '96, Hi-Octane, Eurit

39 Saturn

Night Warriors, Earthworm Jim 2, Iron Storm, Shining Wisdom, Guardian Heroes, Iron Rain, Magic Carpet, Panzer Dragoon 2 Zwei, Skeleton Warriors



AT A GLANCE

50 Super NES

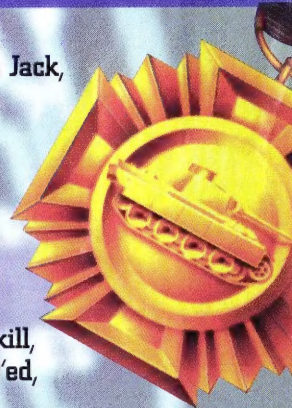
Mohawk and Headphone Jack, Frantic Flea

Saturn

Congo, Darius Gaiden, Megami Tensai: Devil Summoner

PlayStation

Myst, Panzer General, Hardball 5, Project Overkill, X-Com: UFO Defense, PO'ed, Creature Shock



DEPARTMENTS

4 Letter from the Editor

The Useless Rants of a PO'ed Editor

6 Dear Game Informer

GI readers from across the globe interact with Game Informer.

7 Envelope Art

You can't win if you don't enter GI's monthly envelope art contest.

14 GI News

Ultra 64 is delayed and renamed, Square Soft announces Sony PlayStation title, Memory Card Plus for PlayStation, and

tons-o-fun with Name That Game!, Trivia, Comics, and GI's Top Ten.

54 Arcade Brigade

Capcom's Marvel Super Heroes, Sega's Indy 500, and Acclaim's Batman Forever.

56 Secret Access

Tips from our readers and the infamous Game Genie/Game Shark Swap Shop.

64 Back Issues

Complete your collection of Game Informer issues.



Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, or five trial issues for \$9.98 by Sunrise Publications, 10120 West 76th Street, Eden Prairie, MN 55344, (612) 946-7245 or FAX (612) 946-8155. For subscriptions only (612) 946-8105. Second-class postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBERS/POSTMASTER: Send address changes to Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

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April Issue 1996
Volume VI • Number 4 • Issue #36

Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Senior Associate Editor

David "Vinny" Vinyon
Andrew "Drew" Reiner
Associate Editors

Rick Petzoldt
Contributing Writer

Thomas Blustin
Art Director
Graphic Design

Timothy J. Laurie
Production Director
Graphic Design

Jason G. Shawley
Production Assistant
Graphic Design

Ryan MacDonald
West Coast Correspondent

Sarah Anderson
Jeremy Halls
Copy Editors

Terrie Maley
Circulation / Marketing Manager
(612) 946-7274

Advertising Sales

Kimberley Thompson-Benike
National Advertising Sales Director
10120 W. 76th Street
Eden Prairie, MN 55344-3728
(612) 946-8159
Fax (612) 946-8155

Tony Sureau
West Coast Advertising Sales
11531 197th Southeast
Snohomish, WA 98290
(360) 668-7978
Fax: (360) 668-9350

Manufactured and printed
in the United States of America

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, five trial issues for \$9.99 by Sunrise Publications, 10120 West 76th Street, Eden Prairie, MN 55344, (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices.

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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

The Useless Rants Of A PO'ed Editor

Alright, I've got a couple things to say and not much room so let's get right down to it. First of all, I've noticed a great trend in video gaming lately that will delight gamers everywhere (well, at least it makes me happy). With the advent of CD-ROM technology, third party companies are able to purchase and manufacture titles from other markets at a lower cost. Basically, this means that a company can send someone to peruse the European and Japanese markets to find the A-1 titles that others companies have missed. Since they can purchase these games a lot cheaper than it would cost to create them, these publishers don't necessarily have to sell a lot of copies here in the States to make their money back. What that translates into is a more diverse gaming market that will supply gamers who have peculiar tastes with games they want to play, simply because the economics are more feasible with CD-ROM. A good example of this phenomenon is Atlus. They're bringing a hot Japanese RPG called Megami Tensei – Devil Summoner to the States this year which would have never happened if everything was still cartridge-based. I don't know about you, but I'll be glad to have to have the chance to choose which RPG I want to buy when I go to the store, rather than having to buy the only one that is available.

Next thought – what's up with the Nintendo 64 delay here in the States? I realize that they don't have the software ready and the production is limited, but why is it going to be released in Japan first? The unit was designed by Silicon Graphics here in the good old USA, and the American market is arguably bigger than Japan's (even though it is not quite as ravenous on new technology). You know, for once I'd like to see a Japanese company release a unit here first – or at least at the same time. I'm tired of those stupid import companies charging us twice what a game costs them to buy just because they can. Why rip me off just because I like to play with the newest technologies? I really believed Nintendo was finally going to release something simultaneously in two markets for the first time in gaming history – oops, I guess I won't do that again.

Anyway, I'm done! But I'll leave you with a bit of news. Psygnosis is working on the Monster Truck game for the PS-X that sounds awesome. awesome! AWESOME! It's being designed by the same people who made Destruction Derby and Destruction Derby 2 that will be coming out later this year. Let's hope they keep up the good work. Adios, and don't forget to fill out the Reader's Survey!

The GI Review Staff: Gamers with a Grudge



Paul

The Pro Player

"A subject that is a constant point of ridicule and creates endless jokes in the office is my activities on the Internet. Some take pride in calling me "Net boy" and "web freak" almost daily. I may be a little consumed at times, but I think the Internet is a wealth of hard-core gaming info. They can make fun all they want. Anyway, without much hoopla or fanfare, **Game Informer** launched our own WWW page a few months back and I'm proud of the effort that many on the staff have put forward. It's not perfect, but like the magazine, it is always evolving. You may even find stuff that isn't in the magazine. Take a look at page 19 for our site address. Later."



Andy

The Game Hombre'

"Finally, an issue with lots of RPGs! I think it's great that Sony is bringing out Arc the Lad and Beyond here in the States; they're pretty cool and any time a big company like Sony backs RPG players, the better chance we have of getting more. Plus, what do you think about Square Soft doing games for Sony? I bet Nintendo had a heart attack when they heard about this. Finally, I heard about a recent challenge from another magazine that said they had the best band out of all the video game editors in the industry and all I've got to say is we're up to the challenge. Are you?! Oh, Vinny I'm not sure if it's because you're "controversial" or "annoying" and... uh... Paul, quit your whining...Net-Boy."



Reiner

The Raging Gamer

"This blurb was particularly hard to write due to the enormous cucumber up my nose, but I managed to pull through with insight and wit. Recently, I've been trying to dig an underground tunnel to Japan so that I could get all the hot RPG's first. Unfortunately, there was resistance from NASA and some really old Chinese guys, so my spelunking adventure ended abruptly. My next adventure involves the moon and a very large ladder, but the Spam on my head is giving me a migraine and I may not be able to complete this task. Why I have stuff in my face and on my head, I really don't know. Oh yeah! Andy shut your big mouth!"



Vinny

The Silent Partner

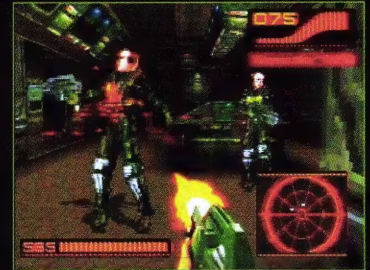
"With Rick on hiatus, I am finally able to crawl out of my "ghost writer" shell and reveal myself to the readers. I do actually write for this magazine, though my opinions were judged too "controversial" by the stifling powers that be. Hence, my reviews are never seen, yet I have managed to sneak in a LOT of subliminal suggestions into the articles. For instance, if you are overwhelmed by an urge to put Spam on your head and stick a cucumber up your nose, you have fallen for my devilishly subtle hidden messages. Now that I am free, perhaps I won't have to resort to this tomfoolery any longer."

The bitch is on PlayStation...

and she doesn't feel like playing!



WELCOME TO THE NURSERY...
WASTE THE BROOD!



THE BIO-WEAPONS DIVISION HAS
ORDERS TO ELIMINATE... YOU!



INFESTATION CALLS FOR
DOG ALIEN EXTERMINATION!



360° OF XENOMORPH HELL...
YOU'RE SURROUNDED!

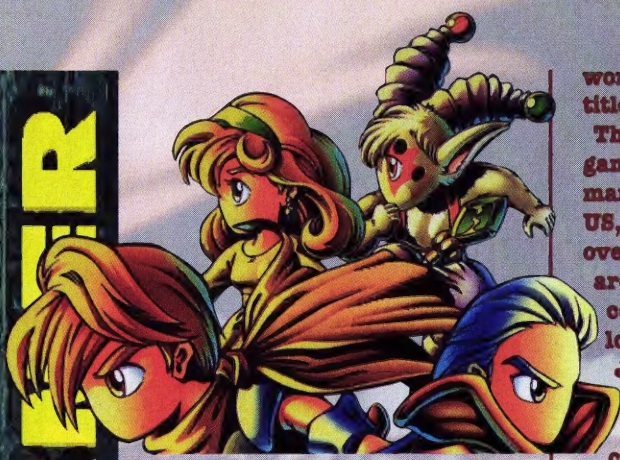
All the gut-churning
3-D action of the
complete Alien Trilogy
in one black-death,
white-knuckle nightmare.

ALIENTM TRILOGY



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THE TRUTH ABOUT RPGs

I have been a subscriber of your magazine since #1 and it's the best around. I'm writing to ask why most RPGs do not come out over here in the States. My friends and I would sure like to see games like Bahamut Lagoon and Secret of Mana 2. What are the chances of us seeing them over here?

Why do they show these good looking games in the magazines and then tell us this doesn't look like it is going to make it to the States? That's bad because when I see such good games I would like to buy them. Is there any chance at all we can see more RPG titles translated and released over here in the States? I also was wondering, why do the Japanese game players get more RPG titles? Can you please tell me if any Japanese titles are going to be translated soon or at all?

Clifton King
Trenton ,MI

We talked to Square Soft, the publishers of Bahamut Lagoon and Secret of Mana 2, and it doesn't look promising. It's really unfortunate that there are not more RPGs that make it over here from Japan, but many publishers believe that it is too costly to manufacture and distribute games in the US, especially cartridges. In addition, it takes a lot of work to translate the game from Japanese to English; however, things are changing with CD-ROM games. Sony and Working Designs have already announced RPGs for the PlayStation and Saturn. (They are featured in this issue.) Square's American branch is also

working on a couple of unnamed titles.

The Japanese gamers, just like many gamers in the US, go absolutely nuts over RPGs, but there are just more consumers who love that style in Japan than in the States. It is unfortunate that some magazines cover these cool looking games and tell you that they will never come to the US, but these are also the magazines that sell their import products in the back of their publication. Some games do make it to the US, and the number of RPGs can only grow if there are more gamers like you who demand it.

“... Why do the Japanese game players get more RPG titles?”

also said how many times each of these functions had been used and it was on zero for both. Do you guys have any idea what these functions mean? I've never read nor heard anything about them.

Mark Harrison
Dallas, TX

The reason you haven't heard anything about these things is because they are fictitious. Ed Boon and John Tobias are a couple of witty guys who like to put things into menu boards that will create rumors, interest, and, above all, quarters. We highly doubt that these things exist. If they do, they are locked in the brains of these two masters.

A PERFECT WIPEOUT

What's up? Nice mag, you've got here, but when are you going to do a Play To Perfection on Wipeout?



Jonathan Jubida
Vancouver, BC

OK, here's a Play to Perfection for Wipeout: Take a left...now, quick right. Go faster and take another left...now right again! Sorry, but just like any other sports game - practice is the key.

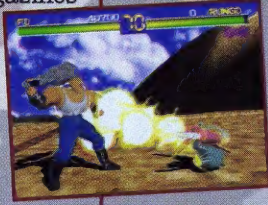
LOOK INTO THE EYES OF TERROR!

Ever since I saw the movie Mortal Kombat I have been going crazy trying to find out more about Scorpion's eyes. Are they contact lenses or are the just special effects from the movie? If they are lenses how or where would I be able to get some? How much would they run for? I've already looked at every Vision Center in our county and still haven't found anything like them. Can you help??

Dan Kando
The Net

A RECURRING TREMOR!

You've been had!! I was going through a previous Game Informer when I saw that the Fo's Fart code in the December '95 was the same as your Uchilitamah code in the October '95 Secret Access. Even though it's under a different title you let someone get away with plagiarism from your own magazine! Show "The Rhino" that he can't get away with that!



"The Watchful Eye"

Somewhere in the Sticks, AZ

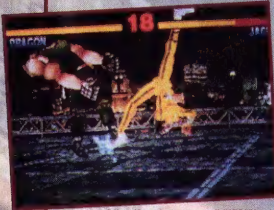
We haven't been had, and there is no plagiarism going on. We just like to say Fo's Fart. Fo's Fart!

MORTALLY CONFUSED

I have a question about "Mortal Kombat 3" that I don't think you've been asked yet. I was recently at an arcade where I saw a technician working on the MK3 machine and he was going through the menu boards on the game. While he was doing this I saw a screen that said "Johnny Cage Transf-ormation" and "Watch-dogs". It



You might be able to get eyes like that if you stare at the sun for 10 hours, but you'd go blind. Seriously, those are contact lenses that are custom made to fit the actor's eyes. You could probably get them at a place specializing in make-up, but that would cost you a bundle. Plus, we hear they really hurt your eyes. We did hear of some Scorpion masks coming out by Halloween. That may be an inexpensive alternative.



TEKKEN A LEAK

I was looking at Tekken for the Sony PlayStation and on the back of the box it shows a mysterious character named Dragon who looks like Law. I've tried to find him for months - I even beat it with every character, every sub

boss, and Heihachi. Is there any way I can pick this character. If so, how? Also do you have any codes for Street Fighter Alpha? There's a box with a question mark in it and sometimes it randomly shows Akuma and M.Bison.

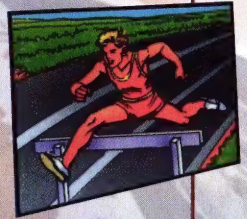
Eddie Hunter
Plainfield, NJ

Good eyes, kiddo! Don't get too excited though, that picture of Dragon really isn't a hidden character in the game. We believe that this is a very early game shot, and the Dragon name comes from Law being so much like Bruce "The Dragon" Lee. The character you should keep your eyes peeled for is Devil Kazuya. All you have to do is beat the Galaga loading without cheating. As far as your Street Fighter question, we'll have everything you need next

month, and maybe, just maybe, the 2-Player versus Bison code.

OOPS!

In the March issue of Game Informer, trivia question #3, you only listed three titles for use with the Power Pad. What happened to Street Cop, Athletic World, and Short Order /Eggsplode? They also work with the Power Pad.



Gooseman
The Net

We just don't know what we can say other than we are complete meatheads! We should be hung by our toenails from the highest tree and then forced to play Barney Hide and Seek while listening to Debbie Gibson.

"We just don't know what to say other than we are complete meatheads!"

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.

Long Chang •
St. Paul, MN
"Is that a flower in your hand or are you just happy to see me."



Aryako Thao • St Paul, MN
"Fox just hired Guy and Haggar from Final Fight to star in a new show called *The New Adventures of Starsky & Hutch Guy*."

John Pierson •
Houston, TX
"I can never remember what game I'm in so I wrote it on my chest."



Kurt Schmitt •
Bethal, CT
"She's got large beautiful...eyes...yeah...eyes."



Michael Agneta •
Drexel Hill, PA
"Scooooooby ...where are you?"

Ayobami Oluokun •
Greenbirt, Md
"I wonder where the rest of that sword is?"

April Winner!

SUPER MARIO RPG

Super Mario RPG: Legend of the Seven Stars



It All Began With a Mushroom

Once upon a time in a fairly large kingdom, a stout man with an enormous gut laid parallel to the floor as he worked on fixing Princess Toadstool's leaky faucet. This is the plumber known as Mario, and not until the day he held his mighty mushroom over his head and said, "By the power of Yoshi's Island, I have the power!", did he have any super hero abilities. While he sweated and worked, the Princess lay outside basking in the sun and tending to her garden. In what seemed like a nano-second, the Princess magically disappeared. The only thing Mario heard was a faint cry for help from the Princess's tender lips. As history has shown again and again, this is the work of Bowser. In a heroic voice Mario shouted out across the kingdom, "There's no time to fix pipes when there's a helpless maiden in distress!"

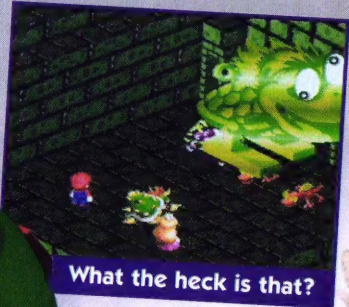
Through the years Nintendo has shown us that they really don't need much more of a plot than this to make a great game. This new tale starts out just like the story above, and for the first time the plot takes a massive twist into a new realm. Believe it or not, Bowser actually joins forces with Mario and his caravan of heroes! There's a new bad boy in town who poses an even greater threat to the kingdom than Bowser and his minions combined. His identity is shrouded in shadows and myth, and with Square Soft aboard on the creative staff, it's guaranteed that you won't find out who he is until the end of the game.



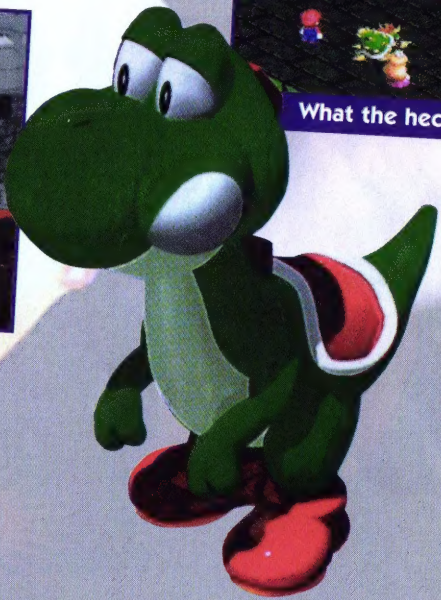
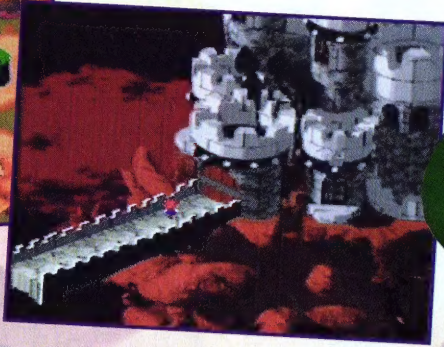
You are here.



Geno has very impressive magic skills.



What the heck is that?



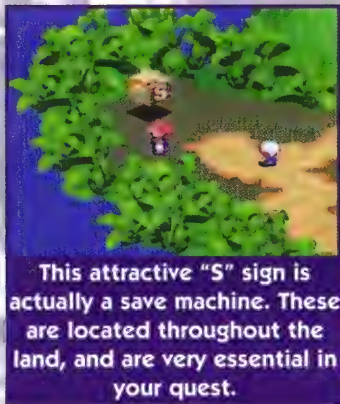
- **Size:** 32 Megabit With Battery Back-Up
- **Style:** 1-Player RPG/Action
- **Special Features:** 4 Save Slots, Fully Rendered Characters and Backgrounds, Tactical Window Activated Combat, Up to 5 Members in a Group and Three in Battles, and Hysterical Mario Humor
- **Created by:** Square Soft for Nintendo
- **Available:** May for Super Nintendo



This little speck is actually a deadly warrior.



Go back to the toxin engulfed pipe you came from, weed-man.



This attractive "S" sign is actually a save machine. These are located throughout the land, and are very essential in your quest.



Gotta get a Yoshi.



▶ THE BOTTOM LINE **9.25**

ANDY, THE GAME HOMBRE

Concept: 8.76 "Finally, after all these years someone took the elements of an action game and mixed them with an RPG."
Graphics: 8.25 "Graphically, the rendered characters are quite nice to look at and the 3D environment looks fantastic."
Sound: 8.5 "I especially like the play control because you need to use the double attack to win, and it makes you pay attention to every battle. In the end, this is a amazing game that is entertaining to play and a joy to watch; however, it's no Final Fantasy 3, but it is definitely the next step in the evolution of the RPG."
Playability: 9
Entertainment: 8.25
OVERALL:
9.25

REINER, THE RAGING GAMER

Concept: 8.5 "Square Soft had a lot to do with the design of this product and it shows with easy to follow window commands and a story line with an intractable hook. There's definitely a Mario action/platform basis here. Instead of taking 'down' your foes in the traditional 'plumber stomp on head technique', the game switches to a 'tactical plumber uses strategy to stomp on head format'. Super Mario RPG features high-brow humor at its best, an immensely long story, and adorable foes that are too cute to let live."
Graphics: 8.5
Sound: 8
Playability: 9.25
Entertainment: 8.5
OVERALL:
9.25

PAUL, THE PRO PLAYER

Concept: 8 "This is a fine mix of the traditional Mario games with a hard-core RPG."
Graphics: 8.5 "One minute you're running and jumping, the next you're picking a spell. It should draw in a whole group of gamers that have never played RPGs before. True to most of Nintendo's games, Mario RPG is very user friendly. Yet it has the story, challenge, and humor that any seasoned RPGer has come to expect. This is a fantastic adventure that no SNES player should miss. Square and Nintendo have done it again."
Sound: 8
Playability: 10
Entertainment: 8.5
OVERALL:
9.5

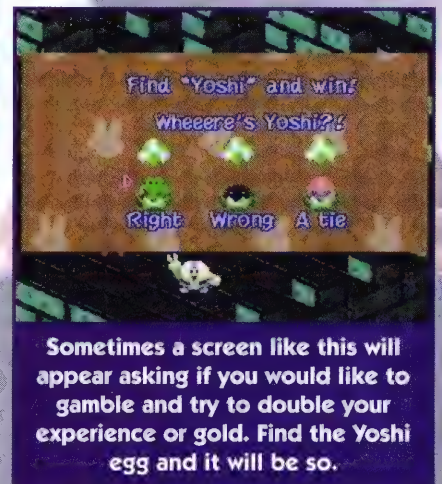
This Plumber has a Magic Finger

Super Mario RPG falls right into place with all of the other great SNES RPGs. Yes, the fact that it's Mario and not a sword-wielding freak may send some bad vibes down your spine, but don't worry. With powerhouses like Nintendo and Square Soft who could probably make a Sesame Street RPG a best seller, you can rest assured that this title will give any other RPG a run for its money.

This game definitely doesn't have a so-called "Mario look". You usually only see him from the side or front, but in Super Mario RPG Mario exists in a 3D three-quarter view. Having this view allows you to see everything in the given diorama, and it also gives it dimension so you can see what to jump on, what's hidden and who's where. Most of the game is played in this view. It's used in exploring, talking, walking and almost everything else. A few stages in the game like the waterfall and the mine cart ride use a scaled away view and rotating Mode 7 effects.

When it comes down to technique and ease to access windows Super Mario RPG strays away from a traditional format and gives us something unique. Everything you need can be done in just a few button presses. The battle sequences give the best example of this.

Each character is equipped with a ring command that is identical to the four buttons on the face of your SNES controller. If you want to call upon Magic hit the Y icon. If you want to use an Item hit the X button. And if you want to attack hit A. Retreats and defense can be accessed through the B button. It's that easy.



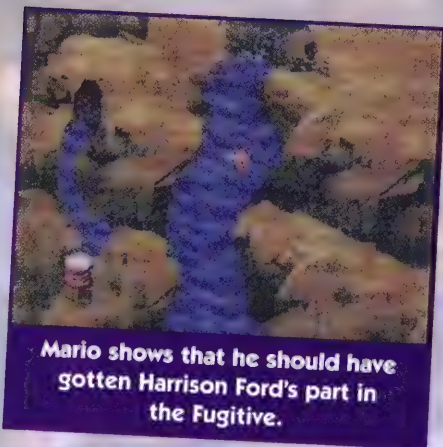


Land on the tracks! Land on the tracks!

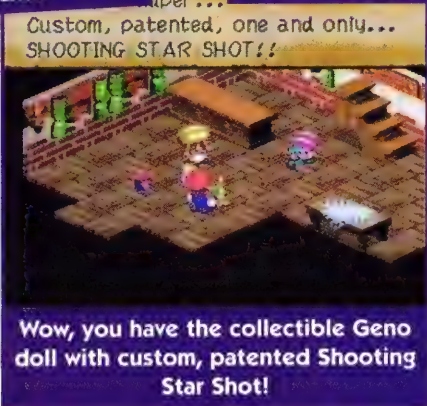


???: Have you guessed the truth? I'm a visitor from above, and this is a form I'm borrowing briefly.

We have one of the seven stars. Rejoice!



Mario shows that he should have gotten Harrison Ford's part in the Fugitive.



Custom, patented, one and only... SHOOTING STAR SHOT!!

Wow, you have the collectible Geno doll with custom, patented Shooting Star Shot!



Light... too... bright. Can't... see!

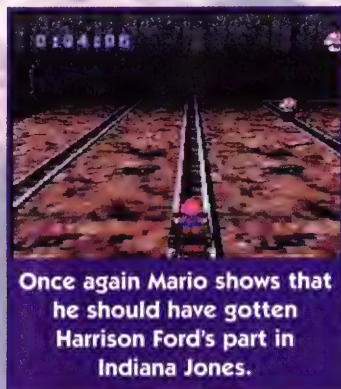
The fights themselves are fairly entertaining due to the cute animation and expressions from your characters. There is a lot of strategy involved. Since you only fight with three characters, you must figure out who's going to attack and who's going to heal your party. Outside of the battle scenes, you're in almost total command of who and what you want to fight. In a lot of RPGs you'll get attacked out of nowhere while roaming the countryside. In this game, all the enemies are always on screen and you can either dodge or jump over them if you feel that a fight is not in your best interest. Sometimes though, enemies are determined to attack and are almost impossible to evade.

The attack format also differs a little from RPGs of the past. If you simply have your character do an attack, you'll hit for a moderate amount of damage. However, each weapon has a "double" attack which is executed by hitting the attack button at the appropriate time - and sometimes multiple timed button hits are required. If you can pull this off, your character will effectively double the attack damage. The same type of thing is used with spells, except that the game will tell you what to do. Flame spells might require you to tap the button repeatedly, whereas a poison gas cloud needs you to spin the control pad. This little feature makes the combat scenes much more involved and engrossing.

