



Get The Ultimate Look At
Ultimate MK3
For Saturn
Pg. 42

May 1996
Vol. VI • Issue 5 • #37

Game Informer

MAGAZINE™

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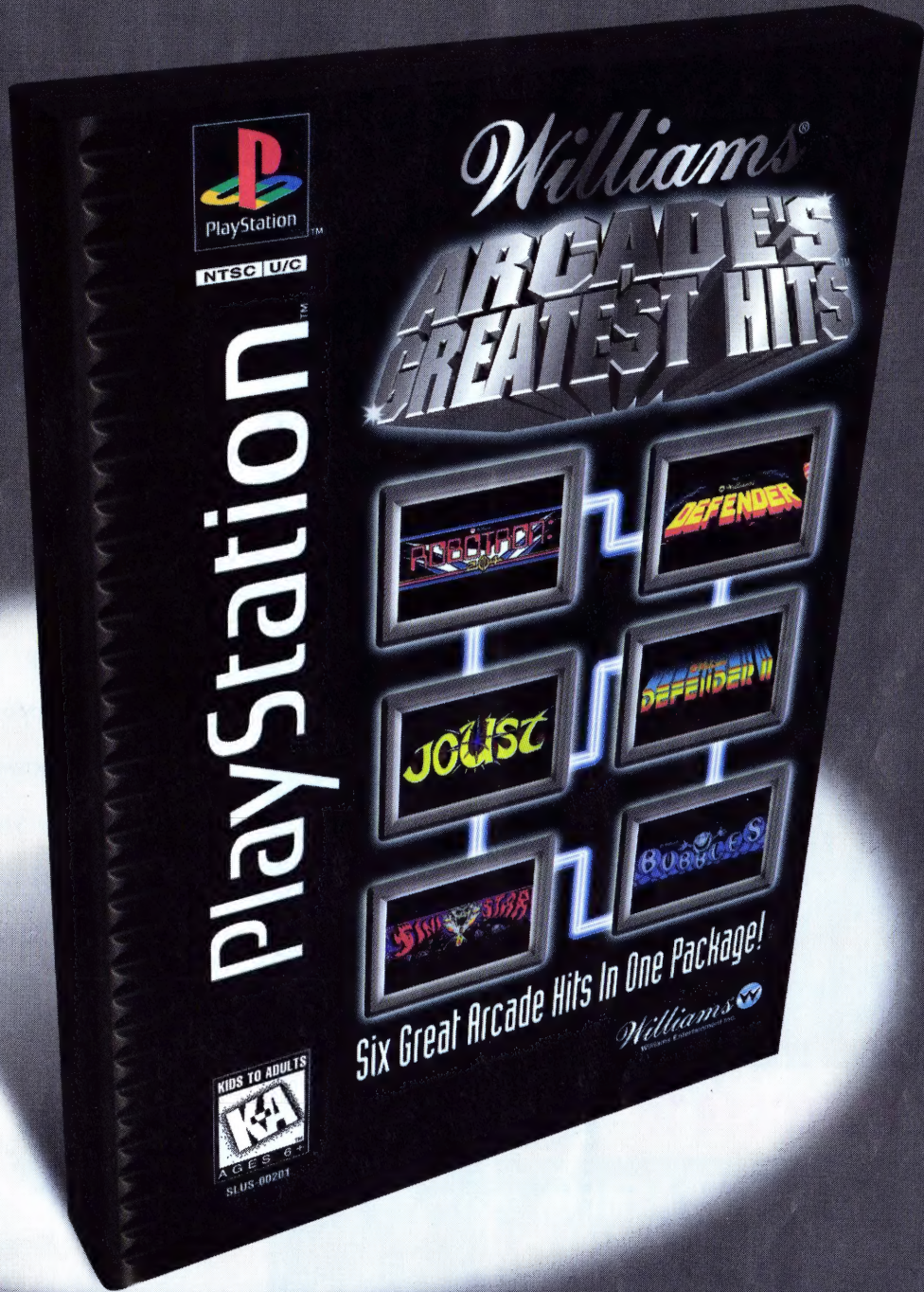
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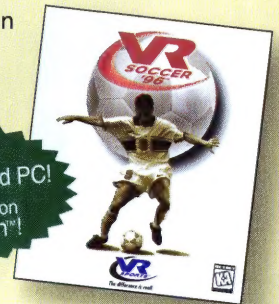


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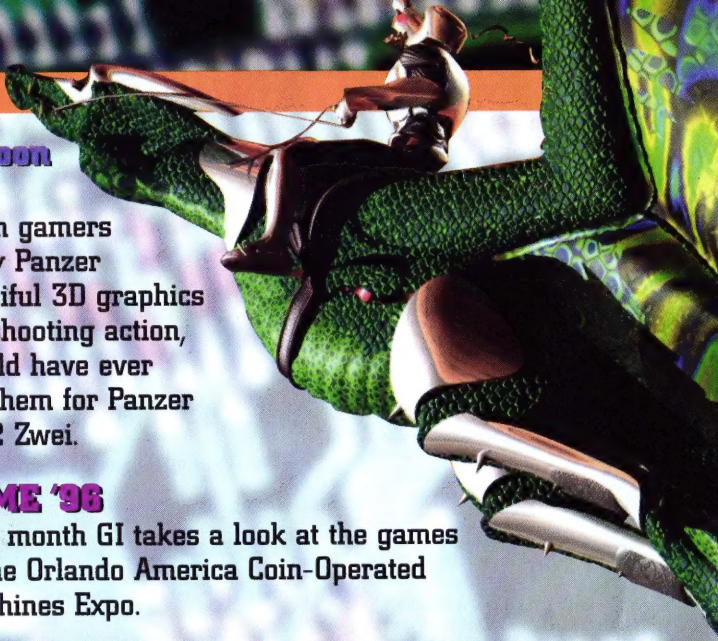
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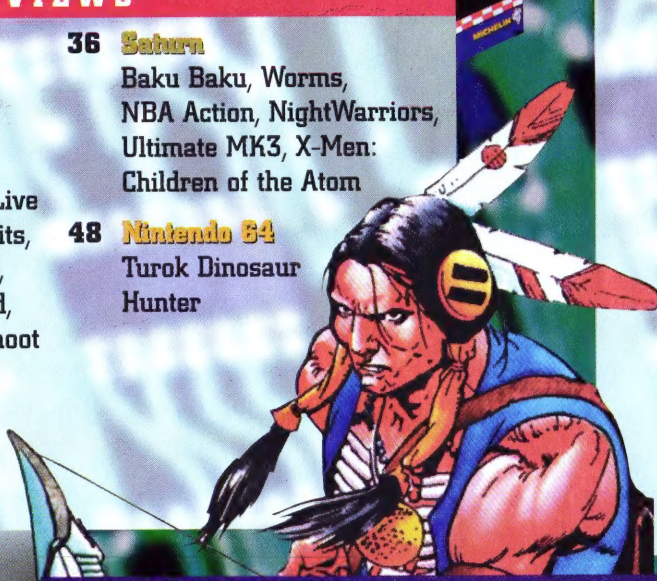
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LETTER FROM THE EDITOR

BY ANDREW MCNAMARA

HUH?

Don't you think it's weird that Sega Sports hasn't had a bigger push into the sports arena? Just last year, Sega Sports was breathing down the neck of EA and now they're getting killed by Sony. While the Sega Saturn does have the best baseball in World Series Baseball, the PS-X has the only football game worth playing in NFL Game Day, and the only hockey game that's somewhat entertaining in NHL Face Off (until NHL Powerplay comes out from Virgin, that is!) Of course, everybody and their dog has a soccer, so who really cares? In this issue we have a couple of previews and reviews of upcoming basketball games, and it looks as though Sony may have the edge again with NBA Shoot Out. It's an excellent multi-player game.

On another note, I'm excited to hear that Capcom is going to release *Breath of Fire 3* (and *Marvel Super Heroes*) on the Saturn and PlayStation later this year. How sweet is that? Finally a good RPG to tide us over until *Final Fantasy VII* comes out here late next year.

On another weird and unusual note, has anybody played *Command & Conquer* from Westwood studios? It's a sweet PC strategy game that will be coming out on the Saturn later this year, unfortunately the game works best with a mouse so Sega had better get working. Sega did say they may have a mouse out by the end of these year but they weren't quite certain.

Anyway, I'm just making noise so I'll let you get down to the business. Make sure you check out the story on the ACME that features pictures of *Virtua Fighter 3* and *War Gods*. Also, here's a little trick for you arcade dwellers. To play as human Smoke on *Ultimate MK3* you must first choose Smoke at the player select screen. Quickly, hold away (depending on which controller you are on) and then hit HK, HP, and Block simultaneously and hold them until the match starts.

The GI Review Staff: Gamers with a Grudge



Paul

The Pro Player

"The E3 Show is right around the corner and

even though it's in the worst convention town that ever existed (L.A.), I am always stoked to see the latest and the greatest in video games. Nintendo's display should be a madhouse and they always have some secrets up their sleeves. I'll be on the rampage to cause havoc and uncover some new sports games. I'll also follow Reiner around with the camera to catch him playing the latest Barbie games. Until next month, later."



Andy

The Game Hombre'

"I wanted to take a chance (since you

demanded it) to tell everyone that *Unbelievable Jolly Machine* finally got our album back from the press and it's now out (in limited quantities) around Minnesota and the surrounding states. It's called *Flap Jack*, and if you're interested in getting a copy you can send your name, address, and a check or money order (made out to *Unbelievable Jolly Machine*) for \$12.50 to 3010 Hennepin Ave. S, # 128, Minneapolis, MN 55408 and we'll send you a copy. We managed to get fifteen songs on this baby, and we think it turned out pretty good. Peace!"



Reiner

The Raging Gamer

"Despite all my rage, I'm still just a rat in

a cage. I feel as though I have accomplished so much, yet, I still feel like something is missing. With the demise of the 16's, and the rise of the ominous 32's I feel that I too must advance my prowess. Being a punk is one thing, but now I think it's time to drop this charade and become a Jedi Knight (or if that's too hard - a Vulcan). So much power and knowledge can be obtained within their stature. If only Yoda or Kirk were still alive. Drat! I will succeed, and I will conquer that blasted ape planet! Until next month, hang loose."



Vinny

The Video Vigilante

"As I am no longer censored (I have

two reviews in this issue!!!), I cannot consider myself a silent partner. Ergo, I have decided to take on a handle that expresses my desire to go where the law cannot in order to bring justice to innocent gamers everywhere. Ever since Paul got married and dropped off the face of the earth, I feel that many people are going through their lives without a defender and champion. I will do my best to fill those large and heavy shoes. Now if I can only find the rest of my costume... On a final note, I pledge allegiance to the Simpsons. Toodle-loo."

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On Earth,
Everywhere!*



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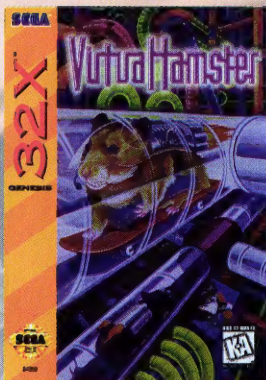
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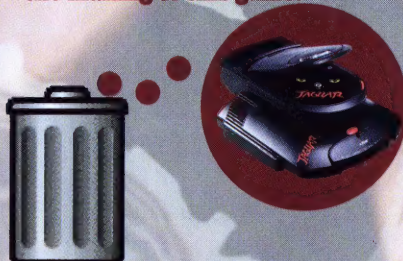


CRUISIN' THE TUBE!

I go to the corner video game store occasionally to shop for some new games, and every time I look at the price lists there is a game for the 32X called Virtual Hamster. I ask about it, but nobody has never heard of it. I was wondering if you could tell if such a game exists or if it is a joke?

Snoop
AOL.COM

It's hard to believe, but just about a year ago Sega actually started to work on such a title. Unfortunately, with the quick demise of the 32X, all plans for the game were scrapped. Luckily, no hamsters were injured during the making of this game!



FIVE QUESTIONS TO PROVE WHY JAGUAR SUCKS!

I have some questions about the Jaguar.

1. Could you name some companies that are making games for the Jaguar?
2. Are the new Jaguar games good?
3. Have the sales of the Jaguar system been good this year?
4. Is the Atari Corporation closing down?
5. Will Bug! come out for the Jaguar?

Jose Monzon
Brooklyn, NY

Here we go...

1. No, there aren't any!
2. Were any of the others?
3. No.
4. Could be, check GI News for more info
5. No, but I'm sure you'll find some ants or maybe some cockroaches in your Jaguar after in sits in the closet for a couple of years.

"Everyone thinks I'm a Sega fan, but I just like quality, and Sega so far has the best."

WHO IS THE ARCADE ALCHEMIST?

Who's the guy who reviewed Samurai Shodown 3 named Ryan, The Arcade Alchemist in your March '96 issue? You should show a picture of him with the rest of the GI staff. P.S. I love the job you did with the "Arcade Brigade" section.

N. Capoccia
Franklin Park, IL



Ryan's our main arcade stud (though at times his kung-fu is weak)! He has covered arcade games for Game Informer, though without a snazzy title, for over three years. Here, check out this photo of Ryan from 1994 with the babes of SF2!

BRING BACK ULTRA!

First off I am very ticked off at Nintendo for delaying the Nintendo 64's release AGAIN! (AND AGAIN AND AGAIN!) The first delay was understandable, but this is ridiculous! If N64's release was going to take forever they should have at least told the public in the beginning. I will stay loyal to Nintendo ONLY because what I have seen of the Nintendo 64 is incredible.

Second of all, the name Ultra 64 is MUCH better than the new name Nintendo 64! Nintendo must be obsessed with having "Nintendo" on everything they make. Their last two systems had Nintendo in their names, so Nintendo should try something new like Sega who named their

new system Saturn (a cool name), not "Sega 32".

Lastly, in your last two issues you have had only one page concerning "Nintendo 64" and I am going crazy from lack of info. I need more on Nintendo 64. Anything...I just need more, more, more...

Jonathan Ross
St. Louis, MO

If you need more N64 info make sure you check Turok on page 48. As far as the name game goes, we would have to agree with you that the Nintendo 64 is a pretty stupid name. Unfortunately, I don't think there's much chance that Nintendo will change their minds about this one! Anyway, the Saturn isn't just called the Saturn, it's called the SEGA Saturn. Just ask General Motors!

PUT UP YOUR DUKES!

I'm writing in response to Wesley Ringel's letter in your February issue. I completely agree. Not just in your mag, but in almost all the others I've looked at too. It seems that everybody is usually raving about the PlayStation and saying so-so things about the Saturn. I think the PS-X is okay, but the Saturn (from what I have seen) has much better software (although MK3 and Doom were excellent for the PS-X). Most of the PlayStation games pale in comparison to any of the Saturn's games and I am happy to see that someone finally agrees with me. Everyone thinks I'm a Sega fan, but I just like quality, and Sega so far has the best (although the Nintendo 64 looks like a system to reckoned with).



James Barta
Dundee, MI

All we are saying...is give the Saturn a chance! You know you Saturn guys spend an awful lot of time defending your system

rather than just dealing with the fact that there was a period when there just weren't many games available, so there wasn't very much to cover. Yes, we like the PlayStation, but we like the Saturn just as much. We'll even go as far as to say that we are almost positive the Saturn will have more advanced software than the PlayStation in the end. Of course, it may be too late.



you wrote to us, because I'd like to explain why it was decided to delay the release date until September 30.

As you probably know, the N64 was unveiled at the Shoshinkai show in Japan this past November. We polled our licensees both before and after the show in their sales expectation for the system. After the show, with these same licensees having seen the N64 in action, projected first year sales more than doubled. In fact, anticipated first year sales would far exceed our production capacity if we released the system worldwide on April 21. Teasing our consumers with a hard to find system is something we want to

avoid at all costs.

To avoid frustrating shortages of the system, and to ensure that enough are produced to meet the demand for each market, we decided to reconsider our plan of a simultaneous worldwide release. We realized we could best meet our retailer and consumer expectations by releasing the system first to the Japanese market, and a few months later to the North American and European markets. These additional months will provide us and our suppliers time to make enough systems to meet the high demand in those markets.

"...the Saturn will have more advanced software than the PlayStation in the end."

**MakaYay
AOL.COM**

**Our name's Nintendo
...Blah! Blah! Blah! We Can Do whatever we want...Blah! Blah! Blah!...**

NINTENDO SPEAKS OUT!

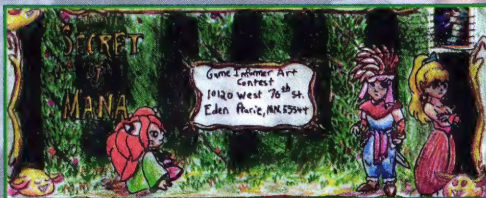
I recently sent an angry letter to Nintendo about the change in release date for the N64. I thought you might be interested in the reply I got:

I received your e-mail about the Nintendo 64 (N64). I can certainly understand your disappointment in hearing that the release of the system in North America has been delayed a second time. I'm glad

Envelope Art

Wanted: Envelope Art

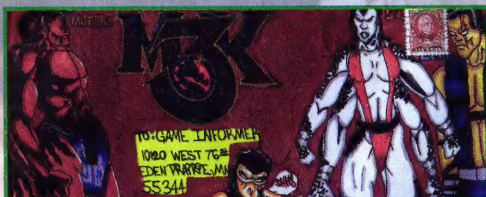
Enter the **Game Informer Envelope Art Contest**. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number and return address on the back of the envelope. If you're the monthly winner, we'll feature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



Shannon Henry • Collingdale, PA
"Play Secret of Mana or bust!"



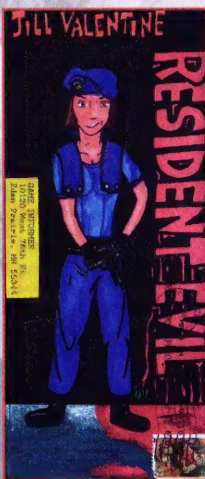
Chris Sims • Milwaukee, WI
"Keep reading Game Informer or this could happen to you!"



Shalako Cumberbatch • Brooklyn, NY
"MK in the membrane...MK in the brain!"



Kqte Grabowska • Chicago, IL
"Now that's what you call 'Big Hair'."



Nick Vrona • Dartmouth, MA
"Here is an outtake from when Jill was on the TV show, The Critic."



Marcelino Moreno • Stockton, CA
"This is what extensive shock therapy can do to your artwork!"



Chris Gandiello • Baldwin, NY
"The Fo's at night are big and bright. Clap! Clap! Clap! Clap! Deep in the heart of Tohshiden!"

May Winner!

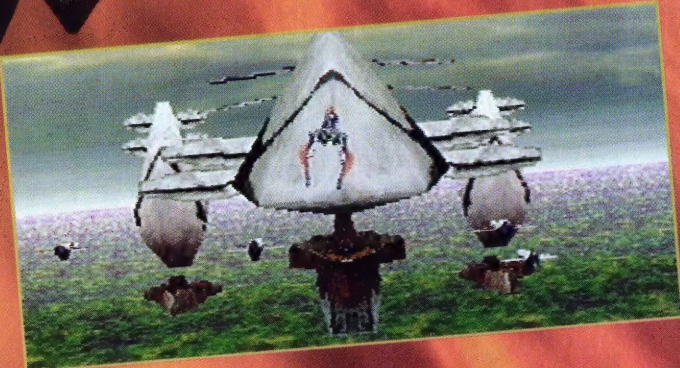
PANZER DRAGOON ZWEI

Translation: Armored Unit
Armored Mounted Unit Two Two

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter/Dragon Simulator
- **Special Features:** Route Choice, Evolving Dragons, Hidden Goodies, Lock and Load Laser, Turn In Your Saddle Ability, Adjustable Instrument Level, Memory Save
- **Levels:** 5 (Plus 1 Large Intro Level and End Boss)
- **Created by:** Sega
- **Available:** Now for Sega Saturn

Life is simple in your village. The time has long past since the huge beasts terrorized the human population, and your farming tribe has even tamed some of the beasts of old and put them to work. These beasts of burden are known as Khourieats and without them your tribe would surely perish. They are as beloved and cherished as horses once were in our society. The past is not as easily forgotten to the elders as it is to you. They still live in fear of the genetically altered beasts of old, and for this reason the ancient laws still remain. Any Khourieat who shines with the blue-white light in its throat is to be killed - no exceptions.

Whether it was the foolishness or wisdom of youth is inconsequential - you have broken the code and kept a mutant Khourieat alive. It was not the beauty of the light that caused you to disobey, but the sight of his budding wings and the dream of soaring through the clouds. Secretly keeping him out of the other villagers' sight, you and the beast exercise every day until you decide he is big enough and strong enough to attempt the improbable. Knowing nothing of the physics of flight, you take him to a high plateau and drive him faster and faster until you feel he can take no more. Just as you are about to pull back on the reigns to slow him down, his feet leave the ground and you are airborne.



Level 1



Oh no!!!
The village
is in ruins!

Shall we
attack this
big fellow...



...or save him
for another day

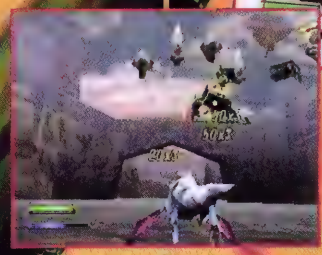


Just like Indiana Jones in
Raiders of the Lost Arc.

Level 2

It is a feeling you have never felt before - no one in the village has for that matter. As you turn the beast to circle the village and show them your newfound ability, you are blinded by a bright light. It seems that the war between the Imperials and the Mecchanics has claimed another hapless victim in the form of your entire village; your friends and relatives are now dead. Suddenly the Khourieat stops and looks at the giant airship which bombed your village. The light in his throat begins to pulsate and glow. Just when it seems the heat will melt your skin, giant beams of energy slither through the sky towards the ship. Although they fall short of their massive target, you realize that you are not only sitting on your ticket to ride, but a weapon of vengeance as well. You rush down to the village with sorrow and anger in your heart, and this is where your adventure begins.

If there are any pirates on this flying ship they'll surely be dead soon.



Under the bridge and through the canyon, to seek revenge we go...

A few more laser bolts should take the funk out of this lower of power.

Level 3

Looks like danger under the canopy.

The two modes on level 3 vary greatly in difficulty.



Level 4

You'll need to take out this boss one piece at a time. Watch out for falling debris.



Hey, that's the guy that shot the other...

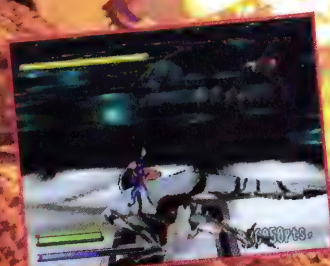


I can't shake 'em!



Route 3 takes you into a dark room with many enemies (slow)

Watch out for shooting beams in the forest.



What's that ominous shape in the water...



Ok, well it's a more standard (but bossy)...

The Game

Panzer Dragoon was the Saturn game that made many heads turn, and it only makes sense that Sega would release a sequel to this hit title. Its stunning graphics, pulsing sound, and super lock-on laser left us longing for more. Will Panzer Dragoon 2 Zwei open our eyes wider than before? Let's break it down and find out.

Many aspects remain from the first version of this game. Gameplay, for example, is almost identical. You ride on the back of a dragon and you've got two types of attack. A single fire pulse laser that shoots when you push the button is your less effective attack. The one that really knocks their socks off is the "lock-and-load" bolt laser. By holding down the fire button, your aiming cursor will change from white to orange. Any enemy which passes under your cursor will then be locked-on. Release the button and searing energy slams directly into the enemy. The number of enemies you can lock onto at one time varies depending on the power of your dragon.

Another feature still here from the first game is the ability to turn in your saddle. While your dragon will for the most part be moving forward or hovering, your view of the action is not limited to the straight ahead. The trigger buttons allow you to shift the view ninety degrees in any direction. This means that you will have to keep an eye on your "dradar" (that's dragon radar for the laymen) and defend yourself from all sides.

There are many new aspects to the game as well. The most noticeable is the Berserker button. Using the guided laser attack will build up a gauge displayed above your life bar. When you press the Berserker button, your dragon will spew out lasers which lock on automatically for as long as the Berserker bar lasts. You will also be invulnerable while in Berserker mode.

The options menu allows you to toggle your instrument style between off, normal, and full. In full instrument mode, you'll get a warning indicator on your "dradar" and you'll also be shown the point value of every enemy you strike down. Normal mode will give you a standard "dradar" and a life gauge, and no instruments just puts you against the world in a big mystery.

Another new feature is that you can choose the route that you will take. Now don't get excited, it's not as though you've got complete freedom of movement and every game will be a new adventure, but there is variation thrown into some of the levels (called 'Episodes' in the game). On three of the levels in the game, you'll get to decide where you want to go. Some of the routes are trickier than others, but you'll be rewarded for taking the harder path. Specifically, there are two different routes on level 2, two different routes on level 3, and level 4 has a whopping three routes. There are two other features worth noting that are so special they deserve their own sections.

Level 5

It's snowing!!!!!!



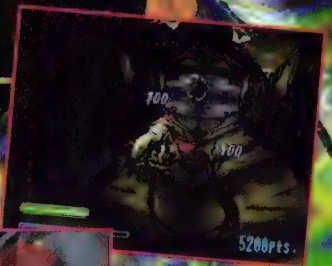
A shield prevents the effective use of lasers on this fellow...



...but it can be destroyed!!!

Level 6

If we knock out these "oars", you may disable the ship



Ka-Boom!!!!



Green lasers below - look out!!!!

Level 7



The final boss...



How is it???



Can you find the ultra secret super hidden double whammy and more???

The Dragons of Change

One of these features is the fact that you will be riding different dragons in different parts of the game. These dragons have different maneuverability, different shots, and most importantly, different guided laser weapons. At the end of each level you will be given a score for Clear, Route, and Technical. Clear points are awarded for (what else) clearing an adequate number of enemies. Route points are awarded for taking the harder routes. We're not exactly sure what you can do to get more Technical points, but some of us in the office get more than other people.

If you get enough points when you complete the level your dragon will go through a metamorphosis and grow into a stronger, faster, more powerful dragon. We have seen a total of seven different dragons, but there may be as many as ten available for play, or even more. The original dragon from first Panzer Dragoon is even available (if you're good enough, that is).



Hatchling



Childing



Armenite



Windrider



Recognize this fellow?



Feathertail



Brigadeking

Pandra's Box

"And when Pandora opened the box, all of the evil spirits were released to do their will upon the world. When she was finally able to close the box, all that remained inside was Hope." Does this mean that hope is trapped in a box somewhere and we all have to live without it, or does it mean that all we have left is hope, and so we will be saved? As ambiguous as the ending of this little fable is, it doesn't affect the fact that there is a wonderful little box hidden in Panzer Dragoon 2 Zwei that you should not hesitate to open. It has been renamed "Pandra's Box" in the game, but it still holds a lot of goodies.

Panzer Dragoon 2 Zwei keeps permanent track of your player's data. Things like best clear percentages, number of plays, and number of completions are all stored in memory. When you reach certain milestones (50 plays seems to be one of them) Pandra's Box will release a bunch of goodies. Here you will be able to alter many things. You can choose which dragon you want to ride, how difficult the game will be, what level you will start on, how much life you will have, and a few other features. You can adjust the type of shot you will fire, either normal, 3-way, 5-way, homing, or Graviton (which is a big purple devastating shot). The laser shot has quite a few options as well. FULLAUTO will release the laser bolt as soon as you get lock on. Heavy will give you a massively damaging attack. BCG mode gives you nine cursors with which to sight the enemy, and BCTRL automatically locks on to anything you can see. (Note: the names of these modes MAY change before the final production.) You can also set different Berserker Modes.

Zero Space is also added. By going to this level, you take on a series of targets in various waves and are timed on how fast you knock them down. Unfortunately, if you do break one of the records you don't get to put your name in, and it doesn't even save your time. Oh well, it's a nice diversion.

That's not all that's in Pandra's box, either. The more you play, the more will be available to you. Beating the game without continuing might open more options, maybe 500 plays brings up something good. You'll never know until you try.



No one escapes the BCG sights.

After turning rolling on, double tap to barrel roll.



The 3-way is almost as devastating as the...



This giant sky worm is the last level of "Zero Space".



...5-way but not as impressive as the...

