

HANDS ON PREVIEW

Shadows of the Empire

Pg. 24

Game Informer™

TOMB RAIDER

First Review for PlayStation and Saturn

PLUS:

Fighting Vipers • Formula 1 • NHL Hockey 97 • Vectorman 2 • KI Gold King's Field 2 • Robotech: Crystal Dreams • Mechwarrior 2 • 2Xtreme

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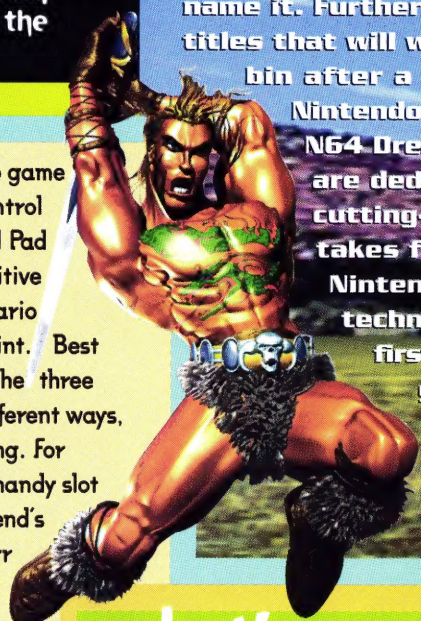
N64™ LADIES AND GENTLEMEN, START YOUR EYEBALLS



SO MANY



If you're going to invest your hard-earned (or mooched) cash in a video game system, you want to be sure you can play plenty of great games on it. Not an issue. There are over 50 titles in development for N64 covering all gaming categories, from action to role-playing, sports, fighting, simulation, puzzles, you name it. Furthermore, these are not titles that will wind up in the bargain bin after a month, because Nintendo and the exclusive N64 Dream Team developers are dedicated to producing cutting-edge software that takes full advantage of the Nintendo 64's incredible technology. A few of the first wave of titles include Super Mario 64™, PilotWings 64™, Wave Race 64™, and Killer Instinct® Gold.



The waiting is over. Nintendo 64® is finally here, on the shelf, waiting for you to snatch it up. But what's the big deal, you're probably asking yourself. It took long enough. Was the wait worth it? You bet, and here's why.

The Nintendo 64 controller is the most revolutionary video game interaction device ever. It all starts with the analog Control Stick. Unlike the traditional all-or-nothing digital Control Pad (it's got one of those too), the analog Control Stick is sensitive to even the slightest movement. Move it a little to make Mario tiptoe. Crank on it and watch him take off in a full-tilt sprint. Best of all, the Control Stick gives you 360 degrees of control. The three grips on the controller let you hold the controller three different ways, depending on what works best for the game you are playing. For saving your records and high scores, the controller has a handy slot for your personal Memory Pak. Now when you go to your friend's house for some multi-player action, you can bring all your

personal data with you, snug inside your favorite color controller (it comes in six stylin' colors).



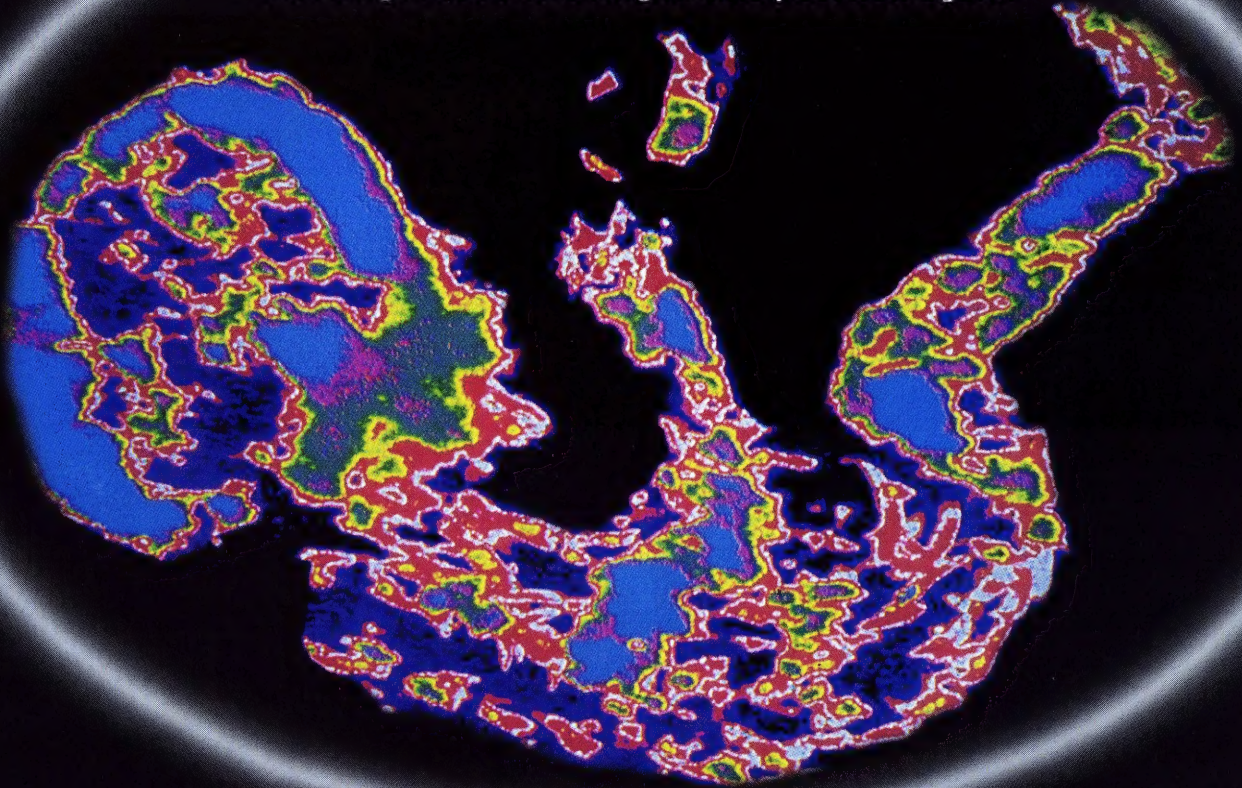
finally you have CONTROL

what's up our sleeve.

It gets better. Most new gaming technology looks cool when it first comes out, but by the time you get it home, something bigger and badder is on the way. Fortunately, the Nintendo 64 was designed with maximum capability for future upgrades in mind. Four controller ports mean four-player gaming from the get-go. Expansion ports allow for more system RAM and new peripherals (can you say readable-writable storage media?). The bottom line: The Nintendo 64 is currently the most advanced video game system ever, and it is the only system that is designed to change with technology.



Better get used to being in this position again.



This is more than Mortal Kombat. This is **ULTIMATE MK3**, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

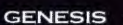
selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.



You've met your match.

U L T I M A T E M O R T A L K O M B A T

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FEATURES

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What do you get when you cross the style of Indiana Jones with the looks of Cindy Crawford? The answer is Lara Croft, the heroine of Eidos's newest 3D adventure, Tomb Raider. And if you want info, Game Informer's got it with an exclusive review for both the PlayStation and Saturn.



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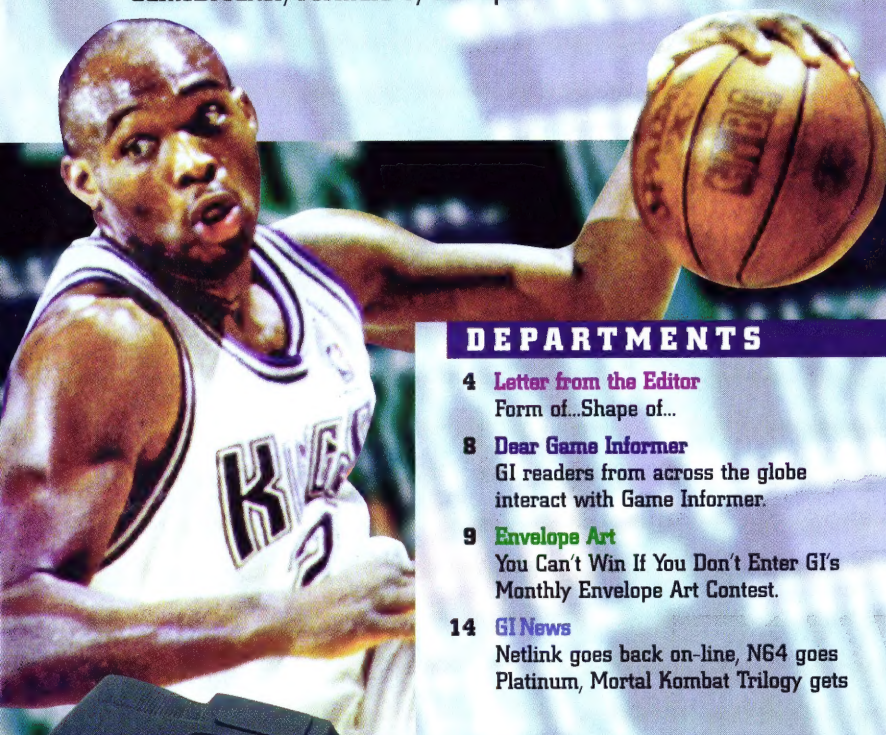
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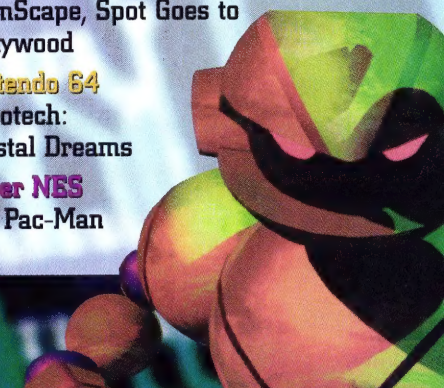
Super Puzzle Fighter, Pitball, Power Move Pro Wrestling Perfect Weapon, Nascar Racing, Nanotek Warrior, Broken Helix, SlamScape, Spot Goes to Hollywood

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LETTER FROM THE EDITOR

By Andrew McNamara

FORM OF...SHAPE OF...

Once again, Game Informer proves it is an ever-changing video gamin' magazine. Not only have we given you a new and improved At-a-Glance this month, but we have also added One-Liners, a section of quick reviews. I know it's kind of a cheap way to get more games into the magazine, but generally these games can be summarized in just a couple of sentences. Plus, we feel that the information this section provides is pretty important, although we generally try to avoid writing a bunch of schlock about the really lame games in order to focus on the better ones (but we certainly wouldn't want you to end up buying a stinker just because we couldn't find someone in the office who could stomach playing it).

Another bit of important news is that Game Informer has finally made a move on-line. GAMEINFORMER.COM went live on August 30th and hasn't stopped since. Basically, it's set up to give you a daily dose of video games from the world's greatest magazine (well, at least I think so). While GAMEINFORMER.COM isn't perfect yet, it certainly doesn't suck, so check us out. Otherwise, it's business as usual here at Game Informer. Enjoy the issue and we'll see you next month.



"I think I just swallowed a gnat. Ugh! The bugs have been swarming the office as of late, and I don't think it has to do with beta CD-ROM gaming. But I do have a hypothesis on the whole locust conspiracy and it begins with Greedy Jon. While on deadline, Jon decided to take a few days off from work to go camping, and I think he brought some friends home. Jon says he doesn't know what I'm talking about, but I've seen him in secret meetings with his winged friends. I think he's just trying to get revenge for the tar and feathering incident. Oh well, later. Ugh! I just swallowed another! Jon!"

-Reiner,
the Raging Gamer

"This month Game Informer has been GETTING DOWN to the business of some serious gaming. Not only did we make GAMEINFORMER.COM kick butt, but we also got to play a lot of excellent games. NHL Hockey 97, Disruptor, Worldwide Soccer 97, Tomb Raider, and Wave Race 64 are just some of the highlights. At times like this, all a man can do is STRUT."

-Andy,
The Game Hombre

"It's time for a confession of sorts, folks. I don't actually own a PC. I've always mooched off of other people's PCs. They should have called me the PC Parasite. That's why I'm often found early in the morning curled up around the Pentium at work sleeping amidst a horde of empty Coke cans and making soft cooing sounds in sync with the Command & Conquer soundtrack. I also don't actually own a game system except for a broken Atari Lynx. This is okay. It's nice to keep the gaming at work and feel an obligation to develop a semblance of a social life elsewhere. Who am I kidding? We don't actually leave the office!"

-Erik,
The PC Jedi

"It's been a great month here at Game Informer. Not only have I been raiding enough tombs to make even Howard Carter cringe, but I've also had the pleasure of meeting a few real life Lara Crofts (see GI News). It's great to see a game featuring a woman as the protagonist, so for the real low down on Tomb Raider, open up and get the bottom line. As for the rest of the stories, with all the info and reviews and play tips, GI really is a GAMING INFERNO. I guess that makes me Dante."

-Jon,
The Greedy Gamer

"I've always made it my goal to put the FUNK back into video games. It's great to have a number of new sports games to put through the paces. I've given Madden '97, VR Golf, NHL '97, and Formula 1 long and serious looks. The Internet has also sucked away plenty of my days. Be sure to check out the brand new GAMEINFORMER.COM as I'm uploading chances to win a bunch of video game stuff. As I've said before, Pro Set/All-Streak is good for six. Later."

-Paul,
The ProPlayer

"I've got to tell you I am SO glad I get to review arcade games, because right now there are some great ones out there. In the months to come, look in your local arcades for X-Men vs. Street Fighter, and in the arcades now look for DieHard. Don't forget Virtua Fighter 3 is coming any day now, let's all hope it's as good as everyone says. Finally, a little advice from the man with all the moves - it's cheaper to buy your tokens in bulk."

-Ryan,
The Arcade Alchemist

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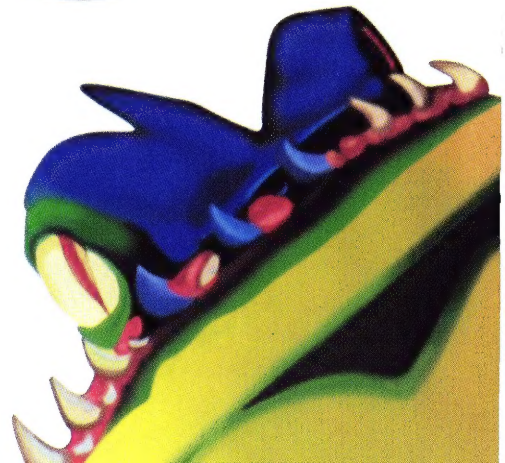
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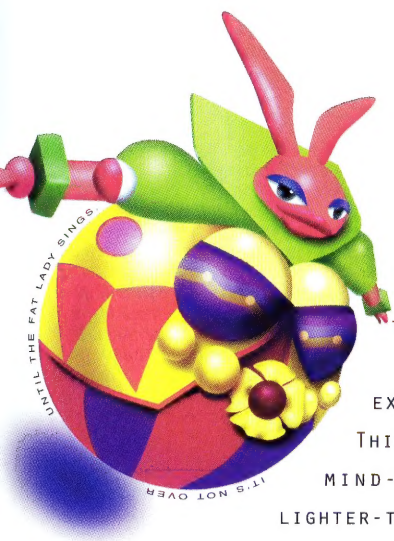
PREPARE TO FLY.

{ and soar and spin and climb and dive and look way, way down on everything else }

NIGHTSTM into dreams ...

IS HERE.





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Never, ever, ever, have you been able to fly, fluid and free, in real-time 3D.*

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THE WORLD

CREATED BY THE RENOWNED SONIC TEAM, NIGHTS IS A FULL-ON 3D MASTERPIECE. A WORLD WITH SOME OF THE MOST VIBRANT, INSPIRED, ORIGINAL GRAPHICS EVER CONCEIVED BY FEVERED IMAGINATIONS. A WORLD WITH DEEP, LUSH, DREAMSCAPE REALITIES, ITS OWN MICRO-CLIMATES, EVEN ITS OWN NATURAL ORDER. IMAGINE. SMOKE, FOG, CLOUDS, RAIN, AND WATER THAT APPEAR IN MULTIPLE LEVELS OF TRANSPARENCY. WATERFALLS, CURRENTS, WIND, AND, YES, A TORNADO THAT ALL FOLLOW THE LAWS OF FLUID PHYSICS. INDEPENDENT LIGHT SOURCES THAT PLAY ON BOTH ACTION AND BACKGROUNDS AT DIFFERENT, SHIFTING LUMINOSITIES. ALL BACKED BY A RAGING SOUNDTRACK THAT BLENDS JAZZ, ORCHESTRA, ROCK, WORLD MUSIC, AND EFFECTS.

THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE ITS ADAPTIVE SPEED MANAGEMENT GAMEPLAY AND BREAKTHROUGH TO REPLICATE THE TRUE SENSATIONS OF FLIGHT. SEQUENCES. ITS OVER TWENTY TRACKING IN REAL TIME. AND ITS OMNIPRESENT



SPEED. DESPITE MASSIVE 3D DEMANDS, SYSTEM SUPPORTS BOTH BREAKNECK ENVIRONMENTS. WITNESS ITS ABILITY ITS LIGHTNING MULTIPLE MORPH CAMERA ANGLES THAT SCROLL-SHIFT SYMPHONY OF 3D POSITIONAL SOUND.

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The Benediction

There's more, of course. But the rest is up to you. So kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

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into dreams...

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The Exhibits Are On Display

Dear GI,

What ever happened to Namco Museum Vol. 1? It was supposed to be released this spring but so far I've yet to see it. I also heard that Namco will be releasing a Vol. 2. Is that true, and if it is what games will be on it?

Mike Zalcon

Well Mike, Namco has just released Museum Vol. 1, and as for it coming out in the spring as opposed to now, we can only speculate that the delay occurred in either translating or better positioning for the holiday season. The spring is usually the slow time of the year for vids and sales are extremely low, so why not delay it until the fall? Plus, Vol. 2 is on the way, and once again it's packed with classics. Super Pac-Man, DragonBuster, Mappy, Xevious, Grobda, and Gaplus are all here in their original forms with many exhibits on each as well.

Monkeying Around With Mortal Kombat

Dear GI,

First of all, I want to start off by saying that your mag rules! I always turn to you guys when it comes to video games. I'd just like to say hi to all of you at Game Informer and to my friend Roberto Rosa. No offense, but I'd like to ask you - is Reiner all right? He doesn't seem normal. One day, I watched the movie "Planet of the Apes" and I saw a monkey that looked just like Reiner.

I'm a crazed MK fan and I own most of the systems out on the market. So far, I have every MK and I'm planning to get them all. I appreciate the Kombat Kodes in your September issue for UMK3. I'm also a big fan of Resident Evil and I also appreciated that walk-through in the June issue. I think that Resident Evil is the best game to hit the PlayStation, so far.

I would like to ask you a few questions.

- 1) What are the MKs plans for the future, after MKT?
- 2) Are there any ideas that Boon and Tobias have for new characters for the future MK's?
- 3) Is Capcom planning on making a second Resident Evil?
- 4) Will the MK series continue for a long time or will it come to an end soon?

PS Thank you for your time.

PPS Bow to me you stupid monkey. (Just kidding)

PPPS I am not crazy! Hi Mom!

Alexandre Silva
New Bedford, MA

Thanks for the praise on our mag, codes, and walk-through. Now to the insult...Reiner, if you didn't know, is actually a retired Hollywood star. That IS him in Planet of the Apes. He just doesn't like to talk about his past fame, like his role as Yoda in Star Wars, or Ghandi's double for the long desert scenes. He was a very versatile actor, but he thought he'd become too famous so he gave it up and started playing vids for a living.

- 1 and 2) We'll answer these together. Right now, there are only rumors about MK4 and I think you might have given them a great character idea - Apeman Reiner.
- 3) Yes, and you'll be seeing tons of stuff on it soon.
- 4) Who knows? It sells millions right now, why ruin that? They'll probably keep 'em rolling until they



and money of buying back issues for that simple answer?

PS Please be generous. Thanks.

Eddie Hunter
Plainfield, NJ

We always knew we were attractive to babies and their poo. Now to your question, "Where's the Star Crest?" Hmmm... Paul, where'd you put that thing, you had it last... oh sorry. Go to the Crow/Picture room and click on the pictures youngest to oldest. The picture at the end of the hall will give you the Star Crest. As for back issues, you don't necessarily need them, but they may have tips you need like this one. So basically, they're gaming investments for serious gamers. (Also you can check out GAMEINFORMER.COM for a guide to Resident Evil)

The Big Duh

I was looking back at the August issue and read about the PlayStation 65, and you said there wasn't such a thing, but I was wondering if Sony or Nintendo are thinking of designing anything like that in the United States or Japan.

Sherief Candel
Richfield, MN

This is what we call a video game duh. Of course Sony, Nintendo, and Sega are all trying to come up with new systems to outdo each other, that's how these companies make their money. But releasing a new machine so close to the previous one's birth would irritate more than impress. Sony and Sega probably already have new machines raring to go, but why would they switch over when they're just starting to make profit on the 32s? Don't expect to hear any 'real' news about new Sony, Sega or Nintendo machines until late or '98 or '99.

3DO or Saturn???

I'm writing to ask you some questions regarding the 3DO and Saturn. First, I own a PlayStation and think it's the best system on the market, and I still play it and enjoy it very much, but I want another 32-bit system. Don't ask me why, but I do. Should I get the 3DO or Saturn? I think the 3DO's hardware and specs are far better than the Saturn. I would get the 3DO, but I'm concerned that the 3DO's time is coming (you know, the ol' chopping block). I like Quarantine, PO'ed, Killing Time, Road Rash, and Foes of Ali for 3DO, but I like Daytona, Sega Rally, Need for Speed, and Virtua Fighter 2 on Saturn. Also the 3DO only costs \$189.99 and the Saturn costs \$199.99. Please tell me which one you would buy and why?

"Kay B"
Milwaukee, WI

For an extra ten bucks you're going to get a lot more games and processing power with the Sega Saturn than with the 3DO. Plus, as far as new games are concerned, the 3DO is done. If you really want to get a 3DO, it might be a good strategy to wait and see if it hits the bargain bins anytime soon, because sales of new systems have almost come to a complete halt. Either way, I'm sure you'll be happy in the short-term, but we think the Saturn will tickle your video game fancy for a lot longer.

The Gen Wars

I'm writing to ask, why is there such pandemonium over the N64? Look at the Jaguar - it's 64-bit and the system sucks...bad. I've seen the N64 games in your mag and they look dull and stupid. The PS-X kills the N64 and its games. Look at Sony titles like Destruction Derby, Ridge Racer, Tekken 2, Battle Arena Toshinden 2, and Resident Evil compared to the only one solid N64 title which is Cruis 'N USA. Do you

take a loss on it. And as it stands now, that won't happen for quite some time.

Crashing Night

When I first played NiGHTS, I thought the game was corny. As soon as I read the instruction book, I got the hang of the game. I played for hours, and I soon realized that there is no game like it. I then gave the game a score of a 9 and began to read Game Informer issue #41. The total score of NiGHTS was an 8.5. I can't believe you rated Crash Bandicoot higher than NiGHTS! NiGHTS is much more original than that copycat! It's not even full 3D!!! If anyone agrees or disagrees with me just write to GI and tell them how you feel. How about this GI, let's have a poll on who agrees or disagrees with me. People could vote (write in) for one month voicing their opinions. If there are more people who agree with me than you, you guys have to raise the NiGHTS score a notch. How about it?

Terrain Filmore
Jersey City, NJ

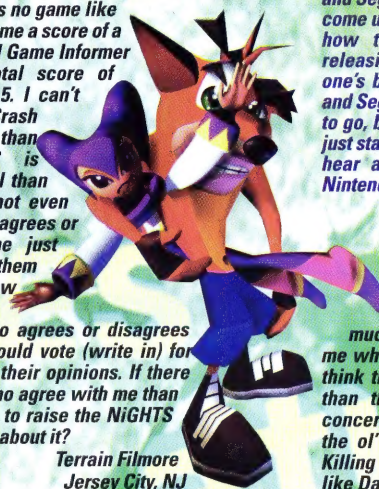
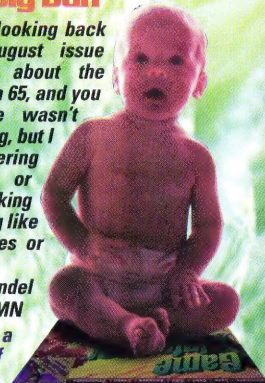
Settle down. We're just four lonely reviewers with our own opinions, and we will stand by our Crash Bandicoot and NiGHTS scores. NiGHTS is innovative, we'll give you that; but there's not much to it. At least Crash Bandicoot has an easy (beat the game) level, and a master (find everything 100%) level. It's somewhat of a copycat, but we thought it was slightly better than NiGHTS. What do you think? All those who want to send us remarks on this debate can send them to:

The Crashing NiGHTS Debate
10120 West 76th St.
Eden Prairie, MN 55344.

We'll definitely print the results!

New Baby Fresh Game Informer Back Issues

I had your May issue of Game Informer sitting out, and while I was at school my baby nephew got it wet. My mom thought it was garbage and threw it in the trash. I've managed to get pretty far in Resident Evil from what I remember from your strategy guide. What I'm writing about is a simple favor - can you please tell me where to find the Star Crest so I can save the time



guys at the office like the N64 better than the Sony? And which system do you think will come in first in the next gen system wars? Another thing - is the 32X officially dead?

What's the 32X? We're really impressed that you can tell what games are like just from the pictures. You should get a job at the Psychic Friends Network. The N64 is really cool, and everyone in the office enjoys it immensely. However, we love the Sony PlayStation and the Saturn as well. The next gen wars won't have a winner. Each machine is going to build up a solid foundation in the states as well as Japan. As with cars, TVs, refrigerators, you name it, there doesn't have to be only one system. You can have your favorite, but not one of these machines will achieve worldwide domination. Sony has its perks in 3rd Party software; Sega has excellent first party as well as arcade ports, and Nintendo stayed true to cartridge based gaming with no load time. They all have their ups and downs, and different gamers will like different things about these machines. You like burgers; we like pizza. They're both good.

Three, No, Maybe Six

Your magazine is the best. I have some questions about Final Fantasy VII - do you only get to control three people? Also, will you be able to learn about the same amount of magic spells as in Final Fantasy 3? Thanks for your help.

Sincerely,
David Marullo
Milwaukee, WI

Final Fantasy VII is going to be huge! At last count there will be at least six different playable characters in the game, but only three can be in your party at one time. You know Square Soft as well as we do, so you know that there will be constant character and plot

twists with tons of magic attacks and weapons. It sounds like you're a bit sketchy on the game, and you shouldn't be. It's the most anticipated game in the GI office, and from what we've seen this game will make you sigh in pure delight! Yug!

All Who Read Must Be in Sales As Well

I have an idea that could help you get new subscribers to your magazine. I think that if you offered your readers a small reward, they could possibly convince one of their friends to subscribe to your magazine. For example, if I convinced one of my friends to become a new subscriber to your awesome magazine, you could maybe give me one or two free issues of your magazine or possibly a small discount on my subscription renewal. I think this would motivate many of your readers (including me, of course) to find new subscribers for you.