Super Mario RPG offers everything a standard RPG can produce with a little action/platform mayhem as well. There's mystery, suspense, and above all a long adventure to look forward to playing. Talk to the village folk, investigate locations on your map, and make sure to cure your party from any ailments.



Donkey Kong, is that really you?



Once again Mario shows that he should have gotten Harrison Ford's part in Indiana Jones.



Duh, I don't see anything...boss?



Look! It's the old 8-bit Mario.



The Tribe of Yoshi

Geno

Just like Disney's movie *Toy Story*, Geno is a living toy! Or is he? He claims that he took up the guise of a toy so he wouldn't be recognized, and that he's actually one of the many star people. His mission is simple, find all seven pieces of the star and reconstruct the star path leading home. Geno likes to throw and shoot things. His powers are very deadly when a double attack is landed. Magically, Geno is fairly gifted. He has a brigade of nasty laser blasts and flare attacks. Maybe he really is from the stars?

Mallow

This guy believes that he is a tadpole and he was raised by frogs. We don't think so. He looks like a living marsh-'mallow' who was orphaned and found by the fly eaters. Mallow loves to summon the power of the skies. Lightning and Star attacks are his best magical assaults. Combat wise, he's pretty weak. Sometimes he'll give a good clobber, but more times than not he misses by a long shot.

Bowser

This guy was usually on the receiving end of Mario's stomp technique. Fortunately, Bowser isn't the villain in this game, he's actually a comrade and a fellow member of what we like to call "The Tribe of Yoshi". He would probably pound you to a pulp and kidnap the Princess if someone hadn't stolen his castle from him. Stolen castle? Bowser's fighting is in the style of "Killamario". He likes to swing the ball and chain and to throw Mario at attacking enemies. Anyway, Bowser is here to help Mario not only save the world, but also regain rightful possession of his humble abode.



Mario

He's funky, he's witty, and he has one killer pair of sideburns! Ouch! Once again saving the world and rescuing Princess Toadstool is weighted upon Mario's semi-flabby shoulders. Jumping and stomping has managed to get Mario through the action/platform phase of his life, but now in the rendered world of an RPG, Mario must rely on obedient allies, magical attacks, and helpful info from village folk to get him through. Mario's powerful magic abilities range from Ultra Jumps to fierce Fireballs. As far as weapons go, Mario likes to use the old one-two dueling fists, or some heavy hammers. Whack!

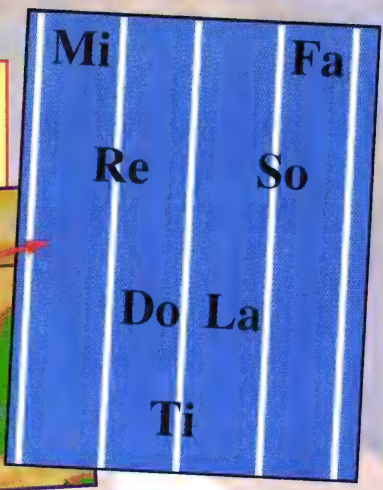
Princess Toadstool

Princess Toadstool would usually be the last person picked in a basketball game, and if she were a reindeer, she wouldn't get to play in any reindeer games. Simply put, she is not very strong. Toadstool relies on curing members through Therapy and Group Hugs. As far as weapons go, she prefers the old ultra slap combo. Keep an eye on her, she loves to be kidnapped.

How, what, who, where?

Music Man

A good chunk of the way through the game, you'll encounter a tadpole swamp designed like a music scale. On one end of the swamp there is a struggling composer who can't seem to find the formula for his new composition. Outside of this area there is a tadpole who dreams of becoming a composer like our struggling friend. He tells you what his greatest composition is, and your objective is to steal this and play it on the tadpole scale for the frustrated musician. You must flawlessly jump on the tadpole's in this order: So La Mi Re Do Re Do Re. The scale is structured like this:



After you play this melody, the old man will give you a wonderful surprise. It's well worth the trouble to complete this puzzle.

Face It

Once again the Princess has been kidnapped and it's up to Mario to save the day. Your search for the Princess will take you to an unknown castle. This is a very difficult stage in the game, because there always seems to be an abundance of enemies on each screen. One wall in this stage is very interesting. This wall features paintings from generation after generation of the previous owners of this castle. Each picture has a meaning in this stage. A few levels up and a couple doors over is where this comes into play. You will be poised with the question of flipping the paintings over from the oldest to the newest. Since the names of the characters on the paintings are fairly hard to match up with each character we gave a description instead. Here it is: Red Beret, Yellow Cap, Eye Patch, Mr. T, Red Fez, Bonko. Once these are flipped in this order the locked door to the left will open.



HERE'S A 3D MODEL OF THE WORLD THAT AWAITS YOU. TAKE A GOOD LOOK AT IT BECAUSE I'M REALLY HUNGRY AND THAT CASTLE LOOKS LIKE A YUMMY ICE CREAM CONE. CHOMP!



Game Informer's TOP TEN

Reader's Top Ten

The votes are in and these were your favorite games for the month of February. Remember, we'll choose one name a month from the voters and send him/her a Secret Access T-Shirt.

10. Earthworm Jim 2 – SNES & SG
9. GEX – Saturn, PS-X, 3DO
8. Earthbound – SNES
7. MK3 & Ultimate MK3 – Arcade & PS-X
6. Battle Arena Toshinden – PS-X
5. Virtua Fighter 2 – Saturn
4. Ridge Racer – PS-X
3. Tekken – PS-X
2. DKC 2: Diddy's Kong Quest – SNES
1. Chrono Trigger – SNES

Editor's Top Ten for April

10. X-COM – PS-X
9. Street Fighter Alpha – Saturn/PS-X*
8. Need For Speed – PS-X
7. Killer Instinct 2 – Arcade
6. Shining Wisdom – Saturn
5. Resident Evil – PS-X
4. Descent – PS-X
3. Ridge Racer Revolution – PS-X
2. NHL Powerplay – Saturn
1. Super Mario RPG – SNES

Top Ten Pranks to Pull on the Editor

10. Laugh at all of his jokes
9. Tell him we're doing a list of top ten arcade pick-up lines
8. Place a mannequin at your desk and take the day off
7. Wait until he has a late-night rehearsal and come in four hours late
6. Call him at 7 A.M. and tell him he's late for work
5. Super glue his mouse to the pad
4. Replace his X-Com disk with the Pope does CD-ROM
3. Sell his Incredible Hulk #181 and buy him 100 new issues of Glory
2. Praise his drumming skills
1. Two words: Computer Virus

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!

The Mystaria Saga

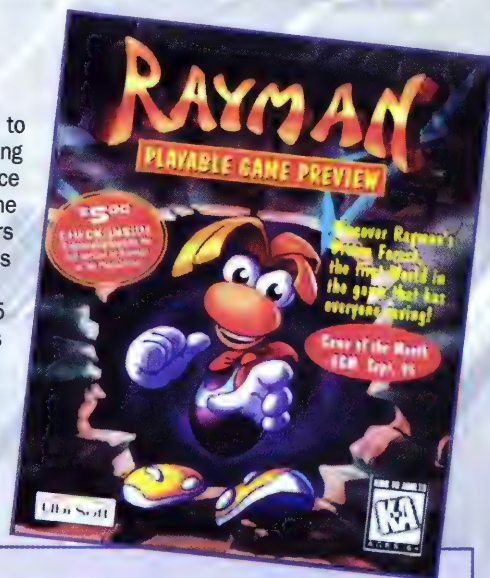
Have you been having trouble finding the **Sega Saturn** game **Mystaria: Realms of Lore**? **Sega of America** apparently got themselves into a legal squabble over the title. It seems some unnamed company or person had a product of the same or similar name. Sega had to quickly halt distribution of this strategy/RPG. Although numerous copies of the game have reached the shelves, Sega will not distribute any more copies until the legal matters have been settled. Who knows? Mystaria owners could have a collector's item in their hands.



Rayman Preview Disc

If you are the type of player who likes to try before they buy, **Ubi Soft** is offering **Saturn** and **PlayStation** owners a chance to test drive Ubi's action/platform game **Rayman**. The game preview disc offers the first of six worlds Rayman encounters in during the course of a game.

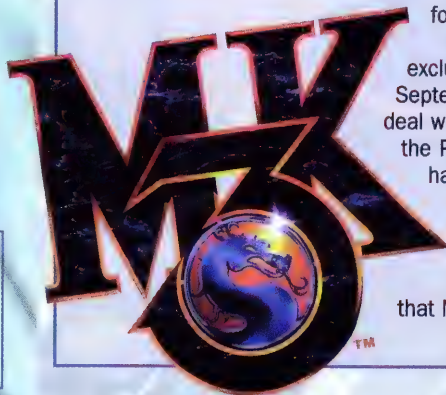
The **Rayman** demo has a \$5.95 price tag and is available at Electronics Boutique, Software Etc., and Babbage's, or by calling **1.800.UBISOFT**. It also includes a \$5 rebate if you want to buy the complete game.



Ultimate MK3 Coming to Saturn!

Williams Entertainment announced that their hit arcade game **Ultimate Mortal Kombat 3** will be released on the **Sega Saturn** sometime in April. According to a Williams representative, Ultimate MK3 will **not** be coming out on **PlayStation**, but "another version" of the game will appear this fall for the Sony system.

Sony already had a major victory by securing the exclusive rights to MK3 for the 32-bit systems from September until this month. Arguably, Sony's exclusive deal with Williams was a major factor in the success of the PlayStation in the US last winter. Sega seems to have countered by bringing at least some bragging rights to Saturn owners with Ultimate MK3. The spring and summer are fairly slow retail months, which could mean that Ultimate MK3 may not have the sales impact for Sega that MK3 has had for Sony.



Ultra 64 Delayed and Renamed

Nintendo of America announced a further delay in the North American release of their new 64-bit console machine until September 30. Formerly tagged as the **Ultra 64** for American release, Nintendo also announced it would adopt a single name for the system: **Nintendo 64 (N64)**. The Japanese release of the **N64**, which was set for April 21, may be pushed back to the summer.

The delay, which is a sure blow to loyal Nintendo fans, was attributed to Nintendo's belief that they could not fully support the demand for a worldwide launch. Nintendo expects Japanese sales of the **N64** to reach nearly 3 million units in the first 12 months of its release. If demand for the system is that high in Japan, Nintendo wants to make sure it has enough units and games available for sale. A 3-4 month gap between the Japanese and North American launches should give Nintendo enough time to manufacture the units needed to meet the demands of consumers in both markets.

Software is also a key issue in the delay. Many industry observers believe that the **N64** games are nowhere close to being completed. The postponement of the **N64** will obviously give developers the time they need to complete their games.

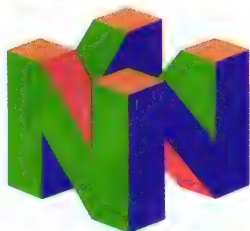
The suggested retail price of the **N64** is still set to come in under \$250. Nintendo plans to introduce 8 to 12 titles for the system this year.

Sony Games Come to the Sega Saturn

UK software developer **Psygnosis** officially announced that it will be developing its top selling **Sony PlayStation** games for the **Sega Saturn**. Four titles are already in the works for release by this summer. The titles announced are: **Disc World**, **3D Lemmings**, **Destruction Derby**, and **Wipeout**.

The multi-platform strategy of releasing games is being adopted by most top third-party developers, but **Psygnosis** is a wholly-owned subsidiary of **Sony of America**. So in actuality, **Sega** has granted a third-party license to Sony. We may see **Sega Soft** become a third-party developer for **Sony PlayStation** very soon.

NINTENDO 64



The Nintendo 64 Writable Disk Drive Unit

Further information was released by **Nintendo** on the **N64 disk drive unit** that will be an add-on for the **N64** system. The writable disk drive unit will attach to the bottom of the **N64** system. Magnetic disks that measure 3 3/4" will hold 64 MB of information and load into the front of the unit. Its performance concerning data transfer and data seek time is said to be comparable to existing 6X CD-ROM drives. And it will do something a CD-ROM drive will not; it will write and save data. Additionally, the unit will be bundled with a 1 or 2 MB expansion RAM pack. This expansion RAM will fit into a slot on the top of the of the **N64** unit.

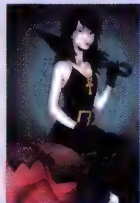
The **N64 disk drive unit** is scheduled to debut this fall in Japan. Nintendo has already announced that the first game to utilize the **N64** disk drive unit will be **Zelda 64**. It is still unclear what percentage of games Nintendo will release on the disk drive as opposed to the cartridge format.

The price of the **N64** disk drive has yet to be determined, but Nintendo officials announced that it will be "significantly less expensive" than the **N64** system. Game Informer speculates it will be under \$150.





COMIC WATCH



DEATH: THE TIME OF YOUR LIFE #1 OF 3

- **Publisher:** Vertigo/DC
- **Cover Price:** \$2.95
- **Available:** April

Death may not be the best thing in the world; however, the title of this book begs to differ. There could be nothing better than the return of this

comic. As you know, Death is the Sandman's little sister and she has a nasty knack of making people die for her love. Maybe you'll be next.

ELECTRONIC ARTS CHOOSES THAT UNLUCKY NUMBER

On February 1, 1996 Electronic Arts announced that an agreement with WildStorm Productions was reached for use of the "hot" and "steamy" comic series Gen13. Electronic Arts will be developing a series of 2-D and 3-D action/adventure games for the PlayStation, Saturn and other advanced entertainment platforms. Look for more news on this hot deal in future issues.

MEDIEVAL SPAWN WITCHBLADE

- **Publisher:** Top Cow/Ballistic Studios for Image
- **Cover Price:** N/A
- **Available:** May

Ohhh. Did someone say Medieval Spawn mini-series? Finally, after two years since the creation, Medieval Spawn will be in his own spotlight. Unfortunately, he's not alone. Marc Silvestri's Witchblade (who we don't really like) crowds this comic to its fullest capacity. This tale is written by Brandon Peterson and drawn by Garth Ennis. Hopefully, this Spawn split will be better than the WildC.A.T.S. and Badrock team-ups.



BAYWATCH: PHOTO SERIES?

Armada Comics is releasing the premiere issue of Baywatch:Photo Series in May. Compiled using video captures of old episodes, the issue is a pile of grainy and over enlarged pics. You'd be better off just taping the TV show on your VCR and using the pause button.

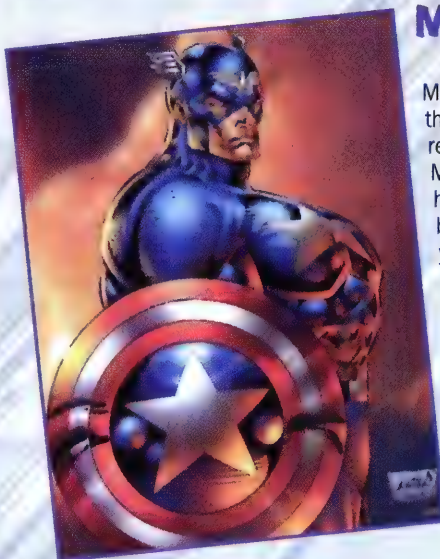
KINGDOM COME

- **Publisher:** DC Comics
- **Cover Price:** N/A
- **Available:** May '96

Alex Ross, who is a phenomenal painter, amazed all comic readers with his origin tale of the Marvel Universe, Marvels. A year and a half later, Ross is ready to release his take on the origin of the DC Universe entitled Kingdom Come. Expect to see the same style of art, storytelling, and of course the same cover price. (Cha-Ching!)

LOADED - INTERPLAY

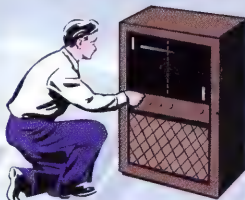
This semi-comic is definitely not for kids, and definitely not for sale. This limited freebie can only be found at certain comic and video game shops. Whether a series is in the works is still unknown.



No More Mrs. Nice Hilly

- **Hilly Rose #6**
- **Publisher:** Astro Comics
- **Cover Price:** \$2.95
- **Available:** Late April

This series keeps getting hotter and hotter! Issue #6 continues to build upon the current story line of a possible scandal involving Hilly's dad. Not daddy!? This issue also features exploding women, janitorial alien dogs, oh so friendly robots, and another glance at Hilly's origin. B.C. Boyer's Hilly Rose is one of the most original comics to come out in quite some time. Hopefully, this underground comic will send some waves through the dying comic mainstream. Keep your eyes peeled for more exclusive info on Hilly Rose.



Recall the games of yesterday with our monthly glance into the infancy of gamedom. To be sure, we won't list the obvious classics like the Super Mario series, Contra, or Zelda. We are delving deep into the void of obscure, yet entertaining games of the past. See how many of these gems you can remember.

- Kickle Cubicle - NES
- Gunsmoke - NES
- Zen Intergalactic Ninja - NES
- Strider - Genesis & NES
- Thunder Force 3 - Genesis
- Mickey Mania - Genesis

- Blades of Steel - NES
- Dune: Battle For Arakis - Genesis
- Vanguard - Atari 2600
- Super Action Baseball - Coleco
- Actraiser - SNES
- Y's Book I & II - TurbografX CD

Interview With Too Much Coffee Man's Creator Shannon Wheeler

GI: How do you see yourself and Too Much Coffee Man fitting into the comic kingdom?

Shannon: Well, there's always that one guy living outside the kingdom walls all deformed and dirty. TCMC is easy to sell to people because it has a quick hook and punch line that lures you into it. There's a lot of layers here, and a lot of work went into it. I put tons of personal feelings in it, and word of mouth really launched it.

GI: What are your thoughts on the so called "mainstream" of comics?

Shannon: Hmm. It's fractured, there was a real mainstream when Marvel and DC put out a fair share, but it seems to have collapsed. Most of it doesn't interest me. There's a lot of interesting stuff here, it's kind of like picking the corn out of poop. You just have to look for the 10% of the good kernels through all the stink.

GI: What is your favorite comic, (other than yours, of course)?

Shannon: Let me think... I guess *Cowboy Wally* by Kyle Baker. It's funny as hell, it's hard to believe that a comic is published this well.

GI: You're obviously very talented and people dig your stuff. So the next question is fairly obvious. What inspired you to take up comics?

Shannon: I was doing a strip for a few newspapers and the people I was meeting were involved in comics, and they said I should start doing comics. I always wanted to do comics, and I used to collect them when I was young. So I figured why not? There's a lot of freedom in doing 32 pages instead of a few panels.



More Than a Comic Book, Less Than a Hernia Operation

- **Too Much Coffee Man # 5**
- **Publisher:** Adhesive Comics
- **Cover Price:** \$2.50
- **Available:** Now

The title of this comic couldn't have been said any better. Like caffeine, the tales told within are very addictive. Too Much Coffee Man faces the biggest challenge of his life in issue #5. On every odd numbered page TCMC dies, and on every even numbered page he is resurrected. When asked why this is, Shannon Wheeler (artist, writer) replied, "Heroes die all the time. It helps sales. Then they're brought back to life. This also helps sales." TCMC has the kick you need to keep you going all day, and an addictive quality which will keep you running back for more!



Virtua Cops Love Donuts

Take a look at the packaging *Virtua Cop* for **Sega Saturn**. You'll find a humorous graphic on the back featuring a *Virtua Cop's* favorite things: coffee and donuts. (We hear that real cops like 'em, too.)



Video Game



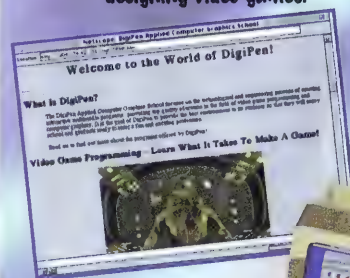
Questions:

1. What game was the sequel to *Gradius*?
2. True or False: Did JVC finish the *Star Wars* Trilogy on the 8-bit Nintendo?
3. What was the only video game console that you could buy expansion units for that would allow you to play their competitor's games?
4. What was the first game to feature a rock'n'roll band?
5. In the original *Street Fighter* what color was Ryu's hair?

(Answers on Page 19)

Game Informer's Site O' The Month

DigiPen is a Canadian school specializing in programming and designing video games.



DigiPen:
<http://204.174.42.103/>



This game was originally created for the **PC** by the legendary **Bit-Map Brothers** and then ported over to the **Sega Genesis** and **Super Nintendo** in 1992. What game is it?

(Answer on the bottom of page 19)

DATA FLOW... DATA FI
FLOW... DATA FLOW... DA

X-Com Help?

To say the least, **Microprose's X-Com: UFO Defense** for the Sony **PlayStation** is a complicated game even if you have read the manual. Luckily, **Prima Publishing** has published **X-Com UFO Defense: The Official Strategy Guide** by David Ellis.

Originally written to accompany the PC version of X-Com, this whopping 350+ page guide works just as well with the PS-X game. The book will coach you through the effective design of bases, execution of battles, and the management of funds. *Game Informer* editor **Andy McNamara** states, "The manual sucks. You've got to have this book if you want to play."

X-Com UFO Defense: The Official Strategy Guide is available now with a cover price of \$19.95.

Midway's WarGods

WarGods, **Midway's** newest fighting game, debuted last month at the ACME show in Orlando. Its character artwork incorporates live actors and computer animation. One of the characters is played by everyone's favorite **MK3** babe **Kerrie Hoskins**.

Rumor: Sony Gets WarGods Exclusive Sony Computer Entertainment

is rumored to have the exclusive rights to Williams/Midway's next fighting game, **WarGods**. It should be introduced on the PlayStation this fall. If **WarGods** has the same sales impact that **MK3** had for the PlayStation, it may mean another strong holiday for Sony and Williams.

Sega Game Line-up

Sega of America will introduce a host of new arcade translations for the **Sega Saturn** at the **E3** show in Los Angeles next month. **ManxT.T.** is a motorcycle racing game that is similar to **Super Hang-On GP**. **Indy 500** is the newest in Sega's line of hot arcade racers. Last, Sega's newest brawlers, **Fighting Vipers** and **Virtual-On**, will most likely be the premier games that Sega will be introducing at the **E3** show.

All of these titles along with the impressive **Panzer Dragoon 2**, **Guardian Heroes**, and **Iron Rain** are securing a solid game line-up from Sega through this year.

Are You a Rocket Scientist?

Rocket Science Games, publisher of **Loadstar** and **Cadillacs & Dinosaurs**, has announced two new titles for the Sony **PlayStation**. **Rocket Jockey** and **Ganymede** are scheduled to hit the streets late this year.

Rocket Jockey is a multi-player racing/battle game that incorporates three types of play. **Ganymede** is set on an icy moon of Jupiter. You pilot a futuristic battle craft to destroy alien invaders.

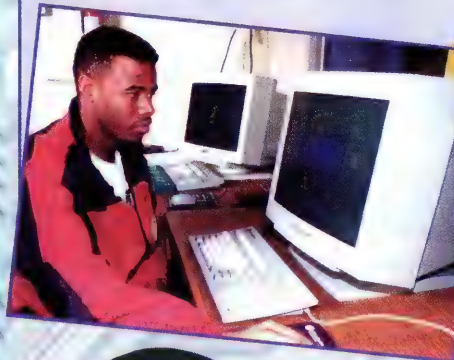
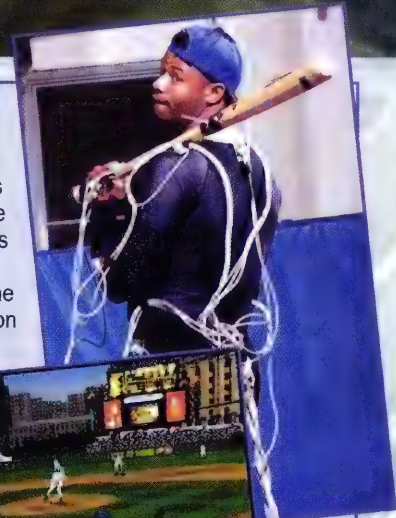
In addition, **Rocket Science** will introduce these games and two others for the Mac and PC.

What's Hot!

Ken Griffey Jr.

Seattle Mariners slugger **Ken Griffey Jr.** visited **Angel Studios** to work on his upcoming Nintendo baseball games **Ken Griffey Jr. Winning Run**. "Junior" donned a wet suit-like outfit equipped with computer sensors to motion-capture his swing and running style.

Nintendo and **Angel** are developing versions for both the **SNES** and **Nintendo64**. The **SNES** version is near completion and will be released in the near future.



Troubles Plague MAVROM Technologies

MAVROM Technologies announced the delay of their 128-bit **Iron Maiden VR (IM VR)** virtual reality home gaming system until April 1997. The **IM VR** system, which first debuted in *Game Informer's* April '95 issue, is a totally immersive game system that allows players to climb into the unit for a full sensory experience.

Originally scheduled for an April '96 release, the CD-based system has been plagued with delays. Most recently, a faulty latch system locked an unfortunate game tester in the unit overnight. Obviously, **MAVROM** does not want to release a system that may harm its users.

On the brighter side, **MAVROM** announced the completion of their neural interface adaptor and virtual pillow accessory. It is rumored that a ultra-violet light bulb peripheral is in the works. This will allow for the **IM VR** to be converted into a tanning bed.

Square To Develop for Sony PlayStation

SQUARESOFT

Square Company Ltd. recently announced a third party agreement to publish games for the Sony **PlayStation**. **Final Fantasy VII** will be their first release. It will be a monster RPG on 2 CD-ROMs and it is scheduled for release in Japan sometime in December.

To any fan of RPGs for **Nintendo** systems, the name **Square** is synonymous for quality. Over the last few years **Square** has pumped out top-notch RPG's such as the **Final Fantasy** series, **Secret of Mana**, **Chrono Trigger**, and most recently a collaboration with **Nintendo**, **Super Mario RPG**. **Square** has had a long and exclusive relationship publishing games for **Nintendo** that dates back to the 8-bit **NES**. The Sony/Square deal is a surprise to many who thought **Square** would continue its loyal relationship with **Nintendo** by developing for the **Nintendo64** exclusively.

Square will continue to develop an exclusive title for **Nintendo's** upcoming **N64 disk drive unit**, but will currently focus its development efforts on the **PlayStation** until **Nintendo** finalizes their disk drive.





Fifteen Blocks Is Pathetically Small, Don't You Think?