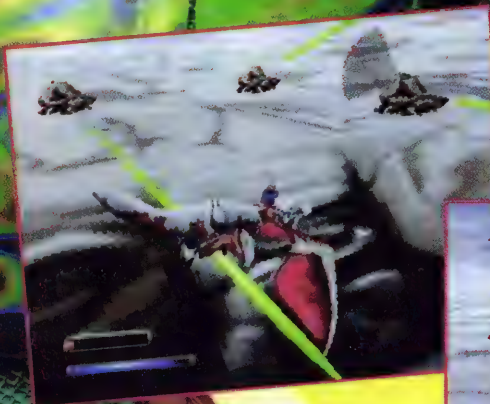


...all powerful Graviton!



In Conclusion

Panzer Dragoon 2 Zwei is looking to be a powerful title. Despite the incredibly lame first level (where you don't need to fire a single shot to pass it without damage), and the fact that they once again called the final boss an entire "Episode", the rest of this game is visual joy. If your giant lizard's been dying for some action, it's finally time to hop back in the saddle and head for the skies with Panzer Dragoon 2 Zwei, available now for your Sega Saturn.



► THE BOTTOM LINE 9

ANDY, THE GAME HOMBRE

Concept: 8 "Sega has done it again! Panzer Dragoon 2 Zwei is one of the most amazing shooting games ever. The graphics are phenomenal and the soundtrack just thumps. The gameplay has somewhat evolved with the addition of routes and the transforming Khourieat, but it's still basically the same premise – blast everything to kingdom come and back and then do it again until you beat it. Luckily, Sega added a Panda's (?) box to allow you to customize the gameplay after you master the standard game. Unfortunately, the game is still rather short, but is still perhaps the defining shooter of the ninties."

OVERALL:
9

REINER, THE RAGING GAMER

Concept: 8.75 "Fantastic fantasy and intense gameplay await all who take on the Zwei challenge. The so called "one way" shooter barrier was almost broken here, and total freedom within Panzer's 3D polygon environment was nearly achieved. Graphically, Zwei soars above the original's offering with realistic animation, highly detailed texture maps, and multiple level routes. This is a great game, but I scored it down a little because I don't see this title having much of a replay value. Beat it once, and it's going to collect dust. In the end, this is one journey that shouldn't be missed."

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 9.75 "If any bozo says the Saturn has limited 3D capabilities, you can shove this game in their face. The look is nothing short of spectacular. The saddle-rotation is smoother and I like the fact that the view tracks on big enemies. Even though navigation is still on a basic path, the increased movement creates a bigger world and made it feel more like a simulator. The hidden goodies make Zwei a worthy addition to the library. It should not be missed."

OVERALL:
9.25



Game Informer's TOP TEN

Reader's Top Ten

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

- 10 Secret of Evermore
- 9 Street Fighter Alpha
- 8 Tekken 2
- 7 Indy 500
- 6 Mortal Kombat 3
- 5 ChronoTrigger
- 4 Killer Instinct 2
- 3 DKC2: Diddy's Kong Quest
- 2 Virtua Fighter 2
- 1 Ultimate Mortal Kombat 3

Editor's Top Ten for May

- 10 Sega Rally - Saturn
- 9 Ridge Racer Revolution - PS-X
- 8 NBA Shoot Out - PS-X
- 7 Magic Carpet - SS/PS-X
- 6 Kl 2 - Arcades
- 5 Tekken 2 - PS-X
- 4 Resident Evil - PS-X
- 3 Descent - PS-X
- 2 Super Mario RPG - SNES
- 1 Panzer Dragoon 2 Zwei - Saturn

Top Ten Grid Mortis' Uses for a 32X

- 10 Help E.T. Phone Home
- 9 Bathtub Headrest
- 8 Video Gamer's Football (It makes a nice spiral)
- 7 Part of a G.I. Joe Base
- 6 Futuristic Toaster
- 5 Barbie's Hovercraft
- 4 Chew Toy
- 3 Strategy Guide Book End
- 2 Imitation Thermo-nuclear Device
- 1 It's great for throwing at Sega reps.

Editor's Top Ten PC Games

- 10 Tie Fighter
- 9 Ascendancy
- 8 Warcraft 2
- 7 Magic Carpet 2
- 6 Doom 2
- 5 Command & Conquer
- 4 You Don't Know Jack!
- 3 Hexen
- 2 Descent 2
- 1 Command & Conquer: The Covert Operations

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!

Atari Dead???

Atari Corporation's demise has been generating reports throughout the industry for a number of months. Atari's recent merger with a disk drive manufacturer, numerous lay-offs of staff members, poor sales of **Atari Jaguar** systems, and the continual press reports of their business woes have dug Atari a deep grave indeed.

Yet, Atari still has a number of software titles in the pipeline that are reportedly still going to be released. *Attack of the Mutant Penguins* and *Fight for Life* are through development and said to be in production. Atari also has a 4800 square foot exhibit space reserved at the **Electronic Entertainment Expo**.



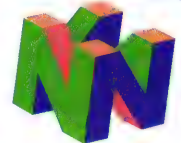
The introduction of the **Sony PlayStation** and **Sega Saturn** has virtually halted sales of the **Jaguar**, and it's easy to say that no new development of Jaguar software is in the works and that manufacturing of Jaguar units has long been halted. The Jaguar is said to have an installed base of less than 200,000 units. But the **Atari** brand name still has a devout following and we could see more from Atari in the form of PC software and possibly hardware. Reports of Atari's death may be greatly exaggerated, but the Jaguar is as good as buried.

New Nintendo 64 Game Announced

Nintendo announced the addition of **Ocean of America** to its list of **Nintendo 64 (N64)** "Dream Team" of developers. Ocean will develop an exclusive title based on the upcoming Paramount Pictures release **Mission: Impossible** starring fly-boy Tom Cruise.

The *Mission: Impossible* game concept sounds like it will be similar to a James Bond game played in a first or third-person perspective. A release date is yet to be determined.

NINTENDO 64



Where the Heck is That Earth Shaman??

Prima Publishing is here to help RPG players with their book **Breath of Fire II: Authorized Game Secrets** by Ray Greer. As you may know, Capcom's *Breath of Fire II* is an intricate and difficult RPG that has a number of difficult puzzles, hidden features, and multiple endings. This comprehensive book breaks down all of the action and offers everything from the basics of fighting to the location of all the valuable shaman. It also features some smooth weapon, spell, and character appendices.

Breath of Fire II: Authorized Game Secrets is available now with a cover price of \$14.95. A worthy companion to a very entertaining game.



Prima has also released books on *EWJ 2* and *Gex*.

ELECTRONIC ENTERTAINMENT
E X P O

E3
LOS ANGELES '96

The 1996 Electronic Entertainment Expo

Later this month, the video game industry will converge in Los Angeles for the 2nd annual **Electronic Entertainment Expo (E3)**. Undoubtedly the biggest industry event of the year, the **E3** is a showcase for many of the products that players will see throughout the next year.

Here's a floor plan of about 1/3 of the total show space. The South Exhibit Hall at the Los Angeles Convention Center is where most of the action is.



Nintendo

The biggest attraction at E3 will be the U.S. debut of the Nintendo 64. Hopefully Nintendo will have plenty of N64 games to play and they won't give us a story about chip shortages.

Sony

They put on quite a show at last year's E3. What secret weapons do they have to uncover? Is Hootie playing at their party? Who cares?

Psygnosis

The Sony owned U.K. developer should show us what their games look like on the Saturn. They will also show some sequels to their PlayStation hits.

Sega

Is Saturn Sonic anywhere amongst all of these arcade translations? The Saturn Internet unit will be introduced.

Electronic Arts

Give me Madden or give me death! (NHL wouldn't hurt either.)

Microsoft

So what ever happened to BOB?

Panasonic

They've got control of 3DO's M2, so things should be happening here.

Capcom

Street Fighter what? Mega Man who? A home version of Marvel Super Heroes should be there somewhere.

Acclaim

Usually the loudest booth around. They always like to be right by the door and blast the same music all day long!

Viacom

OHHH NO!!!! It's Zoop 2!

Williams/GT Interactive

A new Doom for the PlayStation! Have you seen Kerrie Hoskins?

Atari

?????

Konami

What happened to NFL Full Contact and what are their plans for M2?

Interplay

VR Sports should be their big push. They also have space in another exhibit hall.

Other notables:

Bandai will display their new Pippin gaming computer. **Namco** will introduce *Tekken 2* and other arcade translations. **Mattel Media** shows off the fully rendered *Barbie Fighting Game*. **LucasArts** may have some info on new *Star Wars* stuff.





COMIC WATCH



ATHENA #4

- **Publisher:** A.M. Works
- **Cover Price:** \$2.95
- **Available:** Now

This issue is filled with romance, comedy and unemployed Greek gods. A.M. Works brings Athena to the newsstand every other month in a black and white Japanese anime style 32-page comic book. Issue #4 is a good jump point for new readers to get hooked since the first three issue story arc has ended and started anew in this issue. Basically, A.M. Works is trying to break genres and tie in manga styled art work into the modern day comic mainstream.

CYBER FROG #1

- **Publisher:** Harris Comics
- **Cover Price:** \$2.95
- **Available:** Now



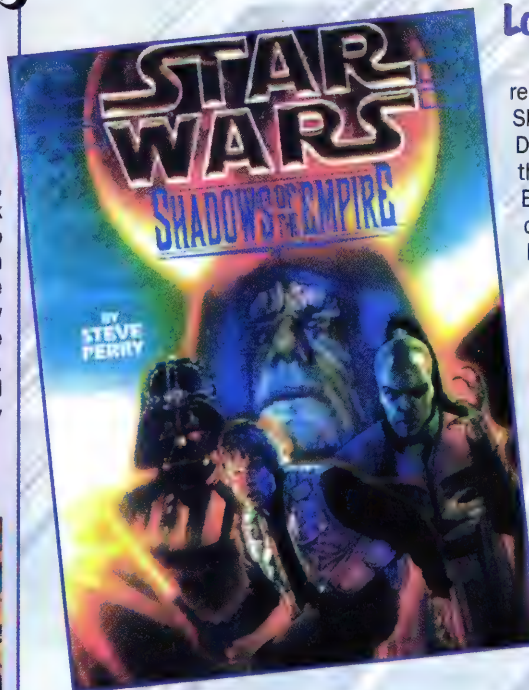
Harris Comics and creator Ethan Van Sciver has made a point in issue one of Cyber Frog that this title is made to offend, humiliate, and throw all social and comic groups into the "loser" spotlight. This issue rips on newly born hard-core groupies, Spider-Man, and it also lifts comic book violence to a new height. The art is fairly good, and the story (while offensive at times) is amusing. Take a whirl with the new amphibian in town, and maybe, just maybe, you'll learn a little about yourself.

AMALGAM SH/MALGAM!



- **Publisher:** Amalgam Comics
- **Cover Price:** \$1.95
- **Available:** Now

The joint marriage of the DC and Marvel universe is something that comic followers has been craving since the dawning of the two companies. Unfortunately, this marriage is full of seams, holes, and dangling mysteries. It would appear from the current stories that the companies met over a 1-976-DATE line and decided to wed the next day. This is some of the worst material that we've seen come out of DC and Marvel. For instance, Batman and Wolverine collide to create the creature of the night, Dark Claw. These characters have nothing in common besides being scary. Take a second and combine two characters of your own and see what you get. We combined Spider-Man and Batman to create Spider-Bat, and Superman and The Hulk to create The Super Greenman. Avoid this universe at all costs and hopefully it will end, or get better.



Look Into the Shadows

Beginning this month a simultaneous release of Steve Perry's novel *Star Wars: Shadows of the Empire* and a six part Dark Horse Comics mini-series kick off the anticipation for the Lucas Arts Entertainment Nintendo 64 game. The comic series tells the lost tale of how Darth Vader and Xizor wooed the attention of the Emperor. This series also shows off a completely different side of Luke Skywalker. The novel and the game take place between *Empire Strikes Back* and *Return of the Jedi*. If you were confused as to what happened in between then you won't have to worry much longer. All our questions will be answered.

Marvel Comics Creates Evil Comic

Last month Capcom Entertainment and Marvel Comics released a limited edition Resident Evil comic. This comic was released as a promotional contest for the game, but hopefully from all the press and the intense story line conceived by Chris Kramer, the comic will launch into a monthly running series.



Mystaria vs. Mystara

As a follow-up to last month's GI News article featuring the legal dispute over the **Sega Saturn** game *Mystaria: Realms of Lore*, we thought we'd tell you about the other party in the fray. **Capcom Coin-Op** and **TSR, Inc.** have created an arcade game entitled *Dungeons and Dragons: Shadow Over Mystara* scheduled to hit arcades soon.

It is still unknown who has won in this dispute over one letter, but try not to confuse the Saturn game with the arcade machine.

Konami Licenses M2 Technology

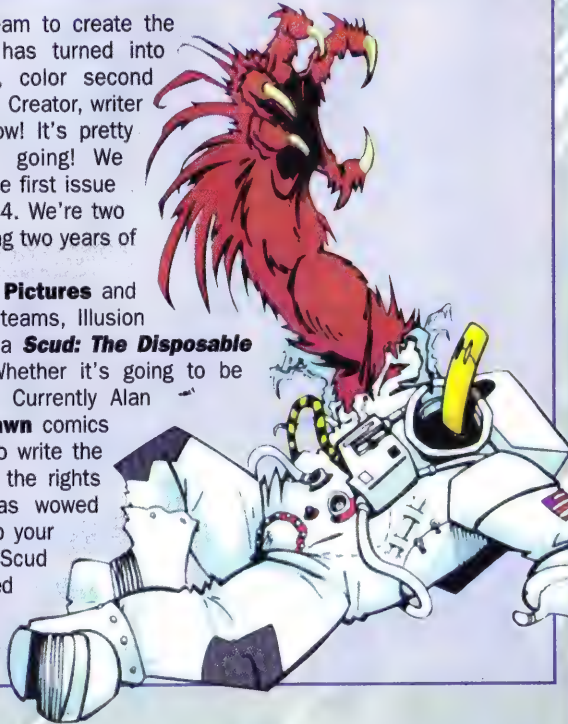
Konami is the first company to license **Masushita's 64-bit M2** technology for use in arcade machine hardware and software. The M2 Technology was developed by the **3DO Company** and acquired by Matsushita last winter. (See Game Informer Vol. VI, Issue 1)

Konami hopes to be the first company to commercially produce 64-bit machines for the arcade. It hopes to release its first product by the end of this year.

Disposable Assassin Not So Disposable

What started as one man's dream to create the ultimate comic book for himself has turned into a media circus of video games, color second printings, and a big time movie deal. Creator, writer and artist Rob Schrab stated, "Wow! It's pretty amazing how quickly things are going! We started this company in '93, and the first issue of **Scud** premiered on Feb. 28 1994. We're two years young and it's been an amazing two years of unreal growth!"

The latest news is that **Cinergi Pictures** and two of **Oliver Stone's** production teams, Illusion and Ixtlan, will create and release a **Scud: The Disposable Assassin** theater bound movie. Whether it's going to be live or animated is still unknown. Currently Alan McElroy, who has adapted the **Spawn** comics for a feature film, has signed on to write the screenplay. **Sega** is still trying for the rights to the Scud video game and has vowed Schrab with animated demos. Keep your eyes peeled for copies of the Scud color reprints and the newly spawned mini-series La Cosa Nostroid, which features Scud's cyber-gangster friends.



What Do Riverdale and Sonic Have in Common?

Archie Comics has stuck by their friendly comic book formula for more years than we can count. Over fifteen titles have spun off from the city known as Riverdale and the characters found within. The title Archie will reach the 500 issue mark within the next three years and Betty and Veronica met the 100 marker last month. Archie Comics also delivers Sega's mascot Sonic the Hedgehog on a monthly basis with insightful humor filled stories involving big blue and his bushy tailed friends.



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.



- | | |
|---------------------------------|--------------------------------------|
| Bomberman 2 - SNES | Military Madness - TurboGrafx |
| NHL Hockey - Genesis | Tempest 2000 - Jaguar |
| Galaga - NES | Aliens Vs. Predator - Jaguar |
| Kid Icarus - NES | Metal Warriors - SNES |
| John Madden Football '92 | Shadowrun - SNES |
| - Genesis | Super Tennis - SNES |

Game Informer's Site O' The Month



Dustin's Saturn Page:
<http://osf1.gmu.edu/~rcushman/>

Dustin Cushman has compiled a wealth of info concerning the Saturn. Also look for his numerous comments in rec.games.video.sega

VIDEO GAME

TRIVIA

- 1 What company published all of the Bart Simpson home video games?
- 2 What was the first game to feature simulated holographic images?
- 3 What are the only three video games in the Smithsonian Institute?
- 4 What name did Coleco give to its expensive computer peripheral for the Colecovision?
- 5 What was the first game to feature female players in a baseball game?

(Answers on the bottom of page 19)



Name That Game

This game by Konami seemed to push the 8-bit Nintendo's graphics to the limit! What game is it?

(Answer on the bottom of page 19)



... DATA FLOW ... DATA FI
FLOW ... DATA FLOW ... DAT

Sony's Naughty Dog

Sony Computer Entertainment America (SCEA) acquired exclusive rights to a **Universal Interactive Studios** character **Crash Bandicoot**. Crash, a fox-like fellow, will star in an upcoming **Sony PlayStation** game that will be debuted at the E3 show this month. Crash Bandicoot is the brainchild of **Naughty Dog**, who are best known for their *Way of the Warrior* game for the **3DO**. SCEA seems to have found themselves a mascot, but it is unclear if that was their intention.

American Technos Claims Independence

American Technos, Inc. broke away from parent company **Technos Japan Corporation** through a buy-out plan. The move was done to give American Technos "the freedom to partner with other developers and publishers around the world." Technos has already released *Geom Cube* for the **Sony PlayStation** and hopes to add four additional PS-X titles this year.

Nintendo 64 Delay Reaches Japan

Citing a shortage of key manufacturing components, **Nintendo of Japan (NOJ)** announced a delay for the Japanese release of the **Nintendo 64** machine. The release has been moved from April 21 to June 23. NOJ also announced that three games will be available at launch. Two of the three titles were not announced, but **Super Mario 64** is a definite.

Don't Touch My Virtua....

A strange but true fact about **Sega's AM2** development team is that they are very protective of the word "virtua." The creators of *Daytona*, *Rally*, and the *Virtua Fighter* series will not let any other development teams at Sega use the title. So when Sega came to name one of their new arcade and Saturn titles, they had to stick the "I" onto **Virtua-On**. If it ain't AM2, it ain't Virtua.

National Gaming Competition Spreads to PC

Catapult Entertainment, creators of the **XBAND** network for the **SNES** and **Genesis**, has expanded their service to provide multi-player games for the PC. Implementing what they call **XBAND RAPID**, Catapult will use a proprietary combination of a private IP service with an ATM backbone, high speed connections between Internet service providers and strategically placed game servers. "Twitch" games such as *Doom*, *Doom II*, and *Hexen* will now be more playable against masters across the country. To find out more about the **XBAND RAPID** service, check out the Catapult web page at www.xband.com.

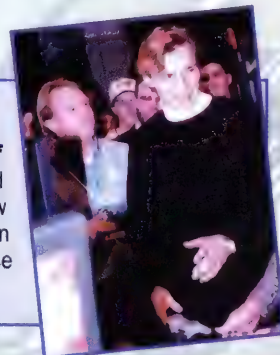
Williams

Williams Acquires a Former Foe

Williams Entertainment, Inc., formerly **Tradewest**, recently acquired console and arcade developer **Time-Warner Interactive**, formerly **Tengen** and **Atari Games**. Time-Warner is best known for their former arcade and console hit *Primal Rage*, but has a long list of games that have formerly graced home machines and arcades under the Tengen and Atari Games labels. Williams Entertainment and its parent company, gaming giant **WMS Industries**, now have control of a vast list of gaming titles that is too lengthy to mention. Williams formally announced that *Return Fire* for **PlayStation** as the first title to be published by the newly merged companies.

Federov Plays the Game

Detroit Red Wing star **Sergei Federov** put Sony's **NHL Face Off** through its paces at a event during the NHL All Star weekend in Boston. Being more adept to the real game, Sergei needed a few pointers to get started at the game that features him on the cover. In the end, Sergei beat Sony Interactive's president Kelly Flock in a close battle. Sergei, of course, played as his favorite team.



Sonic is Coming to Saturn

Sega announced that its trusty mascot **Sonic** will make it to the **Saturn** this winter. Sega representatives are fairly tight-lipped about giving any details of the new Sonic game, but they did say that the development of the game is not being done by Sega's traditional Sonic Team and that the game is not *Sonic Fighter*. The Saturn version will be displayed in some form at this month's **Electronic Entertainment Expo (E3)** in Los Angeles.

Sega's Sonic Team, the creator and developer of almost all of the existing Sonic games, is working on Saturn action game called **Nights**. Game Informer was shown some spectacular gameplay footage recently and we have to say it puts a game like *Bug!* and *Jumping Flash* to shame. **Nights** mixes elements of action/platform and flying as the player maneuvers the character through a very dreamy world. **Nights** will also be on display at the E3 this month.

X-TV!

Bostonian Peter Stephenson has used numerous hours of his free time to write, direct, produce, and edit a new public cable-access series entitled **X-TV**.

With help from hosts Rob Lavender and James Wu, **X-TV** features a variety of subjects including comic books, music, computer animation, and the newest in video games. In a world of the trashy and uninteresting cable-access shows, Stephenson's X-TV has a very professional look and interesting content, (if you're into vids and such.)

Stephenson and crew have already produced around 15 episodes that have begun to air in the greater Boston area. In addition, X-TV is scheduled to appear in Hartford, CT, Tampa, FL, Phoenix, AZ, and Manhattan, NY. Contact your local cable operator or e-mail Stephenson at Dearxtv@aol.com for more info on where you can find X-TV.





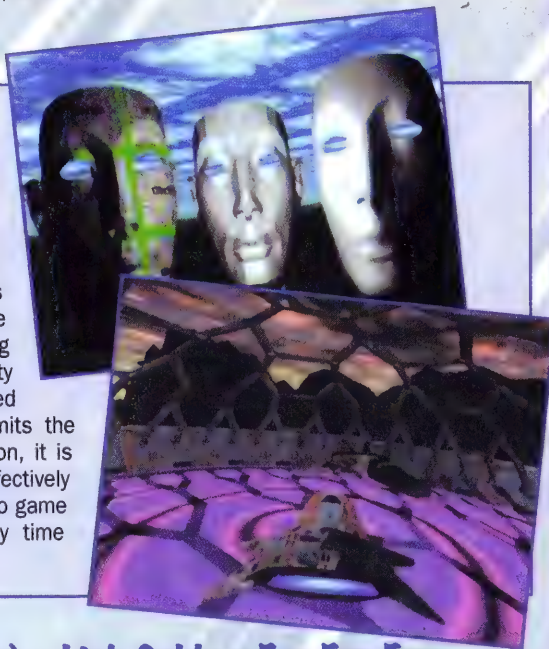
That's Not a Mouse, Or Is It?

Sometimes it seems there just isn't any room for innovation. For instance, who could take the computer mouse any further? A company called

Spectrum might have an answer for that in their new product, the **RingMouse**. This mouse doesn't scurry around your desk, it rests on your finger. Three ultrasonic sensors that attach to your monitor allow the computer to sense exactly where the RingMouse is located, in three dimensions. The technology itself seems to be borrowed from such console game products as the **Power Glove** and the **U-Force**. Will the RingMouse replace the current mouse design? Who knows, but you can get your hands on the complete package for an MSRP of \$99.00.

Omnipresent 3D Hardware or Just Another Chip?

Without getting into the nitty gritty technical aspects, we'd like to tell you about a new 3D processor which has been developed by **NEC Electronics** and **VideoLogic**. The processor is based on **PowerVR** architecture, and it will be useable across various platforms, finally drawing together consoles, arcades, and PCs. The beauty of this processor is that they are not affected by the memory bandwidth bottleneck that limits the performance of other 3D controllers. In addition, it is relatively cheap and so can be utilized cost-effectively by arcades, consoles, and PCs. Is this the video game unification unit we've been praying for? Only time will tell...



(Two Saturns + Two Televisions) x Link Cable = Fun Fun Fun

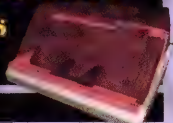
One very important feature that the **PlayStation** had and the **Sega Saturn** lacked was the ability to link up two systems and play games head-to-head against a friend or rival. **Sega of Japan** recently announced that a link cable would soon be released on the long and skinny island country, and that means its only a matter of time before we see it here in the land of excess and indulgence. The first game to be compatible with the Sega link cable in the U.S. will be *Virtual On* (see page 52). With separate screens to play on, this should make a nearly perfect home translation. We can't wait for the cable to come out over here.



Remote Control PlayStation

If you think about racing games, it's a lot like racing a remote control car. So why not use a Remote Control Car style of controller, you might ask? The people at **Joy Tech** asked themselves this very question and decided to produce the **RacCon**. Compatible with all games that work with the **NegCon Controller**, this strange looking device sports a semi-auto transmission mode and true analog control. If you're more comfortable with RC Car controls than steering wheels, this device makes an affordable alternate control for racing games.

Game Informer's Address Book



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Answers

Video Game Trivia Answers:

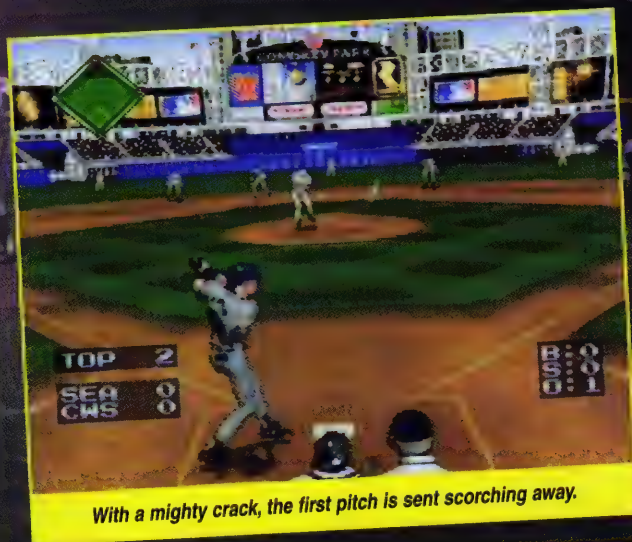
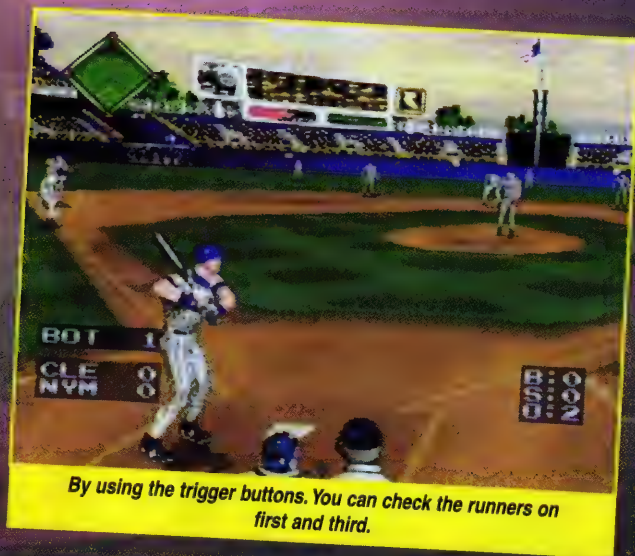
1. *Acclaim*
2. *Sega's Time Traveler* by Rick Dyer
3. *Pac-Man*, *Dragon's Lair*, and *Pong*
4. *Adam*
5. *Baseball Stars for the NES*

Name That Game Answer:

It's *Zen Intergalactic Ninja*, an entertaining 3/4th view adventure!

KEN GRIFFEY JR'S WINNING RUN

Are You Ready for Some Baseball???



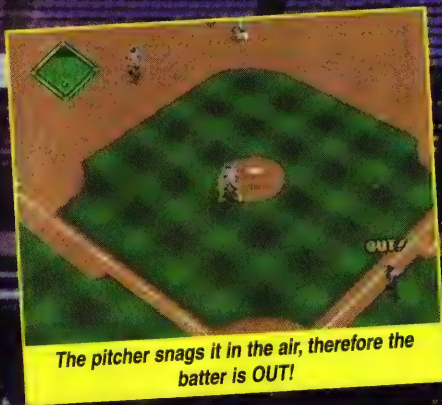
Baseball players may be the hardest working professional athletes in America. Almost every day between April and October, there are baseball games being played all over the country. The season lasts for a grueling 162 game stint (almost twice as many games as any other sport). This is followed by a best of five and a best of seven playoff series leading to the ultimate competition - the World Series. The team that triumphs is showered with kudos and respect by their home town. The real beauty of baseball is that any team can go all the way, not just the team that gets paid the most money. Loading up your bench with high money players never hurts, but it's not unheard of for a group of guys with a lot of spunk and high hopes to go from worst in the league to champions of the world. Baseball might be considered the last professional sport with integrity. This being the case, Super Nintendo owners should rejoice when they hear that Nintendo is releasing Ken Griffey Jr.'s Winning Run for their 16-bit system.

