

120 STARS REVEALED!  
**Super Mario 64**  
Pg. 52

September 1996  
Vol. VI • Issue 9 • #41

# Game Informer

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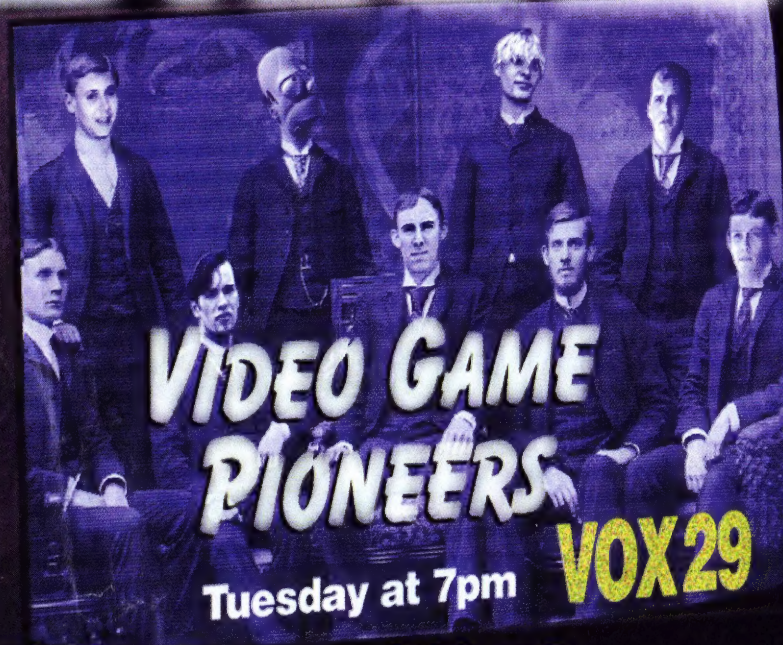
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# Letter from the Editor

# Game Informer



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## Won't You Be My Neighbor?

By Paul Anderson

Lately, I've done nothing but play Nintendo 64. It's just sooo awesome. It's a shame that we're not going to see a lot of software for a long time. And if you thought the delay on the hardware was long, wait until you see some of the delays that they'll put on the software. We may all die of anticipation. Anyway, I'm off to Japan right now to go check out Final Fantasy VII and a bunch of other PlayStation games so make sure you tune in next month. See-ya!"

-Andy,  
The Game Hombre

"I got a chance to play through more of Destruction Derby 2 and it completely rocks. It's a quantum leap over the first one. I'm glad to see the 32-bit Maddens have finally made it into the offices. Jon's Bills are no match for any team from the NFC Central. I'm still waiting for Sony's baseball to rear its head, but Triple Play is getting plenty of play time. The codes for it in Secret Access are awesome! Grab a controller, a large beverage, and prepare for a great gaming season this fall. Don't forget to save me a seat!"

-Paul,  
The Game Professor

"Howdy folks! Since I'm technically not a reviewer, a lot of you might be wondering what it is I exactly do at Game Informer. Aside from the PC page, I write a lot of the general story pages for reviews and previews (the big ones that don't have faces and names connected to them), At a Glance, and random things that other people don't have the time or desire to do. For a while I feared that my nickname would be "Miscellaneous Boy," but happily it is PC Jedi. For a more detailed and obnoxious account of myself you can check out GI's web page. Hmm... I think I'll hang around for another twenty-five years or so and see if I can get a date with some flappers. Have a good one!"

-Erik,  
The PC Jedi

If your editor left you with the responsibility of writing this small section of the magazine while he was in a far off land, what would you write? I could take this opportunity to ridicule him or maybe make a comment about all his work that was left for us. That might be funny to a few people around the office, but the humor would not have any meaning to you. Instead of taking some shots at the Hombre or even touting how he might be the hardest working man in the business, I'll write briefly on the industry, specifically on gaming magazines and how we all interact in this competitive field.

First off, we'd be lying if we said that we never look at any of the other gaming publications. You have to keep up with the "Joneses" in this dog-eat-dog world. It often spawns ideas on how or how not to do things in Game Informer and frequently inspires numerous jokes (as we always like to poke friendly fun at our competitors).

Friendly fun is what it is because the numerous press events we attend bring us into frequent contact with editors from every publication. Believe it or not, we even consider some of these "competitors" to be good friends. Although there are always a few gaming guys with the proverbial stick in their backsides, some of them have even invited me to their offices, company parties, or even to hang out at their house. Most leave the competition on the written page, where it should be. However, I don't think that specifically means slamming another publication, no matter how funny the comment is.

We work in an exciting yet contentious field. There's no room for pompous, back-stabbing journalists who think their last article should have won the Pulitzer (except for that article I wrote in this month's GI NEWS). Later, friends.

"Greetings from beyond the pages. Lately, I think the barrage of quality games, movies, music, and entertainment has put me in a sort of daze where I am just happy consuming. Luckily, my Kung Fu is strong and I am happy to report I am fine. Now on the gaming front. I wish that arcade game producers would produce new, good arcade games and lots of them. Although the one that we cover in this month's mag is pretty cool. I just picked up a hell-a-bad new camera that will take screen shots that'll knock your socks off. Until next time remember the next time you step up to play against somebody at a fighting game and you feel nervous just think of your happy place. Later."

-Ryan,  
The Arcade Alchemist

"It's fall, and that can only mean one thing...Football Season!!! Madden '97 has been a popular game here this week. You know, I played a number of computer simulated seasons, yet the Bills never finished over .500. That's a travesty, for everyone knows that America's team (yes, the Bills are America's team) are going to win the Super Bowl this year. In closing, the new Madden is great, but will it beat GameDay? Only time will tell..."

-Jon,  
The Greedy Gamer

The wait for the Nintendo 64 is finally over, and I'm sure you've all seriously thought about purchasing one. Personally, I say go for it. Super Mario, PilotWings, and Cruisin' USA are all great games, and Mario scored the first true GI 10. You may want to wait for Wayne Gretzky, Turok, and Mortal Kombat Trilogy to hit the shelves if you're kind of skeptical as to how good the sports, fighting, and first-person games will be on this unit. Regardless of what you think, the N64 is here to stay."

-Reiner,  
The Raging Gamer



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## Bleeding You Dry!

I am the owner of a Sony PlayStation and I just found out something that made me extremely angry. PlayStations don't come with an RF adapter. Why? Sega and SNES come with one. I think if you spend \$300 on a machine it should come with everything you need to hook it up. I've already spent over \$100 buying Street Fighter Alpha, an extra controller and a memory card. Now I have to spend another \$30 on an RF adapter. This is so incredibly stupid. Why do they do this?

Tiffani Taylor  
Flint, MI

**They do this for a number of reasons. The first is that they want to sell the unit for as little as possible. Adding the additional components would be reflected in the**



RFU adaptor

**price tag. Secondly, many people don't use the RF hookups and they would be equally upset if they paid for something extra and didn't even need it. Lastly, it is a sign of the times. Most of the TVs**

**sold now have the video hookups already built in.**

## Who Murdered The 32X?

Last year I was planning to buy a 32X. However, because of your reviews I didn't buy the 32X. Instead I bought the Sega Saturn. I had a lot of fun with that system. If I had a 32X I probably would have beat it to death! Or, it might have been already dead when I got it!

Terrain Filmore  
Jersey City, NJ

To say the least, the 32X was a very short lived system. It did sell fairly well for a period of time, but lack of support from Sega and third party developers sent it into oblivion. Everyone knew that the Saturn was coming and many consumers lost interest in the 32X as well. Just think, the 32X was once almost the same price as the Saturn is now.

## A Backline System, Eh?

I am a proud owner of a Sega Genesis and I'm a huge Mortal Kombat fan. In your July issue it covered the Electronic Entertainment Expo in L.A. and the upcoming release of new games that included "UMK3" and "NHL '97." A few days after I received the issue I went to my local gaming store and asked them about the release dates on both of those games and what I heard wasn't too uplifting. They told me the Genesis was on the verge of

becoming a backline system, which meant the Genesis and all of its games including "UMK3" and "NHL '97" will not be produced by the end of this summer. Even though I have more trust in your great mag, for some reason I can't quit thinking about the horrible things they told me. Could you please set it all straight. You're a great mag, please don't let me down. Thanks.

Dominic Evola  
Sterling Heights, MI

We're not sure what was meant by a backline system, but the Genesis and SNES are not getting as much support since the introduction of newer systems. Think about how long the NES lasted after the SNES was introduced. Game developers and publishers are now focusing on the increasing number of 32-bit gamers and lower production costs of CD-ROMS.

Regarding your question about UMK3 and NHL '97, both of these games are scheduled to be released this fall. There are still plenty of 16-bit machines, and game publishers know that the Genesis owners are craving these titles.

## How Did You Get That Job?

I was wondering how exactly do you become a GI editor, and what age would you have to be?

Erik Gulbranson  
Andover, MN  
Age: 13

Obviously, having a good knowledge of games is always a plus. More importantly, writing skills are essential in becoming a video game journalist. If you have interest in a career in writing we suggest keeping those English scores high while playing and reading about games. We might also add that journalists have among the lowest average starting salaries of professions that require a college degree, but it sure does beat wearing a tie to work everyday!

Age is open if you've got the writing skills, but the more education you have, the better your chance of getting an interview.

## Grid Mortis Has Returned!

The truth is out there...and I've bitten off a bloody chunk of it! Thumbpad avengers assemble! Okay, here's the lowdown: I joyfully bought a copy of Toshinden 2 and its intro glitched everywhere, including the character endings. Hmm...I returned it for another and the same thing happened again! AAARG!!! The store owner told me that it was a common problem with his customers and he had no idea what the problem was. Soooo...I called Playmates and the rep. told me that it was a hardware problem, not the game itself! What!? He explained that Sony had two or three models out and that Toshinden 2 would only work right on the newest one (that has a manufacturing date of at least January '96). And, this 'newer' one wouldn't let you get away with that import - open lid trick! Wow. It was also mentioned that newer games are being made specifically for this model because it lacks the older one's FMV flaw (ever wonder why the intro to Alien



Trilogy glitches?...Bingo!)

I called Sony..."Your PlayStation, sir, is no different from ones being made today and there is no second or third model blah, blah, blah, yackidy-smakidy." Funny, I just traded mine in for the Jan. '96 model and boy does Toshinden 2 play/look fine (the whole thing runs smoother). This would also explain why my friend couldn't play imports on his brand new PS-X (he tried every method). What is going on? Angry? You should be!

Grid Mortis "The Mad Gamer"  
Chris Tawater  
Houston, TX

We were aware that Sony had made new hardware upgrades to the PlayStation that disallowed the "disk swap" technique to play import titles. We have learned of a few companies that have made a chip available that when soldered to your PS-X will allow you to play imports without the swap trick, but we are uncertain that this chip will work with the "newer" hardware. Plus, reconfiguring the internal workings of the electronics is not only risky to the proper functioning of your PS-X, it also cancels any warranties offered by the manufacturer.

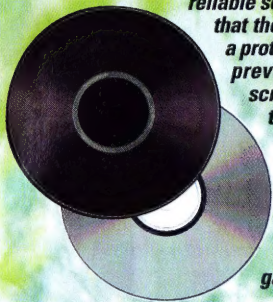
We located a few game dealers through the Internet that offer this modification, so we would suggest you start there or contact local game shops that deal with import games.

We understand your frustration, but historically game manufacturers have always made it hard for gamers to play import titles. It looks as though history has again repeat itself.

## What's With the Black CD's?

I currently own a PlayStation and I think it's the best system out on the market at this point in time. But tell me this - what is that black stuff on the underside of the CD? I heard from a very





reliable source (my best friend) that they put that stuff on as a protective coating to help prevent the CD from scratching. If this is true, then why isn't this mysterious black coating on CD's other than the ones for the PS-X, and why do I see scratches on my games?

John Pierson  
Houston, TX

You're right to question your friend's interpretation. No, this isn't a protective coating. It is a manufacturing technique that was implemented by Sony to deter illegal duplication of PS-X games. Games without the black side are easy to pick out in a crowd and with piracy a common problem within the industry, Sony figures that this will give them a jump on the pirates.

### Caution: Work Zone

First off, your mag rules, so keep up the good job. I recently saw a commercial that Sony is selling for \$199.00. That same day my mother offered me a job over the summer to help her clean houses for \$3.00 an hour. Should I take this job to get Sony or

should I just sit around all summer playing my Super NES? By the way, what color is Reiner's hair?

Anthony Zajczenko  
Chicago, IL

We think you should take the offer. You're going to need the money to buy a new system sooner or later. Or you might just want to get some extra cash to buy and rent some SNES titles. How about some cash for some CDs? Plus, sitting around and playin' the SNES all summer will turn you into a slug.

To answer your question about Reiner, he's pulled all of his hair out trying to find all the gems in Crash Bandicoot.

### I Want My RPGs

I recently bought a Sony PlayStation with expectations of cool RPG's and/or action RPG's. But so far, the Saturn has the upper hand in those categories with games like *Shining Wisdom*, *Legend of Oasis*, and upcoming games like *Ray Earth* and one of those *Lunars* from Sega CD. Yeah, I know that Sony has rights for *FF VII*, but that won't be in the US for another year or more. When are any other cool RPG's coming out for the PlayStation?

David "No Cool Nickname" Jennings  
Gurnee, IL

*FF VII* isn't going to be in the US for another year? *Final Fantasy VII* will make it to shelves in Japan in December with the US release coming in early '97.

Other ideas: take a look at our coverage of *Beyond the Beyond* on page 30. Sony is also releasing *Arc the Lad* before Christmas and a sequel is already in the works in Japan. Companies like Konami have RPG's in the works, as do a few others. The Saturn does have the jump on the PS-X as far as RPG's are concerned, but you should start seeing more PS-X RPG's this fall.

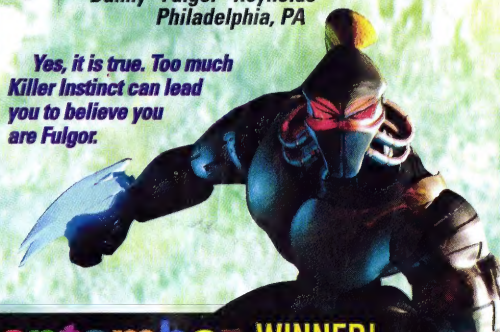
It's interesting that we gamers are really never satisfied. Take a look at the July '96 *Dear GI*. Jonathan Saal is a Saturn owner with the same complaint.

### Huh?

Greetings Earth People, I am Fulgor, king of the Fulgarians and ruler of the planet Fulgatron. Look upon me and cower! Ha-Ha! Answer my questions, fools, or you will die!

Danny "Fulgor" Reynolds  
Philadelphia, PA

Yes, it is true. Too much *Killer Instinct* can lead you to believe you are Fulgor.

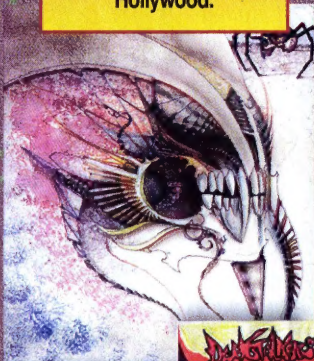


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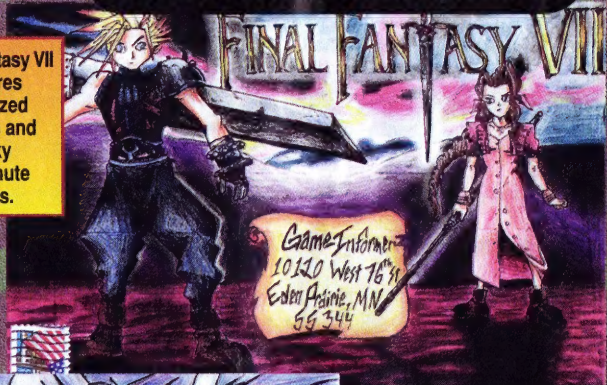
Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, split or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your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

George Hinckle  
Milwaukee, WI

This guy should be in Hollywood.



*Final Fantasy VII* features oversized swords and funky parachute pants.



september WINNER!  
Patrick Fulmer, Philadelphia, PA

Bélit Rivers  
Baltimore, MD

The best dressed fighters in vids. Is this Tekken or the cover of GQ?



Corey Hall  
Skokie, IL

My...what big teeth you have.



Shauna Clarke  
Mount Vernon, NY

Smells like your deodorant isn't working overtime.



Laura Bow  
Plano, TX

Ever have a bad hair day?



Ryan Carter  
Rockford, IL

I think I'm blind!!!



Jonathan Yang  
Walnut, CA  
Femme Fatale



**HE IS A MASCOT!**

**THE BOTTOM LINE 9**

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- **Created by:** Naughty Dog and Universal Interactive Studios for Sony
- **Available:** Now for Sony PlayStation

For an entire year now, gamers have affiliated the Sony PlayStation identity with either a logo or the unit itself. A failed marketing run of trying to introduce a spiky haired polygon character as a PlayStation mascot left the gaming industry crying for a familiar face to paste onto the PS-X. As history has shown, hardware units without a mascot are pretty much condemned to immediate decay. The Atari Jaguar, the Phillips CD-I, and the Amiga 32 have all had their heads on the chopping block for quite some time. Thanks to Naughty Dog and Universal Interactive Studios, Sony has no intention of going there.

The Sony PlayStation has finally been baptized into the world of mascot gaming. This furry little fellow comes from the Peramelidae family found in Australia, Tasmania, and New Guinea. Don't worry, he's not a killer. He's a bandicoot (a vegetarian marsupial). Like any decent humans, Sony and affiliates have given their special little pet a name. He goes by Crash Bandicoot, and he's ready to blow the doors off of PS-X gaming as we know it. Crash has all the right features for a gaming mascot. While he's not as fat as a plumber or as blue as a hedgehog, Crash features one thing that the other mascots don't have - raw attitude. Being born and raised in a jungle can scar your personality a tad. This is apparent both in Crash and in his first action/platform game.

Developers Naughty Dog and Universal Interactive Studios originally intended to make Crash Bandicoot a completely revolutionary 3D adventure title. While development moved on day after day, Naughty Dog decided that they preferred basic platforming instead of 3D arena adventure. They made the right move. Super Mario 64 turned out to be what Naughty Dog originally desired, and Crash Bandicoot became a revolutionary action/platform title that opened the 32-bit action book to a new chapter - side scrolling and tunnel 3D.

Take Donkey Kong Country's graphics and multiply it by ten, then add a Doomesque 3D quality to the fray. Crash Bandicoot features two styles of gameplay - 3D action/platform and 3D third person. The

## REINER, THE RAGING GAMER

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

**OVERALL 9**

"For starters I wouldn't have called a character supporting a CD-ROM unit 'Crash'. Maybe Loading or Laser Boy would have been more appropriate. Nonetheless, this game is right up my alley, pure action/platform mayhem. The further you proceed the tougher it gets. This title will attract old school gamers along with the new generation of astro kids. The graphics are very comparable to the N64. The 3D realism is balanced perfectly with the gameplay. I actually felt like I was jumping along lily pads up a jungle river. This is a game that all action/platform gamers must experience. It's not completely original, but the overall feeling after playing is truly unique."

## JON, THE GREEDY GAMER

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

**OVERALL 8.75**

"For a game that has only three islands, Crash is complex enough (and frustrating enough) to present a serious, serious challenge. Instead of creating more islands, I like the idea of backtracking through previous levels after obtaining gems. However, this is where the frustration sets in. It's hard enough going forward, let alone backward. The graphics are intense, especially the light shading. However, don't be fooled by the all the 3D hype. Crash is most definitely a 2D action/platform with only minor inklings of the 3D experience."

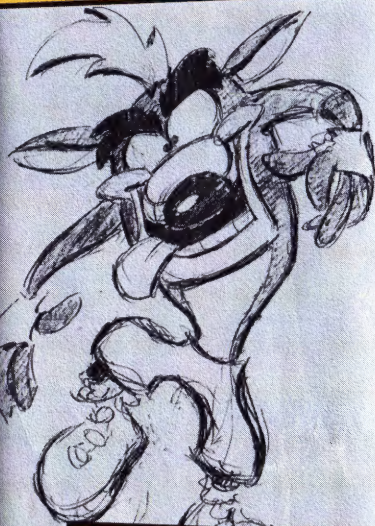
## ANDY, THE GAME HOMBRE

**Concept:** 8.5  
**Graphics:** 9.75  
**Sound:** 9.25  
**Playability:** 9.25  
**Entertainment:** 8.75

**OVERALL 9**

"Crash is a 3D tribute to the classic action/platformer. It takes simplistic jumps and enemies to create a hair-raising, seat-of-your-pants adventure. Graphically, this is definitely the most impressive game on the PlayStation. It's like watching a cartoon. Tons of details with lots of colors. The only drawback to Crash is that it's not quite as long as it could be, but it really doesn't make a difference in the end. Crash is an excellent game that will push your platform skills to the limit."

## CRASH BANDICOOT - PROFILE




**Species:** Bandicoot (Peramelidae family)  
**Sex:** Male  
**Age:** 1 Disc and counting.  
**Weight:** Unknown  
**Size:** Too many pixels and texels to count.  
**Favorite Food:** Mangos, mangos, mangos.  
**Favorite Past Time:** Jumping and keeping his pearly whites clean.  
**Best Friends:** Sony, Naughty Dog, and Universal Interactive Studios. They gave him his fame, fortune, and name.

**Favorite Publication:** Whoever puts him on their cover (this month's GI).

This guy looks like a plush stuffed doll that constantly screams "squeeze me and I'll squeak!" Don't get the wrong idea though, Crash is actually a lean mean marsupial machine. If anyone can save the jungle it's Crash! He doesn't need any ammunition or gang related help. All he needs are his instincts and his fast furry little feet to bounce off villainous heads and leap over obstacles. Love him and he'll control beautifully for you.





action/platform levels themselves involve a significant amount of 3D movement. While accomplishing the task of moving from one direction to the next, Crash will also have the chance to jump into the background. The 3D third-person levels basically place Crash on a straight track. The objective is to run forward, dodge obstacles, destroy enemies and find the exit. Sometimes though, Crash will have to take different routes and actually backtrack towards the gamer.

All the action is based on Crash's two moves – jumping and spinning. Most of the levels demand the gamer to solve puzzles, take risky jumps, and find new areas. Several bosses also await Crash Bandicoot. Each boss acts differently and Crash will have to figure out how to take each one down. Each of the twenty-six levels present a unique challenge in themselves that will drive gamers bonkers.

Crash Bandicoot is here, and there's no stopping him from taking over the minds of children and hard-core gamers everywhere. Don't be surprised if a sequel, action figures, comics, and a cartoon series are in the works. This is the guy Sony is betting on to sell units. Crash has a large reputation to live up to.

## CRASH TALK

When it comes down to graphics and special effects, Crash Bandicoot shines high above any other 32-bit action/platform title. All the backgrounds, foregrounds, and environments are rendered in 3D. Example: When you walk past a shrub, you'll notice that it doesn't look flat when approaching the front of the screen – it has depth. Every object in the game is like this, each contains an original form and likeness.

If that's not impressive enough, the lighting effects add even more realism. There's no doubt about it, the PS-X can simulate killer lighting effects. In Crash Bandicoot you'll notice different shades and moving shadow angles. Naughty Dog even went so far as to program a level that specifically relates to the lighting program. All the 3D objects and lighting effects act as they should – with realism.

## GEMS

The Gems are the most sought after item in Crash Bandicoot. If you find one, you can consider yourself an avid gamer. However, if you happen to find them all, you will be praised by whoever witnesses this feat, and be hailed among the ranks of Zeus and Odin as the ultimate gaming God.

There are two different kinds of Gems, the white and the colored. White Gems can be considered as the easy to find generic brand. These only come into play at the very end of the game, forming a path to something terrific. The colored Gems are one per color and are used as links to hidden areas that will allow you to find certain boxes on specific levels. Example: let's say you find the Blue Gem on The High Road level. This Gem will open up other areas in certain levels (such as Cortex Power) where it forms a bridge across a slime pit. Before you find these colored Gems you may see a glimpse of a placement piece which is the same color as the Gem. This means you need that colored Gem to pass a certain feat on the level. Now, begin your hunt.

To find one Gem is a task in itself. You must pass a level without dying and destroy every box on the level. Most boxes are easy to reach, although maybe one or two are hidden. If you beat a level without dying, you'll be greeted with either a Gem Screen (if you find all the boxes), or a Box Screen (meaning you've missed one or more). This screen will show you how many boxes you missed by dropping them on Crash's head. Do the level over until you get it perfect.

## BONUS LEVEL

The Bonus Level is the only point in the game where saves or passwords are available. To find a Bonus Level you'll have to find three strange clown-like icons hidden within a level. Once the third one is picked up, you'll instantly be teleported to the hidden area where certain obstacles must be overcome before a save can be managed.

There are also Boss Bonus Icons and Super Bonus World Icons. Collecting three Boss Icons brings you to a Bonus Level that doesn't allow you to save, though it does offer many free lives. The Super Bonus Icon acts in the same manner, but it holds a great surprise for those who find its three icons. These icons are spread throughout the land. Three icons, three islands. Hint. Hint.

**BOXES** – These are what you're looking for. Seek and destroy! The boxes come in all different shapes and sizes. Some are damaging to your health; others are bonuses that will put a smile on your face. Here's a breakdown of what to look for.

**AKU AKU** – Smash one of these and Crash will gain a hit point. Smash three and you'll receive temporary invincibility.

**1-UP** – This box has a picture of Crash on it. Open it and add the 1-Up to your arsenal.

**EXCLAMATION** – This box will trigger all the clear silhouette boxes you see.

**BREAKABLE ARROW** – Jump on this to reach new heights.

**QUESTION MARK** – What's inside is a mystery...

**UNLABELED** – These boxes always contain one mango.

**UNLABELED WITH STRIPES** – These boxes always contain ten mangos. Must be jumped on or bumped from the bottom to access this delicious fruit.

**DYNAMITE** – Ouch. These hurt Crash. Nonetheless, they come in handy for destroying multiple boxes while on the run.





## BE WARNED

WHAT YOU ARE ABOUT TO READ IS HIGHLY CONFIDENTIAL, AND IF IN THE WRONG HANDS, A NIGHTMARE TO THE WORLD. BELOW IS A SPECIFIC STRATEGY GUIDE WHICH WILL HELP YOU BEAT THE GAME. NOT ALL THE LEVEL HINTS ARE COMPLETE, BUT IT DOES TIP YOU IN THE RIGHT DIRECTION. THIS STRATEGY GUIDE WILL ALLOW YOU TO FIND BETWEEN 95% AND 100% OF THE GEMS (IF YOU'RE GOOD ENOUGH). GOOD LUCK AND MAY THE MANGO BE WITH YOU!