It wasn't enough that **Sony** didn't put any save RAM into their system, but to charge \$25 for a RAM cartridge with only 15 blocks of game storage space? That might be considered an underhanded way of adding "hidden costs" to a console game unit. Fortunately, we live in a country where there's no such thing as an unregulated monopoly (at least that's the idea). Because of this fact, **InterAct Multimedia Products** was free to release the **Memory Card Plus** for the **PlayStation**. This puppy holds a whopping 120 blocks of save memory. When you consider that games like *A-Train* take 15 blocks of storage space and most games hog up between one and four blocks, 120 blocks of storage is going to take you a lot farther.

InterAct With Your New PlayStation Controller

It's a well known fact that most video game systems come with only one controller. Since two player games are often twice the fun, it is almost essential to purchase another. Fortunately, there are many options available. If you happen to own a **PlayStation**, **InterAct Multimedia Products** has released the **PS Arcade**. It features independent auto-fire control, four speeds of auto-fire, 3 speeds of slow motion, and some shiny LED indicators. Look for it at a retailer near you.



It's Time to Cut the Cord

While wireless controllers are nothing revolutionary, the **WJ2000** from **Vivitar** is taking this technology one step beyond. Using microcontrollers instead of contact points and moving parts, the **WJ2000** never needs recalibration or recentering, and isn't susceptible to ordinary wear and tear. It can also switch between analog and digital mode to give you whatever kind of control you desire.

Powered by three AAA batteries, it has automatic power management and "sleep" mode which will shut it down to save batteries after five minutes of inactivity. While this phaser-like joystick is currently only available for the PC and has a price of \$129, it's still nice to look at.



Sharky's Machine

Last month we told you that the **Game Shark** was available for the **Saturn**, and this month we're letting you know you can get it for your **PlayStation**. It plugs into the parallel I/O port on the back of the unit and will enhance gameplay with built-in and programmable codes. It stores up to 9999 codes, and unlike the Game Genie you only have to enter them once. You can call 1-900-772-SHARK to receive the latest codes, or look in the Secret Access section of our magazine where we'll print 'em if we got 'em.



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gionline@winternet.com

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Answers

Video Game Trivia Answers:

1. LifeForce
2. False, they did not!
3. Colecovision
4. Journey Escape (Starring the former supergroup Journey)
5. Red

Name That Game Answer:

It's *GODS*, an addictive action/puzzler that was published by Mindscape.

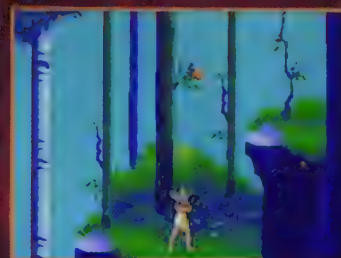
Disney's POCAHONTAS

A Tale of Nature And Beauty

Friendship and harmony reigned in the land of the Powhatan tribe, at least until the English settlers arrived. The English, seeking to reap the riches of the land, threaten to destroy the land the Powhatans cherish. Enter a young and brave Powhatan, Pocahontas, who befriends one of the English settlers, John Smith. Their relationship causes turmoil between the two parties and the story of Pocahontas unfolds.

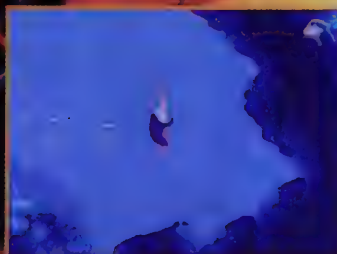
Based on the Disney animated film of the same name, Pocahontas for the Sega Genesis lets you take control of the beautiful young maiden, as well as her raccoon friend, Meeko. Cooperation is essential as each character can accomplish different tasks and navigate to different areas. For example, you will have to move Meeko through small crevices to secure a path for Pocahontas. Or you'll have to use Pocahontas to pull Meeko across a large expanse of water. In addition, Pocahontas's special animal friends will give her special animal powers throughout the adventure. These special animal powers will give her extra abilities that are required to accomplish the adventure.

Pocahontas holds true to the Disney standard of quality graphics and animation. The fluid movements of the characters bring the personality and feeling of the film into the game. The action is fairly straightforward and the game also offers a help option that will point a player in the right direction. It is definitely a game for the younger or more inexperienced gamer, yet it can be fun for any fan of Disney's classic tale of Pocahontas.

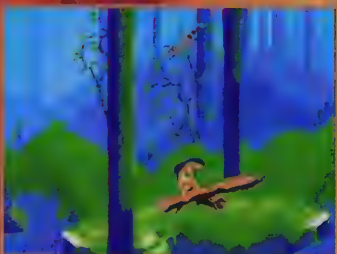


Meeko can use Pocahontas for an extra boost.

- **Size:** 32 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Based on the Disney Animated Film, 9 Special Animal Powers, Control both Meeko and Pocahontas, Passwords
- **Created by:** Funcom for Disney Interactive
- **Available:** Now for Sega Genesis



With the power of the otter, Pocahontas frolics in the sea.



Pocahontas launches Meeko to a high mountain ledge.

► THE BOTTOM LINE 7

PAUL, THE PRO PLAYER

Concept: 7 "Disney always makes games that are nicely animated and pleasing to look at, and this is no exception. It doesn't have the polish of Lion King.

Graphics: 8.5

Sound: 5 but it's still pretty good. I had no problem blowing through this one in a couple hours, so it wasn't much of an adventure. Although there are a few frustrating spots, this is a good companion to the video. A good game, but I expect a little better from Disney. A game you should rent rather than buy."

Playability: 6

Entertainment: 5

OVERALL:
6.25

REINER, THE RAGING GAMER

Concept: 8 "If you want to become one with nature, then you can't complain about the gameplay in Pocahontas. Graphically, this is a high quality

Graphics: 8

Sound: 7.25 Disney product styled like a non-violent Flashback. Personally, I

Playability: 7 thought it was a little too cute for my blood. I like the idea of having two playable characters on-screen and fairly perplexing puzzles. I wish Pocahontas could die more brutally than falling off a cliff. Being impaled by a branch would be pretty cool. But, then again I'm a fairly sick guy."

Entertainment: 7

OVERALL:
7.5

ANDY, THE GAME HONORÉ

Concept: 8 "Alright, if you're over the age of ten you don't need to read this review because this game is definitely for kids and beginning gamers. Luckily,

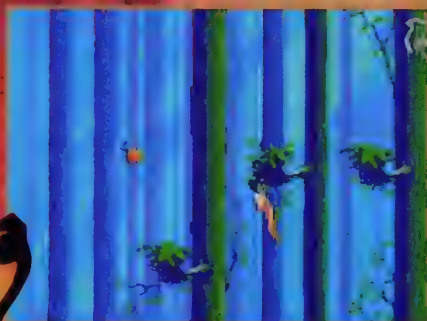
Graphics: 8.5

Sound: 6 it's a great kids game that teaches both puzzle solving and some

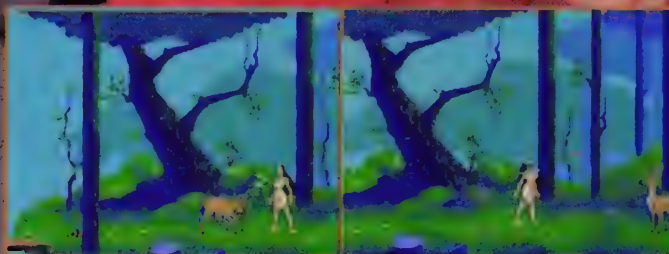
Playability: 7 action/platform skills. I found the game to somewhat tedious, but overall not that bad. The graphics are solid, as is the play control very solid. And hey, in what other game can you control a raccoon and chase after settlers?"

Entertainment: 7

OVERALL:
7.5



Do as the squirrels do!

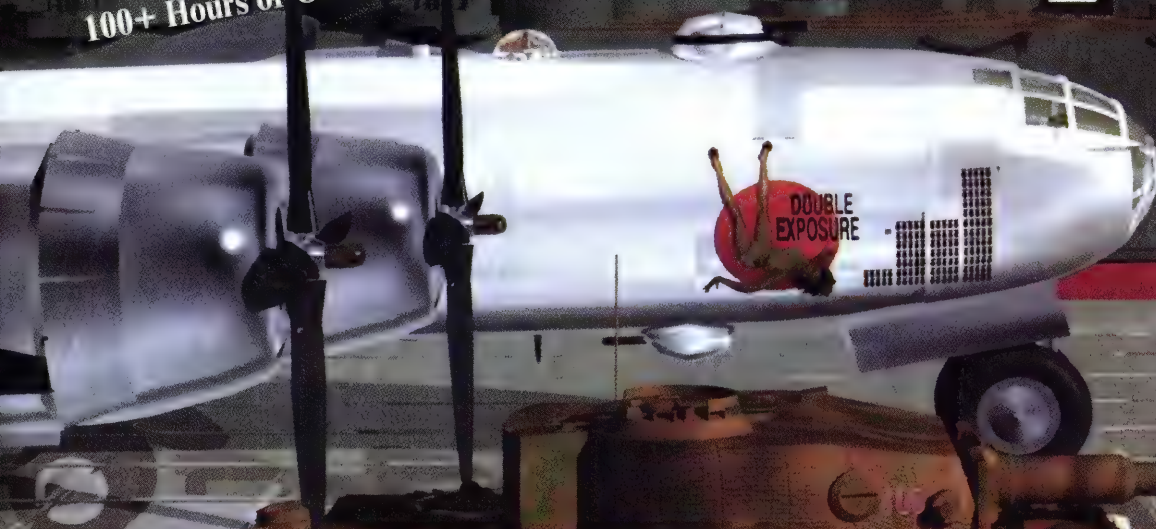


Free the trapped deer and Pocahontas will receive a special animal power to run like the wind.

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ALIEN TRILOGY

Game Over Man!



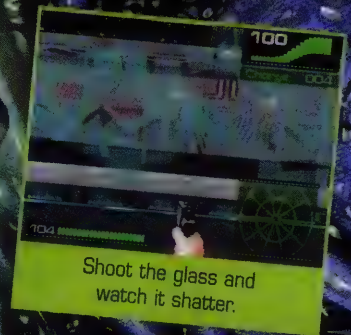
Splat!



Use the forklift to get to the second level.



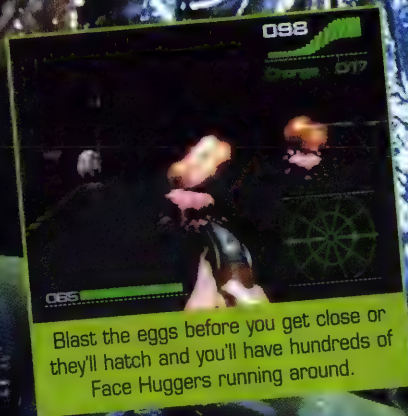
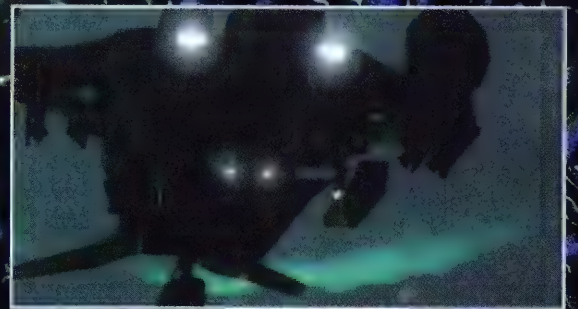
Who let this Dog Alien out without a leash?



Shoot the glass and watch it shatter.



The Aliens on the ceiling don't attack that often, but they sure do scare the spit out of you.



Blast the eggs before you get close or they'll hatch and you'll have hundreds of Face Huggers running around.



Imperial troops have entered the base!



Looks like it's Alien goulash again tonight!

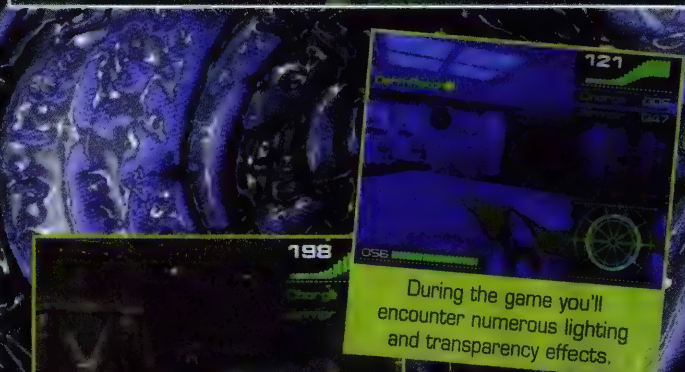
- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action/Shooter
- **Special Features:** 3 Difficulty Levels, Password and Memory Card Save, 5 Weapons To Collect, Multiple Items To Find, Ten Different Kinds of Enemies, Mission Objectives, Exclusive Motion Capture Technology, Computer Generated Cut-Scenes, Over 30 Levels Of Play
- **Created by:** Probe and Fox Entertainment for Acclaim Entertainment
- **Available:** Now for Sony PlayStation & Sega Saturn

The sweat builds on your brow as a new tick shows up on the motion tracker. Its incessant hum is like a nail driving deeper and deeper into your skull, but yet you heed its call. Something is approaching fast from the left. Like a bullet from a gun the Alien Warrior pounces on you from thin air. Claws scraping...teeth tearing...your heart beats so fast you're almost certain it will fail. Your instincts take over. In an instant, your shotgun fills the room with the scent of gunpowder and death. This time you got lucky.

This is the world of Alien Trilogy. Loosely based on the three movies, Alien Trilogy puts you in the shoes of the hero, Ripley, as you take on the evil infestation in three different environments: the colony, the prison, and the Alien craft. You'll start the game off in the colony where you must work your way through its levels to reach the Alien Queen. On each level you must complete a specific goal. Sometimes it's as basic as exterminating all the Aliens in the area, and other times you must collect ID Badges or destroy crates and barricades. Each episode of the Trilogy is basically the same, except the graphics and difficulty increase from level to level.

Along the way there'll be plenty to keep you busy. As with most Doom-style games, there are numerous health items to collect as well as weapons and utility items to find. The most important item you'll want to find on each level is the Auto Mapper. This device will show hidden areas as well the location of switches - which will come in handy when you are running low on ammo. As you move throughout the levels, Ripley is able to look up and down with a special look button to search each area thoroughly. She can also run, strafe, and fire two weapons simultaneously.

From gorgeous graphics to a pulsating soundtrack Alien Trilogy has everything a gamer could expect. The action is fast with plenty of gore and lots of Aliens. So watch for Alien Trilogy coming to the PlayStation and Saturn this month.



During the game you'll encounter numerous lighting and transparency effects.



One big bummer about this game is that long-range attacks are quite ineffective.



Open the cryo-chamber and you may find prizes or a cuddly Chest Burster.

Weapons & Ordinance

Do you think you have what it takes to stop the Alien horde? It'll take guts, nerves of steel, and, as we always say, lots of hi-tech weaponry. You start the game off with just a 9mm pistol, but don't worry, there's plenty of weaponry on the way.

Seismic Survey Charges

You can use these to destroy mass quantities of Aliens, but it's best to save them for weakened walls and barricades.

Shotgun



The shotgun is the second best all-purpose weapon in the game (and will be your primary weapon for most of the first episode). Use it to blow Face Huggers away in one shot!

Pulse Rifle



switch, run out and to the left to find a lowered lift holding the Rifle.

Easily the best weapon in the game. The Pulse Rifle is effective and has a built-in Pulse Grenade launcher for the really nasty Aliens. To get the Pulse Rifle on Level 7 you'll need to go the room with the three eggs and a switch. Flip the

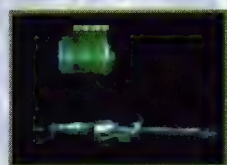
switch, run out and to the left to find a lowered lift

Flame Thrower



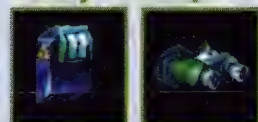
The Flamethrower is an excellent weapon, but the ammo is limited. Works best against numerous weak Aliens.

Smart Gun



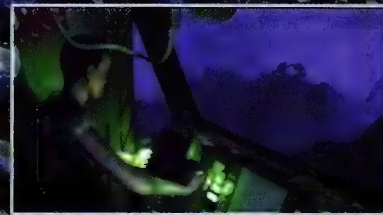
This hi-powered rifle can cut through an Alien in one second flat and then slice a tomato the next (sorry Ginsu!). It takes a while to find this harbinger of death, but once you do you'll find it irreplaceable against Queen Aliens.

Utility Pick-Ups



Throughout the levels you'll need to find numerous items, but nothing you find will be as necessary as these.

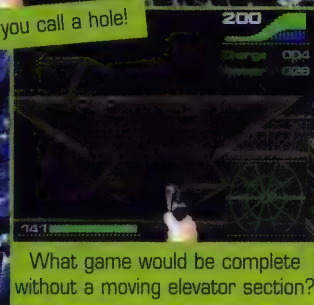
The Auto Mapper keeps tabs on your location and reveals hidden areas. Battery Packs are needed to operate switches as well as power the Shoulder Lamp and Night Vision Goggles that you'll need to navigate the Alien hive.



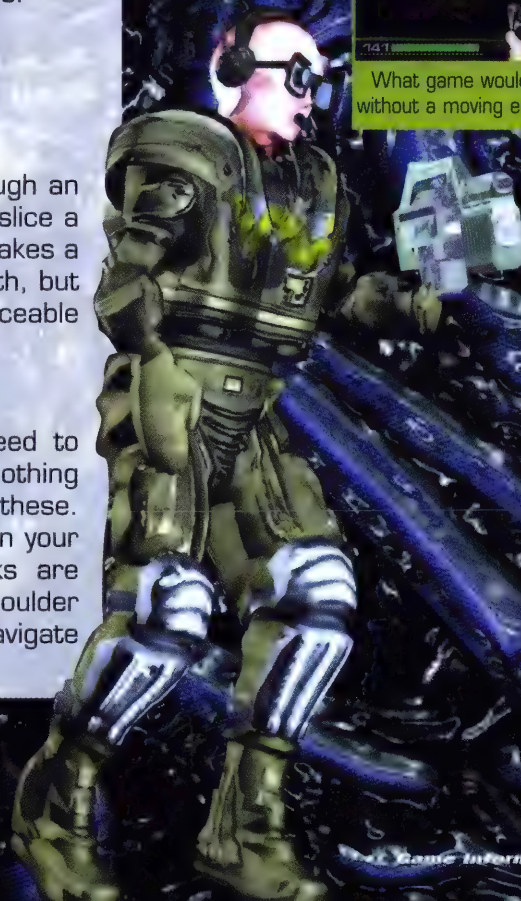
Don't you just love the sound of a Smart Gun pounding into Alien flesh?



Now that's what you call a hole!



What game would be complete without a moving elevator section?



ANDY, THE GAME HOMBRE

Concept: 8 "As far as aesthetics are concerned this game is pretty much set – the
Graphics: 8.25 Aliens look cool and the soundtrack is great. Plus, this game is scary.
Sound: 9 Something will freak you out about every ten minutes. The problem with
Playability: 8.75 Alien Trilogy is that the best level in the whole game is Level 7. While the
Entertainment: 8.75 other levels are cool to look at and fun to go through, the level design is
OVERALL: so poor that the game becomes very linear. Walk here. Do that switch. Kill that Alien. In the end though, it's the Aliens that make you like this game, and they're what will keep you coming back. If you liked the movies, you will like this game."
9

REINER, THE RAGING GAMER

Concept: 8 "What a fantastic horror trip! Just thinking about this game scares the heck out of me. Alien Trilogy puts you in the shoes of Ripley and face-to-face with her worst nightmare –
Graphics: 8.5 the acid spewing Aliens. The entire game is shrouded in a dark and haunting atmosphere just like in the
Sound: 8.75 movies. Structure wise, this game doesn't follow its movie foundation too well, since Aliens is the first mission and Alien is the last. Really though, who cares? Graphically, this is the best looking first-person perspective title for the PlayStation, and the control is smooth and easy to understand. Definitely check this title out. It makes Doom look like it's still in diapers."
Playability: 8.25
Entertainment: 8
OVERALL:
9

PAUL, THE PRO PLAYER

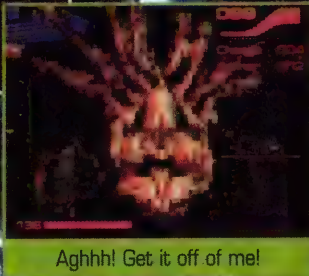
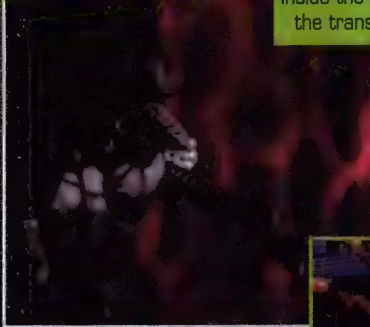
Concept: 8 "This is supposed to be a trilogy based on the films, but I found the sequence of events and the story to be pretty lame. The graphic
Graphics: 9 environments and the sound produce an intense experience.
Sound: 9.25
Playability: 8.75 But those aspects aside, the "revolutionary" enemies' graphics I was expecting did not appear. The enemy animations are pretty stiff. AT offers cool weapons and challenging levels, but it has nothing over Doom. I think it's an enjoyable game, but I would have liked a more involved story and maybe a link mode."
Entertainment: 8.75
OVERALL:
9



Flame on!



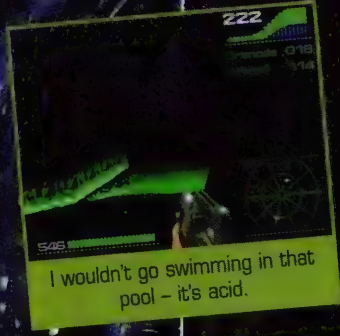
Inside the Alien ship enemies will hop out of the transparent walls and start blasting.



Aghhh! Get it off of me!



The best way to kill a Face Hugger is wait until it jumps at you.

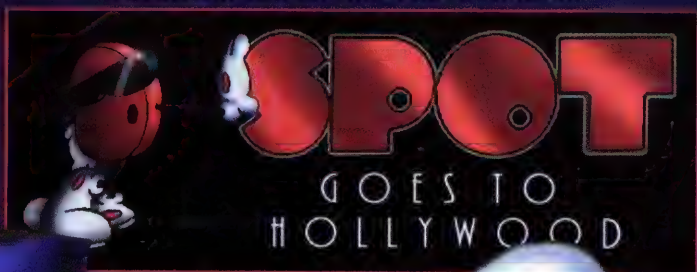


I wouldn't go swimming in that pool – it's acid.



► THE BOTTOM LINE **9**

Aluminum Can on the Brink of Stardom



Yee-haa!!!



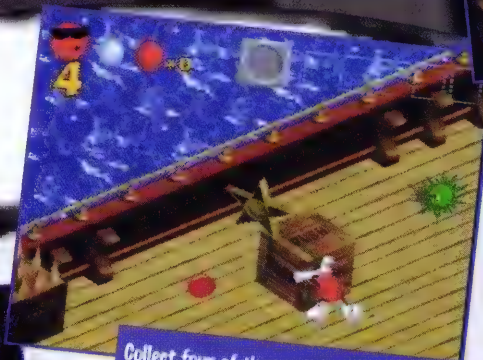
Bonus room bonanza!



That snake tried to kill you. Run for it!



Here's a scene that appears to be right from an Indy flick.



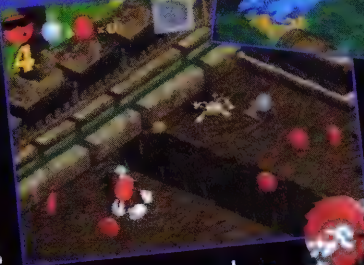
Collect four of these stars and something wonderful will happen.



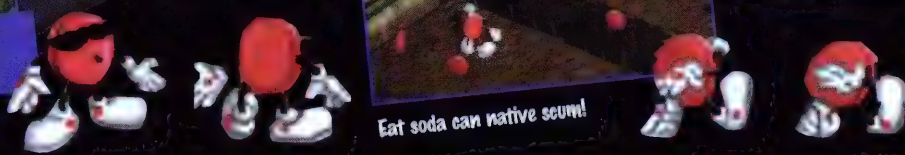
Seal bouncing is so much more fun than cow tipping.



Take out this wild boar and he'll be served up right before your eyes.



Eat soda can native scum!



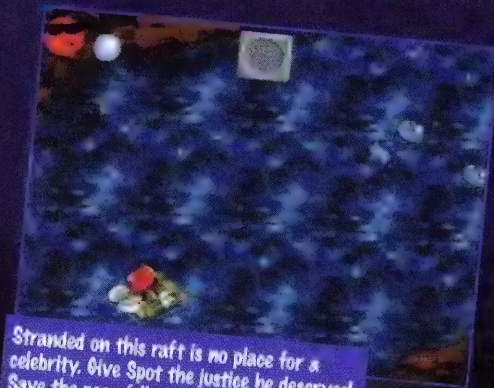
- Size: 1 CD-ROM
- Style: 1-Player Isometric Action/Platform
- Special Features: Supports Both Memory Card and Password Save, Multiple Movie Scenarios, Secret 100% FMV Making of the Game Ending, Traditional Style Animation, a Run Button, Special Hidden Rooms and Power-Ups
- Levels: 23 (200 Bonus Rooms)
- Created by: Virgin Interactive
- Available: September for Sony PlayStation

Originally 7-Up set their marketing around having a beautiful clear drink that had a refreshing taste like no other soft drink (except Sprite). As always, times change and the white bubbly changed faces to support the highly aggressive world of the 90's. The first appearance of this change occurred in a commercial where the little red dot stuffed behind the logo on the can magically jumped into the air and turned into an animated cartoon character named Spot. Spot doesn't have any catchy lines since he speaks in an unknown soft drink language, and he really isn't that charming. The world fell in love with this dot partly because he's a mischief maker but mostly he's a cartoon with an attitude.

Besides being red and naked, Spot features a sporty pair of high top sneakers and cool shades. This stunning look launched Spot to more commercials and video game deals as well. Spot's video game debut occurred on the 8-bit Nintendo with the title *Spot*, and was followed by a popular action/platform title for the 16-bit systems. With new technology and a whole new outlook on how to make games, Virgin Interactive will thrust Spot onto the Sony PlayStation in his third title, *Spot Goes to Hollywood*.

