

# Game Informer™ MAGAZINE



Special Update on  
**Crash Bandicoot**  
Pg. 34

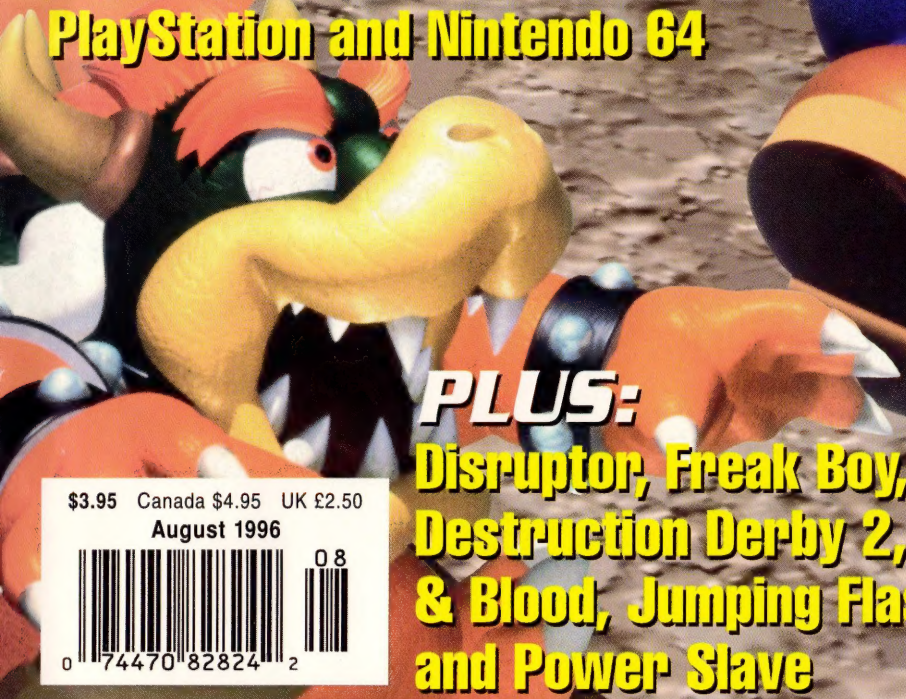
August 1996  
Vol. VII • Issue 8 • #40

## **SUPER MARIO 64**

He's Back Like You Have  
Never Seen Him Before

## **MK TRILOGY**

First Look at the Ultimate  
Fighting Game for the  
PlayStation and Nintendo 64



**PLUS:**  
Disruptor, Freak Boy,  
Destruction Derby 2, Iron  
& Blood, Jumping Flash 2,  
and Power Slave



**TUROK**  
Dinosaur  
Hunter Pg. 25

\$3.95 Canada \$4.95 UK £2.50  
August 1996

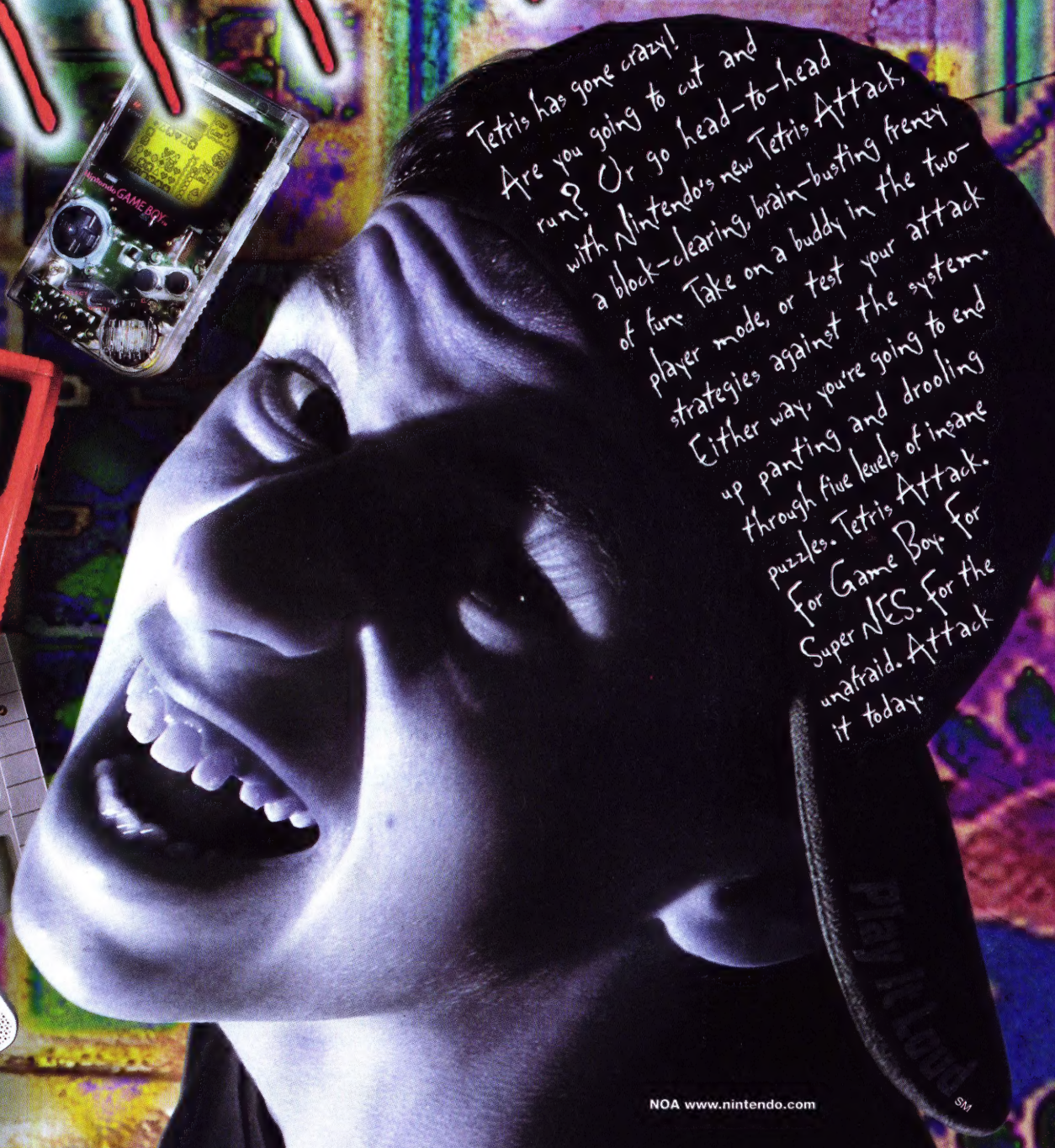
0 74470 82824 2 08



™ and © are trademarks of Nintendo of America, Inc. © 1996 Nintendo. © 1995, 1996 Nintendo.  
Tetris Attack™ Licensed to Nintendo by The Tetris Company. Tetris Attack inspired by original Tetris.



# ATTACK!



Tetris has gone crazy!  
 Are you going to cut and  
 run? Or go head-to-head  
 with Nintendo's new Tetris Attack,  
 a block-clearing, brain-busting frenzy  
 of fun. Take on a buddy in the two-  
 player mode, or test your attack  
 strategies against the system.  
 Either way, you're going to end  
 up panting and drooling  
 through five levels of insane  
 puzzles. Tetris Attack.  
 For Game Boy. For  
 Super NES. For the  
 unafraid. Attack  
 it today.

# PLAY BIG

or

# GO HOME

National Champion  
Receives a

**\$25,000**

Scholarship

## FuncoLand<sup>®</sup>

NATIONAL

# VIDEO GAME CHAMPIONSHIPS<sup>SM</sup>

**Game  
Informer**  
MAGAZINE

**GAMEPRO**  
THE #1 VIDEO GAME MAGAZINE

For the nearest FuncoLand  
location and info., check out:

<http://www.funcoland.com>

or call

**612-946-8883**

if you're not net savvy.

Sign-up in FuncoLand Stores:	July 15 – August 4
Storewide Competition:	August 5 – August 9
City-Wide Championships:	August 10 – August 11
National Championship:	August 24 – August 25
at the Mall of America in Minneapolis, MN	

© 1996 FuncoLand - Must be a student age 18 and under. Employees of Funco, Inc., FuncoLand, Game Informer, Game Pro, Sony or suppliers, affiliates and the immediate families of each are not eligible. See official rules at FuncoLand stores.

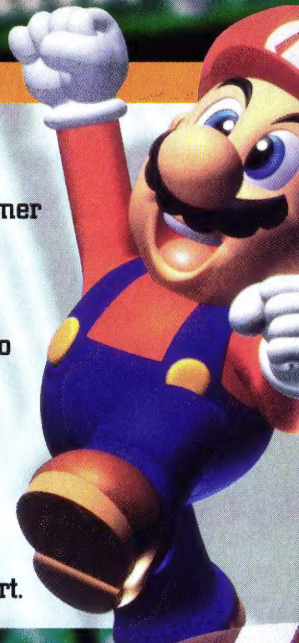
TABLE OF CONTENTS



TABLE OF CONTENTS

FEATURES

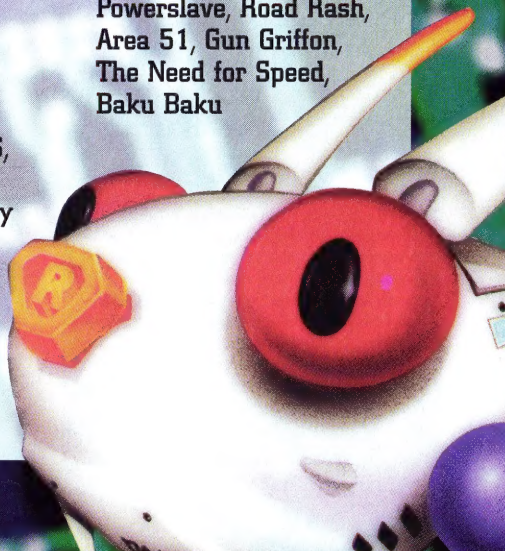
- 8 Cover Story: Super Mario 64**  
From myth to reality, the Nintendo 64 finally released in Japan on July 23rd and Game Informer has the story on its premiere game.
- 12 Special Bonus: Pilot Wings 64**  
Check out this under the wire review of Nintendo and Paradigm's 64-bit sequel.
- 25 Turok: Dinosaur Hunter**  
In preparation for the upcoming Nintendo 64 launch, Game Informer takes you to the heart of Iguana Entertainment and their upcoming N64 cart.



REVIEWS & PREVIEW

- 20 Genesis**  
World Series '96
- 22 Nintendo 64**  
Freak Boy, Wayne Gretzky 3D Hockey, Mortal Kombat Trilogy, Turok: Dinosaur Hunter
- 28 PlayStation**  
Time Commando, Bogey Dead 6, Olympic Summer Games, MLB Pennant Race, Destruction Derby 2, Burning Road, Robotron X, Crash Bandicoot, AD&D Iron & Blood: Warriors of Ravenloft, Jumping Flash 2, Olympic Soccer, Disruptor, Incredible Hulk, VMX Racing

- 44 PlayStation & Saturn**  
Spider
- 45 Saturn**  
Powerslave, Road Rash, Area 51, Gun Griffon, The Need for Speed, Baku Baku



AT A GLANCE

- 55 Nintendo 64**  
Mission Impossible
- PlayStation**  
Thunder Truck Rally, Mortal Kombat Trilogy, Blast Chamber, Silverload, NCAA GameBreaker, Twisted Metal 2, Jet Moto
- Saturn**  
Mr. Bones, Herc's Adventure
- 3DO**  
Lucienne's Quest
- Super NES**  
Zanek



DEPARTMENTS

- 4 Letter from the Editor**  
What's a Gamer to Do?
- 6 Dear Game Informer**
- 7 Envelope Art**
- 14 GI News**  
Panasonic axes UMK3 for 3DO, Videotopia Tours the US, InterAct announces PS-X disk drive and tons-o-fun with Name That Game!, Trivia, Comics, and GI's Top Ten.
- 50 Back Issues**  
Complete your collection of Game Informer issues.
- 51 Classic GI**  
Arcade translations that opened the door for the NES.
- 52 Game Informer PC**  
GI reviews Strife and previews Rama from Sierra, as well as PC news from the Matrix.
- 54 Arcade Brigade**  
Ryan reviews Street Fighter Alpha 2.
- 59 Secret Access**  
Tips from our readers and the infamous Game Genie/Game Shark Swap Shop.



Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, or five trial issues for \$9.98 by Sunrise Publications, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. For subscriptions only (612) 946-8105. Second-class postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBERS/POSTMASTER: Send address changes to Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344-3726. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

Entire contents copyright 1996. Game Informer Magazine. All rights reserved, reproduction in whole or in part without permission is prohibited. Game Informer is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

# "Where Are Your Reviewer Friends Now?"

## Letter from the Editor

by Andrew McNamara

## WHAT'S A GAMER To Do?

The last month has been great. Not only did we see a lot of excellent titles at the E3 show, but now we're starting to get them into our offices. And let me tell you, it's so crucial to play a game for a while.

Why?

Quite simply, because any game can have a cool intro or a nifty first level, but it takes an amazing game to stand up to the test of extended gameplay. For instance, *Crash Bandicoot* really didn't impress me much at the E3 show. Yeah, the graphics were great, but the levels seemed short and rather boring. Of course, all that changed when we got a copy of the game in our offices and could finally get somewhere in the game. It makes that much of a difference. The only problem is that this little scenario can work the other way around and I've been burned by it before. (There are a couple games that come to mind, but I'll let those games lay in peace.) But let me promise you that we try our best not to believe the hype that comes along with every game. We strongly believe that the proof is in the pudding - not in how many ads are put in our book.

So I guess the point I'm trying to get at is that anybody can make something look good with glossy covers and computer generated intros. But to tell what a game or a magazine is worth you've got to look at the full spectrum of what they have to offer, whether it be better gameplay or honest reporting.

As the holiday buying season looms closer and closer just make sure you keep an eye on us, because we'll let you know the whole story. As a matter of fact, we'll have the inside scoop on the games of the Nintendo 64 next month. Well, it's time to log off, but remember to keep reading and keep gaming.

# ANDREW McNAMARA PAUL ANDERSON VINNY VINYON DREW REINER RYAN MACDONALD

## — GAME INFORMER —

# RETURN OF THE GAMERS

"Hey, if you think hangovers are bad you should try waking up after being frozen in carbonite for a couple of months. Arggggh...my head! Anyway, once I got my sight back I woke up to find that Game Informer has two new employees, Erik and Jon, that seem strong in the gaming force (or at least that's what Paul said). Of course, that's not to say that they couldn't learn a thing or two from an old pirate like myself. While I'm thinking about it, did anybody see where that stinkin' wookiee went?"

—Andy, The Solo Gamer

"I can already feel the strains of holiday gaming closing in on my world. There are dozens of companies gearing up for a big autumn and they all want to introduce stuff to the press at the same time. My head is aspinning' with all the new stuff. Lately I've been putting in some time on *Mario 64*, *Tekken 2*, and I'm still trying to figure out the best baseball for the PS-X. More on that in the future as I'm off to the golf course to work on a game that doesn't require an A/C adaptor. Later!"

—Paul The Forceful Gamer

"Grrr! Growl! Rowwwwwwwr! (rough translation: If it weren't for my life's debt to Solo I'd have been out of here a month ago. Oh well, I'll have plenty of time to gut Imperial soldiers after this issue. Game on!)"

—Vinny The Video Wookiee

"Laugh it up, fuzz ball! Vinny put some pants on, and Paul, go levitate a rock! How in the world did I get stuck with the stinking protocol droid role? Sure I'm fluid in 762,821 video game languages and I guess that's something to gloat about, but man! This mobile trashcan character is cramping my style! Maybe my good buddy Vader can loosen this chain. Get off my leg R2!"

—Reiner C3 Rage D2

"What's up? It's summer time again in California and just like in 'Toobin', I'm hitting the river in my cool new raft. Unfortunately, there is hardly anything new to play in the arcades so I will just be soaking up the sun until July 4th when Independence Day comes out and I get to see some aliens smoke the White House. Until then...Happy Gaming. See ya next time."

—Ryan, The Princess of Alderaan

# "Two enthusiastic toes up!"

## Pixel & Q-bert

**AUGUST ISSUE** 1996 Volume VII • Number 8 • Issue #40 Publisher: **RICHARD A. CHAK** Editor: **ANDREW McNAMARA** Senior Associate Editor: **PAUL ANDERSON** Associate Editors: **DAVID "VINNY" VINYON** **ANDREW "DREW" REINER** **ERIK REPPEN** **JON STORM** Art Director/Graphic Design: **THOMAS BLUSTIN** Production Director/Graphic Design: **TIMOTHY J. LAURIE** Production Assistant/Graphic Design: **CURTIS FUNG** West Coast Correspondent: **RYAN MACDONALD** Copy Editor: **SARAH ANDERSON** Circulation/Marketing Manager: **TERRIE MALEY** (612) 946-7274 Advertising Sales National Advertising Sales Director: **KIMBERLEY THOMPSON-BENIKE** 10120 W. 76th Street Eden Prairie, MN 55344-3728 (612) 946-8159 Fax (612) 946-8155 **TONY SUREAU** West Coast Advertising Sales 11531 197th Southeast Snohomish, WA 98290

(360) 668-7978 Fax: (360) 668-9350 Manufactured and printed in the United States of America

**GAME INFORMER MAGAZINE** (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, five trial issues for \$9.98 by **SUNRISE PUBLICATIONS**, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Periodicals postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER**: Send address changes to **GAME INFORMER MAGAZINE**, 10120 WEST 76TH STREET, EDEN PRAIRIE, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage. The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, Game Informer Magazine, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged. Entire contents copyright 1996. **GAME INFORMER MAGAZINE** All rights reserved; reproduction in whole or in part without permission is prohibited. Game Informer is a trademark of FUNCO, Inc. Products named in these pages are trade names, or trademarks, of their respective companies. For subscription inquiries please write to our Customer Service Department: 10120 West 76th Street Eden Prairie, MN 55344 Attn: Customer Service. **PUBLISHER LIABILITY FOR ERROR** The publisher shall not be liable for slight changes or typographical errors that do not lessen the value of an advertisement. The publisher's liability for other errors or omissions in connection with an advertisement is limited to republication of the advertisement in any subsequent issue or the refund of any monies paid for the advertisement. **INDEMNIFICATION** The advertiser and/or Advertising Agency agrees to defend and indemnify the publisher against any and all liability, loss, or expense arising from claims of libel, unfair competition, unfair trade practices, infringement of trademarks, copyrights, trade names, patents, or proprietary rights or violation of rights of privacy, resulting from the publication of the Advertiser's statement.

# SHINING WISDOM™

When Evil Ascends,  
And Darkness Consumes,  
Wisdom Will Light The Way,  
And Bravery Will Make It Shine.

**WIN  
\$10,000**  
CONTEST DETAILS  
INSIDE PACKAGE

Contest Co-sponsors:



What's also are you gonna get?

**ELECTRONIC™  
GAMING  
MONTHLY**

10,000 Frames of SGI Animation!  
40+ Hours of Intense Gameplay!  
Cool Secret Zones and Items!



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure they are compatible with the SEGA Saturn™ System.



**SEGA SATURN™**



*Our games go to 11!*

## REVEALED— The Truth About Guys and Gals

Hey guys. What's up? I was wondering if it's true that girls go for the cute and mild type games? Games with cute and fluffy animals in them that have no meaning at all. I think that's a lot of crap! Personally, I don't go for that. I go for the fighting games with a lot of blood and guts. I play games for the fun of it but mostly to see if I am a better player than most of the guys I play in the arcades. So is it true or not?

Nickie Brown  
Poplar Grove, IL



What's wrong with cute and fluffy animals? Do you have a problem with cute and fluffy animals? Because if you do I know a couple of cute and fluffy animals that will kick your butt in Tekken or any other fighting game you can think of.

Besides, did you know Reiner's a cute and fluffy animal? He just appears to us in his human form so that we can associate with his video gaming skills, otherwise Reiner's true form is that of large, very cuddly, teddy bear (kind of like the one in Akira).

## 248-Bit Quad Speed Virtual Sony PlayStation

I heard that a unit called PlayStation 65-bit was coming out. Is this true?

John "Sega" Aho  
Chaska, MN

Listen up kiddo, someone is pulling your chain. The way we see it is that you mentioned to a friend

that the Nintendo 64 looked oh so cool, and he, being a PlayStation owner, replied with a forceful, "Well Sony has a new machine coming out that is so much better than the N64 called the PS-X 65." You must

understand the constant rivalry between unit-biased players, and that some of these players will lie, cover-up, and start unrealistic rumors to stay true to their favorite system. Keep your facts straight and believe the industry and press (well, some of the press), not a jealous teen.

## Sega or Sony?

I love your magazine, it's one of the best around. I love vids, and I have a few questions I hope you can answer.

1) How is it that the Sega Saturn has a total of eight powerhouse processors but yet it is being greatly outshined as far as graphics and sound by the



Sony PlayStation?

2) Be honest, is the Saturn heading for the dreaded "chopping block" anytime soon?

3) You know what, Sega is letting their system go to the dogs. This is how I see it, we all know that Sega can make great games, example: Panzer Dragoon Zwei, Daytona USA, Virtua Cop, and Virtua Fighter 2. But Sega just doesn't make enough to stay on top. I'm disappointed, what about you guys?

4) I hear that one of the reasons that the PlayStation has so many great games is because third party developers find it easier to program on the PlayStation. Well, what is so hard about programming on the Saturn?

5) What system do you guys at the office think is better?

6) How do you think the Saturn will do this fall and holiday season?

7) Finally, is Sony or Sega working on 64-bit systems? If so is Silicon Graphics involved in any way?

Stephen Queen  
Baltimore, MD

1) We didn't know the PlayStation totally outshined Saturn...did you? Because both systems look pretty darn powerful to us. Simple fact; just because the majority of gamers are going with the PlayStation (right now) doesn't mean that it is a better system. Don't follow the crowd...have the crowd follow you.

2) Our crystal ball says "No".

3) Sega will never willingly let their system die. Not only are they marketing geniuses and a great software development house, but they have the best arcade division of any console hardware manufacturer. Also, the battle for system supremacy is still young. Even if the PlayStation has sold a million units in the US they're still about 17 million short of how many units both the Super NES and Sega Genesis sold. Plus, you can expect to see more quality 3rd party products as the system evolves throughout the year and into the next.

4) While we have never programmed a game before, we can tell you a little about it. Basically, each system has what is called a development kit. This kit comes with various pieces of software that help the development houses do their job (making games). In the PlayStation's case, the development kit and system itself were very straightforward. Sega's, on the other hand, was not. The Saturn is jumbled with numerous processors that programmers must master to fully exploit the Saturn's power. Not so much in the sense of how each processor works, but how to make the processors work together as efficiently as possible.

5 & 6) Right now, Sony holds the GI vote due to its better 3rd party software; however, Sega had a very impressive showing at the E3 and had plenty of us turning our heads at some pretty interesting software. The Net Link and a Sonic title should propel Sega to a very successful holiday season. Of course, this not to say there aren't lots of excellent games on the Saturn too, it's just that there are more A-titles available on the PlayStation right now.

7) This is what we call the "big duh" in the video game industry. Sega and Sony are always working on new machines, upgrades, and new technology. That's what hardware companies do.

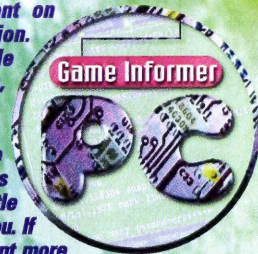
## The Possibilities are Endless

I thought the new PC section was great! I love the format of Game Informer, and I especially like the Secret Access pages. I've just entered into the PC gaming world, and with all the new games coming out I just can't keep up. I have tried a few PC gaming magazines, but none are to my liking. They either don't have enough codes (usually none), or they just don't give good reviews. Will GI cover more PC games in the future? Will you possibly come out with a PC gaming magazine? You've done a great job with covering the different video game platforms. I'm sure you would do much better than any of the other current PC magazines.

"The Great American Headbanging Vid Wiz"  
Barnegat, NJ

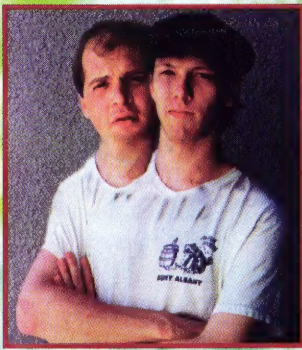
Thank you for your much-needed compliment on our new PC section.

We were a little worried going in, but we think it turned out pretty well. As far as more coverage is concerned, that little decision is up to you. If all the readers want more coverage, we'll give it too them; however, we don't see that being the case anytime soon. Basically, GI PC is there to keep you as up-to-date as we can in one page. PC Informer? Hey, maybe someday we will, but for now we miss enough sleep working on this baby.





## Is GI Too Manly?



First off, in response to your request in your letter in the March issue. I love the "new look" of your magazine; however, I do have a few suggestions which I hope you will consider. I really like the current reviewers, especially Reiner, but have you ever considered adding reviewers of the opposite sex? Maybe you should. Also, as a way to get fans more involved with the magazine, perhaps some kind of contest could be held in which the winner(s) get the opportunity to be taken on temporarily at GI as a reviewer or as an assistant in some other position for the magazine. My last suggestion is to list the starting prices of newly released games (although I know their prices are subject to change).

Your Fan, Jessie

We are happy to inform you that Game Informer has just

hired two new employees. Unfortunately, both of the new employees are of the male persuasion. Luckily, both Jon and Erik hail from New York state, so they are fully in touch with their feminine sides, and they'll be sure to do their best not to let you down. It might interest you to know that only 5% of the people who applied for this job were women. We'd also like to let you know that GI really wanted to find a good female reviewer to add to the Game Informer experience, but unfortunately we were unable to do so. But for your information we do have a copy editor who is female and she always puts in her two cents about good ol' GI whenever possible.

Your contest suggestion sounds interesting. Unfortunately, making somebody work with us is more of a penalty than a prize, but we will give it some thought.

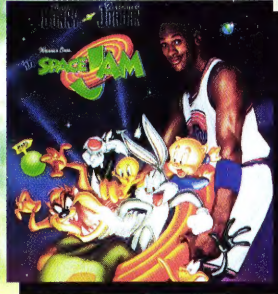
Concerning prices... well, you're right, they are subject to change and retailers pretty much charge whatever they can for games (have you ever tried to buy a game at an airport?).

We hope this response isn't too disappointing to you. We do appreciate the feedback and it's always refreshing to get mail from our women readers. Quite frankly, most of our women friends have no understanding of why we spend so many hours in front of a screen.

## Vids or Burgers?

Recently, I bought a game for the Sony PlayStation called NBA Live '96. The game is cool... but I'm a Chicago Bulls fan so I have one major problem...no Michael Jordan. What's up with that? It sucks! So when is somebody going to produce a game with him in it? I'd really like to know!

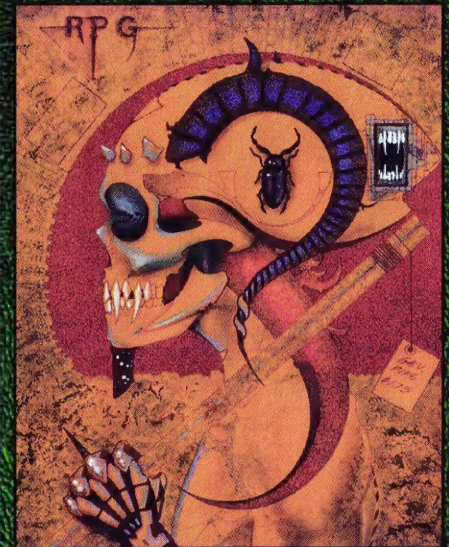
Mike "Snoopy" Alvarez  
New Rochelle, NY



Come on man, wasn't Chaos in the Windy City enough to make you fear another game with MJ in it? Now seriously folks...if you really need another Air Jordan fix you can either buy his burger or wait until this fall when Acclaim releases Michael Jordan's Space Jam. It's Jordan against the Looney Tunes in a wild and wacky basketball farce! Yee-ha! Sorry, but it doesn't look like Jordan will be in another "normal" basketball game for a while!

## Wanted: Envelope Art

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

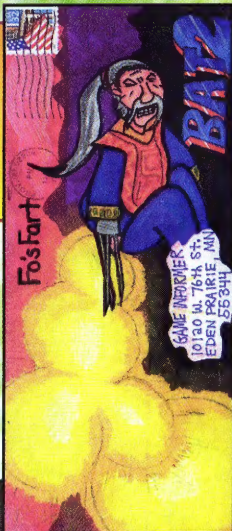


**august WINNER!**  
George Hinckle, Milwaukee, WI

Ever feel like there's a roach on your brain?

Nick Vrona  
N. Dartmouth, MA

Prepare for takeoff! He's about to blow!



Scott Liles  
Troy, MI

Sometimes it's HARD to choose your fighter!

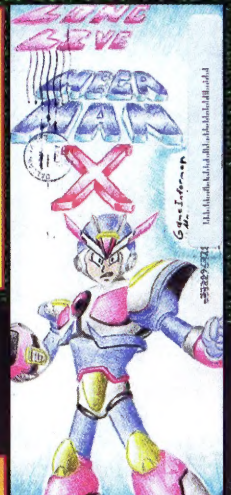


Chad Borgschat  
Pine Island, MN

It's raining Scorpions. Oh my!