People who remember the first Ken Griffey Jr. game will recall a cartoon-like baseball game with an arcade feel and very little genuine baseball action. They might even assume that the sequel is just an improved version of this style of game, but they'd be wrong. Winning Run has been revamped and souped up into a genuine baseball simulator. Extensive motion capture techniques were used on the near-immortal Ken Griffey Jr. in order to give all of the player animations a realistic baseball look.

Pitching control is done the old fashioned way - in two dimensions. You'll have a choice of five different pitches to throw. Standard, fastball, curve, and change-up are all in your repertoire. In addition, each pitcher has a 'specialty pitch' which can also be thrown. This may be a super fastball, a super curve ball, slider, or even a screwball. Additionally, you'll be able to pick your spot on the mound and control the pitch a little in the air. The standard pitch can be moved the most in the air, while you can affect the other pitches only minimally.

You can adjust your batter's position in the batter's box to the side only. Since there are only two-dimensions of pitching, you'll only have to worry about the left-to-right strike zone. By pulling back on the controller you can try and dig under the ball for long, high hits, or you can push up to keep the ball close to the ground. You can also aim left or right at the moment of impact. With all of this, it would seem that hitting would be a breeze, right? Wrong - this a challenging game for the batter, and it will take some skill before you can knock them over the fence.

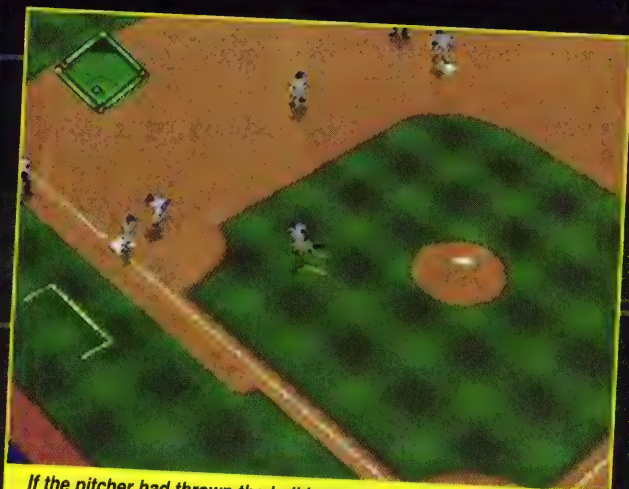
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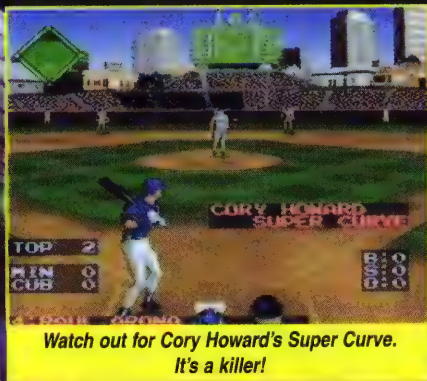
The pitcher snags it in the air, therefore the batter is OUT!



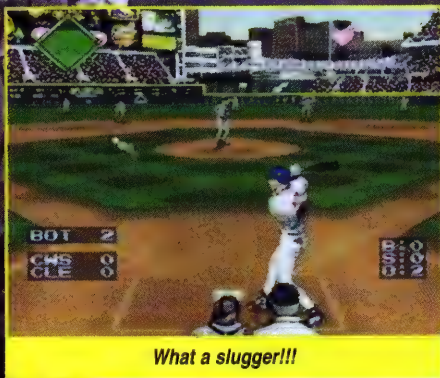
He makes a beautiful snag at the foul line. A genuine golden Glover.



If the pitcher had thrown the ball instead of running him down, that guy might not have stolen third.



Watch out for Cory Howard's Super Curve. It's a killer!



What a slugger!!!

► THE BOTTOM LINE **8.5**

- Size: 32 Megabit
- Style: 1 or 2-Player Baseball
- Special Features: Ken Griffey Jr., Specialty Pitches, Full Season, Short Season, and World Series Play, Controlled Trades, Real MLB Stadiums and Team Names, Auto-Fielding, Fielding Assistance
- Created by: Rareware for Nintendo
- Available: May for Super Nintendo

ANDY, THE GAME HOMBRE

Concept: 7.75 "In this wild zany world we live in Ken Griffey Baseball is perhaps the best baseball Super Nintendo has to offer. Yeah, the play control is only alright...and yeah, it doesn't have the player's license, but it's got great

Graphics: 8.75

Sound: 8.5

Playability: 8 graphics, smooth animation, and the game is fairly difficult to beat. Plus, I really like the addition of the 'super throw' and 'super pitches'. Simply put, you're not going to find anything better than this if you want to play baseball on your SNES. Enough said."

Entertainment: 8

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 7 "First off, I'd just like to say for the record that Ken Griffey Jr. was not harmed in any way during the making of this game. Unfortunately, my review may hurt his and Nintendo's feelings a tad. This game is mediocre at best, and the interface and foundation that runs this baby is fairly generic. Not having the MLBPA gives this game an unrealistic feel, and the game play delivers more of an arcade feel instead of the simulation feel that I think Nintendo was striving for. KGB is fun for awhile, and the season mode may burn interest into some gamers minds, but in the long run I see this little ending up as nothing but a popular rental."

Graphics: 9.25

Sound: 8.5

Playability: 6.75

Entertainment: 7

OVERALL:
7.75

PAUL, THE PRO PLAYER

Concept: 8.5 "The look of this game has drastically improved from the previous installment. The players' animation are excellent and rival scenes found in some 32-bit baseball games. The fielding is very

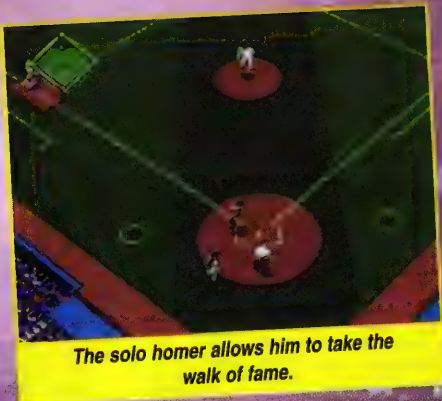
Graphics: 9.5

Sound: 9

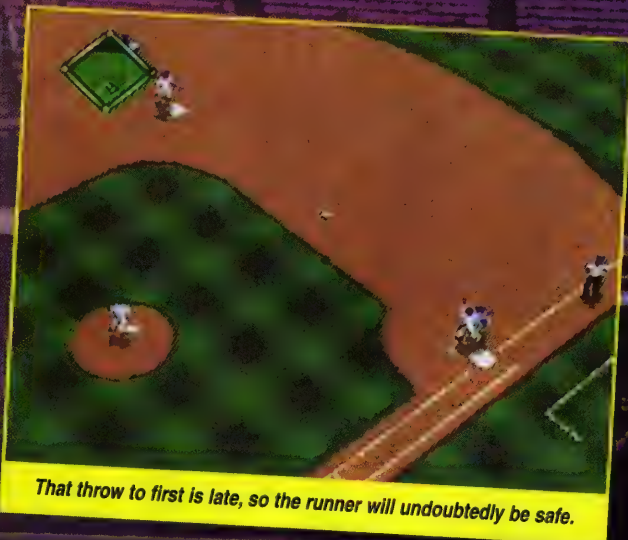
Playability: 9 intuitive which makes it fun to come up with the diving catch or big play. I am disappointed the name change option is omitted, but this version is far more of a simulation than the arcade style of the first Griffey game. The computer is a worthy opponent and competing will take a lot of practice. Griffey is a good baseball package and it's very easy to say that it's the best the SNES has to offer. (Boy, did I go out on a limb there.)"

Entertainment: 9

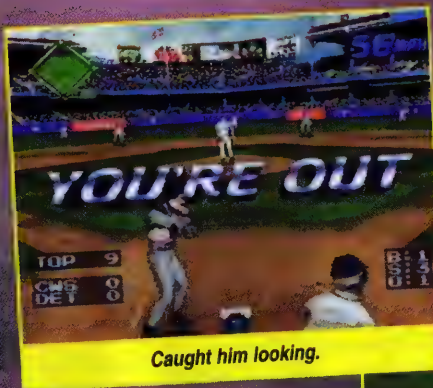
OVERALL:
9



The solo homer allows him to take the walk of fame.



That throw to first is late, so the runner will undoubtedly be safe.



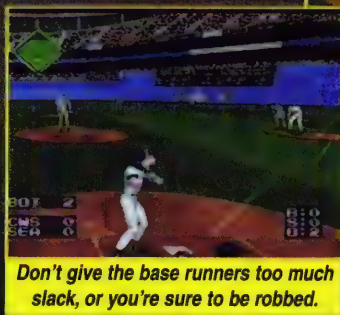
Caught him looking.



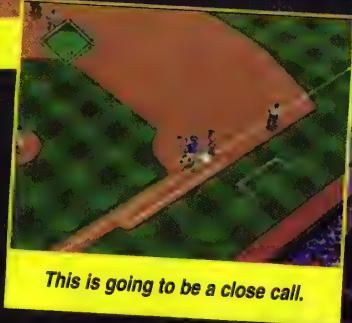
That was a 100 mph throw. Too bad it was outside.



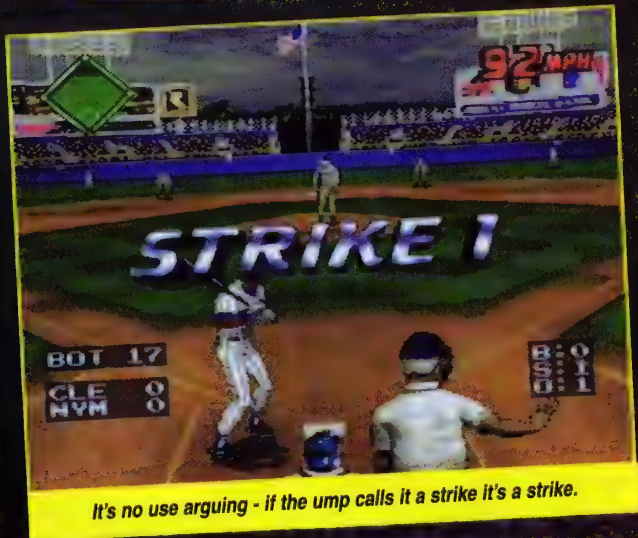
Scoot McKracken has extra incentive knowing that his brother Phil is watching from the stands.



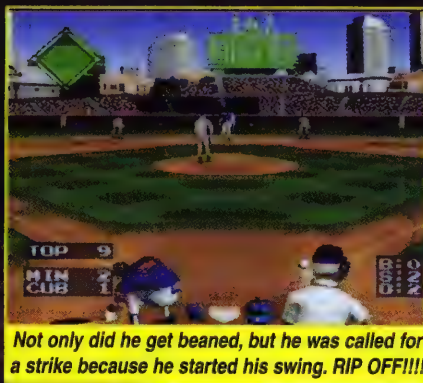
Don't give the base runners too much slack, or you're sure to be robbed.



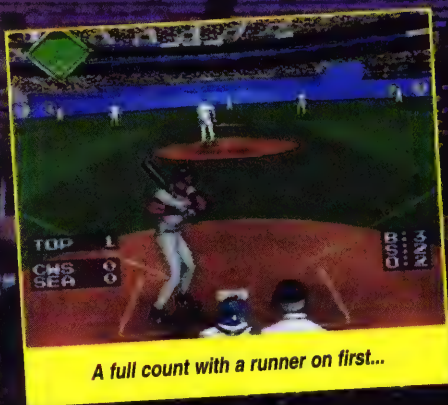
This is going to be a close call.



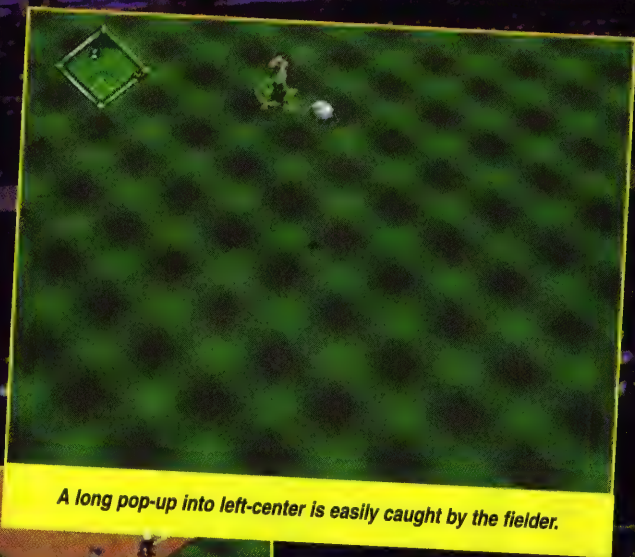
It's no use arguing - if the ump calls it a strike it's a strike.



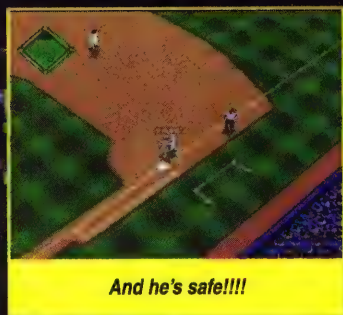
Not only did he get beamed, but he was called for a strike because he started his swing. RIP OFF!!!!



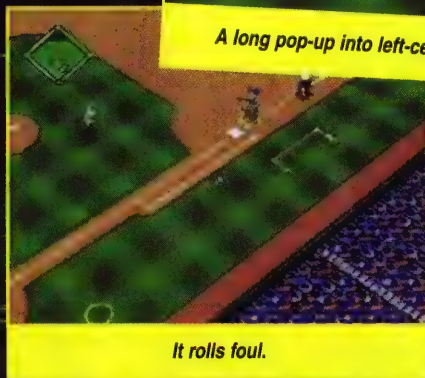
A full count with a runner on first...



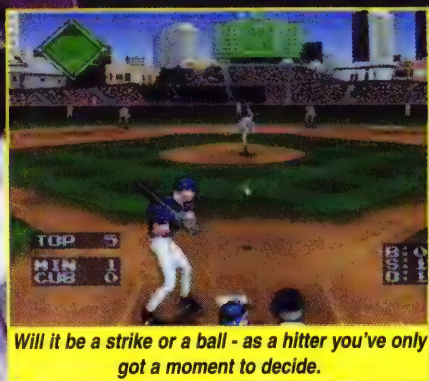
A long pop-up into left-center is easily caught by the fielder.



And he's safe!!!!



It rolls foul.



Will it be a strike or a ball - as a hitter you've only got a moment to decide.



Yep. That's the short stop all right.

In the field, you can turn on auto-fielding so the computer will take care of all defensive play. If this is a bit too much computer interference, you can play with fielder assistance. When you turn this on your outfielders will run towards any balls hit towards them, even if you can't see them on screen. This adds a bit of realism in that easy pop-ups will always be caught. If you're a hard-core control freak, you can turn all of this off and leave everything up to yourself. After stopping the ball, you've got two ways to get the ball back to the infield. A standard throw will move at regular speed and almost always hit its mark. If you need a little more, you can choose a "power" throw. This ball will smoke towards its target, but isn't always that accurate. Your baseman may have to run over to the base after catching it, or perhaps run over to the dugout where the ball landed. The "power" throw should be used with discretion.

It is possible to play a full 162 game season, a half season, or a short 26 game season. More than one team can be human controlled, so you can bring your roommate, sibling, or spouse along for the ride. Want to make the playoffs? You can do it if you try.

Since Nintendo secured the MLB license, you can play with your favorite teams in their home stadiums. Unfortunately, the only player with a real name is Ken Griffey Jr. While the other players may be on the right teams in spirit and skill, they'll have names like Big Magoo instead of Frank Thomas. You won't be able to change their names like you could in the old Ken Griffey game either.

Trades are allowed, but regulated. First of all, Ken Griffey Jr. is not tradable. Other than that, each player is given a value ranking. Only players within five points of each other's value rankings may be traded. Whether this value ranking changes depending on your skill or is set using last year's statistics is undetermined. It is clear, however, that to load your team up with superstars is going to take some serious jockeying around.

Is baseball your bag? Are you looking for a new Super NES game? Are you tired of waiting for new 16-bit product? If you answered yes to one or more of the previous questions then you surely want to check out Ken Griffey Jr.'s Winning Run, coming to your SNES soon.

FINAL FANTASY VII

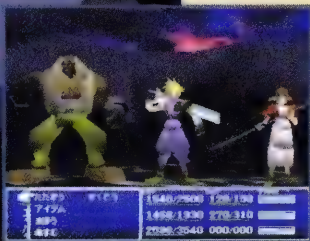
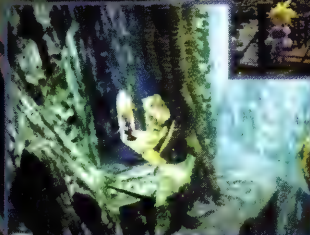
Square's New Beginning on the PlayStation



Breaking away from exclusive development for Nintendo platforms, Square Company will release their first 32-bit game in the form of Final Fantasy VII (FF VII) on the Sony PlayStation. This whopping 2 CD-ROM role-playing game is scheduled to appear in Japan in December. The PlayStation is sure to have a successful holiday in Japan as gamers flock to pick up this game.

It's been over 10 years since Square brought Final Fantasy to the 8-bit NES.

Computer generated artwork will bring players spectacular views.

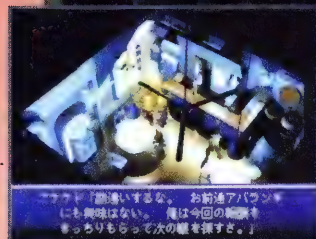


It introduced gamers to an intriguing story and a compelling adventure that secured Square's place in the hearts of role-players everywhere. Square continued its tradition of quality by offering five more installments on

Nintendo platforms in Japan. Although U.S. Nintendo players have only seen three of the six epic Final Fantasy adventures, it can be argued that America only got the cream of the crop.

Square's Final Fantasy VII boasts some interesting features that are sure to dazzle role playing fans worldwide. The entire world in FF VII is being created using computer rendered artwork to offer players unprecedented visuals. In addition, the battle scenes will be polygon-based to offer multiple views of the conflicts. A player will be able to view the battle from a number of traditional views such as 3/4 perspective and overhead. Viewing the battle from the eyes of one of your party members or seeing your character attack from the eyes of an enemy are some of the new battle views that FF VII will include.

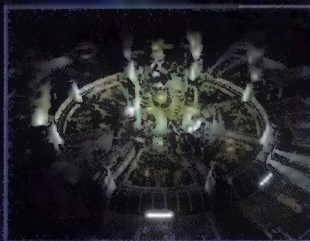
A wide variety of battle views will be at your disposal.



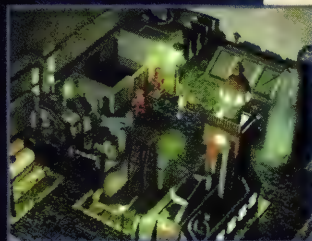
It is still too early to comment on the control interface that this game will have, but Square will probably have something new and exciting in this department.

Securing the next installment of one of the best selling series of games in Japan is a major victory for Sony. Like MK 3, Final Fantasy is a game that will sell systems. With Square's reputation for making some of the best RPG's on the planet, PlayStation owners are definitely in for a treat.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game (RPG)
- **Special Features:** Multiple Battle Views Including Enemy Cam, Polygon Based Characters, Mini Adventure Sub-Plots, Computer Rendered Worlds, Traditional Final Fantasy Battles with Added Twists
- **Created by:** Square Company Ltd.
- **Available:** December in Japan, Early '97 U.S. Release for Sony PlayStation



The world of Final Fantasy awaits!



NBA Live '96

EA Sports Makes Its Next Move

The NBA Live series from EA Sports has reigned supreme on the 16-bit machines for a number of years and is now set to rock the rim on the Sony PlayStation. NBA Live '96 brings all the teams, players (most of them), and courts of the NBA into your living room.

The most notable change in NBA Live '96 as it evolves from 16-bit to 32-bit is, of course, the graphics. Continuing EA's Virtual Stadium feature which was introduced in FIFA Soccer '96, EA Sports recreated all 29 of the NBA teams' courts in all their glory. To view the fast-paced action, 15 different camera views are provided to offer the best possible perspective of all the jumpers, slams, and behind the back passes. In the 32-bit world of polygons and texture maps, EA Sports sticks with a more "traditional" look by using SGI-rendered animation. Although the players look somewhat smaller than in other basketball games for PlayStation, the gameplay speed is a great deal faster. The players are created to resemble their real-life counterparts so you'll see different player heights, hair colors, and other physical features. Dennis Rodman's hair even changes color depending on his mood.

The PlayStation version of NBA Live '96 includes most of the features that are included on the PC and 16-bit version. Season play, which tracks and compiles individual player, user, and league statistics throughout the course of play, is saved through a memory card. Rules settings will allow for competitions ranging from whistle-happy refs calling nearly every infraction to an NBA Jam-style shove fest'. On the fly play calling will allow for the offensive scoring punch or the big defensive stop. One game feature is noticeably missing from this version - the Player Creator option is not included like it was in the 16-bit and PC versions.

EA Sports has a fine tradition of sports games that are filled with numerous hidden players and other goodies. While we are still uncertain as to who or what is hidden in this version, we can only hope for players like Larry Bird and Dr. J to show their faces. NBA Live '96 is a statistician's dream that offers much of what you'd expect from a basketball simulator.



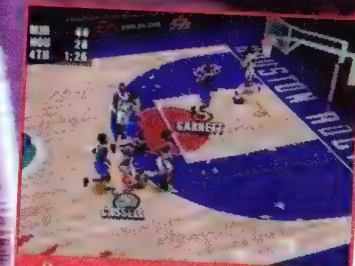
Live '96 includes replicas of all the NBA courts.



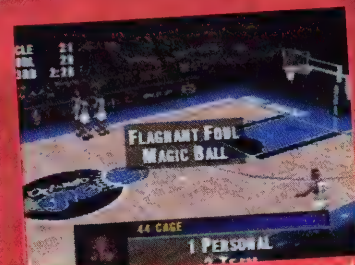
Shawn Kemp does his best imitation of Dr. J.



NBA Live '96 is the only 32-bit basketball game to feature Shaq.



If you choose, players' names will display when they are being controlled or have the ball.



Flagrant fouls often injure players and put them on the bench for a quarter.

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Basketball
- **Special Features:** Season Play with Running Statistics, Player Trades, Adjustable Rules Settings, 15 Camera Views, Game Strategy & Play Calling Options, Dolby Surround Sound, All the NBA Courts, Memory Card Save
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

▶ THE BOTTOM LINE **8.5**

ANDY, THE GAME HOMBRE

Concept: 9 "Although this game sticks true to NBA Live form with lots of options and fast-paced action, this game just isn't as good as it could have been. The graphics and animation are especially disappointing. Players get lost in the pack when you play in the multi-player mode, and the definition and depth of the players is rather poor. This is a fun, 5-on-5, hack-fest that is easy to get into; however, I don't feel that this game has really progressed into the 32-bit realm of basketball."

Graphics: 7.75

Sound: 8

Playability: 8

Entertainment: 8.25

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 8 "Graphically, I think that EA could have been more creative by making the characters look different from the 16-bit versions, and I think that once a pack forms on the court that all the players become one big clump of pixels, but hey, it's (one game a year) EA. The play control is smooth and true to the game and statisticians will rejoice with tons of different statistical categories to view and track for an entire season. Basically, it's the same game that you fell in love with on your 16-bit with a better look and new views."

Graphics: 9

Sound: 8.5

Playability: 9

Entertainment: 8.5

OVERALL:
8.5

PAUL, THE PRO PLAYER

Concept: 9 "This is THE b-ball game for the 16-bit machines, but I can't help but be disappointed with the PS-X version. The player animation and look of the game, other than the courts, are almost the same as the 16-bit. Plus, what happened to the player creator? The music tracks crank some good hip-hop, but the sound effects are still the same old stuff. This game excels in the stats and has loads of adjustable options. The other two PS-X games don't even come close in that dept. Don't expect to be blown away."

Graphics: 8.25

Sound: 7

Playability: 9

Entertainment: 8.75

OVERALL:
8.5

Williams ARCADE'S GREATEST HITS

GOING ALL THE WAY BACK TO 1980

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Classic Arcade Games
- **Special Features:** 6 Memorable Arcade Games on One Disc, Historical Background on Each Game, Video Clip Interviews with Games' Designers
- **Created by:** Digital Eclipse for Williams Entertainment
- **Available:** Now for Sony PlayStation and Coming Soon for Genesis and Super NES

Sometimes you can find them in hotel rec rooms, other times they'll be stuffed in the back of a bowling alley. They are often covered with cigarette burns and if all of the buttons work you can consider yourself lucky. If you do happen to find one, however, you are in for a treat. For these are the machines that brought the medium of electronic gaming to the forefront of American culture. They had an addictive quality and presented such an unconquerable challenge that they sucked the quarters out of millions of pockets. These are the games that raised us, taught us, and satisfied us; now six of them are available for the PlayStation in the form of *Arcade's Greatest Hits* from Williams Entertainment.

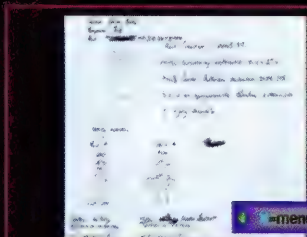
Six old favorites are packed onto one CD. In chronological order, they hit you in the face like a deadly one-two combo. The classic *Defender* tops the list, making its arcade debut in 1980. This side-scrolling shooter revolutionized video games by incorporating the feature of (what else) side-scrolling. Saving a population of 10 people from wave after wave of relentless alien abductors required lightning fast reflexes and the ability to keep track of what seemed like a million buttons. The controls are simplified with the directional pad, but the challenge still remains.

Along comes 1981, and next in line is the less popular but more challenging *Defender II* (more commonly remembered as *Stargate*). This game stuck to the same concept of high speed mayhem, but added a few features. Inviso power added another weapon to your arsenal (and another button to think about). The *Stargate* would transport you to where you were needed most. Finally, if you carried enough humans into the *Stargate*, you could warp immediately to higher and more difficult levels.

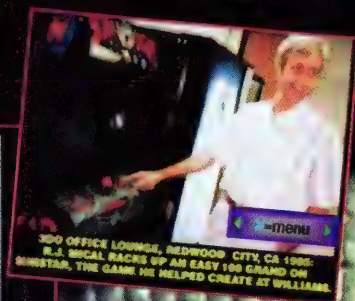
The year 1982 brought a power trio of vids from Williams. *Joust* replaced the fire buttons with the unheard of "flap" button. This game put us on bird-back, side by side with a pal and introduced us to 2-player cooperative play. (Can you beat the "unbeatable" pterodactyl?) *Sinistar* taught us the meaning of fear with actual voice synthesis telling us to "run, run, run" because "I live!!!" For the coup de gras of 1982, we were given the 2-joystick control of *Robotron*. Walking in one direction and firing in the other was a welcome and



LEARN A BIT ABOUT THE GAMES PEOPLE PLAY...



THE VERY FIRST ROBOTRON PRODUCTION SKETCH, DONE BY ERIC GENE JARVIS. MOM AND DAD ARE SCHEDULED FOR APPREHENSION.



300 OFFICE LOUNGE, REDWOOD CITY, CA 1980. R.J. MICAL BACKS UP AN EASY 100 GRAND ON SINISTAR, THE GAME HE HELPED CREATE AT WILLIAMS.



LOSE ALL OF THE MEN AND YOUR PLANET WILL EXPLODE.



HOW MANY QUARTERS WERE LOST TO THIS LITTLE MACHINE?



© Williams BUBBLES



SCRUBBING BUBBLES TO THE RESCUE!!!



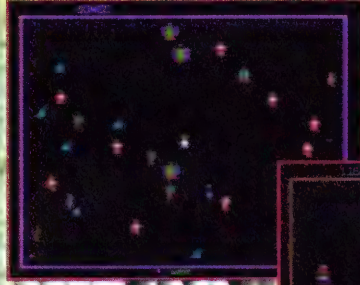
necessary feature as you tried to save the lives of the last human family from levels of psychotic robots, lumbering hulks, evil brains, and large red tank-like fellows.