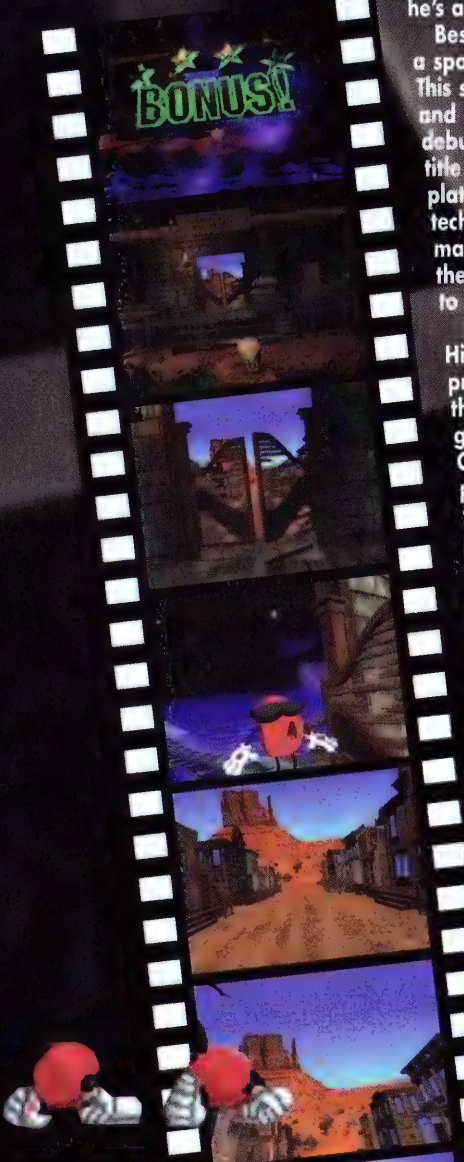
The name says it all - Spot does go to Hollywood. His entry into stardom doesn't follow the standard procedure of filming the movie then showing it in the theaters. Accidentally, Spot somehow manages to get tangled up in a projector at his favorite theater. Once this happens, he is shot into the screen and placed in various Hollywood sets. His adventure takes him into many different worlds including prehistoric, science fiction, and horror.

Mark Kelly, a producer at Virgin Interactive whose past credits include working with David Perry on *Aladdin* and *Cool Spot*, noted that Spot would not only go from movie set to movie set, but game to game as well. Spot will make an appearance in a Pac-Manesque level and one that resembles *Frogger* as well. He also stated that since the loading time on the PlayStation is fairly long, they decided to make all 23 levels extremely long so that the gamers wouldn't be held up waiting for more levels to load. Virgin also included a "save at anytime" feature for memory card owners, so that gamers don't get too frustrated with this isometric (third person perspective) action/platform game. Of course, you could write down the password every time, but what fun is a note pad full of numbers and letters? *Spot Goes to Hollywood* plays a lot like Nintendo's *Donkey Kong Country* where there's tons of hidden rooms, items and secrets everywhere.



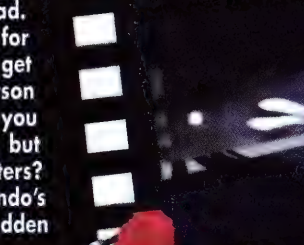
Stranded on this raft is no place for a celebrity. Give Spot the justice he deserved. Save the poor fellow!

BONUS!



HOLLYWOOD

SPOT GOES TO HOLLYWOOD



Tokyo Highway Battle

Take It To The Streets

Take to the streets of Tokyo in Jaleco's upcoming racing game, Tokyo Highway Battle. This upcoming Sony PlayStation title lets the player race in a choice of three cars that closely resemble some real-life cars.

Tokyo Highway Battle will include a couple features that make it unlike other run of the mill racing titles. A full array of car modification can be made such as engines, intakes, tires, and transmissions. A total of ten different modifications categories are included and, depending on how you perform in the races, can be changed by purchasing better equipment. Another interesting control feature is the one-button drift maneuver. On the tight turns this control will kick the car's back end out and require the driver to counter-steer. There's a fine line between using this move correctly and sending your vehicle into a devastating spin.

Although the game is still in its early stages, Tokyo Highway Battle already has superb looking vehicles and excellent car physics. Look for more in upcoming issues.



The drift control can put your car in a vicious spin.



Keep the tires pointing down the track.



Weave through the slower highway traffic.



- Size: 1 CD-ROM
- Style: 1-Player Racing
- Special Features: Car Upgrades in 10 Different Categories, 3 Vehicles, 3 Game Modes, 1-Button Counter-Steer, Multiple Views, Memory Card Save
- Created by: BPS for Jaleco
- Available: March for Sony PlayStation

Select your weapon



BOTTOM OF THE NINTH



Spring training is over, and baseball has begun another epic 162 game season. For every sport there are thousands of couch jockeys who feel that they could play the game better than the professionals and run the team better than the managers. For these people, there is video baseball, where anyone with some skill can be an All-Star. To fill the baseball void on the PlayStation, Konami is releasing another game in their sports line-up called Bottom of the Ninth (BOTN).

BOTN features all rendered players and stadiums. They have acquired the MLBPA license, so you'll have over 700 genuine baseball professionals with which to play. They even have pictures of the players which appear when you are batting or pitching. In addition, some of the top players have signature moves such as Nomo's high reaching wind-up and Edgar Martinez's bat waving stance. Unfortunately, the MLB license was not secured so you'll be playing in Imaginary stadiums with the Minnesota Buildings and the New York Statue of Liberties.

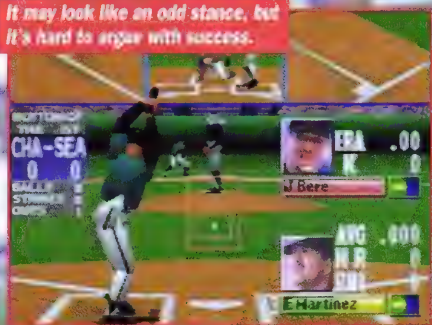
Play mechanics are rather innovative. The top and bottom split-screen pitching mode keeps the batter from knowing what the pitcher is doing and vice-versa. Once a pitch is released, the batter will see a cursor which gives a general location of where the pitch will cross the strike zone - curves, sliders, and other breaking pitches will cause the cross hairs to move, so be careful. At this point, the batter moves a target and times his swing in an effort to hit the ball. You can also practice everything from pitching and batting to running and fielding in the Training Camp Mode.

Bottom of the Ninth seems to be one of the most interesting baseball titles to come down the pipe in quite some time. Fans of the great American pastime or ordinary schmoes looking for a good time will want to check out this game. ■

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** All 700 MLB Players w/Career Stats, Season and Championship Play, Training Camp, Innovative Batting Control, Play-by-Play Announcing, Signature Moves for Top Players
- **Created by:** Konami
- **Available:** April for Sony PlayStation

▶ THE BOTTOM LINE 8.5

It may look like an odd stance, but it's hard to argue with success.



Despite the bobble, he manages to make the catch.

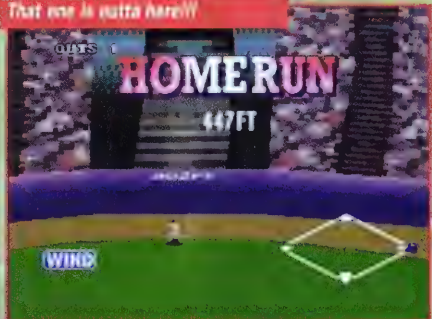


And he's safe at third!!!



He connects and sends it flying to the outfield!!!

That one is extra here!!!



Take aim and practice fielding with your weakest positions.



He sends one soaring down the first base line!



Out at first??? Dang!!

ANDY, THE GAME NERD

Concept: 8 "Undoubtedly, this game has got the best pitching interface of any game. It takes skill and practice to pitch and hit. Unfortunately, the game is not without little quirks. The fielding A.I. is somewhat unpredictable and the umps make some pretty poor calls. I wish that Konami would have gone the extra mile and got the MLB license so that I didn't have to play ball at Titan field against the St. Louis Archers, but I guess one license is better than none. Good game but it could have been better."

Graphics: 8

Sound: 7.75

Playability: 8.75

Entertainment: 8.75

OVERALL: 8.25

PADI, THE PRO PLAYER

Concept: 8.75 "BOTN's best features are the play controls when pitching or hitting.

Graphics: 8.75 The hitting cursor is very original and requires a good amount of hand-eye coordination. Pitching is equally challenging and perfecting the pitch placement is what it's all about. The polygon graphics are very nice and the signature stances really add to the realism. BOTN does have a few quirks when using manual fielding which can become frustrating. It's also a shame that there are no team logos and only a handful of stadiums. This is a solid baseball game, but a few small improvements could take it to the top."

Sound: 8.5

Playability: 8.5

Entertainment: 8.5

OVERALL: 8.5

REINER, THE RAGING GEEK

Concept: 9.5 "Dra!!! This game was oh so close to being flawless! If Konami would have configured the season mode a little differently so that you didn't have to deal with all the computer played games, and if they would have signed a MLB license, look out! But, they didn't. These two minor technicalities are the only things I found annoying in Bottom of the Ninth. The pitching and batting interface is the best I've ever seen in any B-Ball title and it should be explored more thoroughly in future titles. Not a bad take for Konami Sports' first whirl at baseball. Give it a look."

Graphics: 8.25

Sound: 8.5

Playability: 8.25

Entertainment: 9

OVERALL: 8.75

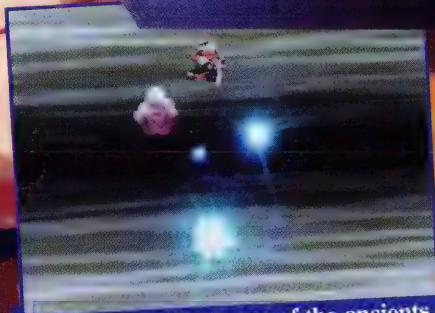


A Magical Adventure

Arc the Lad, the second of two recently announced RPGs from Sony Computer Entertainment, was first released in the Japanese market late last year. Expected to hit American shores this fall, Arc the Lad is the tale of a young boy named Arc who must embark on an adventure to save the world. As the adventure unfolds Arc will meet many different people as well as add six new unique characters to his party.

Arc uses an airship to travel between six different lands where he can choose from numerous areas to explore. Some areas will only offer another piece to the storyline, while others will bring Arc into the battlescape. Like a game of chess, Arc the Lad uses a strategic round-based battle interface to bring the action to life. Each character in the party can move a certain number of spaces per round and then either execute an attack, use magic, or use an item. As Arc and his companions continue on their quest they will gain more experience and gradually increase in strength and learn new spells.

In the end, Arc the Lad is a graphically impressive adventure. Every character – good or bad – is gorgeously animated with impressive spells and wicked attacks. Although the story is somewhat linear, the strategic elements of Arc will make it a nice addition to the PlayStation this Fall.



Arc calls on the power of the ancients to zap this zombie into next week.



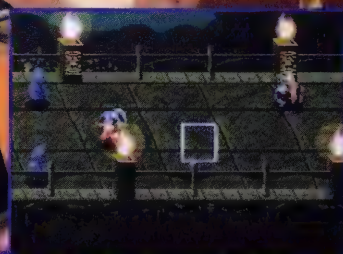
As you travel from land to land you'll get new characters to help you on your quest.



Major events are accompanied by computer generated cut-scenes.



Take that, big boss man!



Use the cursor to aim your attacks.



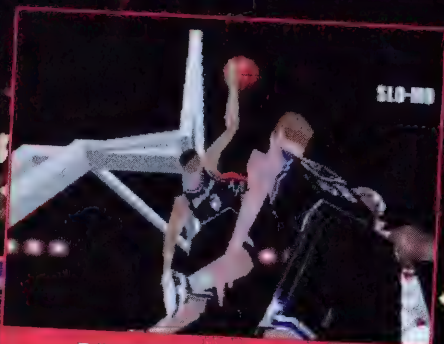
Ladies and gentlemen...the Forest Fairy!



- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategic Role-Playing Game (RPG)
- **Special Features:** Computer Generated Cut-Scenes, Easy-To-Use Dial Interface, Memory Card Save With 3 Save Slots, Two Tracks By The London Royal Philharmonic Orchestra, 63 Items to Collect and Use, Over 50 Spells To Master, 6 Controllable Companions
- **Created by:** G*Craft For Sony Computer Entertainment
- **Available:** Now in Japan, Fall U.S. Release for Sony PlayStation

NBA Shoot Out

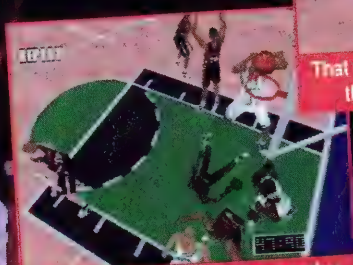
- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Basketball (Sony Multitap)
- **Special Features:** NBA Teams and Players, 3 Difficulty Settings, 7 Playing Perspectives, Player Trades, Instant Replay, Real-Time Announcer, Season & Playoff Modes
- **Created by:** Sony Computer Entertainment America/Europe
- **Available:** April for Sony PlayStation



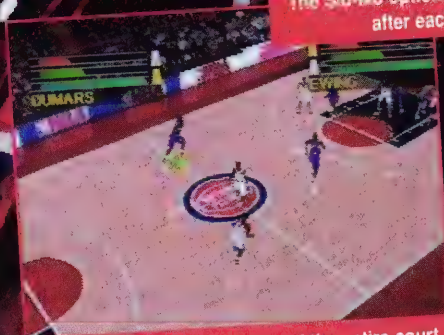
Talk about an on-the-court view!



That court looks phenomenal. I think the janitors put two coats on.



The Slo-Mo option will give a replay after each dunk.



This angle offers a good view of the entire court.



Going for the one from the charity stripe.



The Free-Com will allow you to view the court from any angle.

PLAYER STATS												
COLLEGE: CLARKESTOWN												
VS	GS	MIN	FG	FGA	F%	FT	FTA	FT%	REB	AST	STL	BLK
32	78	2920	730	1452	50	6	6	6	6	6	6	6
FSA	F3%	FF	FT%	REB	AST	STL	BLK	PTS	PPG	18	272	3
272	3	85	59	286	23	46						

Shoot Out includes nearly every NBA player.

Sony Goes for the 3-Pointer

Sony is continuing their powerful sports line-up with a new NBA basketball game for the PlayStation. NBA Shoot Out is based on Total NBA '96 that has already been released in Europe by Sony Computer Entertainment Europe. For the North American release, Sony Computer Entertainment America is making some modifications in an attempt to increase the speed and control of the gameplay. They are also adding a number of motion-capture routines featuring Golden State Warrior Latrell Sprewell.

Shoot Out includes many of the features that you've come to expect from a basketball simulation. You'll be able to play in exhibition, season, playoffs, and the NBA finals with any of the 29 NBA teams and also trade players. Seven different playing perspectives will give you the perfect view of the court and the spectacular player animation. NBA Shoot Out also features set plays that are controlled with the L and R buttons.

The preview copy we received still has some bugs to work out, but there are already some cool play elements that are worth noting. Fouls with continuations add to the NBA realism and give a chance for the three-point play. Many times when you go for a dunk the opponent will foul you before you're in the act of shooting. Players will continue moving to the basket in an attempt to score. Offensive fouls are also a big part of the game. You can't just go in for a dunk when you're in the paint. You'll need an open lane to take it the hole or you'll get called for the foul.

Sony is continuing its quest to fill the PlayStation with quality sports titles. NBA Shoot Out is shaping up to be a fantastic addition to the library. Look for this game to hit the streets this month and check for the bottom line in next issue.

Beyond the Beyond



What?



Stand-off at high noon.



Now that's a sword!



Oh yeah! We won a fight!



Don't ask. We don't know what it is either.



Hey dad! How do I get out of this house?



Run for your life! The darkness is upon us.



You're a very bad, bad lady.



Your power is weak, young Skywalker.



The PlayStation's First Traditional RPG?

Later this year Sony Interactive will release a state-bound translation of the Japanese title, *Beyond the Beyond*. This title falls directly into the traditional RPG formula which consists of tactical combat, gaining experience, learning spells, and exploring unknown lands.

In Japan, the RPG market is plentiful with both good and bad titles. Usually (since this market in the States isn't as big) only the premiere titles make the transition from Japan to the US and *Beyond the Beyond* is no exception. Although we are unable to translate the Japanese text, we are very impressed by this game's interfaces and battle sequences.

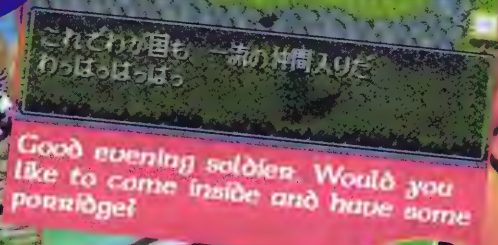
The tactical combat scenes in *Beyond the Beyond* are truly incredible and unlike anything we've ever seen. Combat consists of a view from behind your characters looking into a surrealistic 3D diorama composed of different textures and the creatures found within. Once combat has begun the view constantly changes angles and perspectives to give each and every hit a little bit more visual power.

Up to five characters can join your unbelievably jolly little party, and it seems that some characters may not be as permanent as others. Like the *Final Fantasy* series, characters are always joining and quitting and going their own way. Look for more information on *Beyond the Beyond* in upcoming issues and a release here in the states sometime in June.

- Size: 1 CD-ROM
- Style: 1-Player Role Playing Game
- Special Features: Up to Five Playable Characters in a Party, 3D Scrolling Battle Scenes, Lots of Spells for Magic Users, Weapon and Item Upgrades, Perplexing Puzzles
- Created by: Camelot for Sony Computer Entertainment
- Available: Now for Sony PlayStation of Japan. June Release in U.S.



If you have enough Life Points when your character dies, they will instantly be revived with the Come Back spell.



Road & Track Presents: The Need For Speed

This Ain't Mom's Station Wagon!

You've got the keys to a dream machine. You drop into the deep bucket seat of this \$250,000 Italian masterpiece and turn the ignition. The engine roars fiercely as you push the accelerator to the floor. Slamming the stick into first gear causes your body to sink deeper into the seat as the car rockets forward. As you scream down the highway and weave through the slower traffic, you ponder the stupidity of your recklessness. Yet, you have this craving that wants to push this machine to its limits.

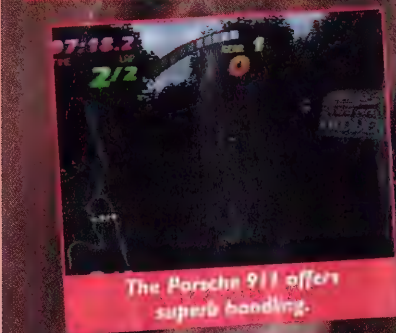
Electronic Arts is giving PlayStation owners a chance to live out their driving fantasies with their racing game, Road & Track Presents: The Need For Speed. Eight of the finest high performance automobiles are at the driver's disposal. From the Mazda RX-7 to the Lamborghini Diablo VT, each car is recreated to simulate the real-life performance of the vehicle. A driver can compete in a choice of four different race modes on 6 different courses. There is also an option for two-player split screen races and Sony Link race.

To successfully master Need For Speed, a driver will have to learn all of the courses along with the varying performance capabilities of each of the eight cars. Navigating the numerous jumps and blind turns of the Alpine Circuit or nailing the apex in the simple turns of the Rusty Springs track is not an easy task. Initially, the car may spend much of the time crashing into barriers and rolling over into the ditch. Although each car has a choice of automatic or manual transmission, the latter should be the choice to make the car truly perform.

EA's The Need For Speed is a beautiful and challenging simulation that will please anyone with the craving to scream through traffic, evade the law, crash expensive sports cars, and put the pedal to the metal.



Racer One has crashed and Racer Two is closing the gap.



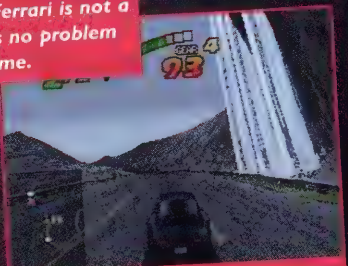
The Porsche 911 offers superb handling.



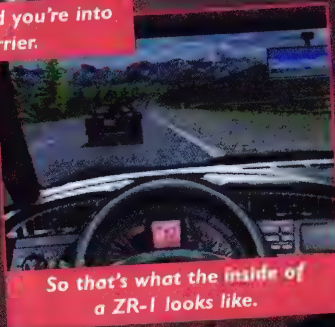
One false move and you're into the side barrier.



Rolling a \$200,000 Ferrari is not a good move, but it's no problem in this game.



Look at the lovely waterfall.



So that's what the inside of a ZR-1 looks like.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Driving (Sony Link Compatible)
- Special Features: 8 Authentic High Performance Vehicles; Car Showcase Videos, Multiple Racing Views, 2-Player Split Screen, Memory Card-Save, Hidden Track, Hidden Car
- Created by: Pioneer Productions for Electronic Arts
- Available: April for Sony PlayStation

► THE BOTTOM LINE **8.25**

ANDY, THE GAME HOMBRE

Concept: 7.5 "Realism is what this game is all about. Unfortunately, it's not quite perfect. There are problems with braking and accelerating in turns. The

Graphics: 9 programmers should have made the cars a little more forgiving in the turns.

Sound: 8 My other complaint is that you can't drive on the grass or even the edge of the shoulder. I need as much room as I can get to maneuver around the other cars. I do like the numerous tracks and the game is definitely fun, but I just wish the playability was as good as the graphics."

Playability: 7.75

Entertainment: 7.75

OVERALL:
8

REINER, THE RAGING GAMER

Concept: 7.25 "Well, this version is definitely better than the 3DO offering, but I still can't

Graphics: 9 listen to people say that this is the closest feeling you can get to real driving. I beg to differ. The graphics are great and the options are bountiful, but I don't think this car drives any better than those in Pole

Sound: 7 Position or Rad Racer. In The Need For Speed (TNFS) the only resistance on these turns is a little pull to the wall and some burnt rubber. TNFS is still a great game despite the little flaws in the vehicle mechanics."

Playability: 6.75

Entertainment: 7.5

OVERALL:
7.5

PAUL, THE PRO PLAYER

Concept: 9.25 "I really didn't care for the 3DO version of this game, but the PS-X version is killer! It has some of the most spectacular crashes I've seen

Graphics: 9.25 in a racing game. There's nothing like flipping a Porsche end over end

Sound: 8.5 or catching air in the Ferrari. The great graphics along with the challenging and realistic driving control will keep me coming back to this game. It's not a game that you can blow through. I don't think it rivals Ridge Racer, but Need For Speed is a must buy for any racing fan."

Playability: 9

Entertainment: 9.5

OVERALL:
9

SLAM 'N JAM '96

THE JAM IS BACK TO TAKE UP THE SLACK, JACK

- Size: 1 CD-ROM
- Style: 1 to 4-Player Basketball
- Special Features: In-Your-Face Action w/Huge Players, Full Season Stats, Call Plays, Set Picks, Play as Legendary Hoopsters Magic Johnson and Kareem Abdul-Jabbar, Live Action Commentary by VanEarl Wright
- Created by: Crystal Dynamics
- Available: May for Sega Saturn and Sony PlayStation

LAST YEAR'S SURPRISE SPORTS HIT CAME IN THE FORM OF SLAM 'N JAM FOR THE 3DO. IN THE SPIRIT OF ALL SPORTS TITLES, CRYSTAL DYNAMICS IS RELEASING AN UPDATED VERSION KNOWN AS SLAM 'N JAM '96. THIS TIME IT SEEMS THAT THIS TITLE WON'T BE GRACING THE 3DO, BUT THE SEGA SATURN AND SONY PLAYSTATION INSTEAD. ONCE AGAIN, SLAM 'N JAM '96 FEATURES FULL COURT 5-ON-5 ACTION AND THE LIVE VOICE COMMENTARY OF VAN EARL WRIGHT, AND JOINING THE PLAYERS ON THE COURT ARE THE LEGENDARY FIGURES OF EARVIN "MAGIC" JOHNSON AND KAREEM ABDUL-JABBAR.

IN THIS GAME, YOU'LL BE ABLE TO TAKE YOUR FAVORITE TEAM ALL THE WAY THROUGH THE SEASON, PLAYOFFS, AND INTO THE BIG CHAMPIONSHIP SERIES. ALONG THE WAY, THE GAME WILL TRACK PLAYER, TEAM, GAME, AND SEASON STATS. UNFORTUNATELY, THE ONLY REAL BASKETBALL PLAYERS FEATURED IN THE GAME ARE THE TWO SUPERSTARS MENTIONED ABOVE. EVEN SO, YOU'LL BE ABLE TO MAKE A PLAYER INTO YOUR OWN SUPERSTAR IF YOU PLAY IN FRANCHISE-PLAYER MODE. HERE, YOU'LL BE ABLE TO CONTROL THE SAME PLAYER THROUGHOUT THE ENTIRE GAME (OR SEASON) AND TURN HIM INTO THE GO-TO-GUY, THE MONEY-MAN, MR. JOHNNY-ON-THE-SPOT.

ALSO NEW THIS YEAR WILL BE THE ABILITY TO CALL PLAYS, SET PICKS, AND ISOLATE PLAYERS. THIS WILL ALLOW YOU TO CONTROL THE GAME AND LET YOU PLAY BASKETBALL YOUR WAY. ONCE YOU DO GET YOUR MAN TO SCORE, YOU'LL BE ABLE TO SEE THE GAME HIGHLIGHTS FROM MULTIPLE ANGLES, ALLOWING YOU THE TRASH-TALKING OPPORTUNITIES OF A LIFETIME.

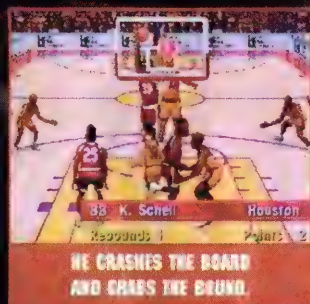
SLAM 'N JAM '96 IS DUE OUT IN MAY, AND WATCH FOR MORE INFO ON THIS MEGA-BASKETBALL MONSTER IN THE UPCOMING PAGES OF GAME INFORMER MAGAZINE.