Curtis  
Anthony Carmichael  
Dallas, TX

I am the king of sequels. Hear me roar!



Adna Lee  
Brooklyn Center, MN

These guys look almost as weird as the group that Reiner hangs out with.

# SUPER MARIO 64



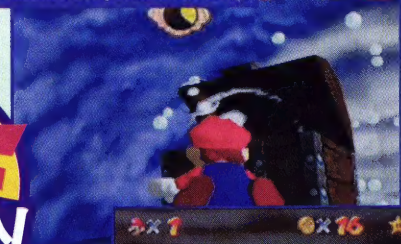
ONE SMALL STEP FOR MARIO,  
ONE GIANT LEAP FOR MANKIND.

- **Size:** 8 Megabyte (64 Megabit)
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** Eight Different Camera Angles, Created by Shigeru Miyamoto, Multiple Moves Including Backflips, Karate Chops, and Super Jumps, Beautiful 3D Graphics, Hidden Areas, and Everything You Would Expect From A Mario Game And Then Some, Battery Back-Up With 4 Save Slots
- **Created by:** Nintendo
- **Available:** Now in Japan, Sept. 30th In The U.S. For Nintendo 64

► THE BOTTOM LINE **9.75**



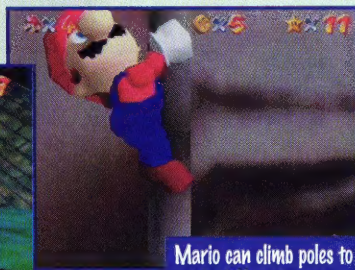
What's another name for pirate treasure? Why...I think it's booty!



Hop on the back of Ol' Ness and she'll take you anywhere you need to go.



Solve the box puzzle in the sunken ship and it will rise from the water.



Mario can climb poles to get to different areas.



Bowser smashes onto the platform and sends Mario sliding.



Take this boss and shove it...I ain't workin' here no more!



You're a Super Star...yeah, that's what you are!





Into the stretch...it's the Penguin by a beak.

**PAUL, THE GAME PROFESSOR**

**Concept:** 10 "Mario leaves me completely dumb-founded and also excited for what's ahead for the N64. It sets the standard for what all 3D action/platforms should be. The music, graphics and immense number of Mario moves leaves me in total awe of the Nintendo and their new machine's ability. If you don't play Mario 64 don't consider yourself in touch with video games it's really hard to describe the enjoyment that this game offers so I'll let the numbers speak."

**Graphics:** 9.75

**Sound:** 10

**Playability:** 9.75

**Entertainment:** 10

**OVERALL:**  
**10**

**ANDY, THE GAME HAMMER**

**Concept:** 9.5 "Of course it's hard to judge a first generation product, but this game is quite outstanding. Not only are the graphics mind-blowing, the game-play is addictive and entertaining with play control that you've never experienced or imagined before. The best way to describe it is that you are always on the brink of losing control but can always manage to pull in the reigns. The only drawback I could find in Mario 64 is that the camera views are somewhat cumbersome and tend to detract from the game, but in the end, Mario 64 is pure genius!"

**Graphics:** 9.75

**Sound:** 9

**Playability:** 9.75

**Entertainment:** 9.75

**OVERALL:**  
**9.5**



Is that the Heisman or Chromario?



It takes a steady hand...

**REYNER, THE RAGING GAMES**

**Concept:** 9.75 "Yes the gods are crazy, and Shigeru Miyamoto is completely insane! Super Mario 64 could possibly be the best game I've ever played."

**Graphics:** 9.75

**Sound:** 9.25

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL:**  
**9.5**

"All the key Mario elements including the soundtrack from the 8 and 16-bit titles have been included and altered to fit within the new 3D Mario environment. The entire concept of collecting stars to move on, going back to previous levels in search of hidden secrets, and adding new power-ups to your already plump arsenal is only half the fun. The graphics will blow you away, and the play control and character moves must be seen to be believed! All hail Super Mario 64!"

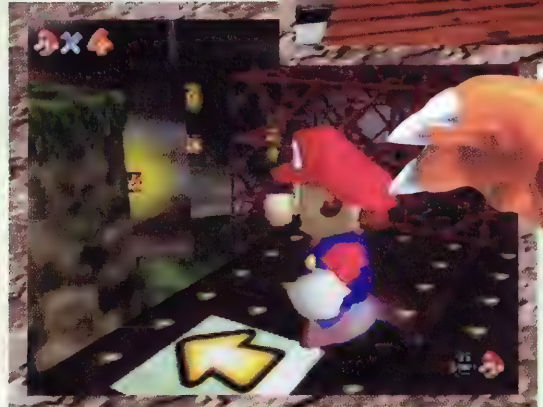


Mario gets down and dirty in a patch of Pansies!

Where'd that star come from?



Talk to the Pink Bomb-Omb and he'll give you access to a Mario-Firing Cannon.





**F**inally, after what seemed like years, Nintendo 64 was released on July 23rd to the Japanese gaming market. While it's still two months away from a North American release, Game Informer just couldn't wait to give you the story on Super Mario 64 - the most impressive game available at the Japanese launch of N64. Although this game is entirely in Japanese, it plays just like any Mario game you've played before. But this time in the 3rd dimension. Not just a dimension of sight and sound, but of gameplay as well. Mario 64 takes the gamer to a world where anything and everything is possible through over 25 gorgeous levels.

The game starts out with Mario standing in a field in front of Bowser's majestic Castle (where the whole game takes place). Every room of the castle is another level, and every hallway is a passage to new wonders. Movement through this humongous castle is handled by the Nintendo 64's analog Joystick (for more info on the N64 check out Game Informer's January '96 issue). A touch in one direction and Mario walks, and a definitive push sends Mario speeding across the screen. Sound simple? Well it isn't, and that's just the start of Mario's moves. He can punch, kick, hang, climb, jump, and fly through Bowser's castle using a simple combination of buttons.

From the calm water levels to the volcanic lava levels, you'll need all the moves Mario's got to make it through the bowels of Bowser's castle. Obviously, the purpose of Mario's quest is to rescue the fair Princess Toadstool, but to do so, Mario must collect Super Stars that allow him passage to the different areas of the game and ultimately to the Princess. These Super Stars are hidden throughout the levels and usually have some kind of task that Mario












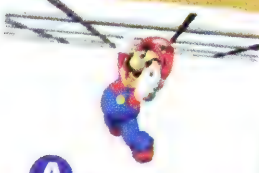



<p><b>WALK</b></p> <p>← [Coin] →</p>	<p><b>RUN</b></p> <p>← [Coin] →</p>	<p><b>SNEAK</b></p> <p>← [Coin] → When close to a wall</p>
<p><b>JUMP</b></p> <p>A</p>	<p><b>DOUBLE JUMP</b></p> <p>A + A</p>	<p><b>TRIPLE JUMP</b></p> <p>← [Coin] → + A + A + A</p>
<p><b>PUNCH</b></p> <p>B</p>	<p><b>1, 2, KICK COMBO</b></p> <p>B + B + B</p>	<p><b>JUMP KICK</b></p> <p>A + B</p>
<p><b>SLIDE</b></p> <p>← [Coin] + B</p>	<p><b>RUNNING SLIDE</b></p> <p>← [Coin] → + Z + B</p>	<p><b>PICK UP</b></p> <p>Hold B</p>
<p><b>SWIM</b></p> <p>A</p>	<p><b>KICK SWIM</b></p> <p>A Hold</p>	<p><b>PULL UP</b></p> <p>A</p>

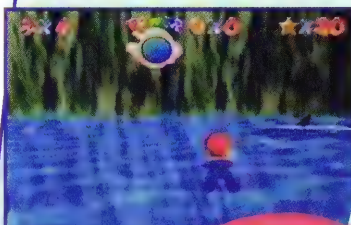
must complete to get these precious items. Sometimes you must race a penguin down a slippery slope or defeat a burly boss, and other times it just comes down to finding the correct path to the Super Star or collecting the eight Red Coins that are hidden on each level. Either way, Mario will need to visit each level numerous times to find the Super Stars that are hidden there.

As with any Mario game this game features Switch Boxes that enable corresponding colored boxes throughout the levels. These boxes hold power-ups for our hero and must be found to find all the Super Stars. These powers include: "Chromario", a molten version of Mario that is invincible to enemy attacks; "Molecular Mario" that can pass through some walls and attacks; and "Angel Mario" that can fly up to various areas.

Now that you know how Mario works, it's time for us to tell you how it looks. Every level is made of texture-mapped polygons that envelop the gamer. It blew us away that you could interact with every object in your environment. Have you ever wanted to grab the tail of a giant eel or jump into an active volcano? In Mario 64 it's all a reality. For example, sharks swimming in the waters, birds singing in the trees, butterflies fluttering in the flowers...everything coming to together to create an incredibly realistic and interactive environment.

Now put your tongue back in your mouth and start saving your pennies, because on September 30th the Nintendo 64 and Mario are coming to change everything you thought about gaming (again). But don't worry, Game Informer won't leave you out in the cold, because next month we'll have an in-depth gaming guide to quench your Mario 64 thirst ■

<p><b>CROUCH</b></p>  <p>Z</p>	<p><b>SLIDING CROUCH</b></p>  <p>← + Z</p>	<p><b>CRAWL</b></p>  <p>Z + ← + →</p>
<p><b>BACK FLIP</b></p>  <p>← + → + A</p>	<p><b>WALL FLIP</b></p>  <p>A + A</p>	<p><b>SUPER BACK FLIP</b></p>  <p>Z + A</p>
<p><b>SUPER SLAM</b></p>  <p>A + Z</p>	<p><b>SWEEP</b></p>  <p>Z + B</p>	<p><b>SUPER JUMP</b></p>  <p>← + Z + A</p>
<p><b>THROW</b></p>  <p>Release B</p>	<p><b>SWING</b></p>  <p>B → → B</p>	<p><b>HANG</b></p>  <p>A Hold and use D-pad</p>
<p><b>GO DOWN</b></p> 	<p><b>POLE CLIMB</b></p>  <p>A</p>	<p><b>HAND STAND</b></p>  <p>At the top of a pole press up</p>



Shark!

Behind every great hero there's always a trusty camera-man.

Climb the tree at the beginning of the Tower level and it will fly you straight to the top.

Cool water!



SPECIAL BONUS!!!

# PILOTWINGS 64



LARK

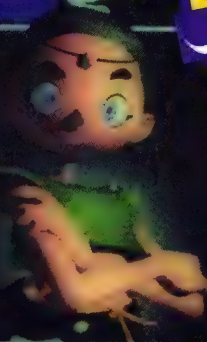
KIWI



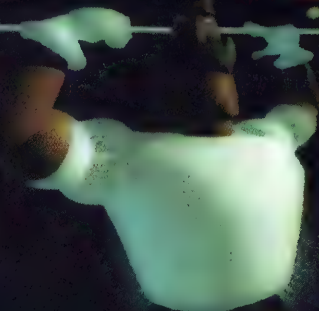
GOOSE



IBIS



HAWK

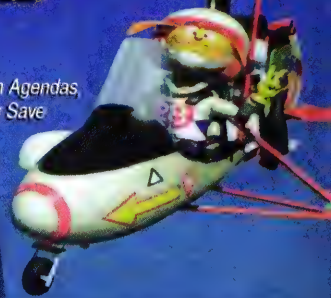


HOOTER



## May The Winds Be With You

- Size: 8 Megabyte (64 Megabit)
- Style: 1-Player Flight Simulator
- Special Features: Multiple Perspectives, Four Hidden Agendas, Eight Playable Characters, Monstrous Worlds, Battery Save
- Created by: Paradigm for Nintendo
- Available: Now in Japan, Sept. 30th for Nintendo 64



**S**o you want to be a pilot for Valujet? Nintendo is taking applications for their new pilot training program. All you need is a few dollars and a way of getting to Japan. When you're there pick up a Nintendo 64, then a copy of PilotWings 64 and you'll be well on your way to earning your wings. Or if that's a problem, just one more month and you'll be able to buy everything you need right here in the states.

Yes, PilotWings is back, but this time it's flexing its 64-bit muscles. With a few differences, not to mention hidden Easter Eggs, immaculate graphics, wicked missions and super killer cool bonus stages, PW64 remains true to its original form of being a fast loading, cartridge playing, eye action, stomach wrenching, trip through the stratosphere.

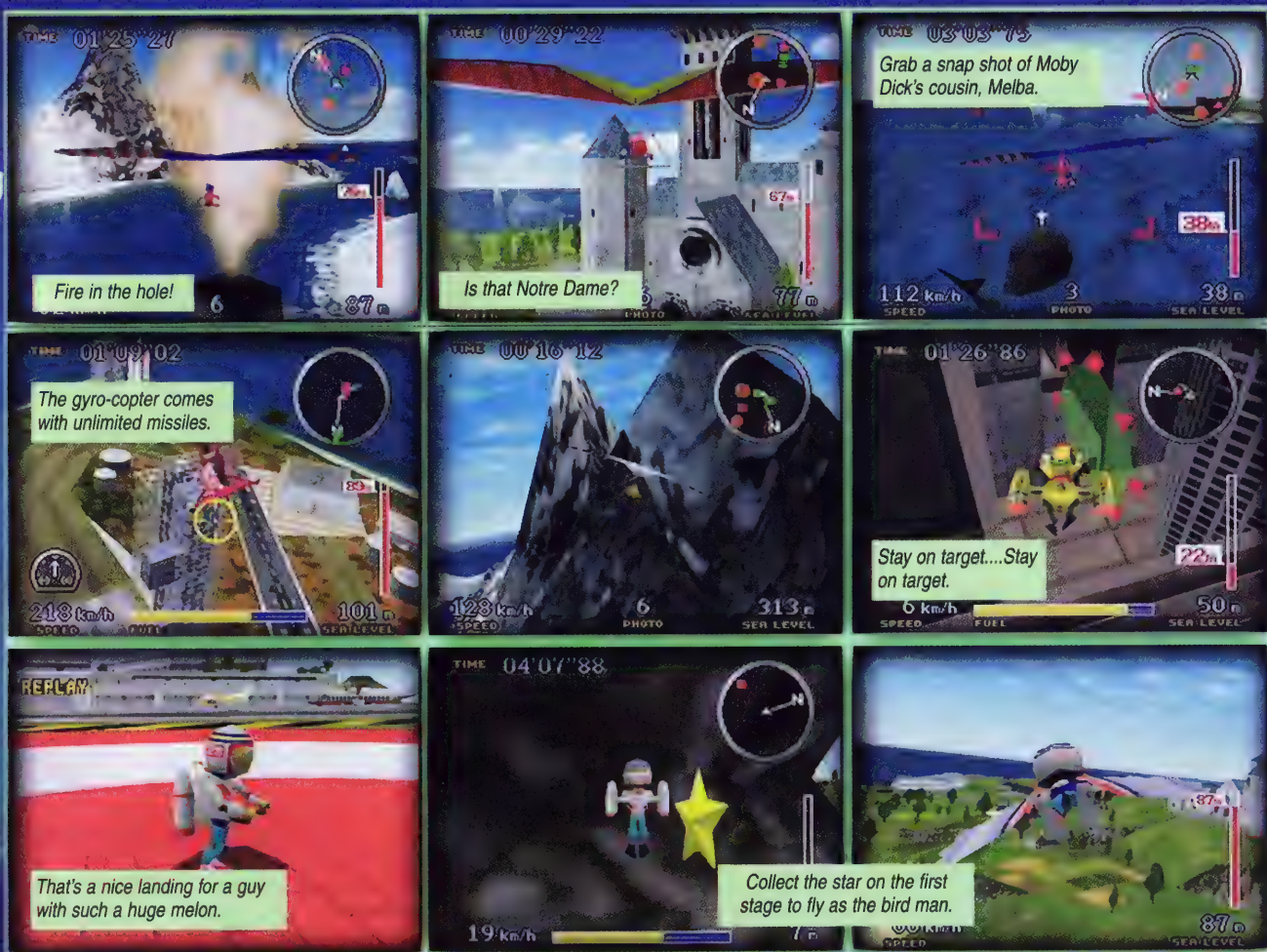
The premise of PilotWings is flight simulation with a twist. Choose from three initial aero-vehicles and eight humanoid characters. Four separate worlds must be conquered with each vehicle. Although "conquering" a world means placing as a bronze, silver, or gold medalist with each vehicle, only successive golds will allow entrance into certain bonus stages! Within the bonus stages you'll access the Birdman, Cannonball, Skydiver or Jumblehopper scenarios.

The first island is Holiday Island, a relatively simple world laden with a few surprises. As opposed to later islands, Holiday Island consists of maneuvering a vehicle through numerous floating rings. After clearing the rings, return to the landing pad for a score. Scores are based on speed, ring accuracy and landing prowess. For a cool surprise, go to the northwest corner of the island, fly under the rock arch and find the star. This will turn you into Birdman! Press A to flap your wings, and since you're on no mission feel free to fly around for hours. Rumor has it that even if you fly continuously out into the ocean there's a few surprises in store. Try landing on the decks of ships to see what you find.

The second island is Everfrost Island and this is where the game gets good. Each stage demands more objectives of each vehicle. On this island you'll have to qualify in two challenges, on the third island three, the fourth island four. While the jet pack and Gyro initially demand the same loop-flying objectives, with the hanglider you'll have to fly towards an object and take a specific picture. Your job will be to photograph the smokestack. Sound easy? Yeah right...it's gotta be the right shot, coupled with a credible landing or it's try again. After you take the right shot you'll have to tackle a second objective. Run your hanglider off the edge of a cliff and follow just above the raging mountain river while flying through multiple rings. When you've mastered this, hop on the Gyrocopter where you'll be armed with missiles, and shooting down targets. After the first rocket-pack challenge you'll have to touch on certain targets in consecutive order.

The third and fourth islands are Holiday and Little States respectively. Missions change, though the songs remain the same. Fly by the White House, cruise by whales, land in Hollywood. Along with Mario, what's impressive about this game is the computer logic. Worlds are vast, secret stuff is everywhere. Check things out, do what you want and land anywhere, except of course the swamps of Florida! Good luck young PilotWing. May the winds be with you.





**PAUL, THE GAME PROFESSOR**

**Concept:** 9 "At first glance I didn't think this looked all that impressive. The characters are fairly generic and they look like a bunch of triangles. As I began to get into the game the visuals amazed me and remnants of the 16-bit game emerged. The variety of missions along with the increasing challenge will keep me playing for a good long time. Exploring each stage is almost as fun as receiving the gold wings. Obviously, anyone who has a hankerin' for some flyin' should go for the wings. A worthy game to buy with the system."

**9.5**

**REINER, THE RAGING GAMER**

**Concept:** 9.25 "Absolutely stinking brilliant! That's what PilotWings 64 is! Nintendo really outdid themselves with this one. Personally, I thought the 16-bit version was great, but this one just sings; play me! Technically, the polygons and the massive environments are the most impressive spectacles in PilotWings 64. Play control is easy to pick up on, and the multiple views makes accomplishing objectives so much easier. PilotWings 64 really shows off what the N64 can do - effects, effects, effects!"

**9.5**

**ANDY, THE GAME HOMBRE**

**Concept:** 9.75 "Pilotwings has always had a certain appeal that just can't be denied. It's just so incredibly fun to play. You can try to compete in events or you can cruise the skies, it just doesn't matter. While this game may not be for everybody, it certainly is a nice breath of fresh air."

**9**

**▶ THE BOTTOM LINE 9.5**

Game Informer's

## TOP TEN

Editor's Top Ten Console Games for July

- 10 Crash Bandicoot - PSX
- 9 Legend of Oasis - Saturn
- 8 Super Mario RPG - SNES
- 7 Pilot Wings 64 - N64
- 6 Tetris Attack - SNES
- 5 NIGHTS - Saturn
- 4 World Wide Soccer 2 - Saturn
- 3 Ridge Racer Revolution - PSX
- 2 Tekken 2 - PSX
- 1 Super Mario 64 - N64

Top Ten Signs You're Out of Touch

- 10 You think "web" is something that a spider spins.
- 9 You refuse to learn anything about on-line media because you view it as a "passing phase."
- 8 You are confident that the telephone is the most effective method of business communication.
- 7 You don't believe in voice mail.
- 6 When someone mentions the language 'C+' you immediately think of your high school French class.
- 5 You just paid a guy \$700 dollars for a 'daisy-wheel' printer.
- 4 You don't want a laser printer because you think the protective goggles will be uncomfortable.
- 3 You thought that Browser was in Sha-Na-Na.
- 2 You wonder why people like compact disks when your eight-track tapes still work so well.
- 1 You think the Nintendo 64 came out in 1964 and had posi-traction and a dual overhead cam.

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.



- |                          |                             |
|--------------------------|-----------------------------|
| Elevator Action - NES    | Ikari Warriors - NES        |
| Wizards & Warriors - NES | Faceball 2000 - Game Boy    |
| Gauntlet 2 - NES         | Granada - Genesis           |
| Lee Trevino              | F-22 Interceptor - Genesis  |
| Fighting Golf - NES      | Mech Warrior - SNES         |
| Clayfighter - SNES       | Video Olympics - Atari 2600 |

## Descent Coming for N64?

Interplay Productions announced that it has been granted a license to publish games for the **Nintendo 64**. Although Interplay did not name any titles that it would develop for the N64, many have speculated that the first title may be either a new version of the successful **Descent** series or possibly an expanded version of their upcoming **Star Trek: Star Fleet Academy**. However, **Game Informer's** editor and resident psychic Andy McNamara believes that the first N64 title we'll see from Interplay is **Clayfighter 3** sometime in '97.



## Sony's Baseball Hits Delay

**Sony Computer Entertainment's** sports development division, **Sony Interactive Sports**, has been experiencing some delays in the completion of their baseball game **MLB Pennant Race**. It was originally scheduled to be released at the end of May and at the time **Game Informer** went to press Pennant Race's programmers and designers were working feverishly to complete the game for an end of June release.

As they did with their **NFL GameDay** title, Sony invited members of the gaming press to critique the progress of Pennant Race at the Sony Interactive Sports studios in San Diego, California. The event also coincided with a visit from members of the St. Louis Cardinals baseball team who were also there to give some insight.

By having the input of Major League Baseball players and members of the gaming press, **Pennant Race's** executive producer John Smedley and lead programmer Scott Murray were able to pick the brains of gaming "experts" as well as the baseball experts in hopes of fine tuning **MLB Pennant Race**.



A number of interesting comments were made concerning subjects from how much a curveball breaks, available batting options, and the inclusion of Easter eggs. Pennant Race's design team was very receptive to everyone's ideas and thoughts which MAY have contributed to some of the delays in Pennant Race's production schedule.



## Money...It's What They Got!

Hold onto your chair rails folks, **Nintendo of America** is launching the biggest media blitz in video game history. Aside from development and licensing costs, Nintendo will spend nearly \$54 million on the launch campaign for the upcoming Nintendo 64 system. Of that amount, \$20 million will be spent on media alone! Nintendo has partnered with such power players as **Nickelodeon**, **Kellogg USA**, and **Blockbuster Video**. By this Christmas we'll all be eating and breathing Nintendo 64. On the other hand, we may have a healthy helping of PlayStation on our brains as Sony plans to spend around \$50 million on marketing in the next six months.

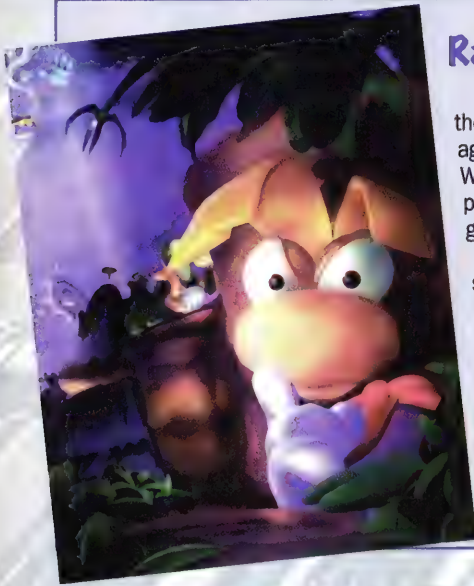


## Rayman II Coming from Ubi Soft

After **Ubi Soft** leveraged their market position with the release of the 1995 hit **Rayman**, they're back at it again with this sequel to America's favorite fun game. While **Game Informer** liked the first Rayman, other publications were more adamant in their praise of the game that's considered fun for all ages.

**Rayman II** retains all the kooky action, but adds spanking-new graphics, six new worlds, and seventy wacky levels. Help Rayman free his old friends from Mr. Dark's Zoo, and then seek out Mr. Dark himself for the ultimate showdown. Be sure to use all the new power-ups including a scuba suit, the tunneling tool, and of course the always popular white-gloved, disembodied fist.

For nonviolent, madcap entertainment, Rayman is hard to beat.



...DATA FLOW...DATA FI  
FLOW...DATA FLOW...DAI

### Titus Signs as N64 Developer

**Titus Software Corp.** announced that it will develop for the **Nintendo 64**. Titus, probably best known for their recent SNES title *Prehistorik Man*, has yet to name any titles but is shooting to release their first game sometime in 1997.

### Nintendo Hosts E3 Competition

Members of the press were invited to **Nintendo's** E3 exhibit to participate in a little gaming competition featuring their upcoming SNES title **Tetris Attack**. **Game Informer's** Andy McNamara and Drew Reiner represented the magazine in the competition. Both made valiant efforts in climbing the championship ladder, but they ultimately choked to the likes of a crazy Swede from Next Generation Magazine. Congratulations to the winner who took home a shiny new N64.

### FuncoLand Announces Game For National Video Game Championships

Last month we told you about the **FuncoLand National Video Game Championships** and this month we're going to unveil the competition's crowning game. Finalists will go head-to-head playing **Sony's** newest all-star platformer, *Crash Bandicoot*. The finals, which will be held at the Mall of America in Minneapolis, will give players and spectators a chance to see Crash Bandicoot before its release on September 9th, the anniversary of the PlayStation's launch.

### Crystal Dynamics Rumor

It seems that **Crystal Dynamics**, publisher of such hits as *Gex* and *Solar Eclipse*, is trying to leave the business and get back to being a developer. Rumor has it that there were big lay-offs at Crystal D and that they've started shopping their latest titles, *Pandemonium* and *Legend of Kain*, to the highest bidder.

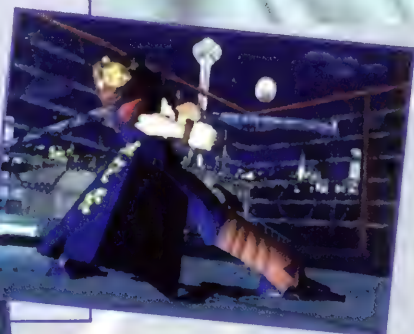
## Even the Best Knight Needs a Squire

Maybe you had a problem with the Copper Knight. Perhaps you want to know how to get past the Kraken. There's also a slim chance that you haven't figured out how to beat the slimes. If you're feeling small and insignificant (or even ignorant) in the massive environment of **Ascii Entertainment's King's Field**, then you probably need the help of **Prima Publishing's King's Field Unauthorized Game Secrets**. This gem of a book was written by Kip Ward and Michael van Mantgem and provides you with the location of and information about every item, strategies for magic use, how to beat bosses, and (most importantly) complete maps of every level. At \$14.99, this complete walkthrough should save you some time and relieve plenty of your gaming frustrations.



## Awesome First Look at Sega's Fighting Vipers

**Sega** is proud to bring you its explosive **Fighting Vipers**. No longer an arcade exclusive, *Fighting Vipers* will be available for **Saturn** this holiday season. With features like triple angle replay, the Nutcrack tournament, and incredible background depth, *Vipers* will be a top contender in the fighting game battles this Christmas. In case you can't wait, here's a first look at actual Saturn shots of this brawler.



## COMIC WATCH

### SPAWN BIBLE #1

- **Publisher:** Image Comics
- **Cover Price:** \$1.95
- **Available:** Early August



If you've just jumped on the Spawn band wagon (or are just a fanatic like Reiner), then the Spawn Bible is just what you need to find the who's who and what's what concerning Spawn. A complete synopsis of characters and story development consumes this 32 page book. The Spawn Bible

covers all the plot development from issue 1 to 52. You no longer need to bring out the back issues for a quick reference.

### SHATTERED IMAGE #1

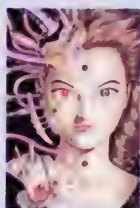
- **Publisher:** Wildstorm/Image
- **Cover Price:** \$2.50
- **Available:** August 7th

This is in fact the very first all-out Image universe crossover, and lo and behold a freak phenomenon has threatened the very existence of Earth! Whenever this happens in a comic series, it means heroes uniting. All the characters (or all the ones with hot selling titles) combine to stop this unexplainable threat. This four issue mini-series is shipping bi-weekly beginning on August 7th. After this the Image universe will never be the same! Oh my!



### CHRONOWAR #1

- **Publisher:** Dark Horse Comics
- **Cover Price:** \$2.95
- **Available:** August 21st



This nine-part black and white mini-series by Kazumasa Takayama can not be missed by anime fans. Pure chaos, a decaying satellite, and cyborg hench-women are only half of the problem that modern day Tokyo is faced with. If you want action, suspense, and a great mystery story, then look no further than Chronowar!

