



SEGA • NINTENDO • SONY • JAGUAR • 3DO • NEO-GEO • ARCADE • PC CD



Earthworm Jim 2

# GAMEPRO

THE #1 VIDEO GAME MAGAZINE

## Virtua Fighter 2

The Insider's Story

**FREE!** Super Mario World 2  
Yoshi's Island  
Super NES ProStrategy Guide

### ProReviews!

- Virtua Fighter (32X)
- Tekken (PlayStation)
- Yoshi's Island (SNES)
- Wipeout (PlayStation)
- Vectorman (Genesis)
- Earthworm Jim 2 (Genesis)
- Street Fighter: The Movie (Saturn)
- Mortal Kombat 3 (Genesis, SNES)



An IBC Communications Publication

November 1996  
\$4.99 Canada \$5.99



### Winning Strategies!

- Tekken (PlayStation)
- Chrono Trigger (SNES)

The GameMakers:  
Meet the creators of  
Mortal Kombat 3  
and NBA Jam!



SMASHING  
TWO HEADS  
IS BETTER  
THAN ONE!



THE JURY BELIEVES IN  
CAPITAL PUNISHMENT!

# PARTING IS SUCH



VENOM\* AND SPIDER-MAN\*  
BURY THE DIGGERS!



NO SYMPATHY  
FOR THE SYMBIOTE!



THE VERDICT IS NO MERCY!



WEB OF CONFUSION!



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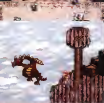
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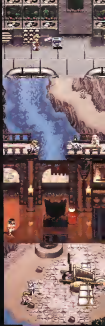


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THE FORCE OF EVIL  
THE FORCE OF GOOD HAS



HAS AN UGLY FACE.  
AN EVEN UGLIER ONE.



SECRET OF EVERMORE

STORY BY  
AND  
ARTWORK BY



SUPER NINTENDO

SQUARESOFT











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Tekken tactics revealed on page 194. Page 48 tells you how we liked the game.



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1.



2.



3.

Can you match the guitar with the fit of the jeans?



A. Classic S05®



B. Relaxed S50™



C. Loose S60™

**Levi's**

Need clues? Levi's® 000® jeans are made long and straight. Levi's 500™ jeans are made a little tighter. And Levi's 550™ jeans are made even tighter. Make your own choice, play your own music. (And for you drummers out there, don't forget to turn the magazine right-side up or you'll end up back at the table of contents.)

Hit pedestrians,  
outrun police cars  
and get gunned



U  
R  
N  
O  
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E

down in a drive-by  
shooting.

Finally, a game  
that shows what  
L.A.'s  
really like.

10. **SONY** **PLAYSTATION 2** **THE GRAND THEFT AUTO: SAN ANTONIO** (2002) **PS2** **19**  
The Grand Theft Auto: San Antonio is a 3D action-adventure game developed by Rockstar Games and published by Sony Computer Entertainment. It is the first game in the Grand Theft Auto series to be set in a city other than Los Angeles. The game is set in San Antonio, Texas, and features a story-driven single-player campaign. The game is known for its realistic graphics and detailed environment. It is available on PlayStation 2, Xbox, and PC.



PlayStation™



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# All Those In Favor Of Gun C



Who's responsible for these two NRA favorites? The warped minds at Studio 3DO, of course. These innovative remotes have turned the most advanced pairing technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-832-7619 or look us up on the Web: [www.3do.com](http://www.3do.com)



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3DO**

**ONLY  
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3DO**

# BLADE FORCE



# KILLING TIME

ONLY  
**ON**  
3DO

Control, Please Skip This Ad.



  
**WE  
GOT  
IT.  
THEY  
DON'T.**  
**3DO**



**KILLING TIME.** What a politically correct title, eh? You're trapped in a harsh,ung 3D world of the undead, but lucky you. You've brought along some serious firepower: You've got to shoot first and catch your werch later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wit, call on your weapons or call for an engine downer if things go south. **Features:** 16 horrific scenarios (only 3DO could get 7 genuine ghosts on videotape), 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

# Smart Shopping

The high cost of gaming continues to be a sore spot for readers. Comments about hardware and software prices for the much-hyped new systems have steadily poured into GamePro's offices for the last few months. Of the hundreds of letters and e-mails we've read on the subject of video gaming economics, not one has been from a reader with money to spend on more than one new system. Readers are carefully monitoring developments in the systems wars, they're making careful comparisons, and they seem to be making thoughtful decisions.

If you can't afford the new systems, or if you can afford them but you're reluctant to invest until all the hardware companies have all their cards on the table, then read the adjacent letter from Todd Dailman. He brings up several good points about video gaming in 1995, not the least of which is your ability to test out games and systems before you buy them. Being able to rent products is still one of the biggest advantages you have as a consumer.

To Todd's comments we would add a few others. For instance, make sure you get your money's worth by holding onto the receipts for anything you buy. Watch our "Buyers Beware" pages for updates on problematic systems or games, and write in if you have any problems of your own.

Nearly every letter we get on the subject of prices asks us which new system we would buy if we could buy only one. We won't make that call for you because so much of the decision is personal. Besides price, some of those factors include questions about which controller feels better to you and which system offers more of the games you like. Instead of making your decisions for you, GamePro will continue to give you the information you need so you can make the decisions for yourself. With prices for a new game system reaching \$399, that's news you can use.

**The GamePro**  
comments.gamepro@ftw.com  
San Mateo, CA



## PRICE POINTS

### Price Points

I'm responding to all the whiners who constantly complain about the high price of video gaming. First, it's a hobby, and like other hobbies, it's expensive. Accept it. I have friends who collect stamps, baseball cards, and coins, and their collections have cost them up to \$6000, yet they never complain. Second, video gaming is a business, and companies must make a profit, so prices will go up as the companies' costs increase. Third, upgrading to new systems is not mandatory; don't do it if you don't want to or if you can't afford it. Last, there are many ways to keep your gaming costs down: Buy used games, or rent them, to name two ways.

**Todd Dailman**  
Coopersburg, PA

### Clash of the Titans

In your July "ProNews" item about the delay of the Ultra 64, Sega President Tom Kalnske said that Nintendo "didn't learn from the last go-round." It sounds like he's saying that Nintendo should do what Sega did a few years ago: Rush a new system out as quickly as possible, instead of taking the time to perfect it. Fortunately, Nintendo didn't do this with the SNES. When it came out, we got the most powerful 16-bit system in America, and its list of exclusive titles keeps growing with games like *Killer Instinct* and

## GamePro Readers Speak Out!

*Donkey Kong Country 2. The Ultra 64 delay may be hard to swallow, but I think Nintendo will ultimately please its fans.*

**James Goodwin**  
Takoma Park, MD



*Nicole Lamberty is a 16-year-old sports fan in Whittier, California. She wonders if Triple Play Baseball will come to the SNES - EA Sports says it's not in their plans.*

I'm concerned about the future of the 32X. I spent over \$200 on it, and though I wasn't blown away, I was satisfied with its games. However, now my local video stores tell me that Sega is emphasizing the Saturn and consequently is releasing fewer and fewer 32X games. I just wanted to let Sega know that I hope they don't forget the 32X. Other gamers should also let Sega know their feelings.

**Ian Langlois**  
Oakville, Ontario, Canada

### Game Gab

Wouldn't it be great if there was a Sonic All-Stars for the Saturn? If all of the Sonic adventures were included in an all-in-one game upgraded to Saturn technology, nothing could prepare you. Nothing!

**Terrance Powell**  
Internes

#### **Andromeda replies:**

*Good idea! Are you listening, Sega?*

**S**ince there was a sequel to the Jurassic Park video game, can we assume there's going to be a movie sequel?

**Timmy Moore**  
Sequin, TX

#### **Bonehead replies:**

Steven Spielberg has begun the preliminary plans for a second film; expect it to stomp into theaters in 1997 or '98.



**A**fter all the closing credits in the rental version of the film *Street Fighter: The Movie*, there's a scene that shows M. Bison is still alive. Will there be a sequel?

**Mark Kim**  
Los Altos, CA

#### **Atomic Dawg replies:**

That quick shot of Bison's hand wasn't in the original theater version of the movie, out of deference to Kaul Jula, the actor who played Bison and died near the end of filming. Don't read too much into its appearance on the videotape - Capcom says at one time it discussed making a sequel, but nothing's planned.

**I**n your May '94 cover feature "Saturn Rises in America," you say nobody knows what Panzer Dragoon means. I know. My history book says that "panzer" means "armored" in German. "Dragon"

is obviously a variation of "dragon." That makes the title of the game *Armored Dragon*.

**David Sablan**  
Internet



**Y**ou've referred to a hidden female character in NBA Jam TE, Blaze. Blaze, for the curious, is NOT fictitious, nor is she a programmer. Rather, she is Carol Blazejowski, a 1976 Olympian and one of the first women in the Basketball Hall of fame.

**Hoo-Yin Chang**  
Internet

### **Cart Queries**



**The first Zelda game on the NES**

**I** am an avid fan of the Legend of Zelda games. Could you make a list of all the Zelda-related games ever made?

**Glenn Caceres**  
Internet

#### **Bacon replies:**

There have been four Zelda games, and Nintendo's not ruling out the possibility of another one coming someday. Here's the lineup so far: NES - Legend of Zelda (1987), Log

end of Zelda II (1988); SNES - Link to the Past (1992); Game Boy - Link's Awakening (1993).

**W**ill Mega Man VII ever come out for the SNES?

**Mike Beres**  
Whitaker, PA

#### **Major Mike replies:**

Last summer Capcom told us the game was finished but it had decided not to release it, which is what we published in the "Mail" section of our August issue. Guess what? Capcom says that gamers were upset by that announcement, and so Mega Man VII came out this fall! We reviewed it in our October issue.



**The Man is back in MM VII**

**I**n Primal Rage, Vertigo has a move called La Vache Qui Rit. What does it mean?

**Kara Hodge**  
Wichita, KS

#### **Coach Kyle replies:**

It's French for "laughing cow." That move turns your opponent into a cow. Execute it on the SNES (it's not in the Genesis game) by simultaneously hitting High Fierce, Low Fierce, High Quick, and Low Quick, then quickly tapping Away, Away, Down, and Toward.

**W**ill EA ever make another Strike game?

**Anonymous**  
Temple Hills, MD

#### **Tommy Glide replies:**

There's one on the way, though EA still won't say what it's called, when it's coming, or what system it'll be for.



**W**hy doesn't Electronic Arts make anything besides sports games? I'm aware of only Haunting and Jungle Strike as their non-sports games.

**David Eustice**  
Alexandria, MN

#### **Doctor Devon replies:**

You're missing some popular EA titles. In addition to the 16-bit Strike series (Desert, Jungle, and Urban), EA has made *Slitchin'*, *Escape from Monster Manor*, *Tonstet*, *Michael Jordan: Chaos in the Windy City*, *Shaq Fu*, the *Road Rash* series, and both *Shock Waves*. And who could forget Normy's *Beach Babe-o-Rama*?

### **Correction**

**Oops!** A last-minute glitch snuck into our October issue, smearing the ratings for our review of *Cyber Speedway* for the Saturn into an illegible glob. The correct ratings are printed below.

**Cyber Speedway by Sega**



# GAMEPRO GALLERY

Pick of the Month



Gaylord Doyle, Houston, MS



**PRIZE**  
This month's winning artist will receive a GAMEPRO T-shirt!



Levi Poloin, Saltwater, NH



Kalix Gilbert, Wasington, DE



Kevin Myers, Lockport, IL



"Steampunk," Athens, GA



Gretchen Graham, Willowdale, Ontario, Canada



Kelley Kanti, Memphis, TN



David Brashner, San Jose, CA



Ashley Klain, Wallingford, CT

## Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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# AMERICA'S LARGEST KILLER OF TIME™

## ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



(zoopx10<sup>12</sup>)



A healthy iris



The same iris after Zoop

The stages of Zoop  
(what to look for)



Level 1



Level 2

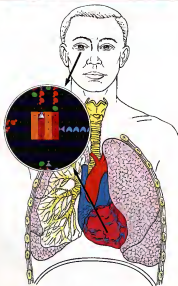


Level 3



Level 4

This pattern continues on, and only always leads to one's demise!



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to bottle and conquer this killer.

Known carriers of Zoop



How Zoop affects the brain



It slowly eats at the Cerebellum restricting movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing judgement, higher learning, reason

It mutes the Medulla causing irregular digestion, respiration, heartbeat



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THE  
CUTTING  
EDGE

# Jaguar CD

Atari adds a CD to the Jaguar...games to follow.

By The Whizz

As the Saturn and the PlayStation begin to rumble in the video game jungle, the Jaguar is ready to leap into the fray with a CD-RDM peripheral. Of course the Jag, like the 3DD, has had a year's head start on the competition, but Atari's facing a new pack of high-tech video game systems, and it's hoping the CD will bring its cat back.

## Jaguar's Tale

The Jaguar CD is due out in October. The current retail price is \$149, the same price as the Jaguar system unit.

The CD is a classy-looking peripheral with sleek lines. It slides into the top of the Jag with an almost-seamless fit to create a top-loading CD unit. An in-line cartridge slot at the top rear of the CD provides access for cartridges.

## A Cat with Bite

The system specs are standard stuff overall, but the Jag CD could have a personality all its own. The unit is basically a double-speed CD-RDM drive that moves at a 353 kilobyte/second data rate.

The Jag CD, however, will get its claws from built-in Cinepak technology. According to Atari, the Cinepak compression system will enable programmers to create CDs that store more than 60 minutes of video and run video



Can the Jaguar CD sharpen the cat's claws?

sequences at 24 frames per second.

Additionally, Atari plans to beef up the system's video capabilities with an MPEG2 full-motion-video cartridge later in the year. Using MPEG2 compression, the Jag will be able to play full-length video-CD movies.

One other built-in feature that no other system can claim

is the Virtual Light Machine (VLM). The VLM is based on technology used to create light shows and raves (remember them?).

When you fire up the VLM, it produces visual effects in tune with any music CD played by the Jag CD. The VLM can turn the music signal into a 3D polygonal display with one axis each for time, frequency, and magnitude. It's a colorful, weird visual effect that can make music roll from right to left or bubble like a boiling ocean.

## What About Games?

With Atari, it always boils down to the question of software support. If you act now, you can take advantage of a free deal that, according to Atari, nets you \$100 of free software when you purchase a CD peripheral.

The question is whether or not you want to act now.

Games-wise, the free stuff includes Blue Lightning, an air combat shooter. You also get a Myst demo and a couple of music CDs, including the soundtrack to Tempest.