In 1983, Williams released Bubbles. While Bubbles may not have the recognizable names of the previously mentioned titles, it was an arcade hit nonetheless. You are a bubble who must clean up sink scum and small insects while avoiding brushes, razor blades, and large ants.

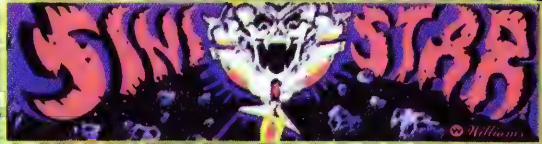
All of these games run on a Motorola 6809 emulator and include all of the nuances and bugs of the original machines. You'll also have a chance to study the history behind all of these greatest hits, and view video clip interviews with the game's original designers.

Are your fingers itching for some fast paced action? Would you like six arcade machines in your home? Are these games a lot harder than you remember, or are you just not the game master you thought you were? Answer these questions and more when you play Arcade's Greatest hits on your Sony PlayStation.

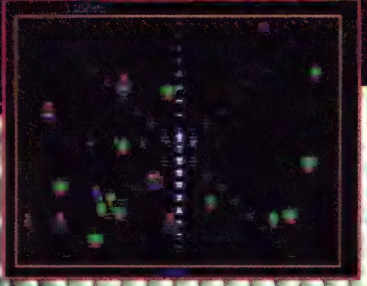
© Williams ROBOTRON: 2048



VOICE SYNTHESIS ADDS TO THE EXCITEMENT OF SINISTAR!



ROBOTRON COULD BE ONE OF THE MOST INTENSE GAMES OF ALL TIME.



STARGATE FEATURES A WARP - SIMPLY CARRY ENOUGH MEN INTO THE TRANSPORTER.

© Williams DEFENDER II



ANDY, THE GAME NOMBRE

Concept: 7 "Alright...way cool twitch games from the eighties! Now these are the games I played when I was just a wee youngster. Unfortunately, I seem to remember them as being a lot easier than this, but who cares?"

Graphics: 7

Sound: 7

Playability: 7.5 This is easily the best classics collection you can buy. Sinistar is just plain hard-core, Robotron is a frenzied free for all, and Joust is a classic two-player masterpiece.

Entertainment: 7.75

OVERALL:
7.25

▶ THE BOTTOM LINE 7.25

REINER, THE RAGING GAMER

Concept: 7.75 "Here's a chance to get your hands on your favorite childhood classics, or if you're a new face in the gaming world, then here's a chance to learn a fact or two about the forefathers of today's shooters and action games.

Graphics: 8

Sound: 8.25

Playability: 7.75 It's hard to review this six pack, simply because these games are out of their time, and you really can't compare them to today's standards. Basically, they've all remained the same. There isn't a souped up 3D mode or new levels; it's the same thing you played when you were a smaller version of yourself. A good buy for classic gamers."

Entertainment: 7

OVERALL:
7

PAUL, THE PRO PLAYER

Concept: 8 "If you were born after 1980 these games might not be very exciting. If you're into nostalgia, these are worthy of a look. I found the history text and accompanying video clips to be very interesting. The reproduction of the games is outstanding. From the voices in Sinistar to the sound of knights being created in Joust, this game is truly a blast from the past. It is also a nice tribute to the games' creators. It was fun to relive some of my teenage arcade escapades, but after a few plays it was time to put the game down. It's nice to visit the past, but not to live there."

Graphics: 5

Sound: 8

Playability: 8

Entertainment: 7

OVERALL:
7.5



FORMULA 1 WORLD CHAMPIONSHIP

Sony's Looking for Racing Realism

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing (2-Player with Sony Link)
- **Special Features:** 17 Authentic Tracks, Real Drivers and Teams, 7 Racing Views, Replay, Two Racing Modes, Commentary, D-Sound, Analog Control Compatible
- **Created by:** Bizarre Creations For Sony Interactive
- **Available:** July/August for Sony PlayStation



Realism even includes the racing sponsors' logos.

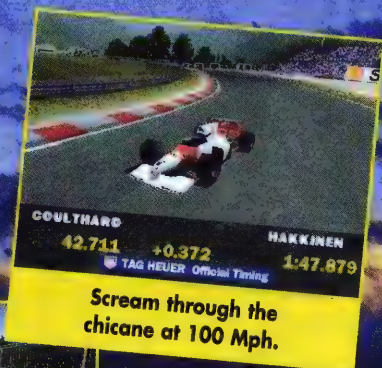
Formula racing has always had a spot on video game consoles. Notable games like Super Monaco GP, Formula One, and F1: Beyond the Limit brought the excitement, speed and glamour of the Formula One world to 16-bit. Thanks to the efforts of Bizarre Creations and Sony Interactive, PlayStation owners will now have a racing game in which they can take part in Formula 1 racing, aptly named Formula One World Championship.

Sony has secured the 1996 Formula One license which means that the player will race against authentic drivers like Nigel Mansell, Damon Hill, and the controversial Michael Schumacher. Along with the drivers, all of the cars' constructors such as Benetton, Williams, and Ferrari are used to recreate 26 authentic cars. All 17 circuit

courses are modeled after official surveyor's statistics and video footage to recreate the entire look of the raceways.

F1 will feature two game modes: Arcade and Grand Prix. Arcade will be a "low" simulation mode that will concentrate more on a Ridge Racer style of gameplay. Grand Prix mode will be an "all-out" simulation featuring car settings, pit stops, and strategy. Either mode will allow for options such as practicing, weather conditions, and car damage toggles. A Sony Link option will allow for two-player races and will also include a "TV Coverage Mode." This mode is a one-player game that displays multiple camera views and commentary for the race on the second TV or monitor.

Bizarre and Sony have set out to create the most realistic and comprehensive racing simulation ever to hit a console. Will F1 live up to the hype and make good on its goals? Things are shaping up nicely so far. You'll have to be the final judge when F1 hits the shelves this summer.



Scream through the chicane at 100 Mph.



Real Formula One drivers including the nasty Michael Schumacher.



Virtua Racing? No, it's Formula One from Sony.



17 authentic circuits make you believe that you're actually there.



F1 will feature a number of driving views including TV cam.



The Pitch Looks to Be In Prime Condition



Charging in from the corners can be an effective way to score.

Soccer has never gained notoriety here in the States the way it has throughout the rest of the world. Perhaps we can't get used to a game whose outcome is often decided by the single goal scored in ninety minutes of play (since our attention span rarely stretches more than a few minutes). It is important to note that there is a big difference between watching and playing, and the widespread popularity of soccer among primary and secondary schools can attest for this. One could also draw this conclusion from the number of video soccer games available in the United States. The most recent example of this is Interplay's VR Soccer '96 for the PlayStation.

The rendered players move with great fluidity due to the extensive motion-capture that was used in the game's development. In addition, these beautiful graphics can be viewed from many camera angles, including a rotating camera which constantly circles the action. In the replay mode, you'll have even more camera options as you can watch goals and penalties from the "referee cam." And to sink yourself right into the action, replays can be viewed from a first-person perspective through any player on the field.

Over forty teams are available to use in season, friendly, or cup mode, and the announcer knows the names of every single player in the game. When he's not making fun of how badly you play the game, he'll tell you who's passing to who.

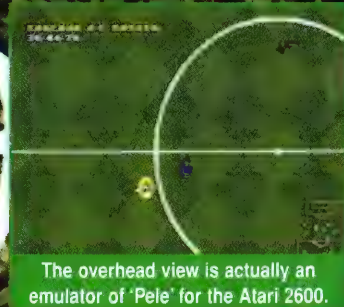
Are you a soccer nut? Can't get enough of the game? Then Interplay's VR Soccer '96 is right up your alley.

ANDY, THE GAME HOMBRE

Concept: 5 "Man-o-man they should have called this game VR crap, because that's about the best way to describe it.
Graphics: 5 The play control is absolutely
Sound: 3 horrible. You can barely shoot, the passing is horrific, and announcer
Playability: 2 says the same stupid things over and over. Luckily, there are tons of
Entertainment: 2 Soccer games out for the PS-X and Saturn that are a lot better than this one, so please - I beg you - buy one of the others!"
OVERALL:
3.5



On a free kick some of your players have the privilege of forming a human wall. Ouch!



The overhead view is actually an emulator of "Pele" for the Atari 2600.

REINER, THE RAGING GAMER

Concept: 6 "It seems that soccer games can be really freakin' good or unbelievably
Graphics: 8.25 horrid. VR Soccer is one of the few titles that falls right in the middle into
Sound: 7 the mediocre category. The animation and polygon graphics are beautiful,
Playability: 3 and 42 international teams is a pretty nice number, but the game play stinks
Entertainment: 4 like an old man's smelly sheets. Passing doesn't have to be an option
OVERALL: in this game. Dribble old spotty up the field and score! Take ten players off
5.5 each team and this could be the first NBA Jam soccer title! I like soccer games that are done right, but this one doesn't cut the grade. It's okay, but nothing compared to EA's FIFA series."



The old penalty shoot-out - a soccer staple.



Finally you can see what the referee sees through the magic of "ref-cam!"

PAUL, THE PRO PLAYER

Concept: 8 "This game has all the bells and whistles. Tons of views, excellent
Graphics: 8 sound, and a killer replay mode are all found in VR Soccer. On the other
Sound: 8.75 hand, the play control really stinks. I'd hit the pass button and just try to
Playability: 1 guess where the ball was going. Is it going to fly all the way up field? Or
Entertainment: 1 is it going to be a slow dribbler to no one? Shooting is equally as bad. The ball physics also seem very
OVERALL: wacky and the goalie always dives at simple saves. Do yourself a favor
5.5 and stick with the other soccer games available."



Germany wins! Germany wins!!! Let's trample somebody!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Soccer
- **Special Features:** 42 International Teams, Real Time Commentary w/Player Names and Snide Remarks, World Cup Play, Season Mode, Memory Card Save, Multiple Camera Views
- **Created by:** Gremlin Interactive for Interplay
- **Available:** Now for Sony PlayStation

▶ THE BOTTOM LINE 4.75

STEEL HARBINGER

DEATH HAS A NEW NAME

One being stands above all the others and delivers fear into the hearts of the wicked with a rage of hate – her name is Steel Harbinger. Before the killer within took control of her emotions, she lived a normal fleshy human life style. Nothing in the world can save her until her need to be savior is fulfilled. Her mission is to rescue the innocent from the evil hand of power that currently rules the Earth. Not until this force is dissolved will she be able to feel the comfort of love and freedom.

Mindscape delivers this tale with high intensity in their new third-person action/adventure title – Steel Harbinger. Graphically, this title is fairly impressive to look at. All the characters are extremely detailed, and the 3D terrain is abundant with realism and quality. We're not sure how many levels are packed into this disc, but we are sure that each and every one is going to be enormous and extremely difficult. The gameplay is comparable to an outdoor Loaded with a pinch of Shadowrun, and play ranges from bloody temper tantrums to hunting for a needle in a haystack.

Steel Harbinger has the diversity that will draw gamers in to take a good long look. This day won't arrive until late summer for the majority of the gaming populous, but don't fear, the loyal GI staff will keep this title under close observation, and fill you in on the latest. If it sucks, we'll tell you "It sucks!" ■

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Camera Zooms, Multiple Weapons on Pick-Up, Three Vehicles, Enormous Levels and Missions, Flying Body Parts and Machine Gun Totin' Dogs
- **Created by:** Mindscape
- **Available:** Summer for Sony PlayStation



Did I do that?

Red... Yellow... Green! First!



Metal while this stuff hits the under-world!



Steel Harbinger follows you to drive a semi, tank, or hover craft across a fully interactive 3D terrain.

PO'ed

Don't Get Mad... Get Even

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action Adventure
- **Special Features:** 25 Levels, 3D Map Mode, 10 Crazy Weapons, Surround Sound with Doppler Effect, Memory & Password Save, New Training Game
- **Created by:** Any Channel for Accolade
- **Available:** Now for Sony PlayStation

	Andy	Paul	Vinny	Reiner
Concept:	8	8.25	4	7
Graphics:	8.25	8.75	4	4
Sound:	7	9	9	5
Playability:	7	8.5	7	4
Entertainment:	7	8.5	5.5	3.5
Overall:	7.5	8.5	6	4.75

THE BOTTOM LINE **6.75**

Any Channel, the creators of PO'ed, developed this game primarily in the dining room of one of the designers. It was published by Any Channel for the 3DO and released a few months ago. Accolade was quick to snatch up the right to publish PO'ed for the PlayStation. This game is basically a port of the 3DO version with added speed and better sound effects.

The plot of PO'ed is not unlike the film Under Siege in that you are a cook who must take on foes who have invaded your space ship. Armed, initially, with just a frying pan you must navigate the ship to destroy the aliens, acquire new weapons, and get out alive.

PO'ed includes 25 levels of mayhem that can be played on one of three difficulty settings. The first two levels are fairly basic, but it becomes much more interesting and dynamic once the jet pack is acquired in the third. The jet pack is essential to navigating the huge, multi-story levels of PO'ed.

PO'ed is an entertaining and humorous twist on the basic first-person games available. It will offer numerous hours of challenge and fun.

ANDY, THE GAME HOMBRE

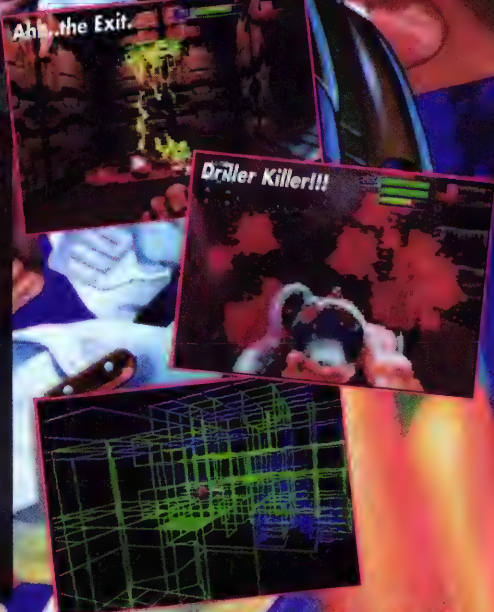
"For a Doom rip-off PO'ed is not bad, though I wish the graphics were a little better and the gameplay slightly more refined. Not bad, but not great!"

PAUL, THE PRO PLAYER

"PO'ed starts off very slow. Once you're past the third level it becomes much more entertaining. It's no Doom, but better than many games of this kind."

VINNY, THE VIDEO VIGILANTE

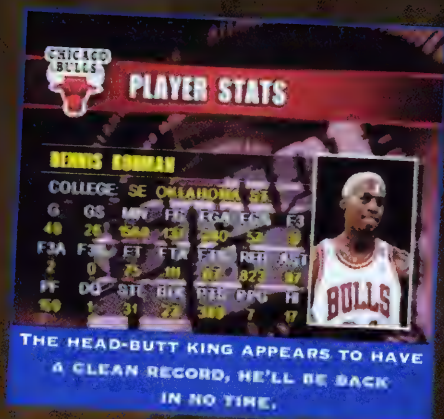
"If you've played Doom, this game just won't compare. If you haven't played Doom, why don't you?"



Ah... the Exit.

Driller Killer!!

NBA Shoot Out



CHICAGO BULLS

PLAYER STATS

DENNIS RODMAN

COLLEGE: SE OKLAHOMA ST

G	GS	MP	FG	FGA	FT	FTA	REB	AST
40	28	34	13	30	10	20	20	10
F3A	F3M	FT	FTA	FT%	REB	AST	PF	DD
2	0	25	11	87	022	87	10	1
PF	DD	STE	BLK	REB	DDG	FT		
10	1	31	22	310	7	17		

THE HEAD-BUTT KING APPEARS TO HAVE A CLEAN RECORD, HE'LL BE BACK IN NO TIME.

▶ **THE BOTTOM LINE** **8.5**

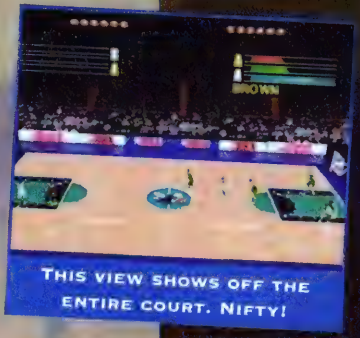
Sony is a fresh face in the sports market, but so far they've passed the test with flying colors. NFL Game Day and NHL Face Off both hit best selling marks, and their newest, and first basketball title NBA Shoot Out will more than likely fall into the same place. Dethroning the current sports game developer extraordinaire Electronic Arts may never happen, since Sony's titles are PlayStation exclusives, but they may draw enough interest to convince hard-core sports game players to side with the PlayStation as the sports playing machine.

Motion capture techniques were used to capture the livin' large movements of the NBA. In order to make sure the movements were the best they could be Sony hired their own NBA guinea pig from the Golden State Warriors. Latrell Sprewell was filmed dunking, soaring, passing, falling, and even standing motionless. The result? Superb animation and realistic character motions. Sony even went as far as texture-mapping every character with their own faces and jerseys. Most of the NBA players are here; some were left out due to previous engagements with fast food chains and shampoo companies, but most of the stars are here for you to control.

The only flaw with NBA Shoot Out is that it doesn't have that many options. Season stats are not tracked, and injuries and head fakes are not included. On the bright side to this downer, Shoot Out scores big in the gameplay category. The action is fast paced and full of plays. More dunks than you can shake a stick at are included and each and every one is replayed in slow motion (though this option can be disabled). Up to eight players can compete in this glorious five-on-five arcade simulator.



THE "PUMPED-UP" DLE BROWN SOARS OVER THE DEFENSE AND SLAMS IT!



THIS VIEW SHOWS OFF THE ENTIRE COURT. NIFTY!



WHAT A DUNK!



FOR THREE!

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Basketball
- **Special Features:** Slow Motion Replays of All Dunks, All the NBA Teams and Player Names (Except Jordan, Shaq, and Barkley), Three Difficulty Modes, Player Trades, Game Stats, Different Defensive and Offensive Plays, and Texture-Mapped Player Faces and Jerseys
- **Created by:** Sony Interactive Sports
- **Available:** Now for Sony PlayStation

PAUL, THE PRO PLAYER

Concept: 8 "Sony's first effort at basketball, like its hockey and football games, is not without game quirks. Computer players seem to be faster than the

Graphics: 8.25

Sound: 8 player you control, players often get hung up on other players, and the

Playability: 8.5 multi-player game only allows for control of one player. Yet, I find this

Entertainment: 8 game to be very entertaining, especially against one or more people. The polygon players look very realistic and going for steals and blocks on defense is challenging. Although this game doesn't have the stats and options of NBA Live, it makes up for it in looks and interesting play control. Shoot Out is at the top of the heap."

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.75 "With the birth of NBA Shoot Out I think it's safe to say that Sony has become a real contender in the sports market. NBA Shoot Out brings forth a great arcade feel with in-your-face dunk replays, and fast

Graphics: 8

Sound: 8.25 NBA action. Keep in mind, though, that this is not a statisticians game.

Playability: 8.75 It tracks a full season, which features the real '96 schedule and team players, and the player attributes are right up to par. Mostly I see this title as a good party game, there aren't that many options for one-player to get into, nonetheless 2-8 players can enjoy jamming each others face for hours!"

Entertainment: 8

OVERALL:
8.5

ANDY, THE GAME HOMBRE

Concept: 7.5 "This game drives me nuts. It's one of those games that you really like playing, but there are just a couple of tiny things wrong with it that will

Graphics: 8.25 drive you freakin' crazy! OK, I like the graphics and the sound effects,

Sound: 8 but Pong has more options than this game. Where are the options? Plus,

Playability: 8.5 why can't you jump forward and up at the same time? That just drives me bonkos! Luckily, there is a lot to like about this game. The multi-player mode is great (though being able to change players would have been nice), the control is precise, and the game is as entertaining as it is difficult. A very good game that is even better multi-player!"

Entertainment: 8.5

OVERALL:
8.5

Jumping Flash! 2

Sony's exclusive towering rabbit of death – Robbit – is making his whereabouts known again with a sequel to last year's first rabbit simulator Jumping Flash. This time Robbit won't have to worry about knocking heads with the planet stealing Baron Aloha. In fact, with the arrival and threat of the new creature on the block, Captain Suzuki, Robbit will have to rescue Aloha from the danger. This rabbit may not be too happy with this new ally, but he'll need his help if he wants to save the galaxy – again.

Jumping Flash 2 is guaranteed to deliver the same heart stopping action as the first. From what we've seen there isn't that much of a difference between the two. The differences you'll notice are minute and in the form of new levels, collecting MuuMuus instead of carrots (how will he get his fix?), and new enemies. The new levels take Robbit from Hawaii to Japan, and even to thrilling outer space.

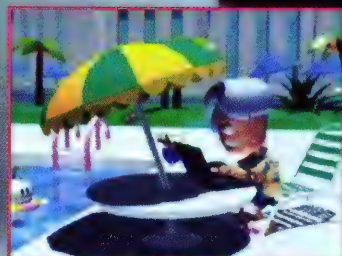
From one rabbit simulator to the next, not much could really be expected, and Sony has already acknowledged this. Right now Sony of America doesn't know if this title will make it to the States due to lack of demand. Basically, if you want to play a fully translated rabbit simulator again you'll either have to relive the enjoyment of the first, or get on the horn and let Sony know how you feel about rabbits and carrots coming to the US. It would be great if this title came over, and this movement does get the GI approval, but the true judgment lies in the hands of Sony.



Dude! There's a piece of glass stuck to your noggin.



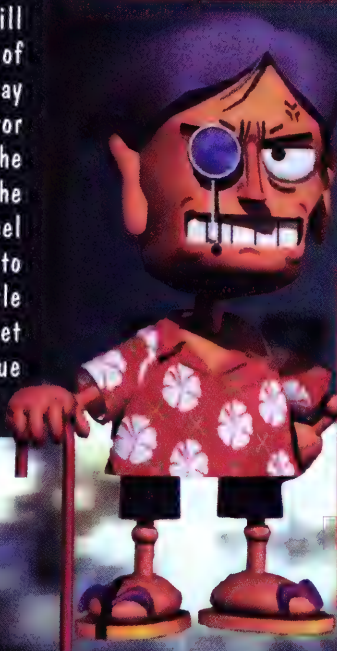
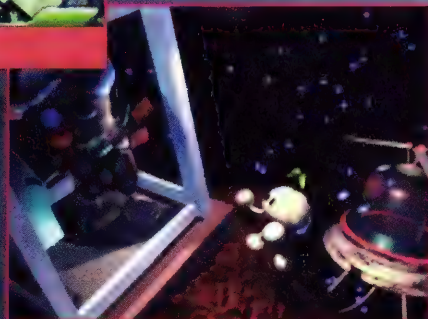
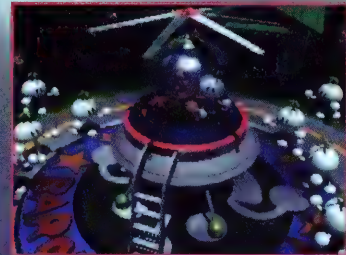
This world of darkness is wonderful!



Ugh! The sun is burning my neck! Must move the umbrella!



Don't fear Robbit is here.



Call him pathetic if you'd like, but Robbit would rather go around this bouncing blue ball field.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action/Jumping Simulator
- **Special Features:** Save Game Option (1-3 Blocks), Six Worlds With Three Stages Each, Mega Jumps, Bonus Stages, and Dynamic New FMV Segments
- **Created by:** Exact MuuMuu for Sony Computer Entertainment
- **Available:** Now in Japan for Sony PlayStation

ONLY IN
JAPAN

ShredFest



When snow starts to cover the mountainous areas of the world, there are some (slightly insane) members of the population that start to get the itch. It's not an itch to do anything illegal or even socially unacceptable, but an itch to risk their lives for entertainment purposes. The only thing that can possibly scratch this itch is to strap a piece of wood to their feet and go really fast down the side of a mountain. It's dangerous, it's bizarre, and it's a heck of a lot of fun. The sport is called snowboarding, and it's coming to the 32-bit consoles next year in the form of Shredfest from Electronic Arts.

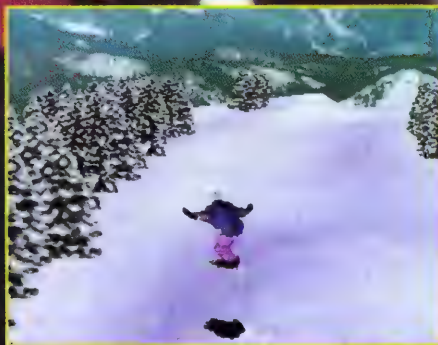
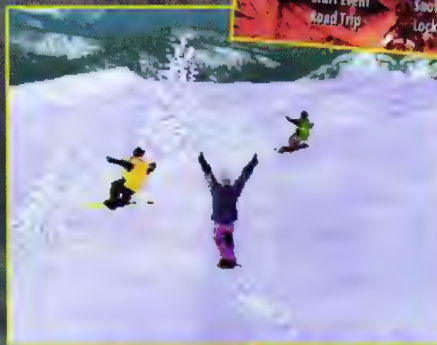
There have been snowboarding games before, but for the most part they've pretty much sucked. The problem was that they just didn't focus on tricks, which is the true joy of snowboarding. To solve this problem, EA went straight to the top. They gathered together some of the crazy people that choose to make this sport their profession (we met one, and trust us, he's bonkos). Not only did they incorporate their form into the game with motion capture techniques, they used their opinions to help make this a more accurate snowboarding experience and a more entertaining game to play.

While in the very preliminary stages, this game seems to have an emphasis on tricks. These tricks will be performed with different controller inputs (sort of like special moves in a fighting game). Jumps and speed will also have a strong influence in Shredfest. It is also reportedly full of little things like the ability to land on someone's picnic table and interfere with their lunch. Of course, a half pipe will be available for the serious hot-doggers.

That's about all we know for now. We will definitely be giving you updates on this highly anticipated game from EA as it becomes available. Until then, try to enjoy the summer.



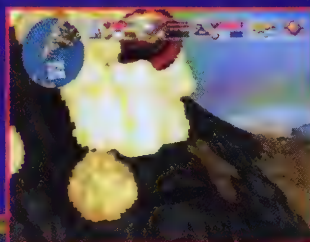
- **Size:** 1 CD-ROM
- **Style:** 1-Player Snowboarding Simulator
- **Special Features:** Extensive Motion Capturing and Design Consulting by Professional Snowboarders, Tricks, Snow Bunnies, Multiple Modes Including Half Pipe, Jumps, Ollies
- **Created by:** Electronic Arts
- **Available:** September for Sony PlayStation (Sega Saturn)



Magic Carpet

The PC Hit Comes to the Saturn and PlayStation

- Size: 1 CD-ROM
- Style: 1-Player First-Person Action/Strategy
- Special Features: 70 Levels, 24 Different Spells, Customizable Control Settings, Memory Save, Plenty O' Mana
- Created by: Krisalis/Bullfrog Productions for Electronic Arts
- Available: Now for Sony PlayStation and Sega Saturn



Humm...Mana.



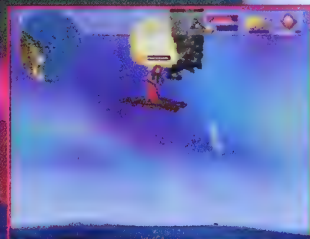
Refer to the map scroll to survey the land.



Your balloons await the mana that will spill from these dragons.



The Volcano Spell is easily the most devastating and spectacular attack.



Battle other wizards for the precious mana.



This level requires that you escape a huge maze before you build a castle.



The dreaded Wyvern is not something you should take on in the open.

Bullfrog Production's Magic Carpet entered the PC market with a fury in 1994. Globalizing on the genre of first-person perspective games, Magic Carpet offered a new twist to numerous Doom "rip-offs" by incorporating elements of flight simulators and role-playing games. Now, PlayStation and Saturn owners get the chance to experience the mystical quest of wizards, carpets and mana. This version of Magic Carpet actually includes the original PC levels and an additional 20 levels from Magic Carpet: The Hidden Worlds.

In the game you take the role of a wizard's young apprentice who has acquired the difficult task of restoring equilibrium to the world. Wizards have long known the art of extracting mana from the creatures of nature, and this is your primary task. Cruising on a swift rug you must destroy dark beasts such as the mana-eating crab, sea-going Kraken, and the deadly fire-breathing Wyvern to unleash their mana. Mana is the root of success in Magic Carpet. With it you'll be able to build a fortress, cast spells, and eventually restore the world's equilibrium.

A typical level of Magic Carpet involves first securing enough mana to construct a castle. From there, snag more mana to fortify this structure while defending it from creatures and other wizards. Also, scour the landscape for spells and other goodies. Throughout the game's 70 levels you'll be able to acquire some devastating and useful spells. A total of 24 mana-spells can be collected.