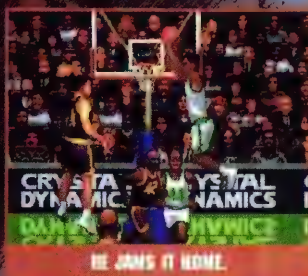
THE CLASSIC 2-HANDED BEHIND-THE-BACK ALLEY-OOP SLAM! ALL RIGHT!!!



IT'S A PATENTED KAREEM SKY HOOK.



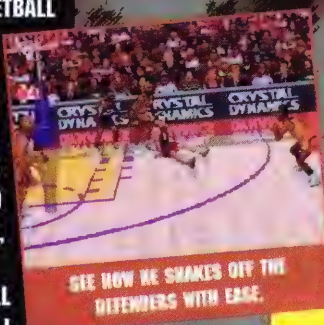
HE CRASHES THE BOARD AND GRABS THE BOUND.



HE JAMS IT HOME.



FROM LONG RANGE...



SEE HOW HE SHAKES OFF THE DEFENDERS WITH EASE.

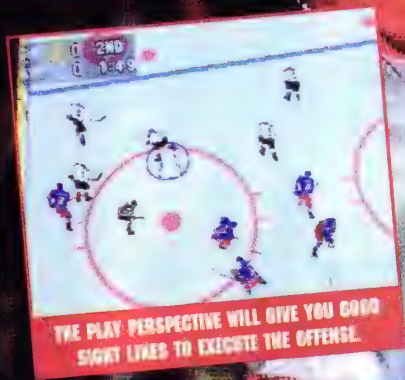


HANGING FROM THE RIM MAY EARN YOU A 'T' IN THE NBA, BUT IT'S ENCOURAGED IN SLAM 'N JAM!!!

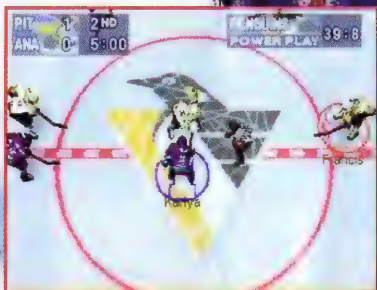


JUST LIKE MAGIC, HE JAMS PAST THE DEFENSE AND LAYS IT IN.

PlayStation



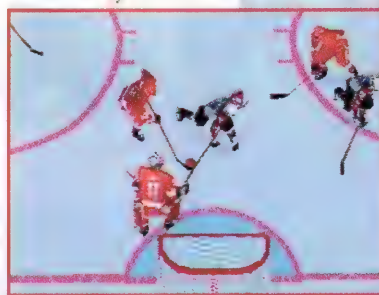
THE PLAY PERSPECTIVE WILL GIVE YOU GOOD SIGHT LINES TO EXECUTE THE OFFENSE.



NHL TEAMS, PLAYERS, AND LOGOS ARE ALL IN NHL POWERPLAY '96.



IT LOOKS LIKE THE GOALIE HAS THE ANGLE TO STOP THIS POINT BLANK SHOT.

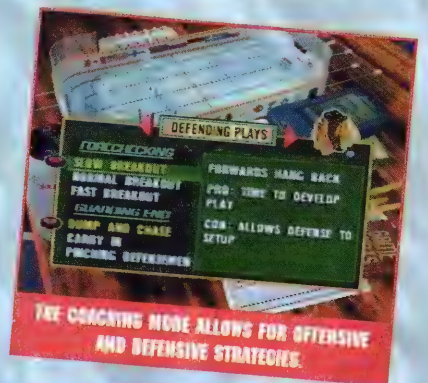


Powerplay '96

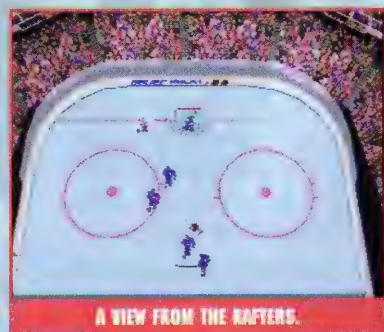


- **Size:** 1 CD-ROM
- **Style:** 1 to 6-Player Hockey (1 to 4-Player PS-X)
- **Special Features:** All NHL Teams and Players, 16 International Teams, Adjustable Offensive and Defensive Strategies, Custom Controller Settings Using 7 Buttons, 360° Replay, 2 Different Shots
- **Created by:** Radical Entertainment for Virgin Interactive
- **Available:** May for Sega Saturn and Sony PlayStation

Virgin Interactive has never really been known as a sports game publisher, but they are hoping that NHL Powerplay '96 will put them on the map. This hockey simulation is the first we've seen with polygon based characters. Using motion-capture techniques, players spin through the air and crash to the ice with an incredible number of realistic animations. The centers even draw the puck between their legs at the face-off. Besides the outstanding look, this game features a wide array of interesting and original options.



THE COACHING MODE ALLOWS FOR OFFENSIVE AND DEFENSIVE STRATEGIES.



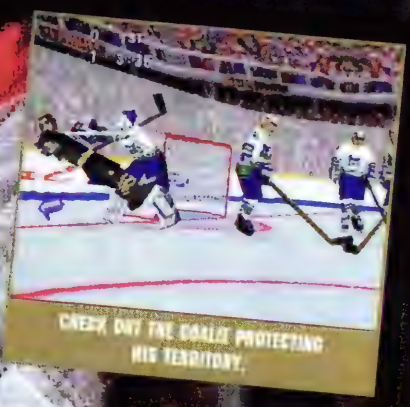
A VIEW FROM THE RAFTERS.

Saturn

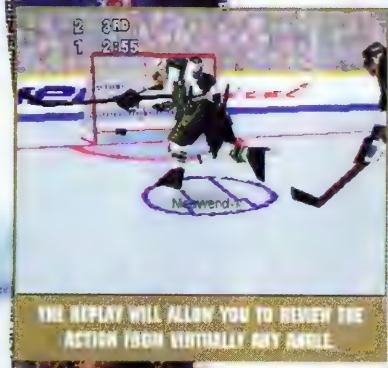
NHL Powerplay has a full NHL license and will include all of the NHL players and teams. It will also have 16 international teams that include many of their respective NHL stars. Russia's team features Sergei Federov at first-line center and the ever-powerful Canadian team sports a venerable NHL "Super Star" line-up. All the teams' lines are fully adjustable through the Edit Lines option. The Coach Team Option on NHL Powerplay will allow for various offensive and defensive settings, such as forechecking and up ice breakout settings.

The control pad will get a workout when you're putting this game through its paces. A total of seven buttons will control your players' on ice maneuvers and also change the line if you so choose. Many of the controller settings have been in numerous games, but NHL Powerplay also includes two separate shot buttons, three checking buttons, and a skate backward control. It also has drop passes and one-timers.

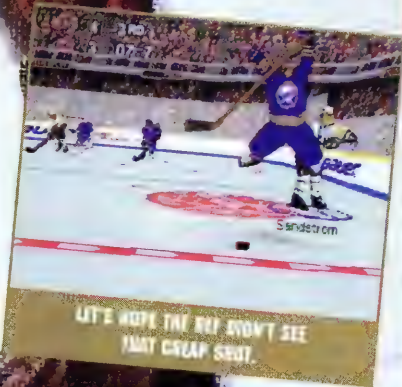
NHL Powerplay '96 is still fairly early, but is already far superior to the other Saturn hockey game and it will give the other PS-X hockey a run for its money.



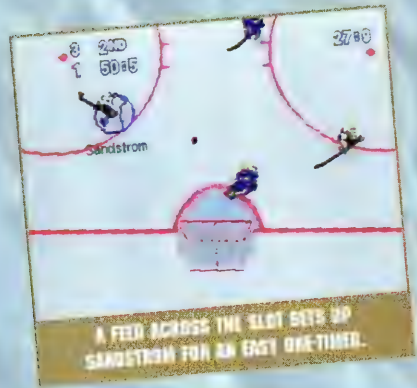
CHECK OUT THE GOALIE PROTECTING HIS TERRITORY.



THE REPLAY WILL ALLOW YOU TO REVIEW THE ACTION FROM VIRTUALLY ANY ANGLE.



LET'S HOPE THE REF WON'T SEE THAT CHEAP SHOT.



A FEIN ACROSS THE SLOT SETS UP SANDSTRON FOR AN EASY ONE-TIMER.

Hi-Octane

THE TRACK BURNS RACER!



Death by Barnsy.



► THE BOTTOM LINE

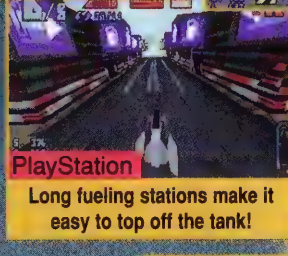
PLAYSTATION **5.75**
SATURN **5.75**

Racing on the road seems to be an antiquated notion. These days, people are taking the battle above the street - a few feet above the street, that is. Bullfrog's most recent addition to the libraries of the PlayStation and Sega Saturn puts you in the driver seat of a hovercar and loads you up with heavy weaponry. Hi-Octane delivers the experience of high speed and intense racing combat that will keep you on the edge of your chair.

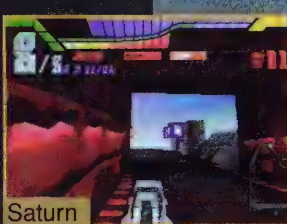
Six cars are available and each has a unique balance of handling, speed, armor, and firepower. You can play in Death Match, where you'll have a certain number of lives to destroy the competition, 2-Player Split-Screen Mode, Single Race, Hot Seat Mode, in which up to eight players can race by handing off the controller, and finally the Championship Mode which will put you on a racing circuit through all nine tracks.

During the race you'll be able to blast your enemies with your mini-gun or missile launcher. You will run out of ammo, but there is an ammo recharging sight, fueling station, and shield repair area on each track. Unfortunately, you'll lose valuable racing time when you need to stop at these.

Warm up your anti-grav engine and get ready for morphing terrain, long jumps, and tight competition. It's all about high speed, high intensity, and Hi-Octane.



Long fueling stations make it easy to top off the tank!



Power-ups are littered around the track.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Battle Racing
- Special Features: 9 Tracks, 6 Cars, Missiles and Mini-guns, Championship, Clone Mode, Death Match, and Split-Screen Modes
- Created by: Bullfrog/Electronic Arts
- Available: Now for PlayStation and Sega Saturn

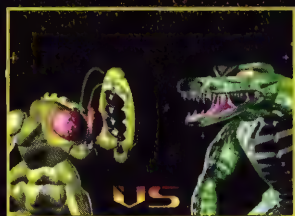
Psx/Saturn	Andy	Paul	Reiner
Concept:	5/5	8.5/8.5	6/6
Graphics:	6/6	7.5/7.75	4/4
Sound:	5/5	8/8	4/4
Playability:	5/5	8/8	3.25/3.5
Entertainment:	4/4	7.75/8	5/5
Overall:	5/5	8/8	4.5/4.5

REINER, THE RACING GAMER
"Holy cow, this game really blows! Hi-Octane has tons of exciting features which are backed up by horrible looking polygons and extremely choppy game play. Both versions stink."

ANDY, THE GAME HONORE
"Hi-Octane is mediocrity at its finest! Definitely rent this game before you buy, and you may even want to think twice about renting it."

PAUL, THE PRO PLAYER
"I was expecting a little better. This is a fairly enjoyable game, but the graphics are not too exciting. Rent this baby."

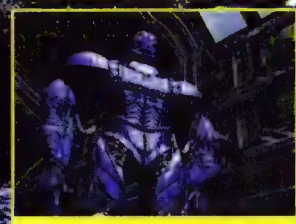
EURIT



GO HEAD-TO-HEAD WITH SOME OF THE MEANEST MONSTERS IN THE GALAXY!



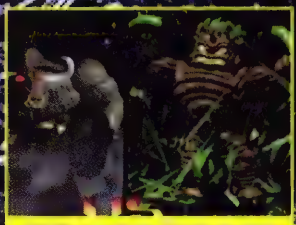
RUN AWAY!



BEWARE OF THE EVIL ROBOT DUDE!



NOW WHERE'S THAT DARN FLAG?!



HERE'S A SAMPLE OF THE BOSSES YOU'LL FACE!

What do you get when you take the concepts of 'Tag' and 'Capture the Flag' and roll them up into a single game? You get Radical Entertainment and Virgin Interactive's hot new game called Eurit. The premise is simple. Each level is a maze comprised of obstacles, booby traps, various enemies, your opponent, and hidden flags. To win each level you must collect the required amount of flags before your opponent does. Now here's the catch - the only time you can collect flags is when you are not 'it'. The only way to not be 'it' is to 'tag' your opponent, but before you can 'tag' him you must find him - which is not always an easy task.

Inside the maze you are armed with a blaster (that slows down your opponent when you hit him and destroys various obstacles that you encounter) and a bridge builder. The bridge builder will allow you to construct tiny energy bridges that you can use to cross channels in the maze - which comes in handy when you need to make a quick escape or a last ditch run to 'tag' your opponent. To make things more interesting, each level is also filled with various power-ups, turbo boosts, and spells to collect.

To defeat Eurit you must make it through over 45 levels and 16 hair-raising bosses, and if that's not enough to keep you busy Eurit also features a 2-player split-screen mode where you and a friend can fight for bragging rights. So nimble up your fingers and get ready to play, because Eurit!

- Size: 1 CD-ROM
- Style: 1 or 2-Player (Split-Screen) Action/Puzzle
- Special Features: 3 Difficulty Levels, 16 Clever Bosses, 5 Levels of Weapon Power
- Created by: Radical Entertainment by Virgin Interactive
- Levels: 16 Worlds Featuring 3 Stages Each
- Available: Fall for Sony PlayStation and Sega Saturn

NIGHT WARRIORS

The Undead Live Again!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Four New Playable Characters, Group Battle and Survival Mode, Faster Turbo Play, New Endings for Each Character Which Can Be Saved Onto a Saturn RAM Cart, Improved Moves and Combos for Every Character
- **Created by:** Capcom
- **Available:** Now for Sega Saturn

DarkStalkers' Revenge

In 1994 Capcom released an arcade game that went beyond the boundaries of the living and into the realm of the undead. This title was justly named DarkStalkers. Due to popular demand for the sequel, Night Warriors: DarkStalkers' Revenge, Capcom will release it exclusively on the Sega Saturn.

Night Warriors is not a souped up version of the first, this is a "true" Capcom sequel. Four new fighters have been added to the fray. A fierce Dark Hunter with a reputation as cold as a frozen heart is Donovan Blane. Mr. Blane is an efficient fighting machine who utilizes the Homing Sword for his deadly attacks. Hsien-Ko, the Chinese Ghost, is on a mission to save her mother's soul through the use of the Guillotine Swing. Chop suey! Plus, the two boss characters from the original are now playable. Huitzil, the Mayan Android, who's lubed up and ready to drive the competition to the ground, and Pyron, the Galactic Despot, is here to light your fire.

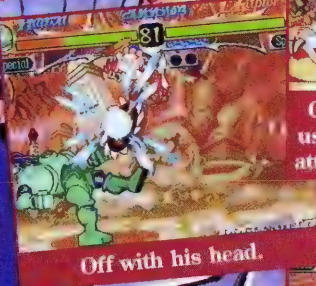
Besides having more characters, Night Warriors also features a bag full of new game modes, moves, and graphic improvements. The Saturn version features two new modes that weren't present in the arcades, including a Survival Mode. This mode allows the player to take on as many characters as they can before their life bar is depleted. Plus, a Group Battle Mode has been added to give a group of gamers a true DarkStalkers tournament.

When looking at the game screen, you'll notice that the Special Meter bar has been moved from the bottom of the screen to a tight spot right below the life bar, and it no longer utilizes the growing health bar effect. Now it tallies how many special moves and hits have been landed in a simplistic numeric system of 1 to 5. Another addition to Night Warriors is the fantastic new endings for each character. They're longer and graphically superior to the arcade. Also, so that you don't have to beat the game over and over to impress your friends, you can save the ending and load it up at any time.

Night Warriors looks great, and is definitely a step in the right direction for next generation Capcom titles. Keep your eyes peeled for more undead coverage in the next issue of Game Informer.



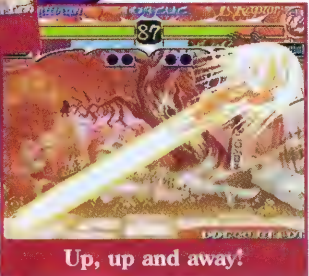
Obl. That poor kitty cat fell down.



Off with his head.



Great! This new character uses kitchen utensils in her attacks! Fork him, fork him!

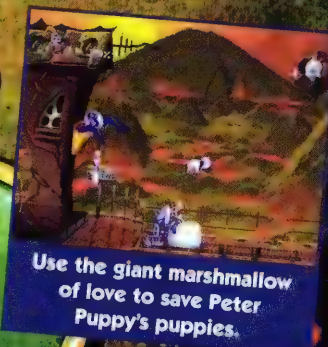


Up, up and away!

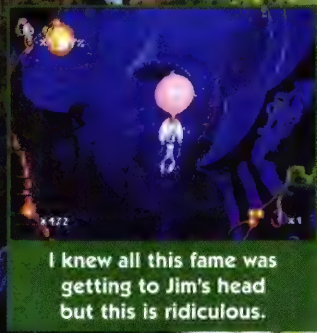
That Crazy Worm Goes To Saturn

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Snott Parachute and Snott Swing, New Guns, Digital Soundtrack by Tommy Tallarico, Exclusive New Highly-Rendered Backgrounds, Madcap Fun and Mayhem
- **Levels:** 10
- **Created by:** Shiny Entertainment & Screaming Pink for Playmates
- **Available:** April 1st for Sega Saturn

EARTHWORM JIM™



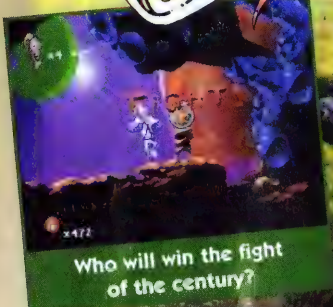
Use the giant marshmallow of love to save Peter Puppy's puppies.



I knew all this fame was getting to Jim's head but this is ridiculous.



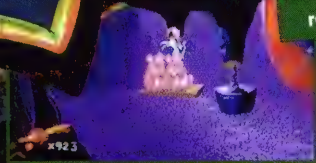
Ahhhhh... rendered loading screens.



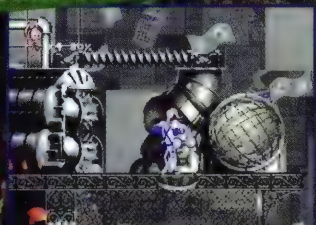
Who will win the fight of the century?



It's raining grandmas!



How many pigs does it take to get to the center of a Tootsie-Pop?



Alright Jim, put the Hamster in the machine and...jog!



Everybody's gone surfin'. Surfin' C.O.W.



Yes, it's Jim and he's back! When we last saw Jim he was busy pursuing the beautiful Princess What's-Her-Name, and you'd never guess, but Jim is back to his old hijinx. This time the evil Psy-crow is taking Princess What's-Her-Name to 'Lost Vegas' for a 'quickie wedding'. Of course, Jim can't let this happen because whoever marries Princess What's-Her-Name becomes the heir to the throne of the galaxy.

Although this game doesn't feature any new levels or bonus stages, it does offer new rendered backgrounds and an even better soundtrack. So is Earthworm Jim on Saturn a new experience? For old school Earthworm Jim players this update doesn't have much to offer, but anyone new to the Earthworm Jim experience will find a classic platformer trip.

▶ THE BOTTOM LINE **8.25**

ANDY, THE GAME HUNGRY

Concept: 7 "Once upon a time this game was a lot of fun to play; however, my patience for Jim has worn out." **Graphics:** 8 Besides, this game has absolutely **Sound:** 9 nothing new but rendered backgrounds (neat!) and new music **Playability:** 7 by Tommy Tallarico. Whoopee! There are better games you can play on **Entertainment:** 5 your Saturn."

OVERALL:
7.5

REINER, THE RAGING GAMER

Concept: 9 "There's a lot to be said about action/platform games. Basically, a blockbuster title like EWJ2 will eventually make its way onto every **Graphics:** 8.25 platform system and by the time it reaches its destination, it's old **Sound:** 8.75 news. This genre can easily be compared to a pair of pants. At first they're great, they're new, and the competition of stiff cloth on the legs is very challenging to break in. Eventually, they become dull, boring, out of fashion and out of date. By the time they're broken in and comfy, you trade them in for the hot new fashion - parachute pants, bell bottoms, or in the video world - DKC2 and Vectorman."

OVERALL:
9

PAUL, THE PRO PLAYER

Concept: 7 "You're not going to get that much in this game over the 16-bit version, **Graphics:** 9.5 There are some nice graphical improvements in the backgrounds **Sound:** 9 and such. Plus there are some great new sound samples that make Jim even wackier. Other than being slightly more challenging than the **Playability:** 9.5 Genesis version, that's all you get. It is a great Saturn game, but don't expect to find a whole bunch of new stuff. If you played it already, leave this version alone."

OVERALL:
8.5

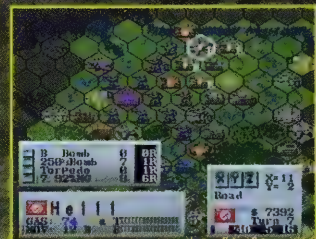
IRON STORM

War, What Is It Good For?

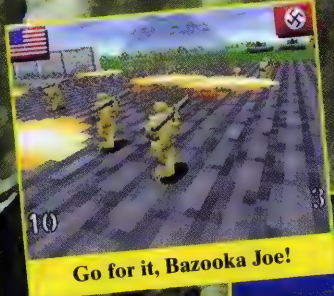
- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/Warfare
- **Special Features:** Standard and Campaign Mode
Play as Japan, Germany, or United States.
Many Types of Units to Command.
Rendered Combat Animations, Multiple Save Slots
- **Created by:** SystemSoft for Working Designs
- **Available:** Now for Sega Saturn



You can get info on any unit in the battle!!!



All of those troops are going to tear up the beautiful countryside.



Go for it, Bazooka Joe!



Roger, squad leader, approaching target now.



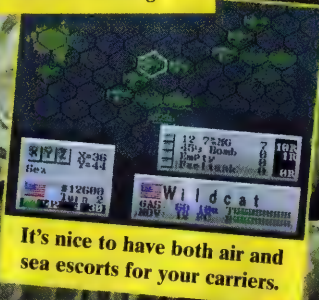
Submarines lurk below the surface and get to destroy a ship without warning.



Planes can carry different configurations of armament.



Battleships and destroyers can bombard the land.



It's nice to have both air and sea escorts for your carriers.

The period of time between 1939 and 1945 was probably one of the darkest in recent history. Millions of people died, historic buildings were bombed to the ground, and America's isolationism allowed one of the most evil men in history to almost take over the world. Fortunately, the good guys finally won and world order was restored (sort of). Maybe you didn't like the result, or perhaps you think you could have won the war more efficiently. If you consider yourself a strategist and tactician, then you'll be excited about Working Designs' latest Japanese translation, *Iron Storm*.

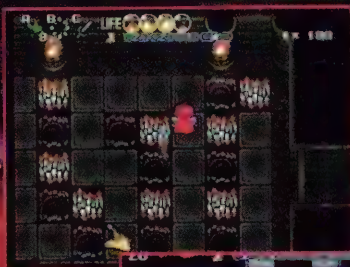
In this game you'll be able to take command of either the German, Japanese, or American forces in a full-length recreation of the war. You can also jump in and play a single battle if you don't feel up to a six-year struggle. Each army has different strengths and weaknesses, and the troops you can recruit vary depending on who you are.

The playing field is laid out with hexagons representing each area of land. You will be able to

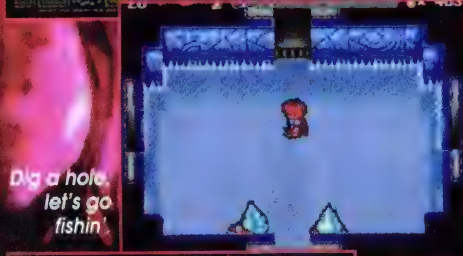
move each of your pieces once per turn, and then it's the other side's chance to move. It is not uncommon to have three or four different armies fighting in the same battle. Sometimes you will have allies, other times it's you against the world. You will start with a certain number of troops, and you can build more infantry, tanks, or planes as you see fit. Of course, resources are limited so choose wisely.

Should you decide to have one of your troops attack the enemy, you will be treated to a rendered animation of the melee. You will also be given a breakdown of the various strengths of both sides. When one side has a rating of 80 and the other has no suitable weapon to return fire, you know it's going to be a slaughter. As lovely as the animations are, disabling them is as easy as pushing a button. This is fortunate because they tend to get a bit repetitive as the game goes on.

Do you have hundreds of hours to spare? If so, you might want to check out *Iron Storm* from Working Designs. Guaranteed to last a long, long time.



Step lightly, this floor looks ridd.



Dig a hole, let's go fishin'!



Master of the Spark!

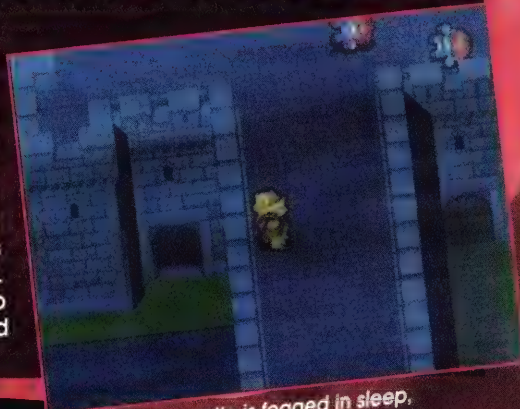


Perched on a precipice seems a fine spot for a snooze.

It has never been easy to live in the shadow of greatness, and that is especially true for our young hero. His father, Sir Jiles, saved the world from an evil dragon a few years before he was born, and he's had to live up to that legacy every day of his life. He has finally come of age and it is time for him to join the royal guard. Will he live up to the family name? Will he earn the honor and respect of all the people of his land? Will he fall asleep on the job and allow evil to run rampant? The outcome of this adventure is entirely up to you.