Jonathan Ross
St. Louis, MO

My my Jon! That's bloody brilliant! We could rule the world in just a month's time; unfortunately, our superiors told us that it wouldn't work and that we'd better keep our mouths shut and our ankle shackles on. So instead, we're still going to go about getting subscribers the old fashioned way,



with hypnotism. Look at Jon's balding head... you are getting sleepy... and want to subscribe...

Smelly Man or Marsupial?

Why am I writing to the best video game mag on the planet in the wee ungodly hours of the morning? Because I have questions.

- 1) Saturn has NiGHTS and PS-X has Crash Bandicoot. I love both games. Which system should I buy?
- 2) Speaking of Crash, what in the haystack is a bandicoot?
- 3) What are the names of the two playable characters in NiGHTS?

Justin D. Heaton
Coppell, TX

Good morning Justin, would you like some donuts or coffee with your answers?

- 1) That's not much to go on, but then again, it appears you like action games. Neither machine has a large action/platform market, and each machine has their own blend of different action titles. Rent each unit and some of its premier games, and you'll have your answer.
- 2) Bandicoots are actually big stinkin' vegetarian rat-like marsupials born and raised in Australia, Tasmania, and New Guinea. Or if you don't believe that, they're big smelly men in mascot suits.
- 3) Either read your September issue of Game Informer to find out or read this backwards: siraIC dna toille.

november winner

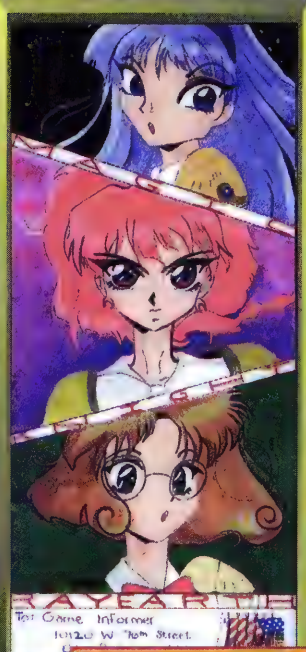
Shauna Clarke Mt. Vernon, NY



Allen Oliver
Alex, VA
Strike a pose!



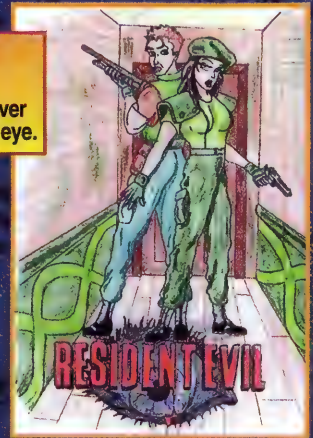
John Pierson
Houston, TX
What kind of mother would name her child Smoke?



Three people...over 3,000 miles apart...and they all think about GI at the same time. Coincidence? I think not!

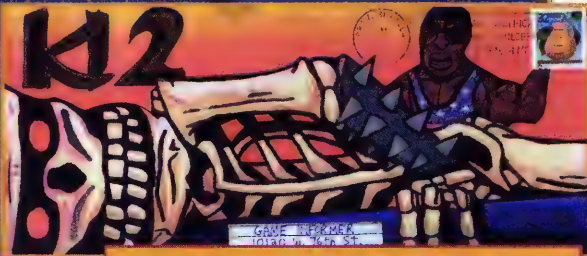


Hong Le Silver Spring, MD
Marvel's newest cross-over - the Silver Mario.



Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best damn 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.



Nick Vrona N. Dartmouth, MA
A day at the beach with TJ and Spinal. "Hey TJ, would you put some suntan oil on my back?"

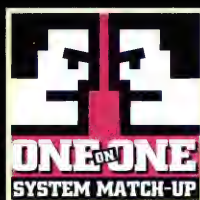


Santelmo Vazquez
New Britain, CT
They should have called them Pilot-nerds!

TOMB RAIDER

THE SEARCH FOR ATLANTIS BEGINS

- **Size:** 1 CD-ROM
- **Style:** 1-Player Third-Person Action/Adventure
- **Special Features:** Rotatable Lara Cam, Numerous Gymnastic Moves, Multiple Weapons, Hidden Secrets, Dizzying Heights, Massive Level Design, A Special Secret at the Heart of Atlantis
- **Levels:** 15
- **Created by:** Core for Eidos Interactive
- **Available:** Mid November for Sony PlayStation and Sega Saturn



▶ THE BOTTOM LINE

PLAYSTATION **9**
SATURN **8.75**

REINER, THE RAGING GAMER

	PS-X	SS	
Concept:	9.25	9.25	"Eidos Interactive had a solid game plan in mind with making Tomb Raider the biggest adventure game ever, and they didn't bow down to console gamers by placing emphasis solely on the action. The key elements in this game are exploration and discovery, with a handful of action on the side. Mario 64 explored this realm, and Tomb Raider just upped the ante. This game won't appeal to everyone, since it lacks the trigger happy action that console gamers dig; however, it's definitely the next step in gaming, and it shouldn't be missed. It's a beautiful game in every aspect."
Graphics:	9.5	8.75	
Sound:	8	8	
Playability:	9.25	9.25	
Entertainment:	8.75	8.75	
Overall:	9	8.75	

JON, THE GREEDY GAMER

	PS-X	SS	
Concept:	9.25	9.25	"The edge graphically goes to the PSX, but within the Saturn library, Tomb Raider (TR) is one of a kind. The classical overtones and the mysterious plot twists kept me captivated (just wait 'til you see the Atlanteans), and views from cliffs and towers have to be seen to be believed. The bounty hunter is a nice touch, and his AI is interesting since he waits to pop out only after you obtain certain items. However, there's just not enough action, because solving puzzles is never as fun as killing stuff. My other major gripe is the sound. Anyone who's going to put in the long hours that it will take to complete this game, would certainly enjoy a little company, and sound can be a very good friend. Aside from this, TR is an intense and groundbreaking 3D experience that caters to a specific gaming crowd."
Graphics:	9.25	8.75	
Sound:	8.25	8.25	
Playability:	8.75	8.75	
Entertainment:	9	9	
Overall:	9	8.75	

ANDY, THE GAME HOMBRE

	PS-X	SS	
Concept:	9	9	"HUGE is the best word to describe this game. It takes all the control elements of Prince of Persia and puts them into an immense 3D world that you must explore and most importantly, survive. The action, at times, is difficult, but most of your time will be spent solving the numerous puzzles that you'll encounter on each level. Overall, the graphics in this game are outstanding (though the Saturn version is a little muddy) with lots of textures. The play control takes a little while to get used to, but once you master it you'll be doing backflips and long jumps like they were second nature. About the only thing that didn't impress me about this game was the sound effects, but otherwise you'll find plenty to keep any Indiana Jones wanna-be happy."
Graphics:	9.5	8.75	
Sound:	8	8	
Playability:	9	9	
Entertainment:	9.25	9.25	
Overall:	9	8.75	

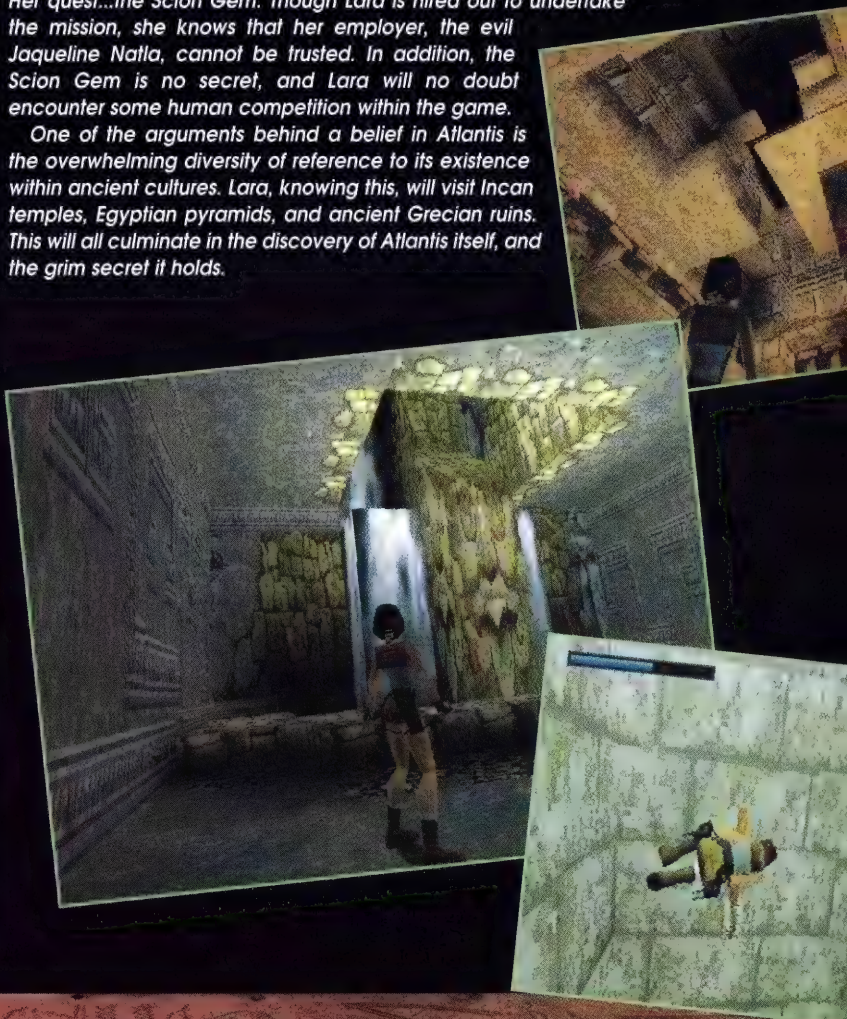
THE STORY

It lies just beyond our memory like a dream; our ancestors, the original civilization. Ancient scriptures tell of its existence. Plato spoke of its influence, obscure maps point to its relative position. But for all this, it's never been found, and Atlantis remains a mystery.

Popular theories speculate that a great civilization had once existed, at or above our current level of technology. The other theory, popularized on television shows (and at the Core development center), is that Atlantis was a great civilization, yes; but this civilization was created by alien visitors.

Lara Croft, though a skeptic, soon finds out that Atlantis means more than just mystery. Hired gun, exploress extraordinaire, scholar, she's our heroine...Lara Croft. Her quest...the Scion Gem. Though Lara is hired out to undertake the mission, she knows that her employer, the evil Jaqueline Natla, cannot be trusted. In addition, the Scion Gem is no secret, and Lara will no doubt encounter some human competition within the game.

One of the arguments behind a belief in Atlantis is the overwhelming diversity of reference to its existence within ancient cultures. Lara, knowing this, will visit Incan temples, Egyptian pyramids, and ancient Grecian ruins. This will all culminate in the discovery of Atlantis itself, and the grim secret it holds.



GAMEPLAY

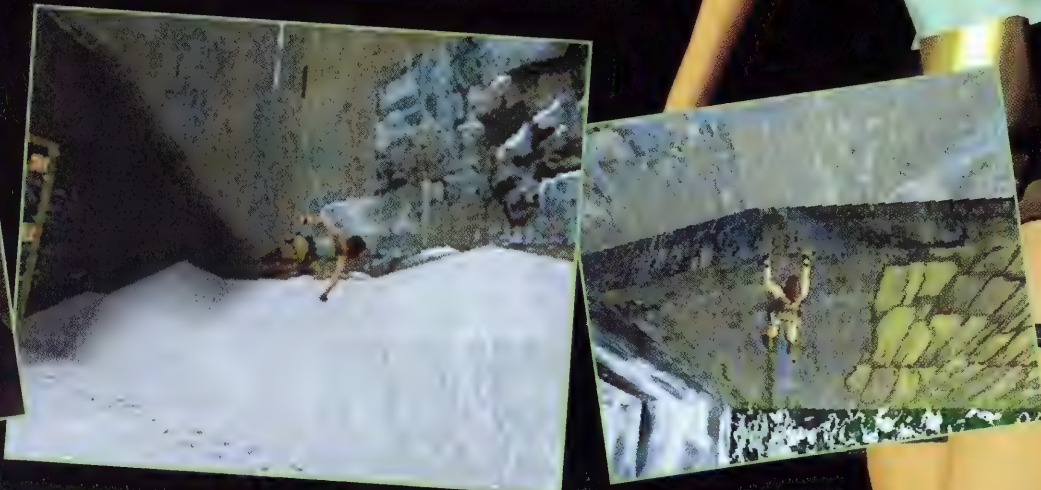
Playing Tomb Raider is different than anything you've played, yet it is the melding of many different game-styles. Typically, you spend much of your time in Tomb Raider looking for something...anything...that will help you advance through the levels. Many times, you'll find yourself wandering aimlessly throughout a level, and then discover the key that unlocks another portion of the game. This rush is the unique thing about Tomb Raider. You'll need all your jumping and blasting skills to play this game, but ultimately you'll need a sharp mind and nerves of steel to unravel the mystery of the Scion.

STRUCTURE

The structure of Tomb Raider follows a basic scenario. Four geographical areas are composed of numerous levels. Lara first travels to Peru, where she encounters four levels of Incan ruins. Next, Lara will travel to Greece, home of the ancient philosophers. Greece is composed of five levels, and then Egypt has three levels. The story culminates on Atlantis itself, and three levels here will find you battling mysterious enemies and uncovering haunting secrets.

MOVES

One of the reasons Tomb Raider is such an exciting game is the number of moves that Lara can execute. Different jumps and actions will all be needed in order to advance through each challenging stage. The action button performs a number of specific activities such as lever pulling, key insertion, item acquisition, firing, and machine assembly. An important feature is also the Lara Cam. Used extensively, simply hold the camera button to look up, down, right or left. Mastering the camera is crucial, and will help you judge jumping distance as well as assisting in finding secret areas. Items that will help advance your quest include med kits, shotguns, magnums, uzis, keys, machine parts, and scion pieces.



PUZZLES

The most important and difficult aspect of Tomb Raider is the puzzle solving. Each level proceeds through a series of puzzles. In earlier stages, these puzzles are most often a succession of throwing switches and opening doors. Later, water levels are important, and rivers must be dried or diverted in order to flood other areas. There are also numerous keys that must be used, or machine parts needed to repair gears. A common task is the scaling of cliffs. It can be quite difficult discovering the correct jumps and moves for certain situations. There's nothing more exciting then to be perched far atop a cliff, thousands of feet off the ground, and have to risk the whole game on a jump that seems impossible.

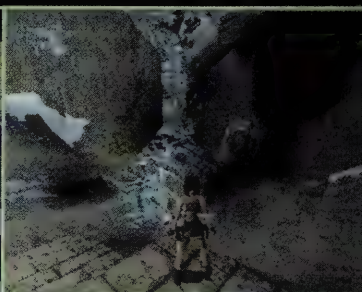
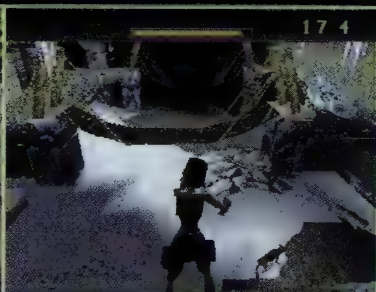
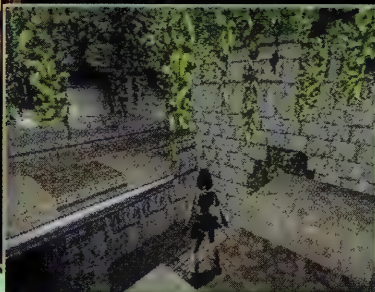
ENEMIES

There are a host of enemies that Lara encounters, and each demands a specific strategy. Ammunition is scarce, but pistols hold unlimited shots, so it's best to learn to kill enemies with a pistol. Some of the easier enemies are bats, rats and wolves; however, as the game gets more difficult so do the enemies. Raptors and a T-Rex will be encountered, as well as black panthers, lions, alligators, gorillas, and the mysterious Atlanteans. In addition, there will be a bounty hunter competing against you. He also seeks the Scion gem, and will wait for you to first obtain keys and items, which he'll then attempt to steal from you. But by far the most difficult enemy you'll encounter is yourself. Mental errors are the most common cause of death. There's no cure for falling off of a cliff.



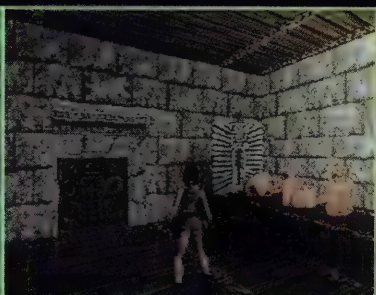
LEVEL WALK-THROUGHS

If nothing else, Tomb Raider is a game defined by its enormous size. The levels are massive, and it can often take up to ten minutes to run from one end to the other. Crucial mistakes can result in an endless and meaningless search through past territories. In order to help you conquer the first few levels, consult these level walk-throughs.



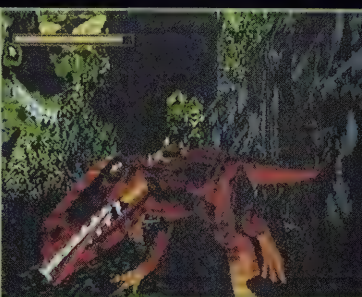
LEVEL 1: CAVES (INCAN)

This is a relatively easy level meant to get you into the rhythm of the game. After finding your way to the bridge room, move along the outcropping and across the bridges, stopping to kill the wolves from above. Inside the next room, jump the pit, and before you go downstairs, look for a med kit to your left. You'll then come to a room with a switch. You must pull the switch, jump to the center block, then jump up to the door before it closes.



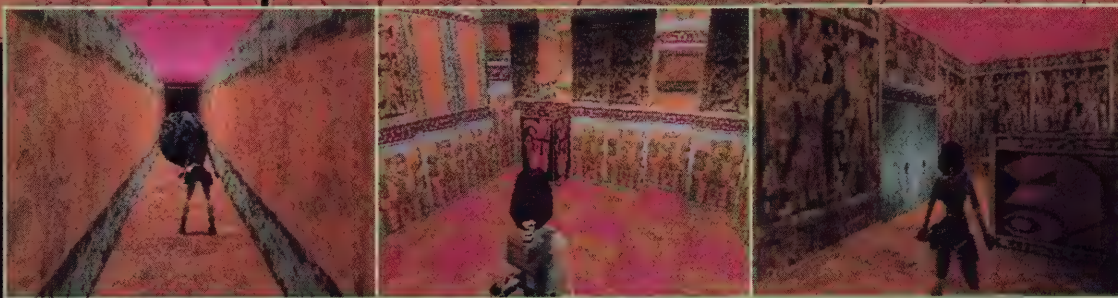
LEVEL 2: CITY OF VILCA BAMBA (INCAN)

This level is a little more involved, with many switches and two keys. A good strategy is to first circle the perimeter acquiring med packs and ammo. Then jump into the water and at the bottom turn right. As you reach the submerged room, find the corner with the light and pull the lever, opening a trap door above you. Then dive back down into the water and go to the SW corner of the room to find the other lever, opening a secret door in another room. Go back up the trapdoor and proceed on your way. Eventually you'll come to an area with a push block. Move this block into the next room and obtain the gold and silver keys. Use these keys to gain access to the great hall. Open each door of the great hall (watch out for knives in the middle passageway). This will bring you to a water room with a bear. Find all the switches and use the gold key to finish the level.



LEVEL 3: LOST VALLEY (INCAN)

In order to find the lost valley, fall into the water and go over the waterfall. Proceed through the opening, and to your left will be a cliff. Scale this cliff and enter the lost valley. Your job here will be to locate three machine parts (cogs). The first cog is inside the structure at the far end of the valley. After exiting the structure, be sure to turn left and scale the cliff, there'll be a healthy host of items on the roof. Then, if you're facing the large structure, there is a tunnel to the left, here you'll find the second cog. For the third cog, jump beneath a waterfall, emerge from the water and jump the bridge, the cog is on the other side. Then, bring all three cogs back to where you started the level. Work upstream along the banks and repair the machine. A door will move and flood a passageway. Take this to the end, and the exit will appear where the waterfall once flowed.



LEVEL 4 TOMB OF QUALOPEC (INCAN)

When entering this level, be aware of raptors and the rolling ball. As you exit the tunnel into the first room there is a switch to your right. Follow the open door to a room with four tunnels. The three new tunnels each contain a task. We suggest leaving the western tunnel for last. Through the west tunnel, the first switch will control the location of towers in the main room. Throw the switch, enter the room, and follow the logical progression of actions. Remember to look up and right when on top of the towers. The key to jumping over the spikes into the last room is to rearrange the towers so that one is in the middle of the room. The last switch will unlock a passage at the beginning of the level, where you will obtain an important artifact.

Tomb Raider is a bold adventure into the realm of 3D gaming, combining

elements of Mario

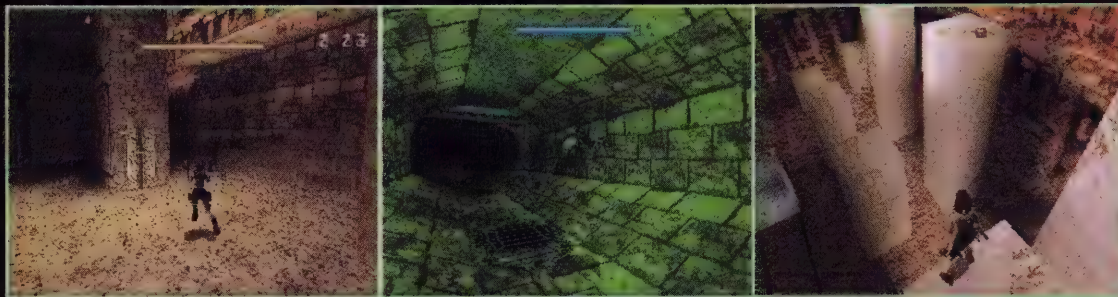
64, Resident Evil,

Prince of Persia,

and Indiana Jones.

In addition, at the

center of the plot



LEVEL 5 ST. FRANCIS FOLLY (GREEK)

This is the first of five Greek levels, and perhaps the most difficult. Proceed with caution, as one fall will mean certain death. In the first room, move the block onto one of the omega signs, opening a first floor door. After visiting this room, move the block again, opening the second floor door. Jump from the block to the tower, then to the bonus room where you'll have to execute three successive jumps off of angled platforms. Then use the towers to jump to the roof and move around to the open door. Go down the slide face first and jump at the end for a bonus room. After you drain the water and kill the alligator, you'll emerge into the heart of the level, an immense room with a center structure. Four switches are located on this center structure, found by first descending, then ascending in order to visit four rooms. The order of switches are Thor, Damocles, Neptune, and Atlas. We recommend visiting rooms in the following order: Damocles, Thor, Atlas, then Neptune. Each room houses a dangerous task as well as a key. Collect all four keys and use them to finish the level.

is the age old search for Atlantis. Since the plot twists are exciting, in-depth and unexpected, we'll let you discover the secrets yourself.



LEVEL 6 COLOSSEUM (GREEK)

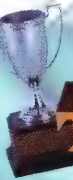
A visually stunning level, but straightforward in terms of tasks and puzzles. In order to find the colosseum, go to the second level of the large structure and jump to the cliffs. Kill both alligators and go hand over hand across the pit. Halfway across the pit is a room with ammo. When you find the switch, activate it and then move upstairs to view the colosseum. It's easy to kill things below by standing at the edge of the colosseum. If you look around, you'll notice three corner rooms, each containing a door. First, drop into the colosseum and go through the opening in the east wall to activate both switches. In between the rock structures, a door has opened. Complete the next set of puzzles and you'll emerge onto a cliff. Walk forward and jump to the rock structure below, and then jump to the great hall. In order to find the silver key, you'll move a block to reveal a switch. Move that block again to reveal a secret room. The rest of the level is a walk in the park.

If you're a gamer who enjoys action, but who also fancies stunning graphics and an

incredible depth of level

design, Tomb Raider just might

be the game for you.



Game Informer's

TOP TEN

Editor's Top Ten Console Games for November

- 10 Formula 1 - PS-X
- 9 Soviet Strike - SS, PS-X
- 8 Shadows of the Empire - N64
- 7 WipeOut XL - PS-X
- 6 Crash Bandicoot - PS-X
- 5 Madden NFL '97 - PS-X, SS
- 4 Tekken 2 - PS-X
- 3 Tomb Raider - SS, PS-X
- 2 Mortal Kombat Trilogy - PS-X, N64
- 1 Super Mario 64 - N64

Reader's Top Ten for November

- 10 Chrono Trigger - SNES
- 9 Ultimate Mortal Kombat - SS, SG, SNES
- 8 NIGHTS - SS
- 7 Resident Evil - PS-X
- 6 Crash Bandicoot - PS-X
- 5 Mortal Kombat Trilogy - PS-X/ N64
- 4 Virtua Fighter 2 - SS
- 3 Super Mario RPG - SNES
- 2 Super Mario 64 - N64
- 1 Tekken 2 - PS-X

Top Ten Things You Won't Find on GAMEINFORMER.COM

- 10 Andy's Reviewer Page.
- 9 Frames - Yuck.
- 8 A section devoted to the latest candy bar.
- 7 Links to Atari Jaguar sites.
- 6 Highlights of Paul's grandmother's birthday party.
- 5 Video Game DUH's (ie Namco's working on a Tekken 2 sequel).
- 4 Rise of the Robots Strategy Guide.
- 3 120 Kb Image Maps.
- 2 News coverage claiming world exclusivity.
- 1 Boring Top Tens like this one.

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!

Nintendo 64 Reaches One Million In Japan

The much anticipated **Nintendo 64 (N64)** has been unleashed upon the world, and the results are much as expected. Ten weeks after its release in Japan, **Nintendo Of America** announced that the N64 hit the one million mark. Since nearly every purchase included an additional expenditure for **Super Mario 64**, Mario himself has gone Platinum.

Here in the States, there was a little anxiety amongst US retailers concerning the availability of N64s for the Sept. 30 release. Although US retailers had requested nearly one million units, Nintendo has only managed to ship one half that number. Nintendo plans on shipping the other half million units during the first three months of 1997.

Nintendo and its subsidiaries have sold more than one billion video games worldwide; however, the quality of their products has always been more enjoyable than that other company with the same claim to fame. Maybe that's why we've never seen a Nintendo game featuring Grimace and the Hamburger.