Magic Carpet is an enjoyable and vivid magic carpet simulator that will offer many hours of excitement. Anyone who enjoys first-person style shooter should give it a look.

ANDY, THE GAME HOMBRÉ

	Saturn	PS-X
Concept:	7	7
Graphics:	8.25	9
Sound:	8.25	8.25
Playability:	8	8
Entertainment:	7	7
Overall:	7.75	7.75

"I really think Magic Carpet is a good game, but I just can't get over the fact that I just get bored playing it. Yeah, it's got lots of levels. Yeah, there are tons of spells to collect. But then I think about how the terrain never looks any different, or that you don't really do anything different other than killing harder enemies. Yes, I will admit that the first time I played this game I was really impressed, but as I worked my way through the levels I got less and less enchanted. If you want this game and have to choose between systems I would definitely go with the Saturn version, otherwise, I'd just go with something else."

PAUL, THE PRO PLAYER

	Saturn	PS-X
Concept:	8.25	8.25
Graphics:	9	8.75
Sound:	8	8
Playability:	9	8.25
Entertainment:	9	8
Overall:	9	9

"With a ton of levels, Magic Carpet will offer a massive amount of playing time. I like the mix of levels that take from 15 minutes to well over an hour. Control is extremely solid in both versions and they look almost identical. The Saturn has a slight edge in the graphics department. The sound is O.K., but the music soundtrack is limited. It also would have been nice to see a 2-player link game. I found it somewhat redundant at times because you just hang out over your castle and take out everything that comes near. Still, it requires a good amount of strategy and luck to progress. If you enjoy games like Doom and Descent, give this a try."

REINER, THE RAGING GAMER

	Saturn	PS-X
Concept:	8.5	8.5
Graphics:	8.5	9
Sound:	8.5	8.5
Playability:	8.75	8.25
Entertainment:	8.5	8.5
Overall:	8	8.25

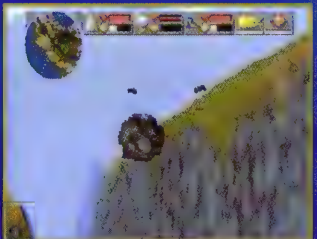
"Magic carpets, sorcerers and Djinnis oh my! Finally, my wait to play this game is over. I denied the PC version and decided to sulk in Magic Carpet denial until I could play it on a next generation console machine. Bullfrog and EA delivered above and beyond what I expected. The graphics and control are supreme for both systems, but the PlayStation version topples the Saturn offering with enhanced backgrounds and smoother play. Nothing can compare to the concept of gameplay featured here. Both versions are brilliant pieces of work that feature over 70 levels of intense first-person magic."

▶ THE BOTTOM LINE:

SATURN: **8.5**
PLAYSTATION: **8.75**



All is quiet over your castle for the moment.



Where'd that ROCK come from?



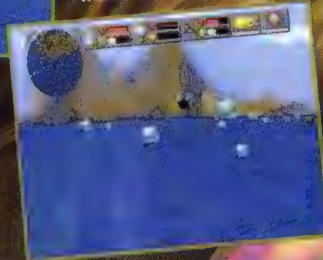
Use the Possess Spell to secure the mana and your balloons will be on their way to scoop it up.



The purple wizard's castle. I think I'm gonna' knock it down.



Where there is loose mana, other wizards are sure to return.



I do believe tranquillity has returned to the land.



The Kraken will tetter themselves to you. Don't take 'em on unless you've got the Lightning Spell.



BAKU BAKU

It's Gotta Be the Animals?

- Size: 1 CD-ROM
- Style: 1 or 2-Player Puzzle
- Special Features: Three Skill Levels, Speed Settings, Introductory and Ending Full Motion Video Clips, and Baku Baku Animal Power-Up Munchers
- Created by: Sega
- Available: June for Sega Saturn



WOW! LOOK AT THAT 3D RABBIT!



THIS NURSE HAS ALL THE RIGHT REMEDIES TO TAKE YOU DOWN. WATCH HER BITE!



PLACE THE DOG ON THE BONE!



IT'S A CLOSE GAME, AND ANYONE COULD WIN.

If you've been in more car accidents than you can count, or if this sentence takes you more than one minute to read, then Baku Baku isn't the game for you. This game delivers its impact from high speed non-stop game play. Your hand-eye coordination and reflexes have to be tightly honed if you plan on making a decent attempt at conquering this title.

This is the first Sega made puzzle game for the Sega Saturn, and don't fret, it's not Columns 3D. Like the Super Nintendo title Kirby's Avalanche or the Genesis title Dr. Robotnik's Mean Bean Machine, Baku Baku always places you one-on-one with either a computer or human opponent. The object is to drown your opponent with as many animal tokens as possible. These tokens are used for both defensive and offensive attacks. The tokens are split into four different animals and what they eat – the monkey eats the bananas, the dog gnaws on the bone, the panda devours bamboo, and the rabbit nibbles carrots. If you're confused as to what they eat, don't worry, because the tokens are also color coded.

Offensively, you have numerous methods to take down the opposition. First, you can play it in the safest manner and have the animals eat the first available food tokens. This strategy works well on the beginner levels simply because the computer doesn't drop many tokens on your side, but it won't work in the later, more difficult levels. The second strategy is to save up as much food for one animal that you can. (Remember the strands of food don't have to be in straight lines, they can go any which way just as long as they are touching.) This strategy enables you to create huge food chains. Then, when you place the correct animal on the chain, it will pile numerous tokens onto your opponent's side, which will make the opposition's playing field very hard to work with. Lastly, which is the most efficient attack, is what we like to call the "Animal Avalanche." What you have to do is create several chains of food for different animals that are so well placed that once the top one goes, the rest will activate as well, sending over twenty tokens to the competitions side.

Baku Baku is a well made game with great 3D animal munching effects. Puzzle freaks that own a Saturn won't have to wait much longer for the addicting puzzle mania to hit their console. Baku Baku is on its way to the Saturn this summer!



A FEW MORE HITS AND EITHER TEAM COULD FALL.



YOU'VE WON THE MATCH!



FLEXING WON'T SAVE YOU, MUSCLE BOY



Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snatt.

This ain't gonna be no picnic.

EARTHWORM JIM



<http://www.playmatestoys.com>



GENESIS
PC CD-ROM



WORMS

You may have dissected them in science class, and heaven knows they're good for your garden, but you've never seen worms with violent tendencies like these. They come in teams of four, and they're armed to the teeth with Uzis, grenades, homing missiles, and sheep bombs.

Worms is a one to four-player strategy game for your Sega Saturn. In this game by Team 17 and Ocean, you control a squad of four worms against one to three other human or computer controlled worm teams. You'll alternate turns, and on each turn your worm will have sixty seconds to move and execute an attack. You'll have access to all sorts of weapons including bazookas, cluster bombs, dynamite, and other tools of destruction. For most of the weapons you'll have to aim with a cursor and set the power of the shot. Remember to accommodate for the wind.

Options are abundant in this game. You can name your team and all of its members, and you can set whether it will be human controlled or controlled by the computer at one of three different skill levels. In addition, you can set how many rounds of each type of weapon everyone gets, or turn them off or get unlimited rounds. You'll also be able to turn on Banzai Mode where all of the explosions are twice as destructive.

While the graphics may not look incredibly impressive, Worms has a quality of cuteness and humor that makes this game intriguing. Looking for something original? Perhaps you should check out Worms.

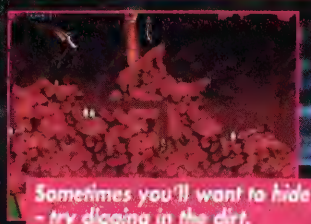


NIGHTCRAWLERS WITH GUNS

It's not easy to protect yourself from an airstrike.



Aaaaah! Fire in the Bungalow!



Sometimes you'll want to hide - try digging in the dirt.

ANDY, THE GAME HOMER

"Although Worms is a witty strategy game, I found myself quite bored. I just couldn't get into the action!"

PAUL, THE PRO PLAYER

"Worms is an addicting and hilarious game that takes plenty of luck. It's at its best playing with a group of people."

REINER, THE RAGING GAMER

"Unfortunately, there are not enough options and there is limited gameplay which makes this game single minded and nothing more than a weekend extravaganza. Good, but not great."

VINNY, THE VIDEO VIGILANTE

"Worms is an entertaining, violent Lemmings rip off. Fun for a while (especially multi-player) but quickly loses its charm."

	Andy	Paul	Vinny	Reiner
Concept:	5	9	8	8.25
Graphics:	4	6.5	4	8
Sound:	4	8	7.5	8
Playability:	5	8.5	6.5	8.5
Entertainment:	3	8	6	7.75
Overall:	4.25	8	6.5	8

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Worm Strategy
- **Special Features:** Name Your Worms, Multiple Weapons, Fully Adjustable Options, Hilarious FMV Cut-scenes, Humor
- **Created by:** Team 17 for Ocean
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE 6.75**

NBA ACTION

Rockin' the Rim

- **Size:** 1 CD-ROM
- **Style:** 1 to 10-Player Basketball
- **Special Features:** Ball Cam and Player View, Extensive Offensive and Defensive Play Calling, Player Creator, Tracks Season Stats, Signature Moves for Marquee Players
- **Created by:** Sega
- **Available:** June for Sega Saturn



Many views are included to bring the action up close and personal.



Get a pink and wazzel your way into the point!



Now that's a jump! His wrist is above the rim!

Game Roster

NAME	POS	P	HT	WT	EXP
K. Harper	SG	9	6'6"	198	9
S. Pappas	SF	33	6'7"	210	7
B. Rodman	PF	91	6'8"	216	9
L. Longley	C	19	7'2"	265	4
T. Kukoc	SF	7	6'11"	230	3
B. Brown	PF	0	6'3"	190	8
J. Coffey	PF	35	6'8"	155	0
J. Bushler	SF	30			

Yep, that's a team alright.

Season Leaders

	POINTS	GP	AVG	PIS
K. Robinson	5A	61	27.6	2280
S. Malone	97A	82	24.6	2127
K. H. Johnson	NSD	75	27.8	2005
J. H. Johnson	DAL	80	24.0	1914
K. P. Swing	MT	79	25.0	1880
M. Richmond	SAC	82	22.7	1847
P. C. Rice	SEA	82	22.3	1821

Check out how your players rate in the top 20.

With the NBA playoffs in full swing and fans on the brink of a hysterical rage, Sega is ready to ease the stressful pain and allow gamers to decide the outcome of the finals in the Saturn's first NBA Action title.

NBA Action is a small package that is ready to explode onto your TV set with a multitude of options and realistic gameplay. The move from 16-bit to a more powerful 32-bit machine has allowed Sega to pack this game full with exciting new views and sound effects. Two notable views (which may not be as cool as they sound) take the player into the heat of action with a ball and player cam. Imagine playing the game though your favorite player's own polygon eyes! Other features include season stat tracking, player creator, injury report, and team and player profiles.

With the name NBA Action Sega better be sure to make this game as "action" packed as possible. Marquee players have their own signature moves, such as Karl Malone's Mail Man Attack. Other new moves include alley-oops, no-look passes, loneshawk jams, and touch passes. The action is back, and Sega is sure to pick up the Saturn's ball absence slack!

NIGHT WARRIORS

DARKSTALKERS REVENGE

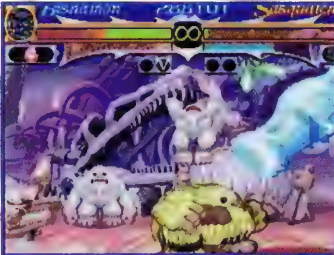
Last month, Game Informer gave you a quick look at Night Warriors and what Capcom had planned to do with this infamous arcade fighter. Unfortunately, we were slightly misinformed about what Night Warriors had to offer, so we're now going to go through the ins and outs to see exactly what this game is all about.

First and foremost, this game is exclusive to Sega Saturn and it is definitely amazing to look at. All the animation from its arcade counterpart is here as well as every character and every move. Fans of the series will also be happy to hear that there are eight character colors to choose from as well as new character art added to each ending.

For those of you who are unfamiliar with Night Warriors there are a number of aspects that make it a truly unique fighter. The most obvious of these is the animation. Every character can power-up any move by using power from their special meter and be greeted by a new animation and a new style of attack. Each character can also get a number of reactions to different attacks, including electrified facial expressions, fireball-charred animations, and ruthless death sequences. Night Warriors also features a unique play mechanic for a 2D fighter – a pounce attack or pursuit – so that you can strike opponents on the ground.

Now we move on to the dark side of Night Warriors. Last month we reported that there was a new Survival Mode, a new Group Battle mode, as well as the ability to save your ending sequences so you could relive your victories. Sorry to say, but Capcom of Japan changed the game plan and removed these little gems from the final version.

It's a shame to see these options go, but the this game still has a lot to offer to the fighting fanatic. Fourteen characters to master, amazing animation, and a frightfully good time are just a few of the things you'll find when you enter the realm of the Night Warriors.



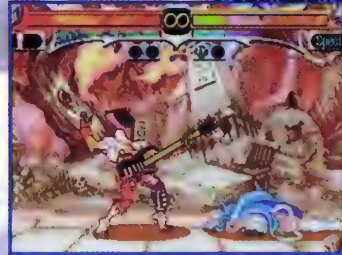
Don't mess with Sasquatch or he'll turn you into a Popsicle!



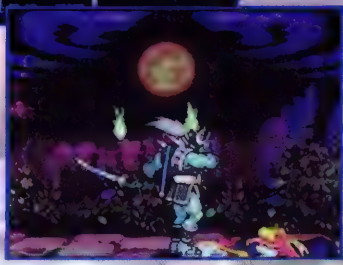
I like my martinis shaken... not stirred!



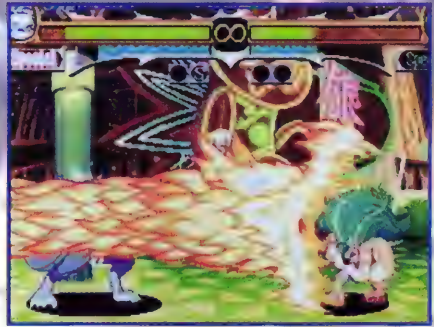
With the night and all its... under my command, we...



T'was a rock-n-roll creation!



Bishamon mourns her passing but does not feel regret!



Talbain uses the Dragon to tame the savage beast.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-To-Head Tournament Fighting
- Special Features: 14 Warriors, 4 Turbo Speeds, Eight Difficulty Levels, Short Cut Player Select Screen Option, Automatic Stats and Hi-Score Save, Arcade and Vs Mode, Four New Playable Characters Including Huitzil, Pyron, Donovan, Hsien-Sto
- Created by: Capcom
- Available: Now for Sega Saturn

▶ THE BOTTOM LINE 7.5

ANDY, THE GAME HOMBRE

Concept: 7 "Although this game doesn't require the greatest precision to become a true master, it does offer some truly spectacular animation. The more I played this game, the more impressed I became. I like the different characters, and the attacks just seem to explode from the screen. In the end though, it's a hard sell with UMK3 and SF Alpha out on the streets. If you're a true fighting freak you won't want to miss this entertaining game, but if you're dealing with a shallow wallet you may want to look farther down the road."

Graphics: 8.5

Sound: 8

Playability: 8.25

Entertainment: 7.5

OVERALL: 8

REINER, THE RAGING GAMER

Concept: 8 "This game isn't nearly as good as SF Alpha (which can't get much better), but it is another excellent title brought forth by Capcom. Night Warriors features some of the most unique special moves I've ever seen in a fighter and the animation is 'Disney' quality in the video game world. The only problem I have is that once you learn a special move or combo that works really well, it seems to work on everybody. Nonetheless, there are harder difficulty settings which make beating it a tad bit harder, but I recommend this game for those who deal mostly in 2-player versus bouts."

Graphics: 8.5

Sound: 8

Playability: 8.25

Entertainment: 7.75

OVERALL: 8

PAUL, THE PRO PLAYER

Concept: 8 "Night Warriors is filled with outstanding and impressive visuals that are a joy to watch. I like the numerous specials that can be launched to unleash spectacular effects. Yet like most Capcom fighters, I found myself quickly bored. The characters look great but have no appeal to me. There's plenty of control techniques to learn, but I'd rather spend time with other fighters. With Alpha and X-Men here, there just isn't enough room for another game of the same basic feel. Rent this and stick with the others."

Graphics: 8

Sound: 7

Playability: 8

Entertainment: 2

OVERALL: 6.25

Legend

T = Towards

B = Back

U = Up

D = Down

P = Any Punch

K = Any Kick

P3 = All Three Punch Buttons

K3 = All Three Kick Buttons

1 = Jab Punch

2 = Strong Punch

3 = Fierce Punch

4 = Short Kick

5 = Forward Kick

6 = Roundhouse Kick

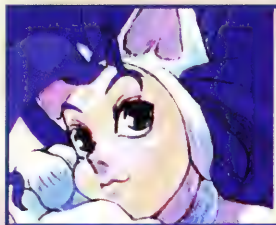
Pounce - U + K (Combined Buttons Will Release Special)

Throw - T or B + P or K

SUP - Special Up Punch: This indicates that this move can be powered up with *All Three Punch Buttons*, but please note that it will take a charged special meter

SUK - Special Up Kick: This indicates that this move can be powered up with *All Three Kick Buttons*, but please note that it will take a charged special meter

Specials - Require a charged Special Meter



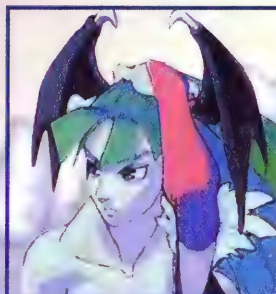
Felicia

Rolling Hi-Attack - D, DB, B + P or SUP
Rolling Low Attack - D, DT, T + P or SUP
Throwing Sparks - D, DT, T + K or SUK
Triangle Kick - B, D, DB + K or SUK
Special 1 - T, D, DT + P3
Special 2 - B, DB, D, DT, T + K3



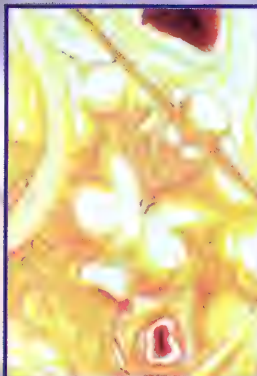
Lord Raptor

Air Dash - T, T or B, B (In Mid-Air)
Air Sting - D + K (In Mid-Air)
Flip Smash - T, DT, D, DB + P or SUP (Close)
Death Hurricane - D, DB, B + K or SUK
Chainsaw Attack - DB, UT + K or SUK
Teleport - B, DB, D, DT + K
Special 1 - T, DT, D, DB + K3
Special 2 - T, B + P3
Special 3 - T, D, DT + P3



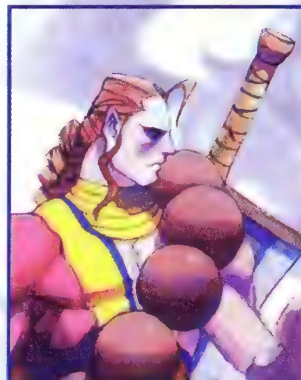
Morrigan Arnsland

Screw Kick - D + K (In Mid-Air)
Short Dash - Hold 4 then T, T
Flip Smash - T, DT, D, DB + P or SUP
Projectile Bat - D, DT, T + P or SUP
Air Projectile Bat - U, UT, T + P or SUP (In Mid-Air)
Shadow Blade - T, D, DT + P or SUP
Special 1 - T, DT, D, DB + K3 (Press Button Once In Flight)
Special 2 - 1, 1, T, 2, 3
Special 3 - 1, 1, T, 4, 3



Pyron

Planet Burning - T, DT, D, DB + P or SUP (Close)
Teleport - B, D, DB + P or K
Meteor - D, DT, T + P or SUP
Air Meteor - U, TU, T + P or SUP (In Mid-Air)
Flaming Donut - T, D, DT + P or SUP
Swirling Fire - D, DB, B + K (In Mid-Air)
Special 1 - B, DB, D, DT + P3 or K3



Donovan

Sword Surf - D + K (In Mid-Air)
Swinging Sword - T, DT, D, DB + P (Close)
Homing Sword - Corresponding P + K or SUP + SUK
Call Ice Goddess - B, DB, D, DT, T + P or SUP
Call Fire God - T, D, DT + P or SUP
Lightning Strikes - B, D, DB + P or SUP
Special 1 - DB, D, DT, T + K3
Special 2 - 2, 1, B, 4, 5



Sasquatch

Spitwich - T, DT, D, DB, B + P
Swing City - T, DT, D, DB, B, UB + K
Ice Stalagmites - D, D + P or SUP
Ice Hurricane - D, DB, B + K or SUK
Ice Fist - D, DT, T + P or SUP
Foot Spin - T, D, DT + K or SUK
Special 1 - B, DB, D, DT + P3
Special 2 - B, DB, D, DT + K3

Demitri

Spinning Pile Driver - T, DT, D, DB, B, UB + P (Close)
Fireball - D, DT, T + P or SUP (Can Also Be Done in Mid-Air)
Spinning Uppercut - T, D, DT + P or SUP
Transport Drill - D, DB, B + K or SUK
Special 1 - D, T, DT + P3 (Close to Mid-Range)
Special 2 - D, T, DT + K3





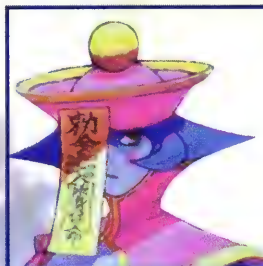
Anakis

Mummified - D, DT, T + P or SUP
 Transport - B, B (At the Edge of the Screen)
 Shrinker - D, DT, T + P (In Mid-Air)
 Coffin Drop - Corresponding P + K or SUP + SUK
 Swallow Projectile - D, DB, B + K
 Return Fire - D, DT, T + K or SUK (After Swallow Projectile)
 Cobra Strike - B, T + P
 Pyramid Strike - DT + C (In Mid-Air)
 Special 1 - 1 + 2 + 4 + 5 + D
 Special 2 - B, DB, D, DT, T + K3
 Special 3 - 1, 1, D, 5, 6



Huitzil

Air Dash - T, T, or B, B (In Mid-Air)
 Magnetic Slam - T, DT, D, DB + P or SUP (Close)
 Laser Claw - B, D, DB + P or SUP
 Ice Beam - D, DT, T + P or SUP
 Missile Attack - D, DT, T + K or SUK
 Reflect Wall - T, D, DT + P (Can only be used as a Guard Reversal)
 Special 1 - T, D, DT + K3
 Special 2 - T, DT, D, DB + K3



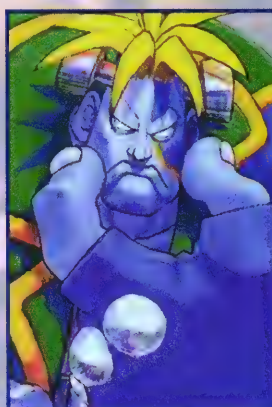
Hsien-Ko

Air-Walk - T, T or B, B (In Mid-Air)
 The Juicer - T, DT, D, DB + P or SUP
 Projectile Attack - D, DT, T + P or SUP
 Guillotine Swing - T, D, DT + P or SUP (Can be Done in Mid-Air)
 Gong Reflect - D, DB, B + P or SUP
 Special 1 - B, DB, D, DT, T + K3
 Special 2 - 4, 6, U, 2, 2



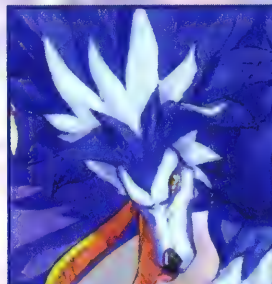
Rikuo

Shell Rush - T, T + 3
 Rising Kick - B, B + K or SUK
 Lashing - T, DT, D, DB + P or SUP (Close)
 Body Slam - T, DT, D, DB + K or SUK (Close)
 Sonic Wave - D, DT, T + P or SUP
 Poison Breath - D, DT, T + K or SUK
 Spin Strike - B, T + P or SUP
 Special 1 - B, DB, D DT + P3
 Special 2 - T, DT, D + K3 or P3 (Kicks Track Automatically & Punches are Manual)
 Special 3 - T, D, DT + P3



Victor Von Gerdenheim

Electrify Move - Hold Down The Button On A Standard Move
 Piledriver - Do a Throw, but before the animation starts press D, U + P
 Electric Grab - D, DT, T + K (Close)
 Punt - T, DT, D, DB, B, UB + P
 Spin Smash - D, DB, B + P or SUP
 Sliding Smash - Charge B, T + P or SUP
 Sliding Trip - Charge Back, T + K or SUK
 Flying Knee - D, DB, B + K or SUK
 Special 1 - Charge D, U + P3
 Special 2 - B, DB, D, DT + K3 (Now Grab Opponent With Any Button)



Jon Talbain

Flying Roll Slam - T, DT, D, DB + K (Close)
 Fireball Rush - D, DT, T + P or SUP
 Diagonal Rush - T, D, DT + P or SUP
 Air Rush - UT, T, DT + P or SUP (In Mid-Air)
 Claw Assault - B, D, DB + P or SUP
 Flaming Kick - D, U + K or SUK
 Special 1 - B, DB, D, DT, T + K3
 Special 2 - T, DT, D, DB, B + P3



Bishamon

Sword Throw - B, DB, D, DT, T + P or SUP
 Second Wind - D, DT, T + P (After Sword Toss)
 Come To Me - B + P (After Sword Toss)
 Rising Sword Slash - T, DT, D, DB, B, UB + P (Close) or SUP
 Samurai Flamestun - U, TU, T + P
 Quick Slash - T + P or K
 Special 1 - T, DT, D, DB + P3
 Special 2 - B, DB, D, DT + K3

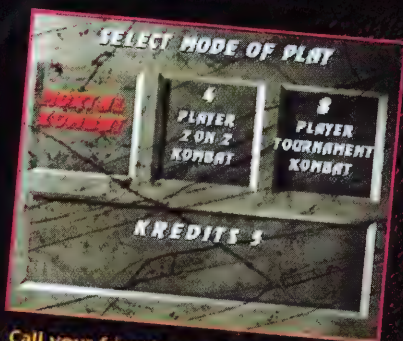
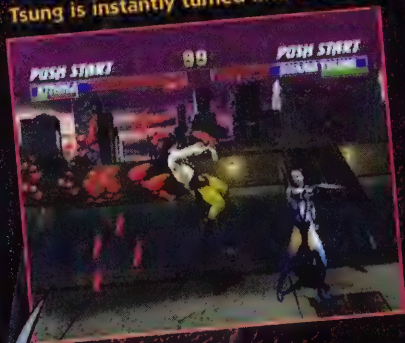
U L T I M A T E

MORTAL KOMBAT

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Seven New Playable Characters – Three of Which Are Hidden, New Kombat Kodes, Four Difficulty Settings, 2 New Game Modes – Four Player Two-On-Two Kombat and Eight Player Tournament Kombat, New Backgrounds, and New Moves and Fatalities for Every Character
- **Created by:** Evrocom Entertainment for Williams Entertainment
- **Available:** June for Sega Saturn

TM
**Exclusively On
 Sega Saturn**

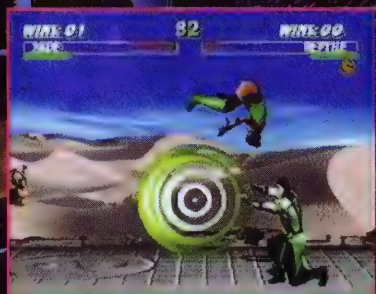
Tsung is instantly turned into fondue.



Call your friends over and compete in a real touney of Mortal Kombat.



Stryker finally finds the guts to shoot that thing.



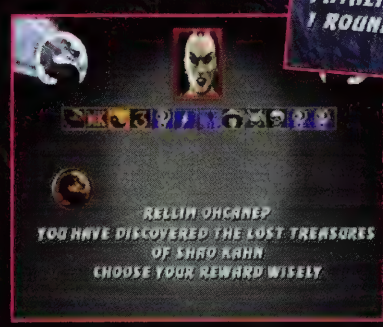
Battle of the greens

The Sega/Sony 32-bit battle is on, and one of the most crucial weapons at the moment is an "exclusive" title that won't be released on the competitor's machine. Sony found first blood in a triumphant roll over Sega by subduing Mortal Kombat 3 to a lengthy contract that wouldn't allow Sega or any other 32-bit console machine access to it until April of '96. At about the same time that MK3 was released on the PlayStation, Williams dropped Ultimate Mortal Kombat 3 into the arcade scene. Sony's contract didn't say anything about an "Ultimate" exclusive and Sega jumped on this. Sega Saturn owners will be happy to hear that Sega has snagged the Ultimate MK3 "exclusive" contract. PlayStation owners will have to wait 3 to 6 months for their version, or they could always jump onto the ring of Saturn and play it now.

