



A Gamer's Guide To
**Super Mario
RPG**
Pg. 48

July 1996
Vol. VI • Issue 7 • #39

Game Informer

MAGAZINE

**LEGEND
OF OASIS**
Action & Adventure
For Your Sega Saturn

**AN INSIDER'S LOOK
AT THE E3**
Find Out What
Really Happened

PLUS:
Tomb Raider, NiGHTS, Tetris
Attack, Pandemonium, World
Wide Soccer II, Triple Play '97
and Virtua Fighter Kids

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July 1996





Ken Griffey Jr.
KEN GRIFFEY JR.



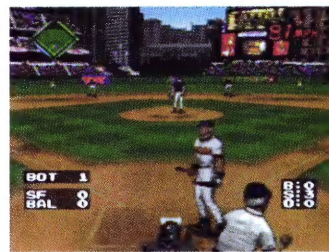
Better wear gloves for this one. Junior's back with Ken Griffey Jr.'s Winning Run™* baseball.

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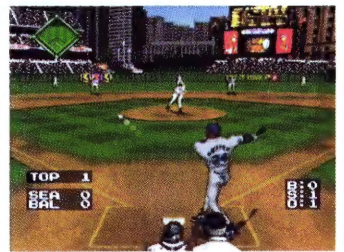
Looks like another big hit from Ken Griffey Jr.

a trading feature and new 3-D rendered ACM graphics. All served up with Ken's **real-life** swing (digitized for your protection).

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Real stadiums, real uniforms and the real Ken Griffey Jr. (hope that shortstop's wearing the proper protective equipment).

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Letter from the Editor

by Andrew McNamara

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Game Informer • July '96

Let the Game Begin!

Welcome all... to the age of 32 and 64-bit gaming. It's here whether you like or not. And not only is it here, but it's catching fire. With price drops to \$199 from both Sega and Sony the cost of 32 and 64-bit gaming is dropping rapidly and there are already numerous games in the market that are fairly inexpensive. And of course, the last piece of the puzzle is finally in place with the release of the Nintendo 64. I know, many gamers were waiting to see if the Nintendo 64 would live up to its hype and I would have to say that I think it has.

So we now have a three way battle for first. The reason I say three is that the M2 won't be released in '96, the most crucial year. Panasonic does state that it will be released sometime in 1997, but even that looks doubtful at this time.

The battlefield stands with the Sony PlayStation as the current leader; however, this may change in the next year, because the Sega Saturn has a hearty line-up of good quality software to help increase hardware sales, and the Nintendo 64 is now the most powerful piece of hardware on the market.

The question is: how will the battle for supremacy unfold? It's hard to tell because there are so many intangibles. The Nintendo 64 faces the problem of having the most expensive (even though it could be the best) software. Sony is still sitting pretty with lots of good software on the way, but it lacks a variety of A+ software from their in-house staff. Sega has the terrific software, but lacks the third-party support that the Sony PlayStation is enjoying right now.

I guess I'm inclined to say that all three companies will continue to thrive and we'll end up with a large three way tie. Nintendo will get its loyal following, Sony and Sega will enjoy the spoils of software bundling, and everyone will win. Video games will grow and everybody will be happy. We'll see games like we've never seen them before, and Game Informer will be here to tell you about them.

Vinny, The Video Tycoon

"They say that the career of a gamer is a short one, and that seems amazingly applicable in my case. With nearly two years as a writer and only a few months as a reviewer, it is time to announce my retirement and move on to other things. The new school year approaches quickly, and with it the beginning of a new life. Keep your eyes peeled, for somewhere, someday, you may hear from me again. Until then, keep gaming but remember to get outside once in a while. With the good-byes out of the way, all I can do is hope the effects of these radioactive vegetables wear off."

Andy, The Game Skipper

"Arggggh! I shouldn't have eaten all those Banana Twists last month! I think I might have gained a couple of extra pounds. Anyway, the E3 show was pretty cool. I was very impressed by the final version of Mario 64—it was easily the best game at the show. The best stuff at the Sega booth was the very cool Heart of Darkness and a console version of C&C that, through the Net Link, will let you play across a network against people on a Saturn or a PC. Sony's booth, unfortunately, had a lot of the same software as last year with a 'two' smacked on the end. Lots of solid titles, but nothing really outstanding at this point."

Ryan, The MaryAnn Gamer

"Greetings. I am now a more humble man thanks to the beating I received at the Tekken 2 tournament during the E3 show. The show in general beat me up, but I had fun. I think the most memorable games were Mario 64, Tomb Raider, and Pandemonium. I did, however, play a lot of the Die Hard Trilogy—I love Bruce Willis! Now I must hit the arcades in search of new material. See you next issue!"

GI Reviewers: Gamers on a Three Hour Tour

Paul, The Game Professor

"The E3 proved to be an unbelievable display of gaming wares. By far the most impressive thing there was the Nintendo 64. Mario is simply amazing. Other things that caught my eye were Formula 1 by Psygnosis, World Wide Soccer II from Sega, and Soviet Strike from EA. I didn't get a chance to play as many games as I would've liked, but I know that the next six months are going to be filled with great games. The only challenge with the multitude of titles is securing time to play them all. I'm still working on that part. Later."

Reiner, The Gilligan Gamer

All hail the Nintendo 64! Besides confronting Spider-Man and Captain America in a no-holds-barred duel to the death (hint, hint, I'm still alive), I'd have to say that Nintendo reigned supreme at the E3. Nintendo's booth freaked me out. Robotic versions of Mario and Wario seemed to keep teasing and taunting me as I walked by their pedestals. At first I thought I was hearing things, but then Wario severely insulted me over and over and the only thing left to do was go Tekken style all over his mechanic hide. Sadly, that was the last time I was allowed to play the N64. On a closing note, did Andy get stung by a bee or something?...He looks kind of bloated.

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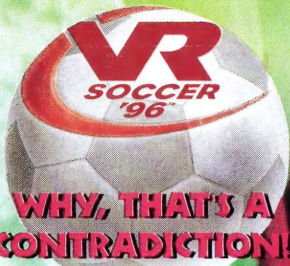
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SEGA SATURN™



Our games go to 11!

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WHY, THAT'S A CONTRADICTION!

I was looking back on my old GI magazines when I read the March issue and looked at the VR Soccer '96 preview and you said "we would have to agree that VR Soccer '96 has all the right ingredients of a great soccer game." Then I read the May issue and saw the VR Soccer '96 review and you gave it a 4.75. What gives?

Alfredo "Good Eye" Estevez
Chicago, IL

VR Soccer did have all the right ingredients. But just because you have yeast, water, eggs, salt, baking soda, and flour doesn't mean you're going to make great bread. As you can tell from our reviews, we think Interplay ended up making a clump of dough rather than a loaf of bread. Remember, a preview is a preview. The games that we preview in the magazine are meant to give a glimpse of what is coming, not to help you with your buying decisions. Most of the games that we get for preview are still missing a lot of elements that make or break a game.

I RESEMBLE THAT REMARK!



I have to take issue with the Letter from the Editor in the June, 1996 issue. You say that you don't like the "super booth" complex. Companies spend thousands nowadays, even millions of dollars to develop their games, so of course they want to hype their product, especially at conventions.

If I were a game publisher, I'd do everything possible to attract attention to my product. The key to a successful game is obviously a good game, but a good game is



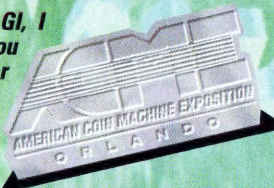
useless if no one knows about it. Yes, it is kinda silly, but commercial enterprise in general is kinda silly. Also, for some games, I think you can get a feel for a game in, maybe not two minutes, but ten minutes. I remember going to C.E.S. a couple of years ago and I happened upon a game called "Subterrania." I only played it for about ten minutes, but I was completely engrossed in the game, and I was telling everyone, "You've got to check out Subterrania. It's great." I ended up buying the game, and I still think it's a great game.

Andy Hsiung
Santa Monica

Since when did video games need spotlights and dancers? If a company has a booth the size of a football field and exotic dancers does it make the product that much better? No. We'd rather see all the companies products lined up in a straight line without the Hollywood hype. It's silly how much money they spend on a booth exhibited for three days. It's an industrial war of "Our booth is bigger than yours, so we must be better than you!" Silliness begins with wads of cash, but sooner or later one of these "super booth" companies is going to regret spending a gazillion dollars on an E3 booth. About Subterrania, we agree, it's a fabulous game and we'd love to see a 32-bit Saturn version. (That's a hint for Sega in case you didn't notice.)

GOOD SHOW!

In past issues of GI, I always thought you did a pretty poor job on covering electronics shows. But that all changed in your Acme report in the May issue. I can't think of a better format in the world than the one you used (an overview of the game, followed by first impressions). The



only thing I can think of that would make your show reports better is if you covered all the games rather than just some of them. But you can't really do that unless GI gets bigger.

Sincerely,
Ivan O'Brien

Man, even if our mag was bigger we still wouldn't cover EVERY game at a show. For example, at E3 hundreds of companies were showcased and each had between 5 to 30 games! We'd die trying to get all that coverage! But, we'll always be sure to cover the best and most promising titles from the show. Why cover the crap that probably won't ever come out?

T-A-D-A

I was wondering if you could show me a picture of your #1 issue. I was also wondering if you would sell it to me. I'll pay more than the other back issues.

Loyally Yours,
Jason Millies



Here it is—the rare super collectible issue #1! Boy, what a pathetic issue that was. We've come a long way since that issue hit the shelves, and if you saw the content inside, we're sure you wouldn't want it. If you're still interested anyway, we'll only charge you forty million for a semi-mint edition poly bagged with a backboard. Quite a bargain!

RPG ASAP

I love your magazine and its reviews, but recently I've been losing interest because there are very few reviews of Sega Saturn RPG games. I recently purchased a Sega Saturn to find an RPG that is like the game Final Fantasy 3 for my Sega Saturn system, but I have been unable to find any. Do you know of any games of this type for the Sega Saturn? Secondly, are there going to be any games like Resident Evil for the Sega Saturn systems?

Jonathan Saal
Alpine, NJ

Either you like RPGs or you don't, but finding clones of Final Fantasy is next to impossible. There's nothing that compares to all the Mario titles, and there will probably never be anything like Final Fantasy, except for Final Fantasy VII for the PS-X which will be out sometime next year. As far as the Saturn goes, hold on to it. After an impressive showing at E3 you can expect to see a flood of RPGs on this machine. To name a few, Working Designs debuted Ray Earth and Dragon Force, and Sega blew us away with Legend of Oasis. Give it time and you'll be pleased. Lastly, yes, there

will be games like Resident Evil for the Saturn, see page 32 for a first glimpse of Tomb Raider. True, this is a PS-X preview, but it will be out for the Saturn in November. And both versions look and play identically.

A PLAYSTATION PASTA SALAD!

What's up with the Sony PlayStation? Whenever I played Resident Evil (one of the best games on the planet) my system totally overheated and shut down in a half an hour from when I started. I called Sony's help line and they told me to turn the system totally upside down when I play. Whatever this does, it works like a charm. Please tell me why in the world does this work and why does the system overheat so easily in the first place?



Victor Kendera
Crown Point, IN

If you'd keep your stinking tongue off the laser you wouldn't have this problem!

Seriously, we have no idea why this would happen or why it works. Maybe Sony hired a new staff and they assembled all the units' hardware upside down. Thus, it works better on the reverse side or in a pasta salad!

NYAHI NYAHI I'VE GOT MORE CHIPS THAN HE DOES!!!

I am a proud owner of a Sony and I, myself, think that it is the best system out right now. But a few weeks ago I saw a TV ad for "Panzer Dragoon 2" for the Saturn. During this ad, it was mentioned that the Saturn had three 32-bit processors while the Sony only had one.

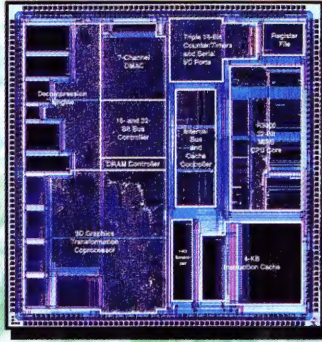
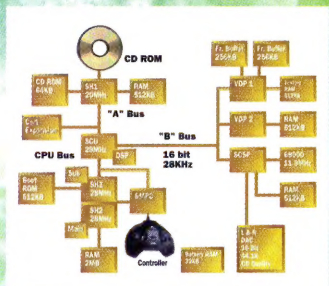
I see no difference between Sony and Saturn. The price isn't even different, but I still

wondered if these features are any big deal. Was it just something that was added on to make the system seem more "high tech," or did Sony really screw up on this?

I would like to add that this is the best mag I get in the mail. I actually can rely on the criticism you give on games. Before I buy or even rent game, I always check with GI first.

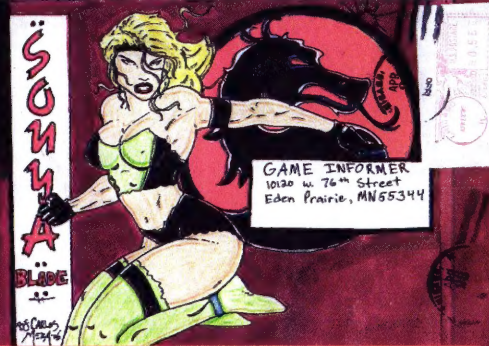
Nick Johnson
Bloomington, MN

First off, thanks for the vote of confidence Nick. It's always nice to hear how we are doing. As far as the ad is concerned it's part right and part wrong. Yes, the Sega Saturn does have three processors and yes, the Sony does have just the one main processor. However, it is important to note that the single processor on the Sony was created as a multi-purpose chip. The Sony chip, called the R3000, was especially created by LSI Logic to do three different tasks. And it doesn't work alone; it is surrounded by other chips that help it do its tasks. Anyway, we could talk about this forever because the Saturn is also full of processors. As a matter of fact, when it comes to stats and processors almost all the companies are full of chips...if you know what I mean. Remember: games rule, not processors.



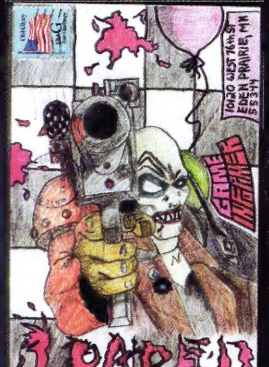
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JULY WINNER!
Carlos Meza · Chicago, IL

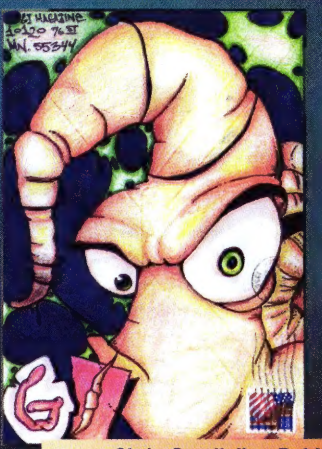
Could I get some Sonya with my Mortal Kombat Value Meal?



Jim Cateno Torrington, CT
Hey, don't make fun of my clown suit. Got it?



Yuri Kaplanskiy
Skokie, IL
I look cool when I hold my hand like this!



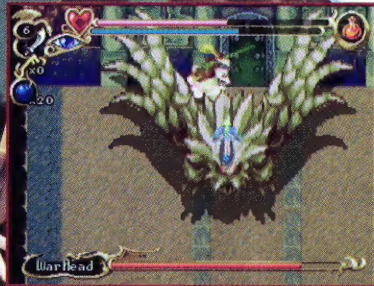
Omar Ortiz,
Phila, PA
What in the haystack is that? It looks like Reiner on a bad hair day!



Chris Gandiello · Baldwin, NY
Look into my eyes...and repeat after me...worms are my friends...worms are my friends...

Matthew Daniels
HoneyBrook, PA
If you think I'm showing a lot of skin, you should see the girl under the sticker.





Legend of Oasis

The Quest To Become The Spirit King

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Music by Yuzo Koshiro, Four Powerful Weapons, Six Elemental Spirits, Anime-Styled Graphics, Large Sprites, Hidden Items, Long Levels, 20+ Hours of Gameplay, Special Attack Techniques, Obelisks of Knowledge
- **Created by:** Ancient for Sega
- **Available:** August for Sega Saturn

GENERATIONS AGO...A BATTLE WAS FOUGHT FOR THE VERY EXISTENCE OF OUR WORLD BY THE SPIRIT WORSHIPPERS AT THE CENTER OF ALL, AQUARIA. REHARL, KING OF THE SPIRITS, HELD THE GOLDEN ARMLET, SYMBOL OF KNOWLEDGE OVER ALL CREATION. AGITO, ABSOLUTE DESTROYER, HELD THE SILVER ARMLET, SYMBOL OF POWER OVER THE WILL OF ALL THINGS. BOTH BEINGS HELD UNKNOWABLE POWER. MANY BELIEVED THEY WOULD BATTLE FOREVER. EONS PASSED, AND FINALLY THE

STRUGGLE ENDED. THE TWO ARMLETS VANISHED. LEGENDS TELL THAT THE GOLDEN ARMLET RESTS AT THE BOTTOM OF A LAKE. THE SILVER ARMLET, IT IS SAID, WAS CAST INTO A DEEP FOREST. AND NOW THE GOLDEN ARMLET HAS BEEN DISCOVERED BY ORDAN, AN ELDER OF AQUARIA, AND KEEPER OF SPIRIT LORE. BUT AS ORDAN HOLDS THE GOLDEN ARMLET, HE KNOWS THE SILVER ARMLET IS AGAIN POSSESSED. THE WORLD MUST BE MADE ONE AGAIN, AND THAT STORY BEGINS HERE...



BAWU WILL EAT JUST ABOUT ANYTHING.



THE POWER OF SHADOW GIVES LEON A BODY DOUBLE.



Screamer

YOU MUST DELIVER THE FINAL BLOW TO THE TAIL OF THIS VICIOUS SNAKE.



WereRat

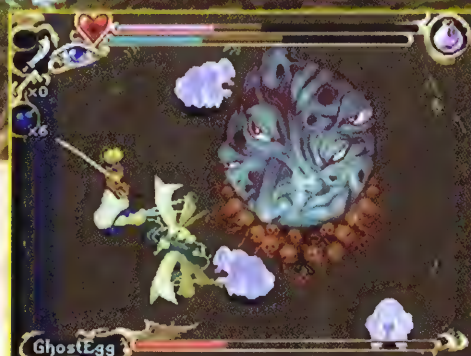
RATS! I HATE'EM!

In the Spring of 1995 the face of action/adventure on the Sega Genesis changed forever with the release of *Beyond Oasis*. This ground-breaking game, from Ancient and Sega, altered everyone's perception that action/adventure games had to have small characters to have a big adventure. Together they proved the world wrong, and now they're ready to do it again with their newest release, *Legend of Oasis*.

Based loosely on the first adventure, *Legend of Oasis* sends a new hero, Leon, on a quest to stop the evil Agito. To do so, Leon must travel the lands of Aquaria in search of the six elemental spirits to fulfill his prophecy and become the Spirit King. Armed with the Golden Armlet, Leon can summon the power of the spirits to do his bidding; however, he must battle his way through each Spirit's dungeon before he can use any of their powers against Agito. (Ahhh...a plot twist.)

Each dungeon is filled to the rim with various trials and tribulations that Leon must overcome. Leon can interact with almost every object in the game. From flipping switches to defeating hordes of evil minions, Leon must use every power at his disposal to work through each maze-like level. As Leon gains the power of each of the Spirits, he can then use their powers to move on to different areas of the game. For instance, the Shadow spirit is the only thing that can destroy the Thorn bushes or flip certain switches. So proper use of the spirits is essential if you want to make it anywhere. Then as the game progresses, you must mix and match the different powers of the spirits to conquer the more difficult puzzles that come later in the game. Which sounds easy, but Leon can only summon one spirit at a time and they must be summoned from the element they represent—which is not always easy to find.

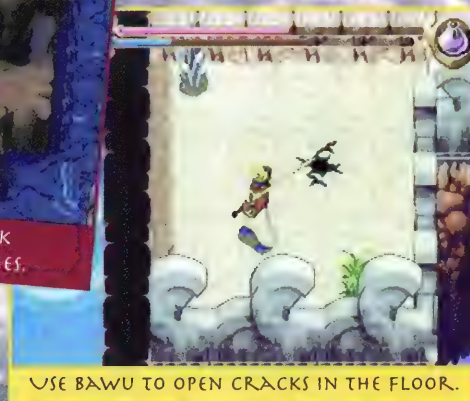
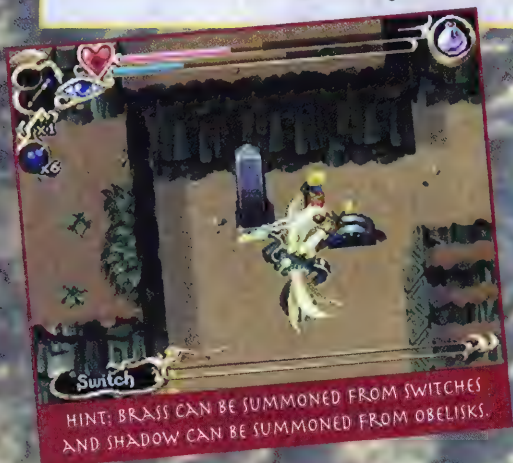
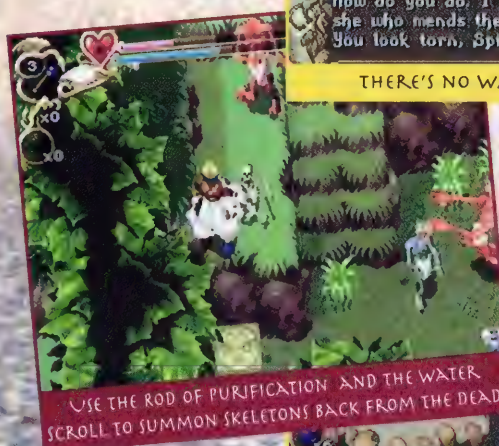
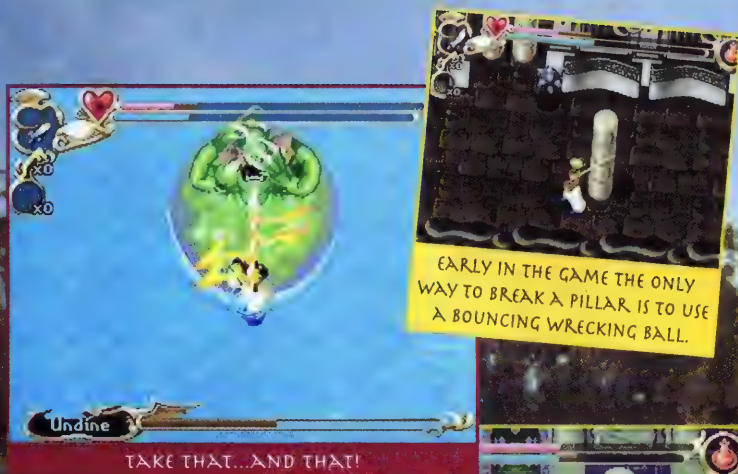
Luckily, Leon is not only the master of the Golden Armlet, he is also a master of the fighting arts. Throughout the land, Leon will find four weapons to use during his quest, including a sword, bow, rod, and scimitar. Leon will also find more powerful versions of these weapons as he progresses through the quest as well as bombs for long range attacks. Depending on which weapon is armed, Leon can do different special attacks as well as the standard slash and kick. Using these special attacks will be essential to his quest. Without them, Agito will surely be victorious.



Leon also has one final power at his disposal. With the power of an elemental scroll, Leon can combine the powers of a weapon with a certain spirit. These "super-enhanced" weapons can then do things you never would have thought possible. For instance, when you combine the power of the Earth Spirit with the Scimitar, Leon can throw rock switches with a single swipe, or bring down a pillar with a special attack. The only draw-back to these "super-enhanced" weapons is that the number of attacks you have is determined by the total number of scrolls you have uncovered. In other words, if you want to progress in the game you'll need to unlock as many secrets as possible.

Finally, the most impressive thing about Legend of Oasis is its use of sound and animation. Every character is brought to life with numerous frames of animation for different situations (kind of like a situation comedy). Also, every character has some very usual sound effects that they make; like a Lion's roar when you open a door or a rifle shot as a lightning bolt strikes from the sky. Plus, all the sound effects are based on the doppler effect. Which means that when a sound is off in the distance, it SOUNDS like its off in the distance. Another impressive thing is that not only are there hundreds of moving, noise-making sprites on screen at one time, but there is also lots of scaling effects, as well as an amazing soundtrack by one of Japan's premiere artists, Yuko Koshiro.

Don't let this fool you into a false sense of security because this game is not easy. There is very little text, so the game relies on your instincts to explore and try different things. Of course, its always a good idea to talk to everybody in town whenever you are stuck. Legend of Oasis is an epic quest, that can be a little quirky at times, but it will keep any action/adventure fan coming back for more.





TALK TO THE STATUE OF REHARL AND HE WILL TELL YOU THE WAY.



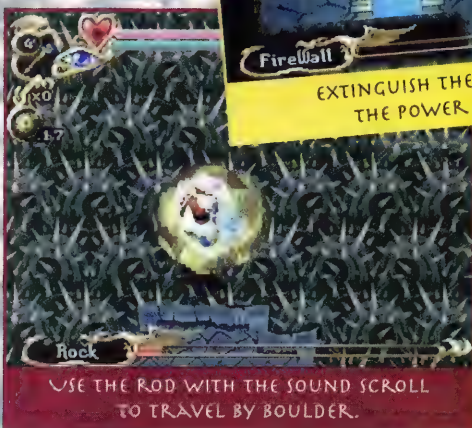
EFREET IS A GOOD TRAVELING COMPANION BECAUSE HE'S ALWAYS READY FOR A RUMBLE.



AFTER YOU MASTER THE POWERS OF THE SIX SPIRITS YOU MUST FIND THREE SPECIAL CUBES TO UNLOCK THE DOOR TO THE FINAL SHOWDOWN



EXTINGUISH THEIR FIRE WITH THE POWER OF DYTTO.



USE THE ROD WITH THE SOUND SCROLL TO TRAVEL BY BOULDER.

The Weapons And Their Special Attacks

The Sword

- Triple Flip KickF, B, F and press B repeatedly
- Spin Attack360° + B
- Down StrikeC, then B
- SwingHold B, then release

The Bow

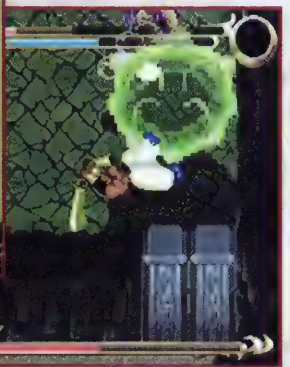
- Four-ShotF, B, F and press B
- Upward ShotPull back after bow is pulled

The Rod

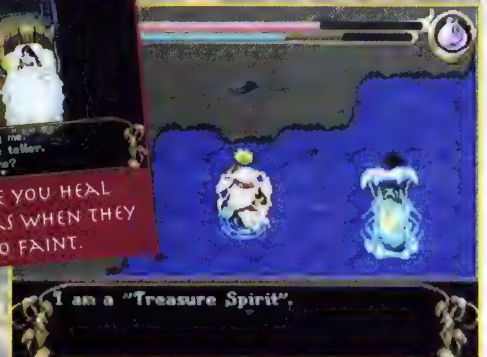
- SmashF, B, F and press B
- Rod BlowC, then B
- Mighty BlowHold B, then release

The Scimitar

- AssaultF, F, and press B
- Dragon Sword360°, F, B, F + B
- Spin Attack360° + B
- Down StrikeC, then B
- SwingHold B, then release



MAKE SURE YOU HEAL THE VILLAGERS WHEN THEY BEGIN TO FAINT.



I am a "Treasure Spirit".

IF YOU USE THE ROD MIXED WITH THE WATER SCROLL YOU CAN UNLEASH THE TREASURE SPIRIT TO HELP YOU IN BATTLE.

Cast of Characters

Leon

The main character of the story. Leon must undertake a journey to become the next Spirit King.

Of course he's the hero of the story, but you already knew that! What you didn't know is he can duck, throw bombs, do special attacks with d-pad combinations, jump on top of enemies, move rocks, flip switches, and summon spirits. (He's quite a guy!)



PREPARE FOR THE FINAL SHOWDOWN BY CHARGING YOUR MAGIC POWER ON THE BLUE MAGIC TILE.

Ordan

The foster parent of Leon. Leon's teacher of military arts and an experienced soldier.

Leon's father, Ordan, was the last Spirit King and will help Leon throughout the quest.

Myra

A mysterious fortune teller. The black-haired woman who is believed to be a prophet.

A troubled fortune teller who mysteriously stumbles into the city of Aquaria.

Reharl

The first Spirit King and keeper of the Gold Armlet. It was Reharl who originally banished Agito. Reharl now resides among the spirits.

Reharl is the original Spirit King who comes to Leon in the form of statues that Leon can talk to by using the power of Golden Armlet.

Bawu

The spirit that rules the greenery and Mother Earth. A charming and loveable character with a voracious appetite.

Bawu is the Earth Spirit and can be called from any plant or root. He can munch enemies and iron boulders with a single gulp, uproot hidden items with a single gulp, uproot hidden items from cracks in the floor, and emit homing plants that will track down and attack any enemies on screen. Combine the Earth Scroll with the Scimitar and Leon can crush rock switches and destroy pillars.



WATCH CAREFULLY FOR CRACKS IN THE GROUND, BECAUSE THEY MAY UNVEIL A NEW ELEMENT THAT WILL GIVE YOU THE SPIRIT YOU NEED TO MOVE ON.

Airl

The spirit ruler of the clouds. Airl's thunderous power is drawn from her violent, stormy temper.

Airl, the Spirit of Air, can only be summoned from a geyser of steam. She can open electronic switches or give life to robots with her lightning strike. She can also attack enemies with pieces of cloud, and most importantly, fly Leon over large gaps in the landscape. Combine the Wind Scroll with the Rod and Leon can move objects from a distance or behind walls.



WHO IS THIS FUNKY SIX-ARMED DUDE?

Shade

The spirit that rules shadow and darkness. Shade is a defensive spirit that mimics a shield or prevents falling.

The mysterious Shadow Spirit can be summoned from any reflective object or dark shadow. He not only doubles your attacks, but can destroy Thorns and flip switches with his shadow attack, shield you from attacks, and enhance your attacks. Combine the Shadow Scroll with the Bow and Leon can destroy Thorns with "super-enhanced" arrows.



USE FLOATING TILES TO CROSS PITS.

Agito

The banished old magician and keeper of the Silver Armlet. Agito's evil power is drawn from destruction and terror. Agito is gathering his forces and planning his return.

The vile agent of evil who possesses the Silver Armlet and threatens to destroy the world.