### NIGHTWING #1

- **Publisher:** DC Comics
- **Cover Price:** \$1.95
- **Available:** August 7th

Most of us remember Dick Grayson as the "holy strawberries Batman, we've been jammed" sidekick to the mantel of the bat. Now, thanks to reader support and Chris O'Donnell, Dick "Nightwing" Grayson is back on a monthly basis in his first ongoing series.

Nightwing is yet another DC Comics Batman spin-off story that fans will have to buy in order to get the whole bat story. Save those pennies!



## Marvel 2099 Exploited!

Come this December, **PlayStation** and **Windows '95** users have the chance to interact with the entire **Marvel 2099** universe courtesy of **Mindscape**. This action based game features eight major characters, varying level designs, and appearances by just about every **Marvel 2099** character. Play as the Punisher, Thing, Ghost Rider, December (X-Men), Spider-Man, Daredevil, Mr.



Fantastic, and the Hulk. Rumors stated that certain characters would be needed to conquer certain tasks. Thus, Mr. Fantastic may be needed to create a bridge over a moat, or the tracking skills of Daredevil may come in handy when hunting a sinister villain. This fully rendered action title explores the often forgotten delights of **Marvel 2099**.



## 64 BIT-SPEAK

**You can walk the walk, but can you talk the talk?**

In June of '95, **Game Informer** was the first publication to bring you the technology-talk in the form of a glossary (boy are those other guys slow!). Then in January '96, **Game Informer** previewed the **Nintendo 64**. Of course, the lucky Japanese already have the system, while we in the States have to wait (sigh) until September. But believe me, the wait will be well worth it. So in order to prepare you for the future of video games, here's some terms to use when discussing the Nintendo 64. Remember, those who don't talk the 64 bit-talk won't understand what you're saying, but it serves them right for reading that other schlock!

**64DD** - This is the N64 disk drive accessory. Unlike a CD-ROM, it can write as well as read game data, storing up to 64 megabits of info.

**Polygon** - A 2D object from which 3D objects are constructed. Usually triangles, though sometimes rectangles.

**Gouraud Shading** - Also called "smooth shading." Imagine a 3D polygon with, oh, say eight or ten sides, actually "faces"...instead of each face having a distinct color, the colors blend across the face as the perspective changes. With the player controlling the perspective, the effect is an enhanced realism that puts the player "inside the game."

**MIP Mapping** - From the Latin meaning "many parts." Used on the polygons discussed above, MIP Mapping improves the appearance of each polygonal face. The effect is accomplished by computing the picture's appearance based on the viewer's distance from the object. It prevents noise or banding patterns that can develop at certain distances. Also, when viewing up close, MIP eliminates picture breakdown into pixels, maintaining continuity of image and smoother game play.

**Pixel** - A single dot on the screen.

**Texel** - A pixel within a texture map.

**Texture Mapping** - Essential in creating 3D pictures.

Basically, the process places a bitmap image (texture) onto a polygonal face. For example, placing pictures of bricks onto a specific polygon creates the illusion of a brick wall.

**Trilinear Interpolation** - A rendering technique. It's used to improve the appearance of textured surfaces by blending colors of adjacent texels from two separate texture maps.

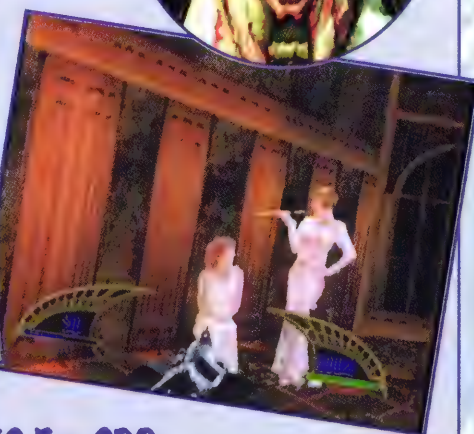
**TLMMI** - This is a great one to impress your friends. Trilinear MIP Map Interpolation. This is the highest-quality form of texture mapping, combining Trilinear Interpolation with MIP Mapping to create a wonderfully big word that doesn't really mean anything.

**Z-Buffer** - A "smart" rendering technique. If a pixel's distance from the viewer is Z, this distance is stored during rendering for later use. It determines which objects are displayed when a picture is reconstructed. With such a wide range of player motions, zones are re-entered and reconstructed using a minimum amount of rendering, leaving more memory for character movement and enemy action.



## Acclaim Picks Up Studio 3DO Titles

**Studio 3DO**, looking to advance their poor foothold in the area of software production, has teamed up with **Acclaim Entertainment** to cross-license three of the 3DO's more popular titles. Next month, 3DO in conjunction with Acclaim will offer **Star Fighter**, **Killing Time** and **BattleSport** as titles for **PlayStation** and **Saturn**. In addition, **BattleSport** will also be available for PC CD-ROM.



## Panasonic Axes Ultimate MK3 For 3DO

**3DO** owners who have waited for the chance to play *Mortal Kombat* on their system will probably have to wait indefinitely. **Panasonic** has canceled the 3DO version of **Ultimate Mortal Kombat 3** which was scheduled to be released before the holidays.

An Ultimate MK3 demo was playable at the Electronic Entertainment Expo, but it was clear that a lot of work was needed as the animation and play control were still sub-par. Because of this fact, Panasonic had to push back the release date and it was unlikely that it would have made it to the shelves before the end of December. Panasonic basically felt that they had missed their window of opportunity with the 3DO version because of all of the other MK games that are slated to be released in the next three months.

Ultimate MK3, in our opinion, was the bright spot in the lackluster line-up of the four 3DO titles that Panasonic showed for the waning system. *Olympic Summer Games*, *Obelisk*, and another are still scheduled for release on the 3DO this year.



## Insomniac's Disruptor Does the M2 Shuffle

**Universal Interactive's** in-house development company **Insomniac Games** was originally planning to release their upcoming Sony PlayStation title *Disruptor* for the **3DO M2**. The word is that Insomniac was trying to confirm a solid release date of the M2 with **Panasonic** and had trouble doing so. Instead of continually waiting for firm confirmation of the status of the M2, Insomniac and Universal Interactive decided that the best move would be to head for PSX development.



## Game Informer's Site O' The Month



**Video Game Yellowpages**  
[www.gamepen.com/yellowpages](http://www.gamepen.com/yellowpages)

Let your fingers do the walking at this interesting page of video game links.

## VIDEO GAME



- 1 True or False? There are 60 titles for the SNES beginning with the word "Super".
- 2 What is the name of Sonic's foxy friend?
- 3 What was the name of the Sega Genesis peripheral that translated body movement into play control?
- 4 How was color implemented in the arcade classic *Star Castle*?
- 5 What was the first arcade game to feature music?

(Answers on the bottom of page 19)



## Name That Game

Tengen dropped this Sega Genesis game on us in 1993. Just like last month's name that game, this action platformer also starred a wild and wacky opossum. What game is it?

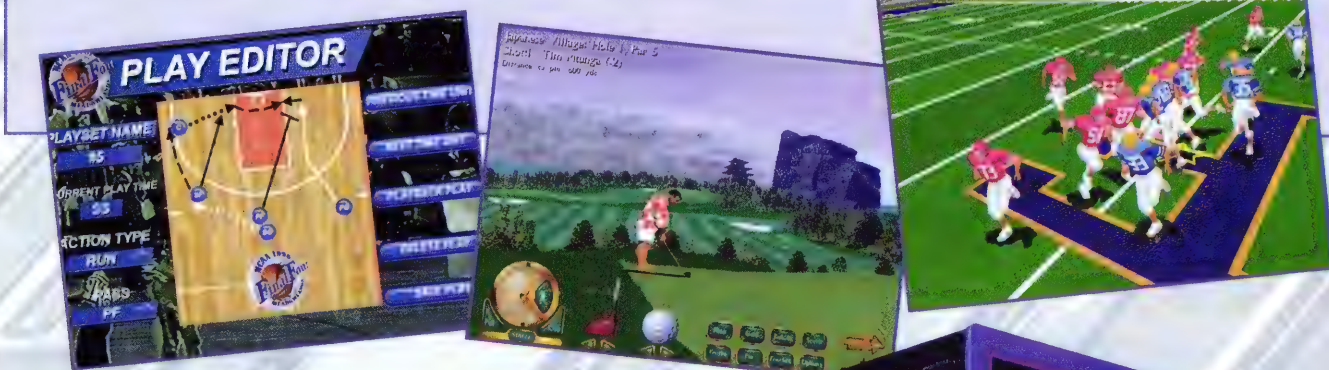
(Answer on the bottom of page 19)

## Mindscape Launches New Sports Authority Lineup

**Mindscape's** new line of Sports Authority products, currently set for release this holiday season, puts some new twists into the classic sports game genre. Combining the latest in 3D immersion, motion capture, and 32-bit technology, **Mindscape Sports Authority (MSA)** puts you right into the action.

**NCAA Basketball: Final Four '97** (Windows 95 & PlayStation) contains the standard features found in many games, except that players can now edit playbooks, customize rules, and format calls. These features carry over into their football title, **NCAA Football: Saturday Showdown** (for Windows 95). As for baseball, MSA offers **Aaron vs. Ruth**, a baseball simulation that values game play over stats. Play the old time heroes against today's superstars. As support for the new baseball title, MSA will offer the new **Total Baseball On-line**, where a total baseball fan can access baseball history, statistics, lineups and classic footage. The last game in MSA's new lineup is the most original: **Mindscape Golf** (for Windows 95 and PlayStation). Tired of Sawgrass, Oak Hill and Augusta National? Then MSA invites you to tee off from their company yacht or play a hole at Stonehenge. Each golfer, from the uppity English Gentleman to the aspiring fashion model, has different skill levels. MSA has put a lot of humor into this golf title without sacrificing game play.

Look for more on **Mindscape's Sports Authority** in upcoming issues.



## Electronics Conservancy's Videotopia Tours the US

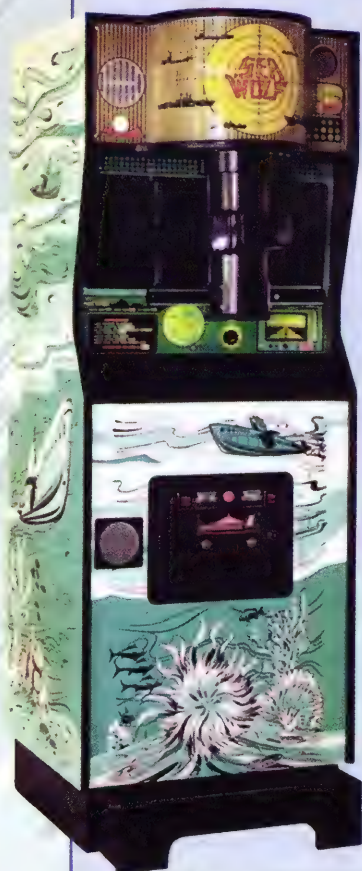
The latest addition to the touring museum craze is **The Electronics Conservancy's Videotopia**, a hands-on look into the ongoing history of video games. The three areas of educational exhibits include:

(1) **Dreams and Designs** - An in-depth look at the creative process behind game design. Of special interest to the aspiring student, this area will be rife with information, suggestions, and advice for the future designer. Want to be involved in the video game industry? Talk to these guys.

(2) **The Game Factory** - Watch as micro-processors, transistors, monitors and trakballs combine themselves to create a game. Sort of like a course in "small engine repair."

(3) **Videotopia** - They really dusted off the cobwebs for this one! Alongside the latest in game technology will be those classic games we all know and love. Stroll down memory lane and witness the games of yesteryear. All refurbished and ready to play, the classics include **Discs of Tron**, **Asteroids** and **Computer Space**. Both arcade and home system classics will be featured alongside the latest in gaming hardware.

The national tour has already kicked off at the Carnegie Center in Pittsburgh, PA, so for a unique and exciting look into the legends, lore and mysteries of video games check out Videotopia, coming soon to a city near you. E-Mail the Electronics Conservancy at [econserv@aol.com](mailto:econserv@aol.com) for more info.



## The Dream Team Takes To The Court

Eidos Interactive is bringing the 1996 Olympic Dream Team to the Saturn and PlayStation. *Dream Team Basketball* will be released very soon featuring 31 international teams, multiple camera angles, and TV-style commentary.

It's already pretty clear the Dream Team will take home the gold. Eidos is giving you the chance to take home a medal as well.



## The Cartridge Vs. Disk Debate Continues

InterAct Accessories and Datel Company are releasing a product that no one could have predicted. It is a 3.5" disk drive unit that plugs into the memory card slot on the Sony PlayStation. This device will allow you to save games to disks as opposed to memory cards. The disks themselves can hold up to 15 game saves, and they should be quite a bit cheaper than buying memory cards. The drive itself will cost \$99.95 and will come packaged with a few blank disks. Currently, it is only available through the World Wide Web on the InterAct home page, although it's also being offered to members of InterAct's Dangerous Waters club. If you need to

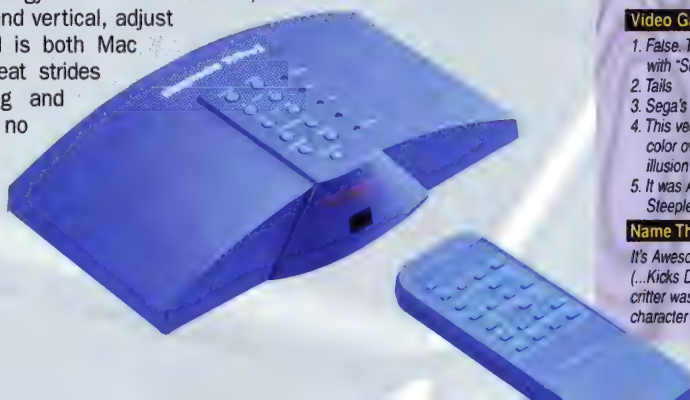


store tons of saved games, this may be the unit for you. One has to wonder, however, why they can't take advantage of the 1.44 megabytes of storage available on each of these disks instead of limiting you to 32 kilobytes of space. After all, what does an external 3.5" drive cost for the PC these days?



## Presentation Perfect: Maxmedia TV/Pro II


Remember that old annoying "flicker" every time you ran a display through the TV? Or the droves of students crowding around the classroom terminal? Well, now there's a happy medium. The **Maxmedia TV/Pro II**, developed by **UMAX** (Fremont, CA) takes the headaches out of computer/TV link-ups. The *TV/Pro II* works as a scanner, projecting on-screen images into television format for presentations or VCR capturing. With this unit, one of the first to couple the technology with a remote control, the user can zoom 10X, position the horizontal and vertical, adjust brightness, all that good stuff. The **TV Pro II** is both Mac and PC friendly. While the designers talk of great strides in education, business presentations, training and entertainment, one must remember there's no substitute for good old fashioned public speaking. So whether you'll be a world leader or just a middle-management pawn, check out this new technology and really wow the crowd.




## Game Informer's Address Book

### Editors


To reach *Dear GI* or the *Editors of GI* send correspondence to:


Snail Mail   
**Game Informer Magazine**  
 Attn: *Dear GI*  
 10120 West 76th Street  
 Eden Prairie, MN 55344

E-Mail   
 gionline@winternet.com  
 WWW Home Page  
 http://www.winternet.com/~gionline

### Secret Access


To contact *Secret Access* or *Access & Allies* please send correspondence to:


Snail Mail   
**Game Informer Magazine**  
 Attn: *Secret Access*  
 10120 West 76th Street  
 Eden Prairie, MN 55344

E-Mail   
 gionline@winternet.com

### Swap Shop

To contact *Swap Shop* or *A.P.B.* please send correspondence to:


Snail Mail   
**Game Informer Magazine**  
 Attn: *Swap Shop*  
 10120 West 76th Street  
 Eden Prairie, MN 55344

E-Mail   
 gionline@winternet.com

### Customer Service

To contact *Game Informer* Customer Service with Change of Address or Subscription inquiries please send correspondence to:

Snail Mail   
**Game Informer Magazine**  
 Attn: Customer Service  
 10120 West 76th Street  
 Eden Prairie, MN 55344

Or Call   
 Customer service hours:  
 Monday through Friday,  
 9:00 am - 4:00 pm (Central Time).  
 (612) 946-7266

To Subscribe please send a check or money order for \$19.98 to:  
**Game Informer Magazine**  
 Attn: Circulation Dept.  
 10120 West 76th Street  
 Eden Prairie, MN 55344

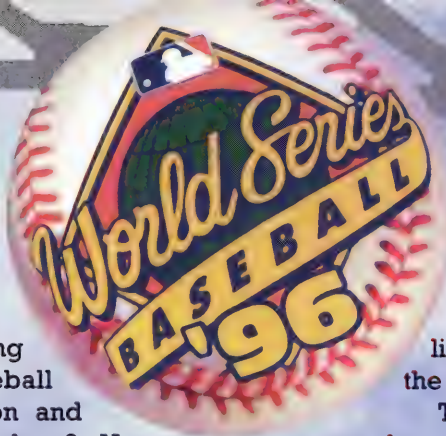
### Video Game Trivia Answers:

1. False. There 57 SNES titles beginning with "Super."
2. Tails
3. Sega's Activator. Get Activated!
4. This vector graphics based game used a color overlay on the monitor to achieve the illusion of colored graphics.
5. It was Atari's 1975 release entitled *Steeplechase*.

### Name That Game Answer:

It's Awesome Possum...  
 (...Kicks Dr. Machino's Butt). The "eco-aware" critter was billed as the first real talking cartoon character on the Genesis.

- **Size:** 24 Megabit
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Real Players, Teams, and Stadiums, Season Play, Legends Teams, Draft Mode, Stats Tracking, Home Run Derby, 3 Difficulty Levels
- **Levels:** 162 Games + Playoffs
- **Created by:** Sega Sports
- **Available:** August for Sega Genesis



## Another Series Is About to Begin

Is there anything more frustrating than watching your home baseball team struggle through the season and finish 44 games out of first place? No. Fortunately, you can take control of your players and lead them to the pennant and maybe even win the World Series. How can something so grand be available to any schmoe who owns a Sega Genesis? The answer is simple - World Series Baseball '96 from Sega Sports.

Like last year's version, this game carries both the MLB and MLBPA license so you'll be playing with the real players on the real teams in the real stadiums. Of course the stats and rosters have been updated to keep them consistent with this year's opening day line-ups. In addition to the normal teams, there are MLB Star teams and Legends teams which feature the

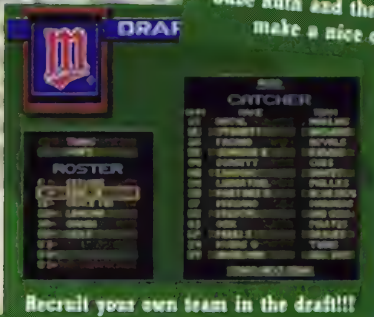
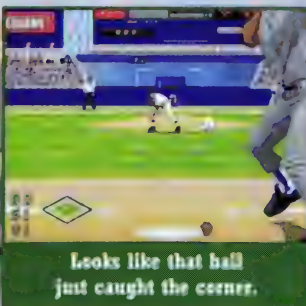
likes of Cy Young, Lou Gehrig, and the Babe.

The season mode can be played anywhere from 13 to 162 games, and your statistics will be tracked all the way through. You'll even get to play an All-Star game at the halfway point.

If you don't like the rosters, you can do a complete draft and load up your team with your favorite players (just like last year), or you can do trades throughout the season to keep your team matched up with the pros.

On the field, you'll be able to dive and jump for balls, and runners can do three different types of slides.

One of last year's best baseball games for the Sega Genesis is back. Is it worth the upgrade? Read the reviews and you'll get the whole story.



**PAUL, THE GAME PROFESSOR**

**Concept:** 5 "I really can't see any difference in this game over '95 other than the updated rosters. The pitching quirks that worked on the computer last year are still present. The graphics and play control are still the same"

**Graphics:** 9

**Sound:** 8

**Playability:** 7

**Entertainment:** 6.75

**OVERALL:** 7

**VINNY, THE VIDEO VIGILANTE**

**Concept:** 6 "World Series '95 impressed the snot out of me as far as baseball games go, but aside from the updated stats I see almost no improvement in this version. The slow fastball or slow change-up at the top of the zone still gets the computer almost every time. The only change I see is the elimination of the home run celebrations (thank you). If you already own WSB '95, you already own this game. If you don't have baseball from the Genesis yet, this game may be worth your time, but I wish Sega would have put SOME effort into this update."

**Graphics:** 8

**Sound:** 8

**Playability:** 8.5

**Entertainment:** 7

**OVERALL:** 7.5

**REINER, THE RAGING GAMER**

**Concept:** 8.75 "World Series Baseball '96 (WSB96) is the ultimate statistician's dream. Team drafting, trades, and complex statistic groups make this, WSB96, the true baseball simulation for the Sega Genesis. The gameplay is once again tight and true. The only difference between the '95 and '96 version is updated rosters, thus making WSB96 nothing but an update. A great game for those who want a second run at this seamless baseball title."

**Graphics:** 8.5

**Sound:** 7.25

**Playability:** 8.25

**Entertainment:** 8

**OVERALL:** 8.25

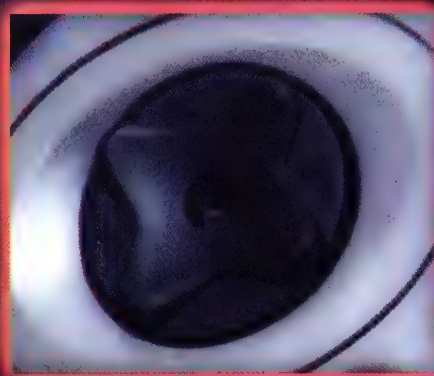


► THE BOTTOM LINE **7.5**

Features Include:



Fire Buttons



Raised 8-Way Directional Thumb Pad for Better Directional Control



Slow, Select & Start Buttons

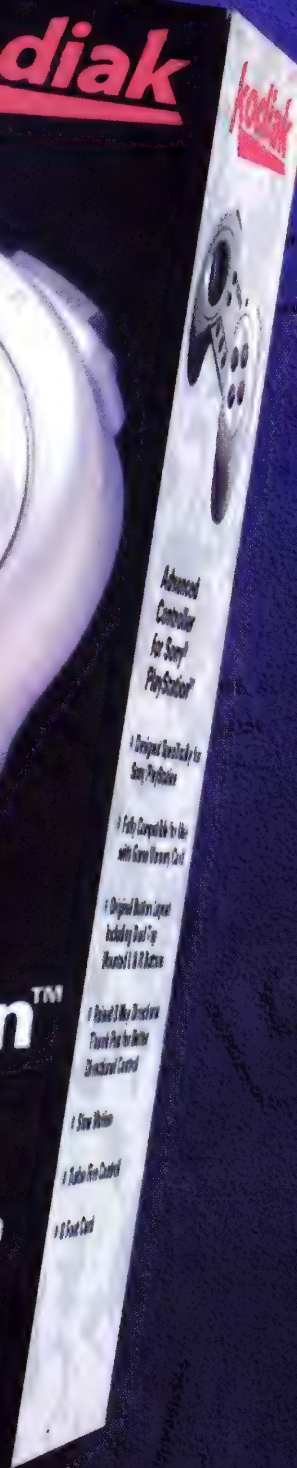
# Kodiak™



## Kodiak

# For Sony® PlayStation™ PlayPad

Advanced Controller for Sony PlayStation



**KODIAK/NYKO™ offers a full line of quality video gaming accessories to improve your gaming experience**

Find these and other exciting products from KODIAK/NYKO™ at

# FuncoLand

America's Place to Shop for Video Games



The new transparent Ultra PlayPad is Now Available

SONY® is a registered trademark of Sony Corporation. PlayStation™ is a trademark of Sony Computer Entertainment.

# FREAK BOY

## You're Freakin' Me Out, Man!

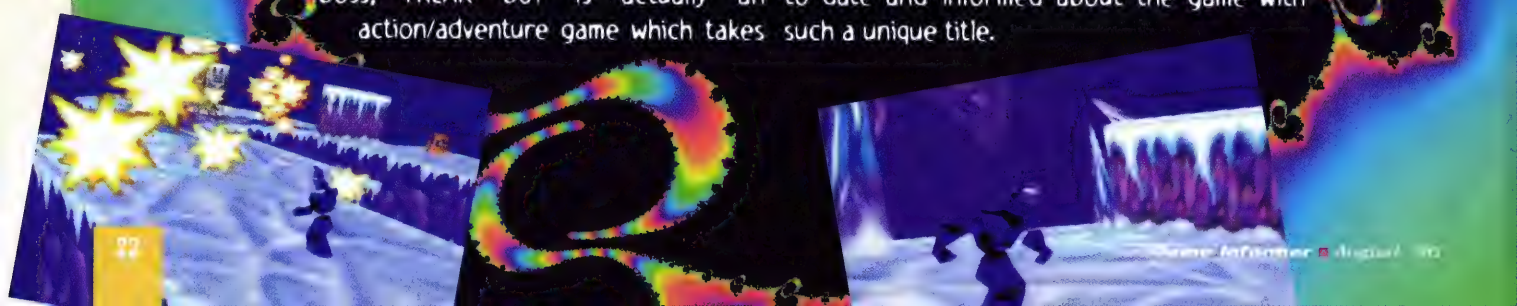
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3D Worlds and Characters, Created Using 3D SGI Workstations, Intense 3D Action, 3D Morphing Hero, Artifact Collecting Which Gives You Better Weapons (in 3D)
- **Created by:** Burst/Virgin
- **Available:** Early 1997 for Nintendo 64



It's New Year's Day. You're sitting on your home planet of Hedron, trying to shake off your headache and counting how many resolutions you've already broken. All of a sudden, out of nowhere, a bunch of aliens from a parallel dimension who call themselves the ZoS decide to stomp into your world, extinguish the sun and transport all of your fellow Hedronites off to their dimension for who knows what purpose. As you are the only Hedron citizen to escape capture it is clear that you must become a hero for your people. You are an adventurer, you are a savior, you are FREAK BOY - the first title from Virgin to appear on the Ultra 64.

place on over 25 distinct worlds. You'll be in control of the hero who needs to fight and destroy over 50 enemies that threaten your peaceful existence. FREAK BOY's body is divided into three parts - the head, chest, and feet. As you progress through the game, you'll be able to pick up alien artifacts which you can assimilate into your body. Different combinations of artifacts give you different weapons. With the number of artifacts included in this game, weapons variation is huge. Additionally, FREAK BOY's body morphs and changes as new artifacts are acquired and old ones are discarded.

Though the title may remind you of a younger brother or possibly your boss, FREAK BOY is actually an action/adventure game which takes information about FREAK BOY is scattered and sparse, but we'll be sure to keep you up to date and informed about the game with such a unique title.





# Wayne Gretzky 3D Hockey

## The Great One Returns



*What'd you say about my momma?!!!*



*Hey, your nose is bleeding.*



*He walks in unmolsted.*



*Another effort thwarted.*

- Size: 64 Megabit
- Style: 1 to 4-Player Sports Game
- Special Features: Analog Controller Option, NHL License, Computer Enhanced Puck, 3 on 3 or 5 on 5 Game Mode Options
- Created by: Atari Games Corp. for Williams Entertainment
- Available: Nov. 15th for Nintendo 64

**W**oe be Quebec, vestige of French-Canada, left hockeyless. The WHA turned NHL franchise played to a packed house 40 plus games a season, and at the pinnacle of power building the god-like Nordiques, Sakic and all, fly south to the American Rockies. But it's a good time to be in Colorado. A successful baseball franchise, a US Open championship (compliments of native son Steve Jones), and of course the coveted Stanley Cup!

Canada has lost the Nordiques and the Jets, and with the Oilers threatening to move, is losing the pride and power of the nation. Despite, Canada's woes they can still lay claim to producing the greatest players - even the greatest of them all... Wayne Gretzky!

Williams announces the anticipated release of their all new Wayne Gretzky 3D Hockey for the Nintendo 64. Along with the release comes further "Americanization" of the traditional Canadian bloodsport. Enter high scoring, rip-roaring, comet trail action. From the hockey novitiate to the old game skeptic, Gretzky Hockey offers a choice to appease each extreme of the hockey spectrum.

Williams has worked hard in creating a spanking new hockey environment. Along with the classic overhead view will come an anticipated 10 different "change on the fly" perspectives. A full NHL license, stats tracking, and team editing retain the classic league play functions. Of course, you'll also have the choice of digital thumbpad or analog joystick.

In a break from the traditional game, Gretzky will offer a three-on-three game where the competitor must choose one player to control throughout. The skating is smooth and the polygon graphics offer great hockey realism. Although the game is still highly developmental, owners of the N64 will no doubt make Gretzky Hockey one of their initial sports purchases.



1st 0:33  
FLORIDA 1  
WINNIPEG 2

### BEST RECORDS

	H	L	T	PTS.
1	SNY	5	1	11
2	ILF	5	1	10
3	SJB	4	1	10
4	RUD	4	1	9
5	HRL	3	1	8
6	BBJ	2	2	6
7	JIM	1	0	4
8	PHS	1	1	3
9	DAN	1	0	2
10	JFP	0	0	1

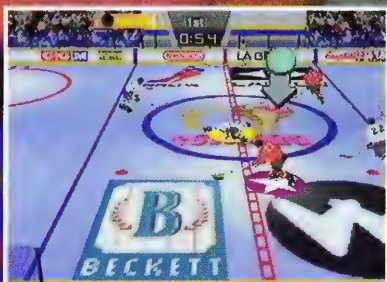


1st 1:35  
LONG ISLAND 0  
BUFFALO 2

*Buffalo rules!*



*Computer enhanced puck tracking.*



*A fast break down the wing.*

**S**TRAP ON YOUR BARAKA BOXER SHORTS AND PREPARE TO ENTER THE ULTIMATE MORTAL KOMBAT GAMING EXPERIENCE. MK CREATORS JOHN TOBIAS AND ED BOON HAVE COMBINED THE THREE MORTAL KOMBAT DNA STRANDS INTO ONE LIVING ENTITY ENTITLED MORTAL KOMBAT TRILOGY. ALL THE CHARACTERS WHO'VE THROWN A PUNCH IN AN MK TITLE ARE FEATURED AND PLAYABLE WITH ALL THE GORE FILLED 'ALITIES ON THE SIDE. THIS IS THE MK MOTHERLOAD.