Atari is naturally gung ho on CD games. Upcoming CD titles include some impressive games, such as Primal Rage, Myst, and Magic Carpet.

The Jaguar/CD combo certainly sports the hardware muscle and the price tag to keep pace with newer 32-bit systems. The Jaguar's vulnerability, however, lies with its software underbelly. Watch for the discs to see whether or not the Jaguar will roar. ☐



The Jaguar CD fits seamlessly onto the top of the Jag unit.



The VLM enables you to create light shows with your favorite tunes between games.

# THIS GAME WILL KNOCK YOU OUT!



## THE FIGHTING EDITION™

It's a one-on-one, head-butting, body-slamming, arm-breaking, bone-crunching, all-out slugfest, featuring the Terrific Megazord™, the Sabon Megazord™, the White Tigerzord™, Lord Zedd™, Goldar™ and many more of the best loved and hated Power Rangers™ characters. With incredible graphics, brain-bending sound effects, and a non-stop barrage of hand-to-hand combat, this is one game that's really gonna knock you out!



**BAN  
DAI**

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# HOW AT THE ARCADES

By Scary Larry

## Tekken 2

One of last season's most innovative fighting games is back... with a vengeance! Tekken 2 follows Heihachi as he seeks revenge against his son, Kazuya, who beat the martial arts daylights out of him in the first game.

New to this version are better graphics, faster gameplay, and a host of features, including selectable sub-bosses and hidden characters. There's also a new Time Release feature: A month after the game is installed, it introduces new characters at the rate of one per week. Each sub-boss character is activated according to the frequency that their corresponding man character is chosen.

Sounds confusing? Yeah, we know. But you'll have to play to find out if it's better than the original.

By Namco  
Available Now



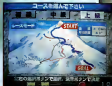
## Alpine Racer

Forget your lame excuses for not skiing. Too cold? Race inside. Too expensive? What's a few quarters these days. With Namco's Alpine Racer, skiing comes to you.

Using Namco's proprietary Super System 22 hardware, it's a cinch to simulate skiing. Two ski "steps" allow the player to turn, pivot, and slow down, just like on the slopes.

You can ski solo, or you can race against four computer-controlled opponents who will bump, juggle, and outright slam into you. Stop whining, or you're off the slopes!

By Namco  
Available Now





Meet Kain, man without mercy. Watch out for his daggers. Look out for his



knives. He's too strong to stop and too mean to die. And you know the really



**HE'S WANTED IN 35 COUNTRIES.  
THE POLICE CAN'T CATCH HIM.  
THE MILITARY CAN'T KILL HIM.  
WHAT MAKES YOU THINK YOU CAN?**

scary part? He's back and he's coming to your house. MK3. Now on Xbox 360.



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# GEX

Get ready for one serious

See-Food Cocktail.

It's GEX, your bug-munching,  
tongue-lashing alter-ego. Oh yeah, we got  
Hungry-Man portions of pop-culture  
cheese all right. With late night TV freaks  
like Gamera and Flatulence Man. But  
it's our special sauce—over 300 hilarious  
one-liners and sound effects from HBO®  
comedian Dana Gould—that give  
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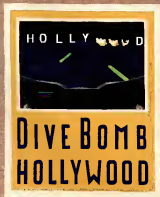


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COVER  
FEATURE

# Sega's Top Guns:

Our man in Japan talks with Sega's AM2 team, the

By Nob Ogasawara

## AM2's Top Guns

Fumio Kurokawa



Publicity Section Manager

Koji Umeda



Publicity Section Manager

Keiji Okayasu



Manager, Software Section  
(Saturn VF 2 Project Chief)

Takashi Isono



Designer Section 1

In Japan, Sega has put together an ace gang of game developers who are working on its cutting-edge games. The team, called Amusement Machines Research and Development Department 2 (or AM2), has a strong track record. Starting with the seminal 3D shooter *Space Harrier*, AM2 has scored a succession of outstanding hits including *Virtua Racing*, *Virtua Fighter*, *Daytona USA*, *Virtua Cop*, and the spectacular *Virtua Fighter 2*. Our Tokyo correspondent, Nob Ogasawara, visited AM2 recently for an exclusive meeting to find out what Sega's sharpshooters are up to now and where they're headed in the near future.

### Virtua Father

**GamePro:** So you're the proud father of the Saturn *Virtua Fighter* series?

**Keiji Okayasu:** That's right.

**GP:** How closely can you approximate the arcade version of VF 2 on the Saturn?

**KO:** Well, unfortunately we

would love to make it look identical to the arcade original, but it's not possible. So in a certain way, we've given up trying to achieve that goal. What we're aiming for is to re-create the feel of the arcade gameplay. We hope to make it so that people who heavily played the ar-

cade game will be able to play the Saturn game without noticing differences.

**GP:** Will there be graphical differences?

**KO:** Yes, that part can't be



VF 2 (Saturn)



# An Interview with AM2

braintrust behind the eagerly awaited *Virtua Fighter 2* for the Saturn.

## *Virtua Fighter 2* On the Saturn



Does the Saturn version surpass the arcade?

helped. We're up against the limitations of the hardware.

**GP:** Will you be able to retain the 60-frames-per-second (fps) rate that made the arcade version so smooth?

**KO:** We intend to; things are looking positive.

**GP:** So perhaps visual oddities may be apparent in still photos but not noticeable in motion?

**KO:** Even though the polygon count is lower, we're applying

texture maps and other graphics techniques, so the differences will be minor. If you placed the arcade version and the Saturn version side by side, you would notice only a slight cosmetic difference between them.

**GP:** But this version looks much better than the original Saturn *Virtua Fighter*.

**KO:** Texture mapping has a lot to do with that.

**GP:** So Lion's wiggling fingers are "faked" with texture maps?

**KO:** No, for the finger wiggles, we used proper polygons.

**GP:** But in *VF 1*, the characters never had fingers. So you increased polygons in some areas and reduced in others?

**KO:** In *VF 1*, we used hardly any textures, just polygons, which resulted in a high number of polygons per character. This time, by using textures, we could reduce the number of polygons in some areas, so we were able to add fingers.



## *Virtua Remix* For the Saturn



A testing ground for *VF 2*?

**GP:** Because of the high quality achieved by *VF Remix*, do you feel pressured to make *VF 2* even better?

**KO:** We did obtain *VF Remix*'s data as reference. For example, our designers checked the character data for developing *VF 2* characters. In that sense, *Remix* has been a good source of inspiration to us.



**GP:** Will new features be added to the Saturn version?

**KO:** We're certainly thinking about it.

**GP:** Will you have the game ready for release in December?

**KO:** Even we don't know (laughs). We would like and intend to make that schedule, but we don't know where obstacles will suddenly arise.

**GP:** Will the Saturn version be VF 2 or 2.1?

**KO:** Ours will be based on 2. VF 2.1 just came out and to be honest, we didn't know anything about it (laughs). We intend to re-create 2, but if the schedule allows we may incorporate elements of 2.1.

**GP:** Did you work on the arcade versions of the VF series?

**KO:** I was involved in 1, but then I started on Saturn VF.

**GP:** What's next for you?

**KO:** I wonder. I don't think anything has been decided. Since I've been working on Saturn for a while, I imagine I'll keep working on the system and not go back to arcade games.

**GP:** Which do you find more rewarding - developing games for the Saturn or arcade?

**KO:** It's neither nor. It's all work, so it's not fun either way.

## AM2's Future

**GamePro:** What's next for AM2?

**Fumio Kurokawa:** We're working on several new arcade games now that should be popular because they're in a popular genre.



**GP:** Are you talking about Virtua Fighter 3?

**FK:** No. We're working on VF 3, but we'll have another game out before it that's even more spectacular. In some ways, this game represents the culmination of our production expertise.

**GP:** Will this game use Model 2 [the hardware used for VF, VF 2, Daytona, and Desert Tank]?

**FK:** Yes, that's our top-of-the-line system.

**GP:** Do you have anything planned for the Saturn-compatible ST-V arcade system?

**FK:** We don't have anything active right now, but there are plans in the works. We're do-

ing basic studies on the arcade system with an eye for developing titles in the future.

**GP:** There have been rumors that the Model 3 board for VF 3 has not been finished yet.

**FK:** Those rumors are unfounded. It's very difficult to say how far along we are in terms of development, but we are conducting thorough studies. For example, we can now produce high-quality CG images such as those included in the VF Portriat Gold Disk. In addition to such modeling work, we have also developed routines for fluidly moving modeled characters, which will definitely contribute to VF 3's development.

**GP:** Will you be able to achieve the Gold Disc's CG quality in the actual game?

**FK:** We're trying to achieve that level of quality. Put it this way: From VF 1 to 2, there were considerable enhancements in graphics. We hope to achieve that kind of dramatic improvement with VF 3.

**GP:** To achieve that, wouldn't you need significantly more powerful hardware?

**FK:** We don't think we have to rely entirely on hardware. We have gained better insight into our arcade hardware so we can make software improvements. Also, VF 2 didn't fully tap Model 2's potential. We can do much more with Model 2 now.

**GP:** Are you working on any original games for Saturn?

**FK:** Our boss, Yu Suzuki, would like to do that, but we don't have anything exclusively for home systems right now.

**GP:** Will there be a sequel to Daytona USA?

**FK:** We're thinking about it since Daytona was a major hit. We're not sure if it will be Daytona 2, though. I think one approach would be to look at popular racing games and refine the best elements.

## Possible Titles For VF 3?



AM2 is trying to achieve the same level of graphics quality for VF 3 that's shown with the VF Gold Disc.

# Virtua Fighter 2



# VIRTUA COP

## Armed and Dangerous

**GamePro:** What did you work on before?

**Takashi Iwano:** The arcade Virtua Fighter 2.

**GP:** On the subject of Saturn Virtua Cop, will the Virtua Gun be packed in with the game?

**TI:** Yes.



The Virtua Gun. The U.S. model will be orange.

**GP:** Can you buy a gun separately for Player Two?

**TI:** Yes, but we haven't arrived at a price yet.

**GP:** The gun feels quite solid and sturdy. Will it be matte black in its final iteration?

**TI:** Only in Japan. For America, I think it will be orange or something so it will look more like a toy.

**GP:** Can you use the control pad for shooting?

**TI:** Yes, and you can also use a mouse, which may be easier than a pad.

**GP:** Are you planning any surprises, like a Blood mode?

**TI:** We can't do a Blood mode. Since we're trying to make this a game for players of all

ages, we can't go overboard with gory violence.



Virtua Cop for the Saturn

**GP:** Not even for America?

**TI:** No. We plan to have the American version ready a short time after the Japanese version is released.

**GP:** How much work do you really need to do for the Japan-U.S. translation?

**TI:** Not very much really. We changed some translations of Japanese text and changed some oddities, like when it

says "Justice Shot" when you wing a villain.

**GP:** How close can you get this version to the original arcade version?

**TI:** It depends on how you look at it. If you look at the Saturn game next to the arcade version, the looks will ob-

viously be different. But we hope to get identical gameplay. In certain ways, our game is actually better than the arcade version. For example, we've added more shades to the sky and backgrounds.

**GP:** Do you have any new features planned?

**TI:** Just a little bit. A training mode and a two-player training dual mode. Not anything radical like adding a new stage, but we plan to add extras.

**GP:** What's next for you?

**TI:** I have no idea. Holidays, maybe? ☐

## Get Ready for Virtua Cop 2



The mystery-busting saga continues in Virtua Cop 2.



# A View of Virtua Fighter 2

We get our first glimpse at Virtua Fighter 2 for the Saturn. The first impression: Awesome!

By **Benhead**

In the arcades, Virtua Fighter 2 has been kicking tail over every other fighting game, including the original VF. Now the landmark coin-op is set for a holiday release on the Saturn. It looks like fighting fans won't be disappointed: This could be the fighting game of the year — on any home system.

Preliminary looks at VF 2 suggest that it has much deeper gameplay than either the first VF or the more recent VF Remix. In addition to the eight original characters, VF 2 introduces two new fighters, Shun Di and Leon Ralfale, and all the combatants have additional moves. It's still a game for defensive players, however, and the combo system is still rudimentary at best,

limited to only the PPPK combos of Pai, Lau, and Sarah.

The eye-catching visuals should pop up on "Best Graphics of 1995" lists at the end of the year. Sharp and clear, the graphics are clearly



superior to either VF or Remix, showing off new texture-mapped polygons and gorgeous background scenery. The camera angles vary during gameplay, and short instant replays recap

each round.

While it's still too early to tell how good this game really is, the early indicators strongly suggest Virtua Fighter 2 has the potential to be a winner. The fighting fans at GamePro are licking their chops and loosening up their fingers in anticipation of a Saturn slugfest later this year. ☐

By **Sega**  
Available Fourth Quarter '95

## You Be the Judge



The original Virtua Fighter on the Saturn

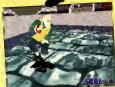


Virtua Fighter 32X



Virtua Fighter Remix

As you can see, VF has made a steady progression from the boy look of the original to the smoothed-down look of Remix. Although the 32X version is identical to the arcade game, the graphics are definitely not in the Saturn's league.



## Home with the Away Team

To gain more insight into VF 2, we went to the source, Sega's core group of Saturn game designers in America. Known as the Away Team, this group of programmers and producers was responsible for bringing VF 2 over from Japan.



Eric Rawlins, VF 2's assistant producer

**Question:** VF 2 was originated in Japan by Sega's AM2 team. How closely did the Away Team work with AM2 to bring the game to America?

**Tim Dueston, team leader:** We worked directly with AM2. In fact, Eric Rawlins, one of our assistant producers, is like an honorary member of AM2.

**Steve Payne, vice president of product development:** This team is the true voice of AM2. The AM2 team can be a hard group to talk to sometimes, but we seem



The Away Team works at Sega AM2 in Redwood City, CA.

to get their attention and are able to work with them on their products.

**GP:** How will VF 2 on the Saturn compare to the arcade original?

**TD:** I really think VF 2 will be a bellwether title for the Sat-

urn. It's going to look virtually identical to the arcade game. We can now double the resolution that we had in VF Remix, and we can keep the exact number of polygons that were in the arcade version.

We're actually enhancing the arcade original. For instance, you may be able to pull up character sets from past fighting games. You'll probably be able to interact more with the backgrounds than you could in the arcade. It should be the most exciting fighting game of all time.

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truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

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## THE GAMEMAKERS:

# The Programmers

Our ongoing series continues with Mark Turmell and Ed Boon, the programmers of some of the biggest-selling games of all time.