WRAPPED UP IN A WEB OF DECEIT.

Dyto

Affectionate Spirit that rules the waters. Dytto heals wounds and purifies evil.

She is the Water spirit, and can only be summoned different forms of water. She has the power to freeze objects, heal, and summon a tornado. Combined with the power of a Water Scroll and the Rod, Leon can open plant springs, revive skeletons, and banish souls.



Efreet

The spirit that rules with a fist of flame. Efreet controls flame to burn out impurity.

He is the Fire spirit, and can be called upon from any burning fire. He has a powerful punch but can also summon the ability to spit fire, create a flame torpedo, and erupt into a volcano of flame. Combine the Flame Scroll with the Scimitar and Leon can wield a Flame Sword that can ignite torches as well as enemies.

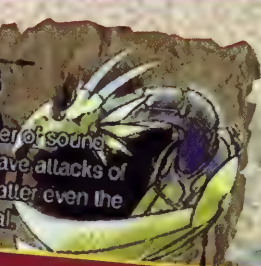


WHY DO THE BAD GUYS ALWAYS HAVE TO HAVE SUCH A BAD ATTITUDE?

Brass

The spirit ruler of sound. The sound wave attacks of Brass can shatter even the hardest crystal.

This dragon is the Spirit of Sound and can be summoned from anything mechanical or iron. He has the power to shatter crystal and bounce enemies with his sonic attacks. Combine the Sound Scroll with the Bow to enable the arrows to penetrate metal doors.



▶ THE BOTTOM LINE 8.75

ANDY, THE GAME HOMBRE

Concept: 8 "Simply put, this game is a must have for any action/adventure fan. It has lots of interesting puzzles and very addictive gameplay. The only problem I had with this game was the inability to run at angles, which makes cross-country treks a horrible pain in the butt. Plus, the bosses could have been a little more difficult. Luckily, the good outweighs the bad, because it's twenty plus hours of gameplay are filled with awesome animation and crazy enemies. But perhaps the best part of Legend is the soundtrack and sound FX."

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 9.5 "Legend of Oasis is a visual delight crafted with colorful manga graphics and extremely detailed character sprites. The "Oasis" hype originally debuted two years ago on the 16-bit Sega Genesis, and now, with 32-bit technology backing the Oasis roots both play control and challenge have risen to a master's level. This is definitely not a game for a first day user or any average gamer, special moves and hidden items consume the mass of this remarkably large action/adventure title. Legend of Oasis is a game conceived for the 'true' gaming populous."

OVERALL:
9.25

VINNY, THE VIDEO VIGILANTE

Concept: 8 "This is a fun game with plenty of action and arcade style puzzles. As far as the RPG aspect goes, I didn't really feel myself get involved with any kind of story - there's a lot more fighting than talking. I love the combining of weapons and magic powers that allow you to perform certain tasks. On the downside, I thought that interaction with enemies was rough, and I think it's lame and unrealistic that you can stand on enemies heads and jump onto higher areas. Good, but not monumental."

OVERALL:
8

Game Informer's

TOP TEN

Editor's Top Ten for July

- 10 Tomb Raider - PS-X, Saturn
- 9 NIGHTS - Saturn
- 8 Resident Evil - PS-X
- 7 Pilot Wings 64 - N64
- 6 World Wide Soccer 2 - Saturn
- 5 Virtua Fighter Kids - Saturn
- 4 Super Mario RPG - SNES
- 3 Tetris Attack - SNES
- 2 Super Mario 64 - N64
- 1 Tekken 2 - PS-X

Top Ten Reasons to Get a Job in Video Games

- 10 Makes for great conversations with US Senators
- 9 Free Vids
- 8 Always the life of the party because you know the latest codes for Tekken 2
- 7 Enhanced thumb muscles (very useful when challenged to a thumb war)
- 6 Ties are optional
- 5 Get to work in same industry as Tommy Tallarico
- 4 Company parties
- 3 Shop talk is fun
- 2 Pants are optional
- 1 Women go crazy over gamers

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

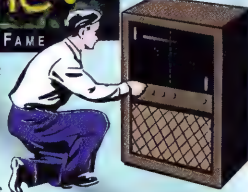
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344

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

CLASSICS ATTIC

HALL OF FAME

Recall the games of yesterday with our monthly glance into the infancy of game-dom. 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.



Section Z - NES

Double Dragon - NES

Star Tropics 2 - NES

Casino Kid - NES

Super Conflict - SNES

Super Valis 4 - SNES

Mario Picross - Game Boy

Sky Blazer - SNES

Turn & Burn - SNES

Buck Rogers - Genesis

Shadow Dancer - Genesis

Baseball - Intellivision

Raider's of the Lost Arc -

Atari 2600

E3 Moves To Atlanta In '97

The 3rd Annual **Electronic Entertainment Expo (E3)** will be held at the Georgia World Congress & Georgia Dome in Atlanta, GA. After a two year stint at the Los Angeles Convention Center, the show will be held June 19-21, 1997, a month later than the previous events.

The expansive growth of the E3 was clearly evident at this year's show as the exhibit space was filled to capacity. The spacious confines of the Georgia site will be better able to handle the increasing numbers of exhibitors.



Wanted: Players With Skills!

Do you have the skills? Are your video gaming techniques at peak level? Well if they're not, you had better start practicing. **FuncoLand**, with the help of Sony Computer Entertainment, **Game Informer Magazine**, and GamePro Magazine, will be holding the **National Video Game Championships** through the end of August. The winner of the battle of gaming skills will take away a \$25,000 scholarship.

All you have to do to enter is sign up at any **FuncoLand** store between July 15th and August 4th. Entry to **FuncoLand's National Video Game Championships** is free to subscribers of **Game Informer** or GamePro and it is also free to members of **FuncoLand's Fun Club**. Otherwise, a \$5 entry fee must be paid.

The championships start on August 5th with the store-wide competition which culminates in a city-wide championship on August 10-11. The top 50 scores in each store win a T-shirt and the store champions will receive \$100 **FuncoLand** gift certificates. The store champions will then have a chance to take the city crown and win a trip to the national finals on August 24-25. The winner of the national championships will receive a \$25,000 scholarship plus "guest reviewer" articles in **Game Informer** and GamePro.

All of the games played throughout the competition will be exclusively on Sony's PlayStation. For the first round, store-wide competition will be fought out on Ridge Racer. So limber up those skills and shave those seconds off your lap times before the competition starts.

For more information on **FuncoLand's National Video Game Championships** contact your local **FuncoLand** store, call 612.946.8883, or find it on the World Wide Web - <http://www.funcoland.com/>.

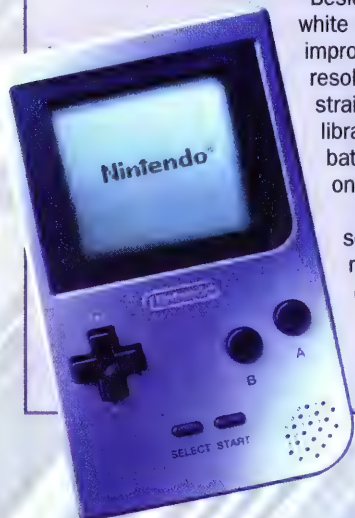


Nintendo Offers Redesigned Game Boy

Nintendo not only introduced the US to its new **Nintendo 64** home system at the recent Electronic Entertainment Expo (E3), they also brought along a new portable system to show off as well. The **Game Boy Pocket (GBP)** is a new streamlined Game Boy that is 30% smaller than its older brother. It will be released sometime in September for about \$60.

Besides its smaller size, the GBP is equipped with a new black and white Liquid Crystal Display (LCD) screen. This new screen is a vast improvement over the existing Game Boy screen. The improved resolution of the GBP screen makes images much clearer and less straining on the eyes. All of the 400+ games in the Game Boy library will play on the GBP, but you may want to invest in some batteries. The GBP runs on two AAA batteries that are reported to only give you about ten hours of game play.

Just last year Nintendo gave us wild colors and now we get a sort of executive model of the **Game Boy**. It has weathered many years and has been quite the work horse for Nintendo by selling over 48 million world wide. Obviously, Nintendo thinks the Game Boy Pocket's sleek, executive looking design will help usher in some new portable gamers.



From Russia With Love

This little gem turned up at our booth at **E3**. Although we can't read, let alone pronounce, the title of this magazine originating out of the former Soviet Union, we can tell you that the Russians are into PCs and 3DO more than they are interested in the 32-bit offerings from Sony and Sega. However, our gaming comrades in Russia have to wait a lot longer to get games. This issue (April '96) reviewed Virtua Fighter 2 and Virtua Cop.



3DO's Chief Has Champagne Wishes and Caviar Dreams

We all know that there is plenty of money to be made in the computer and video game industry, but it's not often that we get a chance to peek into the private life of one of the industry's "big wigs." The TV show *Lifestyles of the Rich & Famous* gave us that chance as the show's host, Robin Leach, explored the home of 3DO CEO **Trip Hawkins**.

Trip's success in the early years with Apple Computer and later as the founder of the 3DO Company looks like it paid off for him. In the show, he compared his house to a castle. (Weird concept, eh?) As you can see from the pictures, Trip's San Francisco Bay area home is quite impressive.

The Game Informer Staff is still waiting for the *Lifestyles* crew to visit us, but we still have to become a little more rich and somewhat famous to fit into their show.



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

Saturn RPG Gets New Name

The controversy over **Sega's Saturn RPG** formerly titled **Mystaria: Realms of Lore** has come to an end. Sega has told Game Informer that the game will be re-released under the title of **Blazing Heroes**.

Sega and **TSR, Inc.** were in a small copyright entanglement over their **Mystaria** and **Mystara** names respectively.

Farewell Mlen Vinyon

This issue marks the final work of **Game Informer** associate editor **David "Vinny" Vinyon**. His words have filled this magazine for nearly two years and he will be sorely missed. Vinny will have his work cut out for him in his next endeavor. He will be attending the University of Wisconsin to obtain a Doctorate in Mathematics. As we've always said at *Game Informer*, "we cultivate intellect."

We wish Vinny all the best, and we'll keep everyone up to date on his continuing education.

Sega Soft Displays Its First Titles

Sega Soft, a combined effort of Sega and **CSK Corporation** (See *GI News*, March '96), debuted their first two titles at the recent E3. **Three Dirty Dwarves** is a comical action game with a variety of game styles. The **Sacred Pools** is a more mature theme adventure game that is said to use a new technology to take FMV to the next level. Both titles should appear on the Saturn and PC later this year.

5 Million PlayStations

Sony announced that 5 million **Play Station** units have been produced and shipped worldwide. The entire quantity of the PlayStations were produced at Sony's Kisarazu facility located in Chiba, Japan.

To clarify the numbers, Sony has merely shipped these units which means that not all of the 5 million have made it into the homes of consumers.

Internet Solution from Bandai?

Bandai also announced at E3 an inexpensive Internet solution at E3 with their **@World Pippin Player**. The Pippin is a CD-based unit that will come packaged with a 28.8 bps modem, keyboard, and controller. The unit will launch this fall with a \$599 price tag.

It is unclear what games and software will be developed for the Pippin, but a version of Netscape Navigator is said to be completed. The Pippin will see stiff competition from the Sega Saturn. The Saturn and Net Link will come in about \$200 less than the Pippin and offer many of the same features.



COMIC WATCHDOG

BRASS #1 OF 3

- **Publisher:** Wildstorm for Image Comics
- **Cover Price:** \$2.50
- **Available:** July 10th



Once again Wildstorm Productions and Image Comics have teamed up to bring yet another futuristic mech wearing title to the comic kingdom. Both companies have claimed that this title has been in the works for three years (as long as the Image universe existed). The character appeals to the eye and the artwork lives up to Wildstorm standards – detailed with lots of computer effects.

STAR WARS: TALES OF THE JEDI

- **The Golden Age of the Sith #0**
- **Publisher:** Dark Horse Comics
- **Cover Price:** 99¢
- **Available:** July 31st



Have you ever wondered how and where the force originated? Well, look no further! Dark Horse's Tales of the Jedi series brings readers five millennia before the birth of the Skywalker family. Issue zero of The Golden Age of the Sith is actually the prequel to its forthcoming series, and is an excellent jump on point for new readers since the cover price is under a buck.

A DECADE OF DARK HORSE #1 OF 4

- **Publisher:** Dark Horse Comics
- **Cover Price:** \$2.95
- **Available:** July 3rd



Has it already been ten years? For this special occasion Dark Horse is releasing a four issue mini-series of new stories from their best selling titles. Issue one has one of the best line-ups to ever grace a comic. A Predator by Henry Gilroy, Sin City by the one and only Frank Miller, and Matt Wagner's Grendel fill this issue to the brim with excellent stories and non-stop action.

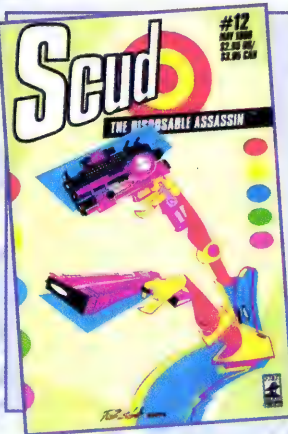
DC Installs New Comic Line

Starting a new comic line is always touch and go. Luckily, DC Comics is prepared for this. Their Vertigo line is always red hot, Milestone Comics is slowly dying, and their biggest failure, Impact Comics, barely lived for a year, so they've pretty much experienced it all. DC's new imprint entitled Matrix features five new "creator-owned books". Since DC doesn't own the characters, you probably won't see too many cross-overs (like Dark Horse Comics). All the titles take place in the 21st century, and so far three of the five are planned to be ongoing monthly titles – Gemini Blood, Cyberella, and Vermillion.



Matrix Comics

- **Cyberella** – (Monthly) July 3rd
- **Gemini Blood** – (Monthly) July 17th
- **Bloody Mary** – (4 issue mini-series) August 14th
- **Vermillion** – (Monthly) August 28th
- **The Black Lamb** – (six issue mini-series) September 4th

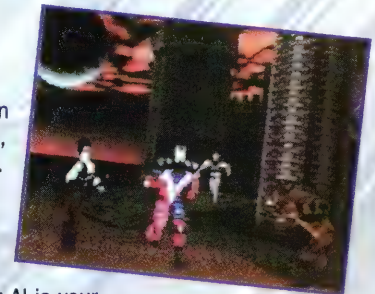


Sega Launches a Patriot Missile at Scud!

It's confirmed! **Sega of America** has secured the rights to Scud the Disposable Assassin. Sega stated that they have big plans for Scud, and they will team up with Rob Schrab (Scud creator) to bring forth the best in this comic character. The game will most likely be action based, and the soundtrack is already in the works with a line-up of killer bands. Sega's been after this license for quite some time, and it's nice to see them securing something they really want. Only Sega could make a quality Scud title!

Did You Say Spawn?

For those who thought that the **Acclaim** offering on the **SNES** didn't do the comic justice, well hold on, because now it's **Sony's** chance to woo Spawn fans. From what we could gather it appears that someone actually reads Spawn at Sony! The gossip so far is that Spawn for the PS-X is a 3D action/adventure title that spans across the entire Spawn timeline. In the dark ages you'll control Medieval Spawn and in the present AI is your man. The gameplay is totally non-linear and alternate pathways are abundant as you travel to your main objective: Hell. If this game is done right, the first level will be all-out action, and the next four will be story development.



No release date has been given for Spawn on the PS-X, but it will most likely hit the shelves by Christmas.

Crystal D and Marvel Secure a Deal

As recently announced at E3 in LA, **Crystal Dynamics** is developing two new titles featuring **Marvel Comics** characters **Ghost Rider** and **The Punisher** for the next gen machines. What style the games will be and what system they'll land on is still undecided. Speculation surrounding these characters suggests that both will be action games, since the comics they represent are all action based. Most of the Crystal Dynamics titles have landed on both the **PS-X** and **Saturn**, so maybe this is a forecast of the future.



Saturn Goes Online with Net Link

Sega of America debuted the Saturn modem peripheral that will provide **Sega Saturn** users the ability to access the Internet.

The **Sega Saturn Net Link** is a 28.8 bps modem and World Wide Web browser Saturn add-on that will retail for \$200. The Net Link, scheduled to appear this fall, will include the modem that plugs into the Saturn's cartridge slot and a CD-based, HTML 2.0 compatible web browser software that is said to be similar to the popular Netscape Navigator 1.1 browser.

The browser software includes a "virtual keyboard" feature that will allow for input of web addresses and e-mail messages through the use of a Saturn controller. An optional keyboard and mouse peripherals are said to be already in the works.

Sega has announced that **Concentric Network Corporation** will be the preferred Internet access provider for users of the Net Link. Sega will offer one month of free access through Concentric, and after that the rates start at \$19.95 a month for the service. Users that already have SLIP/PPP access with other Internet providers will be able to use their existing accounts with the Net Link.

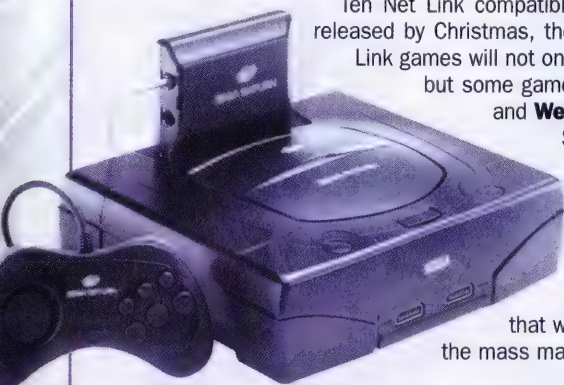
Ten Net Link compatible games are in development and will be released by Christmas, the first being Sega's **Baku Baku**. The Net

Link games will not only allow gamers to play other Saturn users, but some games will allow for Saturn vs. PC play. **Virgin**

and **Westwood Studios** have announced that the

Saturn version of **Command & Conquer** will have that capability. **Accolade**, **Interplay**, and **GT Interactive** are also said to be developing Net Link compatible software.

As Sega calls it, their Sega Saturn and Net Link is the \$400 "Internet solution" that will bring network gaming and the access to the mass market.



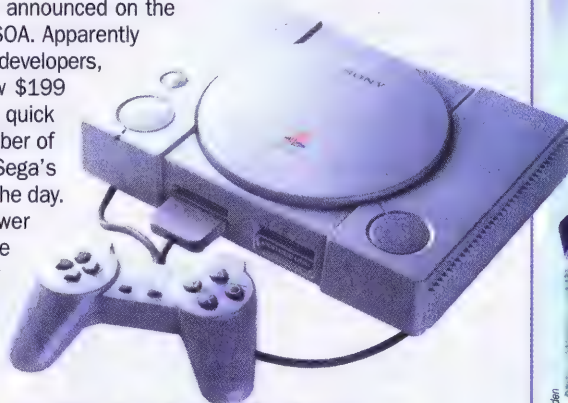
What's Hot!

Sega and Sony Drop to \$199

Sega of America (SOA) and **Sony Computer Entertainment America (SCEA)** announced during the Electronic Entertainment Expo (E3) the price reduction for their respective 32-bit game systems to \$199.

The workings of these price drops were set into motion in Japan where **Sega Saturn's** \$199 price has already been in effect. (See *GI News*, June '96) It didn't take a genius to predict that that Sony would follow in some type of **PlayStation** price change, but Sony's worldwide price cut, announced on the first day of the E3, seemed to surprise SOA. Apparently spurred by a few of Sega's key third-party developers, SOA scrambled and announced the new \$199 Saturn US price the next day. Sega's quick move was apparent as only a small number of printed cards announced the move at Sega's E3 display while more appeared later in the day.

Both SOA and SCEA cited that lower production costs attributed to the price drop. Also mentioned were their new strategies to make the unit more accessible to consumers.



Dark PlayStation Looms on the Eastern Horizon

There were a lot of rumors circulating around the E3 show floor about a **PlayStation 2**. What these might have been referring to is a new black cased PlayStation that Sony is releasing in Japan which will allow owners of this unit to design their OWN games and play them at home. The "Let's Create" system is an interesting concept, and we'll keep our eyes peeled to let you know how it turns out. There are currently no plans to release this unit in the United States, and this is probably a wise decision on the part of Sony.

Game Informer's Site O' The Month



Dennis Brown's Classic Classic Home Video Games Museum

www.owl.net.ica.edu/~dgb/museum/index.html

Dennis is a mad man. This is the definitive site to brush up on your history lessons.

VIDEO GAME



- 1 What company invented the Game Genie?
- 2 What was the name of the device that that same company was going to release that would take less expensive mini cartridges to help reduce the cost of cartridge gaming?
- 3 What game came packaged with the Sega Genesis in 1989?
- 4 What game was created by Culture Brain for the NES that mixed the elements of baseball with super human abilities?
- 5 What was the name of the NES's four-player adaptor?

(Answers on the bottom of page 18)



Konami released this action/platform game about two years ago. It featured a opossum with a rocket pack and a suit of armor. What game is it?

(Answer on the bottom of page 18)



Analog Joypads for Everyone!!!



All of a sudden it seems that digital control pads just don't cut the mustard anymore. Everything is analog this, analog that. Not one to be left behind on the latest trend, **Sega** has announced that it will be releasing an analog joystick for the Saturn to compliment its newest game, **NIGHTS**, along with future titles which will utilize the analog power. The controller itself is circular in shape and has two directional pads (one for digital and one for analog). It fits comfortably into the hands, and according to resident freak Andrew Reiner, it has "the best trigger buttons I've ever used." High praise indeed. The controller will be sold on its own for \$39.99 or you can get it packaged with the game **NIGHTS** for \$69.99.

Mad Phat Phalanx Coming for PlayStation

Have you ever looked at a decked-out PC gaming system and been overcome with jealousy when you see the analog joystick connected to a throttle and weapons control system? If you're a PlayStation owner, you need never be jealous again because **InterAct Multimedia Products** is releasing the two-part controller you crave in the form of the **PS Phalanx**. In one hand you've got an analog joystick, some fire buttons and other features, and fitting snugly into your other hand is a throttle control loaded to the hilt with a myriad of programmable buttons and a sliding "hat." This ergonomically designed super controller is hoped to be available this summer and rumor has it that a version of the **Phalanx** will also be available for the Nintendo 64.



It's Clear Who's In Control Here

So you finally bought a PlayStation and realized that you need another controller. There are a lot of options available to you, but one of them stands out clear as a bell (clear being the key word here). The **Ultra PlayPad** from **Kodiak Ltd.** lets you see the intricate inner workings of a PlayStation controller with its unique see-through casing. In addition to its eye-catching look, it also features 8 LED indicators which tell you which buttons are in turbo mode and a hidden "Independent Turbo Fire Control Button" which is located on the bottom side of the controller directly underneath the control pad. With an MSRP of \$19.95, you might want to give this controller a look - if you can see it, that is!

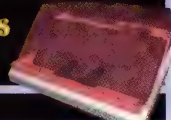


This Memory Card Is HUGE (and It's Got a Light)

If you own a PlayStation and a decent number of games, you might have noticed that you run out of room on the standard memory card faster than most CD-ROM games load. Those of us who demand a bit more space and a lot more convenience have a new option from **InterAct Multimedia Products** known as the **Memory Card Plus**. Not only will this card store up to 120 blocks of PlayStation saved games, but it's got a button and a light on it. If you bought the equivalent storage space in standard memory cards, it would cost you nearly \$160 plus tax, but the **Memory Card Plus** comes in with an MSRP of \$49.95, making it a bargain if you plan to use more than 30 blocks of storage.




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
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Answers

Video Game Trivia Answers:

1. Codemasters
2. Aladdin
3. Altered Beast
4. Baseball Simulator 2000
5. The Four Score

Name That Game Answer:
It's Sparkster, that little 'possum sure can move.

Sega

Trailing, but not out of the 32-bit war, Sega had their work cut out for them coming into the E3. At Sega's pre-show party at LA's House of Blues, president Tom Kalinske volleyed jabs at both Sony and Nintendo and assured attendees that Sega was only beginning to battle the other players. As the show unfolded, Sega was quick to respond to Sony's price drop with one of their own (See *GI News*, pg. 17). With the \$199 Saturn price tag and a solid pipeline of titles, Sega seems destined to make a move.

Sega had an impressive line-up to showcase at the E3. The Saturn action game *NIGHTS* (see page 40) got center stage in the Sega area and also introduced the new Saturn analog controller. At the opposite corner of the display attendees were introduced to Sega's Model 3 technology, (See *GI #37*), and *Virtua Fighter 3* footage, via an impressive reel of tape that continually drew crowds.

Crowds to see the Saturn debut of *Sonic the Hedgehog* were less than spectacular as there really wasn't much to play. The demo was limited to basically one stage consisting of a room where Sonic jumped for rings. The new Genesis Sonic game, *Sonic Blast*, was further along and gave us a taste of the new hedgehog mayhem.

Arcade translations have always been Sega's forte, but except for Saturn demos of *Virtua Fighter Kids* and *Virtua Cop 2*, play for Sega's other soon to be Saturn arcade translations was limited to the actual arcade units.

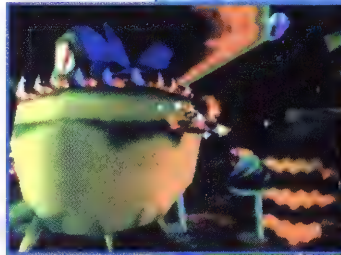
Sega Sports had a couple of sequels that really caught our discerning eye.

World Series Baseball II (see page 42) and *World Wide Soccer II* (see page 42) are two gems in the Saturn Sports Line.

Their new Saturn football title, *NFL '97*, was playable, but it was still very early in development. The absence of a new hockey title was not too surprising after the limited success of Sega Sports' last hockey release. Lastly, Sega Sports announced that *Daytona USA Championship Edition* will appear on the Saturn this fall. The racing sequel will include new tracks and an option to modify components of the race cars.



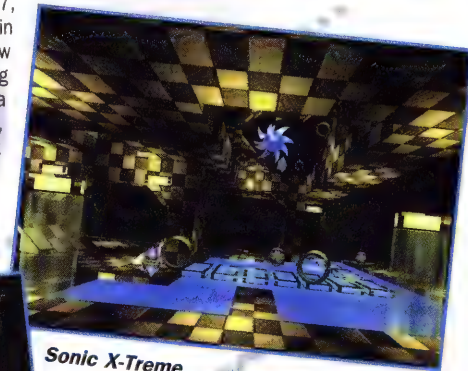
NIGHTS



NIGHTS



Fighting Vipers



Sonic X-Treme

The new modern unit that will link the Saturn to the Internet was unveiled to the excitement of *Game Informer's* web dork, Paul Anderson. The NetLink will be available in the US this fall and be priced around \$200. (See *GI News* Pg. 17)

Sega has had a wide range of Saturn titles that consisted of some solid and not so solid offerings. But with some additional 3rd party software from companies like Virgin, Working Designs, Capcom, and Electronic Arts, the Saturn should see a well-rounded and diverse selection of games.

Sonic X-Treme



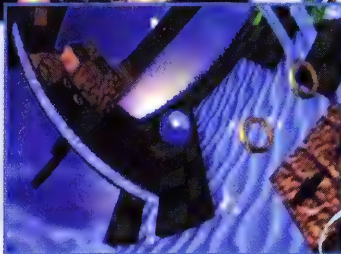
Sonic X-Treme



Baku Baku



Vectorman 2



Sonic X-Treme

Saturn with Net Link



Mr. Bones

THE LIST

Acclaim

- *Batman Forever Coin-Op* - PSX, SS, PC
- *BattleSport* - PSX, SS, PC
- *Bubble Bobble* - PSX, SS, PC
- *Bust-A-Move 2* - PSX, SS, PC
- *The Crow: City of Angels* - PSX, SS, Win 95
- *Dragonheart: Fire & Steel* - PSX, SS, GB, PC
- *Dungeons & Dragons: Iron & Blood* - PSX, SS, PC
- *Iron Man/X-O Manowar In Heavy Metal* - PSX, SS, PC, GB, GG
- *Killing Time* - PSX, SS
- *Magic: The Gathering* - PSX, SS, Win 95
- *Mortal Kombat I & II Duo* - SS, PC
- *NBA Jam Extreme* - PSX, SS, PC
- *NFL Quarterback Club '97* - PSX, SS, PC
- *Space Jam with Michael Jordan* - PSX, SS, PC
- *StarFighter* - PSX, SS
- *Turok: Dinosaur Hunter* - N64
- *Virtual Open Tennis (V. Tennis)* - PSX, SS
- *WWF "In Your House"* - PSX, SS, PC
- *X-Men: COTA* - PSX, SS, PC, Win 95

Accolade

- *Bubsy 3D* - SS, PSX
- *Legends '97 Football* - SS, PSX
- *Star Control 3* - PC
- *Vandals* - PSX, SS
- *Nicklaus Golf* - SS

Activision

- *Time Commando* - PSX
- *Blast Chamber* - PSX, SS
- *Hyperblade* - PSX, SS, PC
- *Return to Zork* - SS
- *Zork Nemesis* - PSX, PC
- *The Elk Moon Murder* - PC
- *MechWarrior 2: NetMech* - PC
- *MechWarrior 2: Mercenaries* - PC
- *Interstate '76* - PC
- *Spycraft: The Great Game* - PC

American Laser Games

- *Shining Sword* - PSX
- *Crime Patrol* - SS

American Softworks

- *Dark Net* - PSX, SS
- *S.T.O.R.M.* - PSX, SS
- *TNN Hardcore 4x4* - PSX, SS

American Technos

- *Technos* - PSX

ASCII Entertainment

- *King's Field 2* - PSX

Bandai

- *Power Rangers Zeo Power Pinball* - PSX

Atlus

- *Revelations: Persona (Megami Tensei)* - PSX, SS
- *Peak Performance* - PSX
- *Aerial Striker* - PSX
- *Ultimate Domain* - PSX

BMG Interactive

- *Major League Soccer* - PSX, SS
- *Grand Theft Auto* - PSX, SS
- *Firo & Claud* - PSX, SS
- *Spider* - PSX, SS

Capcom

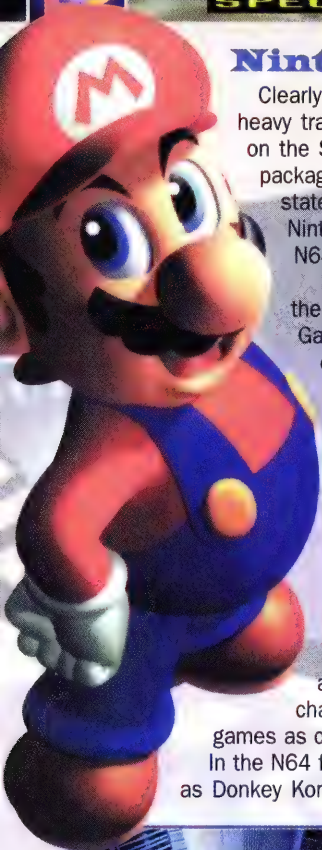
- *Marvel Super Heroes* - SS, PSX
- *Werewolf: The Apocalypse* - PSX, SS
- *Star Gladiators* - PSX
- *Buster Brothers Collection* - PSX, SS
- *Major Damage* - PSX, SS
- *Fox Hunt* - PSX, SS
- *Street Fighter Alpha 2* - PSX, SS
- *Marvel Super Heroes: War of the Gems* - SNES

CAPS Productions

- *Extreme Dreams* - PSX
- *Sirens* - PSX

Crystal Dynamics

- *Pandemonium!* - PSX
- *3D Baseball* - PSX, SS
- *Ghost Rider* - PSX
- *The Punisher* - PSX



Nintendo

Clearly, Nintendo's US debut of the Nintendo 64 (N64) attracted heavy traffic and long lines at their display. Nintendo is ready to roll on the September 30 launch date and has announced that the N64 package will include the unit, hook-ups, and one controller. They also stated that seven N64 titles will be available with the unit's launch. Nintendo is still sticking to their guns with a \$250 price tag for the N64 unit and \$50 - \$80 for the N64 cartridge games.