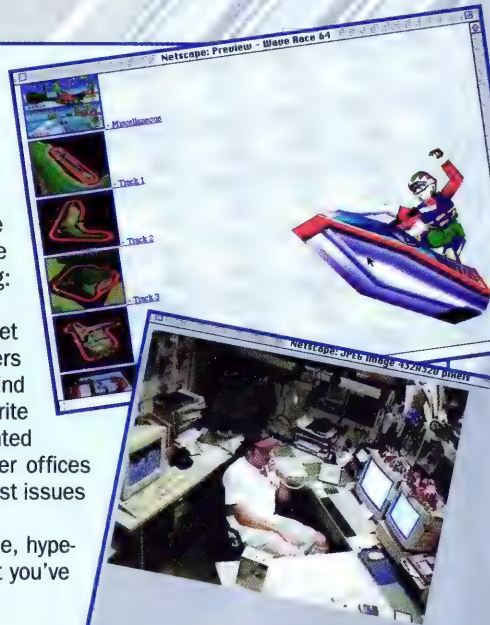


Welcome to GAMEINFORMER.COM

Game Informer magazine has been developing and publishing its World Wide Web site for nearly a year now. In that time, it has undergone sweeping changes that have given it more information and news relating to our favorite thing: video games.

You lucky surfers with access to the Internet and the World Wide Web can point your browsers to **WWW.GAMEINFORMER.COM**. Here you'll find news, previews, and reviews for all your favorite games, sometimes even before it reaches the printed pages of GI. Take a peek into the Game Informer offices with shots from the **GI Cam**. or browse through past issues on our Back Issue pages.

Rest assured, you'll find the same no-nonsense, hype-free, honest coverage at GAMEINFORMER.COM that you've come to expect from the printed version.



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In the dark, unshined and unlit is no way to play video games...
GET INFORMED!

- **GI NEWS**
 - o Zill Dingo Kills V-Meo Games - (9/11/96)
 - o Street Fighter Alpha 2 for Super NES to Hit October 26th - (9/11/96)
 - o Nintendo Announces EMI's Game Boy Advance Release Schedule - (9/11/96)
 - o John Madden '97 Hits the Shelves - (9/11/96)
 - o Final Fantasy VIII: Final Release Schedule - (9/11/96)
- **WIN A COPY OF NIGHTS**
- **PREVIEWS**
 - o Tomb Raider - 9/5/96
 - o Wave Race - 9/5/96
 - o The King of Shadows of the Empire - 9/5/96
 - o WipeOut XL - 9/5/96
- **PLAY TO PERFECTION**
 - o Crash Bandicoot - 8/20/96
 - o Super Mario 64 - 7/25/96
- **REVIEWS**
 - o THE RETURN OF GI OFFICE.COM - 8/30/96
 - o MEET THE REVIEWERS
 - o GAMEINFORMER - SEPTEMBER ISSUE
 - o BACK ISSUES
 - o SUBSCRIPTION
 - o LINKS
 - o STAFF

Game Informer Magazine is a monthly publication filled with the latest codes, tips and reviews for home console video games. If you're a subscriber these web pages will give you a small preview of what's coming in future issues and give you an opportunity to contact that ever-elusive GI staff. If you're not a subscriber have a look around. We hope you like what you see and decide to take advantage of our special subscription offer.

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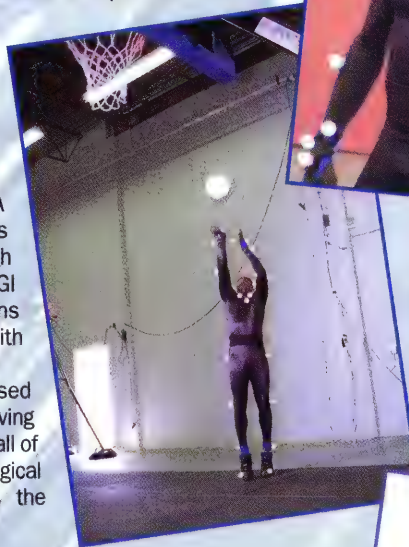
EA Sports and Mitch Richmond - They'll Capture Your Emotion

EA Sports has really changed its tune. Hopping onto the 32-bit bandwagon, both *NHL 97* and *NBA Live 97* present a whole new look and feel. Traditionally happy with their sprite based characters, it comes as somewhat of a surprise that EA has recently revolutionized its approach to animation.

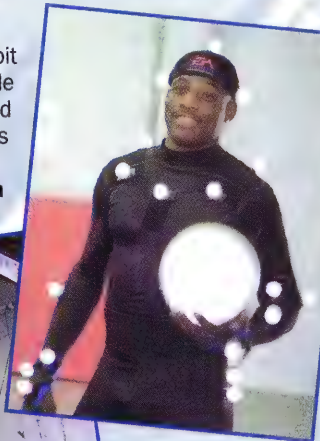
Using Sacramento Kings and Dream Team III star **Mitch Richmond**, EA Sports worked with motion capture technology. In *NBA Live 97* you'll find the most fluid, vibrant and realistic characters to date. *NHL 97* also features motion capture technology and is chock full of texture mapped polygons.

It's not that motion capture is anything new, but this time EA transfers the motion capture images onto an SGI workstation. Through the manipulative power of the SGI station, each of the many polygons per character is texture mapped with care and precision.

The change to a polygon based animation is quite timely for EA. Having just been elected to the Basketball Hall of Fame on the basis of their technological contributions, EA Sports captures the emotions of gamers everywhere.



Mitch Richmond's smooth moves are captured by EA Sports.



Demo Discs for PS-X

Sony Computer Entertainment America (SCEA) will begin to produce quarterly demo discs for the Sony PlayStation. The discs, to be packaged alone, will include both video footage and playable demos of select PS-X games. The unofficial word is that SCEA will ultimately begin to package the demo disks in every PS-X game sold.

SCEA is said to have finalized their demo disc strategy and contacted third-party developers for inclusion on upcoming editions. Putting game footage or playable demos on the disc won't be a cheap proposition for developers, as SCEA will require licensees to pay a fee to have their game on the disc.

The PlayStation demo discs should start to appear in stores by the end of the year, but there is no word as to pricing or as to when the demos will be packaged with actual games.

Sony To Publish Another Square Game

Sony Computer Entertainment America (SCEA) will publish the US version of **Square Soft's** epic RPG *Final Fantasy VII*. It should appear for **PlayStation** in the spring.

SCEA already has a cozy relationship with Square after securing the rights to bring *Tobal No.1* to the shores of the US this month. It seems in the best interest of both companies to continue this unofficial partnership.

On a side note, Sony confirmed that a *Final Fantasy VII* demo disc will be included with the US release of *Tobal No. 1*.

LucasArts Yanks Shadows of the Empire from the Net

A number of gaming publications, including **Game Informer**, were asked by **Nintendo** and **LucasArts** to censor their web sites. Apparently, someone at LucasArts got a little upset when numerous "unapproved" pictures of the Nintendo 64 title *Star Wars: Shadows of the Empire* started popping up on World Wide Web sites. Ironically, Nintendo was conducting a press tour with *Star Wars* and two other games at the same time. At that time, nothing was mentioned concerning not publishing on-line photos of the game.

Game Informer had put a number of screen shots of the game up, but then reluctantly pulled them off-line. "Don't let them think they're going to pull this again," stated Game Informer's Andy McNamara.

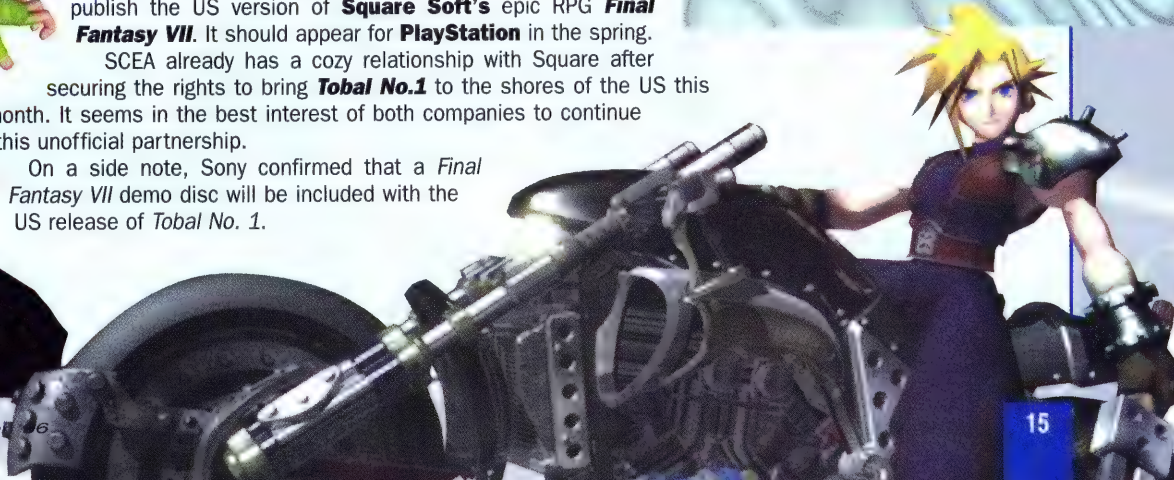
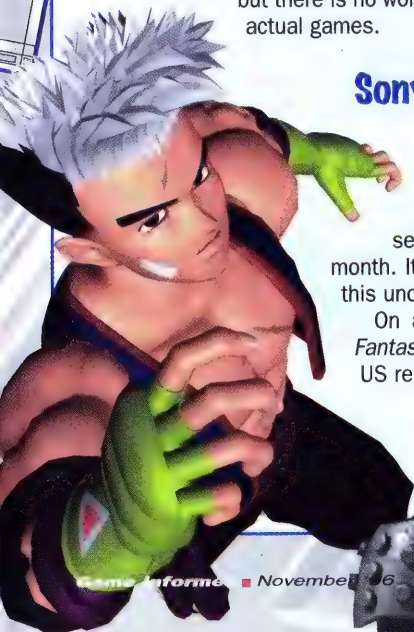
Williams Uses Arcade Tactics

Williams Entertainment's release of *Mortal Kombat Trilogy* for the Sony PlayStation and Nintendo 64 is being treated much like an arcade release. Williams has always butted heads with the press concerning the publishing of moves and secrets for the *Mortal Kombat* series as they think it takes value from the player (and the Williams' coffers).

The press has been given limited time with the *MKT* games to prevent them from unlocking the new Brutalities and playable boss characters. Keep your eyes peeled for information surfacing on the game in the next few months.

Microsoft Invests In Game Developer

Microsoft Corporation entered a co-publishing agreement with **SingleTrac Entertainment** for a multi-title deal. It is the first time that Microsoft has invested in a game development house. SingleTrac is best known for developing the popular *Warhawk* and *Twisted Metal* for the Sony PlayStation.

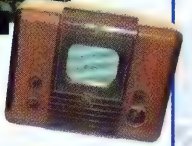
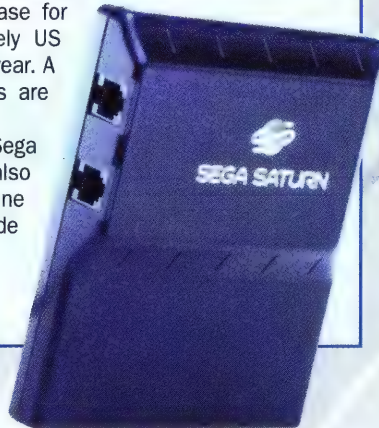


NetLink Is ON-LINE

Sega Of America announced that the **Sega Saturn NetLink** will launch on October 30 for \$199, contrary to the report we published in last month's GI News concerning the NetLink's indefinite delay.

Here was the confusion. One week, Sega officials determined the Saturn modem peripheral was delayed because they were unsure about releasing the NetLink with only WWW browser software and no games. One week later, after consulting with their nationwide sales force and looking at the possibilities of releasing a game, Sega then decided to go ahead with the launch of NetLink before the year's end. The game, **Virtua Fighter: Remix**, has already seen a Japanese release for their version of the NetLink and it is likely US gamers will see this game by the end of the year. A number of other first and third-party games are said to be in the works.

Sega has big plans for the NetLink. Sega will not only have games, but they will also be constructing what they call an "On-Line Community," which is basically a World Wide Web site loaded with gaming information.



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.

- | | |
|-----------------------------------|--|
| Kwirk - Game Boy | Summer Games - |
| Championship Bowling - NES | Apple II/PC |
| Kid Niki - NES | Super High Impact - SNES/Arcade |
| Flashback - Genesis/SNES | Super Monaco GP - Game Gear |
| Lagoon - SNES | Dracula - The Undead - Atari Lynx |
| Lunar - Sega CD | |
| Star Control 2 - 3DO | |

Virtua Fighter 3 Appears at London's ECTS

The days of Sept. 8-10 saw the return of Europe's **ECTS**, a trade show spectacular similar to America's E3. Held at the Olympia Center in London, England, the show saw most of the major companies displaying their wares throughout the immense complex.

Eidos had a strong showing with **Tomb Raider** and their new **Deathtrap Dungeon**, a third person Action/RPG being developed for both the **PlayStation** and **Saturn**. Popular **Psygnosis** games were housed within the **Sony** display, and **Acclaim** had a healthy host of visitors getting playtime on **Turok: Dinosaur Hunter**. **Virgin**, **Interplay** and **Electronic Arts** all had strong portfolios, with particular attention paid to PC enthusiasts. In the UK, **Fox Interactive** publishes through **Electronic Arts**, and the EA booth featured a working version of **Independence Day** for the Saturn and PS-X.

Nintendo was conspicuously absent, and it was **Sega** who really stole the show. While it was nice to see the **Saturn NetLink** on display, most people found themselves huddling close to the up and running **Virtua Fighter 3 Arcade**. The *Game Informer* representative who attended the show was impressed with the new VF3, and with the NetLink back in production, it's safe to say that Sega was the real winner at this year's ECTS.



GI's Jon Storm has a soft spot for women with firearms.

SNAPSHOTS





60,000 frames of animation later our artists were getting a little ticked off. After all, EWJ only had 3,000 frames and back then, we thought that was a lot. Can we pull off the most animated game ever? Time will tell...

— The Shiny Team



RATING PENDING
RP
ENTERTAINMENT SOFTWARE
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Shiny
ENTERTAINMENT

Interplay Reloads Their Guns

The **Sony PlayStation** has already seen a number of sequels in its short existence, and here is yet another to look for this holiday season. **Re-Loaded** is the follow-up to **Interplay's** hit **Loaded**. It will feature a new graphics engine, new playable characters, and levels with a lot more puzzle solving.

Look for *Re-Loaded* to hit the PlayStation within the next couple of months.



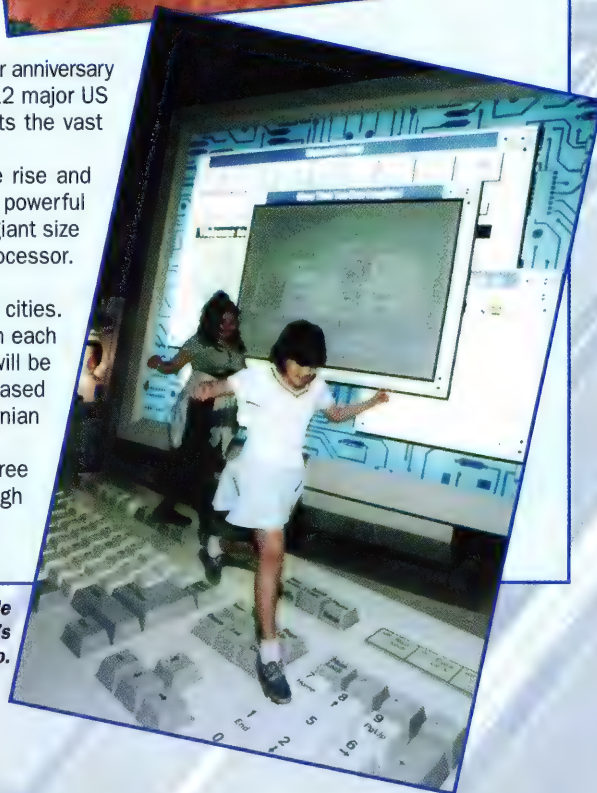
American Smithsonian Includes Interactive Intel Exhibit

The **American Smithsonian** is celebrating its 150 year anniversary with a traveling, interactive extravaganza. Set to visit 12 major US cities over a two year period, the celebration highlights the vast contributions of technology and computers to the realm of everyday life.

Within the museum, visitors to Intel's 3000 sq. ft. exhibit will witness the rise and fall of technology beginning with the printing press and culminating in today's powerful Intel microprocessor. Walk inside and explore the 14 ft. tall PC surrounded by giant size circuitry that pulses and glows with energy. Your host will be Chip: The Microprocessor. Your destination: the past, present and future of the Information Age.

In conjunction with the exhibit, **Intel** is hosting a contest in each of the major cities. The "Invention of the Future Contest" will be open to middle school students in each respective city, and the contestants who imagine the best futuristic invention will be eligible for prizes. The grand prize winner will receive a Pentium processor-based computer. In addition, the winning ideas will be put on display at the Smithsonian Institute in Washington, DC.

Both America's Smithsonian and the Intel Exhibit are open to the public and free of charge. The exhibit will be showing in St. Paul, MN from October 16 through November 14, continuing onto other stops across the country.



These boots were made for typin' and that's just what they'll do.

Industry veteran **Tommy Tallarico** is the new host of the **Electric Playground**.



Return of the Electric Playground

It was last January when we first reported on **Greedy Productions**, a group of Canadians bringing a video game related TV show, **The Electric Playground (EP)**, to the airwaves. After months and months of meetings with television broadcasters, endless promotions on their World Wide Web site (www.elecplay.com), and the addition of a brand new host, EP may finally be brought to boob-tubes across North America. Well, at least some TVs for the moment.

The Greedy guys have enlisted the talents of **Tommy Tallarico** to be EP's host. Tallarico is best known for his work on video game soundtracks for **Virgin Interactive**; his latest work can be heard on **Playmates' Skeleton Warrior**. Along with Tallarico, EP has scoured the country to profile video game developers and executives, as well as a load of celebrity gamers.

Greedy Productions has already received commitment from a number of stations in the Northwest, and it may not be long until you see the Electric Playground in your hometown.



What's Hot!

Players' Choice?

Nintendo is re-releasing a plethora of **Super NES** and **Game Boy** games under the **Players' Choice Million Sellers Series**. Such memorable games as **Super Mario Kart**, **Sim City**, **Zelda III**, and **Bugs Bunny Crazy Castle 2** are already available for their respective systems. The Players' Choice line is similar to the product re-release that Nintendo introduced for the NES three years ago.

The new games will also come with new price tags as well. The Players' Choice SNES games have an MSRP of \$34.95 and the Game Boy's carts come in with an MSRP of \$19.95.



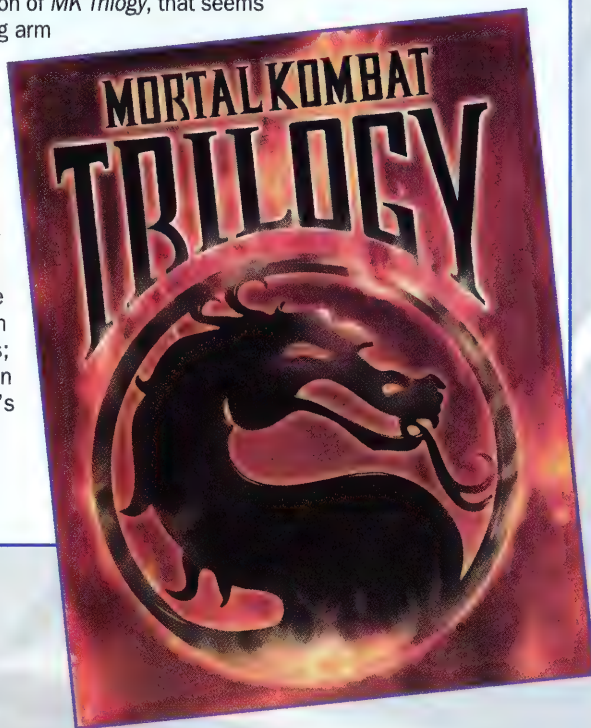
Saturn and N64 Version of MK Trilogy Delayed

Williams Entertainment has delayed the release date for the **Sega Saturn** and **Nintendo 64** versions of **Mortal Kombat Trilogy**.

Williams commented to *Game Informer* that the Saturn development team was running into problems with the programming and could not meet the scheduled December release date. The new release date for the Saturn version of *MK Trilogy* has not been determined, but it should make its way to the Saturn by early next year.

As for the delayed N64 version of *MK Trilogy*, that seems to come directly from the strong arm of Nintendo. Sources inside Williams have commented that the game was ready to go at launch, but Nintendo officials pushed it back so they could emphasize their two launch titles.

With both of these *MK Trilogy* versions seeing delays, the ultimate winner may be Sony. The PlayStation version has already hit the shelves; it's that kind of jump that can make a huge difference in Sony's PS-X sales.



Game Informer's Site O' The Month

Video Game FAQ Archive

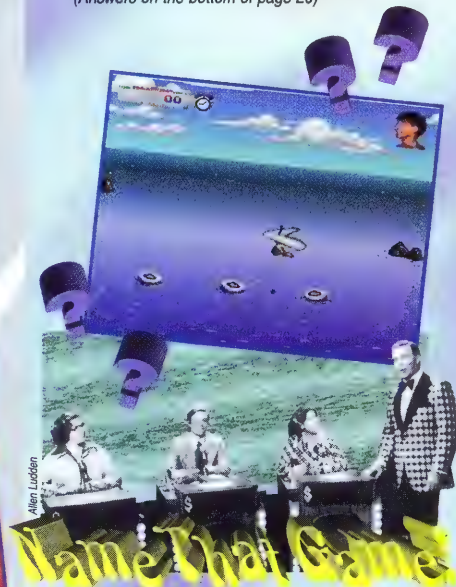
<http://www.flex.net/~cjayc/vgfa/index.html>

CJayC is the creator of this massive display of video game information. Look for this site in its own domain soon.

VIDEO GAME TRIVIA

- 1 Who portrays Rayden in *Mortal Kombat: The Movie*?
- 2 How many buttons are on the joystick for the Atari 2600?
- 3 True or False: Williams/Midway are the creators of Pac-Man?
- 4 What was the first basketball game released for the SNES?
- 5 What is the Sony PlayStation called in Japan?

(Answers on the bottom of page 20)



This title was released for the SNES in 1992 and included, among other events, the thrilling hang gliding target practice. What game is it?

(Answer on the bottom of page 20)



Samsung's GXE1395 Personal Video Game TV

If you're tired of the same old TV image and sound and you have a few dollars to spend, you might want to check out **Samsung's** new **GXE1395** personal video game TV. Two doors swing open from the screen housing two of the three audio speakers. The third speaker is a 15 watt sub-woofer located in the base structure. The doors may be opened as wide as 180°, and can be configured for surround sound. Viewers may choose any number of pre-set audio configurations (such as concert or stadium), or fine tune levels to individual tastes. The screen is a small 13 inches, but packs some impressive graphic enhancement circuitry and a low emissions CRT (for those who like close up viewing).

Though made specifically for video games, the GXE1395 also provides 180 channels of frequency synthesized tuning. Closed caption options, pre-set video settings and stereo reception make *Baywatch* as enjoyable as *Resident Evil*. A full remote control accompanies the package, as well as a tilt/swivel stand. Additionally, two audio/video inputs and one audio/video output allow you to connect to the stereo inputs of a hi-fi system. In this way you can control TV volume through your amplifier. For an MSRP of \$299.95, the GXE1395 is an expensive toy that can really heighten the pleasure of video interaction.

Interact Active on the N64

Interact is no slouch when it comes to changing with the times. Since the release of the **N64**, Interact has been right on top of the peripherals market. For the serious gamer, Interact offers the **SharkPad Pro**, a sixteen-button paddle controller with two thumb control axes, auto-fire, and slow motion. These amazing features are housed within Interact's famous clear casing exoskeleton, and a steal at \$29.99.

In addition to the pad, Interact is offering another controller, the **Arcade Shark**. Meant to mimic a true arcade joystick, the Arcade Shark is a sixteen button joystick controller with two analog axes, auto-fire, and slow motion. It sells for \$59.99, and like the SharkPad Pro, it includes a memory card slot.

Perhaps the most impressive is the **Flight Force Pro 64**, an analog control stick for flight sims. Made initially to accompany *Pilot Wings 64*, the Flight Force Pro 64 is blessed with Interact's penchant for programmable controllers, giving gamers 20 programmable buttons, 3-axis control, auto-fire and slow motion.

Interact's infamous **Memory Card Plus** is available now for the N64 at a price of \$29.99, providing four times the memory capacity

of Nintendo's card. But that's not all; with the holiday season approaching, in late November Interact will introduce the Hammerhead gamepad as well as a Game Shark for the N64.

The Hammerhead is a programmable control pad with five fire buttons, view control, programmable eight-way digital control, and analog joystick control. Last but not least is the N64 Game Shark, a sure winner in today's code-hungry market. So get those wish lists ready because Mario Claus is coming to town.



Interact has a full-line of N64 peripherals.



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Video Game Trivia Answers:

1. Christopher Lambert
2. One
3. False. Namco created the yellow chomper.
4. Bill Laimbeer's *Combat Basketball*
5. The Sony PlayStation.

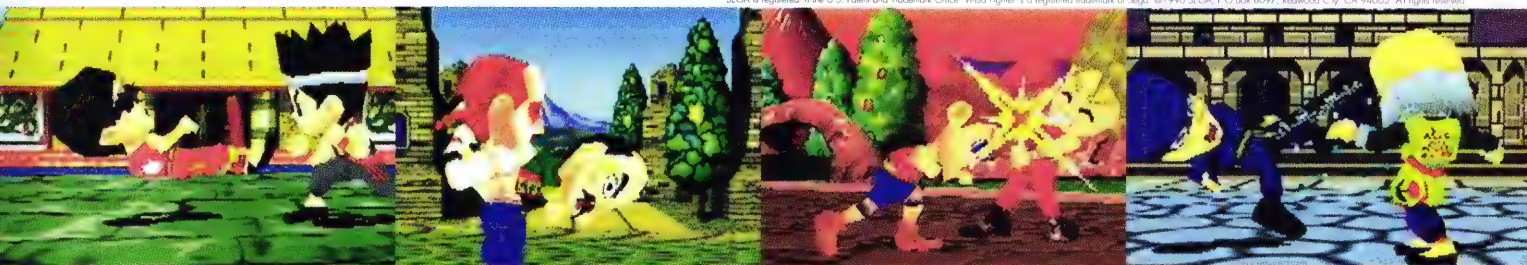
Name That Game Answer:

California Games II from DTMC. It's not even close to the original on the Atari Lynx.

They learned
everything from
their parents.
Except respect.



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The next Virtua Fighter generation has been born. Trouble is, somebody forgot to teach them how to be nice little boys and girls. These kids kick. They smash. They nail combinations their VF parents can't, and would probably never approve of. But don't worry. The only spankings in this game will come in the form of well-placed body slams. And when it's all over, you'll have the privilege of saying you slapped around some pint-sized punk.

Virtua Fighter
Kids

Only On



SEGA SATURN™

www.sega.com



KI



We could take weeks to talk about the reasons why some fighting games are better than others. Likewise, we could sit and complain about the lack of innovation and change in fighting game sequels. Well, all that might change when Killer Instinct Gold hits the market this November. Why is KI Gold such an improvement over KI and KI2? The answer can be summed up in one word – options!