By The Feature Creature and The King Fisher

In some ways, programmers are the mechanics of the video game world, their hands buried inside the engines of the games to make them work how they're supposed to. While all programmers share superlative math and computer skills, they have other artistic talents that make them unique. We've asked two of the most famous programmers in the industry, Mark Turmell and Ed Boon, to describe what a programmer does.

### JOB LISTING: PROGRAMMER

Must have extensive knowledge of the latest computer-programming techniques. Must be creative, willing to work long hours, and devoted to video games.

### Programmer's Résumé

Name	Mark Turmell
Company	Williams Bally/Midway
Previous companies	Sinus Software, Activision, Hasbro
Current job title	Lead Programmer
Previous games	Sewer Shark, Night Trap, Turnoff, Smash T.V., Total Carnage, NBA Jam, NBA Jam TE, WWF Wrestlemania
Education	Delta College, Ferris State University (Michigan)
Age	32
Mailing address	Williams Electronics, Mark Turmell, 3401 N. California Ave., Chicago, IL 60618

## Making His Mark: Programmer Mark Turmell

### The Background

"When I was about 16 years old, I bought a home computer - an Apple II - just so I could make games. I had taken some computer classes at a community college, so I started working on a game right away in BASIC. Unfortunately I soon learned that most games were being written in the Assembly language, so I spent about six months with a bunch of books to teach myself how to write in that language.

"Then I started working on my first original game, Sneakers. It took me about eight months. I sent it to a company in California, who bought it and started sending me royalty checks a month later. Here I was, it's 1980 and I'm only 17, getting checks for \$10,000 a month!

I followed that game with

Beer Run, a ladder-climbing game. When I was 19, I went to California to start working on Acari games. My first one was Fast Eddie. Then I worked at Activision, where I did Toy Bazaar and Fast Tracks. In the mid-1980s, I went to work for Hasbro, where I did Sewer Shark and Night Trap, which came out years later.

"When Hasbro pulled the plug on an interactive movie project I was working on, I went to Williams to design coin-op games. I moved to Chicago, hired John Tobias, and together we did our first coin-op, Smash T.V. After that we did Total Carnage, then I did NBA Jam and John linked up with Ed Boon for Mortal Kombat."

### The Job

"Williams is a very unique company if you're a program-



Two early games that Mark worked on, Sewer Shark...



...and Night Trap, both shown in their Sega CD incarnations.

# TOURNAMENT NBA JAM EDITION



Proud papa Mark Turnbull shows off his daughter, Madison.



Mark with his other baby, NBA Jam. Mark set up an arcade in the basement of his new home.

mer. We don't have formal producers or game designers here. Instead, we have groups of programmers and artists who have similar interests. For NBA Jam, I tried to find other people who loved basketball and who wanted to do a new game with the NBA license. "Once we start on a game, virtually everybody who works on it becomes a game designer and contributes



Mark is a hidden character in all the NBA Jam games. In Tournament Edition for the arcade, enter "MUT Mar 22" at the initials screen. For the SNES and Genesis versions, enter "M", then simultaneously press Button A and Start. Enter "L" then press any button. Enter "C," then simultaneously press Button A and Start.

ideas. My big ideas in NBA Jam were to do the spectacular dunks and two-on-two basketball, but the whole game was very much a team effort. For instance, someone else

came up with the idea of attributes, giving different players different abilities. It's up to the lead programmer to get all these ideas out on the table and implement the right things.

"I usually do a lot of the actual programming on the games. You'd be shocked and horrified to hear how long my days are: I worked 16 hours a day, seven days a week for six months to get WWF WrestleMania out. People play the game all day long in my office and give me feedback, plus artists are always coming in with new ideas for me and my partner, Sal Divita.

"We'll decide something like 'We need better sweat to come off the players,' then I'll actually make that happen. It's a very hectic, nonstop day when the game's close to coming out. We read all the game magazines, follow the internet, and look at all the similar games to stay on top of everything relevant to our game. We have lots of meet-

## WWF WrestleMarkia

In WWF WrestleMania for the arcades, usually Mark gets the best seat in the house!

Mark and the rest of WWF's creative team sit in the front row. To the right of the jumping Mark is Sal Divita.

Check out the TV screen - that's Mark's smiling face.

The credits for software and design

Want to do a Tomb Raider Leap? Mark tells you how.

# WRESTLEMANIA

ings and discussions most of the day, then late in the afternoon I'll sit down and begin the actual programming."

### The Advice

"There's no one way to become a successful programmer. Being a great game player isn't critical - game-playing can make you a great game tester, but not a great game designer. A complete college education isn't required, either. I went to college from ages 15 to 19, but I never graduated. In fact, very few people in this business have college degrees. But what I've always done, and still do, is to stay on top of the industry. I need to know what the state of the art is when I'm working on a game.

"You must own a PC and have a thorough understanding of the guts of the game systems. You can teach your-

self Assembly language programming using books and trial and error, which means experimenting with Images onscreen, and trying to duplicate effects in other games. We're looking to hire programmers every day, and what impresses us are portfolios of what people have done.

"My main advice is to be in complete touch with the business. Everybody at my job is a total fan of the video game business, we all read everything and play all the games. At the con-op shows, we go around playing all the competition, just to learn what they're doing. You have to be passionate about it, or you're not going to be successful. There's no way I'd be working 80 hours a week if I didn't like what I was doing."



## Mortal's Master: Programmer Ed Boon

### The Background

"As a kid I used to play a lot of pinball, and I remember seeing Space Invaders for the first time. I started playing it, but I wasn't really hooked on video games because I thought they were just a novelty. But Defender and then Robotron got me completely hooked.

I studied computer science in college, but I still didn't expect to work on games for a living. I was designing little games at home on my Atari 800, and I thought that would be the extent of it. But then my résumé happened to reach Williams right after college.

"My first professional experience was working in Williams' pinball department. I worked on about 20 titles, including Fun House and Total



One of Ed's earliest games was *Total Carnage* (shown here in its SNES incarnation).

Carnage, for over two years until Williams started a video game department. Then I moved to that department and started working on High-Impact Football. Meanwhile, John Tobias was finishing up *Total Carnage*, and we got to talking about video games, and the next thing we knew we were in the president's office pitching our ideas for *Mortal Kombat*.

"To us, MK was a really obvious step. Williams was doing digitized versions of existing games, trying to make



earlier games more high tech. With fighting games getting hugely popular, we thought it was silly for Williams not to get into that genre. We saw Pit Fighter and Street Fighter and felt our game could look way better and be more exciting. So we started working on MK, which originally wasn't going to be a big title. It was just going to fill an open slot on Williams' production schedule. After ten months we put it out on (tests and it immediately drew huge crowds. MK only had six characters at the time, so the president told us to polish the game, which we did over the next six weeks, adding more features and putting in Sonya. Fortunately, the arcade game did phenomenally well.

"MK's fatalities were created jointly by John and me. I'd always hated the concept of getting dizzyed in a fighting game. I loved it when I was the one making the other guy dizzy because I could get in the free hit. So we thought we'd move this 'free hit' idea

to the end, when the outcome's already been decided, and we'd let the winner nail the loser with a free hit. That idea quickly evolved into something really nasty.

"MK II was intended to look different from the original MK. We used different cameras,



Roxy Gossie drew another tree in the original backgrounds of MK II's Living Forest, but in the game the trees were given Ed Boon's animated face.

and the process of capturing data improved by leaps and bounds. MK II had everything we wanted to put into MK but didn't have time for.

"MK 3 addresses issues that people brought up about I and II. For instance, one comment we've heard about the MK games and Killer Instinct is that they reward defensive moves too much. So we speeded up MK 3 and

### Programmer's Résumé

Name	Ed Boon
Company	Williams Bally/Midway
Current Job Title	Lead Programmer
Previous games	Fun House, Total Carnage, High-Impact Football, Mortal Kombat, MK II, MK 3
Education	Computer Science, University of Illinois
Age	31
Mailing address	Williams Electronics, Ed Boon, 3401 N. California Ave., Chicago, IL 60618



added the Run Button to give the advantage to the aggressor. And we listened to what players said about MK II and the Animalities that they thought were in there but weren't. To answer all those rumors, we put Animalities into MK 3.

"The possibility for MK 4 depends on how well MK 3 does. We always step back once we've finished a game to see if anything huge hits us that we might want to try. I'll look at other games in the fighting genre and see what strikes me. The games I like are those that go in their own direction, like Street Fighter, Samurai Shodown, and Killer Instinct did."

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## Wrestlemania Reunion



At *Wrestlers*, everybody helps out with everybody else's games. Look who gets thanked at the end of WWF *Wrestlemania*...

#	NAME	POINTS
#1	BOB & SAL	98.0
#2	ARMAC & KATO	95.0
#3	SONYA & GENE	100.0
#4	MINE & SHAWN	105.0
#5	JASON & JOSH	110.0
#6	JOHN & JAKE	115.0
#7	CJ!! & DNG	117.1
#8	JOE & EDWIN	120.0
#9	DNG & CJ!!	128.2

...and look at who has *WWF's* highest scores. Incidentally, the *CJ* listed at #7 and #9 is GamePro's *Bratford Lee*.

## The Job

"A typical day usually starts by talking with John Tobias to see what's going on. Then for the rest of the day I'll usually be programming while John is working on character images. I don't think anybody understands how much time is required: At the end, all five of us on the MK team worked 15-hour days, seven days a

team contributes ideas. It's not like a dictatorship, with John and me telling people what to do. We may make suggestions on some aspect such as sound, but each of our team members has a lot of autonomy, so the sounds really are defined by Dan Forden. We're fortunate to be working with such talented

game. You need to think up stuff that hasn't been done so that you're not just rehashing old ideas. I get ideas from movies, but a lot comes from just watching someone play. The trick is knowing which ideas can be done."

## The Advice

"I think it's important to go to college to get a degree. The cold hard truth is that a college degree helps you get in the door at companies like Williams, Capcom, Atari, or



Ed is a hidden character in *MKA* *Jam Tournament Edition* for the arcades. At the *Initial* screen, enter "L3B Feb 22."

game that comes around - I don't usually play puzzle games, for instance. But when something huge comes along that you have to pay attention to, I'll play it, so of course I played *Tetris*. More important than a detailed knowledge of every single video game is a general love for video games. You can teach somebody to program, but you can't teach them to love video games." □



The *Mortal* makers - the team that created *MK II*. Clockwise from top left: Ed Boas, lead programmer; John Tobias, lead graphic artist; John Vogel, support graphic artist; Tany Goble, background and graphic artist; and Dan "Toasty" Forden, sound composer.

week for several months. One of us was always pulling an all nighter, and nobody got over three hours of sleep. Management doesn't ask us to work that much, but we want to make the game as good as we can.

"Everything's a team effort. John and I have the final say about what goes into the game, but everybody on the



guys, so it would be foolish for John and me to think we can advise them about their specialty.

"Being a lead programmer on a top game requires me to come up with a lot of ideas. There are plenty of guys out there who have the competence to program a video



Ed helped direct the actors as *MK II* was being filmed for digitization. Here he sprays actor Ho-Sung Park, who performed Liu Kang's moves, to make him look more sweaty.

whatever. I wouldn't have ended up at Williams without a degree because it separated me from other applicants. A degree distinguishes you, it helps companies weed out those candidates who just walk in off the street and say they know how to program.

"Gameplaying isn't too vital to the job. I don't play every





**SPECIAL  
FEATURE**

**F**or almost a year, GamePro magazine has been deluged with letters from readers asking for a GamePro presence online. In late summer, those requests were answered with the launch of GamePro Online. If you have access to America Online, just type in the keyword *gamepro*, and you'll jet through cyberspace to GamePro's world of instantaneous video game tips, news, and information.

GamePro Online's list of options is exhaustive and comprehensive. You can hook up with other players around the world for live conversations in the chat rooms — you may even find yourself talking with a GamePro editor! Or you can quickly get news about the latest developments in the video game industry as the news happens.

You can also explore the ever-growing library of game tips and hints, and run a computer search to find specific titles or characters. Virtually every game system is represented; You'll find news and tips for everything from the 8-bit NES to new systems like the PlayStation and Saturn.

### Games 'R' Us

Talking with other gamers is one of the best parts about participating in GamePro Online. Chat rooms provide an area where gamers around the world can engage in live, real-time, "face-to-face" conversations. Discuss whatever you like — games, systems,



Here's a peek at GamePro Online's "welcome window," your springboard to our cyberspace magazine.

tips, or even nongaming issues. You can comment freely on what other people write because these discussions aren't edited.

Another way to talk to people is through one of GamePro Online's formal conferences. These conferences will recruit industry insiders and celebrities to talk about games and the game business. While these discussions are moder-

# GAMEPRO GOES ONLINE

**It's official! GamePro magazine launches GamePro Online, an awesome cyberspace destination for video game fans.**

*By The Feature Creators  
and Money LaMarche*



The GamePro Online Chat Room gives gamers a chance to talk about the latest games.

ated like a panel discussion, you can submit almost any question or comment for consideration by the moderator, who may then pose your question or comment to the guest. In formal conferences, up to 500 audience members will have the chance to ask

questions in an auditorium-like setting.

If you want to quickly see what other gamers are thinking, head for GamePro Online's message boards. Much like bulletin boards, message boards are places where people post messages, opinions, tips, codes, and comments as often as they want. Message boards differ from chat rooms in that message boards post and save information for anybody to read later; chat rooms, on the other hand, are as immediate and live as a phone call.

Message boards have been set up in such categories as arcade games, cartridge games, CD and computer games, and GamePro magazine. With up

### Getting GamePro Online

<b>Hours AOL operates:</b>	24 hours a day
<b>How to log on to AOL:</b>	Through local phone access in every major U.S. and Canadian city
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<b>Computer requirements:</b>	Windows PC, MS-DOS PC, or Macintosh with a modem

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## Web World



One of the highlights of GamePro Online is its extensive list of Web sites.



Find out what game programmers like Jeff "Yak" Minter are working on next.



This list can take you directly to game information on the Internet, including Interplay's "home page."



Keep up with the latest favorite developments.



Visit the official Web pages of game-making companies like Sony.



Or explore Web pages from non-gaming companies such as CBS-TV.



The File Vault has myriad

text files, walkthroughs,

and game screens

for you to check out,

including the comprehensive reference "List of Arcade Ports."

to 50 topics per category, you'll find plenty of game info and news you can use. Fresh topics and ideas will be rotated in frequently.

## Let's Go Surfin' Now

One of the most useful areas for serious gamers in GamePro Online's file vault. Inside you'll find a vast library of pictures from current and past issues of the magazine, images from companies showing their upcoming games and systems, and an extensive library of FAQs (frequently asked questions) that have been answered. You'll also find thorough move lists and walkthroughs for a wide array of games. At present, more than 200 files are in the vault, covering such home and arcade games as Killer Instinct, MK 3, and WWF Wrestlingmania.