MK FANATICS AND FIGHTING GAME ENTHUSIASTS SHOULD BE HAPPY TO HEAR THAT TWENTY-SIX PLUS CHARACTERS ARE PLAYABLE WITH THEIR OWN SPECIAL MOVES AND TECHNIQUES. SPECIAL HIDDEN CHARACTERS LIKE NOOB SAIJOT AND RAIN ARE NOW PART OF THE ORIGINAL CAST, AND SINCE MORTAL KOMBAT TRILOGY (MKT) IS A CONSOLE EXCLUSIVE, GAMERS WON'T BE ABLE TO GET A JUMP ON FINDING THE NEW SPECIAL MOVES AND FATALITIES IN THE ARCADES BEFORE IT HITS HOME. RUMORS HAVE SPREAD THAT JOHNNY CAGE,

The god of thunder is now the god of blood.

Here's an "exclusive" shot of one of Noob's fatalities.

# MORTAL KOMBAT TRILOGY

## WARRIORS ON THE RUN

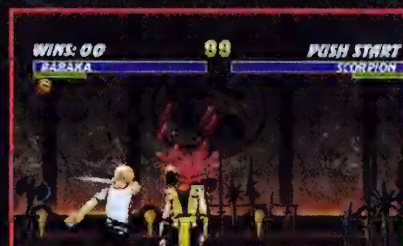
- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** All MK Characters From MK1, 2 and 3 are Playable, Hidden Characters, New Kombat Codes, New Aggression Meter, Tournament Mode, New Moves and Fatalities
- **Created by:** Midway for Williams
- **Available:** October for Nintendo 64 (September for Sony PlayStation)

MOTARO, SHAO KHAN, AND GORO MAY BE HIDDEN AS SECRET PLAYABLE CHARACTERS. WHOA MAMA!

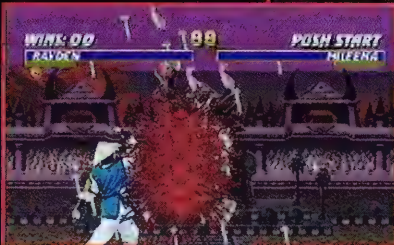
PLAY MODES RANGE FROM AN EIGHT PLAYER TOURNAMENT, 2-ON-2, 3-ON-3, AND 6-ON-6. THE ONE PLAYER MODE FEATURES FOUR INTENSE DIFFICULTY LADDERS, WHICH SHOULD BE A GREAT CHALLENGE FOR EVEN THE MOST TALENTED MK PLAYERS. NEW FEATURES INCLUDE AN AGGRESSION METER WHICH FAVORS AND ASSISTS THE PLAYER WHO ACTIVATES IT. THIS ALSO INCREASES THE CHARACTER'S SPEED AND ADDS A DYNAMIC SHADOW TO THE CHARACTER AS WELL. IF YOU THOUGHT THE GAME WAS TOUGH TO BEGIN WITH, JUST WAIT UNTIL YOUR OPPOSITION BECOMES AN AGGRESSIVE SALYA SPEWING MAD DOG.

MORTAL KOMBAT TRILOGY IS BY FAR THE MOST DYNAMIC LOOKING MK TITLE TO DATE. COME NOVEMBER (SEPTEMBER FOR PLAYSTATION) NINTENDO 64 PLAYERS WILL BE ABLE TO UNLOCK THE SECRETS OF MORTAL KOMBAT TRILOGY.

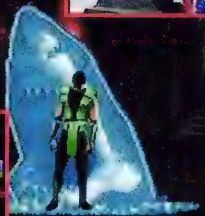
Thy flesh consumed.



Off with his head.



Jaws IV: The Demise of Reptile.



I hate it when it rains.

Remember this background?

Baraka's lost move may just make its way into MKT.

- Size: 8 Megabytes (64 Megabits)
- Style: 1-Player First-Person Action
- Special Features: Motion-Capture Animation, Large Levels, Intricate Detail, 13 Weapons, Large Enemies, Based on the Valiant Comic
- Levels: 9
- Created by: Iguana for Acclaim
- Available: September 30, 1996 for Nintendo 64

# TUROK

## Dinosaur Hunter Hunt or be Hunted!

**O**n September 30th, the Nintendo 64 will be unleashed upon gamers across America. With it, Acclaim will simultaneously release *Turok: Dinosaur Hunter*, based on the comic book by the same name. For those who are unfamiliar with the *Turok* comic book, we'll fill you in with a little bit of story line to get you up to date.

*Turok* is an ancient warrior who was born in the 1800's but then was mysteriously transported to a realm known as the Lost Land. The Lost Land is a crossroads of time for which all things are held responsible - the future...the past...here it is all a reality. In this timeless land, *Turok* learned many things, but was still unable to find his way back home. One day he finally managed to escape the power of the Lost Land and return to our present, but *Turok* was still far from home. He had no tribe to call his own, so *Turok* now stands as the Son of Stone, a hero for all that is good in the world.

Now to the game's storyline. During *Turok's* time back on the Earth, an evil cyborg named Campaigner took over the Lost Land and now he is planning on creating a Chronosceptor to help him take over the universe by controlling time. Of course, *Turok* can't let this happen, so you must lead the warrior *Turok* on an adventure to stop the evil Campaigner from collecting the parts he needs to complete the Chronosceptor and take over the universe.

Since the game itself is still not quite finished we took the opportunity to talk with the game's producer, David Dienstbier (pronounced Dens-beer) of Iguana Software, about what was planned for *Turok*; however, it is important to note that any specifics that we talk about in this article could change as the game gets closer to completion.

Based on a first-person perspective engine, *Turok: Dinosaur Hunter* will immerse the player into an extensive 3D environment. Since the Lost Land is mixture of both the future and the past, *Turok* will encounter both dinosaurs from the past and robots from the future, or even a mix of both during his quest to stop the Campaigner.

The player, taking on the role of *Turok*, will begin his quest exploring a lush jungle. Inside this world, the player will be able to fire weapons, jump over objects, swim underwater, and even climb certain cliff faces. The game design in *Turok* is much like *Doom*, and is based on solving a number of key-based puzzles as well as discovering routes past various obstacles that you'll encounter along the way. Sometimes you will need to discover the route that will get you across a



ravine and other times you'll need to discover the switch that will allow access into a different area, but by no means does this mean that Turok isn't offering anything new over the classic "Doom-styled" game.

To put it lightly, Turok's environments are very large. For example, each grid that the programmers used to create Turok's world was divided into what we will call "Virtual Feet" (which, of course, are made of "Virtual Inches"). Using these "Virtual Feet" as a unit of measurement, some of Turok's worlds are as large as a "Virtual Mile". Now imagine this "Virtual Mile" as a lush jungle filled with plant life, mountains, cliffs, and towering trees. Of course, this is not to say that you can just wander through this entire world. Gameplay still dictates that you stay along certain paths, but that is not to say that Turok won't encounter large open spaces where he can move freely.

As you'll soon discover, Turok works his way through the first level and encounters a stone gateway that will serve as his home base to travel to areas of the Lost Land. Here is where the key collecting portion of the game takes a twist. Every level that the player ventures into holds numerous keys that you must uncover. Certain combinations of keys open up the portals that lead to the different lands (and more keys), including a treetop village, underground catacombs, caves, and tribal villages. Since it takes different combinations of keys to get to different lands it will pay for you to go back and explore. You never know what you might find.

A warrior may be foolish to travel these lands unarmed, but Turok is no fool. During Turok's quest to stop the vile Campaigner, he will encounter many new and wondrous weapons. Turok is always armed with his trusty knife and bow, but this is not the limit of his weaponry. Turok can also be equipped with (if you can find them) a shotgun (standard or automatic), a semi-automatic pistol, an assault rifle, a mini chain gun, an alien laser weapon, a quad missile launcher, a mystic tomahawk, an alien force wave rifle, and a final, yet unnamed, weapon that not only destroys enemies — it destroys landscape. That comes to a total of thirteen different weapons with which Turok can dispose of his adversaries. Some of these are really messy: the alien force wave rifle chatters anything in its path, and the mystic tomahawk launches a 3D projectile that homes in on multiple enemies — each facing certain death.

That's not all that Iguana did to make this game interesting. They felt that it was important that Turok didn't get away from his warrior roots. They wanted to make sure that if Turok had to tackle a human with just his knife, he would be able to do so with ease. Don't be fooled; not every enemy that Turok encounters will be easy to take down with

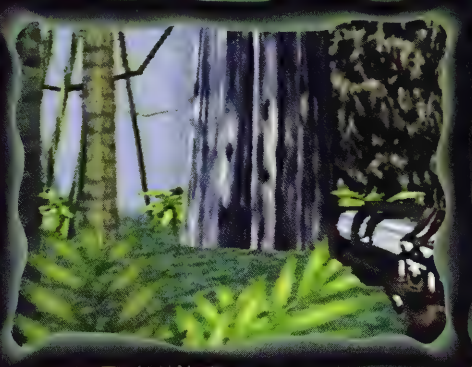
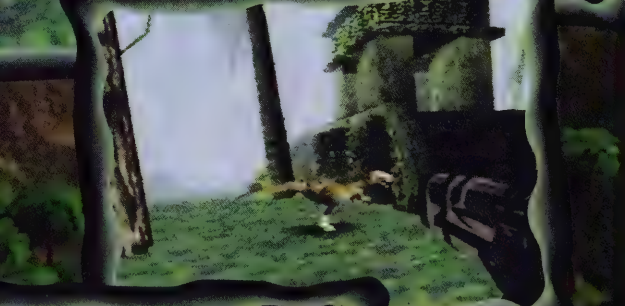
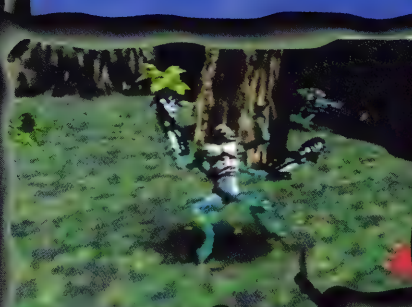




just a simple knife.

As the title blatantly states, Turok is a dinosaur hunter, and the jungles of the Lost Land are full of them. From vicious raptors to mounted triceratops and pterodactyls armed with heavy artillery, Turok will have his hands full. If that's not enough, there's also foot soldiers, hunters, leapers, and various other meemies to defeat. Then when you're done dealing with them you'll have to face the boss characters that protect the various pieces of the Chronosceptor. The details are somewhat sketchy on exactly when you'll face these monstrosities, but there's no doubt you'll come face to face. One boss is known to be Turok's long-time adversary, he is Long Hunter - a man who has more than a bone to pick with Turok. The one question that we had to ask Iguana was whether or not there would be a gigantic Dinosaur boss that would scare the pants off of us. David's reply was simple, "Yeah! I don't think you're prepared for what we have in store."

And he may be right, Turok is still under construction so it's hard to say just yet, but from the looks of things to come, Turok is coming together quite nicely. The characters are large, the weapons are fierce, and the graphics are truly amazing. The only riddle that Iguana and Acclaim still have to answer is the gameplay, which may have stumped Acclaim in the past; however, it looks like this time they may be coming in just a little bit wiser.





You fast enough... punk?



Beware of falling Kung Fu experts.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Third Person Over-the-Shoulder Perspective, Extremely Detailed Polygon Characters, Over 50 Different Weapons, and Level Designs Ranging From the Past to Present
- **Created by:** Adeline Software for Activision
- **Available:** August for Sony PlayStation

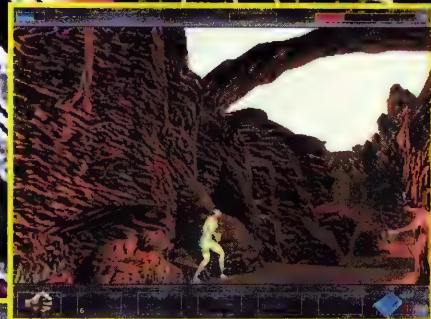
# TIME COMMANDO™

## CONQUEST OF THE VIRAL CONQUISTADOR

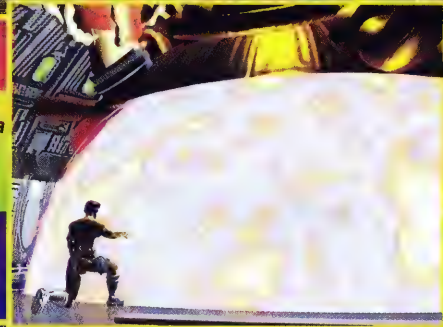
**T**ime Commando will be the newest addition to the increasingly popular realm of 3D action adventure games. The beauty of Time Commando is that it's being worked on by the people who brought us Alone in the Dark, the first game to kick off the craze. With fifty different kinds of weapons ranging from clubs to laser rifles (and stranger things) and more than eighty opponents to conquer, this will probably be a much more action oriented game than its predecessors. Puzzles, however, are still a major part of the game. The prospects look good.

The character you play is a virus exterminator in an age where virtual reality is the norm for computer interface. While attempting to clean house at a top secret military training computer you are stopped short when a virus infiltrates the system and attempts to keep you busy by throwing you into virtual worlds that represent historical eras of the past, present, and future. Translated into gameplay, this means 9 different eras with two levels each. The times covered include a Prehistoric Age, Ancient Rome, Medieval Europe, Feudal Japan, Age of the Conquistadors, Classic Western America, 20th Century Battle Fields, The Future, and finally the world of the computer in which you face down against the virus on its own turf. We're not sure what kind of weapons would be involved in this world but imagine a kind of neuromancer setting in which black ice programs are thrown through virtuality-like spells. This is, of course sheer speculation.

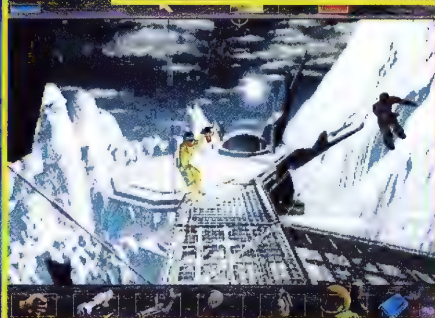
By incorporating a sophisticated fighting system into an adventure game, the creators have taken on a very ambitious project, but with Adeline's track record, they just might pull it off. If Time Commando hits the mark, it could very well end up appealing to 3D adventure fans, Doomers, and fighting game enthusiasts alike. For those of us who love all three, that's a very exciting prospect.



Is there a stomp command in this game?



My. That's a large... thing.



The Future. Violent but beautiful.



Travel to exciting new eras, meet new people and... well, you know the rest.



Uh... Wait for my older brother, Gruff.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Air Combat Simulator (2-Player w/Link)
- **Special Features:** Three Levels of Difficulty, Training, Mission, and Link Vs. Mode, Four Types of Missiles, Custom Armament Configuration, Six Planes to Choose From
- **Levels:** 12 Missions
- **Created by:** Asmik for Sony
- **Available:** Now for Sony PlayStation

# BOGEY DEAD 6

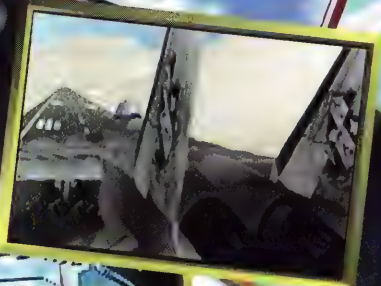
▶ **THE BOTTOM LINE 8.25** *Did You EARN Those Wings?*

The jet fighters of today are miracles of modern technology. They move through the air with a grace, power, and speed that would once have seemed impossible. Unfortunately, the only applicable use for the super jets of today is massive destruction. By delivering their payloads, jets wreak havoc on the population and their structures more efficiently and precisely than nature ever intended. On the other hand, flying really fast and shooting missiles at targets in a video game can be a blast. This is the case in the new PlayStation game entitled *Bogey: Dead 6*. This air combat simulator is mission based. You'll work your way through 12 missions which become progressively harder. These missions may consist of shooting down some enemy aircraft, protecting your own ground or air targets, blowing up ships, oil fields, or attacking tanks. Before each mission you'll be briefed on what kind of resistance you can expect.

After the briefing, you need to pick one of six planes to use. Some of these planes may not be available right away, but you'll gain access to the more powerful planes as you get further into the game. After this, you'll need to arm your plane. You'll have your choice of two kinds of air-to-air missiles, or if you think of yourself as a hot shot dog fighter pilot you can always use the unguided cannon. Once in the air, you'll view the action through your heads up display (the HUD). This display will show you (among other things) the distance to your target and whether or not you are locked on. Once lock is achieved and you have a clear shot it's time to fire away. But be careful, the opposing aircraft will do anything from dropping flares to evasive maneuvers, they'll even try to draw you away if they get the chance. So it is essential that you follow your mission objectives. Make sure you have a fly in close to your targets and make sure you open fire from your mission objectives. So it is essential that you fly in close to your targets and make sure you open fire from your mission objectives. So it is essential that you fly in close to your targets and make sure you open fire from your mission objectives.

Remember: watch your tail and strike hard because in *Bogey: Dead 6* it's either kill or be killed. Now get on your flight suit, flyboy, and get ready to save the world in Sony's new combat simulator, *Bogey: Dead 6*. The mission briefing is in ten minutes and if you're one second late you'll be cleaning the lavatories with your toothbrush, a/c.

Your radar is the only clear visual you'll have on night missions.



The captain has turned on the faster seat belt sign due to unexpected turbulence.



That blast came from the Death Star.



Lock achieved. Fire! Fire!



Equip your fighter with air-to-ground missiles for assaults on bases and factories.



Nice landing!

## REINER, THE RAGING GAMER

**Concept:** 8.5 "Seclusion from the world is the only way to play a combat sim, so find a copy of *Bogey: Dead 6* and an abandoned hideaway to play it in. The realism in this title is amazing, my heart actually races when I partake in the deadly dog fights. In graphics and gameplay, this title cannot be topped; no other PS-X combat sim features take-offs, landings, or 2-player link play. In my opinion *Bogey: Dead 6* is the premier fighter for the Sony PlayStation. A must have for all the flyboys and fly-girls out there."

**Graphics:** 8.76

**Sound:** 8.25

**Playability:** 8.5

**Entertainment:** 8

**8.5**

## ANDY, THE GAME HOMBRE

**Concept:** 8 "I hope you waited on buying *Top Gun*, because *Bogey: Dead 6* is far superior. Not only are the graphics and sound ten times better, but the gameplay is far more realistic. Although it lacks the shoot-everything-out-of-the-sky arcade feel that *Top Gun* offers, it more than makes up for it with its challenging missions that take skill and strategy to fly. Overall, this game may be a little short lived, but it still is the best flight game on the PlayStation."

**Graphics:** 9

**Sound:** 9

**Playability:** 8

**Entertainment:** 8.5

**8.5**

## PAUL, THE GAME PROFESSOR

**Concept:** 8.5 "The air simulation/combat genre is becoming very crowded on the PS-X and this game clutters the field. It is more of a flight simulator than many others out there, and that may cause a lot of action seekers to turn away. The normal controls are extremely touchy when using the standard pad. I also didn't like the fact that you can't really shoot down enemies from anywhere except from behind. The graphics, including the cockpit, are adequate, but nothing spectacular. I did like the take-off and landing sequences along with the selection of planes. I would suggest taking advantage of a joystick to get the full enjoyment out of this game. A good game, but tough to get into initially."

**Graphics:** 8.25

**Sound:** 7

**Playability:** 7.76

**Entertainment:** 8

**8**



# OLYMPIC SUMMER GAMES

You Don't Even Have to Train!

1 CD-ROM  
1 to 4-Player Multi-Event Sports Game  
Special Features: Multiple Events, Savegame, Difficulty Setting, Varying Play Modes  
Developed by U.S. Gold Sports for Eidos  
Available Now for Sony PlayStation

## ▶ THE BOTTOM LINE **8**

**ANDY, THE GAME HOMBRE**

**Concept:** 7.75 "From the start the graphics in this game are fairly standard, but what puts this game way above the Olympic competition is its addictive gameplay. There are tons of events and they're all fairly realistic. Most of the events require that you go off on all the buttons, but some events, like fencing, require a little more finesse. In the end, I would definitely recommend this game to any fan of Track and Field. If nothing else, at least rent it."

**Graphics:** 7.5

**Sound:** 7.5

**Playability:** 8.5

**Entertainment:** 8.75

**OVERALL:** **8**

**PAUL, THE GAME PROFESSOR**

**Concept:** 7.5 "This type of game has been around since the early days of the Apple II. However, Eidos really did a good job of incorporating a wide variety of events into this game. Weight lifting and fencing are the favorites of mine. The graphics don't have the flash of Track and Field, but the play mechanics more than make up for that fact. It is a good workout for both button speed and reaction time. Even though it would have been nice to see events like diving, gymnastics, or hurdles, I found this game to be quite entertaining."

**Graphics:** 7.25

**Sound:** 7.5

**Playability:** 8.75

**Entertainment:** 8

**OVERALL:** **8**

**REINER, THE RAGING GAMER**

**Concept:** 8.75 "Olympic Summer Games (OSG) may not have the graphic appeal to hook gamers from a distance, but it is the best 32-bit summer games title to date. There's quite a contrast in events which range from the 400 Meter to the Rapid Fire Pistol. Olympic Summer Games is yet another controller destroyer title. Must...press...buttons...faster! This is how Konami's International Track & Field should have been designed, with qualifying, final rounds, and tons of events. OSG is a well made title in every aspect."

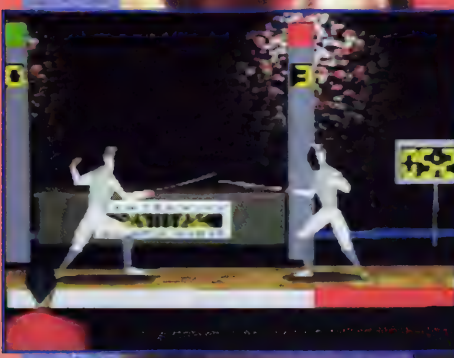
**Graphics:** 7.75

**Sound:** 7

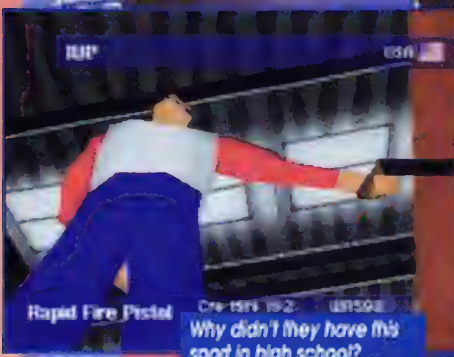
**Playability:** 8.75

**Entertainment:** 8.25

**OVERALL:** **8**



There's a sport I'm glad they didn't have in high school.



Rapid Fire Pistol Why didn't they have this sport in high school?



TOP - That's me... losing.



U Ge... the leftie manman.



The Hammer.

Fans of multi-event style Olympic games have a new game to ply their trade on. The game covers fifteen events, nine of which are all track and field. The other events are rapid fire pistol, archery, skeet shooting, fencing, swimming, and weightlifting. The nice thing about this game is that there is probably some event for every player to enjoy. For instance, fight gamers might enjoy a brief stint on the fencing event or gun game fans might dig the rapid fire pistol.

Olympic Summer Games has some neat perks. It has a nice intro sequence and the polygon graphics possess great movement quality, although they are slightly lacking in detail. The announcer sounds like a pro and has about five or six phrases per event. The methods of control for the running and swimming events are done much as they've always been, but this time with improved graphics and cool scenes depicting the consternation of anxious athletes. At the beginning of a race athletes can be seen fidgeting around and the judges coming out to measure distance on the hammer toss adds to the feeling of realism.

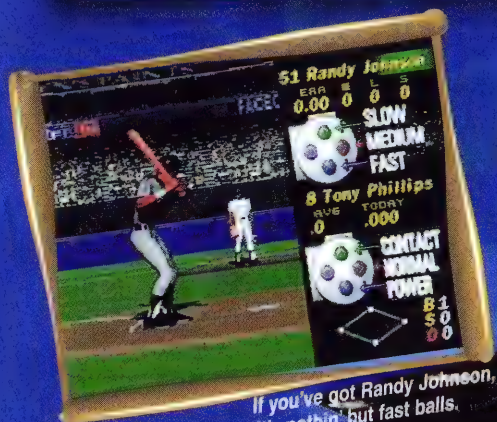
For people who are crazy about the Olympics and who relish the old days in which it was considered a mark of one's skill as a vidiot to be able to tap two buttons rapidly, this game could be a lot of fun.



# MLB PENNANT RACE

## Sony's Goin' After the Triple Play

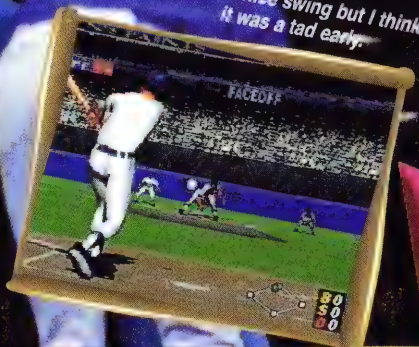
PlayStation Preview



If you've got Randy Johnson, it's nothin' but fast balls.

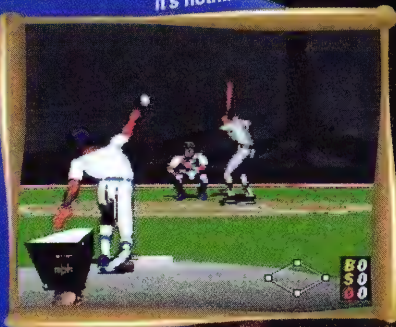


He's out by a mile.



A nice swing but I think it was a tad early.

One of the four views that will be included in the game is from behind the pitcher.

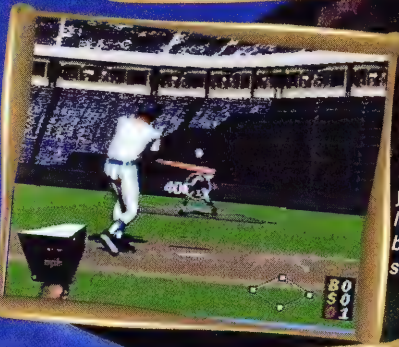


**W**ith hot-selling NBA, NHL, and NFL games already under their belt, Sony Computer Entertainment America (SCEA) is readying the Major League Baseball simulation that will complete their sports line-up. MLB Pennant Race was scheduled to hit the shelves at the end of May, but because of last minute changes and the development team's quest for perfection, the game had to be pushed back. Sony even called upon members of the gaming press and actual Major League players to help in the fine tuning of MLB Pennant Race. Sony played host at their San Diego Studios as players from the St. Louis Cardinals as well as members of a number of gaming publications, including Game Informer, gave their insight to Pennant Race's development team.



If you want stats, this game will have 'em.

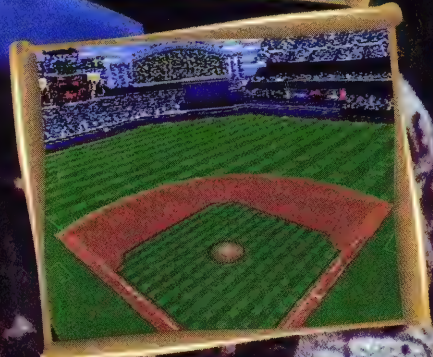
In Veteran or All-Star Mode you'll have to pick your bat location before you swing.



MLB Pennant Race includes most of the features that you would find in any good baseball game including all the Major League players, teams and stadiums. Of course, all of the players have distinct attributes that are based on 1995 statistics compiled by STATS, Inc. A full 162 game season can be played in it's entirety or you can simulate one or all of the games. Through the use of a handy memory card, Pennant Race will track every players' statistics and compile league leaders in a number of different categories. The roster management option will allow you to trade players to build the super team or create your own players to form a dream team.

If you're a fan of video baseball, all of these features seem like old hat and you're asking yourself, "What does Pennant Race have that other baseball games don't?" First, this game has a phenomenal look. The stadiums are beautifully recreated even down to Jumbotrons that display the action in real-time. Next, the interface is simple and modifying rosters is fairly straight forward. The play control and options, although lacking final tweaking, offer a twist on the popular Genesis World Series format.

It's still too early to tell if this MLB Pennant Race will be the game of choice in the already crowded PS-X field.



Look! It's Comiskey Park.



Notice the Jumbotron in the upper right corner.

- **Size:** 1 CD-ROM.
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Player Creator, MLB & MLBPA Licenses, Replicas of All Major League Stadiums, Season Stats Tracking, Home Run Derby, and Playoffs
- **Created by:** Sony Computer Entertainment
- **Available:** Now for Sony PlayStation

# DESTRUCTION derby 2

It's a Carnival of Thrills!