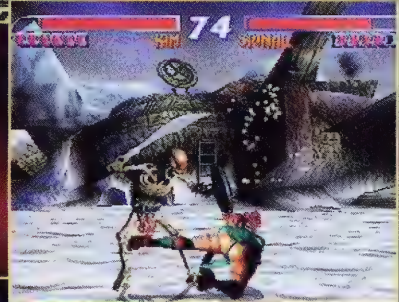
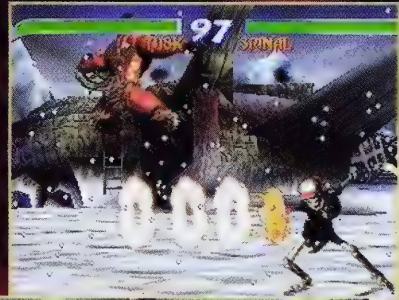
In terms of the tournaments, KI Gold allows for team play. Choose up to 8 fighters per team. As each character is defeated, he or she is replaced by the next in line. The winner will be determined by who is left standing. Although it's only a two-player game, many people can compete in this mode, taking control of their character as he/she appears. Select as few or as many fighters as you like when designing your team (characters can be repeated in team rotation).

Along with three difficulty settings, there are two "Advanced Options" screens. Within these screens, players can limit combos and breakers, fine-tune fireball parameters, and even designate elapsed time before combos are available. Training Mode walks players hand-in-hand through kicks, punches, combos and strings. During training, in order to help with learning the controls, entered moves appear along the bottom of the screen. Each move must be mastered in order to advance through training.

KI Gold is definitely more like KI2 than the original. All of the characters from KI2 are present, and their moves and combo starters are the same; however, there is no doubt that KI Gold is quite a different game. There are improved backgrounds and interactive foregrounds, and characters come stacked with new ultimates and animations. Gargos is still the final boss; however, Game Informer is privy to rumors that Eyedol, Chief Thunder and Riptor may be available as hidden characters. KI Gold is a definite improvement, chock full of options and malicious combos. Look for upcoming reviews and codes as Game Informer tracks the progress of this premier 64-bit fighter.

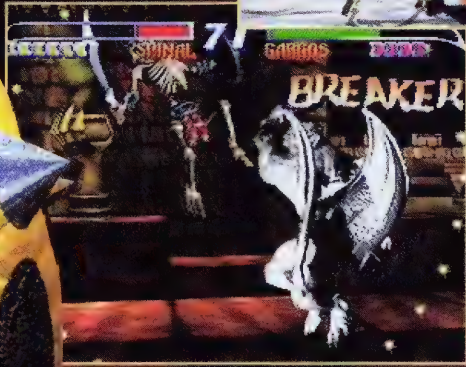
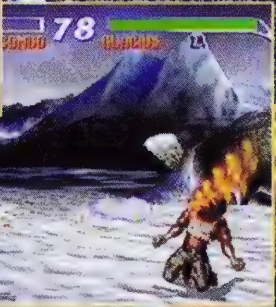
Listen to Your Instincts

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Combo Strings, Team Elimination, Diverse and Useful Options, Interactive Foregrounds, Analog Compatible
- **Created by:** Rare for Nintendo of America
- **Available:** November 25th for Nintendo 64



ADVANCED	
FULL BREAKERS	OFF
FULL SUPER BAR	OFF
THROWING	ON
AMBLES	ON
TIME LIMIT	ON
BLUCKING	ON
AUTODUNNALS	ON
FORWARD FINISHES	ON
REPEL COMERS	OFF
MUSIC	ON
NEXT PAGE	

ADVANCED	
FAST FIREBALLS	OFF
INVISIBILITY	OFF
NOT FLINCH	ON
EARLY ULTIMATES	OFF
THROW DAMAGE	ON
KNOCKDOWN VALUE	SET
RANDOM AFTER	OFF
QUICK REVERSE	OFF
EMPTY BACKPACK	OFF
MAIN OPTIONS	



WAVE RACE 64

RIDE THE WAVE!

- **Size:** 96 Megabits
- **Style:** 1 or 2-Player Jet-Ski Racing
- **Special Features:** 9 Tracks, 4 Play Modes, Kawasaki License, Tricks, Rewritable Player Names, Memory Cartridge Back-Up, Tricks and Stunts, Three Difficulty Levels With Different Track Options
- **Created by:** Nintendo
- **Available:** November 4th for Nintendo 64



Tired of the typical racer? Well, your worries are over because this November, Wave Race 64 is coming to the Nintendo 64 and it's going to change everything that you thought about racers. Licensed by Kawasaki, Wave Race 64 features wet and wild (we had to say it) jet ski action in four different play modes. The first two, practice and time trial, let you practice all your moves and timing, while the last two will test your stunt driving and racing skills.

The racing mode pits you against three other characters in a season match-up. Choose from four different characters (each with their own racing style) and get ready to pound the waves. The first difficulty level, easy, pits you against six of the tracks in Wave Race. Complete this level in first place and the medium difficulty will be opened to you. Once again you must race against the waves and your competitors, but this time the levels have changed. There are more obstacles to avoid and there are new extensions on the tracks to master. If you make it through this level yet another track will be opened to you as will the third difficulty level. These are not only the most challenging races in the game, but difficulty offers yet another track, bringing the total number of tracks in Wave Race 64 to nine.

Besides racing, Wave Race 64 offers a stunt mode. In the stunt mode you must complete a certain number of tricks and stunts on each track in a limited amount of time. You can do backflips and twists off of the ramps and waves, and you can do spins, reverse riding, and handstands to score points on the jet ski. These moves are translated through street-fighter-esque motions that you must master to score well in this mode.

No matter what mode you are in, Wave Race 64 will challenge your driving skills. The waves will pound you on each and every turn, and one mistake can mean the difference between victory and defeat. The only way to victory is precise control and wicked reflexes.



ANDY, THE GAME HOMBRE

Concept: 9 "With all the talk of Shadows and Mario Kart 64, I wasn't too excited about playing Wave Race 64 (thinking it would be just another cookie cutter driving game), but boy was I wrong. This game has got everything you could want from a racer. It features two-player split-screen, tricks, and some amazing racing. The waves just beat you senseless as you race around the tracks and the graphics are very impressive. While I don't advise that everybody run out and buy a Nintendo 64 right now, I would advise that you get this game if you already own one. It's definitely a better game than Pilotwings!"

Graphics: 8.25

Sound: 8

Playability: 9.5

Entertainment: 9

OVERALL: 9

REINER, THE RAGING GAMER

Concept: 9 "After playing this game you can't help but feel wet. Nintendo seriously freaked on this title to make it as real as possible. You won't see better graphics in a racer for quite some time. The gameplay takes you to the extremes of jet ski racing. The control is true to its nature, and the addition of a handful of bike tricks adds a separate dimension to the game. Compete in tricks or race away, you can't ask for much more than this (besides a unit link). Wave Race 64 may be limited in popularity because of the concept, but I urge all racing fans to check this title out. It's the Wave of the future!"

Graphics: 9.5

Sound: 8

Playability: 9.25

Entertainment: 8.75

OVERALL: 9

PAUL, THE GAME PROFESSOR

Concept: 9 "This is definitely one of those sleeper games that didn't seem like it was going to be cool. Leave it up to the minds at Nintendo to bring a racing game that really packs some punch. The courses are beautiful and feature amazing graphic effects in terms of lighting and shading. The physics of your jet ski and rider as they bounce off enormous waves and cut to the inside on a tight turn are incredible. The control with all the wild tricks and stunts is equally impressive. With all the secret tracks and tricks to master, you can look forward to many hours of great action."

Graphics: 8.25

Sound: 8.5

Playability: 9

Entertainment: 9

OVERALL: 9

▶ THE BOTTOM LINE 9

I'll fly us to the Skyhook while you fight off Xizor's fighters from the gun turret.

Tow rope away!

The Dark Side Returns

STAR WARS SHADOWS OF THE EMPIRE

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 4 Styles of Gameplay, 10 Levels, Multiple Weapons, Enormous Environments, Varying Level Objectives, Jet Pack Flying, and Boba Fett
- **Created by:** LucasArts Entertainment for Nintendo of America
- **Available:** December 2nd for Nintendo 64

Lucas Arts Entertainment and Nintendo of America have combined forces to bridge the gap between Empire Strikes Back and Return of the Jedi with the most anticipated Nintendo 64 title to date - Shadows of the Empire. This whopping 96 mb cart is packed with classic Star Wars characters, action, and plot twists. The story material is based on both the Star Wars: Shadows of the Empire novel by Steve Perry, and the Dark Horse Comics mini-series. Nintendo has definitely brought the force back into gaming, and what lies ahead will blow your mind!

Just the fact of this being a 64-bit Star Wars title will put people in awe, but it's not what you think. The game structure is more like the Super Nintendo Star Wars titles than anything else. The main emphasis found within leans toward non-stop varying action. You won't sit through loading times or FMV clips, but rather quick simplistic still frame storyboards that tell you what you need to know. It's hard to become accustomed to playing this title, simply because the gameplay is always changing. Sometimes you'll be on foot, other times in space. You never know what's going to happen.

The first glimpse of Star Wars action in Shadows is the best you'll see in this game. Nothing can top the Battle of Hoth. You control Dash Rendar (through the entire game) and man the highly evasive Snow Speeder on the Hoth missions. Your objective: destroy the enemy Probe Droids, AT-STs, and AT-AT's so that a Rebel evacuation can be made. You have several views to choose from, including chase-plane and in the cockpit. Weapons are limited to lasers, but you also have the tow rope to drop AT-AT's. Like a cowboy with a lasso, you'll have to snag a leg and circle until the baby drops.

The next gameplay you'll encounter consumes the majority of Shadows. It's oh so similar to Doom, but then again it has several camera views which makes it unique. These levels require near flawless gameplay and great exploration skills. Hidden

That's not my Wookiee.

An eternity of pain awaits all who enter the Sarlac Pit.

Tie Fighters at nine o'clock.

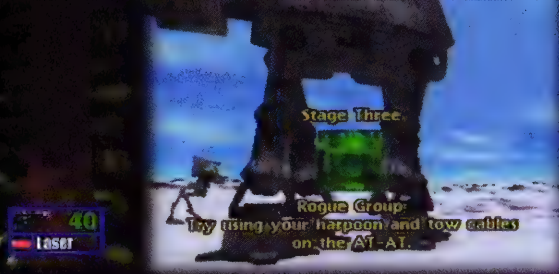
Xizor, you swank.

Of course, Gurl. I promised three hundred ships for the construction project on Endor. He couldn't have found a more agreeable business partner...

We're hit!

Boba Fett turns on the heat.

Yeah... I see you still fly the Outrider. I hear she's almost as fast as the Falcon now.



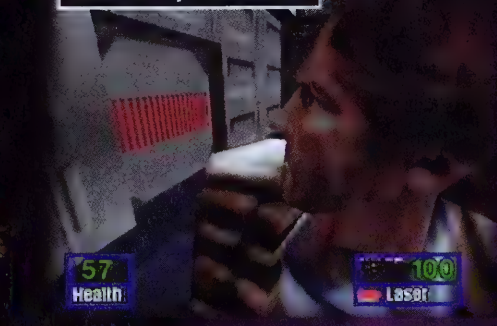
Man versus machine.



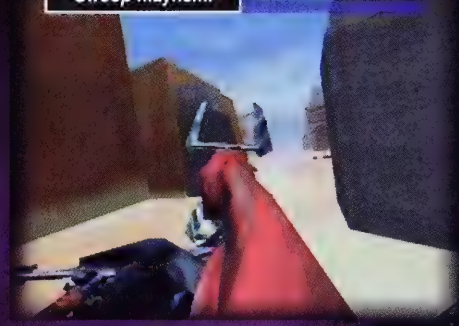
Now that's a boss!



Check out my rendered hair.



Swoop mayhem.



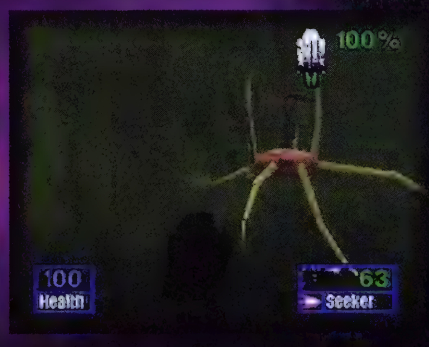
The bounty is on your head.



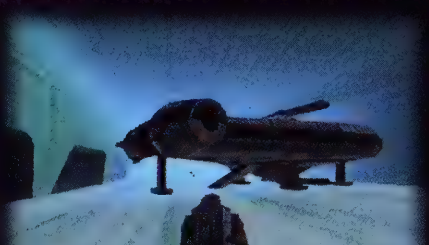
BOOM! Chalk up another kill!



Duck!



Yes, but who's pulling Jabba's strings?



Hidden stuff is abundant and the bosses at the end are a true challenge. You'll encounter a three-story AT-ST walker, IG-88, and Boba Fett (complete with Slave 1). On Boba Fett's stage, you'll find a jet pack which adds another dimension to the gameplay. Flying is easy, but running out of fuel is even easier. You'll have to spend some time to master this baby!

Other gameplay modes include space simulation with Dash's ship, the Outrider. Shoot down enemy Ties and go for the gold by attempting a trench and space station core run. Plus, Star Wars isn't complete without some kind of racing. The Swoop Bikes are new to the Star Wars scene, but you can easily compare them to Speeder Bikes. Your objective is to not only beat the Swoop gang in a race, but to destroy them and their bikes as well. Sound fun? Of course it is.

Shadows of the Empire has enough diversity to quench the cravings of Star Wars fanatics for years to come. This game is massive and very challenging. Hopefully, this won't be the last Star Wars title for the Nintendo 64. December 2nd is the date to wait for, and remember, the force is with you and your N64 analog controller. Let's kick some Dark Side tail!

STAR GLADIATOR

Xenophobes Need not Apply

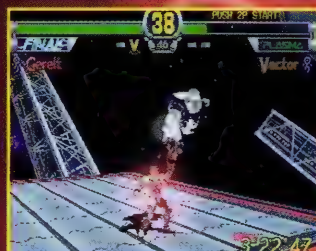
In last month's preview we told you about Star Gladiator's good looks, unique style, and lavishly detailed characters. Since then we've discovered a lot of new features in the game. We have actually seen the other hidden character who looks like a turtle wielding a staff with a crescent shaped blade. His name sounds suspiciously similar to Koopa.

Gameplay, while a little on the slow side (which makes this a game great for beginners), has a lot of perks. One is the sidestep dodge which allows characters to make a quick step to their left or right to evade incoming attacks or catch unwary opponents off their guard for a strike from the side. Combos are a scant two to five hits and they usually aren't enough to take off more than half an energy bar, unless they are followed up by a combo finisher. Every character seems to have the ability (we haven't found them all yet) to execute a super move after pulling off certain five hitters. Hayato leaps into the air and comes down with his sword. Rimgal grabs his opponents, chews on them for a while, and finishes with a final chomp that will make the stoutest fighter veteran cringe. Combo finishers are kind of like fatalities that can be used during gameplay.

Another new feature is the block/counter-attack maneuver. In order to pull this off, players need to anticipate whether the next attack will be vertical or horizontal (A or B). If they guess correctly, the attack will be parried and the opponent will be slammed by a vicious counter-attack. While this isn't a very reliable standard combat move, it's a great way to take out obnoxious people who use the same combo over and over again.

Star Gladiator's greatest strengths are its ease of gameplay and attractive graphics. Moves and combos are not hard to pull off and the characters have a lot of personality. While fans of Virtua Fighter and Tekken may find it to be somewhat unchallenging, Star Gladiator will probably develop a loyal following.

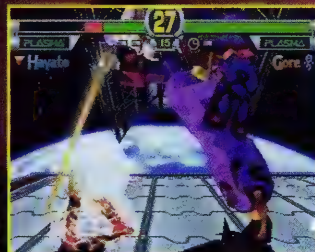
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** 11 Characters (Two are Hidden), Two to Five Hit Combos, Combo Finishers, Counter-Attacks, Training and Team Combat Modes, Block Button, Sidestep Dodge, and Ring Outs
- **Created by:** Capcom
- **Available:** Late November for Sony PlayStation



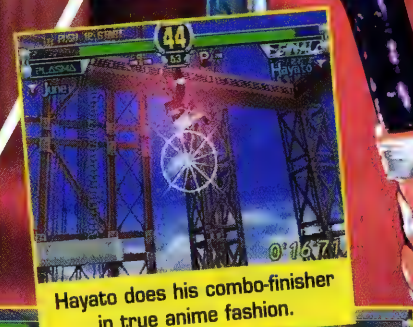
Gerelt doesn't stop attacking until his opponent is down.



Now that's the way to finish off a combo.



Gore takes getting used to but eventually grows on you.



Hayato does his combo-finisher in true anime fashion.



Rimgal is the most brutal character in the game.



ANDY, THE GAME HOMBRE

Concept: 5 "When I first saw this game I was amazed by its outstanding graphics.

Graphics: 9.25 This game pumps out a lot of polygons and it certainly benefits from it;

Sound: 7.5 however (I know I'll get blasted for saying this), I found this game to be

Playability: 7 kinda boring. While the moves are cool, the fighting engine is rather

Entertainment: 7 bland. More moves and improved interaction between the characters would have helped this game a lot, because you'll find little technique in this game. Luckily, it's not bad as a two-player game (especially if all you're looking for is pure pounding action), but I'm looking for a little more out of my fighting games."

OVERALL:
7.25

REINER, THE RAGING GAMER

Concept: 7 "As much as I hate to admit it, I agree with everything Andy has to say. The graphics are phenomenal, and the characters, moves, and

Graphics: 9.25 lighting effects couldn't have been better, but the gameplay is

Sound: 7 unfortunately slow and boring (more or less fitted for Paul, The Punching Bag Anderson). Don't expect to be blown away by this title. The polygon eye candy may make you purchase it, but the monotonous simplicity of prehistoric fighting game tactics will disappoint all fighting game fanatics. SG needs some serious improvements before it'll impress me."

Playability: 6

Entertainment: 7.25

OVERALL:
7.25

PAUL, THE GAME PROFESSOR

Concept: 8 "Finally there's a fighting game from Capcom that breaks the Street

Graphics: 9 Fighter mold. Although it isn't as complex and deep as the SF, Star Gladiator holds true to Capcom's excellence in animation. The

Sound: 8 characters look fantastic and rival those found in Toshinden 2. I did find that there wasn't much excitement against the computer. This game is filled with pleasing visuals, loads of options, plus some secrets to unlock. I'm surprised that Reiner and Andy enjoyed Zero Divide and Toshinden 2 more than Star Gladiator. It is clearly better than them both."

Playability: 8.5

Entertainment: 7

OVERALL:
8

► THE BOTTOM LINE **7.75**



PROJECT OVERKILL™

IT'S READY—ARE YOU?



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Race with 35 of the fastest, most maniacally-aggressive drivers on the paved planet. (The only thing you'll lack is a fireproof body suit.)



26 cars perfectly mirror their real-world counterparts. If you plow into a sidewall, you better count on a pit stop and collision repair.

**SEE MONTE CARLO.
AT A LEISURELY 200 MPH.**



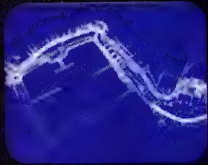
Guitar gurus Steve Vai and Joe Satriani provide the high-octane road tunes. (Playable in mono, stereo, Dolby Surround or Q-Sound.)



Trees, buildings, grandstands and surrounding scenery added from over 100 hours of video footage. (Sorry, winner's circle bimbos not included.)

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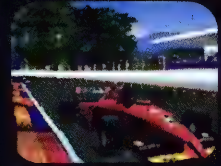




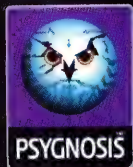
Hit 17 of the world's most famous race tracks — each recreated from official FIA surveyor's maps, each replicating actual specs.



Choose your race style: Arcade mode, two player mode (for you competitive types) or Grand Prix sim mode for hard-core purists.



Hyper realism to the extreme: 256 colors, 150,000 polygons at 30 fps. Ambient in-car sounds taken from actual F1 cockpits.



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FORMULA 1. THE GAME.

START YOUR PLAYSTATION.



EPIDEMIC

Subvert the Dominant Paradigm...
With a Mech!

- **Size:** 1 CD-ROM
- **Style:** 1-Player First Person Mech Action/Adventure
- **Special Features:** Two Mechs, Variety of Weapons, Cut Scenes Galore, Great Mapping System, Large Variety of Robotic Enemies
- **Created by:** Genki for Sony Computer Entertainment America
- **Available:** Now for PlayStation

▶ **THE BOTTOM LINE** **7.75**

ANDY, THE GAME HOMBRE

Concept: 7 "Epidemic is one of those games that you hate...but yet want to finish. Although the addition of the run button makes for quicker gameplay, this game is still seriously complicated. Not so much that it is difficult to control, but that you must go back and forth flipping switches to open the way to the next area. I like this game, but it may not be for everybody. It's fairly slow-paced with a rather strange story line, but the need to solve the puzzles keeps you playing."

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 7

OVERALL:
7

JON, THE GREEDY GAMER

Concept: 8 "While it is better than the original, Epidemic could have been so much more. I like the idea of a mech game that relies on some RPG elements, and the plot ranks up there with the best of them; however, the game shows me nothing new. Sure, the graphics look great, the police probes will scare the daylights out of you, but games like Epidemic need to start going in a new direction. I've had enough of flipping switches and picking up ammo."

Graphics: 8.75

Sound: 8.25

Playability: 8.5

Entertainment: 9.25

OVERALL:
8.25



REINER, THE RAGING GAMER

Concept: 7.75 "Last year, Kileak: The DNA Imperative bored me to death, and this year's sequel, Epidemic, actually kept me enthused until the third level. I still have my complaints about the level environments not being too exciting to run through and I think that the enemies, while improved, are still fairly generic in appearance. On the other hand, the gameplay has improved and actually resembles mech controls. This is the best PS-X mech title to cross my path for quite some time, but then again, that ain't saying much. Epidemic's a good buy if you're looking for something different and saucy."

Graphics: 8.5

Sound: 8

Playability: 7.25

Entertainment: 7

OVERALL:
7.75

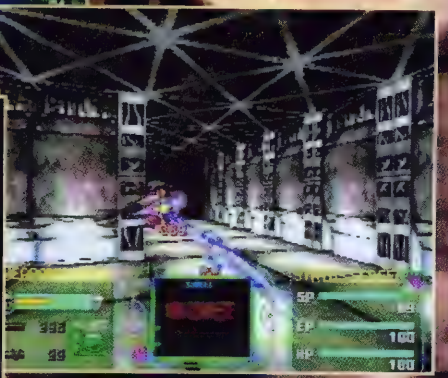


Epidemic, the sequel to Kileak: The DNA Imperative, is the latest addition to the fast growing line of mech combat games. It features a first-person engine that should not be compared to Doom because the action is very different. For one thing, you are never allowed to forget the fact that you are in a suit of powered armor. Your robotic feet thud on the floor while heads-up displays show important information.

One of the really interesting features of the game is the voice of your computer talking to you. If an enemy is targeted the computer will rattle off its serial number and identify its weapons. Items picked up will be briefly described and doors that won't open are either "locked", require a certain keycard, or "power decreasing", which means you need to turn on the power from some other location.

Your weapons are a laser gun that recharges, an autocannon, and missiles. This may sound simplistic, but there are a large variety of different missiles, and the acquisition of a new mech changes your energy weapon considerably. The first mech you start with has the ability to rocket through corridors with jets, but this is limited with fuel constraints. When you pilot the new mech you will also be allowed the use of shields.

Another cool aspect of Epidemic is the fact that the plot never really disappears during gameplay. As you arrive at



certain objectives, other characters will contact your mech and tell you what's going on or what needs to be done. Sometimes this will be right in the middle of a pitched firefight and you'll want to duck out for a while to hear the message. The game is also frequently interrupted by cut scenes depicting further plot developments, or the appearance of a strong enemy robot.

The plot is melodramatic in a very anime fashion. You are the ex-rebel fighting against tyranny. You quit your rebellious ways, but came back when the lady you fell in love with was dying and needed an antidote. What you are fighting for is left very unclear at the start of the game, and it's hard to tell what it is that makes the bad guys, well... bad. While these things make the plot kind of goofy, most players will find themselves wondering what's going to happen next.

TEMPEST

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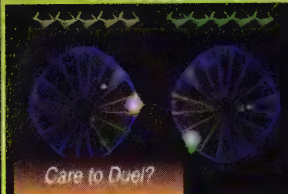
Far out man, it's Trippy 2000

Tempest X is a rehashed rehash of an old arcade classic from the early eighties. When Tempest 2000 made its appearance on the Jaguar, players could make use of power-ups and appreciate enhanced background graphics and a techno soundtrack.

In Tempest, power-ups consist of an improved gun, a cube that follows you around and shoots, and the ability to jump away from the rim of the vortex to take care of pesky enemies that are trying to attack you from the side. The superzapper is still an element of the game and remains the same.

Tempest X is identical to 2000 in every way. The only additions are three new game modes: Trippy 2000, Tempest X, and Tempest Duel X. Trippy 2000 is the exact same game as the original 2000 but has a really wacked out trailing effect that, while psychedelic, makes gameplay almost impossible. Tempest X mode itself is not very different than 2000. It sports new backgrounds and... well we're not really sure. There seem to be new monsters and levels, but aside from that it's pretty much the exact same game with some new stuff.

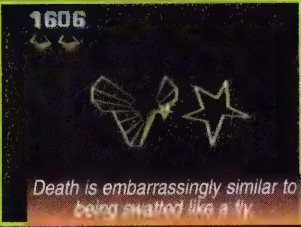
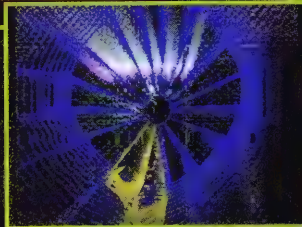
People who have played and put aside Tempest 2000 have very little to gain from Tempest X. Those who haven't played 2000 but always loved the original may find Tempest X to be a worthy purchase.



Care to Duel?



116955



Death is embarrassingly similar to being swatted like a fly.

ANDY, THE GAME HOMBRE

"Whoa freaky! Here's a great translation of the Jaguar upgrade of the arcade hit. Cool music and non-stop action make this a must-have for any classic gamer or shooter junky."

PAUL, THE GAME PROFESSOR

"Whoa! A port of a Jaguar game? It is very entertaining if you can remember the original. If you can't, try it and call it a history lesson."

REINER, THE RAGING GAMER

"Once again Tempest shines as an addictive puzzle title with a few new features here and there. Good on the Jaguar, better on the PS-X. Nuff said."

JON, THE GREEDY GAMER

"If you're a huge fan of the original, look into a purchase. If not, then consider it a rental. Without the paddle control, it's just not that fun."

