

**TOTAL CARNAGE!**

*Destruction*

*Derby 2* Pg. 39

# Game Informer<sup>®</sup>

MAGAZINE

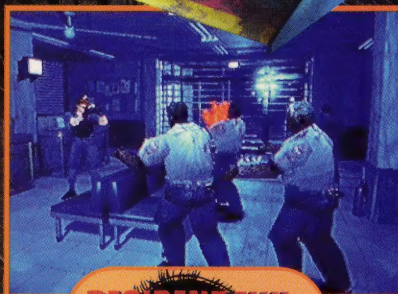
## TWISTED METAL 2

The Best 2-Player Action Game Of All Time

### PLUS:

Legacy of Kain • NBA: In the Zone 2 • Street Racer • Daytona USA CCE  
NFL 97 • Powerslave • NHL 97 • Sonic 3D Blast • Suikoden • Jet Moto

\$3.95 Canada \$4.95 UK £2.50



CAUTION: TRACK MAY BE

© 1996 Nintendo of America, Inc. TM and ® are trademarks of Nintendo of America, Inc.  
Kawasaki's trademarks used with permission of Kawasaki Heavy Industries, Ltd.

CHANGE THE SYSTEM.  
NINTENDO<sup>64</sup>



SYSTEM

SLIPPERY.

Strap yourself in for 64

bits of surf-dashin', wave

crashin', watery action with

**Wave Race 64.**™ It's got

killer Kawasaki JET SKI

watercraft you can

customize and eight slick

race courses. Blow jets

against another racer in

wet and wild two-player

action. With waves big

enough to surf and

enough ocean to make a

sailor lose his lunch,

don't forget your life

vest. You'll need it.



AOL@keyword:NOA  
www.nintendo.com



WE DARE  
YOU TO  
ASK HER  
TO DANCE

We're sure Chun-Li would love to show you a few of her dance moves, but step lively. She's been known to step on a few toes. And heads. With Street Fighter Alpha 2 for your Super NES®, maybe you can teach her a thing or two. You can even bust out your favorite Super Move or Custom Combo, just like in the hit arcade game. But don't even think about trying that Macarena thing. We heard she hates that.



©1996 Capcom U.S.A. Inc. All rights reserved.  
™ and ® are trademarks of Nintendo of America Inc.

TEEN  
T  
AGES 13+



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

TABLE OF CONTENTS

**GI**

MAGAZINE

TABLE OF CONTENTS

**FEATURES**

**12 Cover Story: Twisted Metal 2**

In the world of video games there is nothing better than a multi-player game, and Twisted Metal from Sony has become a mainstay. What can Twisted Metal 2 do to top the original? A lot! Check out all the best strategies and the inside scoop in this month's cover story.

**18 GI Feature: System Wars**

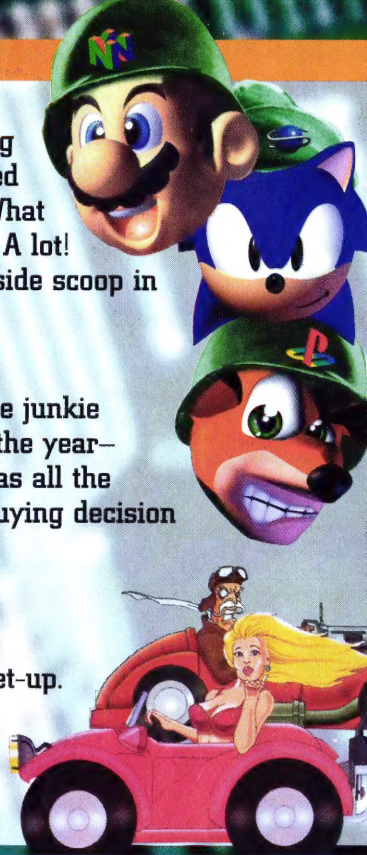
It's that time of year when every video game junkie must make the most important decision of the year—what system to buy. Well, Game Informer has all the information you'll need to make the right buying decision this holiday season.

**28 Find the Big Ape: Third Time's a Charm Contest**

Win the ultimate Donkey Kong Country 3 set-up.

**71 The Street Racer Whacked-out Roadrace Contest**

Win a Sega Saturn and a Sony PlayStation.



**REVIEWS & PREVIEWS**

**29 PlayStation**

GameDay 97, Soviet Strike, Contra: Legacy of War, King's Field II, Pandemonium, Jet Moto, Destruction Derby 2, Blood Omen: Legacy of Kain, Suikoden, 2Xtreme, Mechwarrior 2, NBA Live 97, NHL Hockey 97, VR Golf, NHL Face Off 97

**56 Saturn**

Daytona USA Championship Circuit Edition, Sonic 3D Blast, Scud, Toshinden URA, Powerslave

**54 PlayStation & Saturn Street Racer**



**AT A GLANCE**

**68 PlayStation & Saturn Machinehead**

**PlayStation**

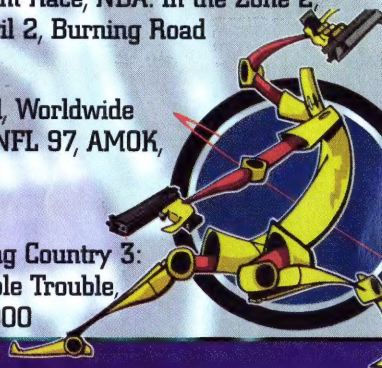
Divide, Tail of the Sun, Perfect Weapon, MLB Pennant Race, NBA: In the Zone 2, Resident Evil 2, Burning Road

**Saturn**

3D Baseball, Worldwide Soccer 97, NFL 97, AMOK, Mr. Bones

**Super NES**

Donkey Kong Country 3: Dixie's Double Trouble, Sim City 2000



**DEPARTMENTS**

**4 Letter from the Editor**  
An Introduction To GI.

**8 Dear Game Informer**  
GI readers from across the globe interact with Game Informer.

**8 Envelope Art**  
You Can't Win If You Don't Enter GI's Monthly Envelope Art Contest.

**12 GI Feature**  
Game Informer picks a winner in the System Wars of 1996.

**20 GI News**  
Sega packs 3 games in \$199 Saturn, Nintendo announces even more delays, Sony searches the seven seas for software

pirates, and tons-o-fun with Name That Game!, Trivia, Comics, and GI's Top Ten.

**53 Back Issues**  
Complete your collection of Game Informer issues.

**64 Classic GI**  
Game Informer picks the top ten games of all time for the 16-bits.

**65 Game Informer PC**  
GI reviews 9, Deadly Tide, Madden NFL 97, and Lighthouse as well as PC news from the Matrix.

**66 Arcade Brigade**  
News and reviews from the 1996 AMOA expo.

**76 Secret Access**  
Tips from our readers and the infamous Game Genie/Game Shark Swap Shop.

Game Informer® Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, or five trial issues for \$9.98 by Sunrise Publications®, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. For subscriptions only (612) 946-8105. Periodicals postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBERS/POSTMASTER: Send address changes to Game Informer® Magazine, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

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

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

www.gameinformer.com



# LETTER FROM THE EDITOR

By Andrew McNamara

## An Introduction To GI

# Game Informer

MAGAZINE

December Issue 1996  
Volume VI • Number 12 • Issue #44

**Richard A. Cihak**  
Publisher

**Andrew McNamara**  
Editor

**Paul Anderson**  
Senior Associate Editor

**Andrew Reiner**  
**Erik Reppen**  
**Jon Storm**  
Associate Editors

**Thomas Blustin**  
Art Director  
Graphic Design

**Timothy J. Laurie**  
Production Director  
Graphic Design

**Curtis Fung**  
Production Assistant  
Graphic Design

**Ryan MacDonald**  
West Coast Correspondent

**Sarah Anderson**  
**Gia Garbinsky**  
Copy Editors

**Terrie Maley**  
Circulation / Marketing Manager  
(612) 946-7274

### Advertising Sales

**Kimberly Thompson-Benike**  
National Advertising Sales Director  
10120 W. 76th Street  
Eden Prairie, MN 55344-3728  
(612) 946-8159  
Fax (612) 946-8155

**Tony Sureau**  
West Coast Advertising Sales

11531 197th Southeast  
Snohomish, WA 98290  
(360) 668-7978  
Fax: (360) 668-9350

Manufactured and printed  
in the United States of America

**Game Informer Magazine** (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, five trial issues for \$9.98 by **Sunrise Publications**, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8159. Periodicals postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER:** Send address changes to **Game Informer Magazine**, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, **Game Informer Magazine**, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

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

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

For subscription inquiries please write to our Customer Service Department.

10120 West 76th Street  
Eden Prairie, MN 55344  
Attn: Customer Service

### PUBLISHER LIABILITY FOR ERROR

The publisher shall not be liable for slight changes or typographical errors that do not lessen the value of an advertisement. The publisher's liability for other errors or omissions in connection with an advertisement is limited to republication of the advertisement in any subsequent issue or the refund of any monies paid for the advertisement.

### INDEMNIFICATION

The advertiser and/or Advertising Agency agrees to defend and indemnify the publisher against any and all liability, loss, or expense arising from claims of libel, unfair competition, unfair trade practices, infringement of trademarks, copyrights, trade names, patents, or proprietary rights or violation of rights of privacy, resulting from the publication of the Advertiser's statement.

# ABC

Audit Bureau of Circulation  
Membership Applied For 12/95

Howdy everybody, and welcome to Game Informer Magazine. Now you may be asking yourself why I'm giving you such a formal introduction here in the Editor's Letter, but I feel that it is important at this time of year. Right now, more than any other time of year, people are buying games and game magazines by the millions, so I'd like to give all our new readers (and all you old ones) some basic info on how everything works here at Game Informer Magazine.

First off, the entire staff and I work very hard to make sure that any game we put in this magazine is worth seeing. For instance, any game that gets a full page review, does so because we felt that it was important and worth the space. We aren't saying that any game that gets a page is better than the

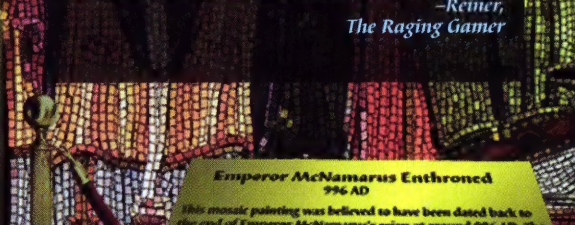
"With so many good games out there it is hard to choose which games are the best. Since you'll probably be making your wish lists right about now, I wanted to give a list of some of my favorite games. Here they are in no particular order: Tomb Raider, Tekken 2, Wipeout XL, Powerslave, Final Doom, NHL Hockey 97, Wave Race 64, Tobal #1, Mario 64, World Series Baseball 2, Twisted Metal 2, Disruptor, Fighting Vipers, and Legacy of Kain. Of course, the ultimate game to get this holiday season is VF3, but that will run you more than a new car. Adios!"

—Andy,  
The Game Hombre



"Now where did I place that vile of Bubonic plague and my shoebox of fleas? Oh... Hey gamers! You just caught me in the middle of another sinister plot, unfortunately I won't be able to tell you all about it, because if I did, you probably wouldn't see me ever again. Well, it's the holiday season and I'm sure most of you have some money burning holes in your pockets. If you need a new game to consume your days be sure to give Tomb Raider for PS-X, Wave Race 64 for N64, Powerslave for Saturn, and DKC3 for the SNES serious looks."

—Reiner,  
The Raging Gamer



Emperor McNamarus Enthroned  
996 AD

This mosaic painting was believed to have been dated back to the end of Emperor McNamarus' reign at the end of the 8th century.

"I've finally relaxed after the thrill of seeing Grant Lee Buffalo's tiny gig here in Minneapolis and I'm back to thinking about video games again. It's been a lot of work with the bigger book this month, but it's all worth it. Check out the three hockey games for the PS-X, they all rock. It's a tough call for a purchase, so find a particular aspect that appeals to you before making your decision. No matter which of the three you choose, it'll definitely be a great season of hockey."

—Jon,  
The Greedy Gamer

others, but that we feel it is vital for you to see it either because we like it, or because it's a game that was expected to be great and really isn't.

Also, there are a couple of things you need to know about our reviews and how important we feel they are. For example, Game Informer has never had a cover story that wasn't a review. Why? Simply because we don't believe in pumping up newsstand sales with hype about some game that we think will look cool on the cover or that an advertiser buys by putting in a lot of ads. We won't do it. We choose the games that go on our cover. Not marketing. Not advertising.

That's how important reviews are to us, because we used to be gamers just like you, hungry for great games but knowing that most places you looked for information were full of bull. Well, that's why GI is here. Because you love games and we love games.

Oh what a wonderful place the world would be if every game that came out was the most amazing game ever seen. It's a shame that's not the case, but then again, that's why we're here. Stay tuned and stay informed!

"Ye gads! What is the PC gaming world coming to? Everyone and their mother is putting out Myst clones. It seems that when Myst came out two years ago a whole slew of people said, 'Hey, I can do that.' For the low-down on a couple of these games check out GI PC. Otherwise, have yourselves some happy holidays and try to avoid Mortal Kombat during days of well-wishing and good will towards all people, etc... Gory fatalities really don't jive with all of that."

—Erik,  
The PC Jedi

"I can't believe how Jon and Reiner missed the boat on Soviet Strike. This game is one of my top ten games of the year and they end up scoring it in the 8's? Losers. Lately, I've been really impressed with the wealth of racing titles that are around. Wave Race, Andreotti, F1, Wipeout XL, and Jet Moto are all sure buys for the racing fanatic. I am also, believe it or not, pretty excited to see a 32-bit fishing game finally come from Hot-B. I know most people don't get into video fishin', but I played a lot of their 16-bit games."

—Paul,  
The Game Professor

"Arcades are my life, but lately it's been completely turned upside down by Mario 64. All I do is play this stinkin' game. Arggggggg!"

—Ryan,  
The Arcade Alchemist



MIDWAY GENESIS



NBA Hang Time. ©1996 Midway Home Entertainment Inc. All rights reserved. The NBA and individual NBA team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved. Distributed under license by Midway Home Entertainment Inc. Nintendo and the 3.5" floppy disk are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Midway Home Entertainment System and the Official Sega are Registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

YOU?

SHAWN KEMP 49"

SCOTTIE PIPPEN 48"

PENNY HARDAWAY 47"

DENNIS RODMAN 46"

ALONZO MOURNING 45"

HAKEEM OLAJUWON 41"

DAVID ROBINSON 36"

JASON KIDD 33"

DAN MAJERLE 30"

DIKEMBE MUTOMBO 26"

CHUCK PERSON 20"

LUC LONGLE 15"

TERRY MILLS 10"

Think you're ready for the NBA? Now's your chance with NBA Hang Time. It's a 2-on-2 non-stop, all-out hoopfest with the hottest names in the league. Choose from over 150 of the NBA's best including Hill, Miller, Malone and Johnson. Or use the Create A Player option to play as yourself (slightly improved, of course). Give yourself dangerous moves like monster jams, perfect three's, or laser-guided passes even Starks or Drexler would envy. So go on. Go head to head with the pros. And show them what your vertical's made of.



IT'S GAME TIME.



Shhhhh!!!!

I'm lookin' at the totally awesome GI office-cam and wondering, "What are all of those CD's that the hairy guy is lookin' at?" So, what are they? The GI tune stash? The cache of CD-ROMS? Or are they just a bunch of mirrors for Reiner to look at his vain self in?

John "NetMan" King  
Severn, MD

It took us a while to figure out which hairy man you were talking about because at heart, we are all hairy men here at Game Informer. Our original intention was to write a "Hairy Men of the Wilderness" magazine featuring articles that would dispel many of the myths and illusions about the lot of the modern day hairy man, but it got cold out one day so we went inside and played video games. Those CD's are a mix of Betas of upcoming games, demos, music, and government archives that reveal the truth of the Roswell incident in which... Ahh... Veddy Klefer Mr. King, but vee are afraid that efen hairy men must keep their sekrets...



### The Journeys of Corwin Game Maker

I'm 8 years old. I'm looking for information on making my own video game. Does it require a fancy computer or a copyright? I've wondered for three years! I have a lot of ideas for a game.

Corwin Johnson  
Minneapolis, MN

It takes a lot of work to write games, Corwin, but some of the biggest names in the industry started learning code when they weren't much older than you are now. Of course, nowadays it takes a lot more to punch out a game than one programmer with a good idea. There are programmers, artists, designers, musicians, and sometimes authors taking part in the process. To get in on it without being some kind of wunderkind, you'll need to decide what part of creating a game most interests you. In the meantime, game a lot, read a lot, and learn what you can about computers and programming. That fancy computer could cost you upwards of \$20,000 to \$40,000 and (trust us on this one) you don't even want to know about copyright laws. One exciting new option for fledgeling game creators will be the release of Sony's "Let's Create" system next year. It allows amateur programmers to create games at the somewhat more affordable price of \$1200. It includes a special PlayStation that can jack into a PC as well as Software Tools for making games. Don't get too excited about this though. When we say amateur we don't mean inexperienced. Programming is a royal pain in the tookus.

### From Saturn to... Genesis?

This is an emergency! I am planning to sell my Sega Saturn. I have Virtua Fighter 2, Sega Rally, NiGHTS, Need for Speed, and Wipeout. I have to play a Sonic game, and I'm being forced to sell my Saturn for the Genesis to keep my sanity! I still love those 16-bit Sonic games. Where are the 32-bit Sonic Games?!

The Saturn is a great system, but I also want to buy the Genesis. I know that 16-bit is going away, but why can't Sega make any more 16-bit titles? ... I want to

play Sonic X-Treme and Sonic 2. Could you give me some advice?...

Terrain Filmore  
Jersey City, NJ

Hold your horses Terrain! Sonic 3D Blast for Saturn should be hitting the stores while you read this. If Sonic is what you crave, Sega has delivered. Unfortunately, Sonic X-Treme won't be out until next year and 3D Blast is merely a touched up version of the same game for Genesis. Why are the 16s dying? It's all in the name of keeping the industry going. The first true video game systems were great for their times, but eventually people found that there was only so far they could go without brilliant stretches of the imagination. Thus, people started copying each other and gamers realized that everything new (with the occasional rare exception) was a cheap version of an old game. Having learned a harsh lesson from the video game crash of '83, and another lesson from the industry's resurrection through Nintendo's introduction of improved technology, game companies know now that in order to maintain people's continued interest in gaming, there has to be a steady progression of new ideas and improved technology to support those new ideas.



Statement of Ownership, Management and Circulation (Required by 39 U.S.C. 3685). 1A. Title of Publication: Game Informer Magazine; 1B. Publication No.: 10576392; 2. Date of Filing: September 25, 1996; 3. Frequency of Issue: Monthly; 3A. Number of Issues Printed Annually: 12; 3B. Annual Subscription Price: \$19.98; 4. Complete Mailing Address of Known Office of Publication: 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728, Hennepin County; 5. Complete Mailing Address of the Headquarters of General Business Offices of the Publisher: 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728; 6. Full Names and Complete Addresses of Publisher, Editor(s) and Managing Editor: Publisher: Richard A. Cihak, 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728, Hennepin County; Editor: Andrew C. McNamara, 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728, Hennepin County; Managing Editor: None; 7. Owner: Funco, Inc., 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728, Hennepin County; Name and Addresses of Stockholders Owning or Holding 1% or More of Total of Stock: David R. Pomije, 10120 West 76th Street, Eden Prairie, Minnesota, 55344-

3728, Hennepin County; Stanley Bodine, 10120 West 76th Street; Eden Prairie, Minnesota, 55344-3728, Hennepin County; 8. Known Bondholders, Mortgagees, Other Security Holders Owning or Holding 1% or More of Total Amount of Bonds, Mortgages or Other Securities: None; 9. Does Not Apply; 10. Extent and Nature of Circulation: Average number of copies each issue during preceding 12 months: A. Total No. of Copies (Net Press Run): 130,567; B. Paid and/or Requested Circulation: (1) Sales through dealers and carriers, street vendors and counter sales: 18,114; (2) Mail Subscription (Paid and/or requested): 88,255; C. Total Paid and/or Requested Circulation: 106,369; D. Free Distribution by Mail, Carrier or Other Means: samples complimentary, and other free copies: 1,623; E. Free Distribution Outside the Mail (Carrier or Other Means): 762; F. Total Free Distribution: 2,415; G. Total Distribution: 108,784; Copies Not Distributed: (1) Office use, left over, unaccounted, spoiled after printing: 18,174; (2) Return from News Agents: 3,609; I. Total: 130,567. I certify that the statements made by me above are correct and complete. - Richard A. Cihak, Publisher.

### From Genesis To Saturn

My name is George. I love your mag. It's great, super, etc. I have a Genesis with a 32X but I've decided to trade it in for a PlayStation or a Saturn. I have a lot of questions.

1. Is it true that there is a fourth company planning to put out a super system?
2. Are there any plans for a super fight game like MK vs. Street Fighter or Virtua Fighter vs. Killer Instinct?
3. Will there be any of the end boss characters from Street Fighter 1 brought into Street Fighter Alpha 3?

Jolten G.  
South Jersey, NJ

Ah... Numbered questions. We love numbered questions! Here goes!

1. Yes, it seems that Panasonic has taken up a very large space at the E3 show, coming in the summer of 1997, to unveil a new product (or at least, that's a very good guess, since their booth is almost as big as Nintendo, Sega, and Sony's). More than likely, it will be the M2 (a 64-bit CD-ROM system that was created by 3DO and sold to Matsushita, the parent company of Panasonic).
2. The closest thing to what you're talking about that we've heard anything about is Capcom's new X-men vs. Street Fighter, a game that was released recently in the arcades. Keep in mind that if the fight games are made by different companies, it's not very likely you're going to see them together in the same game. It's not like Marvel vs. DC in the comics world. Game companies have too much pride for that sort of thing.
3. No clue. You'd be better off asking whether there will even be a Street Fighter Alpha 3. But then we don't really know that either. Of course, it's probably safe to assume that the Street Fighter series will progress to SF Omega 72 before the last of the hard-core SF fans die off.

### Nintendo Prefers Quality Over Quantity

First off I want to say your mag rules!! But I've got a couple of questions. First, why is Nintendo delaying all its games?!! I've waited since December for the N64 and now that it's out, five games have been delayed! I can buy the system, but there is only one game for it. When I saw Cruisin' USA in the arcades I spent almost \$20 in quarters on it. When I heard that it was coming out for N64, I was ecstatic. I saved months of allowance for a stinkin' delay. So I was wondering, should I get the PS-X instead of N64? I looked at the Editor's Top Ten and most of the games were for PlayStation. All my friends either have a PlayStation or are going to get one.

Evan (The Totally Ticked Gamer) Rochlis  
Marlton NJ

Tetris Sphere, Blast Core, Turok, and NBA Hangtime were indeed delayed for Nintendo 64. Nintendo (ever obsessed with the quality of their games) felt that more time needed to be spent in bringing these games to their full potential. Mortal Combat Trilogy, however, was held back because of the fear that Trilogy would cut down Mario's profit

Continued on page 8



NBA

# HANG TIME™



IT'S GAME TIME!



VISIT THE FUNTRONICS VIDEO GAME DEPARTMENT AT SEARS AND GET \$10.00 OFF!

**KNICKS** i love this stuff!



**\$10**

Good for \$10 off Regular and Sale Prices of **NBA HANG TIME™** For Super NES™, Sega™ Genesis™, Sony Playstation™ and Nintendo 64™.

**FUNTRONICS**

**\$10**



R5870219\$1000

Good for \$10 off NBA Hang Time® for Super NES™, Sega™ Genesis™, Sony Playstation™, Nintendo 64™. Valid December 00 through December 00, 1996 only. Offer not good on layaway, balances, gift certificates or credit card payment. Not redeemable for cash. Not valid with other coupons or offers. Limit one coupon per transaction; one per customer. Void where prohibited by law. Cash value 1/20¢. © 1996 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.

**\$10**

**SEARS**

REDEEMED IN STORE Offer Valid 10-15-96 Though 12-31-96

FUNTRONICS IS LOCATED IN THE CHILDREN'S DEPARTMENT AT SEARS!

**TEN BUCKS**

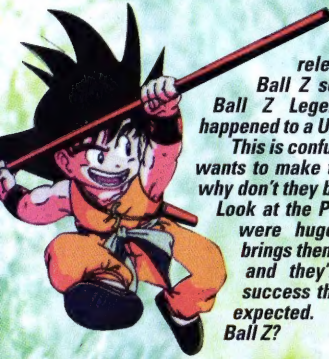
**\$10**

©1996 MIDWAY HOME ENTERTAINMENT INC. ALL RIGHTS RESERVED. COIN-OPERATED VIDEO GAME ©1996 MIDWAY GAMES INC. ALL RIGHTS RESERVED. MIDWAY IS A TRADEMARK OF MIDWAY GAMES INC. USED UNDER LICENSE. THE NBA AND INDIVIDUAL NBA TEAM IDENTIFICATIONS USED ON OR IN THIS PRODUCT ARE TRADEMARKS, COPYRIGHTED DESIGNS AND OTHER FORMS OF INTELLECTUAL PROPERTY OF NBA PROPERTIES, INC. AND THE RESPECTIVE TEAMS AND MAY NOT BE USED, IN WHOLE OR IN PART, WITHOUT PRIOR WRITTEN CONSENT OF NBA PROPERTIES, INC. ©1996 NBA PROPERTIES, INC. ALL RIGHTS RESERVED.

margin. For Game Informer's official take on which system is the best buy, have a look at our new section, **GI Feature**. If you're talking about blowing your life savings on a new system, you may want to wait a few months and see how the N64 works out before making a decision. After all, if your friends all have PlayStations, what do you need one for? Just mooch off them. Erik's been doing it all his life.

### Dragon Ball Z In The States?

Not only am I a fan of RPG's, but I am also a huge fan of fighting games. I have played just about everything. In Japan though, there are tons of awesome fighting games that don't seem to make it here to the States. For example, I picked up the Japanese import, *Dragon Ball Z: Ultimate Battle 22*, for the Sony PlayStation. This game is very cool and the Japanese cartoon of this series is awesome too. The down side of the game is that I cannot understand what the characters are saying



or what the game's story line is. Now there is a newer release of the *Dragon Ball Z* series called *Dragon Ball Z Legend*. AHHHH! What happened to a US release?!?!?!?

This is confusing. If Bandai really wants to make this series a legend, why don't they bring it to the States? Look at the *Power Rangers*. They were huge in Japan. Saban brings them to the United States and they're an even bigger success than could have been expected. Why not *Dragon Ball Z*?

Nic Roman  
Melvindale Michigan

We have no word on whether *Dragon Ball Z* will ever make it to the States, but the recent English dubbed release of the *Dragon Ball Z* series on our side of the ocean makes it a definite possibility that the games will eventually be ported over as well. Reiner, our resident anime expert, gives the *Dragon Ball Z* series high marks. As for the *Power Rangers*... well, we'd just like to shout out something no one else has dared to. *Voltron! Voltron! Voltron!*

### We Just Want to be Your Pals

I just had a terrific idea!! Why don't you guys have a Pen-Pal service? You know, so gamers can talk to other gamers about... well, you know - games! I hope you consider this idea. If you say no, you'll break my tiny heart. NOT!! Bye ya'all!

Jessi Stukonis  
Wantagh, NY

Sorry to say "no" Jessi, but we're too busy writing a magazine to set up a pen-pal service. We have, however, considered setting up news-groups through our web-site, but these are minor speculations in a world of other decisions that need to be made. Our magazine has gained weight this holiday season, and unlike millions of fellow neurotic dieting exercising obesity paranoid Americans, we're hoping to keep it that way.

### Crash Needs A Pal

I was just wondering something about *Crash Bandicoot*. Now that he's Sony's Mascot, I have a question. Will he have a partner in any of his upcoming games? I was just curious because Mario has Luigi and Sonic has Tails. What about Crash? And why did it take so long for Sony to get a mascot? I'm sure a lot of people are mad now because Crash could've been

a free game instead of the sample disk that came with the system.

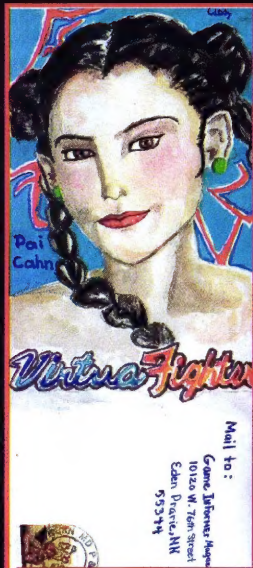
Clement Foster  
Elgin, Illinois

For starters, Sony had no intention of *Crash* becoming their mascot, and they still get cranky whenever the press refers to him as such. They're probably still bitter over their early failed attempt at a gameless mascot character (remember the polygon face?). Why no partner? Well, *Crash* is very much his own entity just like his creators at *Naughty Dog*. It would take a very cool character to be buds with *Crash*. Maybe *Naughty Dog* should visit the *Game Informer* offices for inspiration. As for the free game bit, that seems to be old hat. You may have noticed that even the N64 failed to include *Mario* (something that was done on both of Nintendo's earlier systems).

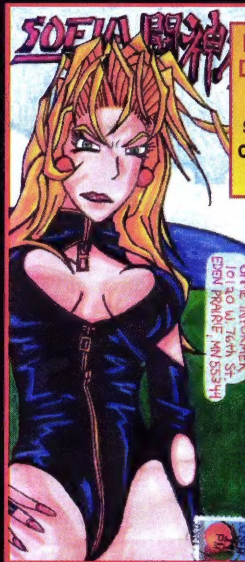


## December Winner

David Colbert Ballimore, MD



Giovanni Troncoso  
Carrollton, TX  
Read Game Informer  
or be incinerated!



Nick Vrona N.  
Dartmouth, MA  
She must  
spend millions  
on hair-spray to  
keep that 'do.



Here's a behind the  
scenes look at some of  
the *Street Fighter EX*  
girls in their leisure.

Cindy Igiri  
Capitol Heights, MD  
Eternal beauty, and  
excessive force, equal  
one tough broad

John Ausevich &  
Charles Loughlin  
Delair, NJ

Evil all around! Must  
...look ...stupid ...for  
...camera!?



Linda Toffton  
Belvins, AR  
Gyrating and ready  
for battle!



Marcus Reichle  
Rielasingen, Germany  
'Tis only a flesh wound!

### Wanted: Envelope Art

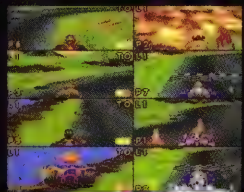
Enter the *Game Informer* Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature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



# STREET RACER

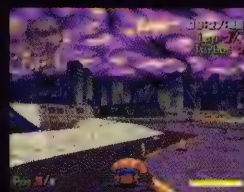


8 demented characters with custom weapons that will crack you up!



Link up to 8 players at once  
(requires 2 multitaps. For PlayStation and Saturn only.)

IT'S MORE THAN A ROAD RACE.  
IT'S A WHACKED-OUT FIGHT TO THE FINISH!



8 challenging races!



24 outrageous 3-D race tracks!

Rev up and get ready to go ballistic!



CHECK IT OUT! <http://www.ubisoft.com>

© 1996 Vivid Image. All Rights Reserved. © 1996 Ubi Soft, Inc. All Rights Reserved. PlayStation, the PlayStation Logo and the PS Logo are trademarks of Sony Computer Entertainment Inc. SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Nintendo and Game Boy are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

# MAKE HASTE.

Blue is back.



## SONIC 3D BLAST™

BLUE IS BACK. SONIC'S NEW WORLD IS IN 3D. WHICH MEANS THE LITTLE BLUE GUY HAS A LOT MORE TERRITORY TO COVER THIS TIME. SO PUT IT IN GEAR. THERE ARE FLICKIES TO RESCUE. POWER-UPS TO GRAB. AND MOVES LIKE THE BLAST ATTACK THAT MAKE THIS SONIC THE FASTEST AND WILDEST YOU'VE EVER SEEN.



NEW SONIC GAMES NOW AVAILABLE ON  
GENESIS, GAME GEAR AND PC.

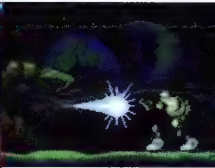
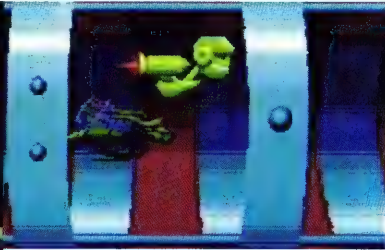
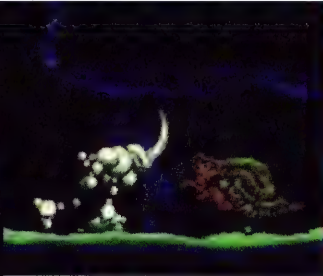
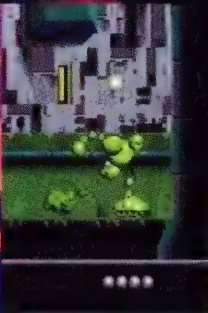
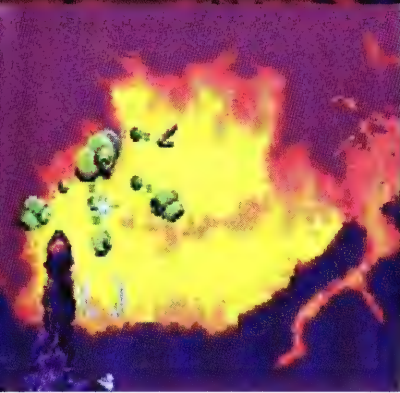
SEGA and Genesis are registered in the U.S. Patent and Trademark Office. Game Gear, Sonic 3D Blast, Sonic Blast, and VectorMan 2 are trademarks of Sega. ©1996 SEGA, P.O.Box 8097, Redwood City, CA 94063. All rights reserved. Made in the USA. Printed in Japan.



# OR MAKE WASTE.

## VECTORMAN<sup>TM</sup> 2

WITH A LOAD OF NEW MORPHS AND THE MOTHERLODE OF NEW WEAPONS, VECTORMAN NOW HAS EVEN MORE WAYS TO TURN HIS MUTANT INSECT ENEMIES INTO LANDFILL. DO BATTLE AS A SCORPION, A GIANT TICK, OR A RHINO BEETLE. OR JUST DO A TON OF DAMAGE WITH THE FIREBALL, THE BOOT BLAST, OR THE OVERKILL. SPARE NOTHING. SHOOT EVERYTHING.

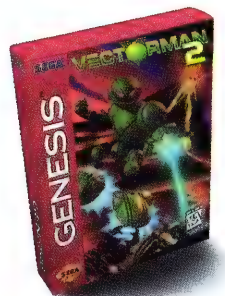


GENESIS<sup>®</sup>

SEGA<sup>®</sup>

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

For more info, visit Sega's web site at <http://www.sega.com> or on CompuServe at GO SEGA.