- Size: 1 CD-ROM
- Style: 1-Player Smash 'em Up Racing (2-Player w/Link)
- Special Features: Longer Tracks, Redesigned Bowl, Improved 3D Engine, Flipping, Rolling, and Cartwheeling Crashes, Hills
- Created by: Psygnosis
- Available: Fall '96 for Sony PlayStation



...CAN'T...



...SEEM...



...TO...

**H**ave you ever been cut off by some schmuck who likes to drive forty-five in the left lane? Your first instinct may be to slam your foot down on your accelerator and see if you can push your front bumper all the way through his dashboard. Or perhaps you'd rather swipe the back end of his automobile so that you send his Suzuki Samurai into a 360° spin which eventually causes him to flip over the embankment and cartwheel three times into a burning mass of steel. Unfortunately, law and respect for innocent bystanders' lives stop you from expressing these urges on the highway, but that doesn't mean you can't vent some frustration on your Sony PlayStation in the form of Destruction Derby 2.

The sequel to last year's smash hit has supposedly been repainted and rebuilt to crumple all competition in this year's circuit. So



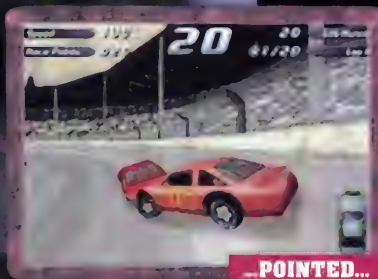
...GET...



...MY...



...CAR...



...POINTED...



...STRAIGHT...

what's new? First of all, the tracks have been made longer and more intense with the addition of hills and banked turns - which probably means you'll be catching some air off the steep inclines. They've even added banked sections to the Bowl arena.

Also, new graphics will include cars that flip, roll, and cartwheel before they involuntarily "withdraw from the race." Impacts with other cars will also bring the satisfying sight of flame jets, sparks, and vehicle parts which fly off to who knows where. A pit area will be available where you can repair your car, and a new Stunt Mode will allow you to set up a stunt show and drive as dangerously as Evil Kenevil, Lance Murdoch, or Bo Duke.

While we only have the screenshots and not the actual game, there's only so much we can tell you right now. All you can do is look at the screenshots and contemplate the link mode features which include Tag Racing, Duel, and Team Pair Mode. Ooooh... ■



...AHEAD!

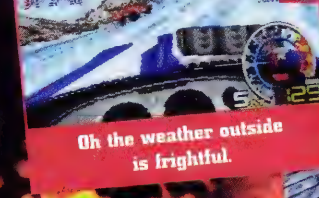
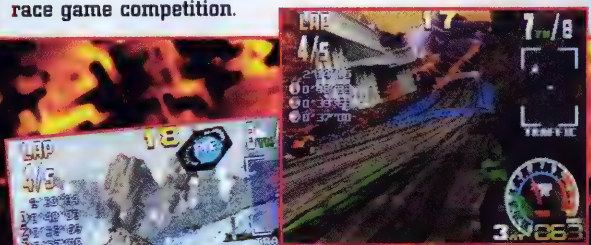
# Burning Road

## Adventures in Dramamine

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing Game (4-Player for PC)
- **Special Features:** Multiple Camera Angles, Link Mode, Convincing Motion Simulation, Variety of Car Selections
- **Created by:** Toka and Funsoft for Playmates Interactive Entertainment
- **Available:** December 3rd for PlayStation, Spring '97 for PC

**T**his game is enough to make you sick...literally. After playing this game for twenty minutes, don't be surprised if you have to go outside for a breath of fresh air. The first-person perspective in this one is possibly the best we've seen (discounting the rapid polygon popping). The course is laden with numerous jumps and drop-offs that combine with high speed play to really twist your stomach.

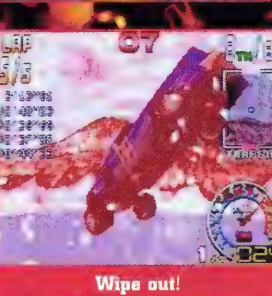
Three different tracks and a wide selection of cars add to the variety of game play. The fact that you can inflict damage upon your opponents (and they unto you) helps make Burning Road a game in the true racing tradition. Damage will affect handling, speed, and appearance. Your vehicle selection will also determine attributes. For a real challenge choose the manual transmission, but keep an eye on the speedometer because it's easy to overgear. Another nice feature is the replay option; after finishing each race choose to view the race again from a helicopter angle to see where you went wrong. With the link mode 2 players can compete simultaneously (4 players on a PC). Burning Road appears to be near the front of the pack in this holiday's race game competition.



Oh the weather outside is frightful.



Choose your ride.



Wipe out!

# ROBOTRON X

- **Size:** 1 CD-ROM
- **Style:** 1-Player Classic Arcade Update
- **Special Features:** Changing Camera Views, Techno Soundtrack, a Wide Variety of Opponents, 2-Player Competitive or Cooperative Via Link Cable
- **Created by:** Player 1 for Williams Entertainment
- **Available:** October for Sony PlayStation

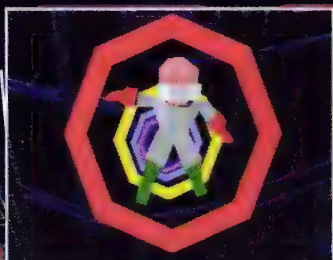
**O**ften when a classic game like Robotron is taken and converted to a contemporary format it loses that old-school arcade feel. Original Robotron fans need not worry, because "X" keeps you on the edge of your seat and looking for a way out of the mayhem (which, of course, you never find) just as much as the original. The version we have to work with here at GI is only 25% done, but it's fun to play and could easily be put out on the market as it is right now.

New possibilities include power-ups (which your enemies can pick up as well), varying backgrounds, and a cooperative multi-player mode. For those who want a feel of what it was like to be a gamer in the '80s without losing the bells and whistles they've been accustomed to, or veterans of the original who want more without losing any of the original style of the game, Robotron X is definitely worth keeping an eye on.

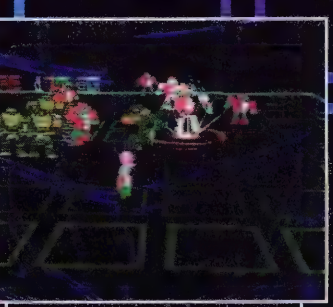
## PURE ACTION!



PURPLE BRAIN PEOPLE... I HATE THESE GUYS.



WELCOME TO ROBOTRON X. HAVE A NICE DAY.



THE GUY YOU START OUT WITH IS THE SAME DEAL AS THE OLD ONE



**L**ast month, Game Informer gave you a sneak peak at the first sixteen levels of Sony's upcoming release Crash Bandicoot. Since it was only a preview, about the only thing you could get out of it was that the graphics were exceptional and it will be a classic platformer. But there's more to Crash than meets the eye.

This crazy marsupial, with the help of Naughty Dog, Universal Interactive Studios, and Sony Computer Entertainment, is getting ready to do the do to your Sony PlayStation. To find out what this little guy was really up to, we decided to go straight to the dog's mouth...a Naughty Dog to be exact.

As GI ventured into the land of the Naughty Dog, the first thing we saw from the crew was that they were extremely serious (well, most of the time) about Crash. While Naughty Dog may be best known for Way of the Warrior on the 3DO, it's easy to tell this group has come a long way since the early days when they developed their games in an apartment.

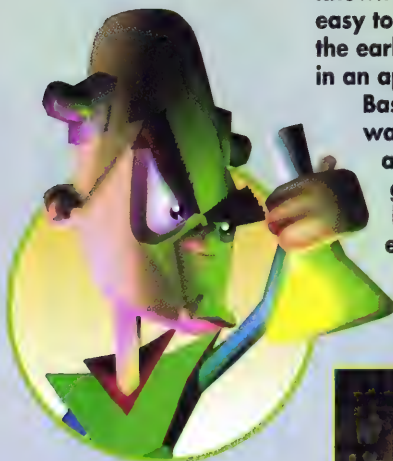
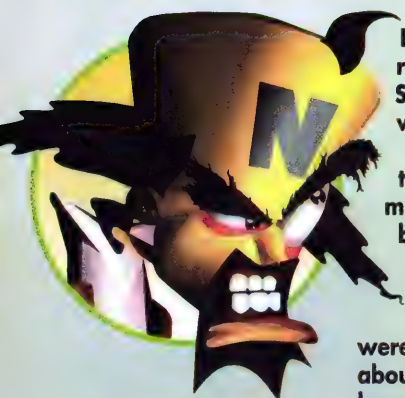
Basically, what Naughty dog set out to do was create the world's first full 3D game, but as they looked more and more into the gameplay aspects they found that they liked limiting this 3D world to a tunnel effect so they could control what you see and do. Like a movie director controls the angle of the scene to make the scene more powerful, Naughty Dog

wants to control your game so it will have more visual and gaming punch. However, make no mistakes about it, Crash Bandicoot is very 3D. All the levels of every world and every character in Crash is made of 3D polygons, but because you are limited by your environment the gameplay is more along the "classic" style of platformer.

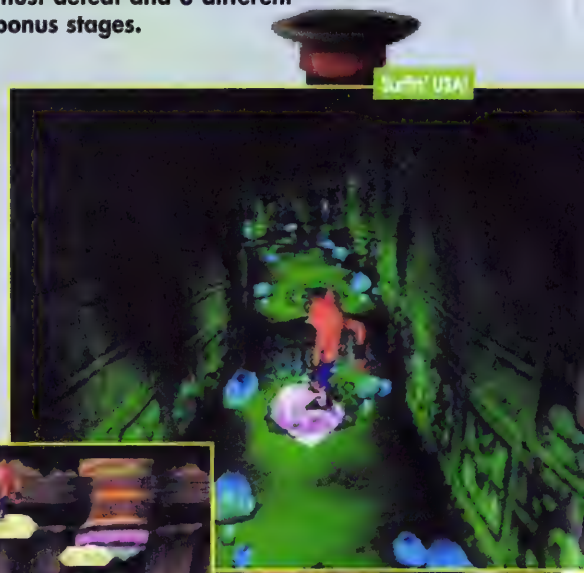
The basics of the game are simple: Crash must make his way to the last island by passing each stage until he defeats the end boss (and you get an ending). The gameplay aspects of Crash, however, are much more than they appear. Every level has various crates that you can destroy, and if you find them all, you will get a crystal. Find all 26 crystals and when you defeat the game you get to see a second ending. Some crystals you find will be colored, and these colored crystals are the key to enabling larger crystals on various levels. Find these larger crystals and they'll take you to another area of that stage that will let you get more crates so you can complete all the levels. Sound like it's getting bigger? Well, it's not done yet. Crash also has 6 bosses that you must defeat and 3 different bonus stages.

## Looks Like A Mascot

# CRASH BANDICOOT



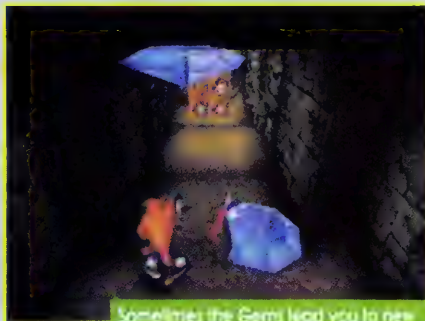
Funny, I don't remember these gems being twice the int'l time!



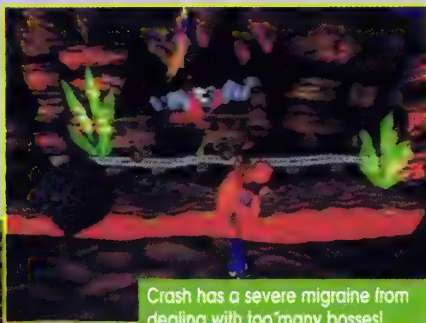
Inside the various levels the player will face numerous hardships. The first test will be to master the camera angles that you will have to control Crash from, whether it be from the side, the back, or the front. This means that you must test your "classic" jumping and dodging skills, but this time in different 3D environments. And since Naughty Dog didn't have to worry about creating a large environment for you to get lost in, they could concentrate on making the gameplay world as cartoon-like as possible. For instance, the artists at Naughty Dog made a serious effort to make sure that the lighting and the color pallet would control where your eyes looked on the screen. For example, if Crash or any other character walks under a tree they are immediately immersed into a shadow, giving the game an environment that looks 3D and interacts with its surroundings accordingly.

While the GI jury is still out on how the product will eventually pan out, its path is clear; Crash Bandicoot is destined for stardom on the PlayStation. Sony and Universal will make sure of that, simply because even at an early stage, this game stands out in a crowd. The real question will be if it stands out in a crowd of Marios and Sonics, and we guess you'll have to wait 'til next month to find that out!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Memory or Password Save, Hidden Bonus Rooms, Hidden Diamonds, Alternating Level Designs
- **Levels:** 26 Stages, 6 Bosses, and 3 Bonus Levels
- **Created by:** Naughty Dog/Universal Interactive Studios for Sony Computer Entertainment
- **Available:** September 9, 1996 for Sony PlayStation



Sometimes the Gems lead you to new areas, and other times it's just booty!

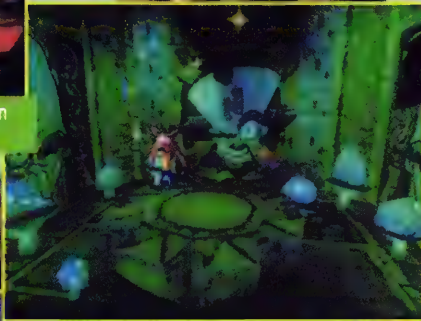
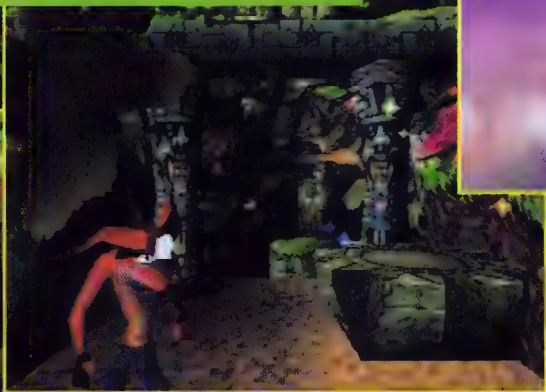


Crash has a severe migraine from dealing with too many bosses!



Alright smart guy, let's see you make the jump!

Crash likes to stand really close to the TV.



Ahhh 3D man!

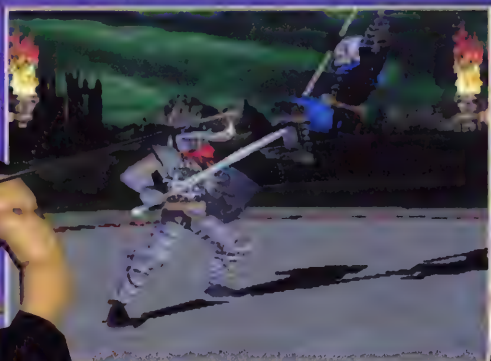


# Iron & Blood

WARRIORS OF  
RAVENLOFT

## Enter the Lords of Darkness

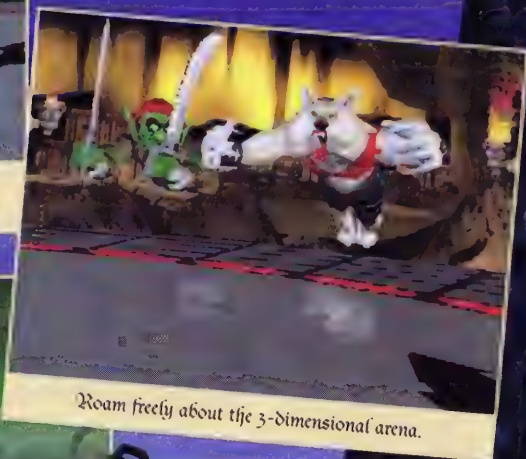
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** 16 Warriors, 18 Arenas, Campaign Mode, Artifacts, Magic and Arcane Usage, Non-Linear "Smart-Cam", Modify Character Attributes
- **Created by:** Take 2 Interactive Software for Acclaim Entertainment
- **Available:** September for Sony PlayStation (and Sega Saturn)



Who will win? The sword or the crazy guy with the big boots?



There's no falling out of the ring. You're trapped in a gigantic bubble.



Roam freely about the 3-dimensional arena.



Yep, that's blood all right.



With the non-linear "smart cam" installed, the view throughout the match will constantly change.



Your final goal in the verses mode is to take out the Lord of Chaos.



Torgo the one armed dwarf takes a vicious swing at the elf Princess.



Translating the elements and ideals found within a pen and paper RPG to a polygon based fighting game format is a difficult task indeed. Fortunately, Take 2 Interactive Software is knee deep in devotion to the tremendous cause of making their first PlayStation title – *Advanced Dungeons & Dragons Iron & Blood* – a cutting edge premier fighter that goes far beyond the modern day fighting game standards.

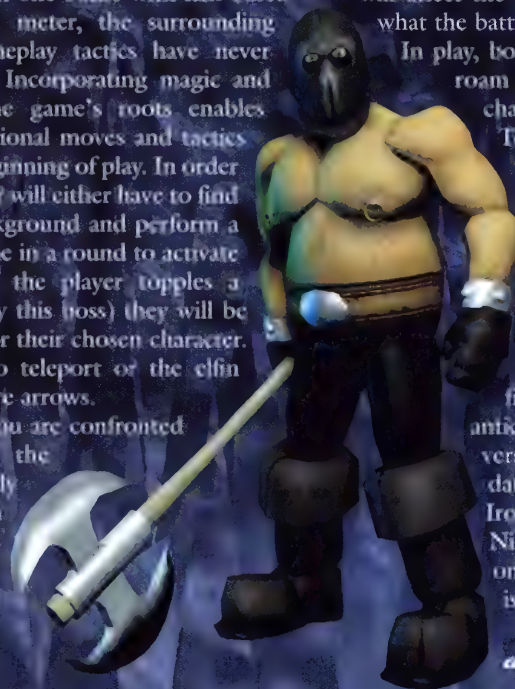
While the gameplay is similar to every other fighter due to the fact that it's always a one-on-one battle with falls based on the depletion of a health meter, the surrounding fundamentals and certain gameplay tactics have never before been seen in a fighter. Incorporating magic and artifact enhancements into the game's roots enables players to use or perform additional moves and tactics that were not available at the beginning of play. In order to unlock these secrets the player will either have to find a hidden artifact in a stage background and perform a button sequence at a certain time in a round to activate and capture its power, or, if the player topples a computer objective (a la destroy this boss) they will be awarded with a unique ability for their chosen character. Thus, the dwarf learns how to teleport or the elfin archer harnesses the power of fire arrows.

When entering the game you are confronted with three options: training, the default versus duel and the highly complex campaign mode. *Iron & Blood's* campaigning consists of three elements: choosing teams, acquiring objectives, and

combat. As the medieval player you have sixteen dynamic Ravenloft based characters to choose from ranging from a sword wielding warrior to an elfin shaman. A team consists of 2-to-6 combatants (this number can be configured to your liking), and perfect balance is the key to victory. Hence, having a warrior and a wizard presents a nice unity and strategy against the opposition. At this point, right before the match, the computer will generate a background and an objective. The background will affect the way certain warriors fight, and the objective is what the battle is all about.

In play, both polygon generated characters have access to roam freely within the 3-dimensional ring. The character moves appear to be conceived of a Tekken/Toshinden origin, only with mighty weapons and spells. As far as fatalities go, all we can say is, "We don't know." However, if you're lucky enough to achieve a consecutive victory count of five or greater, your character will gloat and brag about how mighty they are. This is just one of the "hidden Easter eggs" to be found in Take 2's unique fighter.

*Iron & Blood* is also the first 3rd party fighting game to tread upon the highly anticipated M2. While a release date on the M2 version is still unavailable, a PS-X and Saturn launch date has been slated for sometime this September. *Iron & Blood* may find itself in the shadows of the Nintendo 64 hysteria, but you can be sure to count on full coverage of this next-gen fighter in later issues of *Game Informer Magazine*.



- Size: 1 CD-ROM
- Style: 1-Player First-Person Action/Jumping Simulator
- Special Features: Game Save (1-3 Blocks), Time Attack Mode, Two Separate Game Missions, Bonus Rounds, One New Weapon, Ladder Climbing, and Six Three-Part Levels
- Created by: Sony
- Available: Now for Sony PlayStation®2

## ▶ THE BOTTOM LINE 8.25

**R**OBBIT—A ROBOTIC RABBIT WHO SEARCHES FOR GALACTIC PEACE (AND CARROTS). BARON ALOHA — THE SINISTER VILLAIN WHO STRIVES FOR COMPLETE GALACTIC CONTROL (BUT ALWAYS FAILS). PUT THE TWO TOGETHER AND THEY CLASH WORSE THAN POLKA DOTS ON PLAID. IN JUMPING FLASH 2 YESTERDAY'S VILLAIN IS TODAY'S ALLY. ROBBIT AND ALOHA UNWILLINGLY COMBINE FORCES IN THIS EPIC SEQUEL TO TAKE ON THE DESTRUCTIVE PLANET COLLECTOR CAPTAIN SUZUKI.

FOR THE MOST PART JUMPING FLASH 2 DOESN'T OFFER ANYTHING NEW OR EVOLUTIONARY OVER THE ORIGINAL. THE DRIVER AND GAMEPLAY ARE IDENTICAL, BUT LIKE A DOOM FANATIC'S DREAM, NEW LEVELS, ENEMIES, AND WEAPONS AWAIT THE FANS WHO CRAVE MORE RABBIT SIMULATOR ACTION. ONCE AGAIN, SIX AREAS ARE BROKEN DOWN INTO TWO LEVELS AND ONE BOSS STAGE EACH. THE MISSION — FIND A CERTAIN AMOUNT OF MUU MUUS ON EACH LEVEL (THE ORIGINAL HAD YOU HUNTING FOR TIN CARROTS). ALL THE DESTRUCTIVE WEAPONS ARE ALSO BACK, AND SONY DECIDED TO ADD ONE MORE TO THE FRAY TO GIVE IT THE FEELING OF A TRUE SEQUEL — THE BOUNCING POWER BALL BOMBS.

IF YOU ARE FORTUNATE ENOUGH TO CONQUER THE CHALLENGE OF JUMPING FLASH 2, THEN YOU'RE IN FOR A TREAT. ONCE THE ENDING IS OVER AND THE TITLE SCREEN LOADS YOU'LL NOTICE THAT THE GAME MODE SAYS "EXTRA". LOAD THIS UP AND YOU'LL BE WARPED TO THE SECOND GAME IN JUMPING FLASH 2 ENTITLED "THE TWO FACES OF BARON ALOHA". HE SIDED WITH YOU AT THE BEGINNING, BUT NOW YOU'LL HAVE TO TAKE HIM ON! ALL THE LEVELS ARE THE SAME BUT THE MUU MUUS ARE HIDDEN IN DIFFERENT LOCATIONS, THUS, A NEW CHALLENGE!

BASICALLY, JUMPING FLASH 2 TARGETS A FAIRLY YOUNG AUDIENCE, BUT FOR SOME REASON OR ANOTHER, IT SEEMS TO HOOK THE ENTIRE GAMING NATION WITH ITS IRRESISTIBLE FUN FACTOR. JUMPING FLASH 2 IS HERE TO TANTALIZE THE GAMING BONE IN ALL OF US.



CHALLENGE YOUR FRIENDS' BEST TIMES IN THE TIME ATTACK MODE



# Jumping Flash!

BIG TROUBLE IN LITTLE MUU



WEATHER CONDITIONS SPARTANUS MEET WITH OGRETTZ, JUMPING AROUND





**PAUL, THE GAME PROFESSOR**

**Concept:** 8.75 "In terms of a sequel this version doesn't offer anything new. There are some nice new special effects in the graphics, but I found that they aren't all that spectacular. However, it still has a good mix of action, and the levels are all beautifully designed. Like the first game, this one seems to be on the short side in terms of play time. Jumping Flash veterans should blow through this one in a day. I can't recommend a purchase of this before you try it. It is fun, but just too short."

**Graphics:** 8.75

**Sound:** 7

**Playability:** 8

**Entertainment:** 8.25

8

**ANDY, THE GAME HUNDRER**

**Concept:** 8 "There are no ifs, ands, or buts about it, this game is a lot of fun to play. I love jumping. By far, this game has the greatest jump I've ever seen. You get to the point where you're almost nauseous, then you land, and you're ready to do it all over again. Add in the Flash's funky sound track and you are ready to roll. Certainly, this game is too short, but if you can overlook that, you're really going to enjoy this game."

**Graphics:** 8

**Sound:** 8

**Playability:** 9

**Entertainment:** 7

8.5

**REININ, THE RAGING GAMER!**

**Concept:** 8 "Jumping Flash 2 can easily be beaten in one sitting by any experienced gamer. The challenge is intermediate and the levels zoom by fairly quickly, but that's not the point. The main factor in Jumping Flash 2 (JF2) is the fun factor; games don't get much more entertaining than this. Once you beat the final boss you are confronted by a different version of the same game (kind of like the two missions in Zelda). To me, JF2 is a great game to have in your library; you'll always go back and play it again and again."

**Graphics:** 8.25

**Sound:** 7.75

**Playability:** 8.75

**Entertainment:** 7

8



INVESTIGATING ABOVE BOARD THAN A CLIMB ON A HAIL



MOV MINI!



STAY IN CONTROL! AVOID!



THE DESIGN OF THIS LEVELS WON'T APPEAR TO BE TOO SIMPLE

LITTLE ENJOY OF RESULTS

ATTEMPTING ON THE BOSSZ BACK AS A VERY EFFECTIVE TECHNIQUE.



COME OF THE BOSSZ UTILIZE THESE ANTI-CORAL MATHS IN COMBAT



KEEP AWAY FROM!

# OLYMPIC SOCCER

Goooooooooaaaaa!!!!

- Size: 1 CD-ROM
- Style: 1 to 4-Player Soccer
- Special Features: 3 Modes of Gameplay, Plethora of Special Moves, Pre-Set or Random Play Conditions, Polygon Graphics
- Created by: US Gold Sports/Eidos
- Available: Now for PlayStation, Saturn, PC CD-ROM

For those who have witnessed the playing of soccer upon foreign soil (and lived to tell about it), the sport otherwise known as "football" launches its participants into a battle over national destiny, ethnic honor, and religious sacrifice. Indeed, who can forget the hapless Colombian defender shot down in the streets of his hometown. His crime - losing to the Americans. Or the grief stricken Argentine who leapt from his ten story window? The cause - his television had blown a tube during the World Cup Final. Northern Ireland battles Britain. Germany vies for control of Europe. And now, Eidos vs. EA...the struggle for electronic supremacy.

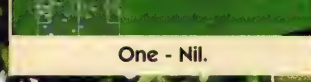
The new kids on the block at Eidos (already developing some of the PlayStation's hottest titles) have decided to broach the sports game frontier. Olympic Soccer, available now for PS-X, Saturn, and PC is a solid achievement for these rising stars of video simulation. Olympic Soccer, though lacking a FIFA license, does a great job of capturing the essence of the game of soccer...finesse!

Three modes of gameplay (Exhibition, Olympic Tournament and Arcade), coupled with changing weather conditions, polygon graphics, and 4-player capability combine to make Olympic Soccer a worthy contender. True to soccer standards, the key to the game is passing, and lots of it! Use the multiple fake options, the give-and-go, and the "one touch" pass to work your offensive triangles.

Whereas Electronic Arts's FIFA Soccer allows greater programming of attack strategies (e.g. long ball, slow build, etc.), Olympic Soccer forces players to make these decisions on the field. A wide selection of camera views and angles allows the strategist to deploy his team. Realistic shooting, the heel pass, the bicycle kick and diving headers contribute to a good variety of game play. In closing, for gamers who value limited button pushing, Olympic Soccer is very user friendly, smooth-playing, and a solid complement to any sports collection. In the future, look for more from Eidos's sports platform. As for Eidos vs. EA - you make the call.



The only thing in life that's free.



One - Nil.



That's one way to get ahead.



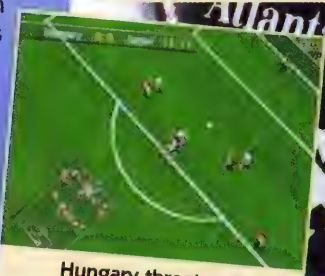
Penalty kick.



E. Schwartz gets booked.



You can't do it alone.



Hungary threatens.



That one might have a chance.

▶ THE BOTTOM LINE 6.25

**ANDY, THE GAME HOMDRE**

**Concept:** 6 "First off, the graphics on this game kind of suck, but the gameplay is fairly entertaining. The control is simple, the gameplay's decent, and the announcer is pretty funny (though he does repeat himself often). I guess if I absolutely had to have an Olympic Soccer game I wouldn't be terribly disappointed, but in the overall scope of soccer, this one is fairly second rate."

**Graphics:** 6

**Sound:** 8.25

**Playability:** 7

**Entertainment:** 6.5

**OVERALL:** 6.75

**REINER, THE RAGING GAMER**

**Concept:** 7 "Soccer games are a dime-a-dozen, and it's nice to finally see one that offers something a little different with an olympic challenge. Olympic Soccer is limited in user control, but it has some of the best announcing you'll ever hear in a vid! It's actually witty! The control, graphics, and animation could have been better, but that doesn't keep you from going for the gold. The game is still entertaining despite its generic soccer appeal. If you're looking for a soccer substitute, then look no further, Olympic Soccer is just what you're looking for."