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Classic Shooter Action
- **Special Features:** New Tempest X Modes, Power-ups, Simple but Cool Special Effects, Techno Soundtrack, Bonus Levels
- **Created by:** Atari for Interplay
- **Available:** Now for PlayStation

	Andy	Paul	Reiner	Jon
Concept:	9	8	8.5	8
Graphics:	8	8	7	8
Sound:	9	9.25	9.25	7.5
Playability:	9	7	8.75	6.75
Entertainment:	9	8	7.25	7.5
Overall:	8.75	8	8.25	7.5

► **THE BOTTOM LINE** **8**

KING'S FIELD

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure/RPG
- **Special Features:** An Intriguing New Story Line, Level-Up Weapons With Multiple Moves, Animated Cut Sequences, Smoother Gameplay, Magic Wands, and Dynamic New Enemies.
- **Created by:** ASCII Entertainment
- **Available:** October 31st for Sony PlayStation

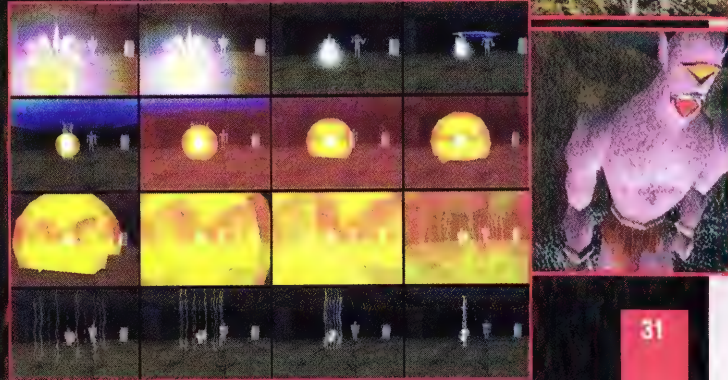
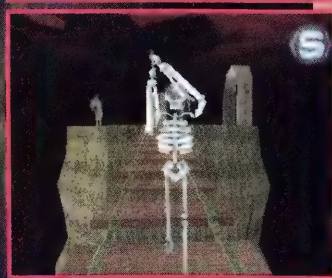
The Saga Continues

This Halloween, adventure enthusiasts and King's Field fanatics will certainly get their fill. ASCII Entertainment is prepped and ready to release the sequel to their very first game, King's Field. ASCII, who in the past was solely known for making gaming easier by manufacturing controllers, is now a major video game developer as well. King's Field, an impressive trek into the first-person action/adventure/RPG genre, proves that they knew what they were doing, and as sequels go, things only get bigger and better.

King's Field II once again stays true to its first-person standpoint. It runs off the same engine as the original, and thus answers our skeptical questions as to how much the game would change. Expect to be thrown into a vastly larger game that focuses on the story and character development, as opposed to the original basis in King's Field of basic action. ASCII made sure that the player would be intrigued by both the complex story and the intense 3D action in King's Field II.

The gameplay is almost identical to the first with a few new additions here and there. The biggest enhancements occur in weapons and character and enemy appearance. Certain weapons receive experience and gain levels, unlocking new moves. Thus, if you use a sword, you'll start with a standard slash attack and gain access to a thrust or hack move. Characters are now more detailed with texture mapped faces and bodies, and enemies move more smoothly with detail pertaining to their anatomy as well.

King's Field has always been a brain killer and a time eater, and you can surely expect to lose more of your life playing the sequel. It's bigger, much more attractive, and above all - more entertaining. Multiple animated cut-sequences have been added, and if you're a true gamer, you won't be able to quit playing until you've seen them all. It's not the fastest moving game around, but it is one of the most unique, and if you're like us, you won't sleep until you have this title conquered. On Halloween, the Field is at your disposal.



PlayStation Review/Preview

TWISTED METAL 2

WORLD TOUR

THEY'LL FIND PIECES OF YOU IN:

- LA
- NEW YORK
- PARIS
- MOSCOW
- HOLLAND
- ANTARCTICA
- HONG KONG
- COLOMBIA

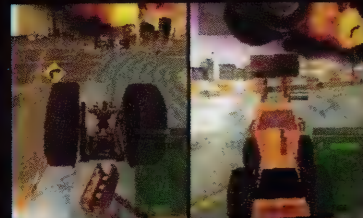
SWEET TOOTH AND THE BOYS REACH NEW MORAL LOWS IN THE MOST REPUGNANT DRIVING GAME EVER CREATED.



Blow up world landmarks in eight new challenging, multilevel battlegrounds.



A host of new weapons and combo moves allows for gruesome, more creative kills.



Humiliate and torture your friends with eight split-screen, two-player battlegrounds.



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PlayStation



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Dungeons & Dragons



- **System:** 1 CD-ROM
- **Players:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 16 Hidden Artifacts, 19 Fighters (Four of Which are Bosses), Arcane and Magic Use, Campaign Mode, Training Mode, 18 Arenas, Non-Linear "Smart Cam", Memory Card Save
- **Created by:** Take 2 Interactive Software for Acclaim Entertainment
- **Available:** Now for Sony PlayStation (Early '97 for Sega Saturn and PC)



▶ THE BOTTOM LINE **7.5**

The odds of creating a dynamic fantasy fighter based on the Advanced Dungeon & Dragons rules for Ravenloft were against Take 2 Interactive Software since day one of the creation of Iron & Blood. The complexity of these rule books far exceeds any other pen and paper role playing game, and any programmer would surely go nuts trying to include every little detail into the structure of a fighting game. Miraculously, they somehow or another pieced it together and conquered the challenge. As it stands now, Iron & Blood is the most complex fighter to date, equipped with the world's first Campaign Mode. (This is truly a romp in the field of gaming as we know it.)

The premise of the game is to overthrow the corrupting power of two demons: Soth, the Dark Lord and that nefarious Strad. Who you will fight in the end depends on which alignment you choose – good or evil. You will only be able to challenge these two adversaries through the Head-To-Head Mode. This mode is a true challenge to any veteran gamer. Four difficulties, the option to go five rounds, eight challengers, and four bosses keep the action pumping. The Campaign Mode is by far the most exciting option in the game. This mode more or less allows you to build armies and have a huge war. Battles are decided by one-fall rounds and the process of elimination. Rewards in a victorious battle range from new magic to an equipable ring, or even the chance to resurrect a fallen comrade. After each battle you'll have a chance to save your characters and their upgrades.

Throughout the eighteen arenas, characters can find hidden artifacts to use as new powers. These rare tokens can only be obtained by pressing the right button combination at a certain time on a level. An indicator of either a noise or movement will tell you when to do it. Artifacts range from the Ring of Invisibility to a Talisman of Health. There are a total of sixteen artifacts and certain ones will only work with a particular character.

The gameplay is fairly reminiscent of Toshinden or any other 3D fighter. Characters can roll (evade) into the fore and backgrounds, thus allowing three dimensional movement. The key configuration is four attack buttons (which do different things with almost every character), a block button, and two evade buttons (up and down). The fighting is complex, so when a combo or special move is used, the announcer or character you are playing will surely let you know you completed a great move by voicing their approval.

Iron & Blood can either be played as a typical fighter, where you won't get much out of it, or as a new entity in fighting, which will keep you coming back to continuously power-up your characters. Take 2 Interactive Software did a tremendous job programming this beast, and we think you and our reviewers will agree that this fighter is where it's at.

ANDY, THE GAME HOMBRE

Concept: 8 "This game is a classic example of a great idea gone sour. I think the concept of an RPG meets fighter is great, but unfortunately, the game ends up rather bland. The animation is choppy and the techniques are mediocre at best.

Graphics: 7.75

Sound: 8 I don't want to be too hard on this game (since I have played worse), but it's hard to endorse this product with the large number of AAA fighters available. If you're a D&D nut you'll like what this game has to offer, but otherwise I advise that you follow a different path."

Playability: 5

Entertainment: 5

OVERALL:
6.75

REINER, THE RAGING GAMER

Concept: 8 "At first I wasn't too impressed with Iron & Blood. The detail in the polygon graphics is amazing, but I wish some of the time taken to make the characters look so nice could have been transferred to the animation department. It's real choppy, and somewhat confusing.

Graphics: 8

Sound: 8.25

Playability: 7.25

Entertainment: 7.5 The one thing that turned me onto Iron & Blood was the Campaign Mode. It kind of feels like you are playing an RPG, searching for new artifacts and spells. It's unique to its field and the longevity of gameplay is extremely high. A good game to mess with."

OVERALL:
8

PAUL, THE GAME PROFESSOR

Concept: 8.5 "Iron & Blood goes against some stiff fighting competition on the PS-X and comes off near the middle. The character design and background graphics are wonderfully done. The one-armed dwarf is probably one of the most unique and entertaining fighting game characters to hit anywhere recently. As for play control, I found it to be fairly average. Moves requiring multiple two button presses are not always that smooth. In addition, the 3D maneuvering is rather clumsy. If you're into D&D and fighters give it a look, but otherwise there are a number of better fighters available."

Graphics: 8

Sound: 8

Playability: 7

Entertainment: 7.5

OVERALL:
8

- Size: 1 CD-ROM
- Style: 1 or 2-Player (Split-Screen) Extreme Racing
- Special Features: In-Air Tricks, 4 Events, 12 Tracks, New Point System, Life Bar, Power-Ups, 10 Characters To Choose From, Memory Card Compatible, Longer Levels
- Created by: Sony Computer Entertainment
- Available: November for Sony PlayStation

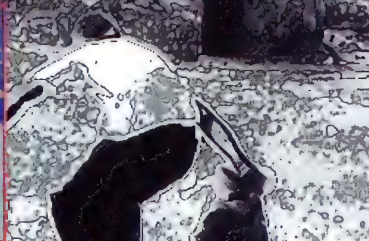
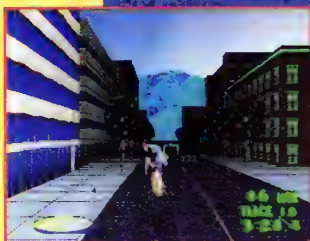
2XTREME

Takin' It To The Streets

Do you like to live on the edge? Do you have trouble sleeping just because you didn't get a chance to risk life and limb for your adrenaline rush today? Well now's your chance to indulge your masochistic tendencies with the sequel to Sony's blockbuster game ESPN Extreme games, 2Extreme.

To take this game to the extreme Sony took the previous game engine and energized it with tricks, power-ups, and longer levels. The 2Extreme competition is held in four events: skateboarding, in-line skating, mountain biking, and snowboarding. Each event takes place at a different location around the globe and has three different courses to master. On each course you'll be scored on how many gates you pass through, tricks you pull off, and opponents that you knock down. During the race you'll also be able to pick up power-ups like super jump, speed, health-up, and strength. Make sure you use these to your advantage, because this time your character has got a health bar to watch. While you won't die during a race, too much road rash will slow your player down.

At this point, 2Extreme looks to offer the same racing action as the original. The addition of tricks is a nice touch, but probably won't be enough to appease true enthusiasts. Until we hear more, you can watch for 2Extreme to hit the streets sometime in November.



Ten Pin Alley

- Size: 1 CD-ROM
- Style: 1 to 6-Player Bowling
- Special Features: 12 Characters to Choose From, Unique Reactions for Each Character, Over 3 Million Calculations for Ball Physics, 2 Different Alleys, Ten Pin and No Tap Scoring
- Created by: ASC Games
- Available: Late November for Sony PlayStation

GET READY TO ROLL!

It's the last frame, and so far you've bowled the perfect game. If you make this shot you'll join the ranks of the elite with a perfect 300 game. In typical fashion, you blow it and let out a yelp like the world has never heard before. Sound familiar? Well, if that's your style, then get ready for the world of Ten Pin Alley from ASC Games.

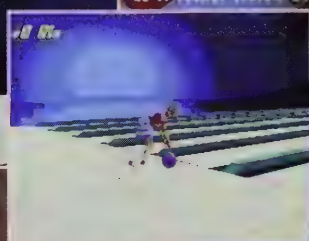
In Ten Pin Alley, you take on the persona of one of twelve different characters and try to master the age old game of bowling. Choose wisely

because each character has their strengths and weaknesses that you must learn to use. Some can throw the heater while others can spin the ball like a top; either way it's up to you to knock the pins down.

The control of your shot is simple. You must aim, align your character, and then set his or her back-swing, release, and spin. While it is easy to set up your shot, it is difficult to master all the nuances. For instance, ASC Games worked up over 3 million calculations on how the ball and pins would react to different situations, so that each shot and result would be different. This element alone brings an unprecedented challenge and replay value to video bowling, but that wasn't enough for ASC. They also programmed the characters to react to the outcome of certain shots. The game's designers made a special effort to make sure that every shot was unique and that every reaction was just as spontaneous and unpredictable.

Unfortunately, the game still isn't finished, but from what we've seen so far the game plays just as well as it looks. Watch GI for more on Ten

Pin Alley next month.



MY TRIP TO SEATTLE

By CRASH BANDICOOT™



1. HERE'S ME DRIVING.



4. HERE'S ME SHOWING OFF MY GAMES
REAL-TIME 3-D WORLD WITH
ITS LUSH, ORGANIC ENVIRONMENTS,
TONS OF OBSTACLES, SECRET PATHWAYS
AND BONUS LEVELS OUTSIDE OF
NINTENDO® HEADQUARTERS.



5. HERE'S ME BEING ESCORTED OFF
THE PREMISES BY SECURITY.

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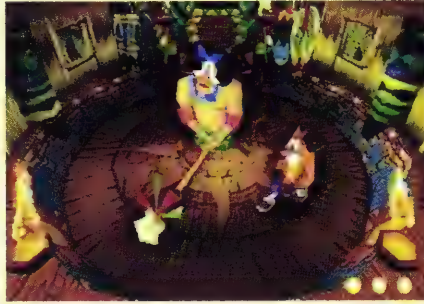
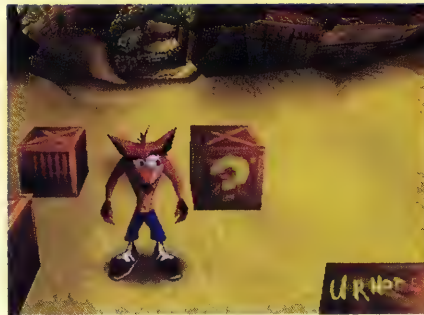


2. HERE'S ME AT THE SPACE NEEDLE.



3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIM'S.

MY GAME →



Crash Bandicoot™

Sony's long-awaited entry into the platform game arena. You've never experienced anything quite as sensational as this fully animated cartoon world coming to life. It's flooded with obstacles, enormous levels, unbelievable graphics, detailed real-time lighting, amazing music and sound effects. Packed full of solid gameplay, hidden bonus levels, secret pathways and fiendish traps, this is the "must-have" game of the year. Travel in real time across 3D worlds in over 30 levels of intriguing gameplay with thousands of frames of animation! Interact with hilarious, fully rendered 3D cartoon-animated characters. It's packed with all the clas-

PlayStation



MY LOGOS





NBA LIVE 97

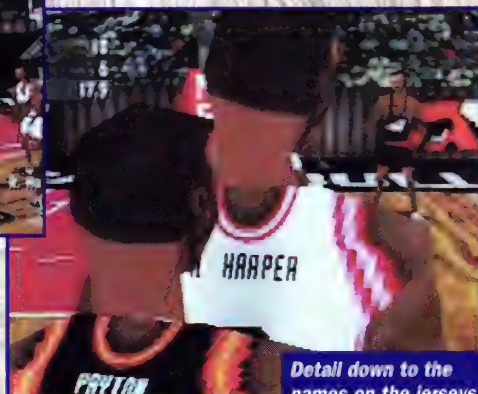
A New Season and a Brand New Look

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball (Up to 8-Players Via Sony Multi-Tap)
- **Special Features:** All New Polygon Graphics, Player Creator, All 29 NBA Teams Plus 2 All-Star & 4 Custom Teams, Updated Rosters With Recent Trades & Acquisitions, Only Game to Feature Shaq
- **Created by:** EA Sports
- **Available:** November for Sony PlayStation

Check out the new Slam Cam.



Trying for the last second shot? Get that outta' here!



Detail down to the names on the jerseys.



Looks like they left Kemp alone for the easy jam.



All the NBA courts are represented.

Last season, EA Sports had some stiff competition in the area of basketball simulations on the PlayStation. NBA Live 96 went up against a couple of visually stunning games loaded with polygonal players. Now, with the new NBA season in full swing, EA Sports has gone to the well once again and is producing a whole new "polygonal" look for the upcoming NBA Live 97.

NBA Live 97 will retain many of the previous game features that you've come to expect from EA Sports. Season stats tracking, player trades, play calling, and the NBA Live "feel" will all be enhanced for 97. However, thanks to the motion capture of NBA star Mitch Richmond, EA Sports gives Live 97's player animation a brand new look. With this improved player look comes a host of new camera angles and incredible attention to detail that even puts player names and numbers on their jerseys. Plus, with the new Player Create option, enter any name in and it will appear on the player's back.

Undoubtedly, NBA Live 97 comes into this new season as somewhat of an underdog, but this game will be the one to beat. The new look, TV-style presentation featuring TNT Sports, and the familiar NBA Live "feel" will have basketball fans lining up. Look for this game on shelves soon and stay tuned to Game Informer for the bottom line.

- Size: 1 CD-ROM
- Style: 1 to 4-Player Hockey Game
- Special Features: Brand New Polygon Graphics, Multiple Camera Angles, Full NHL License, Create and Trade Player, Signature Moves for Superstars, Coaching Strategies, Radar Gun, Helmet Cam
- Created by: EA Sports
- Available: November for Sony PlayStation

NHL '97

It's the Start of a New Period

Heralded by some as the single greatest sports simulation of all time, EA Sports' NHL Hockey has always enjoyed a dear and loyal following. Hockey itself, as a sport, attracts this same diverse, yet knowledgeable crowd. Fans that appreciate the art and history of North America's original international sport likewise respect a sensational hockey simulation. Well, professional hockey is getting a brand new look compliments of the Hockey World Cup, so it's only natural that video hockey games should undergo a similar overhaul. So all you hockey fans, get ready for the brand new look and feel of NHL '97.

After firing up an early preview copy, full motion video excitement tears across the screen. But wait, look at those graphics...and as your view changes to the players on the ice...you suddenly witness the sea change we've been talking about ...Polygons! Hopping onto the 32-bit bandwagon, EA Sports went ahead and revamped their entire graphical approach. The classic sprite-based, monolithic skaters are now pumped-up, motion captured, snarling, menacing hulks. After a few anxious moments, wondering "what have they done to my game?", the puck is dropped and away you go.

Skating is difficult at first, and beginners will find the classic high cam much easier (an angle quite

similar to the 16-bit style). For a little closer action, try the isometric cam that twists and zooms along with the play. Because of motion capture, players can execute a string of skating moves with the press of a few buttons. Anyone can stop on a dime, fake a shot, hip check and smother the puck for a draw; however, the key players for each team also harbor signature moves. Be sure to check out Lemieux's stick tricks, Federov's stop and spin, and Sakic's wrist shot. For fans of the manual net-minder, there is still a choice of goalie control, and you'll be glad to know the delay in switching has improved significantly.

It seems that 32-bit sports games all have a host of options now considered "standard." NHL '97 has all of these, including full season with playoffs, create and trade player modes, an NHL License, and professional commentary. To this list EA has added a radar gun (to measure shot speed), expanded stats, and a wide array of individual character motions. So if you're ready to see what EA has done to your hockey simulation, look for upcoming reviews in a future issue. Until then, strap on your skates, tape up your sticks; foil up your fists, and get ready for the brand new look and feel of NHL '97. ■



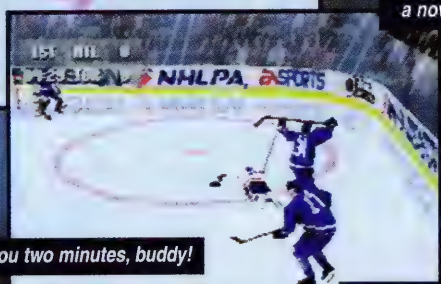
Somebody call the cops, he's been robbed.



The helmet cam is quite a novelty.



A delayed penalty is a great time to capitalize.



That'll get you two minutes, buddy!



Every face-off is important.



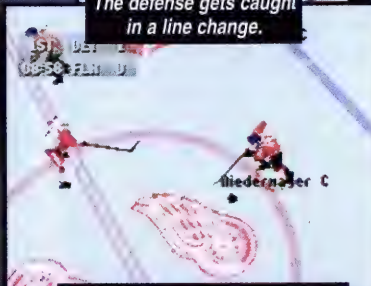
The defense gets caught in a line change.



Cam Neely always draws a crowd.



The press box cam.



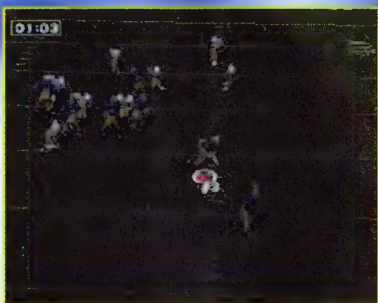
The isometric camera is a free-floating perspective.

NCAA FOOTBALL GAMEBREAKER™

Break the Game Wide Open

Football in its Purest Form

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football Game (Up To 8-Player Via Sony Link)
- **Special Features:** Over 135 Real NCAA Teams, Stat Tracking, Multiple Difficulty Levels, Full Season w/Bowl or Tournament, Interactive Sidelines, Players With GameBreaker Potential
- **Created by:** Sony Interactive Studios
- **Available:** Now for Sony PlayStation



The option will be one of your most common plays.



That hit left both men shaken.



Returning punts takes the courage of a lion and the speed of a cheetah.



Gang tackling is a fundamental skill.



Customize your camera views.



► THE BOTTOM LINE **8.75**

While Professional Football certainly has its audience, there are those who prefer the game in its purest form. Year after year, Notre Dame, Nebraska and Florida State are some of the toughest tickets on earth. College ball is defined by instinct, emotion and last minute finishes. Laterals, options, trips and twins...the Wish Bone, I-form and Full House...all the great aspects of college ball can be found in Sony's latest offering – NCAA GameBreaker.

Working hand in hand with their popular GameDay engine, Sony has upgraded and integrated plays, stadiums, players, formations and fight songs in order to bring the college experience right into your living room. Along with all 111 Division 1-A teams, there are also the top 16 Division 1-AA teams as well as great teams of the past. All teams wear authentic uniforms (both home and away), and to accompany this entourage there are 111 uniquely rendered stadiums.

Gameplay is fast and furious at 30 frames per second. If you prefer a little slower game, choose from the four difficulty levels and three game speeds. To satisfy the cravings of those who abhor the bowl system, entire seasons can be played, culminating in a playoff tournament and national championship game. Of course traditionalists can still play a season ending in bowl games.

GameBreaker differs from its mother game (GameDay) in many respects. First off, most running plays will be options, pitches, and play fakes. Passing is important, but shorter routes will probably produce on a more consistent basis. Certainly, there are more turnovers. GameBreaker is about big hits (and there are plenty of 'em), hits that cause numerous cough-ups and pick-offs. Another difference is that defensive backs react slower to running plays, remaining in coverage in order to offset the option. Two shoulder buttons are dedicated to laterals, and camera angles can be tailored to individual tastes. The last, and most important difference, are the GameBreakers. These are certain players on each team that have the potential to break the game wide open. There are standouts at many positions, and each GameBreaker is highlighted in yellow. Go to these players at just the right time and they'll perform spectacular catches, runs and tackles.

Sony once again has strengthened their "New Kid on the Block" image by developing another exciting, in-depth, and challenging football simulation. Fans of GameDay will certainly appreciate Sony's enhancements and upgrades. Since the new GameDay has not yet reared its head, GameBreaker may just be Sony's biggest sports game this fall.

JON, THE GREEDY GAMER

Concept: 8.5 "The most important aspect of sports games is AI. I'm quite impressed with the level of AI in GameBreaker. There's nothing more frustrating than trying to break your backs from coverage to combat the option. However, there are times when the AI is sub-par, especially with the prevalence of bread and butter plays and too many turnovers. Fortunately, the vast amount of teams and hard-hitting action more than make up for these minor faults."

Graphics: 9

Sound: 8.25

Playability: 8.5

Entertainment: 9

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.75 "I'd have to say that this is more of a controller breaker than a GameBreaker. This game gets right under your skin and poses an extremely difficult challenge. This is the first college football title for the 32's, and once again Sony has taken control. The gameplay is fast and fluid, and utilizes an engine that is very similar to the one used in GameDay. If you like Sony's NFL offering then you won't have a problem with GameBreaker."

Graphics: 8.5

Sound: 8.25

Playability: 8.75

Entertainment: 8.25

OVERALL:
8.5

PAUL, GAME PROFESSOR

Concept: 9 "GameBreaker takes the old GameDay engine and improves the speed along with some of the other old flaws. Passing is much more fluid, but the inexperienced players will still unload numerous INT's. The lateral at any time really opens up the game and there is nothing better than runnin' the option with the Sooners. The multitude of teams should have college fanatics playing for a long time. This is clearly the best college football game ever to grace video gaming."

Graphics: 9

Sound: 8.75

Playability: 8.75

Entertainment: 8.75

OVERALL:
9

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing Game (2-Player With Sony Link)
- **Special Features:** 17 True European F1 Circuit Tracks, 13 Real Teams and 35 Famous Drivers, Arcade or Grand Prix Modes, Analog Compatible, Variable Weather, Fuel, Tire Wear and Car Damage, Full Season, True Steering and Braking Options, Full Racing Field
- **Created by:** Bizarre Creations for Psygnosis
- **Available:** Now for Sony PlayStation

FORMULA 1

THE PERFECT FORMULA FOR TRUE RACING ACTION

▶ **THE BOTTOM LINE 8.75**



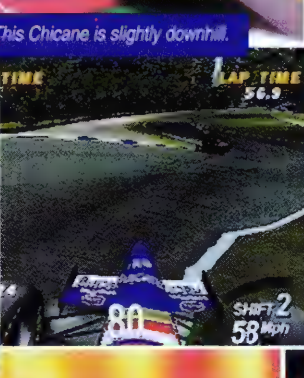
The rear view mirror reveals a challenger.



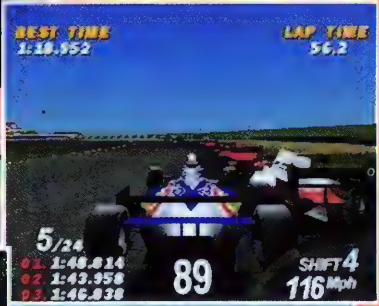
This Chicane is slightly downhill.

Twenty-second and gaining fast.

22/24
62
SHIFT 4
114 Mph



80
SHIFT 2
58 Mph



11 HILL 5 WILLIAMS RENAULT INTERMEDIATE 1 32816

The rain makes for a slick surface.