1-800-288-SEGA Learn SEGA game secrets from the masters. Call Now. 4-11 PM, 200-200. 25¢/min. (US only). 70¢/min. (intl.). ©1995 Sega. All rights reserved.

# TWISTED METAL 2

Is Good For You!

**B**ad day at school or at the office? Then go out and purchase a copy of Twisted Metal 2, the finest in destruction therapy. If you're feeling a little stressed out and words like smash, trounce, hurt, crush, and pulverize are appealing to you at the moment, nothing could better sate your appetite for destruction than this game.

Twisted Metal 2 is everything a sequel should be. The graphics and gameplay dynamics have been greatly improved. There are five new cars and the old ones have all been upgraded for vehicular destruction on a whole new level. Gone from the old days are Pit Viper, Crimson Fury, and Darkside. If any of these were your favorites, do not lament. The new cars will offer a lot of variety to suit your needs.

Special weapons consist of rockets, homing missiles, heavy rockets, ricochet bombs (they bounce off walls), napalm, remote bombs (great for dirty tricks), and lightning that shocks everyone in the vicinity of certain structures.

Also new are the fight-game styled special moves. These consist of jumps, rear shots, napalm, force fields, mines and freeze rays. Each move subtracts from a meter that recharges over time. We didn't get a version of Twisted Metal 2 with these moves until we were almost finished with this article, and believe us, they add a whole new dimension to a game that's already great.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Auto Duel
- **Special Features:** Rear-View Mirror, Three Views, Seven Special Items, Twelve Cars (Five Are New), Rumors of Two Hidden Vehicles (We're Certain Sweet Tooth is One of Them), Eight Tracks, Incredible Level Designs, Turbo Boosts, 2-Player Challenge and Cooperative Modes, Password Save
- **Created by:** SingleTrac for Sony Interactive America
- **Available:** Now for Sony PlayStation

One of TM2's greatest strengths is the amazing level designs. Each level has its own style and certain cars will do better than others on a given level. Make spectacular flying leaps through windows and bill-boards in New York. Blow up the Eiffel tower in Paris so that the falling debris will create bridges between the rooftops. Duck into the subways of Hong Kong to avoid hostile fire. All of these things offer a great deal of excitement to the game. Discovering new tricks and strategies for a level make TM2 a really hard game to put down once the dueling has begun.

We should mention one more thing about the levels. They all seem to be designed for great two-player games as well. Whether fighting each other or cooperating to defeat the common enemy, the two-player mode is among the most entertaining we've seen in a long time.

We were actually a little surprised at Twisted Metal 1's immense popularity. It was a decent game with an interesting premise, but the gameplay and graphics seemed to be a bit awkward at times. SingleTrac has done an amazing job on revamping Twisted Metal and people who felt as we did should give the new game an unbiased try.

## The Special Moves:

- U, U, L – Jump
- U, U, R – Force Field
- L, R, U – Ice Ray
- R, L, U – Napalm
- L, R, D – Backwards Shot
- R, L, D – Mines



## Los Angeles: Quake Zone Rumble

This level consists of a plateau surrounded by an oval track. It's great for two-player mode. Cross a bridge going over the track to find a full health recharge. A good tactic is to tail enemies on the track while you drive on the edge of the plateau and peg them with homing weapons.



### Hammerhead

Crush your enemies into submission. Hammerhead sports a new look but its crushing ability seems a little less powerful than it was in Twisted Metal 1. Unfortunately, Hammerhead is still hampered by its slow speed and sluggish maneuvering.



### Outlaw

The new outlaw is a medium-armored, powerful car with a taser weapon that not only does decent damage, but also pushes enemies away from you.





## Axel

He's a big angry man between two wheels. His radial wave attack and ramming ability place him at a close second for close-quarters combat. A good tactic with him is to corner an opponent and keep on ramming them. If they start causing trouble for you, use your weapon to blow them up into the air while you make your getaway.

## Moscow: Suicide Slide

It's the bowl of death. Cars with bad close-quarters abilities will not do well here. Make sure you're near the center of the bowl when you use lightning.



## Paris: Monumental Disaster

See that bomb under the Eiffel tower? Blow it up! Falling debris will create bridges between the rooftops for easier access to items. Blowing up a door on the opposite side of the map from the Eiffel tower and taking the teleport is the only other way to get to the rooftops.

## Amazonia: Fire Walk

It's the token lava level and home of the minion. That's right, once you have destroyed all the cars you will be put to the test by last year's boss. Destroying a large statue will reveal a tunnel with some items and a full health recharge. A good tactic on this level is to find a pair of small rooms in one of the ziggurats (the doors must be blasted open). Park in one of them and take pot shots at passing enemies. They seem to have the darnedest time getting to you. This works on Minion as well.

**Minion:** Minion is super-fast, heavily armored, and has Warthog's triple missile attack. Oh, he can also run you over like so much roadkill. There has been some speculation that he might be one of the hidden vehicles in the game.



## The Minion




## Spectre

Terrific speed and maneuverability, coupled with a powerful homing missile that goes through walls, makes Spectre an extremely dangerous car in the right hands. Spectre's armor is weak but not as bad as Mr. Grimm's or Twister's.



## Thumper

Thumper's flame-thrower is one of the most dangerous weapons in the game. It does more damage than before, can effect more than one enemy per use, and cars that escape it will still be on fire for a while. A good tactic is to ram a car from the side a few times to get them to slow down before you go in with the flamer. This works well with Mr. Slam too.



## Shadow

Yep. That's a hearse all right. Shadow has average driving abilities and one of the strongest projectile weapons in the game. Click once to release a wraith-like projectile. When it has arrived at its final destination, click again and watch as your opponents are rocked by an enormous explosion comparable to the remote bomb. This weapon is great when you come across a bunch of your enemies clustered together.



## Twister

Among the fastest and most maneuverable cars in the game. Twister's tornado attack works great on multiple enemies, especially if you're near an obstacle. Paper-thin armor makes this car a bad choice for beginners.

## New York: The Big Leap

This is a good level to start using the alternate views. There are tons of cool secrets on this level. Just make sure to look before you leap. Blow up an air conditioner box and dive down to find the swimming pool and some health. A favorite trick of ours is to push other cars off buildings. This works in Antarctica as well.



## Holland: Field of Screams

It's a big field with nine cars. Avoid getting crowded or the AI will team up on you. For really good items use the teleports to get to the top of windmills. Just avoid staying in the windmills for too long. It's only a matter of time before they explode from stray shots. Good luck. You're going to need it.



## Grasshopper

This dune buggy is quick, highly maneuverable, and has medium armor. Grasshopper's special move is a homing jump-and-ram maneuver that packs a good wallop and is a great way to finish off your enemies when they're getting low on health.



## Roadkill

Roadkill is the designated "average Joe" of the game. His special attack has changed to an energized boomerang that does moderate damage.

## Antarctica: The Drop Zone

If you thought New York was scary, wait until you realize you're parked on an ice-flow that's falling into the ocean. When driving up the burning ramp, don't use your turbo button or you'll overshoot the items.



## Mr. Slam

The king of close quarters combat. Mr. Slam's lousy maneuverability and speed are made up for by his grab and smash attack, one of the most destructive and entertaining attacks of the game. Words cannot describe the joy of pulling this move off. Remember to keep firing your weapons while opponents are in your clutches. There is no hope when cornered by Mr. Slam.



# COVER STORY

## Hong Kong: Hong Kong Krunch

Here it is. The final level and home of Dark Tooth, one of the most intimidating bosses in the history of gaming. Drive up the bridge supports to get into the subway system. This is a good place to duck out for a while to pick up items and a health when the action gets too hot. Just make sure you don't crash into any trains. In the city's center there is a temple that can be entered by a ramp. Use the teleport pad and then use turbo boosters to make the jump to a full health recharge, four homing missiles, and two heavy rockets. A favorite trick on this level is to plant a bomb on the destination site of the teleport pad. This is also a great place to use lightning. Just make sure you're close to the outer walls.

### DARK TOOTH

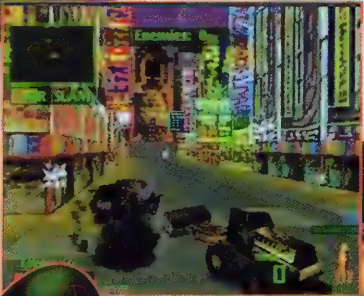
This is Sweet Tooth's pumped up big brother. To defeat him you must excel at cowardice and dirty tricks. Try to collect a lot of the heavy rockets. Launch just as he whips around a corner, turbo past him and duck out the same corner he came from. Taking him head-on is suicide. If you have a good special weapon (and his health is low) you might want to try rushing him from the flank and hitting him with everything you've got (works great with Thumper). When you destroy the truck, the flaming clown head will come off and attack you with gusto. Make sure you have plenty of fuel for your turbo boost. Running out at the wrong time is death.

### ▶ THE BOTTOM LINE 8.75



### Sweet Tooth

While this ice cream truck of nightmares isn't immediately playable, it does appear randomly on all the levels. Sweet Tooth is a hidden vehicle in the game. To play as him enter **Up, L1, ▲, and Right** at the vehicle select screen. His ice-cream napalm blasts are deadly. Attacking head-on is not recommended. We are also speculating that the two cars appearing on the title screen may be hidden vehicles as well. One of them looks like Darkside.



### Mr. Grimm

Mr. Grimm is now a lot easier to drive than he was in TM1 but still has the deadliest projectile weapon of both games. Unfortunately, the weapon has no homing capability, so your aim must be true. Many cars will go down after two hits. Complete lack of armor makes it necessary for players to take advantage of his speed and maneuverability.



### Warthog

The Warthog is the most heavily armored vehicle of the game. While slow, its decent handling and the powerful triple homing rocket attack make it a good car for beginners.

**JON, THE GREEDY GAMER**

**Concept:** 8.5 "Clearly, the edge in Twisted Metal 2 (TM2) goes to gameplay and entertainment. Bash 'em, smash 'em, blow everything up. Even the Eiffel Tower! The levels are inventive and exciting, with lots of rooftop action.

**Graphics:** 8

**Sound:** 8.25

**Playability:** 9

**Entertainment:** 9.25

**OVERALL:**  
**8.5**

fire pits, death and carnage. The graphics are much improved, and there's a lot more enemies with killer specials. While Destruction Derby 2 is more like a racing game, TM2 is most definitely in a class all by itself. It's original, entertaining, and one of the best two-player games I've ever played. The new special and secret moves add to an already outstanding and violent experience.

**REINER, THE RAGING GAMER**

**Concept:** 9

**Graphics:** 8.5

**Sound:** 8.75

**Playability:** 8.5

**Entertainment:** 9

**OVERALL:**  
**8.75**

"The adrenaline surge produced through the body after competing head-to-head on Twisted Metal 2 (TM2) is extremely lethal. The Sony PlayStation has some great 2-player games, and I'd have to say that TM2 takes the cake for being the best title in this genre. This amazing sequel features some truly unique level designs. I never thought I'd find myself jumping off the Eiffel Tower, or launching missiles at a monster truck on top of a sinking iceberg. TM2 still has its quirks in vehicle realism concerning jumping and basic movement, but I don't think it will bother anyone once they actually get some battle time."

**ANDY, THE GAME HOMBRE**

**Concept:** 8.5

**Graphics:** 9

**Sound:** 9

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9**

"This game is awesome. It makes the original TM look like road kill. It's got better animation, killer special moves, more cars, and huge environments that you've got to see. Unlike the first game, all the cars in this game are fun to drive, especially Mr. Slam. And the battles are just deadly. Rockets zing through the air... fires burn...there's destruction around every corner. But the best part of this game is playing 2-player. In cooperative mode, it's a blast to work together and tag-team against the computer. And then when you get bored of that there's always head-to-head. This is a great 1-player game that's even better 2-player."

VIDEO GAME



with hyper-amplified sound & graphics

21,740 watts  
aimed right  
your

hyper-amplified



stereo surround sound  
and built-in sub woofer

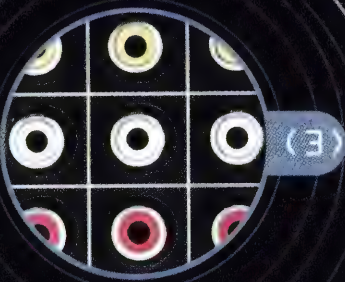
>> power >>



enhanced video graphics

graphics

multiple



multiple game system hook-ups

video  
game  
tv  
with

play

(play it



# GI Feature

We took all three next generation systems and put them head-to-head in seven categories. While raw power may play an important role, we feel that software is more significant (and it shows in our category selection). However, it is VERY IMPORTANT for you to realize that we are grading these systems on how good they are RIGHT NOW, not how good they will be in the future. Because in video games, anything can, and does, happen.

## Analysis:

Out of the three companies (and we know this is going to sound funny since it's the newcomer), Sony PlayStation is the one machine that is a sure bet in the 32/64 battle. They already have a firm hold on the market and a blooming library of games. Although there are some notoriously bad titles in the group, the good definitely outweigh the bad. Besides, in this business, if the cost of an extensive library of good games is a few stinkers, it is well worth the burden.

Strong third-party development has also earned the Sony PlayStation quick ownership of the title of the best sports machine available, an excellent weapon in the system wars. (Just ask Sega about it; Sonic and sports games almost single-handedly brought Sega to the top of the 16-bit market.) And if that's not enough, the PlayStation also has an excellent fighting game library including Tekken 2, Mortal Kombat Trilogy, and Toshinden.

However, there are some holes in their armor. Sony still doesn't have many RPGs and there has been talk that the hardware suffers from numerous malfunctions. But in the end it doesn't matter; Sony's polygon pumping machine still comes out on top. There's just no denying their ever-growing library of games.

### Pros:

- Sony has an excellent Customer Service Department and repair centers across the country.
- Lots of games to choose from with good variety.
- CD-ROM technology offers more space and cheaper production.
- Good third party support.
- The best sports games of any of the cutting edge systems.
- Good development tools, with excellent developer's support.

### Cons:

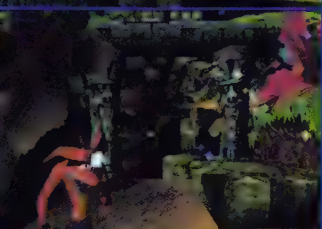
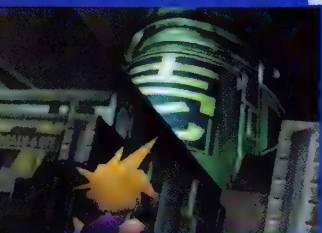
- There is talk that the PlayStation often malfunctions.
- Many of these games are lame.
- Annoying load times.
- Loss of key third-party personnel.

## Most Anticipated Game In Development:

- Final Fantasy VII

## Key Games:

- Tekken 2
- Resident Evil
- Crash Bandicoot
- GameDay '97



## The Biggest Library

- Sony PlayStation - 8.25
- Software Medium: CD-ROM
- Cost: \$199
- Pack-in Game(s): None

Raw Hardware Power:	9	<div style="width: 90%;"></div>	2nd Place
Software Support:	9	<div style="width: 90%;"></div>	1st Place
Sports Games:	9	<div style="width: 90%;"></div>	1st Place
Role-Playing Games:	5	<div style="width: 50%;"></div>	2nd Place
Fighting Games:	9.5	<div style="width: 95%;"></div>	1st Place
Action Games:	8	<div style="width: 80%;"></div>	Tied for 1st
Game Quality:	8.5	<div style="width: 85%;"></div>	2nd Place

## The Battle Between S

### Sony PlayStation Specifications

#### Main CPU:

- R3000A 32-bit RISC @ 33 MHz
- Instruction Cache - 4Kb
- Data Cache - 1Kb

#### Graphic Processor (GRU):

- Sprite Rendering Performance: Max: 4,000 per 1/60 Second
- Rotation/Scaling
- Deformation Possible with all Sprites Displayed

#### Full Color Display:

- 16.8 Million Colors

#### Resolution:

- 256 x 244 up to 640 x 480 Dots

#### Geometry Engine (GTE):

- Vertex Processing Speed - 4.5 Million/second (1.5 million Polygons/Sec in the Case of Flat Shading)

#### Effects:

- Texture Mapping, Gouraud Shading, Fog Depth Cueing

#### Sound Processor (SPU):

- 24 Channels of Sound
- 44.1 KHz Sample Rate

#### Playback quantization:

- 16-bit Digital Effect Capability

#### Data Decompression Engine (MDEC):

- JPEG
- Directly Connected to CPU bus
- Supporting Format

#### Video playback function:

- Full Screen, Full Color
- Playback Time: 35 Minutes from One CD-ROM Disc

#### Memory:

- 2 Megabytes Main RAM
- 1 Megabyte Video RAM
- 512 Audio RAM

#### Data Source:

- Double Speed (2X) CD-ROM

#### Data Saving Method:

- Memory Card

#### Output:

- Composite Video, Super Video, RGB, Stereo Audio, RF Power Output Supported



ny, Sega, and Nintendo

**Analysis:**

Sega has had a tough time thus far, but they still keep kickin'. From the start, Sega has been bothered by the misconception that their system lacks power. While it scored third in Raw Hardware Power, this would have been irrelevant if Sega had decent software. Unfortunately, that is something that the Saturn has been lacking. Other than Sega's awesome arcade translations (and some RPGs), the Saturn doesn't have the third-party support it needs. Many developers attribute this to the Saturn's high programming learning curve combined with the fact that Sega's support of third-party development has been rather poor. Luckily, Sega has stolen a number of key third-party people from Sony who may help, but until Sega goes out there and meets developers' needs, these developers will continue to opt for the PlayStation.

In Saturn's favor, they do have more software to offer than the Nintendo 64, especially if you cash in on their awesome bundling package. It's just plain tough to beat. Anytime you can buy a new system and start out with a number of good games to play you're looking pretty good. Sega is also the only system that has gone on-line. The NetLink lets gamers do something they can't do anywhere else but on an expensive PC - travel the information superhighway.

**Pros:**

- Great bargain with 3 pack-in games.
- The NetLink.
- Lots of RPGs.
- The best arcade division on the planet.

**Cons:**

- What game do you buy now?
- You have to buy the NetLink.
- Overall, the library is lacking.



**The Best Buy**

- Sega Saturn - 7.5
- Software Medium: CD-ROM
- Cost: \$199
- Pack-In Game(s): Daytona USA, Virtua Fighter 2, Virtua Cop (Special Offer)

Raw Hardware Power:	8	3rd Place
Software Support:	6.5	2nd Place
Sports Games:	7	2nd Place
Role-Playing Games:	8	1st Place
Fighting Games:	8.5	2nd Place
Action Games:	7.5	3rd Place
Game Quality:	7.5	3rd Place

**Sega Saturn Specifications**

- Central Processor:**
- 2 SH2 32-bit RISC CPU's @ 28.6 MHz each = 25 Mips
- Graphics Processor:**
- VDP1 - 32-bit Custom Chip for Primary Images, Including Sprites and Polygons
  - VDP2 - 32-bit Custom Chip for Scrolling and Background Images
  - 16.8 million 24-bit On-Screen Colors
  - Built in Algorithms for Gouraud Shading, Texture Mapping, Rotation and Scaling, and Scrolling
  - 200,000 Texture Mapped Polygons per Second, or 500,000 Flat-Shaded Polygons per Second at 30 or 60 Frames per Second
- Sound Processor:**
- 1 Yamaha 24-bit DSP
  - 1 Motorola 68EC000 16-bit Processor
  - 32 Channels of Sound - 8 FM Channels
  - 44.1 Sound Sample Rate
  - Complex Wave Table Synthesis
- Support Processors:**
- Saturn Control Unit (SCU), Saturn Master Peripheral Controller (SMPC)
- Data Source:**
- Double Speed (2X) CD-ROM Controlled by 1 SH1 32-bit 20 MHz RISC CPU
- Total Memory:**
- 2 Megabytes of Working RAM
  - 1.5 Megabytes of Video RAM
  - 512K of Audio RAM
  - 512K of CD-ROM Buffer RAM
  - 32K Built-In Battery Back-Up Memory
- Input/Output:**
- High Speed Communications Port
  - Cartridge Port for 512K Memory Cart or Expansion Unit
  - Video CD, MPEG2 Compatible
  - Composite, RGB, HDTV, and S-Video Outputs Supported

**Most Anticipated Game in Development:**

- Virtua Fighter 3



**Key Games:**

- Virtua Fighter 2
- Daytona USA CCE
- NIGHTS
- Sega Rally





## The Best Games

- Nintendo 64 – 6.25
- Cost: \$199
- Software Medium: Cartridge
- Pack-in Game(s): None

• Raw Hardware Power:	10		1st Place
• Software Support:	4		3rd Place
• Sports Games:	5		3rd Place
• Role-Playing Games:	0		3rd Place
• Fighting Games:	7.5		3rd Place
• Action Games:	8		Tied for 1st
• Game Quality:	9		1st Place

### Key Games:

- Super Mario 64
- Wave Race 64
- Cruisin' USA



### Analysis:

From the scores, it is obvious to see that the Nintendo 64 is the most powerful machine of the three. Although the cartridge format limits Nintendo in a number of ways, it does allow for lightning fast gameplay. Playing games without the cumbersome load times is wonderful, but it does come with a price. The high cost of cartridges for third-party developers makes it a scary investment when compared to the low cost of CD-ROM manufacturing. This fact alone will scare off a lot of developers, but Nintendo knows that. This is why their new war cry of "quality over quantity" is so important to their cause. Nintendo 64 will have the best games available, but the real question is: will gamers be willing to wait, gameless, for the next title to come out?

Nintendo is banking on the fact that they will. Besides, if the quality of games continues to meet the standards set by Mario and Wave Race 64, Nintendo will do pretty well. However, there are a couple of snags in their plan. Some classic games that Nintendo owners have come to expect may only come out on Nintendo's magnetic optical disc peripheral (the 64DD), and history has shown that consumers aren't too crazy about add-ons.

### Pros:

- The best first party games on the planet.
- Fast loading cartridge games.
- Revolutionary games.
- Powerful hardware.

### Cons:

- Little to no third party support.
- Expensive cartridge games.
- Very limited library.

*Well, there you go folks. Game Informer has spoken. But don't feel too bad if your system didn't come in first place, because there's always next year when we do this all over again.*

### Nintendo 64 Specifications

#### Main CPU:

- MIPS 64-bit RISC CPU (customized R4000 series)
- Clock Speed - 93.75MHz

#### Memory:

- Rambus D-RAM 36M bit - (4.2MB)

#### Transfer Speed:

- Maximum 4,5000 bit/sec
- Co-Processor RCP - SP (Sound and Graphics Processor) and DP (pixel Drawing Processor) Incorporated

#### Clock Speed:

- 62.5MHz

#### Resolution:

- 256 x 224 ≈ 640 x 480 Dots
- Flicker Free Interlace Mode Support

#### Color:

- 32 bit RGBA Pixel Color Frame Buffer Support
- 21 bit Color Video Output

#### Graphics Processing Function:

- Z buffer, Anti-aliasing, Realistic Texture Mapping, Tri-linear Filtered Mipmap Interpolation, Perspective Correction, Environment Mapping

#### Dimensions:

- W260mm (10.23") x D190mm (7.48") x H73mm (2.87")

#### Weight:

- 1.1kg (2.42 lb.)

### Most Anticipated Games in Development:

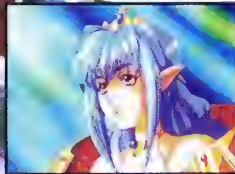
- Mario Kart 64
- Star Wars: Shadows of the Empire



# DRAGON FORCE

8 Awesome Warlords!  
8 Different Storylines!  
150+ Playable Characters!  
60+ Hours of Gameplay!

When Magic Was Young,  
And Swords Carved Laws Of Blood,  
Eight Warlords Forgotten To Time  
Rose to Shape Order From Chaos.



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



SEGA SATURN™



*Our games go to 11!*



## Game Informer's



### Editor's Top Ten Console Games for December

- 10 *Mortal Kombat Trilogy* - N64, PS-X
- 9 *Soviet Strike* - PS-X, SS
- 8 *GameDay 97* - PS-X
- 7 *WipeOut XL* - PS-X
- 6 *Wave Race 64* - N64
- 5 *Twisted Metal 2* - PS-X
- 4 *Tekken 2* - PS-X
- 3 *Tomb Raider* - PS-X, SS
- 2 *Destruction Derby 2* - PS-X
- 1 *Super Mario 64* - N64

### Reader's Top Ten for December

- 10 *NIGHTS* - SS
- 9 *Madden NFL 97* - PS-X, SS
- 8 *Tekken 2* - PS-X
- 7 *Virtua Fighter 2* - SS
- 6 *Ultimate Mortal Kombat* - SNES, SG, SS
- 5 *Super Mario RPG* - SNES
- 4 *Crash Bandicoot* - PS-X
- 3 *Resident Evil* - PS-X
- 2 *Super Mario 64* - N64
- 1 *Mortal Kombat Trilogy* - PS-X, N64

### Top Ten Reasons Why You Shouldn't Convert Fighting Game Skills to Real Fighting

- 10 Video games can't handle gang activity.
- 9 Pulling off an upside down spinning helicopter kick will hurt you more than your opponent.
- 8 There are no continues.
- 7 You no longer have a block button.
- 6 Your belt is black, but it doesn't mean anything.
- 5 Fireballs are fictional.
- 4 The only character you can choose is your wimpy self.
- 3 You no longer have cat-like skills and will more than likely sprain a joint in the first two seconds.
- 2 Your thumb muscles are larger than both your arms and legs.
- 1 You'll get your butt kicked!

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!

## Sega Offers Special Game Package with Saturn

**Sega of America**, beginning November 29 and continuing through the end of the year, will offer three free games with the purchase of a Sega Saturn unit. Accompanying the Saturn will be three of its hottest games. **Virtua Fighter 2**, **Daytona USA**, and **Virtua Cop** will be included with the \$199 Saturn hardware. In addition, Sega will offer a rebate coupon for additional game purchases.

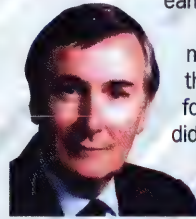


Sega is clearly hoping that this offer will spark an increase in hardware sales that, if successful, may cause competitors, namely Sony, to follow suit. Officials at Sony said that they had no immediate plans to introduce any type of game bundling with the PlayStation hardware.

## More N64 Game Delays

A number of **Nintendo 64** software titles that were scheduled to appear this year have been pushed to next year, again making the word "delay" synonymous with the N64.

Acclaim's anticipated **Turok: Dinosaur Hunter** has been delayed until February. **Tetrisphere** (from H2O), **Blast Corps** (from Rare) and **NBA HangTime** (from Midway Home Entertainment) have also been halted until sometime in early 1997.



Nintendo of America's  
Howard Lincoln.

Nintendo was unable to give more exact release dates, but they did state that the reason for the delays was that Nintendo didn't feel these titles were up to snuff. As Howard Lincoln said in his Jan. '96 GI interview, "We will not market crap."

## "Let's Create" a PlayStation Game

Released in June as the **Net Yarouze** in Japan, the **Let's Create System** should be out in North America this spring. **Sony Computer Entertainment America (SCEA)** is currently working on plans for the release and declined to comment on any details until they were finalized.

The Let's Create PlayStation is basically a home game development system that allows consumers to create games using a PC and accompanying software. With a price tag of 120,000 yen (\$1200), the Let's Create is definitely not for the average game player or consumer. The price of the Let's Create pales in comparison to "true" third-party PlayStation development systems that can cost upward of \$40,000; however, what differentiates the costs is the development software, not the hardware. Third-party licensees have many more programs and resources, whereas the Let's Create will have basic software libraries, utilities, and programming tools. (see below)

The Let's Create consists of a special black PlayStation that will connect through an interface cable to a PC. Users will then be able to use the accompanying software to write games and immediately play them on the system. Sony also has plans for a "Let's Create" WWW site that will allow users to exchange ideas and other information regarding the use of the system.

### Let's Create Software Tools & Utilities

- Standard C Programming Libraries with R3000 C Compiler and Linker
- PlayStation Math Libraries
- High-level User-friendly 3-D Rendering Libraries
- PlayStation Controller Interface Libraries
- Special Let's Create Sound Libraries
- Graphical File Format Conversion Utilities
- 3-D Object Creation/Conversion Utilities
- Debugger





## Sony Battles PS-X Pirates

**Sony Interactive Entertainment** recently filed several lawsuits against companies based in New York, Toronto, California and Florida for alleged trademark and copyright violations, as well as violations relating to the **Racketeering Influenced and Corrupt Organization Act (RICO)**.

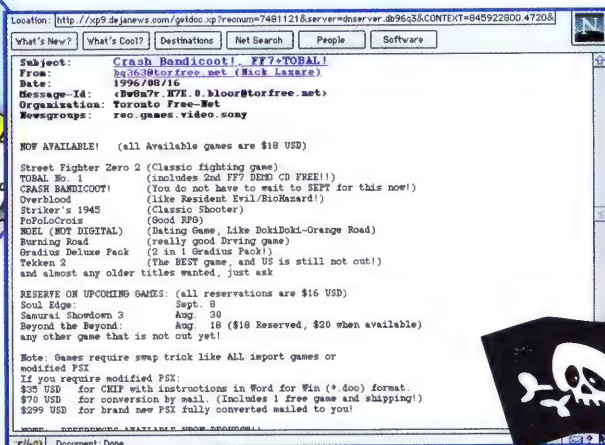
The copyright and trademark infringements are easily understood as they relate to the sales, marketing and distribution of counterfeit PlayStation games via the Internet, e-mail, and US Mail. A counterfeit PlayStation game is easily identified because the game disc does not go through Sony's proprietary manufacturing process that creates a black coating on the disc. PlayStation games that have a silver or gold color are obviously pirated software. Sony's legal department had an easy time locating most of the alleged game pirates named in the suit through the use of a simple Usenet search engine. For example, the Toronto-based company, **Video Games Plus**, has had numerous offers for PlayStation games that were clearly pirated as they carried prices that were normally 50% to 70% below retail. In addition, the games were offered prior to the release date of the authentic game. Sony officials simply put in an order on one of these Usenet offers and, upon receiving the order, Sony had all the evidence they needed.

Another branch of the lawsuits deals with a PlayStation hardware modification that has been offered by companies named in the suit. Sony alleges that **National Console Support, Game Experience**, and **Carl Industries**, have marketed a device that enables counterfeit games to operate on the PlayStation. This portion of the suit is fairly vague and National Console Support and Game Experience contend that they were not aware of any laws concerning this modification and that it was offered to consumers to allow them the ability to play import (Japanese) software. However, this is not the case with Carl Industries who blatantly state that the PS-X modification will allow "back-up" copies to be played. A clear statement in favor of Sony's lawsuit.

With this lawsuit, Sony is sending a direct message to PS-X pirates. With the ease it has had in locating and identifying counterfeit software, we may see more from Sony's legal department in the near future.



A simple Usenet search revealed this posting from one of the alleged pirates.



Sony, as well as other software publishers and developers, often send numerous pre-production versions of games to publications such as Game Informer. It is a necessity for game developers to do this, otherwise you'd be reading a game review months after it was released. Consequently, when pirated software appears somewhere in the world, its appearance is often attributed to publications leaking the game into the wrong hands.

In turn, we have begun to see pre-production games with "fingerprinting." The method of fingerprinting makes each copy of the game unique to the person it is sent to. For example, a game may have Game Informer editor Andy McNamara's name on the intro screens. In this way, a pirated piece of software can be traced to the original copy.

Although we can't guarantee the practices of other publications, we highly doubt that other gaming magazines are the offending sources. Video game publishers and developers may be smart to stop looking outwards and take a few looks within their respective organizations.



An example of software fingerprinting. This may become a standard practice for many game publishers.

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

### M2 in Atlanta?

It looks as though the long awaited **3DO M2** machine will make its US debut at the third annual **Electronic Entertainment Expo (E3)** in June. **Matshusita/Panasonic** has already reserved a large exhibit space, leading us to believe that the M2 will be present in some form at the E3 in Atlanta.

### Nintendo to Debut 64DD at Shoshinkai

As you read this, Game Informer's Andy McNamara is in Tokyo, Japan for **Nintendo's annual Shoshinkai Show**. Not only will the latest Nintendo 64 games such as **Mario Kart 64** and **Yoshi's Island 64** be there, but Nintendo is scheduled to unveil the **64DD**. The 64DD is a magnetic-optical disk drive that is scheduled to appear with **Zelda 64**. Be sure to watch **GAMEINFORMER.COM** for up to the minute coverage of Nintendo news from Tokyo.

### Wild 9S Clones EWJ Success

**Shiny Entertainment** has found the formula for success. Their super title, **Earthworm Jim**, has not only fared well on the consoles, but it's also become one of the most popular cartoon series and toy lines in the world. The **Gotham Group**, an animation team whose success ranges from the **Batman** and **Superman: Animated Series** to **Disney's Gargoyles**, is ready to slip Shiny's new action/platform title **Wild 9S** into the cartoon mainstream.

As Fugazi stated, a repeater is a failure, and this could aptly apply to Shiny's Wild 9S. No one has really seen the game as of yet, and sadly, the show and toy line will more than likely be out before this highly anticipated, PS-X title. David Perry, EWJ and Wild 9S creator, has been a lucky man of late, but this much hype around something no one has seen could very well plague both his future and Wild 9S's.

### GI ODs On Star Wars Special Edition

Like children crowding around a crackling campfire to take in a frightening tale, the GI staff pushed and shoved to gain access to obtain a clear view of the PC monitor so they could witness for the first time ever, scenes of the **Star Wars Special Edition** (available now, at a software store near you). You too can see the making of this soon to be released motion picture by purchasing **The LucasArts Archives Volume II**. This Star Wars pack contains **Making Magic**, **Rebel Assault 1** and **2**, **Tie Fighter** and a **Dark Forces** sampler. Making Magic includes scenes from the Special Edition, interviews with Lucas and company, models, blueprints, and bonus scenes for the Special Edition of Empire and Return as well. Don't pass this offering up!

## Jaguar Taken off Endangered Species List



**Telegames**, the first (and only remaining) third-party publisher for the **Atari Jaguar** has announced its planned release of four new games for the Jaguar.

Available in December is **Towers II: Plight of the Stargazer**, the first genuine RPG for the Jaguar. Through a first-person view, players will travel the mystical lands of Lamini while casting spells and obtaining artifacts. The other title slated for December is **Breakout 2000**, a 3-D version of the arcade classic.

Coming in January is **Worms**, a hit game already available on the PlayStation and Saturn. Worms requires thought and strategy, providing players with an almost infinite range of playing possibilities. In February, Telegames will release **Zero 5**, a 3-D futuristic space shooter. All games carry an MSRP of \$59.99, and should satisfy the hunger Jaguar owners have been experiencing as of late.