Nintendo also unveiled their new streamlined Game Boy called the Game Boy Pocket. The new, palm-sized unit is 30 percent smaller than the current Game Boy and features an improved Liquid Crystal Display that offers a cleaner view of game play. The Game Boy Pocket will see a Japanese launch in July and reach the US in September. It will retail for around \$60.

If you had the patience to get your hands on a N64 controller, playable versions of the N64 games Super Mario 64, Blast Corps, Killer Instinct, Shadows of the Empire, Pilotwings, Cruis'n USA, and WaveRace were on hand. Two "third-party" titles, Turok: Dinosaur Hunter and Wayne Gretzky Hockey, were also available for play.

Playing the N64 was clearly a "must-do" at the E3 and Super Mario 64, which was set up on twenty or more systems, is nothing short of spectacular. The interaction that Mario has in his new 64-bit world seems endless. The fluidity of the adjustable camera perspective and personality that the characters convey will leave those gamers who have labeled N64 games as childish with a foot in their respective mouths.

In the N64 frenzy that was Nintendo's E3 experience, it was ironic to see the SNES titles such as Donkey Kong Country 3 and Kirby's Super Star go unnoticed in a corner. Nintendo's booth was a barren wasteland, and heard chirping in the Virtual Boy display. The third party developers area that in past trade shows included companies like Square, Enix, and a host of others, was equally dismal. There were



Star Fox 64



Star Fox 64



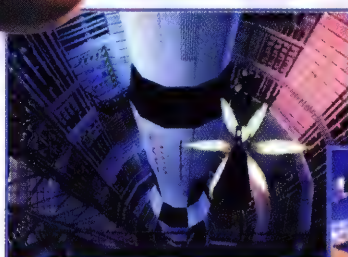
Star Fox 64



Body Harvest



Body Harvest



Goldeneye 007



Cruis'n USA



Goldeneye 007



Cruis'n USA



Super Mario 64



Super Mario 64



Kirby's Air Ride



Super Mario 64



Super Mario Kart R



Super Mario Kart R



Tetris Attack

Tetris Attack



Star Wars: Shadows of the Empire



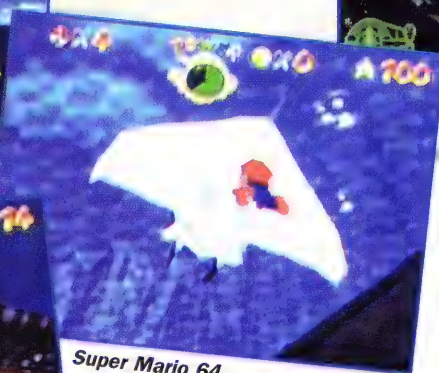
Star Wars: Shadows of the Empire



Star Wars: Shadows of the Empire



Pilotwings 64



Super Mario 64



Waverace 64



Waverace 64

only three SNES developers that displayed anything within the confines of the Nintendo area, although, there were other companies displaying SNES titles at their respective areas.

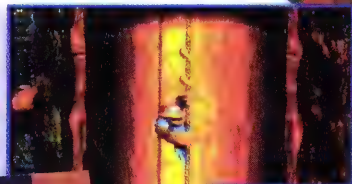
Without a doubt, Nintendo's showing

at the E3 was spectacular in terms of the N64. True, Nintendo has created controversy by delaying the hardware again and again, but if there's anyone who knows the business, it's the Big "N." We can't wait to get our hands on the Nintendo 64.



Super Mario 64

Donkey Kong Country 3: Dixie's Double Trouble



Donkey Kong Country 3: Dixie's Double Trouble

• *Blood Omen: Legacy of Kain* – PSX, SS

Data East

- *MVP Baseball* – PSX, SS
- *MVP College Football* – PSX, SS
- *Basketball* – PSX, SS
- *Dark Sun* – PSX

Eidos Interactive

- *Dream Team Basketball* – PSX, SS
- *Tomb Raider* – PSX, SS, PC
- *Incredible Hulk* – PSX, SS
- *Machine Head* – PSX, SS
- *Olympic Summer Games* – PSX, SS
- *Swagman* – PSX, SS

Electronic Arts/EA Sports

- *Madden NFL 97* – PS-X, SS, SG, SNES, PC
- *NHL 97* – PSX, SS, SG, SNES, PC
- *Triple Play 97* – PSX, SG, PC
- *Andretti Racing* – PSX
- *PGA Tour 97* – PSX, SS
- *FIFA Soccer 97* – PSX, SS, SG, SNES, N64
- *Syndicate Wars* – PSX, SS, PC
- *Soviet Strike* – PSX, SS
- *Shredfest* – PSX, SS
- *Battlestations* – PSX, SS
- *Space Hulk* – PSX, SS
- *Fade To Black* – PSX
- *Need for Speed* – SS
- *Road Rash* – SS
- *Shockwave Assault* – SS
- *College Football USA '97* – SG

Fox Interactive

- *Die Hard Trilogy* – PSX, SS, PC
- *The Simpsons: Cartoon Studio* – PC
- *Independence Day* – PSX, SS, PC
- *The X-Files* – PC
- *Aliens Vs. Predator* – PSX, SS, PC
- *The Simpsons: Virtual Springfield* – PC
- *The Tick* – PSX, SS

GT Interactive

- *Hexen* – PSX, SS
- *Doom* – SS
- *Mayhem* – PSX, SS
- *Barb Wire* – SS
- *Quake* – PSX
- *Tigershark* – PSX
- *Rebel Moon* – PSX
- *Youngblood* – PSX

GTE Entertainment

- *Hard Boiled* – PSX, SS

Interplay/VR Sports

- *Red Asphalt (formerly Rock N' Roll Racing 2)* – PSX
- *Clay Fighter III* – PSX, M2
- *Armed* – PSX
- *Tempest X* – PSX, SS
- *Starfleet Academy* – PSX, PC
- *Casper* – PSX, SS
- *Hardwar* – PSX, PC
- *VR Golf* – SS, PSX
- *VR Baseball* – SS, PSX
- *VR Pool* – PSX, SS
- *VR Tennis* – PSX
- *Loaded* – PSX
- *Re-Loaded* – PSX
- *Wild 9* – PSX, SS (Shiny)

Jaleco

- *DreamKnight* – PSX, SS
- *Slam Dragon* – PSX
- *Tetris Plus* – SS

JVC

- *Deadly Skies* – SS
- *Raw Pursuit* – SS
- *Varuna's Forces* – SS
- *Impact Racing* – PSX, SS

KOEI Corporation

- *Gotha 2* – SS
- *Aerobiz '96* – SS
- *The Mystery of the 7 Mansions* – PSX, SS

Konami

- *NFL Full Contact* – PSX, SS
- *Broken Helix* – PSX, SS
- *Policenauts* – SS
- *Speed King* – PSX

Sony

The success of Sony's PlayStation, spurred by strong winter worldwide sales and its wealth of first and third party software, make the PlayStation (in the minds of Sony's competitors) the system to beat in '96. Sony stormed into E3 with the announcement of the new \$199 PlayStation price tag (See *GI News*, page 17). Undoubtedly, Sony had to answer Sega's \$100 price drop that occurred last April in Japan, but now Sony has Sega of America scrambling. The line-up of PlayStation software that is being created and/or published by Sony Computer Entertainment America (SCEA) features a number of sequels, sports titles, and some strong exclusive PlayStation games.

After already peaking many gamers' interest with the announcement of Square's development of Final Fantasy VII for the PlayStation (which was not displayed), SCEA announced exclusive publishing rights for Square's first fighting game, *Tobal No. 1*. This 3D polygon brawler is still very early in development as things such as background art and computer AI have yet to be fully implemented, but the unique play control set up and character design by Akira Toriyama looked very promising. Another PlayStation product that received a big introduction at E3 was *Crash Bandicoot*. This title developed by Naughty Dog and Universal Interactive Studios is spectacular to look at, but we were only shown a couple of basic levels of play.

SCEA internal sports development team displayed their soon to be released MLB Pennant Race and also introduced NCAA Football GameBreaker. Running on an improved GameDay engine, GameBreaker will include all 110 Division IA and a selection of Division II-A teams. The wide open and quick gameplay that Sony is shooting for in this title will again set the pace for 32-bit football games. It may also give you a glimpse of what we can expect for GameDay '97. Regrettably, Sony's newly announced NFL GameDay '97 and NHL Face Off '97 were kept in the closet. It definitely wouldn't be going too far out on a limb to say that NBA Shoot Out '97 should be out early next year.

Sequels to many of the hot PlayStation titles of last year were also prominently on display in the Sony area. New versions of *Twisted Metal*, *Jumping Flash*, *Extreme Games*, and *Kileak* lacked in many areas such as originality, but some could improve as development is still progressing.

Although SCEA's first party line-up was average at best, everybody and their brother seems to be developing games for the PlayStation. The support of Square, Psygnosis, and others will continue a strong year for the PlayStation.



NCAA Football Game Breaker



Tobal No. 1



MLB Pennant



NBA Shootout



Beyond the Beyond



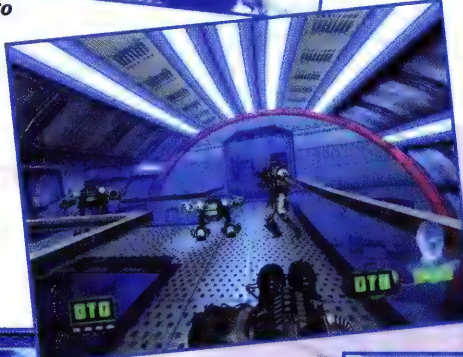
Jet Moto



Aquanaut's Holiday



Bogey: Dead 6



Disruptor



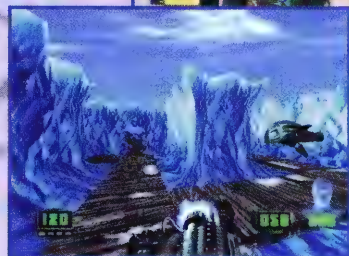
Twisted Metal 2: World Tour



Project: Horned Owl



Jumping Flash 2

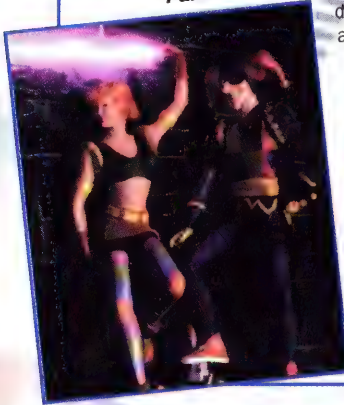


Disruptor

Crystal Dynamics

The big news for Crystal Dynamics is the introduction of their newest action game, Pandemonium!. This 3D adventure title was still quite early, but it did show promise. Also making an appearance were the in-development-so-long-but-almost-forgot-they-existed, Blood Omen and 3D Baseball. The sad thing is, it doesn't look like they'll be done any time soon. Hey, time will tell.

Pandemonium!



Slam'N'Jam '96



Blazing Dragons

Blood Omen:
Legacy of Kain



- Suikoden – PSX
- Riana Rouge – PC (Starring April '96 Playmate of the month, Gillian Bonner)
- Pinky & The Brain – PSX, SS
- Crypt Killer – PSX, SS
- Kumite: The Fighters Edge – PSX, SS
- Lethal Enforcers 1 & 2 – PSX, SS
- Contra: Legacy of War – PSX, SS

LucasArts

- Shadows of the Empire – N64
- Rebel Assault II – PSX
- Dark Forces – PSX
- Myth Adventures – SS, PSX
- BallBlazer – PSX
- Herc's Adventure – PSX, SS
- X-Wing vs. TIE Fighter – PC

MGM Interactive

- Cyberthug – PSX
- H.O.S.T. – PSX

Maxis

- Sim City 2000 – PSX

Microprose

- Star Trek Generations – PSX (Win '95)
- Vette: San Francisco Thrills – PSX (Win '95)
- Gunship – PSX
- Transport Tycoon – PSX
- ABC Monday Night Football – PSX (Overtime Sports)
- ABC Sports College Football – PSX (Overtime Sports)

Mindscape

- Marvel 2099 – PSX, PC
- Supersonic Racers – PSX
- Steel Harbinger – PSX
- Warhammer: Shadow of the Horned Rat – PSX, PC
- Starwinder – PSX, PC
- The Raven Project – PSX
- Mindscape Sports Authority
- Aaron vs. Ruth Baseball – PSX, PC
- Mindscape Golf – PSX, PC
- NCAA Basketball Final Four '97 – PSX, PC

Nameo

- Namco Museum Vol. 1 – PSX
- Namco Museum Vol. 2 – PSX
- Ridge Racer Revolution – PSX
- Tekken 2 – PSX
- Soul Edge – PSX

Natsume

- Highway 2000 – SS

Nintendo of America

- Super Mario 64 – N64*
 - Pilotwings 64 – N64*
 - Star Wars: Shadows of the Empire – N64*
 - Cruis'n USA – N64*
 - WaveRace 64 – N64*
 - TetrisPhear – N64*
 - Body Harvest – N64*
 - Blast Corps – N64
 - Killer Instinct – N64
 - Buggie Boogie – N64
 - Ken Griffey Jr. Baseball – N64
 - Goldeneye 007 – N64
 - Super Mario Kart R – N64
 - Star Fox 64 – N64
 - Zelda 64 – N64
 - Yoshi Game – N64
 - Kirby's Air Ride – N64
 - Donkey Kong Country 3 – SNES
 - Kirby Super Star – SNES
 - Tetris Attack – SNES, GB
 - Donkey Kong Land 2 – GB
- (* = Available at N64 Launch)

Ocean

- Mission Impossible – N64
- Viper – PSX
- Ripper – PSX
- Waterworld – SS
- True Pinball – SS
- Offensive – SS
- Cheesy – PSX

Panasonic

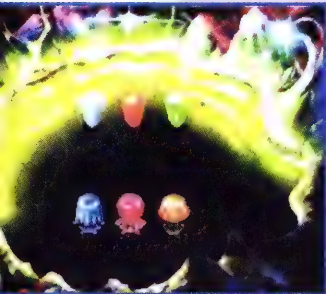
- Obelisk – 3DO
- Ultimate Mortal Kombat 3 – 3DO

Working Designs

When meeting with the crew from Working Designs one must think, "Who let these guys off their leash?" Yes, it's true, the force behind Working Designs magnificent RPGs is actually pretty wacky. This year Working Designs (WD) stated that they would like

to release approximately seven titles onto the Sega Saturn. Recent releases like Shining Wisdom and Iron Storm have shown that WD is no fool when it comes to 32-bit power. GI caught a sneak peek at two of WD's hot new imports – Ray Earth and Dragon Force. Ray Earth is a traditional RPG with superb graphics which introduces three adorable little ladies into the video game mainstream, and Dragon

Force, which is comparable to the SNES title Ogre Battle, plots army against army, and wizard versus magician. Dragon Force is a medieval war sim which combines 3D action with hundreds of on screen sprites. Impressive! WD also stated that one of the two Sega CD Lunar titles would land on the Saturn as well with upgraded graphics and effects.



Magic Knight Ray Earth

Panasonic

For all who thought the M2 would be at the E3, we're sorry to say it was a no show. Many attribute this to the fact that the original development systems stunk and developers had a difficult time programming to the full potential of the M2. Luckily, Panasonic claims to have fixed this problem and states that although the M2 won't appear in 1996, it should be ready for release in 1997. Although many within the industry say it may never show, many developers still claim that is an amazing machine.

So without M2, Panasonic focused on a variety of 3DO products which should please 3DO owners looking for new software. UMK3 heads up the list, with Summer Games coming in a distant second.



3DO-M2

3DO

PlayMates

Things were hopping over at the PlayMates booth as Earthworm Jim and Battle Arena Toshinden 2 music attempted to rupture eardrums. These two games, along with Skeleton Warriors, brought yawns to up-to-date gamers, but there were a few new console titles that turned some heads.

Powerslave is a first-person perspective action game that takes place in an ancient Egyptian city and is due out on August 27. Expect something similar to Doom, only with different weapons, jumping, and an optional "chase" view. Duckman: The Legend of the Fall is slated for a January 1997 release and is a point-and-click style adventure featuring the star of USA television, Duckman.

Much more interesting was a racing game called Burning Road. The linkable Sony PlayStation title should be out at the beginning of December, and features four cars, three tracks, and the ability to smash and damage the cars on the track. (These damaged cars will not perform as well as fresh ones.)

The most eye catching game in the booth was VMX Racing which should be released for the PlayStation on December 3. This is a mudslinging, motocross style racer with a variety of stadium, desert, and beach tracks. High flying jumps and octane burning power make this game one to watch for later this year.



VMX
Racing

Burning Road

Acclaim

True to their form, Acclaim had a booth complete with blaring music, NBA Extreme cheerleaders, and an out of place troop of dancers. Aside from the familiar side-scrolling action games with a movie license, Acclaim had a number of interesting titles including a couple of hot fighting games. D&D: Iron & Blood, originally to be developed by Take 2 for the 3DO M2, is now scheduled to be released on the PlayStation and Sega Saturn. Along the same lines as Iron & Blood is a fighting game called Killing Zone. This title, which has an assortment of familiar horror characters, is being released in Japan and will be brought to our shores by our friends at Acclaim. In addition to the previously mentioned fighting games, Acclaim has a solid line-up of sports game in the form of NFL Quarterback Club '97 and Virtual Open Tennis (V. Tennis) both for the Sega Saturn and Sony's PlayStation.

Based on the film The Crow: City of Angels, Acclaim has launched an ambitious effort in developing this 3rd-person perspective action game that incorporates Acclaim's proprietary motion capture techniques. The Crow is very early and should appear by the holidays.

Undoubtedly, the prize of Acclaim's display was the Nintendo 64 cart Turok: Dinosaur Hunter. It is a first-person combat game and was one of only two N64 games that Nintendo allowed to be shown outside of the Nintendo display. Although the concept of the first-person shooter is becoming archaic, Turok impressed us with its crazy assortment of devastating weapons and huge dinosaur enemies. Turok should be available when the N64 launches in the US on September 30th.



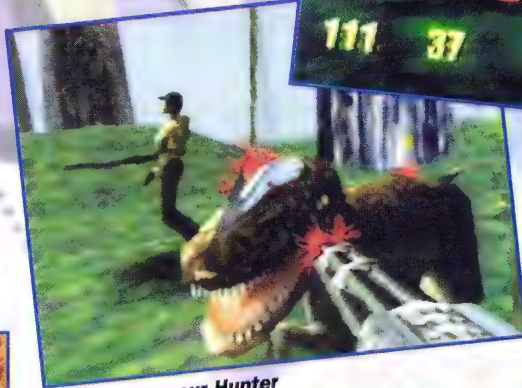
Dragonheart: Fire & Steel



Turok: Dinosaur Hunter



Frank Thomas Big Hurt Baseball



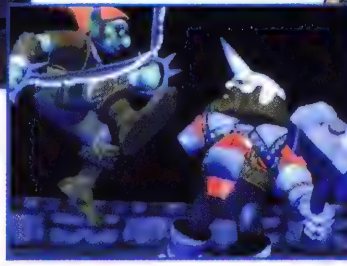
Turok: Dinosaur Hunter



NFL Quarterback Club '97



Dungeons & Dragons: Iron & Blood



Dungeons & Dragons: Iron & Blood



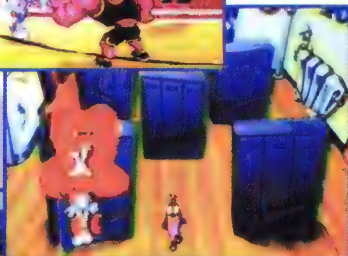
Ironman/X-O Manowar In Heavy Metal



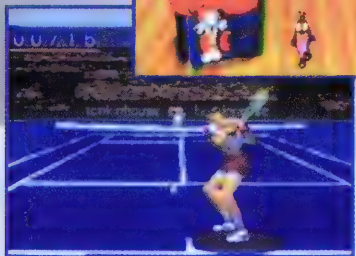
Ironman/X-O Manowar In Heavy Metal



Space Jam with Michael Jordan



Space Jam with Michael Jordan



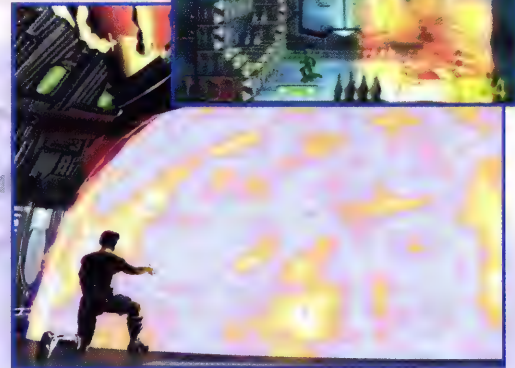
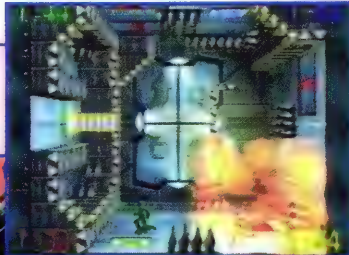
Virtual Open Tennis

Activision

Activision's E3 offering was mostly PC based, but some PlayStation and Saturn titles squeaked through to impress the naked gamer's eye. A revolutionary four-player arena ball title entitled Blast Chamber is set to knock the walls off of the PS-X and Saturn. Blast Chamber incorporates rotating rooms, human bombs, and intense soccer/dodgeball action. It looks like an event straight from the testosterone-based American Gladiators.

Also on the wake of evolution is Time Commando, a 3D action title for the PS-X and PC. Time Commando brings the concept of Out of This World and combines it with Resident Evil. Pitfall 2 was nowhere to be seen, and is said to still be in development.

Blast Chamber



Time Commando

Namco

Namco continued with its policy of not really knowing when they're going to release anything, although it does sound as if they will release most of these titles during the last three months of the year. One unique point to ponder is that Soul Edge is undergoing reconstruction for both the arcade and the upcoming home version. Namco states that the updated rev could be in the arcades about the time you read this, and the home version, although not shown at E3, could be released as early as September.



Tekken 2



Ridge Racer Revolution



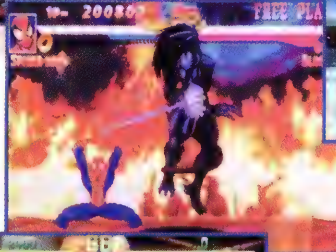
Star Gladiators/Arcade



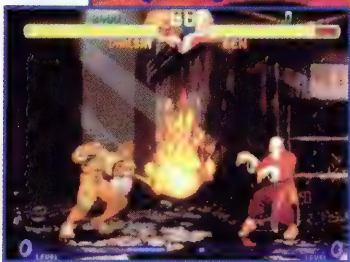
Star Gladiators/Arcade



Marvel Super Heroes: War of the Gems



Marvel Super Heroes



Street Fighter Alpha 2



Major Damage



Major Damage

Capcom

Here's a super duper ultra-secret worldwide exclusive! Capcom is slating a fourth quarter PSX and Saturn release of Street Fighter Alpha 2, and there's a rumor that a Street Fighter 3 is in the works! Oh my! Gosh Golly! Who cares... These rumors are true, but that's not the big news. Capcom kicked off their E3 events with a Street Fighter Alpha tournament, but the competition wasn't stiff enough for the GI Staff to compete in. We didn't want to steal candy from children.

Capcom had an impressive showing following in the footsteps of their monster title Resident Evil. Evil 2 wasn't present (since it's way

too early), but Capcom made up for it in tenfold with tons of great products.

As far as fighters go, Marvel Super Heroes is on its way to PSX and Saturn, the translation looks great and if you haven't played it, run fast to an arcade near you! Another Marvel Super Heroes game entitled War of the Gems is heading to the SNES for one last action blowout in 16-bit action games.

In the wake of the popular White Wolf RPG and card game, Capcom debuted Werewolf: The Apocalypse, which has potential of being the next Shadowrun for the consoles. Werewolf includes a 3/4 perspective, different camera views on the fly, seven different characters, and incredible SGI rendered graphics.

Get this! Capcom debuted another fighting game! Hold on though, this one is different than SFII, it has polygons! The play is similar to SFII, but for once the graphics are completely unique; the game is Star Gladiators: Episode 1. This dynamic fighter has incredible animation, great combos, and some very unique characters.

- Olympic Summer Games - 3DO
- Olympic Soccer - 3DO

Philips Interactive

- QAD - PSX
- Down in the Dumps - PSX
- Demon Driver - PSX
- Micro Machines - PSX
- Burn Cycle - SS

Playmates Interactive

- Battle Arena Toshinden 2 - PSX
- Powerslave - SS, PSX
- Burning Road - PSX
- VMX Racing - PSX
- Duckman: The Legend of the Fall - PSX

Psygnosis

- Wipeout XL - PSX, PC
- Adidas Power Soccer - PSX
- Chronicles of the Sword - PSX
- Destruction Derby 2 - PSX
- Discworld II - Presumed Missing...!? - PSX
- Formula 1 - PSX
- Island of Doctor Moreau - PSX
- Monster Truck Rally - PSX
- Sentient - PSX
- Tenka - PSX
- The Adventures of Lomax in Lemmingsland - PSX
- The City of Lost Children - PSX, PC

ReadySoft

- Kingdom Shadoan - PSX, SS
- Dragon's Lair 2 - SS
- Space Ace - SS

Rocket Science

- Rocket Jockey - PSX
- Ganymede - PSX

Scavenger

- Scorcher - SS, PC
- Amok - SS, PC
- Into the Shadows - SS, PC
- Mud Kicker - SS
- Terminus - SS, PC

Sega of America

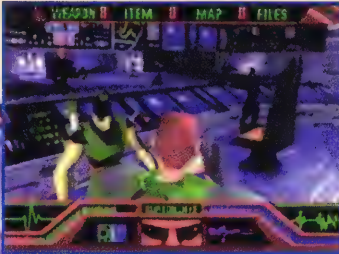
- NiGHTS - SS
- Bug Too! - SS
- 3 Dirty Dwarfs - SS
- Worldwide Soccer II - SS
- World Series Baseball '96 - SS, SG
- X-Women - SG
- Vectorman 2 - SG
- VF Kids - SS
- Baku Baku - SS
- Virtua Fighter 3 - SS
- Gun Griffon - SS
- Sonic X-Treme - SS
- The Sacred Pools - SS
- Daytona USA Championship Edition - SS
- NFL '97 - SS
- Virtua Cop 2 - SS
- Manx T.T. - SS
- Virtual On - SS
- Fighting Vipers - SS
- Mr. Bones - SS
- Sonic Blast - SG
- Virtua Fighter Animation - SG
- Virtua Fighter - SG

Sony Computer Entertainment America

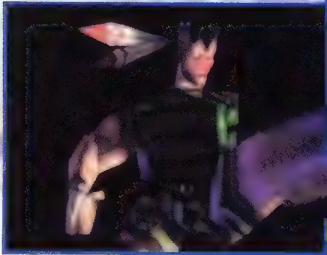
- Crash Bandicoot - PSX
- Tobal No. 1 - PSX
- Twisted Metal 2: World Tour - PSX
- NCAA Football GameBreaker - PSX
- Project: Horned Owl - PSX
- Jet Moto - PSX
- Bogey: Dead 6 - PSX
- Beyond the Beyond - PSX
- Carnage Heart - PSX
- Jumping Flash 2 - PSX
- MLB Pennant Race - PSX
- Tunnel B-1 - PSX
- Epidemic - PSX
- 2 Xtreme - PSX
- Aquanaut's Holiday - PSX
- NFL Game Day '97 - PSX
- NHL Face Off '97 - PSX
- Spawn - PSX
- Arc the Lad - PSX



Broken Helix



Broken Helix



Kumite: The Fighters Edge



Kumite: The Fighters Edge



Policenauts



Policenauts



Suikoden

Konami

The monster of all action games is back! Give a warm welcome to the return of Konami's highly addictive Contra series. The PlayStation and Saturn will be spinning their wheels to keep up with the non-stop action found within Contra: Legacy of War. This long awaited sequel incorporates a 3rd-person perspective, SGI rendered graphics, new weapons, and a special 3D mode which can only be played with 3D glasses. Expect to see this title in the fall.

On the same lines of "extreme action," Konami introduced a handful of hard-hitting sci-fi action titles as well. Most notable was the first-person title, Broken Helix, which can easily be compared to Fade to Black. Broken Helix combines strategic RPG elements with a military quest story line. Expect to see this title land on the PlayStation and Saturn around the same time as Contra. Konami's sci-fi cartoon RPG Policenauts was looking good. Policenauts is similar to Snatcher on the Sega CD, and is in fact a prequel to it. Konami stated that the story is even more engrossing than the original.

Konami an RPG company? They are now, with the port of the immensely popular Japanese title Suikoden for the PS-X. Whether this title will satisfy the always hungry US RPG players will have to be determined at another time. A few shooters were shown off as well; Lethal Forces 1 & 2 return on one disc for PlayStation and Saturn, and the arcade port of Crypt Killer for the PS-X and Saturn is also ready to go. Konami even has a special gun in the works to intensify the realism in these shooters.

Konami Sports was also hard at work. NFL Full Contact which features an "inside the helmet" cam is being developed by the original John Madden Football designer. It's too early to make a judgment on this title, but it does look promising. And coming this fall is the sequel to NBA: In the Zone. More polygons for your buck baby! NBA: In the Zone 2 is in the house!