### GEMS COLOR KEY

WHITE BLUE GOLD GREEN PINK PURPLE YELLOW



## LEVEL 2 - JUNGLE ROLLERS

### FIND ACCESS TO BONUS WORLD 1

**Hint:** It's impossible to find all the boxes without having the Green Gem accessed (The Lost City - Island 2). The rest of the level is a walk in the park.



## LEVEL 3 - THE GREAT GATE

### ACCESS TO BONUS WORLD 2

**Hint:** Don't bother trying to find all the boxes on this level unless the Yellow Gem is accessed (The Lab - Island 3).

**Hint:** When you approach a breakable arrow box that appears to lead nowhere (sky background), jump on it and push towards the background. A hidden 1-up is awaiting your arrival. Do the same on the next breakable arrow box to find the hidden box on this level.



## LEVEL 5 - UPSTREAM

### ACCESS TO BONUS WORLD 3

**Hint:** The first waterfall holds a box with a 1-Up behind it. Carefully jump across the Gold Gem path to find it. The Gold Gem is found in The Generator Room - Island 3.

**Hint:** The second Gold Gem path is at the very end of the level. Two boxes are found through this path.



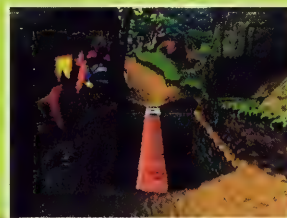
## ISLAND 1

This island acts as both an introductory course for the gamer and an essential base for Gem collecting. Learn how to move and pick up the accessible Gems before you proceed to Island 2.

## LEVEL 1 - N. SANITY BEACH

**Hint:** The only trouble on this level will probably occur at the exclamation switch. The consecutive box jump is difficult but can easily be conquered by timing the jumps. Watch Crash's shadow to see where you are going to land.

FIND



## LEVEL 4 - BOULDERS

**Hint:** Run like a mad dog! Use Crash's spin move to break the boxes on the boulder paths. Don't try to jump on them; you'll die a horrible death.

FIND

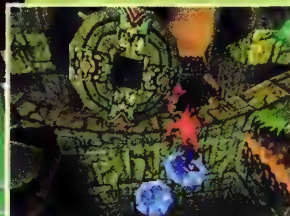


## LEVEL 6 - ROLLING STONES

### ACCESS TO BONUS WORLD 4 ACCESS TO BOSS BONUS WORLD 1

**Hint:** Halfway through the level you'll encounter an unstable platform with a rolling rock in front. If you look closely you'll see the Blue Gem (The High Road - Island 3). Jump down the Blue Gem path to uncover the missing level boxes and three extra lives.

FIND



## PAPU PAPU (BOSS)

Dodge Papu Papu's swinging stick attack and jump on his head. Do this procedure three times and he'll be beaten.

FIND



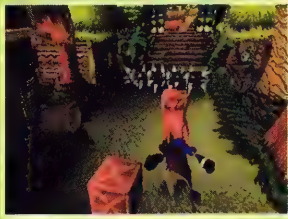
REQUIRES



## LEVEL 7 - HOG WILD

FIND

**Hint:** Get on your hog and ride! Utilizing skillful jumps and accurate timing is the only way to be a flawless victor in Hog Wild.



## ISLAND 2

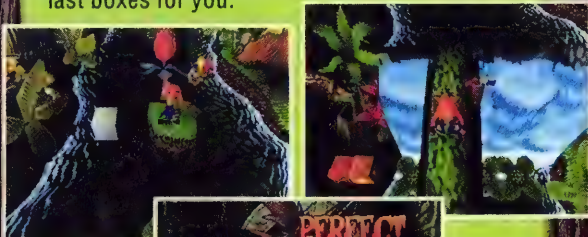
Island 2 holds the first key and the first colored Gem. The stages are tough but not unbeatable.

## LEVEL 9 - UP THE CREEK

FIND

### ACCESS TO BONUS WORLD 6

**Hint:** Once you've located and accessed the Exclamation Box, trek back across the lily pad path to the waterfall. You'll notice that four lily pads are constructing a path across to the two boxes sitting on the ledge. You can either walk the lily path and collect an extra life, or simply jump from the log towards the two boxes. Set the timer on the dynamite and use the breakable arrow box to shoot back up to the log. The dynamite will destroy the last boxes for you.



## LEVEL 12 - ROAD TO NOWHERE

FIND

### ACCESS TO BONUS WORLD 8

**Hint:** At one of the checkpoints you'll notice that a Red Gem is near. Jump on it and allow it to take you to a hidden area. The first order of business here is to activate the Exclamation box to the right. Use the box that appears to activate the one to the left. The last feat is to activate the box in the middle. Jump off the box that appears (from activation #2) and land in the middle of the floating metal. Four boxes will appear in the background. Easy taking!

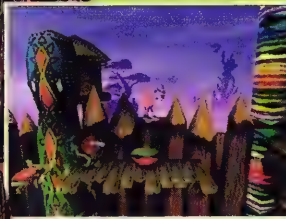


## LEVEL 8 - NATIVE FORTRESS

FIND

### ACCESS TO BONUS WORLD 5

**Hint:** Once on the top screen (sky background), locate a ledge with a turtle, a plant and an unmarked box. Jump on the turtle so it flips on its back, exposing the bouncy stomach. Jump on the stomach and break the unmarked box. On the second bounce, flip yourself up to the ledge in the background. Walk on the path to find one of the hidden boxes.



**Hint:** As in hint one there are two more "bounce into the background" spots. Both are on the same plane as the first and are accessed by jumping off of a fire ledge.

**Hint:** The majority of hidden boxes on this level are hidden in the clouds. The Pink Gem (Slippery Climb - Island 3) needs to be accessed in order to find these.

REQUIRES

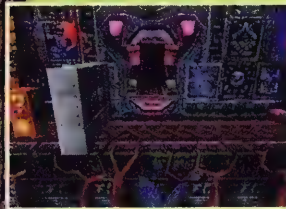
## LEVEL 10 - THE LOST CITY

FIND

### ACCESS TO BONUS WORLD 7 ACCESS TO BOSS BONUS WORLD 2

**Hint:** To destroy the first two boxes behind the steel girder at the level entrance you must simply jump from the background ledge. Then, to return to the playing field, jump around the girder.

**Hint:** There is an Exclamation box hidden in the fourth cubby hole on this level. To activate it, simply jump on top of the unmarked crate and hit the jump button for a bigger boost.



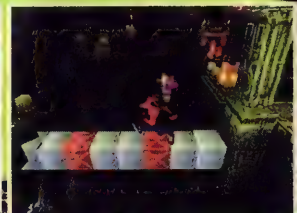
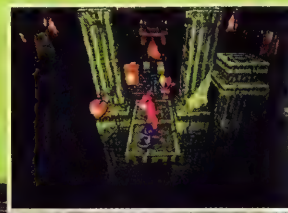
**Hint:** As you start to ascend to the top of this level, look closely to your left. A second Exclamation box is waiting to be activated. Once active, six boxes will appear at the beginning of the top part of the level.

## LEVEL 11 - TEMPLE RUINS

FIND

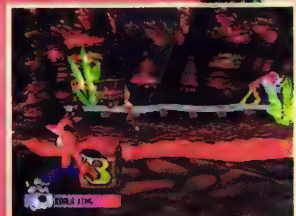
**Hint:** When you see a mango dangling off to the left side of a platform, make a gigantic leap into the empty void. You'll land on invisible boxes that will appear as you step on them. Several boxes are located here.

**Hint:** The rest of the level should be a cake walk. Be sure to check behind every pillar.



## KOALA KONG (BOSS)

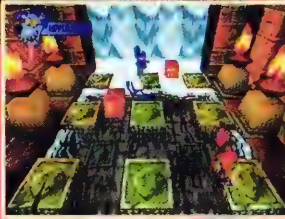
**Hint:** Dodge the four boulders that Koala Kong throws. The fourth one will roll in front of you. Use your spin attack to send it back for a definite hit. Repeat this process four times to advance to the next stage.





## RIPPER ROO (BOSS)

The objective here is to detonate the TNT boxes when Ripper Roo is on a nearby square. Memorize his patterns and time your jumps. Hit him three times and he's a goner.



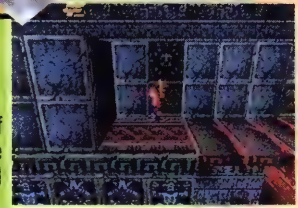
## LEVEL 14 - SUNSET VISTA

FIND

**ACCESS TO BONUS WORLD 9**  
**ACCESS TO BOSS BONUS WORLD 3**  
**ACCESS TO SUPER BONUS ICON**

Obtaining this icon is fairly self explanatory. Follow the box stairs on the top level and jump onto the moving wall containing the icon.

**Hint:** At the top of the level you'll see an Exclamation box that is out of reach. Lure the goon from the right to stand underneath the box. Jump off its back and propel yourself into the box. The boxes you are looking for are directly behind you in the background.



## LEVEL 13 - BOULDER DASH

FIND

KEY

FIND

**Hint:** Find all the boxes to access the Key which will open the Island 2 Bonus level (Whole Hog). Smash all the boxes on Whole Hog to receive the White Gem for Boulder Dash.



REQUIRES

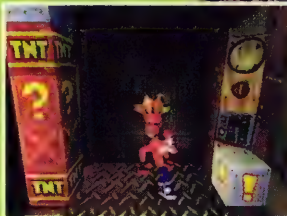
## ISLAND 3

All but one of the colored Gems are located on this island. If you want to conquer the game thoroughly, you'll need to find all the boxes on each of these difficult levels.

## LEVEL 16 - CORTEX POWER

FIND

**Hint:** Take the path to the right all the way until it ends (be sure to hit the exclamation box). Now backtrack down the stairs to the second fork in the road on this level. Take the left route (you'll see a Checkpoint box) and go up. Collect all the boxes until the next fork in the road (you'll see a breakable arrow box) and go to the first fork in the road on this level. Go left and take the Blue Gem path even further to the left until you reach a breakable arrow box. This is the final run and a tough one at that. Break all the boxes from here on out and you'll receive your White Gem.



## LEVEL 15 - HEAVY MACHINERY

FIND

**ACCESS TO BONUS WORLD 10**  
**ACCESS TO BOSS BONUS WORLD 4**

**Hint:** To find the first Boss Icon, locate two steam and two ice pipes right next to each other. To the right should be a pit with two flying spike bots. Drop between them and proceed to the left to receive your prize. Several boxes are also hidden down here. Beating the level should be a breeze.



## LEVEL 18 - TOXIC WASTE

FIND

**ACCESS TO BONUS WORLD 12**

**Hint:** This level will pull a Bandicoot on you time after time. Basically, all you have to do is run the straight line and hope for the best. Taking two Aku Aku's with you is a good idea.

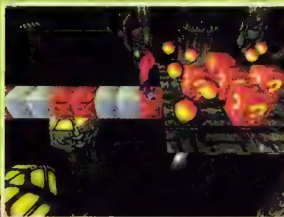


## LEVEL 17 - GENERATOR ROOM

FIND

**ACCESS TO BONUS WORLD 11**

**Hint:** There's only one troublesome area in the Generator Room. At the beginning of the level you'll run into an area where the Exclamation box is needed (you should have already activated it). Time your jumps and make sure you get the boxes on the platform first (don't spend too much time here or the platform will fall). Now go back and take out the boxes on the path. The rest of the boxes are easy to get to.



## LEVEL 19 - THE HIGH ROAD

FIND

**ACCESS TO BONUS WORLD 13**

**Hint:** At the beginning of the level, walk back and you will see a floating mango. Jump directly over the mango and two boards will appear to catch your fall. Continue on taking giant leaps towards the screen. You'll eventually get past the ghost boards and land on solid ground with four hidden boxes at your disposal.





**LEVEL 20 – SLIPPERY CLIMB**

**FIND**



**ACCESS TO BOSS BONUS WORLD 5**

**Hint:** Pushing Crash to the limit and making accurate jumps is the only way to solve this level. Patience is the key.

**LEVEL 21 – LIGHTS OUT**

**FIND**

**KEY**

**FIND**

**REQUIRES**

**Hint:** Once the Yellow Gem is activated (The Lab – Island 3) you will find an alternative level end. Using this will give you the key to Fumbling in the Dark. Note: the Yellow Gem is placed halfway through the level.

**Hint:** Break all the boxes on Fumbling in the Dark and you will receive the Purple Gem for Lights out.

**LEVEL 22 – JAWS OF DARKNESS**

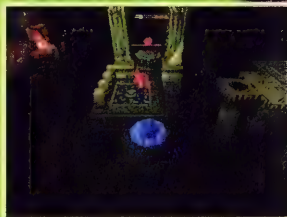
**FIND**

**ACCESS TO SUPER BONUS WORLD ICON –**

Located in the bottom box in the pillar at the first Checkpoint.

**REQUIRES**

**Hint:** The Blue Gem is located right after the Checkpoint. This is the longest bonus area in the game and careful jumps are a must.



**LEVEL 23 – CASTLE MACHINERY**

**Hint:** The Green Gem will only give you access to twenty-five free lives. This level can be defeated without any gems. None of the boxes are hidden on this level.

**FIND**

**REQUIRES**

**LEVEL 26 – DR. NEO CORTEX (BOSS)**

**Hint:** It's the last battle! Dodge his red and blue attacks and send the green ones back at him! Enjoy the ending!

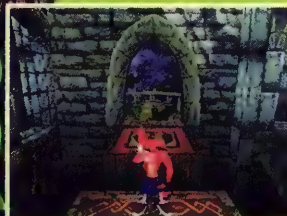
**LEVEL 24 – THE LAB**

**FIND**

**Hint:** All the jumping skills of classic platformers are combined into this fairly perplexing level. Time your jumps and don't be afraid to veer off to the side when you're in trouble. Get to the end of this level without dying and you'll receive the Yellow Gem.

**LEVEL 25 – THE GREAT HALL**

**NEED ALL**



**Hint:** Choose your path. Go straight to the deadly Dr. Neo Cortex, or if you've collected all the White Gems, go for the super bonus! What awaits is a super bonus!

**NITRUS BRIO (BOSS)**

**Hint:** Defeating this mad scientist is an easy task. Dodge all of the red and green beaker bombs. The green ones will turn into moving blobs; jump on their tops to send them flying into Nitrus Brio. Once his hit points are down to three, Brio will transform into a repulsive demon. Jump off the platform and whack him in the head. Repeat this process until he collapses.



**PINSTRIPE (BOSS)**

**Hint:** Beating this guy is fairly easy; you just have to keep your eyes peeled. Hide behind the couch until he jumps off the table. Wait until he stops shooting and spin into him. The only way to dodge his shots is to hide behind the two couches in the foreground. Duck out and spin in is a great strategy for this smelly mouse.





## Game Informer's

# TOP TEN

Editor's Top Ten Console Games for September

- 10 Dragon Force - SS
- 9 Madden NFL '97 - PS-X, SS
- 8 Super Mario RPG - SNES
- 7 Tetris Attack - SNES
- 6 Ridge Racer Revolution - PS-X
- 5 Triple Play '97 - PS-X
- 4 PilotWings 64 - N64
- 3 Crash Bandicoot - PS-X
- 2 Tekken 2 - PS-X
- 1 Super Mario 64 - N64

## Top Ten Mascot Names Rejected by Sony

- 10 Alfredo Conchito Martinez Romero
- 9 Teddy Tapeworm
- 8 Skuzzy the Wonder Rat
- 7 Chronic
- 6 Mark
- 5 Gankapus Horkinder
- 4 Sigmund the Sloth
- 3 Lucifer
- 2 Super Maria Sisters
- 1 Andy The Game Dandy

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

- |                            |                           |
|----------------------------|---------------------------|
| Micro Machines - NES       | Dungeons & Dragons -      |
| Life Force - NES           | Intellivision             |
| Pirates - NES              | Empire Strikes Back -     |
| Maniac Mansion - NES       | Atari 2600                |
| Phantom 2049 - Genesis     | Demon Attack - Atari 2600 |
| Axelay - SNES              | Adventure - Atari 2600    |
| Rock N' Roll Racing - SNES |                           |



## Nintendo 64 Joins the Family

On September 30 the **Nintendo 64** will hit store shelves across the country and join the Nintendo family as the fifth gaming system the company has launched, starting with the **NES** in 1985.

Nintendo has announced that three first-party games - **Super Mario 64**, **PilotWings 64**, and **CruisN'USA** will accompany the N64 launch. Ocean's **Mission: Impossible** and Acclaim's **Turok**:

**Dinosaur Hunter** are also likely to appear on September 30. However, sources close to Game Informer suggest that the only third-party game at launch will be Turok. Noticeably absent from the launch are LucasArts' **Star Wars: Shadows of the Empire** and **WaveRace 64** from Nintendo.

### Titles Available on September 30

- Super Mario 64
- PilotWings 64
- Cruis 'N' USA
- Turok: Dinosaur Hunter

### October

- Mortal Kombat Trilogy

### November

- WaveRace 64
- Killer Instinct 64
- TertsPhear
- Wayne Gretzky 3D Hockey

### December

- Star Wars: Shadows of the Empire
- Blast Corps
- Body Harvest
- Doom 64
- Goldeneye 007

### Late '96 - Early '97

- Super Mario Kart 64
- Kirby's Air Ride
- Ken Griffey Baseball
- Buggie Boogie
- Star Fox 64
- Freak Boy

At May's E3, Nintendo claimed that seven titles should be available at launch and it is quite obvious that they won't quite hit their mark. Here's an updated list of the N64 games' release schedule.



As you can see, the N64 cartridges & unit are surprisingly smaller than the older fare.

## Are There Enough N64s To Go Around?

The big question on the minds of retailers and consumers who have waited a long time for the release of the **Nintendo 64** is: will **Nintendo of America** be able to supply the demands of consumers? The Japanese launch of the



N64 on June 23 was one of the most successful video game console launches in the history of the industry with a reported 200,000 units selling in the first 24 hours. It is rumored that over 500,000 N64 units have been sold in Japan already.

US retailers are experiencing allocation problems that will limit their initial shipment of N64 units for the September 30 launch. As with a number of 16-bit **SNES** titles that were released late last year (such as *Killer Instinct* and *Donkey Kong Country 2*), Nintendo has set limits on the number of units it will provide to retailers. Big retail outlets like **Wal-Mart** and **Toys'R'Us** should receive the bulk of the N64 shipments, while other, smaller specialty shops will receive far less than their ordered number. It also looks like the European version of the N64 won't be available until next year.

Nintendo has long attributed the delay for the N64 coming to market to the fact that they wanted to assure consumers and the retailing community that they could meet their demands. They even went so far as to say they did not want to duplicate the initial problems that **Sony** had with getting the **PlayStation** to consumers (remember retail shortages of PS-X the first month it came out?).

Although the short supply of N64s may only affect a small number of gamers who want the system the moment it hits the shelves, if demand for Nintendo's machine in the US is remotely close to what it was in Japan, you might be in for some N64 searching after September 30. Happy hunting.









## Game Boy #3

## COMIC WATCH

- **Published by:** Nintendo Comics System/Volant
- **Cover Price:** \$1.50
- **Available:** Now (if you can find it); originally released in April 1991

It's hard to believe but it's true. **Game Boy** actually had its own comic series. The plot in this series revolved around the idea of humans coexisting with fictional pixel characters. In issue #3 Mario teams up with the air force and goes on a bombing raid. This is actually a great read. It may be tough to find these old issues, but look for them in specialty stores.



## GTE Gets Hard Boiled

**Frank Miller's** twisted tale of oversensitive androids is making its way towards video game fame. **GTE Entertainment** plans to bring this action-packed and prestigious **Dark Horse** comic to life for the **Sony PlayStation, Sega Saturn,** and **PC.** Gamers take on the role of **Nixon,** the star of **Hard Boiled,** as he seeks revenge on all of human kind. **Hard Boiled** is being developed by **Cryo Interactive Entertainment** of France. They've stated that the game is a hyper-paced flying/action title that places the player in seven completely different levels of speed racing. The objective is to race through the hordes of evil, beat the clock, and get your revenge on the boss. Sounds promising!



## Fox is Where It's At

Line-ups don't get much better than this. **Fox Interactive** plans to release 32-bit **PlayStation** versions of **The Tick, Aliens Vs. Predator** and **Independence Day** (ID4) before the end of the year. ID4 will more than likely outshine the other titles just because of what its movie predecessor has done, but the other games sound like they could be winners too.



The **Tick** is the first video game spoof title which rips on gamers, basic programming, and the whole concept of vids. Kill a ninja and you'll receive a zillion points. Plus, it's rumored that The **Tick** actually has intellectual conversations with the 1-Up icon in the corner of the screen.



We haven't heard much on **Aliens Vs. Predator** and we're guessing that it will be like either the **SNES** action title or the **Atari Jaguar** first-person shooter. Once again, the game will be based on the **Dark Horse Comics** series and will feature user playability of both **Alien** and **Predator.**

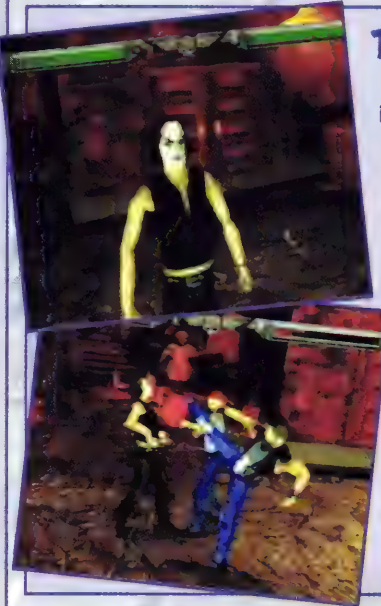
Now the big one; **Independence Day** is going to be huge. Even if it turned out to be the worst game ever made, it will still sell well. We've actually gotten some hands-on play with this game, and it looks cool. So far all we can say is that some of the levels are chase plane flight sims with the city below and the swirling saucer above. Hopefully some ground combat will be added to the game; the aliens deserve more play than they had in the movie. ID4 should be released sometime this holiday season.

## Ghost in the VCR

**Ghost in the Shell** is the only Japanese anime to make a theatrical release in the States, and now at long last it's on videocassette. It's as cyber punk as they come, and as twisted as any Terry Gilliam film. GI staffers **Pixel** and **Q-Bert** give it two joysticks up! Pick up your copy now.

## Prepare for Interactive Madness

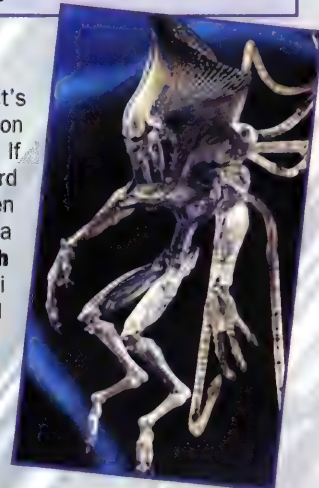
**GTE Entertainment** and **WildStorm Productions** have teamed up to bring PC gamers the first multi-player adventure/strategy CD-ROM that will link gameplay elements and characters to the story line of a monthly comic series. GTE Entertainment is tentatively calling this on-line monster **Siege.** Both the comic by **Jim Lee** (*WildC.A.T.S., Team 7*) and the game are scheduled for an early '97 release. From what we've been led to believe, **Siege** will introduce the concept of episode updates that directly relate to what occurs in the comic series on a monthly basis. **Siege** is one of the first products that will herald the launch of GTE Entertainment's on-line network.



## The Bird Returns

By now **The Crow: City of Angels** has probably flown into your local theater. The original **Crow** is surely destined for cult classic status. Its sequel (*City of Angels*) stars British actor **Vincent Perez** as the Crow and the aging musician **Iggy Pop** as one of the villains. This film has also embarked into the world of merchandising. Look to see several **Crow** comic series popping up, a new rockin' soundtrack, and most noteworthy – a **Sony PlayStation** title courtesy of **Acclaim Entertainment.**

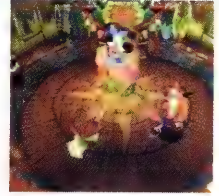
The video game looks to be a 3D rock 'em sock 'em action title (kind of like *Double Dragon* or *Streets of Rage*). The graphics are extremely detailed and very comparable to *Resident Evil*. You can actually see the difference in skin tone and face paint. This game is still in early development, and we imagine that it will follow the movie fairly closely, but only time will tell. If you like the movie, then you might want to stick around and see how the game turns out.



## Get Off Our Planet!

The alien invasion began in the theaters and now it's taking over the toy stores. Straight from the blockbuster motion picture **Independence Day** comes a new line of action figures. If you've been to a toy store lately, you've probably seen or heard the alien toys. The most impressive toy in this line is the **Alien Supreme Commander** who opens his head and belts out a horrendous scream at anyone who gets too close. **Twentieth Century Fox** and **Trendmasters** have also included a **PC** mini game in each of the eleven toys. Buy all the toys and you'll get the complete game; or download the entire game at **Trendmaster's** web page ([www.trendmaster.com](http://www.trendmaster.com)). The game is fairly short, extremely cheesy, and more often than not a nuisance to play; however, it is a stroke of marketing genius. See the flick, boot the disc, play with the toys, and throw down a substantial chunk of cash.





# Crash in Early and Get a Free Alternative Music CD.

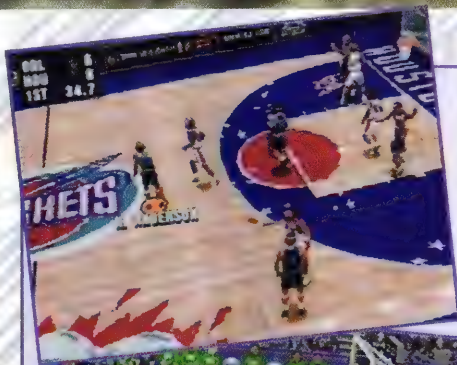
Go to your participating retailer before September 9th and reserve your copy of the incredible, soon-to-be-released Crash Bandicoot.™ You'll get a free music CD – a 12 track alternative mix that you won't find anywhere else – while supplies last.



[www.sony.com](http://www.sony.com)







## Basketball Hall of Fame Honors EA Sports

**Dateline: Springfield, Massachusetts**

Greetings fellow viewers and welcome to the newest permanent addition to the **Basketball Hall of Fame**. That's right, along with the greatest players in basketball history, we now present to you the **EA Sports** wing, an interactive exhibit highlighting the growth of basketball video games. Begin with the early days of the **Commodore 64**, experience growing pains with the 8-bit **Nintendo**, then witness behind the scenes footage of motion capture methods and stats tracking for today's **PlayStation** titles.