## Manga Launches New Titles

**Manga Entertainment, Inc.**, most recently known for the chart-topping release of **Ghost in the Shell**, has just released the last of their '96 videos. Take a look and reserve your copy now.

- Violence Jack Part 2
- Gunbuster Vol. 3
- The Guyver Data 8 + 9
- The Secrets of Tom Thumb
- Mad Bull #4
- Junk Boy
- Giant Robo Vol. 5
- Ghost in the Shell



## Drywall: Unzipped! #1

- **Publisher:** Fireman Press Ltd.
- **Cover Price:** \$2.95
- **Available:** Now

Rob Schrab's demented storytelling has finally grabbed the comic mainstream by the fly. **Drywall: Unzipped** is an X-Men, Maxx, and Batman killer zipped into one phat Fireman Press color comic.



## USA Network Announces Sonic Booming Success

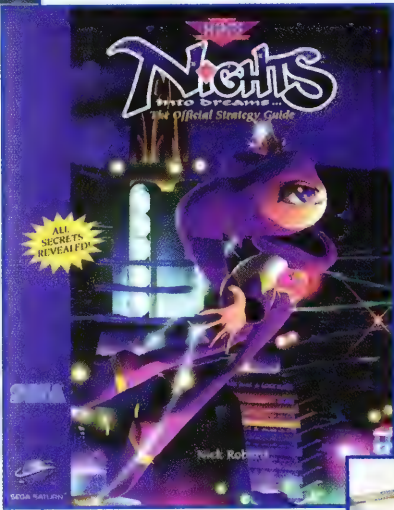
On September 21st the **USA Network** premiered the second season of **Street Fighter: The Animated Series**. The original thirteen episode season hit the number one ranking for USA's children cartoon network. Capcom announced that this time around the show will be much darker and far more serious (with some action maybe?). The second season will also see the additions of all the characters from **SFA** and **SFA2**. Plus, one of the episodes of the show is dedicated entirely to Capcom's brawler **Final Fight**. Can you say spin-off?



## Prima Turns Your Nightmares into Dreams

Maybe you've finished the game, but you're having trouble learning the ways of the Nighttopians. Perhaps you can't finish the game, and need that one tip to put you past a certain level. In any case, **Prima Publishing** is here to help. Available now (for \$14.99) is the **NIGHTS Official Strategy Guide**. Prima walks players hand in hand through each inventive level, making sure to highlight all the hidden stuff, as well as revealing the interactive secrets of the Nighttopians.

Visually appealing with full color screenshots, the strategy guide is an indispensable tool for any fan of NIGHTS.



Oakland Raider **Tim Brown** (left) talks defensive coverages with Sony's **Chris Whaley** (middle) and **Craig Ostrander** (right).

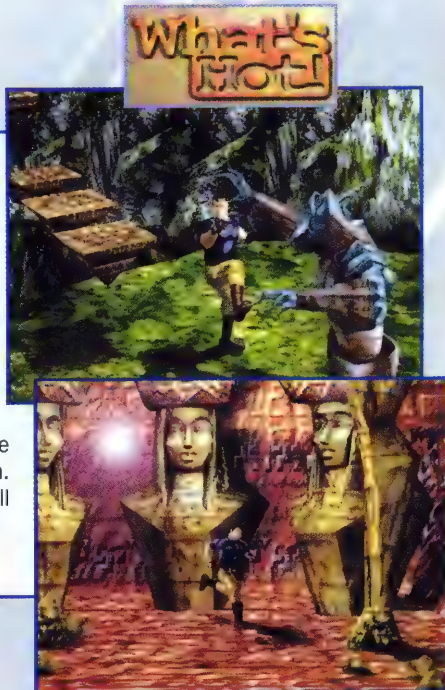
## Sony Studios Recruits Tim Brown for GameDay '97

Oakland Raider **Tim Brown** was enlisted by Sony Interactive Studios for help on **GameDay '97**. The former Heisman Trophy winner worked with GameDay's development team not only on the motion capture graphics, but he also gave his insight on many of the new offensive and defensive sets present in the NFL.



## Activision Debuts Pitfall 3D

Pitfall is one of the most recognizable names in the gaming industry, and come next year this ancient relic will go full circle. Since its debut on the Atari 2600, Pitfall has been nothing short of non-stop thrills. Activision will release the very first three dimensional Pitfall game suitably entitled Pitfall 3D. This title (for the moment) appears to be a cross between Mario 64 and Crash Bandicoot. It's not 'true' 3D, but it allows more freedom of control than Crash and Pandemonium. Check out the pictures and be prepared for Pitfall Harry Jr.'s invasion in your neighborhood next year.



## Game Informer's Site O' The Month



### Digital Gamescape

<http://www.exepc.com/~ireplay>

Although this Milwaukee-based site spams the Usenet with a fury (and once stole art from our site), it gives you some of the most in-depth game reviews on the web.

### VIDEO GAME



- 1 On what day was the Sega Saturn released in the United States?
- 2 What game featured a frog and a highway?
- 3 Name the two games that were presented at the first senate committee hearing on video game violence?
- 4 Who is the mastermind behind Dragon's Lair and Shadoan? Hint: It's not Don Bluth.
- 5 How many buttons (not including the control pad) are on the Intellivision controller?

(Answers on the bottom of page 27)



The end of a musical era was marked by this game's untimely release in 1992. What game is it?

(Answer on the bottom of page 27)

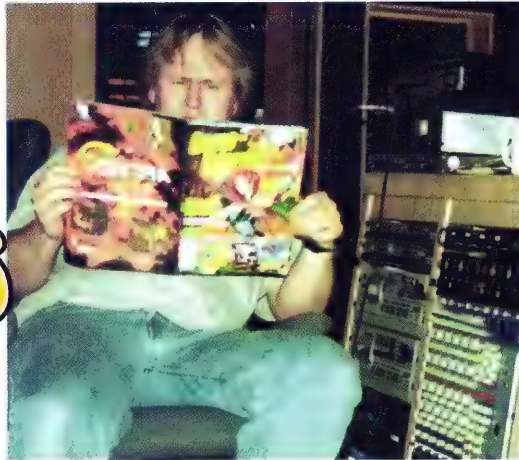
## Get Plugged Out With Naki's New Wireless Pro Fighter 8

Ever wish you didn't have to pull your game console across the whole room, just so you could sit comfortably on your couch while playing *Mortal Kombat*? **Naki** seems to have the answer in their new series of next gen wireless controllers. Each controller features all the buttons and pads of any standard pack-in controller. However, the wireless technology allows players to roam freely about the room. With a 45° range of reception, players need not be pointed directly at the console. Owners of the **Sony PlayStation** may wish to take note that the wireless control prevents having to set their PlayStation directly onto the rug, thus sidestepping Sony's cooling vent design flaw.

Game Informer has never fully embraced the idea of battery operated controllers. We've found that a crowded playing room, as well as battery failure, can sometimes interfere with gameplay. Nonetheless, if you're turned on by wireless technology and looking for a new controller, give **Naki's Wireless Pro Fighter 8** a once-over.



*Brent thought that Andy and Reiner were extremely cool, but soon realized (after seeing their life in the mag) that they were no better than Cortney Love.*



## The Scud Files

The Pachyderm recording sessions for Scud the Disposable Assassin went extremely well for both Fidget-X and Unbelievable Jolly Machine. Brent, who is pictured twice, did a remarkable job making these two schlock rock bands actually sound professional. As they say in the industry, if you can't play it, we'll buy someone who can.



*Reiner originally tried to bar this power cord with his head. But, Brent showed him a better way.*



*Preston Laack fills in for Andy McNamara, proving that drummers truly are a dime a dozen.*



**Editors**

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

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

**E-Mail**  
gionline@winternet.com

**WWW Home Page**  
http://www.gameinformer.com

**Secret Access**

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

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

**E-Mail**  
gionline@winternet.com

**Swap Shop**

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

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

**E-Mail**  
gionline@winternet.com

**Customer Service**

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

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

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

Outside Minnesota make sure to dial area code (this is a toll call).

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

**Video Game Trivia Answers:**

1. May 11th, 1995
2. Frogger
3. Mortal Kombat and Night Trap
4. Rick Dyer
5. 16

**Name That Game Answer:**

One of the last hair bands left standing, *Motley Crue* made a guest appearance on *Electronic Arts' Crue Ball: Heavy Metal Pinball*.

**Konami's New Cobra Board Coiled and Ready to Strike**

We've been hearing so much about the **M2** board from **Panasonic** that it's about time we started talking about another highly anticipated game board. **Konami**, in conjunction with **IBM**, is currently producing the new **Cobra CG Arcade System Board**. The Cobra Board boasts a graphics performance of 5,000,000 polygons per second. Konami says its initial plans are to use the Cobra Board for a new wave of 3D fighting games. To debut sometime in the spring of 97, the Cobra Board (in addition to Panasonic's M2) will no doubt launch arcade games into the next era of gaming.

**COBRA BOARD SPECS:**

- |                                |                                  |        |                                    |                                      |
|--------------------------------|----------------------------------|--------|------------------------------------|--------------------------------------|
| <b>Main CPU</b>                | • Power PC603e                   | 100MHz | <b>Shading</b>                     | • Anti-aliasing by Subpixel Sampling |
| <b>Sub CPU</b>                 | • Power PC604                    | 100MHz | • Flat Shading                     |                                      |
|                                | with Power PC403                 | 33MHz  | • Gouraud Shading                  |                                      |
|                                | High Speed Network Communication |        | <b>Lighting</b>                    | • Linear Fog                         |
| <b>Performance</b>             |                                  |        | • Exponential Fog                  |                                      |
| • 1 to 5 Million Polygons/sec  |                                  |        | <b>Texture Mapping</b>             | • Perspective Correction             |
| • 50 to 250 Million Pixels/sec |                                  |        | • Mipmap                           |                                      |
| <b>Resolution</b>              |                                  |        | • Bilinear and Trilinear Filtering |                                      |
| • 640 x 400 to                 |                                  |        |                                    |                                      |
| 1,280 x 1,024 Pixels           |                                  |        |                                    |                                      |
| • 144 Bits/Pixel Frame Buffer  |                                  |        |                                    |                                      |
| • 256 Level Alpha Blending     |                                  |        |                                    |                                      |

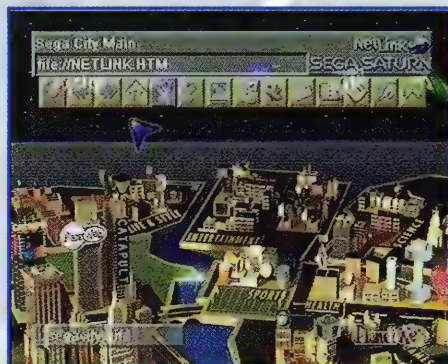
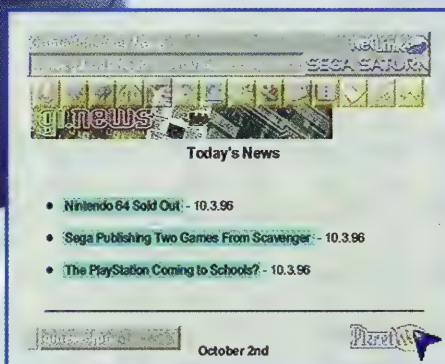


**Sega Saturn Releases Much Anticipated Net Link**

After a lengthy waiting period, **Sega** has finally released its first peripheral in support of the **Saturn**. The **Saturn Net Link** is an affordable **Internet** access tool that Saturn owners can use to jump on-line. The Net Link utilizes **Planet Web** browser software, an affordable and efficient protocol language that allows access to text and pictures found on the Internet. Though pages appear differently than they might in Netscape or Explorer, the information is still there in all its glory.

The Net Link comes at a time when many consumers are opting for a new phenomena known as "Internet Appliances." These tools are affordable electronic devices with the sole purpose of accessing the Internet. Often selling for under \$500, Internet appliances are a smart investment for those who cannot justify the purchase of a high powered personal computer.

Saturn's version of these appliances, the Net Link, can be purchased for \$149.00. For an additional charge, one can purchase a keyboard, but surfing can also be done using just the Saturn Controller. The first game available for network play in the U.S. will be **Sega Rally Championship**. In addition, a number of third-party games are being developed for release sometime in 1997. If you feel you're dropping behind in the on-line revolution and can't seem to raise enough money for a personal computer, get on-line with the Net Link for Saturn to find out what you've been missing.





# FIND THE BIG APE

## Third Time's a Charm

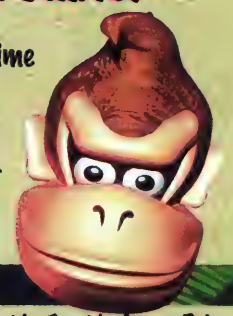
# ★ CONTEST ★

**Donkey Kong Country 3:  
Dixie Kong's Double Trouble!**

**Game Informer**  
MAGAZINE

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

You found him in '94, located him in '95 and now it's time to find him again in '96. Once again Donkey Kong® has been lost somewhere in the pages of this magazine. To enter, all you have to do is find the big ape and fill out the coupon below (or something bearing that information) and send it in to Game Informer.



### Grand Prize: (1)

- 1 Super Nintendo Entertainment System Donkey Kong Set™
- 1 Donkey Kong Country 3: Dixie Kong's Double Trouble Game Pak
- 1 Donkey Kong Country 3: Dixie Kong's Double Trouble Player's Guide
- 1 Year Subscription to Game Informer Magazine

### 1st Prize: (5)

- 1 Donkey Kong Country 3: Dixie Kong's Double Trouble Game Pak
- 1 Year Subscription to Game Informer Magazine

### 2nd Prize: (10)

- 1 Donkey Kong Country 3: Dixie Kong's Double Trouble Player's Guide
- 1 Year Subscription to Game Informer Magazine

*Fill out this coupon to enter:*

Name: \_\_\_\_\_

Address: \_\_\_\_\_ Apt. # \_\_\_\_\_

State/Zip: \_\_\_\_\_

Age: \_\_\_\_\_

Phone Number: (\_\_\_\_) \_\_\_\_\_

I Found "The Big Ape" on page: \_\_\_\_\_

If you are successful in finding "The Big Ape" you will automatically be entered in the Find the Big Ape: Third Time's a Charm Contest.

The winners will be chosen in a random drawing of all eligible entries. Nintendo of America Inc. and Game Informer are not responsible for illegible or mutilated entries. One entry per person please.

Just fill out the entry form (or something bearing this information) and send it to the following address:

**Game Informer Magazine**  
Attn: Find the Big Ape: Third Time's a Charm  
10120 West 76th Street • Eden Prairie, MN 55344

No purchase necessary. Limit one valid entry per person/address. Contest open to residents of the United States and its territories and possessions and Canada (Residents of Quebec not eligible). Send your answer in a stamped envelope, with your full printed name, address and telephone number (including area code), to Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344. All valid entries will be entered into a random drawing for a chance to win one of the prizes. All entries must be received by Game Informer Magazine no later than April 30, 1997. Neither Game Informer nor Nintendo of America Inc. is responsible for lost, late, illegible, incomplete or mutilated entries. On or about April 30, 1997, prizes winners will be randomly drawn from among all valid entries and will be notified by Game Informer Magazine by mail. One (1) winner will be awarded the grand prize. Five (5) winners will be awarded the first prizes. Ten (10) winners will be awarded the second prizes.

No substitutions or transfer of prizes permitted. All prizes will be awarded. Employees (and their immediate family members) of Game Informer Magazine and Nintendo of America Inc., their affiliates and agencies are not eligible to enter. This contest is subject to all applicable federal, provincial, state and local laws, regulations and restrictions. All prize winners are responsible for applicable taxes and fees associated with receiving the prizes. By accepting the prizes, contest winner(s) release Game Informer Magazine and Nintendo of America Inc. from any responsibility or liability in connection with the awarded prizes. By accepting the prizes, contest winner(s) consent to the use

of their names, photographs, and other likenesses without further consideration for purposes of advertisements and promotions on behalf of Game Informer Magazine and/or Nintendo of America Inc. By entering the contest the participant agrees to abide by these Official Contest Rules. Allow 6-8 weeks for delivery of the prize(s). Void where prohibited or restricted by law.

GRAND PRIZE: (1) Grand Prize Winner will receive One Super Nintendo Entertainment System Donkey Kong Set, One Donkey Kong Country 3: Dixie Kong's Double Trouble Game Pak, One Donkey Kong Country 3: Dixie Kong's Double Trouble Player's Guide, and a One Year Subscription to Game Informer Magazine. Approximate retail value, U.S.D. \$224.

FIRST PRIZE: (5) First Prize Winners will receive One Donkey Kong Country 3: Dixie Kong's Double Trouble Game Pak and a One Year Subscription to Game Informer Magazine. Approximate retail value, U.S.D. \$85.

SECOND PRIZE: (10) Second Prize Winners will receive One Donkey Kong Country 3: Dixie Kong's Double Trouble Player's Guide and a One Year Subscription to Game Informer Magazine. Approximate retail value, U.S.D. \$30.

Contest sponsored by Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344 and Nintendo of America Inc., 4820-150th Avenue N.E. P.O. Box 957 Redmond, WA 98052



# GAME DAY '97

Sony Seeks  
Gridiron Perfection



Last year, Sony Interactive Studios' GameDay had little competition on the PlayStation. However, with the release of EA Sports' Madden '97, the battle for football supremacy on the PlayStation is heating up. Sony knows this and that's why they are going all out to introduce more options, more features, and more innovation in GameDay '97.

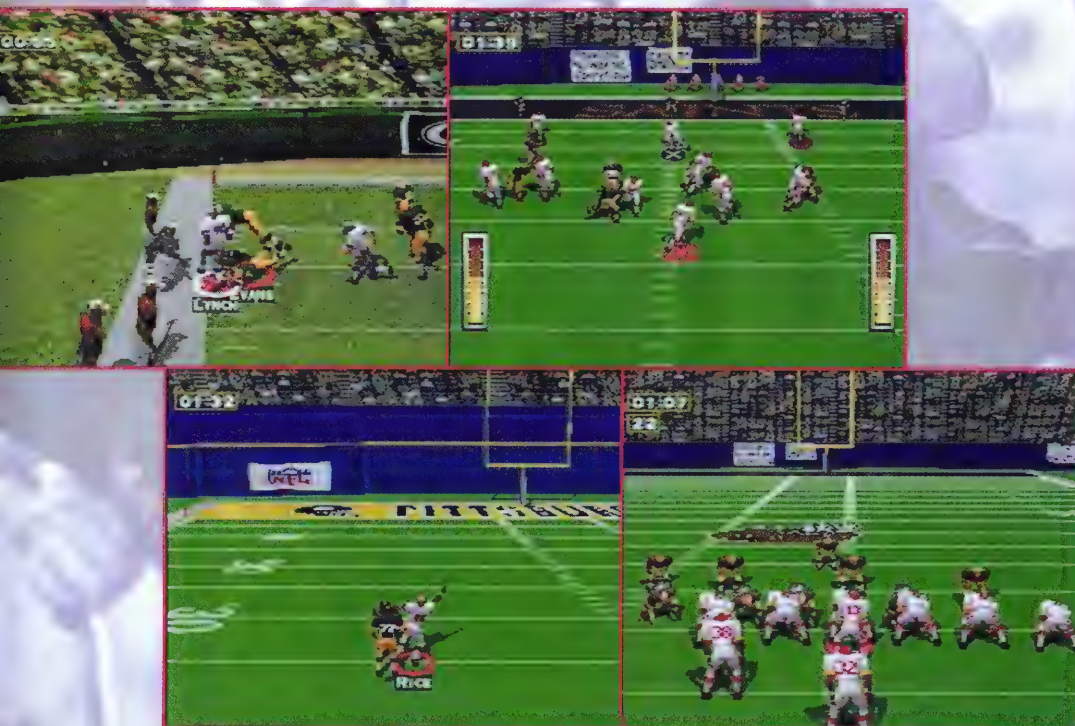
It's easy to say that the original GameDay introduced plenty of innovations in terms of play control. The defensive shiver and spin moves added a whole new side to interactivity in video football. In GameDay '97, Sony added to this revolutionary feature with the Advanced Moves. These new play control features double the original number of actions a player can take. By holding the L2 button in conjunction with normal moves, a player can do such maneuvers as the simultaneous stiff arm/speed burst, one handed catch/interception, and lateral. The Advanced Move button also works with passing. By holding down the L2 when calling up the receivers, the quarterback can throw under or over coverage. Successful use of the passing meter also depends upon the QB's attributes.

Aside from these "in the game" additions, a wealth of ingenious options and features have been added. Not only do you get new settings to control things like play speed, clock speed, penalties, and game difficulty, GameDay '97 also introduces adjustable computer intelligence and variable gameplay physics that will revolutionize video football as we know it. Using these features will allow the user to customize GameDay '97's "feel" to their liking.

Finally, a Custom League option will further allow users to customize their game. The Custom League works much like Fantasy Football in that a draft is conducted with the top six player from each NFL team up for grabs. Up to 8-players will be able to create a "dream team" and then battle it out in a round robin tournament.

Sony is not resting on their gaming laurels by just putting in updated stats and a couple new features. GameDay '97 is a quantum leap from the original and again sets the standard in 32-bit football games.

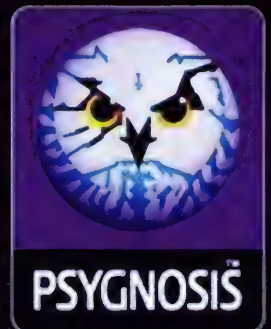
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football  
(Up to 8-Players Via Multi-Tap)
- **Special Features:** Advanced Moves, Adjustable AI, Custom Leagues with Draft, Adjustable Game Speed, Create Players, All NFL Teams, Players, and Stadiums, Passing Meter, 30 Hidden Teams and 128 Secret Codes
- **Created by:** Sony Interactive Studios
- **Available:** Now for Sony PlayStation





Original WipeOut.

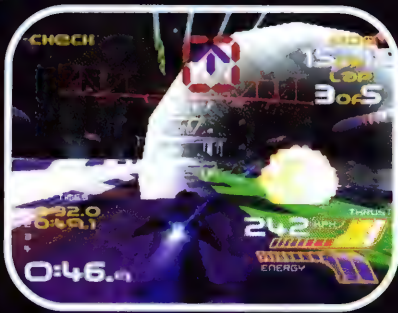
Presenting all-new WipeOut XL™ for the PlayStation™ game console - the definitive anti-gravity racing experience. Up to 15 futuristic ships race simultaneously at speeds 50% faster than the original. Weapons? Combat is now kill or be killed. Use your destructive arsenal to blast your way to victory or die trying. There's all-new tracks and more racing classes with special hidden features for those skilled enough to find them. New WipeOut XL. Discover what it's like to really go fast. Get the WipeOut XL CD soundtrack now available on ASTRALWERKS™ Records.



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



# New WipeOut XL.



THE ORIGINAL STRIKE SERIES IS REBORN

# STRIKE

Soviet

- Size: 1 CD-ROM
- Style: 1-Player Action/Combat
- Special Features: Five Enormous "Living" Battlefields, Multiple Objectives Within Battles, Adjustable Weapon Configurations, Memory Card & Password Save, Adjustable Control Settings
- Created by: Electronic Arts
- Available: Now for Sony PlayStation (and Sega Saturn)

► THE BOTTOM LINE **8.5**

The Global Strike Force is a worldwide network of covert operatives and facilities set up to snuff out potential wars before they happen. Piloting an advanced Super Apache helicopter, you are called to the former Soviet Bloc where power-hungry terrorists threaten world order. A team of support operatives and the all-important Strike.net computer system will aid you in covert campaigns (not to mention the help you'll get from the load of missiles and rockets strapped to your wings).

Soviet Strike still retains some of the familiar gaming aspects that made the 16-bit Strike Trilogy a trigger-happy thrill for chopper jockeys. You are sent to a campaign area where you must complete a number of campaign sub-missions. Knock out enemy convoys or rescue prisoners from heavily defended installations while monitoring your limited supply of fuel, armor and weapons. All this is nothing new to seasoned Strike veterans, but what separates the old from the new are the beautiful graphics and what EA calls the "living" battlefield. Each of Soviet Strike's five battlefields are created with distinct roads, buildings, and terrain that allow the player to recognize familiar landmarks and plan strategic flight paths. The battlefields are also ruled by timing. Enemies do not wait for you to show up before the action starts. Neglecting a convoy of artillery trucks or allowing hijacked nuclear subs to escape will cause a campaign SNAFU. Mission over.

A good example of the "living" battlefield found within Strike is on the third campaign in a mountainous desert near the Caspian Sea. As a pilot, you must delay advancing armor units by blocking canyon passages and then enlist the help of three friendly armies. Locate and pick up the army's leaders and strategically place them in mountain observation posts. The friendly armies then engage the advancing enemy forces. Sometimes the friendlies have no problem thwarting enemy units, but more times than not you will have to aid them with a nicely placed Hellfire missile.

The game's ferocious action, timing and strategy, coupled with gorgeous graphics and realistic sounds, bring Strike to the 32-bit arena in a big way. There's no doubt that with the caliber of Soviet Strike, there will be more from the Strike force in the not so distant future.

## PAUL, THE GAME PROFESSOR

**Concept:** 8.75 "As a huge fan of the 16-bit titles, I had been anxiously waiting to get my hands on this game. While it lacks multiple vehicles that you can pilot, the phenomenal graphics and LONG campaigns make this a game that I can't stop playing. It's not that difficult to play, but to truly familiarize yourself with the level while trying to make sure you don't run out of supplies is a great challenge. I also really like how the ground forces make comments or try to beat a hasty retreat by driving their truck off a cliff. Do not miss the chance to play Soviet Strike. It's easily the best combat/action game of the year."

**Graphics:** 9

**Sound:** 9

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:**  
**9.25**

## REINER, THE RAGING GAMER

**Concept:** 8.25 "I don't recommend this title to children. Each mission is extremely long, and if you lose all your lives, or foul up on a mission, you'll have to start all over again. This war sim demands the patience to sit and wait, and requires gaming skills comparable to the power of the Dhali Lama. In retrospect, Soviet Strike is the older brother of the 16-bit Strike series. The graphics are improved (especially the backgrounds), and the missions actually require thought. This is a great game that will kick your butt if you're not skilled enough to compete."

**Graphics:** 8

**Sound:** 7.5

**Playability:** 8.5

**Entertainment:** 8.25

**OVERALL:**  
**8**

## JON, THE GREEDY GAMER

**Concept:** 9 "To many of us, the cold war is more than just a memory; it permeates every facet of our present lives. Nothing captures this feeling of fear, insecurity and intrigue better than Soviet Strike (SS). Each mission is well constructed and precisely planned. The graphics, though a little inexact, are compensated for by outstanding and important FMV. The conservation of resources is paramount, as is the interpretation and understanding of mission data. Though at times difficult and frustrating, SS is one of a kind, a standout amongst the armies of copter sims and combat games."

**Graphics:** 8

**Sound:** 8

**Playability:** 7.5

**Entertainment:** 8.5

**OVERALL:**  
**8.5**



Make sure to destroy the surrounding tanks before you go after the landing crafts.



Blow up the nuclear plant and you've got a mess on your hands.



Explosions create holes in the enemy's icy airfield.



Transport the reactor core to the disposal area.



# CONTRA

## LEGACY OF WAR

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Four Characters With Five Weapons for Each, Memory Card Save, Three Difficulty Settings, Stereo View for 3D Glasses
- **Created by:** Appaloosa Interactive for Konami
- **Available:** Now for Sony PlayStation

▶ **THE BOTTOM LINE 7.5**

## T R I A L B Y F I R E

**G**

lobally, when 32-bit gaming rose to power, handfuls of great 8 and 16-bit titles were lost in the hysterical system-switching shuffle. Contra is one of these games that people know, but refer to as a thing of the past, rather than a plausible 32-bit title. It far exceeded any other 8-bit action/shooter offering and it drew quite an audience on the 16's. But now that 32-bit gaming and beyond is the hot spot, and revolutionary first time titles have taken over gamer's hearts, there very well may not be a place for a Contra title to fit into. Konami thinks Contra can rekindle that lost action/shooter dynasty, and the way they're going to do it is by upping the power.

Yes, the gun toting fury of Contra is back in full force, and all the thrills and spills from the originals are packed within this 32-bit disc. Nonetheless, with the same gameplay present, gamers will have a tough time adjusting to this title because it's

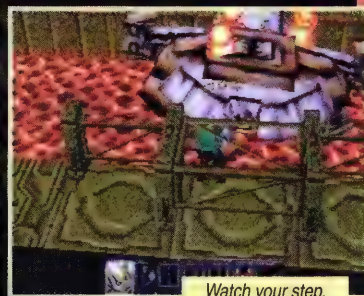
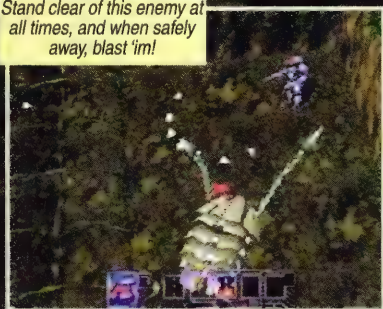
now done in complete 3D. And when we say complete 3D, we mean it. Each and every Contra: Legacy of War box comes packed with 3D glasses. Turn on the Stereo View 3D mode and prepare for Contra power, up close and personal.

The view is done through an isometric 3/4ths angle, and players are thrown onto a gameplay path that runs rampant through hills, valleys, temples, and rivers. Four characters await all who play; each have unique abilities and different weapons. Some characters move ultra fast with moderate fire power, and others are slow as a turtle with enough ammo to conquer the universe. Sometimes you'll want to use the faster characters on levels with tons of enemies and the fire power guys to topple boss-heavy zones.

Konami has done a remarkable job revamping Contra into Legacy of War and the controversy of which style was better, standard or 3D, will never be resolved. On the other hand, it's the first enhanced 3D title for the PlayStation with tons of action that will challenge all. The Contra dynasty is back, and it should give gamers something to cheer about!



Stand clear of this enemy at all times, and when safely away, blast 'im!



Watch your step.



Prepare for homing missile impact!



Must... run... faster!



This Ghostbuster weapon is very effective on the river snake.



The control on this river boat is fairly sluggish, be sure to watch your speed.

### REINER, THE RAGING GAMER

**Concept:** 7.5 "Contra is one of many titles that needs a blockbuster 32-bit debut in order to maintain its historic fame. Legacy of War will definitely bring back the Contra name and the hard-core Contra players, but it's not going to launch them any further than where they are right now. If I had made this title I would have left it the way it was, just improve the graphics, sound, animation, etc.

**Graphics:** 8

**Sound:** 7.75

**Playability:** 8

**Entertainment:** 8

**OVERALL:**  
**7.75**

Honestly, it doesn't really feel like Contra anymore now that it's 3D. It's a decent game that deserves at least one look from all gamers, but it's by no means better than any one of the 8-bit releases."

### JCN, THE GREEDY GAMER

**Concept:** 7.25 "Yeah, it's a Contra game. There's not too much else to say, except that Konami should be chastised for limping their way into a 32-bit Contra. Let's look at a few examples of how the game could have been better...With the graphic power of the 32-bits, fine tune the on-screen confusion so you can actually tell what's going on. Have players able to exchange weapons as well as lives. Engineer more creative scenarios with multiple objectives. Get rid of the 3D mode (it's a joke). The list goes on and on. Come on guys, as gamers we need a little more. Well...a lot more."

**Graphics:** 7.75

**Sound:** 7.25

**Playability:** 7.75

**Entertainment:** 7.5

**OVERALL:**  
**7.5**

### PAUL, THE GAME PROFESSOR

**Concept:** 8 "Considering the success it has seen on the 8 and 16-bit, the creation of a 32-bit Contra was inevitable. Legacy of War gives you much of the same all-out action, challenge, and deadly weapons as the previous installments. However, I don't think that this game has made the quantum leap that I thought the 16-bit version did when it was released a few years back. The control and perspective reminds me of Project Overkill, but the implementation seems lacking. In addition, the 3D mode is pretty worthless. Legacy of War offers plenty of gaming challenge, but I recommend it be rented first."

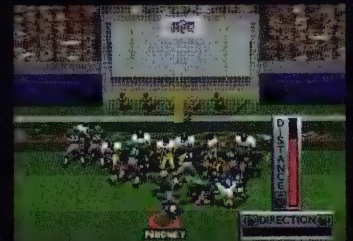
**Graphics:** 7.75

**Sound:** 7

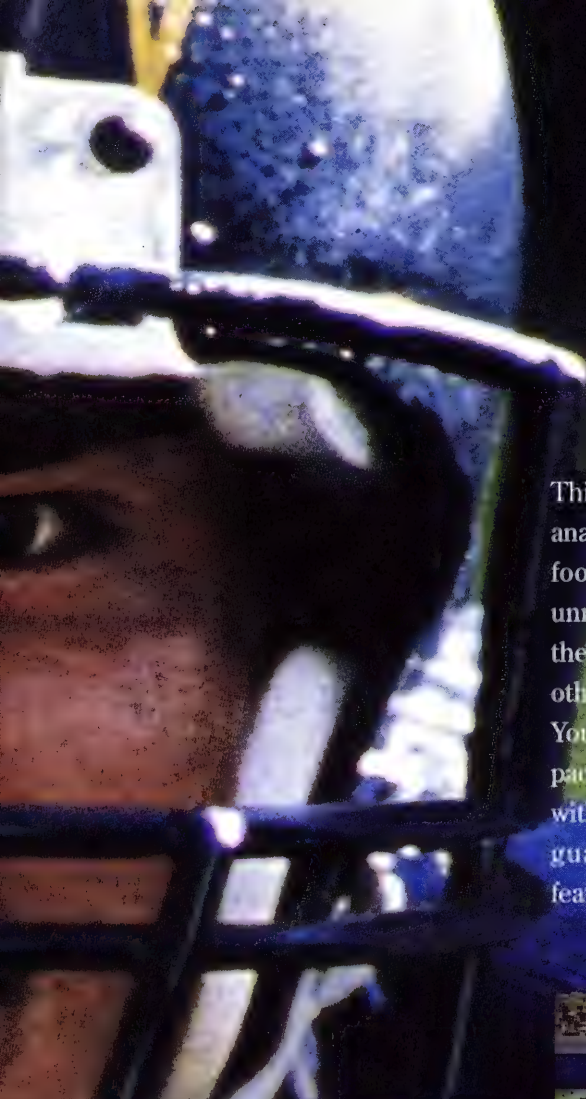
**Playability:** 7

**Entertainment:** 6.5

**OVERALL:**  
**7.25**

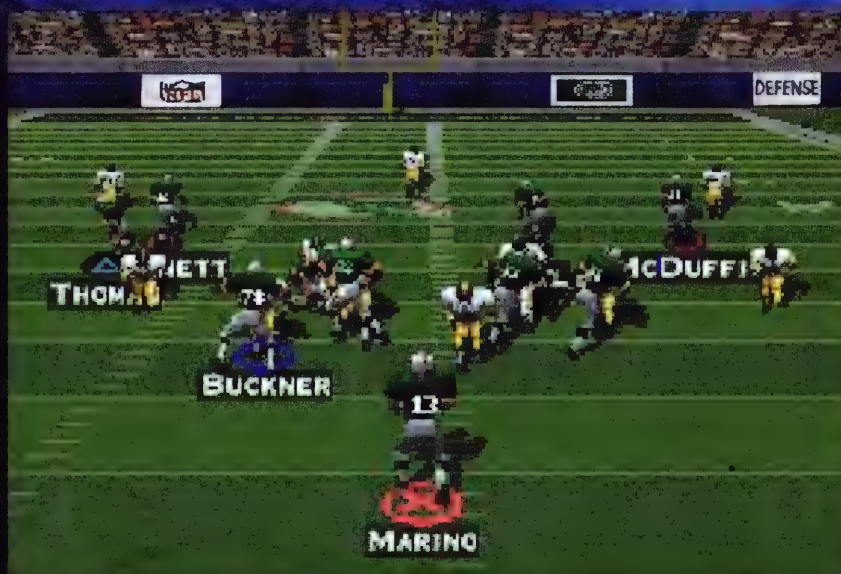


For game hints call 1-900-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R N O T E is a trademark of Sony Interactive Entertainment Inc. NFL and GameDay



This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay™ '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas' Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

# YOU AND WHAT ARMY?



# KING'S FIELD II

More Power To The King

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure/RPG
- **Special Features:** FMV Sequences, Level-Up Weapons With Multiple Moves, Strafe and Run Buttons, More Items and Enemies, Magic Wands, Smoother Gameplay
- **Created by:** From Software for ASCII Entertainment
- **Available:** Now for Sony PlayStation



Alexander the Great.