GamePro Online also pro-

vides a built-in World Wide Web browser that lets you surf the Internet by accessing an extensive listing of game-related Web sites for game companies, fanzines, and other video game enthusiasts. Double-click on a site in our list, and the browser will automatically launch and take you to that location. You can instantly reach companies like Nintendo, Sega, Sony, 3DO, Atari, Electronic Arts, LucasArts, and Time Warner Interactive.

## More on the Horizon

GamePro Online's capabilities are too vast to be completely described in a couple of pages. Just count on this: With GamePro Online, you can become actively involved in the interactive world of games and gaming. Watch the magazine for further announcements and descriptions of GamePro Online's new offerings (including contests). In the meantime, jump into cyberspace and immerse yourself in the online video game universe. **D**



GamePro magazine

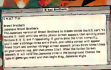
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exactly what you want.



**THE UNIVERSE KEEPS**



**WING COMMANDER**

**III**  
*Heart of the Tiger*

TEEN



AGES 13+

# EXPANDING



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## PlayStation



By Bruce Lee

PlayStation owners are about to be treated to one of the best fighting games. Tekken is one of the best arcade-to-home translations ever!

### Taken with Tekken

In this texture-mapped poly-gon fighter, eight martial arts masters battle hand-to-hand for the honor of facing the devastating end boss, Heihachi. Before the final battle, each character must face their worst enemy — a more advanced mirror image of themselves. Unlike Toshinden and Virtua Fighter's limited battle areas, Tekken's battlegrounds scroll endlessly to the left and right, so players no longer have to worry about cheesy ring-out victories.

Tekken's polygons fall a bit short of Toshinden's smooth, rendered look. The fighters have a rougher, blocky look, but their fluid movements make up for the lack of detail. The intricate backgrounds rotate as the players fight.



**PRO TIP:** To play as your double, beat the game without switching fighters. Any difficulty or match-set options will work. Move the cursor to the left or right of the Player Select screen to see the new fighters.



**PRO TIP:** Use Nina's Flash Kick to ward off incoming enemies (simultaneously tap Up and Left Kick).



**PRO TIP:** King has some of the fastest grab moves in the game. Use them often when in close to an enemy.



**PRO TIP:** Stun moves are a great way to get through blocking opponents. Follow up a stun move with a combo.



**PRO TIP:** For a backflip move that will turn your opponent away from you, tap Forward, then simultaneously tap To-ward and Right Punch.

**PRO TIP:** When fighting the boss Heihachi with Law, tap Left Punch repeatedly to break through Heihachi's blocking.

dedicates a button to each of a fighter's arms and legs. For example if you press the Left Punch button, your fighter will throw a punch with their left arm. This new game style is carried through to the combo system: For example, if your player throws two right moves, your next move has to be a left in order to balance your body's momentum. (For a list of moves and combos, see "The Fighter's Edge.")

### Sofia Says "Play Tekken"

With impressive controls, lots of fighters, and strategic game-play, Tekken makes Toshinden look more like pretty fighting than a real fight.



# TEKKEN

PlayStation Game Profile

**Tekken**  
(By Bruce Lee)

After a short life span in the arcades, Tekken gets new life on the PlayStation. All the moves, combos, and strategic gameplay have been faithfully ported over. With excellent controls and playable bosses, this game is a must-have for fighting fans.

Genre	Sound	Gameplay	Value	Control
A+	B	A	B	A

ADJ.

MSB 05 Fighting  
CD 2 players  
Available November Multiple views

Supporting the powerful graphics are authentic sounds. The painful screams and bone-crushing smacks sound real enough to make you dial 911. And the background sound effects bring added life to each level.

### Innovative Controls

Tekken's controls separate this game from the rest of the fighting bunch. All the moves

have a definable purpose in the game and can be used in ground or air combos. By comparison, most of the moves in Toshinden look cool but aren't very effective.

Instead of having general functions like punches and kicks, Tekken



**PRO TIP:** To play as the boss Heihachi, beat the game without losing a round or switching fighters. Any difficulty or match-set options will work.



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## PlayStation



By Major Mike

Virtua Rabbit? Not really. Jumping Flash! hops onto the PlayStation, and it's no laughing matter: This is one excellent game!

### Killer Rabbit

In Flash, you battle the evil Baron Aloha, a Dr. Robotnik type bent on destroying the universe. You get behind the controls of a mechanized attack bunny for a first-person shooter that looks almost like



Each world is divided into three areas, including an area with an end boss.

a Virtua Doom. Once you've conquered all six worlds, you'll face off against a huge boss.

Each stage is filled with enemies, icons, and a certain number of JetPods, which you must collect before you can advance. There's also a time

limit to contend with, so you don't have time for sight-seeing as you trek through the colorful, superbly rendered landscapes.

Like most rabbits, yours is a super jumper. Triple jumps launch you to astounding heights where you can access a plethora of

# JUMPING FLASH!

special weapons, such as laser beams and smart bombs, to augment your standard firing cannon. You're loaded with attacks and special abilities.

### (Almost) All the Right Stuff

The polygon graphics in Flash sport incredible detail. The gigantic bosses provide a frightening eyeful. The game's



PRO TIP: Be careful near the edges. One false step, and you'll tumble to your demise.

smooth scaling is an essential asset because most of the stages are set on very high areas, where missing a platform during a jump will probably cost you a life.



Incredible climaxes fill in for the action between stages.



PRO TIP: Collect the JetPods in each stage, or you won't be allowed to exit.



PRO TIP: Jump to the top of tall structures to get a bird's-eye view of your situation.



PRO TIP: The exits for each level look like springboards.



PRO TIP: You can seriously damage some bosses by jumping on their heads.

Ukewise, the music rocks. Throughout, the jazzy score includes clever variations—like the *Jaws* theme song that pulses through the undersea world. No booming explosions or other raucous sound effects accompany the music, but you will hear the wind howl when you stand on high objects. Such details add subtle complexity to the game.

The straightforward controls are very responsive. Looking up and down can be a bit tricky, however, because it's easy to get the button presses backwards.

Sadly, this isn't a game you'll want to return to again and again. Once you've figured out the strategy in most of the stages, you'll blow through them in no time.

### The Final Hop

While the concept is strange, Jumping Flash! is filled with action, strategy, and sometimes humor. Although it falls

short on replay value, this disc hops along at a brisk pace and offers an interesting perspective on the first-person shooter scene. □

#### PlayStation Game Profile

#### Jumping Flash!

(By Tony Danza for Entertainment)



Don't be put off by the juvenile concept of this game—controlling a cybernetic rabbit in a hostile virtual world could translate into the sleeper game of the year!



Price not available  
 CD-ROM  
 Available Online  
 Advertisement  
 1 player  
 8 modes  
 Not available  
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## PlayStation



By **Air Wexler**

Wicked anti-gravity racing has streaked onto the PlayStation, and the adrenaline aftershocks will give you the shakes. Wipeout's taut action and grueling courses will lure many diehard racing fans to this new system.

### Adrenaline Spikes

Warm up your engines by joining one of four anti-gravity racing teams, which provide their own souped-up vehicle and two drivers with different skills. With those details squared away, you can then enter a championship, where

The raucous fights and rigorous courses send you rocketing over yawning chasms and spiraling through vicious corkscrew descents. The tough gameplay demands skillful



**PRO TIP:** Hit as many of the speed boosters as possible.

### Light Touch

The unique controls demand that you finely adjust your speed and positioning for the tough turns, as well as carefully poise your craft's nose up on climbs and down on descents. Developing expertise



**PRO TIP:** Rockets fire along a straight line, so wait for a clear shot or an in-close one.

sions and engine noises plunge you into the competition, and awesome house music sets a thumpin' pace for each race.

### Toe the Line

This killer disc makes its closest competitor, Cyber Speedway for the Saturn, look like a weak 16-bit game. So get ready to rumble: Conquering Wipeout's relentless action will take serious effort, but you'll love every second of it. **B**

# wipeout

you progress through 12 matches on 6 tracks, or tackle a single race on any course.

Once the match begins, keep your eyes peeled for the power-up pads scattered across every course. You'll need the speed boosts and weapons (missiles, mines, and so on) to successfully duke it out with your seven opponents.



**PRO TIP:** Activate your shield right away; you can collect another weapon while the shield is up and then waste an opponent as soon as it drops.



**PRO TIP:** On climbs and drops, keep the nose of your craft pointed up or down to maintain maximum speed.



**PRO TIP:** Save the Turbo Boost power-up for straightaways so you don't lose control.



**PRO TIP:** At the starting line, don't rev your engines just about two-thirds of full power, or your start will be slow.

PlayStation Game Profile

### Wipeout

By PlayStation

**Wipeout's** fierce anti-gravity racing action will leave you drenched in sweat and exhilaration. This remarkable game really struts the PlayStation's stuff.

Available	Next	Level	Enhanced	Online
10	10	10	10	10

**ADV.**

Price not available  
E3  
Available Online  
Advisory rating

2 copies  
8 tracks  
Multiplay view

steering and a strategic approach to combat, making for an impressively deep game.

Wipeout does have one frustrating flaw: Two-player action requires two PlayStation and two TVs—a situation that'll certainly be rare for a while. Fortunately, Wipeout packs in enough murderous thrills to entertain a lone player for quite some time.

takes some serious practice, but ultimately you're rewarded with precise control of your vehicle.

Gorgeous graphics firmly establish the game's sci-fi atmosphere. Well-detailed courses wind through gritty urban sprawls and ethereal ice worlds, and the sleek vehicles look like they were made for unearthly speed.

Wipeout's rowdy lineup of killer sound effects heats up the action. Futuristic explo-



**PRO TIP:** Colliding with the side of the tracks adds a lot of speed, so it's better to nail the brakes.



## PlayStation



By Captain Squidoo

Limited options keep *Destruction Derby* out of the winner's circle, but this rowdy stock-car racer still generates a stadium full of thrasher fun.

### Metal Combat

It's easy to say what *Destruction Derby* isn't. It's not serious, sophisticated, or difficult. And it's definitely not boring! So what is *Destruction Derby*? Merely

Derby arena and traditional Stock Car circuits. But there's no car-customizing option and no multiplayer racing (unless you have additional TVs, PlayStation, and games all linked together). Such control features appear in virtually all racing games, but they're M.I.A. in *Destruction Derby*.

Balancing these deficiencies are a few good control details. Heading the list is the way your car's handling dete-

### Details of Destruction

The graphics are almost all you could want for a game that emphasizes automotive carnage. The vehicles are big and fast, damaged cars spew smoke and flying debris, and the backgrounds add interest without distracting.

However, with no wild flips or explosions, no full-motion video preceding the action, and little excitement in the set-up screens, nothing here stands out as graphically spectacular.



**PRO TIP:** Keep moving in the center of *Destruction Derby's* arena -linger near the wall and you may end up in a sudden doo-dle.

sound effects, all underscored by rowdy rock music.

### Days of Thunder

Because *Destruction Derby* is so simple and so rowdy, racers of all ages should enjoy taking this disc out for a spin. Sophis-

# DESTRUCTION DERBY

the most raucous racing experience of the fall.

The point of the game is simple: Bash your way to the front without getting bashed yourself. Someone in your way? Ram 'em and watch the parts fly.

Unfortunately, limited options restrict what you can do. You do get to decide which of the four race modes you want, including the *Destruction*

riorates as it takes damage. Suffer through a few T-bone collisions and your racer will do more weaving than a blanket factory.



**PRO TIP:** Hudge opponents to the side so they take the full impact of approaching walls.



**PRO TIP:** Drive with extra caution when your car takes a lot of damage because it's harder to steer straight.

lar. At least you can easily switch your racing view from inside to outside the cockpit.

The sounds clock in a notch above the graphics. Enthusiastic commentary complements a range of thrashing, crashing



**PRO TIP:** Ease the accelerator as you go around turns, or you'll almost always scrape a wall.



**PRO TIP:** Be careful going around blind curves - stalled cars may be waiting ahead.

ticated drivers won't get much satisfaction, but anyone looking to play bumper cars with high-revving racing machines will have a blast. ☐



**PRO TIP:** Blast through intersections on the Cross Over track as fast as possible to avoid traffic.



**PRO TIP:** Cars directly ahead of you may slam on their brakes and cause a damaging collision.

PlayStation Game Preview  
**Destruction Derby**  
 (By ProReview)

**EDGE RACER'S** still the best-running next-generation racing game, but *Destruction Derby's* unique style of fast-paced fun follows hot on its heels.

Genre	Score	Control	Graphics	Sound
Racing	4.5	4.5	4.5	4.5

ADJ. 4.5

MSRP \$49.99  
 CD-ROM  
 Available October  
 Rating: M

Up to 25 players  
 4 race modes  
 Behind-the-car view  
 No licensing

# Night Trap



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By Captain Squidoo

Total Eclipse for the 3DO was a great shooter two years ago, but not much has changed for this version, which makes this a palatable but predictable galactic experience.

### Totally Total

Aliens, planets, your lone ship—need we say more? Once again you fly through forward-scrolling alien landscapes and into tight tunnels to shoot down alien ships, blow up their bases, and collect circular power-up symbols. It's fast and fun with alternate paths through each round beeping up the replay value.

As before, the control is simple and efficient. You don't cycle through weapons, but you do increase your firepower as you go, and you can always



**PRO TIP:** Swerve and dodge as you approach floating space stations so they can't target you.



**PRO TIP:** It's more important to stay alive than to destroy every enemy, so avoid collisions.

#### Total Eclipse Turbo by Crystal Dynamics

Graphics	Sound	Game	Value	Quality
4.0	3.0	3.0	3.0	INT.

Price of available CD  
Available now  
Developer  
1 player

Rated the all-time  
Favorite in a poll by  
PowerUp  
GAMES using Mail  
to Adult



PlayStation

# Total Eclipse Turbo



**PRO TIP:** Don't shoot more than you have to in the tunnels of *Aquatic Major*. You need to concentrate on the tricky flying,

pull off nifty flying maneuvers, such as steeply banked turns, to get out of trouble.

### Doja View

The graphics and sounds are just as 3DO veterans remember them, with imaginative cinematics before the action begins and sharp visuals once you land on the alien worlds. The slightly improved tunnel sequences are especially impressive because of their speed and detail.

The sounds don't fly as high. Crisp voices and propulsive music contrast with repetitive sound effects and muffled explosions.