**Graphics:** 8

**Sound:** 7.25

**Playability:** 7

**Entertainment:** 8.25

**OVERALL:** 7.25

**PAUL, THE PRO PLAYER**

**Concept:** 5 "The soccer games for the PS-X are sure piling up. This game doesn't have the greatest graphics in the world, but it is very playable. The computer is fairly stupid and I did find that the really good teams get away with too much. In terms of options and settings there are plenty, but the announcer is far too repetitive in his comments. Olympic Soccer is pretty solid, but doesn't come close to being a must-have title."

**Graphics:** 4.25

**Sound:** 6.75

**Playability:** 6

**Entertainment:** 2

**OVERALL:** 4.75

# DISRUPTOR

THE LIFE OF A LIGHTSTORMER

PlayStation Preview

The chain gun packs a serious punch.



Pick up the psychic energy left by your fallen foes.



Every level is filled with tons of different texture maps and lots of lighting effects.



Watch the screen light up as your Psionics ripple through your enemies.

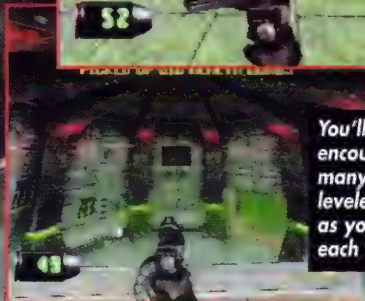


It is the future...and life as we know it has become better than anything we could have ever imagined. (Set you weren't expecting a beginning like that, were you?) The sole reason for this outstanding world: an elite commando force known as the LightStormers. These harbingers of justice are the guys the government turns to when they need a job done, and this time the government's calling on you.

Luckily, the government is willing to train you and even outfit you with the latest in cybernetic technology. After the surgeons pump your brain with the latest in Psionics (extraordinary mind-powers) you can blast the enemies with more than just your high-powered weapons. Your Psionic powers range from the ability to suck energy from your enemies to a burst of brain power that blows them into a million pieces. The game begins with some training missions to familiarize you with the weapons and psionics that you must master to complete this first-person perspective game. You'll start the game armed with a pistol, but you'll soon upgrade as you find more weapons hidden throughout each level including machine guns, laser rifles, homing mines, and a couple of hidden super-powered weapons that can really put on a light show.

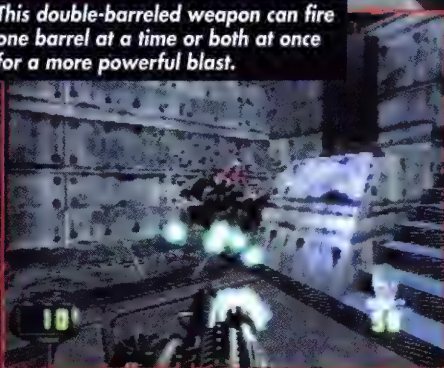
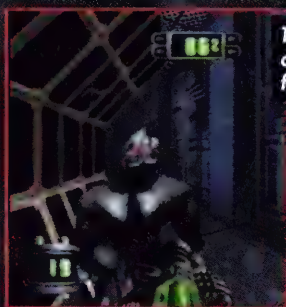
Throughout the levels you'll find many of the items and switches that you would find in any Doom-styled game; however, Disruptor has much more to offer than that. The game was designed with action in mind, rather than mazes and super-difficult puzzles. In other words, Disruptor wants to test your reflexes rather than your puzzle solving skills. Another interesting aspect to Disruptor is that you'll never run out of ammo. If your weapons run dry you can always turn to your trusty Psionics.

So you think you're ready to be a LightStormer? If you are, watch for Disruptor coming to your PlayStation sometime this October (hopefully). But be forewarned; this game is not for anyone with anything less than the most stable of minds, because once you get used to using Psionics to blast your enemies into oblivion you may just turn into an evil megalomaniac and terrorize the world for years to come. ■



You'll encounter many multi-levelled rooms as you explore each area.

This double-barreled weapon can fire one barrel at a time or both at once for a more powerful blast.



- Size: 1 CD-ROM
- Style: 1-Player First-Person Perspective Action
- Special Features: Psionic Powers, 9 Different Weapons, Interactive Music Soundtrack, 23 Enemies
- Levels: 13 (23 Different Environments)
- Created By: Insomniac Games for Universal Interactive
- Available: October for the Sony PlayStation.

# MARVEL INCREDIBLE HULK

## The 32-Bit Behemoth

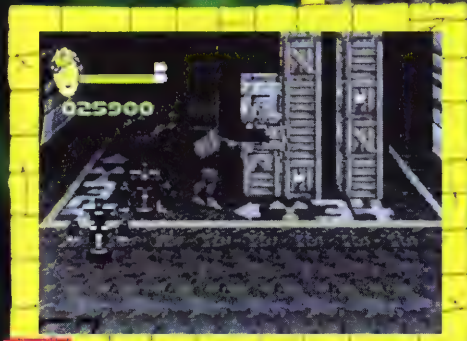
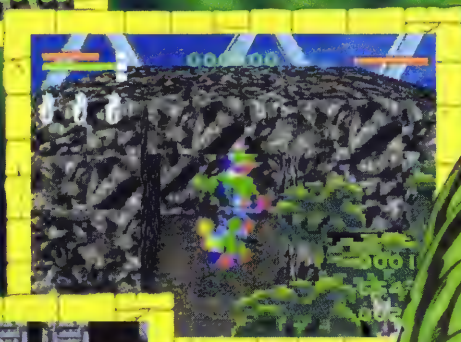
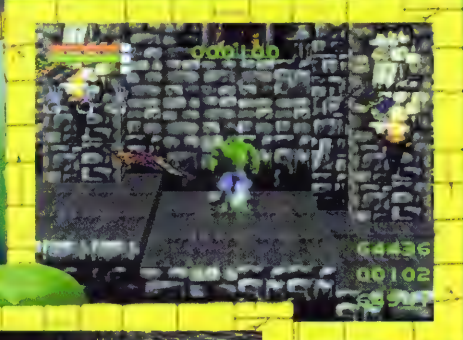
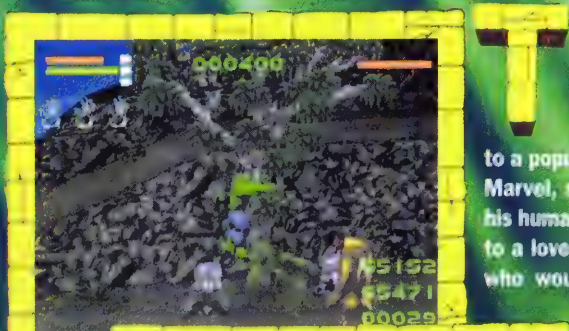
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 20 Killer Attack Moves, Infamous Marvel Super Villains, 14 Missions
- **Created by:** Eidos
- **Available:** November for Sony PlayStation (Saturn and PC)

There comes a time in everyone's life when they feel a little overweight, somewhat less than attractive, and highly misunderstood. Maybe that's why the Incredible Hulk has such universal appeal. As one of Marvel's best selling titles, the behemoth known as Hulk has spoken to a populace that longed to shed the burdens of a human body. Marvel, sensing its readers desired a Hulk even more akin to his human side, transformed the hero from a monster run amok to a lovestruck academic with an uncanny flair for fashion. But who would want to play a game where Hulk attends cocktail parties (except for maybe your parents)?

Eidos agrees, and so they bring you the Hulk of yesteryear—smashing boxes, battling robots, and dethroning arch-villains. Yes, this November Eidos will bring you the first 32-bit game to feature the Incredible Hulk. This 3D action/platformer promises to include the classic villains of Hulk's Marvel universe. Use over twenty specialty moves and fifty character actions to guide Hulk through 14 immersive missions. Specialty moves include the head butt, the body bat, the flying kick, the helicopter, and the pile punch. Use power ups to increase Hulk's energy in order to utilize all these special moves.

Since its recent birth, Eidos has been hard at work creating a wide array of next gen games. In addition to Eidos' release hype, Marvel comics plans to launch a new cartoon series and action figure line based on the Incredible Hulk. The Marvel and Eidos release dates should coincide.

Long time fans of the Hulk, as well as dedicated action/platformers will no doubt give the Incredible Hulk a close look this November. In order to assist in your purchasing decision, be sure to read Game Informer's forthcoming review. Until then remember, if you meet anyone named Bruce Banner, don't get him mad. ■

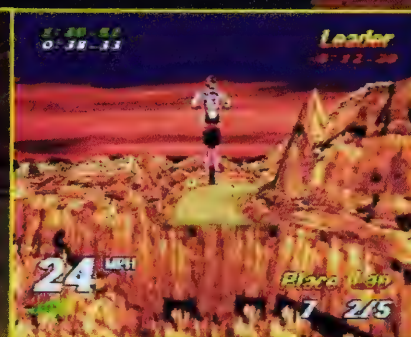


- **Size:** 1 CD-ROM
- **Style:** 1-Player Motocross Racing (2-Player with Sony Link)
- **Special Features:** 8 Courses, Stadium Supercross & Enduro Racing, 4 Teams/Bikes Choices, 3 Racing Views, Showboat Moves, Mudslinger Mayhem
- **Created by:** Studio E for Playmates Interactive
- **Available:** December for Sony PlayStation (and Sega Saturn too)

## Motocross to the Extreme



Race in the shadows of a nuclear plant, how majestic.



There's only one thing left to do...PUNCH IT!!

**T**hroughout the years many companies have attempted to offer titles based on motocross with fairly limited success. Now Playmates, in conjunction with Studio E, have introduced a new racing game for the PlayStation entitled VMX and it may turn the paltry genre of motocross racing on its head.

VMX is a mud-slinging, air-catching, and clutch poppin' racing game that combines old elements of Excitebike and updates it with inventive and beautiful courses. A total of 8 courses will be included in the game. They range from stadium courses complete with giant TV scoreboard to a twisty desert track with expansive canyon jumps.

The control of the game is pretty basic in that you just point your machine down the course. There are two throttle controls in which one acts as a boost when starting a race, taking a jump, or kicking the back end around on a tight turn. The other is to maintain speed. When hitting jumps or other obstacles, pressing up or down on the directional pad will push the front wheel down or up respectively.

Although VMX is still early, numerous crash animations have already been implemented. A racer will "endo" and flip over the front of the bike or topple to the side as the bike skids into a hay bale. A number of showboat maneuvers like tabletops or nack-nacks will let you pretend you're Jeremy McGrath while launching over jumps.

VMX has a promising and first class look that could make it popular with racing fans. The additional time that the developers have until the release of VMX may turn it into a title that can't be missed this fall.



Watch your head!



- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Six 3D Environments, 30 Levels, 15 Power-Ups, Continuous Camera Tracking, Motion Capture Video
- Created by: Boss Studios for BMG Interactive
- Available: March 1997 for PlayStation and Saturn

# An Eight-Legged Adventure

**H**as biotechnology gone too far? If you ask Dr. Kelly, the leading researcher in nanotechnology applications, he'll tell you: "The research we're doing is very important. But I fear what would happen if my machines fell into the wrong hands." Who or what would be these wrong hands, you ask? Unbeknownst to Dr. Kelly, a powerful high-tech corporation is planning to steal his cybernetic technology. Hired goons bust into his lab and open fire. Wounded, the doctor falls to the floor as surly henchmen steal the technology. What the goons don't know is that Dr. Kelly, while lying on the floor, has accidentally imprinted his consciousness onto the nearest cybernetic organism: a robotic spider. Thus while the evil corporation has Dr. Kelly's body, they don't have his mind! Dr. Kelly, now trapped within the body of the spider, must track down the enemy agents in a desperate attempt to recover his body before it's too late.

Using the latest in motion-capture technology, Spider crawls, runs, and leaps through sewer pipes, wells, city streets, factories and labs. Using defenses located in the abdomen, head and legs, Spider launches ice-bombs, flame throwers and homing missiles. In addition to his web, there are fifteen different power-ups that will aid in his battle against Mecha Wasps, Phase Bats, Feral Rodents, Earwigs and Venom Slugs.

We're expecting a lot from this game since it's not due out until March of 1997. The preview films and screen shots look great. One of the highlights is going to be simulated spider crawling action (it looks like the real thing, folks). There'll be a lot of small cracks to slip through, hidden paths, all that good stuff.

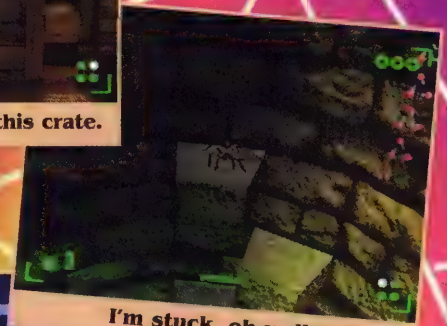
What's impressive about the game is the use of "continuous camera tracking," the latest in spatial-perspective technology. At this point in the development it's hard to say if the format will break from the standard action/platform and include any adventure aspects. But with 30 levels, the play value should be very high. So if you get "stung" by any holiday losers this season, hold out for Spider, BMG's most promising new game.



Hey baby, come on over to my side of the block.



I must find a way out of this crate.



I'm stuck, oh well.



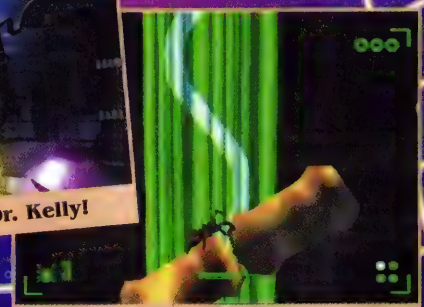
These stairs must lead somewhere.



A masterpiece of cyber-engineering.



Look out behind you Dr. Kelly!



Getting tired...must find my body.

- Size: 1 CD-ROM
- Style: 1-Player First-Person Action
- Special Features: Special Items Inventory Screen, 8 Different Weapons Including Magic Artifacts, Automapping, Swimming
- Created by: Lobotomy Software Inc. for PlayMates Interactive
- Available: August 27 for Saturn, Playstation, and PC.

# POWERSLAVE™

## Golden Idols...He's an Egyptian



We always have to include the token camel shot.

**P**owerslave is a 'Doomish game set in a sort of Egyptian mythos. What we've gathered of the plot from the demo is that you are helping a god elude the enemies who are attempting to control it. To do this you need to collect pieces of the god's dead earthly form before the enemy does. This of course will save the world from unending chaos and destruction etc. etc...

Your arsenal consists of a machete, pistol, machine gun, grenades, flame-thrower, and three funky magic items that do really cool things like the cobra wand that shoots a green target-seeking snake at your opponents. The weapons are pretty well done (although my impression so far has been that the pistol is much better than the machine gun), and the artifacts that you collect are cool because they give you powers. One of the ones on the demo is a mask that allows you to breathe underwater.

The enemies are interesting and it appears as if the makers of the game were interested in creating a variety of unusual critters, each with their own style of attack. Our favorites are the tiger-headed women who teleport right in front of you and try to scratch you up. The flame thrower is a good problem solver for this situation. The game is almost done and we like what we've seen of it so far, so keep your eye out for a review on the full version of Powerslave.



The machete is a much better alternative than fists.



Yes, that is a grenade.



The flame thrower has short range but it's even better at stopping enemies in their tracks than the gatling from Doom.



Ouch!

Who needs a BFG when you have a magic manacle.



This is the Cobra Wand. It shoots...cobras.



Your mission, should you choose to accept it...

**W**hat's inside the government's Area 51 air base? People have long speculated that this Nevada site has been used for UFO testing and alien information gathering. Atari Games and Williams Entertainment have come up with their own interpretation in the form of a light gun shooter.

As a member of the STAAR Team, the player(s) must enter Area 51 to stop the spread of an alien infection. The infection has caused the base's personnel to mutate into ugly aliens that must be stopped.

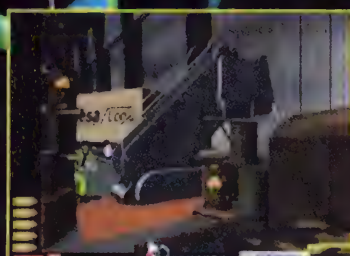
This game has multiple stages that take the player deep into the confines of Area 51. The stages are very interactive as many power-ups can be accessed by shooting various objects. Secret bonus rooms, like the humorous latrine, can also be activated by shooting doors or other objects.

Area 51 will be hitting stores sometime in September and it is nice to see another game that is being developed for our under-used Stunner gun. ■

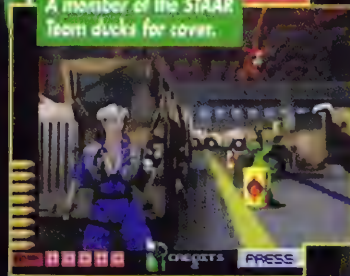
# AREA 51

EXPLORE THE GOVERNMENT'S TOP-SECRET BASE

- Size: 1 CD-ROM
- Style: 1 or 2-Player Light Gun Shooter
- Special Features: Realistic Motion Capture Enemies, Numerous Secrets, Multiple Paths, Deadly Power-Ups
- Created by: Tantalus Entertainment for Williams Entertainment
- Available: Late September for Sega Saturn



A member of the STAAR Team ducks for cover.



Whoa! Enemies explode on impact.



Alien mutants have taken over the base.



# ROAD RASH

- Size: 1 CD-ROM
- Style: 1-Player Bike Racing
- Special Features: Soundtrack Featuring A&M Recording Artists, 5 Racing Locations, Multiple Weapons and Bikes
- Created by: Electronic Arts
- Available: May for Sega Saturn

Electronic Arts has once again itched their rash and this time it's moved to a new host—the Sega Saturn. The 32-bit Road Rash title originally debuted on the 3DO two years ago, and now Saturn owners will have a chance to partake in this, the original 32-bit Road Rash offering.

Once again, the essence found in what is nothing but rock and roll and thrashing A&M recording artists—Soundgarden, Paw, Hammerbox, and a handful of others add to the excitement with their progressive testosterone-filled angst. Five unique courses present themselves with hair-pin turns, road blocks, and civilian obstacles. Avoiding road traps is only half of it; fourteen gutter punks and their choppers have waged war against you as you strive for first. Luckily, you can defend yourself with your boots, iron fists, and whatever weapons you can find.

Electronic Arts has once again proven that Road Rash has what it takes to compete on the third generation console machines. So what are you waiting for? Jump on your hog and prepare for the ride of your life, punk!



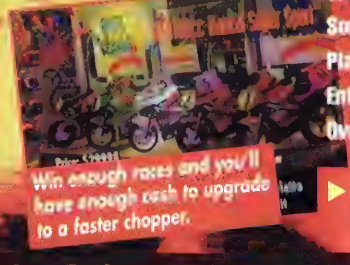
Fly bike boy! Fly!



That's gotta hurt!



Take that copper!



Win enough races and you'll have enough cash to upgrade to a faster chopper.

	Andy	Paul	Vinny	Reiner
Concept:	8	8	6	7
Graphics:	7	5	7.5	7.25
Sound:	6	8.5	6.25	8
Playability:	7	7	8.5	7
Entertainment:	8	7	8	7
Overall:	6.75	7	7.25	7.25

## THE BOTTOM LINE 7

### ANDY, THE GAME NERD

"Road Rash is still one of the best racing games available, unfortunately, this is the least impressive version I've played."

### PAUL, THE GAME PROFESSOR

"The music soundtrack is the best part of this game and it still doesn't play during the race. Still a fun game, but a huge disappointment if you've played the 3DO version."

### REINER, THE RACING GAMER

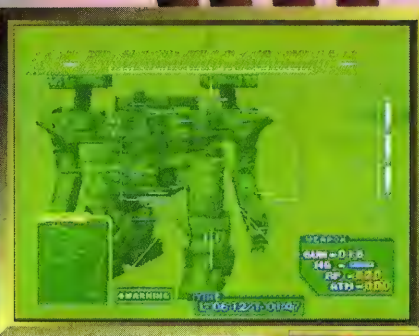
"Road Rash was a dream come true for 3DO players, and it should be the same for the Saturn right? Well, not exactly. The graphics don't look as sharp, and the gameplay and other biker sprites are really choppy. A bad port to say the least."

### VINNY, THE VIDEO VIGILANTE

"This is a good game (although 2 years old) that could have been made so much better if someone had only cared. Alas."



The infrared vision enhances your ability to see at night and allows you to easily spot targets. Holy cow! It's right on top of me! My lenses are defective.

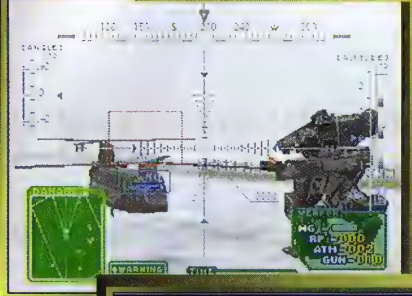


# Fill the Skies With Iron Rain

## GUN GRIFFON

THE EURASIAN CONFLICT

- **Size:** 1 CD-ROM
- **Style:** 1-Player Mech Simulator
- **Special Features:** Multiple Mission Objectives, Strafing and Flying, Four Powerful APC Mech Weapons, Night Vision, and a Military Training Mode
- **Created by:** Game Arts for Sega
- **Available:** Now for Sega Saturn



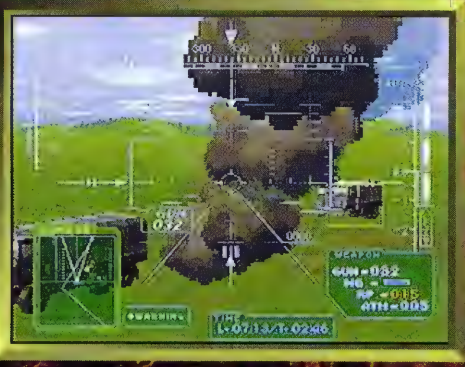
Protect your base at all costs.

Look out! Enemy fire is coming your way!



Say what? You feel a burning sensation all over?

Your tabs expire here, buddy!



In the second half of the 21st century disaster struck the human race. Shortages in natural resources like food and energy mixed with the threat of global warming have driven the world into a chaotic frenzy. Fearing the possibility of extinction, the people of Earth came together and divided their populous into four regions: the Pan European Union (PEU), the United America Countries (UAC), the Asia Pacific Community (APC), and the Organization of African Unity (OAU). These unions brought hope to the people. But in the year 2074, political rivalries reached a boiling point and wars began to wage across the globe. The first casualty of these wars was the Earth's resources, as these war machines needed more and more fuel to feed their incessant hunger. With this in motion, the Earth's resources have reached a critical low... the human race waits on the edge of extinction.

Yes, it's true, your kind is killing itself. Luckily, you have a slim chance of survival. Being the suave military mech jockey that you are, you've been given a chance to fight for your life. Your objective: destroy everything that has the tendency to kill. The odds are not in your favor, but then again this is a video game and anything can happen. Your assault on the opposition won't be easy since you're still employed by the government, but for the most part you are assigned to search and destroy-styled missions. On rare occasions, you'll get to protect a facility or go on a fox hunt for one individual target.

The gameplay dynamics couldn't have been done better in GunGriffon. From a first-person perspective, you have complete freedom to fly, strafe, lock onto enemy targets, and quickly change weapons. Once this is mastered you're ready to begin your victory march. If you still feel uneasy, GunGriffon features a Military Training Mode where you can hone your mech abilities. And don't worry if you screw up, this doesn't go on your permanent record.

Out in the field, you can treat your enemies to a dose of your machine gun loaded with armor-piercing bullets, or you can blow them to kingdom come with the RP scatter barrage, an ATM missile, or the thunderous Cannon Gun. The ammo is limited and the amount you begin with depends on the mission, so use it wisely or you'll find out how many hits it takes to uncover the chewy inside of a battlemech.

GunGriffon's hidden goodies are plentiful and range from night vision to refueling bases. If you're a fan of Battletech, MechWarrior, or Patlabor, then GunGriffon should be to your liking.



Yo Sam, it's Phll! You wanna ditch this war and grab a bite at Mickey D's?

### REINER, THE RAGING GAMER

**Concept:** 8.5 "To put it bluntly, I don't think that GunGriffon could have been done any better. I like the control, the graphics and vehicle animations are excellent, and it's simply fun to play. The missions are difficult and will surely put you in a bind.

**Graphics:** 8.25

**Sound:** 7.76

**Playability:** 8.5 Here's the thing though, the polygon pop is horrible. Sighting an enemy is extremely difficult because by the time you achieve lock you're already being fired upon. I eventually managed to overlook this flaw and have a good time. A good game for those who crave a gaming fix in the mech fashion. Mecha-techa-hi mecha-hini-hol!"

**Entertainment:** 8

**8.25**

### ANDY, THE GAME HOMBRE

**Concept:** 8 "The concept and overall design of this game is pretty good. From the start, control of your mech is fairly simple with good, very explosive weapons that have easy targeting. But then things gradually get worse. The problem being that when you mix the great graphics with hi-speed gameplay, everything starts to flake in and out - making the game seem choppy than it really is. All the missions are pretty cool and the night vision goggles are on the top of my list of cool effects, but the soundtrack and the less-than-smooth graphics make me leave this game in my exhaust."

**Graphics:** 7.76

**Sound:** 7.5

**Playability:** 7.26

**Entertainment:** 5

**7**

### PAUL, THE GAME PROFESSOR

**Concept:** 8 "The concept of piloting a mech style craft and blowing the bejeesus out of everything in sight is one of my favorite styles of game. This game takes a giant leap over say, Ghen War, because of richer graphics and interesting control features. Even though the action is set in specific parameters, the battle fields are huge. The use of different graphic effects that change weather and time of day add to the variety of gameplay. The adjustable controls and difficulty settings will offer a lot of play time. If you've ever played the Mechwarrior/ Battletech type of game this should be a sure fire friend of yours."

**Graphics:** 9

**Sound:** 8.25

**Playability:** 8.25

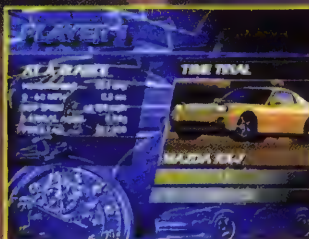
**Entertainment:** 9

**8.75**

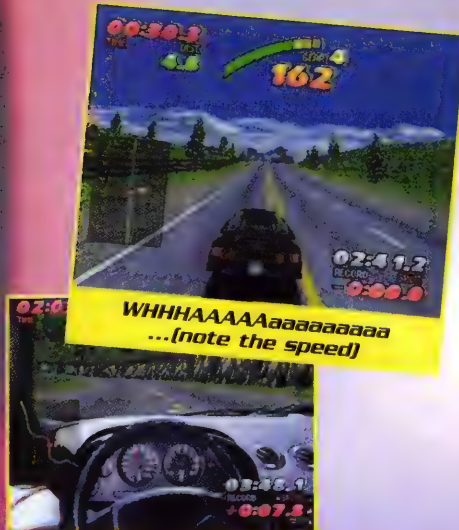
# The NEED for SPEED

**Realism At Its Best**

- Size: 1 CD-ROM
- Style: 1 or 2-Player Car Racing
- Special Features: Eight Cars, Variable Terrain, Realistic Driving, Wide Variety of Options, Info Screens
- Created by: Electronic Arts
- Available: Now for Sega Saturn



At a glance... What a concept!



WHHHAAAAAaaaaa... (note the speed)



-sigh- Loading... again.

**F**or those of you who have played this game on the 3DO or PlayStation, you need not read further as this game is a pretty faithful translation and doesn't really improve on the original. Disclaimer aside, The Need For Speed is a good solid racing game with nice features. The thing that sets it apart from a lot of other games is the sheer number of options you're allotted before any given race (despite the fact that there are only 7 different race locations). There are 8 cars to choose from, four race types (time trial, head to head, single race, and tournament), you can pick whether you want manual or automatic shifting, and you can even get different music styles. While on the track there is not a single button on the gamepad that's been left alone. In addition to driving controls, there are also buttons for choosing different views, toggling the heads up display, and, much fun, a horn.

Additionally, for the true sports car enthusiast, The Need For Speed has what could only be described as a database including all kinds\* of information about the cars; there's even a video for each car.

The driving itself is very real - to a point. The game prides itself on what seems like something of a new trend in the racing game industry, a "physics engine" that really makes you feel like you're on the track. The acceleration is intense and the speed is thrilling, although there are times when the realism seems a little cut short. When you're doing 165 and you hit a railing or bump the back of another car, it would seem appropriate that the car lose complete control or wipe out on the spot. Perhaps the playtesters didn't think this was as much fun as just slowing down or skidding for about ten feet. The graphics themselves are very nice and have a lot of variation, which is something a lot of racers lack.

**ANDY, THE GAME HOMBRE**

**Concept:** 7.5 "As I've said in the past, this is a pretty good game. Although it isn't the most exhilarating driving game I've ever played, it is challenging and very realistic. Graphically, this game looks almost identical to its PS-X and 3DO counterparts and it even features the same hidden goodies.

**Graphics:** 9

**Sound:** 8

**Playability:** 7.75

**Entertainment:** 7.75 Unfortunately, every time I play this game I end up having more fun spinning out with the parking brake than I do racing. Racing fanatics should definitely give this one a look, but arcade junkies may want to look elsewhere."