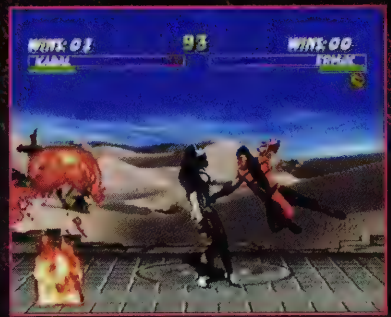
Williams Entertainment was able to swing by the GI office and show off an Alpha version of this Sega exclusive. The first thing that Williams noted was that Shang Tsung's morphs would have no load time whatsoever. The alpha version still had the PlayStation morph problem, but hopefully Williams will hold to their word and fix it. The game looks pretty good, the characters appear to be a little smaller than the PlayStation version, and the backgrounds are definitely more grainy. We believe that this had to be so in order to fix the morph problem. All the hidden characters were active, and MK gamers will be glad to hear that Mileena, Classic Sub-Zero, and Ermac are hidden and playable. No word as to whether Rain or Human Smoke are hidden versus characters, but Williams did assure us that there are a lot of goodies hidden within.

The play control is as tight as it can get, and the Fatality times are fairly quick. Some of the original characters have new moves, and yes, Striker finally shoots his gun. Other new features include an eight man tournament which allows up to eight people to compete in a homemade Mortal Kombat tourney, and a four player 2-on-2 mode is also available. If MK3 was too easy, then maybe UMK3 will be more to your liking with its four difficulty settings which include the Super-Magnificent Master Mode. Williams was hesitant to say anything about the anonymous Brutalities, but since no one has seen them in the arcades we'll vouch that they are not included and never will be. Rejoice Saturnites, your Ultimate dreams have been answered!

Wouldn't you like to know how to access this? Ha ha ha!



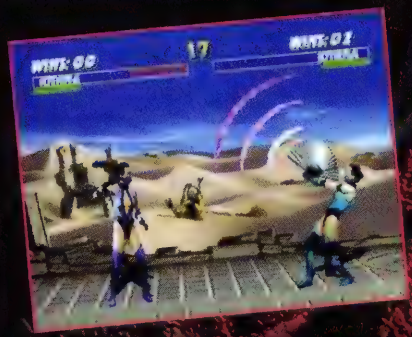
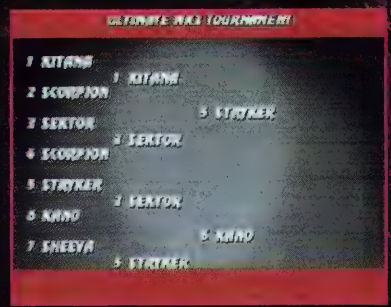
You won the game! Now pick a prize.



Ermac gives Kabal a new challenge.



Two Sub Zero's in one game! Aghhh!!!



Tasty to the last bite!



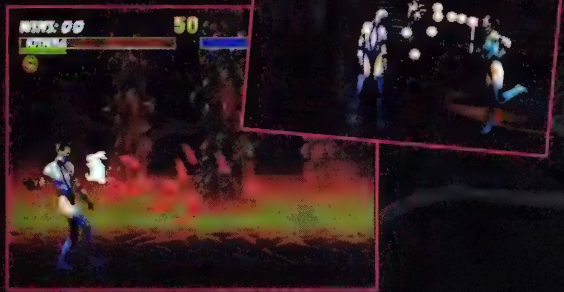
The Second Wave

"The New Characters In MK3"



Kitana

While spinning and dancing with her fans, Kitana puts on an act to disorientate the opposition just long enough to get in the first strike. She's a deadly warrior who uses her fans to her advantage in the form of a fan lift and the projectile fan throw. Her combos are fairly small and range from 18% to 25%, but she does feature some of the best Fatalities like the Kiss of Death.



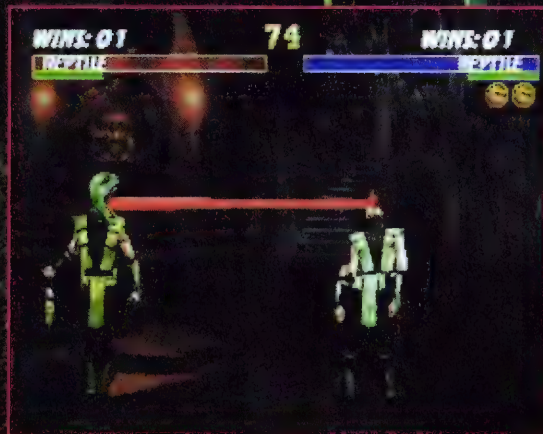
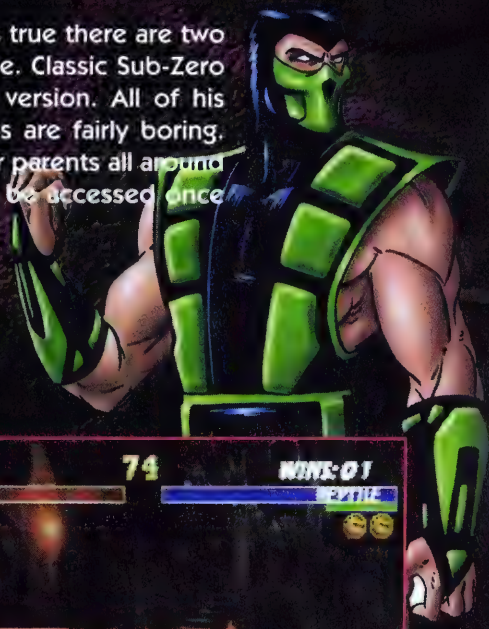
Mileena

Mileena features THE cheapest move in the game – the teleport kick. Just like MK2, Mileena can teleport off screen and land on the opponent with an unexpected kick to the face. It's hard to block and she is definitely hard to beat. As far as finishing moves go, Mileena has one of the best Animalities in the game – the permeating skunk attack. Yes! Mileena can only be accessed once an Ultimate Kombat Kode is entered.



Classic Sub-Zero

Two Sub-Zero's in one game? Yes, it's true there are two Subies in one action packed MK game. Classic Sub-Zero plays exactly the same as the MK2 version. All of his moves are the same and his combos are fairly boring. The head rip Fatality is back to bother parents all around the world. Classic Sub-Zero can only be accessed once an Ultimate Kombat Kode is entered.



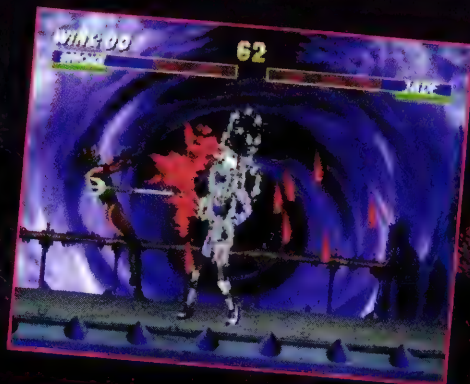
Reptile

With the ability to turn invisible, Reptile turns into an assassin of stealth. He is one of the deadliest of the new characters and is loaded with tons of moves. Reptile has a projectile acid spit and a paralyzing force ball. He is equipped with a new run past and elbow move and his combos range from 28% to a massive 36%.



Scorpion

Scorpion is probably the most anticipated character to return to the MK craze. He's back to his old tricks, and doesn't feature any new moves. He has mediocre sized combos, and his Fatalities are fairly boring, but he's a crowd pleaser and one of the most used characters in the game. "Get over here!"

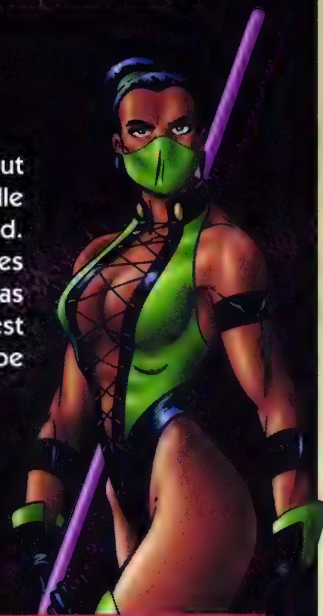
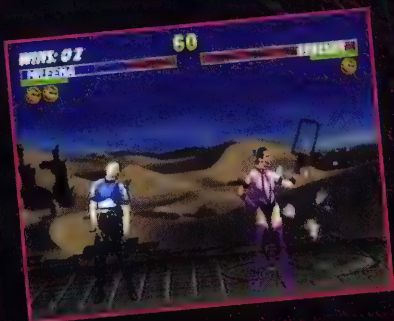


Ermac

Ermac is the only completely new playable character in the update. He seems more god-like than any of the other characters. Some of his moves are silent killers and no contact or movement is needed for his Telekinetic Slam. Ermac also uses a Teleport Punch and Fireballs to his advantage. Decent sized combos and intense Fatalities lead Ermac to the right hand side of Shao Khan. Ermac can only be accessed once an Ultimate Kombat Kode is entered.

Jade

Whether she is from the outback or not is unknown, but one thing we do know is that she knows how to handle a boomerang better than anyone else in the Outworld. She utilizes the ability of glow worms and incorporates a ferocious glow kick into her battle plan. She also has a projectile repellent move and some of the biggest combos in the game. Jade is truly a force to be reckoned with.



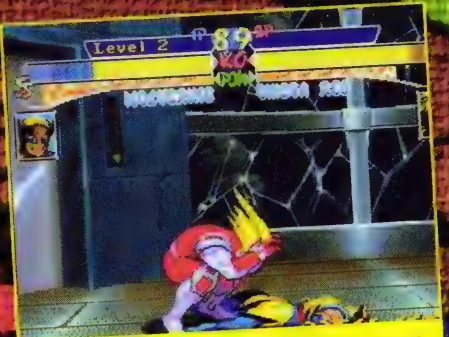
Rain and Human Smoke

We all know that Rain and Smokey exist in the arcade version, but whether their ugly mugs will show up on the Saturn is still unknown. Rain won't be a playable character, but like Noob Saibot you will definitely be able to fight him. As for Human Smoke, he's playable in the arcade, and if Williams wants to keep this as close as possible to the arcade they will probably activate him. Keep your eyes peeled for the OutWorld's Smoke and Rain!



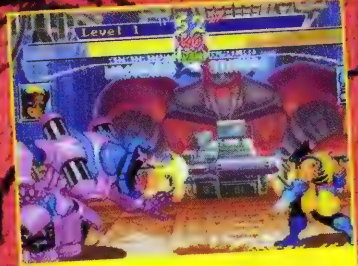
X-MEN

CHILDREN OF THE ATOM

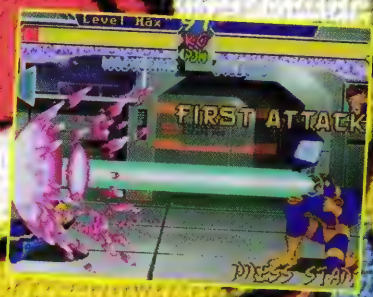


OMEGA RED SHOWS WOLVERINE THAT BATTLES CAN BE WON WITHOUT USING BRUTE STRENGTH. HERE HE DESTROYS WOLVY WITH HIS DEADLY SCARY FACE ATTACK.

▶ THE BOTTOM LINE **8.25**



OPEN WIDE!

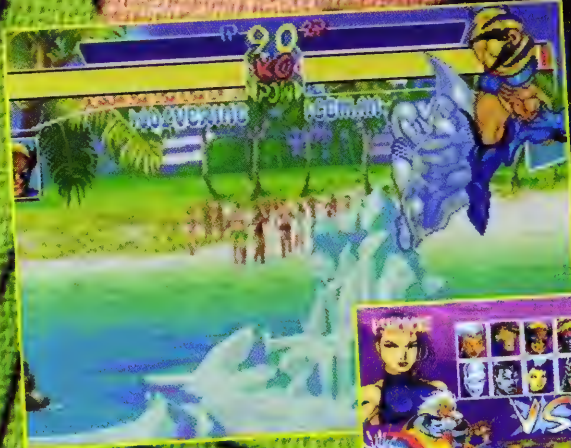


COLOSSUS EXECUTES THE SECRET X-MEN PROJECT OF SENDING PSYLOCKE INTO ORBIT WITH HIS OWN HANDS.

Advanced Genes With a Flare for Combat

WHETHER YOU LIKE TO CALL IT A CULT UPRISING OR AN UPHEAVAL OF EXTRATERRESTRIAL MUTANT FREAKS INTO MAINSTREAM AMERICAN SOCIETY, WE DON'T CARE. BUT YOU'D BETTER GET USED TO IT, BECAUSE THE CLUB FOR MUTANTS KNOWN AS THE X-MEN IS HERE TO STAY. PLEASING KIDS, ADULTS, AND GRANNIES ON A WORLDWIDE BASIS, THE X-MEN HAVE ALREADY BEEN IN A HANDFUL OF THEIR OWN SELF-TITLED CONSOLE GAMES, AND NOT UNTIL THIS FINE DAY WAS ONE OF THESE A FIGHTING GAME. NOW, THANKS TO CAPCOM'S INGENUOUS GAME DESIGN AND THEIR FAITHFUL PUBLISHER (ACCLAIM ENTERTAINMENT), THE WORLD CAN REJOICE IN A FRENZY OF MUTANT FIGHTING.

X-MEN: CHILDREN OF THE ATOM IS A GAME ABOUT GLUTS, STRENGTH, AND FEAR. YOU MAY THINK YOU'RE THE COOLEST X-FREAK ON THE BLOCK ONCE YOU'VE BEATEN JUGGERNAUT AND YOU'RE ON YOUR WAY TO TAKE THE BITE OUT OF MAGNETO. BUT YOU'VE GOT ANOTHER THING COMING, BUB! NO WAY, NO HOW, CAN ANYONE ON THE FACE OF THIS POLLUTED GLOBE BEAT MAGNETO WITHOUT LOSING A HANDFUL OF MATCHES FIRST. SOME OF THE MEMBERS AT GAME INFORMER EVEN WENT AS FAR AS SAYING, "THIS GAME REALLY SCARES ME! I'VE NEVER FOUGHT A BOSS AS TOUGH AS MAGNETO!"



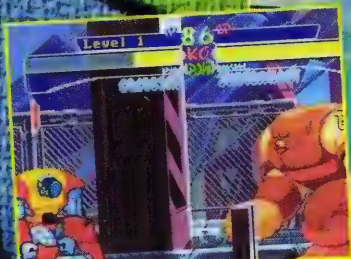
CHOOSE YOUR X-WARRIOR.



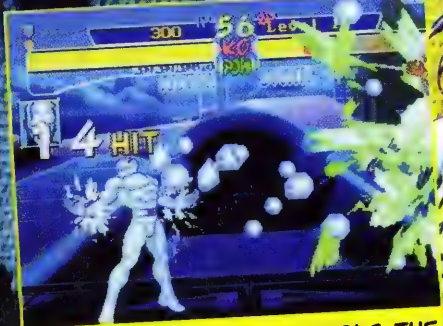
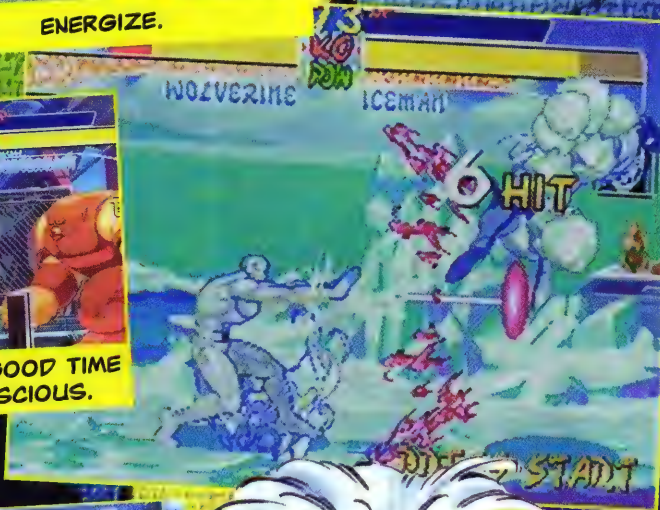
VISCERAL TEAR.



ENERGIZE.



THIS IS NOT A GOOD TIME TO BE UNCONSCIOUS.



EVEN THOUGH SHE CONTROLS THE CLIMATE, STORM CANNOT WITHSTAND ICEMAN'S ARCTIC BLAST.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Super Power Combo Attacks, Tech Hits, Ten Playable Characters Plus the Hidden Akuma, Multi-Tiered Levels, and a Challenge From the Almost Impossible to Beat Magneto
- **Created by:** Capcom for Acclaim Entertainment
- **Available:** Now for Sega Saturn

YES, BOYS AND GIRLS, THIS GAME IS EXTREMELY DIFFICULT EVEN ON THE ONE STAR LEVEL. THIS IS A GAME DESIGNED FOR THE HARD-CORE GAMER BY A STAFF OF HARD-CORE GAMERS. THE CHALLENGE IS GREAT AND THE OPTIONS ARE NUMEROUS. TEN PLAYABLE CHARACTERS ARE HERE, AND SURPRISINGLY NOT ALL OF THEM ARE X-MEN. SPIRAL, SENTINEL, SILVER SAMURAI AND OMEGA RED ARE HERE TO JOIN THE X-MEN IN THEIR ASSAULT ON MAGNETO.

THE PLAY IS SOMEWHAT SIMILAR TO THAT FOUND IN SFII, BUT IT HAS MORE ORIGINAL TRAITS TO IT THAN ANYTHING ELSE. FOR INSTANCE, ALL THE LEVELS ARE MULTI-TIERED. CHARACTERS CAN JUMP AN ADDITIONAL STORY BY USING THE SUPER JUMP, AND THE ABILITY TO KNOCK OPPONENTS THROUGH THE FLOOR IS ALSO PRESENT. THE SUPER POWER METERS ARE USED TO LIMIT THE DEADLY X-ATTACKS WHICH MAKES THE GAME MORE STRATEGIC. LASTLY, FOR SOME REASON OR ANOTHER, AKUMA, THE HIDDEN CHARACTER IN SF2 IS ALSO HIDDEN HERE. WHY? WE DON'T KNOW! BUT HE SURE IS DEADLY FOR SOMEONE WHO ISN'T A GENE ENHANCED FREAK!

ANDY, THE GAME HOMBRE

Concept: 8.5 "X-Men, as far as fighting games go, is pretty good. It's fun to play and the moves and animation are cool to watch. Unfortunately, it lacks the exactness and balance of a Street Fighter or Mortal Kombat. So much so that at times I feel I do better when I just pound on the buttons than when I strategically pick apart my opponent. Overall, I feel that this game is a nice pacifier for fighting freaks, but if you can only buy a couple fighters this year, there are others that are better. Namely, Marvel Super Heroes - now I want that game bad!"

Graphics: 8

Sound: 8

Playability: 7.5

Entertainment: 8

OVERALL: 8

REINER, THE RAGING GAMER

Concept: 9 "Comics have always been my expertise, and being able to play a game that permeates the same aroma of the comic is an impressive feat. Nonetheless, if one company could do it right on their first try it would be Capcom. As they've shown with their newest arcade port, comics can make great vids. This game is a definite challenge for youngsters and fighting game gurus alike, and I'm sure you'll agree that the animation and the challenge from Magneto are as great as they come."

Graphics: 9.25

Sound: 8.5

Playability: 9

Entertainment: 9.25

OVERALL: 9

PAUL, THE PRO PLAYER

Concept: 7 "Any serious fighting fan will find X-Men to be a little short on gameplay. The look of the game's big characters and interactive background are top notch, but there isn't much technique in a 2-player battle. Just go nuts on the buttons and watch the mayhem unfold. I know I'll get some grief for this, but I actually enjoy this game more than SFA Alpha. Yeah, I know COTA doesn't have the control and superb combos of Alpha. COTA just has some unbelievably devastating and spectacular moves. The X-Men rock."

Graphics: 8

Sound: 7

Playability: 8.75

Entertainment: 7

OVERALL: 7.5

TUROK

DINOSAUR HUNTER

- **Size:** 64 Megabytes
- **Style:** 1-Player First-Person Perspective Action
- **Special Features:** Computer Rendered Dinosaurs & Backgrounds, Based on the Acclaim/Valiant Comic, Multiple Weapons, Secrets, and Power-Ups
- **Created by:** Acclaim Entertainment
- **Available:** Fall for Nintendo64

THE 64-BIT SON OF STONE

ACCCLAIM ENTERTAINMENT WAS ONE OF THE FIRST DEVELOPERS TO GAIN "DREAM TEAM" STATUS FOR THE UPCOMING NINTENDO64. THE "DREAM TEAM" IS A CORE GROUP OF 2ND AND 3RD PARTY SOFTWARE CREATORS THAT AGREED TO CREATE AN EXCLUSIVE TITLE FOR NINTENDO'S 64-BIT CONSOLE. ACCCLAIM CHOSE TO CAPITALIZE ON THEIR EXTENSIVE LINE OF COMIC BOOK RIGHTS AND BRING VALIANT'S TUROK DINOSAUR HUNTER TO THE VIDEO GAME WORLD.

TUROK WILL BE A FIRST-PERSON PERSPECTIVE ACTION GAME WHERE THE PLAYER WILL CONTROL TUROK THROUGH A NUMBER OF DIFFERENT LEVELS. OF COURSE, THERE WILL BE A NUMBER OF WEAPONS TO USE AND ACQUIRE SUCH AS TUROK'S TRUSTY KNIFE AND POWERFUL BOW. EXPLOITING THE GRAPHIC CAPABILITIES OF THE NINTENDO64, A WIDE VARIETY OF COMPUTER RENDERED ENEMIES WILL OBSTRUCT YOUR PATH. ALIENS, ATTACK ROBOTS, AND A HOST OF DINOSAURS ARE SCATTERED THROUGHOUT THE WORLDS.



THE CAMPAIGNER ATTACK ROBOTS.



THIS PRAYING MANTIS IS THE GUARDIAN OF THE SACRED CRYSTAL. A VERY OMINOUS BOSS INDEED!!



DINOSAURS AHEAD. DO YOUR DUTY AS THE SON OF STONE.



THE GAME WILL ENCOMPASS A NUMBER OF THE COMIC BOOK STORY LINES, BUT IT WILL PRIMARILY CONCENTRATE ON A CONFLICT BETWEEN TUROK AND THE CAMPAIGNER. TUROK LEARNS OF CAMPAIGNER'S PLAN TO TAKE OVER THE LOST VALLEY AND MUST STOP HIS EVIL FOE BEFORE THE VALLEY AND THE WORLD AS WE KNOW IT ARE DESTROYED. THE GAME IS TO BE SECTIONED INTO VARIOUS CHAPTERS THAT CAN BE PLAYED IN ORDER OR ACCESSED THROUGH SPECIAL WARP GENERATORS TO CHANGE EVENTS.

TUROK DINOSAUR HUNTER IS STILL VERY EARLY IN DEVELOPMENT. VERY FEW OF THE GAME PLAY ELEMENTS HAVE BEEN INCORPORATED AND THE CHARACTER ARTWORK IS ONLY 40% COMPLETE. AS TUROK'S AND THE NINTENDO 64'S RELEASE COME CLOSER TO FRUITION, YOU'LL BE SURE TO SEE MORE FROM THIS ACCCLAIM TITLE.

Note: The screen shots you see are taken from video footage provided by Acclaim.

From March 7th through the 9th the American Coin Machine Exposition or ACME took place in Orlando, Florida. This annual arcade Expo gives all the arcade giants a chance to show their wares to arcade owners and distributors across America (as well as select members of the press). From pinball to whack-a-mole games, the ACME has a lot to offer, but the true star of the show is always the cutting edge technology of the video games (even though Williams had an awesome pinball game called Attack from Mars that you really must check out). This year's crop features a number of notables and underdogs - so get ready to indulge yourself on the latest in arcade gaming.

ARCADE BRIGADE

by Ryan MacDonald

Virtua Fighter 3

- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Check the Model 3 Specs on Page 51
- **Created by:** Sega

Although this game was unavailable for play, they did have a version of it up and running so we could watch. And watch we did, because the game looks absolutely fabulous. The graphics were simply the most amazing we had ever seen in a game. This game runs in 640 x 480 resolution and it really shows. Every character moved with a silky smoothness that has never been seen in a game in the arcades or otherwise. Even the backgrounds were beautiful with odd shaped arenas and lots of moving sprites. GI will have more information on this game later, but for now we just wanted to show this spectacular looking sequel. Watch for it coming to the arcades this August or September and to the Sega Saturn some time next year.

First Impressions: WOW!

STREET FIGHTER ALPHA 2

- **Style:** 1 or 2-Player Head-To-Head Tournament fighting
- **Special Features:** 3 New Characters, 2 Returning Characters for SFII, 3 Hidden Characters From SFA1 Now Playable
- **Created by:** Capcom

Oh no, here it comes again - another Street Fighter spin-off. This time it comes in the package of Street Fighter Alpha 2. Sporting the same amazing animation that wowed gamers in SF Alpha, SFA 2 brings three new characters into the fold. The first new character is Gen, a fast moving old man who can choose between two different fighting styles - each with a different set of moves. The second is Sakura, a young school girl who finds time to battle in martial arts while still attending classes. Finally there's Rolento, a master with the sticks who can pull off some amazing 14 and 15-hit combos. Also new in SFA2 is the resurgence of Zangief and Dhalsim from SFII as well as the addition of M. Bison, Dan, and Akuma to the playable roster. Otherwise SFA Alpha 2 has everything you would expect, the return of the original characters as well as new backgrounds and new animations.

First Impressions: If you like SFA you'll like SFA2. Need we say more!?

Release List

Acclaim

- Batman Forever
- NBA Jam Extreme

Capcom

- Street Fighter Alpha 2
- D&D: Shadow over Mystara – The Sequel

Data East

- The Avengers In Galactic Storm
- Kiss Off
- Magical Drop II

Konami

- Midnight Run: Road Fighter 2
- Run and Gun 2

Namco

- Dirt Dash
- Soul Edge
- Time Crisis
- Tokyo Wars

Sega

- Virtua Fighter 3
- Manx T.T.
- Sonic: The Fighter
- Funky Head Boxers
- Super Major League
- Decathlete
- Gunblade NY
- Virtual On
- Virtua Fighter Kids

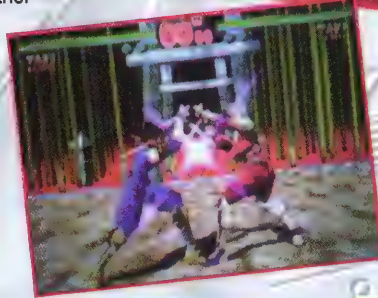
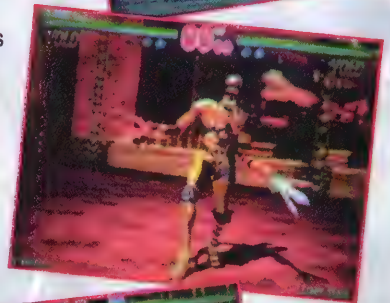
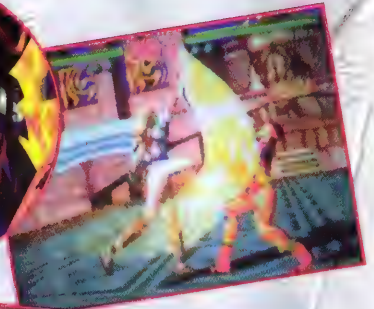
Tecmo

- Dead or Alive

Williams

- NBA Hang Time
- War Gods

SOUL EDGE



- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Weaponry, Characters can Sidestep, Character Animation Created Using Motion-Capture, Release on PlayStation This Fall
- **Created by:** Namco

Last year Namco unleashed Tekken on fighting fans everywhere. Its 3D graphics and addictive gameplay had quarters flying left and right. This year Namco introduces Soul Edge, a new fighting game that includes many of the features that made Tekken such a hit. Soul Edge's amazing graphics are created using the same PlayStation System 11 arcade board that they used for other Namco games; however, that is where the similarities end. Soul Edge's combat is based in weaponry much like Samurai Shodown which is why the controls are also very similar to Shodown. There are two slash buttons, one kick button, and a guard button. Another addition to this game is the ability to sidestep to avoid an opponent's attacks. Like all of Namco's fighters, Soul Edge also features many combinations, special moves, and hidden characters to discover.