Shining Wisdom represents the first action/RPG available for the Sega Saturn. It has all of the classic elements of a game of its kind. You are a young inexperienced adventurer who has a big name to live up to. After winning a few early struggles and rescuing the fair princess, the fate of the world is turned over to you and your fighting prowess.

You begin the game with an ordinary sword. While you do not gain experience, finding certain items will increase your character's powers and give him access to new areas. For instance, once you have acquired the Magic Hands (a long range boxing glove) you will be able to flip switches which are otherwise inaccessible. The heavy boots will allow you to kick down weakened walls and break through some floors.



While the castle is fogged in sleep, a mysterious figure approaches.



With the orb of fire you can unleash a deadly flame serpent.

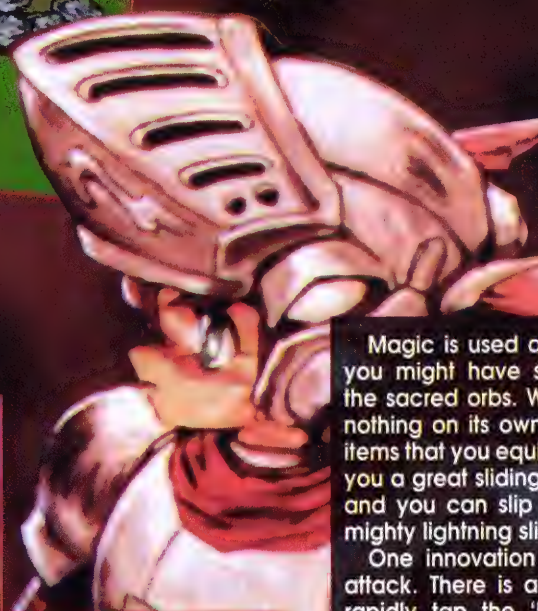


I am Ice Boy! King of the Desert!

SHINING WISDOM

An RPG So Wise, It Shines

- Size: 1 CD-ROM
- Style: 1-Player Action/RPG
- Special Features: Multiple Weapons and Items to Acquire, Magic, Accelerate Attacks, Attainable Skills
- Created by: Sonic! Software Planning for Working Designs
- Available: May for Sega Saturn



Magic is used a little differently than in other action/RPGs you might have seen. You gain magic powers by finding the sacred orbs. When you have an orb equipped, it will do nothing on its own; however, it will work in conjunction with items that you equip. The freeze orb and the slip boots will give you a great sliding attack. Use the spark orb with those boots and you can slip through certain cracks in the wall with a mighty lightning slide.

One innovation this game possesses is the acceleration attack. There is a gauge underneath your life bar. As you rapidly tap the 'B' button, the value on that gauge will increase. The higher the value on the gauge, the faster your character will run. Navigating the environment becomes much less of a chore at high speeds, and this speed can be combined with various weapons for charge attacks. When you have magic equipped, the gauge indicates the power of the magic you are going to use.

The Sega Genesis was sorely lacking in games like Shining Wisdom. Hopefully, the release of this title means better things are in store for the Sega Saturn. ❖

GUARDIAN HEROES

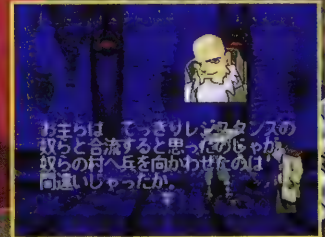
Five Fighters Save the World



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Side Scrolling Fighter
- **Special Features:** Five Characters to Choose From, Magic, Special Attacks, Gain Levels and Skill, Multiple Paths to Choose, Up to 6-Player Head-to-Head Mode
- **Created by:** Treasure for Sega
- **Available:** Now for Sega Saturn



And stretch, two, three, four...



You don't say..

Animation is so popular in Japan it's almost hard to believe. People of all ages watch television and flock to the movie theaters to experience a surrealistic adventure that can only be delivered through the medium of Anime; therefore, it is not surprising that many video games are produced in the style of Japanese animation. The most recent of these games to show its face in the United States is Guardian Heroes by Sega.

Guardian Heroes is basically a one or two-player side scrolling fighter with three planes of action. You can choose from five players in story mode and duke it out through a whole bunch of levels. Each character has a different balance of fighting skill and magic attacks. You'll have two different attack buttons (strong and weak strike) which can be used with the directional pad to do different special attacks. Each character has their own set of special attacks and you'll need to learn who can do what if you want to make it very far.

In addition to strike attacks, each character can select from their repertoire of magic attacks. Ice storms, fireballs, and energy beams are just a few of the spells from which you can choose. Characters who are strong in magic will have many more tricks up their sleeves.

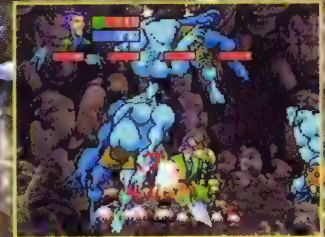
Your characters will gain experience as they hack and slash their way through enemies. After each level you'll have a chance to spend that experience to increase one or more of your six attributes. If you increase mental power, you may gain access to more spells. Strength will pack a bit more power behind your punch. Agility will give you speed and the mysterious luck will have unknown effects.



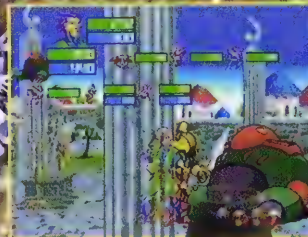
Watch out! It's a driller killer!



Flames all around me... must... stay... conscious...



Three blue behemoths are no match for the kong-fu kid.



So he called upon the power of his Giant Robo...



We seem to have been transported to another dimension of sight and sound...

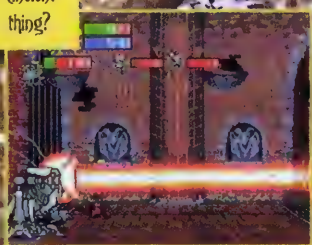




That sword seems to be resurrecting an ancient warrior. Is that a good thing or a bad thing?



Some people consider 27 hits a pretty nice combo.



Whoa! Nice beam!



Yeowwww!

Another interesting feature about this game is that each character goes a different way. Also, you'll periodically be given a choice as to which way you want to go. The path you choose will affect which levels you go to, and will determine who you will fight last. The path selection even determines the game's ending, so if you've only won this game once, there's a lot more to see.

If you have access to a 6-player adapter, you and five friends can go head-to-head in vs. mode. Not only can you choose from the five players available in the game, but one more is automatically available to you. Interestingly enough, each of the more than 45 enemies you encounter in the game can be chosen in vs. play if you do extremely well in story mode. We're not sure exactly how to access these extra fighters, but it can be done.

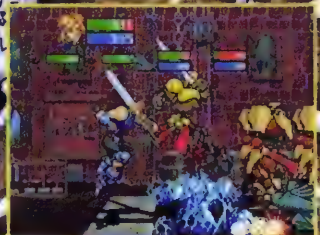
Guardian Heroes is a mix between finger-tapping mayhem, fighting game controls, and Japanese animation. Get ready for grotesquely huge eyes, gravity defying jumps, and funky colored hair when Sega releases Guardian Heroes for your Sega Saturn.



Let's fight, angel boy!!!



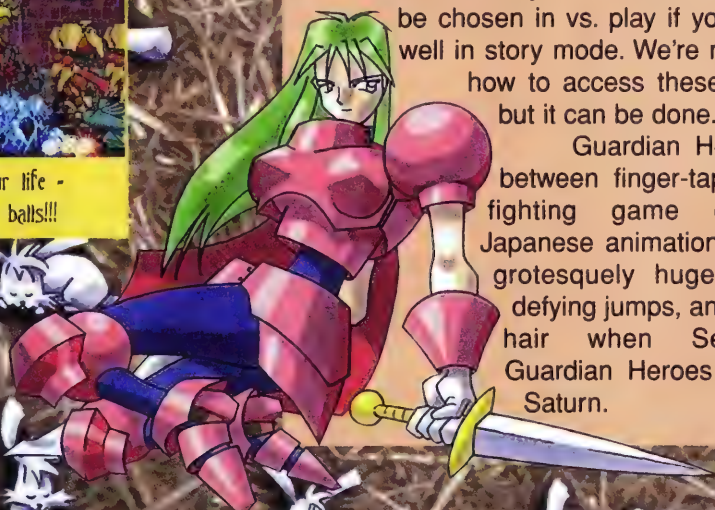
You sure knocked him on his butt.



Jump for your life - those are ice balls!!!



That's some nice swiping, boy



IT'S RAINING BULLETS

IRON RAIN

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Shooter
- **Special Features:** 3 Difficulty Levels, 1 Controller Configuration, 1 Custom Setup, 4 Weapons, Jump Jets, Tracking and Turret
- **Created by:** Game Arts for Sega
- **Available:** April for Sega Saturn



An overhead map always comes in handy.

With your cargo plane safely off the ground, your work here is done.

Use those jump jets to cause massive death and destruction.



Sometimes you'll have to assault the enemy at night.



The thermal sight mode can make night missions a bit more clear - but not much.



strafe) to make it harder for the enemy to draw a bead on you. The top of your mech can also turn both up and down and side to side. This allows you to walk forward while aiming sideways - a very effective tactic. Finally, this game incorporates jump

For some reason, science fiction has often portrayed the tank of the future as a biped armored walker. Whether this style of armored assault vehicle is practical, much less feasible, remains a mystery hidden in the future. But if you can let your imagination wander, pretending these things exist can make a heck of a fun video game. This is the case in Sega's upcoming release for the Saturn, Iron Rain.

In Iron Rain, you jump into the cockpit of a heavily armed and armored Griffon - a two-legged assault vehicle. This Griffon can walk forward, backward, and bend it's knees to go into a high-speed cruise. The graphical speed of the Saturn makes this cruise mode quite swift, and it may be difficult to sight up the enemy while moving this fast (unless, of course, you're really good).

Drawing a bead on the enemy can be done in a few different ways. You can turn your entire Griffon to face him, or you can slide your mech sideways (like a

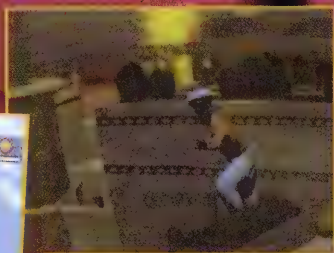
jets. These allow you to boost yourself into the air, hover there and rain death down on the enemy troops.

On each mission you'll often have backup. Instead of being a super-hero, you'll be part of a team. Most of the time there is also a support helicopter which can repair your damage and refill your weapons. It's a good idea to keep track of this vehicle and protect it at all costs from enemy fire. To do this you'll have to rely on a standard machine gun with tracer bullets, a large gun which launches single shells, a few guided missiles, and something called an R-P which lays down a barrage of shrapnel, devastating anything in its path.

Iron Rain looks like it could be a powerful Saturn title. Look for more info and the final scores in an upcoming issue of Game Informer. ■

Magic Carpet

A Mystical Adventure in the Skies



Within one leather-bound volume and written with the ink of squid on sheets of dried papyrus, the great historian Molenubar the Chronicler wrote many fragments on the myth and legend that surround the history of the Wizard War. Molenubar worked year in and year out to complete this monumental task, but before he could finish the Old Gods, who were jealous of the immortality Molenubar would receive once the book was finished, kidnapped him before his work was completed. The remaining 5,000 years of the Wizard War has remained a mystery, but this is what is known:

The clan of the Old Gods created the world and invested all living things with the mystical energy force – mana. Throughout the years man learned how to harness the mana's potential and use it to make themselves powerful sorcerers. These sorcerers amazed all those who observed them and unearthed more and more of the precious mana. In time, finding mana turned into a bitter rivalry, and the most dedicated sorcerers learned black magic to topple their most bothersome adversaries. One magician gained too much power for his own good, and with the slip of a misguided hand the world was shattered. The apprentice of the wizard was charged with the task of restoring the world to what it once was. This apprentice is you and the mission and your flying limo await.

Bullfrog Interactive's Magic Carpet took the PC kingdom by storm last year and it appears that this nearly flawless translation is going to do the same thing for the 32-bit consoles. Magic Carpet utilizes fast moving polygons and intense strategic interfaces. This title is highlighted with beautiful graphics and flawless control. When playing the game the object is greed. Collect as much mana as you can. Once enough is gathered and your castle is built (through the use of magic), world order will be restored.

Without Magic, mana can not be acquired and beasts cannot be destroyed. Magic can also help you gain allies, destroy terrain, and cast devilish spells against other carpet riders. The port of Magic Carpet on the Sega Saturn couldn't have come at a better time. Gamers who strive for something different won't have to wait much longer.

- Size: 1 CD-ROM
- Style: 1-Player First-Person Action/Strategy
- Special Features: Ungodly Competition From Other Carpet Riding Sorcerers, Attainable Spell Upgrades, Nasty Beasts, A Whole Lotta Mana, Auto and Manual Targeting, Configurable Controls, Your Very Own Castle and Worshipers
- Created by: Bullfrog Interactive for Electronic Arts
- Available: May for Sega Saturn

PANZER DRAGON II

Z w e i

Zwei Means Two!

Less than a year ago a shooter for the Sega Saturn wowed the world with its crisp graphics, millions of colors, and fast moving gameplay. The game was Panzer Dragoon and it was quite impressive. Most of the people who played that game have undoubtedly beat it by now and are looking for a sequel. Fortunately, Sega is soon to release Panzer Dragoon 2 (PD2).

Officially a sequel, PD2 takes place before the first game in a chronological sense. This being the case, you and your dragon are not as strong as you once were. Hence, your dragon cannot support the weight of the both of you all the time and you will spend some of the levels running on the ground. This doesn't change the gameplay very much, but it is kind of interesting to see your dragon hot-footing it across the open terrain.

As in the first one, you are for the most part following a predetermined path; however, there are points in the level where you get to choose which way to go, adding a bit of variation to the gameplay. You can also still turn in your saddle with the trigger buttons, opening up 360° of action.



They're destroying the village. Stop them!!!



Man, that's huge!



Watch out for the wall of lasers this guy can launch.



Some flowers don't smell so sweet.



Under the canopy of the rain forest can be a dangerous place for a boy and his dragon.



Destroy the side of this battleship, then rush back in and finish the job.



This boss can't be hit when he's underwater.



That's a nice flying ship. Admire it, then take it out!!!



You've still got the two modes of firing as well. The first fires a burst of energy which does a bit of damage to the enemy. The second is the "lock-and-load" method. By holding down the fire button, you can set your sight spinning. Anything this spinning sight passes over is locked into memory. When you release the button, a great beam of energy will soar towards the locked-on enemy and strike him for a large amount of damage. This method can even be used on bosses. In addition to these weapons, you can also go into a Berserker mode by hitting one of the top buttons. For a limited amount of time you will have super lock-on bullets that fire like mad. The "Berserker Meter" will recharge slowly as you kill more enemies, so use it carefully.

While the version we had wasn't completely finished, it seems to possess all of the great qualities of the first installment.

- **Size:** 1 CD-ROM
- **Style:** 1-Person First-Person Dragon Simulator (or Shooter)
- **Special Features:** 360° Rotating Action, Lock and Load Firing, Choose Your Path, Air and Ground Combat
- **Created by:** Sega
- **Available:** May for Sega Saturn



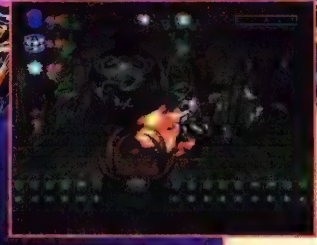
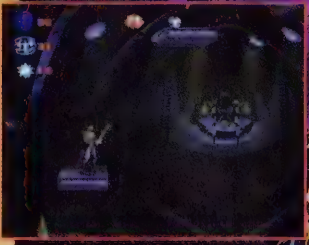
SKELETON WARRIORS

Bad To The Bone

There is already a Skeleton Warriors cartoon series and a toy line, so a video game is the next logical step in the evolution. This action/platformer is the joint effort of Playmates Interactive and the newly formed Neversoft Entertainment. In a classic battle of good versus evil, you control the sword-swinging Prince Lightstar in a quest for the legendary Lightstar crystal. The Prince is the only warrior brave enough to attempt to dethrone the evil Baron Dark and his Skeleton Legion.

Prince Lightstar is armed with a magical sword. The sword can be used as a standard weapon to hack and slash foes or it can unleash magical projectiles that are accumulated throughout the game. The magical power of Lightstar's sword is limited so you must mix in standard attacks to have any success. If the action is too much for Lightstar, you can block attacks with the defend button. A good strategy is to use a jumping sword attack on enemies and attack them from above.

Skeleton Warriors includes more than 20 stages that are divided into four worlds. The beautifully created character animation and backgrounds are presented primarily in standard side-scrolling action. There are also third-person Skybike levels where you control the prince in some shooting action to collect more magic reserves for the next battle. Sega Saturn owners craving a battle of blade against bone will find a action-packed adventure in Playmate's Skeleton Warriors.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Difficulty Settings, Magic Attacks, Reforming Enemies, Shooter Stages, Music by Tommy Tallarico Studios
- **Created by:** Neversoft Entertainment for Playmates Interactive
- **Available:** Now for Sega Saturn

ANDY, THE GAME HOMBRÉ

Concept: 2 "For a game that has such good sound and graphics the gameplay is painfully archaic. Press the attack button and the valiant Prince Lightstar will do the same slash over and over. Wow! (Can you sense the sarcasm?) This game is nothing more than a hyped-up platformer that more or less ends up being a button-pressing-athon. Plus, the speeder bike level totally sucks. Buy Gex for your Saturn and leave Skeleton Warriors in someone else's closet."

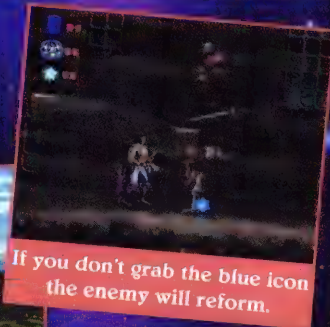
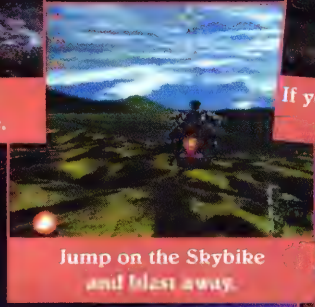
Graphics: 9

Sound: 8

Playability: 2

Entertainment: 1

OVERALL:
4.25



PAUL, THE PRO PLAYER

Concept: 4 "This game really has a great look to it. Excellent and deep backgrounds abound in Skeleton Warriors. That's about where it ends for the positives. It is a very uninspired hack and slash concept. What's with the Skybike levels? They're completely lame and serve no purpose in the game. Nice try at variety. Skeleton Warriors is a classic example of toys and cartoons trying to cash in on vid players. Skip it."

Graphics: 8.25

Sound: 8.25

Playability: 4.5

Entertainment: 2

OVERALL:
5.5

REINER, THE RAGING GAMER

Concept: 3 "My testosterone level is moderate and my eyelids are very sleepy. Skeleton Warriors may look exciting from the pictures, but believe me when I say this action/platformer is as generic as they come. In fact it's so bland that it deserves to be shipped in a white box with nothing on it except black text. This is a depressing day, the rendered graphics look great, and the soundtrack sounds like something from Conan, but the game consists of nothing but walking (or running if you please), and slashing giant skeletons and bugs. Skeleton Warriors doesn't do it for me."

Graphics: 8

Sound: 8

Playability: 4.5

Entertainment: 2.75

OVERALL:
5.5

▶ THE BOTTOM LINE **5**



Skeleton Warriors has some very impressive visuals.

Go Beyond the Beyond™ with the Game Informer Reader's Survey and PlayStation™ Giveaway!

Prepare to jump into the 32-bit world of RPGs, underwater exploration, and high altitude flight combat. All you have to do to win a PlayStation game console and three hot titles (including the brand new RPG *Beyond the Beyond™*) is fill out the questionnaire below, put it in an envelope, and mail it back to us. You can even photocopy the pages if you don't want to mutilate this highly collectible issue of GI. One lucky winner will receive a PlayStation game console, *Beyond the Beyond*, *Bogey: Dead 6™* (a yet to be released flight combat game), and the ultra-new *Aquanaut's Holiday™* (a deep sea exploration adventure). Everyone who enters has an equal chance of winning, so get your entry in by June 30th and you too could be playing in style!!!



1996 GAME INFORMER

READER SURVEY

Grand Prize (1):

- 1 PlayStation™ Game Console
- 1 *Beyond the Beyond*
- 1 *Aquanaut's Holiday*
- 1 *Bogey: Dead 6*
- 1 Game Informer T-Shirt
- 1 Year Subscription to Game Informer Magazine



Second Prize (5):

- 1 *Beyond the Beyond*
- 1 PlayStation T-Shirt
- 1 Game Informer T-Shirt
- 1 Year Subscription to Game Informer Magazine

Third Prize (10):

- 1 PlayStation T-Shirt
- 1 Game Informer T-Shirt

1.) What is your age?

- 01 () 6 to 11 04 () 25 to 34
 02 () 12 to 17 05 () 35+
 03 () 18 to 24

2.) You are:

- 01 () Male 02 () Female

3.) How long have you been playing video games?

- 01 () 0 to 1 year 04 () 3 to 4 years
 02 () 1 to 2 years 05 () 4 to 5 years
 03 () 2 to 3 years 06 () 6 years or more

4.) Which video game systems do you own? (Please mark all that apply)

- 01 () Sega Saturn 12 () 32X
 02 () Nintendo 64 13 () Jaguar
 03 () Sony's PlayStation 14 () 3DO
 04 () Virtual Boy 15 () Jaguar CD
 05 () 3DO M2 16 () Game Boy
 06 () Nintendo (8-bit) 17 () Game Gear
 07 () Super Nintendo 18 () DOS-Based PC
 08 () Genesis 19 () Mac Computer
 09 () Sega CD 20 () Other (Please Specify) _____
 10 () Neo Geo CD
 11 () Neo Geo

5.) Which video game system do you plan to buy in the next year? (Please mark all that apply)

- 01 () Sega Saturn 12 () Neo Geo
 02 () Nintendo 64 13 () 32X
 03 () Sony's PlayStation 14 () Jaguar
 04 () Virtual Boy 15 () 3DO
 05 () 3DO M2 16 () Jaguar CD
 06 () Nintendo (8-bit) 17 () Game Boy
 07 () Jag CD 18 () Game Gear

- 08 () Super Nintendo 19 () DOS-Based PC
 09 () Genesis 20 () Mac Computer
 10 () Sega CD 21 () Other (Please Specify) _____
 11 () Neo Geo CD

6.) How many games do you own?

- 01 () 1 to 3 games 04 () 11 to 15 games
 02 () 4 to 7 games 05 () 16 to 20 games
 03 () 8 to 10 games 06 () 21 games or more

7.) Do you purchase used games?

- 01 () Yes 02 () No

8.) How many games did you buy last year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

8.) How many new games did you buy last year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

10.) How many used games did you buy last year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

11.) How many new games do you plan to buy in the next year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

12.) How many used games do you plan to buy in the next year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

13.) Do you rent video games?

- 01 () Yes 02 () No

14.) How many games do you rent each month?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

15.) Is there a computer in your household?

- 01 () Yes 02 () No

16.) If 'Yes', which one?

- 01 () IBM or Compatible
 02 () Macintosh
 03 () Other (Please Specify) _____

17.) Do you have a CD-ROM drive for your Computer?

- 01 () Yes 02 () No

18.) If you answered yes, what speed?

- 01 () 1x 04 () 4x
 02 () 2x 05 () 6x
 03 () 3x 06 () 8x

19.) How many computer games did you buy last year?

- 01 () 0 04 () 4 to 5
 02 () 1 05 () 6 to 8
 03 () 2 to 3 06 () More than 8

20.) How many computer games do you plan to buy in the next year?

- 01 () 0
- 02 () 1
- 03 () 2 to 3
- 04 () 4 to 5
- 05 () 6 to 8
- 06 () More than 8

21.) Would you buy used computer games?

- 01 () Yes
- 02 () No
- 03 () Maybe

22.) What influences your buying decisions most?

- 01 () TV Commercials
- 02 () Radio Commercials
- 03 () Newspaper Ads
- 04 () Game Magazine Ads
- 05 () Magazine Ads
- 06 () Game Magazine Reviews
- 07 () Store Displays
- 08 () Game Rentals
- 09 () Arcades
- 10 () Friends
- 11 () Direct Mail
- 12 () Other (Please Specify) _____

23.) Where do you usually buy your video games? (Please mark all that apply)

- 01 () Best Buy
- 02 () FuncoLand
- 03 () Sears
- 04 () Target
- 05 () Wal-Mart
- 06 () Toys'R' Us
- 07 () Electronics Boutique
- 08 () Kaybee Toys
- 09 () Software Etc./Babbages
- 10 () Mail Order
- 11 () Other (Please Specify) _____

24.) What type(s) of games do you enjoy playing most? (Please mark all that apply)

- 01 () Fighting Games
- 02 () Role-Playing Games
- 03 () Sports Games
- 04 () Educational Games
- 05 () Puzzle Games
- 06 () Simulation Games
- 07 () War Games
- 08 () Adventure Games
- 09 () Platform Games
- 10 () Racing Games
- 11 () Shooter Games
- 12 () Board Games
- 13 () Other (Please Specify) _____

25.) On average, how many hours a week do you play video games?

- 01 () Less than 1 hour
- 02 () 1 to 2 hours
- 03 () 2 to 4 hours
- 04 () 4 to 6 hours
- 05 () 7 to 10 hours
- 06 () 11 to 15 hours
- 07 () 15 hours or more

26.) On average, how often do you pick up and read each issue of Game Informer Magazine?

- 01 () 1 to 3 times
- 02 () 4 to 7 times
- 03 () 8 to 12 times
- 04 () 12 to 15 times
- 05 () 15 times or more

27.) On average, how many people, besides yourself, read your issue of Game Informer?