Run away!



**PAUL, THE GAME PROFESSOR**

**Concept:** 8 "Other than a few small changes in interface and a different graphical environment, there really isn't a whole lot that's new in this installment. The story is pretty typical of any RPG and the action becomes very boring after awhile. However, giving the game some credit, it does provide many hours of gameplay and some traditional RPG elements that fans will love. This is a fairly good game, but nothing that is worthwhile unless you've conquered the first one. In my opinion, it's boring."

**Graphics:** 7

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 5

**OVERALL:**  
**7**



**REINER, THE RAGING GAMER**

**Concept:** 8.75 "King's Field II is a vigorous adventure title that instantly hooks you with dynamic gameplay, true hand-to-hand combat, and a vast display of 3D polygon power. This epic sequel is everything it should be, packed with improved enemy AI, more interaction with characters, and a massive quest. The original King's Field invited you into a strange new world, and the second installment challenges you to a battle of wit and might. ASCII Entertainment has once again delivered a worthy 32-bit title that everyone can get into. King's Field II is hands down one of the best adventure games for the PS-X."

**Graphics:** 8.25

**Sound:** 8.25

**Playability:** 8.5

**Entertainment:** 8.25

**OVERALL:**  
**8.5**



I'll relay that info right away elven princess dudette.

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "This game is a winner, simply because there is nothing else out there like it. Yes, the play control is sluggish, but that is easy to forgive considering the amount of playtime this game has to offer. Tons of mazes, lots of items, and enough monsters to make your head spin make this game a serious quest. If you're prepared to sit in front of the TV for hours on end, King's Field II will not disappoint - it's both challenging and fun."

**Graphics:** 8

**Sound:** 7.5

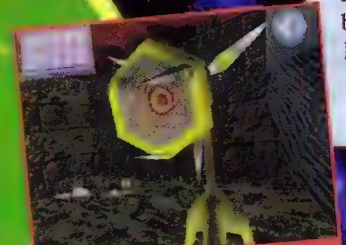
**Playability:** 7.5

**Entertainment:** 8.5

**OVERALL:**  
**8**



Oh great mushroom give me your power!



Stand clear, this guy vomits poison.

All the King's men and all the King's horses couldn't have prepared for this ASCII Entertainment invasion. On Halloween (October 31st), King's Field II was thrust onto the highly competitive 32-bit gaming market. ASCII has no worries concerning how well this title will sell, since the original King's Field sold extremely well and built up a following and a reputation which should propel this highly anticipated sequel into the hot seller bin. Gamers who wore the King's crown will be overwhelmed with the vast improvements made within this sequel.

The key ingredient in King's Field II is longer gameplay. ASCII has made sure that gamers will play King's Field II not only to finish it, but to be entranced with medieval realism, and to find all the hidden items as well. The story line is more linear, meaning that players will always be on some kind of a mission or quest and not looking for what to do or where to go. Character interaction is also improved and plays a larger role in the game. Sometimes you will be deemed messenger and will have to travel from one house to the next, relaying valuable information to the peasants. ASCII has also added a data base to store all of the conversations you've had with village folk. If you forgot or missed some hot conversational topics, you no longer need to worry. Just bring up your menu and view the goods.

Gameplay is also smoother and faster during battles. The enemy AI has been improved, thus, the walk around and hit the demons from the back technique will not work all the time. Various enemies carry shields which will block your attacks, and several, like the skeletons, have multiple moves. Once again, to proceed through the game you'll be required to gain levels (to make yourself stronger), and complete certain tasks.

Your quest is a long one, and luckily you won't be alone. Your best friends (the weapons) are abundant. Axe a slime, spear a gargoyle, or simply hack and slice your way to freedom. The story is quite interesting, and we don't want to ruin it for you, but be prepared to be overwhelmed by tons of FMV clips. If you find a new spell, or come to a key point in the game, you'll be greeted by an exciting FMV clip.

One would think that more companies would explore the first person action/adventure/RPG realm, but to this day, King's Field II stands by itself on the PS-X. The adventure is here and if you think you have what it takes to be a King, then by all means expose yourself to KFII.

THE BOTTOM LINE **7.75**

# The Brilliant and Beautiful World of Platforming!

# PANDEMONIUM!™

Somewhere between the classic platforming of Crash Bandicoot and the impressive graphics of NIGHTS lies Pandemonium from Crystal Dynamics. Aptly titled, Pandemonium is a game that finds its characters jumping, falling and running through an incredibly detailed landscape. Though affixed to a track, there are countless obstacles, platforms and power-ups that will keep gamers occupied through 18 levels.

Players will be pleased to know that there are two characters from which to choose. Fargus, the wily court jester and Nikki, the female gymnast and jumper extraordinaire. Both characters possess individual strengths and weaknesses. Though Nikki can execute a double jump, allowing access to higher areas, Fargus has a rolling air attack that can dispose of enemies while on the run.

Like many platform games, the object is to complete each level in good health; however, you will also be rated on the amount of booty collected. Get most of the treasure and you'll be treated to a bonus level chock full of gems and 1-Ups. As you are able to choose either character before the beginning of each level, choose the character that will allow access to the most treasure in order to exploit all the bonus levels.

As if two characters weren't enough, numerous levels also include morphing. Sometimes you'll change into a frog with incredible leaping ability, a rhino with a charging attack, or a tortoise who can hide in his shell to avoid attacks. Along with morphing, Pandemonium has many hidden secrets. Keys unlock landscapes, doors, and wells where the player can find even more booty and power-ups. In fact, at the beginning of level 1, try jumping against the first statue to unlock a secret power gem.

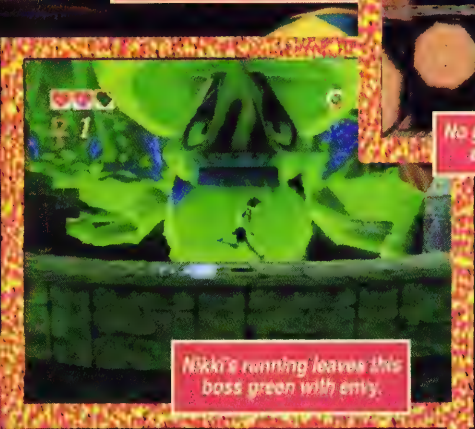
All told, Pandemonium is an incredible display of graphic power. The backgrounds seem deep and overwhelmingly colorful. With many aspects of 3D, players must remember these effects are achieved through the automatic changing of camera angles, not within the gameplay itself. With all the games to choose from this Christmas, consult the reviews below in order to determine if you too should enter the brilliant and beautiful world of Pandemonium.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action/Platform
- Special Features: Rotating Camera With Changing Perspectives, Two Playable Characters With Different Traits, Dizzying Heights, Bonus Levels, Weapon Power-Ups, Morphing
- Created by: Crystal Dynamics for Electronic Arts
- Available: Now for Sony PlayStation

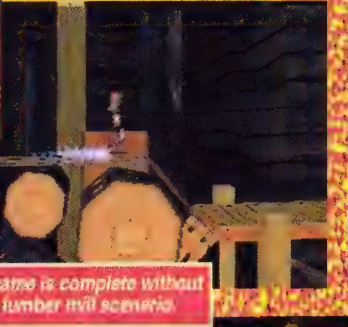
► THE BOTTOM LINE **8.5**



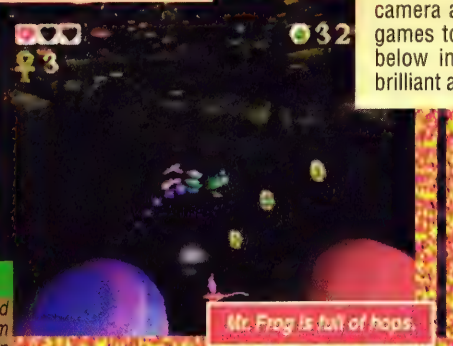
How's this for eye candy?



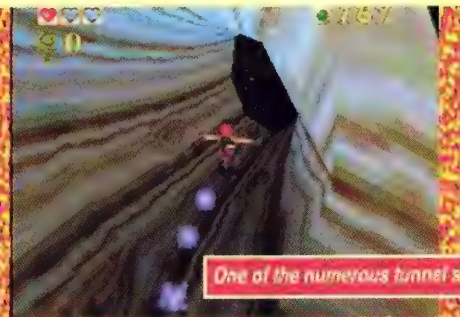
Nikki's running leaves this boss green with envy.



No game is complete without a lumbering evil scenario.



Mr. Frog is full of hops.



One of the numerous tunnel slides.

**JON, THE GREEDY GAMER**

**Concept:** 8.25 "Although I'm more than impressed with the graphics, Pandemonium suffers a little in gameplay. Once again I'm frustrated by the confinement to a track. Also, it's relatively easy to win the game, but it's quite hard to find all the treasure. All of which cost the game in terms of its entertainment value.

**Graphics:** 8.25

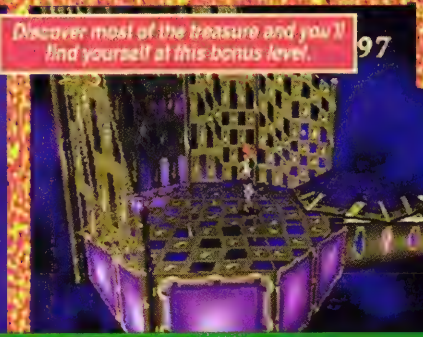
**Sound:** 8

**Playability:** 8.25

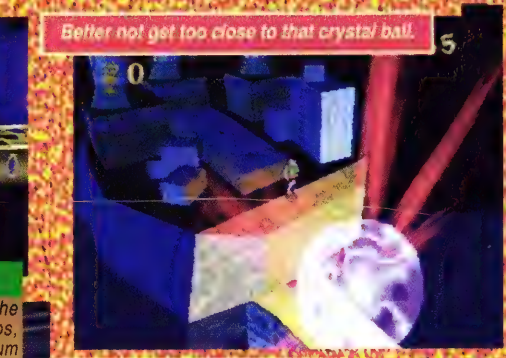
**Entertainment:** 8

**OVERALL:** **8.25**

I think a much better balance could have been achieved. I'm also disappointed that Crystal D backed out on their promise to pepper the action with Gex-like comments. The free floating camera is stunning, making Pandemonium a fun game that is graphically superior, yes. Fun to play? Somewhat. But revolutionary? Most definitely not."



Discover most of the treasure and you'll find yourself at this bonus level.



Better not get too close to that crystal ball.

**ANDY, THE GAME HOMBRE**

**Concept:** 4 "Graphically, this game looks pretty good, but as far as the rest of the game is concerned I could do without it. The backgrounds and characters are 3D, but the gameplay is entirely 2D. Simply put, Crash Bandicoot blows this game away. I will say that if you are an action/platform super freak and can't live without it, you won't be disappointed with your purchase, but most gamers can find greener pastures."

**Graphics:** 8.5

**Sound:** 7

**Playability:** 5

**Entertainment:** 5

**OVERALL:** **6**

**REINER, THE RAGING GAMER**

**Concept:** 4 "Nothing in this title, besides the outstanding rendered FMV clips, screams excitement. Pandemonium made a valiant attempt to blind gamers' views of this commonly generic action/platform title by supplying fabulous graphics and constant camera angle changes, but the basic meat is as rare as it can get. Jump, jump, jump. And the leaps you make are easy as pie! What gives? To make a good action/platform title you first need to supply the action. In Pandemonium's case, the platform was added first. It's graphically appealing, but also as lame as a lawn flamingo."

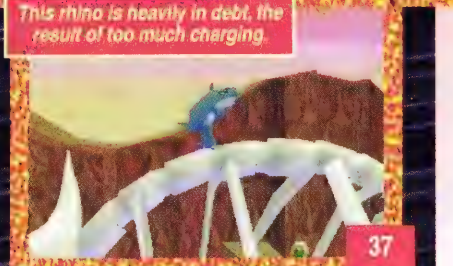
**Graphics:** 8.75

**Sound:** 7.5

**Playability:** 3.25

**Entertainment:** 4.25

**OVERALL:** **5.5**



This rhino is heavily in debt, the result of too much charging.

# JetMoto

## Sony's Hovering Eclipse

A dark shadow has fallen upon the PlayStation racing market, and gamers have found a utopia in this darkened habitat. It's true, an eclipse has blocked out what we once thought a racing game ought to be. While the market still demands classic Indy and Stock car racing games, the biggest eye-openers are the ones that do something completely different. The standard racing formula we all hold dear has been genetically altered to include hover vehicles, multi-tiered courses, and power-ups. SingleTrac's Jet Moto is a prime example of this. Be prepared for the immediate future, a world of make-believe, foreseeable dreams, and most notably - adrenaline bustin' fun.

Jet Moto is a mile away from anything in its concept and gameplay. The appearance may seem to hold some Wave Race 64 qualities to it, but only a still picture will make you think this. The engine this title runs on incorporates TruePhysics. Meaning, if you man a hover craft you'll actually go faster on land than you will on water. Land mass has a stronger and unchanging structure, where water is affected by waves and changing currents. You'll always want to aim for land if you see it. The level designs on most of the tracks feature multi-tiered terrains with

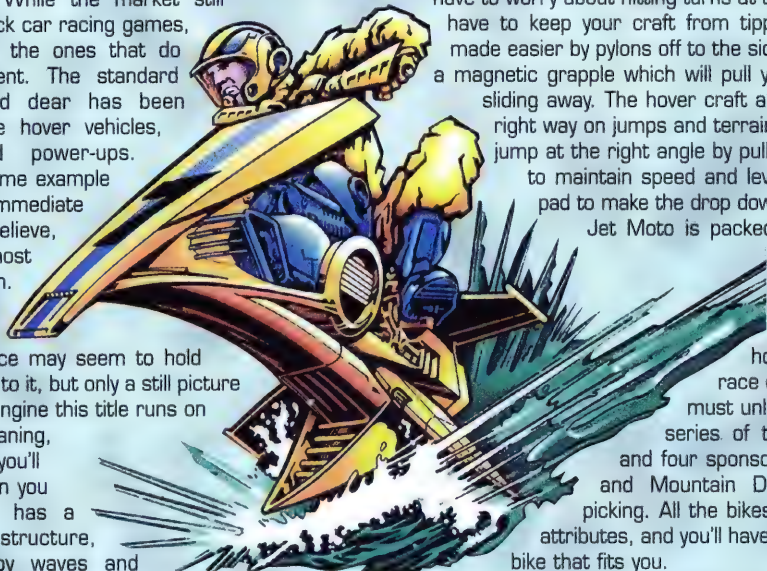
both water and land areas. The key to racing well on these tracks relies on your instincts, gaming skills, and hover craft maneuverability. Manning these air-blowing beasts is a difficult task. You not only have to worry about hitting turns at the right speeds, but you also have to keep your craft from tipping over. Certain turns are made easier by pylons off to the side that allow you to shoot out a magnetic grapple which will pull you through the turn without sliding away. The hover craft also needs to be adjusted the right way on jumps and terrain drops. You'll need to hit the jump at the right angle by pulling back on your control pad to maintain speed and leverage, and press up on the pad to make the drop down softer.

Jet Moto is packed with tons of game modes that will keep you occupied for hours. Ten tracks plus a hidden stunt track are packed in this disc; however, you won't be able to race on all of them right away. You must unlock them by placing first in a series of tournaments. Twenty racers and four sponsored teams like Butterfingers and Mountain Dew are available for your picking. All the bikes have different captains and attributes, and you'll have to play extensively to find the bike that fits you.

The video game tides are changing and Jet Moto is one of the few titles that soars above this evolutionary barrier.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Ten Tracks, Twenty Characters and Bikes, Head-To-Head, Full Season, Custom Circuit, and Practice Modes, Three Difficulty Levels, Lap Adjust, Turbo, Magnetic Grapple Turns, Memory Card Save
- **Created by:** SingleTrac for Sony Interactive Entertainment America
- **Available:** Now for Sony PlayStation



The magnetic grapple will spin you tightly through turns. Don't miss these.

Boggin' through the everglades.

Ahhh! Big head!

The 2 player split-screen can be viewed from the horizontal or vertical perspective.

### REINER, THE RACING GEMER

**Concept:** 8 "I was really enthusiastic when it came to playing Jet Moto. While the graphics and hover craft dynamics are a tad off, I can assure you that

**Graphics:** 8.25 this title is one stimulating ride through the confines of polygon

**Sound:** 8 racing. I originally thought that this would be a jet ski racer like Wave

**Playability:** 8 Race, but sure enough, it's more like Wipeout (without the weapons). Pure satisfaction is the emotion that is unleashed though this title. The level designs are crafted to perfection with hidden routes and multi-tiered platforms. Jet Moto most definitely will not disappoint."

**OVERALL:** 8.25

### JUN, THE GREAT GEMER

**Concept:** 8.5 "Jet Moto is a little like Wave Race 64, but more like Wipeout XL.

**Graphics:** 8.25 Although the graphics aren't as crisp and fast as Wipeout, and the water

**Sound:** 8 and wave effects are nowhere near the quality of Wave Race, the

**Playability:** 8.75 inventive tracks, magnetic grappling, sweet jumps, risky shortcuts, and steering controls make Jet Moto an

**Entertainment:** 9.25 incredibly fun game to play. A link mode would have been nice, but the 2-Player split screen is more than addictive; it had the GI editorial staff playing long into the night."

**OVERALL:** 8.5

### PAUL, THE GAME PROFESSOR

**Concept:** 8.5 "SingleTrac has again come through with a polished looking game. The course designs on this game are some of the most inventive and

**Graphics:** 8.25 enjoyable tracks that you can imagine. I like the varying terrain and the monster drop-offs. I also think that the variations in vehicle physics are well done. You can really feel the differences in handling between the light and heavy bikes. Jet Moto is loaded with secrets and a killer 2-player game that really make this racer stand out."

**Sound:** 8

**Playability:** 8.75

**Entertainment:** 9

**OVERALL:** 8.5



# Carnage Unbound

- **Size:** 1 CD-ROM
- **Style:** 1-Player Contact Racing (Up to 2-Player Via the Sony Link)
- **Special Features:** Soundtrack Consists of 18 Songs by Jug and Tuscan, Three Difficulty Levels, Seven Tracks, Four Bowls, Full Gouraud Lighting Effects, Two Views, Complex Scoring System, Wrecking Racing, Stock Car Racing, and Destruction Derby Game Modes
- **Created by:** Reflections for Psygnosis
- **Available:** Now for Sony PlayStation



**D**estruction Derby turned the racing market upside down and insisted that the only way victory was possible was through the means of complete annihilation. Thus, gamers were finally able to smash, bash, and obliterate their friends without being hassled by their parental figures or peers. Destruction Derby unleashed the lion in all of us and made senseless destruction easy and fun. The only complaint about this asphalt destroyer title was it didn't merge the ideas of true racing with the smash 'em bash 'em concept very well. Now, Psygnosis and Reflections have combined the elements of the two racing genres into Destruction Derby 2. The crashes are more intense, the racing is ten times as realistic, and the attention to detail is near flawless. Enter now into the world of carnage unbound.

Destruction Derby 2 still has the raw concept of the first, but adds a completely redesigned graphics and gameplay engine. The cars are now larger and can actually flip completely over, spin through the air, drive on two wheels, and start on fire. When you take a hit from a competitor, you'll really feel how smooth and silky the control is, and how much faster the game moves. Psygnosis incorporates seven completely new tracks and four new bowls into this massive title. These tracks are full of jumps, crossovers, tunnels, and banked corners. Racing flawlessly on these tracks is near impossible with the track obstacles and bothersome competition always popping up around every turn.

The bowls are more cartoon-like and feature deadly pits, mounds of dirt, cliffs, and a coliseum audience.

Gamers can compete on these tracks through the Wrecking Racing, Stock Car, and Destruction Derby game modes. All of these modes have multiple options including a useful Practice mode. When entering the Championship, stats track individual records and league standings. The numbers used to accumulate these scores come from destruction and race points. Finishing in first, second, or third delivers the highest scores. Flipping and killing the competition also receives big points.

Destruction Derby 2 is in many ways the same as the original with a brand new look and feel. Those who enjoyed the first will not want to miss this second offering. Psygnosis has just delivered the ultimate hack and bash racer for the PS-X. Don't be afraid to compete; it's only your head on the line.

► **THE BOTTOM LINE** **9**

## PAUL, THE GAME PROFESSOR

**Concept:** 8.5 "The first game offered some amazing graphics, but DD2 blows the old game away in that department. The improved look coupled with the longer tracks, jumps (awesome air), and superior car physics make this game about as fun to watch as it is to play. At first, the game made me feel a little disoriented in that cars continually sent me spinning or flipping around the track. Psygnosis has come back to the starting grid with a bone shattering game, so if you're into crashes (and I know you are) grab hold of this game."

**OVERALL**  
**8.25**

## REINER, THE RAGING GAMER

**Concept:** 9 "After enjoying a few races of DD2 you can't help but feel the urge to bash your head through a wall. Psygnosis really upped the intensity and graphic level of this title to an almost incomprehensible state. As a sequel, and for those who played its predecessor, this is where PS-X gaming satisfaction is at. You won't feel sorry for a second about your purchase. I personally enjoy the link play, others just like to take on the computer. No matter how you play it, I'm sure you'll agree that it's one of the best PS-X sequels released this year."

**OVERALL**  
**9.25**

## JON, THE GREEDY GAMER

**Concept:** 8.75 "The name just about says it all...tons of destruction. I'm especially impressed with the controls. Psygnosis should be commended for taking a difficult concept and making it playable through touch controlling (much as they did with Wipeout XL). Even though you can really wham people, the controls require a very delicate touch. This year's update offers an improvement in graphics, but the real difference is the length of tracks, more bowls, and awesome jumps. I didn't have a chance to play the link mode, but just thinking about it gives me whiplash."

**OVERALL**  
**8.75**

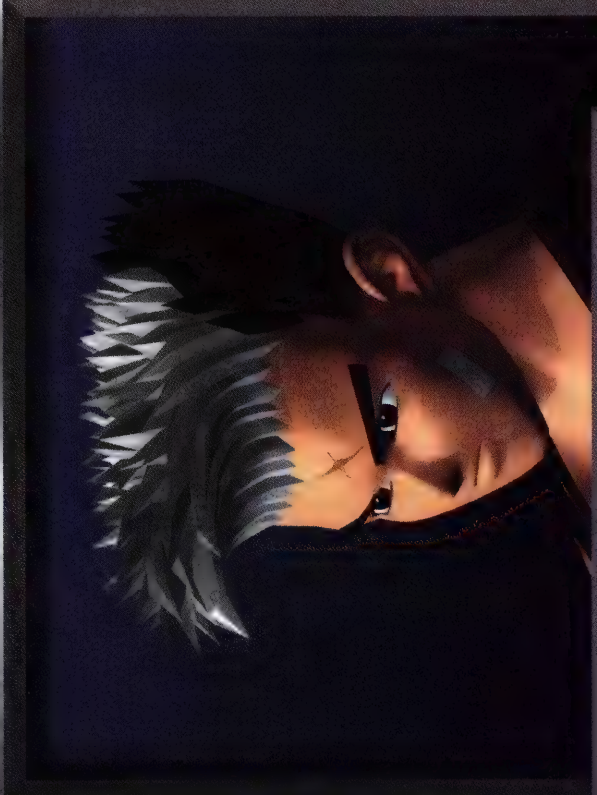
PRESENATION

# TORIBAL MO



AT THE BALARY AMPHITHEATER

## FIGHT OF THE CENTUR



## TORIBATAR VS CHUJII

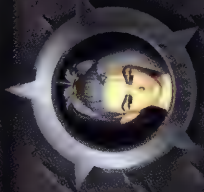
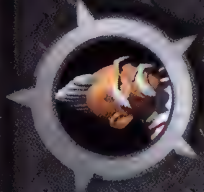


MASTER OF THE HEADLOCK TOSS  
WITH HEAD-DISPLACEMENT FOLLOW THROUGH.

DELIVERER OF THE QUASI-LEGAL  
TORSO LOCKUP/GROIN-DEVIATION COMBO.



# FEI VS EPON



# MARY VS GREN



# ★ UNDERCARD MATCH ★



Ladies and Gentlemen. It's time for Total No. 1. A spectacle the likes of which the fighting world has never seen. Full 360° 3-D movement that puts you in command of their debilitating moves. Grappling techniques that let you hold an opponent in check before delivering devastation. And for your further entertainment pleasure, we present the Quest Mode. A formidable and unprecedented RPG and fighting game hybrid that will most fully prepare you for clashing with these intergalactic titans.

It all takes place right before your very eyes in Akira Toriyama's internationally acclaimed anime art.

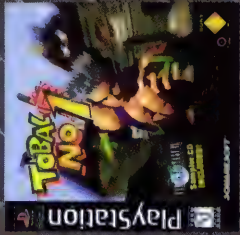
Total No. 1. Show time: 8:00  
30.1.27 Standard Earth Time  
Admission: 50,000 Moimoran.

PlayStation



**FINAL FANTASY VII  
SAMPLER CD  
INCLUDED!**

SQUARESOFT



For game info call 1-800-993-SOFTWARE. The charge is \$3.99 per minute. Covers under the age of 18 must get parental permission to call. Touchpad phone is required. Available 24 hours a day, 7 days a week, U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. © 1998 Square Co., LTD./Dream Factory Co., LTD. All rights reserved. Character © 1998 Square Co., LTD./Dream Factory Co., LTD. All rights reserved. Character © 1998 Square Co., LTD./Dream Factory Co., LTD. All rights reserved. Final Fantasy and Square are registered trademarks of Square Co., Ltd. © 1998 Sony Computer Entertainment Inc. www.sony.com

Legacy of Kain is a remarkable game. It takes a tragic plot and implements it with effective FMV and an ongoing narrative to create an epic story that has an emotional impact on the gamer in the same way that a good novel would. While the story has a few holes and discrepancies, it is among the most well constructed we've seen in gaming.

Blood Omen takes place in a dying world of medieval fantasy. When the game begins, you are a noble who has travelled from his distant home. Upon being kicked out of a tavern by an innkeeper who fears the night, you are immediately set upon by bandits bent on your destruction. While you are allowed to attempt to fight your way out of the situation, you eventually fall and the game cuts to an FMV clip. A necromancer (you appear to be in Hell) offers to return you to life as a vampire so that you can secure your vengeance upon your slayers. Kain speaks to us in first-person, "...and like a fool I jumped at his offer without considering the cost.... Nothing is free. Not even vengeance." Kain's narratives lend a great deal of atmosphere to the game.

After killing your assassins, you are directed by the necromancer to find the true engineers of your death and once again take revenge. As the game progresses, it becomes apparent that Kain is nothing more than a slave to his anger and lust for vengeance, driven on a quest which could (ironically) restore the world's balance and prevent its destruction. We say "could" because in the end you are given a choice of sorts between the dark side and sacrifice.

The gameplay is similar to Zelda in the way that you explore the environment and fight your foes, but is different in that the game limits your freedom to explore areas that do not yet relate to the plot. Spells are typically very cruel and described as such. Health is gained by sucking the blood of defeated foes and often innocent victims in townships. Details like this allow no room for the "misunderstood hero" cliché. They do, however, strengthen the story's purpose of portraying Kain as a tragic figure blinded by pain and wrath. People looking for a game with excellent plot value and great gameplay should check Kain out. One warning though, Kain's enormous size is reflected by lengthy load times. It takes a little patience to play this game.

#### ANDY, THE GAME HOMER

**Concept:** 9 "This game is pretty awesome. It's really fun to be a totally vicious vampire and wreak havoc across the land. While the loading in the game may be a little annoying at times, the crisp graphics and superb soundtrack more than make up for the lost time. Also, this game is very well written with great voice-overs to add to the medieval feel. However, this game is not for the faint of heart, blood and guts abound in this chiller. But if you're an action/adventure fan, and can stomach the blood, it doesn't get any better than this on the PS-X."

**Graphics:** 8.75

**Sound:** 9

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:**  
**8.75**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Loads of Spells, Items, Weapons, and Armor, Unique Twist on a Vampire Story, Memory Card Save, Good FMV, and 20 Minutes of Narrative Speech During Gameplay
- **Created by:** Silicon Knights and Crystal Dynamics for Activision
- **Available:** Now for Sony PlayStation

#### REINER, THE RAGING GEEK

**Concept:** 9 "This title is evil in its purest form and you can't help feeling a little sadistic after playing it. Every aspect of Blood Omen is well designed and very comparable to a Zelda adventure. The appeal of gameplay will reach out to all action and RPG fans. It's a long game, and for the most part it's very linear, but toward the end you'll be able to choose different paths of gameplay. The graphics are decent and appear to be outstanding since the lighting effects shade and illuminate everything. I recommend this game to those who like extreme gore and a difficult quest."

**Graphics:** 8.75

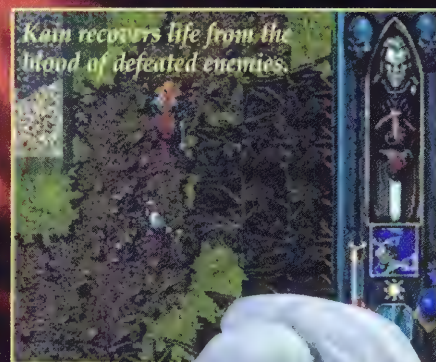
**Sound:** 7.5

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**8.75**

#### ► THE BOTTOM LINE **8.75**



#### JON, THE GREEDY GEEK

**Concept:** 8.5 "If you're looking for a great storyline, look no further than Kain. A combination of medieval gothic and English romanticism, the dialogue is both beautiful and entertaining. On the downside, there is a frustrating amount of load-time and frequent screen slow-downs. However, along with the storyline, Kain's other strengths are the useful maps, views, morph forms, and outstanding FMV sequences. Also, I appreciate the emphasis on exploration and action, rather than mere puzzle solving. With enough blood to satisfy even Quentin Tarantino, Kain will house itself in your arteries, where it will remain until the entire planet becomes bathed in blood."

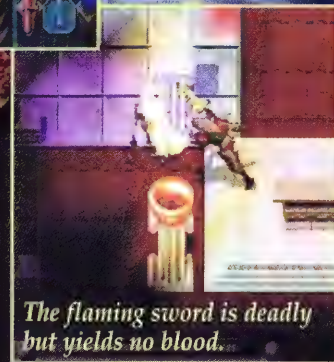
**Graphics:** 8.75

**Sound:** 9.25

**Playability:** 7.75

**Entertainment:** 8.5

**OVERALL:**  
**8.5**



# SUIKODEN

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role Playing Game
- **Special Features:** Over 100 Key Characters to Interact With, Three Battle Modes Including All-Out Army Clashes and 3D Battles With Roving Camera Views
- **Created by:** Konami
- **Available:** Now for Sony PlayStation



At this point, Suikoden may not seem like the most innovative title (since the graphics are 2D-sprite based and the gameplay is generic for an RPG), but a couple of things separate this title from all the others, in particular the combat. Suikoden is packed with party versus monsters, party versus other parties, and complete medieval army battles.

The standard party vs party battles are where most of the action takes place, but the army battles are truly something to behold. Tons of tiny sprite militia characters clutter the screen for both the axis and the ally. These battles are rare and usually take place when an emperor tries to overthrow other castles or towns.

Suikoden is also packed with a great story line that actually involves 'real' deaths, treason, and evil empires. The story is dependent upon your actions like the best of the choose-your-own-adventure books. Sometimes you'll be confronted with choices like join the

empire, follow the revolutionaries, or go your own way. It's up to you and your RPG instincts to choose the right path.

Suikoden takes you on a vast journey that requires brainy decisions and legitimate RPG experience. This is one mother of an RPG that should entertain gamers through the FFVII waiting period.

## PAUL, THE PRO PLAYER

"Although this game has its little quirks, it blows away Beyond the Beyond in nearly every category."

## ANDY, THE GAME HOMBRE

"While this game may look 16-bit, it certainly doesn't play like one. You'll find lots of adventure, a great story, and lots of adolescent humor in Suikoden. Nothing revolutionary or spectacular, but a definite must for any RPG fan."

## JON, THE GREEDY GAMER

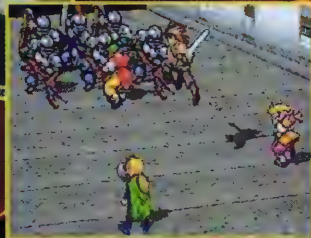
"An entertaining story with nice combo attacks and quest artifacts. While it's no Final Fantasy or Chrono Trigger, it's a nice surprise from the folks at Konami."

## REINER, THE RAGING GAMER

"This could very well be Konami's smash hit of the holidays. Suikoden has a dynamic story line that is only topped by its aggressive combat behavior. This is a must have for those of you who like the Breath of Fire and Phantasy Star sagas."



Too  
Are the glasses filled?  
Attention, everybody.