If you're new to the Total Eclipse universe, then definitely fly in with your new Play-Station. If you played the game on the 3DO, however, save yourself the trip. ■



By Bonelord

The Raiden Project is more of what the Raiden games have been: good overhead shooters that test your tolerance for repetition.

### Power-Up Envy

This disc is two games in one—Raiden and the faster, stronger Raiden II. The games duplicate what you've seen in the arcades for years: Flying a futuristic fighter jet, you blast away at an onslaught of aircraft, tanks, and huge crawling enemies. Your fighter's armaments



**PRO TIP:** To get this all-powerful laser in Raiden II, don't snag the power-ups until they turn purple.



**PRO TIP:** Drop your smart bombs on buildings to destroy the tanks within before they get a chance to shoot at you.

# The Raiden Project

generate the real excitement. Pick up the correct power-ups in the right color combinations, and you get some wild weaponry. This is especially true in Raiden II, where an immense tongue-like laser sweeps the screen and renders you all but invincible. For both games, the ships are nimble, and lots of control options let you customize the game.

### Rai-Station

The graphics and sounds are reminiscent of every shooter

you've ever played. Raiden II has impressive bosses and explosions, but both games are marred by graphical slowdown in the two-player mode. The shootin' sounds ring true, but the music unfortunately slows down when you least expect it.

Although The Raiden Project is a strong entry into its genre, the overwhelming repetitiveness limits its replay value and places the disc closer to where games have been than where they're going. ■



**PRO TIP:** Because the floating power-ups tend to drift directly toward enemies, either grab them quickly or get away.

#### The Raiden Project By Sony Computer Entertainment

Graphics	Sound	Game	Value	Quality
4.0	3.0	3.0	3.0	INT.

Price of available CD  
Available now  
Developer  
2 players

Rated the all-time  
Greatest shooting  
CDSD using Mail  
to Adult



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**"The most realistic crashes we've ever seen"**  
Game Players

**"This is stock car racing on steroids"**  
Electronic Gaming Monthly





# Destruction



LOVE THY NEIGHBOUR.  
WRECK HIS CAR.

derby

17th November

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By Scary Larry

A precocious Japanese-themed action/adventure has hit the Saturn, and though it doesn't have bugs or shunkens, it strengthens the Saturn's platform potential.

### Kickin' Some Astal

Astal revolves around a crystal theme. Born from fiery red crystals created by the goddess Antowas, Astal must rescue his sister Lada from the evil crystal creature, Ceist. You'll see more crystals here than at a New Age retreat.

Astal is has two types of moves. He can huff and puff and blow crystal creeps around, or he can pound the ground and shake them loose. He also throws enemies and bounces off their heads.

Astal doesn't fight alone, either. He carries around a faithful bird that retrieves power-ups and helps Astal clobber enemies. And though the bird can be controlled by a second player, this avian missionary sometimes gets in the way of the action by distracting you



**PHOTIP:** Send the bird for food every time you get hit. With only three hits on your life meter, you need help immediately.



**PHOTIP:** When tossing huge buns, like this tree, wait until as many enemies as possible show up.



**PHOTIP:** When the color crystal glows, use the bird's special power-up to clear the bats out of the caves.



**PHOTIP:** In the River of Dreams, use the sea monster as a springboard by powering him.



**PHOTIP:** Use Astal's breath to put out the fires that obstruct your path in Volcanic Valley.

with its movements.

You'll see sea monsters, killer birds, and Astal-eating plants as you travel through several colorful, crystalline levels. Look fast, though, because the stages are short.

### Looks Like a Gem

The beautifully drawn graphics are charming, but unfortu-

## Boss!



**PHOTIP:** The Forest Fined is tricky, but it follows a pattern. Jump on the floating flowers to hop the final right in the pedastale. Wait until it slips the stalks toward you, then hop again.

nately they're charming in the style of those round-eyed waif paintings. Astal moves fluidly, and all the enemy sprites are well animated. Even so, the bosses look too cute to be impressive, which takes away some of the game's edge.

Topnotch sounds add dramatic flair to the game, mixing spectacular effects, like flapping bits and squawking birds, with clear voice-overs for Astal and company.

Controlwise, Astal really gets screwy. The beginning stages are standard hop-n-bop, but later stages require dexterous jumping and accurate landing that will frustrate younger players.

### Crystal Light

Astal looks good, but the short stages and repetitive hopping and bopping don't give the game much replay value. A good rental and a weekend's work, but not much more, is all that's required for this crystal cutie. ☐

### Saturn Game Profile

#### Astal

(By Squid)



Astal may look juvenile, but the challenge is definitely too mature for young players. The limited gameplay, though, may have you sitting on your Astal longer than you want to.



\$35.99

CD

Available now

http://www.saturn.com

2 players

3 in row

Multiplayer



**PHOTIP:** To take out the Evil Eye, slingshot him as he crosses the screen. Watch the background to see what level he'll be in at next, then adjust and hit him again.



Saturn

# STREET FIGHTER THE MOVIE



lives a final graphical blow. Equally disturbing sounds include special-move "yells," like "Hadoken" and "Kikkoken," that sound as if they're coming through a tin-can telephone. Michael Jackson could yell louder than Ken's weak shriek - "Hiiyaahh" sounds more like "Hiya." And although powerful music introduces the game, it doesn't accompany the action. **Phy.**

**A Movie-ble Beast**  
Acclaim should have left this one at the arcades. SF: Movie is a major disappointment for



By Scary Larry

From the slick opening scenes ported directly from the movie to the operatic intro music, you may think you're in for a treat with Street Fighter: The Movie. Think again. SF purists will find this game chippy and unpredictable.

### Weak Fighter

Although most of the moves were taken from Super Street Fighter II Turbo, the clunky gameplay comes straight out of Final Fight. Standard two-out-of-three-match fights are augmented by a Story Mode, where you fight each SF character in the order they appeared in the film. You won't want to wait to see how this

one ends, though. Blanka was added to the game, but Akuma and Blade are gone, as is the ability to chain together multihit combos, which was a fun feature of the arcade version. Opponents recover more quickly in SF: Movie, and you find yourself playing a wait-and-strike



**PRO TIP:** Stay out of the corners - the computer A.I. really goes into overdrive there.

defensive game rather than a true competitive Street Fighter match. And quirky, unpredictable frame redraw gums up the controls.

### Screen Scene

The graphics are supposed to be digitized images of the movie stars, but they look and sound like extras. Clean, digitized backgrounds straight from the movie are upstaged by fighter sprites that move with syrupy slowness compared to other SF titles. Blocky, chippy animation de-



**PRO TIP:** When fighting as Sagat, wait for a jumping player to reach their peak, then unleash a Tiger Uppercut (Motion Down, Down-Toward, Toward and tap any Punch button) for a quick five-hit combo.



**PRO TIP:** Some moves like the Dragon Punch and Ganryu's Spinning Backfall go right through projectiles.

Saturn Game Profile

### Street Fighter: The Movie

(By Acclaim)

**T** All the action of the arcade version is alive and... sticky. Street Fighter used to be king of the fighter mountain, but this version fell down the hill.

Looks	Sound	Control	Features	Online
3.0	3.0	2.0	3.0	3.0

**A.O.J.**

ES: 15  
 CD  
 Available Again?  
 Fighting

2 copies  
 Still new  
 Beated once

# BRUTAL!

## You're Dead Meat!

Standing naked on a glacier, something really bad is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.



With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers. Primal Rage. For Sega® Genesis®, Super NES®, Game Gear™ GameBoy™ and PC CD-ROM.



Urth Shaking Carnage!





By Scary Larry

Puzzle fans, rejoice! Myst has made it to the Saturn. This portover brings everything that made it a smash PC game.

### Riddle Me This

If you're a fan of The 7th Guest-style puzzles, Myst is right up your alley. Myst depends more on the brain than the thumb—the action is limited to point, click, and walk.

The fun is in unraveling the mystery of a scientist and his sons who have disappeared on Myst Island. As you



## Saturn



**PRO TIP:** Go to the map and click on it. Align the compass until the line is red. Then go back to the blue route and find more clues related to the area you have selected.



By Scary Larry

Remember an old game called Iron Angel of the Apocalypse for the 3DO? This game resembles it, but Robotica moves much more smoothly and quickly.

### Size Matters

As you jet down futuristic hallways in this Doom clone, you aim your guns at cool robots. The objective of each level is to find a gate key, then the exit door. Sounds simple, but with hidden rooms and computer terminals loaded with level maps,



**PRO TIP:** Use laser shots or missiles to defeat the tall robots. Once you get the hang of it, it's smooth shootin' all the way.

### Rendered Bender

The graphics are dean. Semi-rendered enemies have but one flaw—lack of imagination. The same goes for the similar hallways that make up the backgrounds in the game.

The sound consists of moody techno-lounge music and speaker-rockin' explosions. No other sounds are

# MYST



**PRO TIP:** Go down to the docks and into the room with the cauldron. Turn toward the wall and enter the number 00 (the number of switches on the island). Listen to the message.

gather clues, you realize this clan has more problems than the Manson family.

### Not To Be Myst

Walking through Myst, you quickly understand the game's massive following. Gorgeous, eerie graphics include beautifully rendered buildings, landscapes, and machines. They're

the most entertaining images ever seen in a game of this type. Ghostly music, creepy sound effects, and sinister full-motion-video clips round out the atmosphere.

No new puzzles were added, and none of the old ones were changed, which means former players will



**PRO TIP:** In the library, click on the picture of the hallway to reveal a secret passage. Follow the secret passage to find the room with two clues, a book, and a key.

breeze through this in no time. Likewise, thumb-twixers should look elsewhere for their next purchase.

But first-timers and puzzle fans will revel in this beautifully crafted game. There will be no Myst-ery to this game's success on the Saturn! □

# ROBOTICA



**PRO TIP:** If you're heading down a long hallway and come across a mean metallic nuttin', back up while you're shooting to save your ammo.

your dance card is full.

Along the way, you'll pick up lasers, vulcan shots, missiles, and other weapons to make your gun the biggest in town. And size does matter in this game because some of your opponents are a pan in the rivets.

You also have defensive weapons, including an energy recharger and a smart bomb. Even so, you'll be grateful to find the health and shield power-ups. At first it may be frustrating to control your robot and all that weaponry, but

present...or needed.

Baby Doomers looking for a maze-shooting distraction could do worse than Robotica. It's a nice way to waste some time, but ultimately, it's too simplistic to be much more than that—a nice waste of time. □



**PRO TIP:** If your monitor shows any snow or static, wheel around and strain the room—you're being shot at!

**Myst by Saturn**

Console	Game	Cart	Package	Online
2D	2D	2D	2D	ADV.

Price not available  
 CD Available now  
 PC Available now  
 1 player

Full price now  
 \$29.95 (incl. tax)  
 \$29.95 (incl. tax)  
 In Adult

**Robotica by Saturn**

Console	Game	Cart	Package	Online
2D	2D	2D	2D	ADV.

\$29.95  
 CD  
 Available now  
 Available now

1 player  
 Full price now  
 \$29.95 (incl. tax)  
 \$29.95 (incl. tax)





By Scary Larry

Generation (32) X-ers who thought that their system was dead in the water should stop their cryin'. This version of *Virtua Fighter* is great!

# Virtua Fighter

## Boxy Boxers

Although you can set the options for almost everything, VF 32X basically remains a best-two-out-of-three fighting game. Employing authentic martial arts styles, the game has a realistic look and feel.

This version includes options that the Saturn version doesn't. An elimination Tournament mode has been added, and other options enable you to change costume colors and camera angles.

With all these options, does the game still pack a punch? When considering control, the answer is yes. Along with all 700 moves from the original, you'll find the basic button set—Punch, Kick, and Defend.



**PRO TIP:** The most lethal throws are executed from behind. When your opponent is turned around, close in and simultaneously press **Punch** and **Kick**.

**Virtua Fighter by Sega**

Options	Sound	Color	Surface	Camera	ADJ.
1	1	1	1	1	1

Price not available  
Available now  
Fighting  
2 players

Size view  
USB only  
get real

# PRO REVIEW

32X



By Scary Larry

Harry Jr. is back in search of his long lost father, but nothing has changed in this latest version of *Pitfall*. This game is exactly like the other *Pitfall* titles and brings little improvement in the sound and graphics.

You still travel through ancient Mayan ruins, whipping past pools of lava and fighting bats, rats, and cheetahs. None of the levels have been changed, so if you've played this before, here it is again.

Your arsenal of weapons includes rocks, smart bombs, Pitfall's scenery hasn't changed



**PRO TIP:** In *Slabba Falls*, watch out for moss or disappearing rocks. Moss is slippery. Rocks are deadly.

and your trusty whip. You can use your whip to swing from ledges, hang from vines, and slap snakes into submission.

Controlling this battery of weapons is sometimes confusing. The Start button pauses the game, but it also cycles through your weapons. Jumping onto ledges is also tricky.



**PRO TIP:** Two fighters have moves that will break an opponent's crouching defense. For Jeffrey, tap **Down** and **Punch**...



...and for Wolf, tap **Down-to-ward** and simultaneously press **Punch**, **Kick**, and **Defend**.

## Square the Wild Things Are

The graphics are very close to the Saturn with noticeable differences being a little slow-down and a lot of polygons missing from the win animations. Even so, these setbacks are minor for this nearly flawless portover.

The sounds, unfortunately, suffer dramatically in translation. Most of the Japanese exclamations are here, but their impact is lessened by the tinny sound quality.

Don't get us wrong—*Virtua Fighter* isn't everyone's cup of sake. But if realism and smooth fighting are what you want in a fighter, this is the brawl you've been looking for. **C**

# PITFALL

THE WYVERN ADVENTURE



**PRO TIP:** Besides letting you witness, level markers also point you in the right direction.



**PRO TIP:** Move carts make great stepping stools. Be aware of any stray carts because a hidden entrance may be near.

In this version, Harry's movements are still poetry in motion, though, and the layered backgrounds are beautiful.

The sound has minor improvements, but nothing noticeable. The jungle sounds are still clear, and all other sound effects are well done.

*Pitfall* will enthrall anyone who hasn't played the original Genesis, SNES, or Atari 2600 game. Everyone else has been through this jungle before. **B**

**Pitfall by Activision**

Options	Sound	Color	Surface	Camera	ADJ.
1	1	1	1	1	1

219.95  
24 mags  
Available Online  
Action/adventure

1 player  
Size view  
Multiplatform  
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FINISH HIM!



KINTARO'S REVENGE!



SMOKE AWAITS!



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MIDWAY



Name:  
Scott Payne

Age:  
Twenty three

Favorite Football Position:  
Running Back

Dream Play:  
Scotts Breakthrough



# What's Your Dream Play?

Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In *Emmitt Smith Football™*, not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?