- 01 () None
- 02 () 1 other person
- 03 () 2 other people
- 04 () 3 other people
- 05 () 4 to 5 other people
- 06 () 6 to 8 other people
- 07 () 9 to 12 other people
- 08 () 12 or more people

28.) Which Game Informer features do you enjoy? (Please mark all that apply)

- 01 () Advertisements
- 02 () Dear Game Informer
- 03 () Letter from the Editor
- 04 () Swap Shop
- 05 () Secret Access
- 06 () At a Glance
- 07 () Arcade Brigade
- 08 () Play to Perfection
- 09 () GI News
- 10 () Training Card
- 11 () Game Reviews
- 12 () Game Previews

29.) Which Game Informer features do you dislike? (Please mark all that apply)

- 01 () Advertisements
- 02 () Dear Game Informer
- 03 () Letter from the Editor
- 04 () Swap Shop
- 05 () Secret Access
- 06 () At a Glance
- 07 () Arcade Brigade
- 08 () Play to Perfection
- 09 () GI News
- 10 () Training Card
- 11 () Game Reviews
- 12 () Game Previews

30.) Which reviewer do you listen to most:

- 01 () Andy, The Game Hombre
- 02 () Paul, The Pro Player
- 03 () Reiner, The Raging Gamer
- 04 () Rick, The Video Ranger

31.) Please rank your favorite topics (other than video games) in GI News. (1 is the lowest and 5 is the highest)

- 01 () Internet
- 02 () Comics
- 03 () Movies
- 04 () Music
- 05 () Anime

32.) Do you buy comics?

- 01 () Yes
- 02 () No
- 03 () Sometimes

33.) How many comics do you buy a month?

- 01 () 1 to 5
- 02 () 6 to 10
- 03 () 11 to 15
- 04 () 16 or more

34.) Do you buy Anime?

- 01 () Yes
- 02 () No
- 03 () Sometimes

35.) How much Anime do you buy a month?

- 01 () 1
- 02 () 2 to 3
- 03 () 4 to 5
- 04 () 6 or more

36.) Do you buy import games?

- 01 () Yes
- 02 () No
- 03 () Sometimes

Please list any ideas you have for GI News here:

Please put suggestions, gripes, and praises here:

Name: _____

Address: _____ Apt. # _____

City: _____ State: _____

Zip: _____ Phone: () _____

To enter all you have to do is completely fill-out the Reader's Survey and send it in. It's that easy. If you don't want to mutilate your magazine just photocopy these pages and mail them in.

Please send all entries to:
Game Informer Magazine
Attn: 1996 Reader's Survey
10120 West 76th Street
Eden Prairie, MN 55344



All entries must be post-marked before June 30th, 1996 to qualify. The winners will be chosen in a random drawing of all completed surveys. SCEA and Game Informer are not responsible for illegible or mutilated entries.

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1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Game Informer and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and regulations printed on this page and applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than June 30, 1996. Winners will be determined in a random drawing by July 1, 1996. 5. Grand Prize (1 prize with a retail value of \$400): a PlayStation game console, three (3) compatible software titles, a Game Informer Secret Access T-Shirt, and a one-year subscription to Game Informer Magazine. Second Prize (5 prizes with a retail value of \$100.00 each): a PlayStation software title, a PlayStation T-Shirt, a Game Informer Secret Access T-Shirt, and a one-year subscription to Game Informer. 6. Game Informer and Funco, Inc. reserve the right to substitute prize of equal or greater value if prize is unavailable. 7. Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. The grand prize winner's name and photo may appear in a future issue of Game Informer magazine. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Sony Computer Entertainment America, Game Informer, and/or Funco, Inc. without further compensation. 8. This promotion is operated by Game Informer and Funco, Inc., which are solely responsible for its conduct, completion and awarding of prizes. All decisions of Game Informer and Funco, Inc. on all matters relating to this promotion are final. Game Informer and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. 9. Employees of Sony Computer Entertainment America, Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

In the dark, unskilled and misled
is no way to play video games...

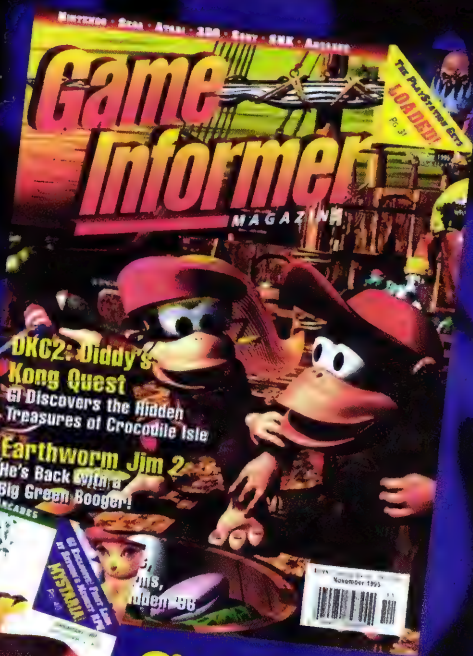
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THE FIGHTS YOU ALWAYS WANTED TO SEE - THE INCREDIBLE HULK VS. JUGGERNAUT, SPIDERMAN VS. CAPTAIN AMERICA, WOLVERINE VS. ANYONE - HAVE LEAPT OFF THE COMIC BOOK PAGE AND INTO THE ARCADES WITH THIS NEW FIGHTING GAME FROM CAPCOM.

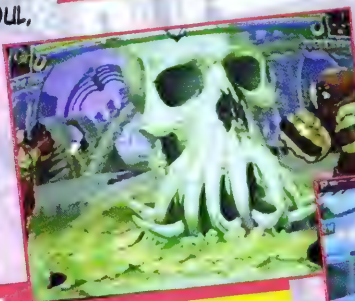
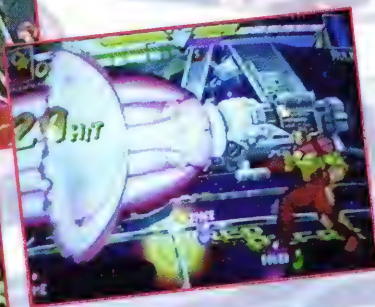
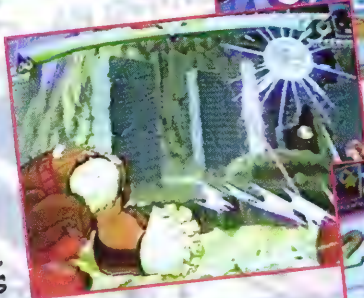
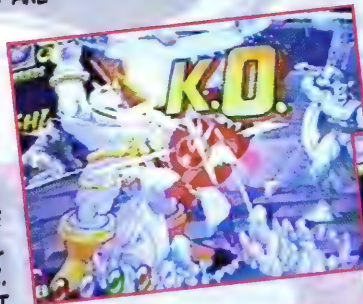
MARVEL SUPER HEROES HAS THE SAME GRAPHICS AND GAMEPLAY STYLE AS X-MEN: CHILDREN OF THE ATOM. IT EVEN HAS SOME OF THE SAME CHARACTERS: WOLVERINE, PSYLOCKE, AND THE NOW PLAYABLE MAGNETO AND JUGGERNAUT. OTHER CLASSIC MARVEL CHARACTERS INCLUDED IN THIS GAME ARE CAPTAIN AMERICA, HULK (HULK WILL SMASH!), IRON MAN, AND SPIDER-MAN. THEN THERE ARE TWO NOT-QUITE-SO-FAMOUS CHARACTERS NAMED BLACKHEART AND SHUMA-GORRATH. LUCKILY, THERE ARE TWO VERY COOL AND DIFFICULT BOSSES AT THE END OF THIS GAME. THE FIRST END BOSS YOU WILL FACE IS THE MIGHTY DR. DOOM, AND IF YOU GET PAST HIM, THANOS WILL SURELY KEEP YOU OCCUPIED.

THE KEY NEW FEATURES FOR MARVEL SUPER HEROES ARE THE INFINITY MOVES AND POWER GEMS. THE INFINITY MOVES ARE JUST LIKE THE ALPHA MOVES FROM STREET FIGHTER ALPHA, EXCEPT THAT WHEN YOUR OPPONENT'S LIFE BAR IS ALMOST DIMINISHED AND YOU FINISH HIM OFF WITH YOUR INFINITY MOVE, THE SCREEN FLASHES THE NAME IN HUGE LETTERS AS YOUR OPPONENT SLOWLY PERISHES. THE POWER GEMS, ON THE OTHER HAND, ARE SOMETHING TOTALLY NEW. THERE ARE SIX DIFFERENT GEMS TO COLLECT: TIME, POWER, SOUL, REALITY, MIND, AND SPACE. EACH GEM HAS ITS OWN SPECIAL ATTRIBUTES THAT CAN IMPROVE YOUR CHARACTER'S POWERS. AFTER YOU ACTIVATE A GEM, A LITTLE POWER METER APPEARS AT THE BOTTOM OF THE SCREEN TO

A FIGHT BETWEEN PEOPLE IN TIGHTS

MARVEL COMICS

MARVEL SUPER HEROES



- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Infinity Moves, Q-Sound, Tech Hits, Six Power Gems, Normal Or Turbo Speed Settings, Double Screen Jumps
- **Created by:** Capcom
- **Available:** Now at an Arcade Near You

INDICATE WHICH POWER YOU'VE RECEIVED. WHEN THE METER IS EMPTY, THE SPECIAL ABILITY OF THE GEM WEARS OFF. THERE ARE SEVERAL WAYS TO ATTAIN GEMS DURING GAMEPLAY. ONE WAY IS TO GET THE FIRST ATTACK ON YOUR OPPONENT AT THE BEGINNING OF THE ROUND. ANOTHER OPTION IS IF YOUR OPPONENT HAS A GEM THAT YOU WANT, YOU CAN BEAT IT OUT OF HIM AND HE'LL DROP IT. TO SELECT THE DIFFERENT GEMS IN YOUR INVENTORY, SIMPLY PUSH THE START BUTTON. AND IF YOU ARE REALLY GOOD YOU CAN EVEN SHOW OFF A LITTLE BY PUSHING DOWN, DOWN, AND THEN THE START BUTTON SO YOUR FIGHTER WILL TAUNT HIS OPPONENT.

TAUNT, BUT BE CAREFUL, BECAUSE IN THIS FAST-MOVING GAME AN INSTANT WITH YOUR GUARD DOWN COULD BE THE DIFFERENCE BETWEEN VICTORY AND DEATH. SO PREPARE YOURSELF MARVEL FANS, THE GREATEST BATTLE IN COMIC HISTORY IS ABOUT TO UNFOLD RIGHT BEFORE YOUR EYES.

NOTE: WOLVERINE HAS A SECOND INFINITY MOVE CALLED WEAPON X THAT IS PERFORMED BY F, D, DF, F + ALL THREE PUNCHES.

RYAN, THE ARCADE ALCHEMIST

Concept: 9 "At first glance I thought it was just like X-Men: Children of the Atom. But as I played it, I really got into it and realized this game was hella bad (that means good!). Once you master the gems, means good!). Once you master the gems, combos, and infinity moves you begin to have some really wicked matches. Marvel Super Heroes is a perfect mix of the best features from Street Fighter Alpha and X-Men: Children of the Atom. It has the combos and fast paced action of Alpha, and the awesome power moves of X-Men. I think that this is the first game Capcom has produced under the new "animated" style (i.e. Darkstalkers, X-men, and Alpha) deserves a class of its own."

Graphics: 9

Sound: 9

Playability: 10

Entertainment: 8.75

OVERALL:
9.25

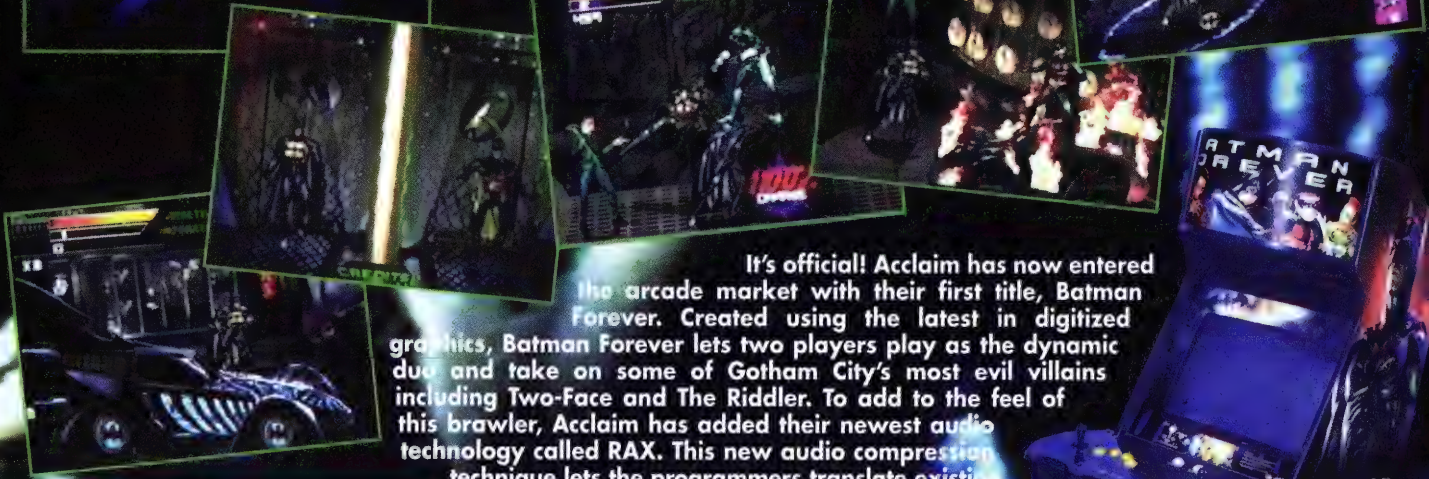
TRAINING CARD

CHECK OUT GAME INFORMER'S TRAINING CARD #23 FOR MARVEL SUPER HERO MOVES!

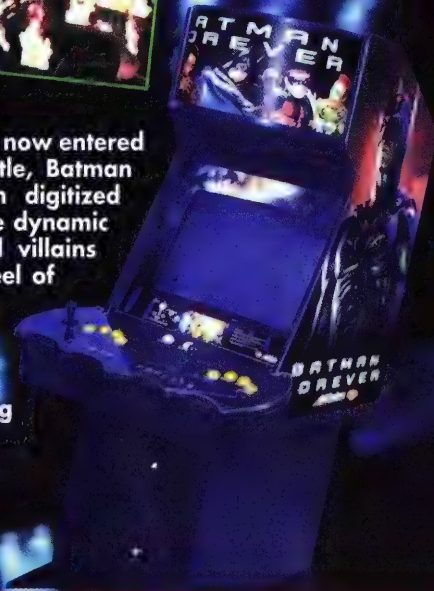
Artwork © Marvel Comics Inc.



- **Size:** 1 or 2-Player Punch & Kick Adventure
- **Special Features:** New RAX Audio Technology, Digitized Graphics
- **Created by:** Iguana Entertainment for Acclaim
- **Available:** Now at an Arcade Near You

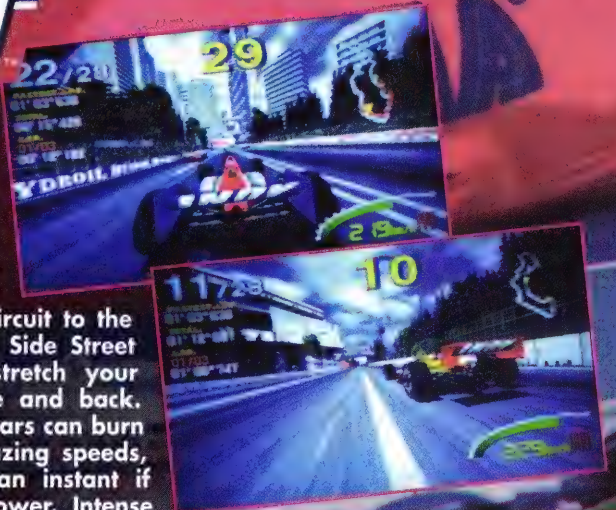


It's official! Acclaim has now entered the arcade market with their first title, **Batman Forever**. Created using the latest in digitized graphics, **Batman Forever** lets two players play as the dynamic duo and take on some of Gotham City's most evil villains including **Two-Face** and **The Riddler**. To add to the feel of this brawler, Acclaim has added their newest audio technology called **RAX**. This new audio compression technique lets the programmers translate existing audio materials into digital sound without much loss in reproduction. It is also capable of creating 12 random audio tracks at once. Look for this one at an arcade near you.



INDY-500

You've played **Virtua Racing**, **Daytona U.S.A.** and **Sega Rally**, but you probably haven't played **Indy 500**, Sega's newest high-speed arcade racer. Officially licensed by the **Indianapolis Motor Speedway**, **Indy 500** has three vicious tracks to master. From the classic race on the **Oval Circuit** to the winding turns of the **Bay Side Street Course**, **Indy 500** will stretch your driving skills to the edge and back. These sticky **Formula One** cars can burn through the courses at blazing speeds, but will turn on you in an instant if you underestimate their power. Intense high-speed gameplay and gorgeous graphics are just some of the high points of this amazing racer from the arcade geniuses at **Sega**. Watch for this one!



- **Style:** 1-Player Driving
- **Special Features:** Up to 8 Machines Can Be Linked Together For Multi-Player Action, 4 Perspectives, 3 Courses, **Indy 500 License**, Two Versions Currently Available: Standard With 36 Inch Wide Projector and Twin With Two 26 Inch Monitors
- **Created by:** Sega
- **Available:** Now at an Arcade Near You

▶ THE BOTTOM LINE **9.25**



GLANCE

Congo

Saturn Preview

Size:
1 CD-ROM

Style:
1-Player First Person Action

Special Features:
Different Guns, The Ability to Shoot Dead Animals, Diamonds, and Fantastic FMV Clips

Created by:
Jumpin' Jack Entertainment For Sega

Available:
May for Sega Saturn

To our advantage we were able to get our hands on an 80% beta of Congo. Congo utilizes the same engine that was used in Ghen War. In fact one might think that this is Ghen War since it's so similar in appearance. The only difference is the setting of a jungle instead of a mining planet. This title is mostly action orientated, and little strategy is involved. Angry gorillas and killer iguanas block the road to victory with their evil vengeance. Is something controlling them or making them mad? Will this title be better than the movie? It's hard to say, but we hope so.



X-COM: UFO Defense

PlayStation Review

Size:
1 CD-ROM

Style:
1-Player Strategy

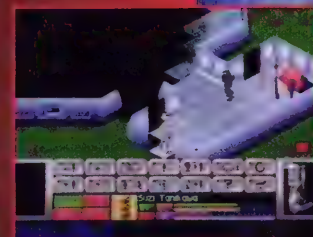
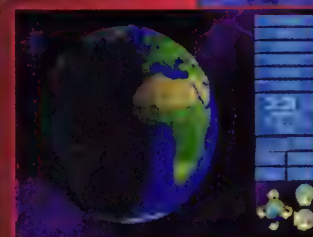
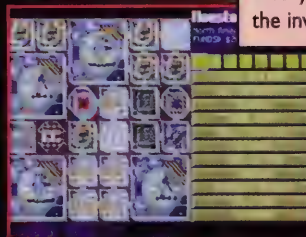
Special Features:
8 Bases To Build and Maintain, Numerous Items to Research and Collect, Memory Card Back-Up (5 Blocks), and Mouse Compatible

Created by:
Mythos for Microprose

Available:
April for Sony PlayStation

Originally released on the PC in '94, X-COM is a complex game of strategy and resource management. Aliens are mysteriously appearing all around the globe and it is your job, as a member of Extraterrestrial Combat (X-COM), to do everything you can to stop them. Build bases, outfit your men, manufacture an air force, and research alien technologies and you just may have a chance. X-COM is a difficult game that takes patience to master, but the fruits of your work are plentiful. Unfortunately, this game is best when played with the PlayStation mouse, so make sure you have one or are ready to make the investment!

Overall: 8.5



Megami Tensei - Devil Summoner

Saturn Preview

Size:
1 CD-ROM

Style:
1-Player RPG

Special Features:
Monster Interaction, Monster Combining, 80 Different Weapons, 28 Guns, Magic

Created by:
Atlus

Available:
June for Saturn

Already a hit in Japan, Megami Tensei is slated for an American release in the middle of this year. In this RPG, you will find yourself adventuring in modern day Tokyo. However, your mind has been transported into the body of a Devil Summoner. Your quest is to overcome supernatural forces and return to yourself. In addition to the realistic graphics, this game features loads of weapons to use, and you can also interact with monsters. Monsters will join you, give you money, or attack you depending on what you say to them. You can also combine monsters in your party to create new, unique monster allies. Look for more info as it becomes available.



Darius Gaiden

Saturn

Review

Size:
1 CD-ROM

Style:
1 or 2-Player Shooter

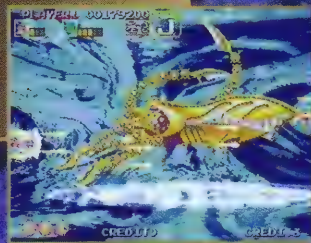
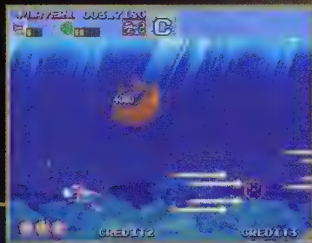
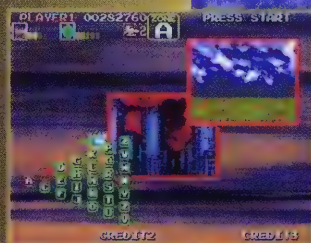
Special Features:
4 Difficulty Settings,
2-Player Simultaneous Play,
Missile, Laser, and Shield
Power-Ups, Choose Your Path

Created by:
Taito for Acclaim

Available:
Now for Sega Saturn

Overall: 5

The shooter-style game has seen much evolution over the history of gaming. Space Invaders spawned Galaxian, Galaga, and Xevious. Space War was upgraded to Asteroids, Time Pilot, and so on. Finally, the ultimate shooter took the world by storm - R-Type. Unfortunately, no one has been able to take the next step and evolve the 2D shooter beyond this point. Darius Gaiden for the Sega Saturn is a new sequel to a line of shooters that has been around for a few years. It features some nice graphics and the standard missile, laser, and shield power-ups. You can also choose which path you want to take, which gives this game 26 different levels.



Frantic Flea

Super NES

Review

Size:
16 Megabit

Style:
1-Player Action/Platform

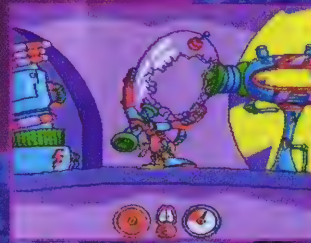
Special Features:
Fleas, Mean Aliens Trying
to Take the Fleas,
and Flea Traps

Created by:
Haus Ternirra for Gametek

Available:
Now for Super Nintendo

Flea circus owners and people with the itch listen up! Gametek has just released a game that fits into your line of work and social behavior. The game is Frantic Flea and the goal is to save your little buddy fleas from the grasp of the evil space aliens. Sure you're wondering, what makes the flea you're controlling so much better than the fleas in danger? Well, the flea you control is brave, heroic, and four times as big as your little siblings. This flea can spin, run, and jump! Yes, ladies and gentlemen, this game is fairly lame. There isn't much here, except flea collecting. Like we said, if you fit the description above, you're the only one who'll get anything out of this game.

Overall: 5.75



Panzer General

PlayStation

Review

Size:
1 CD-ROM

Style: 1 or 2-Player
World War II Simulator

Special Features:
Campaign Mode and a
Scenario Mode Which
Contains 38 Different
Levels, Over 350 Unit Types,
Optional In-the-Trenches
War Animations

Created by:
Strategic Simulations, Inc.
for Mindscape

Available:
Now for Sony PlayStation

Overall: 7

Like the popular board game Axis & Allies, Panzer General incorporates all the action from WWII into a strategic simulator. Two options of play are available in the format of a Campaign Mode and a massive Scenario Mode which allows the user to command the Allies or the Axis throughout 38 scenarios. Over 350 unit types ranging from Tiger tanks to B-17 Flying Fortresses are available for your assault on the enemy. The graphics are not too impressive and the loading times are fairly long. Fortunately, you have the ability to cut this time in half by turning off the immensely lame war animations. This is a pretty good PC port, but like any other game, much can be improved upon.



Creature Shock

PlayStation Preview

Size:
2 CD-ROMS

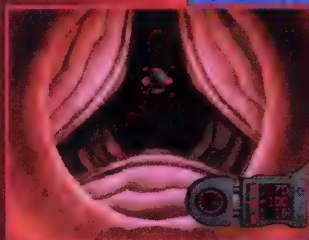
Style: 1-Player
Point and Click Adventure

Special Features:
2 Discs of FMV Video Clips,
Point and Click Action,
Intense Rear View Flying With
a Shrunken Down Video
Screen Showing the Same
Thing Only With Green
Shading

Created by: Argonaut
Software Ltd. and Interactive
Studios for Data East

Available:
Now for Sony PlayStation

Creature Shock features two completely different game modes which will put you in awe. The first, which resembles the likes of Star Fox, puts you in the hull of a flying banana. This game mode is highlighted with great 3D effects and destructive power-ups. If this isn't enough, then hold on! There's also a FMV point and click shooter mode. This mode is featured in a first-person perspective and is extremely exciting. First, you'll pick which direction you want to go, then when an enemy appears, your walking cursor turns into a gun sight. This is when it gets hairy! Certain enemies can only be taken down by hitting them in a certain spot. Whew, what action!



PO'ed

PlayStation Preview

Size:
1 CD-ROM

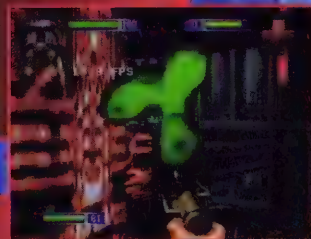
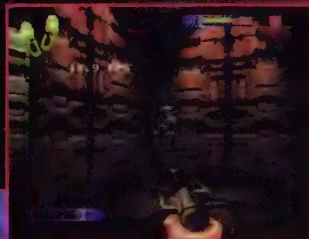
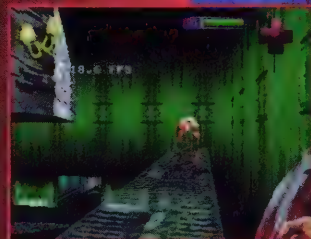
Style: 1-Player First-Person
Action/Adventure

Special Features:
More Than 10 Different
Aliens to Hunt, 25 Levels To
Explore, 3D Map, Insta-Flip
Button, Gruesome Weapons,
Full 6 Degrees of Movement

Created by:
Any Channel for Accolade

Available:
April for Sony PlayStation

PO'ed, which originally appeared on the 3DO, is now coming to the Sony PlayStation from the folks at Accolade. The premise is simple, your ship has been overrun by aliens and its your job to knock these alien freaks back where they came from and get your butt back home. During your quest you'll find many interesting items to use such as a butcher knife and a drill. Whether you're drilling a hole through an attacking alien or using your jet pack to find hidden levels, you're PO'ed and it's gonna be a blood bath.