Andy Paul Jon Reiner

Concept:	8	8	8	7
Graphics:	6.5	5	7.75	7.75
Sound:	7	8	7.5	8.25
Playability:	7.75	7.25	8.5	8
Entertainment:	8.75	8	8	8.75
Overall:	7.5	7.25	8	8

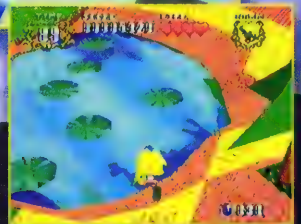
► THE BOTTOM LINE **7.75**

# Get High!



Old games leave you feeling flat? Jump into true 3-D adventure with **Floating Runner** — just look before you leap!

- 14 breathtaking 3-D levels
- 2 characters & 7 different worlds to choose from
- Unique special weapons & items



Visit your local retailer or call  
**1-818-879-5728** for orders only  
For game tips on our products, call  
**1-900-370-HINT**

S.85/min. (automated) • \$1.15/min. (live 9am-5pm PST)  
Must be 18 years of age or have parental permission.  
Touch-tone phone required.

© XING/T+HO, Inc. Kokopella digital studios is a trademark of T+HO, Inc. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc.

www.thq.com

KOKOPELLA  
digital studios

T+HO



**KONAMI**  
**XXL**  
**SPORTS SERIES™**



**SOME PLAY AT A  
HIGHER LEVEL**



**HIGHER RESOLUTION  
GRAPHICS**

**18 DIFFERENT DUNK SHOTS**

**FULL SEASON AND  
PLAYOFF MODES**

**STAMINA FACTOR**

**348 NBA PLAYERS**

**SUBSTITUTIONS**

**PUMP FAKES**

**FOULS**

**CREATE YOUR OWN PLAYER**

**NO TRADING LIMITS**

**FULL 12-MAN ROSTERS**



**"NBA IN THE ZONE 2"**

**ALL 29 NBA TEAMS  
INTUITIVE CROWD REACTIONS  
POST PLAYS**



ESRB RATING: RATED FOR PARENTS STRONG

OFFICIAL NBA PRODUCT

PlayStation 2

www.konami.com

KONAMI



The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. KONAMI SPORTS SERIES™ is a trademark of Konami (America) Inc. Konami is a registered trademark of Konami Co., Ltd. All rights reserved © 1996 Konami (America) Inc. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Extreme Games
- Special Features: Tricks, Three Skill Levels, Four Events, Twelve Courses, Nine Playable Characters Plus Online Player, Vehicle Attribute Tuning, Fighting
- Created by: Sony Computer Entertainment
- Available: Now for Sony PlayStation

# 2XTREME

Is It Too Extreme For You?

**N**ot Resident Evil. Not GameDay. Not even Mortal Kombat is ESPN's Extreme Games. A true sleeper in every sense, and memorable crashes.

It's the youths who inhabit the spans of concrete parks and marble steps, half pipes and parking lots that invented these games. It may well have been ESPN that coined the term Extreme Sports, but it's the thousands of people who were looking for a little more from life that became the true fans. Suddenly Mountain Dew, urban surf shops, and microwave burritos were all the rage. Sony cashed in on the phenomena and made millions.

This concept of extreme and urban competition is only one half of Extreme Games' legendary appeal. The other, perhaps more important part, is its ease of gameplay. Anyone from a novice gamer to a seasoned tarmac god can sit down and compete. But hold on, because now, with the sequel, there are "in air" tricks. Launch an ollie, then counter with a kick flip. When you land, punch the guy next to you, forcing him into the parking meter. That's what urban gaming's all about.



Each of the vehicle attributes can be tuned to your own specifications.

STANPAPZ		Tracy Styles	
MUSCLE	100	MUSCLE	100
ENDURANCE	90	ENDURANCE	90
SPEED	100	SPEED	100
REFLEXES	50	REFLEXES	50
TRICKS	60	TRICKS	60
SKATERBOARDING	50	SKATERBOARDING	50
ONLINE SKATING	100	ONLINE SKATING	100
SNOWBOARDING	90	SNOWBOARDING	90
MOUNTAINBIKING	90	MOUNTAINBIKING	90

**ANDY, THE GAME HOMBRE**

**Concept:** 8.75  
**Graphics:** 7.75  
**Sound:** 8  
**Playability:** 8  
**Entertainment:** 8  
**OVERALL:** 8.25

"In case you don't remember, I didn't like the first Extreme Games very much. It had lots of stuff to do, but overall it was only middle of the road. 2Xtreme takes the original concept and adds tricks, increases the level length, and adds snowboarding to make it a more entertaining game. The tricks, though they're easy to pull off in theory, are actually difficult to do in the heat of battle. Now mix the speed, tricks, and gates together and this game offers some intense action. While it may suffer from mediocre graphics and sound, it more than makes up for it in entertainment. Plus, it's got a 2-Player split-screen mode."

**JON, THE GREEDY GAMER**

**Concept:** 7.5  
**Graphics:** 7  
**Sound:** 7  
**Playability:** 8.5  
**Entertainment:** 8.25  
**OVERALL:** 7.75

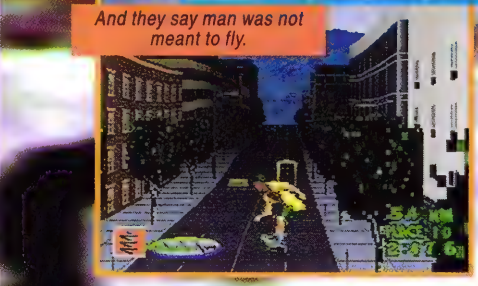
"2Xtreme is a fun game. Even though the courses tend to be the same, the way control is simple and easy to pick up. There's nothing like getting the spring power-up, launching for maximum air, then ripping off a sweet low-button move. However, it seems that Sony kind of went through the motions on this sequel, rather than beefing up the graphics to big game status or throwing in a slew of inventive courses. I would have liked to see a little more. If you really liked the first Extreme Games, then you'll love the sequel, it's more of the same, just a little better, that's all."

**PAUL, THE GAME PROFESSOR**

**Concept:** 8.5  
**Graphics:** 8  
**Sound:** 8  
**Playability:** 8.75  
**Entertainment:** 8  
**OVERALL:** 8

"First off, I really didn't think the first installment was too hot, but it did go on to be one of Sony's best sellers. This game is still not that fantastic, but it is a heck of a lot better than the first. The number of tricks along with the power-up items add to the already fun combat action. Thank the PS-X gods that they got rid of the street. 2Xtreme still has its faults with a serious lack of a soundtrack and mediocre environments. There are a limited number of cool obstacles, and cool obstacles like the cop car look really lame. In general the graphics don't look as sharp as last year's game. Despite its faults, 2Xtreme hooks you in and is easy to enjoy."

2Xtreme still features the rollerblades, mountain bike, and skateboard; however, the snowboard is new, replacing the street luge. Each of the four disciplines offers a choice of three courses, and different than last year's version, there are no cross vehicle competitors (for example, you won't see bikers in the rollerblade course). Also, Sony has included power-ups in this year's version to assist in speed, punching power, jumping, and health. If you haven't played the first one, find out what you've been missing and give 2Xtreme a look. If you enjoyed the first one, you'll definitely want to play 2Xtreme... unless, of course, it's too extreme for you.



**THE BOTTOM LINE 8**



# MECHWARRIOR 2

WHEN TANKS START WALKING, IT'S TIME TO GO BACK TO BED

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Mech Combat Simulator
- **Special Features:** Complete Mech Controls Featuring: Torso Twists, Vertical Attitude Control, Selective Targeting (Yes Virginia, You Can Shoot His Legs Off), Forward and Reverse, Multiple Mechs, BattleTech Weaponry (LRM's, PPC's, Lasers, Gauss Cannons, etc...), Memory Card Save
- **Created by:** Activision
- **Available:** December for Sega Saturn and Sony PlayStation

The possibility of walking, humanoid tanks (mechs) has been a fascinating idea to the gaming world for some time and the people who created the BattleTech universe wrote the book on them. Mechwarrior 2, while using the PC game's logo and name, has been fully redesigned for the console CD systems. The mechs are looking good (though the control is awkward at times), and the motion of the mechs (torso twists, walking, looking up and down) is very smooth.

Mechwarrior 2 consists of 16 missions with 12 mechs to choose from. Hit locations are in effect, and that time-honored tradition of blasting your opponents' legs off (the Achilles' heel of mech combat) will no doubt give BattleTech fans something to talk about. Another factor true to the BattleTech universe is overheating. Fire off that PPC for too long and you run the risk of a shutdown.

While the early version of this game doesn't elaborate on the plot, the mechs you drive will be clan mechs. Certain menu screens have the Jade Falcon insignia in the background, so it's pretty safe to assume players will not be fighting for the inner spheres.

If Activision continues to make progress (as they have been), Mechwarrior 2 should be a winner. Once again, there don't appear to be jump jets, but alas, we'll just have to wait for someone gutsy enough to do it. The feud continues with Mechwarrior 2 for Saturn and PlayStation. Do honor to Kerensky's memory Mechwarrior.



# NBA LIVE 97

RIM ROCKIN' EXCITEMENT

Last year we observed Electronic Arts' trek into 32-bit gaming. NBA Live 96 was a grand game indeed, packed with everything a player could dream of, and it still maintained that remarkable EA Sports 16-bit feel. Well, the time to debut the new '97 models is at hand, and instead of sticking with the workable sprite based game design, EA has completely redesigned the graphics engine to feature polygon characters. The gameplay is identical to all the previous Live's, but several features have changed. Let's take a peek, shall we?

Live '97 has a perfect structure to it. Three difficulty settings (Rookie, Starter, and All-Star), three game modes (Season, Playoffs, and Exhibition), and three game styles, (Custom, Simulation, and Arcade) offer gamers any kind of play options they desire. If you don't like how some of the menus are defaulted, you can enter the Custom Mode and set the rules, add new players through the player creator (which even allows you to tweak facial hair), and re-order the rosters. EA really makes the game user friendly, and you'll see that when you actually get some hands on, but the biggest improvement in this installment is in the gameplay.

So far, nearly every other basketball title for the PS-X has been polygon based, so EA made the move to join the majority mass without (supposed) archaic sprite graphics, with the hopes that their followers wouldn't leave because their competition had better technology. For the most part, everything from the speed burst button to the offensive and defensive strategies and massive stats tracking through a complete season have stayed the same. Needless to say, adding the polygons has opened up a new door to more views, improvement of the instant replays, and more realistic animation and character designs.

Electronic Arts did a fabulous job of creating a sequel that actually feels different from its predecessor. EA has been known for an identity crisis throughout their sports line, and hopefully NBA Live '97 will deliver new trust for EA throughout the gaming industry.

### Andy, The Game Hombre

"First off, this game is ten times better than last year's debacle. It's a lot smoother and the play control is slightly better. While I think that this is the best arcade-styled basketball available, I still like the realistic play style of Shoot Out and In the Zone 2. But if you're looking for lots of options and graphics then Live is where it's at."

### Paul, The Game Professor

"As far as looks are concerned, this version blows last year's away. However, the play control is still the same. It's a great package, but I sense that EA Sports is a follower rather than an innovator with this title."

### Reiner, The Raging Gamer

"If I were a caveman, and I didn't know better, I would have to say that the tiny people trapped in a box actually look and move nicely. But as an editor, I say Live '97 is a great game in every aspect except for the daring attempt to revamp the graphics. We're civilized people for grok's sake, and we need more realism."

### Jon, The Greedy Gamer

"Great pick plays, countless net drives and killer graphics make NBA Live the Premier 32-bit basketball title. A great Arcade Mode and an even better simulation mode give NBA Live a killer double punch."

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Basketball (Up to 8-Player Via the Sony Multi-Tap)
- **Special Features:** Three Difficulty Settings, Game Modes, and Game Styles, Player Creator, Updated NBA Rosters With Shaq on LA, Eight Camera Views With Zoom and Reverse, and Complete Stats Tracking
- **Created by:** Electronic Arts
- **Available:** Now for Sony PlayStation



You can even choose what kind of facial hair you want in the Player Creator.



The boards are cleaned by spaceman Rodman.



Dish it inside!



NBA Live '97 is the only game to feature the dominating Shaq.

	Andy	Paul	Reiner	Jon
<b>Concept:</b>	8	8	8	8.5
<b>Graphics:</b>	8.5	8.75	8	8
<b>Sound:</b>	7.5	8	8.75	8
<b>Playability:</b>	8	8	7.5	8.75
<b>Entertainment:</b>	8	8	8	8.5
<b>Overall:</b>	8	8.5	8	8.75

► THE BOTTOM LINE **8.25**

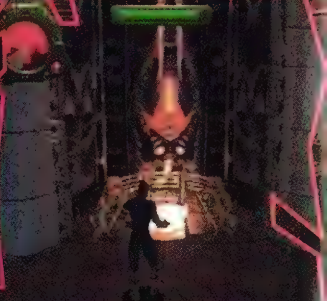
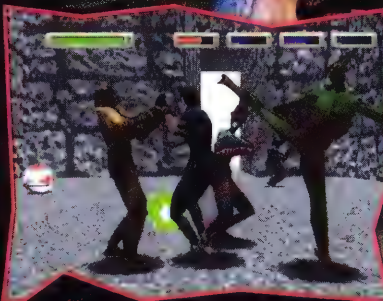
# THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...



4 lethal alien attackers can gang up on you, using **FIRST and ONLY Behavioral Artificial Intelligence.**

Take on 20 merciless alien species with over 100 martial arts moves.

Explore over 1,300 rendered environments across five hostile worlds.



# PERFECT WEAPON

"Perfect Weapon may very well end up as one of the most unique and exciting products to hit the PlayStation this year!"

*Greg Off, Editor-in-Chief, PS Extreme*

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon."

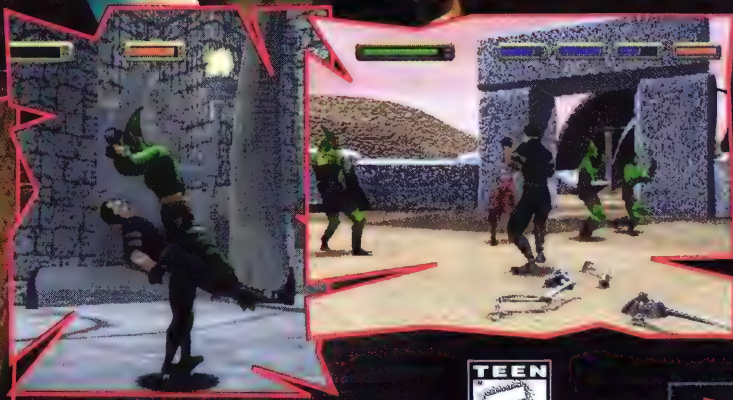
*Lawrence Neves, Senior Editor Game Pro*

"...one of the first true 3D fighting games."

*Next Generation*

A new dimension in gaming...

Camera angles move as fast as you do.



*head games*



WINDOWS® 95

<http://www.ascgames.com>

So You Say You Want A Revolution...

# NHL FACEOFF '97

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Hockey Game (Up to 8 With Multi-Tap)
- **Special Features:** Revolutionary Icon Passing, Full NHL License, Create Player Mode, Season w/ Playoffs, NHL Trophy Awards, Two Line Pass Infraction, Hip Checks, Low Scoring Games, Optional Fighting Mode
- **Created by:** Killer Game for Sony Interactive Studios America
- **Available:** Now for Sony PlayStation

## ▶ THE BOTTOM LINE **8.75**

Back in the season of 1960 - '61, Stan Makita and Bobby Hull were practicing for the legendary Blackhawks. Stan broke his stick, but rather than discard it, he decided to try a few shots with the twisted pine. Stan noticed his shots now dipped and swerved, fooling the goalie every time. Bobby Hull also noticed the new action, and the two teammates began bending sticks beneath doors in order to achieve a curve. After considerable controversy and confusion, Makita and Hull went on to lead the league in scoring throughout the 1960's.

Just as Makita's curved stick changed the game of hockey forever, NHL Face Off's revolutionary new icon passing could also be a new beginning. Icon passing has opened the door for effortless moves like the give-n-go, the dish-n-shoot, and even the give-n-go-n-give again! With many comparisons to the passing windows of football simulations, the passing screen, once activated, highlights players by icons. While holding the shoulder button, press that icon on the control pad and the puck will shoot towards the highlighted player. Continue to hold that button and the puck will rocket back to the original passer. The result is an unprecedented display of breakout plays, two-on-ones, and deflected shots from the point.

Another important improvement is the hip check. Years ago, the introduction of the red line had rendered the hip check all but obsolete in the NHL. However, the recent influx of European players has renewed interest in this long lost art. It's only natural that video hockey should follow. A carefully aimed hip check will flatten the opposition while you simply collect the puck and head up the ice.

Other options include the ability to create, sign, trade and release players; a cross check, hook and poke check; full season and playoffs with NHL trophies; a two-line pass infraction; the fake and redirected shot; drop and flip pass; and variable coaching strategies.

Though this may almost seem to be too much in terms of control, the game is still easy to pick up by relying on the old basic skate and shoot. With all these features and its ease of play, NHL Face Off '97 just may be the revolution we've all been waiting for.

### PAUL, THE GAME PROFESSOR

**Concept:** 9.5 "Sony Interactive really revamped this title for their second season of PS-X hockey. The gameplay is greatly enhanced by more speed, **Sound:** 8.5 better animation and the revolutionary passing icons. Using the icons really opens up the play, especially in the offensive zone. No other hockey game comes close to Face Off's wealth of stats in the season mode. **Playability:** 9 **Entertainment:** 8.75 **OVERALL:** **9** Although I don't think this has the smooth gameplay of Power Play, Face Off more than makes up for it with extra options and innovative game control."

### REINER, THE RAGING GAMER

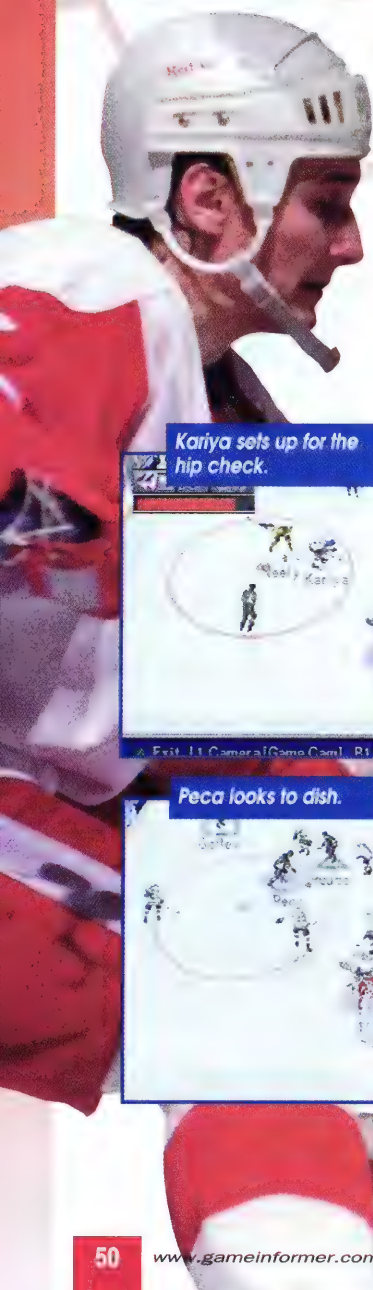
**Concept:** 8.25 "This title is amazing simply because of the little things that have been added here and there. No one would have expected to see icon passing, **Graphics:** 8.5 and lo and behold, here it is advancing hockey play to the next level. For the most part, the gameplay is smothered with technicalities concerning control, two line passing, **Sound:** 8.25 fighting, and line changes, but the graphical interface and superb player collision will make it easy to understand these new control methods and rules. Stat freaks will also enjoy the updated rosters and game to game tracking through multiple categories."

**OVERALL:** **8.5**

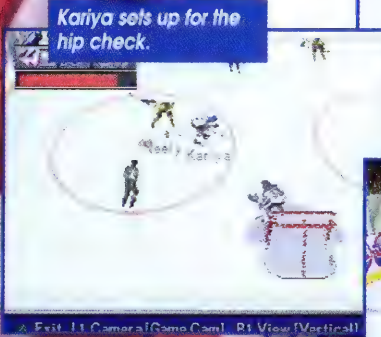
### JON, THE GREEDY GAMER

**Concept:** 9.25 "I really can't say enough about the icon passing because the give-n-go **Graphics:** 8.5 is such a crucial aspect of hockey, as is the redirected shot. Though the icon passing has improved offense, this is countered by a much more controlled and intelligent defense. **Sound:** 8 Games are low scoring with tons of strategy and unique plays. A few of the skating motions seem contrived, but this minor flaw is nothing when compared to the ability to actually set up the power play on offense, or box up against the power play on defense. A superbly controlled game with the greatest hockey realism to date."

**OVERALL:** **8.75**



Draw partner...



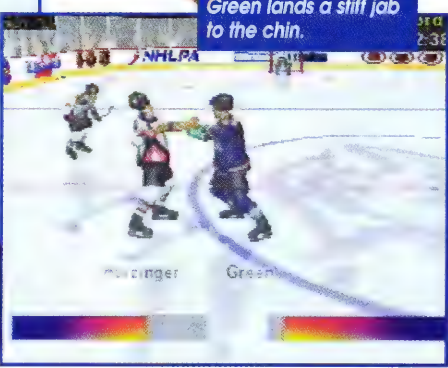
Kariya sets up for the hip check.



The ice level cam is in your face hockey.



Peca looks to dish.



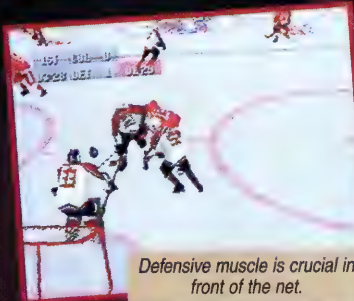
Green lands a stiff jab to the chin.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Hockey Game (4-Player Via Sony Multi-Tap)
- **Special Features:** Polygon Graphics, Nine Camera Angles, Full NHL License, Create and Trade Player Modes, Stats Tracking in up to Eight Seasons at Once, Shot Speed Radar Gun, Signature Moves, Shootout Competition
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

# LET'S TALK HOCKEY

# NHL '97

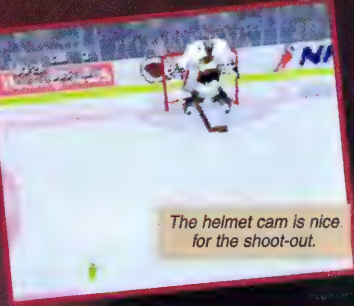
PlayStation Review



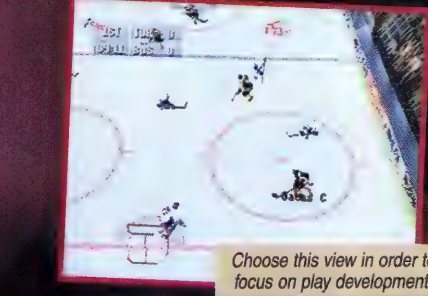
Defensive muscle is crucial in front of the net.



Oates does a post-goal celebration.



The helmet cam is nice for the shoot-out.



Choose this view in order to focus on play development.

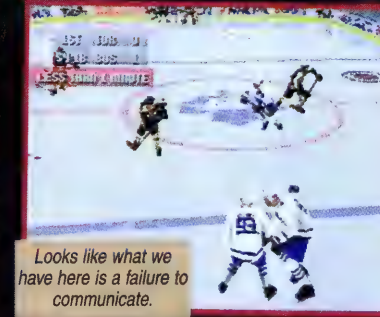
It's late in the game. EA Sports comes off the bench with their scoring line. Sony decides to counter with a checking line. In the audience, Virgin Interactive watches in anticipation. Yes, it's the playoff season for hockey. Not professional hockey mind you, but electronic hockey. Never before has there been such a wealth of new and revolutionary hockey titles to choose from.

EA Sports is again setting the pace in terms of sports simulation. This year, they've gone for the polygon look. The result is impressively smooth skating based on the motion capture of actual NHL players. Add signature moves to the skating style and now you're talking hockey. Use Mario to work the stick around the back, deke and drop like Federov, or hover amongst a swarm of defensemen just like Forsberg.

Most importantly, EA Sports has fine tuned the defense. Due to the addition of both the two line pass rule and the hip check, games are low scoring. Plus, the old adage has never been more true — games are won and lost in the corners.

There are also a number of subtleties that will take months to master. The give-n-go via the one touch pass, the spin-o-rama and defensive dive all add to an intense display of hockey realism. Though the default camera brings one close to the ice, fans of the old 16-bit may enjoy the classic high cam, a nice angle for play development and strategic break-outs.

With all the hockey games this fall, one must choose wisely. As the competition winds down and the scores come in, be sure to look for aspects in each game that appeal to you. Certainly, EA Sports' NHL Hockey '97 will be near the top of your holiday wish list. To get the real story, consult our reviewers below.



Looks like what we have here is a failure to communicate.



...had he properly stacked his pads.



Potvin might have saved this shot...

## ▶ THE BOTTOM LINE 8.75

**REINER, THE RAGING GAMER**

**Concept:** 8.75 "NHL '97 doesn't have the great passing abilities that NHL Face Off '97 does, but it has everything else. I couldn't imagine a smoother or faster game.

**Graphics:** 9.25 Electronic Arts did a knockout job of taking the 16-bit foundation to new heights on this 32-bit frontier. The animation, sound, and player texture maps add amazing realism to this blockbuster hockey sim. When you get checked into the boards you can almost feel it. The switch in technology has also changed the way EA deals with the NHL. This game has more of a simulator feel than arcade, so don't expect to play sixty games a night. Instead, prepare to enter the ultimate hockey re-creation."

**Sound:** 8.75

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:** 9

**ANDY, THE GAME HOMBRE**

**Concept:** 9 "Talk about realism, when this game says ten minutes it's ten minutes. Unlike the 16-bit version, this game is fast in a different sense. There's a lot of room mid-ice, but moving the puck, period, is fairly difficult. So it's a battle to get an edge because even though the game moves fast, the progress you make doesn't. I really like the super realistic play, but at times I wish the puck moved at a little faster pace. Shots are kinda slow and don't always look like they've got enough power to go in. But even with its faults, it is the best hockey available on any next generation platform and is a must-have for any hockey fan."

**Graphics:** 9

**Sound:** 8.5

**Playability:** 9

**Entertainment:** 9

**OVERALL:** 9

**JON, THE GREEDY GAMER**

**Concept:** 8.25 "EA Sports must be commended for their ambitious overhaul of graphics. I like the skating realism, and I especially appreciate the close games. Although I'm a fan of defensive hockey, I definitely don't enjoy the clutch and grab. This title seems a little too tight around the red line. In other words, there are not enough wing breaks and two-on-ones (and it's not because of the two-liner). As usual, the stats tracking and seasonal modes are outstanding, and the signature moves really lend an NHL feel to the game. Though you won't be disappointed in NHL 97, I recommend you give both NHL Faceoff and Powerplay a very close look."

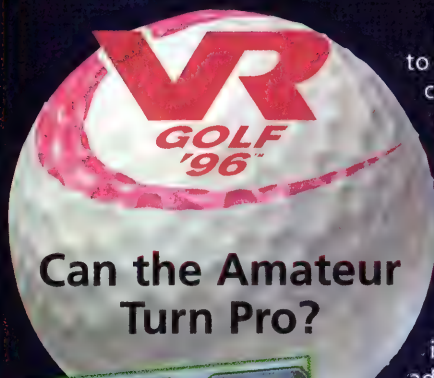
**Graphics:** 8.5

**Sound:** 8.25

**Playability:** 8.5

**Entertainment:** 8.75

**OVERALL:** 8.5



## Can the Amateur Turn Pro?

Interplay has worked long and hard in bringing its VR sports lineup to the forefront of 32-bit gaming. VR Golf is an excellent example of this commitment to next-gen gamers. As its name implies, VR Sports titles are characterized by a multiplicity of camera views, always complementing a feast of options.

The most striking feature of VR Golf is the quest for Pro Status. Starting with a handicap of 28, created players must battle their way through the amateurs until their handicap reaches 0. Only then will you be asked onto the pro tour, and this professional status is tenuous at best. Fail to place in the top 25 and your purse will remain empty. Although you won't be kicked off the circuit, if you continually fail to make the grade, it's probably a good idea to head back to your old job at the mall. In addition to the tournaments, one to four players can also compete in a skins game, matchplay, fourball, or a quick practice round.

Shot mechanics will be familiar to any video golfer. A three tap swing will demand concentration and nerves of steel. Expert players will enjoy the fade and draw options, as well as the different types of short-game shots. All told, VR Golf is an exciting and challenging look into the world of amateur and pro golfing. In order to see VR Golf's position on the leader board, listen to what our reviewers have to say.



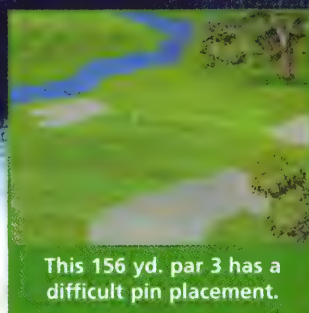
The tournament is slipping away.



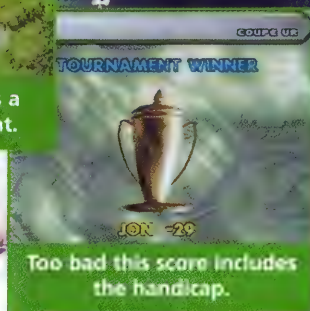
One of the many split screen views.



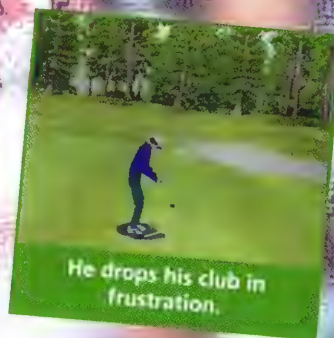
Here's a look at the special "Crow Cam."



This 156 yd. par 3 has a difficult pin placement.



Too bad this score includes the handicap.



He drops his club in frustration.

### PAUL, THE GAME PROFESSOR

**Concept:** 8 "This game is long in the making, but it looks like the work paid off. Although the golfers' animation is a little stiff, the courses look excellent."  
**Graphics:** 8.5  
**Sound:** 7 "The game's graphics are further enhanced by the available camera settings and instant replay. The play control is easy to pick up, but I found some of the little extras such as more ball lies, shot back spin, and general shot physics to be lacking. The handicapping and climbing to the pro tour is a great addition, but it's a little bothersome that you don't have the option to just play the pro tour right away. This is a great looking and easy to play game, but the serious video golfer should stick with PGA."  
**Playability:** 8  
**Entertainment:** 8.5  
**OVERALL:** **7.75**

- Size: 1 CD-ROM
- Style: 1 to 4-Player Golf Game
- Special Features: Amateur and Pro Tour, Skins, Strokeplay, Fourball and Matchplay, Handicapping, Multiple Camera Angles, Fade and Draw, Bi-Lingual Commentary, Comedic Character Animations, Availability of Additional Course Discs
- Created by: Gremlin Interactive for Interplay
- Available: Now for Sony PlayStation

### REINER, THE RAGING GAMER

**Concept:** 8 "Is there a Create Golf Games For Idiots book roaming around? This game looks like every other golf title I've seen in the last three years! Is it just one guy hopping around the gaming industry making golf titles? Who knows? Yes, it's a golf title, and the only difference I see in this (besides having polygon characters instead of motion capture dummies) is the fact that you have to beat the amateur tournament before you can move up to pro. Interplay did a great job on cutting down the loading time and making the action (if there is any) fast and fun. This is the golf game I recommend to all PS-X nine hole junkies."  
**Graphics:** 8.25  
**Sound:** 7.25  
**Playability:** 7.5  
**Entertainment:** 8  
**OVERALL:** **7.75**



Though some golfers are ugly, the courses certainly are beautiful.

► THE BOTTOM LINE **7.75**

### JON, THE GREEDY GAMER

**Concept:** 7.75 "Though VR Golf (VRG) suffers from having no professional license, somewhat blocky graphics and heavy load time, these are made up for by its ease of play and entertaining animations. With fewer golf subtleties than EA's PGA Tour, VRG will appeal more to casual golf fans looking for a multi-player parlor game. True golf enthusiasts will be frustrated by the lack of backspin and follow, as well as the muddy putting grids. More options in the create player mode would have been nice, but the additional course discs will certainly strengthen VRG's appeal."  
**Graphics:** 7.75  
**Sound:** 7.75  
**Playability:** 8.5  
**Entertainment:** 8.5  
**OVERALL:** **8**

# Back Issues

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



## September 96

- Cover: Crash Bandicoot (PS-X)
- Strategy Guide for Super Mario 64 (N64) and Crash Bandicoot (PS-X)
- Secret Access: Fade to Black (PS-X), Triple Play 97 (PS-X), Ultimate MK3 (SS), Toshinden Remix (SS), Panzer Dragoon II Zwei (SS), Moves for Ultimate MK3 (Arcade)
- Tip Card 28: Fighting Vipers



## November 95

- Cover: Tomb Raider: (PS-X & SS)
- Preview: Star Wars: Shadows of Empire (N64)
- Strategy Guide: Beyond the Beyond Part 2
- Secret Access: Wave Race 64 (N64), Alien Trilogy (PS-X), Jumping Flash 2 (PS-X), Crash Bandicoot (PS-X), Ultimate MK3 (SS), Tokyo Highway Battle (PS-X)
- Tip Card 30: NBA Hangtime



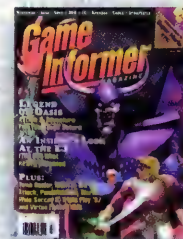
## October 95

- Cover: Tobal No.1 (PS-X)
- Preview: Final Fantasy VII (PS-X)
- Strategy Guide: Beyond the Beyond Part 1
- Secret Access: Spawn (SNES), PO'ed (PS-X), Virtua Fighter Kids (SS), DKC2: Diddy's Kong Quest (SNES), Toshinden Remix (SS)
- Tip Card 29: Star Gladiator



## August 96

- Cover: Super Mario 64 (N64)
- Pilot Wings 64 (N64)
- Preview: Turok: Dinosaur Hunter (N64)
- Secret Access: Ultimate MK3 (SS), Shining Wisdom (SS), Magic Carpet(PS), Game Genie For Secret of Evermore (SNES) and Breath of Fire 2 (SNES)
- Tip Card 27: War Gods



## July 96

- Cover: Legend of Oasis
- Special Feature: Special E3 Report and a Super Mario RPG Strategy Guide
- Secret Access: Descent (PS-X), Clockwork Knight 2 (SS), Indy 500 (Arcade), Chrono Trigger (Game Genie), King's Field (Game Shark)
- Tip Card 26: Street Fighter Alpha 2



## June 96

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



## May 96

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



## April 96

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



## March 96

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



## February 96

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



## January 96

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

## Other Issues Available:

### December 95

- Cover: Toy Story
- Secret Access: Secret Codes for MK 3 (SNES, Genesis, & PS-X), Moves Guide for Namco's Tekken (PS-X) (Part 1)
- Tip Card 19: WWF WrestleMania

### November 95

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

### October 95

- Cover: Mortal Kombat 3 (home versions)
- Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 2)
- Tip Card 17: Street Fighter Alpha

### September 95

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

### August 95

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

### July 95

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

### June 95

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

### May 95

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

### April 95

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

### March 95

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

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

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

### Game Informer Magazine

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

\*Make checks payable to Game Informer Magazine

# STREET RACER

WACKY ACTION FOR THE RACING FAN

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Combat Racing (Up to 8-Player with Sony Multi-Taps or Sega 6-Player)
- **Special Features:** 28 Tracks (4 Hidden), 9 Characters (1 Hidden), Head-To-Head, Championship, and Rumble Modes, Specialized Weapons, 10 Secret Fast Starts, Damage, Micro Mode, Multiple Views, Design Your Own Cup
- **Created by:** Vivid Image for Ubi Soft
- **Available:** Now for Sony PlayStation and Sega Saturn

If you're ready for a wacky, madcap ride full of punching, flying, dynamite and monsters, prepare for Street Racer. Ubi Soft, best known for producing last year's smash hit Rayman, has once again produced a game that is fun for all to play. Though drawing heavily from the success of Super Mario Kart, Street Racer brings to gamers a wealth of new options that include a 2 to 8-player, simultaneous, on-screen competition.