**OVERALL:** 8

**REINER, THE RAGING GAMER**

**Concept:** 7.25 "I've been frustrated with every version of the Need for Speed until now - the Saturn version is actually really entertaining. I still have to stand by my morals and say that the control doesn't handle like it should, but I have to admit that the crashes are a visual delight and something to aim for when racing. Who can smash 'em up the best? The Need for Speed has always striven to achieve perfection in the racing genre, and this version is the closest it's come to meeting its goal. A great port to say the least!"

**Graphics:** 9.25

**Sound:** 7

**Playability:** 7

**Entertainment:** 7.5

**OVERALL:** 7.5

**VINNY, THE VIDEO VIGILANTE**

**Concept:** 8 "I thought this game was horrible on the 3DO, but the Saturn version moves a lot faster, making it a decent game. While it may not be as exciting visually as Daytona or Sega Rally, it is challenging and fun to play. There are a variety of cars and it will take you some time to place first on all the tracks. You probably won't be very good the first time you pick this game up, but you get used to the controls. It's not the first racing game I would buy, but it's worth checking out."

**Graphics:** 9

**Sound:** 9

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:** 8.5



Wheee!!!



Ah... the NSX.



I am de viper...

► THE BOTTOM LINE **8**

# BAKU BAKU

## PAUL, THE GAME PROFESSOR

**Concept:** 6 "I'm going to go out on a limb (not really) and say that is the best puzzle game for the Saturn. Sure it's a variation of countless other games that have appeared on numerous platforms, but it can be played by anyone and can be quite addictive."

**Graphics:** 6.75

**Sound:** 7

**Playability:** 8

**Entertainment:** 7

**OVERALL:** **7**

## REINER, THE RAGING GAMES

**Concept:** 5.5 "Don't let the adorable animal munching on food fool you into finding compassion for this title. Baku Baku really isn't anything special. The gameplay is generic and generally slow. Setting up combo pieces is possible, but finding the activator pieces to send it flying just doesn't happen. It's kind of like trying to find a needle in a haystack. This is the only Saturn puzzle title to date, and if you like this genre and urgently await a puzzle title for your console, then you'll probably find some enjoyment in Baku Baku."

**Graphics:** 7.25

**Sound:** 7

**Playability:** 4.5

**Entertainment:** 4

**OVERALL:** **5.5**

## ANDY, THE GAME HONOR

**Concept:** 7 "Although Baku Baku is a very interesting puzzle game, it just isn't that fun to play. Yes, it is the best puzzle game on the Sega Saturn, but that's because it's the only puzzle game on the Saturn. It is important to note that when I originally played this game I did find it to be pretty entertaining, but after playing Nintendo's Tetris Attack, I just can't let myself endorse this game. Yeah, the graphics are fine and everything, but I just don't feel like I have control over my destiny. Decent, but nothing to write home about."

**Graphics:** 7.5

**Sound:** 7

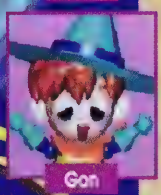
**Playability:** 8

**Entertainment:** 6

**OVERALL:** **7.25**

- Size: 1 CD-ROM
- Style: 1 or 2-Player Puzzle
- Special Features: 3D Graphics, Hall of Fame For Your Greatest Baku Baku Achievements, Arcade, VS, and Ranking Mode, Three Difficulty Levels, Five Different Animal Friends
- Created by: Sega
- Available: Now for Sega Saturn

► **THE BOTTOM LINE** **6.5**



Certificate of Graduation  
**Silver 1**  
Result

Attack Points	12
Chain Points	14
Time Points	2
<b>Total</b>	<b>28</b>

Go for the gold in the Ranking Mode.



Watching all these animals eat makes you feel real sorry for the clean up crew.

## It's Time To Feed The Animals

In a far off land, from a far out time, a king and his advisor sat and discussed what to do with the Princess's pets. It seems she had collected more pets than anybody knew what to do with. So the king and his advisor came to a conclusion. They will have an international contest to see who is the greatest zookeeper in the world.

Enter our heroes, Polly and Gon (Sega's idea of some kind of sick polygon joke). These two young whipper-snappers are ready to take on

the king's challenge and become the Princess's new zookeeper. The challenge is simple: defeat the other contestants at the king's newest puzzle game, Baku Baku.

Baku Baku is a game where you must match the appropriate animal to their favorite food. Different combinations of both animal and food create the tiles that fall from the sky as you mix and match them together. Tiles fall in groups of two and can be spun in any direction to make the appropriate match; however, that is only the beginning. The true challenge of this game is to create a chain reaction that will cause a feeding frenzy that drops a clump of tiles on your opponent (a la Puyo-Puyo, Mean Bean Machine, or Kirby's Avalanche). To win, you must simply fill your opponent's screen with tiles, or live long enough so that they do it on their own. (The previous being a better strategy than the latter.)

Are you ready to become the world's zookeeper? Well, Sega hopes you are with their latest puzzle game for the Sega Saturn, Baku Baku.

# 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!

## 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 Genie 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

## Other Issues Available:

### 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)

### 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 Shodown 2

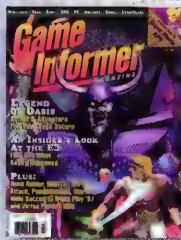
### December 94

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

### November 94

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

## July 96



- Cover: Legend of Oasis
- Special Feature: Special E3 Report and a Super Mario RPG Strategy Guide
- Secret Access: Descent (PS-X), Clockwork Knight 2 (SS), Indy 500 (Arcade), Chrono Trigger (Game Genie), King's Field (Game Shark)
- Tip Card 20: Street Fighter Alpha 2

## April 96



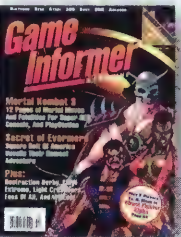
- Cover: Super Mario RPG
- Special Features: Super Mario RPG and Alien Trilogy game overviews
- Secret Access: Cheats for Loaded (PS-X), New Car for Sega Rally (Saturn), Hidden Characters for Street Fighter Alpha (Saturn), Cheats for DKC2 (SNES), Codes for Gex (PS-X)
- Tip Card 23: Marvel Super Heroes

## January 96



- Cover: Ultra 64
- Special Feature: Special 6-page Ultra 64 report including technical specs, pics, and the Ultra's controller
- 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

## 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 Shodown 3

## December 95



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

**Order Now**  
**(612)946-8105**

Each back issue costs **\$5.95** (which includes shipping and handling). You can order them by phone with a credit card at **(612)946-8105** or you can send a check or money order\* to:

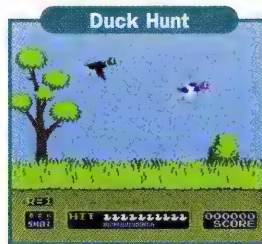
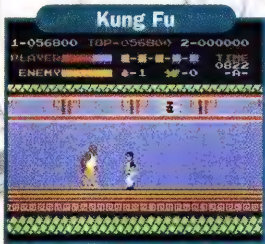
### Game Informer Magazine

Attn: Back Issues  
10120 West 76th Street  
Eden Prairie, MN 55344

\*Make checks payable to Game Informer Magazine

# CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT



## ARCADE TRANSLATIONS THAT OPENED THE DOOR FOR THE NES

Arade to home translations have been a mainstay of game publishers since the days of **Pong**. The arcade was (and is) a great way to introduce a franchise to the market and its success would then lead into bigger revenue through translations to home consoles. Atari did wonders with its **2600** by porting dozens and dozens of titles from what was then their arcade division. Other arcade manufacturers followed suit and published hundreds of games to the 2600 as well as **Mattel's Intellivision**, **Coleco's Colecovision**, and others. A little arcade manufacturer, **Nintendo**, also joined the fray after selling the home rights of their games **Donkey Kong** and later **Donkey Kong Jr.** to Coleco. It was a doomed effort though, as the market was to bottom out with the video game crash of 1983.

Nintendo continued to produce a solid variety of titles for the arcade in the early to mid '80's. Little did anyone know that Nintendo had a secret weapon on the horizon: The **Nintendo Entertainment System (NES)**. By the time of the U.S. debut of the NES at the Winter Consumer Electronic Show in 1985, Nintendo already had a number of frequently played titles circulating arcades across America.

Clearly, the prize of Nintendo's arcade development was **Super Mario Bros.** By throwing one of those in with every NES sold, Nintendo created a monster of an arcade to home translation that was

so close to the original that most gamers had to have an NES. But Nintendo also had a wide variety of other arcade titles that would cause gamers to readopt the home system.

**Nintendo's Vs. Sports** franchises were strong arcade games as players could compete head-to-head on a two monitor cabinet set-up. **Vs. Baseball** and **Vs. Tennis** debuted with the NES release in October 1985 - minus the Vs. tag as you couldn't play on two monitors. **Golf** and the cult classic **Excitebike** were also titles that were played heavily in the arcades and were launch titles on the NES. As we mentioned in last month's classic, a good platform launch always includes offerings for the sports enthusiasts. Nintendo had 'em.

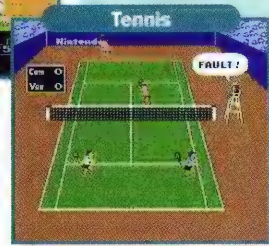
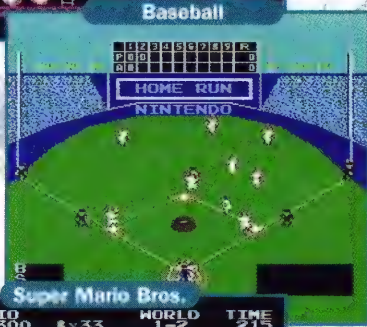
A couple of Nintendo's other arcade games also ushered in the introduction of the Zapper light gun. **Hogan's Alley** and **Duck Hunt** played to those shoot 'em fanatics and also gave those joystick challenged gamers a chance to enjoy the NES.

Nintendo's arcade translations ushered in the masses for the NES in the mid '80's to early '90's, and Nintendo slowly began to phase out its arcade division. Now it looks as though history may again repeat itself after Nintendo's purchase of **RARE** and their strategic alliance with **Williams/ Midway**. Together they whet the appetites of gamers with **Nintendo 64** teasers in the form of **Killer Instinct** and **Cruis'n USA** arcade units.

## CLASSIC SCOREBOARD

- 10 Yard Fight - IREM/Nintendo\***  
4 A solid and classic arcade game that lost much of its charm in translation.
- 1942 - Capcom**  
8.75 A fantastic shooter game that is much better than many offered today.
- Baseball - Nintendo\***  
4.5 Not too spectacular considering the amount of excellent baseball games available for the NES. It's still a very playable game.
- Donkey Kong - Nintendo**  
7 For arcade purists, this game is a little disappointing because of the missing pie factory level.
- Donkey Kong Jr. - Nintendo**  
6 Again this lost a little in the translation, but it was a definite pre-cursor to the Diddy Kong character.
- Donkey Kong Classics - Nintendo**  
8.5 Get the two previous games on one cart. Now that was value!
- Duck Hunt - Nintendo\***  
5 It's hard to rate a game that came with about every system. Fun for the non-gamer.
- Excitebike - Nintendo\***  
8.75 Still really fun to play. Hands down the best dirt bike racer ever created on a home system.
- Golf - Nintendo\***  
6.5 There are better golf games, but it's simple and you get to play as a chubby Mario.
- Hogan's Alley - Nintendo\***  
6.5 Another light gun game that tests your reflexes in a classic cops and robbers scenario.
- Kung Fu - IREM/Nintendo\***  
7.5 Nintendo bought the right to this IREM arcade classic. It was one of the first side-scrolling action punch and kick games.
- Mario Brothers - Nintendo**  
7.25 A 2-player turtle stomp'em and bouncing fest. It was actually released in the arcades before Super Mario and introduced Luigi.
- Super Mario Bros. - Nintendo\***  
10 It spoke for a generation and changed the face of gaming forever.
- Tennis - Nintendo\***  
7.5 It was pretty spectacular head-to-head in the arcade. It's very playable, but not the best NES has to offer.

\* Denotes NES Launch Title, Oct. '85



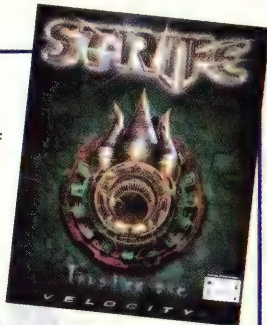


Greetings PC fans. We've been doing the PC page for a couple of months now and since this department is still relatively new and experimental, there is a lot of room for change. Tell us what you want! More news? Bigger reviews? Do you like it? Do you hate it? Send us a letter and we'll see what we can do. Write to our address (pg. 19), Attn: GI PC Response. Feel free to include things like your favorite games, game companies, and what types of games you regularly enjoy (sports, sims, strategy, action, etc...).

## Strife – Vertigo

6.75

**S**trife is a Doom 2 engine game that attempts to take on more of a role-playing element in which you take on the persona of a resistance fighter against the *Eevil* overlords. This is done fairly well but not well enough to compensate for the lack of decent action in the game. The weapons aren't a lot of fun and there just isn't enough canon fodder. Part of the joy of Doom was doing the dance of death with the shot gun on all of the weenie zombie types. Additionally, the graphics, while looking pretty good, suffered from an annoying flicker effect that detracted from the overall gameplay. Despite all this, there are some good things to say about Strife. The combination of medieval and futuristic weaponry was a good concept and the programmers showed some creativity in the making of some of the enemies. I also liked the idea of having a home base that you can return to for healing and new missions from your leader. Unfortunately, you have to compare this game to Dark Forces as their overall concepts are vaguely similar, and DF definitely comes out on top. If you're a die-hard Doomer, try it. You might like it.



## Rama – Sierra

Release Date: Oct. '96

PREVIEW

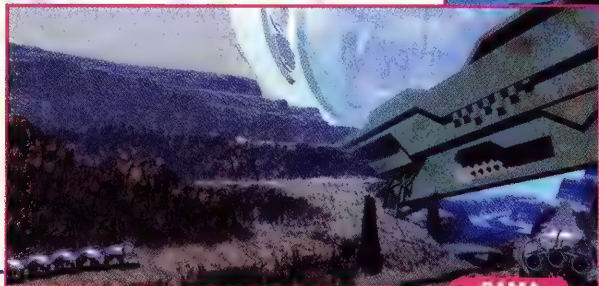
**I**t is two hundred years in the future. A gargantuan cylindrical spaceship arrives in our solar system and a group of astronauts is dispatched to explore the ship which is called RAMA by its discoverers. Almost immediately the team's leader mysteriously dies and you are sent as his replacement. Upon further exploration it is discovered that RAMA is really a diverse, majestic, self-contained world on the inner wall of the cylinder. It is up to you to discover the secrets of RAMA and eventually prevent its destruction. RAMA is based on best-selling stories by Arthur C. Clarke and he narrates throughout the game. Sound good? Well, it looks good! From the screen shots and demos we've seen so far, RAMA looks a lot like *Myst* with its funky machines and puzzles, only RAMA will have numerous life forms, violent and non, to discover as well. If Arthur C. Clarke stands behind the game, then it's probably going to be great. I mean, it's not like he needs the money.



RAMA



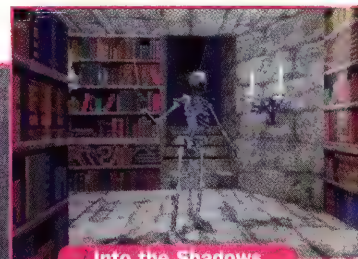
RAMA



RAMA



Into the Shadows



Into the Shadows

## recent releases

- **Space Dude** – Formgen  
**3** Remember those arcade sequences in Space Quest which were funny, only because they were so obnoxious?
- **Wizardry Gold** – SIRTECH  
**8.5** A refresh of one of the best RPG's out there. Well done!
- **Panzer General** – Mindscape  
**8** Okay, so it's not really recent, but it is worthy of mention. WWII fans will love it.
- **Duke Nukem 3D Screen Saver** – Formgen  
**4.5** It's a screensaver, and not a very good one at that.
- **DeathKeep** – SSI  
**6.25** This game is behind its time.
- **CatFight** – Atlantean Interactive  
**1** Some games make us wish we had a negative scoring system.



the NEWS MATRIX

...Sid's Leaving! That's right, **Sid Meier**, programmer and game visionary extraordinaire is taking his leave of **Microprose** along with an impressive entourage (Jeff Briggs and Brian Reynolds) to

go and form his own company called **Firaxis**. The new company will consist of fifteen to twenty people. Expect some mighty fine games from these people....

...speaking of **Microprose**, **Master of Orion 2** has been delayed for what must be at least the fifth time, until September. It better be good when it comes out, guys! There is still no release date on **X-Com: Apocalypse**...

...**Scavenger** will be releasing a new third-person fantasy adventure called **Into the Shadows**. The game will feature well-known fantasy player characters: fighters, wizards, elves, etc...

...The biggest news concerns **Ultima Online** by **Origin** (of **Electronic Arts**). Sometime around the holidays Origin will be releasing software for a network version of **Ultima** in which hundreds of players will be able to interact in a virtual world. The graphics look like **Ultima 8**, which, while receiving a lot of flack for its awkward gameplay, was without a doubt the most visually attractive of the **Ultima** games. **Ultima Online** will offer different types of characters with varying skills, an experience system, and will be fully "chatworthy" (you can talk to fellow players through the use of text)...

# WIN! The Ultimate Gaming Rig! OVER \$20,000<sup>00</sup> IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

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

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

## Mystery Word Grid

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

### WORD LIST and LETTER CODE chart

PINCH .....W PRESS .....K BLAST .....A WRECK .....D  
 BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....V  
 STOMP .....T STAND .....R PRESS .....E DREAM .....O  
 CRUSH .....I SCORE .....H SLANT .....L CHASE .....P

#### MYSTERY WORD CLUE:

**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

## Yes!

**ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_



**SEND CASH, M.O., OR CHECK TO:  
 PANDEMONIUM, P.O. BOX 26247  
 MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY Aug. 17TH, 1996 • ENTRY FEE MUST BE INCLUDED  
 Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final.  
 Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or  
 stolen mail. Open to residents of the U.S. its territories and Canada. You can request Winners List and Official Rules by writing  
 Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their  
 respective companies who, along with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.

CLIP AND MAIL

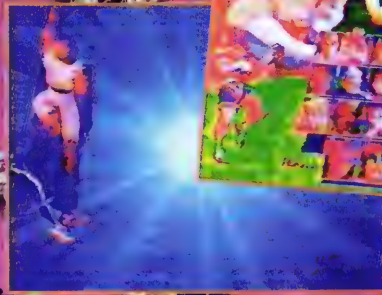
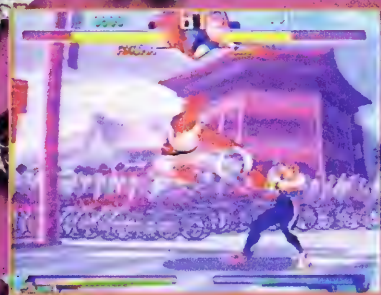
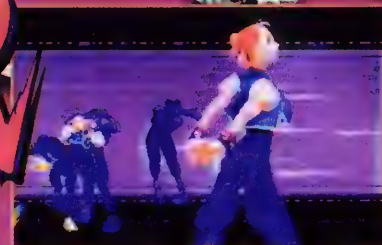
# ARCADE BRIGADE

By Ryan MacDonald

# STREET FIGHTER ALPHA

## We're Back! 2

- Style: 1 or 2-Player Head-To-Head Tournament Fighting
- Special Features: 3 New Characters, 2 Returning Characters from Street Fighter 2, 3 Hidden Characters From SFA1 Now Playable
- Created by: Capcom
- Available: Now



**S**treet Fighter Alpha 2 has been released to arcades everywhere and is proving to be worthy of the name Street Fighter. More is the one word that describes what SFA2 has to offer, more characters, more backgrounds, and more action. The five new characters that have been added to the list are Rolento, Sukara, Gen, Zangief and Dhalsim. (Only Sakura is actually new - all the others have been in previous Capcom games.) With the addition of these characters, the total is now at 18 fighters. The action in the backgrounds has also heated up, now each character has his or her own background. By far the newest and most unique feature of SFA2 is the new Custom Combo system. This new feature adds a dimension to Street Fighter Alpha that we have only seen in games like Killer Instinct and Mortal Kombat with their ultra and super combo systems. Although the custom combo system is similar to these others it is not as dominating of a tool in SFA2 as it is in other games.

### RYAN, THE ARCADE ALCHEMIST

- Concept:** 8 "I have to admit that at first glance I thought it was the same thing as Street Fighter Alpha and that there was hardly anything new, but after playing for a while and seeing the new endings and how it played"
- Graphics:** 8
- Sound:** 8
- Playability:** 9 "I must say I was happy with what I found. Although it is pretty much the same thing all over again, it's Street Fighter - you gotta play it."
- Entertainment:** 7

OVERALL:

7.75



# GLANCE

## Zanex: The Revolution

### Super NES Review

**Size:**  
16 Megabit

**Style:** 1-Player  
Space Fleet Strategy

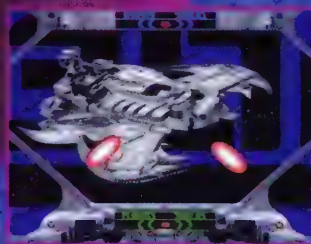
**Special Features:**  
Passcode Save,  
Options Menu,  
Multiple Ships and Weapons

**Created by:**  
Advanced Productions

**Available:**  
Now for Super NES

Until recently, strategy games have had a really bad history on platforms - and Zanex does nothing to improve it. Graphically this game could have been done on the original NES. The strategy itself is pretty simple, lacking basic elements of strategic gaming like initiative and the option of fighting defensively or offensively. Still, there is a certain charm to it. Maybe it just rekindles fond memories of classic strategy games from oh, say... a decade ago? If you're still curious about this one, do yourself a favor and rent it before you buy it. If you want to find a real strategy game, check out the GI PC section.

**Overall: 4.25**



## Twisted Metal 2

### PlayStation Preview

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player  
Head-to-Head Car Duel

**Special Features:**  
Wacky New Vehicles,  
Improved Interface,  
Combo System

**Created by:**  
SingleTrak For Sony  
Computer Entertainment

**Available:**  
October for Sony PlayStation

People who enjoyed Twisted Metal and have been anxiously awaiting word on a sequel need not clench anymore. TM2 appears to have taken everything fun from the last game and expanded it to new and...bizarre directions. When we say bizarre we're referring to the man in his underwear strapped between two large wheels that appears to have no means of propulsion. Other new vehicles include a hearse, a bulldozer, and a drag racer. New features include a combo system, weapons like ricochet bombs, remote controlled bombs, napalm bursts, and new environments including exotic locations like Antarctica and a live volcano. Keep your fingers crossed folks, this one could be a winner.



## Lucienne's Quest

### 3DO Review

**Size:**  
1 CD-ROM

**Style:** 1-Player RPG

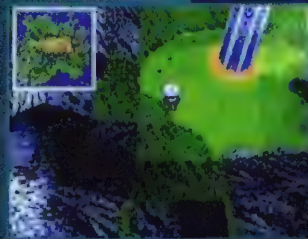
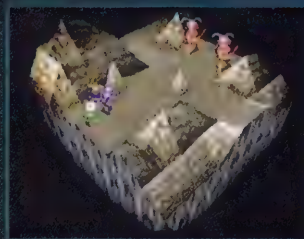
**Special Features:**  
6 Exciting Companions,  
Hundreds of Special Items,  
Separate Town, Field,  
Dungeon and Combat  
Environments, Snappy  
Dialogue!

**Created by:**  
Micro Cabin for Panasonic

**Available:**  
Now for 3DO

Fans of RPG simulations might want to check out Lucienne's Quest, a graphic adventure full of monsters, magic and mystery. The game does a great job with battle sequences: a minimum of button pushing, a wide selection of attacks and magic. Carried items are easily managed, spells are listed and outlined, making for a user-friendly adventure game. Occasionally the dialogue gets a little cumbersome, which can be expected in the genre. There's a lot of boxes to bust and chests to open, so if you're a fan of the RPG genre, Lucienne's Quest will no doubt present a challenge to even the seasoned pro.

**Overall: 8**



## Mission Impossible

Nintendo 64 Preview

**Size:**

64 Megabit

**Style:** 1-Player

3D Action/Adventure

**Special Features:**

Smart Opponents,  
Oodles O' Gadgets,  
Espionage and Intrigue  
(Oh my!)

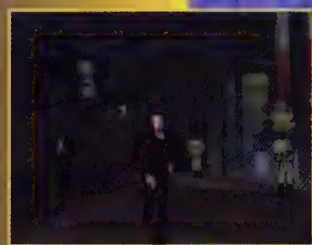
**Created by:**

Ocean of America

**Available:**

4th Quarter for Nintendo 64

For years it has been a favorite tactic of the game industry to produce games behind the flashy title of a recent production. For Mission Impossible this may not be the situation. Ocean brags that the game will have a whole slew of advanced features, including opponents who think and respond to all five of their senses. This probably means that running into the next room won't save you from someone who has already seen/heard you. Missions have actual goals beyond killing people and the selection of weaponry and doodads looks promising with devices like a mask-making machine, tracking devices, fountain pen dart guns, and (whee) explosive bubble gum.



## NCAA GameBreaker

PlayStation Preview

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Football

**Special Features:**

110 Division I-A &  
I-AA Teams, 10 Conferences,  
Bowl Games, New "Big Play"  
Stunts, Statistics Tracking of  
Top 100 Players

**Created by:**

Sony Interactive Sports

**Available:**

Fall '96 for Sony PlayStation

Are you tired of your Pro Players? Always complaining about money, the showers, the media. Then follow me to never-never land: a place where people play sports "just cause they wanna". This place is College Football, and the game is GameBreaker. Based on the NFL Gameday engine, GameBreaker utilizes many of the same features but with three times the teams. Now add in the presence of "clutch players." A small group of players that have been given "gamebreaker" potential. Use them at just the right time, and you might see a one-handed catch, upending hit, or other "enhanced moves." For the serious sports fan, GameBreaker will be the hot new game this fall.



## Blast Chamber

PlayStation Preview

**Size:**

1 CD-ROM

**Style:** 1 to 4-Player

3-D Rotatable Action Puzzle

**Special Features:**

3 Play-Modes,  
Good 3-D Environment,  
Chaotic Sound Effects

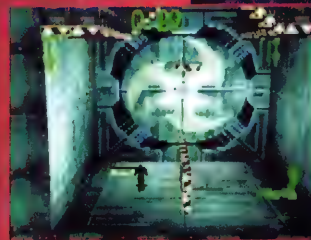
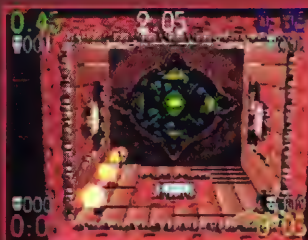
**Created by:**

Activision

**Available:**

October for Sony PlayStation  
(Windows 95 & Saturn  
Anticipated)

Picture a competition from the show Double Dare, but instead of pies and ice cream cones, you fight with glowing crystals. Get the crystals, struggle through the puzzle and deposit them in your "goal." Sounds easy, right? Well, you'd better be quick, because strapped to your back is a timed explosive. For every crystal deposited your time goes up. But other players can deposit crystals in your goal to make your time go down. The environment is a cube, and stepping on the arrows turns the cube, so that players fall to the ground with a frustrating "ugg!" We only had an early Beta, but Activision promises 25 more chambers, power-ups, and enhanced graphics.



## Mortal Kombat Trilogy

PlayStation Preview

**Size:**

1 CD-ROM

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

**Special Features**

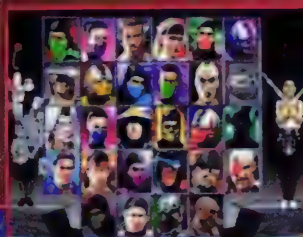
Twenty-Six Playable  
Characters From MK I, 2,  
and 3, Additional Hidden  
Characters, Four Difficulty  
Modes, Eight Player  
Tournament Mode,  
New Fatalities

**Created by:**

Williams Entertainment

**Available:** September for  
Sony PlayStation

Mortal Kombat Trilogy (MKT) is the first console only MK title, and PlayStation owners will be the first to harness its power. Basically, MKT is a conglomeration of all the MK titles. All the characters, backgrounds, moves, and special features are included in this gigantic game. Is twenty-six playable characters plus a few hidden ones enough to satisfy your MK craving? Classic characters like Rayden and Baraka are back, and special characters like Noob, Rain, and Human Smoke are playable and packaged with combos, Fatalities, and the whole big bang. This is the biggest MK survival kit ever known to man. Once played, you'll never put it down!



## Here's Adventure

Saturn Preview

**Size:**

1 CD-ROM

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

**Special Features**

Choose to Play As Hercules,  
Atlanta, or Jason,  
Fight Creatures of Myth  
and Legend, Humorous  
Fighting Moves

**Created by:**

LucasArts

**Available:** Winter 1996  
for PlayStation and  
Sega Saturn

Although Kevin Sorbo won't appear in this title, it might still be entertaining. Choose from three characters of ancient Greek legends and battle mythical creatures like the Minotaur, the Hydra, and the Cyclops in an effort to save Persephone from the clutches of the evil Hades. Sound serious? It isn't, because Lucas is looking to make this a humorously animated action game with a cartoon-like look and the ability to perform wrestling moves on your enemies. Will they succeed? Only time will tell.