There are few competitions more exciting than the International F1 Grand Prix. From Monaco to Buenos Aires, drivers compete on a week by week basis behind the wheel of the world's most glamorous machines. A tough nut to crack, the Grand Prix has been possessive with its subtleties and licensing (thus we see many more Indy and Stock Car games). But now, Bizarre Creations has re-created the F1 experience in every detail including car damage, commentary, and the full 1995 F1 race season.

Novice drivers need not be scared away, for F1 includes a rip-roaring, pedal to the metal Arcade Mode. The default settings will ignore car configuration and qualifying, leaving the driver free to race for first place through 17 tracks. Each track is a true replica of one of 17 different F1 circuit tracks. Teams such as Williams, Ferrari and Mercedes-Benz are all there, complete with their famous drivers.

Grand Prix Mode is where F1 truly shines. Almost a separate game in itself, Grand Prix will have players practicing, qualifying, pitting and drafting, all while collecting points through a 17 race season. Races can be up to 74 laps (approximately 2 hours), and with the steering and braking assist off, lightly touching the D-Pad or brake puts the player behind the wheel of a real F1 machine. Another unique feature is the Ladder contest, or what we refer to as the "Nemesis Mode." Here, you will be assigned one racer within the pack to beat. You must beat a different team in each race, and your nemesis will be an individual driver with super AI. He will stymie your passes and force you off of turns.

F1 has so much to offer racing fans at every level. From arcade action to grueling seasonal competition, the wide array of cars, tracks and configurations will provide months of challenging gameplay. As for the bottom line, take a look at what our reviewers have to say.

JON, THE GREEDY GAMER

Concept: 9 "At long last, real Formula 1 racing action. I'm amazed at the detail in replicating tracks and drivers. The Arcade Mode is easy to pick up and provides great arcade action. Smashing into cars doesn't matter, it's all about aggression. Not so with the Grand Prix. If you call yourself a racer, try playing without the steering and braking assist; you'll be up for a humbling. Not only does it have the whole F1 circuit licensing package, but drafting, pitting, overbraking and car damage make this a superbly controlled game (analog compatible too). Just think what it must be like to race for two hours. A serious racing fan will enjoy this more than Andretti."

Graphics: 8.5

Sound: 8.75

Playability: 8

Entertainment: 9.25

OVERALL: 9

ANDY, THE GAME HOMBRE

Concept: 9 "Now this is some serious simulation racing! You can set this game up to be either super easy or an ultimate test of your driving skills. Overall, the graphics and sound in this game are solid. The announcer gives a good version of the play-by-play and the graphics are smooth with little or no pop-up. I really like that you can make this game into a career if you're so inclined (set everything too hard and you'll be breaking controllers for weeks). Casual racers need not apply, because this game is for serious racing fans only. If you don't fit that mold then make sure you rent this game first, because while I like the realism of this game, I think I would choose Andretti's arcade-styled action."

Graphics: 8

Sound: 8.5

Playability: 8

Entertainment: 8.25

OVERALL: 8.5

PAUL, THE GAME PROFESSOR

Concept: 9.75 "Although there have been numerous F1 games in the past, this is the first game that has really captured the prestige and excitement of Formula 1. This racer is perfect for those who like the true simulation, but it also has great options that make it easy for people to just pick up and go. I can't say that I've driven an F1 car, but after taking this game on a run I almost feel like I have. The authentic tracks, excellent announcing, superior sound, and unbelievable graphics will blow away any racing enthusiast. Plus, there's nothing like running Schumacher into the barrier. This may not have the broad appeal of WipeOut, but this should top your list for TRUE racing."

Graphics: 8

Sound: 8

Playability: 9.25

Entertainment: 8.5

OVERALL: 9



Try the first-person for the true F1 feel.



It's a battle in the straightaway.



That's an aggressive move inside. He gains fourth position.

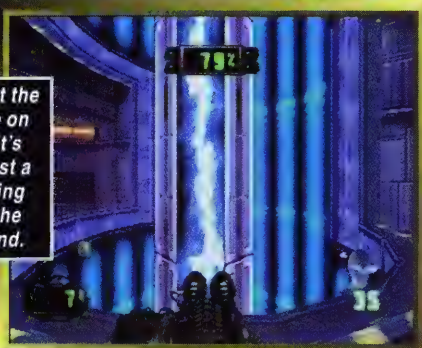
DISRUPTOR

Death is of the Essence

Battle of the homing bombs.



No this isn't the warp drive on Voyager, it's actually just a cool lighting effect in the background.



This weapon keeps firing until it's out of juice.



Die flying squid demon!



I always wanted to destroy Ed 209.



It's time to meet your maker.



Universal Interactive Studios and Insomniac Games are ready to disrupt the current first-person market with their graphically appealing PS-X shooter, Disruptor. This title is more or less designed to hook an older audience. Its extremely difficult gameplay curve demands gamers to be quick with their wits and fast with their fingers. Doom started the first-person hysteria, and now, Disruptor is taking it to the next level.

The first thing that gamers will notice when entering this game is the attention to detail in both graphics and level designs. Universal makes sure that gamers won't be stumped on a puzzle or some kind of trick to open a door. They keep it fast paced and full of non-stop action. Weapons are abundant and very different from each other. Some, like the pistol, require accurate shooting and multiple hits to drop an enemy, whereas a gun like the homing rifle usually requires no line of sight and one shot.

Universal also added another dimension to the game with Psionic power. During several of the FMV clips before missions you'll be briefed on this new power that the medics will input into your brain. These powers range from enemy energy draining to massive energy bolts. Psionics are limited; however, you can use Drain (when it is available) to replenish your powers.

Graphics don't get much better than this, and the gameplay will hook all who play. Disruptor will fit right in with the bountiful PS-X library, and may become one of the biggest and best selling titles. This November be prepared for a gripping and visually impressive adventure.

- Size: 1 CD-ROM
- Style: 1-Player First-Person Adventure
- Special Features: Psionic Powers, 9 Powerful Weapons, Multiple Mission Objectives, Intense Lighting Effects, 23 Enemies, 20 Different Environments, Training Mode, Password or Memory Card Save
- Levels: 13
- Created by: Insomniac Games for Universal Interactive Studios
- Available: Mid-November for Sony PlayStation

▶ THE BOTTOM LINE 9

REINER, THE RAGING GAMER

Concept: 8.25 "When I first saw this title at E3 I wasn't too impressed, but like giving a granny a walker to walk, Universal gave Disruptor the crutch it needed to be cool. The graphics far exceed anything on the PS-X and the lighting effects are a non-stop show of programming power. This game really gets to you, and the difficulty will keep you playing for hours. The combined power of Doom and Alien Trilogy don't even come close to what Disruptor has to offer. I recommend this title to all who want a solid game."

Graphics: 8.25

Sound: 8

Playability: 8.75

Entertainment: 8

OVERALL:
8.75

ANDY, THE GAME HOMBRE

Concept: 8.75 "This game has some amazing graphics. Every level is lush with lots of detail and the lighting effects are spectacular. Even the play control is pretty damn cool. The addition of the psionics is huge! You can pick apart your enemies using both the psionics and your weapon making the action super frantic. The only problems I have with this game are that it's just a tad too short, and the FMV is kinda hokey. Otherwise this is an excellent game that will more than please any Doom addict."

Graphics: 8.5

Sound: 8

Playability: 9.25

Entertainment: 8.25

OVERALL:
9.25

PAUL, THE GAME PROFESSOR

"I found that Disruptor brings a few nice things to the genre that is ruled by Doom and Duke. The whole basis of acquiring and using the Psionic powers is something that's never been done. In addition, I feel that using the FMV to build the storyline is much better than scrolling some lame text. Visually this game uses excellent shading and lighting effects. It also has large and intricate level designs. Disruptor definitely has some strong points and is fairly enjoyable to play, but in the end I think it doesn't quite match the appeal power of the two Doom games for the PS-X."

Concept: 8.5

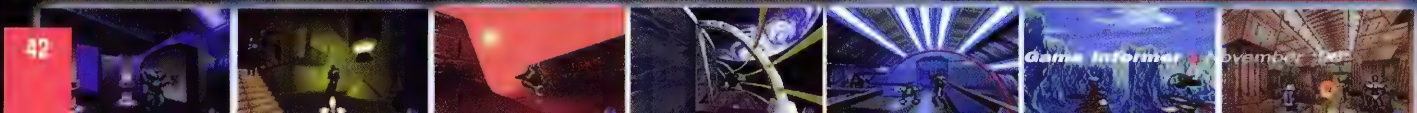
Graphics: 9

Sound: 8.75

Playability: 8.5

Entertainment: 8.75

OVERALL:
8.75





WORLDWIDE SOCCER 97

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Soccer Simulation
- **Special Features:** 48 International Teams, 2-Player Cooperative VS. Computer, Play-by-Play Commentator, Ability To Edit Players' Names, 3 Stadiums To Choose From, Rain and Fair Weather, World League, World Wide Cup, and Cup Tournament Playing Modes
- **Created by:** Sega
- **Available:** Now for Sega Saturn

The Ultimate Soccer Incarnation

Hot on the heels of last year's smash hit, Sega will be releasing Sega Worldwide Soccer 97 on the Sega Saturn this month. Loaded with 48 International teams, Sega Worldwide Soccer 97 offers the soccer aficionado everything they could ever want. Besides the addition of an Edit Player Mode (unfortunately, you can only change the name of the character) Sega Worldwide Soccer 97 features a World League, World Wide Cup, and Cup Tournament Mode (where up to 16 players can compete) for your playing pleasure.

Like the previous version, Sega Worldwide Soccer 97 features intuitive play control that gives you complete control of the players as you move them up and down the field. To add to the realism of the game, Sega added numerous animations for the players and also gave the control a slight reworking. Besides the standard pass, shot, slide tackle, and charge, you can also call plays on the fly including man-to-man, pressure, and the offside trap to help you keep control of the entire team.

Unlike most soccer simulations, Sega Worldwide Soccer 97 is not shy of its arcade-styled gameplay. But the real difference between this game and others is that it still looks like a soccer simulation. The players flip, slide, jive and shake to keep the ball in their possession; it's something that really must be seen to be believed. So watch for Sega Worldwide Soccer 97 this holiday season.



It Should Have Been Called So-Cal Fighter

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-to-Head Tournament Fighter
- Special Features: Cage Breakers, Odd Characters, Great Training Mode, Insane Number of Throws for Each Character, 30 Second Match Playback, Special Hyper Mode
- Created by: Sega
- Available: Now for Sega Saturn

► THE BOTTOM LINE **7.75**

FIGHTING VIPERS



The first thing that comes to mind when playing this game is, "Hrm... needs more work." But the Christmas season is nigh and Sega couldn't wait for VF3's attempt at dethroning Tekken 2 so they gave us Fighting Vipers. The game suffers from a few bugs and some of the characters are a bit on the blocky side, but it does have some perks to offer.

The game's strengths are its really unusual characters and the mind-boggling number of throws and throw options allotted to each one. One of the coolest ones is Sanman's ten-pin throw in which he grabs his opponents and bowls them (yea verily) into the wall with the satisfying sound of pins falling all over the place.

The regular moves are very standard. No fireballs or glowing appendages here. However, a sound whack to the head with a skateboard or a guitar has its appeal. Plus, if you're playing in Saturn's Hyper mode, you can remove your

character's armor and then pull off attacks at hyper-fast speeds.

The characters themselves all look like they walked right off the streets and nightclubs of L.A. into a fight game. It's an interesting change from ninjas, monsters, and barbarians to skateboarders, rollerbladers, a guy that looks something like a cross between an Elvis impersonator and a Samurai, and a eurotrash rock star.

Without a doubt, the most entertaining aspect of Fighting Vipers is when your final hit slams a character straight out of whatever cage you're fighting in, leaving a trail of destruction behind them.

In comparison, Fighting Vipers doesn't have the flash of Tekken 2 or the crazy combos of Killer Instinct Gold, but it's definitely its own game. Whether it's anything more than that is best left to the reviewers.

ANDY, THE GAME HOMBRE

Concept: 7 "First and foremost, this game is a total VF rip-off. Yeah, there are a couple additions to the engine like the use of the walls and stomp, but

Graphics: 8 otherwise this game is exactly the same with lamer characters. (What's up with the dork with the guitar?)

Sound: 7

Playability: 8.5

Entertainment: 8.5 The next problem with Fighting Vipers is that the resolution and the drop-out is pretty bad. Luckily, it doesn't detract from the game. Fighting Vipers is still the same butt-kicking game it was in the arcade, just not as nice to look at (which is the reason for the lower score)."

OVERALL:
8

PAUL, THE GAME PROFESSOR

Concept: 7.5 "While Fighting Vipers may have some of the dumbest looking characters I've seen in a while, it still will appease those VF2 owners looking for something a little new. The animation and artwork is almost up to par with VF2, but it lacks some of the polish.

Graphics: 9

Sound: 8.75

Playability: 9

Entertainment: 8.5 The cage match and variety of holds and throws make it entertaining to watch. In the end, I thought the limited number of characters made the game get old fairly quickly. The Saturn really lacks a large number of decent fighters; this one comes in a distant second to the VF series."

OVERALL:
8.5

REINER, THE RAGING GAMER

Concept: 8.25 "Who is responsible for these character designs? Yuck! They kind of turned out to be the YMCA of fighters.

Graphics: 8 Despite the fact that the character design is horrid, the game is actually fairly amusing, especially the Hyper

Sound: 7.25

Playability: 7

Entertainment: 7.25

OVERALL:
7.5 Combat. It's a lot like the Custom Combo in SFA2 except the characters strip to gain their speed and power. I don't understand it myself, but hey, it works. The gameplay, while accompanied by mediocre sound, is very similar to VF2, only caged. It's a decent game that should draw a large audience, including all VF fans. It's definitely worth a look."

HARDCORE 4x4

Bounce, Jostle, and Crash Your Way to Victory

Hardcore 4x4 is an off-road extravaganza full of vicious terrain, brutal bang-ups, and beautiful courses. Racing fans who have perfected their powerslides and hairpin turns and are looking for a new kind of challenge should consider this game.

The tracks cover a variety of environments from mountains to canyons, to Northern Siberia and a Volcano level. Each track has its own style and quirks that players will need to learn to take advantage of in order to become better drivers. Shortcuts are hidden all over the place and for more experienced players they will no doubt become crucial.

The differences between the trucks themselves seem to be purely cosmetic at this point in the game's development; however, it's hard to appreciate performance when you're spending most of your time trying not to roll off of a cliff or avoiding getting jammed by another truck.

The most important aspect is the learning curve. Hardcore 4x4 is the kind of game that's easy to get into but takes a long time to master. The different types of road surfaces, dirt moguls, stops, and what can only be described as sheer cliffs will give even the best of racing game veterans a lot to deal with.



- **Size:** 1 CD-ROM
 - **Style:** 1 or 2-Player (Possibly More) Off Road 4x4 Racing
 - **Special Features:** Six Trucks, Six Tracks, Automatic and Manual Transmission, Brutal Terrain,
- **Attractive Backgrounds, Memory Backup Save, Violent Truckin' Action**
 - **Created by:** Gremlin Interactive for ASC Games
 - **Available:** November for Saturn

Virtua Fighter Kids

SILLY GAMER, FIGHTING'S FOR KIDS

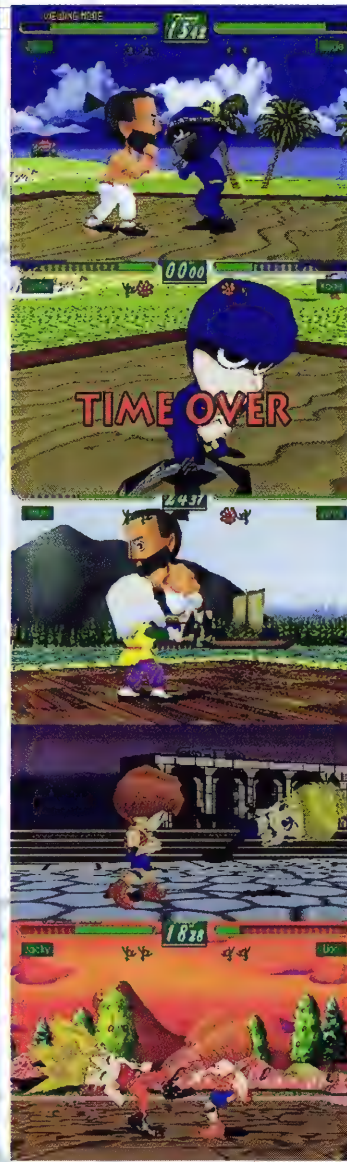
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Multiple Skill Levels, Kids Mode, Programmable Combos, Instant Replay for Big Hit Combos, Ranking Modes, Character Endings Save
- **Created by:** AM2 for Sega
- **Available:** Now for Sega Saturn

VF Kids is so similar to VF2, they're virtually the same game. The same smooth, rotating, hard hitting action is right here in VF Kids; however, there are a few improvements and options that make VF Kids a solid offering.

Most importantly, there is a Kids Mode. Often, children are frustrated with the amount of button pushing and difficult combos found in most fighting games. VF Kids contains a Kids Mode where just a few buttons will unlock a fury of punches and kicks. It makes the game a little easier to learn, and matches tend to be fairly evenhanded.

Other Modes include Ranking Mode, which is single elimination with no continues, Arcade Mode, Viewing Mode, where you can watch the computer duke it out, Practice Mode, and the infamous Combo Maker Mode.

The Combo Maker Mode allows combos to be programmed into a databank. Characters can be assigned these moves to be used during combat. Combos can contain up to twenty linked moves that will be saved onto the internal RAM drive. With all these options, VF Kids has much to offer fighting fans of any age.



ANDY, THE GAME HONORE
 "This is a sweet game. It's a shame it's just the same as VF2 with runts. But hey, if you love VF2 you'll definitely dig this game."

PAUL, THE GAME PROFESSOR
 "This game is great for those who think VF2 moves are too tough. All others should do nothing more than rent it."

REINER, THE RAGING GAMER
 "I can't wait to play VF Grannies! This is just a regurgitation of VF2. Nothing more, nothing less. Yes, the addition of the combo system and FMV endings is nice, but it's still basically the same game. I want more VF bang for my buck!"

JON, THE GREEDY GAMER
 "This is not just a kids' game. The combo maker is a nice touch, nice enough that both kids and veteran fighters have a place here; however, if you already own VF2, steer clear of VF Kids."

	Andy	Paul	Reiner	Jon
Concept:	5	8	6.5	8.75
Graphics:	9	7.75	8.25	8.75
Sound:	8.5	6	8	8.0
Playability:	8	9	7.25	8.5
Entertainment:	8.5	5	6	8.5
Overall:	7.75	7	7.25	8.5

▶ **THE BOTTOM LINE 7.75**

Dark Savior

Will This Be the Saturn's Salvation?

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Amazing 3D Level Designs, Fighting Based on Two Falls, The Ability to Capture and Fight as Opponents, Special Weapons, Multiple Paths of Gameplay, Two Camera Buttons
- Created by: Climax Entertainment for Sega
- Available: November for Sega Saturn

A game like *Dark Savior* is just what Sega needed to pull the loyal Genesis audience out of their 16-bit closets and into the present 32-bit Saturn market. A few years back Sega debuted *LandStalker*, a unique and massively popular 16-bit title that never received a chance to show its face again in a sequel. In all likelihood, we will never see another *LandStalker*. But don't fear, Sega has an alternative. The game is *Dark Savior*; it lives up to and goes far beyond anything that has ever been done in a Sega action/adventure title.

While it may seem like a *DarkStalker* clone, *Dark Savior* actually holds several unique gaming features. For one, the addition of two camera buttons delivers more realism to the exploration found within this title. Players will have to use these buttons to peek around corners to see their destination or objective. Each level encountered requires the player to solve at least one perplexing puzzle and/or destroy a mean old nasty villain. The puzzles range from entering the correct numeric sequence on a telephone keypad to pushing a boulder over a switch. Some require dexterity and others demand wit.

The action in *Dark Savior* is very limited, but in the end it's where the real game is found. Like any SFII or MN title, *Dark Savior* utilizes the theory of two falls for a KO, and both players are on a horizontal track. The fighting itself is very generic with only a few moves per character, but the reward for victories is where the excitement is. After a successful battle, the player will receive experience points in several categories. The big points come from Specials (special move) and Captures (capturing the opposition). These points not only go toward level ups, but how many lives you

have as well. Capture your opponent and you'll be able to fight as them in future battles. Doing well in battles is the key to beating *Dark Savior*.

This may not be the most revolutionary title around, but it does pump out thrill after thrill. The mixture of sprite characters and polygon backgrounds actually works out nicely, and the sound (while repetitive) does its job as well. The bottom line is that it keeps you entertained. The GI Staff managed to beat the beta version in six plus hours, so obviously, we're missing something. Be sure to stick around and check out the review in a future issue of *Game Informer Magazine*. Will this title be the PlayStation breaker?

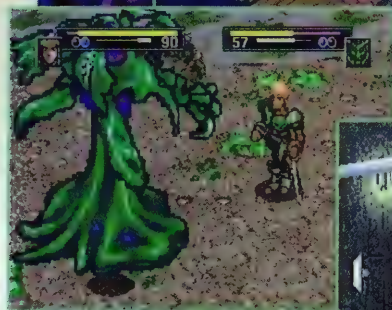


Who's afraid of a big brown bear?

Hitting certain objects like this switch will open doors and hidden passageways.



Time your jumps carefully.



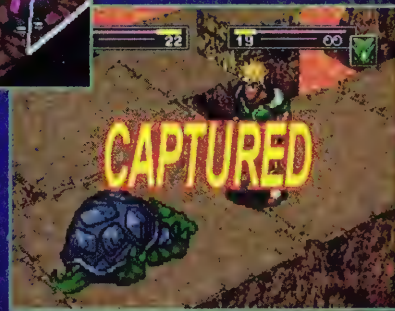
It's just me and you, plant dude.



Bar Right!



The camera buttons make exploration easier.



He's captured! Now you can fight as him.

SONIC 3D BLAST

- **Size:** 32 Megabit
- **Style:** 1-Player Action
- **Special Features:** 22 Levels, "3D" Isometric Perspective, Return of Flickies, Evil Dr. Robotnik, Chaos Emerald Bonus Stages
- **Created by:** Traveller's Tales for Sega
- **Available:** Now for Sega Genesis

PAUL, THE GAME PROFESSOR

"The inclusion of the old Flicky character makes me think I should start designing games. A solid Sonic title, but nothing as spectacular as the first couple in the series."

ANDY, THE GAME HOMBRE

"Huh! While this game isn't bad, it certainly isn't all that much. If I was bored I'd finish this game, but otherwise I'd rather play Vectorman 2."

JON, THE GREEDY GAMER

"The value of this game lies in knowing each level, then replaying it from the beginning in a quest for better times and all the different bonuses. A little tiresome after a while, Sonic 3D is fun, but not enthralling."

REINER, THE RAGING GAMER

"This hog definitely has a different scent. This new Sonic look doesn't give me the shivers like the others did. Sega made a hearty attempt to try and 3D their mascot, but it failed in my book."

Sonic is back on the Genesis after nearly a two year hiatus from video gaming. Sonic 3D Blast is like no other Sonic game. Of course, you'll still be battling Sonic's arch nemesis the evil Dr. Robotnik, but the battle will be waged in a totally new environment.

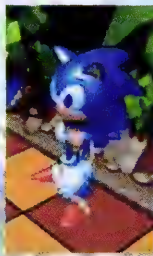
Sonic navigates in a "3D" world that allows him to go in almost any direction. The isometric perspective gives a player much more freedom to explore and see what evil lurks around the corner. The new environment also contains numerous secret areas that Sonic can access by breaking walls or finding secret passages.

The basics of the game are tried and true. The speed boots, sphere shields, and invincibility powers are found throughout the game. What you need to do on each level is to locate the Flicky birds that Dr. Robotnik has turned into evil creatures of his own design. The Flickies that you collect will then follow you until they are dropped at ring portals. Again, Sonic must also find the precious Chaos Emeralds by entering Bonus Stages that are found by locating Sonic's buddies, Tails and Knuckles, after you have collected the appropriate number of rings.

The game is filled with a wide variety of crazy worlds, difficult Sonic maneuvers, and plenty of the classic Sonic "stuff" that made the other titles so popular.

	ANDY	PAUL	JON	REINER
Concept:	9	9	7.5	7
Graphics:	9	9	8.25	8.25
Sound:	7	6	7.5	7
Playability:	7.5	8.5	8.75	6.75
Entertainment:	7.5	8.75	7.75	7
Overall:	8	8.25	8	7.25

► **THE BOTTOM LINE** **8**



MADDEN 97

Classic 16-Bit Grid Iron Action

- **Size:** 16 Megabit With Battery Backup
- **Style:** 1 or 2-Player Football Game (4-Player With Adaptor)
- **Special Features:** Create, Sign and Trade Players, 100 Teams, Play As Any Player, Full Season Mode, Battery Backup
- **Created by:** EA Sports
- **Available:** Now for Sega Genesis

PAUL, THE GAME PROFESSOR

"I'm not at all impressed by this offering. Although it offers some nice features, the play control doesn't live up to the previous games."

ANDY, THE GAME HOMBRE

"If you already have a 16-bit Madden don't even think about investing in the newest version because its play control is less than impressive!"

JON, THE GREEDY GAMER

"On a 16-bit scale, Madden's the best. Although the play as any player mode is a vast improvement, the controls are noticeably looser. It's easy to run, a little too easy. Rent before you buy."

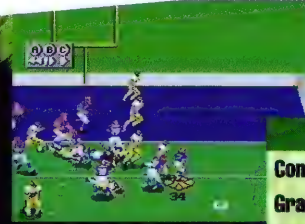
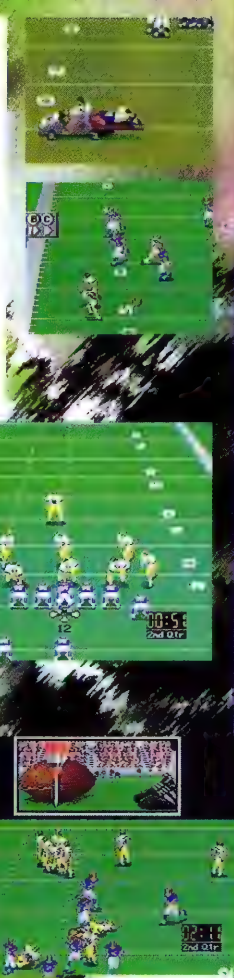
REINER, THE RAGING GAMER

"Well I think this puts a close on EA's 16-bit Madden era. I never thought it would happen, but this Madden sequel is the worst version yet. Stick with your '96 version for pure Madden enjoyment."

Hey sports fans, John Madden's back with the all new 16-bit NFL 97. A sure classic in its own right, Madden Football has a long history of entertaining games and solid updates. Electronic Arts too should be congratulated in not abandoning their loyal 16-bit crowd.

Not that much has changed since last year, but there are a few noticeable improvements. Most importantly, the "play as any player" mode grants unparalleled offensive freedom. Select your play, then select your player, but you'd better be in the right place when the ball comes your way. Additionally, the sheer amount of teams further strengthens NFL 97's appeal.