Like any racer, the object is to finish in first place; however, there's more than one way to win. Players are awarded points for performance during the race. These points are added to your rank in order to determine the final score for the race. Players score points for aggressiveness (causing the most damage to other cars), fastest lap, lapping other cars, collecting stars and perfect bonuses (finishing a race without sustaining any damage). Though important in single and practice races, bonus points are extremely important in the cup challenges where cumulative points are totaled from ten races to determine a winner.

Eight distinct characters and cars can be chosen for play, including a monster, a sumo wrestler, and a surfing beauty. As well as the standard side punches, each character will have two special attacks. Sometimes you will fly, other times you will turn into a monster and scare the other cars away. In order to squeeze through a pack, you can even shrink your car to a micro-size machine.

Peppered throughout the tracks are power-ups and obstacles. Repair kits, stars and turbo boosts are important in working towards a good bonus. There are also dynamite packs that must be avoided. Drive over the dynamite and it will attach itself to your car. The dynamite must then be thrown into an opponent's car before the timer reaches zero.

## PLAYSTATION



**BIFF**



**FRANK**



**HELMET VAN POINTENEGGER**



**HODJA NASREDDIN**



**SURF SISTER**





The best races are the cup modes, where three cups must be conquered in order to unlock the secret car and track. Players can also play head-to-head, practice, or the rumble mode, a smash up derby where opponents seek to knock each other out of the ring before a timed bomb explodes. In any mode - up to eight players can compete simultaneously on the screen. This is not a link mode. Rather, it's an inventive and unique split-screen view that requires a multi-tap and controllers.

Upon meeting with the game's developers, Game Informer learned that their primary desire was to focus on playability and entertainment. Much like their hit game Rayman, Street Racer will no doubt appeal to a younger audience. Cars that fall miserably behind are allowed to catch up through speed compensation, and with the bonuses, no one is ever truly out of a race. With all its improvements over the original 16-bit game, Street Racer is no doubt a wild and wacky ride that no fan of the original SNES title will want to miss.

## SATURN



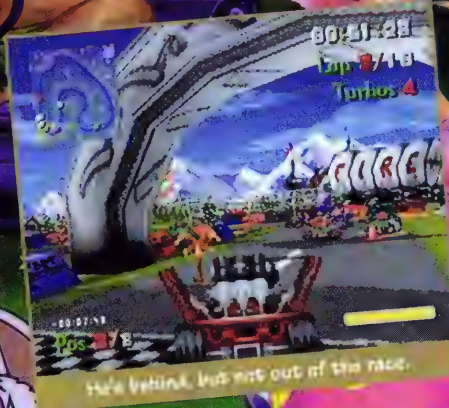
## SUMO-SAN



## SUZULU



## RAPHAEL



# REMIXED AND RARING TO GO

# DAYTONA USA CHAMPIONSHIP CIRCUIT EDITION

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Time Attack Mode With Ghost Car Options, Eight Cars, Two New Tracks, Arcade, Grand Prix, and Endurance Modes, Four Camera Views, 2-Player Battle Mode, Car Damage
- **Created by:** Sega Sports
- **Available:** Now for Sega Saturn

Daytona USA strove to deliver the ultimate racing experience to the Sega Saturn with lightning fast speeds, melting tires, and depressing race ending crashes. This exciting arcade port is undoubtedly one of the best Saturn racers to date; however, it lacked a few key elements that the arcade possessed, namely the multi-player game. In an effort to give the people what they want, Sega Sports is releasing the Saturn's ultimate (and longest) racing title – Daytona USA: Championship Circuit Edition.

Sega's history with revamps may not recall the fondest of memories, since Virtua Fighter Remix didn't offer anything new besides improved character detail, but Circuit Edition offers much more than that. Yes, the three original tracks have returned, and the gameplay is identical, but Sega made sure that this title could stand by itself. Two new tracks, eight completely redesigned cars, more clarity in the polygon graphics, and the biggest feature, the 2-player split-screen Battle Mode, adds that long lost arcade dimension that Saturn owners have craved.

It's not a true sequel. In fact, it's more like an amalgam of Sega Rally and Daytona USA but, it should be able deliver hours upon hours of thrilling racing competition. You now have the luxury to go head-to-head with a buddy, try to topple your fastest time by racing against your best lap in the Ghost Mode Time Attack, or you can do it the gamer's way and go for first in all five tracks to unlock the hidden goodies. No matter how you play...right handed...left handed...behind your back...whatever...we're sure you'll dig this improved Daytona USA offering.



Nice height and form! 9.25!



The 2-player Battle Mode is the best addition to Circuit Edition.



Try to break it open through this tunnel.



Circuit Edition allows cars to take on battle damage.



One of the new tracks runs along side an amusement park. Check out the ferris wheel to the left.



You rule! You came in first!



150 Shoreline Drive  
Redwood City, CA 94065  
1-888-734-2763

**Objective:** A full-time position shooting things

**Education:** Shooting things

**Work Experience:** Shooting zombies  
Shooting robots  
Shooting mutants  
Shooting mafia crime bosses  
Shooting mannequins  
Shooting cult leaders

**Special Skills:** Shooting things with D-pad  
Shooting things with gun  
Shooting things with D-pad and gun  
Shooting things with D-pad and partner  
Shooting things with gun and partner  
Shooting things with gun in each hand

**Interests:** Guns, ammo, shooting things

**References:** Don Cortese: Deceased  
Chuck Brown: Deceased  
Barry Polipooy: Deceased

Available for employment starting November '96



# SONIC 3D BLAST

## Is It a Blast or is It Extreme?

- **Size:** 1 CD-ROM
- **Style:** 1-Player Isometric Action/Platform
- **Special Features:** Weather Effects (Snow, Fog, Rain), Bonus Stages Featuring a Polygonal Sonic, Homing Blast Attack, Animated Backgrounds
- **Created by:** Sega
- **Available:** Now for Sega Saturn



At the unveiling of Sega's newest challenger in the 32-bit mascot wars (Sonic Extreme), Sega was disappointed to announce that they would be unable to finish the game this year. To feed the Sonic holiday

craving, Sega is instead releasing Sonic 3D Blast, a touched-up version of the 16-bit title for Genesis.

The overall feel of Sonic 3D Blast is that of a 3D game with 2D tricks and playstyle. Similar to Crash Bandicoot and NIGHTS, your path is usually limited to one track. This gives one the sense of going back and forth more than out and about (although there are numerous areas that are fairly expansive). Your quest is to free the flickies (small bird-like critters) by bopping enemies and putting them through a hoop at the end of the level. Free enough flickies and the way to the next level will open up for you.

The old power-ups are complemented by the all-new homing blast attack. Jump above your enemies and tap the button again to slam them with perfect accuracy. Also appearing in the game are Tails and Knuckles. They take your rings and are the key to the bonus levels.

Overall, there doesn't appear to be a huge difference between 3D Blast for the Genesis and the Saturn. The Saturn version is a more cosmetically attractive game, but the gameplay is very much the same. Sonic 3D Blast may not be what Saturn Sonic fans were waiting for, but hopefully it can hold people over until Sonic Extreme is released next year.



# Scud

THE DISPOSABLE ASSASSIN™

He's Our Number One Super Hero Action Bud

Set your contempt meter to ten and look the meat in the eye. Drink deep, or dive into the plasma pool. No matter how you look at your life, it seems unfair, just like eating death on a cracker. You are a hired hand with a tag: Scud Disposable Robot Assassin: Heart Breaker Series 1373. Your mission: find... kill... destroy... whatever. Since your robot line will self-destruct upon termination of the target, the life of a Scud is short. Luckily, unlike your robot brothers and sisters, you know your fate, and you want to live to see another day. The flawless execution on your assassination pleases your clients, however, you didn't finish the job. For the rest of your life, you will work to pay the life support bills to keep him and yourself alive. It's the beginning of the end, and the dawn of a new era for the video game industry. Now comes the time in which you must kill for money.

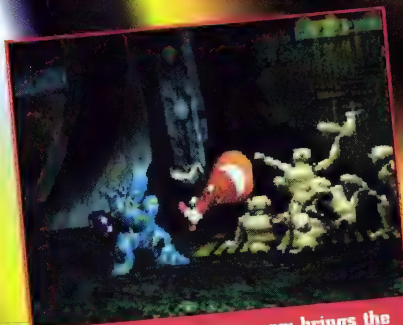
Not since Toe Jam & Earl has there been a more wacky story incorporated into a vid, and we owe all of our gratitude for this cause to Scud creator, writer, and artist - Rob Schrab. Under the label Fireman Press Ltd., Scud: The Disposable Assassin has lived quite the life in the underground comic industry. As a bi-monthly series, Scud has produced fourteen outstanding action packed issues and two spin-offs. It was only a matter of time before this hidden treasure would hit the video game industry. This brings us to present day and SegaSoft's hot new action/shooter title.

Scud is one of the few Saturn titles that combines side scrolling action with Virtua Cop-styled shooter stages. Two players can compete on these levels cooperatively with one player as Scud and the other as Scud's zipped up buddy Drywall. These enemy bound stages require fine tuned reflexes before victory is foreseeable. SegaSoft deliberately made this so by surrounding the player with non-stop enemy attacks.

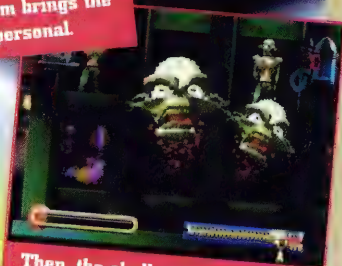
Both Scud and Drywall are equipped with three weapons, which are all useful at times for different enemies, and a close range combat attack, which zooms and centers in on the action when accessed. On the shooting stages, and if you have two guns, one player can man-handle two triggers John Woo style and destroy everything with double the fire power. These levels are full of weapon power-ups, which add more ammo to your clip, and health bonuses, that will allow you to become a born again robot assassin.

The concept of this title is non-stop action and don't think for a second that SegaSoft is going to let you take a breather, because you're manning the helm of the best darn assassin in the world. There are no puzzles, no gift shops, and no mercy. Scud is action incarnate from the bowels of the twisted.

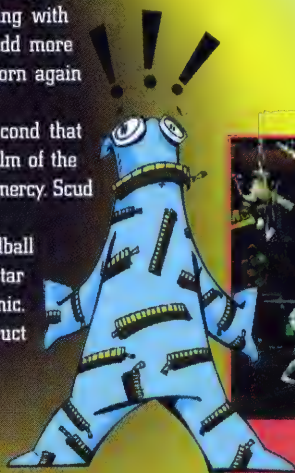
Scud: The Disposable Assassin is a monster of a game that twists oddball humor with intense rendered magic. It's sort of comparable to Super Star Wars for the SNES, but it does sit on its own plane just like its fathering comic. Don't miss out on this extraordinary gaming challenge or you'll self-destruct in depression.



Observe how the zoom cam brings the action up close and personal.



Then, the skulls of death soared relentlessly through the night air.



Scud blows the doors off of the robot factory.



How would you like to wake up with this dude in your face?



Even Drywall reads the best gaming magazine around.



Key funny guy, do you want to be my friend?

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Cooperative Action/Shooter
- **Special Features:** Multiple Weapons for Scud and Drywall, Zoom Camera on Close Range Combat, Two Game Modes: Shooting and Side Scrolling Action, and a Kickin' Soundtrack by Unbelievable Jolly Machine and Fidget-X
- **Created by:** SegaSoft
- **Available:** Now for Sega Saturn



# TOSHINDEN 闘神伝 URA

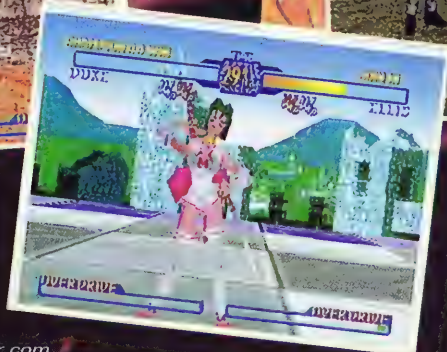
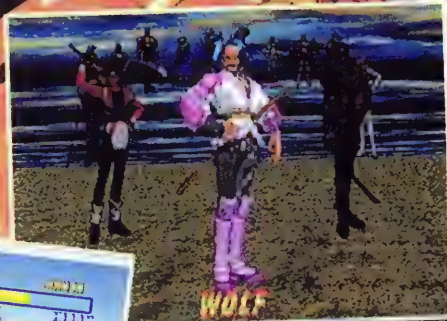
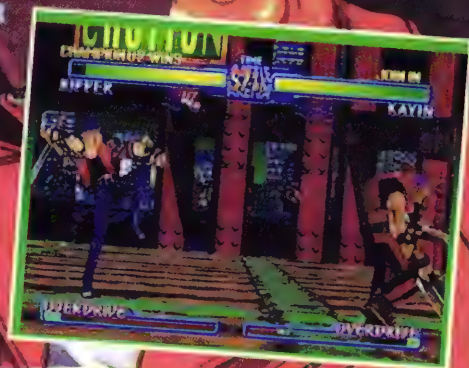
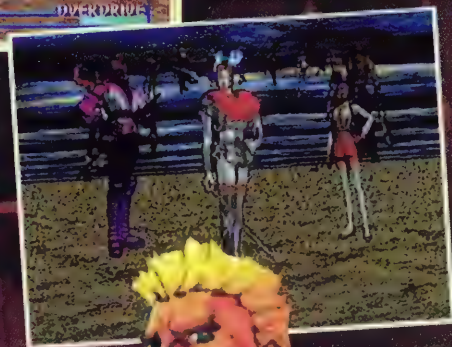
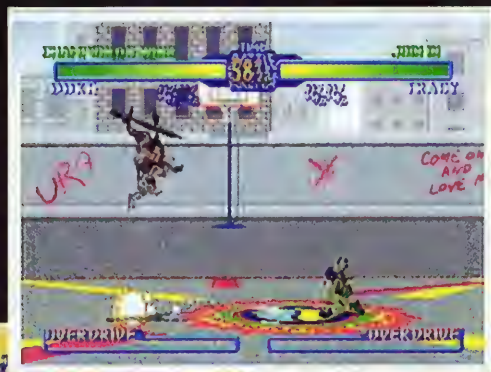
- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-to-Head Tournament Fighting
- Special Features: Two New Characters, Slightly Improved Graphics, Two Bosses/Hidden Characters (Defeat Them - Play As Them), CG Movie Sequences After a Perfect Victory
- Created by: Takara for Sega
- Available: Now for Sega Saturn

**T**oshinden is back once again and it's... Toshinden. Improvements to the graphics, new characters and CG movie clips are new (but very minor) changes to the overall Toshinden feel. In addition to the new moves, URA offers two new characters named RonRon and Ripper. RonRon is a total she-geek whose special move consists of chucking large bombs at people. Ripper is just strange. He sports two knives with circular handles and some sort of vengeance quest which is not made clear in the intro or the ending.

The defeat-and-play boss characters are Wolf and Repl. Wolf typically attacks with his arsenal of special moves, rarely descending to the mundane task of swinging his sword. Repl just seems to steal a lot of moves from other characters in the game. Gala and Uranus are not featured in Toshinden URA. Of course, there may be additional hidden characters we haven't heard about yet.

Fighting is exactly the same. The shift roll allows characters to tumble to the side in order to dodge attacks, adding to the feel of the 3D environment. New to Saturn owners via Toshinden 2 will be the overdrive gauge, pounce attacks, taunts, and dash attacks.

In the past, Toshinden has received a lot of flack from us for featuring looks over gameplay. The latest version offers very minor improvements to both of these; however, there is no doubt that the hardcore Toshinden fanatics we get letters and envelope art from every month will enjoy this game.



# Hey there. Are you tired of this?

Get that boot print off your butt once and for all. Call the Sega 900 line. You'll learn hidden moves, secret power ups, bonus levels and tips that will make you the video game master of all time. And you can even order a Sega calling card,



time. Just think, you can get all the juicy tips you

want 24 hours a day, 7 days a week. No more embarrassment. No more insults. Just you, pummeling your opponents and laughing while you do it. Don't waste another minute. Change your life today.



SEGA is registered in the U.S. Patent and Trademark Office. All rights reserved.

## Call NOW

1-900-200-SEGA

U.S.: 1-900-200-SEGA \$ .95/min (recorded), \$1.50/min (live). Must be 18 or have parental permission.  
TT Phone required. In Canada: 1-900-451-5252 US \$1.50/min (recorded/live).



**WARNING: Before Playing,  
Notify Your Next of Kin.**



Incoming! Incoming! Missile Alert! Battleship® is now on CD-ROM. 2 killer games in 1: Classic and Ultimate. This ain't pegs and plastic, it's fully loaded with intense, hi-resolution 3-D graphics, enhanced 16-bit audio effects and nerve-wracking real time battle. You attack while you're being attacked! Fight above and below the water in over 2000 square miles of ocean. You can even battle for naval supremacy around the globe on the Internet. But hey, if you can't stand the heat, get out of the ocean.



# BATTLESHIP®



[www.hasbro.com](http://www.hasbro.com) WIN 95  
© 1996 Hasbro, Inc. All Rights Reserved

**CD-ROM**



# POWER SLAVE

## WALK LIKE AN EGYPTIAN

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action
- **Special Features:** Multiple Level Exits, Realistic Lighting Effects, Optional On Screen Map With Auto-Mapping, Eight Weapons, Strafe, Jump, View Up and Down Buttons, Swimming
- **Created by:** Lobotomy Software Inc. for PlayMates Interactive
- **Available:** Now for Sega Saturn

Ancient Egyptian mythos has always been in the minority when it comes to fictional story telling or video game concepts. Through the years, the box office smash Stargate, and the Bangles song "Walk Like An Egyptian" have been some of the materials that focus on this era. Now, PlayMates Interactive and Lobotomy Software Inc. are ready to expose the video game world to the legacy of Egypt with their intense first-person action title - Powerslave.

Unlike the Iron Maiden album of the same name, the story in Powerslave makes sense. You take up the role of one of the great Egyptian king's slaves (a guy who carries bricks to build pyramids), and he has given you great power (machine guns, Eye of Horus, etc.). Your mission is to rid Egypt of the evil that threatens your god. This adventurous plot is only the building block to the innards of this game.

All the action takes place through the first-person perspective, and the controls for this are fitted to the max. You can strafe with the shift buttons, look up and down, jump, and call up the on-screen map. This map will come in handy since most of the levels feature multiple exits which lead to different zones. Hitting these exits sometimes requires special artifacts like the jumping boots or diving mask. You won't be able to find some exits without these helpful items in your inventory.

Lobotomy Software really put some time and effort into the level designs and enemies. All the enemies attack with different techniques, which makes killing them extremely difficult. Luckily, you have weapons and magic to take care of these problems. All the weapons and spells require the same ammo, so looking for certain rounds isn't a problem. All you have to do is decide which weapon gets the power-up. Sound easy? Well, it's not.

Powerslave is here to tickle the mind and skills of all Saturn gamers. The challenge is great indeed; however, the outcome is even better. Save Egypt or go back to carrying those stones, the choice is yours - slave.

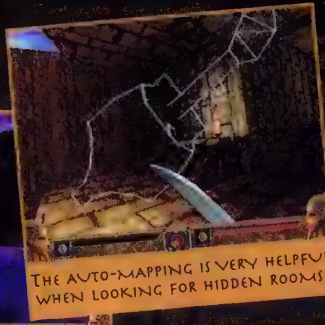
Game Informer • December '96



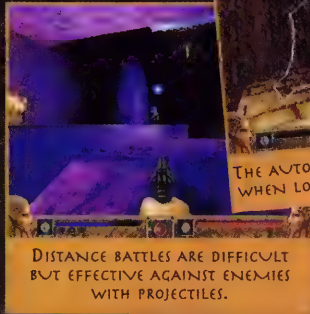
THE PHAROAH KNOWS ALL.



AH... YES. THIS DIVING MASK WILL ALLOW ME TO SWIM.



THE AUTO-MAPPING IS VERY HELPFUL WHEN LOOKING FOR HIDDEN ROOMS.



DISTANCE BATTLES ARE DIFFICULT BUT EFFECTIVE AGAINST ENEMIES WITH PROJECTILES.



ENTER AT YOUR OWN RISK.

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

► THE BOTTOM LINE **9**

### PAUL, THE PRO PLAYER

"New Saturn games such as Doom and Hexen may overshadow Powerslave, but don't let them. This game has a great 3D-engine that moves at breakneck speeds. The lighting effects and overall look of the game are easily the best I've seen for this genre on the Saturn. You should give this game a look."

### ANDY, THE GAME HONDR

"Considering that the Saturn lacks exclusive titles, this is a great addition. Outstanding graphics, an interesting storyline, and addictive gameplay are just some of the things that make this game one of the best first-person shooters available."

### JON, THE GREEDY GAMER

"On the Saturn, Powerslave stands alone in terms of graphics and game speed. The play control is nothing new or different, but man, is it fast. Immediately, Alien Trilogy comes to mind as a comparison, but Powerslave wins this battle hands down."

### REINER, THE RAGING GAMER

"Incomparable game character places Powerslave at the top of the Saturn list for first-person titles. Its diversity of game design is only topped by its complexity of gameplay. Powerslave is a powerful game to say the least."

© 1996 Hasbro, Inc. All Rights Reserved.

War is Hell.  
(and it just got hotter)

It's time to live out all your power-mad dreams of world domination. See and experience the battle, work your twisted strategy against countless armies (and the weather). Set up fortresses and headquarters as you march mercilessly across the continents towards total victory. Who says war is hell?

CD-ROM WIN 95

**RISK**

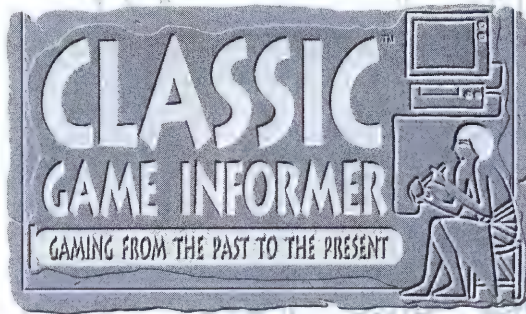
www.hasbro.com

As much as we hate to say that the 16-bit **Sega Genesis** and **Nintendo's Super NES** have met their doom with the introduction of the 32/64-bit hardware, we just have to...because it's true. As game publishers and developers shift their focus and money toward the "next big platforms," 16-bit gamers have seen a dwindling list of new releases in the pipeline. In this month's Classic GI, we'd like to take the time to pay homage to Sega's and Nintendo's 16-bit machines. (Plus, a brief tribute to some other 16-bit'ers).

Putting together a listing of our top twenty SNES

and Genesis games is not an easy task considering the multitude of titles that have been released over the last six or seven years. Now, you might say that not all of these games are "classic" in the sense that some are new releases, some are sequels, or some just don't meet your particular tastes. We understand that, so many times you will see a listing as a series or, if a game really stands out, just one specific title from that series.

If you haven't played some of these games, then your 16-bit gaming days may not be over. Take a look and be sure not to miss these games.



## SUPER NES

### 1 **Zelda 3** – Action/Adventure

A little bit of role playing coupled with a whole lot of action and adventure makes the top SNES game an easy pick.

### 2 **Donkey Kong Country Series** – Action/Platform

The first time we saw this game we were amazed that it was running on the SNES – that's one thing to say about DKC's graphics. Donkey Kong made a thunderous debut on the SNES, not only in the looks department, but for its fantastic entertainment value as well.

### 3 **Super Mario World** – Action/Platform

What can we say about Nintendo's prized plumber other than this game, just like Mario 64 today, introduced a whole flock of Mario fanatics to the next step in action/platforming.

### 4 **Super Metroid** – Action/Adventure

### 5 **Final Fantasy III** – RPG

### 6 **Street Fighter II** – Fighter

### 7 **Super Mario Kart** – Racing

### 8 **Secret of Mana** – Action/RPG

### 9 **Super Tennis** – Sports

### 10 **Castlevania IV** – Action

### 11 **Mortal Kombat II** – Fighter

### 12 **PilotWings** – Flight/Action

### 13 **Chrono Trigger** – RPG

### 14 **Contra 3** – Action/Shooter

### 15 **Super Punch Out** – Fighting

### 16 **Sim City** – Simulation

### 17 **F-Zero** – Racing

### 18 **Mega Man X** – Action

### 19 **Ken Griffey's Winning Run** – Sports

### 20 **NBA Live** – Sports

## PAYING OUR RESPECTS TO A DYING BREED



### 1 **NHL Hockey Series** – Sports

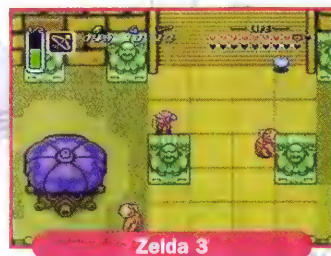
People who don't even like hockey play this game. And true hockey fans? Well...they went completely nuts for NHL Hockey's realism and speed.

### 2 **Sonic 2** – Action/Platform

Although all of the games in the Sonic series are great, number two is really what Sonic is all about. Huge levels, an excellent soundtrack, plus the introduction of Tails leaves the blue guy's other games in the dust.

### 3 **Flashback** – Action/Adventure

The fluid and life-like animation of Flashback is still something that is not often duplicated on the Genesis. It won the Game Informer award for "Best Action/Adventure" in 1993.



Zelda 3



NHL Hockey



Donkey Kong Country



Sonic 2

### 4 **John Madden Football Series** – Sports

### 5 **Mortal Kombat** – Fighter

### 6 **Vectorman** – Action/Platform

### 7 **Road Rash Series** – Racing

### 8 **Desert Strike Series** – Action

### 9 **Phantasy Star 2** – RPG

### 10 **Streets of Rage Series** – Action

### 11 **World Series Baseball** – Sports

### 12 **Aladdin** – Action Platform

### 13 **Gunstar Heroes** – Action Shooter

### 14 **Ecco the Dolphin** – Action/Adventure

### 15 **FIFA Soccer Series** – Sports

### 16 **Beyond Oasis** – Action/Adventure

### 17 **Shining Force** – RPG/Strategy

### 18 **Shadowrun** – RPG

### 19 **Toe Jam & Earl** – Action/Adventure

### 20 **NBA Live Series** – Sports



Just as we have highlighted the greatest games, we can't help putting the spotlight on the absolute worst of the 16-bit games. Play these if you dare.



#### The Worst SNES Games

1. Shaq Fu
2. Ultraman
3. Rise of the Robots
4. 3 Ninjas Kick Back
5. Jim Powers 3D

#### The Worst Genesis Games

1. Super Hydlide
2. Time Killers
3. Chiki Chiki Boys
4. Jerry Glanville's Pigskin Football
5. X-Perts



#### Other 16-Bit Relics

##### Atari Lynx

1. California Games – Sports
2. Blue Lightning – Shooter
3. Ninja Gaiden – Ninja Action
4. Rampage – Action/Monster Simulation
5. Dracula – RPG

##### Turbo Graf – Turbo Express

1. Y's Book I & II – RPG
2. Military Madness – Strategy
3. Bomberman – Puzzle/Action
4. Legendary Axe – Action
5. Dungeon Explorer II – Action/RPG

We can't forget about these lesser known 16-bit machines.





by Erik,  
the PC Jedi

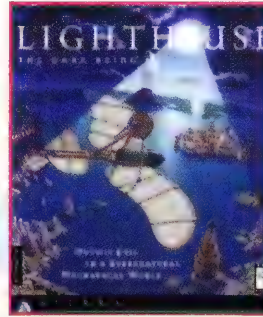
### Holiday Recommendations From The Gray Side Of The Force

It's holiday season and since you may be looking for recommendations; I'll do my best because quite frankly, this was a lousy month for PC games. Here's my list of favorites, recent and not-so-recent in random order (just keep in mind that I dig strategy, action, and space combat):

Wing Commander 1 and 2 (both are in the Kilrathi Saga which also includes WC 3), Doom 1, 2, and Final Doom, the X-Wing and Tie Fighter Collector's Editions, Duke-Nukem 3D, Master of Orion 1 and 2, Civilization 2, X-Com, Master of Magic, The Neverhood, Command & Conquer, C&C Red Alert (haven't reviewed it yet but it will be cool), and Warcraft 1 and 2. This is not a complete list by any means and I'm sure when it's too late to change anything I'll be saying 'doh! Happy Holidays!'

### Lighthouse – Sierra **7.5**

Lighthouse is a very attractive Myst-styled game with cool puzzles and animated characters. Your quest is to rescue the kidnapped daughter of a scientist friend of yours who has discovered interdimensional travel. The kidnapper is a dark being from another dimension who has stolen the plans for the good professor's interdimensional device and is now holding him and his daughter in captivity for some sinister purpose. The game's fatal flaw lies in the fact that if you don't save constantly, you're done. This is due solely to the fact that the game blocks off previous sections after you leave. If you leave a crucial item behind, you're stuck. The game also puts a time limit on your decisions. If you take too long exploring the lighthouse, the interdimensional gateway created by the dark being will close and you're stuck. If you don't find all the necessary items before the gateway closes, you're also stuck. While I liked the premise of the game a lot, I typically don't like to save too often (injuries my pride), and I found that I was sick of getting stuck all the time.



Lighthouse

### 9 – GT Interactive and Tribeca **8.25**

Whoa, a bunch of celebs got together and did a Myst game! Surprisingly, it's not too bad. 9 features the voices of Steven Tyler and Joe Perry of Aerosmith, James Belushi, Christopher Reeve, and Cher. 9 takes place in a mysterious sanctuary for artists searching for inspiration known as the Last Resort. You have inherited this inn of the uninspired from an unknown relative and made it your goal to keep it running despite the machinations of a pair of evil critters known as the twins who seek to twist the Last Resort's power to their own purposes. The resort itself is an amazing conglomeration of the carnivalesque with Dalhi, Jules Verne, and other... stuff, that's just plain weird. The voice of Salty, your guide, is James Belushi and is embodied in the game by a head stuck on an airplane. Salty is

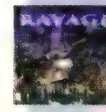


cool, because he not only helps to reveal the plot and the past, but also gives you basic hints as to what you need to do. The puzzles were interesting enough to make me want to play through the whole game, and the frequent appearances of animated characters help generate a lot of sympathy for the Last Resort's problems.

### recent releases



**Deadly Tide** – Microsoft **5.25** Awesome cinematics, plot, soundtrack, and FMV were wasted on wannabe light gun gameplay. This game was a waste of good art.



**Ravage** – iNSCAPE **5.25** Awesome cinematics, plot, soundtrack, and FMV were wasted on wannabe light gun gameplay. This game was also a waste of good art. I'm not sure what game these companies think they're copying, but it has to stop.



**Madden '97** – EA Sports **9** This is the finest football game we've seen for PC yet. Keep in mind that it's totally different from the console version in that it focuses more on stats and special features than gameplay. It may show us a glimpse of what's in store for the consoles next year.



**Wiener Takes All, Little Thingies, Calling All Dorks** – Viacom **3, 5, 4.5** Beavis and Butthead are obnoxious in these titles, but not in the pleasantly satirical way they are on TV. Hardcore fans might dig Little Thingies for all the cool artwork for their desktops and icons. If you must check these out, wait for them to hit the bargain bins. It shouldn't take long.



**LucasArts Archives Vol. II Star Wars Collection** – LucasArts **9.25** Keep in mind that this score is for value and not an average of the games contained within. For a few more bucks than a regular game you get Tie Fighter (awesome), a Dark Forces 3-level sampler (the full version of DF is one of the best Doom clones ever), the Rebel Assault games (okay), and a CD containing pictures and info on the making of the Star Wars Trilogy Special Edition.

### Philips Moves Towards Distribution

Philips, apparently making the move towards becoming a distributor instead of a developer of their own games, recently laid off the majority of their development staff. Game Informer has just received three new games from Philips "Published by Gametek, distributed through Philips."

#### The KGB Files

**Blue Sky**, the company responsible for last months flip – Assassin 2015, is working on a new game due to be out next year called **The KGB Files**. Game Informer editor Paul Anderson had a look at preliminary work on the game and was surprised to see how good the game was looking. KGB Files follows the missions of a Soviet Agent during the World War II era. The game will be done with a Tomb Raider style engine and will feature covert missions against Nazi Germany.



### NEC Introduces Game Oriented PCs

NEC has released the **PowerPlayer PC** line of computers. While this isn't exactly late-breaking news, we just heard about it recently and figured we'd report to those of you who are still in the dark. The PowerPlayer PC features hardware meant to take the PC's potential for gaming and graphic software to optimal levels. The two PowerPlayers out at this point have Pentium 166 and 200 MHz processors. Each has 32 megabytes of EDO RAM, 256 kilobytes of pipeline burst cache memory, 6 megabytes of video DRAM, 16-bit Wavetable Surround Sound, 50 watt Advent Stereo Speakers with Subwoofers, ATI 3D Rage Graphics Accelerator on the motherboard, and the 3Dfx Voodoo Graphics Accelerator. NEC's new PCs could up the ante in the PC market for improved gaming technology. Hopefully, powerful graphics accelerators like the Voodoo and Rage will become standard features on all PCs in the future.