Project Overkill

Playstation Preview

Size:
1 CD-ROM

Style:
1 or 2-Player Action

Special Features:
4 Main Characters
w/Multiple Weapons and
Hand-to-Hand Combat,
Rendered Graphics,
Gruesome Death Scenarios,
Secret Levels and Areas

Levels: Over 50

Created by: Konami

Available:
June for Sony PlayStation

Presented in the three-quarters perspective, Project Overkill is all about blood, violence, action, and mayhem. You and a friend can choose from one of four characters. Each one has access to a mess of different weapons and can even perform hand-to-hand combat. You'll stomp through over 50 mission scenarios that involve action and just a touch of strategy. If bullets and blood are your cup of tea, be sure to keep an eye out for Project Overkill. In the meantime, check out these wicked screenshots.



Hardball 5

PlayStation Preview

Size:

1 CD-ROM

Style:

1 or 2-Player Baseball

Special Features

MLBPA License, AI Michael's Commentary, 10 Skill Levels, Legends League

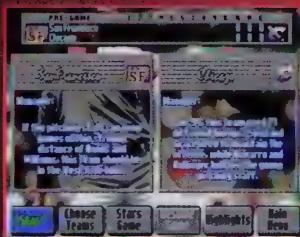
Created by:

Accolade

Available:

Now for Sony PlayStation

The contracts are signed, the players are playing, a brand new console awaits an assault of new baseball games. Hardball, Accolade's popular selling PC baseball series, is attempting to make an impact in the PlayStation market. The game features an MLBPA license, but lacks an MLB license so you won't have the genuine team names and ballparks. Player's stats will be tracked and during the season they will go on hot and cold streaks. Does Hardball have what it takes to cross-over from the PC market into the demanding world of the PlayStation gamer? This question and many more will be answered in future issues of GI.



Mohawk and Headphone Jack

Super NES Preview

Size:

16 Megabit

Style:

1 or 2-Player
Alternating Action/Platform

Special Features

Special Power-Up Weapons, Wackiness, Mode 7 and Scaling Effects and Huge Bosses

Levels:

16

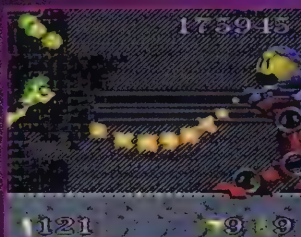
Created by:

T*HQ

Available:

June for Super Nintendo

Come June T*HQ is prepared to release Mohawk and Headphone Jack (MHJ) for the Super Nintendo. Basically, this game lives off Mode 7 effects and scaling. It has an appearance of a mix between Uniracers and Sonic the Hedgehog. This means fast and crazy action! MHJ looks to be a prominent title and from the list of features it looks to be a "good" title also. On his mission Mohawk will find CDs hidden within a level. Once the level is beat, you can use the CDs and pick what music you would like to listen to for the next level. Also, a map has been included to view the level you are in. Using this in an action/platform game can only mean one thing - huge levels.



Myst

PlayStation Review

Size:

1 CD-ROM

Style:

1-Player Puzzle

Special Features

Based on the #1 PC Hit, Point and Click Interface, Computer Generated Scenes, Mouse Compatible, Adjustable Gameplay Speed

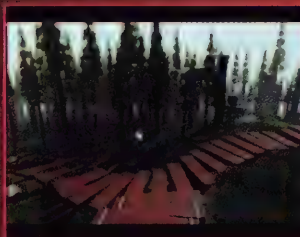
Created by:

Rand & Robyn Miller/Visual Sciences for Sony Interactive

Available:

April for Sony PlayStation

Myst grabbed PC owners with its simple interface and intriguing puzzles. Logically, game publishers have jumped at the chance to bring this top selling computer game to the console systems including the Sony PlayStation. Unfortunately, the game that taught PC owners the joys of clicking a mouse is rather slow and extremely boring. It can be addictive if you've never played a video game before, but a challenge of dexterity it is not. Point, click, point, click. Get the picture?



Overall: 4



Sega Rally – Saturn

Go, go power racers! All right Sega Rally fans, here's a set of unbelievable codes for this spectacular racer. There isn't a hidden horse code, which is kind of a bummer, but a hidden track and a hidden car make up for the lack of horsepower. Enjoy, racer guys!

Hidden Car – To access the Lancia Stratos go to the main menu screen (arcade, time attack) and press **X, Y, Z, Y**, then **X**. Once this is entered, choose the style of game you want, then at the car selection screen move your cursor all the way to the left for the Stratos automatic and move all the way to the right for the Stratos manual.

Manual Replays – After the race has ended and you have the option to watch the Replay, do so, then after the Replay starts hold **Down + Z** and use the **L** and **R** buttons to change the camera zoom.

Hidden Track – To access the Lakeside Track without placing in first on Championship mode, simply hold **X + Y** then enter either Time Attack or Practice Mode.

Emperor Cybersurfer
Webville, COM

Clockwork Knight 2 – Saturn

Work it like clockwork boys and girls. With the codes below you will be the ultimate wind-up knight!

Level Select – At the title screen press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**

View Ending – At the title screen press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**

Extra Lives – At the title screen press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**

"Leonard Nimoy"
Indianapolis, IN

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Virtua Cop – Saturn

To activate a weapons select simply lose a game and when the Sega logo appears hold **C**, and tap **Up, Down, Left, Right**. Then, when the AM2 logo appears hold **C** and enter **Down, Up, Right, Left, Up, Up, Left, Right** before the logo disappears. A noise will confirm if these codes worked. Now, go into the options and three arrows should be next to the Exit icon. Scroll past Exit and over to these and hit **C** to confirm. When in the game, Pause the game and hit the Reload button to change guns. This code also activates a Ranking and Mirror Mode.

Emperor Cybersurfer
Webville, COM

Wrestlemania – PlayStation

In the February issue we challenged the readers to a game of "find out what this stinkin' code does". Luckily, you responded through what seemed like endless piles of mail. Some were right and more times than not they were wrong. The first person to figure out this code was Clinton "Suplex" Oshodi. He stated that when pausing the game and hitting **×●●▲×** or **●●▲×**, it increases your attack damage by twice as much. And you know he's right, and he wins a free one year subscription to Game Informer. The losers receive nothing but a ribbon of shame. Wear it for ever and ever.

Clinton Oshodi
Chicago, IL



Doom – PlayStation

Hidden within the confines of your PlayStation disc are some very special secrets. Last month we printed the god codes, and this month we're printing the hidden levels. Here they are, and be careful. They're very dangerous. Note: The hidden levels are not available on some versions.

Level 56 – LWYHPCZZZ

Level 57 – PFX7ZN3222

Level 58 – WLHYHCPQQQ

Level 59 – PF7XZ3N111

Phillip Warning
Oak Lawn, IL

Last Gladiators:

Digital Pinball – Saturn

Shoot that metallic ball right into that ogre's mouth. Then, bounce old silver off your paddle for awhile and go for the catacombs. You've reached six billion points, and have been announced as the new video pinball world champion! Wouldn't this be nice? With the codes below you can fulfill this fantasy and become the king of old silver. All codes are to be entered at the "Press Start Button" screen.

Hidden Victors Table – **X, Y, Z, X, Y, Z, C, B, A, Up, Up, and Start**

Credits – **C, B, A, A, B, C, Y, Z, X, Down, Down, and Start**

Debug Mode – **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R Button, and Start**

Emperor Cybersurfer
Webville, COM



Street Fighter Alpha – Saturn

The battle of the century is about to begin. It's Ryu vs. Ken. Once brothers under the same master, now two power hungry killers. Both fighters seem prepared, and unaware of who their opponent really is. The flag has been dropped and...What's this! Why, it's Lieutenant Dan! Wow, ladies and gentlemen this is totally unexpected! It's Lieutenant Dan, and he's beating the pulp out of fighters! There's no one left standing except Dan the man! Dan! Dan! Yes boys and girls with the help from the codes below you too can access Dan.

Dan –

- 1) At the character select screen press and hold the **L** and **R** buttons
- 2) While still holding move to the "?" box
- 3) Press **Y, X, A, B, Y** or **Y, B, A, X, Y** for alternate costume

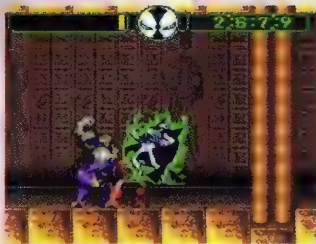
Akuma –

- 1) At the character select screen press and hold the **L** and **R** buttons
- 2) While still holding move to the "?" box
- 3) Tap **Left** on the control pad three times
- 4) Tap **Down** on the control pad three times
- 5) Press **A + B**, or **X + Y** together

M. Bison –

- 1) At the character select screen press and hold the **L** and **R** buttons
- 2) While still holding move to the "?" box
- 3) Tap **Left** on the control pad two times
- 4) Tap **Down** on the control pad two times
- 5) Tap **Left** on the control pad once
- 6) Tap **Down** on the control pad two times
- 7) Press **A + B**, or **X + Y** together

Emperor Cybersurfer
Webville, COM



Spawn – SNES

Spawn: I am the cosmic living dead being known as Spawn. I rule the slum world, and wreak havoc upon the living impaired. Give me a chance and I'll be your best buddy. I don't have any friends! They say I look like I was run over by a 10 ton truck, I just want one friend to play jacks and trade baseball cards with! Waaaa!

GI Lackey: Whoa, hold on big ugly guy. It's okay! I'll be your friend!

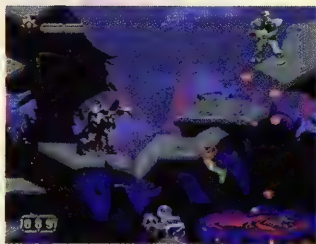
Spawn: Really?

GI Lackey: Sure, let's wipe off those slimy green tears and go out and get you a nice ice cream cone.

Spawn: Golly gee. You sure are a nice man. Here are some codes for my "great" SNES game.

- Stage 3 – 4H253DGF
- Stage 4 – 4CC138CF
- Stage 5 – 0C4F458H
- Stage 6 – D31551FG
- Stage 7 – 09BF596F
- Stage 8 – DB8D9B4H

Brad Downey
Palatine, IL



Doom Troopers – Genesis

I love the smell of napalm in the morning! Everybody load their guns and get outside for a real game of Doom Troopers! Shoot whatever moves! Take out your neighbors and their pesky little cat. Say "hi" to the mailman and then drop him! Hide in the trees and take out the walking canes of the elderly! What fun! Oh yeah... Only Nerf guns are allowed for this kind of behavior. Trust us.

Last Level – Cybertox

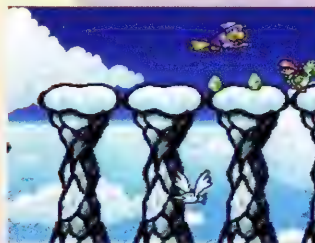
Hidden Pluto Code – Doom Lord
Anthony Harlan Taylor
Cleveland Heights, OH

Novastorm – PlayStation

It's not just a storm, it's a Nova Storm! if you want a level select for this lame FMV shooter, then listen up! First, you must play though a game well enough to make any grade on the high score board. Enter the name "Twirly". Now, when you check your options you will see a gold icon that will lead you to the Nova level select. Cool!

Code Master
Nahant, MA

Super Mario World 2: Yoshi's Island – SNES



The very first Super Mario Brothers game was almost impossible to beat without the 99 lives trick. Now thanks to Matt, this trick is also available in SMW2:YI. Here's Matt's theory: I think I can safely say that in the past Mario games we were annoyed by the fact that Mario's lives could never raise to 100. We found that out because we used the tricks in the Mario games that would quickly get Mario maxed out at 99 lives. Yoshi's Island possesses one of the same tricks. If you can get to World Four then you can do this trick. On level 4-1 – Go, Go Mario – carry Mario to the first monster generating pipe (a pipe that keeps producing monsters until Yoshi has six eggs, referred to as a M.G.P). First, annihilate the two man-eating flowers growing out of the two tubes located to the right and kill the red turtle that is roaming between one of the pipes that a

flower was growing on and the M.G.P. Second, fill up your egg supply at the monster generating pipe so that the monsters stop popping out of it. Next, slurp up a green shelled turtle and hold it in your mouth (there is one flying around to the right of the two pipes that the deadly flowers were growing out of). After this is completed, go and stand on the pipe closest to the monster generating pipe (the one that one of the flowers were growing on), making sure that the M.G.P is in sight. Then, spit out the green turtle shell so that it is bouncing back and forth between the pipe you are standing on and the M.G.P. Last, shoot an egg or two into the air so the monsters start popping out again. The ricocheting shell will begin to kill the monsters and after seven monsters have been killed the next monsters killed will each give you a 1-Up (At first you might have problems because the green shell might "pop" when it hits the first monster but keep on trying) This method will give you an extra life every 3 seconds. If you wait long enough you will see that the lives continue up past 99 to 999! Now you can go kick Baby Bowser's diaper.

Matt Wuensche
Cypress, TX

Code of the Month!



Donkey Kong Country 2: Diddy's Kong Quest – SNES

Music Test: Start a new game, and at the Player Select screen highlight the Two Player Contest. Hit down 5 times. MUSIC TEST will pop up.

50 Lives: Hit down 5 times when the MUSIC TEST is highlighted. CHEAT MODE pops up. Then hit Y, A, Select, A, Down, Left, A, Down. (YA SAD LAD) Monkeys will make noise. You will have 50 lives.

No DK barrels: At the CHEAT MODE, hit B, A, Right, Right, A, Left, A, X. There will be no DK barrels in any levels. TOUGH!

Get both monkeys: Enter both codes at the CHEAT MODE screen, and any time that you lose a monkey in a level, you will get 'em back at the map screen.

Happy B.O.B.
execpc.com



Assault Rigs – PlayStation

- Level 2 – ■×■×▲■
- Level 3 – ▲■●●▲
- Level 4 – ▲▲▲▲▲
- Level 5 – ■▲▲▲×▲
- Level 6 – ▲■●●×■
- Level 7 – ×■●●▲
- Level 8 – ▲■×■▲▲
- Level 9 – ■▲××××
- Level 10 – ▲▲●●×■
- Level 11 – ▲▲×●●■
- Level 12 – ●■▲▲▲
- Level 13 – ▲■●×▲■
- Level 14 – ▲▲×■×■
- Level 15 – ●×▲▲▲
- Level 16 – ●●●●■
- Level 17 – ▲▲▲▲▲
- Level 18 – ■●●×■▲
- Level 19 – ××××▲
- Level 20 – ×××▲▲
- Level 21 – ▲▲▲▲▲
- Level 22 – ■■●●▲
- Level 23 – ●××××▲
- Level 24 – ▲■▲▲▲
- Level 25 – ▲●▲▲▲
- Level 26 – ■●●××
- Level 27 – ×●■▲▲



- Level 28 – ■●■●■
- Level 29 – ▲■●×●
- Level 30 – ■●××▲
- Level 31 – ●×▲▲
- Level 32 – ▲■●××
- Level 33 – ××××■
- Level 34 – ×●●●■
- Level 35 – ●▲××▲
- Level 36 – ×▲××■
- Level 37 – ×▲××■
- Level 38 – ■■▲▲×
- Level 39 – ■×▲×▲
- Level 40 – ●×▲●▲

"Virtua Gap Boy '96"
St. Petersburg, FL

GAME GENIE

SWAP SHOP

GAME SHARK



Doom - SNES

BDEA-B053 + 62EA-B953

Start with mega health and mega armor

E3EA-B153

Start with more ammo

CBD3-B17F

Heat vision/ color blind mode

D7CF-F953

Select "The Shores of Hell" or "Inferno" in any skill level

Civilization - SNES

BB04-EF74 + BB04-EF54

Start with more money

EE04-EF74 + EE04-EF54

Start with a lot more money

Super Mario World 2:

Yoshi's Island - SNES

C2EE-649F

Infinite lives

C23F-ADDD

Star timer doesn't decrease when hit

D9B7-0023

Start with 5 lives

DCB7-0023

Start with 10 lives

FBB7-0023

Start with 25 lives

74B7-0023

Start with 50 lives

17B7-0023

Start with 99 lives

D936-010D

Continue with 5 lives

DC36-010D

Continue with 10 lives

FB36-010D

Continue with 25 lives

1736-010D

Continue with 99 lives

CB69-006D + 3069-00AD

All levels are completed with 100%

1D26-AFA1

Power-ups don't get used up

5E8A-AF7B

Red I's stay for a long time

Virtua Fighter 2 - Saturn

Master Code -

F6000914 C305

B6002800 0000

Infinite Timer - 160E0032 0782

Play Under Water -

160E0038 0010

160E001A 0002

Allow Out of Ring Fighting -

160E0068 004F

Infinite Energy Player 1 -

160621B8 00A0

Infinite Time - 160E0032 0782

Low Gravity - 160E007A 0024

Mega Kick - 160E007C 0000

Play Bonus Level 10 -

160E0002 0A0A

Sega Rally - Saturn

Master Code -

F6000914 C305

B6002800 0000

Select Lakeside (Practice) -

16040018 0003

Always in Super Car -

160AA80A 0201

Max Speed 150 MPH -

160B038A 8DBC

Unlimited Time - 160B0536 9911

Corpus Killer - Saturn

Master Code -

F6000914 C305

B6002800 0000

Infinite Datura Bullets -

16050D0E

Infinite Health - 16050D08 0063

Mortal Kombat 3 -

PlayStation

Unlimited Energy -

801CBC38 00A6

Total Eclipse Turbo -

PlayStation

Infinite Plasma Bombs -

80078DDA 0003

Bases Loaded '98:

Double Header - PlayStation

The bases are loaded, two men are down, and you're faced with the full count situation. Tension builds through all your muscles and you begin to feel the choke in your throat. You think you're going to throw up, but then you remember that you have a stash of cheat codes in your big chew container which is stuffed in your back pocket. You step out of the batter's box and call time, then stuff a big wad of cheat in your lower gum. Stepping back into the box, you can do nothing but grin, and whack a game winning grand slam. The codes below will allow you to be an instant all-star if entered correctly.

Cheat Mode - Begin playing a normal game and press Start to pause the game. Then, on controller 2 press **▲, ■, ✕, ●, ●, ●**. If this is done correctly you'll hear a lovely piano confirming your code entry.

Advance To Any Inning - While in Cheat Mode press **✕**. The words "Let's Go Inning" will appear in the upper left hand corner of the screen. Then, press **✕** for the desired inning. Example: For the third inning press **✕ 3x**.

Home Run Every Time - While in Cheat Mode press the **L1** button. You'll hear the phrase "Home Run". Press Start to unpause the game and whack a dinger.

CPU Rest - While in Cheat Mode press the **L2** button. Press Start to unpause and the computer will be playing for your team.

"The VidMan"
Uptown, MN

Wolfenstein 3-D - SNES

Heil Secret Access. Follow the ways of Secret Access and you will rule the world! Anytime during the game bring up the options and put the cursor on the "New Game" icon. Press the **C** Button to enter the password screen and input the name below for the code you desire.

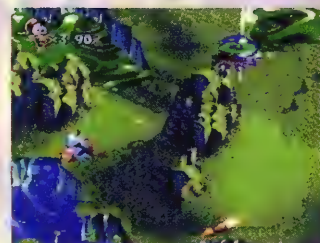
1000 Bullets - FENLEY

Combo Package - GREG

All Keys - BURGER

All Weapons - KICKBUTT

"Virtua Gap Boy '96"
Minneapolis, MN



Earthworm Jim 2 -

SNES/Genesis

Yes, Earthworm Jim is as slimy as they come, and he's fairly repulsive. But, man! He's been in some darn good self-titled games. Once again Shiny has packed this game full of codes. These codes actually came straight from Playmates Interactive Entertainment. So if they don't work, why don't you give them a friendly ring...Just kidding Shiny happy people! We really do love you. All codes are entered while in play and after pausing the game.

Super Nintendo

1-Up - Left, Select, Right, Select, Left, Select, Right, Select

Ammo -

Select, X, X, X, X, X, X, Select

Shot Gun -

X, X, X, X, A, A, X, Select

Teleport Bomb -

X, X, X, X, B, B, B, B

Extra Continue -

A, Select, A, B, X, Y, X, Y

Peter Pan -

A, B, X, Left, Right, Left, A, B

Lorenzen -

A, X, Left, Right, X, Left, Right, Left

Genesis

1-Up - A, B, C, C, C, A, A, B

Ammo - C, B, C, C, B, A, A

Shot Gun - C, C, C, C, A, A, A, C

Teleport Bomb -

C, A, B, C, A, B, Up, Down

Extra Continue -

A, A, C, C, B, A, Left, Left,

Peter Pan -

C, B, C, Left, Right, Left, A, B

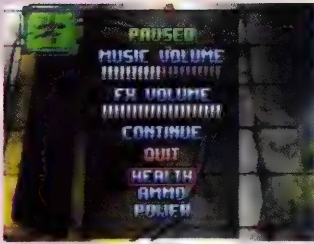
Lorenzen - A, A, C, C, B, B, A, A

"The Vindicator"
Orlando, FL

Shining Force - Genesis

This trick will let you name the characters that you encounter during your quest. Simply begin a new game and enter your name. Move the cursor to the End and press and hold Buttons **A, B**, and **C** on Controller 2. Now press Buttons **A + C** on Controller 1. You should move on to the next character. Repeat the process to move from character to character.

"Virtua Gap Boy '96"
Minneapolis, MN



Loaded - PlayStation

Loaded with ammo and drivin' around. Gonna shoot this goon right into the ground. With these codes you can become the ultimate killing machine.

Unlimited health - During the game pause (which brings up the options menu) and hold the L1 and L2 buttons for ten seconds. Then press Right, Right, Left, Down, Down, Up, ▲, ●. A hidden option called 'Health' will appear. This icon can be accessed at anytime to restore health.

Unlimited ammo - During the game pause (which brings up the options menu) and hold the L1 and L2 buttons for ten seconds. Then press Down, Right, ●, Left, Right, ●. A hidden option called 'Ammo' will appear. This icon can be accessed at anytime to restore ammo.

Max Firepower - During the game pause (which brings up the options menu) and hold the L1 and L2 buttons for ten seconds. Then press Down, Right, Down, Right, ▲. A hidden option called 'Power' will appear. This icon can be accessed at anytime to max out your firepower.

Phillip Warning
Oak Lawn, IL

Out of this World - SNES

Here are the passwords to this Award winning game.

- Section 1 - LDKD
- Section 2 - HTDC
- Section 3 - CLLD
- Section 4 - LBKJ
- Section 5 - XDDJ
- Section 6 - FKLC
- Section 7 - KRFK
- Section 8 - KLFB
- Section 9 - HRTB
- Section 10 - BRTB
- Section 11 - TFBB
- Section 12 - TXHF
- Section 13 - CKJL
- Section 14 - LFCK

"Virtua Gap Boy '96"
Minneapolis, MN



Gex - PlayStation

Theoretically, there's no way a Gecko could understand TV or even say catchy phrases from the shows. If it was a bird and the game was named "Polly" then it would make sense. But no! Crystal Dynamics had to pick a lizard, and now the entire reputation of reptiles is ruined. Look what Sega did to the hedgehogs. People think that they're actually blue! This must stop, and anyone who thinks of using illiterate or mute animals in a literate or talking role will have to deal with Game Informer. Anyway, here are some cool Gex codes!

Stage Select - While in the level selection dome hold R1 and press Select. Then hit ✕, ■, ✕, Right, Up, Left, ●, ●, Down, Down.

Access All Levels - Go to any stage and hold R1 and press Select. Then hit ●, Start, Right, Up, ■, Left, Left, Up, Start

Ice Shot - Pause the game and hold R1. Then press ●, ●, Left, Down, ●, Up, Right

Super Jump - Pause the game and hold R1. Then press ✕, ●, Up, Up, Down, Right, Right

Flame Shot - Pause the game and hold R1. Then press ✕, Up, Right, Up, Right, Right

Invincibility - Pause the game and hold R1. Then press ✕, ■, Down, Down, Up, Down, Right

100 lives - Pause the game and hold R1. Then press Up, ●, ▲, Down, Right, ■, Down

Electric Fire - Pause the game and hold R1. Then press Right, Left, Right, ●, ▲, Right, ●, Down, Right

"The Eradicator"
Phoenix, AZ

Wayne's World - SNES

Here is a code for my alltime favorite game for the SNES. Wait till Wayne and Garth start singing then press and hold X, L, and R then release. Next press and hold UP, Y and B to activate the Stage Select.

"Virtua Gap Boy '96"
Minneapolis, MN

Ridge Racer Revolution - PlayStation

Have you ever dreamed of having a different car for every day of the week? Well, here's your chance!

Eight New Cars - Beat the Galaga '88 loading game

Rally Car - Beat the Galaga '88 loading game without missing a shot

Car #13 - Beat the Novice Regular Time Trial (Backwards Tracks must be available)

Kid #13 - Beat the Advanced Backwards Time Trial

White Angel - Beat the Expert Backwards Time Trial



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ACCESS & ALLIES

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Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

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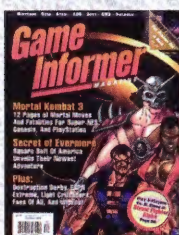
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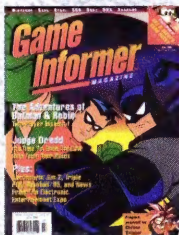
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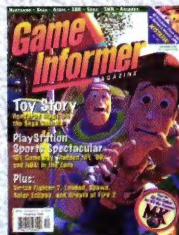
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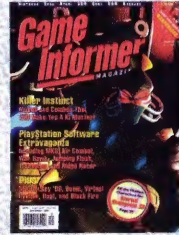
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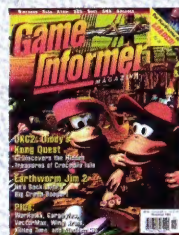
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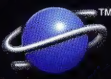


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