Whether you're a video history buff or classic hoops enthusiast, let EA walk you down the long hard road of product development. Never ones to toot their own horn, EA must have struggled over the question of whether or not to include and honor other worthy basketball titles. In the end, it was their decision that the best and most touching way to express the emotional world of video basketball was to focus solely on the history of EA Sports' basketball titles. Play the games; watch the footage; become wowed by the technology. It's all part of this unique and exciting exhibit of video basketball past to present.



## Executive Shake-Ups At Sega and Sony

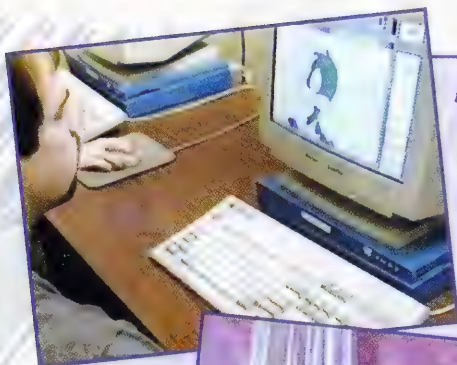
**Sega of America's (SOA)** and **Sony Computer Entertainment America's (SCEA)** executives played a game of musical chairs with sweeping changes in their respective companies' upper management structures.

Sega announced that president and CEO **Tom Kalinske** will be leaving the company after six years of service with SOA. Kalinske will remain on SOA's board of directors and will be replaced by former Honda of America CEO, **Shoichiro Irimajiri**, who was appointed chairman and chief executive officer.

Sega also grabbed former SCEA vice-president **Bernard Stolar** and appointed him executive vice-president responsible for product development and third-party business. Stolar had similar responsibilities at Sony. This was a big move, in our opinion, as Sega has been visibly behind Sony as far as third-party product support is concerned.

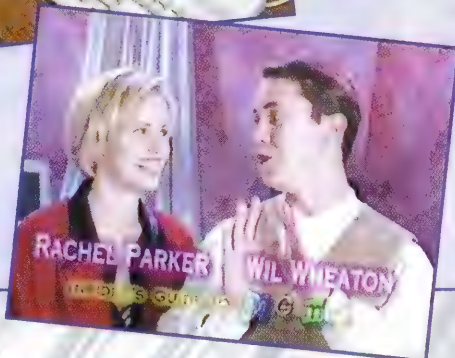
SCEA's upper management was rocked not only by the resignation of Stolar, but also because executive vice-presidents **Jim Whims** and **Angelo Pezzani** have been asked to leave the company. The two were responsible for sales and legal affairs respectively.

The reasons for these sudden and sweeping upper management changes are not clear, but one thing is for sure – the board room at Sega knows a lot of Sony's secrets, thanks to the defection of Stolar.



## An Inside Look At PC Games

**Harry Sylvia Entertainment** gives us **Insider's Guide to PC Games**, a video buyer's guide meant to appeal to the home PC gaming market. It is split into categories including action/adventure, children's games, racing, sports, role-playing, war games, traditional games, and a "bonus" section about accessing the internet. Hosted by falling stars **Wil Wheaton** and **Rachel Parker**, the guide is a very poor attempt at creating an alternative to going to a store and talking to people, picking up a CD-ROM guide for upcoming games, checking things out on the internet, or (hmm...) picking up a magazine. Throughout the video they rarely show extensive gameplay and their commitment to a non-critical approach in their (p)reviews is less useful than it is refreshing. A lot of the games aren't very new. Sorry folks, but everybody knows about *Doom II*. At around twenty dollars a pop, the "Insider's" Guide to PC Games falls flat on its face and is not a very cheap method of keeping up to date with the latest in the industry. You could get a year long subscription to a PC magazine for that kind of money (or a certain magazine with a humble but informative PC page...). Thinly veiled attempts at selling ourselves aside, there are much better ways to get info on PC games than simply watching a video. We recommend you consider some of the options mentioned above.





## Why Geeks Are Cool

by "Geekster" Matt Atwood

The year is 1986; the innovative and almost mind boggling 8-bit Nintendo is going strong on the video game market. I am the first kid in my small home town of 800 people to own one. It was then that I knew I would have no problems claiming my throne as the coolest kid in school (booming echo)...

The thing I remember the most from that year (although I've tried to black it out) are a few hazy images of the Fruit of the Loom label on my underwear being all too readable, mostly because my underwear was pulled far over my head. I quickly found out that Underoos were not an intelligent thing for an unpopular seventh-grader to wear (even if they were Batman).

So there I was, at the ripe old age of 12, scoffed at by all the "cool" people, picked on by the older kids, and branded a "geek," all because I thought video games were much more important than actual human contact. Little did I know, 10 years later this title (full of negative connotations) would benefit me beyond my imagination.

It is now 1996 and I have attended the second annual Electronic Entertainment Expo (E3). The show was one of the most impressive I've attended; however, it wasn't the unreal video footage of Virtua Fighter 3 or the impressive graphics and control of the game NIGHTS that blew me away. To put it bluntly, I was most impressed by the girls. Don't get me wrong, all of us guys are still as geeky as we always were, but now the girls...hello!

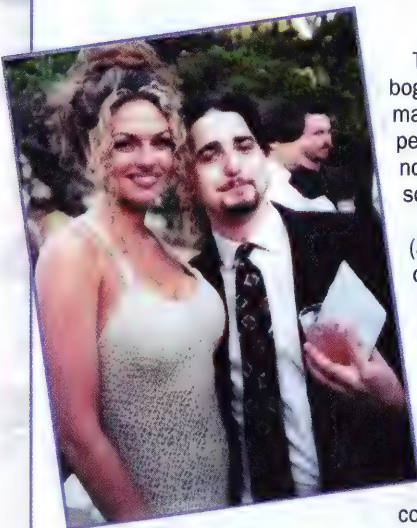
And it's guys like me, Reiner, Paul, Vinnie (who is now spreading his word in other parts of the world), Ryan, and the rest of the G.I. boys who are responsible for this monumental change...

For years I have considered myself and many of my colleagues, for lack of a better term, Evangelists. We come from a land far off and represent the legendary church of Geek. If you aren't familiar with this fast growing religion, it's based in the land of Geek-aland and is one country west of Dorkdom. If you hit the Kingdom of Pretentionia or Coolness, you've gone too far (way too far). For these ten long years we have made it our business to spread the word of Geek, and finally it has paid off. We are the ones driving the nice cars, getting the good looking girls (or guys if you are a she-geek), and for the love of god we are getting invited to all the exclusive parties with all the "beautiful people."

Here are some guidelines to finding out if you've got what it takes to be a geek. If you can identify with three or more of the things mentioned below, you are on your way to a successful career as a geek:

- You spend much of your time in front of the television controlling fictional characters' actions while yelling "I am the Emperor!"
- Matching clothes, who needs them?
- Your favorite television show is animated.
- Boat shoes, can't live without 'em...
- You still have a pin-up poster of Farrah Fawcett hanging in your living room.
- Your favorite sport is World Series Baseball for the Sega Saturn...
- Sports cars are cool, but give me a '73 light brown Ford station wagon with childproof safety doors (the door handles are broken). Now those are babe magnets.
- Your nickname is something like...Andy the Game Dandy.

Hear me my geek brothers and sisters! It is time to rise up and fight the powers of coolness (or those who think they're cool). We shall destroy all that resist us (or at least make wacky jokes about them behind their backs). Gather up your pocket protectors, mechanical pencils, and your favorite game controller...the time for geeks is now!



### Eidolon Gamer's Society

<http://bird.taponline.com/eidolon>

A few month's back we ran a site that featured [spartan@calweb.com](mailto:spartan@calweb.com). He and some other gamers then formed Eidolon Gamer's Society and the former spartan site is long gone. The Eidolon site has really taken off.

### VIDEO GAME



- 1 What was the first 16-bit home game system?
- 2 What company created Mega Man?
- 3 What was the name of the Pioneer Electronics machine that could play both TG-16 and Genesis games?
- 4 True or False? John Madden Football for Genesis features all the NFL teams.
- 5 What was the name of the ill-fated Atari 8-bit system?

(Answers on the bottom of page 20)



This SNES football game appeared on the shelves in 1992? What game is it?

(Answer on the bottom of page 20)





## Game Shark Owners Listen Up

Here's a chance for owners of either the **PlayStation** or **Saturn Game Shark** to substantially upgrade their memory and code hacking capability without spending hundreds of dollars.

### SATURN

This September, **Interact** will release the new Saturn Game Shark at a 20% discount (\$49.95). The new Saturn Shark will allow owners to play import games on their US consoles. That's right, the **Universal Translator** will automatically let you play Japanese games. However, owners of the current Saturn Shark need not fret. In order to play Japanese games with the current Shark, check out this month's Swap Shop where GI reveals all the secrets.

### PLAYSTATION

PlayStation owners will benefit from the new PlayStation Shark as well. This fall, Interact will release their new **Comms Link**, an advanced accessory to be used in conjunction with a PC and Modem. Not only will the Comms Link transform any PC into a PS-X code-hacking machine, but simply download the special Shark Update from <http://www.gameshark.com> and the Interact Memory Card will be upgraded to a Memory Card Plus!



## Datotech Gives Customers the Finger

While necessity may be the mother of invention, love can also be a driving force behind the development of technology. **Seth McCloud** of **Datotech** sought to help his dyslexic wife interface with computers. This desire led him to invent the new **DatO Gesture** touchpad. Ever wonder how the characters of Star Trek can interface with those monster computers just by using a few fingers? Well, gesture technology is the translation of finger movements into computer input. Gestures combine the index finger as primary input with the thumb and middle finger as secondary indicators.

**Datotech Systems Inc. (DSI)** has entered into a three month contract with **Microcrafts** in order to develop PC applications for their **Gesture Pad** in conjunction with DOS based systems. In September, DSI hopes to release its product as a peripheral in support of Windows NT and Windows '95 platforms.

The first up and running software application is **SpellSay** where the user manipulates finger gestures to interface with a speech synthesizer. Thus speech pathologists, doctors and educators can work with the gesture pad to build audible words and sentences in real time. The Gesture Pad is one example of technology that has sound business and entertainment potential, as well as far reaching humanitarian sensibilities.

## Mad Catz Takes Control of the N64

For those who are breaking open their piggy banks this September, think about setting aside a few dollars for the new **Mad Catz Advanced Controller** and the **Mad Catz Analog Steering Wheel**. Analog seems to be the way to go this year, and Mad Catz is right on track with their **N64 Advanced Controller**. As with Nintendo's controller (to be packaged with the N64), players may choose to play with either the analog joystick or the digital direction pad. However, the Advanced Controller now includes a turbo button for speedy game play, an option not offered with the standard **Nintendo 64** controller.

For another analog treat, driving fans will want to check out the new Analog Steering Wheel. The wheel itself will have a 270° range of rotation. Couple this with the two analog foot pads, 8 digital buttons and stick shift, and you've got one heck of a driving experience.

Mad Catz will launch their new controllers to coincide with the September 29th release of the N64. Look for further products from Mad Catz such as their much anticipated flight stick and 256k memory card.



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### Video Game Trivia Answers:

1. The PC Engine by NEC Corporation.
2. Capcom.
3. It's the LaserActive. Released in 1993, it also plays laser discs and other CDs.
4. False. It only has 16 teams and does not have an NFL license.
5. The Atari 7800.

### Name That Game Answer:

It's *Super Play Action Football* by Nintendo. Probably the slowest playing football game ever.





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QUARTERS.



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# adidas power soccer

The Ghosts of  
Tournaments Past

From the bowdlered London to the green fields of Hampshire, England is waiting for a championship. While Germany patiently dismantled England's hopes many a year, it was Maradona's "Hand From God" goal in the '82 World Cup that invoked the full wrath of the United Kingdom. Diego Maradona, called by some the world's greatest player, used all of his finesse to guide the winning goal in with his hand. The refs didn't call it, and England spiraled out of the competition. Considered by some the Buffalo Bills of the World Soccer Circuit, the Bills have since adopted a take-it-to-'em approach. Though still struggling internationally, Psygnosis is now competing on a different pitch - the field of electronic soccer!

Adidas World Soccer not only presents itself as a sensational soccer sim, but the combination of shafts, special moves, and the "Hand of God" homage to Diego, reveal designers with more than an appreciation of soccer.

They've gotta be real fans. Choose attacks like the predator kick, the juggle and shoot, or the

diving header. As players can execute a high or low pass, the recipient must also choose a chest trap, high trap or a "control to space." Defensive tactics abound as well, offering a wealth of slide tackles, rudies and intercept plays. Select from five camera angles, and at any time use the extraordinary replay options to review the play from an infinite number of perspectives.

Psygnosis has worked hard in rendering their graphics, and each player is composed of an impressive 300 texture-mapped polygons. It's worthy of note that the AI in Adidas Soccer stands out in a crowd, as do the referee ratings (choose from 5 skill levels for the officials). Game Informer found the play smooth and exciting, relatively high scoring, with great depth of team and individual stats and strategies.

Soccer has seemed a challenge for us yanks to simulate. Suffering from a freshman's knowledge of the world's most popular game, Americans are slow to grasp many subtleties of the graceful yet physical sport. Leave it to Psygnosis, the Brits with grit, to create a simulation with an aura of the European game.

## ANDY, THE GAME HOMBRÉ

**Concept:** 8.5 *"This game is very enjoyable. There are numerous special moves, great play control, and amazing player animation. While the control may be a little too complicated for some gamers, the added challenge is what makes this game fun to play. I like that there is a lot of action in front of the goals once (or if) you get the ball in front of the net, and the super moves make for some pretty outrageous goals. If you're looking for an exciting, arcade-style soccer game on the PS-X, you can't go wrong with Adidas Power Soccer."*

**OVERALL:**  
**8.25**

## REINER, THE RAGING GAMER

**Concept:** 7 *"The PlayStation is loaded with soccer games, and with new ones still being released every month, I don't think any compare to Sega's World Wide Soccer. Adidas Power Soccer is a mediocre title with extremely slow gameplay and cumbersome control. The computer AI is challenging and the special moves add to the excitement, but the overall control and feel of the game didn't grab me. Adidas Power Soccer doesn't offer anything unique or revolutionary; it's just your standard walk-in-the-park soccer title. Good but not phenomenal."*

**OVERALL:**  
**7.25**

## PAUL, THE GAME PROFESSOR

**Concept:** 8 *"If you can get by the big Adidas ads that are throughout the game then you may have quite a good time. The graphics, although not realistic and hilarious animations, especially in arcade mode. The game plays pretty well for the most part, but retrieving the open ball is sometimes a chore. I did find the multiple button moves and shots to be somewhat cumbersome. A button configuration would be nice. It's also a shame that only teams from three countries are included. All that aside, this game is an entertaining soccer sim."*

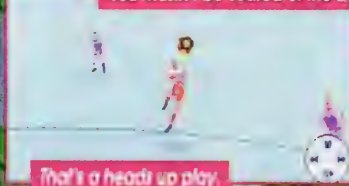
**OVERALL:**  
**7.75**



The infamous predator kick strikes again.

- **Size:** 1 CD-ROM
- **Mode:** 1 to 4 Player Soccer Simulation
- **Special Features:** Exceptional AI, Over 10 Special Moves, Replay Features, Full Team Rosters, Stats Tracking
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation

• **THE BOTTOM LINE** **7.75**





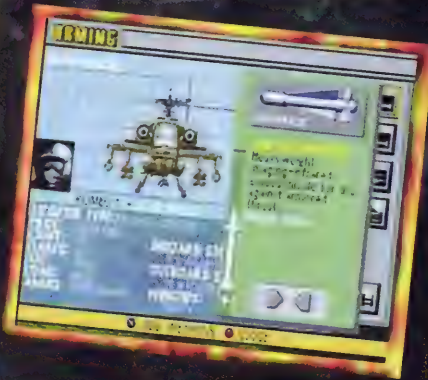
# GUNSHIP

A PC CLASSIC GOES PLAYSTATION

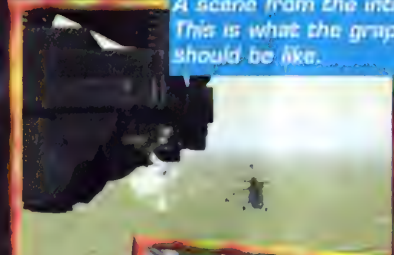
- Size: 1 CD-ROM
- Style: 1-Player Helicopter Combat Sim
- Special Features: 7 Helicopters, 12 Different Weapons to Choose From, Complex Difficulty Options, Memory Card Save Only
- Created by: Microprose
- Available: Now for the Playstation

## ▶ THE BOTTOM LINE 7

Not friendly anymore! (snicker snicker).



A scene from the intro. This is what the graphics should be like.

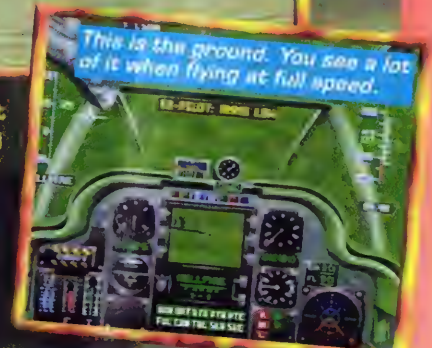


Yet another sim with copious amounts of loading time.

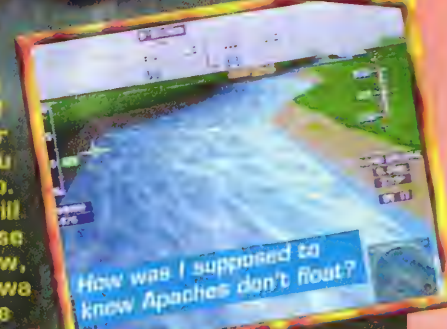
Taking an advanced flying machine like a combat helicopter and bringing it into a gaming environment in such a way that anyone could enjoy it has always been a hard task. Microprose brings us the latest venture into the dangers of chopper sim territory with a new version of Gunship. One of the most aggravating things about most helicopter games is the over-complexity of control. In real life, flying a helicopter is an extremely hard task and not at all fun when done true-to-life on a vid. Gunship solves this problem through a simplification of the controls so it is not a hard game to learn.

Combat itself seems pretty realistic. There are a wide variety of enemies and you will find yourself needing to know a little about how real helicopter missions are flown. Flying low, for instance, makes you a much harder target for radar to get a lock on to.

There are seven choppers, some of which you will only gain access to through promotions. These include the Apache Gunship, Longbow, AH-1W Super Cobra, AH-6 Defender, OH-58D Kiowa Warrior, the Blackhawk, and the newest kid on the block, the AH-6SA Comanche. There are ten different kinds of rockets that you can equip in whatever configuration you want at the beginning of each mission. People who are not in the know about modern aircraft may find all of these choices a little overwhelming. Sim vidiots and die hard chopper fans should definitely check it out.



This is the ground. You see a lot of it when flying at full speed.



How was I supposed to know Apaches don't float?



### REINER, THE RAGING GAMER

**Concept:** 5 "Most console-based sims rely on combat strategy as the main gameplay factor. While Gunship emphasizes this, it never really hits the mark. All the right ingredients are in place, ranging from tons of weapons and vehicles to well thought out missions, but the gameplay to accompany it is not present. The helicopter dynamics are terrible, and the computer AI acts as a ghost. You never really know when you take on damage until you're dead. Gunship definitely had potential to be a great game, but failed in the end."

**Graphics:** 6.75

**Sound:** 6.25

**Playability:** 5.5

**Entertainment:** 4.5

**OVERALL:** 5.5

### PAUL, THE GAME PROFESSOR

**Concept:** 8.5 "This is the first true flight simulator that has been introduced for the PS-X. Other helicopter and flight games come nowhere close to offering the options and detail of this game. I like the wide array of camera views that are offered and the explosions look exceptional. It's great that you can upgrade your helicopters as you get farther into the missions. This is not a game you can get into without reading the manual, although the training missions help quite a lot. I enjoy simulations quite a bit and if you want a fairly in-depth game, then this is the one to get."

**Graphics:** 8.5

**Sound:** 8.5

**Playability:** 6.5

**Entertainment:** 8.75

**OVERALL:** 8.25

### ANDY, THE GAME HOMBRE

**Concept:** 7 "Compared to most, this game offers a lot of gameplay. The missions are long and the control is rather involved; however, you really have to want to play this game. If you don't, you'll just look at this and say it has too many buttons. But if you are willing to put in the time and master this game's nuances, you'll be in for a simulation treat."

**Graphics:** 7.25

**Sound:** 6.25

**Playability:** 7.75

**Entertainment:** 7.75

**OVERALL:** 7.25



# ROBO PIT™ Bring Back Robo!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Arena Fighting
- **Special Features:** Customize Color and Body of Bots, Three Views, Over 100 Opponents, Five Bosses, 20 Plus Weapons, Memory Card Save
- **Created by:** Kokopeli Digital Studios and Altron for TH'Q
- **Available:** Now for Sony PlayStation

Recall all your fond childhood memories of Mr. Potato Head and be prepared to be blown into the future of spud sculpting on the Sony PlayStation. Robo Pit is one of the most unique 32-bit titles to date, yet when broken down it's nothing more than various recycled gaming concepts tethered within a surrealist 3D environment.

A first-time gamer would probably giggle at the cute potatoesque "make your own robot" concept, while the hard-core gamer would see the similarities to the Sega Genesis title Cyborg Justice. In many ways Robo Pit is very similar to this title; both feature the same sci-fi mech theme and both have the build your own robot option. The difference comes in gameplay. Cyborg Justice turned out to be a generic 16-bit action/platform title and Robo Pit is an impressive blend of head-to-head fighting and cage-style arena combat.

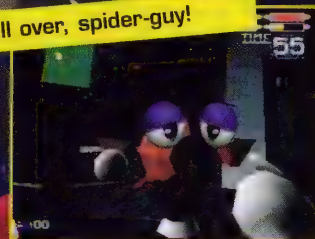
Robo Pit's gameplay consists of ideas and elements found within any modern day fighter as well as Namco's mech melee Cyber Sled. Even though it's not as unique as you might think, Robo Pit does feature some of its own distinguishing traits. It's one of the first fighters to feature over one hundred opponents and twenty plus weapons. The core design allows for weapons to be passed from character to character and the player can create as many playable characters as they desire.

In a nut shell, Robo Pit offers the gamer the same excitement found within a fighter. It's always one-on-one (verses computer, or split-screen against a human opponent) and the main objective is to move your character from rank 99 to number 1. Customizing characters involves choosing the body, legs, weapons, and color. When choosing the weapons (the arms), you'll have to choose carefully. Some, like the Crossbow, allow for long range projectile attacks, while others, like the sword, are only good when used in close range physical combat. Always check and see what your opponents' abilities are before entering combat. If you have a stock house of weapons that you've taken from other opponents, then your goal is simple. Take down the bosses and go for the number one slot.

Robo Pit is in a league of its own. Whether or not it has what it takes to sell to the majority of the gaming populous is still up in the air and in the hands of the GI review staff.



It's all over, spider-guy!



Close encounter of the third kind.



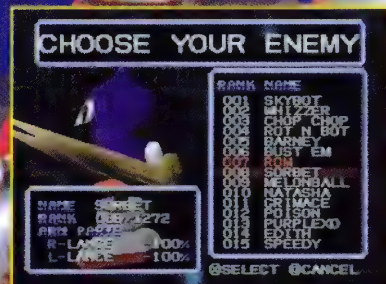
I will smash your head with this rock.



I will smash your head with this box.



Back up just a little more.



Rank number seven and still climbing!

## ▶ THE BOTTOM LINE 7

### JON, THE GREEDY GAMER

**Concept:** 8.25 "Robo Pit has a good concept but is lacking in actual play value. It is too easy to progress using just a shield and punch to light your special meter. Then you can use it to inflict major damage on your opponent.

**Graphics:** 7.5

**Sound:** 7

**Playability:** 7.25 Plus, the AI just isn't that good (it should be a lot tougher to use special attacks). Although it does get substantially harder as you progress, not that much changes. The game is obviously a spinoff of the fighting game craze, but nothing worth getting excited about. I'd recommend a rental."

**Entertainment:** 7.25

**OVERALL:** 7.5

### REINER, THE RAGING GAMER

**Concept:** 8.5 "TH'Q took a step in the right direction with Robo Pit. Games don't get much more diverse than this, and any gamer who's sick of the standard 32-bit fighters and action titles should get a kick out of it. The whole concept of working your way up to number one is what makes this title. The graphics could have been better and the bots definitely didn't need the big puffy eyeballs. Fortunately, somehow or other it manages to be very entertaining. This title may not have the come back and play me again and again feel to it, but it does satisfy the craving for something different."

**Graphics:** 8

**Sound:** 7.5

**Playability:** 8.25

**Entertainment:** 8

**OVERALL:** 8

### PAUL, THE GAME PROFESSOR

**Concept:** 7.5 "I really like the concept of building the robots and changing the weapons. I find the wide variety of configurations and robot looks are what make this game very appealing. However, the blocky looking graphics and the slow play made me lose interest quickly. I also found that the computer robots are pretty stupid. The only redeeming quality of this game is the two-player battle, but even that gets old quickly."

**Graphics:** 4.75

**Sound:** 5

**Playability:** 6

**Entertainment:** 5

**OVERALL:** 5.5



# Blood Omen: Legacy of Kain

**Kain is Able**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Numerous Power-Ups and Magic Items, Quick Object/Spell Menus, Morphing Into 4 Multiple Forms, Undead Soul-Sucking, FMV Clips
- **Created by:** Crystal Dynamics
- **Available:** Who Knows When for PlayStation

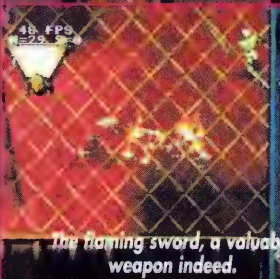
**V**ampire fans have had recent cause to celebrate. Vampire mania is sweeping the nation via books, movies and now even video games. Not since Castlevania has there been a vampire simulation worth noting. But now Crystal Dynamics is proud to present their newest title...Blood Omen: Legacy of Kain.

As with many next gen games, Kain has the power to morph. Depending upon the situation, choose from four standard vampire states. Wolf Form allows Kain to jump over objects and utilize throat attacks. The Bat Form allows Kain to fly through his world and incorporates some impressive FMV sequences. Use the Mist Form to pass through walls, while the Beguile Form disguises Kain as a human, permitting unmolested travel through towns and villages.