Unlike previous Amusement & Music Operators Association (AMOA) expos, this one was rather uneventful. As predicted, Sega had *Virtua Fighter 3*, Williams had *Cruisin' World* (sequel to *Cruisin' USA*), and everybody had a waterbike or driving game. While we don't want to belittle this fantastic show, the video game portion did not have an impressive showing. Also there were a number of noticeable no-shows, including *Street Fighter EX* (a 3D *Street Fighter* that is currently under construction in Japan), *War-Zard* (a new Anime-style fighter from Capcom), and *Mortal Kombat IV* (duh!).

The best game at the show was obviously VF3 from Sega Gameworks, but there are a couple of others worth noting. *San Francisco Rush* from Atari Games pulled way ahead of the crowd of driving games (even though it was 65% complete), and *Aqua Jet* from Namco was the most entertaining of the waterbike games. For pinball fanatics, *Flipper Football* is a definite must. Otherwise, the rest of the field fell into the overflowing cup of mediocrity. Here's a quick recap of every new game at the show:



### Atari Games

Atari Games' most impressive game at the show as we've already said was *San Francisco Rush* (SFR). It's a fairly straight forward driving game that offers 3 tracks, 4 cars, and some outrageous action. Besides outstanding graphics, SFR has some very cool play dynamics. The cars react very well to the road and the tracks are filled with jumps and some very cool shortcuts.

Also shown was *Freeze*, a new puzzle game that features some zany characters who shoot fish upward and try to create combos. Yawn... And then finally, *Wayne Gretzky 3D Hockey* which is basically a direct port of the upcoming Nintendo 64 title. Cool if you don't own an N64.

### Capcom

*X-Men Vs. Street Fighter* was the main focus of the Capcom booth this year. Basically, *XvsSF* is exactly what you'd think it would be, except the game lends itself more to Capcom's *X-Men* game than it does *Street Fighter* with super jumps and ridiculously huge combos. It'll definitely draw a crowd.

### Gaesco

Yet another company offering a new racing game, in this case it is called *Speed Up*. Unfortunately, that's a good description of what they need to do to this game if they want to make it any fun. OK, but not worth your quarters when *Indy* and *Rally* are in the same arcade.

### Jaleco

Jaleco's *Super GT24* is actually not bad at all. Good racing physics and better than average graphics make this game worth spending some time on. Nothing spectacular, but it certainly doesn't suck.

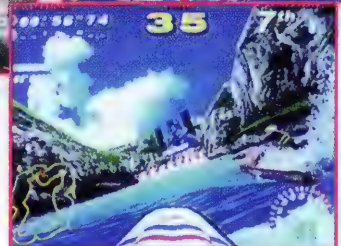
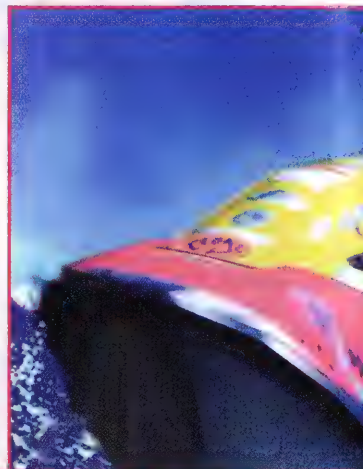
### Konami

Konami seemed to have a pretty good line-up this show with a new arcade board on the horizon (see Tech Talk page 27) and a better than average driving game in *Winding Heat*. While *Winding Heat* doesn't take any skill to drive, it is fun to play because you get to pick from a bunch of sweet cars and about your only job is to dodge traffic. Sounds basic, but it really is pretty fun. Otherwise, Konami had *Wave Shark*, a very average waterbike game, and *Beat the Champ*, a multi-sport skill game. Yippee!

### Namco

Namco, as always, had the most unique line-up at the show. *Prop Cycle* is a flying game where your peddling power keeps the on-screen icon moving as you fly around and pop balloons for points. Lots of fun, but tough if you're out of shape.

Also shown was *Alpine Surfer*, a snowboarding version of *Alpine Racer* that features tricks and fantastic play control. A must ride for boarders. Finally, Namco's *Aqua Jet* was the king of waterbike games with excellent control and exciting jumps. (However, it is important to note that none of the waterbike games were as good as Nintendo's *Wave Race 64*.)





(Left to right) *Die Hard Arcade*, *Freeze*, *Wayne Gretzky's 3D Hockey*, *NBA Maximum Hangtime*, *Sonic Championship*, and *Speed UP*.



### Sega Gameworks

Three words: *Virtua Fighter 3*. This game is just plain awesome. The control is instinctive and the graphics are incredible. There are multi-leveled arenas that actually affect the fight, new moves, blazing animation, and two new characters. If you like fighting games, this one is definitely the cream of the crop.

Of course, Sega always has a new driving game and this show was no exception. *Sega Touring Car Championship* made its debut, and really packed in the crowds. While *GI* is somewhat unimpressed with this racer, there may be something to it because the machine was always packed, as was *Wave Runner*, Sega's waterbike racing game. While easier to control than Namco's and Konami's, it just didn't

offer the same thrills while sitting on your butt.

Finally, Sega showed three new (well, kinda new) games for the Titan arcade system. Last Bronx, *Sonic Championship*, and *Die Hard Arcade* all follow Sega's Titan arcade tradition by being good solid games, but lacking true innovation and excitement.

### SNK

Ahhh...SNK. If you like Neo Geo games, you'll love these. They're just what you'd expect, but we would definitely have to say that *Samurai Shodown IV: Amakusa's Revenge* was the best there. Featuring 17 characters from all across the *Samurai Shodown* world (including Jubei), *SS4* will certainly be a hit at arcades everywhere.



(Clockwise from top) *Wave Shark*, *Alpine Surfer*, *Virtua Fighter 3*, *Last Bronx*.

### Williams

In the absence of *MK4*, Williams had *War Gods*, *Cruisin' World*, and *Maximum NBA Hangtime*. *Cruisin' World* is a fun upgrade of the original that features turbos, two-wheel drivin', and lots of hidden cars including a Hum-Vee. *War Gods* is...well... still pretty lame and *Maximum NBA Hang Time* is yet another *NBA Jam* upgrade. Ohh-boy.

### Atari Games

- San Francisco Rush
- Freeze
- Wayne Gretzky's 3D Hockey

### Capcom

- X-Men Vs. Street Fighter

### Gaesco

- Speed Up

### Jaleco

- Super GT24

### Konami

- Wave Shark
- Beat the Champ
- Winding Heat

### Namco

- Aqua Jet
- Alpine Surfer
- Prop Cycle

### Sega

- Sega Touring Car Championship
- Sonic Championship
- Virtua Fighter 3
- Wave Runner
- Last Bronx
- Die Hard Arcade

### SNK

- Samurai Shodown IV: Amakusa's Revenge
- Neo Bomberman
- Kizuna Encounter

### Tecmo

- Dead or Alive

### Williams

- Cruisin' World
- Maximum Hang Time



(Left to right) *Virtua Fighter 3*, *Wave Runner*, *Cruisin' World*, *Touring Car Championship*.



PlayStation

PREVIEW

NBA In the Zone 2

**Size:**  
1 CD-ROM

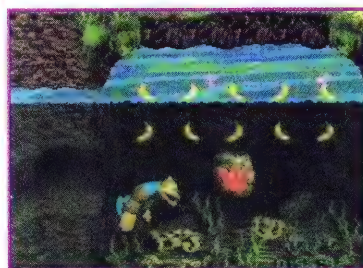
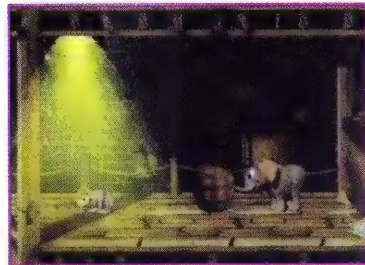
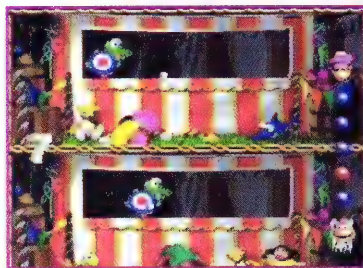
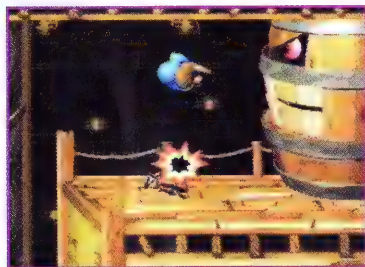
**Style:**  
1 or 2-Player Basketball  
(Up to 8-Player With  
Multi-Tap)

**Special Features:**  
Create Player Option,  
Three Difficulty Settings,  
Four Camera Views, All 29  
NBA Teams With the  
NBAPA License, Special  
Offensive Dukes

**Created by:**  
Konami

**Available:** December  
for Sony PlayStation

Here comes the sequel to last year's fastest rim rockin' b-ball title for the Sony PlayStation. Believe it or not, the gameplay is even faster, and Konami ensured that relentless over-used drives to the rim have been cut down by improving the computer AI. New features range from realistic steal moves and offensive picking to different singers during the national anthem. Once again, season statistical tracking is absent, but a complete season can be played with up to 8-players. Plus, the biggest squabble of all, lack of substitutions has been taken care of by incorporating the complete NBAPA license (excluding Shaq and Michael of course). Jam it into your PS-X and play!



Super NES

REVIEW

9

**Size:** 32 Megabit  
With Battery Back-Up

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

**Special Features:**  
Secret Bonus Areas,  
Hidden DKC Coins and  
Banana Birds,  
Item Trading,  
New Animal Friends,  
Carnival Mini-Games

**Created by:**  
Rareware for Nintendo

**Available:**  
Now for Super Nintendo

Donkey Kong Country 3:  
Dixie Kong's Double Trouble

Nintendo didn't ixnay on the regurgitate when creating DKC3. So once again, gamers will enter the rendered action/platform world of monkey hijinx in DKC3: Dixie Kong's Double Trouble. Similar to the move from DKC to DKC2, this sequel completes this SNES trilogy by keeping the gameplay the same and adding a few new tokens of innovation here and there. Believe us when we say this is a fantastic way to blow your time. DKC3 features even more hidden items (including banana birds), and several new animal friends. It's a tad harder than the last, but anyone who enjoys action/platformers should dig this tail of the trilogy.

PlayStation

PREVIEW

Resident Evil 2

**Size:**  
1 CD-ROM

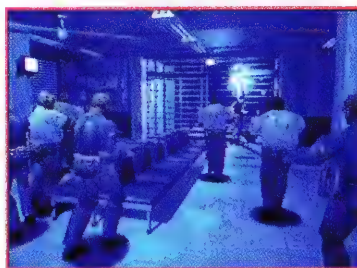
**Style:**  
1-Player Third-Person  
Action/Adventure

**Special Features:**  
Bloodcurdling Mayhem,  
Advanced Weapons,  
Harder Puzzles, Two New  
Characters

**Created by:**  
Capcom

**Available:**  
Spring of '97  
for Sony PlayStation

Since its release, Resident Evil has sold over 1,000,000 copies. It's only natural that we'd see a sequel. Though it won't be out until next spring, here's a look at the new storyline...Just when you thought Raccoon City was saved from the evil forces of the undead, a new and even deadlier biologic experiment has spiraled out of control. Leon Kennedy, a rookie cop with only a few days under his belt, and Elza Walker, a 19-year old college student and motorcycle racer, both find themselves amidst the ghostly ghouls that haunt the dreaded town of Raccoon City. Welcome back to the world of survival horror.



## Saturn

### REVIEW

# 5.75

**Size:** 1 CD-ROM

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

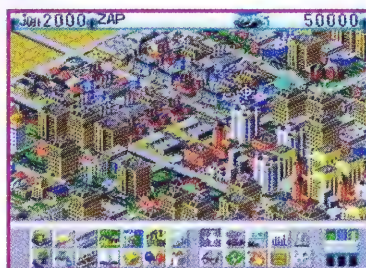
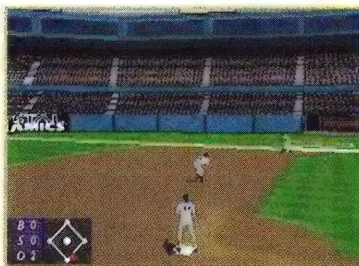
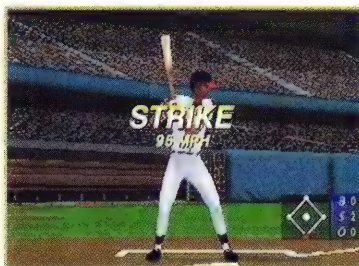
**Special Features:**  
Commentary by Van Earl Wright, Multiple Camera Angles, MLBPA License, Trade Players, Exhibition and Pennant Race Modes

**Created by:**  
Crystal Dynamics

**Available:**  
December for Sega Saturn

## 3D Baseball

3D Baseball is a three inning performance in a nine inning game. To give the game some credit, the graphics are nice, especially the crash into home plate. However, the list of bad points is quite long. With only the player's license, there are no team logos or real stadiums, the pitching is quite lame, and fielding is very inexact. In short, 3D baseball suffers horribly in gameplay. Also, baseball is a game about stats, and the stats features are very inadequate. Saturn owners would do well to steer clear of 3D Baseball. World Series Baseball is far and away a better game."



## Super NES

### REVIEW

# 8

**Size:** 16 Megabit  
With Battery Back-Up

**Style:**  
1-Player City Simulator

**Special Features:**  
Training City, Zoom and Rotate Views, 5 Scenarios, Six Types of Terrain for a New City, Four Time Eras, Six Disasters

**Created by:**  
Imagineer/Black Pearl Software for Maxis/TH\*Q

**Available:**  
Now for Super Nintendo

## Sim City 2000

Maxis has earned quite a reputation for developing massive simulators that deal with cities, life, ants, and the earth. This title was announced to be released on the SNES years ago, but for some strange reason it hit an indefinite delay. Thanks to both TH\*Q and Maxis, we now have Sim City 2000 for the SNES. Both Imagineer and Black Pearl Software did a great job bringing this popular PC and Mac title over to the SNES. The only difference between the port is the loss of adding water pipes underground. The gameplay is identical regarding icon placement and city development. Sim City 2000 is a fascinating SNES simulator in every respect.

## PlayStation

### PREVIEW

## Tail of the Sun

**Size:**  
1 CD-ROM

**Style:**  
1-Player  
Caveman Simulation

**Special Features:**  
Cultural Level Progression (Get Bigger Stick to Mash Mammoth With), Gigantic World (Walk 'Til Feet Fall Off), Memory Card Save (Huh?), Eat Plants to Improve Your Attributes (Plant Make You Smart. Plant Make You Strong)

**Created by:**  
Artidink

**Available:**  
Now In Japan for Sony PlayStation

Tail of the Sun is a really simplistic game set in a gigantic world. The whole point is to cruise around and be a caveman (or woman). Explore new territories, meet new critters and make a meal of them. Remember to take care of yourself, though. There are no life meters, hunger bars, or oxygen level readouts. You just have to remember to feed yourself, rest after getting injured, and make sure you're in a safe place when it gets dark because your caveperson will fall asleep right in the middle of a fight. The game's greatest boon is its size. The world is huge and there always seems to be something new to discover. While Tail of the Sun is only available in Japan at the moment, Sony is planning on releasing this title in the States next year.



# One Liners



### Black Dawn

**PlayStation**  
**Overall: 7.25**

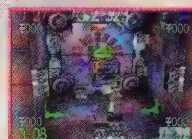
An arcade-chopper sim with decent graphics and integrated missions, but a world away from Soviet Strike.



### Blast Chamber

**PlayStation**  
**Overall: 6.25**

Interesting concept, but lacking in detailed graphics and gameplay. Fewer boards and a better camera may have helped this one.



### Virtua Cop 2

**Saturn**  
**Overall: 7.5**

It's the same as it ever will be, and true enough, it is easily the best gun game for the Saturn this year. A must have for people with a twitchy trigger finger.



### X-Men: Mojo World

**Game Gear**  
**Overall: 7.25**

Bash Mojo's head on the road, on a plane, or on the john. No matter where you play it, we're sure you'll agree that this is one amazing looking Game Gear title.



### The King of Fighters '95

**PlayStation**  
**Overall: 8**

Like any Mickey D's value meal, this Neo Geo port has tons of grease and cheese. With numerous options and bundles of characters, this fighter is more than enough for a gamer to chew.



### Donkey Kong Land 2

**Game Boy**  
**Overall: 8.5**

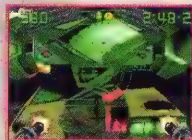
Nintendo cleaned up the graphics a bit on this GB sequel, and sure enough it's actually easier to see on your bite size screen. Once again DKL2 is the highest quality GB title around.



### Krazy Ivan

**Saturn**  
**Overall: 6.5**

We'd rather sweat it out to the oldies than play this title again. However, if you want a slow unrealistic mech sim give it a whirl.



### NHL Powerplay

**PlayStation**  
**Overall: 8**

This is definitely the best animated and smoothest playing hockey, but it lacks the in-depth stats tracking and player creator that could have made it the best all around.





PlayStation

REVIEW

6.25

The Divide:  
Enemies Within

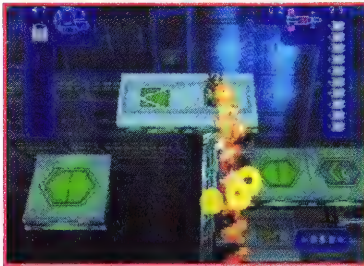
When you blow the doors off 3D gaming you know you're going to end up with a superb piece of software. Well, in Viacom's case, they attempted to conquer 3D, but in the end it appears that the three dimensional gameplay conquered them instead. The constant addition of new weapons and moves for your character makes the game very entertaining, but the polygon graphics, character interface, and camera views are not done very well. This was a brave attempt to revolutionize gaming, but in the end it turns out to be nothing more than an experiment.

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

**Special Features:**  
Three Speed Levels,  
Power-Up Weapons,  
Camera Toggle Button,  
Multiple Special Moves

**Created by:**  
Radical Software for  
Viacom Newmedia

**Available:**  
Now for Sony PlayStation



Fox Hunt  
PlayStation  
Overall: 5

A very ambitious effort that has a few notable actors, but do we really need another FMV game? Nope.



Doom  
Saturn  
Overall: 8.5

Finally Saturn owners get their hands on Doom, but it is a little late considering that just about everybody and their brother has played the first Doom ten times over.



Hexen  
PlayStation  
Overall: 7.75

Hexen is a fantasy-based Doom clone that takes the original engine to a new level.



VR Soccer '96  
Saturn  
Overall: 6

We've said it before and we'll say it again. Tons of camera angles do not compensate for lousy gameplay. This game doesn't compete with World Wide Soccer.



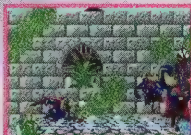
Hyper 3D Pinball  
Saturn  
Overall: 7.75

While the physics seem a bit off at times, there are 6 games and they are all pretty entertaining. The option to alternate between the isometric and overhead view is a plus.



Bug Tool  
Saturn  
Overall: 8

Hey, Bug's back and this time he's brought some friends as well as some new moves and better graphics. Bug out!



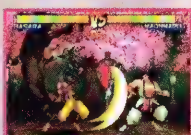
Mortal Kombat  
Trilogy  
PlayStation  
Overall: 9

New moves, more Fatalities, all the characters, and the Agression meter all add up to make this the ultimate Mortal Kombat kreation.



Samurai  
Shodown III  
PlayStation  
Overall: 8

In our eyes, Samurai Shodown can never get any better than the second edition, but this one sure doesn't suck! Solid fighter!



PlayStation

PREVIEW

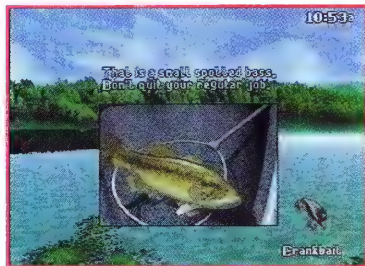
**Size:**  
1 CD-ROM  
**Style:** 1-Player  
Fishin' Game

**Special Features:**  
4 Lakes Plus One Private  
Lake to Stock Hawgs,  
Casting Meter, Multiple  
Species, Large Tackle  
Inventory, Library, 2 Views

**Created by:**  
HOT-B  
**Available:**  
Now for Sony PlayStation

Big Bass World  
Championship

HOT-B is back with plenty more fishin' action! Start as an amateur, receive a birth on the pro tour, then take it all home in the Big Bass World Championship. Four lakes for competition provide acres of fishable water, and a new trollin' motor will help in pinpoint maneuverin'. The new cast meter resembles a golf style swing, and players can choose either the overhead or sidearm style cast. There's also two views (above and below water) that bring home all the excitement of pro bass fishin'. After each tournament, release your livewell into your own private hawg lake.



Saturn

REVIEW

9.25

Worldwide Soccer 97

As far as sequels go, Worldwide Soccer 97 is one of the best. The graphics are much improved over last year's game and the play control has been taken to a new level. Besides new player animations, Sega has also added an on-the-fly play calling system to help you keep control of the entire team. Otherwise, you'll find the same intense arcade-styled action that made the first game such a hit. There are a couple of new options including an edit player mode (that only lets you change the player's name) and a 2-player cooperative vs. the computer mode, but nothing that will impress as much as the gameplay. Truly, a fantastic soccer game.

**Size:** 1 CD-ROM  
**Style:**  
1 or 2-Player Soccer

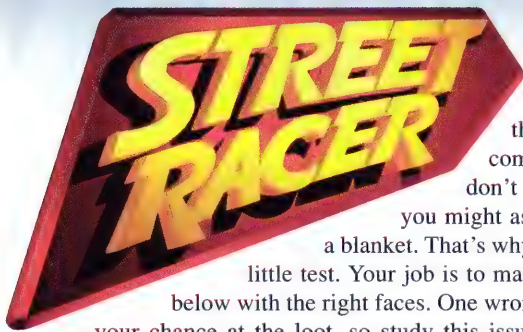
**Special Features:**  
48 International Teams, 2-  
Player Cooperative Vs.  
Computer, Rain and Fair  
Weather, World League,  
World Wide Cup, and Cup  
Tournament Playing  
Modes

**Created by:**  
Sega

**Available:**  
Now for Sega Saturn







Located around this page are the eight racers from Ubi Soft's newest game, Street Racer. In this game of high-speed combat racing action, if you don't know your competition you might as well stay home and knit a blanket. That's why Ubi Soft has created this little test. Your job is to match the eight names listed below with the right faces. One wrong answer and you'll miss your chance at the loot, so study this issue of Game Informer and you'll find the answers you seek. If you find the correct names of these eight characters and send in the completed entry form below, you will automatically be entered in the Street Racer Whacked-Out Roadrace Contest.

**GRAND PRIZE: (1 WINNER)**

- 1 SONY PLAYSTATION
- 1 SEGA SATURN
- 1 RAYMAN PLAYSTATION GAME
- 1 STREET RACER SATURN GAME
- 1 RAYMAN SATURN GAME
- 1 STREET RACER PLAYSTATION GAME

**2ND PRIZE: (15 WINNERS)**

- 1 RAYMAN GAME (PLAYSTATION OR SATURN)
- 1 STREET RACER GAME (PLAYSTATION OR SATURN)

**THIRD PRIZE: (50 WINNERS)**

- 1 VERY COOL, VERY RAD, STREET RACER BLACK KNIT CAP

## THE STREET RACER WHACKED-OUT ROADRACE CONTEST

The winners will be chosen in a random drawing of all correct answers. Ubi Soft Entertainment and Game Informer Magazine are not responsible for illegible or mutilated entries. One entry per person please.

Just fill out this license entry form (or something bearing this information) and send it to the following address before February 28, 1997:

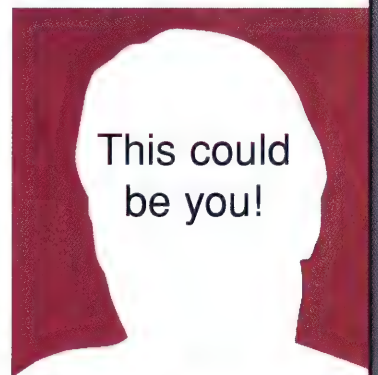
**Ubi Soft Entertainment  
Attn: Street Racer Contest  
625 Third Street, 3rd Floor  
San Francisco, CA 94107**

Fill out the form below to enter:

Name: \_\_\_\_\_  
 Address: \_\_\_\_\_ Apt#: \_\_\_\_\_  
 State/Zip: \_\_\_\_\_  
 Age: \_\_\_\_\_  
 Phone Number: Area Code (\_\_\_\_) \_\_\_\_\_  
 E-Mail: \_\_\_\_\_

**Answers:**

- |                               |                                 |
|-------------------------------|---------------------------------|
| Hodja Nasreddin . . . # _____ | Raphael . . . . . # _____       |
| Frank . . . . . # _____       | Surf Sister . . . . . # _____   |
| Suzulu . . . . . # _____      | Helmet Van Pointenegger # _____ |
| Biff . . . . . # _____        | Sumo-San . . . . . # _____      |



1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Ubi Soft Entertainment, Game Informer and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and regulations printed on this page and applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than February 28, 1997. Winners will be determined in a random drawing by March 1, 1997. 5. Grand Prize (1 prize with a retail value of \$500): a PlayStation, a Sega Saturn, Rayman PlayStation Game, Street Racer Saturn Game, Street Racer PlayStation Game. Second Prize (15 prizes with a retail value of \$120.00 each): a Street Racer game for PlayStation or Sega Saturn, Rayman for PlayStation or Sega Saturn. Third Prize (50 prizes with a retail value of \$10.00 each): a black Street Racer knit cap. 6. Alternative prizes may not be substituted, transferred, or exchanged. 7. Odds of winning are based on the number of entries received. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Ubi Soft Entertainment, Game Informer, and/or Funco, Inc. without further compensation. 8. This promotion is operated by Ubi Soft Entertainment, Game Informer and Funco, Inc., which are solely responsible for its conduct, completion and awarding of prizes. All decisions of Ubi Soft Entertainment, Game Informer, and Funco, Inc. on all matters relating to this promotion are final. Ubi Soft Entertainment, Game Informer and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. 9. Employees of Ubi Soft Entertainment, Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

PlayStation

REVIEW

7

Size: 1 CD-ROM

Style: 1-Player Racing

Special Features:

Four Cars, Choice Between Automatic and Manual Transmission, Five Views, Crazy Dukes of Hazard Voice-Overs

Created by:

TOKA and Funsoft for PlayMates Interactive Entertainment

Available:

Now for Sony PlayStation

Burning Road

Burning Road is a game that *should* have been a lot of fun. It's got a great engine with cool sound, music, and voice clips. The game's score suffers though, because it really shouldn't be hitting the stores yet. There are only four cars. The game physics are confusing and the computer cheats in obvious ways. It's kind of annoying when you're driving at max speed on a straight road and a truck of the exact same make as yours flies by you and then takes the next turn without using its brakes. Burning Road *could* have been a great game but instead was rushed to market by the holiday deadline before it was ready.



**TRADE PLAYER**

Player	Stats
P Bill Swift	AVG .000 2B 0
2B Jason Bates	RBI 0 3B 0
RF Dante Bichette	AB 0 HR 0
LF Ellis Berks	R 0 K 0
3B Pedro Castellano	0 BAT R
3B Vinny Castilla	
1B Andres Galarraga	
CF Trent Hubbard	

TO MOVE CURSOR X TO SELECT

PlayStation

REVIEW

8.25

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

Special Features:

Full MLB Season With Individual Player Stats Tracking, Player Trades, Create Player Option, Multiple Views, Three Difficulty Levels

Created by:

Sony Interactive Studios of America

Available:

Now for Sony PlayStation

MLB Pennant Race

America's favorite pastime was actually very bothersome for Sony. This title should have been released months ago, but bugs plagued the majority of this disc. Luckily, with some time to mend the wounds, Sony did a remarkable job of creating a fabulous baseball title. Everything you'd want, from individual player stats tracking, to creating a player is incorporated into MLB. The gameplay is smooth and can be viewed from virtually any angle with the camera toggles. Plus, since this game hit an extreme delay, Sony had time to update the rosters with all the hot late-season trades. Sony's first b-ball title came close to being a Triple Play killer.

PlayStation/Saturn

REVIEW

7.25

Size: 1 CD-ROM

Style: 1-Player First-Person Shooter

Special Features:

Terrain Morphing, Tons of Special Weapons, Bizarre Enemies, Memory Card Save, Cool Destruction FX

Created by:

Core for Eidos Interactive

Available:

Now for Sega Saturn and Sony PlayStation

Machine Head

Despite certain ethical objections to the premise of a woman being conked on the head with a wrench and having her brain plugged into a rocket sled against her will (dressed in a skimpy outfit for effect), Machine Head was okay. The gameplay, which is somewhere between Descent and Doom, is extremely frustrating at first, but becomes moderately awkward when you get used to it. The graphics are a bit raw but are made much more attractive by terrain morphing effects (a la Magic Carpet), smooth motion of enemies, and good explosive effects. The puzzles are challenging due to the fact that you are altering the environment constantly. If you're interested, rent it first.



# DIRTY GAMES ARE NO FUN. CLEAN 'EM UP!

Dirty electrical contacts in your game unit or cartridge, caused by dirt, dust or fingerprints, can result in poor picture quality, fuzzy sound, slow or incorrect game play.

Recoton video game cleaning products, used regularly, help prevent these problems. Restore the power to your games and cartridges.

Start using Recoton cleaning kits today for optimum performance.

**V 485 AC** power adapter for SEGA® GAMEGEAR® and recharger. UL and CSA safety approved.

**V 134 FUN** Cleaning kit. For use with SEGA® GEAR® game and cartridges.

**V 137 FUN** Cleaning kit for use with SEGA® GENESIS®. Cleans game unit and cartridges.

**V 149 FUN** Laser lens & CD cleaning system. Helps eliminate debris, restoring accurate CD data transfer.



Other Recoton game care, maintenance and replacement products that meet or exceed original specifications and UL / CSA safety approvals.

- V135 FUN** Cleaning kit for use with NINTENDO® system and cartridge.
- V136 FUN** Cleaning system for use with GAME BOY® & cartridges.
- V139 FUN** Game cleaner for use SUPER NINTENDO®
- V350** Game switch for use wuth NINTENDO®
- V354** AC Power adapter replacement for use with SEGA®GENESIS®
- V477** AC Power adapter replacement for use with GAME BOY®
- V479** AC Power adapter replacement for use with NINTENDO®
- V483** AC Power adapter replacement for use with SUPER NINTENDO®

## RECOTON®

2950 Lake Emma Road, Lake Mary, FL 32746

Saturn

PREVIEW

NFL '97

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Football (8-Player Via 6-Player Adaptors)

**Special Features:**

All 30 NFL Teams and Players, Team Specific Playbooks, Play Editor, 4-8-16 Game Season with Stats, Adjustable Camera During Gameplay, Practice Mode

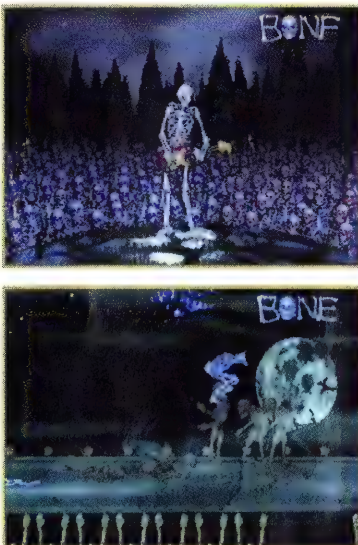
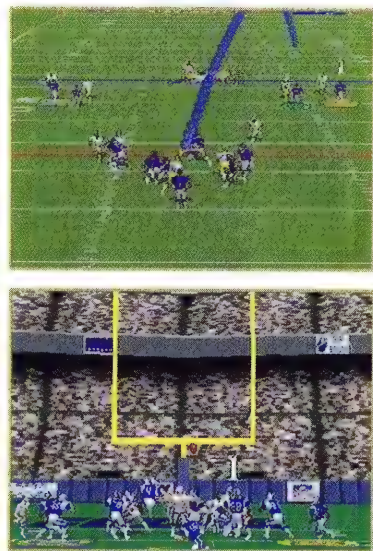
**Created by:**

Sega Sports

**Available:**

Now for Sega Saturn

It's been well over a year since the release of the Saturn, and Sega Sports will finally release their first football game. NFL '97 bears no resemblance to anything from the past series on the Genesis. It features the expected NFL and NFL players' license, but it also introduces some new things to the 32-bit realm of football. The introduction of a Play Editor will allow for the creation of offensive plays that can be saved and loaded into your favorite team's play book. NFL '97 also uses a unique passing system that puts up a passing arc to allow you to view the path of the pass. We'll have to save all of our opinions until we receive a finished version, but the Play Editor alone makes NFL '97 one of a kind.



Saturn

REVIEW

7.5

**Size:** 2 CD-ROMs

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

**Special Features:**

Energy and Bone Meter, Mystical Plasma Beam, Varying Gameplay, Ledge Hanging, Three Skeletal Arrangements, Guitar and Drum Jamming, Battery Back-Up

**Created by:**

Amoebae/Zono/Angel Studios Interactive Entertainment for SegaSoft

**Available:**

Now for Sega Saturn

Mr. Bones

SegaSoft has not only created a story that confuses the brain, but gameplay that always changes from level to level. Similar to the Cabbage Patch Kids, you will not find two levels that are identical. In the crazy world of Mr. Bones, you will constantly have to watch your back, defending yourself from an army of skeletons. Mr. Bones is equipped with a mystical plasma beam that stuns, and then annihilates all enemies. Plus, when Mr. Bones takes on damage, he loses limbs. You can pick them up again, but before this, you'll first have to restore your bone meter to a suitable level. Mr. Bones is indeed a cool dude, and you'll actually get to jam with him on guitar and drums in this strange quest from SegaSoft.