First Impressions: Soul Edge is a pretty cool game, but the animation and play is not quite up to par with Tekken. Close, but not quite.

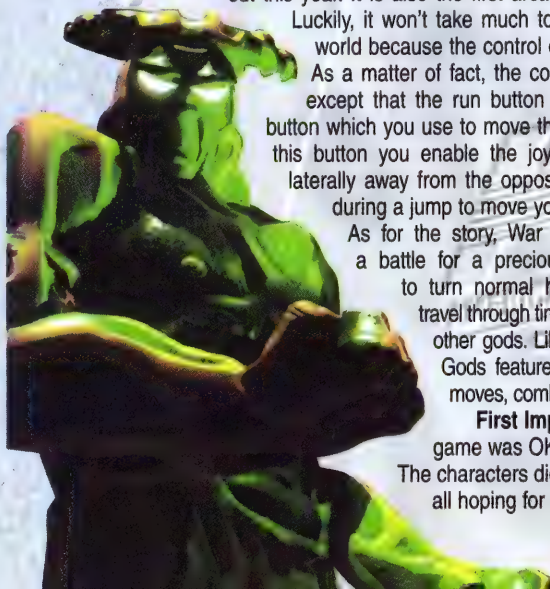
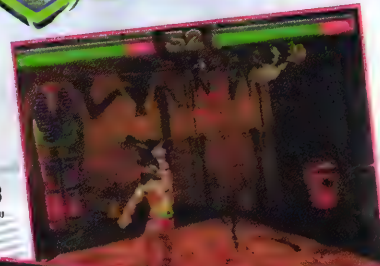
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 10 Warriors to Choose From, Full 3D Fighting, First Game To Use Midway's Exclusive Digital Skin Technology, Secret Characters, Fatalities, Combinations
- **Created by:** Williams

War Gods is perhaps one of the most anticipated arcade fighting games to come out this year. It is also the first arcade game to feature full 3D fighting. Luckily, it won't take much to learn how to drive in this new 3D world because the control configuration is fairly straightforward. As a matter of fact, the controls are exactly the same as MK3 except that the run button has been replaced by a large "3D" button which you use to move through 3D space. By pressing this button you enable the joystick to move the character laterally away from the opposition. This can also be used during a jump to move your character large distances.

As for the story, War Gods is about ten gods in a battle for a precious ore that has the power to turn normal humans into gods that can travel through time and space to do battle with other gods. Like most fighting games, War Gods features secret characters, special moves, combinations, and fatalities.

First Impressions: We felt that the game was OK, but not as cool as it had been touted to be. The characters didn't look that great (though the backgrounds were amazing) and we were all hoping for something a little more revolutionary than a 3D MK rip-off.

WAR GODS

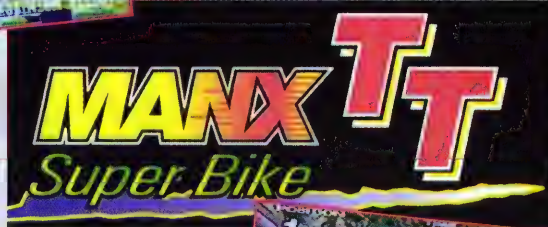




- **Style:** 1 to 4-Player 2-on-2 Basketball
- **Special Features:** Voice-Overs by Marv Albert, Exclusive RAX Audio Technology, Over 170 Players, Motion Capture of Juwan Howard
- **Created by:** Sculptured Software for Acclaim

Say good-bye to the old NBA Jam and say hello to the new with NBA Jam Extreme (NJE) from Acclaim. Running on the PlayStation System 11 arcade board NJE has upgraded its original aged look and gone with computer generated polygon based players. Using this technique enables the programmers to do a lot more animation than they could have done with conventional animation; however, the crispness of the images does suffer. The additional memory was then used to include every court in the NBA. The play control in NBA Jam Extreme is set up the same as the original version, except for the addition of the extreme button. This button is just like the turbo button except taken to the extreme. In other words, it is like another level you can take the player to. By using the extreme button you can run faster, shoot better, and do even more extravagant dunks.

First Impressions: Well, this game was still incomplete when we saw it at the show so it is hard to say how good it will eventually be, but for now it's definitely too slow. Plus, we're getting so tired of two-on-two basketball we think we might be ill.

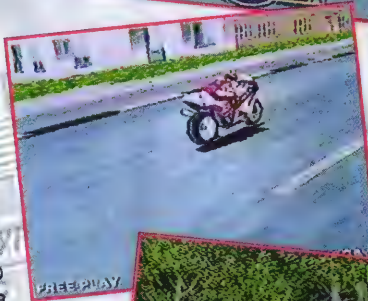


- **Style:** 1 to 8-Player Racing
- **Special Features:** Five Speaker Sound System, Deluxe and Twin Models, Multiple Perspectives, Two Courses, Action Motion Slider
- **Created by:** Sega

Mount your ride and get ready for a seat of your pants, hang-on to your diaper, high-speed Superbike race. Welcome to the world of Manx T.T. Superbike. This high-speed racer puts you on the back of a rocket and gives you the controls. There are two models available to play. The twin version has the typical sway control for each bike, but the deluxe model has what Sega calls Action Motion Slider (AMS). This is a hydraulic input/output device that makes you feel like you've just hopped on your very own Honda CBR. And

if that's not enough, Sega also added five speakers to bring the action to life, including one they call a "Duck Speaker" that is inside the exhaust pipe of the bike. There are two courses to master as well as two play perspectives to help you maneuver through Manx T.T.'s twisted turns and hair-raising jumps. Manx T.T. Superbike is also going to make an appearance on the Sega Saturn this Fall.

First Impressions: This game is easily the best cycle game out on the market. It's intuitive as well as fast...very fast.



Check it Out!

Other games worth noting were Namco's Tokyo Wars, which was a blast-a-thon tank game, and Konami's Midnight Run which had amazingly smooth play control. Watch these and other games come to an arcade near you!

SEGA'S MODEL 3 SPECS

Geometarizer:

- 1 Million polygons/second

Renderer:

- 60 Million polygons/second

Colors:

- 16 Million colored texture mapping
- Trilinear Interpolation & Micro-texture

Anti-Aliasing:

- Texture and edge
- Multilayered

Shading:

- High-Spectacular Gouraud Shading
- Fix & flat shading

Fog:

- Zoning Fog
- 32 Levels of transparency

Lighting:

- Parallel Light
- Four Spot Lights
- Pinpoint light

CPU:

- Main CPU is a Power PC 603C

Resolution:

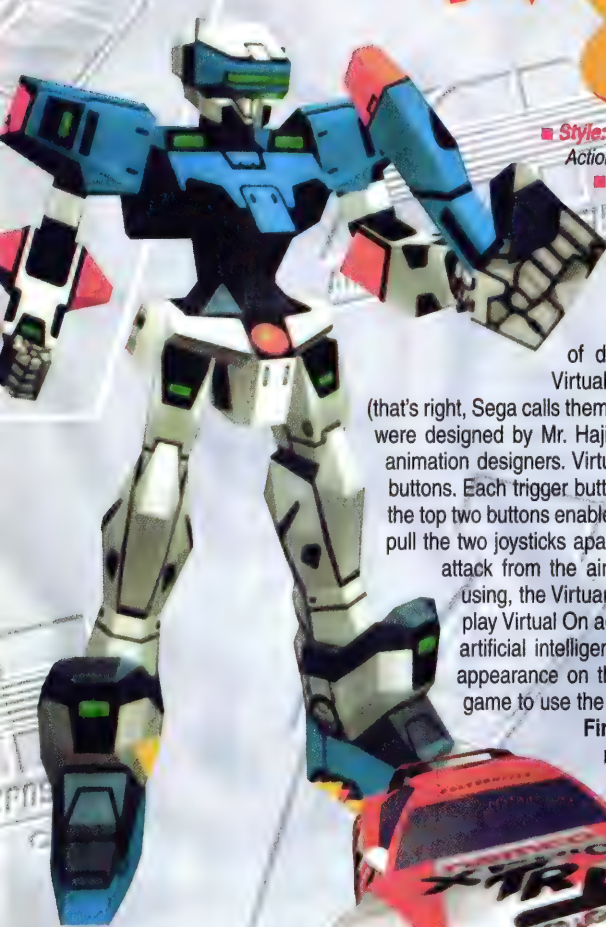
- 496 x 384 ~ 640 x 480
- With Z Buffer and non-interlace

Sound:

- CPU is 68EC000
- Sampling Rate 44.1 Khz
- SCSP x 2
- MIDI Interface
- 64 Voices; 4 Channels



VIRTUAL ON



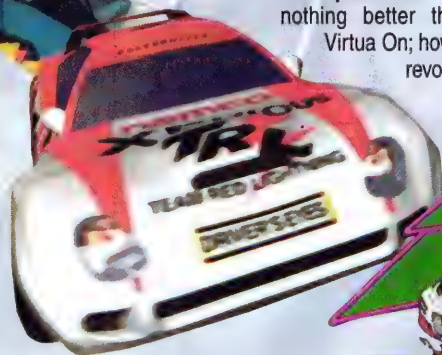
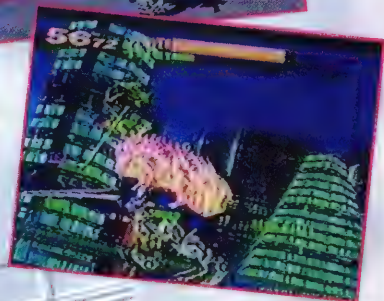
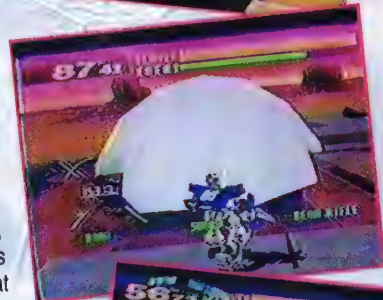
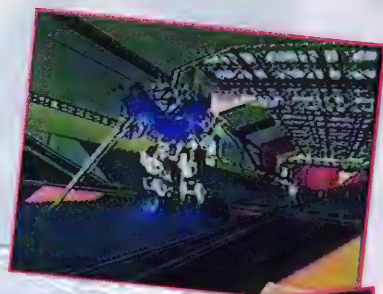
■ **Style:** 1 or 2-Player Head-To-Head Action Mech Simulator

■ **Special Features:** All Cabinets are Deluxe and feature two-player head-to-head play, Eight Virtuaroids To Choose From, and 3D Computer Generated Graphics

■ **Created by:** Sega

Prepare to enter the ring with a 40 ton machine of destruction in Sega's newest arcade monster, Virtual On. Choose from eight different Virtuaroids (that's right, Sega calls them Virtuaroids – and they burn like the dickens) that were designed by Mr. Hajime Katori – one of the world's top mechanical animation designers. Virtual On is operated by levers that each have two buttons. Each trigger button fires one of your primary or secondary weapons and the top two buttons enable you to turbo burst away from the action. Also, when you pull the two joysticks apart, the Virtuaroids will ignite their jump jets so they can attack from the air. At close range, depending on which mech you are using, the Virtuaroids will engage in hand to hand combat. Ideally you'll play Virtual On against a friend, but if not, the computer will gladly pit its artificial intelligence against yours. Virtual On will also be making an appearance on the Sega Saturn this fall and may be the first Saturn game to use the upcoming link cable.

First Impressions: This game is fun to play in the two-player mode. There's nothing better than blowing your friends away in a good game of Virtua On; however, the one-player game is kind of weak. Fun, but nothing revolutionary.



DIRT DASH

■ **Style:** 1-Player Racing

■ **Special Features:** Up to Four Units Can Be Linked for Multiplayer Action, Five Different Starting Points, Reactive Steering Wheel, Hidden Short Cuts, Three Vehicles to Choose From

■ **Created by:** Namco

Namco's biggest competitor has always been Sega, and vice-versa, so it made perfect sense for Namco to follow up Sega Rally with Namco's newest racer Dirt Dash. This game will take you from the dark depths of the jungle to the highest of mountains. There are three different cars you can choose to take on your journey, each one with a corresponding difficulty. At the beginning of each race you can choose to start the race from five different starting points as you make your bid to be the Dirt Dash champion. Along the way you'll discover numerous hidden routes as well as obstacles that you must avoid if you want to make it to the finish line in one piece.

First Impressions: This game has got more twists and turns than your intestines. Simply put, it's wild and wacky driving through some of the most amazing graphics you'll ever see.



NBA Hang Time

- **Style:** 1 to 4-Player 2-on-2 Basketball
- **Special Features:** Special November Upgrade to Keep Player Stats and Players Up-To-Date, Create Player Mode With Upgradable Stats For Good Play, Increased Animation, Music By M. Doc, Combination Lock For Secret Codes, Rosters Include Over 40% of NBA, and Built-In Trivia Game
- **Created by:** Williams

Although still utilizing the two-on-two full-court concept, NBA Hang Time takes NBA Jam TE to the next level. The game's animation has been greatly increased with the addition of fade-away shots, fade-in shots, sky-hooks, and ally-oops. The number of game options has also been greatly increased with the addition of a combination wheel for secrets (much like MK3) and a create a player mode. In the create player mode you can choose the way the character looks, his attributes and also his name. This information is then stored in the machine's memory so you can use your player anytime you play NBA Hang Time. As you play more and more games the computer will award you attribute points to increase your characters abilities.

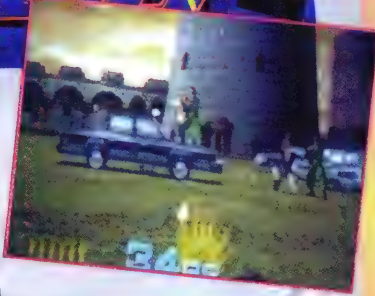
First Impressions: Although this was the best basketball game at the show, it wasn't that big of an improvement over NBA Jam TE. While it is fun to play, the two-on-two format is just getting a little old. The create player mode is great and easily the best feature of NBA Hang Time.



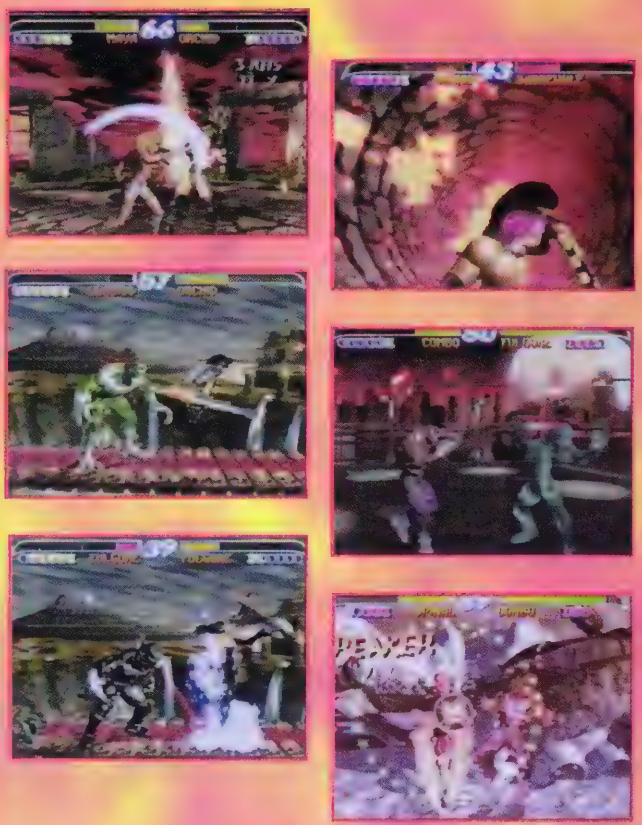
- **Style:** 1-Player Gun Shooting
- **Special Features:** New Action Pedal, Two Game Modes, Realistic Gun That Kicks Back When Fired, Special Exploding Targets
- **Created by:** Namco

It's been a long time since there has been an innovation in the gun game market and Namco has finally taken the next step with their newest shooter, Time Crisis. Through the use of an innovative new "Action Pedal", Time Crisis is able to take the player deeper into the action. By pressing the pedal the player springs from behind barrels or over cliffs to begin the assault on the enemy forces. By releasing the pedal the player can then duck back behind his cover and reload the weapon. This added aspect gives the player more control over the outcome of the game by allowing them to duck enemy shots rather than standing out in the open like a duck on a pond. Time Crisis also features two game modes. In the Story Mode you take on the role of Richard Miller and you must save the president's daughter from the evil clutches of Sherudo Garo and his henchmen. The Time Trial Mode pits the player against the clock in a race to finish the level. Either way it's like a toilet: just you against the world and it all rests on how good your aim is.

First Impressions: This game is amazing. The action almost makes you sick as you slide back and forth blasting the bad guys into oblivion.



- **Size:** 1 Cabinet
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Interactive Backgrounds, Improved Sound System, Three New Characters, Power-Up Bar For Special Moves, ComboThrows
- **Created by:** RARE, Nintendo, and Midway
- **Available:** Now at an Arcade Near You



RYAN, THE ARCADE ALCHEMIST

- Concept:** 7
- Graphics:** 10
- Sound:** 10
- Playability:** 5
- Entertainment:** 5

OVERALL:
7.5

In the March issue of GI we gave you an advanced look at Rare, Nintendo, and Midway's Killer Instinct 2. Now after extensive play let me share my thoughts with you. I admit KI2 has amazing graphics that are even more flashy than the first. The sound and music are probably the best of any other fighting game to date. The most important aspect of any game fighting or otherwise is by far the gameplay. I didn't like the gameplay in the first KI, and I don't like the gameplay in KI2. Although the producers of KI2 seemed to try to make the game more rewarding for offensive fighters by adding a power-up bar for special moves, it was still too little to change the fact that anyone who waits and blocks, then counters with a devastating combo will always win. The new backgrounds interaction is also weak, in that you barely bump into a wall and it blows up. The new characters are pretty cool, but I hardly think that 3 new characters minus 3 old characters equals a sequel. I guess I just expected more from three of the biggest names in the video game business.

TRAINING CARD

Check out Game Informer's Training Card #24 for moves to KI 2.



GLANCE

Creature Shock

PlayStation Review

Size:
2 CD-ROMs

Style:
1-Player FMV Shooter/Action

Special Features:
FMV Action, Password Saves, 3 Difficulty Settings, Horrible Creatures, Varying Gameplay Modes

Created by: Argonaut Software/Interactive for Data East

Available:
Now for Sony PlayStation

Your friend and future lover has been marooned near Saturn, and it's up to you to figure out the mystery behind her disappearance. This game may look interesting from the pictures, but it seriously is not. Monotony runs rampant through Creature Shock as you explore identical tunnels, fight enemies that go through the same FMV attacks again and again, and move your gun sight onto whatever part of the creatures you can shoot. This game will frustrate and bore you at the same time. We would say more, but it would only be beating a dead horse. Alas... Avoid. (Only graphics keep this game hovering at a '4'.)

Overall: 4



Lobo

Super NES Preview

Size:
24 Megabit

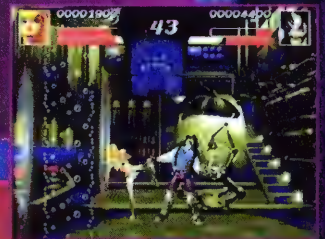
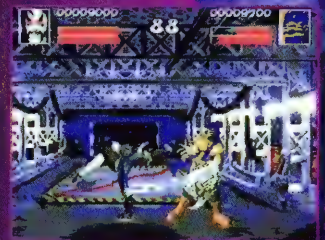
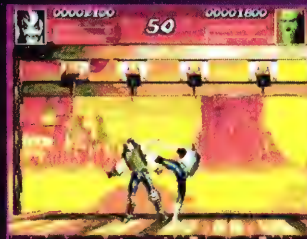
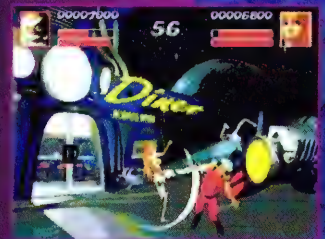
Style:
1 or 2-Player Head-to-Head Tournament Fighting

Special Features:
Six Fighters, More Than 27 Fighting Moves Per Character, Solo, Practice, Versus, and Tournament Modes

Created by:
Ocean of America, Inc.

Available:
May for Genesis/Super NES

"Bring back Lobo!" he screamed as he awoke from his nightmare. Fortunately, his cries were heard and Ocean of America is bringing Lobo to the 16-bit platforms this May. Based on the popular DC Comics series Lobo, this title will smash into your home in the form of a tournament fighting game. Each of the six characters was clay-modeled and digitized to give them a look of realism. Take it on one-player, against a friend, or in tournament mode where up to eight players can compete. It's a new game for 16-bit, which is a rarity. Let's hope it's good.



Romance of the Three Kingdoms IV

PlayStation Review

Size:
1 CD-ROM

Style: 1 to 8-Player
War Monger Simulator

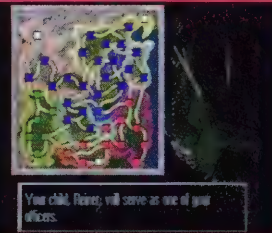
Special Features:
Six Scenarios, 108 Custom Officers, Over 450 Pre-created Officers, 24 Added Special Skills, FMV Clips

Created by:
KOEI

Available:
Now for Sony PlayStation

This is the fourth installment of Romance, and the first to appear on a 32-bit system. This is a complex game of strategy, diplomacy, and city management. These types of games are not for everybody, but they certainly do have their following. The 32-bit crossover gives this game some more impressive backgrounds, sound effects, and FMV clips. However, it isn't THAT much of an improvement over the SNES version. If you're a Romance fan and haven't ventured into the Wall of Fire, this is your chance. If you're looking for fast action, you'd better look elsewhere.

Overall: 6



Winning Post

Saturn

Review

Size:
1 CD-ROM

Style:
1 Player Race Horse
Owner Simulator

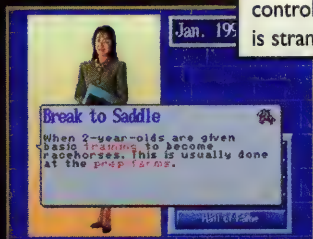
Special Features:
On-Line Advice, Racing,
Auctions, Handicapping,
Mating, Training, Full Glossary
of Horse Racing Terms

Created by:
KOEI

Available:
Now for Sega Saturn

Overall: 6.25

Usually a luxury of the rich and bored, owning competitive race horses is something almost inaccessible to the common man. Inaccessible until now, that is, because KOEI has released Winning Post for the Sega Saturn. In the first horse owning simulator available for any home console gaming unit, you'll start with two young horses. Select a trainer, bet on the races, buy and sell horses, and breed your top studs with your best mares to produce champion offspring. The experience meter means that you'll be given a lot of assistance early in the game, but as you see how things work you'll get to take more control. This game is not for everyone, but is strangely entertaining.



Rank	Horse Name	Age	Score
1	Machbeth	25.0	79-12
2	Tenny	1.9	1.1-13
3	Mousus	3.3	1.4-2.0
4	Liberal	5.3	2.0-2.9
5	Belles	25.0	79-12
6	Polish	8.5	3.0-4.5
7	Four	8.5	3.0-4.5
8	Lora	8.5	3.0-4.5
9	PC		
10	Cam		



3D Tetris

Virtual Boy Review

Size: 8 Megabit
With Battery Back-Up

Style:
1 Player Puzzle

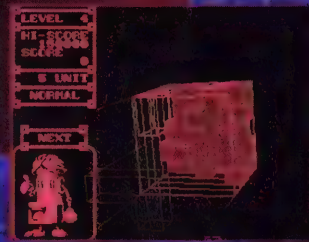
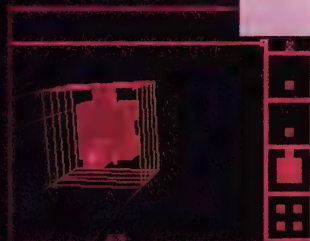
Special Features:
Regular and Puzzle Mode,
20 Different Blocks,
Rotating 3D View, 10 Levels
and 3 Difficulty Settings

Created by:
T & E Soft for Nintendo

Available:
Now for Virtual Boy

From Russia with love comes yet another Tetris title. Combining the killer Virtual Boy gaming hardware with the complexity of Tetris would usually end up in peer chaos. But it seems that Nintendo just missed disaster with their new block game 3D Tetris. This is the first time that Tetris has stepped into another dimension, and it may scare people. It's the same game that we fell in love with; however, now it features a new angle, different blocks, and different rotations. This game would be great if it moved a little faster, and the rotating view was totally deleted. It's a good idea, but the finished product turned out fairly boring.

Overall: 6



Top Gun: Fire At Will

PlayStation Preview

Size:
1 CD-ROM

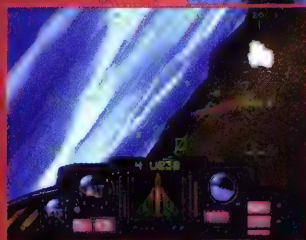
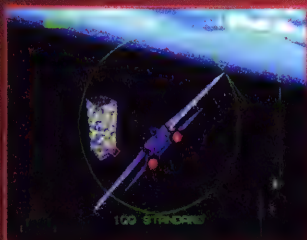
Style: 1-Player Flight
Combat Simulator

Special Features:
Over 30 Action Packed
Dog-Fighting Missions,
Direct Port of PC Title,
Based On the Hit Movie
Which Starred Superhunk
Tom Cruise

Created by:
Spectrum HaloByte

Available: June '96
for Sony PlayStation

Originally slated for a Nintendo 64 release, Spectrum HaloByte has decided to port this PC title over to a system that exists. That means PlayStation owners will be in for a treat when Top Gun: Fire At Will! is released this June. This game is a flight combat simulator which will put you in the cockpit of the Navy's high tech aerial weaponry. You'll be dog-fighting your way through over 30 levels of bullets, missiles, and serious G-forces. So fire up those afterburners and await the landing of Top Gun this summer.



Braindead 13

3DO

Review

Size:

2 CD-ROMs

Style: 1-Player

FMV Cartoon Adventure

Special Features:

Beautiful Cartoon Graphics,
Bum, Bum, Beep Move
Indicator, Control Over Where
You Will Go

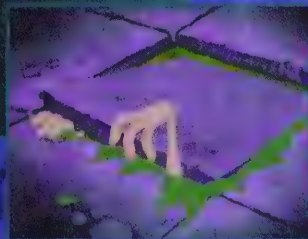
Created by: ReadySoft

Available:

Now for 3DO

Bring yourself back to 1983. Dragon's Lair ruled the arcade with never before seen cartoon graphics and an understanding of how humor can be incorporated into gaming. It's now 1996, and Braindead 13 is trying to fill us with the Dragon's Lair action we've been lacking. You are Lance, a computer technician who's been sent to a haunted castle. Now it will take all of your skill to escape the castle and stop the evil Dr. Neurosis. This game is exactly like the arcade Dragon's Lair in control, humor, and fun level. If you liked it, you'll like this. (P.S. When you enter a legitimate move, you'll hear a beep - a key feature that is included in this game.)

Overall: 6



Arena

Game Gear

Review

Size:

4 Megabit

Style: 1-Player Third-Person

Shooter/Adventure

Special Features:

Multiple Weapons, Grenades,
3 Difficulty Levels,
Password Save

Created by:

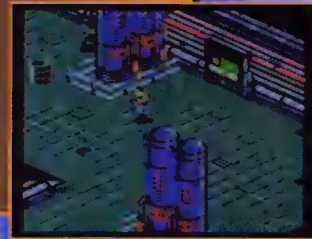
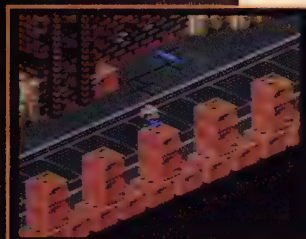
Eden Entertainment
Software, Ltd. for Sega

Available:

Now for Game Gear

In the sparse world of Game Gear software, it's nice to see something new, especially when it's not half bad. In Arena, you take on the role of a one-man commando unit who must infiltrate the enemy base and stop their evil plans. You'll begin the game with a machine gun and a knife. Along the way you'll be able to pick up other guns as well as grenades which will take the place of your knife attack. You'll need to seek out security cards to open certain doors and flip the right switches in order to solve each level. This is definitely one of the more interesting Game Gear carts to come out in quite a while.