Name:  
Ron Tadao

Age:  
Twenty

Favorite Football Position:  
Line Backer

Dream Play:  
I Don't Think So





By Scary Larry

If you plan to shove your Genesis for the newer, sleeker Saturn, hold on. Vectorman is fast and fun, and it'll torch your thumbs for days to come. This cart rocks!

### Vector Victorious

From the moment you take control of this bally character, your jaw will hang open in amazement at what Vector



**PRO TIP:** *It's Frogger!* To get out of this riddling level, shoot as you progress upward and be careful not to touch the pink arrows.



**PRO TIP:** To go to a special bonus round, blow up the transceiver, then blow up the dish above it.

#### Genesis Game Profile

### Vectorman

(By Sega)



Your 16-bit system isn't dead yet, and Vectorman is one reason why! This entertaining platform game is tough, but it rewards you with tons of fun.



2000  
15 mins  
Available October  
Action game

1 player  
Blue box  
Multiplayer

A.O.J.  
MAGAZINE

# VECTORMAN



## BOMB



**PRO TIP:** As the bomb you're destructive but useful. Before you go off, get enough enemies onscreen and be sure you're facing the wall you want to be rid of.

## DRILL



**PRO TIP:** The drill needs a surface to work on. Look for unusual colorations in the floor.

## FISH



**PRO TIP:** As the fish you can glide through the water, and you're also indestructible.



**PRO TIP:** Get enemies to congregate around you, then use the one-shot destruction gun to knock out everything.



**PRO TIP:** In Slugs Two, remember to jump forward and shoot. Avoid the hand by jumping while firing continuously to destroy it.

gets attached to a nuclear weapon and becomes "War-head." This new orbot wants to welcome back the humans a little differently than they hoped - with worldwide nuclear chaos.

Another orbot named Vectorman has just returned from a sludge dump on the sun, and he wants to restore things to status quo. His battle to return Earth to the humans takes him through 15 levels,

man does with the 16-bit Genesis engine. This platform game comes on with great guns, a morphing hero, and diverse, well-detailed levels.

The story line is simple:

On a futuristic Earth, humans have abandoned their homes because of the pollution. They leave behind "orbots" to clean up the mess, and an orbot named Raster accidentally



**PRO TIP:** Be careful when you spot these pesky dragonflies. They appear in swarms, usually in groups of five, and they bite until destroyed.



## WHO'S THE BOSS?



**PRO TIP:** The first boss is a breeze – just keep shooting the bomb batch while it's open.



**PRO TIP:** The second boss is a two-parter. First, shoot the pelican while running back and forth to maximize your shots. Then, when the pelican turns into the polar bear, simply shoot and avoid its projectiles.



**PRO TIP:** The third boss is easy once you get the pattern down. Shoot at its head, then run away when it opens fire on you. You can even shoot from offscreen.

## A VISUAL TREAT



including a gorgeous polar level and an equally stunning underwater stage.

### Armed to the Titanium Teeth

Vectorman is armed with a standard laser shot, but he quickly discovers other weapons, including a rapid-



**PRO TIP:** Special overflung zones must be used in the immediate vicinity. Look around and choose a path before you grab it.

fire laser cannon and a three-way shot. One-ups, power-ups, and health-ups give you much-needed muscle. Vectorman also has the ability to morph into other objects – a drill, a race car, a bomb, and so on.

Since weapon selection is automatic, control is a breeze. You simply shoot and jump. The only difficulty is the num-



**PRO TIP:** These angler fish are hard to find but full of goodies.

ber of enemies that come rushing at you every second.

### Cape Sphere

The graphics are the game's best feature. The rendered Vectorman is generously drawn, with light and shadow created carefully on his form. This is especially evident when he shoots his gun.

All enemies follow a sphere theme, from the bulbous polar bear in Stage Two to the miniature ball men in Stage Seven. Everything, including the backgrounds, is eye candy.

The sound is a treat for the ears. Clear explosions rock your TV speakers, and the other sound effects, like

the ricochet of bullets on steel, are amazing. The music is techno at its worst, but it's still pretty good.

Drawbacks? Two-player simultaneous action would have been sweet, but that's like asking God to put another color in a great sunset. Some of the bonus rounds are weak, and some of the levels are painfully difficult, but the challenge is what makes this game great.

### Great Ball Game

These few inconsistencies don't even make a dent in this otherwise awesome game. If you're looking for fast action, fantastic scenery, and rewarding gameplay, Vectorman has the balls you're looking for. **B**





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**BYND™**

Video Game Network

## Genesis



By Atomic Dawg

Game makers certainly deserve to be keelhauled for abandoning ship on 16-bit systems and leaving millions of gamers high and dry. Thanks to Playmates, however, Genesis owners just might worm their way out of their depression this year.

### It's Him, Jim

Earthworm Jim 2 picks up where the last Jim left off. This time the bad bird space villain, PsyCrow, has put the snatch on Jim's girl, Princess What's-Her-Name, to marry her himself. Jim's out to make of Psy eat crow.

In many ways, the action/adventure gameplay,



**PROMP:** To beat PsyCrow in Pappy Love, keep your eye on the pup closest to the crowd and never miss the bomb.



**The EWJ 2 programmers must have a thing for cows.**



**Jim has pig problems, too** while varied, trapes through familiar territory...but they're such fun and funny places to bel The ten worlds offer assorted challenges that keep the action fresh and the challenge mixed.

The basic sideview action's a blast. Our earthworm hero runs and guns through strange extraterrestrial worlds. Jim finds an arsenal of high-tech weapons. Hitting the landscape, including mega plasma blasters, homing missiles, and the three-finger triple-shot gun. His standard weapons, of course, are the familiar Ma-

# Earthworm Jim



**PROMP:** During goo jumps, press the directionals toward your jump to extend your range.

**PROMP:** In The Flying King, you can shake off the pigs by rapidly pressing Button G.



**PROMP:** In Lovers' Soil, nailing the soil overhead with the blaster creates mounds that will give you better elevation when you jump.



**PROMP:** In The Flyin' King, always bump the balloon bomb hard to push it forward as far as possible.

**Jim's back on the Genesis with excellent worm-warrior action!**

chine Gun and the Worm Whip, where Jim's Powersuit uses him as a weapon. All the primo hardware is necessary to blow away a gang of bad beings that includes evil cats, extraterrestrial circus performers, and blunderbuss-wielding octopi.

### As the Worm Turns

The control boys must've put in overtime on Jim 2 because Jimbo moves through a wide variety of gameplay scenarios with style, grace, and precision. For instance, in Lornsen's Soil, Jim carries the fight to a way-out underground level worthy of any worm's earth-moving endeavors. Using an electric sandblaster, Jim

### Genesis Game Preview Earthworm Jim 2 (By Playmates)



Earthworm Jim 2's bomb-mashing gameplay and goofy graphics make this such a good action/adventure cartoon-in-a-cart that you'll want to replay Jim's first game.



800 90 1 player  
24 hours 50 levels  
Action/Adventure Multiple play  
Action/Adventure Multitasking







Mega plasma blaster

Sandblaster

Machine gun

Moving missiles

Three-finger triple-shot gun

Worm whip

pulverizes dirt and rock to burrow to the surface as pricker-head termites, icky larvae, and other underground dwellers attack him.

In floating levels like Inflated Head, Jim morphs into things like the Blind Cave Salamander and Inflatable Head Jim. Here you must compensate for weightlessness as you guide Jim through maze-like

passageways.

There's even a shooter level called The Flyin' King. Using a fly-overhead view, you help Jim nudge a balloon bomb past such aggressive antworm weapons as pig catapults and on to a nasty end boss.

**PROTIP:** Earthworm Jim was born on June 5, 1994.

**PROTIP:** In *The Flying King*, use the machine gun to clear the green goo balls out of your path.

**PROTIP:** The bubble gun is useless. If you grab it, use it up and ditch it quickly.

**PROTIP:** In the very beginning of the game, there's a Jim 1-up to the left.

If your sense of humor leans toward the wicked, you'll enjoy the finger-whacking Puppy Love bonus rounds. As PsyCrow tosses helpless puppies out of a window, you have to keep them from going "spit" by running underneath them and bouncing them off a big marshmallow.

### Earthy Graphics And Sound

Earthworm's visuals are killer from the ground up. The star of the graphical show is Jim himself, who keeps things goofy with wonderfully wacky faces. He looks loopy to begin with, but he also pulls assorted smirks, grimaces, and surprised looks throughout the game.

As in every Jim cart there's also a ton of bizarre stuff such as falling grandmas, flying pigs, and end-level cows. The animation's on overdrive, so sometimes you feel like you're playing an interactive cartoon.

Worms don't have ears, but yours are in for a treat. The music rolls from rock to clas-



**PROTIP:** When you see goo overhead, it usually means snott swinging (press Button G twice) will lead you to a goo-die.



**PROTIP:** Grandmas always fall in a predictable pattern.

**PROTIP:** In *Larson's Self*, your sandblaster can grab the litters, too.

**PROTIP:** Try retracing your steps sometimes. You might find new power-ups in spaces that were previously empty.

sical. You even hear Scottish and Spanish influences in the tunes. The effects are exquisite with a cacophony of yells, screams, whoas, and primo weapon blasts.

### The Conqueror Worm

If you want a good workout, sign on with Jim. It worms your heart to find a 16-bit game this good. ☐



Jim introduces every level.

## The Many Faces of Earthworm Jim



Jim as Blind Cave Salamander



Inflated Head Jim



Jim's Jump



Game over, Jim!



Jim just hanging around



Jim loses his, err...head, too.

Genesis



By Scary Larry

MK fanatics (and we know who you are because we send the FBI your names when you write threatening letters), rejoice! MK 3 is finally here, and it's everything the arcade version was, minus some sound and graphics.

## Immortal Kombat

What's the matter? Couldn't save the planet the first time? What about the second? Shang Tsung is getting to be a real pain, isn't he? Well, now you have your third shot at the Tournament, and if you don't make it this time, you should join the Peace Corps.

Best two-out-of-three matches still rule here. As in the arcade version, you pick from 14 fighters, and of



**PRO TIP:** If playing *Sub-Zero* against *Kabal*, block his rise, then immediately freeze him.

course, there's a bevy of hidden characters and bosses. Some vets made the cut this time (Sonya and Kano), while others took a hike (Scorpion, Mileena, Baraka, and Kitana).

Special move? Got 'em. Gory, gut-busting fatalities? Got 'em. Deep and intricate gameplay as in *Street Fighter*? Sorry. Ain't got it.

And quit whining about GamePro not liking this game,

too. Find something constructive to do with your time, like going to programming school so you can come up with something more original than this refashed fighter.

## The Tsung Remains The Same

The graphics are nowhere near the arcade's quality, but what do you expect from your 16-bit systems? The speedy character sprites lack detail. The dull, washed-out backgrounds still remain true to the arcade's dark flair.

The sounds are worse than expected. Lots of punching snarls and groans are mixed in with some unintentionally funny screams (mostly from the male fighters). Toasty? Got it. Good, symphonic music? Nope.

Control is everything it should be, but forget about using a three-button controller. On a slider, the game does everything it's supposed to do. The capable controls are the only part of the arcade version that were kept intact.

## Less Than Sub-Zero

MK 3 is not a bad game (critics, take note). It's just not original enough (like *Tekken*) or deep enough (like *SF*) to warrant space on the casual Genesis gamer's shelf. Die-hard fans will also notice the

flaws in this version right away. But for those of you getting your pents ready to write in, consider this—if you were deserted on an island with only one game to play, would this be the one? If the answer is yes, you deserve to be deserted on an island. **A**



**PRO TIP:** *Scorpion* is a pain in the missile. If you're playing as him, target an opponent and continuously press the Shoot button for multiple hits.

## The Pits



**Kano's Pit move:** Tap Up, Up, Block, Low Kick



**Li's Kang's Pit move:** Tap Run, Block, Block, Low Kick



**Sonya's Pit move:** Tap Toward, Toward, Down, High Punch

## The Hits



**Shang's Kickers in class:** hold High Kick and tap Black Towers, Toward



**Jax's Arm Wrecker Hold:** Block, then tap Up, Down, Toward, Up

Genesis Game Profile

### Mortal Kombat 3

(By William Taylor/Edwards)

**Block and roll!** *Kombat 3* is back, and for MK fanatics, this version rocks. For fighters tired of the genre, this one should roll away.

Genre	Act	Series	Value	Editor
ACTING	4	4	4	4
ADJ.	4	4	4	4

Price not set  
30 days  
Available October

Playing  
2 players  
Side view

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By Johnny Balgare

Every once in a while a game comes along that's so bad, it actually hurts to play it. The Ooze from Sega is such a game.

### An Oozing Proposition

You're Dr. Gaine, a scientist who discovers that the corruption he works for is plotting to unleash a modern-day plague. Before you can stop the terror, thugs burst into your office, inject you with stuff that turns you into a puddle of green slime, and flush you down the toilet. The game begins when you're ejected from a sewer pipe into a toxic



**PRO TIP:** Protect your head by moving quickly to avoid enemies. One hit to the head is fatal.

dump, where you begin your tasks of saving the planet and picking up pieces of DNA to make yourself human again.

### Back in the Sewer

Tedious gameplay and poor control flushes the Ooze down the drain. To kill enemies, you must either punch them with your ooze arm or spit at them. All too often, you aim in one direction yet end up spitting somewhere else.

The graphics aren't bad, but they're nothing you haven't seen before. Nauseous green



## Genesis



**PRO TIP:** Kill the enemies that come your way. Extra Ooze is your reward.



**PRO TIP:** Punch as many enemies you can: Spitting decreases the Ooze's size and power.

coloring tints every frame, and the sprites could've been done better.

The sounds are the best part of the game. The music is menacing and the sound effects are humorous, but the poor overall gameplay overshadows these assets.

Oozing with mediocrity, this game never delivers anything worthwhile or worth buying. The Ooze should crawl back into the sewer. **C-**



By Johnny Balgare

More than two years after the movie's release, Acclaim finally brings *Dragon: The Bruce Lee Story* home to Genesis owners. Unfortunately for fighting fans, the game is as disappointing as the movie.

### Bruised Lee

In this side-view fighter, up to three players can battle it out, or up to two players can work together to combat Bruce's legions of enemies. The story mode follows the stages of the great martial artist's life, from the dojo to the movie studio. To progress, you must defeat all Lee's adversaries in an episode. While you're in combat, the object is not only to win, but also to collect chi. The more chi you collect, the better Bruce fights.