Contra: Legacy of War



Contra: Legacy of War



Contra: Legacy of War

Electronic Arts/ EA Sports

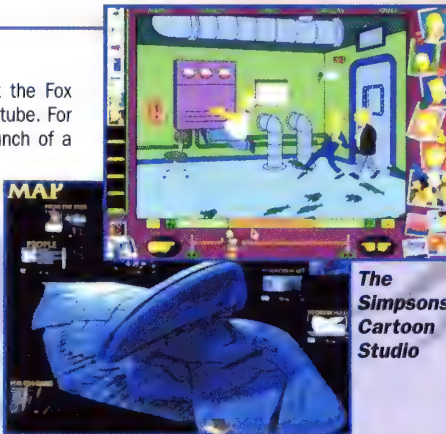
Of course, EA Sports' Madden and NHL Hockey franchises were what most people expected to see in Electronic Arts' area. As expected, EA Sports kept the action inside the appointment-only EA Sports bar area. The previous Madden game engine that EA had developed for the PlayStation last year has been totally scrapped. The new engine in Madden '97 has smaller player sprites and the animation is considerably quicker. The familiar Madden play control seems to be intact, but it is still unclear what new surprises the PlayStation version will have in terms of game play.

NHL Hockey '97 was still very early. The size of the players has considerably increased and they are now made up of texture-mapped polygons similar to those found in Virgin's NHL Powerplay. With the huge player sprites, the speed of the early preview we saw was fairly slow. The play control is far too early to comment on as collision detection and computer Artificial Intelligence (AI) had yet to be implemented.

Fox Interactive

You can always expect to see some big names at the Fox Interactive booth, since they pretty much own the boob tube. For those Saturday morning viewers, make way for the launch of a 32-bit Tick title. Fox stated that where the comic and cartoon spoof comic book characters, the video game would spoof everything in the video game universe. The Tick will begin his conquest against the Million-Zillion Ninjas later this year for the PS-X and Saturn.

Fox Interactive also seized the rights to July's most anticipated movie - Independence Day - for the PS-X and Saturn. The development on this title was fairly early, but it looks to be a pretty complex flight sim. Titles announced but not shown were The X-Files for PC and Mac, and Alien Vs. Predator for PS-X and Saturn. Don't expect to see too much from these two titles until later this year, but then....be very excited.



Independence Day

**The Simpsons:
Cartoon
Studio**

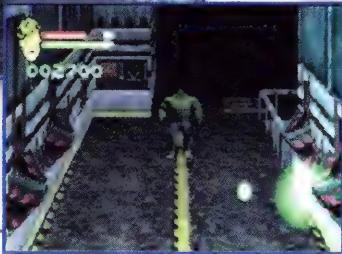
Eidos Interactive

Incredible Hulk

For those who don't know, Eidos Interactive is actually the union of Domark and US Gold. To say the least, Eidos debuted one of the most impressive titles at E3. The game is Tomb Raider and the elements within will surely blow any fan of Resident Evil away. You command a rogue assassin who does her spelunking in very dangerous places and is constantly in trouble. She wields two pistols (other guns may be available), and depending on which way she fires calculates the angle of the camera. Tomb Raider will be available for PS-X, Saturn and PC.

Eidos also has plans for the big green guy from Marvel Comics. The Hulk is back and this time he's rendered and in 3D! Isn't everything nowadays? Anyway, The Incredible Hulk plays oh so much like US Gold's 16-bit counterparts. Special moves are based on power percentage and all of your favorite villains are back.

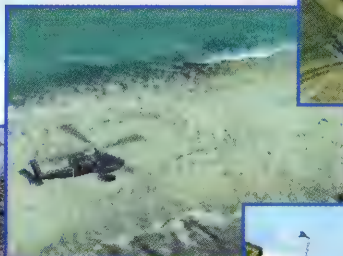
Other action titles like the action/platformer Swagman and the action/sim Machine Head tantalized the GI Staff at E3. Available later this year Eidos will release Olympic Summer Games on the PS-X and Saturn. This title was fairly buggy and still in heavy development, but it showcased a variety of complex events.



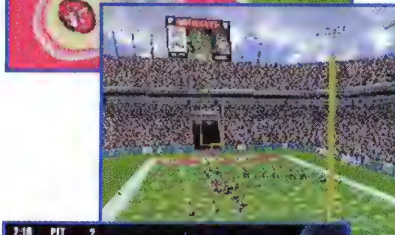
Incredible Hulk



Madden NFL '97



Soviet Strike



Madden NFL '97



Andretti Racing



NHL '97

Soviet Strike

Syndicate Wars



Syndicate Wars

EA Sports also reintroduced its Mario Andretti license with Andretti Racing '97 featuring Formula and Stock Car racing modes. Other games included updates of their FIFA and PGA Tour franchises.

Electronic Arts' Entertainment Division, which includes Bullfrog and Origin/Jane's Combat Simulations, also had a strong line-up that included the 32-bit sequel to the Strike Series. Soviet Strike was, in our opinion, one of the top games at the E3 and featured some unbelievable textured terrain. Although it wasn't shown on the show floor, Bullfrog's Syndicate Wars is equally impressive and it was a shame that it wasn't prominently displayed to all attendees.

- Sunsoft
- Galaxy Fight - SS
- Albert Gaiden - SS
- Kart Duel - SS

Tecmo

- Stackers - PSX, SS
- Tecmo Superbowl - PSX, SS
- Dead or Alive - SS
- Super Eagle Golf - PSX
- Tecmo Superbowl III - SG, SNES

Titus

- Power Pigs of the Dark Age - SNES
- Ardy Lightfoot - SNES
- Sink or Swim - SNES
- The Brainies - SNES
- S.O.S. - SNES

T*HQ

- In the Hunt - SS
- Alone in the Dark 2 - SS
- Floating Runner - PSX
- Robo Pit - PSX, SS
- Kick Boxing - PSX
- Urban Strike - GB, GG
- PGA European Tour - GB, GG
- NHL 97 - GB, GG

Trimark Interactive

- The Hive - PSX

UbiSoft

- Rayman 2 - SS, PSX
- Street Racer Deluxe - SS, PSX

Universal Interactive

- Disruptor - PSX

Viacom

- Aeon Flux - PSX, Win 95
- MTV's Slamscape - PSX, Win 95
- DeathDrome - PSX, Win 95]
- The Divide - PSX, Win 95
- Dragon's Run - PSX

Vic Tokai

- Silverload - PSX
- W.E.T. Corpse - SS
- Criticom II - SS
- Abuse - SS

Virgin Interactive

- Command & Conquer - Saturn
- NHL Powerplay Hockey '96 - PSX, SS
- Grand Slam '96 - PSX, SS
- Spot Goes To Hollywood - PSX, SS
- Lands of Lore: Guardian of Destiny - PSX
- Clandestiny - PSX
- Grid Runner - PSX, SS
- Golden Nugget - PSX
- F1 Challenge - SS
- Freak Boy - N64
- NanoTech Warrior - PSX
- Black Dawn - PSX
- Hyper 3D Pinball - SS

Williams Entertainment

- NBA Hangtime - PSX, SS, SG, SNES, N64
- Area 51 - PSX, SS, PC
- War Gods - Arcade, PSX, N64
- Open Ice - PSX
- Ultimate MK3 - SG, SS, SNES, PC
- Ms. Pac-Man - SG, SNES
- Robotron X - PSX, PC
- MK Trilogy - PSX
- MK 64 - N64
- The Silver Squadron - PC
- Final Doom - PSX
- Doom 64 - N64
- Wayne Gretzky 64 - N64

Working Designs

- Dragon Force - SS
- Ray Earth - SS
- Lunar: The Director's Cut - SS

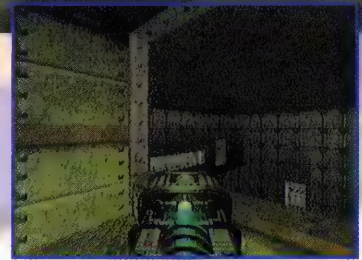
Williams Entertainment

So you thought that Mortal Kombat wouldn't be seen again till MK4. Well, think again! Ultimate Mortal Kombat 3 will find its way onto the Genesis, SNES, Saturn and PC very shortly. A new PlayStation title entitled Mortal Kombat Trilogy crams all three MKs into one hellish game, and the MK surprise Mortal Kombat 64 includes all the characters (excluding Mr. Cage) from all the MK titles in one hot new game.

Also making the multi-platform cross are the intense arcade ports NBA Hangtime and Area 51. NBA Hangtime will be compatible with the four-player multi-tap, and whether Area 51 will be gun compatible is still in question. Two new Doom games will be ready this year, Final Doom for the PlayStation and Doom 64 for the Nintendo 64. Final Doom introduces 64 never before seen levels and tons of secrets, and "it doesn't have a pixel in it!" or so Williams says. Two classic arcade titles are making way for the 32-bit frontier; expect to see Robotron X moving in a 3D environment on the PS-X and a direct port of Ms. Pac-Man scheduled for the SNES and Genesis.

The first full-fledged sports title for the Nintendo 64 debuted in the Williams booth in the form of Wayne Gretzky 64. This title includes all the players, fake teams, and great looking character sprites. At the time, the play was three on three but Williams and Time Warner consultants confirmed that it would include regulation lines.

On a closing note, Williams showed off the new rev of the arcade title War Gods. This version was still buggy, and will probably delay its future launch date.



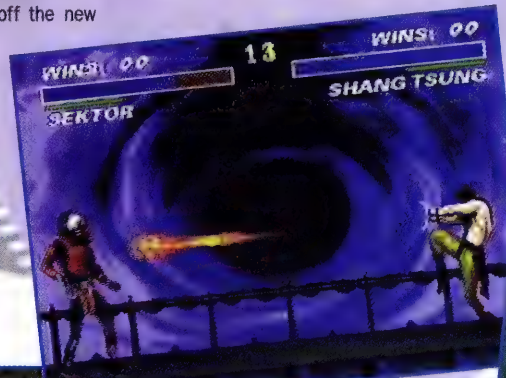
Doom 64



Final Doom



MK Trilogy



UMK3



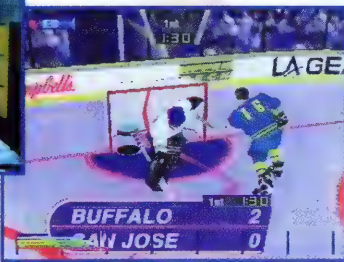
MK Trilogy



Area 51



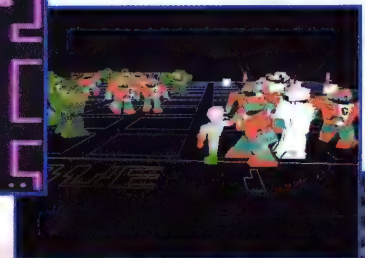
Area 51



Wayne Gretzky 64



Ms Pac-Man



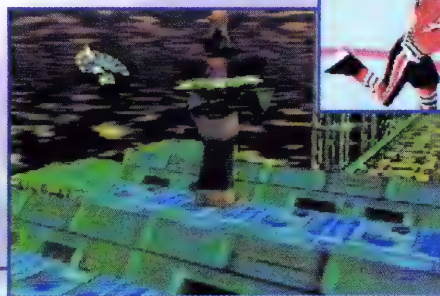
Robotron X

Virgin

The powerhouse known as Virgin has once again thrown us all for a loop and come up with yet another new division called Burst. Burst (not to be confused with Starburst) is the name brand that Virgin will use to designate any product created out of its Irvine, California office (like Spot or Freak Boy). Many of the products that Virgin showed at E3 had already been extensively previewed by Game Informer, but there were a couple of notables that we will once again bring to your attention. Grid Runner (which we previewed as Eurit) is coming together quite nicely. The characters, backgrounds, and animation look ten times better than they did before. Other titles to watch for include Powerplay Hockey '96, Spot, and the upcoming N64 title Freak Boy. Although Virgin only showed a video tape of this unusual action game, an insider at Virgin said this game is amazing. We'll see.

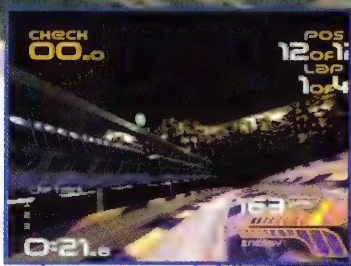


NHL Powerplay Hockey '96



Freak Boy

SNAPSHOTS



Wipeout XL



Wipeout XL



Wipeout XL



REINER MEETS SPIDEY



PLAYSTATION-A-RAMA



GAME INFORMER? WHAT'S THAT? GIGGLE, GIGGLE!



GI'S OWN TIM LAURIE (RIGHT) CAPTURED 3RD IN THE TEKKEN 2 TOURNEY.



N64-A-RAMA



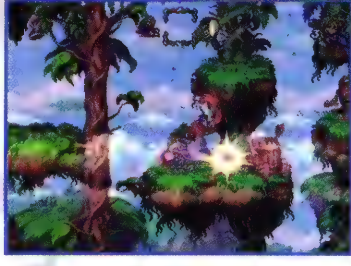
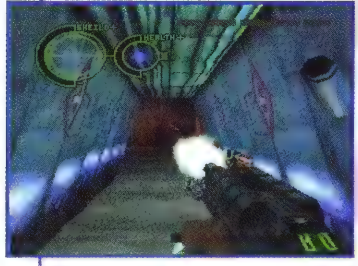
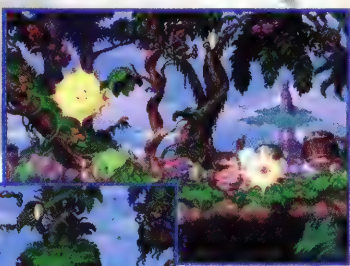
VIRGIN

Psygnosis

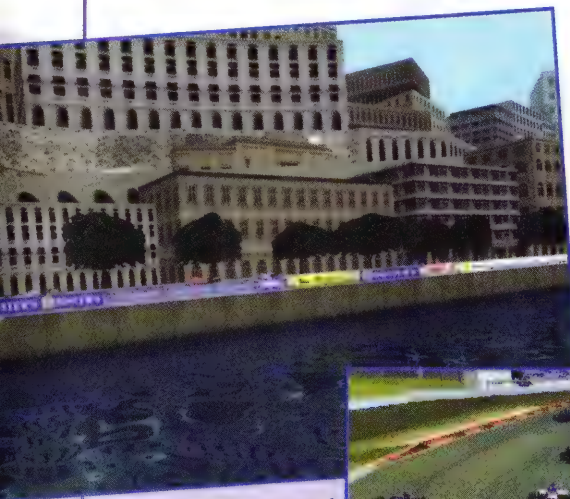
As always, Psygnosis had a power-packed line-up to show. Wipeout XL proved that the PlayStation could go even faster, with more texture-maps and lighting effects than before. Psygnosis' Formula 1 game looks like it will set the pace for true racing simulations on the 32-bit consoles. Also making a strong showing were other racing titles Destruction Derby 2 and Monster Truck Rally. One surprising note is that Tenka, which isn't due until 1997, looks like it could offer some new innovations to the standard Doom-clone. Guess we won't know until '97, but it may be a game to watch in the future. Otherwise, most of the games on this list will only be available in PC format until later this year.

For a last bit of news, you may see Psygnosis being sold off sometime during this year. It seems Psygnosis is ready to jump the Sony ship so they can create their titles for more platforms.

Tenka



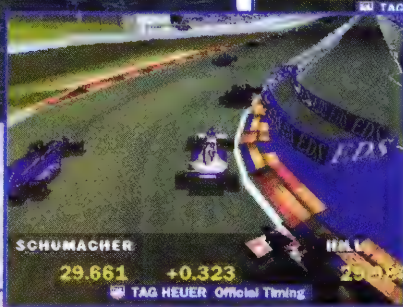
The Adventures of Lomax in Lemmingsland



Formula 1



Formula 1



Formula 1

Interplay & VR Sports

The biggest news coming from the folks at Interplay was the announcement that a sequel to Loaded will be hitting the PlayStation. Re-Loaded, although not shown at the E3, promises bigger and better things. New playable characters, involved puzzles, and more depth of gameplay should please any Loaded freak.

Starfleet Academy was introduced behind closed doors. It will appear on the PC and follow on the PlayStation. This adventure/simulator will allow players to command the Enterprise or a number of other ships from the Star Trek universe. In our best estimation this game will be a cross between Descent II and Wing Commander III. Star Fleet is impressive, but still early.

Interplay's VR Sports line has been in constant flux as games that were scheduled to be released by now have been under constant changes. VR Golf looks to be the cream of the crop. The graphics and fairly simple interface will please golf fans when it's finally released.

Other titles to look for from Interplay include retro game Tempest X, racer Red Asphalt, and a killer D&D game titled Descent into the Underworld for the PC.

Interplay's subsidiary, Shiny Entertainment, introduced very early work on a new action/platform style of game called Wild 9. The 30 seconds of videotape we saw was early, so it is hard to comment on much of the game.



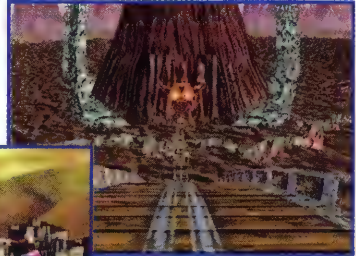
Shadoan



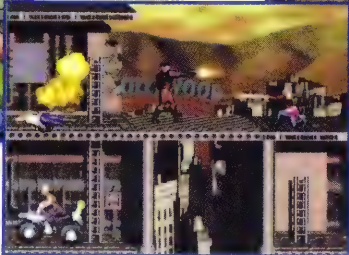
VR Golf



VR Baseball



Red Asphalt
(Rock & Roll Racing 2)



Armed

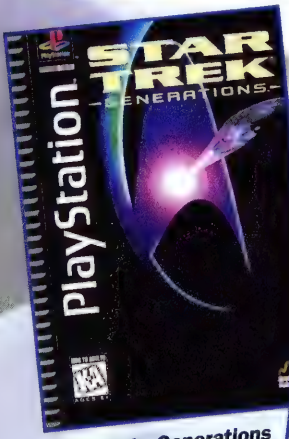
Microprose

Arguably the king of PC strategy games, Microprose seems to have a strong line-up of releases for PC and PlayStation. The PlayStation will soon have a new attack helicopter simulation in the form of Gunship. Gunship was one of the first helicopter combat games for the PC that was any fun, and it should be souped up for the nineties with some PlayStation graphical power.

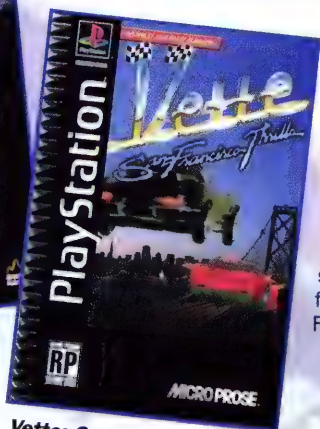
Another interesting new game is an adaptation of the most recent Star Trek movie, Generations. This game will be a combination of space combat, strategy, and first-person perspective action adventure and will include the voices of Picard, Kirk, and other stars of the movie and television series.

PlayStation fans of XCOM: UFO Defense will be happy to know that XCOM: Terror from the Deep will be showing up on their console station soon. This game will run on the same engine as the last game (hopefully it will be tweaked up a bit) and will have you establishing bases, doing research, and protecting the Earth from an enemy who is emerging mysteriously from the ocean blue. Oooooh - scary!

Mentioned, but not present on the show floor was an upcoming driving game for the PlayStation known as Vette San Francisco Thrills. Thrilling indeed.

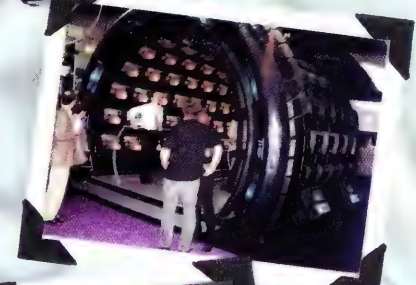


Star Trek: Generations



Vette: San Francisco Thrills

SNAPSHOTS



PSYGNOSIS
TUNNEL OF LOVE



DUKE NUKEM
& BABES



MONSTER TRUCKIN'



THE LA
CONVENTION
CENTER



MARIO
ANDRETTI'S
FORMULA 1
RACER



"AHH...BARBIE"



Tetris Attack

Green Clovers, Blue Diamonds, and Yellow Horseshoes

- **Size:** 8 Megabits
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Vs Mode, Six Characters to Choose From, Hidden Bosses, Three Difficulty Levels, 100 Speed Settings, and Password Save
- **Created by:** Nintendo
- **Available:** Now in Japan, September for Super Nintendo

It's called *Panel Da Pon* in Japan, but when it is released in the States this September Nintendo will call it *Tetris Attack*. Why? We aren't actually sure... but it could possibly be because this is the most addictive puzzle game since the original. The premise is simple. There are six different colored blocks that you can move either left or right into any available space. Connect three or more of the same colored blocks together, either horizontally or vertically, and they will disappear from the screen. The kicker is that the speed at which the blocks move up the screen increases as you progress through the game. If the blocks get to the top, the game's over.

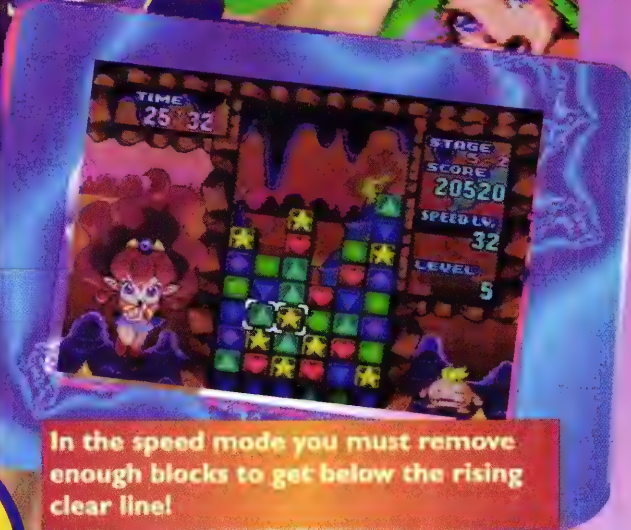
Actually, the game is more like three puzzle games in one. There is a Puzzle mode (which is very similar to Yoshi's Cookie) that gives the player a limited number of moves to clear the screen of all the blocks; a Speed mode, where the player battles through 30 progressively faster levels; and finally, there is a one or two-player Versus mode that plays a lot like Kirby's *Avalanche*. During gameplay whenever a human or computer player completes a combination of four or better, a corresponding block falls on the opponent giving them additional pressure.

You must be asking yourself what exactly makes this game so entertaining, and the answer is something that is not easy to explain. Basically, this game works just like a pressure cooker. As you get more and more blocks on screen, the speed of the game keeps increasing, which means that you must move faster and faster. Puzzle lovers beware, because this September *Tetris Attack* is coming to invade your living rooms.

One important thing to note is that Nintendo will be changing the characters shown here from fanciful fairies to various characters from MarioLand. Too bad...Tetris fairies are pretty cool.



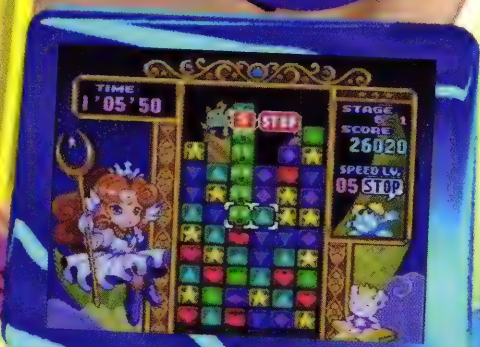
Now, what would YOU do?



In the speed mode you must remove enough blocks to get below the rising clear line!



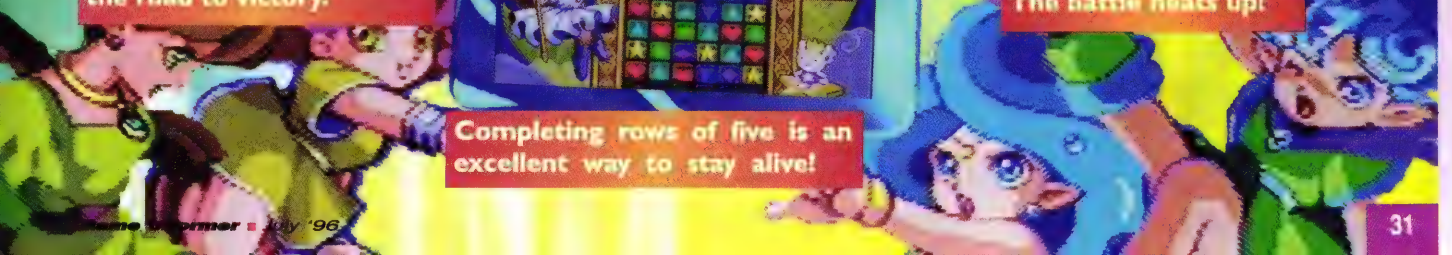
No, it's not Rainbow Brite! It's a fairy skipping down the road to victory.



Completing rows of five is an excellent way to stay alive!



The battle heats up!



KONAMI XXL SPORTS SERIES™

THERE'S NO HOLDING
BACK IN THE
FINAL ROUND.



**REAL-TIME MOTION
CAPTURED ACTION**

**STROKE, SKINS
AND MATCH PLAY**

DEEP BUNKERS

3D-RENDERED COURSE

UP TO 4 PLAYERS

MULTI-CAMERA VIEWS

GREEN GRIDS




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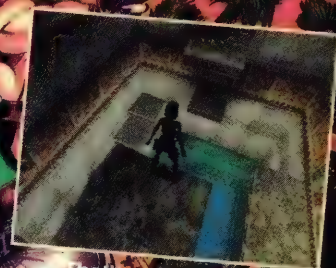
"THE FINAL ROUND"

TOMB RAIDER

The Next Step
in PS-X Gaming



Poor girl. She never
saw it coming.



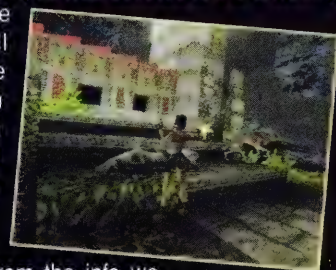
That's quite a jump.



A game is never complete
without a bear attack.

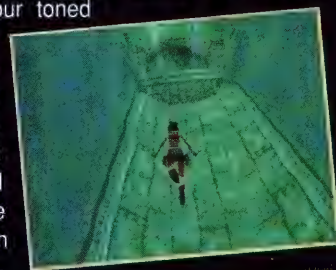
- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: SGI Rendered Graphics, Special Flip Moves, Search for Artifacts Throughout Catacombs, Dungeons, Jungles, and Pyramids
- Created by: Core Design for Eidos Interactive
- Available: November for Sony PlayStation (and Sega Saturn)

Eidos Interactive had an impressive showing at the E3 convention, and most of the hype was devoted to the unveiling of the 3D action/adventure title Tomb Raider. Amazing SGI rendered graphics and massive level designs give you an Indiana Jones experience as you spelunk past booby traps and hungry beasts in your search for lost artifacts.



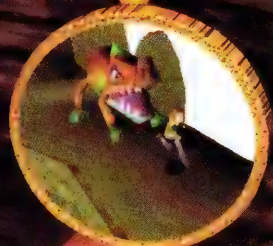
Tomb Raider is scheduled for a November release, and from the info we gathered from Eidos, this is not going to be your standard walk in the park 3D action title. Your quest for the legendary gem "Scion" takes you through dangerous jungles, forbidden pyramids, and even long lost ruins. As the well trained adventurer Lara Croft you are equipped with all the necessities for your expedition including dynamite, a hand-held gaming unit, and two fast loading pistols.

Tomb Raider really shines when it comes to character animation and control. Use your toned body to flip away from danger, climb ledges, jump across platforms, and swim through the impressive underwater caverns. Tomb Raider is in a class of its own in gaming originality, and is quickly becoming one of the most sought after PlayStation titles of '96.



PANDEMONIUM!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player 3D Action/Platform
- **Special Features:** Freestyle 3D Camera Technology, Morphing Ability, 300 Side-Splitting One Liner Voice Overs, Beautiful Texture Mapped Zones, Hidden Areas
- **Created by:** Crystal Dynamics
- **Available:** November for Sony PlayStation

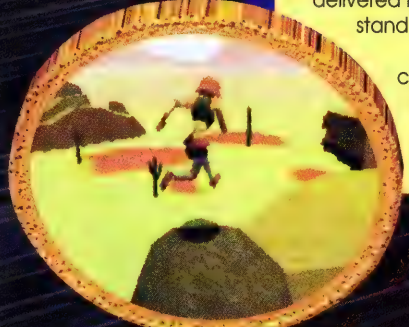


F From the people who brought you the enormously popular GEX comes a new adventure in a 3D world. Pandemonium! is a 3D action/platform game that will be making its debut on the Sony PlayStation sometime before Christmas.

This game is still in its preliminary stages, but it seems to be fast paced and very colorful. You control one of two characters who run and jump around their environment. They also have the ability to morph into various forms including, but not limited to, a bulldozing rhino and a kevlar turtle. These two characters aren't your run-of-the-mill dorks. One of them is named Nikki, and she's a wizard's apprentice with the ability to shoot beams from her fingers. Her partner in mayhem is the hilariously zany Fargus, a jester with amazing acrobatic skill who is often arguing with his head-on-a-stick named Sid.

As in GEX, this game will be full of one-liners - over 300 side-splitting one liners to be exact. And while Crystal Dynamics hasn't divulged who will be doing the voices, they have stated that the jokes will be delivered by two of the nation's hottest stand-up comedians.

That's about all we can tell you for now, but be sure to keep your eyes open for more info on this upcoming title!



KONAMI XXL SPORTS SERIES™

WE JUST RAISED THE BAR.



**3D-TEXTURED
POLYGON GRAPHICS**
**FOUR-PLAYER
SIMULTANEOUS PLAY.**



**REAL-TIME MOTION
CAPTURED ACTION**
**ARCADE-STYLE
INTERNATIONAL
ATHLETES**



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"INTERNATIONAL TRACK AND FIELD™"

CRASH BANDICOOT

SMELLS LIKE A MASCOT


- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Memory Card Save, Bonus Rooms, Hog Riding, Alternating Level Designs, Intimidating Bosses, and Yet Another Mascot with a Five Letter Name
- **Created by:** Universal Interactive Studios/Naughty Dog for Sony
- **Available:** November Exclusively for Sony PlayStation

The Sony PlayStation is a machine that can satisfy the cravings of any breed of gamer. If it's sports you want, Sony's got it. Looking for a challenging action game? Look no further. True to its gaming populous, the PlayStation has delivered mostly quality software. Nonetheless, something is still missing. Right now the PS-X is a letter without an address, or in video game terms, a platform without a familiar face to represent them. Where's the mascot? Sega is represented by Sonic, Mario fills his dues for Nintendo, and Sony? Well, come November, this will no longer be a problem. Put your hands together, and give a warm welcome to the industry's newest mascot - Crash Bandicoot!