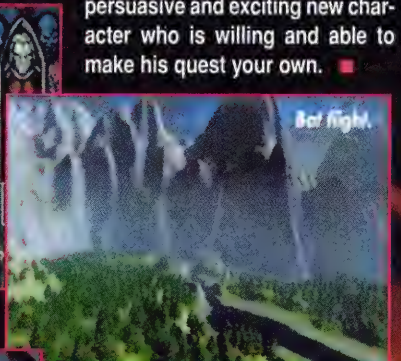
A host of spells, armor, weapons and objects complements Kain's default attacks. A blood vial gauges Kain's health and a magic meter limits available spells. In order to replenish the magic meter, return to past screens where slain enemies now appear as the undead. Kill them again and suck their souls in order to increase magic power. Remember that vampire rules apply, so be sure to avoid all light, rain, snow, mirrors and water. Kain is a powerful, persuasive and exciting new character who is willing and able to make his quest your own. ■



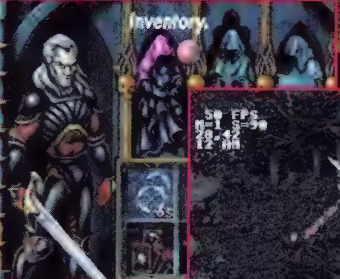
The Necromancer.



The flaming sword, a valuable weapon indeed.



Bat flight.



Inventory.



Kain fend off a club attack.



I must have more blood.

dangerously concealed  
in shrouds of darkness,

evil awaits you

... and you're all alone

# ALONE IN THE DARK

ONE-EYED JACK'S REVENGE



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# ANDRETTI RACING

## Mario & Family Return To Gamedom

You start your career in a car with few sponsors.



Mario Andretti offers some racing insight.

Race head-to-head on the split screen or via Link cable.

**E**A SPORTS has once again teamed with legend Mario Andretti to bring racing to the Sony PlayStation. Like the game for the Sega Genesis, Mario Andretti Racing for the PS-X features both Stock and Indy car events (sorry, no more Sprint cars).

Like many of EA's new sports titles, Andretti Racing is brought to the player with a TV-style presentation. Fox Sports' James Brown and racing broadcast veterans Derek Daly and Bob Jenkins introduce each race and add commentary during the action. Also included is an Andretti Family interview section called the Racing School. Here you'll watch interviews with Michael, Jeff, and papa Mario on various racing topics.

Andretti Racing includes a total of 16 authentic tracks from around the world. All of these tracks can be accessed in an Exhibition Mode or played through the Career Mode. The Career Mode, which can be saved to a Memory Card, is the bread and butter of Andretti Racing. It is where you take on the role of a rookie driver and attempt to climb the points standing through an entire racing season. In either a Stock or Indy Car, you compete against familiar names like Geoff Bodine, Danny Sullivan, and of course the Andretti trio. As your career progresses (and if you're successful) you'll be offered the opportunity to race for new teams using improved cars.

Andretti Racing, with its killer graphics and realism, is gearing up to be a hit with racing fans everywhere. This is especially true if you play with a crowd, since the two-player split-screen and Link Mode allows for up to four-players to race at once.



The field starts down the first straight.



You can give orders to the pit crew as you roll in.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing (Up to 4-Players Via Sony Link)
- Special Features: Commentary by Bob Jenkins & Derek Daly, 16 Tracks, Stock & Indy Cars, Career Mode, Car Damage, 3 Racing Views, 2-Player Split-Screen, 4 Adjustable Car Settings
- Created by: Stormfront Studios for EA Sports
- Available: September 6th for Sony PlayStation



The Indy Car is a true test of driving skills.



# RIDGE RACER REVOLUTION

## What Do You Want?

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing (2-Player With Sony Link)
- **Special Features:** 4 Standard Cars + 11 Bonus Cars, New Rearview Mirror, Memory Card Save, 2 Racing Views, Adjustable Soundtrack
- **Created by:** Namco Hometek
- **Available:** September for Sony PlayStation

### ANDY, THE GAME HOMBRE

"The best racing game ever, and it just got better. The new course is superb and the turns and jumps are even crazier than before. A must-have for racing fans."

### PAUL, THE GAME PROFESSOR

"RRR is not a whole lot different from the original, but the Link Mode really makes the game. This is a solid game, but it may be overshadowed by a number of others hitting the PS-X."

### REINER, THE RAGING GAMER

"Revolution is definitely an improvement over the original; however, more tracks are still needed."

### JON, THE GREEDY GAMER

"I love the extended play value, constantly competing for best times and new cars. Once you perfect the powerslide, RRR is about as real a racing simulation as you can get."

Last September the Sony PlayStation launched a powerhouse of a racing game in Ridge Racer. Now, a year later, Namco is back with their long awaited sequel to one of the hottest racers on the PS-X. Ridge Racer Revolution was first covered in Game Informer back in February, and Namco finally got the kmh translated into mph so now American gamers can slam the pedal down and rip the power-slide around the turns.

RRR features many of the same options and extras that were found in the first installment plus some additional goodies. One of the biggest changes found in RRR is the 2-player head-to-head mode. Now you and a racing comrade can compete against each other courtesy of the Sony Link cable. RRR features an all new track that extends and reverses as you progress. Three forward and backward track configurations can be played in normal race, time trial, or practice mode. The original Ridge Racer track can be played in the Link mode. Two new hidden cars, along with the black #88 car, can also be accessed by completing the entire game.

Just like the previous game, the key to success is perfecting the power slide. The quick turn and brake that is followed by a counter steer move with the directional is dreaded by novices and praised by true racing fanatics. If you have the skills, the revolution will be yours.



	Andy	Paul	Reiner	Jon
Concept:	9	8	8.5	8.5
Graphics:	9.25	9	9	8.25
Sound:	9.5	9.25	8.75	8
Playability:	9.5	9.5	9	9.25
Entertainment:	9.5	9.5	7.25	9.25
Overall:	9.5	9	8.5	8.75

► THE BOTTOM LINE **9**

# NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

Welcome to

# ROBO PIT™



- Build your own custom robots!
- Hundreds of deadly weapon combinations!
- Over 100 robotic killers to challenge you!
- Intense split-screen mode for 2-Player head-to-head battle!



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# GAMEBREAKER™

Break the Game Wide Open

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Football Game, 8 Players with Sony Multi-Tap
- **Special Features:** 110 College Teams, 3 Difficulty Levels, Over 400 Real College Plays, Exhibition, Tournament and Bowl Modes, Special Moves for Defensive Line, Players With GameBreaker Potential
- **Created by:** Sony Computer Entertainment
- **Available:** October for Sony PlayStation

**E**ver since Sony unleashed their monster of a football game last fall, football fans have asked, "How can it get any better?" Well, Sony may have just broken the game wide open. NCAA GameBreaker takes the best of the original (GameDay), and adds plenty of new excitement. With the college football season now well underway, Sony expects GameDay to capture the hearts of those who relish the sport in its purest form. Listen to the fight songs, get your uniform muddled up, run the option every down. That's what college ball is all about. Now let's see if Sony has what it takes to compete.

All the basic GameDay elements appear to be here. In terms of offensive control, players can still hurdle, dive, spin and stiff arm. A nice option has been added in the lateral. At any point the ball carrier may lateral to a teammate making for some long exciting plays and a few fumbling mishaps (since Paul is strictly a "Pro Player", he had some trouble with this new college feature!). In terms of defense, players can still dive, tackle, jump, swim and shiver.

The play calling remains true to college form. With a main emphasis against the Wish Bone and Power I, defensive formations include the 4-4, Eagle, and 50 flex. A full range of blitzes, umbrellas and reads can be chosen to offset such offensive wonders as the Bone Pitch, Half Back Option and Double Swing. The correct defense matters, as it'll be easy to get burned to the outside.

As for the play modes, GameBreaker offers three difficulty levels and three game speeds (a helpful option for learning new plays or formations). Game modes offer a break from the traditional college polling system and they include Exhibition, Season with Bowl games, Season with playoff tournament, and the National Championship game.

Of special note is the AI programmed into each team's star players. These players are highlighted in yellow during selection, and each possess special skills. Although you can't always go to them, choose the right play at the right time and they will reveal their game-breaker ability. Concentrate your efforts and strategies on these few select players, and you too will be able to break the game wide open.

Our own Andy claims this pre-snap receiver screen was his suggestion to Sony.



They're ready for the kickoff.



Though the weather may change, the game remains the same.

The old single back set.



Looks like a sure catch...



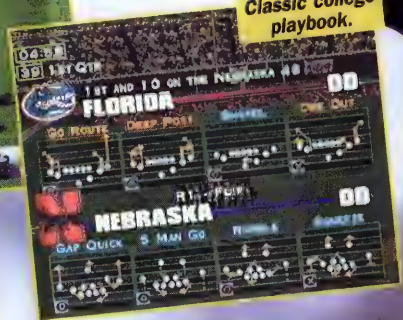
...if not for that tough Nebraska secondary.



Will he exercise his option?



Classic college playbook.





## Black Dawn Morning, Pilots Take Warning

# BLACK DAWN

PlayStation Preview



Destroy the white blimps for massive power-ups.



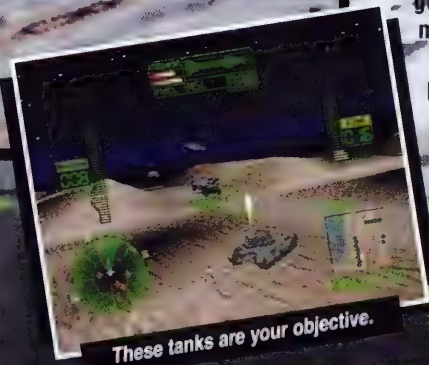
Protect that convoy.



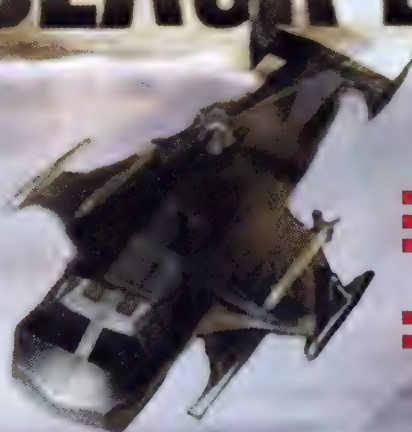
Here comes a hostage.



Get that missile for a power-up.



These tanks are your objective.



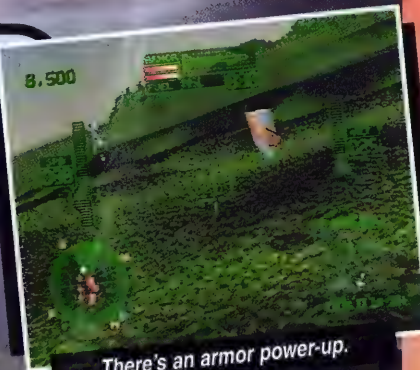
- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Helicopter Combat
- **Special Features:** 8 Different LZ's, Multiple Missions Within Each LZ, 4 Cockpit Views, True Flight and Helicopter Modes
- **Created by:** Black Ops for Virgin Interactive
- **Available:** This Fall for Sony PlayStation

All right copter jockeys, rise to greet the day because here's a game that's sophisticated enough to appeal to flight sim fans while being playable enough to appease those who enjoy great action combat games. *Black Dawn* takes the best of both of these worlds and melds them into one heck of a shoot 'em up action thriller.

As a chopper pilot you'll be given eight landing zone options. These LZ's span the globe from Central Park in New York City to a convoy in the Indian Ocean. Sometimes your enemies will be crack gangs in LA, radar outposts in Antarctica, or terrorists nestled deep in the heart of an Asian jungle. There are eight landing zones in all, and seven of the eight are comprised of approximately six different missions. Inside New York City you'll have to battle your way through to a group of hostages, wait as they climb aboard, then scuttle them off to safety. In Antarctica it will be your job to airdrop a crack team of Navy Seals, then create a diversion while the Seals carry out their mission of sabotage. One of the eight landing zones is a power-up mission where you'll have sixty seconds to grab as many weapons and as much armor as you can. Use this mission again and again to max out your arsenal.

The combat sequences are fast and furious, demanding precision firing, ground strafing and surgical nuclear attacks. Three difficulty levels create a wide audience of appeal—experts can even choose "flight mode." In flight mode the gunsights will not act independently of the flight path, making ground targets and high speed flying quite difficult.

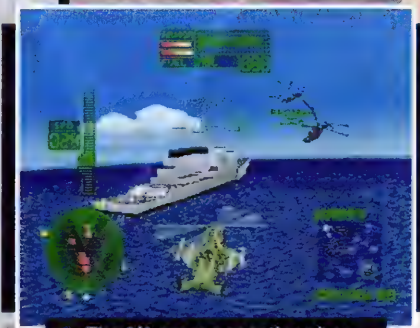
With minimum pixelation and only occasional polygon popping, long distance targeting is an essential part of the game. Use missiles for long distance, Nap Bombs for large structures and Rockets for the ground strafing of convoys and tanks. With so much to offer in terms of missions and scenarios, *Black Dawn* is certainly worth getting out of bed for.



There's an armor power-up.



Look out for those towers.



The 3/4 rear perspective view.



# Beyond the Beyond

- Size: 1 CD-ROM
- Style: 1-Player Role Playing Game
- Special Features: In-Game Save (Save Requires That you Find a Church), Variable Combat Options, Heaps of Dialogue, Special Superhit Combat Effects
- Created by: Gamast Software for Sony
- Available: Now for Sony PlayStation

CAN YOU GET BEYOND  
THE FIGHTING?



HERE'S A FOUR-PERSON PARTY IN YOUR EYE.

Your mother died before you were old enough to remember her. Your father is a combat hardened soldier determined to train you to be the same. You start the game unconscious from your most recent training session with Dad. Isn't that a wonderful beginning? (Freud would have loved it). From this point on you are bounced along a plot line, the salvation of the land from a conquering eevil empire in your hands. With your trusted companions and a miniature dragon named Steiner you head beyond the trappings of small-town life to castles, towns, and wilderness where danger and intrigue seek to undo your quest.

There are three things that will determine people's enjoyment of this game. Combat, combat, and combat. Beyond the Beyond's greatest strength is definitely combat and it happens all the time. The puzzles in the game are a moderate challenge to the experienced RPG gamer, but are made much harder by the fact that the player's exploration of a dungeon puzzle is stopped every three to seven steps by yet another pitched combat situation. Whether this is a good thing or



is not up to the reviewers, but it is graphically one of the better combat systems we've seen in an RPG. Shifting battle perspectives, appealing normal attacks, and special attacks that have your characters streaking towards their opponent with a trail of fire in their wake make for entertaining and visually rich battles. Fighting can be left at manual for each character or you can choose to let the computer fight for you in a variety of offensive and defensive postures.

The actual questing itself is the good ol' fashioned: "Find this item, bring it to the old wizard guy so he can tell you where you need to find the next item or person to talk to," which strings on and eventually leads to an ending with that boss who is just too nasty. The writers of the game were big on drama. They love heroes with curses and brave soldiers making noble sacrifices. The enemy characters are all as eevil as the empire they work for and the dialogue is typically on the goofy side. Despite the fun that has been poked, most RPG fans will want to play this one through to the finish.







COMBAT BEGINS.



BEACH PARTY!!!



THIS TREE IS A BRIDGE TO ANOTHER LAND.



WHAT A SWELL GUY.



COMBAT CONTINUES.



WOULDN'T YOU?



MORE... COMBAT.



Nggh... MORE COMBAT!

**THE BOTTOM LINE 6.75**

**ANDY, THE GAME HOMBRE**

**Concept:** 7 "I consider myself to be a pretty hard-core RPG player and this game really disappointed me. While it's not horrible, it seems like it could have been so much better. The overhead graphics are nowhere near a 16-bit Square game, and the gameplay and dialog scenes just drag on and on. On the positive side, I really like the combat scenes and the soundtrack's not too bad. Heck...I'll end up playing this stinkin' game either way because it's the only RPG on the PlayStation, but it seems like after a year of waiting Sony could have given us quite a bit more."

**Graphics:** 7.5

**Sound:** 7

**Playability:** 7

**Entertainment:** 7

**OVERALL:** **7**

**REINER, THE RAGING GAMER**

**Concept:** 6.75 "Yeah, this is the first PS-X role playing game, but it's not very good. Trek back to such oldies as Dragon Warrior and Final Fantasy; now slow the gameplay down, and add a boring story and a zero excitement factor to the mix. Its only redeeming quality is in the battle dioramas. The overhead roving battle graphics and character sprites are definitely styled in a 32-bit fashion, but the basic walking graphics are oh so 16-bit. In fact the whole game is 16-bit; where's the FMV cut scenes and voices? This game will only appeal to the true RPG gamers who want a very long quest."

**Graphics:** 7

**Sound:** 6.5

**Playability:** 7.25

**Entertainment:** 7

**OVERALL:** **7**

**PAUL, THE GAME PROFESSOR**

**Concept:** 5 "After playing the very first US RPG for the PS-X I can't help but be a little disappointed. This game has been out for quite a while in Japan and the age shows. The graphics in the battle scenes and especially in the overhead mode look drab and not up to 32-bit standards. All that aside, any fan of RPGs should get some enjoyment from the easy interface and traditional commands. The story and text boxes seem to crawl and there is not even an inkling of voice acting or CGI cut-scenes. This game is solid, but it is average in almost every way. Do NOT expect to be blown away."

**Graphics:** 5

**Sound:** 5

**Playability:** 7.5

**Entertainment:** 7.5

**OVERALL:** **6**



## MORE BANG FOR YOUR BUCK



YES, YOU ACTUALLY LAUNCH OVER A STAMPEDE OF DUMPSTERS.

# DIE HARD TRILOGY

- Size: 1 CD-ROM
- Style: 1-Player Action/Shooting/Driving
- Special Features: 3 Styles of Gameplay, Multiple Weapons, Memory Card Save, Hostage Saving, and a Gore Meter
- Created by: Probe Entertainment for Fox Interactive
- Available: Now for Sony PlayStation



I got one hand in my pocket and the other is slapping a terrorist. Fox Interactive and Probe Entertainment have teamed up to bring back the non-stop thrill ride of the three Die Hard films and convert them into a user-friendly video game extravaganza for the Sony PlayStation. All three games are packed into one disc, thus the motto "more bang for your buck" comes onto play. Each game: Die Hard, Die Harder, and With a Vengeance are designed differently from each other, and will surely hook more than one gaming audience.

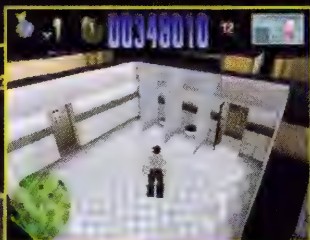
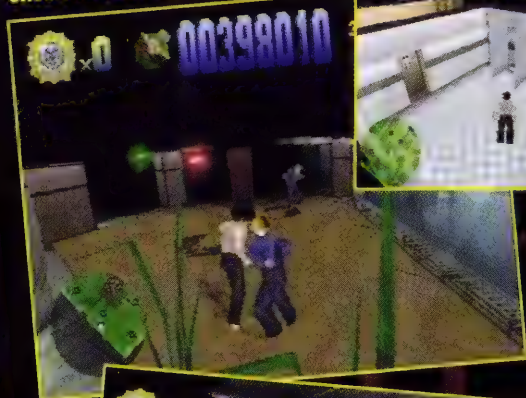
Die Hard takes you well into the confines of the Nakatomi Plaza as you, John McClane, try to save unarmed innocent hostages from the wrath of evil. All the action is brought to life through the magic of a 3rd-person chase plane view and a handful of immensely powerful artillery.

Die Hard 2: Die Harder supports the Sony Mouse along

with the Konami Hyperblaster gun for better targeting and a more realistic hands-on feel of gun toting. All the terrorist poppin' action takes place in the Washington/Dulles Airport in a first-person shooter view. Multiple weapons like the rocket launcher and shotgun are available for use if you can find them.

Die Hard: With a Vengeance closes out the Die Hard Trilogy with a race against the clock. Timed bombs have been set to detonate all across New York, and it's up to you and your trusty vehicle to deactivate them. Three views bring the insane pedestrian smacking, car bashing, bomb deactivating action into full context for gamers. Beat the clock before it's too late. It's not often that a three games in one opportunity arises. Fox Interactive has given PlayStation owners an offer they can't refuse. Die Hard Trilogy will surely make gamers scream Yippie-Ki-Yay!

SAVE THE HOSTAGES.



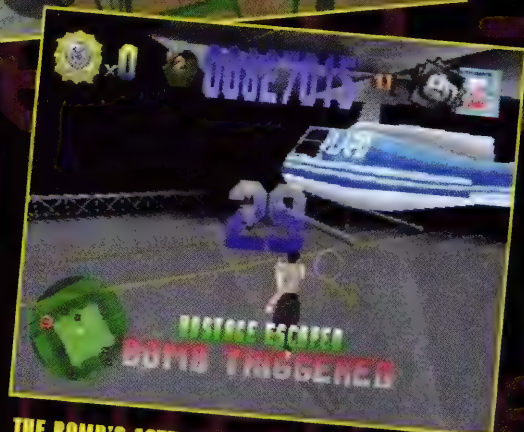
TWO TERRORISTS AT TWELVE O'CLOCK!



## DIE HARD

Only the smartest of players will make it out of the Nakatomi Plaza alive. Twenty levels of terrorist mayhem are spread throughout the building. As you proceed through the levels you'll be confronted with a handful of tasks. Number one: Save the hostages. Number two: Defeat all of the terrorists. Number three: Deactivate the bomb. While completing the goals you're also going to want to watch out for your own butt. Take too many shots to the head and you will surely die.

**HINTS:** Be a sniper. Hide behind walls and expose only your gun arm. Terrorist pickings will be easy as pie with this technique. Also, always keep a close eye on your map and locate and rescue the hostages first.



THE BOMB'S ACTIVE... FIND IT AND DEACTIVATE IT!

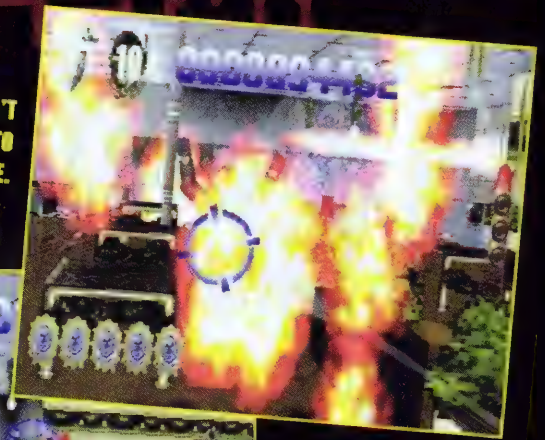


# DIE HARD 2: DIE HARDER

Getting used to the control may be kind of tricky at first, but don't fret, the ammo is unlimited and the power-ups are bountiful. Once again, the objective is nothing short of pure mayhem. Luckily, you don't have to kill all of the terrorists on each level. The main goal is survival. Live through the five massive levels and you'll be announced as the king of dying hard.

**HINTS:** Shoot everything that can be shot (except hostages). More times than none, ceiling tiles, pop machines, and counter tops hold power-ups and new weapons. Dropping the ceiling tiles is also a good way of making a killing on death tolls.

MAYBE THAT WASN'T THE BEST SPOT TO USE A GRENADE.



THAT'S A LONG SHOT ALL RIGHT.



INCOMING!



## DIE HARD : WITH A VENGEANCE

This is the big finale, and it's probably the most gruesome video game sequence ever made. Imagine going seventy mph through the crowded streets of New York. It happens here. The main goal is quick bomb deactivation. Sometimes it's in a simple phone booth and other times it's stored in the trunk of a moving vehicle. Beat the clock and you'll save millions of lives.

**HINTS:** Always keep your eyes peeled for power-ups and ambulances. The power-ups usually hint toward which way to go, and the ambulances will pretty much clear the way to the bomb. When chasing a Bomb Car always stay behind it; you'll never hit it from the front or side.



THE AMBULANCE WILL CLEAR THIS BUSY STREET FOR YOU.



### ► THE BOTTOM LINE **8.75**

#### ANDY, THE GAME HOMBRE

**Concept:** 8.75 "Surprisingly, Die Hard Trilogy is a very entertaining game. It's basically pure action in all three modes. Plus the graphics, sound, and voice-overs are awesome. The play control is a little muddy at times, but it really doesn't matter because basically, this game is a no brainer."  
**Graphics:** 9  
**Sound:** 9  
**Playability:** 8  
**Entertainment:** 8.25 You sit in front of the TV, choose your gaming poison, and then blast.  
**OVERALL:**  
**8.75** Maybe you get the high score, maybe you don't! Either way, you'll play this game again and again."

#### REINER, THE RAGING GAMER

**Concept:** 8.75 "I had my doubts at first, but Fox Interactive pulled through and made all three games very entertaining. I can't believe how gruesome With a Vengeance is; I actually feel remorse for the innocent people I run down with my taxi cab. Die Harder is the weak link out of the three, just like the movies - it's just kind of confusing. The control on the action and driving levels is superb; the techniques of evasion and sniping are very true to their form. Don't be worried about the games being fairly short, they're not. Each one acts and feels like an original title."  
**Graphics:** 9  
**Sound:** 8.25  
**Playability:** 9  
**Entertainment:** 9.25  
**OVERALL:**  
**8.75**

#### JON, THE GREEDY GAMER

**Concept:** 9.25 "Three games in one, Fox has finally done it. The driving sequence is great, although it's a little too easy to control the car and avoid objects."  
**Graphics:** 8.5  
**Sound:** 8  
**Playability:** 8  
**Entertainment:** 8.25 exciting, it's nothing compared to the Die Hard/Nakatomi sequence. Here, the ability to shuffle, strafe and dive roll make this a great playing action game. Overall, this is a great game with tons of replay value because hidden stuff is everywhere."  
**OVERALL:**  
**8.5**



# Battle of the Gridiron Greats

# MADDEN 97



Listen to Madden for in-depth analysis.

## Saturn

No other sport on earth resembles American football. Born out of basic military strategy, a successful team must balance a strong attack strategy with a sound defensive plan. Each play is a small battle in a larger campaign. Each campaign a part of an even larger war. Field artillery are your receivers; special forces are your halfbacks, fullbacks your tanks. And of course, the greatest part of football - the front line, the trenches, the constant battle and struggle for power where guards and tackles and centers engage hand to hand, fox hole to fox hole in endless pursuit of the ultimate prize. Who better to speak for this sport than the ultimate fan himself - John Madden!

Since his early years in football, during his glory days as coach of the Raiders, and through today as the ultimate authority in football, John Madden has become a symbol of the game. Likewise, Madden Football by EA Sports has always been the one to beat.

What sets Madden '97 apart from most other football games is the "feel," that indescribable brilliance that brings players inside the simulation. Listen to Madden's play by play and pre-game comments; watch as players grunt and hurl themselves about the gridiron; marvel at the in-depth AI and variety of real NFL plays. This is what sports simulation is all about!

Madden for both the PS-X and Saturn uses all the latest available technology. Motion capture has given players life-like moves, while all 30 NFL stadiums have been beautifully rendered in 3D. Last minute free-agent updates assure accurate team rosters just as the actual NFL schedule allows full week by week simulation.



- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Football Game
- **Special Features:** Over 100 Current, Super-Bowl, All-Time and Secret Teams, Stats Tracking, Full Season (With Performance Based Pro Bowl), Tournament and Exhibition Modes, Trade and Create Players, Multiple Penalty and Difficulty Settings
- **Created by:** EA Sports
- **Available:** Late September for Sony PlayStation and Sega Saturn



Follow that wedge.



All alone in the end zone.

The rare post-safety free kick.

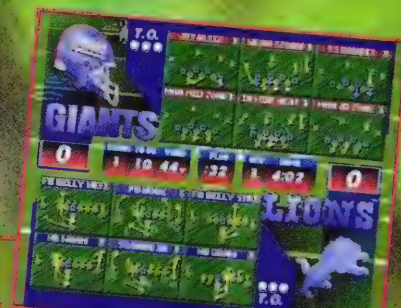




This end of Mile High Stadium makes for tough kicking.



An all too familiar sight here at GI headquarters.



The classic Madden playbook.



Barry Sanders dives for extra yardage.

**PlayStation**



Kelly makes a last minute adjustment.

Of course, this game is defined by multi-player. We've played a number of games here at Game Informer headquarters. Each game came right down to the wire and attracted a small crowd of spirited spectators. However, it was no surprise that the Bills pulled it out every time!

As for gameplay, Madden '97 boasts over 300 plays (actually 150 plays that can be "flipped"). Most of the plays can be found on the old 16-bit Madden carts, but there are a few surprises as well as some new clock control plays. When playing against human opponents, it's essential to use the "bluff" mode in order to hide the play call windows.

Numerous other features will appeal to sports enthusiasts. Seasonal play offers most of these options in the form of a salary cap rule, trades, free agent sign and create player modes. A Pro Bowl (based on a full season of stats), injuries, penalty levels, skill levels and substitutions all add to this hoard of features.

Basic options are also numerous. Choose from multiple camera angles, controller configurations, Hall of Fame records tracking, stadium, weather conditions and quarter length. Along with all the NFL teams, Madden '97 offers 67 classic teams of the past, 5 All-Madden teams, as well as hidden teams (look for codes in upcoming issues of Game Informer).

All in all Madden '97 is about as good as it gets. The Saturn and PS-X versions appear to be nearly identical. Of course we'll have to wait to see how the game stacks up against the competition. Although Madden will surely make it to the Super Bowl, the championship trophy of electronic sports is anyone's game.



Rodney Hampton somehow breaks free.



Some would call that taunting.



A tough catch.



# STREET FIGHTER ALPHA 2

Saturn



School Girl of Death, Doom, and Destruction. DAN

PlayStation



Some things never change.

## WARRIOR'S NIGHTMARES?



Time for the 371 old-school combo.



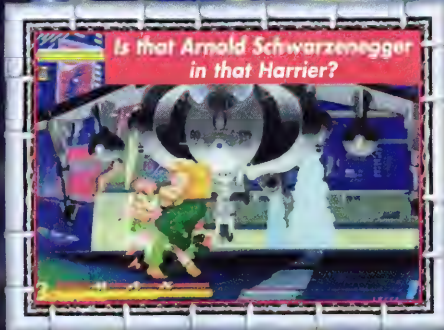
Zangief still possesses his tricky piledriver move.



The beauty queens of Street Fighter.

DHALSIM ZANGIEF

As the latest addition to the legacy of Street Fighter games, Street Fighter Alpha 2 should please fans of all the old titles. Capcom has stuck with their policy of adding new characters and moves without drastically altering the play-style of Street-Fighter. The version we have is very early, and not all the characters are available for play, but one of the new characters, Sakura, should become a favorite. She's yet another Ryuesque character with a lot more speed but less damaging moves.



Is that Arnold Schwarzenegger in that Harrier?

People who missed some of the older favorites like Zangief and Dhalsim will be happy to know that these and other classic characters have been added. The graphics are very similar to Alpha 1's, but they seem just a tad more crisp with more attractive backgrounds.



STRETCH!!! Extreme Yoga can do that to you. STEF

It's hard to find a lot to say about Alpha 2 at this point. We know there are new combos (and combo systems) and even new moves for older characters, but aside from this, it looks like more of the same gameplay with an extended variety of toys to play with. People who have been happy with the paved road that



Fireballs have cool effects.

Street Fighter sequels have taken up to this point will not be disappointed by Street Fighter Alpha 2. ■

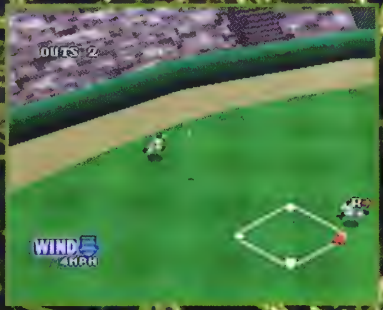
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 18 Fighters Including all Characters From Alpha 1 Plus Original and Classic Characters From the Past, New Combos, New Moves for Old Characters, New Backgrounds
- **Created by:** Capcom
- **Available:** November for Saturn and PlayStation



# BOTTOM OF THE 9TH

MAJOR LEAGUE BASEBALL PLAYERS

NOW THAT'S A DECENT BALL GAME...

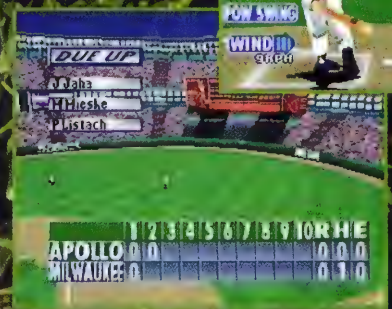
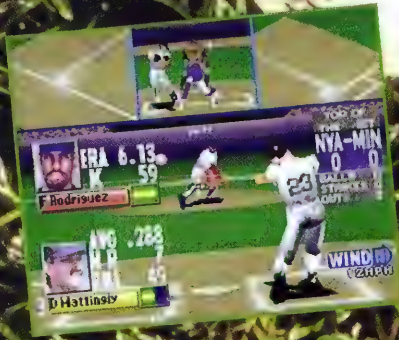


- Size: 1 CD-ROM
- Style: 1 or 2-Player Baseball
- Special Features: 700 MLB Players (based on '95 season), Training Mode, Stadium Select, Play-by-Play Announcer
- Created by: Konami
- Available: Now for Saturn



Bottom of the 9th for Saturn is yet another successful conversion from PlayStation. Nothing is all that new and nothing is lost. The gameplay factor, which was the PlayStation version's greatest strength, was not compromised and the game is still a good time for baseball fans. We thought the hitting and pitching methods of control were pretty revolutionary and entertaining as well. Newcomers to the game will probably appreciate some of the niftier perks like the training mode, the large number of fully stat-laden players (actual pros from MLB), and the stadium select. The training mode is really useful for learning your way around the controls and for teaching lousy sport gamers like Erik a thing or two about how to play baseball. It covers batting, pitching, running, and fielding. The polygon graphics, announcer's play-by-play comments, and the background sound effects are all pretty sharp and lend a great deal towards the game's sense of realism.

While it may have stiff competition in the form of World Series Baseball, Bottom of the 9th may find appeal with people who like the idea of a pitching and batting style that is more about control and coordination than just timing. The innovative pitching and batting interface makes for unparalleled two-player action. Look for Bottom of the 9th coming to Saturn in the near future.





# DECATHLETE

## Another Worthy Contender

Ever since Bruce Jenner capped his career with a guest appearance on Wheaties boxes across the nation, children have dreamed of becoming a Decathlete. The most demanding of all Olympic events, a successful Decathlete must be equally able to jump, run and throw whilst competing for a full two days.

Now you too can be a Decathlete. Just plug in this new title from Sega and join in the Olympic hype. Compete in 10 traditional events. At first, you might want to try the practice mode to help fine tune your skills. Practice mode will likewise illustrate the strengths and weaknesses of each individual character. After leaving the practice ground, enter into a formal decathlon, or for a real challenge, select the arcade mode in which you'll have to qualify for each event in order to advance.

As for the longer running events, Sega has programmed in a stamina meter. Instead of your fingers falling off, use strategy in order to pace yourself within the pack, all the time waiting to make your move. Long jump, high jump, discus, shot-put and javelin combine speed with timing. Pole vault will demand a few special skills, as will the 110 meter hurdles. Most events have an optimum angle of trajectory, but this might change with each character. The polygon graphics and exciting backgrounds provide good visual appeal, and tracking of world records ensures continued play value. Depending upon character selection, objectives might include individual records or overall scores.

Once every four years the world is treated to a tradition dating back to the time of ancient Greece. Likewise, we see how each Olympics gives birth to a horde of video simulations. Decathlete is a likely contender in this four-year competition, and a solid step towards bringing Olympic excitement to your Saturn console.

That's close to a world record.



The leader of the pack.

NAME	TIME	REC.
01 JON	18:27	
02 JON	18:34	
03 JON	18:43	
04 JON	18:78	
05 HAY	18:86	

Man can that Jon play!



Successful Vault.



The optimum angle is 45°.



- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Track and Field
- **Special Features:** Practice, Arcade and Decathlon Modes, Hall of Fame Records Tracking, 7 Diverse Athletes, 4 Difficulty Settings
- **Created by:** Sega Sports
- **Available:** Now for Saturn

### ► THE BOTTOM LINE **7.25**

#### PAUL, THE GAME PROFESSOR

**Concept:** 5 "This game came out of nowhere, but it is nice for those who want to give their controller some abuse."  
**Graphics:** 8.5 "Although the concept is rather drab, graphically the game looks fantastic with characters that look like they belong in VF2. The decathlon events are a good start to a game that seems to need a little more variation. The track events get old fast, but some of the field games are fun to try over and over. Even though this game has four difficulty settings, it doesn't have much replay because it only supports two-player and the events are not that diverse."  
**Sound:** 7  
**Playability:** 7  
**Entertainment:** 6  
**OVERALL:** **6.75**

#### REINER, THE RAGING GAMER

**Concept:** 7.25 "Decathlete is yet another little surprise from the people at Sega."  
**Graphics:** 9.5 "Olympic titles are beautiful nowadays, and it's fairly hard to choose which one is best. Decathlete is easy to rank, unlike the others, since it's mostly arcade based. The game moves along quite quickly, and the polygon graphics are phenomenal. Unfortunately, like most Olympic titles, this one grows tiresome oh so quickly. A rental, but nothing more."  
**Sound:** 7.5  
**Playability:** 7.25  
**Entertainment:** 6.75  
**OVERALL:** **7.75**

#### JON, THE GREEDY GAMER

**Concept:** 7.25 "I was a huge fan of Konami's original arcade Track and Field, but Decathlete was kind of a let down. Despite the good job making running more exciting through a stamina meter and positioning, the running events just weren't that fun. I could see getting together with a bunch of people to play, but it's only 2-player max. The jumping and throwing events are challenging, but if you buy this game, you'll only play it once every four years."  
**Graphics:** 8  
**Sound:** 7  
**Playability:** 7.75  
**Entertainment:** 7.75  
**OVERALL:** **7.5**



# FIGHTING VIPERS

## Close Encounters of the Coin-Op Kind



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player  
Head-to-Head Tournament Fighting
- **Special Features:** Cage Fighting, Playback Mode, Big Hit Instant Replays, Link Combos, Training Mode
- **Created by:** AM3 for Sega
- **Available:** November for Sega Saturn

**W**hatever your granpappy told you about fighters is now old news. From one gaming generation of fighters to the next, the basic fundamentals have stayed the same, but the overall concept and evolution has taken off into a whole new unexplored world. Resistance to this change is futile, and as long as there is a joystick, there will always be a close encounter of the coin-op kind. While we may not be exactly sure what the game is, we will spend our entire allowance to figure it out. The latest invading fighter comes courtesy of Sega. The game is *Fighting Vipers*, or as we like to call it over here at Game Informer—*Virtua Fighter* in a box.

*Fighting Vipers* is a unique title which can vaguely be compared to *WWF Edge in the Cage*, Sega's first party coin-op invasion continues to flood into the Sega Saturn market at an unstoppable pace, and games like *Fighting Vipers* will surely keep gamers entertained.

The basic concept and gameplay are almost identical to *Virtua Fighter*; the big difference between the two is that one of them is arena based. *Fighting Vipers* features two combatants bashing it out for victory within the confines of a caged arena. Like any fighter, special moves, link combos, and multiple gaming modes are available. At the end of a bout certain blows to the opposition will send them flying through the confines of the cage and into the vast outside world. Now that's a finishing move!

Other unique traits include a body meter that tracks the amount of damage a player takes on. Example: If a player is hit enough in the torso, the meter will change from green (full), to black (depleted). Once this happens, the player's energy bar will change to yellow and more damage will be landed per blow. You will also find some small Easter eggs like the big hit replay which instantly goes into effect once a massive blow is landed and the Playback Mode that saves your best match into memory so it can be viewed again and again.

Besides being an entity of its own, *Fighting Vipers* is also a stepping stone for the release of *Virtua Fighter 3*. Sega and AM2 plan to incorporate the same arena combat into VF3, and some of the gameplay techniques like wall bouncing will be included. Basically, if you want to be a god at VF3, you're going to want to master *Fighting Vipers* first.

This kick can easily be countered with a solid jab.

Round house missed, Uggghh!

The stare down.

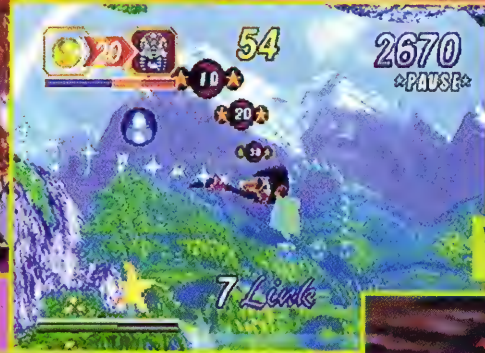
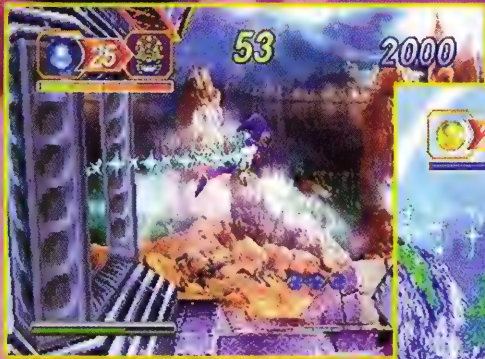
Way to go! You knocked that guy right through the steel cage!



# NIGHTS

into dreams...

## Breaking the 32-Bit Barrier



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure (2-Player Versus Game)
- **Special Features:** Compatible With Sega's Analog Controller, Two Playable Characters With Separate Missions, 360° Gameplay On The Ground, Secret Paths
- **Created by:** Sonic Team for Sega
- **Available:** November for Sega Saturn

► **THE BOTTOM LINE 8.5**

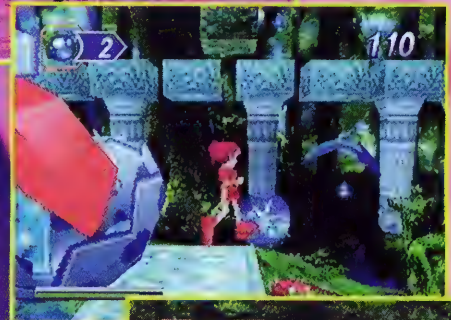
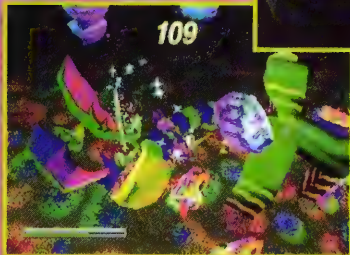
You have twenty blue orbs! Grab the Dream Orb and conquer this darn level!



CLARIS



Who is the real one-on-one champion?



When comparing first and second generation software on the 32-bit console machines, it's obvious that Sega has made the biggest jump into the future of gaming with their next wave of first-party console titles. The most recognizable of these, for the moment, is NIGHTS. Some have compared this break thru title to *Super Mario 64*, and others have stated that, graphically, it's one step ahead of anything on the market.

Creator YUJI NAKA (whose earlier fame comes from the Sonic and Phantasy Star series), has once again ignited the ferocious aggression in gaming that Sega has always been praised for. Yuji Naka's surrealistic imagination is the fuel that *will* draw people in to at least take a look at what NIGHTS has to offer. He delivered revolutionary gameplay with Sonic, and now with NIGHTS he's taking action games to the next level of evolution. NIGHTS delivers a gaming experience like no other with an unsurpassed graphical interface and two fields of play.

Like most Hollywood action movies, video games don't need a constant story to be entertaining. In NIGHTS's case, the intro is the only plot and character development featured until the climatic resolve in the ending. Basically, that's all you need. NIGHTS is a story about two children - *Claris* and *Elliot* - and their ability to overcome and topple the worst nightmares possible. With this rare courage, they have been chosen by the great dream god to protect and save the Dreamworld from a deadly new entity who is slowly but surely taking over the dream realm. Enter the controller jockey. In order to beat NIGHTS you'll have to conquer both Elliot's and Claris's dream stages.

The two planes of gameplay are divided into walking and flying. While the walking play is limited and mostly used when death is near, it is the best way to explore the terrain and find secrets and hidden items. The flying, which consumes almost all the gameplay, is NOT open to complete exploration. Players are put on a track which is nothing like a roller coaster, but more of a side scrolling action platform view which freely moves in and out throughout the 3D terrain. While

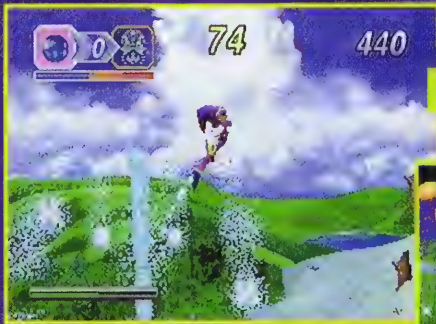




exploring a track and when reaching a certain point within one, the camera view will change, rotate, or zoom in and out to show off an objective, a destination, or just confuse the gamer to make NiGHTS seem more mystical. Each level consists of one action/adventure stage followed by a boss stage. If the boss stage is not conquered, you'll be condemned to repeat the action/adventure stage again.

Most of the stages take place in outdoor scenarios, but sometimes large catacombs and castles are open to exploration. Most of the hype around NiGHTS is devoted to its environment interaction. Thus water, wind, and other climatic effects interfere with the player's dominant control. Also, players can swing from branches, luge down an icy terrain, and grab and throw items and enemies.

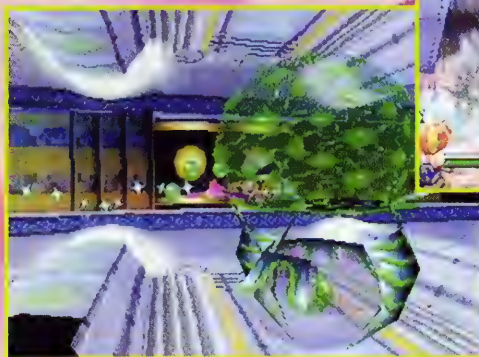
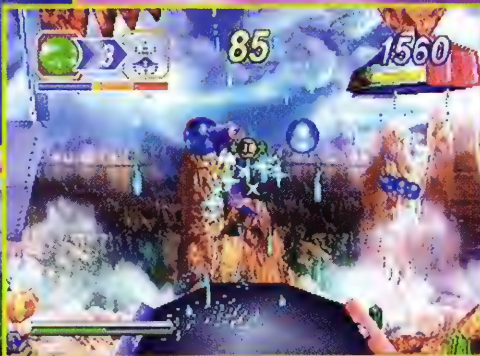
NiGHTS is the first title which is compatible with Sega's analog controller. The controller makes flying easier just like a joystick does for sim games. NiGHTS will retail in two packages, one packed with the controller for \$69.99, while both the game and controller will retail separately for \$49.99. If NiGHTS is just a foreshadowing of what's to come for Sega Saturn's software, then you can guarantee that it's going to be a fun ride!



Free NiGHTY!



Fly through the loops, and you'll receive points toward your level grade A-F.



Can you say CRAZY?!



ELLIOT

ANDY, THE GAME HOMBRE

Concept: 8.25  
 Graphics: 8.25  
 Sound: 8.75  
 Playability: 7  
 Entertainment: 7

"This game makes me loopy! You go around and around in circles and collect blue balls until you fly off to fight a boss. Yee-ha! First off, I have two problems with this game: it's too easy, and it's annoying when you have to start over from the beginning because you ran into a clock. Luckily, there are a number of good things to say about NiGHTS. The graphics are great, and the time attack style levels add to the lifespan of this title. Overall, NiGHTS is a solid title that is fairly ingenious, but I sure wouldn't say it was great."

OVERALL:  
**8.25**

REINER, THE RAGING GAMER

Concept: 8.25  
 Graphics: 9.5  
 Sound: 8.25  
 Playability: 8.5  
 Entertainment: 8

"NiGHTS is a good game to say the least. It lives past the hype of being just eye candy and offers the player a new type of gaming. The concept of being in a dream world is fairly cheesy and the characters don't attract me enough to draw me into the action. The enjoyment in NiGHTS comes solely from flying around. It was fun to run at unbearable speeds in Sonic, and now with NiGHTS, it's fun to zoom around in 3D. NiGHTS isn't the revolutionary 32-bit title that everyone was expecting, but it is a step in the right direction for the Saturn."

OVERALL:  
**8.5**

PAUL, THE GAME PROFESSOR

Concept: 9.5  
 Graphics: 9.5  
 Sound: 8  
 Playability: 9  
 Entertainment: 8.78

"It is really hard to compare this game to anything because there is nothing else like it. The graphic effects are a tribute to the power of the Saturn. The beautiful mirror, shading and texture-mapping effects make NiGHTS shine. Although the game keeps you on a path when flying, there are plenty of secrets and bonus areas to discover. Without the secrets the game is fairly short, and the bosses don't offer much of a challenge. The analog package that includes the controller and game is the way to go. Let's just hope there will be more than a handful of games that will use it."

OVERALL:  
**9**



# NHL POWERPLAY '96

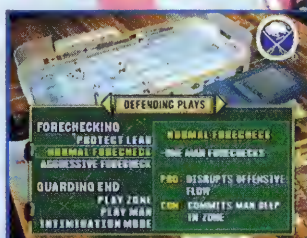
You've Got the Power...Now Play!

Maybe you've been unhappy with your hockey games for many reasons - lack of realism, shoddy defense, excessive scoring. You're not alone. Perhaps the most popular sports to video translation, recent hockey games have each tended to possess some or all of these flaws. But times have changed. Virgin, in conjunction with Bizarre Creation, is offering a respectable solution to some of these problems.

NHL Powerplay '96 is chock full of features. To begin with, the developers have worked closely with live NHL footage to capture more than just true motion skating and passing. Players make subtle adjustments as each play builds. There is a button devoted solely to skating backwards (perhaps the most important improvement over other hockey games). In addition, certain moves and skating styles have also been captured, adding a sense of fluidity and realism not found in other simulations.

Another unique feature is the coaching options. With fully updated stats, each team has their own style of play. This can all be changed depending upon game situation, opponent, injuries, etc. Offensive strategies include three break-out styles (slow, normal and fast) and three styles of zone play (dump and chase, carry in and pinching defense-men). Defensive options include three types of forechecking (protect lead, normal forecheck and aggressive forecheck) with another three styles of zone play (zone, man to man, and intimidation). The differences are noticeable, and become more important in late-game situations.

Up to six players can compete in exhibition, league or world tournament modes. The world tournament mode offers another 16 fully adapted teams. Within the world tournament, NHL players can be found on their national teams. That's right, Mogilny, Fedorov and Bure are back to the Red Army as one of the most powerful lines in international history. They have the power; so do you. Now isn't it time you played?



Use the classic table-top hockey to learn different styles of play.



Press the shoulder button to view players by name.



The result of a vicious hip check.



- **Size:** 1 CD-ROM
- **Style:** 1 to 6-Player Hockey Game
- **Special Features:** New World Tournament Mode, Coaching Options, Motion Capture Adaptations, Ease of Backwards Skating, Full NHLPA License
- **Created by:** Radical Entertainment for Virgin Interactive
- **Available:** Now for Sega Saturn (4th Quarter for Sony PlayStation)

## ANDY, THE GAME HOMBRE

**Concept:** 8 "As with any Sports game, the true test is how well it plays multi-player. Luckily, Powerplay passes the test with flying colors. The control is very fluid and the graphics are well done. As a matter of fact, it reminds me a lot of EA's NHL series on the 16-bit (with better graphics, of course). However, this game is not without its little quirks. It's a tad slow, there's no player create mode, and the computer AI still needs a little work, but overall this game is a superb first generation hockey product."

**OVERALL:**  
**8.5**

## JON, THE GREEDY GAMER

**Concept:** 7.75 "Powerplay takes a lot of what I liked from EA Hockey, but also has a few frustrating features. I miss the quick burst of speed because checking is quite difficult. Poke checking is important, but it's too difficult to make contact with your stick. A helpful feature is the backwards skate button. This allows your defense to get into position quickly without losing its skating line. The play is smooth and exciting with only sparse examples of hockey impossibilities. The world tournament is key. By far the best feature is the coaching styles that make a huge difference in late-game situations."

**OVERALL:**  
**8**

## PAUL, THE GAME PROFESSOR

**Concept:** 9 "Anyone looking for a good hockey game for the Saturn should look no further than Powerplay. Although there is only one playing view, the graphics are fantastic. The checking animations are a prime example of the excellent work that Radical did with this game. I found that the teams were all very nicely balanced as far as skill ratings, and the addition of international teams was a nice touch. The gameplay was a little slower than I expected, but the number of moves and coaching strategy more than make up for that minor gripe. No doubt, this IS the hockey for Saturn."

**OVERALL:**  
**8.75**

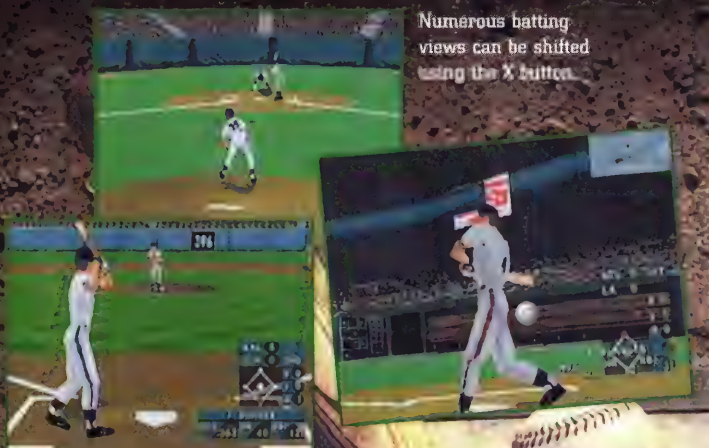
► THE BOTTOM LINE **8.5**



# 3D Crystal Dynamics' First Baseball Effort

## BASEBALL

Numerous batting views can be shifted using the X button.