Controlling Bruce can get rough. Initially, you'll helplessly watch him jump and flip all over the screen while your opponent sizes you up for the big blow. But once you get the hang of it, the moves are simple to perform. You'll be kicking up a storm in no time.

The graphics are average at best, devoid of the detail and imagination needed to fuel a fighter these days. The sound and music lack intensity. They're missing in action altogether in the eerily mute movie sequences.

### Dragon Lacks Fire

There's nothing special about this fighter, other than the fact that it's about Bruce Lee. This martial arts demigod and his fans deserve better. **C-**



**PRO TIP:** Learn the sleep technique. It's extremely important for finishing off your opponent.

# DRAGON

## The Bruce Lee Story



**PRO TIP:** When you're in close, use fast moves like the knee lunge or quick punch. You can attack the enemy with multiple hits, then set up for a throw.



**PRO TIP:** In the bonus round, hit the bottom pad for maximum points. Practice this round as much as possible: It's the easiest way to collect chi.

**The Ooze by Sega**

Quality	Sound	Control	Graphics	Strategy	Value
10	10	10	10	10	10

INT.

1-800-541-5700  
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**Dragon: The Bruce Lee Story**  
By Acclaim

Quality	Sound	Control	Graphics	Strategy	Value
10	10	10	10	10	10

INT.

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How do they do that?

Super NES



By Major Mike

One of the most anticipated (and requested) games for the Super NES is the sequel to Super Mario World. Yoshi's Island was worth the wait and proves that Nintendo is still able to turn out an exceptional game, not just a lukewarm "product." Yoshi is a work of art.

### Super Mario Prequel

Yoshi's Island takes place before the other Mario games, returning to the days when the mustachioed hero was a helpless infant. In this adventure, baby Mario's been kidnapped by the evil Kamek, and the Yoshi dinosaurs are



**PROTIP:** Grab the bouncing fireballs out of the lava pools, and Yoshi becomes a flamethrower!

#### Super NES Profile

### Super Mario World 2: Yoshi's Island

(By Nintendo)

Yoshi starts in this sequel to Super Mario World, which was one of the best Super NES games ever, and matches it in almost every respect. Get those wish lists ready... Yoshi's Island is the one to get this holiday.



Price not available     160 pages  
 16 maps                     1 player  
 Available now             300 view  
 Action/Adventure

# Super Mario World 2: Yoshi's Island



trying to return him to his parents. With little Mario clinging to his back, Yoshi sets out to face six worlds loaded with secrets and hidden areas...along with a plethora of bad guys!

The control is almost perfect, which is crucial because this game has more techniques than previous Mario titles. Yoshi can use his long tongue to grab enemies, swallow them, and turn them into eggs that he fires at other enemies. Yoshi can also pound



**PROTIP:** Grab the star power-up and the babies are burned! Now you control baby Mario!

things into the ground and hover briefly. Several power-ups allow Yoshi to change from his dinosaur form into a helicopter, a submarine, and burrowing craft.

Sharing the spotlight, Mario can be controlled, too—



**PROTIP:** Gigantic, menacing enemies threaten our plucky duo.

but only if he gets the star power-up that affords him invincibility for a brief period. Otherwise, it's just a matter of keeping Mario on Yoshi's back. One hit knocks off Yoshi's pint-sized rider, who then floats around the screen in a bubble, crying his little plumber's eyes out. If not retrieved in short order, he's whisked away by Koopas, and Yoshi loses a life.

### New Look, Same Feel

Using the FX2 chip, this entry has a new look with lots of graphical variety.



**PROTIP:** Touch the magic ring—it's a check point.



**PROTIP:** Bookies are your friends. Push them down involves no Battle events.

Some areas are set in the jungle, some underground, and a few look like they were drawn with crayon. Although the graphics of our dinosaur hero are simple, the game is



**PROTIP:** Remember these ghosts? They advance only when you bare your back to them.

loaded with dynamic visuals like gigantic lava monsters, spitting fish, and huge bosses that take up almost the entire screen—just to name a few. There are also cleverly animated elements,





*A variety of awesome visuals – like Yoshi getting smashed into a pancake – show off the power of the FX2 chip.*

such as enemies walking on stilts and dressed up like savage headhunters.

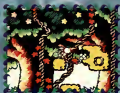
The game has tunes similar to Super Mario World. Cutey, liddle music guides Yoshi, but it never goes overboard or gets overbearing. The sound effects are also similar to the other Manos, with the most arresting being Mario's haunting infant cries for help when he is forcibly dismounted from his dinosaur friend.

### *It's a Big, Big World*

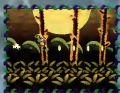
Yoshi's Island is big: Six worlds with eight areas in each are waiting to be

items in a world, you can enter one extra bonus area. At the end of each area, a counter reveals how many items you found (and missed). The bonus games range from testing reflexes to challenging your memory skills.

Fanatic Mario followers will probably make it a moral imperative to finish the game in one sitting. But that doesn't necessarily mean they'll find all the hidden items along the way. While the game is challenging, anyone who played the earlier entries will master Yoshi in no time.



*PRO TIP: Swallow the watermelon, and Yoshi can spit the seeds like a machine gun!*



*PRO TIP: When you're transformed into a helicopter, don't dawdle; you can fly for only a limited time and one hit changes you back into the nearby form.*



*PRO TIP: Short on eggs? Just wait by a pipe and swallow as many enemies as you need.*



*PRO TIP: Fire eggs in open spaces, and you may find a hidden question-mark chest.*



*PRO TIP: Use Yoshi's super stamp to break through loose floors, destroy enemies, and pound things into the ground.*

### Two Views of Yoshi's Island



*The big picture...*



*...and the more detailed look*

plumbed. One of the best elements of the Mario games has always been the abundance of hidden items and concealed rooms. Yoshi follows suit. Each stage has a certain number of coins and other items to collect – most of which are tucked away in hidden rooms. If you find all the hidden

### *Yoshi, the Islander*

Yoshi doesn't rely on flashy graphics or jazzy effects to cover up an empty game. This is one of the last of a dying breed: a 16-bit game that shows real heart and creativity. Now if they would only do a 16-bit sequel to Zelda before the SNES is put to rest. **D**



## Super NES

By Major Mike

Taking the honors away from Acclaim, Williams brings us the biggest Super NES version of MK yet - 32 Mortal megs are packed into MK 3. Fans of the series will definitely be pleased with the game, though it does have a few deficiencies.

### Round 3 - Fight!

Contentwise, MK3 is extremely faithful to the arcade version: All the fatalities, Animalties, Friendships, and Balilities are here. Several built-in codes (including half life for fighters, hidden characters, and more) add variety to the battle scenarios.

The two-player matches are exciting enough, but the A.I. has a spic personality in



**PRO TIP:** Don't use projectiles against Medusa. He deflects them right back at you.

Super NES Game Profile

### Mortal Kombat 3

(By Williams Entertainment)



Williams has done the (virtually) impossible: Bring Mortal 3 to the SNES with only a few compromises. Minor inconsistencies in the A.I. and sounds aren't enough to dull this game's sharp appeal.



Price and availability: 32 megs, Available October  
 Fighting: 2 players  
 Size: New



Pick from 32 Mortal Kombatists!



**PRO TIP:** Use the Run button to avoid attacks that can't be blocked - like Shinn's sleep flow above.

the one-player mode. One round, your opponent will stand there and put up a brief fight; other rounds, they're all over you!

As in the arcade version, three paths lead to the top, each differing in length. Pick carefully, though - you have only five continues.

Getting accustomed to the control pad takes a bit of practice (this game adds a sixth button), but all the match combos (like Kabal's eight hit, 45 percent damage assault) are



**PRO TIP:** To perform a Mercy move, proceed to Round 3. When the words "Finish Him" appear, hold Run, tap Drive three times, then release Run.

here and executable - thanks to the very responsive controls.

### Looks Like The Arcade

The 16-bit graphics hold their own with only minor hitches. MK 3's fighters are approximately the same size as MK II's for the SNES. The characters are well animated, though a little pixelated. Some moves that were lightning fast in the

## Finish Him!



Friendship



Rebirth



Fatality



Animality



**PRO TIP:** Each fighter has an in-class, standing combo. For Sub-Zero, tap High Punch twice, Low Punch, Low Kick, High Kick, hold away on the directional pad, and tap High Kick.

way Sonya's Ring Toss projectile melts into the ground. The few obvious changes - the screen fades to black between battle grounds on multilevel stages - are kept to a minimum.

The entire audio track, however, is muted as if someone were playing the arcade machine in the next room. Collisions, screams, and even the announcer sound like they were recorded through a pillow. Just the same, the stereo separation is excellent, and the sound of fireballs and other projectiles whizzes from one ear to the other.

### A Kombat Klassic?

Converting a mammoth arcade game like MK 3 to the 16-bit Super NES is no easy task, and Williams has done a respectable job of keeping all the key elements intact. With more games of this quality, the SNES will go out with a bang, not a whimper. **A**

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expectations  
this all within  
"unreasonable"

## Super NES

### By The Ace Bröder



Batman Forever is yet another movie adaptation that aspires to make the gaming grade, this time with digitized characters. The result is like Final Fight with Pit Fighter characters: predictable punching with little pizzazz.

### Holy Retread, Batman!

Right off the bat, Batman stumbles. Training mode is a head-to-head fighting contest where Batman and Robin can beat on each other or the computer. However, the simplistic head-to-head fighter lacks most of the elements of today's interest: 16-bit fighters. It's boring and useless.

If you must take on this game, the Normal mode is where you want to be. The



Where to? Check out your destination using the Bat computer.

large stages are loaded with enemies, collectable icons, and power-ups. The two-player simultaneous modes are also good options. In one, you and your bud work together, in the other you compete (that is, you can punch and injure each other).

Playing Batman Forever could take forever, too. Although there are several dif-

culty settings, you have no continues. If you run out of time in the frustrating third stage, it's game over, and you have to begin again.

The controls work nicely, but the action that they produce stalls. Batman uses all six buttons, four for varying kicks and punches. Although this is a nice departure from the usual one-button jumps and punches of most side-scrollers, the attacks are unimpressive. When Batman punches rapidly, he looks like he's dancing. Overall, controlling the Caped Crusader is satisfactory but sluggish.

### Not at the Movies

This duo's graphics are hardly dynamic. The digitization of the characters was done well, but the sprites don't look right in the stages. The two masked crimefighters are fairly small



PRO TIP: Kick or punch all objects in the stages. You can find items hidden everywhere.



PRO TIP: Use the grapple hook to reveal items hidden above.



PRO TIP: WIN the clock running, grab all the time-outstanding icons in Stage 3, or it's game over.



PRO TIP: Some dangerous areas can harm enemies — like the electricity in Stage 1.



PRO TIP: Batman is invincible while swinging from his grapple hook.



Practice your fighting skills in the Training mode.

and clash with the washed-out backgrounds, which ruins the dark atmosphere that characterizes this game and the movie it's based on. The bottom line: Batman just doesn't give you the feeling you're interacting with the movie.

The sounds belong in a cave. Well-composed but monotonous music rings in the ears. The lifeless smacks of punches and kicks, intermixed with the occasional "oof" and "ahhh," really keep the adrenaline level low.

### Save the Batman

In comparison with the other SNES Batman games, Batman Forever is for the bats. The adventures of Batman and Robin is still the best — it's light-years ahead of this one. ■

Super NES Game Profile  
**Batman Forever**  
 (By Acebröder)

**THE REALITY CHECK**  
 Batman Forever is the disappointment of the season. The graphics and sounds re-create little of the movie's atmosphere, and tired gameplay fails to deliver captivating action.

Control	Sound	Visual	Interface	Gameplay
3.0	3.0	3.0	3.0	3.0

Price not available  
 Available for: SNES  
 Action/Adventure

2 players  
 300 view  
 Multitasking



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By Captain Squideo

More than a year after Jim Carrey's marvelous *Mask* made its cinematic debut, THQ has finally brought the strange story to the SNES. While the game seems late, Carrey's wild character is still fresh, and solid gameplay makes this lightweight adventure a fun trip.

### That Masked Man

In the game, as in the movie, mild-mannered loser Stanley Ipkiss becomes a cocky cartoon-style hero when he dons



**PRO TIP:** When you first warp to the apartment roof, leap to the right and find another warp that leads to an extra life.

a magical mask. You guide green-faced Ipkiss on a standard search for cash, power-ups, and his girl. The seven-level journey leads you from Stanley's apartment through



**PRO TIP:** In Level Two, jump over the crime's swinging ball, avoid the flames, and nail the black motor.

the sewers and eventually into the Coco Bongo Club.

Constant reminders of the film – the old lady landlord in the first level and Milo the masked dog in the second – keep the game's basic run-n-jump gameplay and easy-to-beat enemies lively.

Likewise, entertaining controls deliver some of the movie's magic: giant boxing



**PRO TIP:** Use your mallet to beat through hairline cracks in the floors and reveal new areas.

gloves, armloads of guns, and Stanley's "wahooohghahh" hom are all available to blow away bad guys. And this game's Ipkiss gets around – bouncing extra high, running super fast, and "sneak" walking. On silver screen and game screen, Ipkiss is a cool guy with cool moves.

### Carreyin' On

Except for the animations of Ipkiss himself, the graphics lack snap. Band backgrounds and enemies are closer to '93

# THE MASK



## Mask Moves

standards than '95 potential. Stanley's details almost compensate: His strut, "sneak," and Cuban Pete dance are perfect, adding the visual verve that *Mask* fans demand.

The movie music surfs the gameplay, and the predictable boings and whistles are adequate. Unfortunately, there are almost no vocals – just quick snippets of "Hey!" and "Smokin'." More prominent Ipkiss-isms would've made the *Mask* more memorable.



**PRO TIP:** When Stanley is obscured by walls in level two, jump randomly to snag screen power-ups, cash, and a hidden warp warp.



**PRO TIP:** Take the offensive against bugs – punch 'em quickly and repeatedly, and they won't even score a hit.

### Smokin'!

Okay, so it isn't a landmark action/adventure game the way *Earthworm Jim* was. Nor is it brain surgery – you'll beat this game in a weekend. But at least it'll be a fun weekend. **B**

Super NES Game Profile

### The Mask

(By THQ)

**IT DOESN'T HAVE SMOKIN' gameplay or break-through graphics, but *The Mask* has enough charm to please anyone who likes cheerful action/adventure games.**

Genre	Style	Extra	Performance	Control
ADJ	ADJ	ADJ	ADJ	ADJ

Milo 10  
10 wings  
Mallet/hammer  
Mallet/hammer

1 player  
1 music  
Die view  
Multiplaying

"ONE BONEHEAD  
CALL AND THIS



GODDESS GETS  
A MILLENNIUM  
IN SOLITARY."