It's fairly hard to specify what kind of animal Crash really is, but one thing is for sure, you'll never see his mug on a Nintendo or Sega product. So what kind of game is it? Believe it or not, Crash Bandicoot's first game is just like all the other mascots' first titles - it's an action/platformer. Crash Bandicoot clearly isn't too original, except for the three dimensional aspect. Combine the elements found in Donkey Kong Country and Mario, and voila - Crash Bandicoot is born!



WACKY!



CONQUER THE DREADED LILY PAD LEAPS, AND YOU'LL MOVE ONTO FISH BOUNCING. YEA-DOGGY!



SAVE POINT


WHATEVER YOU SAY, BASE.



WEARING THIS SCARY TRIBAL MASK MAKES CRASH INVINCIBLE!



NICE CRACK!



RUN CRASH! RUN! THAT BOULDER IS ALMOST ON TOP OF YOU!

Crash is the first mascot to be born on a 32-bit machine, and to say the least, it's an impressive entrance. Two types of gameplay consume this disc – side scrolling and vertical scrolling. Crash can move side to side, up and down, in and out, and all about! The side scrolling levels are self explanatory; jump, jump, jump, goal! Although as easy as it may sound, there is some originality and difficulty here. At specific times Crash has access to roam freely about the fore and backgrounds in his search for hidden items and what not. The easiest way to describe the vertical levels is to call it a racing view with a mascot. Either you run up or down on these levels, and sometimes Crash will have to outrun giant boulders, ride a hog to the exit, or even jump across the mouths of Venus Fly Traps to avoid falling in the water.

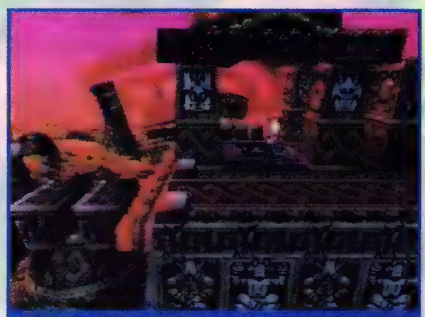
For the most part, this title is covered in polygons. Crash is made up of polygons, the enemies are polygons, and the backgrounds are polygons shrouded in beautiful texture maps. So what we're trying to say is that the graphics and lighting effect enhancements look sensational. The pictures scattered around the pages you are reading now only show off the first sixteen levels (since that's all that is done), and more variety in the gameplay may still await. Crash Bandicoot will definitely brighten the atmosphere surrounding the PlayStation and attract a new crowd of gamers as well.



DO YOU HEAR SOMETHING BOY? IT SOUNDS LIKE... TROUBLE.




CRASH RIDES A HOG.




CRASH CAN WALK INTO THE BACKGROUNDS COURTESY OF 3-DIMENSIONAL LEVEL DESIGNS.



BEAUTIFUL LEVEL DESIGNS BRING THE GAME ENVIRONMENT TO LIFE.



COLLECT THREE OF THESE PIECES AND YOU'LL WARP TO A HIDDEN BONUS ROOM.



TIME YOUR JUMPS CAREFULLY OR CRASH WILL BE IN A WORLD OF GRUESOME HURT.



TIC-TAC-TOE ANYONE?

TRIPLE PLAY '97

EA Struggles to Climb the 32-Bit Standings

Of all of the professional sports in America, baseball has the longest tradition and has produced the most immortal heroes. It is the sport of summer, and one of the biggest names in video sports is bringing their version of baseball to the PlayStation for your enjoyment. *Triple Play '97* from Electronic Arts contains most of the features that made *Triple Play '96* such a great game for the Genesis, and adds the sights, sounds, and colors made possible by the PlayStation.

The greatest feature about this game is the ability to create your own custom players, put them on your favorite team, and start the long race for the pennant. You'll be able to adjust their abilities (to a degree) and hope that they can perform in the show. When you've got a few people playing with you it gets to be even more fun.

As far as the game goes, the graphics are decent (even though characters look like flat lines when viewed from above) and the play control is pretty solid. Two buttons and the directional pad put ten pitches at your fingertips. Fielders can dive, jump, and have two different speeds of throws. Runners can lead off, reach down for a burst of speed, and do either a headfirst or feetfirst slide.

One feature that makes this game playable is the fact that you can change the view so that when you're pitching and fielding, you're looking from the outfield towards home plate. This makes catching pop-ups and throwing to the bases more intuitive and more fun.

There is no doubt that *Triple Play '97* is a quality title. Can it stand up to the other baseball games for the PlayStation? Only time, experience, and the GI reviewer scores can answer that question.

Either they collided or they're both doing some on-field calisthenics—you decide.

Round the bases, boys, that one is OUTTA HERE!!!

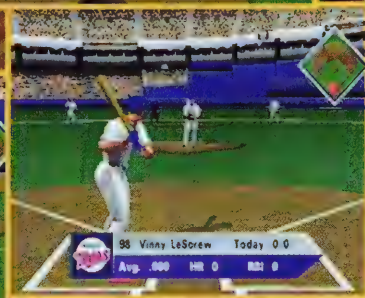
He'll make an easy snag out of that can o' corn.

He jump at the wall... and ROBS the batter of a big HR.

This head first slide almost scores the run, but not quite.

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Baseball
- **Special Features:** All 28 Teams and Stadiums; All Major League Players; Custom Players and Teams; Multiple Camera Zooms and Angles; Season Modes with Full Staff Tracking; Stance Adjustment, Contact and Power Hitting, and Fun, Fun, Fun
- **Created by:** EA Sports
- **Available:** June 28 for Sony PlayStation

Celebrate good time, come on!



You can play from either the pitcher's or the batter's point of view.

► **THE BOTTOM LINE 8.5**

ANDY, THE GAME HOMBRE

Concept: 8.5 "The game design of *Triple Play* is still one of the best, with fluid and intuitive play control, but more importantly, *Triple Play* is an excellent multi-player game.

Graphics: 8

Sound: 8.25 Create your own players, trade them to your favorite team, and you and up to seven of your friends can play through an entire season. Unfortunately, *Triple Play* is not quite as spectacular in the one-player mode since you must let the computer bat for you if you wish to steal or execute the hit and run. Still, it is one of the best baseball games available."

Playability: 8.5

Entertainment: 9

OVERALL: 8.5

VINNY, THE VIDEO VIGILANTE

Concept: 8.5 "This is the greatest baseball game in the world if you like to create your own players to supplement the big league line-ups. It's also great if you like to play multiple players on the same team. The gameplay is easy to pick up and play. This game also tracks stats like a computer. On the down side, I didn't feel like I had as much control over my pitches as I do in other games. Also, the graphics have a primitive quality at times. Everything is present that made this a great 16-bit game (except the scratching and spitting), but not enough was added to make it the best 32-bit baseball."

Graphics: 8

Sound: 8

Playability: 8.5

Entertainment: 9

OVERALL: 8

REINER, THE RAGING GAMER

Concept: 8.75 "As far as the baseball market stands on the 32-bit machines, I'd have to say that *Triple Play '97* is the most enjoyable. Having the player creator option is always a dynamic feature that seems to hook me every time I encounter it. I like having a Reiner in the game and tracking his stats throughout an entire season. In addition to this, the gameplay is nice and smooth and fairly reminiscent to its 16-bit grand daddy. Games don't take that long, and the play by play commentary didn't really annoy me. I would have liked to see smoother player animations, but hey! That's what a sequel is for."

Graphics: 8.5

Sound: 8.5

Playability: 9

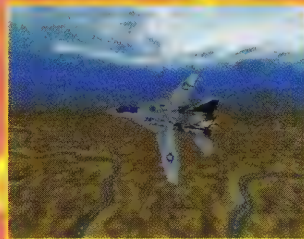
Entertainment: 9

OVERALL: 8.75

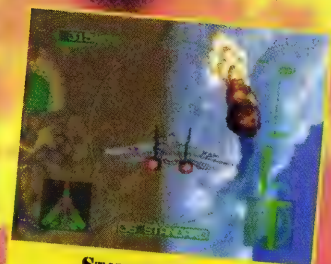
TOP GUN

FIRE AT WILL!

IT'S A DOG FIGHT JAMBOREE



I THINK A TOWER FLY-BY
IS IN ORDER.



STAY ON TARGET.
STAY ON TARGET.

▶ THE BOTTOM LINE **8**



GREAT BALLS OF FIRE!

PAUL, THE GAME PROFESSOR

Concept:	7.75	Even though some of the cool features from the PC version are missing from this game, I did find it to be a solid flight combat game.
Graphics:	8.5	The graphics, although a little slow, look realistic and the movie cut-scenes are not as bad as other games. The thing I found strange
Sound:	8	was that the progression of difficulty was whacked. It was very easy and then around level six the difficulty went ballistic. Top Gun lacks a true simulator feel because enemies appear out of nowhere, but if you're craving a decent action/flying game give it a try.
Playability:	7.75	
Entertainment:	8	
OVERALL:	8	

REINER, THE RAGING GAMER

Concept:	9	Top Gun: Fire at Will is an arcade simulator that brings dog fighting into full context on the PS-X. A bag full of weapons, several defensive techniques, and the ability to fill Tom Cruise's shoes brings this game into the limelight for me. The control is somewhat annoying and could have
Graphics:	8.25	been better, but that can easily be overlooked by its sensational fun factor. There aren't that many dog fighting titles on any of the next gen consoles and Top Gun: Fire at Will fills this void nicely. A good buy for those who liked the 8-bit Top Gun offering.
Sound:	7.75	
Playability:	8.25	
Entertainment:	8	
OVERALL:	8	

ANDY, THE GAME HOMBRE

Concept:	7.75	Yeah it's not the most realistic flight game ever made, but it sure is a lot of fun to play. Basically, the game is an arcade shooter disguised as a
Graphics:	8.5	flight sim with better than average graphics and gameplay. Top Gun is just a great excuse to blow planes from the skies and do lots of barrel
Sound:	8	rolls. While it is definitely better than Air Combat, I just have to wonder if it's better than Sony's upcoming flight/shooter Bogey Dead 6. My advice, fly boy, is to wait and see which is the best before you enlist.
Playability:	8	
Entertainment:	8	
OVERALL:	8	

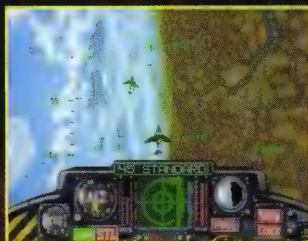
Top Gun: Fire at Will is yet another PC port to land on a console machine. Due to the lack of memory and buttons on the Sony PlayStation, this game has been altered from its original simulator format and is now a comparable counterpart to its showy arcade ancestors on the old 8-bit NES. All of the take-offs, landings, and difficult game controls have been extracted, and the final product is composed strictly of dogfighting and FMV clips.

Nonetheless, the loss of these viable gaming organs isn't a bad thing and it hasn't stopped Spectrum HoloByte from creating a dynamic gaming beast. Top Gun: Fire at Will places you in the shoes of the hot-shot pilot Maverick, and to make the game more compatible with the movie, Spectrum even took the liberty of hiring James Tokan (the bald guy) to boss Maverick around once again. With the characters in place and the plot already present, the only thing left to do is create a realistic gameplay factor. Does it make the grade?

For an arcade simulator, the game dynamics couldn't be better. Two views enhance the gamer's virtual vision of the fully texture-mapped terrain, and the dogfighting is true to its nature. Before you enter the madness you'll first have to be briefed on what your true mission is. Some missions consist of one-on-one dogfighting, the destruction of a school of bogeys, defensive protection of a certain vessel, and taking out ground targets. Don't worry about how hard the mission is, your fighter is fully equipped for your task at hand. Ground targets can easily be destroyed with AGMs (Air-to-Ground Missiles), and for the aircraft, pick your weapon. Guns, rockets, whatever!

Top Gun: Fire at Will fits into the PlayStation's library nicely, and maybe it will find its way into yours.

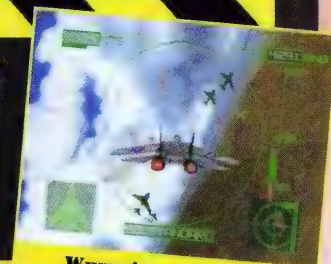
- **Size:** 1 CD-ROM
- **Style:** 1-Player Arcade Flight Simulator
- **Special Features:** FMV Clips Starring James Tokan, Memory Card and Password Save, Two Views, Multiple Weapons Including AGMs, and Airplanes
- **Created by:** Paramount/Viacom for Spectrum HoloByte
- **Available:** Now for Sony PlayStation



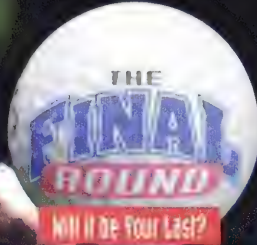
THESE BOGEYS ARE DOG MEAT.



I LOVE THESE CUBAN ATTACKS.



WHERE'S THE ICEMAN
WHEN YOU NEED HIM?

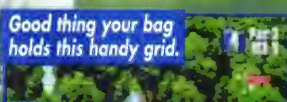


- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Golf
- **Special Features:** 6 Golfers, 4 Game Modes, Memory Card Saves, 3 Difficulty Settings, Multiple Camera Views
- **Created by:** Konami
- **Available:** Now for Sony PlayStation

Adding to its list of sports game releases, Konami has reached into its pocket and produced a golf game entitled The Final Round.

Like their baseball, soccer, and basketball titles, Konami uses the familiar polygon based characters and gives the player a choice of six golfers with varying abilities. The 18-hole course can be played in a number of different game modes including Training, Skins, Match, and Stroke play. Gameplay options present are three difficulty settings, easy swing toggle, replay mode, and weather settings. The Final Round is geared more toward an arcade golf game as there are no real tournaments and the only real sense of a simulation comes in stroke play where your handicap can be saved to a memory card.

Konami's golf game may not be for the true golf enthusiast, but its fairly simple interface and easy swing control make it a game that anyone can pick up and play.



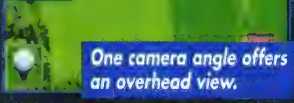
Good thing your bag holds this handy grid.



Sure the water looks nice, but just make sure you carry it.



A celebration after winning the hole.



One camera angle offers an overhead view.

ANDY, THE GAME HOMBRE
 "This game is a nice basic golf, but it lacks anything that would bring it up to par with the other golfs available. Easy to play with great looking water, but that's about it!"

PAUL, THE GAME PROFESSOR
 "Compared to other golf games available, The Final Round is lacking in many areas. However, it is easy to just pick up and play."

REIMER, THE RAGING GAMER
 "I really tried to find some pleasure and entertainment in The Final Round (FR), but the lack of options and the monotony of only one course drove me to nothing short of insanity. FR just won't cut the grade for PS-X gamers."

VINNY, THE VIDEO VIGILANTE
 "I just don't like the golf game very much. Poor control, a waste of time cross-hair deal, and those annoying flybys fumed me out!"

	Andy	Paul	Vinny	Reimer
Concept:	5	6	6.5	6.5
Graphics:	7.25	8.5	7.25	7.25
Sound:	6.5	6	6	6.5
Playability:	7.5	8.25	6.75	7
Entertainment:	5	5	4	6.25
Overall:	6.25	7.25	6	6.75

► **THE BOTTOM LINE 6.5**



- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Olympic Simulator
- **Special Features:** 11 Events, A Wide Array of Camera Angles, Realistic Polygon Characters and Field Terrain, Twelve Countries, and Three Special Medals
- **Created by:** Konami
- **Available:** Now for Sony PlayStation

Konami's International Track & Field brings the Olympic summer games into a virtual world of polygons and texture maps for the Sony PlayStation. You have the chance to compete in eleven of the Olympics finest games, and through the magic of the PlayStation Multi Tap, up to three of your closest friends can compete against you as you strive to win the gold.

International Track & Field is no doubt the child of Konami's old but not forgotten 8-bit NES Track & Field series. The play control makes the easiest comparison. Once again Konami will destroy some controllers. In every event you'll be required to build your speed level by consistently pressing a two button combo over and over. The faster you hit the buttons, the quicker your little polygon guy will meet his destination. Once there, you'll have to hit the time gap perfectly for the lean, throw, or jump. As you can see, in order to win events you'll either need to be completely insane or have a high class turbo pad. Ah yeah!

ANDY, THE GAME HOMBRE
 "Wow! The graphics are cool, but the gameplay is still the same. Fun...for awhile."

PAUL, THE GAME PROFESSOR
 "Are your fingers hurt? International Track & Field is a dynamic looking title that is very limited in the longevity of gameplay. More goals are needed for each event to make this title extremely entertaining. Fortunately, it's a blast with four people."

REIMER, THE RAGING GAMER
 "Ahh! My fingers hurt! International Track & Field is a dynamic looking title that is very limited in the longevity of gameplay. More goals are needed for each event to make this title extremely entertaining. Fortunately, it's a blast with four people."

VINNY, THE VIDEO VIGILANTE
 "This game is great fun for a short period of time, especially with some friends. Definite rental material."

	Andy	Paul	Vinny	Reimer
Concept:	7	7	7	8.5
Graphics:	8.5	8.5	8.5	9
Sound:	7.5	7	7.5	7.5
Playability:	7	8.5	8.25	7
Entertainment:	4	7	6	6.75
Overall:	6.75	7.75	7.5	7.75

► **THE BOTTOM LINE 7.5**

Who Will Be Number One?
 With Thor by my side, I will rule the Hammer Toss.



I need more power captain, these hurdles are too much!



Compete in the Long Jump (a.k.a. the Hamstring Hijinx).

Once all the events have been "qualified", you'll be victorious and be rewarded with the medal ceremony. Then, it's "Game Over". The longevity of this title is fairly limited, and one might get bored pretty quickly. Then again, this is a great four player jam session for all who want to be a victorious Olympian.

FADE TO BLACK

CONRAD EXITS STAGE LEFT

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Adventure
- **Special Features:** Multiple Types of Bullets, Jumping and Running, Tricks and Puzzles, Continuation of the 'Flashback' Story Line
- **Created by:** Delphine Software for Electronic Arts
- **Available:** Now for Sony PlayStation

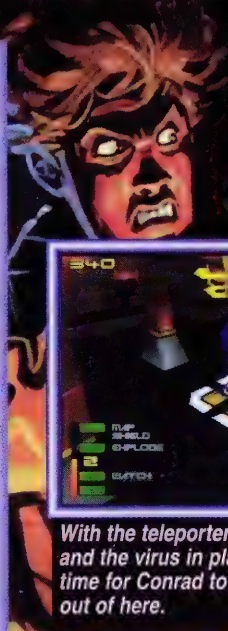
After successfully thwarting the Morphs' plans of invading Earth, the hero Conrad was forced to put himself into suspended animation and launch himself into space in order to save his life. Fifty years later, his capsule is captured by his arch enemies of old—the Morphs—who throw him into prison on the moon. Conrad's only hope is that the Resistance (who refused to give up even after the governments of Earth surrendered to the Morphs) will help him bust out of prison and send him on a quest to liberate the Earth. Fortunately for you, the player, they do!

This sequel to the wonderful 16-bit title Flashback lets us take control of Conrad once more to save the world. This time, however, the action has gone from flat side-scrolling to a "behind-the-character" view of a 3-dimensional world. In this world, you'll be able to run, crouch, jump, sidestep, and draw your weapon for high caliber shoot-outs with the bad guys.

In addition to the action aspect of the game, you'll have some typical Flashbackian style puzzles to solve. You'll have to find keys to allow access to different places or do some fancy footwork by jumping over deadly electrified floor panels. Almost all of the puzzles are visually oriented, so you won't have to take a lot of notes.

As far as items go, you'll be able to pick up armor piercing, heat seeking, exploding, and plasma bullets, an anti-radiation shield, and a variety of scanners including map, info, and field. These items will assist you as you wander through the progressively harder levels.

While this game may not be as revolutionary as Flashback was back then, it still possesses the same feeling of mystery and wonder as its predecessor. If you liked Flashback, you might want to check out this game too.



Finding the energy recharger on each level is your only hope of survival.



With the teleporter active and the virus in place, it's time for Conrad to port out of here.



That spider-bot might be trapped in an energy cage, but this ain't no zoo!



Full motion video cutscenes add to the excitement!



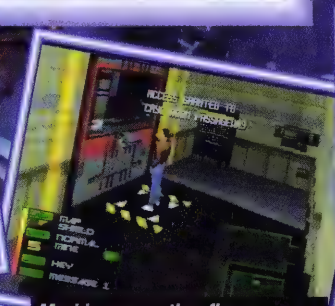
Don't move too fast when you're escorting Professor Slow out of captivity.



Perhaps if you blasted the energy supply, that head could escape its prison.



Never ever take your gun off the warden.



Markings on the floor indicate where you can perform certain actions.

▶ THE BOTTOM LINE 7.75

REINER, THE RAGING GAMER

Concept: 8.75 "Will Conrad ever make it back home? Honestly, I was fairly disappointed with Fade to Black. I couldn't play enough Flashback, but this new "look and play" in the sequel didn't thrill me. It's a good idea, but the interface is hard to get used to and the objectives are always hit or miss. Topple this feat, or die and try it again. I would have rather seen a fully rendered remake of Flashback than this poor attempt of a new age sequel."

Graphics: 8.25

Sound: 8

Playability: 7.5

Entertainment: 6.25

OVERALL: 8

VINNY, THE VIDEO VIGILANTE

Concept: 8 "This game has an interesting look and an excellent ambiance, but I don't think it compares to the other 3D action/adventures for the PlayStation. And what happened to the roll move? In addition, a few things were lost when it was ported over from PC including a map which labeled the areas and a smoother, faster save feature. This game is still intriguing and people who appreciated Flashback will find things to appreciate here too. I sure would've liked to have seen a bit more, though."

Graphics: 7

Sound: 7

Playability: 6.75

Entertainment: 7.5

OVERALL: 7.25

ANDY, THE GAME HOMBRE

Concept: 7.5 "Although this sequel isn't anything like the original it is still a challenging and entertaining game. The overall look and feel is similar, but the 3D environments make for a totally new style of play. Unfortunately, I don't think it's as fun to play as the original. Basically, you do each area once or twice and learn where the potholes and enemies are, then go through and clean up the mess, making the game-play more unified and not as action-packed. Don't get me wrong, this is still a good game. It's just that it could have been great. Excellent rental."

Graphics: 8.25

Sound: 8.5

Playability: 7.75

Entertainment: 8

OVERALL: 8

NiGHTS

into dreams...

Is It Just Eye Candy?

- Size: 1 CD-ROM
- Style: 1-Player 3D Action/Adventure
- Special Features: Two Playable Characters – Elliot and Claris, Created by Yuji Naka (of Sonic the Hedgehog fame). Compatible With Sega's Analog Controller
- Created by: Sonic Team for Sega
- Available: November for Sega Saturn

The 1996 E3 convention debuted bundles of never before seen titles for the Sega Saturn, and the game that seemed to receive the most praise was Sega's first party title, NiGHTS. So far this highly anticipated title has a great track record. It's being created by the original mastermind behind Sonic the Hedgehog – Yuji Naka – and is being developed by Sega's Sonic Team in Japan. An analog controller was also created to enhance the gameplay in NiGHTS, and will be packaged with the game for an MSRP of \$69.99 (\$49.99 without). With all this great hype, could one still frown upon the NiGHTS experience?

A first glance at this unique gaming software might scare the average gamer. The action is as fast as any Sonic title and the amount of variety highly outweighs any other Saturn title. Gamers are submersed into a fast and furious 3D environment in which they are challenged with several objectives. When entering a level in NiGHTS you are confronted with two planes of gaming – a standard walk-around action basis, and an intense flying circus.

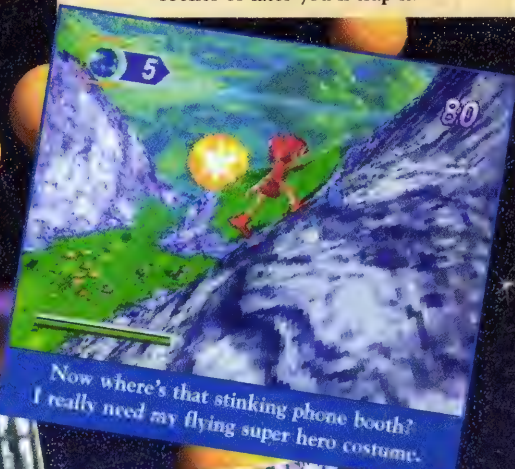
Most of the game is devoted to the air bound gameplay and only when you're in trouble or ready to die does it switch to the walking stage.

While in the air, gamers are plagued with the lack of freedom in flight. Each flying area is set up in tracks (kind of like a racing track), and cannot be thoroughly explored like the 3D walking areas. Hidden tracks lie within each, and secrets are also quite abundant. Two characters, Elliot and Claris, allow gamers to choose not only male or female, but different gaming levels as well. Each character has a human form and (as we like to call it) a flying super hero costume as well. The objective on each level is to find the colored spheres which were taken from you. Each sphere is locked within a living entity and can only be accessed by feeding it twenty gems.

So far we've only been allowed access to thoroughly explore two levels in NiGHTS, but from what we can tell it's going to be a great game. The graphics are beautiful and the gameplay is addictive. Be sure to stay tuned for more coverage on this highly anticipated title. ☺



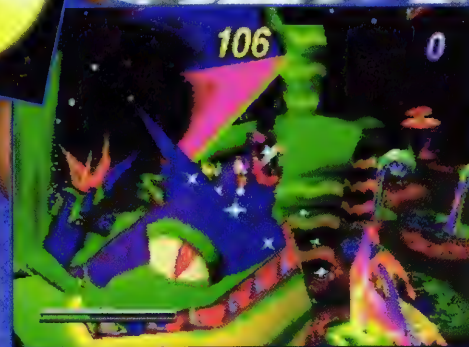
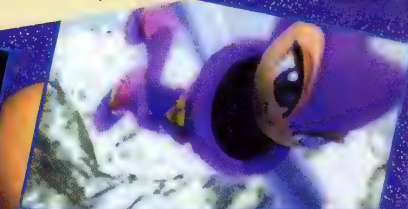
Keep throwing this boss through the walls and sooner or later you'll trap it.



Now where's that stinking phone booth? I really need my flying super hero costume.



You have the green sphere! Fly to the goal.



Grab this boss by the head and chuck him into the ground.

Following on the heels of last year's hit, Bug Too! is coming to your Saturn this November bigger and faster than before. Through the use of a new game engine (though it looks almost identical), Bug Too! utilizes a run button to increase gameplay speeds, more camera movements to add to the action, and even larger levels.

Bug is not alone either. This time he's bringing along two of his pals, Maggot Dog (a strange looking half slug, half dog amalgam) and Super Fly (a funky bug who could have easily been a sidekick to Shaft). To incorporate these new characters, Bug Too! features a new story line as well as more voice-overs than ever before to bring all these characters to life. Bug's second adventure will also take him to such outrageous places as deep space, a medieval dungeon, a haunted house, underwater, and a kaleidoscope.

On a final note, Sega did hear everyone's cries about annoying repetition on each level on the first game, so they have announced that Bug Too! will feature more check points along each level. GI will have more information on the Bug! with the attitude as it becomes available. ■

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action
- **Special Features:** New Characters Maggot Dog and Super Fly, New Run Button, Bigger Levels, New Enemies
- **Created by:** The Away Team/Sega for Sega Saturn
- **Available:** November for Sega Saturn



It's Not Just Bug! Super Fly, Maggot Dog



He Said He'd Be Back!



The just this terrible feeling I'm being watched!



Dance before Maggot Dog!



The new 3D engine allows for a crazy 3D rock crew!

Virtua Fighter Kids

Only Five Years Old But They Still Kick Butt!

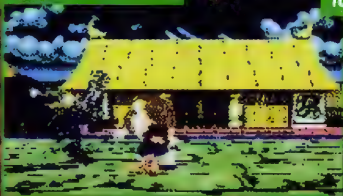
Virtua Fighter has gone from just being just a fighting game to being a phenomenon. Such a phenomenon in fact, that Virtua Fighter Kids is coming soon to Sega Saturn and to the Sega's arcade Titan system. Virtua Fighter Kids (VFKids), a strange spin-off of the original Virtua Fighter 1 and 2, features all the characters from VF and VF2 with all their signature moves, only smaller.

By now you are probably asking yourself, "what exactly makes VFKids unique, other than smaller characters?" First of all, there are numerous new voice-overs for the characters and playing with the smaller characters makes the game play slightly different. Also, there are new replays during battle that are a lot like a Van Damme movie. When you complete a combo the game goes through three quick replays of the finishing blow. Dramatic - let me tell ya! Unfortunately, there are still numerous mysteries to VFKids. On the preview copy of VFKids we had there were secret play modes that we were unable to unlock. Hopefully Sega has some amazing surprises waiting for us.

If they don't, this game won't have much to offer to gamers except for the classic fun of Virtua Fighter in a smaller, more humorous package. ■

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Hidden Modes, 3 Angle Replay, All the Fighters From VF1 and 2
- **Created by:** AM2 for Sega
- **Available:** December on Sega Saturn (also coming to the Arcades on Sega's Titan)

What does the young Kage look like?



Your Kung Fu is weak!



They're smaller, but they're still karate masters!



Pai shows Wolf that she's no little girl.



Look at these kids - drinkin' and growin' beards!



World Series Baseball

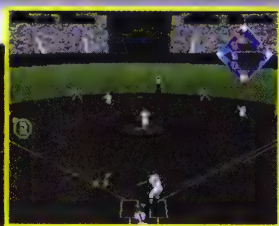
The Throw to Home...

Soon to be translated from the Japanese Greatest Nine '96, the uncontested baseball hit of last year is new, improved, and ready for another season. World Series Baseball II still includes the sharp graphics and smooth playability of last year's version and adds most of the features gamers demand from a next generation baseball title.

First and foremost, World Series Baseball II will have all 28 Major League Stadiums as opposed to last year's four. This means that when you're playing a home game, you're REALLY playing at home. The fun doesn't stop there because now you can trade and draft players, and rumor has it that you may be able to set up your own expansion team.

As far as gameplay is concerned, a few neat items have been added. For one thing, the improved AI of the computer will have it walking your big hitters so it can pitch to the weaker bats on your team. Also, it appears games can be delayed or canceled due to rain (wild!) and your players may get injured during season play.

World Series Baseball II is looking to be a fine cart indeed, and we'll get you the full scoop when it is released in the States this summer.



He lays down a near perfect bunt towards third base.



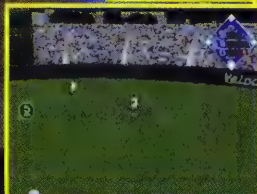
Slide, DiMaggio, slide!!!

All the fielder can do is wave good-bye to that dinger.



REPLAY

A little rain can't stop him from sending it to left field.