If you're still holding the Genesis close to your heart, and are looking for a new football game, consult our reviewers before you make your decision.



	ANDY	PAUL	JON	REINER
Concept:	5	7	8.25	7
Graphics:	7	7	8.25	6.75
Sound:	7	6	8	7
Playability:	6	5.75	8.5	6.5
Entertainment:	6	5	8.5	6
Overall:	6.25	6.25	8.25	6.75

► **THE BOTTOM LINE** **7**

VECTORMAN 2

L I F E A F T E R D E A T H

In early 1996 a World War erupted throughout the video game nations. All 16-bit consoles have now been sent to the front lines to be bombarded by extensive 32-bit marketing and powerful 64-bit weapons. Surviving is no longer a variable for these 16-bit pioneers. Respectfully, Sega believes in life after death. Equipped with little more than Vectorman 2, Sega hopes to bring gamers back to the Genesis to experience the sequel to last year's most dynamic action/platform title - Vectorman.

Once again Genesis fans can rejoice because gaming excellence has been achieved in Vectorman 2. The original introduced perfect game control, and the sequel screams POWER! The game that you fell in love with hasn't been changed a bit, the only differences are,

technically, enhancements. More morphs, weapons, and levels consume this large 24 mb cart. Vectorman can now turn into a ferocious rhinoceros or a powerful tank. Weapons range from reflecting lasers to power fists, and level designs take the V-Man through space and erupting volcanos.

Despite the fact that the Genesis audience has been silent while the next generation machines invade, Vectorman 2 is destined for greatness. We know, and you know, that you still have your 16-bit stashed somewhere within your home. Take it out and play! Opportunities like Vectorman 2 don't come up too often. And just a reminder, playing with 16-bit power doesn't mean you're square or out of touch. It proves that you like to game, and that's what it's all about!



One new morph allows control of a rhinoceros.

This is one of the many bonus levels in YM2.

- Size: 24 Megabit
- Style: 1-Player Action/Platform
- Special Features: Multiple Gameplay Styles, Three Hidden Bonus Levels, New Morphs and Weapons
- Levels: 22
- Created by: Blue Sky Software for Sega
- Available December for Sega Genesis

▶ THE BOTTOM LINE **8.5**

Space: The Vectorman Frontier.

ANDY, THE GAME HOMBRE

Concept: 9 "Alright! Another Vectorman comes to the Genesis and yes, this game rocks once again. Blue Sky did a great job of improving the already

Graphics: 8.25

Sound: 8

Playability: 9

Entertainment: 9

OVERALL:
9

REINER, THE RAGING GEM

Concept: 8 "This sequel lost some of the classic Vectorman flavor. For some strange reason, it doesn't feel like the same cyber-tech war droid game. It's good, but not nearly as great as the first. Graphically, it shines high above anything on the Genesis and the sound is once again thumping. The gameplay has improved and Sega tried some new things with a tank level, and there are several wacky bonus stages. But unfortunately, the bottom line is, it's basically the same thing as the first. Vectorman 2 is by all means an excellent game that is definitely too late for its time. This should keep Genesis enthusiasts entertained for quite some time."

Graphics: 8.25

Sound: 7.75

Playability: 8.75

Entertainment: 8.5

OVERALL:
8.25

PAUL, THE GAME PROFESSOR

Concept: 8.5 "This may be the last hurrah for Vectorman and he doesn't

Graphics: 8

Sound: 8

Playability: 9

Entertainment: 7.5

OVERALL:
8.5

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MECHWARRIOR 2

LRM'S... WHEN YOU CARE TO SEND THE VERY BEST

- **Size:** 1 CD-ROM
- **Style:** 1-Player Mech Simulator
- **Special Features:** True-to-Form Battletech Action, Torso Twists, Hit Locations (the Good ol' Leg Shot), LRMs, PPCs, and Lasers (Oh My!), Power-ups (?), Vague Possibility of Being Netlink Compatible, but no Jump Jets... Alas
- **Created by:** Activision
- **Available:** Holiday Season (Cross Your Fingers) for Sega Saturn



The Battletech universe has come a long way since its early days as a pen and paper war game. From the constant changing of borders and alliances to the introduction of the clans, only one thing has remained the same: constant warfare. Mechwarrior 2 for PC was a game in which players could take on the role of the conquering warrior clans coming back from their exile. Mechwarrior 2 for Saturn follows a similar plot but will be an entirely redesigned game.

What we have is a very sparse demo with one mission and no briefing. There are a variety of enemy mechs on the scene and one dropship whose destruction is the mission objective. The player appears to be in a Madcat. Your mech can speed up, slow down, look up or down, and do a torso twist to do lateral shots. Hit locations are an option in the game and you can judge the damage of a limb or a torso by its progression from yellow, to red, to gone.

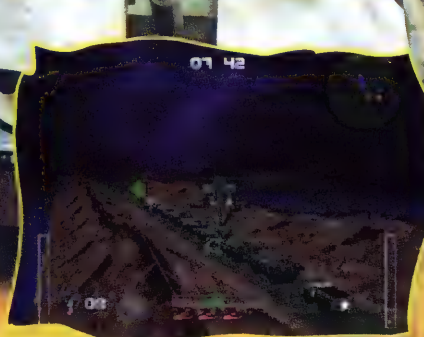
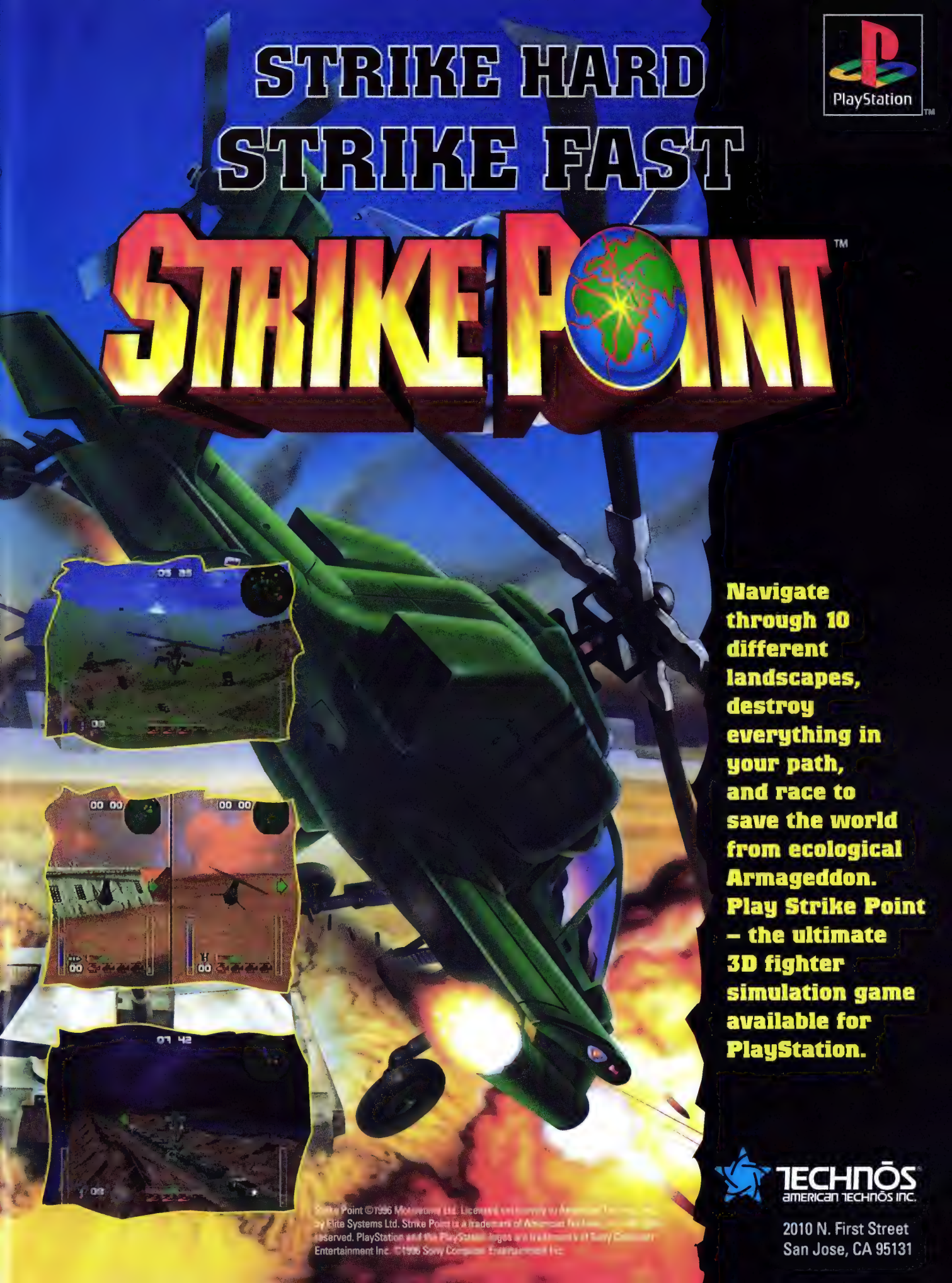
Activision promises that it is trying to incorporate mechs from all of the other Mechwarrior games to date. This will mean a huge number of mechs; it's doubtful that they will all be playable, but Battletech fans will no doubt appreciate Activision's efforts. They also want to add power-ups to the game. The idea of a "powered-up mech" conjures up a pretty scary picture.

It's too hard to pass judgement on Mechwarrior 2 in its current state, but so far the combat is true to form and the movement of the mechs looks good. We hope to see improved versions of the lasers and PPCs when the game goes beta, but from what we've seen and heard so far, Mechwarrior 2 should be at the very least a solid game.



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The war concerning who will be crowned the best next generation console machine of '96 is in full heat, and each party – **Sega**, **Nintendo**, and **Sony**, has all their guns firing direct hits this holiday season. Nintendo will more than likely only have a dozen games available before the end of the year, so why do they still have a chance at the trophy? The underlying factor of victory could very well be based on the friendly face that greets the gamers, as opposed to a massive library full of unfamiliar and licensed names. Simply put, gamers dig mascots and power. Nintendo has always had great success with **Mario**, and **Super Mario 64** may in fact sell hundreds of millions of units. Sega has **Sonic**, and unfortunately, while **Sonic X-Treme** got the axe until next year, they have **Sonic 3D Blast** on the way for both the Genesis and Saturn. Sony, who claims that **Crash Bandicoot** is not their mascot, will just have to deal with it because the gamers and the press both agree that this is Sony's happy new face. The three players have taken the playing field, and the consumer will decide who the victor will be. Let's travel back to where it all began for a better look at these titans.

It's 1985 and the Nintendo 8-bit is the talk of the town. A game entitled **Super Mario Brothers** has just hit the shelves and people are going hog wild. Why? Because it is an exact translation of the arcade. Creator Shigeru Miyamoto developed the perfect game that had the greatest gaming envelope of all time. This game attracted everyone whether young, old, stout, or tall. It swept the world by storm. Super Mario mania was huge and remained so all the way through both **Super Mario 2**, which allowed the player to use four different characters, and **Super Mario 3** which is to this date, one of the best developed games ever. It appeared that Mario mania was non-stop and nothing could ever top it. This was so until Sega released the hog. In almost a nano-second all eyes changed direction and looked deeply into the Sega Genesis. Yuji Naka's creation **Sonic the Hedgehog** defied everything that had been done in vids. This character really moved out, and the audience who observed big blue and his wonderful shoes fell hopelessly in love. Sonic moved on to be number one all the way through the sequel – **Sonic the Hedgehog 2**, but then things started to heat up.



Super Mario 64



Crash Bandicoot



Sonic the Hedgehog 3



Super Mario All-Stars

Nintendo released their new machine – the Super Nintendo – shortly before **Sonic the Hedgehog 2** was released. The first game on the SNES was **Super Mario World** which delivered the longest and most outstanding Mario adventure yet. The mascots clashed for many a year, Sega taking the approach of sequels with **Sonic & Knuckles** and **Knuckles Chaotix** for the 32X. Nintendo geared for a wider audience by releasing **Mario Paint**, **Mario Fun With Numbers**, and **Mario Kart**. Both mascots built up a huge following, and then Nintendo dropped the bomb with **Super Mario World 2: Yoshi's Island**. Sega had nothing. It seemed that Mario had the lead, and Nintendo made sure of this by releasing **Super Mario RPG**. Sonic was done for, but Sega had to worry more about a successful Saturn launch than another release of a "great" Sonic title.

So that brings us to present day. Sega versus Sony versus Nintendo. Who will win, and why? As mentioned before, Sega has **Sonic 3D Blast** coming out for both the Genesis and the Saturn; both should attract a wide audience. This title is very different from any of the other Sonics. Will gamers like it as much? Nintendo has Super Mario 64 which goes far beyond anything that Mario has ever done before, although it could very well flop because of the dramatic differences (but, we doubt it). And Sony has Crash Bandicoot in his very first appearance. Crash goes back to the basics in action/platform. It has the same feel as early Mario and Sonic titles.

So basically, if you break it down, Sony will appeal more to the classic gamer, the guy who wants more jumping and running than huge 3D worlds. Gamers who want the biggest change will head for Nintendo and their mammoth 64-bit Super Mario 64. The delay of **Sonic X-Treme** could really hurt Sega. **Sonic 3D Blast** is a great game, but it's not the game that Sega has been hyping. It will appeal to those who like Sonic and not many more. This is round one in the triple mascot war, and anyone can win. All three console machines have the backing they need, but the deciding factor will be the outcome of the game enthusiasts' vote.

Mario



- Mario Brothers** – Nintendo
7 Innovative, stimulating, and diverse. A great 2-player title.
- Mario is Missing** – Nintendo
5 No entertainment value whatsoever.
- Super Mario Brothers** – Nintendo
10 A breakthrough in gaming. It set the standard for all action/platform titles.
- Super Mario Brothers 2** – Nintendo
8 More childish than the first, but still a good time.
- Super Mario Brothers 3** – Nintendo
9.25 More than likely the best NES title of all time.
- Mario Fun With Letters** – Super NES
6 Education with Mario and the gang.
- Mario Fun With Numbers** – Super NES
6 An instrument to better your education and gaming skills.

- Mario is Missing** – Super NES
5 An attempt to dethrone Carmen Sandiego that failed.
- Mario Kart** – Super NES
9 A triumph in its field.
- Mario Paint** – Super NES
8 An introduction to console mouse control packed with painting, music and animation!
- Mario Pre-School** – Super NES
6 Great for kids.
- Mario Time Machine** – Super NES
5 Another attempt to dethrone Carmen Sandiego that failed.
- Super Mario All Stars** – Super NES
8.5 The complete NES Mario trilogy revisited. Plus, a never before seen Japanese version of Mario 2. A must have!
- Super Mario World** – Super NES
9.25 New look, new attitude, same thrills.
- Super Mario World 2: Yoshi's Island** – Super NES
8.75 More complex, but missing the classic Mario feel.

- Super Mario RPG** – Super NES
9 An outstanding quest for the plumber.
- Super Mario 64** – Nintendo 64
9.5 Possibly the best game ever made. Definitely Mario's best adventure yet.

Sonic



- Sonic the Hedgehog** – Genesis
9 Amazing speed and addictive gameplay makes this one a winner.
- Sonic the Hedgehog 2** – Genesis
8.5 Sonic 2 introduced Tails the sidekick which brought Sonic gaming to a new height.
- Sonic the Hedgehog 3** – Genesis
8.25 Basically Sonic 2 with new levels.
- Sonic Spinball** – Genesis
7.25 Fairly fun and extremely difficult.
- Sonic & Knuckles** – Genesis
8 This is an entire game and an enhancement for the Sonic trilogy. Good, but more of the same Sonic overkill.

- Dr. Robotnik's Mean Bean Machine** – Genesis
6.75 A fairly fun puzzle title, but nothing outstanding.
- Sonic 3D Blast** – Genesis
6 The classic Sonic with a new graphical twist.
- Knuckles Chaotix** – 32X
7 An experiment in tethered gameplay proves it doesn't work.
- Sonic 3D Blast** – Saturn
N/A
- Sonic X-Treme** – Genesis
N/A

Crash



- Crash Bandicoot** – PlayStation
9 Basic action/platform skills mixed with outstanding 3D graphics make for a great time.



by Erik,
the PC Jedi

Is FMV Cool?

An e-mail received from one Aaron Harter recently argued that my worries concerning the N64's effects on the PC gaming market were unwarranted. I agree (the article was written in the midst of N64 aftershock), but one of his arguments was that PC gamers love FMV. Do we really? I found I enjoyed the briefings in *Command & Conquer*, but aside from that I really couldn't think of a game that was greatly enhanced by it. Most of my favorite games have no trace of FMV. While minor load times aren't as big a deal to PC gamers as they are to the console people, how much worse off would *Wing Commander III* have been without Mark Hammil and a great reduction in down-time?

The Neverhood

– Dreamworks Interactive **9.25**

From the twisted mind of Doug TenNapel (the creator of Earthworm Jim) comes a claymation adventure that is so outrageously wacked in the head, that if I had to choose between not drinking Coke for a year and never playing this game again, I would have a dilemma on my hands. Players take on the role of Klaymen, a funky little clay-dude hero who seems to take childlike delight even in small tasks like pushing buttons and opening doors. His sense of wonder at such mundane things was a mirror to my own at exploring and experiencing a world made entirely of clay. The gameplay itself is very simple. There is a



side-view (indoor) mode where most puzzle solving takes place, and a first-person perspective in which the realms of the Neverhood are explored in a step by step, *Myst*-like fashion. Everything is point and click and all items are placed in Klaymen's body (via a small door in his chest). If an item is needed in order to make something work it will be used automatically. No inventory. Simple. This may sound lame to all you menu toting icon plugging adventure gamers, but this approach is entirely appropriate to *The Neverhood* and doesn't detract from the puzzles one bit. Don't make any plans for the near future if you purchase this game.

Deadlock – Accolade **8.75**

In many recent conquer the galaxy games, colonization of individual planets has become more and more advanced, often to the point of hampering the rest of the game by requiring players to pay a great deal of attention to what's going on in individual colonies. *Deadlock* may very well have the most complicated colonizing system yet, which is fine because this time the plot is to conquer the planet instead of the universe. You and seven other races have all set their eyes on the same world, and to avoid a costly war, an agreement has been reached in which every race will be allotted one fledgling colony on the planet. After that colony has been established, the races are free to make nicey nicey or blow each off the face of the world. The key to winning will be through effective management of resources, research, and combat strategy. A colony's effectiveness is determined by its buildings, which can be improved and miniaturized over time by research. Each race has its own special ability (big surprise), which is typically balanced by a disadvantage. There are researchers, warriors, telepaths, ecologists, etc. etc... Combat is

completely out of your control but is fun to watch (like the disasters in *SimCity 2000*). *Deadlock* is a pretty basic sci-fi strategy game, but is extremely addictive and will provide many hours of fine entertainment.

News From LucasArts:

There is big *Star Wars* news from **LucasArts** in the form of **LucasArts Archives Volume II: The Star Wars Collection** and **Rebellion**. The archives collection will include **Rebel Assault 1 and 2**, the **Tie Fighter Collector's CD-ROM**, **Dark Forces Super Sampler** (first three levels of **Dark Forces**), and a bonus multimedia disk with behind-the-scenes information on the making of the **Star Wars Trilogy Special Edition**, set for release in the theaters sometime in '97 (the old trilogy with improved special effects and new scenes). **Archives Volume II** is cited for release in October.

Rebellion is a *Star Wars* strategy game (something we had recently been hoping for here at GI) that features real-time space combat which will allow the use of heroes from the movies in actual missions to improve the chances of success. Han and Chewie are good for espionage, Luke and Wedge for combat, Mon Mothma for diplomacy, etc... Players will be given a choice between playing as the empire or the rebels. In order to win the game players must satisfy three conditions. Capture Vader, the Emperor, and Coruscant (Imperial Capital) to win as the rebellion or capture Luke, Mon Mothma, and crush the rebel base to win as the Empire. In addition to combat, players will be responsible for Resource Management, Manufacturing, and Mission Assignments. The release date E-mailed to us was stated as February '97 but was followed by, and we quote, "(*snicker chortle*)". So we can only hope that maybe it will be out by May.

Last but not least from LucasArts is **The Curse of Monkey Island**, the third in one of the funniest series in PC gaming history. The rumor was that there would be no more *Monkey Island* games, which was thoroughly disappointing after the whopper of a cliff-hanger the last one left off on. *Monkey Island* fans should look for the completion of the trilogy by next spring.

recent releases

Jagged Alliance: Deadly Games – SirTech

7 I never understood *Jagged Alliance*'s popularity, but the new version sports a multiplayer mode, new mercenaries, and scenario editing. *Gameplay* is pretty much the same deal.



Clandestiny – Trilobyte

8 Take the 7th Guest and 11th Hour engine for puzzle gameplay and exploration, throw in some humorous cartoon clips for the plot, and there you go.



Smart Patrol – iNSCAPE

8.25 This really bizarre game (featuring Devo) may not appeal to most tastes. Just ask yourself whether you really like Devo or not. If you just skip through the greatest hits album to "Whip It" all the time, you may not be ready.



Star Control 3 – Accolade

8.5 Not quite the game I was hoping it would be, but the new ships are a blast and the



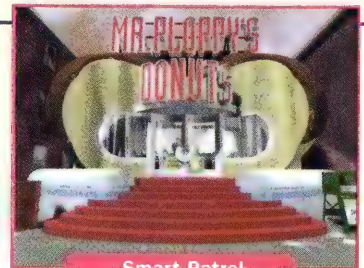
real-time colony creation is interesting. The techno soundtrack and Orson Scott Card's writing skills were sorely missed, but *Star Control* fans should definitely check it out.

Hellbender – Microsoft

7.75 More arcade action than space combat simulator; *Hellbender*'s action is a little on the slow slide, but it's still a decent time.

Assassin 2015 – iNSCAPE

8.75 Great plot. Lousy action.



Smart Patrol



Assassin 2015

PlayStation

PREVIEW

Super Puzzle Fighter

Size:
1 CD-ROM

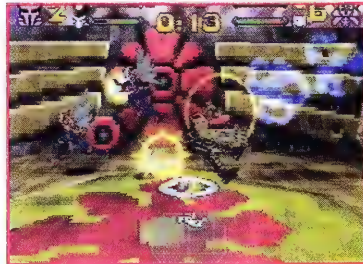
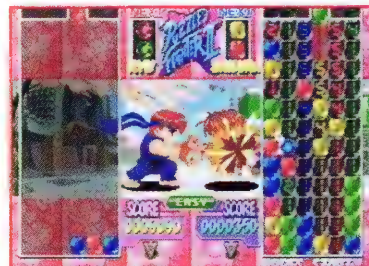
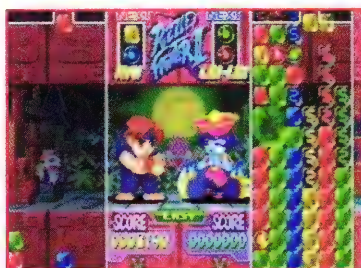
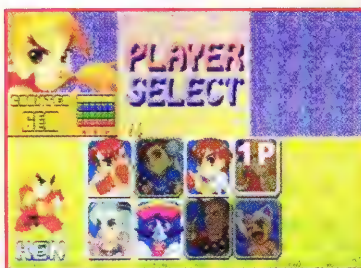
Style:
1 or 2-Player Head-To-Head Tournament Puzzle

Special Features:
Link Combos, Three Game Modes, Eight Characters From SFA2 and Night Warriors

Created by:
Capcom

Available:
Now in Japan, December for US Sony PlayStation

This is definitely a half-a-loaf of gaming. For the first time, Street Fighter II has rammed heads with DarkStalkers and unfortunately, it's not a fighter. Super Puzzle Fighter brings a random conglomeration of SFA2 and Night Warriors characters into the exciting world of head-to-head puzzle combat. The game itself is nothing new, and it's oh-so-close to a Columns rehash. The sheer joy in this title comes from challenging a friend or trying to beat the computer to view the hilarious endings. Capcom has taken a step into bizarre gaming, and while it may scare the mass of gamers, we believe a select few will find true love in this puzzle title.



PlayStation

PREVIEW

Size:
1 CD-ROM

Style:
1 or 2-Player Futuristic Cyber Sports Game (Up to 4-Player Via Sony Link)

Special Features:
Season Mode With Management, Bribes, and Gambling, Special Attacks, Power-Ups, Numerous Venues

Created by:
Accolade

Available:
December for Sony PlayStation

Pitball

If you're tired of traditional sports, you might consider taking a glimpse into the future of the sporting industry. It might look something like Pitball, a cyber sport competition in which players must deposit orbs into goals. Set upon a flat pitch, two teams compete for galactic supremacy. There are special attacks that will stun opponents, power-ups that offer protection, anti-gravity boots, and even secret moves to be used while possessing specific items. Much like a court sport, players run, pass, defend and shoot. The management mode allows seasonal play full of bribery, gambling, and high interest loans.

PlayStation

PREVIEW

Power Move Pro Wrestling

Size:
1 CD-ROM

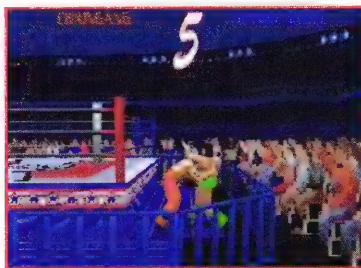
Style:
1 or 2-Player Pro Wrestling Game

Special Features:
Championship and Tournament Modes, Polygon Characters, Numerous Pro Wrestling Moves, Blood, Best Bout Hall of Fame

Created by:
Yukes for Activision

Available:
Now for Sony PlayStation

Every four years or so, Pro Wrestling rides a new wave of enthusiasm. Likewise, every four years we see a new and bold attempt at producing a wrestling video game. Power Move is next in the ring, offering Polygon characters, numerous special moves, tournaments, and even a twelve man gauntlet competition. The Irish Whip, Eye Rake and Flying Drop Kick are just a taste of the attacks available. Holds include the Figure 4, Cobra Clutch, and The Sleeper. After a particularly entertaining bout, enter it into the Hall of Fame where you can view the match again and again.



PlayStation/Saturn

PREVIEW

Bubsy 3D

Size:
1 CD-ROM

Style:
1 or 2-Player 3D
Action/Platform

Special Features:
Stunning Exclamation
Mark on Bubsy's T-Shirt,
Game Talks at/to You,
Cool Gliding Ability

Created by:
Accolade

Available:
December for Sony
PlayStation and
Sega Saturn

Bubsy 3D is an attempt at blending the wacky elements of Gex, the 3D platform action of Crash, and the open exploration of Super Mario 64. As you play the game, a voice is constantly making snappy comments and occasionally giving advice. Players are granted full freedom to explore the world they're in and can go back to levels they have already passed. The music is really cartoonish and makes one wonder if the game wasn't meant for the kiddies. It's hard to see Bubsy posing any semblance of a competition with Crash and Mario in the 3D action/platform market, but there may be some people who will get a kick out of it.