Saturn

PREVIEW

A+M+O+K

**Size:** 1 CD-ROM

**Style:** 1-Player Mission-Based Shooter

**Special Features:**

Multiple Weapons, Extensive Missions, 3 Views, Lots of Secrets, Bonus Missions, 2 Difficulties, 4 Multi-Level Missions, Heads-Up Display Radar, FMV Sequences, and Tons-O-Enemies

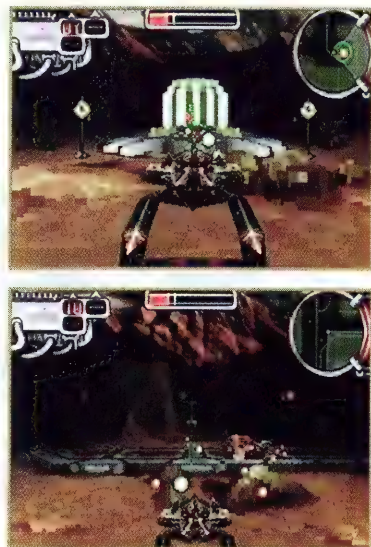
**Created by:**

Scavenger for Sega

**Available:**

Now for Sega Saturn

The 47 year corporation war has finally ended and there is once again peace. But the Bureau doesn't like it. That's why they hired you, Gert Staun, to run amok and start the war again. Piloting the advanced battle walker, code-named the Slambird, Gert must battle his way through numerous harrowing missions to even the odds and let the war rage once again. Armed with a mini-gun, missiles, and bombs, you'll explore the maze-like battlezone and accomplish various missions including destroying ammo dumps, generators, and enemy barracks. This 3D game offers lots of shooting action with lots of enemies and impressive graphics. This could be one to watch.



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

**PANDEMONIUM**



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

**Computer Contest.** Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gig. HD, 8X CD-ROM, 17" monitor, Windows 95, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

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

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

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

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

## Mystery Word Grid

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

### WORD LIST and LETTER CODE chart

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

**MYSTERY WORD CLUE:**

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

**Yes!**

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

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

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_



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

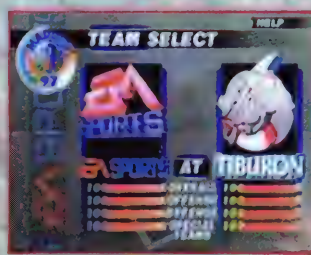
VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB. 15TH, 1997 • ENTRY FEE MUST BE INCLUDED  
 Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. If judges are in error the sponsor's liability is limited to entry fees paid. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1996 Pandemonium, Inc.

CLIP AND MAIL



# SECRET ACCESS

HELPFUL HINTS · PASSWORDS · CODES



## Madden NFL '97 – PlayStation

**Hidden Teams** – To access the secret teams enter “Tiburón” at the User Record screen. Now go to team selection where the teams should be available.

Mitch Walker  
Webville, COM



## Shell Shock – Saturn

**Cheat Menu** – Go to the hangar bay and press Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A to access this helpful menu.

“The VidMan”  
Uptown, MN



## Andreotti Racing – PlayStation

**Unlock More Stock Cars** – Begin a career and type GO BEARS! as your user name. Make sure you include the space between GO and BEARS and add the exclamation point to the end.

**Unlock More Indy Cars** – Begin a career and type Go BRUINS! as your user name. Make sure you include the space between GO and BRUINS and add the exclamation point to the end.

Kelly Laurie  
Ellsworth, WI



## Die Hard Trilogy – PlayStation

Enter all these codes at the password screen. All these codes require that a memory card not be present.

**Die Hard**  
**Last Level (Fully Equipped)** –  
B42\_RJ498VGPC  
7S8DVXY2P2NB5  
8P2NBKB58P2PB  
PB58P2NBKB58J

**Die Harder**  
**Last Level (5 Lives)** –  
N\_1B58Y3N2JB1  
85\_N2JHHXP2NZ  
JB\_76LXXNV195  
4N2JB185\_N2J\_

**Die Hard: With a Vengeance**  
**Last Level (100% Complete)** –  
9N24LMLG9P6NV  
MBF9P6QJWBC9T  
6NW8V2YX72L82  
C89248C9MQZN\_

**Note:** “\_” represents “space”  
Mike Stevenson  
Desoto, NM



## Gunship – PlayStation

**Invincibility** – At the Loading Screen (going into gameplay), press and hold L1, R1, and R2 until the game successfully loads. From here on in you will be invincible. Look in the top left corner for the cheat icon confirming the cheat.

Steve Sims  
Atlanta, GA



## Virtua Fighter Kids – Saturn

**Wire Frame Mode** – At the Character Select screen hold the Left Button while choosing a character until the match begins.

“The Rhino”  
Toledo, OH



## Formula 1 – PlayStation

**Lava Mode** – At the Race Select Menu (Practice, Quality, Race) hold down the Select button and press ■, ●, Up, Right, Right, ●, ✕ to access Lava Mode.

Tom Huller  
Las Vegas, NV

## NFL Quarterback Club '97 – PlayStation

Enter all these codes at the Team Select Menu in Pre Season Mode.

- Bowl Teams** – L1, L1, L1, ▲, L1, L1
- Land Mines** – L1, L1, L1, R1, L1, L1
- Fumbles** – L1, L1, L1, L2, L1, L1
- No Fumbles** – L1, L1, L1, R2, L1, R1
- The Flash (Speedy Players)** – L1, L1, L2, ▲, L1, ▲
- High School Skills (Bad Teams)** – L1, L1, ▲, R2, L1, ▲
- Large Players** – L1, L1, R1, ▲, L1, R1
- Small Players** – L1, L1, R1, R1, L1, R1
- Throw 100 Yard Passes** – L1, L1, R1, R2, L1, R1
- Super Slow Mode** – L1, L1, L2, R1, L1, L2

“The Human Torch”  
New York, NY



## The Need for Speed – PlayStation

**Hidden Track** – Go to the Main Menu and choose a 1-Player game. Now, at the Race Type Menu, choose the Tournament Mode and in this menu at the password screen enter: SPKSHC. Now choose another race type (Single Race, etc.). Lastly, highlight Rusty Springs and hold ▲ and then press and hold L1 and R1 to bring up Lunar Springs – the moon track.

“Jungle Boy Toy”  
Santa Monica, CA

## Mortal Kombat Trilogy – PlayStation

**Unlock the ?** – Go into the Options and hold Up, L1, L2, R1, and R2 for three seconds. The screen will shake and allow the cursor to move on top of the “?”. Inside of here you will be able to turn on One Button Fatalities, Instant Aggressor, Normal Boss Damage, Low Damage, and Health Recovery.

### Legend for One Hit Fatalities

- Brutality – HP
- Fumbles – HK
- Babality – LK
- Friendship – Block
- Animality – Run

**Stage Select** – Move your cursor to Sonya and hit Up and Start.

**Chameleon** – Move your cursor to Human Smoke and simultaneously press and hold Left, HP, HK, Block, Run until the fight starts. Chameleon will replace Human Smoke as your fighter.

“The Rhino”  
Toledo, OH



### Top Gun: Fire at Will – PlayStation

Yeah, so you know Tom Cruise. Big deal! Let's see you try and conquer this title without the assistance of these helpful passwords that must be entered at the password screen.

- Miramar 2 – 63631
- Miramar 3 – 86023
- Miramar 4 – 56141
- Miramar 5 – 79523
- Miramar 6 – 07631
- Cuba 1 – 20123
- Cuba 2 – 57131
- Cuba 3 – 70613
- Cuba 4 – 82123
- Cuba 5 – 46464
- Cuba 6 – 75623
- Cuba 7 – 39964
- Korea 1 – 26126
- Korea 2 – 89464
- Korea 3 – 91692
- Korea 4 – 15084
- Korea 5 – 84103
- Korea 6 – 08584
- Korea 8 – 90194
- Korea 9 – 28103
- Korea 10 – 41684
- Libya 1 – 78692
- Libya 2 – 91184
- Libya 3 – 48384
- Libya 4 – 02726
- Libya 5 – 31984
- Libya 6 – 94236
- Libya 7 – 81484
- Libya 8 – 45726

Dante Silvestri  
Alberville, PA

### Loaded – Saturn

**Cheat Menu** – Pause the game and move the cursor to "BMG Volume," then press and hold the **Left Button**, **Z**, **B**, **X**, **C**, and the **Right Button**. Once entered correctly, pressing the **Left Button** from the pause screen will bring up the cheat menus for level select, more lives, and ammo boosters.

Todd "The Maniac" Austin  
Houston, TX



### Tetris Attack – SNES

**Special Stage** – At the title screen, pick a 1-player game and then choose Stage Clear. Now, type in **X6GINJ45** at the password screen. Have fun stompin' this Mario menace.

**Hidden Characters** – Enter a 2-Player vs. Mode game and go to the Character Select screen and press and hold the **L** and **R** Buttons on controllers 1 and 2. Four hidden characters will now be accessed without having to proceed through the game.

**Extra Hard Mode** – Enter a 1-Player vs. Mode and start a new game. Now, go to the Set Levels screen, highlight the Hard icon, and press **Up** + **L** Button to access the Extra Hard mode.

"The Eradicator"  
Phoenix, AZ

### Super Mario 64 – Nintendo 64

**Gain Life on Every Death** – Go to any one of the three Bowser boss stages and avoid killing him. Gain all the coins you can. Do this until you reach the 1,000 coin mark (it will take a while but it's worth it). From this point (with 1,000 coins on screen) you will gain a life for every death.

Carl Rever  
Oakland, CA

### Project Overkill – PlayStation

**Maximum Health** – Pause game and enter the following. Hold **■** and press **●**, **✕**, **▲** and release. Then hold **●** and press **■**, **✕**, **▲**.

**Cloak** – Pause the game and enter the following. Hold **▲** and press **■**, **●**, **●**, **■**, now release **▲**. Then, hold **✕** and press **▲**, **▲** and release **✕**.

**Speed** – Pause the game and enter the following. Hold **Up** and press **▲**, **▲**, **▲** (now release up). Then, hold **Down** and press **✕**, **■**, **●** and release **Down**.

Leif Torkelson  
Norland, MN



### Madden NFL '97 – PlayStation

**View Cinematics** – Start holding **L1** and **R1** right after you turn on your PS-X. Keep holding this combo until the Cinematics Menu appears on the main Option Menu.

"The VidMan"  
Uptown, MN

### Street Fighter Alpha 2 – PlayStation

To play purple Akuma, go to the character select screen, hold **Select**, press **Down**, **Right**, **Right**, **Down**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**, **Right**.

"The Eradicator"  
Phoenix, AZ



### Skeleton Warriors – PlayStation

Pause the game and enter the following codes:

**Invincibility** –  
Down, **●**, **■**, **■**, Up, **✕**

**Infinite Heartstones** –  
Left, Up, **✕**, **■**, Up, Down, **■**

**Level Select** –  
**▲**, **●**, **●**, Left, **●**, Up, Down  
(Once you run out of lives, go to the Option Menu at the Title Screen and go to the Level Select icon).

Mickey Spillane  
Larkston, NH

### International Track & Field – PlayStation

These codes are weird. Have fun.

**Hide the Gauges** – First go to the Title Screen and press **Start**. Enter any event and pause the game once it's loaded. Now, while at the pause screen, press and hold **L1**, **L2**, **R1**, **R2**, **■**, **✕**, **▲**, **●**. Now while still holding this combo press **Up** or **Down** repeatedly to hide the gauges.

**Guest Appearances** – It's kind of the same feeling you receive when the Muppets come to your house and stay for a chocolate mocha. Pleasant, yet bizarre. Enter the event for the following codes and follow the directions carefully.

**Pole Vault**  
**(Access Space Shuttle)** – Clear a 4.5 qualifying height, and on the second attempt set the pole to 5.0 and then successfully clear it. Now on the next pole a space shuttle will fly by.

**Shot Put (Access Dinosaur)** – All you have to do is throw a put that reaches a distance where all the digits are the same. Example: "22.22" or "44.44." Once this is reached a dino will say hello.

**Javelin (Access U.F.O.)** – Start off by tapping the Run button so your athlete begins to jog. Now, right as the Angle Meter appears, get the angle to be at least 73 degrees. Once the Meter starts to rise, press the Run button rapidly. Once you've reached a high speed, release the pole before the foul line. Your Javelin will then be guided back to Earth by a U.F.O.

**Discus (Access Birds)** – All you have to do is reach a distance that has the same numbers in meters and centimeters. Example: "11.11" or "12.12." Do this correctly and you'll see a bunch of birdies.

**Triple Jump (Access Gopher)** – No, this isn't the actor from the Love Boat, it's actually hairier. Just match your last three numbers in your distance. Example: "24.44" or "15.55".

**Bikini** – Highlight the 100m Free Style event and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **●**, **✕** to change the swim suits to bikinis (This code may come in handy on all Konami games – look to the past).

"The Dog Boys"  
Madison, WI

# GAME GENIE

# SWAP SHOP



## Secret of Mana – SNES

- A26C-8738  
Treasure chests always full
- F36C-8D48  
Start With the Power Suit
- F36B-8F48  
Start With the Heavy Glove
- F36B-8F38  
Start With the Garuda Buster
- F36B-8D38  
Start With the Masamune
- F96B-8D18  
Start With the Green Mana Seed
- F96B-8D38  
Start With the Yellow Mana Seed
- F66B-8F48  
Warp to the Great Forest
- F66B-8F38  
Warp to Southtown
- F66B-8718  
Warp to Boss # 3
- F66B-8D18  
Warp to Kippo Village
- F86B-8F18  
Warp to Pure Land
- F86B-8F38  
Warp to Resistance Headquarters
- FC6C-8438  
Warp to North Pole
- FE6C-8D18  
Rename Your Character

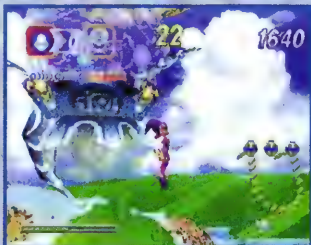
## Cool Spot – Genesis

- ATGT-4A6L  
Invincibility
- RG7T-26XJ  
Infinite lives
- REHA-46V8  
Infinite time
- A1GT-2AFJ  
Start with 5 health points
- GHGT-3AM4  
10 Points needed to complete round



## Die Hard Trilogy – PlayStation

- Infinite Lives – 801D0878 0002
- Infinite Ammo – 801C9A92 000A
- 801C992A 000A
- Infinite Grenades – 801C9A94 000A
- 801C992C 000A
- Infinite Flash Bombs – 801C9A96 000A
- 801C992E 000A
- Infinite Smoke Bombs – 801C9A98 000A
- 801C9930 000A



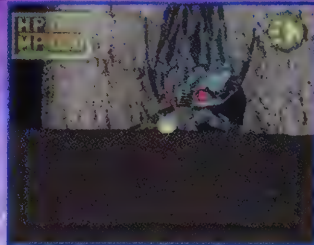
## Nights – Saturn

- Master Code (Must Be Entered) – F6000924 FFFF
- Infinite Time – 160FFC12 137A

## Bubble Bobble – Saturn

- Master Code (Must Be Entered) – F6000924 C305
- B6002800 0000
- Infinite Lives – 8604FDE0 0002
- Start on Any Level – 8604F9F0 00XX
- (Fill the XX with the level number you desire)

- Rainbow Islands
- Infinite Lives – 86044286 0002
- Rainbow Islands Enhanced
- Infinite Lives – 86044286 0002

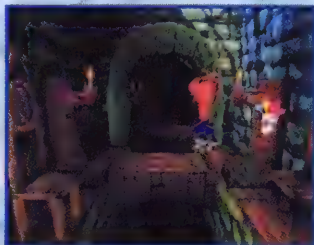


## King's Field – PlayStation

- See hidden doors – 8019947E 03D0
- More light – 8019947A 03D0
- Float on air – 8019954E 0001
- Always run – 80199420 0000
- Fast experience – 80199414 FFFF
- Infinite magic crystals – 8009B586 0101
- 8009B588 0101
- 8009B58A 0101
- Best swords – 8009B53A 0101
- Seth's helm – 8009B546 0001
- Seth's armor – 8009B54C 0001
- Seth's shield – 8009B552 0100
- Runeous gloves – 8009B558 0100
- Runeous boots – 8009B55E 0100

## Bogey: Dead 6 – PlayStation

- Infinite Time – 80080B24 0256
- Infinite Fuel – 80081712 2FFF



## Crash Bandicoot – PlayStation

- Master Code (Must Be Entered) – D005C89C 0014
- Stage Select – 30061948 0040
- Infinite Mask Last Level – D00618DC 001F
- 30092B6D 0002
- Infinite Lives – 80090248 0600
- 800902B4 0600
- 8009E538 0600



## Beyond the Beyond – PlayStation

Strategy Guide part 2

See part 1 in October Issue

### Ancient Temple

Place the pot at the bottom altar on the upper level. Plant the bean and a giant stalk will grow which will allow you to explore the upper part of the temple.

The puzzle here is based on the concept of day & night. When you enter the "daylight rooms," the night blocks will be raised preventing you from passing by. It's the same for the nighttime rooms. Find the hammer lying on the ground and use it on a crack in the ground. It will open up a new path to a room with an old man who is god's assistant. He will explain to you the task at hand and give you golden orbs for each of your characters and a stone tablet. After the explanation and gifts he will teleport you to a temple near Shimon. There, the legendary sorcerer will lift Samson's curse (at which point you will no doubt want to go and hurt some random monsters). Now go to the cave that leads to Saragoon (the one with the sleeping dragon) and head for Marion.

### Marlon

After updating the King and Galahad on what's up, you will be asked if you still want to go to Bandooru. Being brave adventurers you will say yes. The western bridge will lead you to Bandooru.

### Bandooru Castle

Use the hidden passage on the left side of the Bandooru village wall. Follow the path to a cave full of plunder and Bandooru castle. Deep within the castle is a room with a locked door. One of the guards in the castle will drop the key after you defeat him. You will find Kevins on the other side of the door.





### Volcano

Follow what the plot requires and you will end up being saved from a trap by a mysterious person. Get the key and use it to enter the volcano caves. Eventually you come across a scene with Kevins & Yeon. After they both fall, go into the cave without the rock in front of it and get the key. You will be able to escape by using the key to unlock a gate.

### Down by the Sea (Pier)

After another dramatic scene you will be joined by Domino who will give you a boat. Use the boat to travel to the remote island of Despurin. It is surrounded by rocks and has an ancient temple in the middle.

### Despurin

Talk to a girl standing in front of the house. Now go into the shrine located on the far northern side of the town. Remember to buy new weapons before going in. Through feats of mind and battle you will be tested to see if you are worthy of an upgrade, so be ready. There are lots of magic users. Remember to find the treasure chest with the sword. If you pass you get to change the status of all your characters. If you don't, try and try again - it's an alternative school. Succeeding is essential to finishing the game. It will allow Steiner to come of age and fly you to all sorts of places without dealing with obnoxious enemies.

### Levee

Levee has lots of handy things to stock up on. It's a good place to shop and save.

### The Castle of Barubaros

The castle can only be reached by boat, but is worth exploring for goodies and a tablet you will need to use later on.

### The Four Tablets

To solve this mighty quest you need to find the four small temple islands on your map and place your

tablets in each of the temples at those locations. You should already have one from the god's assistant we mentioned earlier. We also mentioned a tablet located at Castle Barubaros, another at Bandaroo Castle and a fourth is found by beating an obnoxious puzzle at the island of Pilooof. When you have placed all the tablets in the various temples a fifth temple will rise from the sea. Before you go and raid it, as with any other place, make sure you're stocked, healed, and saved. It's a toughie.

### At the Temple of Tablets

The fifth temple is yet another maze o' monsters. To get to its end you will need an item that can be found in a treasure chest. Use it as an unconventional way to open a door. Some stuff happens which will make you think you've lost an important ally in your quest. Go to a temple between Marion and Saragoon to find the truth. When you get through all of this you will receive the flying machine which will allow you to go to an ice cave near Mistorial which contains Mithril. Bring the Mithril to a metal smith in Mistorial and he will make you some serious armament from it.

### The Final Tablet

There is a remote island in the southern part of the Baraburois islands. The Final Tablet can be found here. Always remember to search for extra loot when looking for quest items.

### The Desert Valley

In the southern part of the desert valley there is a cave that must be traversed in order to get to the enemy kingdom. Though the cave is horrendous, a town in the desert valley can serve as your base of operations. There is also an interesting plot development which we will leave a mystery.

### Enemy Territory

We highly recommend you stock, rest, shop, and save at the nearest town. There is a temple in the enemy kingdom where you will find a use for the final tablet. This will lead you to the underworld.

### The Underworld

Here you will need to bring the good orb and the evil orb to a central location. Unfortunately, you need to go in two completely

separate directions for each orb. When this has been accomplished (finally), a door will open leading to... well, let's just say you might want to consider going home and saving before you go through it. Remember the ultimate rule of final bosses in RPGs... it ain't over 'til the credits roll.



### Sega

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

### Nintendo

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

### Sony

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

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

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

**Nintendo 64** . . . . . *MK Trilogy*  
*Turok: Dinosaur Hunter*  
*Wave Race 64*

**PlayStation** . . . . . *Disruptor*  
*Contra: Legacy of War*  
*NCAA GameBreaker*  
*Soviet Strike*  
*Game Day '97*  
*Tobal No.1*  
*Mortal Kombat Trilogy*  
*Tomb Raider*

**Sega Saturn** . . . *Bubble Bobble*  
*Fighting Vipers*  
*NFL Quarterback Club '97*  
*Madden NFL '97*  
*Tomb Raider*

**Genesis** . . . . . *Sonic 3D Blast*

**Super NES** . . . . . *Lufia II*  
*Donkey Kong Country 3*

**Game Boy** *Donkey Kong Land 2*

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

E-Mail: [gionline@winternet.com](mailto:gionline@winternet.com)

## Secret Access Notice:

**Send Game Informer Your Passwords and Codes and Win!**

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

### PlayStation:

ASCIIPad,  
 Specialized ASCIIIPad,  
 Specialized ASCIIStick

### Super NES:

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

### Genesis:

ASCII Specialized Pad,  
 Fighter Stick SG-6,  
 Rhino Pad SG

### Saturn:

ASCII Saturn Stick,

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

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

E-Mail: [gionline@winternet.com](mailto:gionline@winternet.com)





PARK  
ANY  
TIME  
←

Motor Co  
☢

PLAY IT  
LOUD

DK  
C3

MOM

# MEET DONKEY KONG'S NEW WILD CHILD.

YOU WANT WILD?  
WE'LL SHOW YOU WILD.  
WE'LL SHOW YOU  
A DONKEY KONG  
YOU'VE NEVER

FACED BEFORE  
BECAUSE YOU'VE NEVER SEEN

NEVER COME UP AGAINST

BOSSSES LIKE THIS.



NEVER PLAYED  
ON LEVELS  
LIKE THIS.  
AND NEVER SEEN

A CHARACTER AS WILD  
AS KIDDY KONG. THIS IS A  
WHOLE NEW ADVENTURE. DONKEY KONG  
COUNTRY 3 FEATURING DIXIE KONG AND KONG. NOW  
KIDDY KONG AND KONG. NOW THAT'S WILD.



ONLY FOR

**SUPER NINTENDO.**



TM and © are trademarks of Nintendo of America, Inc.  
© 1999 Nintendo. All rights reserved. NCA www.nintendo.com

Alert the stars.

Wake up the moon.

Summon Saturn.

Blue is back.

## SONIC 3D BLAST™

New Sonic™ 3D Blast™ for Sega Saturn is a three-dimensional trip through 14 levels of spinning, slipping, jumping, and stomping.

There's fog. There's rain. There's snow. There's Robotnik. And if things get hectic, there are new moves like The Blast Attack to put nasties in their place. So power up, head for Saturn, and prepare for a Sonic adventure that is not of this earth.



SEGA SATURN™

www.sega.com





## Virtua Cop™ 2. Twice as lethal.

There's shooting. And then there's slaughter. Virtua Cop™ 2 is faster, deeper, more challenging, and more fatally engaging than its predecessor. And, like its predecessor, it was an arcade smash hit before being brought, faithfully translated, to the powerful multi-processor Saturn. For the full arcade experience and maximum mayhem, don't pack anything less than the optional Stunner™ arcade gun. It's just what your trigger finger itches for.



**VIRTUA COP 2**

Only On

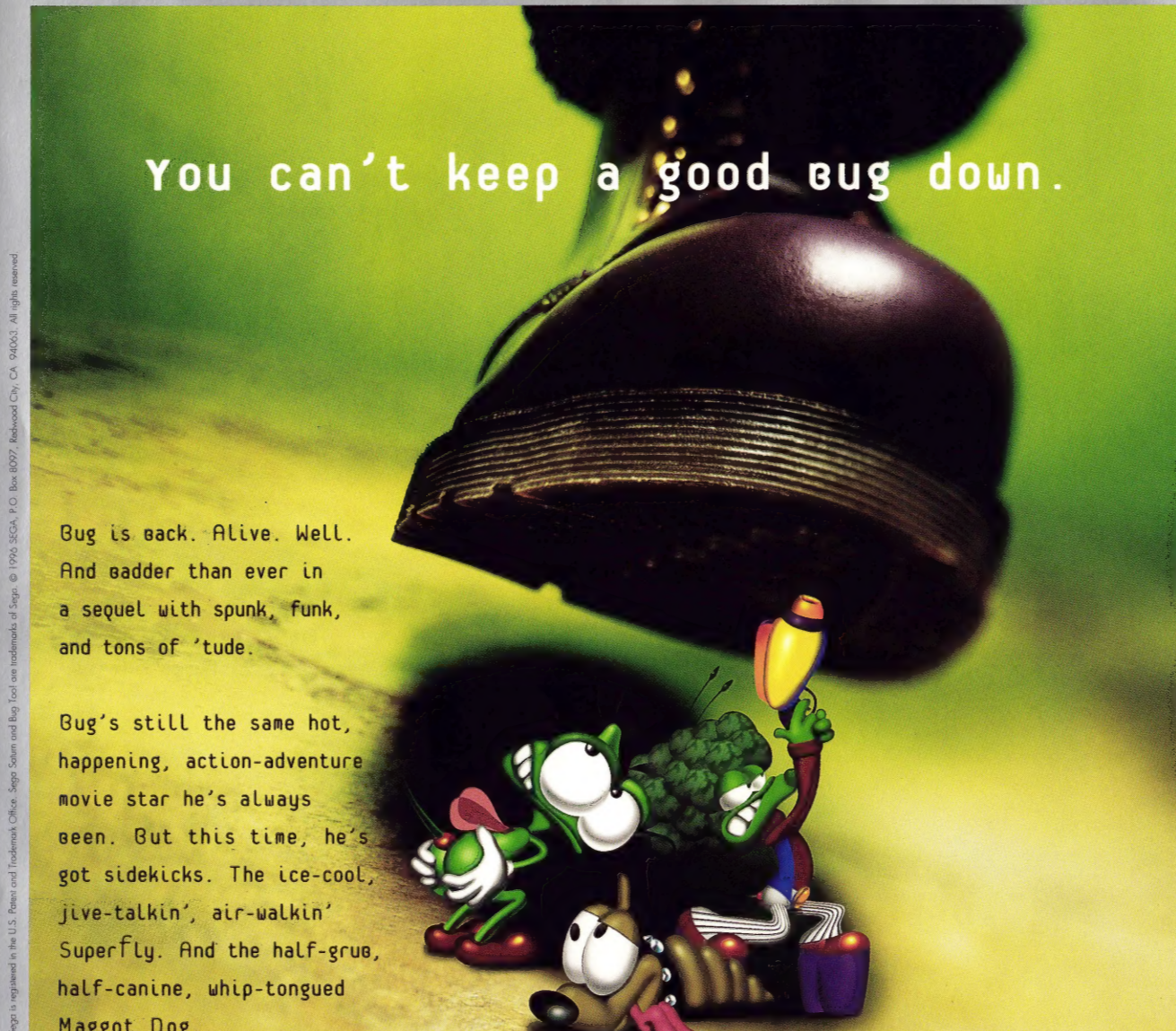


**SEGA SATURN**

www.sega.com



PLAY ON.



You can't keep a good bug down.

Bug is back. Alive. Well. And badder than ever in a sequel with spunk, funk, and tons of 'tude.

Bug's still the same hot, happening, action-adventure movie star he's always been. But this time, he's got sidekicks. The ice-cool, jive-talkin', air-walkin' Superfly. And the half-grue, half-canine, whip-tongued Maggot Dog.



Strut along with them as they sass-ass and wise-crack their way through knock-down drag-outs with Sandanistan Worms. Amazon Ant Women. Even Saturn-Headed Space Vampires. And, oh yes, be sure to keep the Bug Juice flowing.

**BUG TOO!**

Cooler than a spit attack.



**SEGA SATURN**

www.sega.com



YOU JUST CAN'T BEAT THE SYSTEM.

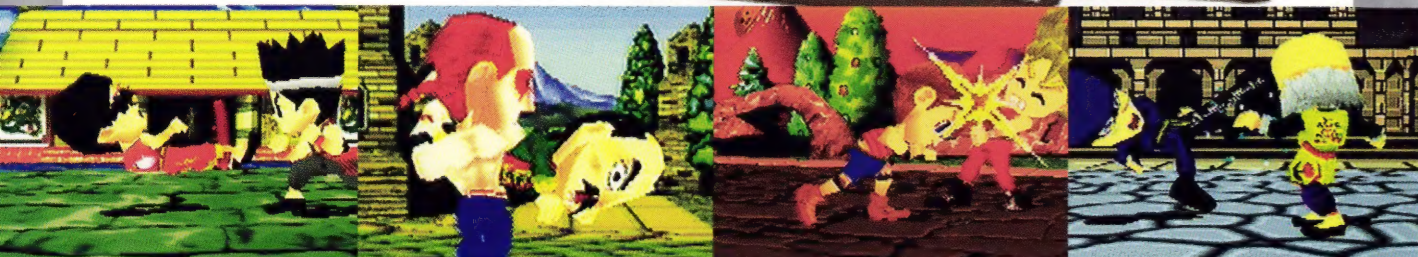


ARE THERE NO LIMITS ?

IF IT'S ALL ABOUT GAMES, THERE ARE NO LIMITS. OUR GAMES KEEP GETTING BETTER.

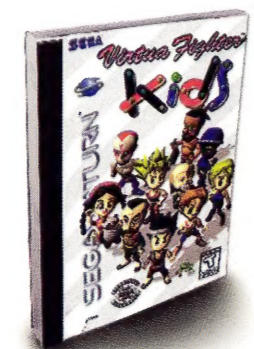
Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn, Virtua Fighter and Virtua Fighter Kids are trademarks of Sega. ©1996 SEGA, P.O. Box 8007, Redwood City, CA 94063. All rights reserved.

They learned everything from their parents. Except respect.



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



PLAY ON, FRIENDS.

Guns don't kill robots.  
Cyber Troopers with napalm bombs  
kill robots.



Kill On The Fly      Ten Post-Modern Arenas      Furious 2-Player Mode      Full 360° Motion



You've got a battalion of cyborg centurions. They've got an arsenal of death-dealing weapons. They're on a rampage, hell-bent on your annihilation. And they prefer to kill at close range, with a certain in-your-face intimacy. It's warp-speed 3D mechanized combat at its absolute ugliest. And Sega Saturn's multiple processors give it all the adrenaline-pumping, gut-wrenching action of the arcade version.

VIRTUAL ON  
Only On  
SEGA SATURN  
www.sega.com

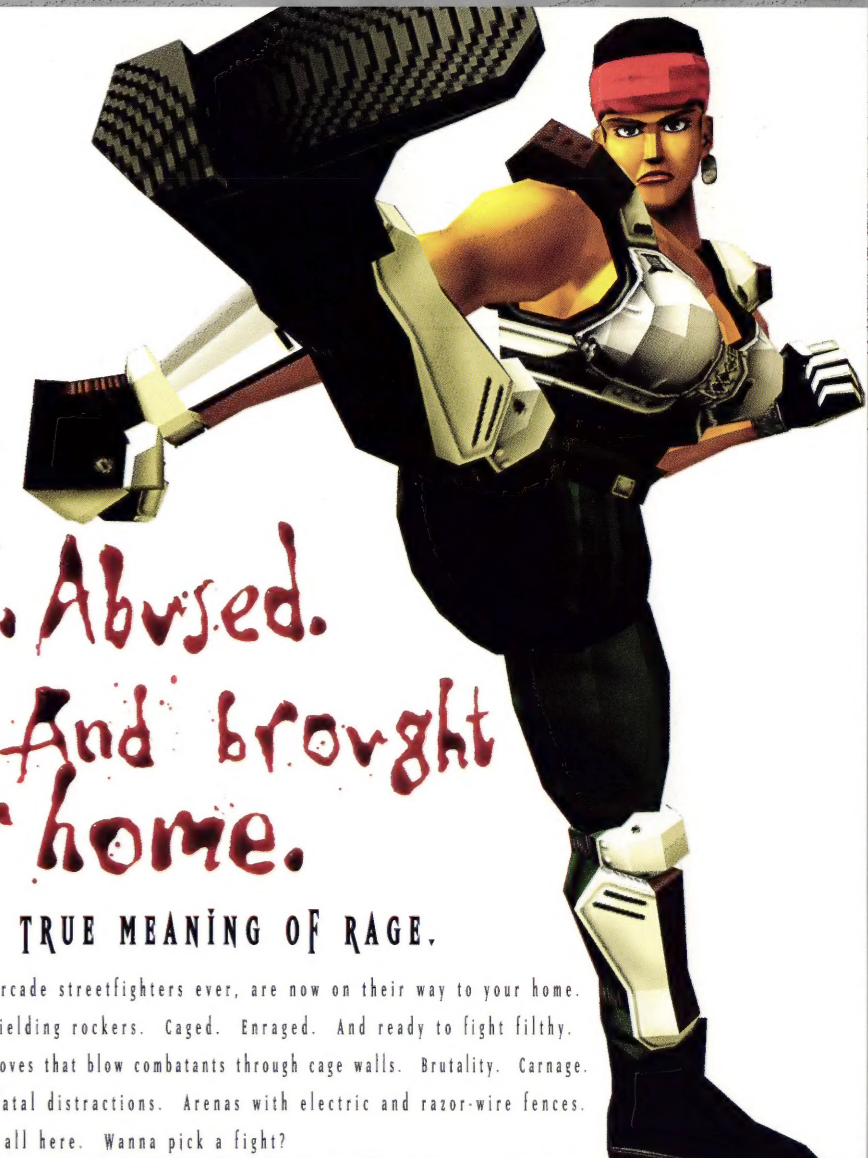


AND ON.

Born in arcades. Abused. Caged. And brought to your home.

LEARN THE TRUE MEANING OF RAGE.

Fighting Vipers\*, the most vicious arcade streetfighters ever, are now on their way to your home. Skatepunks. Rollerbladers. Axe-wielding rockers. Caged. Enraged. And ready to fight filthy. Killer, armor-stripping slams. Nasty moves that blow combatants through cage walls. Brutality. Carnage. Kick-butt realism. Funky venues. Fatal distractions. Arenas with electric and razor-wire fences. It's all here. Wanna pick a fight?



Arcade Smash Hit      Beat-Strip Opponent's Armor.      Body-Spank Foes Through Cage Walls.      Certifiably Psychotic Characters

FIGHTING VIPERS  
ONLY ON  
SEGA SATURN  
www.sega.com



AND ON.

Made with love by

# RETROMAGS

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

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

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

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

Thank you!