A ball hit that deep could mean extra bases!



- Size: 1 CD-ROM
- Style: 1 or 2-Player Baseball
- Special Features: Season, Tournament, and Exhibition Mode, Improved AI, Team Edit Mode, 4 Difficulty Settings, All 28 Teams and Stadiums, Injuries
- Created by: Sega Sports
- Available: Summer for Sega Saturn

Get a Goal!!!

WORLD WIDE SOCCER II

- Size: 1 CD-ROM
- Style: 1 to 6-Player Soccer
- Special Features: 48 Teams, Multiple Camera Views, Turbo Button, Curving Shots
- Created by: Sega Sports
- Available: Fall for Sega Saturn

As one of the original games to be released with the Saturn, *Worldwide Soccer* was one of the prettiest, most playable soccer games ever to be released. With another year behind us, *Worldwide Soccer II* looks to be a better version of the first.

This soccer game utilizes a few more of the buttons with coaching keys and a turbo button. While you can hold down the turbo button on defense, you must time your turbo taps on offense to kick the ball ahead of you a little ways and run it down. This is a great way to move the ball down the field if there aren't any defenders in front of you.

Also added was a roster of 48 teams, and supposedly the ability to create players and their capabilities. The joy of this game is in its unmatched playability. There are now even more moves and animations with which to control the ball. For one thing, approaching the ball is enough for your character to put an effort into making a steal, or you can shoulder tackle or slide tackle if you're feeling aggressive. Also included are heel kicks, cartwheel kicks, diving headers, chip shots, and a mass of other radical soccer moves.

Worldwide Soccer II looks to be a real winner; unfortunately, we'll have to wait until fall to find out for sure.



Mugged!



Watch your privates, blue team, but more importantly STOP THAT BALL!



Just the goals to beat and he's home free.

The old corner kick can get you a goal—if you're good.



Looks like somebody got a little rough.

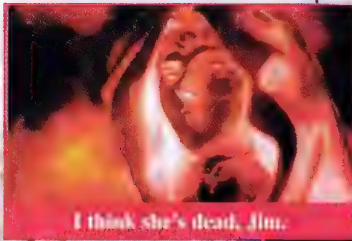


A valiant effort by the goalie, but he doesn't quite stop the ball.

DRAGON FORCE

Slaughter of the Innocents

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategic Role-Playing Game
- **Special Features:** Multiple Kingdoms to Command, Over 200 Character Sprites Can Be On Screen, Strategy Based Battles, Magic Users, and Castle Building
- **Created by:** Working Designs
- **Available:** August for Sega Saturn



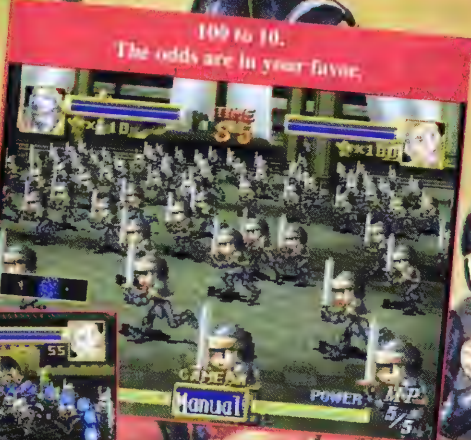
I think she's dead, Jim.



Now that's a frog!



Look out! Here comes an attack!



109 to 10. The odds are in your favor.



View all the action through the wonder of the manual cam.



Award your generals with the troops they deserve.



Dragon Force seems to be a mixture between of Ogre Battle and the Romance of the Three Kingdoms series. The whole emphasis in Dragon Force is strategy, so if you've played a lot of Risk then you'll definitely be one step ahead of the competition. Strategic planning will not only win battles, but grant you legions of warriors as well.

When starting the game you'll be required to choose from one of eight regional leaders. Each fights for their own cause and one will surely fit your personality. Your objective is to conquer the entire continent of Legendra. If you know tactical combat and how to place troops, then this task may be foreseeable in your future. The gameplay is divided into three divisions: battles, troop positioning, and leadership.

Battles require the player to use formations (Examples: front advance, melee, defense) to the best of their abilities. The weapons available are soldiers (which come in all different shapes and sizes) and a general. Some battles involve over two-hundred on screen character sprites, so to avoid confusion plan a decent strategy before charging. The general gives the orders, and if he is defeated before his army, the battle is over. The general is the most valuable asset in battles, they can take the most damage and wreak the most havoc as well. Losing these valuable tools to the opposition will not help your cause, so keep a close eye on their health.

Troop positioning is also a key element in your conquest. As you invade and pillage castles you'll need to leave some forces behind to guard your newly owned territory. Winning battles grants you access to gaining more troops through the process known as "awards". The king will award generals more troops if it seems like a desirable option.

The third side to this title is leadership. The king is the mover and shaker and, of course, the main threat to the opposition. He, and only he, can promote captives to generals, take down other kings, and construct bigger castles. If the king dies, your game is over. Once again Working Designs has introduced another title that gives you a major god complex. "I am King Atwood and I will freely pillage the villages and treasures in the land of Victor! Nothing can stop me!"

Yes, you may find yourself gloating over victories and actually talking to your troops, but remember this: It's just a game.

Baseball – America's Favorite Pastime. **Sega Genesis** – the leading 16-bit sports machine. Put the two together and you've got quite an interesting story. Baseball has been a part of video gaming since its inception, and any self-respecting unit starting with the ancient **Atari 2600** has had a baseball title. Some, of course, more unusual than others. For instance, the **Colecovision** had perhaps one of the most unique baseball games ever made. It was called **Super Action Baseball**. The game required a special controller that looked a lot like a pirate's scarab minus the blade. It featured four buttons on the handle, a keypad on the top, a joystick, and a rolling dial that controlled your player's speed as they moved along the base path. Now that was unusual.

While the **Genesis** never featured any crazy controllers or hi-tech gadgets, it did have a lot of games to offer the baseball fanatic. Along the way there were some unusual offerings including **Super Baseball 2020** (a **Neo-Geo** port that showed what baseball could be like in the future), but overall baseball on the **Genesis** stuck to the basics.

In general, there were numerous classic baseball games the player could choose from. The **Hardball** series from **Accolade**, numerous titles from **EA**, **Tengen's RBI Baseball**, and several titles from **Sega**. These companies were the **Genesis's** bread and butter. Of course, there were several other companies that ventured into the baseball market during the **Genesis's** eight year tenure, but none stuck to their guns as well as these four.

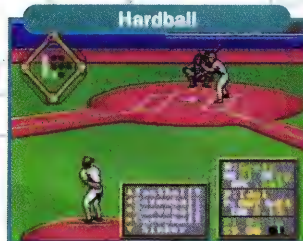
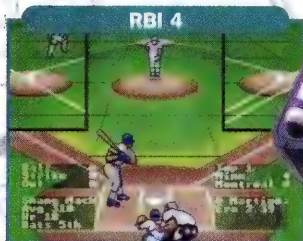
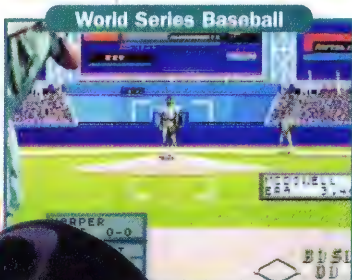
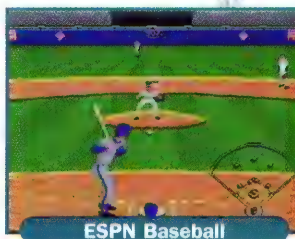
So it became a battle for supremacy on the **Genesis**. Four companies, one machine, and only one winner. Who would succeed and who would fail? The competition began to drop like flies.

Accolade's Hardball is one of the oldest video baseball games in the business, dating all the way back to the **Apple II**; however, it tends to show in their games. Action is

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

THE RACE FOR THE PENNANT ON THE GENESIS



not the credo for **Hardball**, rather its place in video baseball history is as a baseball simulator. Lots of stats, numerous options, and extremely flat gameplay has always been a part of **Hardball**. For this fact alone, **Hardball** was never really a contender with the action-craving **Genesis** fans, so **Hardball** quickly took a backseat to the other players.

Next up was **Tengen**. Their **RBI Baseball** series had never really advanced, other than graphically, over its glory days on the **NES**. Yeah, they had a lot of classic teams, but gameplay was slightly slow for the insatiable appetite of the players and so they ended up with a loyal, yet small clientele.

The Series came down to the only two contenders left standing – **Sega** and **Electronic Arts**. While **EA Sports** is perhaps the greatest sports company the **Genesis** ever saw, **EA** seemed to have trouble with baseball. They announced their first baseball cart for the **Genesis**, **Earl Weaver Baseball**, in 1990 after **Sega** had a good response from their first baseball game **Tommy Lasorda Baseball**. However, **EA** had numerous problems getting this game to market and ended up releasing **Tony La Russa Baseball** instead in 1992. Unfortunately, this was just after **Sega** had released **Sports Talk Baseball**, which was the first console baseball game to ever feature play-by-play announcing. Game one – **Sega**.

The following year, both companies announced new baseball products to be released in 1994. **EA** released **MLBPA Baseball** and **Tony La Russa '95**, while **Sega** released **World Series Baseball**. While **MLBPA** and **LaRussa '95** were quality products, **Sega** had won once again with its graphics, innovation, and arcade-styled action. Game two – **Sega**.

Now a company like **EA Sports** was not going to take a loss like this sitting on their duffs. The time had come for a serious change, and change they did. In 1995, **EA** broke the mold and went back to the action style of gameplay with the release of perhaps the most entertaining baseball ever on the **Genesis**, **Triple Play Baseball '96**. This game featured multi-player action, a player create mode, scratching, spitting, and classic baseball action. To counter **EA's** bold move, **Sega** updated **World Series Baseball** with a draft option, better graphics, and some classic teams. Was it enough?

Unfortunately for **EA**, it was **World Series '95** had once again sold better than **Triple Play Baseball '96**, but **EA** had defeated them in the minds of game magazines and **EA's** faithful by finally creating a baseball game that was entertaining for the masses, not just the simulation nuts.

In the end **EA** had put a dent in **Sega's** iron grip on the **Genesis** baseball market, but they had never really taken the upper hand. Now, every new year brings a new season and new round of games. **EA Sports** will release **Triple Play Baseball Gold**, which may be their best and last shot at taking away the baseball crown from **Sega**, and **Sega** will count on their reigning champion with an updated release of **World Series Baseball**. Will **Sega** rule again? Will **EA** finally take the series? Who knows? But no matter what happens, the 16-bit video baseball player will be the winner.

CLASSIC SCOREBOARD

Big Hurt Baseball – Acclaim

6 Excellent graphics, but average in every other sense.

Cal Ripken Jr. Baseball – Mindscape

3.5 The Iron Man should have stuck with real baseball.

ESPN Baseball – Sony Imagesoft

7 Cool play perspective with average play control.

Hardball – Accolade

2 This game was originally on the **Apple II** and hasn't advanced much since.

Hardball 3 – Accolade

4 Better!

Hardball '94 – Accolade

5 Closer!

Hardball '95 – Accolade

6.5 The ultimate experience for players who aren't looking for much action.

MLBPA Baseball – EA Sports

8.5 Fun, easy to use arcade-style control with very clean, large players.

RBI Baseball 3 – Tengen

6.5 Rather slow, but good baseball fun. A score fest.

RBI Baseball 4 – Tengen

6.75 Slight improvement, but nothing that would make a crowd of people do the wave.

RBI Baseball '93 – Tengen

7 A solid baseball experience.

RBI Baseball '94 – Tengen

7.75 The ultimate RBI incarnation, but other than more teams and better control it's the same as the original.

Sports Talk Baseball – Sega

8.25 Even with pathetic graphics and sound, this is a very solid cart.

Super Baseball 2020

– Electronic Arts

7.75 A unique twist on classic baseball that must be played to be believed.

Tecmo Super Baseball – Tecmo

4 This game offers absolutely nothing but good graphics and animation.

Tommy Lasorda Baseball – Sega

7.5 No diving, no dazzling graphics, but it sure is fun to play.

Tony La Russa – EA Sports

7 This simulator's choppy animation can get quite annoying, but numerous options will keep the stats fan happy.

Tony La Russa '95 – EA Sports

7.5 Much better graphically than the original, but it's basically the same game.

Triple Play Baseball '96 – EA Sports

9.25 A superb one-player game that is easily the best multi-player baseball available.

World Series Baseball – Sega Sports

8.5 Outstanding graphics move this game up towards the top, but the animation is choppy and the play control is definitely first generation.

World Series Baseball '95

– Sega Sports

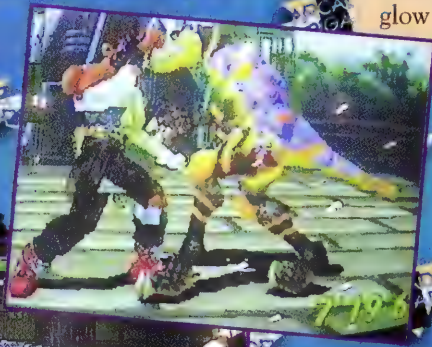
9 Easily the best one-player baseball available, but the cursor pitching may turn some people away.

E3 Arcade Report

ARCADE BRIGADE

By Ryan MacDonald

Star Gladiators

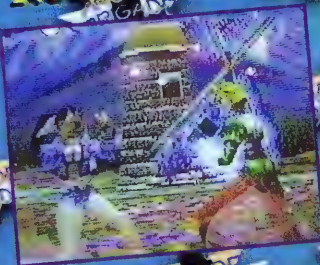


At the E3 show this year there were a few arcade games unveiled to the press. The coolest of them all was Capcom's 3D Polygon fighting game called Star Gladiators. Star Gladiators plays very much like Battle Arena Toshinden mixed with a little Virtua Fighter. Sega also debuted their newest 3D fighter known as Sonic: The Fighters. This is a game that has the same basic gameplay as Virtua Fighter with Sonic the Hedgehog and other cute characters from the Sonic Games. There were a few more polygon fighters there, but only one had any potential. Although early, a game by the name of Near Death by Atlus seemed to have some pretty cool features such as this weird charge move where your character appeared to glow and become stronger. I'll keep tabs on all these games and fill you in when more information becomes available.

Sonic Fighters



Near Death



NBA Jam Extreme vs. NBA Hang Time

OK. In this corner you have the true successor to NBA Jam: Tournament Edition that is pretty much the same except for a bunch of new dunks and moves. And in this corner you have a 3D polygon version of what we have all played before, except for the new extreme button that has been added.

(The Extreme button is just like the Turbo Button, only faster.) Now in favor of NBA Jam Extreme, at least they tried something new instead of the same old, same old like NBA Hang Time.

In favor of Hang Time is

that it's still as much fun (four players) as the original NBA Jam. My advice to all you basketball fanatics is to stay home and play NBA Shoot Out on your PlayStation and don't even worry, because neither NBA Jam Extreme nor NBA Hang Time come close to Shoot Out.

NBA HANG TIME



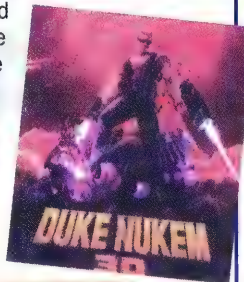


Hello again. This is our second PC gaming page, so you should all know what to expect by now. Our gripe of the month is getting programs to run. Anyone who owns a PC knows this is a pain in the butt, even if you know your way around a computer. But what's the solution? Windows 95? Let's all pray that isn't it, because Windows 95 is a program to hate and despise (sorry Bill). If the PC changes to a complete Windows type interface, expect PC games to become as stale and bland as Mac games. Until that happens, take a read and check out these hard hitting and incisive reviews as well as a bit of news from the PC gaming scene.

Duke Nukem 3D 3D Realms/Formgen

9.25

Yes, it's a Doom rip-off, but Duke Nukem 3D is probably the best Doom rip-off we've ever seen. In addition to the familiar Doom controls, you'll be able to look up and down, jump and crouch. The fun doesn't stop there, though, because a plethora of new items add to the excitement. Portable medkits, protective boots, and nightvision glasses add to your survival abilities, and jetpacks and scuba gear allow access to otherwise unreachable areas. Nine weapons range from the mighty foot to the freeze thrower. The pipe bomb (complete with detonator) allows you to throw a bomb, duck around the corner, and blow it up from a safe position. You can even blast through walls to access secret places. What we found most enjoyable about Duke Nukem was the brilliant level design. Instead of just a bunch of passages, the areas are laid out realistically, so that you actually feel like you're exploring a movie theater, prison block, and so forth. If you're looking for a "blow-'em-all-to-heck" good time, look no further than Duke Nukem 3D.



Magic Carpet 2 Bullfrog/Electronic Arts

8.75

We realize that it's been out for a while, but this sequel filled in almost all the gaps that kept the first Magic Carpet from being the ultimate carpet simulator. Instead of just bouncing along from world to world doing the same thing, you've got a mentor's voice guiding you along. He'll send you to the ruins of long dead sorcerers in search of spells, or he may direct you to the underworld of the undead. Your ultimate goal is to

destroy the demons who plague your world in search of power.

Many new spells have been added like tornado, shape change, and swarm of bees. You also have the ability to power up your spells. Now, instead of getting a different spell for rapid fireballs, you'll gain rapid fireballs after using your ordinary fireball enough times. It seems that each spell can be powered up three times. This game will not only appeal to people who played Magic Carpet, but is a great game for newcomers to the realm of the enchanted rug.



...Microprose had a strong PC line up at the old E3 show with their third version of X-COM entitled **X-COM: Apocalypse**. Closely related is a superhero game with an X-COM engine known as **Agents of Justice**. You'll assemble various superheroes (or design your own) and set up a base to destroy evil throughout the land. Other than that, we're still waiting for **Masters of Orion 2** to hit the shelves. Oh well...

...one of the older names in PC gaming, **Sierra**, has a slew of sequels to be released. The seventh installment of **Leisure Suit Larry** is due to hit the shelves soon, and FMV thrillseekers will be glad to hear that **Phantasmagoria 2: A Puzzle of Flesh** is in the works. Fans of sci-fi author Arthur C. Clark and Gentry Lee should keep their eyes peeled this October for a first-person game based on the RAMA series of novels. And you should always be ready for updates on your favorite **Front Page Sports** games...

...Interplay is stoked to release **Normality** – an adventure game with a unique mouse exploring interface we haven't seen before. We'll let you know more as soon as we know more...

...Mindscape was so excited over their upcoming release of **Dark Earth**



the NEWS MATRIX

for Mac and Windows (blech) that they had a special after

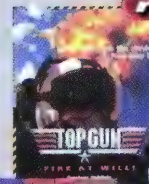
show press conference at the E3. This action adventure comes at you in high resolution and will supposedly let the player, "discover and explore places of stunning beauty and overwhelming strangeness." Let's hope

this baby lives up to the hype...

...Accolade sent us our first PC alpha in the form of **Deadlock**. This looks to be an intricate strategy game of planetary conquest. Of course there's only so much you can tell about a game of this type without a manual, so let's hope **Accolade** remembers to include that when they follow up their alpha with a playable beta...

...Fly fisher-people (the most fanatical of all the people who fish) are going to jump for joy when they hear that **GameTek** is releasing **The Art of Fly Fishing** for the PC. This will be (as far as we know) the first fishing game devoted to showing the beauty and grace involved in casting and catching with a fly rod. So get to your local video store, rent a copy of **A River Runs Through It**, and get yourself psyched!!!

recent releases



• **Top Gun: Fire at Will!** – Spectrum Holobyte
7.25 Jet fighter sim with a Top Gun twist – not a bad game.



• **The Dame Was Loaded** – Phillips
5.25 Your standard FMV adventure in the world of a 1940's Private Investigator. Not a horrible game of its type.



• **Deep Space 9: Harbinger** – Viacom
6.75 If you really like the show, you could get into this game – it plays like an episode.



• **TNN Outdoors Bass Tournament '96** – American Softworks
3.5 Even when it works, it just ain't that much fun.



• **VR Soccer '96** – VR Sports
3.5 Pixelated graphics, horrible ball physics, and lack of control make this one a VR Avoid. Who needs a PC soccer game anyway?

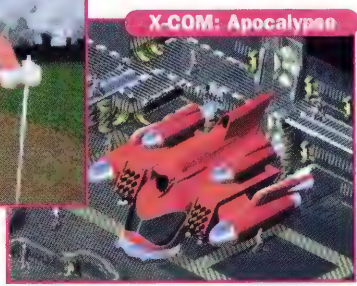


• **Warcraft II – Expansion Set** – Blizzard
8.0 With 24 new story scenarios and over 50 "custom" maps, this is the perfect companion to anyone who couldn't get enough of Warcraft II.

• **XCOM: Terror from the Deep** – Microprose
8.5 If you loved XCOM, here's some more. If you didn't like XCOM, you've got nothing to gain by playing this one.



Normality



X-COM: Apocalypse

SUPER MARIO RPG

Welcome to the world of a 3D Mario adventure. As far as RPGs go, this one can be beat without too much frustration. However, since Nintendo is involved and this is a Mario game, there is a bunch of hidden stuff. Read on to learn the best strategies, find the secrets, and conquer the Legend of the Seven Stars in record time.



Power. Usually, one of the three choices will give you a bigger bonus than usual, and you should choose this one. On the other hand, if you don't use a certain character's magic spells, don't waste any points in this category and instead add them to attack power.

The Ideal Party

You will eventually have five characters in your party, three of which will be involved in the fighting. When you find Bowser, you can sub him in for Mallow if you don't mind losing your healer for a while and prefer to rely on items for that. (Between battles, you can switch Mallow into the party and use his HP Rain spell to heal everyone). With Bowser, Mario, and Geno in the group you'll be a serious attack force. Once you get the Princess, the only party that makes sense is Mario, Bowser, and the Princess. Bowser is the best straight attacker. The Princess is the most valuable character in your party because her Group Hug spell not only gives everyone hit points, it recovers their status as well. While she starts off a bit more vulnerable than you might like, if you keep her equipped with the Exp Booster (from Seaside Town), she'll soon be an accomplished fighter as well as a healer.

Inventory Control

It's always a good idea to have plenty of mushrooms in your inventory, especially before the Princess joins your party. Even more essential are the Pick Me Ups. These items not only bring a downed character back to life, they give him full hit points as well. A few of the Syrups (Flower Point Recovering

Items) are all you'll need. A more effective way to restore Flower Points is to use the Flower Tab items when your FP is low, as it will increase the maximum FP by one and restore your FP to maximum.

Fighting

Super Mario RPG differs from many RPGS in a few ways. First, if a character dies in battle and you win the battle, he or she will come back to life with one Hit Point. Also, if you die, you will appear at your last save point with all of the items you had at that point, AND you will have all of the experience you gained until you died. A very nice feature that lets you continually progress your way towards the goal.

Fighting Bosses

Bosses sometimes come with an escort of three or four smaller creatures. Many times, if you kill off all the escorts, a fresh platoon will hop in to replace them. To counter this, kill all but one of them, or simply focus on the boss and mop up the escorts after he's gone. A very nice feature about Mario RPG is that once you kill a boss, all of your Hit Points and Flower Points will be maxed out, saving on your item usage.

Intro

This part is self-explanatory, and Toad holds your hand all the way through the intro. If you can't beat the Hammer Brothers, fight the other things on the board until you go up a level. The adventure is just intro until you get to Mushroom Kingdom.

Timed Hits

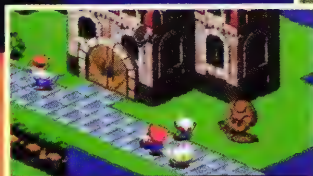
One of the biggest innovations in this game is the timed hits and defense. Hitting the 'A' button right before you land a punch or a swing will inflict double damage on your foes. It is VITAL to learn how to do this consistently. Different weapons sometimes have different timing on these double hits, so experiment and learn. You can also cut damage in half by hitting the 'A' button right before you get hit. This is also a crucial skill to learn.

Level Bonuses

After each level, you'll increase your skill points. You'll also have a chance to choose an extra increase for either Attack Power, Max HPs, or Magic



"Evidently Croco doesn't realize who he's dealing with."



CROCO: Har, har! Youse mugs'll NEVER catch me! A snail could outrun YOU morons! Later!

Croco sure doesn't like Mario's flame.



Now who needed a wallet?



There's that infinite experience box.

MUSHROOM KINGDOM AND BANDIT'S WAY

When you reach Mushroom Kingdom, talk to everyone and make your way to the palace. After talking to the Chancellor, you'll meet Mallow. He needs to catch a thief and get back his coin. Tell him you'll help him out, and it's off to Bandit Way. Here you can just keep chasing after Croco. There's a room with a chest above two spinning yellow platforms which has an Invincibility Star in it. If you use this star, and die before saving, you'll start again with all of your experience and the star will still be there—it's an infinite experience loop. When you corner Croco in a dead end, you'll have to use some fast running to sneak up behind him a few times. After you fight him, jump on the trampoline to go back to Mushroom Kingdom for an unpleasant surprise.

MUSHROOM KINGDOM 2

Back in Mushroom Kingdom, you'll find the town has been overrun with Shysters (not unlike our legal system). They're a bit of a nuisance, especially since Mallow has no weapon. Go into the houses to do some pest control before going into the palace. Once inside, go upstairs to save in the Princess's room before going to the main hall. Here you'll face Mack, and the first piece of the adventure is revealed. After all of the conversation, don't forget to return that guy's wallet. Also, remember to go back to the store so that Mallow can buy that Cricket Pie.

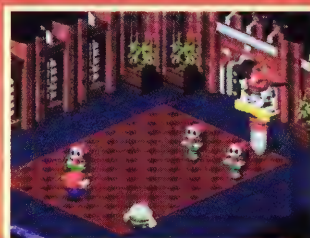


Shysters everywhere!



Look! SCARY THINGS!! Get RID of them!!

Help these people and they'll repay your kindness.



Aim for Mack whenever he's around.



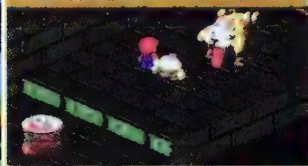
There! Make sure it doesn't get stolen, eaten, or...whatever! Your Grandpa needs it, okay?

Don't forget to stop back at the store.

Fight or jump over this mouse and the next tube leads to the drain button.



BELOME: Moh, ho, ho...! Ack! It's a snack attacks! And YOU'RE it!



The water has been drained. Good job!

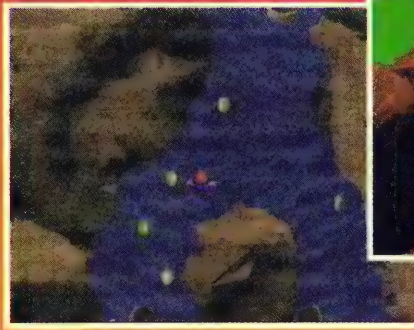
Belome could definitely use some appetite suppressants.

KERO SEWERS

The Kero Sewers are a series of pipes leading to the Midas River and Tadpole Pond. It's sort of a maze, and what you'll eventually do is drain the water to get to the pipe in the lower corner of the maze. Then you'll face Belome—a standard boss who shouldn't present a problem for an expert gamer like you.

MIDAS RIVER

After the Kero Sewers, you'll get a chance to race down the Midas River course. Grab coins (the frog coins are the most important), and sometimes you might want to go into the "traps" to get some items. For the Barrel Jumping section, staying on the bottom side of the river racks gives you the most coins. The section is always open to earn some frog coins, so remember it.

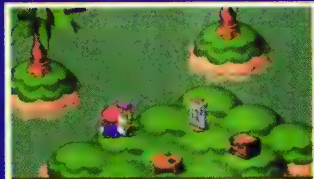


TADPOLE POND

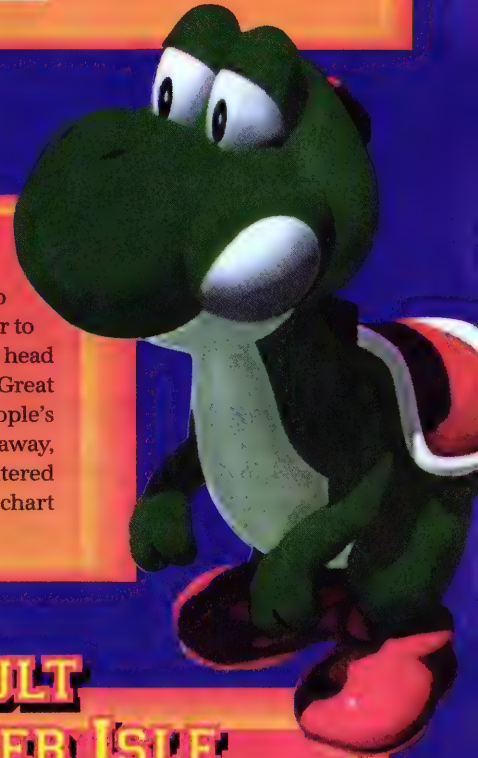
Remember to give Frogfucious the Cricket Pie.

In Tadpole Pond, talk to the Tadpoles. Eventually, Frogfucious will fill you in on Mallow's predicament. Talk to him, and after he's done, you need to talk to him again in order to get the Froggie Stick in exchange for the Cricket Pie. Otherwise, head over to the right and get ready to make some music. The Great Toadofsky is a rip-off artist, and you need to give him other people's tunes to get stuff from him. The first tune can be played right away, the second after beating Moleville, and the last one can be entered after talking to the starfish in Monstro Town. Our neat little chart will save you some aggravation.

Make music and earn rewards.



I will give you something for the Cricket Pie you brought back.



ROSE WAY

The only thing of special note in Rose Way is that there is a place to get all the coins you need. There is a room with a bunch of "Shy-things" sitting on top of chests. Four of these chests contain a few coins, and one has a regenerating mushroom. Clear the chests, kill the guys, and when you re-enter this area, the chest will refill. We're rich! Rich, I tells ya!



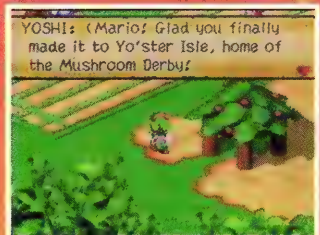
This is the infinite coin area!

PIPE VAULT TO YO'STER ISLE

You can take the pipe vault down to Yo'Sters Isle, but it isn't necessary. In the pipes, you'll find some coins and the Whacka Goomba game which you can play for coins and frog coins. On the Isle, talk to the green Yoshi and he'll translate for you. If you can beat Boshi in the Mushroom derby, you'll get to earn Yoshi Cookies which will summon Yoshi to aid you in battle. That's all.



Talk to this guy to play Whack-a-Goomba!



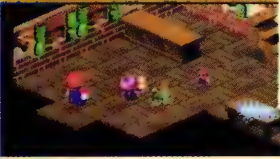
YOSHI: (Mario) Glad you finally made it to Yo'Ster Isle, home of the Mushroom Derby!