Overall: 7.5



Nester's Funky Bowling

Virtual Boy

Review

Size:

8 Megabit

Style: 1 or 2-Player

Pin Smashing Simulator

Special Features:

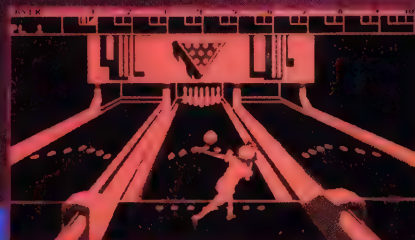
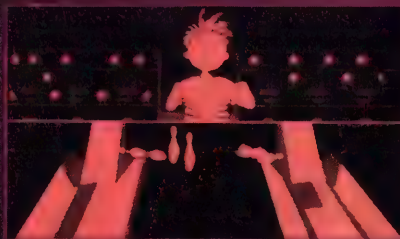
Two Bowlers - Nester and
Hester, 10 Frame, Practice,
and Challenge Mode, Funky
3D Bowling Animations

Created by: Nintendo

Available:

Now for Virtual Boy

Gotta get a turkey! Virtual Boy owners now have the option to bowl ten frames of America's laziest pastime: bowling! Nintendo brings this thrilling sport to life with intense 3D effects and a solid gaming foundation which includes a draw meter, ball sizes, and a power meter. But let's get real, folks! Wouldn't you like to play a football or soccer game instead? Nester's Funky Bowling is a fairly good game for about ten minutes. When you go to an alley, you usually only play three games and leave from boredom. The same thing goes for this virtual alley.



Overall: 6.25

Congo

Saturn

Review

Size:
1 CD-ROM

Style: 1-Player First-Person
Action/Shooter

Special Features

Weapon Upgrades, the Ability to Shoot and Walk on Dead Animals, The Fever, FMV, and Apes

Created by:

Jumpin' Jack Entertainment for Sega

Available:

Now for Sega Saturn

Overall: 3.5

Anyone who signed their life away to view the motion picture version of Congo probably knew that Sega was going to lose big when adapting this title to any one of their console machines. Sega made a valiant effort to keep the bad game play and lousy graphic demons from haunting this title, but in the end the dark side won in a landslide. Congo is one of the worst first-person action titles to grace the 32-bit machines. On a brighter note, we do believe that this game is much better than the movie; however, none of us have been able to make it through either one, so it's hard to calculate it fairly.



MLB Pennant Race

PlayStation

Preview

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

Special Features:

All 28 Teams, The MLB and MLBPA License, All 28 Stadiums, Home Run Derby, Exhibition, Season Play, Playoffs, All-Star Game, and the World Series, Jerry Coleman Commentary, 3 Difficulty Levels, Simulation and Arcade Mode, Memory Card Compatible, Trade Players Option, 8 Gameplay Views

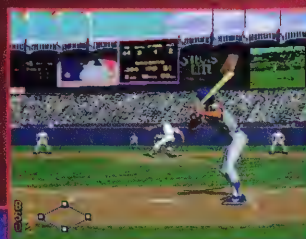
Created by:

Sony Interactive Sports

Available:

June for PlayStation

The only sport left for Sony Interactive Sports to conquer is Major League Baseball (MLB) and this summer they plan to do just that with their newest title, MLB Pennant Race. To make this the best game possible Sony got the MLB and MLB Player's Association license so that this game could feature all 28 teams, 700 real players, and all 28 Major League ballparks. Played in either arcade or simulation mode, Pennant Race will offer a full season (including an All-Star Game and World Series) mode to draw you into the baseball spirit. Baseball fanatics also will be happy to hear that this game will feature complete statistical tracking throughout the entire season as well as color commentary by Jerry Coleman.



Toshinden Remix

Saturn

Review

Size: 1 CD-ROM

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

Special Features

Story Mode, Bad Accents, 1 or 2-Player Mode, Vs. Computer Mode, Five Difficulties, Four Camera Angles, Hidden Characters, Eight Characters To Choose From, 3D Sidestep Move

Created by:

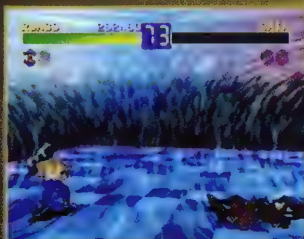
Takara for Sega

Available:

Now for Sega Saturn

Overall: 4

The ultimate battle is about to begin. It is known only as Toshinden, and it is ruled by the world's underground. Eight champions from around the world have come to do battle in the tournament for their honor and for their families. When compared to the original PlayStation version of this game Toshinden Remix doesn't have a lot to offer. The graphics are less than impressive and the play control is clumsy at best. Luckily, there are a couple of new additions including new artwork and the drama-filled story mode; however, neither of these improvements really make this game worth owning on the Saturn.





Virtua Racing – Saturn

Super Car – Take first place in all of the Grand Prix Races. Then, select the Practice Mode, press **Z** at the Car Selection Screen and the F-160 will be replaced with the F-20 Super Car.

Reverse Driving – Get the highest point total in all five circuits and then an option will appear in the Custom Game menu to activate the Reverse Mode.

Full Game Options – At the Grand Prix initial entry screen enter your name as **Y, X, Z**. This will enable you to race all ten tracks in Arcade Mode, and it also enable you to turn on 16 drones in Practice Mode.

*“Virtua Gap Boy”
Minneapolis, MN*

Gargoyles – Genesis

To see a humorous trick pause the game at any time and press **A, B, C, A, B, C, A, B, C, A, B, C**. Credits are a riot.

*“The Game Wiz”
Webville, COM*

NHL '96 – SNES

To activate four hidden teams simply hold **Select** while turning on the SNES and while still holding **Select** press the **L** and **R** buttons repetitively. Then, press **Start** to enter the game. If the code was entered correctly the announcer will have something witty to say to you.

*“NHL Psycho”
XBAND, COM*

Super Return of the Jedi – SNES

Here's a list of all the passwords for this insane Jedi simulator.

Jabba's Dance Hall - ZJLMRJ

Jabba's Palace - LZLKFJ

Rancor Pit - VTYMZX

Attack on Sail Barge -

QZNFPP

Inside Sail Barge - VKCDFD

Endor Speeder Bikes -

ZCTKFC

Ewok Village A - QYXYHB

Ewok Village B - LFWLTQ

Endor - QDQGKH

Falcon - CPMRZV

Power Generator - CDWLTY

Inside Death Star - BPFZQZ

Tower - RVKFKG

Tower Entrance (Vader) -

VQXDQJ

Emperor's Chamber -

HLQMVL

Tunnel - VQJGWF

Tunnel 2 - ZZSTXZ

*“The Eradicator”
Phoenix, AZ*

Discworld – PlayStation



Steps to solving Act One:

How to find the items for the dragon revealing device:

The main item you'll need is the imp. First, go to the stable and remove the corn out of the raggedy old bag. Now go to the toy store (located on the street) and remove the ball of string from the counter. Next go to the produce stand (in the town square) and pick up a tomato. Drop this item and pick up the worm that falls out of it. You can also get the worm by throwing the tomato at the locked up tax collector. Place the worm on the string and head to the alchemist (who is located under the town square). Place the corn in the boiling flask. Once it boils and starts to pop the imp will run outside. Follow him. Now go to the hole (under the drainpipe to the right) and use the wormy string to lure the imp out. Grab him!

The next practical item you need to find is the dragon's breath. Go to the Patrician's palace and talk to the guards long enough so that they begin to fight. Slip by the guards and head to the bathroom. Grab the mirror and head back outside to the alley. Walk around here until you find the brick that launches you up into the rooftops. In the distance you should see a tower that looks like Big Ben. Place your cursor on the tower and go

there. After you talk to the Grim Reaper, use the mirror on the flag pole. Once this task is done the dragon will fly over and breathe on the mirror. Now you have the dragon's breath!

Once again, you'll need another item. Go back to the rooftops and take the ladder that is lying across the buildings. Go to the psychiatrist's office (in town square). The lady inside will tell you to “Shut Up and Sit Down!”, place your buttocks in the middle chair and grab the net behind you. Once you've finished the conversation, go back to the university and walk down the path. Use the ladder on the open university window and use the net to catch one of the cook's flying flap jacks. When the cook leaves, go into the kitchen and steal the frying pan. Now you have the metal container!

The fourth object you'll need is the Wizard's staff. Go to the dining room in the university and swap your old broom for the staff. Now you have the Wizard's staff!

Finally, to get the last item – the metal rod – go to the town square and learn how to pickpocket from the urchin. Head to the barber shop (in the street) and talk to the lady with the roller in her hair. Chat with her until she tells the barber to take it out. Now talk to the barber. He will start to day dream about his love, giving you enough time to snatch the roller from his pocket. Now you have the metal rod (which is actually a roller)!

Take all these items to the Head Wizard at the university and be prepared to start Act Two!

*Randy Solem
Wenonah, NJ*

Code of the Month!



Battle Arena Tohshinden 2 – PlayStation

Play as Uranus and Master –

To activate these two bosses simply wait until the title screen begins to load, then when the text starts to come from the left press **L1, L2, ▲, R1, R2, ■**. If the 1P Game icon turns blue then the code worked. Use the random select to find the hidden characters. To slow this menu down hold **Select**.

Play as Sho and Vermilion –

After finishing the first code wait until the text begins to scroll again and this time use the 2-Player controller and press **■, R2, R1, ▲, L2, L1**.

*“The Rhino”
Toledo, OH*

Ridge Racer Revolution – PlayStation

To acquire the homing laser in the Galaga '88 boot game, hold **L1, R1, ▲, Select**, and **Down** as you power up the machine. Keep holding these buttons to get a perfect score. It's an easy way to access the hidden “buggy” mode.

*“Virtua Gap Boy '96”
Minneapolis, MN*

Foes of Ali – SDO

To activate a cheat mode wait ‘til the fight begins then press the **P** button to pause. From here (the Pause Menu) hold the **L** and **R** Buttons and press **C**. If this is done correctly a secret cheat menu will appear.

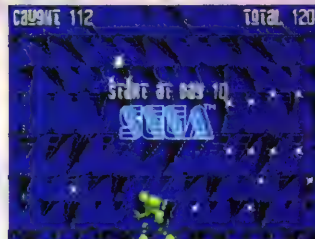
*Danny Salzarulo
Bethlehem, CT*



GAME GENIE

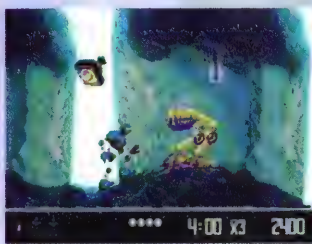
SWAP SHOP

GAME SHARK



Earthworm Jim 2 - Genesis

- GBZW-LAFN**
Start with no ammo
- GKZW-LAFN**
Start with 2000 bullets
- HFZW-LAFN**
Start with 9000 bullets
- K7ZW-L8FN**
Start with mega ammo
- GBZW-LAH4**
Start with 1 life and no continues
- MFZW-LAH4**
Start with 50 lives
- RH2W-J6T8**
Infinite lives
- 971C-LAH6**
Start with mega health
- AB1W-LAET**
Don't flash at all after getting hit
- 971W-L8ET**
Flash longer after getting hit



Vectorman - Genesis

- AXKT-AA8C**
Infinite rocket-boost
 - RORA-N60Y**
Weapons don't run out
- Codes below can only be done on Wicked Level
- BLMT-AAF6**
Start with 10 health balls
 - RGNA-A61L**
All health power-ups max out meter
 - AL8A-AA72**
Invincibility
 - NRMT-AAFY**
Start with 99 lives

Spider-Man/Venom: Separation Anxiety - Genesis

- AG9T-EAB0**
Start with 1 life
- A09T-EAB0**
Start with 5 lives
- GL9T-EAB0**
Start with 50 lives
- ABET-EAD2**
Infinite lives
- R5CT-DBXL**
Almost infinite energy

Toy Story - Genesis

- BJDA-AA7A**
Infinite lives
- G2YA-AA7G**
Invincibility
- A6BT-AAER + GTDA-AA88**
Start with 9 lives
- AEBT-AAGJ**
Start on level 2
- AJBT-AAGJ**
Start on level 3
- ANBT-AAGJ**
Start on level 4
- ATBT-AAGJ**
Start on level 5
- AYBT-AAGJ**
Start on level 6
- A2BT-AAGJ**
Start on level 7
- A6BT-AAGJ**
Start on level 8
- BABT-AAGJ**
Start on level 9
- BEBT-AAGJ**
Start on level 10
- BJBT-AAGJ**
Start on level 11
- BNBT-AAGJ**
Start on level 12
- BTBT-AAGJ**
Start on level 13
- BYBT-AAGJ**
Start on level 14
- B2BT-AAGJ**
Start on level 15
- B6BT-AAGJ**
Start on level 16
- CABT-AAGJ**
Start on level 17
- CEBT-AAGJ**
Start on level 18



Road Rash - PlayStation

- 800DAD40 FFF6**
Infinite Cash

Loaded - PlayStation

- D002A9A8 000D**
Master Code (Must Be Entered)
- 800CAC4 4000**
Infinite Health Player 1
- 800CDF42 001E**
Infinite Lives Player 1
- 800CDF3E 03E8**
Infinite Ammo Player 1
- 800CDF40 0003**
Infinite Smart Bombs Player 1
- 80107AC4 000F**
Player 1 Has All the Keys



Dark Legion - Saturn

- F6000914 C305**
- B6002800 0000**
Master Code (Must Be Entered)
- 1609FE2C 0080**
Infinite Energy Player 1

NBA Jam TE - Saturn

- F6000914 C305**
- B6002800 0000**
Master Code (Must Be Entered)
- 1606C002 0009**
Player 1 Always Scores 9
- 1606C00A 0000**
Player 2 Always Scores 0

Vectorman - Genesis

To access a level warp to levels 5 and 10, simply follow these instructions. At the Sega logo, take Vectorman and place him under the logo. Then, shoot it 24 times, and jump up and hit it 12 times. Doing this will activate the bonus game in which you must collect 90-110 Sega letters for a level 5 warp, and 111-120 for a level 10 warp.

Dennis Thron
Lakeland, MN

Vectorman - Genesis

To activate a hidden menu go into the options and press **A, B, B, A, Down, A, B, B, A**. This new menu allows you to mess with the number of lives, amount of health, starting stage, and weapon choice.

"The Eradicator"
Phoenix, AZ



Shockwave - 3DO

To access the secret codes listed below, first you have to enter the "Special Mode Access" password. Pause the game and use your A, B and C buttons to enter the code **BACCAA**. Once the code is entered hit the quit button (square). Now the following codes can be entered.

- CAABACA** - Super laser
- ACABAACAAA** - Smart bomb (valid only once per mission)
- CAABA** - Fast loading nukes (valid once per mission)
- ABACAABA** - Invincibility (valid once per player)
- BACACA** - Funny message
- BAB** - Funnier message

"The Rhino"
Toledo, OH

X-MEN

Children of the Atom – PlayStation

Legend:

- F – Forward
- Bk – Back
- U – Up
- D – Down
- DF – Down Forward
- DBk – Down Back
- UF – Up Forward
- UBk – Up Back
- QCF – Quarter Circle Forward
- QCBk – Quarter Circle Back
- P – Any Punch
- K – Any Kick
- A – Jab Punch
- B – Strong Punch
- C – Fierce Punch
- X – Short Kick
- Y – Forward Kick
- Z – Round House Kick
- All Punches** – Press All Three Punch Buttons
- All Kicks** – Press All Three Kicks (AIR) – Can Be Done In Air
- X Ability Moves** – These moves draw their power from the X Meter and can only be done if enough is stored
- Hyper X Moves** – Can only be used when the Power Meter is full
- Note:** All moves used in auto block mode are limited to the medium version of that move



Omega Red

- Carbonadium Coil – QCF + P or K (AIR)
- Flip N Smash (After Coil Attack) – F + P (AIR)
- Omega Strike – QCF + K
- Chouhatsu – Y + A, D, X + B
- X Ability Moves**
- Death Factor – Tap P (AIR)
- Energy Drain – Tap K (AIR)
- Hyper X Move**
- Omega Destroyer – QCF + Any Punch

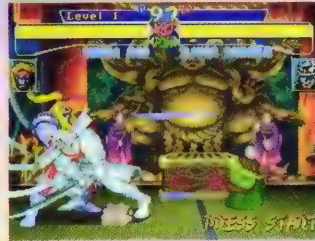
Iceman

- Ice Beam – QCF + P
- Ice Avalanche – P + K (AIR)
- X Ability Move**
- Ice Fist – D, DBk, Bk + All Punches (AIR)
- Hyper X Move**
- Arctic Attack – QCF + All Punches (AIR)



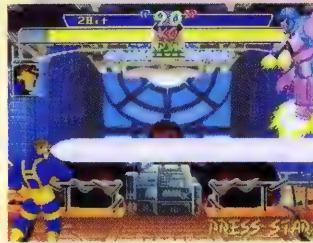
Storm

- Typhoon – QCF + P (AIR)
- Lightning Attack – P + K (AIR)
- X Ability Moves**
- Flying – QCBk + All Punches (AIR)
- KazeOKoshi – QCBk + All Kicks (AIR)
- Hyper X Moves**
- Lightning Storm – QCF + All Punches (AIR)
- Hair Storm – QCF + L + R Buttons



Silver Samurai

- Shuriken – QCF + P (AIR)
- HyakuRetsuToh – Tap P or F, D, DF + P
- X Ability Moves**
- Blink – QCF + K (AIR)
- Tohgi – D, DBk, Bk + P
- Bushin – D, DBk, Bk + All Kicks
- Hyper X Moves**
- RaiMeiKen – QCF + All Punches
- Triple Shuriken – D, DBk, Bk + All Punches

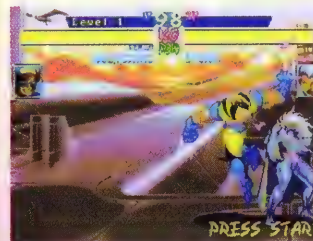


Cyclops

- Optic Blast – QCF + P (AIR)
- Gene Splice – F, D, DF + P
- Leg Grab – DBk, D, DF + X or Z
- Hyper X Moves**
- Mega Optic Blast – QCF + All Punches
- Control Beam – D, DBk, Bk + P (AIR)

Spiral

- Dancing Swords – F, DF, D, DBk, Bk + All Punches (AIR)
- Sword Toss – QCF + P (AIR)
- Six-Hand Grapple – D, U + P
- X Ability Move**
- Sword Explosion – QCF + K (AIR)
- Switch Blade – QCBk + A (AIR)
- Teleport Dance – QCBk + B (AIR)
- Power Dance – QCBk + X (AIR)
- Speed Dance – QCBk + Y (AIR)
- Dimensional Dance – QCBk + Z (AIR)
- Hyper X Move**
- Metamorphosis – QCF + All Punches (AIR)



Wolverine

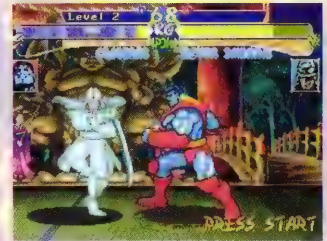
- Tornado Claw – F, D, DF + P
- Drill Claw – P + K (AIR)
- X Ability Moves**
- Beserker Charge – QCBk + All Punches
- Healing Factor – QCBk + All Kicks
- Hyper X Move**
- Beserker Barrage – QCF + All Punches

Psylocke

- Psi Flash – QCF + P (AIR)
- Psi Blade Spin – QCF + K (AIR)
- X Ability Move**
- Ninjitsu – QCBk + P or K
- Hyper X Move**
- Psi Thrust – QCF + All Punches (AIR)

Sentinel

- Rocket Punch – QCF + P (AIR)
- Sentinel Force – QCF + K
- Body Press – D + P
- X Ability Move**
- Flying – QCBk + All Punches
- Hyper X Move**
- Plasma Storm – QCB + All Punches



Colossus

- Giant Swing – QCF + P
- Power Tackle – QCF + K (X = Across, Y or Z = Diagonal Up)
- Body Slam – D + P (Can Be Used on Fallen Opponents)
- X Ability Move**
- Super Armor – D, DBk, Bk + All Punches
- Hyper X Move**
- Super Dive – QCF + All Punches

Activating Akuma

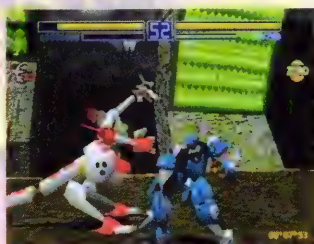
To activate this hidden character go to the character select screen and wait two seconds on Spiral then move through Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red and go to Silver Samurai and wait for two seconds. Now hold Short Kick, Fierce Punch and Round House Kick. Akuma should appear in the character select window.

Akuma

- GouHadouken – QCF + P
- Shakunetsu GouHadouken – Bk, DBk, D, DF, F + P
- ZankuuHadouken – QCF + P (AIR)
- GouShoryuken – F, D, DF + P
- Tatsumaki ZankuuKyaku – QCBk + K (AIR)
- Diving Kick – QCF + K (AIR)
- X Ability Moves**
- Ultimate Throw – QCBk + P
- AshuraSenkuu – F, D, DF + All Punches
- Hyper X Moves**
- GouShinkuuHadouken – QCF, QCF + P
- GouShoryuReppa – QCF, QCF + P

ZERO DIVIDE

— PlayStation



Eight Extra Character Colors –
First, finish the game with any character. Then, when you start another game use the Select button to choose your desired color.

Eight More Character Colors –
Finish the game perfectly on Very Hard, then when you start a new game choose the new colors by pressing Up, Select and any button.

CPU Vs. CPU –
Hold L1, L2, R1, R2 and Down on controller 1 when entering versus play.

Activate Zulu –
Finish the game with all eight characters on any difficulty.

Activate XTAL –
Finish the game on normal or hard difficulty without continuing.

Activate Neco –
Finish the game with Zulu and XTAL.

Play Tiny Phalanx –
Hold Start and Select on controller 2 until the Tiny Phalanx title screen appears.

Stage Select –
This can only be accessed once your total playing time reaches 30 hours or above. Win a round in under 5 seconds and you will be able to select any stage in versus play.

Hidden Comics –
After beating the game in easy mode without continuing or losing a round, go to the title screen and highlight the option icon. Grab controller 2 and hold L1, L2, R1, R2, Start and Select to view the comic strip featuring Neco.

Note – Save the game whenever you can. More tricks will appear through the timer release. Plus, if you are about to lose a round, hit Start on the second controller to have a 2-Player battle, then continue with the fray.



Zulu

Rush – P, P, F + P, F + P

Break – F, F, F, P, P

2 Hit – K, K

High Kick – D + K, K

Kindo Kick – DB + K, K

Leg Breaker – DF + K, K

Rebreaker – F + P

Hammer Shot – F, F + P + K

Rewind Kick – B + K

High Kick – D + K

Turn Fake Kick – DB + K

Knee Breaker – DF + K

Axis Changer – UF + G

Chop – F + P

Stomach Breaker – F, F, F + P

Center Kick – F + K

Riding Elbow – F, F + P

Ankle Breaker – F, F + K

Eguzze Breaker – D, F + P

One-Hand Throw – G + P

Brain Buster – B, F, F + G + P

Reverse Neck Breaker –

G + P (BEHIND)

Knuckle Press – D + P

Guard Breaker – D, DF + G + P

Palm Press – B + G + P

Fallen Opponent Attacks

Dive (Light) – U + P

Dive (Great) – (Hold) U + P

Craig Dunston
Lake Wales, FL



Batman Forever – Genesis

All Secrets Active –

To activate this cheat enter this code at the main menu. **Left, Up, Left, Left, A, B.**

Raymond Cline
Webville, COM



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Cutthroat Island
Super Mario RPG

PlayStation *Alien Trilogy*
Bottom of the Ninth
Descent
Hi Octane
Magic Carpet
PO'ed
Resident Evil
X-Com UFO Defense Force

Sega Saturn *Hi-Octane*
Earthworm Jim 2
Magic Carpet
Mystaria: Realms of Lore
Night Warriors
Skeleton Warriors

3DO *Casper*
PO'ed

Arcade *Killer Instinct 2*
Marvel Super Heroes

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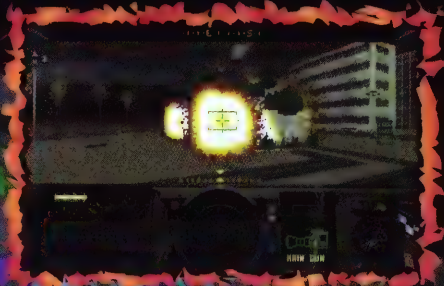
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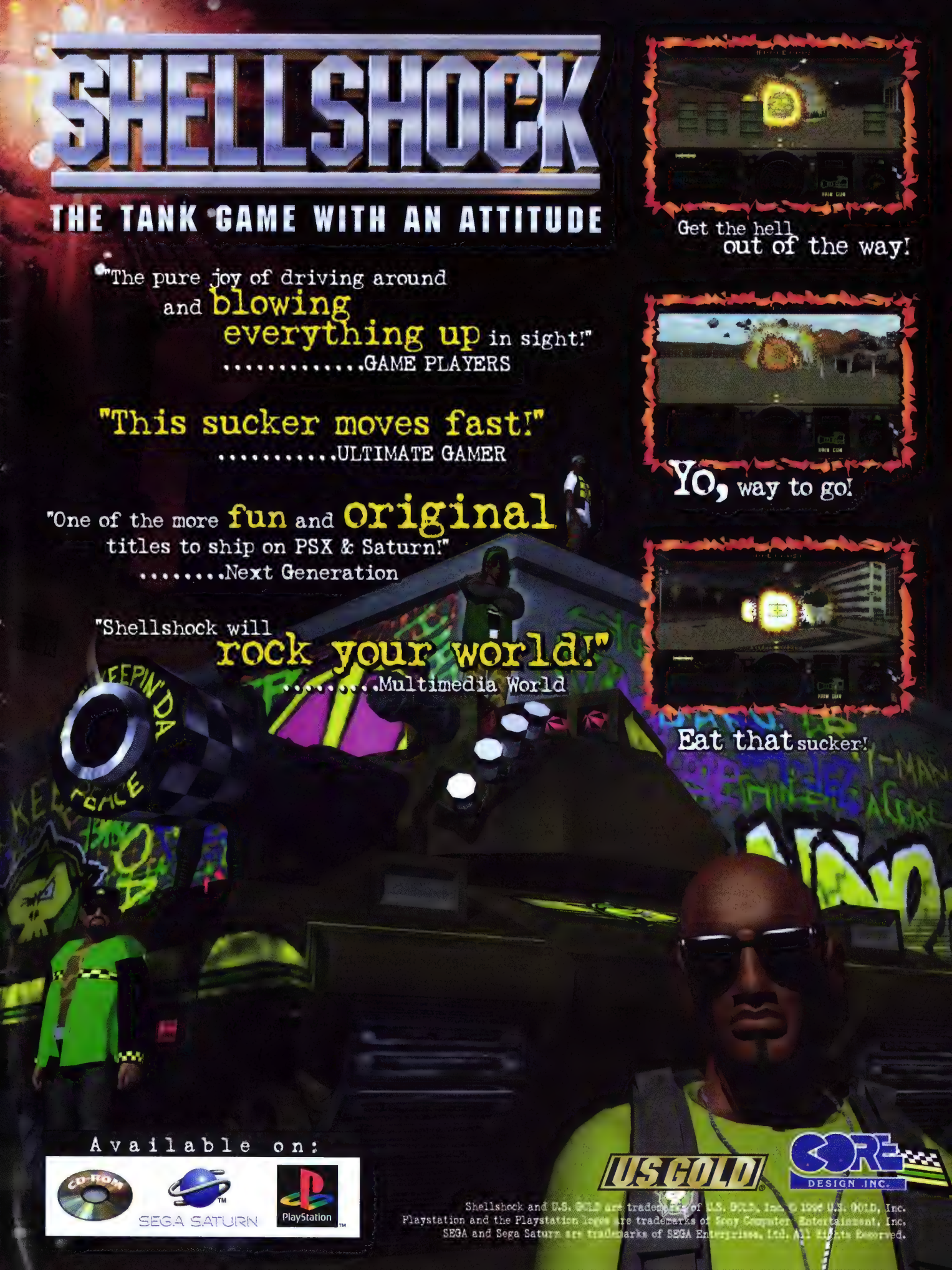
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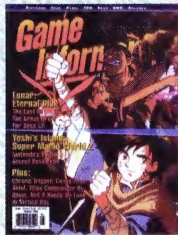
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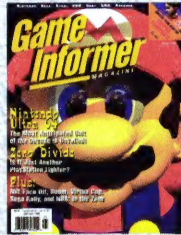
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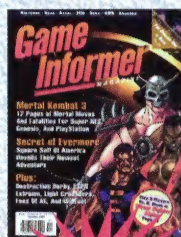
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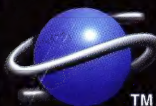
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