My Buhner's stance is true to life.

Crystal Dynamics has been developing 3D Baseball for quite some time. The progress, although very slow, has begun to show great promise with the appearance of a playable demo at the Game Informer offices.

The first thing that you notice about the game is the incredibly realistic looking batter and fielder animations. The polygon and texture mapped characters step to the plate digging in their spikes, swinging the bat loosely as they wait for the incoming pitch. It is clear that Crystal Dynamics has spent long hours with the motion capture of hundreds of different batting stances and other player moves.

The play control is shaping up very nicely and is based on the standard controls found in most baseball games. Fielding is smooth as the camera view pans upward to help you spot the cursor mark that shows where the ball will land. A wealthy array of options such as instant replay, season statistics tracking, and fielder positioning will please the simulation fans.

It is hard to give a definitive answer regarding the release date of 3D Baseball, as Crystal Dynamics is now shopping for a publisher. However, the graphics mixed with the snappy commentary of Van Earl Wright should make this game a sure-fire seller for any game publisher.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Commentary by Van Earl Wright, Realistic Motion Capture Animation, MLB Players, Multiple Playing Views, Exhibition and Pennant Race Play Modes
- **Created by:** Crystal Dynamics
- **Available:** Who Knows When for Sega Saturn



He hits a rope down the line.

# VIRTUA COP 2

## Dirty Harry Would Have a Nervous Breakdown

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Gun Game Shooter
- **Special Features:** Gun Adjust Mode, Lots of People to Kill, Specific Hit Locations, Improved Movement Environment
- **Created by:** Sega
- **Available:** November for Sega Saturn



The driving scene is great!

Sigh... pesky civilians!

Gun gamers who loved Virtua Cop on the Saturn are in for a treat this winter when its sequel hits the stores. Virtua Cop 2 holds all of the charm of the original with many new perks. Sega tells us there are twice as many enemies as in the original, and we believe them - the action almost never stops! Occasionally things will slow down a little bit so that more advanced players can try their marksmanship against hard-to-hit or risky targets (robbers making off with the loot, hostage takers, bad guys trying to escape, etc...), but within seconds, players are plunged into a melee that would make even Dirty Harry sweat hard.

On the demo we have available to us there is a car chase scene that's pretty impressive. The car you shoot from whips around corners as enemies fire at you from the backs of vans and automobiles. Although the version we have doesn't seem to be that far along yet, Sega promises us that every nuance from the arcade will be present.

Nothing is lost from the first Virtua Cop. Talented players can still pull off the three shot triple flip, and specific hit locations allow merciful cops to attempt to disarm their foes by hitting them in the arm. If Virtua Cop 2 is a solid translation from the arcade it should keep trigger-happy gamers smiling for a long time!



# 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!

## 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), Colleg 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

## August 96



- Cover: Super Mario 64
- Special Feature: First Look at Pilotwings and Turok: Dinosaur Hunter
- Secret Access: Batman Forever (Arcade), Gargoyles (SG), Shining Wisdom (Saturn), Magic Carpet (PS-X), Goal Storm (PS-X), MK2 (Saturn), Battle Arena Toshinden Remix (Saturn)
- Tip Card 27: War Gods

## 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



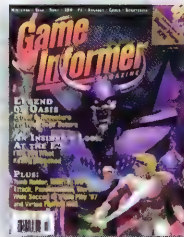
- Cover: Descent
- Special Features: Descent Play Guide, Ultra 64 Game Update, GI 1995 Awards, and Part 2 of DKC: Diddy's Kong Quest Strategy Guide
- Secret Access: NFL Game Day (PS-X), Twisted Metal (PS-X), VectorMan (Genesis), Separation Anxiety (SNES & SG), Madden '96 (Genesis)
- Tip Card 21: Ultimate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

## 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 26: Street Fighter Alpha 2

## April 96



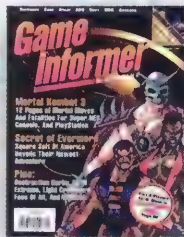
- Cover: Super Mario RPG
- Special Features: Super Mario RPG and Alien Trilogy game overviews
- Secret Access: Cheats for Loaded (PS-X), New Car for Sega Rally (Saturn), Hidden Characters for Street Fighter Alpha (Saturn), Cheats for DKC2 (SNES), Codes for Gex (PS-X)
- Tip Card 23: Marvel Super Heroes

## 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
- Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 2): Complete moves, Death moves, and a death combo for Talazia, Divada, and Zorn
- Tip Card 17: Street Fighter Alpha

## Other Issues Available:

### September 95

- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Moves for WeaponLord (SNES & SG) (Part 1)
- Secret Access contains a complete list of Kills for Eternal Champions CD.
- Tip Card 16: Street Fighter: The Movie

### 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

### 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)

### 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

### 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)

### 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

### June 95

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

### 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

### 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

### 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

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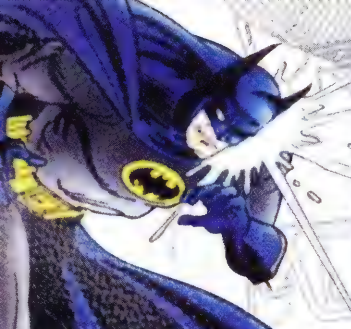
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# CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

## INVASION OF THE SUPER HEROES

**T**he creative limits in comic books are endless. Artistic expressions complement action packed stories, thus creating a universe of visual fictional characters, worlds, and beliefs. The most popular format in comics is that which revolves around the ideals of super beings with unrealistic human traits and spectacular super powers. Industry leading companies like **Marvel Comics** and **DC Comics** have taken advantage of this unbound freedom and have created monstrous universes which consist of hundreds of individual comic titles and thousands of fictional characters.

In comparison, the comic and video game industries are almost identical; it's pen and paper versus chips and bits. Both produce a visual stimulant that the gamer or reader can take in and enjoy. **Nintendo's** Mario is easily compared to DC's Superman, as well as **Sega's** Sonic to DC's Flash. Sooner or later these two worlds were bound to collide and cross over. The first comic to video game translation was DC Comics' **Superman** for the **Atari 2600**. Players acted as both Clark Kent and Superman, making this title a breakthrough and the first to feature multiple character identities in one game. With the comic gaming foundation in place, the super hero invasion swept across all the console machines, particularly the Sega Genesis.

The Genesis proved to be the perfect spawning ground for comic titles. The first two titles to land on this 16-bit frontier were web slinger **Spider-Man** and that nocturnal detective **Batman**. Both titles were licensed and developed in-house by Sega. The Spider-Man title was based on a completely original story, while Batman's plot was taken straight from the 1988 Bat flick. Both of these titles were good for their time, but they really didn't offer anything new to the gamer, except of course, an identity crisis.

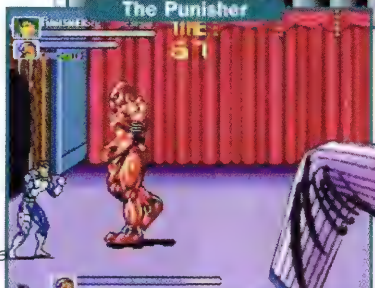
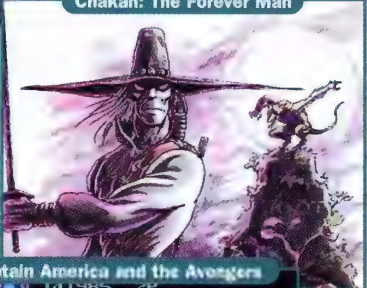
A solid bridge connecting the excitement from comics and vids was soon reached when the **R.A.K Graphics** character **Chakan: The Forever Man** was brought to life by Sega. Chakan presented a new challenge for gamers that still stayed true to its comic predecessor.

Chakan presented a unique gameplay style that to this day is still incomparable. Straight on the heels of Chakan was Sega's first **X-Men** title. X-Men proved that team comics could also make great team games. X-Men allowed players to freely pick and choose which X-character they wanted to be.

These two games alone revolutionized the gaming world, but something was still missing. Companies were successful in taking the characters out of comics, but neglected to incorporate the story until **Virgin Interactive** jumped at the chance to bring Frank Miller's sensational **Dark Horse** comic, **Robocop Versus Terminator**, into the gaming world. Shortly after, Sunsoft followed their lead and released the comic industry's most sought after series, **The Death and Return of Superman**, into the gaming world.

Licensing from comic movies and cartoon series became a big deal with first and third party developers. Sega released a title conceived from **The Adventures of Batman & Robin** cartoon series, plus an adaptation from the **Batman Returns** movie. **Acclaim Entertainment** went all out and picked up the rights to the film about DC's **Judge Dredd**, the third Bat movie **Batman Forever**, and **Spider-Man** the animated series. The **Phantom 2040** hype was exploited by **Viacom**, and **Fox Interactive** rounded off the humor in **The Tick**.

The translation of comics to vids was a definite success, and the next generation machines are already plump full of great action, first-person, and fighting comic titles. But one question still remains: would the translation of vids to comics work? Yes and no. Certain vid characters have made their way into the comic kingdom, but none of their titles have survived more than a year. If you're lucky you can probably find some **Archie Comics** featuring Sonic the Hedgehog, **Mortal Kombat** from **Malibu Comics**, and several **Nintendo** characters exposed in **Valiant Comics**. Hopefully, this industry will live through the recent porting failures and produce quality comic material that both the readers and players can enjoy.



## CLASSIC SCOREBOARD

- Asterix and the Great Rescue** – Sega  
4.25 Leave this one to the French.
- Batman** – Sega  
7 A great combination of the movie and comic elements.
- The Adventures of Batman & Robin** – Sega  
9.25 Dynamic 2-Player action!
- Batman Returns** – Sega  
6.5 Grainy graphics with solid gameplay. Good but not great.
- Batman Forever** – Acclaim  
6.25 Acclaim's 1995 bomb. Batman will live Forever in Acclaim's warehouse.
- Batman: Revenge of the Joker** – Sunsoft  
3 Holy Bat hijinx! This is a mockery of both action/platform titles and Batman himself.
- Captain America and the Avengers** – Data East  
6.5 Big blue and his Avenger friends too! An arcade port with the most!
- Chakan** – Sega  
8.75 An innovative action title.
- Comic Zone** – Sega  
8.5 The most original comic title to date.
- The Death and Return of Superman** – Sunsoft  
8.25 A sensational adaptation from the comic series. Four Supermen are better than one!
- Tom Mason's Dinosaurs for Hire** – Sega  
5.25 This once again proves the fact that dinosaurs are extinct.
- Ex-Mutants** – Malibu  
4.5 Another generic action/platform title.
- Incredible Hulk** – US Gold  
7 Special moves galore! Hulk smash!
- Judge Dredd** – Acclaim  
9 The graphic appeal is only outshined by its originality.
- Lobo** – Ocean  
3 Fighting games don't get much worse than this.
- Phantom 2040** – Viacom  
7.75 A choose-your-own-adventure style of game.
- Justice League Task Force** – Acclaim  
4.5 Interesting concept, bad game.
- Punisher** – Capcom  
5 Double Dragon just rolled over in its grave.
- Robocop Versus Terminator** – Virgin  
7.5 Frank Miller's story retold perfectly.
- Spider-Man: Maximum Carnage** – Acclaim  
7.5 Rock 'em sock 'em Spider action.
- Spider-Man: Separation Anxiety** – Acclaim  
7 Not quite as good as its predecessor – Maximum Carnage.
- Spider-Man** – Sega  
8 The best web slinging in a Spidey title.
- Spider-Man (TV Series)** – Acclaim  
4.25 Tremendous torture awaits all who play.
- Spider-Man/X-Men: Arcade's Revenge** – Acclaim  
7 It's the Marvel action hour!
- Superman** – Sunsoft  
4 He definitely has a pocket full of Kryptonite. Not very impressive.
- The Tick** – Fox Interactive  
6.5 Based solely on the comic, the Tick misses its mark.
- Wolverine: Adamantium Rage** – Acclaim  
6 Terminally unenjoyable.
- X-Men** – Sega  
9 Sega's breakthrough action title.
- X-Men 2: Clone Wars** – Sega  
8.75 More power to Sega.
- X-Women** – Sega  
N/A This could very well be the last comic title on the Genesis.





by Erik,  
the PC Jedi

### Ye Gads! Will the PC Market Survive the Machinations of the Big N?!

Having seen what the N64 is capable of, this PC guy has cause for trepidation concerning the future fate of his favorite corner of the gaming market. The N64 looks quite capable of emulating, if not completely outdoing the PC at its best. This isn't to say the Saturn and PlayStation weren't close, but the PC always won out with hard drive loading time. Now it has to compete against a cart-based system. Of course the PC will always have some things going for it. What other system boasts a 100+ button game controller, multiple gigs of hard drive, constant upgrading and improving of technology, and legions of game companies with no licensing constraints? Hmm...it's a shame they cost over \$2,000.

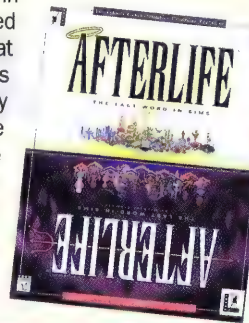
### recent releases



- **Cyberstorm** – Sierra **7.25** Hard core mech strategy fans might like it a lot. Experienced war-gamers would get minor enjoyment, but probably become bored after a couple days.
- **Front Page Sports Baseball** – Sierra **8.5** Total variation of control! Players can take part in as much management and playing as they want.
- **Disney's Animated Storybooks** – Disney Interactive **8.75** These look really cool for kids who are into all of the recent Disney movies and are a good way for young'ns to learn more about computers.
- **SFPD Homicide** – 3 Prong Plug **7.5** So-so interface and bad acting hurt this game's score but it was still an interesting and well-researched simulation of a homicide investigation.
- **Hoyle Blackjack** – Sierra **6.25** Blackjack with lots of options. The animated players are obnoxious. Nothing too remarkable.

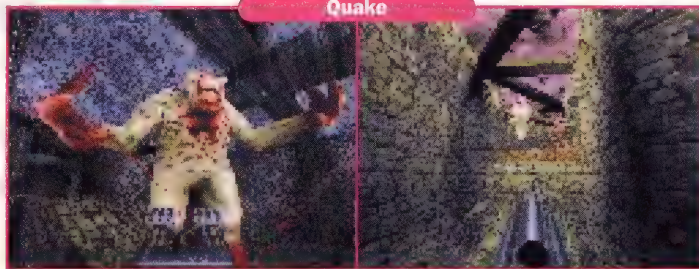
### Afterlife – LucasArts **8.75**

To call Afterlife a SimCity Clone would be an understatement. It might as well have been a sequel or an expansion disk. It is, however, a good clone with lots of innovations and unique twists. As a consultant to the gods you are given control over the realms of Heaven and Hell. These you must manage while paying attention to the goings-on of various religious philosophies on earth. Afterlife plays almost like two games of SimCity at once in that players need to recognize that the two worlds must be managed differently in order to succeed. The key to doing this is understanding that Hell is supposed to be inconvenient for the damned, while Heaven is about quick and easy access to richly deserved rewards for worthy souls. Eventually you will be faced with some bizarre catastrophes in the form of Disco Dancing Demons, Heavenly Birds, The Bats of Hell, The Blues, Hell Freezing Over, Hell in a Handbasket, and the Heaven Nose...Right. The biggest and most shocking problem we had with the game was that despite a useful in-game tutorial, the manual was a lousy CD cover (from LucasArts, of all people!).



### Quake (Shareware) – Id **9**

Quake is a hard game to compare to its predecessor because the style of play is very different. Doom was the kind of game where if you knew what you were doing you could take it to 'em, get in their faces, and kick some serious demon butt. In Quake the enemies are a lot nastier and the old shotgun dance of death just doesn't cut it anymore. There is nothing in this game that will go down in less than two hits from the shotgun and most take a lot more than that. While hardened Doom fans



Quake

looking for a challenge may like this idea, they might find the lack of canon fodder slaughter to be really depressing. Otherwise, the polygon graphics are pretty; the monsters do have personality, and the weapons are okay. Don't take the criticism in this review too harshly as the full version is not out yet and could have a lot of improvements that would pull this game from a more than mediocre, yet solid first-person shooter to everything you would expect from Id.

**3Dfx interactive** will be releasing a Voodoo Graphics game card that will give PCs gaming punch and then some. The 128-bit card is equipped with a slew of 3D graphics processors that will make arcade to PC conversion a snap, so they will finally be able to compete with the game consoles. **3Dfx** has announced strategic relationships with Acclaim, Midway, and Williams to produce quality software that takes advantage of the card. The card will be sold through Orchid for about \$199.

Trekkies (oh sorry... it's Trekk'ers" now, isn't it?) can start stokin' their dilithium crystals for the February '97 release of *Star Trek: Starfleet Academy*, a very attractive looking Trek game from the folks at **Interplay**. The game will feature 3D starship combat (30 different ships!) at a Federation training center staffed by members of the actual cast (Shatner, Koenig, and Takei) from the original Trek series and movies. When will these people stop?! In their last



four movies they kept complaining about how old they were. Can't wait for the next sequel: "GeriaTrek – The Search for Spock... Again".

**Total Entertainment Network (TEN)** is preparing for contendership in the rapidly up-and-coming online gaming industry. TEN will feature online versions of games such as Duke Nukem 3D, CivNet (Civilization for the net), Master of Orion II (if it ever comes out), Deadlock, Darksun, and more... much more. Their pricing plan (subject to change) is a monthly fee of \$7.50 with five free hours and rates of \$1.25 to \$2.50 an hour following. TEN is also considering a flat monthly charge (further info at <http://www.ten.net>).



Star Trek

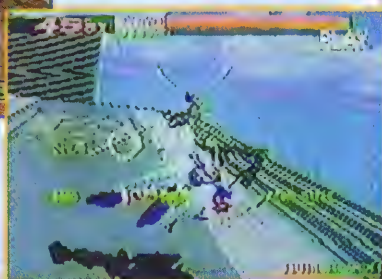
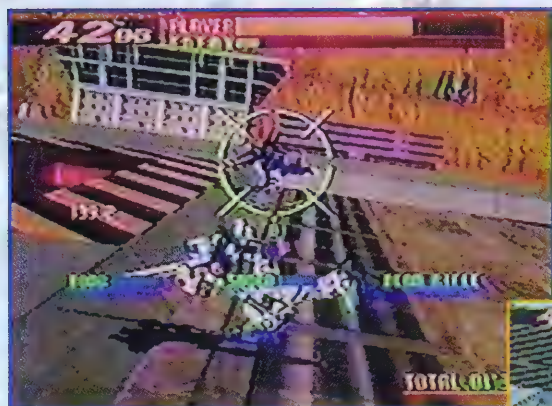
**Engage of Interplay** is another service which will be available through America Online. Some of the stars in their lineup include Descent II, Warcraft 2, and MUD II. Their web page can be located at <http://gameson line.com>. Let's hope these people can make online gaming an established and affordable part of the gaming industry.



# Virtual Robots in a Virtua World

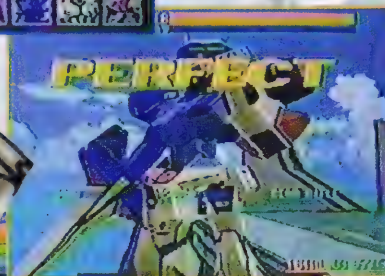
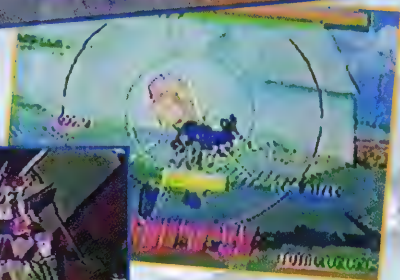
# VIRTUAL ON

By Ryan MacDonald



- **Style:** 1 or 2-Player Head-to-Head Robot Fighting
- **Special Features:** Ranged and Toe-to-Toe Combat, Two Views, Eight Robots to Choose From
- **Created by:** Sega
- **Available:** Now at an Arcade Near You

Sega unleashes giant fighting robots at arcades everywhere. Virtual On Cyber Troopers is one of the newest games to hit the arcades. It is a 3-D polygon fighter/shooter that is a little like Soul Edge and a lot like Cyber Sled. It features eight mech-type robots that each have their own special weapons and abilities. Two control sticks allow a player to maneuver the robot in any direction desired. A trigger on each stick allows for the use of two different weapons, one in each of the robot's hands. When the triggers are used simultaneously, a third, more powerful weapon is fired. Thumb buttons are used for a boost of turbo speed. Not only can players move forward, back, left, and right, but they can leap into the air as well. (Tip: pull the sticks apart again in order to rapidly descend). Two views of the action can be used, one from behind the robot's back, the other a first-person view. A typical "lock-on" feature is used for ranged combat against opponents and a second not-so-typical close range lock-on allows players to step up and fight toe-to-toe in Combat mode.



**RYAN, THE ARCADE ALCHEMIST**

**Concept:** 9 "The first thought that ran through my head when I saw Virtual On was,

**Graphics:** 8 'Whoa! This looks pretty cool.' The graphics are hella bad. Everything is extremely bright and fast. I really liked the double-lock feature that

**Sound:** 8 puts you into Combat mode. I must say that playing against a human

**Playability:** 9 opponent is a lot more fun, particularly when you can hear anguish in your opponent's moan of disgust after you cut his robot in half with a massive sword swipe. However, the computer is predictable and it gets a little tedious at times. The last guy is way too hard though. Go to your arcade and check it out. (Last tip: raiden and Bal/Bas/Bow are good to use)."

**Entertainment:** 7

**OVERALL:**  
**8.5**





# GLANCE

## Dragonheart: Fire and Steel

**PlayStation Preview**

**Size:** 1 CD-ROM

**Style:** 1-Player Side Scrolling Action and First-Person Action (Riding a Dragon)

**Special Features:**

Seven 3D Rendered Dragons, 120 Different Fighting Moves, 48 Characters Rendered With Props From the Movie, Battle Arena Level for Fighting Dragons in Arcade Style Action, Voices From Actors in the Film Including Sean Himsel

**Created by:** Acclaim

**Available:**

September for PlayStation (also Saturn and PC)

We took a gander at Dragonheart at E3 and it appeared to be a somewhat standard side-scrolling action game. We don't actually have a workable copy of the game yet so it is hard to see progress, but what we didn't see was the first-person dragon riding scenario that Acclaim promises in their press release. Let's hope they realize anything less than Panzer Dragoon 2 will be a letdown. Acclaim also tells us that there will be seven rendered dragons which were too evil for the movie. We assume they're talking about bosses. We hope Acclaim breaks the oh-so-rarely broken mold of average games with movie licenses.



## Wing Commander 3

**PlayStation Review**

**Size:**

4 CD-ROMs (Yowza!)

**Style:** 1-Player

Space Combat Flight Sim

**Special Features:**

Drastically Improved Load Time, Five Confed Ships to Fly, Memory Card Save, 9 Guns and 7 Missiles/ Mines, 3 Hours of Live Action Video, 50 Missions

**Created by:**

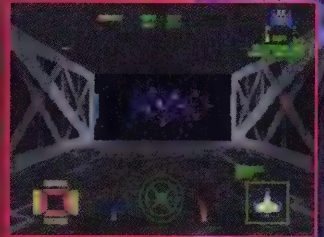
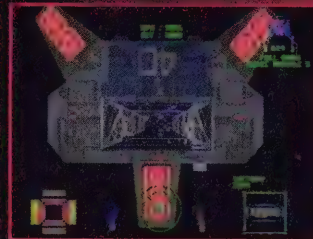
Origin for EA

**Available:**

Now for Sony PlayStation

**Overall: 8.5**

The original PC version of WC3 may have been one of the best games of its time but was crippled due to its straining system requirements and massive load times. Translation to the Playstation has solved both of these problems but only at great cost to the game's detail. The cinematic scenes are just as acceptable as they were before (although some of the more grim scenes have been cleaned up a little), but the action itself has suffered a fair bit. Missiles are downright "Afterburner," and there is no true cockpit view (the art for the details of the cockpit isn't there). There is less loading time and PS-X owners not biased by the PC original will probably have a good time.



## College Football '97 USA

**Genesis Review**

**Size:**

16 Megabit

**Style:**

1 to 4-Player Football

**Special Features:**

112 Real College Teams, Tournament or Bowl Games, Player Creator, Season With Statistics Tracking, Adjustable Penalty Settings

**Created by:**

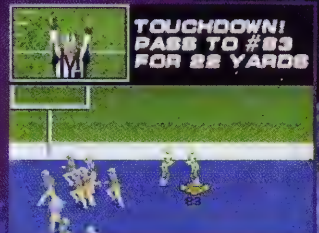
EA Sports

**Available:**

Now for Sega Genesis

**Overall: 6.75**

College football has begun another exciting season and that means another edition of EA Sports's Genesis football. College Football 97 USA is basically an update of last year's game with the addition of a player creator and two difficulty settings. Regrettably, after numerous updates of existing football engines, this game seems fairly drab. The play control is solid in normal EA fashion, but you can't help being a little frustrated by the lack of anything new to the look or play. Again, with most of the new 16-bit sports games, the hard-core fan will enjoy the updates and new gamers seeking a football cart are better off with discounted older editions. A purchase warrants a trial or rental.





## Machinehead

Saturn

Preview

**Size:**

1 CD-ROM

**Style:** 1-Player First-Person  
3D Sci-Fi Shooter

**Special Features:**

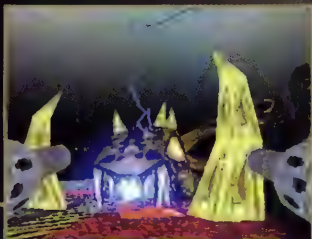
15 Missions,  
360° Undulating Terrain,  
Tunnel Systems, FMV,  
10 Deadly Weapons,  
over 100 Enemies

**Created by:** Eidos

**Available:**

This Fall for Saturn

Dr. Kimberly Stride has a bomb strapped to his back and must battle across a post-apocalyptic Earth to find his evil assistant, Orville. Orville is of course responsible for the current state of the earth. To help Dr. Stride in his quest you'll have weapons like lasers, flame throwers and plasma mines. Use these weapons against a host of evil, bio-infected creatures such as zombie clowns, horsehead machines and dog-bats. Machinehead uses fully-rendered polygon graphics in creating a rotatable world full of action, adventure and chaos. An important addition to Saturn's thin selection of first-person action/adventure titles.