The Mushroom Derby is all about honor, tradition, and keeping an even keel.

ROSE TOWN AND THE FOREST MAZE

Nice dolls, kid.

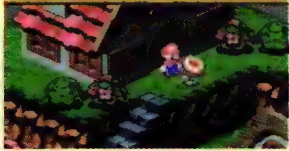
Mario, HELP??



If you can't attack, use spells or wait until the 'A' button becomes available.

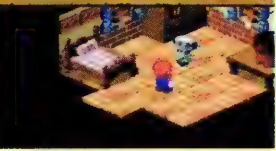


Enter the forest. When you hit an area with 4 paths, go left, left, straight, right- in that order.



Good advice, you should follow it.

Say...will you give me the "Seed"?



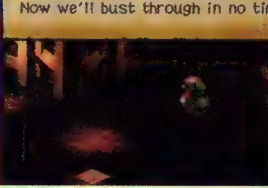
Give him the seed. You've got no other use for it.

After reaching Rose Town, talk to the people. There's a house in the upper corner where you can help a guy out and he'll give you directions for the Forest Maze. You'll eventually find a child playing with some familiar dolls. When you get knocked out, you'll get to see Geno for the first time. When you gain consciousness, go to the Forest Maze. As soon as you get to the four-way paths, take a left, another left, go straight, and then take a right for some goodies. Otherwise, you'll need to follow Geno through the maze. He'll appear for a short time and then leave in the direction you need to go. If you don't see him in a room you know he went to, he probably went to the lower right. Eventually, you'll fight Bowyer, who can deactivate some of the buttons you can use. A nuisance sometimes, but he can be beaten. Now your party is three strong, and you rock! Later in the game, a pathway will open in the back of town that leads to the gardener's house. Bring him the "seed" and the "fertilizer" (if you can find them) for a secret surprise!!! Otherwise, take Geno and head over to the Pipe Vault.

MOLEVILLE

What do you know, there's trouble in Moleville and only Mario can help. When you're done in town, head up to the mine. Inside, you'll find out you need a bomb. To get one, jump on the trampoline and knock yourself out. After chasing down Croco, you'll need to fight him to get your stuff and the bomb. Part of the way into the fight, he'll steal all of your items (including heals!) so keep yourself healthy before this happens. Afterwards, take the bomb to Pa Mole. Continue along the line and you'll soon run into PUNCHINELLO. Fight him and forget about his bombs—he's gone in no time. It's time for the mine cart ride—use the brakes on the hairpins and sharp turns, and save the mushrooms for the side-scrolling sections. It's just a game, so relax and enjoy the ride. Back in town, buy the fireworks and trade them for the Shiny Stone for later. Otherwise, off to Booster Pass and Booster Tower.

PA'MOLE: You found a bomb! Now we'll bust through in no time!



You need a bomb...

...so steal one from Croco.

CROCO: Coins...Beautiful COINS! Grab the COINS!



Yes, I would very much like to buy some fireworks.



Weeeeeeeee Haaaaaaa!!!!!!

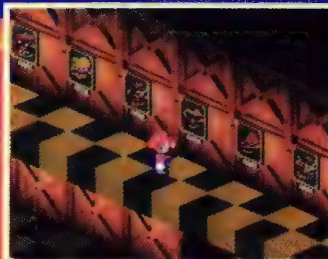


Punchinello's always got an extra bomb in his pocket.

BOOSTER'S TOWER

At the base of Booster Tower, listen to Bowser, try the door, turn around to leave, and Bowser will join the group (what a plot twist!!!!). Once inside, everything you run into will attack you. Memorize the order of the pictures (or refer to our picture) as it will come in handy later. Up a few flights, you'll find yourself on a ledge with a chest high in the air. You need to jump down so you hit the see-saw just right and you'll be knocked up to receive a Masher for Mario. Further up, look at the picture of Booster's family in order to receive a Chomp for Bowser (an excellent weapon). You'll eventually reach the top, and you'll play a "hide-behind-the-curtains" game. Use your speed and skill and if you make it past the third search party, Booster will give you an Amulet (otherwise you'll have to fight him). Out on the deck, you'll face the Grate Guy and Knife Guy. Fight them, beat them, and move on to Booster Hill. Follow the instructions to earn many flowers. Finally, you'll have to go on to Marrymore.

If you miss the first time, try and try again—the Masher is worth it.



The order is everything.



Jump on barrels or Snifits to get flowers.



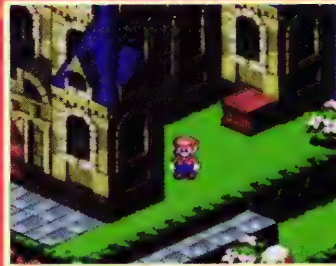
How well can you hide from the brilliant Snifits?



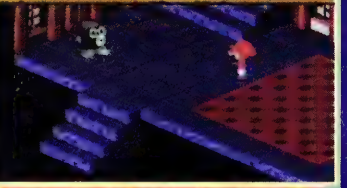
MARRYMORE

In Marrymore, you'll soon find out that Booster has barred himself up in the chapel. If you stay in the suite, you'll receive a Flower Tab or two. When you're ready, go to the secret entrance to the chapel which is around the right tower. (Get out of sight and press the A button.) You'll need to time your run with the Snifit to break the door down. Do it again with Bowser to get into the marriage room. Once here, talk to all three Snifits to get their stuff and grab the crown off of Booster's head. Eventually you'll need to fight cake. Ignore the chefs—after you hit the cake enough times they'll go away. Each round, he'll re-light a candle on his head, so you want to get in at least two attacks per round to keep up (using the ether to heal). He's not too bad, and after you beat the cake, bring Toadstool back to Mushroom Kingdom and then it's off to Star Hill.

The secret entrance is directly to the left of Mario.



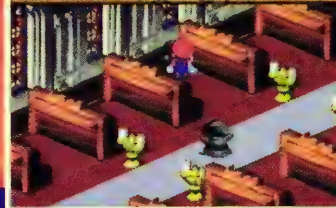
help me bust this door down?! On the count of 3, we'll run TOGETHER! Timing's the key!



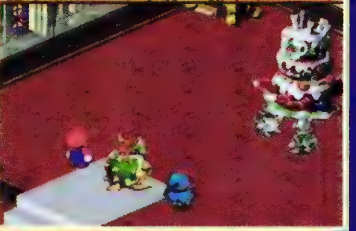
Time is indeed the key to opening this door.

Right on, Snifit 3!

I'll look for the last one. YOU go give this to Booster.



The cake's MOVING!



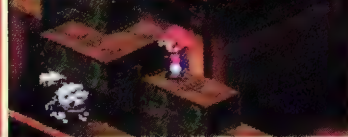
Make a wish and blow.

SEASIDE TOWN AND THE SHIP

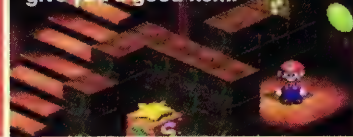
This door will lead to some pleasant surprises.



That chest has a lot of coins, but you'll have to fight Dry Bones at least twice.



This chest is a monster in disguise. He's tough, but he'll give you a good item.



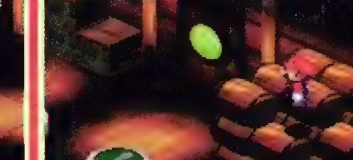
There's a hidden door behind these barrels.



Mario brings new meaning to the phrase 'standing on your head!'



Jump on the odd colored barrel to move it over the switch.



Fight Johnny, not the Blue Bandanas

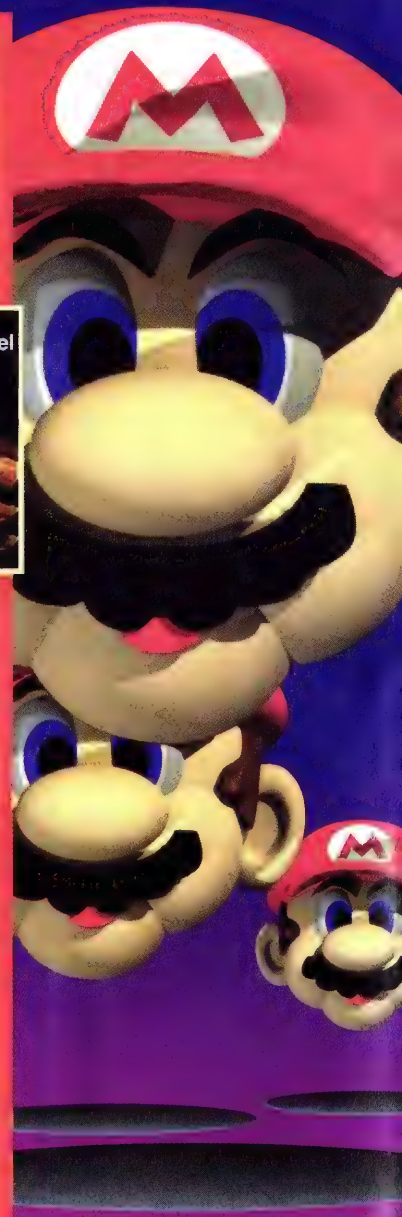


The mirage attack makes Yardovich quite difficult sometimes.



In Seaside Town, you might notice everyone is acting a little strange. Regardless, talk to the Elder in the house in the upper corner and he'll tell you to retrieve a star from the sunken ship. Go upstairs to talk to the frog. You're going to

want to get 22 frog coins to get the Exp booster; it will make things much easier for you. You can get frog coins quickly at Booster Hill or the Midas River, whichever you find easier. Head over to the sea. Buy items if you need them. In the room just south of the room with the star and the starfish, go north into the room with the extra chests. Jump in the water and go down the whirlpool to find another chest. Once in the actual sea, jump from the ocean floor to the top of the ship. Here you find out about the squid, and that you'll need a password. You can decipher the clues, but we'll let you know the password is "Pearls." Fight the squid, then move along to the next area. Eventually you'll need to fight Johnathon Jones. Attack him, not his underlings, until he's down. Sometimes Mario has to fight him alone, and this makes things a bit "trickier". Make sure you've got plenty of Mid-mushrooms and lots of Syrups if you want to use magic. Beat him, and he'll give you the star. Back in town, you'll have to give up the star, but race to the screen to the east and you'll have to fight Yardovich. He can be a bear, but you'll beat him eventually. Take the key to the room that was locked and free the village folk. Talk to everyone and move on to Land's End.



STAR HILL

This area is pathetically easy. Talk to the flowers to open the doors, and climb to the top to find the star. Whoop-de-doo.



LAND'S END TO MONSTRO TOWN

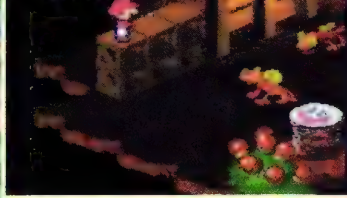
Listen to the mouse, he's wiser than he is large.



See the three faces on the wall? Hit them in any order and you'll receive your fortune.



The guy who sells stars is hidden behind these boxes.

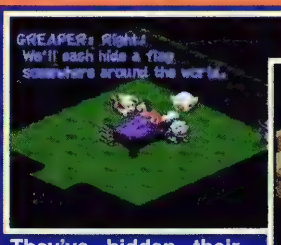


The first part of Land's End has you shooting out of cannons, jumping off spinning flowers, and playing sky bridge. Just muscle your way through this area until you reach the sandy portion. Now you have to find the swirling sand funnel that has the ant in it. Jump (or simply touch) this swirl and you'll progress closer to Monstro town (touch the wrong one and you'll take a step backwards). After you drop into the caves, grab the chest as quickly as possible and run, run, run through all of the enemies—the star makes you invincible! You'll drop into another room full of lizards. Buy the star from the hidden shaman and run over those other lizards. You'll now find yourself in a room where you need to get your fortune told. Do it, and hit the faces on the wall from right to left to get "Great Items." Follow the passage and you'll get to another fortune teller. You'll want the fortune that says, "I'm so hungry," in order to get to Belome 2. He can clone your people, so you should attack him until he's dead before going after the clones. Smoke 'im and it's off to Monstro Town.

Uh oh... Looks like we get a clone on our hands...

MONSTRO TOWN

Finally, you reach the haven for those whom society rejects and calls monsters. There is a hidden save spot in a little hole near the bottom of town. Talk to the woman to find out about their "Star" and head upstairs to listen to the tune. Head back downstairs and talk to the woman again to recruit the help of the Sky Troopas. Many challenges are presented to you in Monstro Town. Find out how many "Hidden Treasures" remain and what your maximum number of consecutive jumps is here. Also, talk to the big bouncer a number of times and he'll knock that key to the ground. It works in the Belome Temple, where you must wait until you get the "I'm not accepting visitors" fortune to get to the secret hidden room in the Monstro Town tunnels. If you fight the sensai upstairs and beat him three times you'll receive the Jinx Belt. Turn off the light to sleep in the 3 Musty Fears bed and you'll get to play 'find the flag' to earn a Ghost Medal (check the captions for their locations). Finally, if you buy the fireworks in Moleville and trade them at the Pur-tend store (also in Moleville) you'll get a Shiny Stone which opens the door to Culex. Culex may be harder to beat than the final boss, but if you do you'll be rewarded with the Quartz Charm. Otherwise, on with the story!



NIMBUS

Now that you've got the assistance of the Sky Koopas, go back to Land's End, but instead of taking the last sand funnel to Montro Town, go to the passage near the top of the screen to the cliff that you couldn't climb. The turtles now give you a hand and you reach the top. Bean town is a small place where you'll fight some bees, find some chests, and fight a big growing plant boss named Smylax. (He can turn you into a mushroom, so be prepared). After you beat him, pick up the "Seed" for the guy in Rose Town. Go down the pipe, hit the brick and climb the vine. You'll have to do some tricky vine climbing, and if you take the southern yellow vine above the chest, you'll have more difficult jumps, but you'll get some extra chests. Once in Nimbus, you'll see an imposter in Mallow's place. Buy new armor and weapons and such, then go to the statue maker's (Garro's) house near the top of town. Talk to the statue that looks like Mallow and you'll eventually find yourself in the castle. Jump to avoid Dodo's pecks and you'll be rewarded with a Feather item which increases speed. Mess up too many times and you'll need to fight him. In the room with three doors, go through the far left one and follow the passage to reach a save spot and a key. This key unlocks the middle door which will lead to a fight with birdo (pretty easy) and a confrontation with Valentina. Chase her, fall down, and jump back up for a big fight in the courtyard. Your central character will have to fight Dodo alone, but he's not too tough—for that matter, neither is Valentina. After you beat her, grab the key and go back into the castle to free Mallow's parents. You can go straight back, past the hot springs, and into the Barrel Volcano. However, you should go back out to the house in the far right corner of town and confront Croco to get the Signal Ring. When equipped, this ring will tell you if there is a "Hidden Treasure" in the room. After that, jump into the Volcano (a la "Joe vs. the") and your off to the next area.



Up the turtles to the top, where we can see Bean Town much better.



Hi ho, dee dum~



He's not so tough.

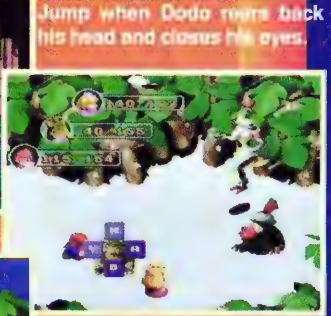


Jump for the yellow vine to reach secret chests!

Talk to the statue to progress further.



Keep up your statue disguise and jump to avoid getting pecked.



Jump when Dodo turns back his head and closes his eyes.



One ugly pair, that's for sure.

Croco's got the Signal Ring, talk to him to get it.

BARREL VOLCANO

Welcome to Hinopio's Lair.



I'm Hinopio... This place is a regular INFERNO! Come on, step inside!



...the AXEM RANGERS!!

Mighty morphin' morph move, ho!



Two boxes for the price of one.



When you fight this guy, take out the body, not the head.

The volcano is pretty straight forward. There are plenty of frog coins to find, and you might as well grab 'em. Work your way through until you find Hinopio's Lair. He is a one man item shop, armor shop, and inn. Buy the fire armor. Fight the fire dragon and his zombie form (flame attacks don't work too well—go figure) and you think you've got the star. Unfortunately, the Axem Rangers have other plans. Chase them up the hill and take on those mousey, morhpin' freaks. If you're at a high enough level it shouldn't be too much of a problem. Watch out for his breaker beam. Once you've downed all of them and grabbed the star, head back to Nimbus and talk to the king to get permission to use the Royal (or Magic) Bus and it's off to Bowserville.



Got an "Ultra Hammer"!

Mario finds his ultimate weapon here.



It's 10:00. Time to garden.



Time to punch your lights out is more like it!

Easy fights for decent exp? Don't mind if I do!

BOWSER'S KEEP

Mario. It may be worth your time to come back to this place after beating the keep to get the extra items. The action and combat sequences should be self-explanatory, and check the captions for help on the puzzle portions. Four doors later you'll fight the Magikoopa. Once defeated, he'll heal you and give you an unlimited coin chest. In the left door you'll meet Croco again and you can upgrade your armor. Save. After this, you'll fight a relatively wussy boss named Booster, then you'll take on Exor. Exor's mouth is the most dangerous of his parts, and you need to take out at least one eye to do any damage to him. Use a few group magic attacks and then just pummel, pummel, and heal. He's got about 1800 hit points, and once he's gone it's onto the Gate and Smithy.



MAGIKOOPA: This magic treasure box will never run out of coins.



Boomer is not so tough.



There are 6 doors... Do you need an explanation?



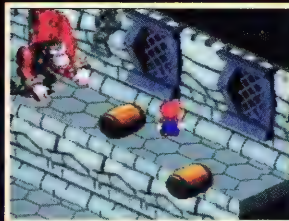
The EYE is protecting Exor!:

Will you take the \$100 or trade it all for what's behind these six doors?

Exor, on the other hand, is a pain in the butt.

Off the magic bus and into the Keep of Bowser. If you don't want to deal with the first few fights, keep Bowser up front; he'll scare the majority of the enemies. If you keep him in back, however, he'll confuse the monsters which makes for an easy exp pickup. In the room with the first save point, check out the back left corner of the room to get to a coin chest and a mushroom. Buy what you need from Croco. The next room contains 6 doors, of which you need to pass four. Behind each door is either a combat course, an action course, or a puzzle course. If you take the puzzle courses, you'll get a Rock Candy at the end, but each of the other four courses gives you the best weapon for everyone but

Inside the doors are numerous trials.



This portion of the action course is slightly reminiscent of something...



Keep jumping until they're all down.



DR. TOPPER: Now, the topic is Ball Solitaire. Heh...



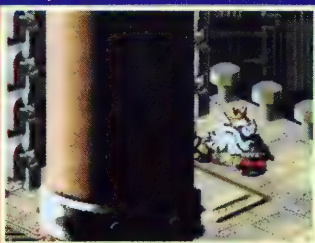
Boo, Goo, Bones, and Kipp competed in a triathlon.

This logic puzzle defies all logic. The people who say the following things placed in the specified order:

- First—I outrode [someone] on my bike...
- Second—I fell into 4th place during the bike race...
- Third—I placed the same in cycling and swimming...
- Fourth—I came in third in swimming.

Try not to leave anything stranded in ball solitaire.

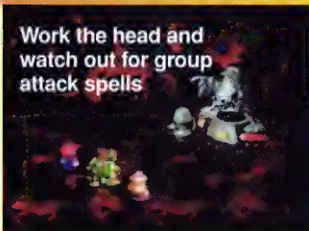
Beat this version of Smithy to move onto his mighty morphin' form.



THE GATE

Well, you've nearly reached the end of the game, but unfortunately you've got the hardest part left to conquer. It's good to be at a high level before attempting this portion, and the closer your characters are to level thirty, the easier time you'll have getting through this. You'll encounter a room with five blue mushrooms that regenerate when you leave and enter the room—they are worth 17 exp. each (that's 34 with the exp. doubler) and they die with one hit. This is a good place to get a few extra points of experience and push your characters over the edge to the next level. Save whenever possible, because you'll run into boss after boss. The clock boss is a particular nuisance, and make sure that the princess is wearing the Wake Up Ring, and someone else is wearing the Trueform Pin and you have a couple of Freshen Ups, just in case. Attack the bells first and then deal with the clock face. A pain, but not too hard. Move along over screws (which you must jump on to move) and some conveyer belt platforms. You'll meet metal versions of some bosses you've fought before. Fight the three factory assistants and move onto the factory chief and his metal assistant. Take out the little dude first. After this battle, go back and save, because you're just about to fight Smithy. This time, put the trueform pin on the princess and whatever favorite item you've got for Bowser and Mario (why not the Amulet and Jinx Belt?). Ignore the underlings and focus on the boss, using a Group Hug whenever necessary. When Smithy falls, he'll morph into his true form and the battle really begins. You might as well use all of your attack items (the game will end after this clash). You can attack his head or his body, and check the captions for which one you should attack. Keep everyone alive and healthy using all of the magic and items you've got. Eventually he'll go down and you can enjoy the ending credits and the electric light parade.

When he looks like this you should



Work the head and watch out for group attack spells



Definitely hit the body first.



Hit the head after taking out the body.



prepare for the nasty surprises that await in this evil chest/head.



All the stars!!!! Woo hee!

GLANCE

Destruction Derby

Saturn Preview

Size:
1 CD-ROM

Style: 1-Player
Smash 'Em Up Racing

Special Features:
Smashing, Car Damage,
5 Tracks Plus the Bowl,
Three Difficulty Levels,
Championship and
Practice Mode

Created by:
Perfect Entertainment
Productions for Sega

Available:
4th Quarter for Sega Saturn

One of the early and highly lauded games for the Sony PlayStation will soon be making its way to the Sega Saturn. Destruction Derby takes racing and fighting and combines them into one smash 'em up joy ride. There are five regular tracks on which you can race, and you score points by either placing in the top position or inflicting damage on other cars. You can also drive in the "Bowl" arena where you smash and smash and the last car running wins the prize. Will Destruction Derby be as popular on the Saturn this year as it was on the PlayStation last year? A perplexing question indeed.



Three Dirty Dwarves

Saturn Preview

Size:
1 CD-ROM

Style: 1 to 3-Player
(Via Sega 6player)
Action/Brawler

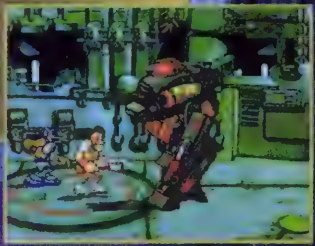
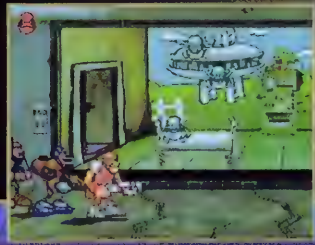
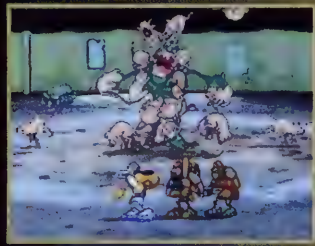
Special Features:
Crazy Animation, Funky Music,
and Lots of Animated Violence

Levels: 15 Long Levels

Created by:
SegaSoft and appaloosa

Available:
September for Saturn
(& Win '95)

As they say in School House Rock, 3 is the magic number. Or at least that's what SegaSoft hopes for with their title, Three Dirty Dwarves. This wacky (yes, we said wacky) three-player brawler mixes addictive brawling action with unique mini games that range from running circles around an evil boss armed with ravenous pit bulls, to a baseball game where you must clear a path through the evil-doers to allow all three of the Dirty Dwarves to score. Now does it sound wacky? Well it is, and it's kind of funny too. Watch for it this fall on Sega Saturn.



Bugs Bunny in Double Trouble

Genesis Review

Size:
16 Megabit

Style:
1-Player Action/Platform

Special Features:
Cameos by Elmer Fudd,
Daffy, Marvin, and the Bull,
Multiple Level Objectives,
and Carrot Health
Power-Ups

Created by:
Probe Entertainment
and Climax for Sega

Available:
Now for Sega Genesis

Warner Bros. favorite carrot muncher is once again in rare form as he splashes back into the video game scene. This time his endeavor is on the Sega Genesis and fans of the rabbit should be thrilled to here that they now have control of Bugs in some of his zaniest cartoon adventures. Tease the bull in "Bully for Bugs" or trick Elmer into killing the duck in "Duck Rabbit Duck". Sega did a remarkable job capturing the true spirit of WB's animation and keeping the gameplay fast and randomized. Double Trouble is fairly perplexing at first, but once mastered it's a blast for all, especially the gaming youth!

Overall: 7.25



Golden Axe: the Duel

Saturn

Review

Size:

1 CD-ROM

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

Special Features:

3 Difficulty Settings,
Animated Backgrounds,
Magic Potions and Power
Moves, Ten Characters,
Hyper Moves

Created by:

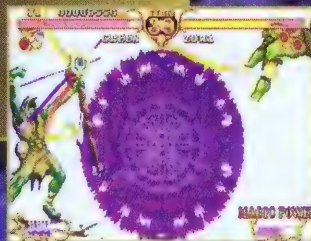
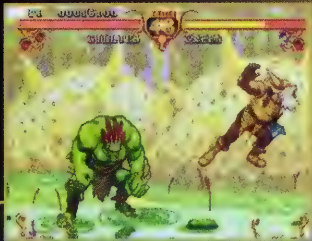
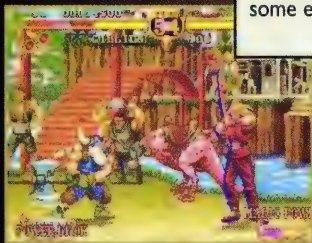
Sega

Available:

July for Sega Saturn

Overall: 6

This arcade translation is a fairly typical head-to-head fighter. A cast of ten characters starring the original Golden Axe crew are at your disposal. The moves are very Street Fighteresque and include a number of power moves that are activated by collecting enough potions from the familiar wandering gnomes. The game difficulty and speed adjustment will suit gamers of all abilities. The scaling graphics and colorful backgrounds are pleasing to the eye, but it still doesn't come close to SF: Alpha or Nightwarriors in terms of game depth and graphics. However, the weapons and spattering of red during hits may give some enjoyment.



Arcade Classics

Genesis

Review

Size: 8 Megabit

Style:

1-Player Action/Platform

Special Features:

Original Classic and the
Hot New Sega Mode,
Three Games, and a
Highscore List for Each

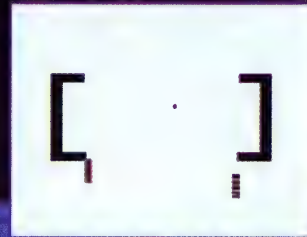
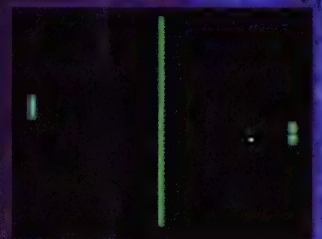
Created by: Amoeba
and Al Baker & Associates
for Sega

Available:

Now for Sega Genesis

1996 has been a year full of classic gaming rejuvenation. Namco, Williams, and the latest addition, Sega, have taken some old favorites and released them in a bundle package for a new age console machine. Sega's Arcade Classics features Centipede, Missile Command, and Pong. You have the option of playing these great games in either the original mode (comparable to the Atari 2600), or the new Sega mode, which adds a colorful background and better gameplay to the classics. Pong has the most options of all the games with different player configurations; one of them is a grueling version of hockey. If you crave the past, then give Arcade Classics a whirl.

Overall: 5.25



Kirby's Block Ball

Game Boy

Review

Size:

2 Megabit

Style:

1-Player Paddle Ball

Special Features:

Five Different Ball Abilities,
3 Save Slots, Four Paddle
Action, and Level Bosses

Created by:

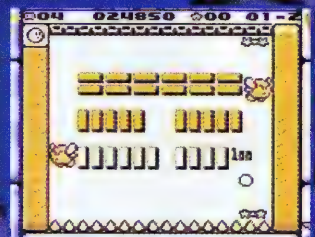
Nintendo

Available:

Now for Game Boy

Overall: 8.25

Nintendo keeps on pumping out quality Game Boy carts. Kirby's Block Ball is the newest addition to this library, and any fan of Arkanoid will surely welcome its presence. Basically, the gameplay and level design is straight from Arkanoid only with cute, adorable Nintendo characters instead of a flat pad. Kirby's Block Ball incorporates a bundle of additions to this genre as well. Level bosses, super Kirby moves, and four-paddle action will keep gamers enthused and entertained. With its diversity, variety of levels, and longevity, gamers won't see the true ending until all the secrets within are discovered. This is yet another dynamite Nintendo product.



Loaded

Saturn

Preview

Size:

1 CD-ROM

Style: 1 or 2-Player
Overhead Shooter

Special Features:

6 Characters to Choose From,
Zooming, Weapons Power
Ups, Battery Save

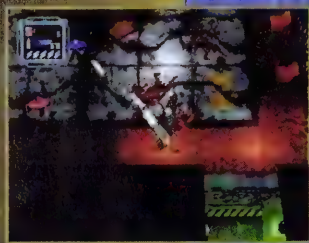
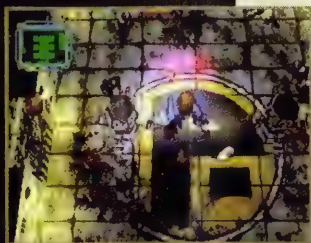
Created by:

Gremlin Interactive
for Interplay

Available:

August for Sega Saturn

Six demented and hardened criminals have been framed for a crime they didn't commit. Using brawn, bullets, and the tiniest bit of brain power, they need to escape from the prison planet, track down the evil power that set them up, and extract their revenge. This game is multi-directional shooting mayhem with lots of explosions, blood, and smart bombs. It is easy to understand, but difficult to complete as each of the 15 levels are loaded with bad guys. Luckily, you can have your best buddy by your side blasting away and you can save after every level. Good luck.



Hardball 5

PlayStation

Review

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

Special Features:

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

Created by:

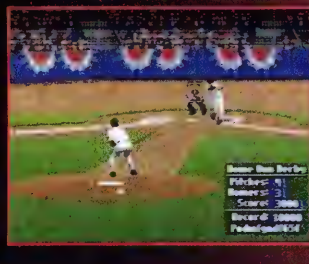
Accolade

Available:

Now for Sony PlayStation

Hardball has not improved too much, gameplay wise, since its debut on the old Apple II, and its graphics leave much to be desired. However, it is loaded with stats and stat tracking, all the major league stadiums, twelve old-timer stadiums that no longer exist, and numerous teams full of baseball legends. This is one game that might be more attractive to the managing enthusiast as opposed to the baseball playing enthusiast. What else can we say besides the fact that this game is rich in numbers and weak on graphics. There are worse baseball games out there, but not too many.