Super NES

REVIEW

7

Size:
8 Megabit

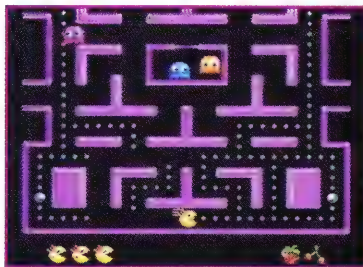
Style:
1 or 2-Player Cooperative
or Simultaneous Maze

Special Features:
Turbo Booster, 4 Difficulty
Settings, 4 Maze
Selections

Created by:
Digital Eclipse for Midway
Home Entertainment

Ms. Pac-Man

For all of you who long for the yester-years when arcade games didn't require multi-button inputs to get the character to do what you wanted, Midway Home Entertainment brings you Ms. Pac-Man, bigger and better than ever. The yellow dot with an attitude and pink bow is sporting a new turbo booster option and numerous new game boards. Otherwise you'll find all the action just the way you remember. This game will definitely please fans of the original as well as spawn some new Pac-nuts.



Nintendo 64

PREVIEW

Size:
Unknown

Style:
1-Player Robotech
Simulation (Space
Combat)

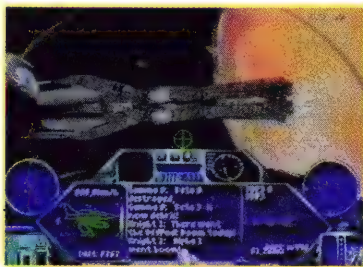
Special Features:
Classic Robotech Action,
Transformable Robots,
(We assume Battleoid,
Guardian, and Veritech
Modes), A Full Scale
SDF-(!?)

Created by:
Gametek for Philips

Available:
Spring 1997 for
Nintendo 64

Robotech: Crystal Dreams

While not as prevalent as Star Trek or Star Wars fans, Robotech enthusiasts have remained devout over the long years that have passed since it was aired on TV. The anime cartoon was popular during the transformable robot era and was by far the most sophisticated. Robotech featured incredible action, drama, and a plot that stretched out through three wars with alien species. We assume the game will be based on the first series which was called Macross in Japan. The video we have of the game features a cockpit view from a Veritech (transformable aerospace fighter). In the cartoon, Veritechs had three modes: Veritech (Jet Fighter), Guardian (Half-Fighter, Half-Robot), and Battleoid (Robot). The video showed Guardian and Veritech modes but no Battleoid. Hmm... ground combat anyone?



One-Liners

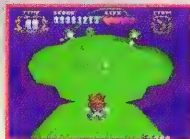
Pro Pinball
PlayStation
Overall: 6

The pinball game that is on this disc is fantastic; the only problem is that it is the only pinball game on this disc.



Floating Runner
PlayStation
Overall: 3

Well at least the title is appropriate, since this game won't flush.



Namco Museum
Volume 2
PlayStation
Overall: 7.5

Six classic games (Xevious, Super Pac-Man, Mappy, DragonBuster, Grobda, Gaplus) and their histories make this game a must for any classic gamer.



Madden NFL '97
Super NES
Overall: 6.5

As far as we're concerned, if you own the Super Nintendo's version of Madden '96 you don't need this game, unless you want the updated rosters.



NHL '97
Super NES
Overall: 8

It seems TH+Q rather than EA Sports did the update for this year's edition of NHL and that, unfortunately, means nothing other than updated rosters.



Madden NFL '97
Game Boy
Overall: 7.25

While it's a weird change from the home version, GB Madden certainly isn't bad after you become accustomed to the limited playbook and two-button configuration.



FIFA Soccer '97
Game Boy
Overall: 7.5

If you're looking for soccer on the go, you won't find anything better than this.



Project:
Horned Owl
PlayStation
Overall: 5

If you've got a light gun and can't wait to shoot something, then this is the game for you.



PlayStation

PREVIEW

Broken Helix

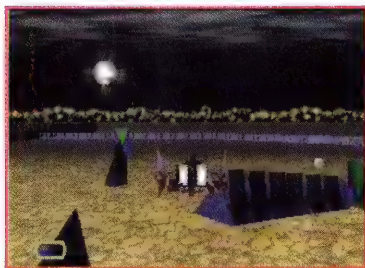
Size:
1 CD-ROM
Style:
1-Player Action/Adventure

Special Features:
Hostile or Neutral Temperament, Character Voicing Starring Bruce Campbell, Multiple Camera Views, Complicated and Multi-Dimensional Missions, Full Character Interaction

Created by:
Konami

Available:
December for Sony PlayStation

Broken Helix might be one of the most complicated games you'll see coming out for the PS-X. Not only must you avoid security cameras, interact with scientists, defuse bombs and pick fights with Marines, but you'll only be given a short period of time in which to accomplish these tasks. A tremendous depth of character controls, the volatile temperament of your fellow Marines, and the vast areas that comprise each level all contribute to Broken Helix's appeal. Many RPG elements are included alongside the third-person action/adventure playstyle. Fans of Briscoe County, Jr. will be pleased to know that Bruce Campbell is featured as the voice of Jake, the main character.



PlayStation

REVIEW

6.75

Size:
1 CD-ROM
Style:
1-Player First or Third Person Shooter

Special Features:
Beautiful Engine, Challenging Difficulty, Password Save, Power-Ups, and Hideously Obnoxious Enemies

Created by:
Viacom Newmedia

Available:
Now for Sony PlayStation

SlamScape

The best word to describe SlamScape is weird – like the ice-cream truck from Twisted Metal. It has a terrific 3D engine for driving around the landscape, but the game is extremely frustrating. Obstacles demand a great deal of concentration to get past and the constant bombardment of enemies makes Slamscape more annoying than a mosquito in your ear. Combine this with the really surreal environment and the game feels like it's stealing your soul.

PlayStation

REVIEW

7.25

Size:
1 CD-ROM
Style:
1-Player Isometric Action/Platform

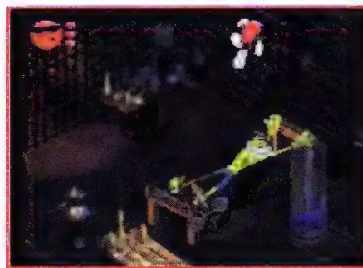
Special Features:
21 Levels (3 Bonus Levels), Password Save, Spot, Cartoonish Gameplay, Variety of Play Styles

Created by:
Virgin

Available:
Now for Sony PlayStation

Spot Goes to Hollywood

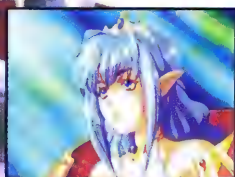
Spot Goes to Hollywood is a somewhat mediocre action/platformer that attempts, like many other recent games, to sell itself by doing the whole wacky Earthworm Jim routine. The action and the humor are both... okay. While the occasional reference to an old arcade game like Zaxxon or Q-Bert was kind of neat, it wasn't exactly a laugh a minute. The variety of play styles (walking, rafting, fleeing a T. Rex in a big wheel, flying a green bottle...) keeps things somewhat interesting and almost tempts one to actually finish the game. Overall, Spot is decent but nothing to freak out over. If you haven't played Crash yet, save your money.



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PlayStation

PREVIEW

Perfect Weapon

Size:
1 CD-ROM

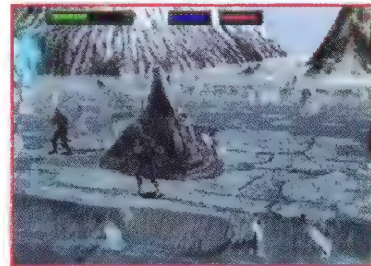
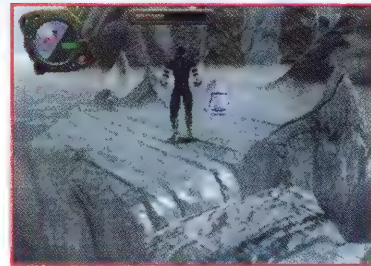
Style:
1-Player Adventure/Fighter

Special Features:
Kickboxing, Great Sound, Interesting Premise, Password and Memory Card Save, Fight Multiple Opponents at Once

Created by:
Gray Matter for ASC Games

Available:
Now for Sony PlayStation

Perfect Weapon is the latest attempt at mixing fighting and adventure genres into one. While games like Resident Evil and Alone in the Dark have already done this, Perfect Weapon tries to push the fighting to a more dominant role in the game. The plot seems to be that you are a kickboxer supreme sucked into another dimension by some unknown being for some sort of terrible purpose. A little vague, but it doesn't take much to see where the game is going. It looks like a mix of Mortal Kombat: The Movie and The Most Dangerous Game. The moves are cool but learning how to actually point in the direction of your enemies is a bit of a hassle. Perfect Weapon looks like it has some potential but don't get too excited about it until you see a review.



PlayStation

REVIEW

5.25

Size:
1 CD-ROM

Style:
1-Player Racing

Special Features:
Hard Rock Soundtrack, Pit and Car Information on Display During Gameplay, Big Name Opponents

Created by:
Papyrus for Sierra

Available:
Now for Sony PlayStation

Nascar Racing

When predominantly PC companies try to put out console games, their first efforts are often pretty sad. Nascar might have made the grade if its graphics hadn't been so poor. When you've seen games like Wipeout XL, Andretti Racing, and Motor Toon Grand Prix in the space of a month it's hard to enjoy something so graphically inadequate. Nascar reminds us of a lot of first generation CD games which were full of FMV and nifty menus with still shots, but gameplay that was no different than previous games. To be fair, the pop-up information displays and the actual racing itself were cool features in the game, but it just wasn't enough to justify a decent score.



PlayStation

PREVIEW

Nanotek Warrior

Size:
1 CD-ROM

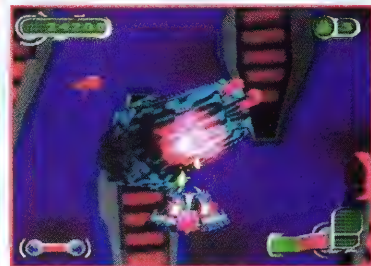
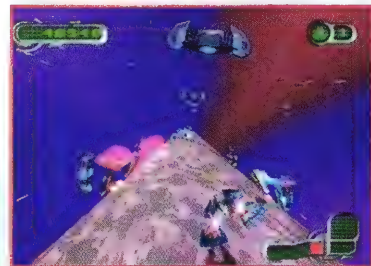
Style:
1-Player Shooter

Special Features:
Crazy Concept, Lots of Handy Maneuvers, 3 Speeds, Power-Ups, Password Save

Created by:
Tetragon for Virgin

Available:
1st Quarter 1997 for Sony PlayStation

Take Tempest. Yank it inside out. Add awesome graphics, variable speeds, a wide variety of enemies, spiraling obstacles, jumps, spinning lateral jumps, flying sideways (the old Millennium Falcon maneuver), and bosses that are just plain weird, and you have what we would call a winner of a retro-game on your hands. Nanotek Warrior is yet another old school arcade-style game to come out in recent months and is among the best we've seen so far.



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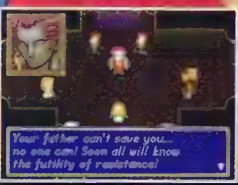
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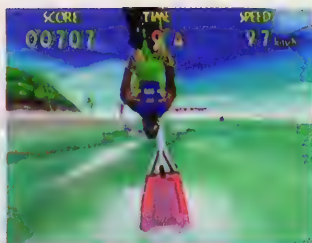
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Wave Race 64 – Nintendo 64

Here is a list of moves you can do in Wave Race 64.

Hand Stand – Hold the **B Button** and press **Down** and then **Up** quickly. Hold the joystick **Up** to maintain that position.

Turn around – Hold the **B Button** then press **Up** and then twist the joystick 360 degrees clockwise (press back to do a back flip).

Stomach Turn – Hold the **B Button** then press **Up** and then twist the joystick 360 degrees counter-clockwise.

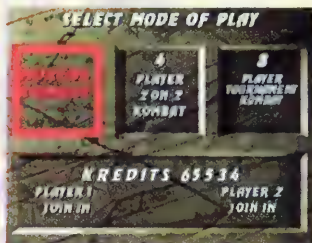
Ramp Back Flip – Pull back as you approach the ramp, and then press **Up** and **Down** quickly to execute the move.

Ramp Twist – A quick right or left after you launch off the ramp.

Note: You must be leaning in the direction you wish to twist before you leave the ramp.

Note: In the racing mode you can get a hole shot if you hit the accelerator at the exact moment the light turns green.

*"The VidMan"
Uptown, MN*



Ultimate Mortal Kombat 3 – Saturn

65,535 Continues –

To get continues galore, play a one player game and allow your opponents to beat you senseless until you have 0 credits. Now, allow yourself to be defeated again and press **Start** on controller 2 before the computer is done with its finishing move. When you get back to the options screen you should have 65,535 continues.

*Randy Solem
Wenonah, NJ*

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Gun Griffon – Saturn

In our September '96 issue one and all were invited to enter the GI code extravaganza. Your mission was to find out what effects the four mysterious codes had on Gun Griffon, and then submit the findings you discovered. While several entries were bogus, we managed to find our champion (drum roll please)... And the winner is... Bill Kraft from Shalimar, Florida! Way to go Bill! You are a true gaming god! Thanks to all who entered, and keep your eyes peeled for more GI code extravaganzas!

Enter all codes at the Title Screen.

Unlimited Ammo –

B, B, B, C, Start

Remove Target Squares –

Left, Right, C, A, Start

Invincible Armor –

Down, C, C, A, Start

Remove Targets From Radar –

B, B, B, Down, C, Start

Unlimited Jump Ability –

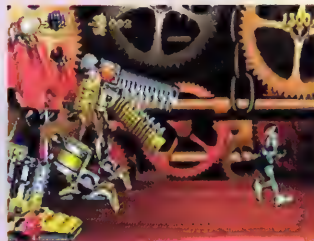
Up, Right, Down, Left, Z, Start

*Bill Kraft
Shalimar, FL*

Need for Speed – PlayStation

Machine Gun Car – Get set up for a head-to-head game and immediately after selecting your computer opponents' car, hold the D-pad **Up** and **Left**, **L1**, **■**, and **●** simultaneously and don't let go until the game is finished loading. Now when you use the horn there should be a machine gun sound instead. Any cars in front of you will be blown off the road.

*"The VidMan"
Uptown, MN*



Clockwork Knight 2 – Saturn

Select Bosses and

New Character – Go to the Bosses Galore screen and press **'X'** five times, **'Y'** seven times, and **'Z'** five times. If done correctly you should hear a funky piece of music and "Bob" should appear in the middle of the screen. Move the D-pad up and down to select whatever boss you want.

*Vincent Perez
Chicago, IL*

Tokyo Highway Battle – PlayStation

Tons of Money – At the company name screen (before the title screen appears) take **controller 2** and press and hold **L1, L2, R1, Down**, and **Start**. Hold this combination and take **controller 1** and press **Start** when the Title Screen and Options appear. Doing this will allow you to play Scenario Mode with \$9,999,999.

Cool Car Colors and Stripes –

After winning your first race in Scenario Mode, go to the Car Select screen and press **L2** to access the newly designed cars.

On Screen Options – After winning your first race in Scenario Mode, enter these codes on your next race with controller 2.

Display Best Lap – Up and Select

Right and Select

Display Programmer Numbers –

Down and Select

White Speedometer –

L1 and Select

*Fernando Cecada
Frenzo, NM*



Motor Toon Grand Prix – PS-X

Extra Characters – Highlight the 1st "?????" in Goodies and enter the following code. Hold **L1** and press **Select**, hold **L1 + L2 + R2** and press **Select**, hold **L1** and press **Select**, and finally hold **R1 + R2** and press **Select**.

Additional Tracks – Highlight the second "?????" in Goodies and enter the following code. Hold **L1** and press **Select**, hold **R1** and press **Select**, hold **L1 + R1** and press **Select**, and finally hold **L1** and press **Select**.

Tank Combat – Highlight the third "?????" in Goodies and enter the following code. Hold **L1 + R1** and press **Select**, hold **L1** and press **Select**, hold **R1 + R2** and press **Select**.

Submarine X – Highlight the fourth "?????" in Goodies and enter the following code. Hold **L1 + R1** and press **Select**, hold **R1 + R2** and press **Select**, hold **L1 + R1** and press **Select**, and finally hold **L2** and press **Select**.

Motor Toon R – Highlight the fifth "?????" in Goodies and enter the following code. Hold **L1** and press **Select**, hold **L1 + R2** and press **Select**, hold **R1 + R2** and press **Select**, and finally hold **R1** and press **Select**.

Hidden Options – Highlight the Options icon on the main menu screen and press and hold **L1 + L2 + R1 + R2**. Enter this venue and several new Options will be at your disposal.

*Douglas Adams
Tiles, PA*

Triple Play '97 – PlayStation

Monster Home Runs – This code can be used in either standard games or in Home Run Derby. During gameplay and while simultaneously holding **L1, L2, R1**, and **R2** press this combo quickly and precisely: **Up, Up, ▲, ▲, Up, Up, ×, ×**. Once entered and if done so correctly, you'll hear a chime. Just make contact with the ball and you'll whack some serious dingers!

*Jewel
Hollywood, CA*



Alien Trilogy – PlayStation

You know it's a bad day when you wake up with a face hugger fastened securely to your head. These codes will make sure it never happens again. Enter all of these at the password screen.

Level Select –

type G0LVL followed by the level number you wish to go to.

Invincibility –

OBL10NTR1PT0F1N1SH0FF

Infinite Ammo – B0X0VTR1CKS

All Weapons – DY1NGTON1GHT

"The Rhino"
Toledo, OH

The Hive – PlayStation

Here are all the level codes for The Hive. Annihilate them!

Atmosphere Re-Entry – IV70

Ice Planet Touchdown – AMQ0

Ice Caverns – NGH0

Hangar Bay – ZN00

Ocean Platform Defenses – WVQ0

Platform Elevator – HC10

Sub Level Rail Transport – IEZ0

Pyramid Maze – UVMO

Pyramid Gun Turret – U6Q0

Reactor Attack – 2QJ0

Power Station Catwalks – KLS0

Battle the STS November – 2XS0

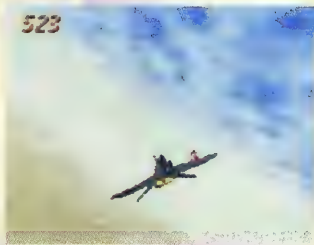
Moon Base – 81H0

Refinery – 8HU0

Generator Intake Tubes – J5V0

Queen's Chamber – VIH0

Marc "The Gimp" Hinterlach
Cincinnati, OH



Bogey: Dead 6 – PlayStation

New View – At the Fighter Select Screen press and hold L1, L2, R1, and R2 while choosing your plane (✳ button). Continue to hold the shifts through the "Now Loading" screen and into the game. Release the shifts and change your views 'til you find the new one. This code works on both Training and Mission Flights.

999 Seconds – While the game is loading press L1, L2, R1, R2, ✳, ●, ▲, ■, and Left. Hold this combo until the game starts. If entered correctly, you'll have 999 seconds as opposed to the standard 357.

Joe Brown
Chicago, IL

Jumping Flash 2 – PlayStation

The Big Duh Flash Theory – Once you beat Jumping Flash 2 you'll be confronted by a supped-up alternate version of the game – the Super Mode. You may not want to replay it, but it does have its rewards and secrets. First of all, you'll now be able to jump twice as high (6 jumps). In addition to this, you will also be confronted by a new (and better) ending, and yet another supped-up alternate version of the Super Mode entitled Extra Mode.

"The Rhino"
Toledo, OH

Die Hard – Arcade

This title is hot baby, and GI has all the latest and greatest moves to make you the best darn Bruce Willis you can be. Go kick some terrorist tail!

Legend

P – Punch

K – Kick

J – Jump

Moves

Straight Punch – P, P

Double Punch – P, P, P

Super Combo – P, P, P, K

Mega Super Combo – P, P, P, P, K

Roundhouse Kick – K, K

Double Kick – K, K, K

Body Blow – K, K, P

Dash Uppercut – P

(hold and release)

Somersault Kick – K

(hold and release)

Emergency Escape – J + P + K

Floor Attacks

(While Getting Up)

Rising Uppercut –

P + Left or Right

Groin Kick – K + Left or Right

Roll to a Stand –

P and Up or Down

Throws

Giant Swing – P, K, K

(after grabbing)

German Suplex – P, K, K, K

(after grabbing)

"The Human Torch"
New York, NY

Bust-A-Move 2: Arcade

Edition – PlayStation

More Credits – Go to the Option Menu and press Left, Right, R1, R2, L2, L1, Up, Down. Now as quickly as you can, highlight Credits and press ✳. The credits can now be upped to 29.

Character Select – Start a normal Puzzle game and when the Map appears press Left, Left, Up, and Down. Now simultaneously press L1+L2+R1+R2 and a Character Select screen will appear.

Adam Blue
Grapeville, 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

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Nintendo's

Automated Power Line!

206-885-7529

Sony

900-933-SONY(7669)

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

Code of the Month!



Crash Bandicoot –

PlayStation

Here's the ultimate password for Crash Bandicoot. Not even the most complex codes or tricks could top this dog. Enjoy the ending!

Everything Unlocked –

▲▲▲▲▲×▲▲▲
▲▲▲×▲●▲▲▲
▲●▲▲×××××

"The Rhino"
Toledo, OH



Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

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

PlayStation:

ASCIIIPad,
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Saturn:

ASCII Saturn Stick,

Super NES:

ASCII Pad SN,
Super Advantage,
Fighter Stick SN,
Fighter Pad SN,
Rhino Pad SN

Genesis:

ASCII Specialized Pad,
Fighter Stick SG-6,
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GAME GENIE SWAP SHOP

Breath of Fire 2 – SNES

C9FA-EFA6

Infinite HP in Battle Scenes
"The Mysterious Gamer"
drbcpa@magiclink.com

Cutthroat Island – SNES

C92C-47D8

No enemies and bosses are invisible

FD68-34C7 + FD82-370B

Start with 1/2 energy

F268-34C7 + F282-370B

Start with 3/4 energy

50C7-3DD8

1 hit kills almost everything

DFEA-34A1

Start with 1 life

D9EA-34A1

Start with 5 lives

DBEA-34A1

Start with 9 lives

DEEA-34A1

Start with 15 lives

FBEA-34A1

Start with 25 lives

CBC1-3D60

Infinite lives

Lufia 2 – SNES

These are fairly worthless codes, but then again it's fun to mess with the game. Try different combos, with the codes below. Example:

7E63-37DF

Crazy colors.

EE60-DDDD

Glitchy start-up but speeds up the game play (ie... walking, battle, speech).

EE60-ODDD

Cut-up or missing body pixels

EEEE-3DDD

Saturated color of town and dungeon

5560-3FDF

Saturated color of town and dungeon 2

7E62-37DF

Screen messed up when you talk to people

SCM

scmche19@skypoint.com

GAME SHARK



Star Fighter – Saturn

Master Code (Must Be Entered) –

F6000914 C305

B6002800 0000

Infinite ATG Missiles –

160BF4EE 03E7

Infinite ATA Missiles –

160BF4F2 03E7

Infinite Mega-Bombs –

160BF4F6 03E7

Infinite Beam Lasers –

160BF4FA 03E7

Infinite Multi-Missiles –

160BF4FE 03E7

Infinite Mines – 160BF502 03E7

Infinite Armor – 1608330A 0040

Tekken 2 – PlayStation

Infinite Health Player 1 –

800A3666 006E

800D09EA 006E

Infinite Health Player 2 –

800A3676 006E

800D1BF2 006E

Impact Racing – Saturn

Master Code (Must Be Entered) –

F6000914 C305

B6002800 0000

Infinite Mines – 160DC19E 0063

Quad Laser – 160DC1B6 6404

Lasers Never Overheat –

10245712 0000

Missile Launcher –

160DC18C 0100

Infinite Missiles – 160DC196 0063

Alien Trilogy – Saturn

Master Code (Must Be Entered) –

F6000914 C305

B6002800 0000

Auto-Mapper – 1606CE26 0084

Shotgun Shells – 1606CE32 0028

Shotgun – 1605AAFE 003C

Infinite Batteries – 1606CE42 0001

Infinite Charges – 1606CE40 0002

Acid Vest – 1606CE2A 0064

Pulse Rifle – 1605AB02 0001

Pulse Rifle Ammo –

1606CE34 0040

Infinite Grenades –

1606CE 38 0005

World Series Baseball 2 – Saturn

Master Code (Must Be Entered) –

F6000914 C305

B6002800 0000

Home Team Wins –

160F419A 0032

Away Team Wins –

160F41BA 0032

Star Fighter – PlayStation

Infinite ATG Missiles –

80166B7C 000A

Infinite ATA Missiles –

80166B80 000A

Infinite Armor – 801051DC 0080

Infinite Multi-Lasers –

80166B8C 0009

Infinite Beam Lasers –

80166B88 03E7

Infinite Mines – 80166B90 03E7

Infinite Mega-Bombs –

80166B84 03E7

Bogey: Dead 6 – PlayStation

Infinite Credits – 801C29C2 0005

Infinite Sidewinders –

800BC684 0064

Infinite Maverick Missiles –

800BC68A 0064

Infinite Fuel – 80081712 2F61

Tokyo Highway Battle – PlayStation

Infinite Funds – 8006DEB CFFFF

NFL Quarterback Club '97 – PlayStation

Home Scores 0 – 800D14C6 0000

Away Scores 0 – 800D3ACA 0000

Virtua Fighter Kids – Saturn

Master Code (Must Be Entered) –

F6000914 C305

B6002800 0000

Infinite Health Player 1 –

16045974 00A0

Infinite Health Player 2 –

16046A74 00A0



By DOS Boy

Triple Play '97 – PC

Enter all codes on the keypad.

Field of Dreams – To play in the cornfield press this combination from the Stadium Set Up screen: **Up, Down, Right, Up, Down, Left, Up.**

Mystery Stadium – To play in an obscure stadium press this combination at the Stadium Set Up screen: **Right, Left, Up, Left, Down, Right, Left.**

Cheats – To activate these codes the 1 key must be held down.

Long Fly Ball – Hold 2

Line Drive – Hold 3

Grounder – Hold 4

Pop Fly – Hold 5

Bunt (even on full swing) – Hold 6

Power Hit – Hold 7

Home Run – Hold 1, 2, and 7

Monster Bunt – Hold 1, 6, and 7

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 64MK Trilogy
Turok: Dinosaur Hunter

SNESKirby Super Star
Ultimate MK 3

PlayStationTobal No.1
Die Hard Trilogy
Crash Bandicoot
Jumping Flash 2
Madden NFL '97
Mortal Kombat Trilogy
WipEout XL

Sega SaturnDragon Force
Bottom of the 9th
Madden NFL '97
NIGHTS: Into Dreams

GenesisUltimate MK 3

ArcadeWar Gods

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