## Tokyo Highway Battle

PlayStation

Review

**Size:**

1 CD-ROM

**Style:** 1-Player

Racing Simulation

**Special Features:**

Recreations of Tokyo Main  
Roads, Over 70 High  
Performance Upgrades,  
Competition, Practice and  
Vs. CPU Modes,  
12 Car Choices

**Created by:**

Bullet-Proof Software  
for Jaleco

**Available:**

Now for PlayStation

A realistic Racing game? Sound too good to be true? Well, Tokyo Highway Battle comes close by returning racing to the realm of mechanics and engine building. Win races to earn points in order to purchase parts. Preview each course to decide which parts to purchase. A huge hit in Japan, THB will delight gear-heads and racing fans alike. Great close up graphics make up for distant pixelation. Noticeable car upgrades change the feel of the car after each race. Such a variety of cars and parts will no doubt make THB a winner.

**Overall: 7.25**



## Marvel Superheroes in War of the Gems

Super NES

Preview

**Size:**

16 Megabit

**Style:**

1-Player Action/Platform

**Special Features:**

Choice of Five Superheroes,  
Multiple Special Moves,  
Password Save

**Created by:** Capcom

**Available:**

October for Super Nintendo

Fans of X-Men: Mutant Apocalypse can look forward to a Marvel Superhero Sequel based on the same engine. War of the Gems will feature five heroes to choose from at the beginning of each mission. These are Spider Man, Captain America, Iron Man, Hulk, and Wolverine (who is very much as he was in Mutant Apocalypse). The levels are somewhat dynamic in that the heroes you choose will effect how you solve each mission. Roughly translated, this means that Spider-Man climbs over the wall; Hulk breaks through it. The characters all have at least five special moves that should keep Marvel action-platformer fans slap-happy for hours after the gaming is done.





## VR Golf '96

PlayStation Preview

**Size:**  
1 CD-ROM

**Style:** 1 to 4-Player  
Golf Game

**Special Features:**  
3 commentators,  
Create Player Options,  
8 Play Types, Multiple 360°  
Camera Angles, Detailed  
Shot Control Options

**Created by:** VR Sports

**Available:**  
October for PlayStation  
(Saturn Anticipated)

Look out golfing fans; VR Golf '96 just might be the best golf game for the PlayStation. Choose from the many game types including full tournament, skins, or team play. While the game offers two course choices, VR Sports promises additional disks to upgrade the course options. As each hole begins, opt to fly over the hole or do a walkthrough as the commentators suggest tips on how to play. Use the 360° camera rotation to view pin placement or to get yourself safely out of the woods. With a caddie to suggest clubs and a shot selection screen, VR Golf '96 has everything you've ever wanted in a golf game and more.



## True Pinball

Saturn Review

**Size:** 1 CD-ROM

**Style:** 1-Player Video Pinball

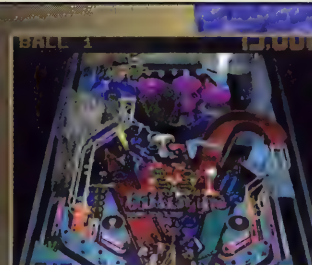
**Special Features:**  
4 Tables, 3 Views, Nudging,  
High-Res 3D Graphics,  
Pinball Realism

**Created by:**  
Ocean for Sega

**Available:**  
Now for Saturn

All the basic strategies of pinball apply. Complete the skill shot for a quick bonus. Enter into specific "tasks" while racking up your bonus X and lighting table title letters. Hold off on multiball until a respectable bonus level or super bonus round is reached. Utilize the multiball to secure jackpot plus massive hold bonus points. Use the shoulder buttons to nudge the table (the secret to pinball). All four tables play well, incorporating a combination of finesse, accuracy and nudging. The only drawback is occasionally losing sight of the ball atop the table. But overall, an accurate and exciting representation of the way pinball should be played.

Overall: 7.25



## Dream Team Basketball

PlayStation Preview

**Size:**  
1 CD-ROM

**Style:**  
1 to 4-Player Basketball

**Special Features:**  
Multiple Camera Angles,  
32 Teams, 2 Arenas,  
Signature Moves,  
On-The-Fly Play Calling

**Created by:** Eidos

**Available:** September  
for Sony PlayStation  
(and Sega Saturn)

Ever felt like you needed to beat up on a smaller country or make a debacle out of an Olympic contest? Well here's your chance with Eidos Interactive's Dream Team Basketball — another gift to the most pumped up basketball team in the world. Featuring players like Shaquille O'Neal, Hakeem Olajuwon, Karl Malone, and Charles Barkley, the Dream Team is prepared to take out such powerful opponents as Greece and Lithuania. Sound like fun? Well it is, if you're looking to put more money into the pockets of professional players for defeating lesser teams, rather than keeping the Olympic spirit alive with all amateur players, then yeah...it's fun.





## Alien Trilogy

Saturn Preview

**Size:**  
1 CD-ROM

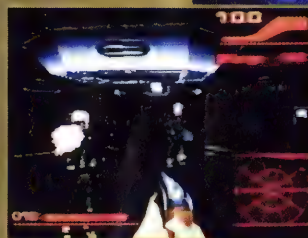
**Style:** First-Person  
Action/Shooter

**Special Features**  
High-Tech Power-Ups,  
Numerous Weapons,  
Secret Passages, Plot Line  
Follows All Three Alien Movies

**Created by:**  
Acclaim

**Available:**  
Now for Saturn

Good News for Saturn owners...Ripley's back! But so are her alien foes. Start in the colony complex, work through the derelict spaceship and battle the prison colony. Throughout each sequence use weapons such as flame throwers, smart guns and grenades to battle the likes of dog aliens, company soldiers and face huggers. Find the queen on each level in order to advance. To help you on your quest you'll discover automappers, night vision goggles, survey charges and much more. Learn shortcuts through air ducts and secret passages. Good luck, watch your back, and don't get impregnated by any aliens. The universe is counting on you.



## Bust-A-Move 2: Arcade Edition

PlayStation Review

**Size:**  
1 CD-ROM

**Style:** 1 to 2-Player  
Puzzle Game

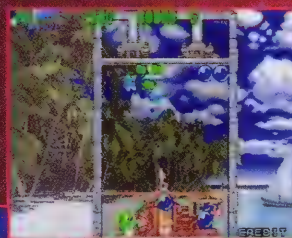
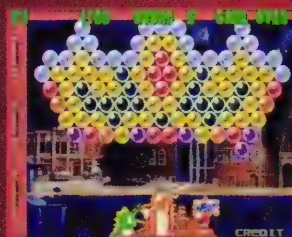
**Special Features:**  
Solo, Vs. Computer and Vs.  
Player Modes, Multiple Skill  
Levels, Continue Option With  
Memory Card, Nail Biting  
Puzzle Action

**Created by:**  
Taito for Acclaim

**Available:**  
Now for Sony PlayStation

Yeah, hey, all right...it's Bust-A-Move. For those who relish addictive puzzle gameplay, Bust-A-Move Arcade Edition 2 is a solid contribution to any video library. We especially enjoyed the head to head competition. Use a strong move to jeopardize your opponent's position (there's nothing more frustrating). The object is to fire colored bubbles up into the screen forming combinations of three or more. These combinations then explode, often loosening adjoining balloons. There are also specialty balloons that clear paths, destroy a circle of balloons, etc. Bust-A-Move 2 remains true to the original, a great game for people of all ages.

**Overall: 8**



## Triple Play: Gold Edition

Genesis Review

**Size:**  
16-bit

**Style:**  
1 to 4-Player Baseball Game

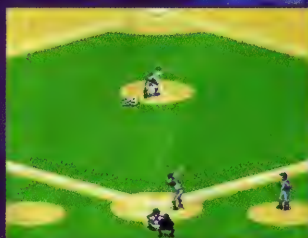
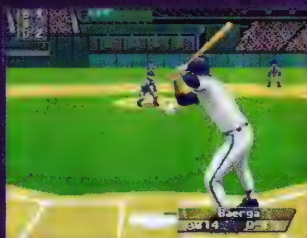
**Special Features**  
New Professional Mode,  
1996 Updates, Hot & Cold  
Streaks, Injuries, Collisions,  
Draft, Trade and Create  
Player Modes, Batter  
Scratching Options

**Created by:** EA Sports

**Available:**  
Now for Sega Genesis

**Overall: 8.25**

Fans of the original Triple Play won't find much difference in this '96 update. Those who don't own last year's version will definitely want to check it out. One of the best four-player sports games for 16-bit, Gold Edition retains the great aspects of the original. A wide selection of pitches, good fielding and challenging AI all deserve mention. Use the manager mode to direct a game from the dugout or select the new professional mode for enhanced realism. Choose a Full Season, All-Star, Playoff or Championship. Probably the best baseball game for Genesis, but not enough has changed since the original.





# SUPER MARIO 64

You may or may not have the new Mario 64 in your greedy little hands yet, but you will soon enough, and Game Informer wanted to make sure that you had a guide to help you through this

monster game. While you can defeat the game with only 70 Super Stars, the only way to get to Yoshi is with all 120 Stars, which is by no means easy. The Stars break down like this: there are seven total Stars on each level and fifteen Stars hidden within the castle. Besides the location of all the Stars, we have also added a couple of hints for some troublesome areas that we think might help you in your quest.

## Play to Perfection

A GAME MONGER'S STRATEGY GUIDE



### THE CASTLE STARS AND ! SWITCHES

#### ★1 Princess Room

On the first floor there is a room with three stained glass windows of the Princess. Jump into the window on the right and you will get a Star at the bottom of the course.

#### ★2 Princess Room

Finish the course in under 21 seconds and you'll receive a second Star.

#### ★3 Bowser ★1

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### ★4 Bowser ★2

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### ★5 Bowser ★3

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### ★6 Green ! Switch Room

The Green Switch room is located inside Course 6. Enter the area where the boulders are rolling down and follow the level until you enter Nessy's Swamp. Use Nessy to reach the only uncovered gray door. Enter, and then jump into the Chrome pool. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### ★7 Blue ! Switch Room

On the basement level of the castle you must enter the door to the left of Course 6. Swim to the room with two columns rising from the water. Do a Butt Slam on both columns and they will recess into the ground and lower the water. Now go outside and follow the empty moat to the right and you will find a hole in the ground that leads to the Blue ! Switch. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### ★8 Red ! Switch Room

To access the Red ! Switch room you must have at least ten Stars and have defeated the first boss. It appears as a ray of light



coming from the ceiling on the first floor. Look up at it and you will be transported to the Red ! Switch Room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### ★9 Talk to Toad

Before you enter the Chrome pool for Course 6, make sure you talk to Toad and he'll give you a Star.

#### ★10 Catch the Golden Rabbit

Collect over fifteen Stars and a rabbit will appear in the basement level of the castle (where levels 6-9 are located). Catch him with the B button and he will give you a Star.

#### ★11 Catch the Golden Rabbit

Find over fifty Stars and he'll return with yet another Star.

#### ★12 Talk to Toad

On the second floor of the castle (where levels 10-13 are located), there are two Toads lurking in the shadows. Talk to both of them and you'll get another Star.

#### ★13 Talk to Toad

On the third floor of the castle (where levels 14 & 15 are located), you will find a Toad that will give you Star.

#### ★14 Water Room

Inside the room with Course 3 there are two recessed cavities on either side of the room. One holds a 1-up mushroom and the other a teleport to an underwater world. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### ★15 Sky Room

On the third floor (where areas 14 & 15 are located) there is a lighted area to the left as you enter the room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.



## COURSE 1 (Bomb Guy World)

**Location:** The door to the far left as you enter the first floor of the castle.

- 1 The Boss at the top of the mountain holds the first Star.
- 2 Race the Koopa to the top of the mountain and you'll receive the second Star.
- 3 After you talk to the Bomb-omb and gain access to the cannons, you can reach the third Star on the island that's floating alongside the mountain.
- 4 Collect all eight Red Coins.
- 5 Use the cannon on the floating island to blast through the five gold coin rings. If you collect all five gold coins from the center of the rings you'll receive the fifth Star (Note: it is easier to accomplish this task if you have enabled the Red ! Switch).
- 6 Smash in the post holding the Chomp Chomp and he'll crash through the gate behind him and give you access to the sixth Star.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 2 (Castle World)

**Location:** Second door from the right as you enter the first floor of the castle.

- 1 Topple the monolith Boss at the top of the level to get the first Star.
- 2 The Boss has been replaced by a tower at the top of the level. Climb it and you'll get another Star.
- 3 Use the cannon to the left of the pool of water to blast to the platform below the large flagpole. Bingo! Another Star.
- 4 Collect all eight Red Coins.
- 5 At the beginning of the level climb the tree and an owl will appear. Grab onto the owl and he will fly you to the top of the level. Maneuver yourself over the caged Star and drop down to nab another Star.
- 6 Use the cannon to blast Mario into the corner of the wall on the far side of the rotating platform.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 3 (Underwater World)

**Location:** First door from the right as you enter the first floor of the castle.

- 1 To enter the sunken ship you must lure the eel out of his hole. Once inside, open the boxes in order, (top, right, bottom, left) and then climb the barnacles to the Star.
- 2 The giant eel has moved to the inside of the large underwater valley. Pass by him and he will leave his roost and the second Star will be dangling from his tail.
- 3 The third Star is hidden in the chests in the back aqueduct (the correct order is the top, left, right, and bottom).
- 4 Collect all eight Red Coins.
- 5 Now if you talk to the pink Bomb-omb, he will open the cannon trapdoor so you can blast to the inside stalagmite and jump to the third Star.
- 6 To get the sixth Star you must go back into the aqueduct and get the power from the Green ! Box. Run back into the water and you can jump to the final Star.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 4 (Ice World)

**Location:** Second door from the left as you enter the first floor of the castle.

- 1 Enter the chimney of the house at the top of the hill and successfully slide to the bottom of the mountain (Note: there is a hidden passage at the first banked turn. Follow the row of coins leading into the wall and you'll be rewarded with 1-ups).
- 2 For the second Star, simply bring the baby penguin from the top of the mountain to his mother at the bottom.
- 3 Go back into the house and beat the penguin down the slide and you'll receive another Star (Note: short-cuts won't help).
- 4 Collect all eight Red Coins.
- 5 After you have completed the first four Stars a snowball will appear at the top of the mountain. Race him down to the snowball face and stand in front of it to create a giant snowman. Talk to him and he'll give you a Star.
- 6 Use the rope trolley to get to the pink Bomb-omb so he'll open the cannon door. Now use the cannon to blast to the level just beneath the top of the rope trolley. Work your way up the path and use a jumping wall kick to reach the top level and get the Star.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 5 (Ghost World)

**Location:** Butt Stomp the big ghost in the courtyard. To get to the courtyard simply enter the brown doors on either side of the center staircase on the first floor and then go down the hall.

- 1 Kill all the small ghosts on the first level (a la Butt Stomp) and a large ghost will appear in the main hall. Destroy him and the Star is yours. This also creates a staircase to level 2.
- 2 Now go to the carousel at the bottom of the small house. Kill all the ghosts, big and small, and you'll receive another Star.
- 3 Go to the library on the left side of the second floor and go to the end of the hallway. To unlock the Star behind the wall you must press the three switches in this order: center, right, left.
- 4 Collect all eight Red Coins.
- 5 This one's tricky! Go to the small library on the right side of the second floor. Jump up onto the raised portion of the floor and look up. You'll see a ledge above that you must use the jump kick off the wall to reach. Go up and defeat the ghost and prepare to scream. To get the Star you must jump to the flat portion of the roof to your left or right and then super jump back to the middle. Very difficult!
- 6 For the final Star, you must go back to the small library, but this time you must grab the Blue ! Box before you go up the wall. Once up, go through the picture of the Ghost and then defeat the eyeball (once he shoots at you, run around him until he disappears).

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 6 (Girder World)

**Location:** Go to the basement and follow the hallway to the right. Course 6 is the door just to the right of the Fire World (Course 7).

- 1 Go to Nessy's Swamp (via the rolling rock area) and you'll find a Star sitting in the middle. Hop on Nessy's back to reach it (don't worry, it's a harmless procedure).
- 2 Collect all eight Red Coins.
- 3 Head back to Nessy's Swamp, but this time hit the Green ! Switch and turn into Chromario. Follow the path underwater to the blue floor switch and then enter the door behind the newly opened gates. The Star is just two short super jumps away!
- 4 To find the fourth Star, run through the acid trenches until you find a single mole. Use the Mario Cam to find a ledge and then use a super back flip to get up top. Run through the door, grasp the girder above, and follow the coins to the Star.
- 5 Head back to the acid trenches and get back to the single mole. To the right of the passage you just jumped up to you'll see a wall with green slime marks. Above them is another secret passage. Back flip up and head down the passage and you'll find the fifth Star.
- 6 Finally, head back to the rolling rocks and go to the left side of the cavern. Turn towards the door and look up and you'll see the Star. Use the wall jump technique to reach it!

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 7 (Fire World)

**Location:** Go to the basement and follow the hallway to the right. Course 7 is the picture of the fire creature.

- 1 Follow the path until you get to a large Viking Bomb. Knock him into the lava and you'll receive a Star (Hint: lure them to the edge and then Butt Smash 'em).
- 2 At the far right side there is a group of three small Viking Bombs. Knock them into the lava and a large one will appear. Knock him in and the Star is yours.
- 3 Collect all eight Red Coins.
- 4 As you enter the level there is a wall of grating that is hiding a Star. Work your way across the platforms and then use the rolling log to reach your prize.
- 5 Jump into the volcano (when it isn't erupting) and you'll be transported to the center. Work your way up the side path; make a couple of jumps, and the pointed, shiny thing is yours.
- 6 Head back to the volcano, but this time take the moving platform that spirals upward. Reach the top and your job here is done.

**Bonus Star:** Collect 100 Gold Coins.





## COURSE 8 (Desert World)

**Location:** Go to the basement and follow the hallway to the right. Take a left at the picture of the fire creature and follow the path until you reach a dead end. Now, jump into the false wall (tricky!).

- ★1 Grab the Star from the vulture flying by the oasis next to the pyramid (Note: you can run up the sides of the checkered columns).
- ★2 Climb the outside of the pyramid to the top and you'll find the idols you seek.
- ★3 Enter the pyramid and go all the way to the top. Easy!
- ★4 Make your way up the inside of the pyramid so that you can fall onto the top of the checkered box in the middle of the structure. Go to the edge of the wall with the hole in the side. Walk off the edge and immediately press back towards the structure and Mario will grab onto the ledge. Go down and battle the hands boss for the Star (Hint: hit the eye when it's open).
- ★5 Collect all eight Red Coins.
- ★6 To get the sixth Star you must collect five specific gold coins inside the pyramid. Starting at the highest platform in the pyramid is a river of sand. There are two coins out in the river and three that can be reached by falling onto the three platforms to the left and right as it flows from the top.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 9 (Water Level 2)

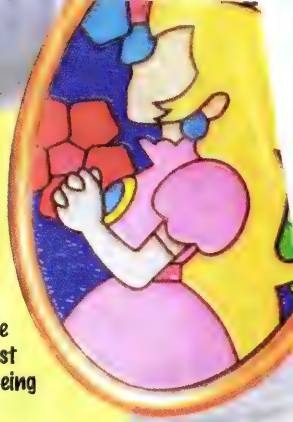
**Location:** Go to the basement and go to the Star door directly to your left as you enter (Note: you must have thirty Stars to enter). Jump into the shimmering water at the end of the hall.

- ★1 The first Star is on top of the submarine. Use the floor! Switch to create a bridge to your prize.
- ★2 At the beginning of the level swim all the way to the bottom and then open all five chests in order. Start with the chest next to the clam and work your way around the bottom counter-clockwise until you get to the final chest next to the vortex.
- ★3 Collect all eight Red Coins.
- ★4 In the back cavern there is a water jet sending up rings of water. Go through five rings in a row and a Star will appear. To get the Star simply hit the Green! Box and use Chromario to fetch it.
- ★5 The Manta Ray in the front cove also sends out rings of water. Swim through five in a row and a Star will appear.
- ★6 In the back cavern there is a Star behind a wall of coral. Use the Blue! Box to turn into Molecular Mario and then walk through the wall and nab the Star.

**Bonus Star:** Collect 100 Gold Coins.







## COURSE 10 (Ice World 2)

**Location:** On the second floor (which can only be accessed by the Key from Bowser #2), you'll find a door surrounded by brick that leads to a hall of mirrors. Take a left as you enter the hall and look in the mirror. You'll see a snow level that is only in the reflection. Jump into the corresponding wall.

- #1 Head to the top of the mountain, via the ridge just past the snow wave machine, and talk to the penguin. Now you must match his moves to make it across the icy bridge without being blown off. The Star is just around the corner.
- #2 Simply knock the Viking ice ball into the water to rack up another Star.
- #3 Solve the 3D puzzle maze right at the beginning of the level.
- #4 Just to the left of the snow wave machine is a helicopter snowman in the water. Jump off his head and you can fly over the ridge directly behind him. The box on the left is a Star and the right box is a turtle shell (which is necessary to get the Red Coins beneath the Viking ice ball).
- #5 Collect all eight Red Coins.
- #6 Use the Turtle shell next to Star #4, but this time go to the ramp with coins leading up the mountain (just to the left of the snow wave machine). Enter the igloo and use the Blue ! Box in the corner to pass through the walls and get the Star (Hint: one wall around the Blue ! Box is shorter than the others).

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 11 (Water Skimmer World)

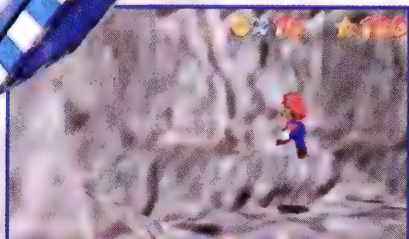
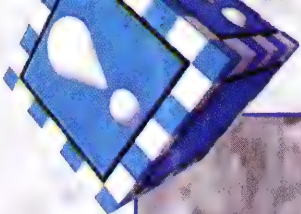
**Location:** The picture of the water spider that you see as you enter the second floor (where levels 10-13 are located).

- #1 Raise the water to the third highest level and then travel out to the small platforms with direction arrows on them. Ride them across to the Yellow ! Box that contains a Star.
- #2 Work your way up to the spinning platform and then jump to the orange platform with a Yellow ! Box. Bust it for the Star.
- #3 To collect the third Star you must touch the five secret spots. The first is the Yellow ! Box on the column to the right of the floor ! Switch. The second is the Yellow ! Box above Star #4. Now you must drain the water to the lowest level. The third spot is behind the push box just below Star #1. The fourth is the Yellow ! Box to the right of the push box and the final spot is the push box at the base of the structure.
- #4 The grate cage just above the Blue ! Switch holds the fourth Star. To get it you must first drain the water to its lowest level so you can break the box at the bottom of the cage. Now, without raising the water, get back to the floor ! Switch. Flip it, and climb to the top. Here's where it gets tricky. You must ride the elevator down, hop off, and then get back on inside the cage before the elevator heads back up. We found that a back flip works best.
- #5 Collect all eight Red Coins (which are found in the same area as Star #6).
- #6 To get the sixth Star you must travel to the second area in this level. To get there you must raise the water to its highest level (the button just up and to the right of the long grate cage in the corner). Now go to the floating plank just to the right of the platform with the Pink Bomb-omb. You MUST triple jump on this tiny platform to get up to the Bomb-omb. After you make this jump, talk to him and he'll open the cannon. Blast through the sky into the lone grating in the corner. Swim down and around and you'll find the hidden area. Swim down to the button in the corner and drain the water. Look around and you'll see a floor switch. Remember that! Go to the Blue ! Switch and become Molecular Mario! Now run and flip the floor switch and then run to the long grate with the Star inside. If the switch runs out, you can also use a wall-jump to get up to the Star.

**Bonus Star:** Collect 100 Gold Coins.







## COURSE 12 (Mushroom World)

**Location:** The small picture of mushrooms on the third floor.

- 1 The first Star is at the very top of the mountain.
- 2 Catch the monkey at the very top of the mountain and follow him. He will open the cage to the second Star.
- 3 Collect all eight Red Coins.
- 4 As you make your way up the mountain there is a long jump right next to a 1-up. After you make the jump, walk up to the next corner (where five coins are located) and look at the side of the mountain. Jump into the odd colored area and you'll be transported to a slide that, when finished, will take you to a Star.
- 5 Towards the top of the mountain you'll encounter a floor ! Switch. Enable the switch and run up to the top of the waterfall. The secret Box will allow you to jump down to the Star.
- 6 To get the sixth Star you must use the Cannon to shoot out to the Star on the Mushroom. The Pink Bomb-omb that you must talk to is just below the first monkey and the cannon is located just below the single mushroom by the gophers. To get to it you must super jump out to the large mushroom and then super jump again to the landing below.

**Bonus Star:** Collect 100 Gold Coins.



## COURSE 13 (Big and Small World)

**Location:** Enter the door to the left of the water spider level. The picture to the left makes Mario big, the picture to the right makes Mario small, and the picture in the middle does nothing (Note: you can also change Mario's size on the level by jumping into green pipes).

- 1 At the green pipe, located next to the floor ! Switch, destroy all the plants as small Mario and you'll get a Star.
- 2 Go to the top of the mountain as small Mario and break open the Yellow ! Box and you'll get a shiny Star.
- 3 As small Mario you'll find a Koopa Troopa waiting just beyond where the balls come out of the mountain next to a small pen. Beat him to the flag and he'll squeeze off a Star.
- 4 To get the fourth Star you must find five secret Spots as big Mario. They are located at the top of the mountain...next to the cannon...by the origin of the rolling cannon balls...the cave that leads to the eight Red Coins...and the tunnel right at the beginning of the level.
- 5 Collect all eight Red Coins.
- 6 For the sixth Star you must go to the top of the mountain as big Mario and butt smash into the center of the pool of water so that all the water will drain and reveal a hidden passage. Turn back into small Mario and jump in. Beat the caterpillar inside and you'll get the sixth Star.

**Bonus Star:** Collect 100 Gold Coins.





## COURSE 14 (Clock World)

**Location:** As you enter the third floor, it is the clock face directly in front of you. Jump in right on the hour and the clockworks inside will stop; however, for some Stars the clock must be working.

- \*1 Head up the clockworks and you'll come across a cage with a Star in it. What are you waiting for? Go get it!
- \*2 Head back up the clockworks, but this time go further than you did before until you reach an enemy that looks like a mix between a vacuum and a spatula. Just past him there is a chasm that you must jump across. Go to the other side and nab the Star.
- \*3 As you climb up the level you'll notice a clock hand moving in the middle. Hop on the hand and swing around to the third Star. (Note: the clock must be moving to get this Star).
- \*4 Climb all the way to the top of the level and jump onto the clock hand and swing over to the conveyor belt. Jump onto the blue stomping stone and then jump out to the Star (Note: the clock must be moving to get this Star).
- \*5 This Star is directly above Star #2. To get there you must jump out onto the top of the yellow cage that you'll see just past the heart refill (Note: the clock must be moving to get this Star).
- \*6 Collect all eight Red Coins.