Overall: 6.5



World Series Baseball '96

Genesis

Preview

Size:

32 Megabit

Style:

1 or 2-Player Baseball

Special Features:

Updated 1996 Rosters,
Team Drafts, Standard and
Classic Homerun Derby,
All 28 Stadiums,
Full Season and Stats

Created by: Sega

Available:

July for Sega Genesis

For those who played World Series Baseball '95 and thought to themselves that a better baseball game couldn't be made ... well, they were right. World Series Baseball '96 is exactly the same as '95, except the rosters have been updated and there's a six at the end of ninety. Updates are okay, especially when they accompany an already recognizable title. Statisticians will "once again" freak over all the numbers scattered throughout this stimulator styled title. Take control of your favorite team and go for the pennant or create your own super team in the draft and try your luck. No ifs, ands, or buts about it! WSB'96 is shaping up to be a hit! "Again."





Agile Warrior – PlayStation

Debug Menu –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, L2, R2

Complete Missions –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, Select, ✕, ✕, Select, ▲, ▲, ▲, Select, ✕, ✕, ✕

All Weapons –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, R1, R1, R1, R1, L1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

Strip Tease –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, Down, ✕, Down, ✕, Down, ✕, Down, ✕

Invincibility –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, ▲, ▲, ▲, ■

B1 Bombers –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, ✕, ✕, ✕, ✕

Display Off –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, R1 and L1 simultaneously

Ground Crash Active –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, ■, ✕, ✕, ■

All Missions Available –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, ▲, ▲, ▲, Up, Up, Up

Max Fuel and Armor –

Pause the game and press Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ✕, ▲, ▲, ▲, ●

*“The Rhino”
Toledo, OH*

Marvel Super Heroes – Arcade

No Gem Mode – In a 2-Player Vs. Battle select the characters and hold down both **player 1** and **player 2** buttons. The match will start and flash “No Gems” across the screen.

*James Evrado
Cleveland, MO*

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Bases Loaded '96:

Double Header – PlayStation

You no longer need to cork your bat or scuff the ball in order to cheat in baseball. Thanks to Jaleco and their clever programming you now have access to a whole new ballfield of diabolical cheats.

Cheat Mode – Enter a normal game and pause. From here, use controller 2 to press ▲, ■, ✕, ●, ●, ●. The cheat mode sound should ring after this is entered. At this point use the following codes to destroy your opposition.

Advance Innings – While in cheat mode press ✕ to bring up the inning select. Now hit ✕ however many times it takes to get to the inning you desire. Example: hit ✕ six times to go to the seventh inning.

Always Hit a Dinger – While in cheat mode press L1 to access this mode. Exit the menu and make contact with the ball to hit the dinger.

CPU Takes Control –

While in cheat mode press L2 to access this mode. Re-enter this mode and press L2 again to regain control.

*Chip Hale
Oakland, CA*

Tiny Toons Adventures:

Buster Busts Loose – SNES

Enter Plucky Duck, Babs Bunny, and Bookworm at the passwords screen to get unlimited continues.

*“The Rhino”
Toledo, OH*



Beavis & Butthead – SNES

Skip Highland High School –

YAH WOA YAH YAH HAH HUH YAH YAH

Skip the streets and high school –

HEH YEA YAH HUH WOO HEH HEH HEH

Skip high school and hospital –

HEH YEA YAH YAH HEH HEH HEH HEH

Go straight to Gwar –

WOA HAH YAH HUH WOA WOA HEH WOA

*“The Eradicator”
Phoenix, AZ*

Shadowrun – Genesis

At the title screen enter **A, B, B, A, C, A, B**, then **start**. Start the game and take out your trusty Pocket Secretary. Go down past Save/Load to an invisible option. This option will give you 250,000 Nuyen, 10 Karma, and a faster walking speed. Whenever you start a game, the code must be entered again.

*“The Rhino”
Toledo, OH*

Star Trek:

The Next Generation – SNES

To access a level select, wait for the Star Trek Logo to appear then enter this code: **Y, Y, X, X, A, A, B**, and **B**. When the game begins, press the **Start** button to pause the game, then press the **Y Button** to access the level select.

*“The Eradicator”
Phoenix, AZ*



ViewPoint – PlayStation

Stage Select – Pause the game and press ■, ●, ▲, Right, Left, Down, R1, L2, R2, L1

Invincibility – ■, ■, ●, ●, ▲, ✕, ■, Up, Up, Down, Down, L1, R1, Select

*Steve Downs
Charlotte, NC*

Nosferatu – SNES

Stage Select – Enter the options and highlight the “Exit” icon. From here press Left, Left, Right, Right, Right, Left, Left, Left. Use Up and Down to switch levels.

All Power Crystals – Pause the game and press Up, X, Right, A, Down, B, Left, Y

Max Health – During play do a back kick (Away and Y) and Pause. From here press Up, X, Right, A, Down, B, Left, Y

*“The Vamp”
Wilmington, NC*



Descent – PlayStation

Navigating your tiny vessel through Descent’s massive mine shafts can be a tricky and bothersome task. Now, thanks to Interplay, this feat can easily be accomplished. During the game press the button combination for the code you desire. Do NOT pause.

Invincibility – ■, ▲, ●, ■, ■, ▲, ●, ●, ■, ▲, ■, ✕

Master Key – ■, ✕, ●, ▲, ✕, ▲, ▲, ✕, ▲, ✕, ▲, ✕

All Weapons – ▲, ▲, ●, ✕, ▲, ■, ✕, ▲, ■, ✕, ■, ■

Level Select – ▲, ■, ■, ▲, ●, ●, ■, ■, ▲, ●, ■, ■

Turbo Mode – ■, ▲, ●, ■, ●, ✕, ■, ✕, ▲, ■, ✕

Mega Code – ▲, ✕, ✕, ■, ▲, ●, ●, ■, ▲, ■, ●, ✕

*Steve Howe
New York, NY*

Final Fantasy 3 - SNES

To find GoGo, a well hidden character who has the ability to mimic other characters, make sure you have the Falcon (the second ship you find), and fly to a triangular shaped island found in the right hand corner of the map. Confront the beast "Zone Eater" and let it engulf every member in your party. Once you've been engulfed the party should arrive in a hidden cave. Solve the puzzles of the cave to reach GoGo.

"The Rhino"
Toledo, OH

Doom - 3DO

Once again, ladies and gentlemen, it's Doom. To access these codes hold B then press P to bring up the Map screen. From this point any code can be entered.

God Mode - Up, Right, A, B, A, Down, A, L Button, L Button

Begin at Any Level - L Button, Up, C, C, R Button, Down, A, Left, Left (Die to access all missions)

All Weapons and Keys -

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

Item Locate -

L Button, R Button, R Button, Right, Up, B, B, Left, R Button

Entire Map - L Button, R Button, R Button, A, Left, Left, Up, A, C

Extra Screen Sizes - Up, Right, L Button, Up, Right, Right, R Button, A, Left (After this is entered, hit X to access the screen size icon in the options menu)

"The Kazuya Troop"
Chicago, IL

Killer Instinct 2 - Arcade

Here's a list of a few random codes for KI2. The first person to find the Gargos code will be rewarded with a free T-shirt and a year subscription to Game Informer Magazine. Good hunting! Use the codes below at the match-up screen.

Speeds

Turbo Speed - Down + MK or MP

Ultra Speed - Down + FK or FP

Speed Cancel - Down + QK or QP

Stages

Ghost Ship - Down + FK

Spinal's Ship - Down + MK

Dojo - Down + QK

Bridge - Down + QP

Museum - Up + MK

Jungle - Up + MP

Stonehenge - Up + QK

Castle - Up + QP

Spaceship - Up + FP

Helipad - Up + FK

Street - Down + FP

Sky Stage - Down + MK

(On both controllers)

"Ace"
Rockville, MD

NBA Shoot Out - PlayStation

These codes allow you to play at either the 94/95 (Phoenix) or 95/96 (San Antonio) All Star Game location. The All Star Weekend court is present and the uniforms also exist for this grand event. At the Exhibition Screen press:

94/95 or 95/96 All Star Game - R1 R1 R2 R2 L1 L2 L1 L2

Note: The All-Star rosters are not activated.

Marty Iles
Webville, COM



NHL All-Star Hockey - Saturn

These codes are difficult to enter so listen carefully. First, start a game in any mode and while the players are warming up in the pre-game skate-a-thon press and hold **L Button, R Button, X, Y, Z**. Release this combo and enter the code you desire during the national anthem.

Black Hole - A + X

Fast Puck Action -

X + Y + R Button

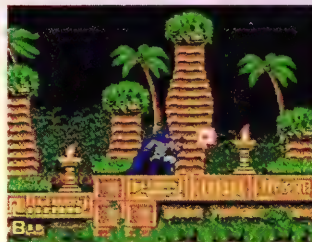
Large Players -

L Button + R Button

Small Players - A + B

Upside Down Hockey - A + Y + Z

"Texas Tea"
Houston, TX



Batman: Revenge of the Joker - Genesis

Level 1-2: 7820

Level 2-1: 8766

Level 2-2: 8756

Level 3-1: 6061

Level 3-2: 1047

Level 4-1: 1880

Level 4-2: 5278

Level 5-1: 1168

Level 5-2: 7608

Level 6-1: 0021

Level 6-2: 7511

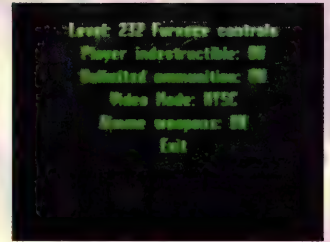
Level 7-1: 1004

"The VidMan"
Uptown, MN

Mohawk & Headphone Jack - SNES

Sorry gamers! We made a boo-boo. The codes we printed for Mohawk & Headphone Jack in June of '96 were actually pre-production placement codes. If you have the preview version then they'll work. If not, sorry. We'll update them later. If you really want them. Is anybody in the Mohawk land?

The GI Staff



Alien Trilog - PlayStation

All you need to do to become the ultimate Alien terminator is enter the code below. "I got pink acid boots on."

Cheats Enabled -

1GOTP1NK8CIDBOOTSON

"Captain Code"
Portland, OR

Star Trek:

The Next Generation - SNES

Level Passwords

Deliver Medical Supplies -

BGTTBTBV

Derelict Ship - CGTTBTBB

Rescue Miners - DKTTBTBB

More info on IFD - DJTTBTBV

Fizzaal's Happy Haven -

JFTTBTBB

Resave disabled ship -

JDTTBTBV

More info on IFD - KDTTBTBB

Visit Miners - KFTTBTBV

Go to IFD -

LRTTBTBB

After getting first Shard in battle -

MGTTLTBB

Test at Verenitor Beta V -

NKTTLTBB

Test at Verenitor Alpha I -

PSTTBTBB

Return to IFD - PKTTLTBV

See the ending - TFTTTLBV

"The VidMan"
Uptown, MN



Return Fire: Maps O' Death - 3DO

Unlimited Vehicles -

At the inventory screen in the bunker simultaneously press **Left Button, Right Button, A, C,** and **Down**. Use this code on each vehicle to receive an unlimited amount.

Mark Shultz
Boise, ID

Game Informer ■ July '96

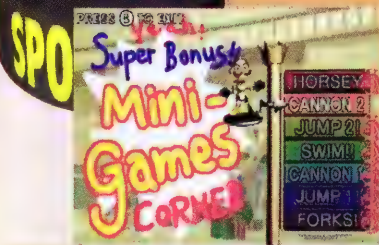
Code of the Month!



Clockwork Knight 2 - Saturn

Make mine a mini-game! To access seven exciting bonus games for CK2 simply go to the "Bosses Galore" title screen and press: **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. Once entered the "Super Bonus Mini-Games Corner" will appear. Choose the game you desire and enjoy the essence and the atmosphere of a video game carnival. Yee-ha! Where's the bearded lady?

Barbara Walters
San Francisco, CA



Name : CHOMP![™]
 Fuel type : Gummi Savers[®]
 Known enemies : Snakes, spiders, dentists
 Weapons : Sharp teeth, slurpy tongue,
 Gummi-logies
 Mission : To pig out. Or die trying.



Get CHOMP! The Video Game, FREE*.

Just surf on over to the new GamePlayers Internet site at <http://www.gameplayers.com> to download CHOMP! The Video Game. Or follow the snail mail instructions below. CHOMP! One lean, mean biting machine. From Gummi Savers, a mouthful of squishy, fruity fun.



*To receive your free Gummi Savers CHOMP! CD-ROM Video Game, send:
 1. 3 proofs of purchase (UPCs) from any size Gummi Savers package.
 2. A check for \$2.50 S/H made payable to Gummi Savers/CHOMP!
 3. This completed Official Gummi Savers/CHOMP! Offer Form to:
 Gummi Savers/CHOMP! Offer, PO Box 5785, Unionville, CT 06087-5785.

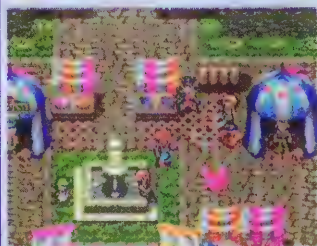
NAME _____ DOB _____
 ADDRESS _____ SEX M F
 CITY _____ STATE _____ ZIP _____

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GAME GENIE

SWAP SHOP



Chrono Trigger – SNES

- EEDD-7F5D**
Start with higher max HP
- 63DD-745D**
Start with higher max MP
- BDDD-74ED**
Start with max power
- BDDD-777D**
Start with max stamina
- BDDD-775D**
Start with max speed
- BDDD-778D**
Start with max magic
- BDDD-77ED**
Start with max hit ratio
- BDDF-7D7D**
Start with max evade
- BDDF-7D5D**
Start with max magic defense
- 7F67-5DD0**
Kill monsters easily
- A1EE-EFD9** - Max out party's level to ** after one fight
- The following codes are for infinite MP. If the first one doesn't work try the second
- 8DAB-7765**
(7DA6-7765)
Frog
- 7DAB-7765**
(5DA6-7765)
Marle
- 3DAB-7765**
(3DA6-7765)
Chrono
- 2DAB-7765**
(2DA6-7765)
Magus
- 6DA6-7765**
Ayla
- 1DAB-7765**
(9DA6-7765)
Robo
- 9DAB-7765**
Lucca
- EE61-5700**
Win every battle (receive no exp., tech, or gold)

Contra: The Alien Wars – Game Boy

- 017-97B-E6A**
Start with Flame Thrower
- 077-97B-E6A**
Start with Crush Gun
- 087-97B-E6A**
Start with Homing shot
- 097-97B-E6A**
Start with Spread shot
- 052-B1B-E6E**
Get 5 smart bombs after you die
- 092-B1B-E6E**
Get 9 smart bombs after you die
- 007-E2C-19E**
Infinite smart bombs
- 010-6FB-7FB**
Don't flash after getting hit
- FF0-6FB-7FB**
Flash longer after getting hit
- 3EB-81B-4CA**
Invincible

AAAH!! Real Monsters – SNES

- AD5T-AAAE** - Start with 1 life
- BH5T-AAAE** - Start with 10 lives
- ACFA-AAAC** - Infinite lives
- AAVT-AAGT**
Infinite Special Screams
- AAVA-AACA** - Infinite Garbage
- ADBA-AADJ** - Infinite energy

The Tick – Genesis

- ABMB-RAGJ** - Infinite lives
- ADRB-RAGW + ABZV-RAEL**
Infinite Arthurs
- ADVB-RAHO** - Infinite Continues
- GD8B-WAHO**
Punches are stronger
- WD2V-WAGR**
Red ninjas are stronger

Jurassic Park 2:

The Chaos Continues – SNES

- DD30-1DAF**
Don't flash after getting hit
- 6DED-3A9D**
Don't take damage from some larger dinosaurs
- D462-48DD**
Some dinos die after one hit
- 4DC5-C67C**
Velociraptor takes more damage to kill

Air Combat – PlayStation

- Infinite Armor** – 800D43DC 0064
- Infinite Sidewinders** – 80060F26 0020
- Infinite Rockets** – 80060F28 0020
- Infinite Mavericks** – 80060F28 0020
- Infinite Napalm** – 80060F2C 0020
- Infinite AMRAAM** – 80060F36 0020

Criticom – PlayStation

- Master Code** (Must Be Entered) – D005A2F8 7D24
- Player 1 Invincible** – 80059DE8 0300
80059F58 0320
8005A0C8 0320

A-Train – PlayStation

- Infinite Funds** – 800A6230 9400
800A6232 7735

College Slam – PlayStation

- Team 1 scores 999** – 80065510 03E7
- Team 2 never scores** – 80065520 0000

Hang On GP – Saturn

- Master Code** (Must Be Entered) – F6000914 C305 B6002800 0000
- Infinite Time** – 1604BCE2 003C

D – Saturn

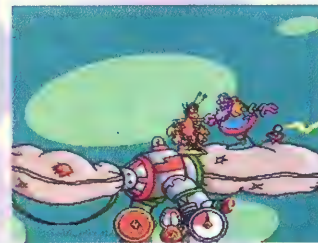
- Master Code** (Must Be Entered) – F6000914 C305 B6002800 0000
- Infinite Mirror Hints** – 1601F80A 1A60

King's Field – PlayStation

- Infinite Hit Points** – 80199426 00FA
80199428 00FA
- Infinite Magic Points** – 8019942A 00FA
8019942C 00FA
- Rapid Weapon Usage** – 8019942E 1388
- Rapid Magic Usage** – 80199432 1388
- Tons of Gold** – 80199440 C350
- Stength Increased** – 80199438 0064
- Magic Increased** – 8019943E 0064

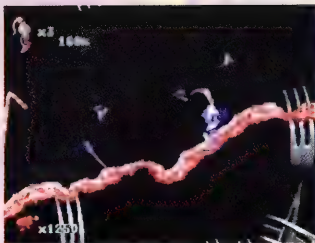
Indy 500 – Arcade

- Fifth View** – Drive in the fourth view, then press any two view buttons simultaneously.
- Mirror Mode** – Press and hold the Zoom (Red) Button before you start your game.
- Mirror Mode W/Power Steering** – Press and hold both Zoom Buttons and then start your game.
- Driving in the Reverse Direction** – Push the Shift Lever down while starting the game. This code can only be done on a 2-Player "Twin-Type" machine.
- Drive as the Pace Car** – Right before the rolling start, simultaneously press down the brake and the Start button. This code can only be done on a 2-Player "Twin-Type" machine.
- Change All Cars to Pace Cars** – Right before the rolling start, step on the brake continuously while pushing the Shift Lever Up. This code can only be done on a 2-Player "Twin-Type" machine.
- Front View** – Press the Start and View Change button simultaneously. This code can only be done on a 2-Player "Twin-Type" machine and in the third and fourth view.
- Watch Car Emerge From Trailer** – Step on the brake at the Transmission Select screen.
"The VidMan"
Uptown, MN



Frantic Flea – SNES

- You bought the flea, you've played as the flea, and now you want to beat the flea game. Here's some codes which will help your assault.
- Zone 1, Level 2** – ZMHTT
- Zone 1, Level 3** – GPPQW
- Zone 2, Level 1** – DJQCT
- Zone 2, Level 2** – WLCSN
- Zone 2, Level 3** – RLHQZ
- Zone 3, Level 1** – JMGVB
- Zone 3, Level 2** – NRWPC
- Zone 3, Level 3** – MDWQL
- "The Master"
Lake Grove, NY



Earthworm Jim 2 – Genesis/SNES

Once again Secret Access has more stinking worm codes. Hopefully, this is the last batch for the 16s.

Genesis Debug – Pause the game and hit A, C, C, A, B, A, B, Left.

SNES Debug – Pause the game and hit Select, Left, Right, A, X, X, Left, Right

This code allows access to everything including the secret "Forks" level.

Tom Morello
Los Angeles, CA

Rock 'N' Roll Racing – SNES

Interplay has announced a future sequel for this title on the 32s. So for this grand event we decided to play the SNES codes one last time.

Chem. VI:
Division B: XB48, RSWF, OS6M
Division A: 5CR8, RLCW, OS6S

Drakonis:
Division B: RKBR, !8F5, SWJ!
Division A: HZLR, 1MC5, SWJ!

Bogmire:
Division B: RNDQ MQFD SWJ!
Division A: GBJQ 7SCD SWJ!

New Mojave:
Division B: R1LQ, 2MFN, SWJ!
Division A: DHQT, S6CN, SWJ!

NHO:
Division B: MFBR, R8DX, 5TJ!
Division A: VQY8, !RBV, SWJ!

Inferno:
Division B: 48F8, 2OD3, 5TJ!
Division A: XBF7, MHB3, 5TJ!
"Virtua Gap Boy '96"
Minneapolis, MN



Killer Instinct – Game Boy

Here you go kiddo! It's a hidden boss code!

Access Eyedol – Choose any character and at the match-up screen hold **Right** and press **Select, Start, B, A.**

"The VidMan"
Uptown, MN



Sega
Sega Game Play Assistance
900-200-7342 (SEGA)
\$.85 per minute for automated assistance and \$1.05 per minute for live help.
Canada 900-451-5252
\$1.25 per minute automated

Nintendo
Game Counseling
900-288-0707
\$.95 per minute
Canada 900-451-4400
\$1.25 per minute
Nintendo's
Automated Power Line!
206-885-7529

Sony
900-933-SONY(7669)
\$.95 per minute

Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.

ACCESS & ALLIES

Operation: Code Hunt

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

SNESBreath of Fire 2
Super Mario RPG

PlayStationDarkStalkers
Bottom of the Ninth
King's Field
Krazy Ivan
Resident Evil
Magic Carpet
Road Rash

Sega SaturnCongo
D

Rise 2: Resurrection
Skeleton Warriors
Guardian Heroes
Panzer Dragoon 2 Zwei

GenesisBugs Bunny
in Double Trouble

3DOLost Eden
Lucienne's Quest

PCMech Warrior 2
Wing Commander IV

Send Secret Access Requests To:
Access & Allies
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com



By DOS Boy

Descent 2 – PC

Enter these codes on the keyboard at anytime during play.

- Invincibility** – ALMIGHTY
- All Accessories** – ALIFALAFEL
- More Weapons** – LPNLIZARD
- All Ships Destroyed** – SPANIARD
- Powerful Guide-Bot** – GOWINGNUT
- Multiply Guide-Bot** – HELPVISHNU
- Level Warp** – FREESPACE
- Full Map** – ROCKRGRLL

Warcraft II:

Tides of Darkness – PC

Enter these codes on the keyboard at anytime during play.

- Add Gold and Lumber** – GLITTERING PRIZES
- Add Oil** – VALDEZ
- Upgrade Technology** – DECK ME OUT
- Magic User Spells** – EVERY LITTLE THING SHE DOES
- Map Screen** – ON SCREEN
- Building Accelerated** – MAKE IT SO
- Invincible Units** – IT IS A GOOD DAY TO DIE
- Instant Victory** – UNITE THE CLANS
- Jump to final Move** – THERE CAN BE ONLY ONE

Hexen – PC

Enter these codes on the keyboard at anytime during play.

- God Mode** – SATAN
- All Weapons** – NRA
- Change Class** – SHADOWCASTER
- All Items** – INDIANA
- All Keys** – LOCKSMITH
- Full Health** – CLUBMED
- No Clipping** – CASPER
- Pig Mode** – DELIVERANCE
- All Artifacts** – SHERLOCK

Duke Nukem 3D – PC

Enter these codes on the keyboard at anytime during play.

- No Monsters** – DNMONSTERS (Must be done at beginning of level)
- Throw Money** – DNCASHMAN
- God Mode** – DNKROZ
- All Items** – DNITEMS
- All Weapons** – DNSTUFF
- Level Warp** – DNSCOTTY
- Steroid Mode** – DNHYPER

Note: These codes were taken from the demo and may not work on the final version.

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

- | | | |
|--|---|---|
| PlayStation:
ASCII Pad PS,
ASCII Pad PS Special,
ASCII Stick PS, | Super NES:
Specialized ASCII Pad,
ASCII Pad,
Super Advantage,
Fighter Stick SN | Genesis:
ASCII Specialized Pad,
FIGHTER STICK SG-6 |
|--|---|---|

All runners-up will receive a Game Informer Secret Access T-Shirt to complement their wardrobe.

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

E-Mail: gionline@winternet.com

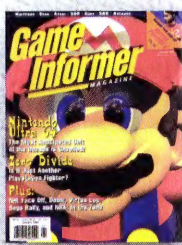


Back Issues

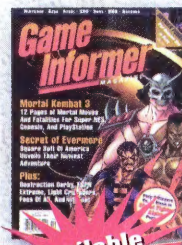
Sometimes you lose them – and other times people take them from you – but whatever you do, don't go through life without a complete collection. Order now before these priceless issues become obsolete!



- April 96**
- Cover: Super Mario RPG
 - Special Features: Super Mario RPG and Alien Trilogy game overviews
 - Secret Access: Cheats for Loaded (PS-X), New Car for Sega Rally (Saturn), Hidden Characters for Street Fighter Alpha (Saturn), Cheats for DKC2 (SNES), Codes for Gex (PS-X)
 - Tip Card 23: Marvel Super Heroes



- January 96**
- Cover: Ultra 64
 - Special Feature: Special 6-page Ultra 64 report including technical details
 - Secret Access: Moves For Tekken Boss Characters (PS-X), WarHawk Passcodes (PS-X), Syndicate (3DO), and Earthworm Jim Special Edition (Sega CD)
 - Tip Card 20: King of Fighters '95



- October 95**
- Cover: Mortal Kombat 3 (home versions)
 - Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
 - Strategy Guide for WeaponLord (SNES & Genesis) (Part 2): Complete moves, Death moves, and a death combo for Talazia, Divada, and Zorn
 - Tip Card 17: Street Fighter Alpha

Other Issues Available:

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

- June 95**
- Cover: Daytona USA (Sega Saturn)
 - Feature: Next Generation System Wars: Stories and Specs for the 32-bit systems
 - Game Informer's High Tech Glossary
 - Tip Card 13: Nightwarriors

- May 95**
- Cover: GEX (3DO)
 - Feature: First Look at Japanese Sega Saturn and Sony PlayStation
 - Strategy Guide for GEX: Location of bonus worlds and Eternal Champions Sega CD (Part 2): Moves for 2 hidden characters, some vendettas
 - Tip Card 12: Tekken

- April 95**
- Cover: Eternal Champions (Sega CD)
 - Strategy Guide for Eternal Champions (Sega CD), and X-Men 2 (Genesis)
 - Tip Card 11: X-Men: Children of the Atom

- March 95**
- Cover: NBA Jam TE (SNES & Genesis)
 - Secret Access contains: Earthworm Jim (SNES), Shadowrun (Genesis), Madden '95 (Genesis)
 - Tip Card 10: Virtua Fighter 2

- February 95**
- Cover: Killer Instinct (Arcade) – Five Pages of tips and tactics.
 - Game Informer's 1994 Video Game Awards
 - Strategy Guide for Ristar on the Sega Genesis
 - Tip Card 9: Killer Instinct Arcade

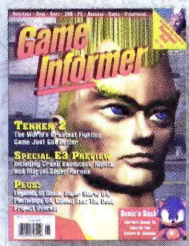
- January 95**
- Cover: Ristar (Genesis)
 - Secret Access contains: Donkey Kong Country Bonus Worlds (SNES) Shining Force 2 (Genesis), J. Madden (3DO)
 - Tip Card 8: Samurai Showdown 2

- December 94**
- Cover: Doom (32X)
 - Secret Access contains: Mickey Mania (SNES & Genesis), Jungle Book (SNES & Genesis), Wolfenstein 3D (Jaguar), Aladdin (Genesis)
 - Tip Card 7: Primal Rage

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

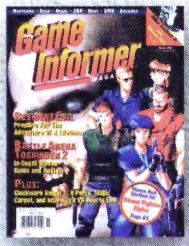
- Sept/Oct 94**
- Cover: Mortal Kombat 2 (SNES & Genesis)
 - Secret Access contains: ... (Genesis), Super Metroid (SNES), MK 2 (SNES & Genesis)
 - Tip Card 5: Bloodstorm

June 96



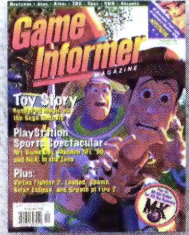
- Cover: Tekken 2
- Special Features: E3 Sneak Preview, Resident Evil Strategy Guide, The First Appearance of Classic GI and GI PC
- Secret Access: Theme Park (PS-X & SS), Nightwarriors (SS), Alien Trilogy (PS-X), Jumping Flash (PS-X), College Slam (SNES)
- Tip Card 25: Open Ice

March 96



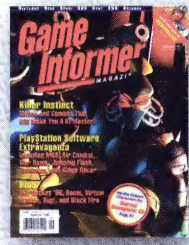
- Cover: Resident Evil
- Special Feature: Special Moves Guide To Toshinden 2, Tales From Resident Evil, and Preview of Killer Instinct 2
- Secret Access: Moves For Street Fighter Alpha (PS-X & SS), Vectorman (SG), Virtua Fighter 2 (SS), Toy Story (SNES & SG), NBA Live '96 (SG & SNES), Doom (PS-X)
- Tip Card 22: Samurai Showdown 3

December 95



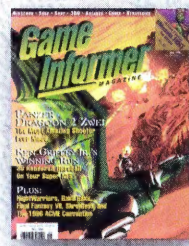
- Cover: Toy Story
- Secret Access contains: Secret Codes for MK 3 (SNES, Genesis)
- Tip Card 19: WWF WrestleMania

September 95



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

May 96



- Cover: Panzer Dragoon 2 Zwei
- Special Features: Special Report From America Coin Machine Expo including War Gods and Virtua Fighter 3, Night Warriors moves guide
- Secret Access: Moves For X-Men (Saturn) and Zero Divide (PS-X), more codes for Earthworm Jim 2 (SNES/SG), Vectorman (SG), Game Genesis codes for Toy Story (SG)
- Tip Card 24: Killer Instinct 2

February 96



- Cover: Descent
- Special Features: Descent Play Guide, Ultra 64 Game Update, GI 1995 Awards, and Part 2 of DKC: Diddy's Kong Quest Strategy Guide
- Secret Access: NFL Game Day (PS-X), Twisted Metal (PS-X), VectorMan (Genesis), Separation Anxiety (SNES & SG), Madden '96 (Genesis)
- Tip Card 21: Ultimate MK3

November 95



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

August 95



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

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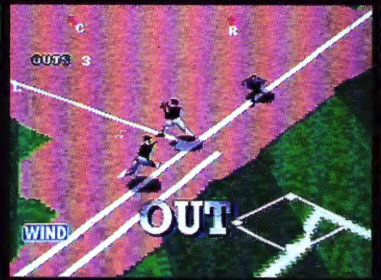


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