## Jet Moto

PlayStation Preview

**Size:** 1 CD-ROM

**Style:**

1 or 2-Player Racing

**Special Features:**

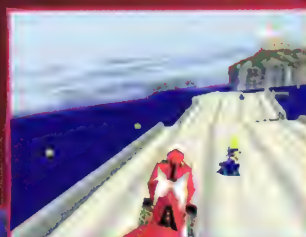
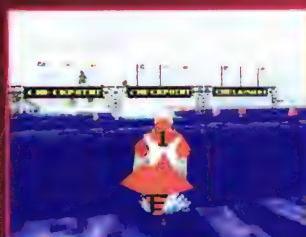
Hover/Jet Bike, Complex  
Racing Physics Engine,  
12 Courses, First-Person  
and Chase-Plane Views,  
Split-Screen Two-Player  
Vs. Mode

**Created by:**

SingleTrak for Sony  
Computer Entertainment

**Available:** November  
for Sony PlayStation

If you enjoyed the bike chases in Return of the Jedi and have since relished the idea of whipping through all kinds of terrain on a hover/jet bike, this game might be for you. The game features 12 courses in all sorts of terrain (swamp, ocean, beach, asphalt, mud...) and a unique racing physics engine which takes into account drag, friction, momentum, and the terrain you're flying over. The courses themselves are supposed to have no set tracks and players are free to choose their own path. Jet Moto was brought to us by the same people who did Twisted Metal and Warhawk so they have a decent track record with 3D engines. Racing fans ought to check this one out.



## Mr. Bones

Saturn

Preview

**Size:**  
1 CD-ROM

**Style:**  
1-Player Action/Platform

**Special Features:**  
Multiple Game Modes,  
Motion Capture Skeleton  
Animation, Fully Rendered  
Bosses

**Created by:**  
Sega

**Available:**  
November for Sega Saturn

For the moment, it's fairly hard to specify what type of game Mr. Bones will be. The demo disc that Sega supplied us with features side-scrolling and overhead Action/Platform, Puzzle, and Music Playing (kind of like the Grateful Dead). All the levels look interesting, and the fully rendered bosses truly shine on the Saturn. As far as gameplay goes, it's too early to tell what Mr. Bones will be up to and what he will be able to do as a playable character, but one thing is for sure, this game is going to be wacky!



## Thunder Truck Rally

PlayStation Preview

**Size:**  
1 CD-ROM

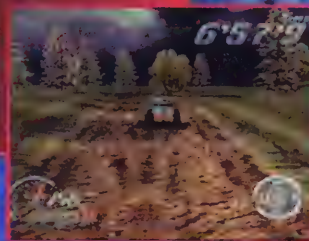
**Style:**  
1-Player Off Road Racing

**Special Features:**  
Race With Monster Trucks  
or Low Slung Desert  
Buggies, Accurately Modeled  
Suspension and Car Body  
Effects, 12 Training Modes,  
Endurance Modes, Stunt  
and Challenge Modes

**Created by:**  
Psygnosis

**Available:** September  
for Sony PlayStation

It's power, power, power in the Metrodome, dome, dome!!! Only a monster truck game could earn the triple repetition that instills all the excitement of Psygnosis's upcoming release, Thunder Truck Rally. From special effects like dust clouds, blizzards, and lens flares to an artificial intelligence program which calculates force on each of the vehicle's wheels, this game sounds intriguing. Do a baja run across the desert in your low-slung buggy, or see how much damage you can inflict on dead cars in the Stunt Challenge mode - it's up to you!!! Look for scores in an upcoming issue, issue, ISSUE!!! Yeah!!!!



## Silverload

PlayStation Review

**Size:**  
1 CD-ROM

**Style:** 1-Player  
Point-and-Click Mystery

**Special Features:**  
Gripping Plot,  
Bloodcurdling Noises,  
Vampire Simulations,  
Challenging Puzzles,  
Helpful Game Saving  
Options

**Created by:**  
Millennium Interactive  
for Vic Tokai

**Available:**  
Now for Sony PlayStation

**Overall: 8.25**

After a frustrating few minutes, Silverload opens up into a Wild West Tour de Force. Your job: recover a kidnapped child who's being held in the ghost town. But watch out! The natives are werewolves and vampires. As you explore the old town you'll find out about its curse and the strange power it holds over those who enter. For some gory graphics, be sure to visit the slaughter house and butcher up a pig (you'll need the blood to appease the vampires). The graphics rock, but remember the game plays as an adventure, so don't expect to do a lot of shooting and running. Yet for the gamer who enjoys uncovering clues and unraveling mysteries, Silverload is an adventure you won't want to miss.





**Johnny Bazookatone – Saturn/PlayStation/3DO**

- Saturn**  
 Level 2 – WALKER  
 Level 3 – OVERTIME  
 Level 4 – VILLA  
 Level 5 – ENDBOSS  
 Infinite Lives – TAEHC  
 Level Skip – Use the infinite lives code and while in play Pause and hit X to skip a level.

- PlayStation**  
 Level 2 – AFLEAPIT  
 Level 3 – TEASPOON  
 Level 4 – SEDATION  
 Level 5 – VERYNICE  
 Invincibility – PILCHARD  
 Level Select – KRISTIAN

- 3DO**  
 Level 2 – LOVESHAH  
 Level 3 – STIRITUP  
 Level 4 – LIVEAID  
 Level 5 – PLECTRUM

*Tom "Codus" Hileman  
 Levittown, PA*



**Mortal Kombat 2 – Saturn**

To access a switches menu follow these simple instructions. At the beginning of the story quickly press **Down, Up, Left, Left, A, Right, Right, B, Y, and C.**

*Billie Havaday  
 Oldtown, PA*

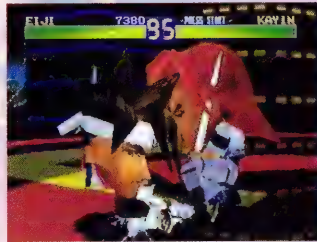
**Cybersled – Playstation**

Play with the special sleds by entering this simple code.

- At the title screen, enter this code **Up, Left, Down, Right, Up, ▲, Up, Right, Down, Left, Up, ●.** If you succeed you should hear something blow up.
- Now when selecting your character, hit **Left** and you'll gain access to the ships whose statistics are really unfair.

*Frank N Sents  
 Myrh, NH*

**HELPFUL HINTS**  
**SECRET ACCESS**  
**PASSWORDS · CODES**



**Battle Arena Toshinden  
 Remix – Saturn**

To access a marvelous trick in this intense fighter simply hold the **Left** and **Right Button** at the **title screen.** Now select what mode of play you desire and all the characters will have huge heads. Play to see who has the biggest head!

*Jason Paul  
 Baytown, TX*



**Turn & Burn: No Fly Zone – SNES**

These are the level passwords.

- Level 3 – GSZWBFFT
- Level 4 – RRHCZJVM
- Level 5 – BPYXDLNF
- Level 6 – LFMGWTQK
- Level 7 – PDTBCZNJ
- Level 8 – DKUWGSQK
- Level 9 – GKQZBLCT
- Level 10 – DCMHRPFJ
- Level 11 – WZGJNYZX
- Level 12 – JDZFMLFV
- Level 13 – SPBCTRRG
- Level 14 – SPWVJKDH
- Level 15 – LPKQBPFZ
- Level 16 – TDLJGSHX

*"The VidMan"  
 Uptown, MN*



**NFL Quarterback Club – Saturn**

Well, seeing as how most of us vidiots aren't very athletic, I guess it's ok to cheat at football. Here's a whole list o' stuff you can do from the **LEGAL** screen.

- NFC and AFC Teams – ABABAB**
- Fumble Mode – CAB CAB**
- No Fumble Mode – BABABA**
- Play doesn't stop for fallen player –**

**B, A, Start, Start, Start, Start**  
**All jumps look like the jumps near the goal line –**

**CA, Start, Start, AB**

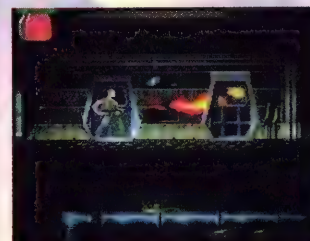
**Crappy Team Mode –**  
**Start, A, Down, A, Start, Start**

**Slippery Mode – AAAAAA**

**Acclaim and Iguana Teams –**  
**Down, A, Down, A, Down**

**Night Game –**  
**Start, A, Down, Start, A, Down**

*"Mr. Gridiron"  
 Franken, AL*



**Aliens 3 – SNES**

- Level 2 – QUESTION
- Level 3 – MASTERED
- Level 4 – MOTORWAY
- Level 5 – CABINETS
- Level 6 – SQUIRREL
- Last Level – OVERGAME

*"The Human Torch"  
 New York, NY*



**Revolution X – Playstation**

Why anyone would want to find Steve Tyler is beyond us, but if you must, here's some tips on how to do this and find some of his fellow band members as well.

**Finding band member no. 1:**

- Enter the club and go right.
- Check out the caged dancers, and blast the bathroom sign on the wall.
- When you're in the bathroom, unload on all the stalls (well, you know what we mean) and you'll find your first man.

**Finding Steve himself:**

- Go to the area before the concert stage in the first level, and take out some of your daily aggression on the fish on the front wall with CDs.
- Now blast the mirror multiple times.
- You should be taken to a catwalk that runs over the stage where he is.

**Band member in the bush:**

- Go to the Amazon jungle.
- Kill the first green blobbie, and shoot the elevator button behind it.
- Walk in and shoot the third floor button.
- Once you get out, indulge in your missiles in order to break the circular iron bars at the back of the board.

**Band member in the bus stage:**

- Lob some CDs at the first three sphinx's noses until their mouths open.
- Snag the gold CDs.
- When you're done with the last sphinx, yet another band member will appear.
- You can now die and kill the bus on your next life without losing wings.

**Find Brad!**

- Travel through all the odd numbered gates (up to 7) on the Pacific Rim stage.
- You should see some boxes to the right. Nail the top one and then blast the sign behind it.
- Look! It's Brad.

*"The Eradicator"  
 Phoenix, AZ*



### Spider-Man Vs. the Kingpin - Sega CD

- Level 1 - ARBOGAST
- Level 2 - MECHANIC
- Level 3 - REACTORS
- Level 4 - PERMANENT
- Level 5 - NARCOLEPSY
- Level 6 - PUBLIC 45
- Level 7 - KIDNEY 2
- Level 8 - PENCIL 6

"The Rhino"  
Toledo, OH

### Shining Wisdom - Saturn

More Power! Combine these items and let the fun begin.

**Blaze Orb** - Can be combined with Shining Sword, Pegasus Helm, or Magic Hands.

**Freeze Orb** - Combines with Magic Hands, Slip Shoes, Shining Sword, or Heavy Shoes.

**Blast Orb** -

Combines with Magic Hands.

**The Whereabouts of the Magic Hands** - Having trouble finding those Magic Hands? Check out the maze in the southeast corner of the Mystic Woods. The hands are northwest of the northwest exit. Note - The hands are handy for taking out Gudo's Rock Boss.

Mike Farfnerug  
Springfield, ND



### Goal Storm - PlayStation

To access Konami's patented Easter Island Head Mode wait until "Press Start" appears on the title screen then press **Up, Up, Down, Down, Left, Right, Left, Right, ■, ●**. If you hear the crowd roar then the code worked. Booga booga!

"The Rhino"  
Toledo, OH



### Syndicate - 3DO

At the "Company Name" option enter **NGOR MAT**. Make sure you leave a space between the R and the M otherwise this code will not work. Once this code is entered you will have complete freedom to go wherever you want with a bundle of cash.

"The VidMan"  
Uptown, MN

## Batman Forever - Arcade

Experience the thrills and spills from the movie like never before - with your hands! Below is a complete list of special moves and combos for the Dynamic Duo.

### Legend

- T - Toward
- A - Away
- U - Up
- D - Down
- J - Jump
- QCT - Quarter Circle Toward
- P - Punch
- K - Kick
- Repeat - Continually hit the desired move or button

### Batman

#### Special Moves

- Hop Kick - T, T, K
- Batcut - QCT, P
- Reverse Roundhouse - A, T
- Lunge Grab - T, T, P
- Slide - QCT, K
- Block - (Hold) P & K

#### Combos

- Taser Combo - A, T, K, A, P
- Hop Kick Combo - T, T, K (Repeat)
- Slide Combo - QCT, K (Repeat K)
- Ultra Slide Combo - QCT, K, P, P, QCT, P (Repeat QCT, P)
- Uppercut Combo - QCT, P, K, K, P
- Super Uppercut Combo - QCT, P, QCT, P
- Mega Uppercut Combo - QCT, P, J, J, P, P, K, K
- Roundhouse Combo - A, T, P, P, K, K, P, P, K, K

**Super Roundhouse Combo** - A, T, P, P, P, P, QCT, K, K, QCT, P, P, QCT, K, K (Repeat from QCT, P)

**Vertical Rising Combo** - A, T, K (Repeat)

**Horizontal Rising Combo** - A, T, P (Repeat)

**Jump Kick Combo** - J, K, P, P, K, K

**Super Jump Kick Combo** - J, K, T, P, K, K

**Mega Jump Kick Combo** - J, K, T, A, T, A, T, A

### Robin

#### Special Moves

- Flack Leg Grab - T, T, K
- Flash Kick - QCT, K
- Reverse Flash - A, T
- Low Sliding Palm Strike - T, T, P
- Flying Kick - J, K
- Corkscrew Twist Kick - J, D, K
- Block - (Hold) P & K

#### Combo

- Flash Kick Combo - QCT, K, P, P, K, K, P, P, QCT, K (Repeat QCT, K)
- Vertical Flash Kick Combo - QCT, P (Repeat)
- Horizontal Flash Kick Combo - QCT, K (Repeat)
- Reverse Flash Kick Combo - A, T, K, P, P, K, K
- Taser Combo - A, T, K, A, K
- Palm Strike Combo - T, T, P (Repeat)
- Jump Kick Combo - J, K, T, K, T, K, T, K

"The Rhino"  
Toledo, OH

## Code of the Month!

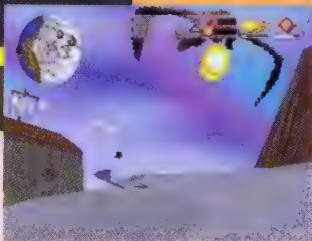


### Magic Carpet - PlayStation

Finally! For those of you who've run into a roadblock on level 49, here's your passport to level 50 and beyond. Enter the options screen and hit **▲, ▲, ●, ■, ▲, ●, ▲, ■**.

Once entered a hidden Option should appear allowing access to all the 75 levels. Plus, while the code is in effect, enter any game and pause. Hit **▲** to activate all the spells, **■** to increase your mana supply, and **●** to complete the current level.

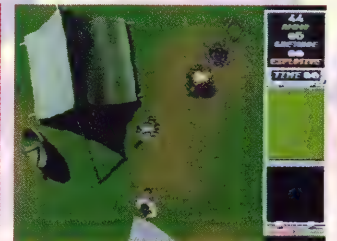
"The New York Ripper"  
New York, NY



### Galactic Attack - Saturn

To get four extra credits hold down **C, Left Button, Right Button, and Left** at the title screen.

Gunter Mitkaase  
Hackney, RI



### Batman Returns - Sega CD

To access a level select in driving only, go to the options screen and change the game mode to driving only. Then hold **left** on the D-pad and press the **B** button. On the buttons to the right of your screen enter **1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1** and exit the option screen. Once in the game, **pause** and hit the **C** button to send the Batmobile ahead one level.

"The VidMan"  
Uptown, MN

### Red Zone - Genesis

- Mission 2 - ACBBCABBBBCA
- Mission 3 - ACCBCABBBCA
- Mission 4 - ABACBCBCACC
- Mission 5 - BAAABBBCCBB
- Mission 6 - ABBABCAABCA
- Mission 7 - BAAABBCAAAA
- Mission 8 - ABBABCAACAC
- Asteroids - ABCACACBCAC

"The Eradicator"  
Phoenix, AZ

Name	: CHOMP! <sup>TM</sup>
Fuel type	: Gummi Savers <sup>®</sup>
Known enemies	: Snakes, spiders, dentists
Weapons	: Sharp teeth, slurpy tongue, Gummi-loogies
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/\$11 made payable to Gummi Savers/CHOMP!
3. This completed Official Gummi Savers/CHOMP! Offer Form to:  
Gummi Savers/CHOMP! Offer, PO Box 5785, Lisimville, CT 06087-5785.

NAME \_\_\_\_\_ DOB \_\_\_\_\_  
 ADDRESS \_\_\_\_\_ SEX M F  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Completion requests must be received by December 31, 1998. Limit one (1) completed request per envelope. Limit one (1) request per family, household or address. Offer limited to residents of USA, its territories and Puerto Rico. Offer not good in conjunction with any other offer. Offer a void where prohibited. Restrictions or procedures provided by law. No cash, merchandise, affiliation, discounts, offers, credits and any other award not be responsible for any damages, consequential or otherwise, incurred by you or any other person or entity arising from the offer. No award or prize may not be copied, reproduced, altered or sold. Not responsible for late, missing, delayed, restricted damages, cancellations or postage due requests. All requests for Official Forms and completed requests become the property of Hasbro, Inc. and will not be returned. Allow 6-8 weeks for delivery. GamePlayers is a registered trademark of Imagine Publishing Inc. All rights reserved. 02756

© 1998 HASBRO, INC.

# GAME GENIE

# SWAP SHOP



## Killing Time - 300

Here's a list of all the level codes for this intense first-person 3DO shooter.

To access these highly craved codes you'll first have to enter the debug cheat. At the "Player's Name" screen enter in **.EVOR-GRAH** (make sure you enter the period). If entered correctly you should hear a soothing harp melody and the name box will be blank. Now, enter the code designated to the level you desire.

- Intro Level - ..W1
- Ballroom - ..BL
- Child's Room - ..LB
- Circus - ..E1
- Cleaning Room - ..U3
- Columns - ..E2
- Duck Room - ..CY
- Dark Entry - ..SW
- Ghost Guests - ..DN
- Switch Room - ..WW
- Elevator - ..W4
- Gangster Hangout - ..L1
- Welcome Home - ..GH
- Ballroom 2 - ..S3
- Plantroom - ..H1
- Kitchen - ..KT
- Rocky - ..W5
- Mummy's Room - ..WC
- Evil Toons - ..UW
- Necropolis - ..S2
- Secret Path - ..H3
- Invitation to Death - ..C1
- Meat Locker - ..K2
- Hunting Grounds - ..E3
- Fire Room - ..W2
- Tess's Room - ..U4
- Sewers - ..S1
- Tess's Lounge - ..LG
- Tess's Temple - ..EW
- The Clipper - ..H2
- Clocks - ..UH
- Bonus Room - ..U2
- The Attic - ..AT
- Storeroom - ..A1
- Down in the Dumps - ..A2
- Darkling Attic - ..A3
- Attic Intro Room - ..A4
- Bloodclock - ..A5
- Death Zone - ..A6
- Death Zone 100% Health - ..A6XQ

To activate extra secrets simply add the extra letter desired to the end of the code. - Invincibility "I", Map Coordinates "Q", 100% Health "X" - Example: Enter in the Intro Level **..W1** and add invincibility to it before you select it **..W1I**

*"The Human Torch"  
New York, NY*



## Secret of Evermore - SNES

### C2A0-CD5A

Everyone is invincible including enemies

The following codes only work when you start a new game and their effects discontinue after you leave.

### EEB9-34ED

Start with a lot of attack points.

### EEB5-C75D

Start with a lot of defense points

### EEB7-445F

Start with a lot of magic defense points

### 1764-CFE7

Start with 99 evade % points

### 176D-3F57

Start with 99 hit % points

### EE86-CFEB + EEBB-17ED

Start with 255 hp

### EEBF-1FEF

Your dog starts with 255 hp



## VR Troopers - Genesis

### AAGA-AAA2

Infinite Timer

### AGKA-AAAJ

Opponents start with very little energy

### AAET-AABG

Carry your match timer into the bonus rounds

### CAGA-AAAR

Timer counts by ten

## Super Turrican - SNES

### DCC3-1D05

Start with 10 bombs

### D3C3-1FA5

Start with 15 lives

### C2C6-1FD7

Almost infinite energy

### C266-44A5

Infinite smart bombs

### C2C5-37A7

Almost infinite lives until you fall off the screen

### D0A7-37D7

Weapon power-ups give you full power

### D4A0-34A7

Start with flame-thrower

### 82C1-4FAF

Infinite energy wheel energy

### C28C-C400

Infinite time

## Breath of Fire 2 - SNES

### FEDA-8FA4

Start with a lot of HP

### FEDA-84A4

Start with a lot of AP

### EEDA-8704

Mega Strength

### EEDA-8764

Mega Stamina

### EEDA-87A4

Mega Agility

### EED3-84D4

Mega Wisdom

### EED3-8404

Mega Luck

### EED3-87D4

Mega Experience points

### C9FA-EFA6

Infinite HP in battle scenes

## Prime Time NFL Football - Genesis

### ACZT-CAA4

Infinite time outs for visiting team

### ACPT-AAA4

Visiting team starts with no T.O.

### ACPT-AAAW

Home team starts with 0 T.O.

### BGPT-AAAW

Home team starts with 9 T.O.

### 9FWT-AAG8

Start with mega time on the clock

### AA1T-CAFG

Game clock counts faster



## Zero Divide - Playstation

### D00CA7D4-2400

Master Code (must be entered)

### 80110B3C 00D0

Player 1 invulnerable

### 801118C0 00D0

Player 2 invulnerable

### 800E8968 0700

Freeze timer at 59 seconds

## Road Rash - PlayStation

### 800DAD40 FFFF

Infinite cash

## Rise of the Robots 2 - PlayStation

### 8007D3C6 0078

Infinite health player 1

### 8007D462 0000

No health player 2

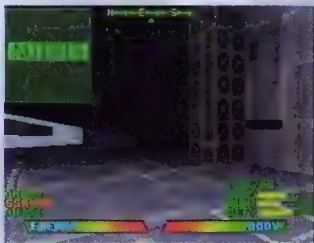
### 800672EC 0D00

Infinite time

## Panzer General - PlayStation

### 800EDB84 07D0

Infinite prestige



## Space Griffon - PlayStation

### 801E0032 0190

### 801E0036 000C

Infinite rocket launcher

### 801E0058 1F40

Infinite energy





## Gunners Heaven - Playstation

In order to access a cheat mode for this game you need to wait through the entire demo until the Title/"Push Start" screen comes up. Now hold down **L1, L2, R1, R2**, and press **Select**. "Push Start" should change to "Secret Code". Change the left letter of the code with up and down on the pad. The right letter of the code is changed with the **▲**, and **✕** buttons.

**Stage select codes** - MA=2, UT=3, RH=4, MK=5, HT=6

**Shrink Character Image** - CM

**Larger Character** - QB

**Smaller Windows** -

MV (press any button on controller 2 to activate)

**Start With Nine Bombs** - YI

**One-Hitters for Axel and Rukha** - TY

**Weapon Power 999 Seconds** - SS

**Debug Mode** - Type MA, press **Select**, change the code to **SV** and hit **Start** to enter the debug. Now use **controller 2** to access the following functions.

**Up** - Boosts your weapon power to maximum

**Down** - Toggles voice mode

**Left** - Alters gunlock type

**Right** - Skips area (turns off invincibility)

**▲** - Toggles invincibility against weapons

**●** - Increases your bombs

**■** - Switches weapon type

**✕** - Increases weapon power-up time in 30 second chunks

"The Rhino"  
Toledo, OH



## Frantic Flea - SNES

Last month we taunted all the frustrated flea players with the first half of all the pass codes, now, we tease no more. Here's the complete stinkin' list!

**Zone 1-2** - ZMTHT

**Zone 1-3** - GPPQW

**Zone 2-1** - DJXCT

**Zone 2-2** - WLCSN

**Zone 2-3** - RLHQZ

**Zone 3-1** - JMGVB

**Zone 3-2** - NRWPC

**Zone 3-3** - MDWQL

**Zone 4-1** - MJDSX

**Zone 4-2** - HFLNT

**Zone 4-3** - SPQNG

**Zone 5-1** - DTNZZ

**Zone 5-2** - KQRXH

**Zone 5-3** - JBVFM

**Zone 6-1** - VSNXD

**Zone 6-2** - GRXBS

**Zone 6-3** - WNHJP

Tommy "Game Master" Keely  
Webville, COM

## Pretty Fighter X - Saturn

Here's some tricks to help you fight ugly.

**Play as the Boss** -

In one player mode press X, Y, Z and Start at the title screen.

**Change Character Colors** - Hold down the Left or Right Button when selecting your character.

Ed M. Burly  
New Hamburg, FL



By DOS Boy

- Level 2 - BANTHA
- Level 3 - KATANA
- Level 4 - DENGAR
- Level 5 - PELLAEON
- Level 6 - ITHULL
- Level 7 - STENNESS
- Level 8 - MYRKR
- Level 9 - CHURBA
- Level 10 - ARTOO
- Level 11 - SATAL
- Level 12 - LOBUE
- Level 13 - DENEBA
- Level 14 - STURM
- Level 15 - CRADO
- Finale - CARRACK

## Rebel Assault 2:

### The Hidden Empire - PC

Enter the level codes below at the password entry screen.  
Standard

## Gargoyles - Genesis

Pause the game and enter the code you desire.

**Level Skip** -

A, B, Right, A, C, A, Down, A, B, Right, A

**Programmer Message** -

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

**Programmer Message 2** -

A, B, Right, A, C, Right

**Energy Refill** -

A, B, Right, A, C, A, Down, A, B  
"Steven L Buenning and Son"  
Webville, COM



## 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.

**SNES** .....Breath of Fire 2  
Lufia 2

Super Mario RPG

**PlayStation** ... Bust A-Move 2  
Shell Shock

Skeleton Warriors

Tokyo Highway Battle

Top Gun: Fire at Will!

**Sega Saturn** .....WipEout  
Panzer Dragoon 2 Zwei

Magic Carpet

Iron Storm

Guardian Heroes

Golden Axe: The Duel

Earthworm Jim 2

Battle Arena Toshinden Remix

**Genesis** World Series Baseball '97

**Arcade** ..Street Fighter Alpha 2

**PC** .....Quake  
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

## 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







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

There's bone-crunching wall crashes, super-human slides, turf-eating

**Looks like another big hit from Ken Griffey Jr.**

**dive 'n' grabs**

(without those

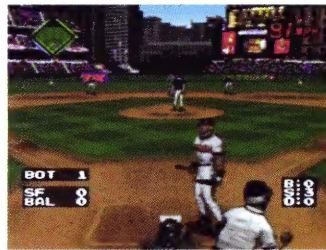
unsightly grass stains). Plus, there's a trading feature and new 3-D rendered ACM graphics. All served up with Ken's **real-life** swing (digitized for your protection).

It's as close as you can get to being Ken without having to deal

with The Mariner Moose.

So put those other weak baseball games on the permanent disabled list.

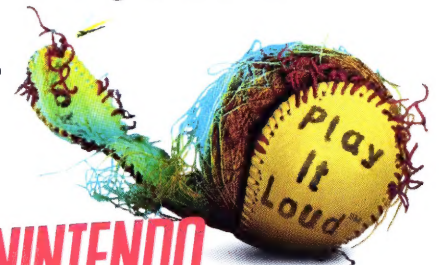
'Cause this time, Ken's playing **hardball**.



Here's your chance to break more than a few records.



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



Only for **SUPER NINTENDO** ENTERTAINMENT SYSTEM



\*© Nintendo/Rare. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. © 1996 MLB. TM and © are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc.

AOL @keyword: NOA  
www.nintendo.com

EXPLORE THE

# HEART OF DARKNESS™

COMPUTER GAME SAMPLER

**FREE!** With two wrappers from GUMMI SAVERS.®\*

Check out more information on Heart of Darkness and other games at the new GamePlayers Internet site:  
<http://www.gameplayers.com>



**SQUISHY FRUITY FUN**

\*To receive your free "Heart of Darkness" PC CD-ROM Sampler, send:  
1. Two (2) proofs of purchase (UPCs) from any size Gummi Savers Package,  
2. This completed Official Gummi Savers/Heart of Darkness Sampler Offer Form.  
Mail to: Gummi Savers/Heart of Darkness Sampler Offer,  
P.O. Box 5760, Unionville, CT 06087-5760

NAME \_\_\_\_\_ D.O.B. \_\_\_\_\_  
ADDRESS \_\_\_\_\_ SEX M F  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Completed requests must be received by December 31, 1996. Limit one (1) completed request per envelope. Limit one (1) request per family, household or address. Offer limited to residents of USA, its territories and Puerto Rico. Offer not good in conjunction with any other offer and is void where taxed, restricted or prohibited by law. Nabisco, Inc., Virgin Interactive Entertainment, its parents, subsidiaries, affiliates, directors, officers, agents and employees shall not be responsible for any damage, compensatory, direct, incidental, consequential or otherwise, with respect to, or in any way arising from the offer. Wrappers (UPC) may not be copied, reproduced, traded, or sold. Not responsible for lost, illegible, delayed, misdirected, damaged, incomplete or postage due requests. All requests for Official Forms and completed requests become the property of Nabisco, Inc. and will not be returned. Allow 6-8 weeks for delivery. ©1996 Nabisco, Inc. Heart of Darkness is a trademark and copyright ©1996 of Virgin Interactive Entertainment (Europe), Ltd. and Amazing Studio. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. GI



Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!