**Bonus Star:** Collect 100 Gold Coins.

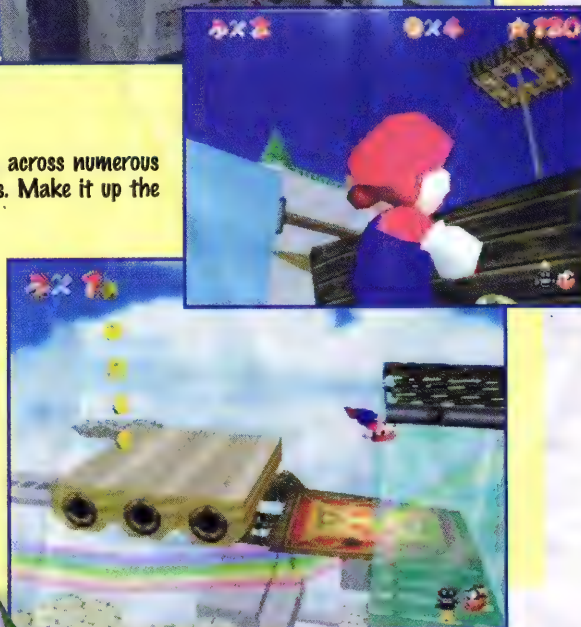


## COURSE 15 (Rainbow Road)

**Location:** Just to the right of the clock on the third floor.

- \*1 The first Star is on top of the flying ship. To get there you must take the carpet on the left when you reach a fork in the rainbow road.
- \*2 The second Star is on top of the castle in the sky. To get there you must take the carpet on the right when you reach a fork in the rainbow road (Hint: use the back flip to make the more difficult jumps).
- \*3 Collect all eight Red Coins.
- \*4 Take the route to the left of the Red Coin area and follow the path. After going across numerous swings you'll come to a split in the road. Go forward toward the small pyramids. Make it up the pyramid path and you'll be rewarded with a Star.
- \*5 Follow the same route as Star #4, but this time head up the large incline and then follow the path to the next Star.
- \*6 The sixth Star can only be reached by the cannon at the back of the flying ship (where you found Star #1). To enable the cannon you must talk to the Pink Bombomb in a secret area of the Red Coin maze. To get there you must go to the spot with the heart refill. Now, a la Metroid, you must jump kick back and forth off the walls until you reach the top of the structure. Walk to the end and talk to Pinky. Now go back to the ship and launch out of the cannon through the rainbow hoop at the flagpole on the small island. There you will find a Yellow ! Box with the Star.

**Bonus Star:** Collect 100 Gold Coins.





## Killer Instinct 2 – Arcade

Finally, the code is revealed! Our free subscription contest winner is Dominic "Kl2 Pro" Santek of Fairbault, MN. Well done, and keep on gaming! To access and play as Gargos, follow these simple instructions. At the fighter selection screen hit: **FP, MP, MK, FK, MP, QP, QK, MK**. You should hear a weird sound at the completion of the code. Now go between Maya and Fulgore. The code is not permanent. Dominic also gave us a lot of Gargos's moves. Check 'em out.

### Special Moves

#### Fire Stream –

D, DF, F, QP (Hits 4 Times)

#### Fly –

Tap button 3 times in the air

#### Air Fireball –

D, DF, F, FP

#### Double Claw Dash –

Charge B, F, QK, MK or FK

#### Shoulder Dash –

D, DB, B, MK or FK

#### Jumping Overhead Slam –

D, DF, F, FP

(Can Be Used in the Air)

#### Laugh –

D, DB, B, FP

#### Uppercut (regular) –

D + FP

#### Uppercut (strong) –

F, D, DF, FP

#### Combo Breaker –

F, D, DF, P or K

#### Throw –

F + FP

#### Air Juggle –

B, DB, D, DF, F, FK

### Combos

#### Combo Starter –

Jumping Overhead Slam, Double Claw Dash, and Shoulder Dash.

#### Combo Breaker –

Strong Uppercut, Fire Stream.

#### ?? Hit Combo –

(Double Claw Dash) Charge, B, F, FK, then QK or QP, (Strong Uppercut), and F, D, DF, FP

#### ?? Hit Combo –

(Shoulder Dash) D, DB, B, MK, QK or QP, D, DF, F, QP

#### ?? Hit Combo –

(Double Claw Dash), Charge B, F, FK, MP, (Regular Uppercut), D + FP, now jump in the air and do an Air Fireball, D, DF, F, FP

#### 80 Hit Combo –

You have to be fast on this one – (Double Claw Dash), (Strong Uppercut), and (Air Juggle). Keep it up. Around the 10th hit, the combo slows down a little. Very impressive Dominic!

Dominic Santek  
Fairbault, MN



## Gun Griffon – Saturn

It's the GI code contest extravaganza! Whoever is the first to figure out what our mystery codes access will win a free subscription. Good hunting and god speed! Enter all codes at the Title Screen.

#### Unlimited Ammo –

B, B, B, C, Start

??? – Left, Right, C, A, Start

??? – Down, C, C, A, Start

??? – B, B, B, Down, C, Start

??? –

Up, Right, Down, Left, Z, Start

"Bob Barker"

Eden Prairie, MN

## NBA Give-N-Go – SNES

At the title screen press **Up, Up, Down, Down, Left, Right, Left, Right, B**, and **A**. There should be a noise signal. Now go to the options screen and select Difficulty/Rules. There should be an S next to Level. This will make shooting accuracy go up.

Mike Zelasko  
Berwyn, IL

## Worms – PlayStation

### Secret Weapons –

To check out some really cool weapons in Worms, go to the **Weapons Select** screen through the Options menu. Now press **X** and **■** simultaneously about 10 times. When you start a new game, Sheep of Death, Banana Bombs, and Miniguns should be available. Hasta la vista Wormy!

Dave Haskell  
Boston, MA



## Bust-A-Move 2:

### Arcade Edition – PlayStation

To access more bustin' action go to the Title Screen ("Press Start") and hit **R1, Up, L2**, and **Down**. If entered correctly a little green dino will appear at the bottom of your screen confirming that the new Puzzle levels have been added.

"The Rhino"

Toledo, OH

## NBA Action – Saturn

**More Replay Views** – To access the free floating camera in the Replay Mode simply press down the Right or Left Button and hit Z to change the angle.

**Switch Court Ends** – Enter the main menu and highlight the Select Court option. Hold down the Right Button and press Z to change your court position.

"The VidMan"

Uptown, MN

## Fade to Black – PlayStation

These level codes are from the lovely state of Pennsylvania (sigh).

Level 1 – ■●▲×●■

Level 2 – ▲●×●■×

Level 3 – ×●×●▲×

Level 4 – ×■▲●●▲

Level 5 – ■■▲××▲

Level 6 – ▲××××●

Level 7 – ●●▲×▲×

Level 8 – ■■×▲■■

Level 9 – ▲××▲●▲

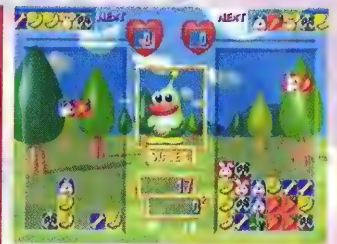
Level 10 – ×▲■●▲×

Level 11 – ●■××■×

Level 12 – ■▲×■●×

Level 13 – ××●▲●▲

Mike M.  
Philadelphia, PA



## Baku Baku – Saturn

**League Mode** – This code is for two or more players only. At the green leaves and eyes Start Screen press **B, A, C, Up, B, A, C, Up, Start**. A sound will confirm the code if it was entered correctly. The League Mode tracks stats for up to five players. Go Rabbit!

"The VidMan"

Uptown, MN

## Triple Play – PlayStation

Enter these names at the player create screen. Which dugout have these guys been hiding in? Note: do not adjust player attributes.

Bruce McMillan

Beve Rechtschattner

Bill McCormick

John Burk

Kevin Loh

Wendall Harlow

Louise Read

Dennis Hirsch

Erik Kiss

Jon Spencer

Chris Johnson

Eric Pauker

Kevin Pickell

Mark Gipson

Mike Swanson

Geoff Coates

Edwin Gomes

Tony Lee

David Demorest

Craig Hui

Mike Sokyra

Frank Faugno

Gary Lam

Brent Nielsen

Josh Holmes

Danny Rosenberg

Honolulu, HI

## College Slam – PlayStation

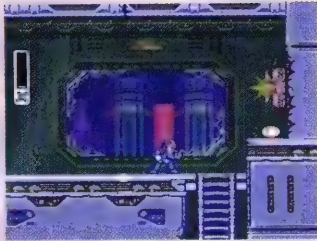
Enter this code at the "Tonight's Match-Up" Screen.

### Do the Whirlwind Spin –

Up, Right, Down, Left, Up, Right, Down, Left.

Robert Beasley  
Houston, Texas





### Mega Man X3 – SNES

Collect everything except a special chip from a pink capsule. Max out your sub-tanks and go to the first Doppler Stage. Now go to the mech pad, get a mech (optional), and go to the first pit you see. Drop down, holding onto the left wall, and go through the hologram wall into a hidden room with a capsule. Hop in and gain every ability enhancing chip! Success will be indicated by Mega Man turning orange. Now go kick some robotic tail!

Nathan Froebe  
Columbus, KS

### Battle Arena Toshinden Remix – Saturn

To access all the hidden characters without the hassle of beating the game, enter this code. At the title screen with the "Press Start" prompt, press **Up, Down, X, B, A, Y, C, Z,** and **Start**. When you go to select a character, Gaia and Sho will be available (but not in story mode). To unlock Cupido you need to move the selection box over to Sho and press Up. Enjoy!

Ronny Bower  
Alton Square, PA

### Panzer Dragoon II Zwei – Saturn

**Pandora's Box** – This hidden icon appears only after the game is beaten. The only way to acquire all the options in Pandora's Box is to beat the game with a 100% score and the rank of Winged Death.

**ADEC System** – Go to the option screen and choose Full Instruments. Now start a game and press **B** on **Controller 2** while playing.

**X-Y Radar** – Press **A** on **Controller 2** while playing.

**Original Dragon** – To play as the Dragon from Panzer Dragoon 1, set the instruments in the **option screen** to Full and take routes 2, 2, and 3 on the appropriate levels.

**Fly Skydart** – Take routes 2, 2, 3, 1  
"Virtual Gap Boy '96"  
Minneapolis, MN

### Guardian Heroes – Saturn

To unlock 99 continues on Normal and Hard difficulty settings follow the directions below. Go to the **options menu**. Change the level to easy and start a game. Press **Start, A, B,** and **C** at the same time in order to reset the game. Now go back to the options menu and change the level to normal or hard. When you go to load a game you should see "Stage 1 / Continues 99". Start the game and enjoy the continues.

Charlie Kong  
Burnt Valley, NY

## Street Fighter Alpha 2 – Arcade

To access Ryu with Akuma's powers follow these directions carefully. At the character selection screen, move the selection box over Ryu. Press and hold **start** for two seconds. Now move the box to Adon for two seconds, then to Akuma for two. Go back to Adon for two seconds and then to Ryu for two seconds. Press all three **kick buttons** and you should be ready for some Ryukuma action.

Desmond Goon  
Boston, MA

### More Tricks for Alpha 2

#### Street Fighter 2 Dhalsim –

1. At the selection screen, press and hold **start** for 3 seconds.
2. Release start. Move once to the left to get Zangief.
3. Move down to Sagat.
4. Move to the right to Charlie.
5. Then move up to Dhalsim.
6. Push and hold **start** for 3 seconds and press:

- 1 punch button** – orange outfit brown skin
- 1 kick button** – brown outfit white skin
- Jab + Strong** – blue outfit brown skin
- Short + Forward** – red outfit yellow skin

#### Street Fighter 2 Zangief –

1. Press and hold **start** for 3 seconds on Zangief.

2. Release start. Now do a clockwise motion ending at Zangief. (Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief).
3. Push and hold **start** for 3 seconds again and enter the following:
  - 1 Punch Button** – red outfit
  - 1 Kick Button** – black outfit
  - Jab + Strong** – blue outfit
  - Short + Forward** – yellow outfit

#### Evil Ryu –

1. Hold **start** on Ryu for five seconds.
2. Release start and move right to Adon, up to Akuma, down to Adon, left to Ryu.
3. Hold **start** for 5 seconds again and enter the following:
  - 1 Punch Button** – dark blue outfit red gloves
  - 1 Kick Button** – red outfit yellow gloves
  - Jab + Strong** – white outfit brown gloves
  - Short + Forward** – light blue outfit red gloves

Evil Ryu doesn't have the air fireball, forward roll, or the hundred demon somersault. He does have a teleport and some juggle combos.

**Super Fireball** – quarter crescent forward (twice), punch

**Super Hurricane Kick** – quarter crescent away (twice), kick

#### Raging Demon –

Jab, Jab, Toward + Short, Fierce  
Richard Andrade  
West LA, California

## Code of the Month!

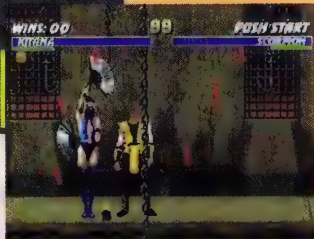


### Ultimate Mortal Kombat 3 – Saturn

**Hidden Characters** – At the Ultimate Kombat Kode Screen enter the corresponding Kode to access the character you desire.

- Ermac – 964 240
- Mileena – 700 723
- Classic Sub-Zero – 760 520

Dejonghe  
Webville, COM



### Super Mario RPG – SNES

Grate Guy's Casino...  
REVEALED!!!!

Go to Booster's tower after his wedding. Play Knife Guy at his game, beat him 9 times in a row or 12 total times and he'll give you the bright card. Now go to the circle of plants in Bean Valley and enter the Northern pipe. There should be a golden Chomp to the left. Now stomp the Chomp, and continue a-stompin' about ten times. You should hear a weird sound every time you jump. A block and the entrance to the Casino will appear. Check out the games!

Fiona Marquette  
Maconville, CO

### X-Men: Children of the Atom – Saturn

The mutant pupils of Xavier are one step away from freeing the world from Magneto's magnetic grip. To help aid their cause enter this start with full special meter code. Start a survival mode match. Choose your fighter and press Start. When the loading screen pops up hold the **L** and **R** buttons down for about 8 seconds, then rapid fire with them until the game begins. If everything worked your power meter should fill up before the fighting begins.

Arnold Sieger  
Lorraine, CA



# GAME GENIE

# SWAP SHOP

# GAME SHARK



Ultimate



— Saturn/Arcade

**Legend:** lk – low kick  
hk – high kick  
lp – low punch  
hp – high punch

## Reptile

**Venom Spit** – forward, forward, hp  
**Mystic Slow Orb** – back, back, hp + lp  
**Mystic Fast Orb** – forward, forward, hp + lp  
**Lizard Trip** – back+lp+block+lk  
**Lizard Mist** – up, down, and hk  
**Fake Lizard Mist** – up, down, hk, hk  
**Lizard Dart** – back, forward, lk  
**Fatality # 1** – back, back, forward, down + block [sweep]  
**Fatality # 2** – forward, forward, up, up + hk [1 step away]  
**Animality** – down, down, down, down, up + hk [close]  
**Friendship** – down, down, down, down, down + run  
**Babality** – forward, forward, back, down + lk  
**Pit** – block, run, block, block

## Human Smoke

(before it says fight, hold back+hp +hk+block+run with robo-smoke)  
**Harpoon** – Half Moon Punch, and Crescent Throw (see Scorpion)  
**Fatality # 1** – run, block, run, run, hk [close]  
**Babality** – down, back, back = hk  
**Pit** – forward, up, up + lp

## Jade

**Jade-A-Rang (high)** – back, forward, hp  
**Jade-A-Rang (mid)** – back, forward, lp  
**Jade-A-Rang (low)** – back, forward, lk  
**Jade-A-Rang Return** – back, back, forward, lp  
**Bio-Hazard Kick** – down, forward, lk  
**Invincible Flash** – back, forward, hk  
**Fatality # 1** – up, up, down, forward + hp [close]  
**Fatality # 2** – run, run, run, block, run [close]  
**Animality** – run, run, block, run, block [2 steps away]  
**Friendship** – back, down, back, back + hk  
**Babality** – down, down, forward, down + hk  
**Pit** – forward, down, down + hk



### Madden NFL '96 – Genesis

**ROAV-861N**  
Master Code – Must be entered before other codes  
**ACZA-8AFA**  
Infinite play clock time (two player mode only)  
**ACRA-6AGR**  
Team one starts with 0 time-outs  
**BGRA-6AGR**  
Team one starts with 9 time-outs  
**ACRA-6AGY**  
Team two starts with 0 time-outs  
**BGRA-6AGY**  
Team two starts with 9 time-outs  
**RHGA-66ZE + RHGA-66ZG**  
Infinite time-outs  
**GDOA-7ATR**  
Touchdowns worth 0 points

### AAAH!! Real Monsters – Genesis

**ACFA-AAAC**  
Infinite lives  
**AGFA-AAAC**  
Start with very little energy after 1st life  
**AAVT-AAAGT**  
Infinite special screams  
**AAVA-AAACA**  
Infinite garbage  
**ADBA-AAADJ**  
Infinite energy

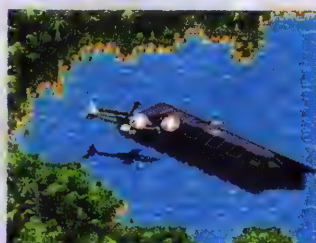
### NFL Quarterback Club '96 – Genesis

**ABHT-AAE4**  
Infinite time-outs  
**RYZA-A6YT**  
Infinite time  
**AWKT-AAB6 + AWET-CACA**  
Always start on 4th down  
**ACEA-CAF6**  
It's always 1st down  
**PWAA-DAT0**  
Touchdowns are worth 0 points



### Tecmo Super Bowl III – SNES

**DF67-4709**  
3 min. quarters only last 1 min.  
**C9B7-CD08**  
Infinite downs  
**DFBA-17AC**  
Touchdowns are worth 0  
**DFBA-17AC**  
Touchdowns are worth 9  
**C2C0-47DC**  
Computer can't score  
**A9EE-44DB**  
Infinite time-outs



### Urban Strike – SNES

**363C-1682 + D73C-16E2**  
Start with 1000 missiles  
**EE3C-1682 + 5E3C-16E2**  
Start with MEGA missiles  
**EE35-1B82 + 5E35-1BE2**  
Start with MEGA rockets  
**EE3E-4682 + 5E3E-46E2**  
Start with MEGA shots for the gun  
**EE8E-CB72 + 5E8E-CB52**  
Start with MEGA armor  
**C2C9-C4DD**  
Infinite fuel  
**3CAC-360F**  
Infinite ammo  
**C2C5-4D0F**  
Infinite lives

### Play Japanese imports on your Saturn!

Owners of the Saturn Game Shark can unlock a universal adapter feature by holding down the X, Y, and Z buttons, powering up their Saturns, and pressing start at the first screen.

From... us! The GI guys.

### Golden Axe: Duel – Saturn

**Master Code** –  
F6000914 C305  
B6002800 0000  
**Infinite Health P1** –  
16078A5C 0080  
**Infinite Health P2** –  
16078B50 0080

### Big Hurt Baseball – PlayStation

**Team 1 Always Wins** –  
80173BD8 000F

### PO'ed – PlayStation

**Infinite Health** –  
80075C40 0064  
8009ABA0 0064  
**Have Jetpack** –  
8009ABA8 0032  
8009AC70 0100

### Skelton Warriors – PlayStation

**Infinite Health** – 801DB760 0064  
**Infinite Starsword** –  
801DB774 0064  
**Infinite Lives** – 801DB768 0064

### Top Gun – PlayStation

**Infinite AGM Missiles** –  
801CFECC 0064  
**Infinite MIRV Missiles** –  
801CFEC0 0064  
**Infinite Surefires** –  
801CFEBC 0064

### Big Hurt Baseball – Saturn

**Master Code** –  
F6000914 C305  
B6002800 0000  
**Player 1 Always Wins** –  
160ADBA8 0500  
**Player 2 Always Wins** –  
160ADBA8 0005



## Scorpion

- Harpoon** – block, block, lp  
**Half Moon Punch** –  
 down, down-back, back, hp  
**Crescent Throw** – block in air  
**Fatality # 1** – forward, forward,  
 down, up + run [close]  
**Fatality # 2** – down, down, down,  
 down, up + hk [sweep]  
**Animality** –  
 forward, up, up +hk [close]  
**Friendship** –  
 run, run, run, run, run, down  
**Babality** –  
 down, back, back, forward + hp  
**Pit** – Forward, forward, up, up + lp

## Noob-SaiBOT

(only on Randper Kombat 444444)

\*\*\*Only has Combos\*\*\*

- 2-punch, 3-kick combo** –  
 hp, hp, hk, hk, back+hk  
**3-SaiBOT Kick Combo** – hk, hk, lk  
**Double Noob Power Combo** –  
 hk, back + hk  
**Quad-Punches Combo** –  
 hp, hp, down + lp, down + hp  
**Amazing 5k Combo** –  
 hk, hk, lk, lk, lk

## Classic Sub-Zero

(Kombat Kode: 8183581835 Arcade)

- Standard Blizzard** –  
 down, down-forward, forward, lp  
**MKII Puddle** –  
 down, down-back, back, lk  
**Ninja Slide** –  
 down-back+lp+block+l k  
**Fatality # 1** – down, down, down,  
 down, forward + hp [close]  
**Fatality # 2** – back, down, forward,  
 down, down + hp [past sweep]  
**Babality** – down, back, back + hk  
**Pit** – forward, down, forward,  
 forward + hp

## Rain

(Use on Randper Kombat 444444,

or see extra tips and hints below)

- Rusty Hook** – back, back, hp  
**Acid Xerox** –  
 down, down-back, back, lp  
**Duo-Silhouette Kick** –  
 block, back, forward  
**Ninja Slide** – (see Sub-Zero)  
**Ground Oil** –  
 down, down-back, back, lk  
**Acid Rain** –  
 forward, forward, down, lp  
**Fatality # 1** –  
 run, block, run, run, hk (close)  
**Fatality # 2** – hold block, back,  
 forward, up, down, release block  
**Pit** – forward, down, forward,  
 forward + hp

## Mileena

(Kombat Kode: 2226422264 Arcade)

- Crystal Shards** – charge hp  
**Rolling Sphere** –  
 block, block, down, hk  
**Warp Kick** – forward, forward, lk  
**Fatality # 1** – down, forward, down,  
 forward + lp [close]  
**Fatality # 2** – back, back, back,  
 back, forward + lk [far]  
**Animality** – forward, down, down,  
 forward + hk [close]  
**Friendship** – down, down, down,  
 back, forward + hp  
**Babality** – down, down, forward,  
 forward + hp  
**Pit** – down, down, down, down + lp

## Ermac

(Kombat Kode: 1234444321 Arcade)

- Green Sphere** –  
 down, down-back, back, lp  
**Red Burst Punch** –  
 down, down-back, back, hp  
**TK Slam** – back, down, back, hk  
**Fatality # 1** –  
 run, block, run, run, hk [close]  
**Fatality # 2** – down, up, down,  
 down, down + block [sweep]  
**Animality** –  
 hold block, up, forward, up, up +  
 hk, release block [close]

## Extra Tips & Hints

The free credit Kombat Kode is 1094276835

### Mercy –

(required to do animalities) hold run, down, down, down, down, release run. (on round 3)

### To Find Rain –

On the subway stage, look for falling rain by the Boon-Tobias sign, stand under it, and hit Player 1's & Player 2's START buttons at the same time.

Cory McCarthy  
Flower Mound, TX



## 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.

- Nintendo 64** . . . . . PilotWings 64  
 Super Mario 64  
**SNES** . . . . . Super Mario RPG  
**PlayStation** . . . . . Bogey Dead 6  
 Bust-A-Move 2  
 Crash Bandicoot  
 Gunship  
 Jumping Flash 2  
 Olympic Summer Games  
 Project Overkill  
 Silverload  
**Sega Saturn** . . . . . Alien Trilogy  
 Golden Axe: The Duel  
 Gun Griffon  
 The Need for Speed  
 Triple Play '97  
 Ultimate Mortal Kombat 3  
**Genesis** . . . . . Triple Play: Gold Ed.  
**Arcade** . . . . . Street Fighter Alpha 2  
**PC** . . . . . Masters of Orion 2

### Send Secret Access Requests To:

Access & Allies  
Game Informer Magazine  
10120 W. 76th Street  
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com



## By DOS Boy

### Warcraft 2 – PC

To use these codes, press enter, type the code, and then hit enter again.

**CASH** – Gives player gold, oil, and lumber

**FASTBUILD** – Builds faster

**SHOWMAP** –

Gives players the whole map

**VICTORY** – Instant victory (why?)

Steven Johnson  
Plano, TX

### Quake – PC

To use the cheat codes for Quake, go to the Options during gameplay. Select "Go to Console" and type any of the following:

**GOD** – invincible

**FLY** – hover

**IMPULSE 9** – all weapons

(including the lightning gun)

**KILL** – suicide

Now press escape to get back to gameplay.

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# You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-bashing Mario



adventure. But with the new Super

Mario RPG you'll also be pushing every brain cell

you've got. • That's right. You and the world's most



**You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.**

heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet

the mental challenge

as the story unfolds in

this fully-rendered role-playing game! • It's

the best of both worlds. One minute you're

neck and neck at the Yoshi Races. The next

you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-

mushing riddles and new action-

puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



in return. Without you, Mallow

will never find his true family.

Geno will never become a real

boy. And Booster will never

find a bride. • You'll also

bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



**You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.**



**Finding Frogfucious is a wise move if you want to know more about your future quest.**



**Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.**







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# Nights<sup>TM</sup>

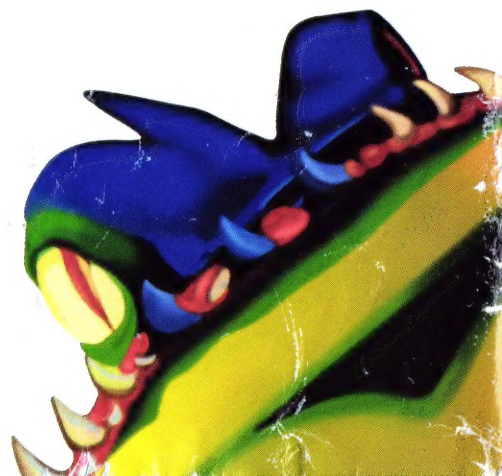
*into dreams...*

COMING AUGUST

ONLY ON



SEGA SATURN<sup>TM</sup>





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