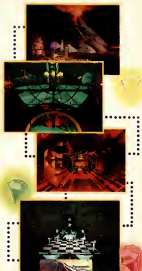
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By Captain Squidde

The movie's more than two years old, but Demolition Man is still a video game blast. This SNES version parallels the recent Genesis game: it's fast, fun, and explosive.

### Sty Guy

As in the Sylvester Stallone movie, a ruthless criminal from the 20th century is terrorizing the future. You play

# DEMOLITION MAN



**PRO TIP:** Run to the right when you meet Simon Phoenix at the end of Level One; if you pause briefly near his explosive barrels, you're done for

a tough cop, tumbling and gunning through six action-packed levels. Most of the gameplay is a side-view shootout, but you'll encounter some True Lies-style overhead view gunning, too.

The simple controls work well for the run-n-gun gameplay, but veteran gamers may feel like there's not enough to do. You carry only one weapon at a time, so there's no strategic option to select from an array of armaments. At least you can fire while



## Super NES

climbing, running, or bungee-jumping—a necessary skill in these frenzied gun battles.

### Movie Mayhem

The graphics and sounds convey the right atmosphere for the blazing gameplay. Detailed, colorful backgrounds convey

postapocalyptic inner-city ruin. The sprites are nimble and sharp, though the look-alike enemies become repetitious. The sounds have all the fire power you could ask for, and vocal snippets add some movie magic.

For cart-hungry 16-bit gamers, Demolition Man is a



**PRO TIP:** Run while you shoot in the overhead-view level, or enemies gang up on you.



**PRO TIP:** Leap drops are killers. At open pits, look for bungee cords, concealed ladders, or overhead railings.

welcome treat. It isn't the longest or toughest game you'll play this fall, but it's one of the most entertaining. **B**



By Captain Squidde

The fastest mouse in Mexico is now the fastest mouse on the SNES. Unfortunately, terrific speed doesn't equal a terrific game.

### A Mexican Tail

Speedy's had a rough life. The game was first shown to the press two years ago by Sunsoft, and after endless delays it has finally been brought out by Acclaim.

After all that, Speedy arrives without much to recommend it. The game's colorful

# Speedy Gonzales in Los Gatos Banditos



**PRO TIP:** Leap into solid walls to find hidden tunnel entrances.

cartoon style is reminiscent of last year's Yog Bear game, and the simplistic run-n-jump gameplay will appeal only to young gamers.

Run, jump, kick, find trapped mice, and grab cheese—that's Speedy's SNES life. The puzzles are remedial, enemies drop with one quick kick, and abundant time bonuses help you beat the clock. The con-

trol is fine for a 1993 SNES game, but disappointing late in 1993 when you expect more to do.

### Cartoon Capers

The sounds and graphics impart enough Looney Tunes charm to keep you playing. The theme music races faster and faster as the clock winds



**PRO TIP:** Quickly explore the trees of Stage 2's Sunny Wood to find lots of hidden goodies.



**PRO TIP:** As you race through the levels, listen for audio cues that tip you off to threats from rapidly approaching enemies, such as these falling bombs.

down, and the few sound effects and voices add cartoon atmosphere. The backgrounds, though colorful, are fairly basic, and enemies are unimaginative.

The easy challenge is on par with the rest of the game. Novices may enjoy the cheerful gameplay, but cartoon appeal and a fast-moving mouse don't add up to a must-have this holiday season. Sonic is still the king of 16-bit run-n-jumpers. **C**

Speedy Gonzales in Los Gatos Banditos  
By Acclaim

Graphics	Sound	Game	Value	Control	Overall
84% B+	87% A-	71% C	75% C	75% C	78% C
8 meg	Acclaim's new	Autonomous	1 player	Side view	Multiplayer
Autonomous	1 player	Autonomous	1 player	Side view	Multiplayer
Autonomous	1 player	Autonomous	1 player	Side view	Multiplayer



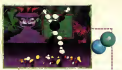
Art by Mike van der Pijl. Screenplay by Jeff Miller. Story by Jeff Miller. Music by Jeff Miller. Produced by Jeff Miller. Directed by Jeff Miller. © 1999 Panasonic Software Company. All rights reserved.

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D



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**PlayStation**  
u r n o t e

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The Blood Angels make their comeback!



By **Scary Larry**

With a pretentious title like *Space Hulk: Vengeance of the Blood Angels*, you'd expect a serious yet entertaining game. As it turns out, the gameplay is just as long and arduous as the title.

### Hell's Angels

The game, based on the 1993 PC title, is about a contingent of Imperial Space Marines called the Blood Angels. They have boarded a derelict ship called the *Space Hulk*, where packs of killer aliens called *GeneStealers* have set up shop. They want you to leave the ship alone.

Your Terminator Marines are equipped with a set arsenal of weapons. Some have rifles, some have flamethrowers, and some have assault cannons. You won't find additional armaments.

The *GeneStealers* possess incredible intelligence (how the ship strayed off course is a mystery), but their attack pattern is simple—it's called the *bum rush*. They gang up on you in droves, usually



**PRO TIP:** When an alien is rushing down the hall, find the sweet spot where the bullet connects for a kill. Keep your gun locked in that position as you move down the hall. Re-aim your gun whenever you change your Terminator's position.



**PRO TIP:** Place your Terminators at hallway turns but not at four-way intersections. It's too easy for *GeneStealers* to bum rush you from all four sides.



**PRO TIP:** Don't shoot these orbs or you'll die! Instead, get near them and press **Button A** to pick them up.



**PRO TIP:** When you're face to face with an alien, press **Button B** to parry an attack, then press **Button A** to electrocute them.



catching you unaware. Before you know it, you're up to your eyeballs in aliens.

Unfortunately, your Terminators are slow and bulky, and sometimes even your weapon has trouble finding the target. If a *GeneStealer* gets behind you, have him notify your next of kin.

### What the Hulk?

The visual show is great. The fully ray-traced *GeneStealers* look impressive, and the gore sticking to walls after a direct hit is goooey enough for an adult rating. All the levels look the same, however, and there's little variety in the enemies.

Crystal-clear sounds, like flames roaring through a pas-

sageway, are very effective. There are also tons of voice overs, which are kind of creepy. Hearing the person in charge of the mission laughing maniacally and screaming "This is for Ezekiel!" really makes your skin crawl.

### Doomed

If *Space Hulk* were faster and less complicated, it might have been a truly formidable 300 action disc. But throwing technical missions and multiple Terminators into the fray only serves to clog the alien homicide with hulking gameplay. If you want to think before you shoot—and think a lot—then maybe this *Blood's* for you. ❊



**PRO TIP:** Shoot in small bursts. Excessive shooting makes the gun overheat and jam.



**PRO TIP:** Send a *Flamer* into any large room first, then flame the room. Send in a shooter to mop up.

### 300 Game Profile

#### Space Hulk: Vengeance of the Blood Angels

(By Electronic Arts)

Doesn't die down... *Space Hulk* looks great for a *Blood* disc, but it plays like a lost rat in a maze. If you're up for a pretty hellish fight, start shooting!



300 30  
 1 player  
 First person view  
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 Action

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Jerry Gordon  
8.01 minutes

Larry Ferguson  
9.23 minutes

Ryan McConnell  
8.05 minutes

Steven Simone  
9.43 minutes

Josh Brill  
9.01 minutes



**By Air Hendrix**

A part of a popular PC game, *Daedalus Encounter* takes you on a dazzling outer-space voyage fraught with puzzles, gorgeous graphics, more puzzles, a fascinating story line, and even more puzzles.

### Space Blast

As *Daedalus* begins, you're confined to a life-support box and set out with An and Zack (played by Tia Carrere and Christian Bocher in strong performances) to scavenge from space wreckage. When a collision strands you on a seemingly deserted alien ship, exploring the mysterious craft is the only way out. You accompany your pals by means of a tiny, floating probe with handy features like a sensory array, laser, and so on.

Armed with more than two hours of live-action video, *Daedalus*'s stunning graphics are as compelling as a big-budget Hollywood flick. The footage of the actors flows smoothly with only a touch of

graininess, and the phenomenal sci-fi scenery will take your breath away.

The superb sounds effects, such as the liquid slosh as the alien doors open, build an impression of otherworldliness that immerses you in the



story line. Intense, dramatic music firmly sets the mood for each scene.

### Wax Wings

Gameplay's in short supply, though. You progress by completing puzzles and tasks, such as aligning colored tiles or gunning down a swarm of



**PRO TIP:** Once you catch Zack, immediately activate your onboard thruster, or you'll both plummet to your doom.

thing until the next puzzle.

At first, the story's absorbing enough that all that time just holding your controller doesn't matter, but the intensity fades too quickly. If you aren't a diehard puzzle fan, the alien

landscapes start to look the same, and the plot focuses too much on exploring and too little on exciting developments



**PRO TIP:** Solve this puzzle by adjusting the symbols on the perimeter so that every groove in the center symbol is filled with green light.



**PRO TIP:** When gunning for the Krim, make sure you don't shoot one of your friends!

**PRO TIP:** Many of the locks, puzzles, and other secrets on the alien ship are activated by light. Try every color on the multicolor transducer when stamped.

aliens. Each obstacle is followed by an engrossing cinematic sequence that carries you deeper into the plot, but you rarely interact with any

The controls create further irritations. The targeting is frustratingly inaccurate in the shooting sequences, and mastering the complex probe demands too much study.

### Fun Encounter

Despite its flaws, *Daedalus* supplies enough intrigue to engross even action gamers at first. How long you last depends on how interested you are in puzzles with a sci-fi twist. *Daedalus* is definitely worth a look. **B**

300 Game Profile

### The Daedalus Encounter

(By Panasonic Software)

**12** The captivating graphics and story line in this live-action-video extravaganza will dazzle puzzle buffs and science-fiction fans, but don't expect intense gameplay.

Genre	Style	Control	Interface	Outcome
1	2	3	4	ADJ

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Requires: 486 or better  
Not rated by the ESRB  
300 rating: 12

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Todd Jordan



Todd Jordan

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Since there's no caddy, "Picture in Picture" lets you see hole fly, see, watch your shot from the hole's viewpoint, and review every hole from multiple perspectives. And you don't have to give it a percentage of your earnings.

Funny what happens to an 18-inch putt  
when it's for a PGA TOUR championship.



Jordan's character



Farm's character



It's in the game.  
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There are even more ways to compete  
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Your skill on the new swaggle feature  
determines how you'll hit the ball.  
Fat, Thin, Or dead solid perfect. And  
with the Target Arc™ System you can  
visualize your shot and control ball  
spin before you swing.



By Major Mike

As the old saying goes, you can't have everything. The King of Fighters '95 gives you almost everything, and while it makes some much-needed enhancements over last year's model, it has also opened itself up for a few complaints.

### Team Edit Mode

The best feature this time is the Edit mode, which enables



**PRO TIP:** If a fighter is being parried, simultaneously press Buttons A, B, and C to get help from a teammate.



**PRO TIP:** You can do a Super Death Blow when your life bar is flashing or after you charge the POW bar at the bottom of the screen.

Neo-Geo Game Profile

### The King of Fighters '95

(by 1995)

**NEW FEATURES**  
They're back in this year's contest, a few new elements have been added - like new fighters and an edit mode that lets you pick your teams of three.



Price: not available  
262 songs  
Available now

Fighting  
2 players

ADJ

you to handpick your teams of three. You choose from 24 brawlers and put together a formidable trio (like Ryo, Eiji, and Mai).

Additionally, a new group replaces '94's useless U.S. team. This one consists of Eiji, the awesome ninja from Art of Fighting 2; Billy Kane of Fatal Fury fame; and an original character, Iori, who has moves similar to Kyo, the veteran fighter from '94. These newcomers are a welcome presence and make you wish that Chin, Chang, Choi, and some of the other original fighters had been replaced.

### Similar Graphics

KOF '95 didn't improve '94's graphics, it just added to them. Fighters have new victory poses, new stages, and a few new moves, but the game doesn't look better. Some of the new stages are exciting (like the slow elevator ride in the Art of Fighting stage) but others are bland (Fatal Fury's



**PRO TIP:** Simultaneously press Buttons B and C to bait your opponent and keep them from charging up their POW bar.

waterfront). And Mai is still very bouncy.

The control is excellent. Quarter- and half-circle motions are extremely responsive, and the ultimate death moves are easier to pull off in a clinch. Longtime Fatal Fury fans will also be relieved to find that Terry, Andy, and Joe, have moves that had been removed from Fatal Fury 3 (like Terry's Lightning Tackle).

The music is as good as before with fresh brawl-enhancing tunes that range from



**PRO TIP:** Be careful when side-stepping an opponent - you're temporarily vulnerable when you step back in.



**New victory screens**

jazzy to creepy. All the smacks and grunts are still there, and super-combo death moves sound like a machine gun of slaps. Unfortunately, Athena sounds shrill and annoying this year - quite a change from last year's cute, giddy voice.

### '95 is King...for Now

KOF '95 is one of the best brawlers out there, especially with the Edit feature that creates endless possibilities. Let's hope for a real all-star lineup in 1996.

## New for 1995

### New Bosses



Saotome Kusanagi



Omega Rugal

### New Moves, New Looks



Yari's Super Uppercut



Mai Shiranui

### New Faces



Iori Yagami



Eiji Kisaragi



Billy Kane



You get 24 fighters grouped in teams of three. Or use the Edit function to make your own team!



# YOU NEVER KNOW WHAT DEION'S GOING TO DO.

Explosive speed is Deion's trademark. And this year's game play is faster than ever, even fast enough to keep up with Prime Time.

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Deion Sanders is the NFL's premier free agent. Sega Sports lets you choose where he plays!



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SONY



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A Dangerous Game



PLAYSTATION OCT. 26th/PC CD-ROM COMING THIS WINTER



## PGA '96 Revolutionizes Golf

## PGA Tour '96 PlayStation

By Air Hawkins

The PGA Tour series reigned on the Genesis as the unparalleled lord of golf sims, and EA Sports unleashes that same magic for its first PlayStation title. With spectacular graphics and amazingly comprehensive controls, PGA Tour '96 immerses you in intense amateur golf.

## Masterful Golf

The best news first: PGA '96 provides a mere two courses (River Highlands and Spyglass Hill), whereas its predecessors offered



**PROTIP:** The traps severely affect your accuracy, so don't go for a power shot from the sand.

up to six. But everything else about this killer game will make your jaw drop in awe.

At the top of the list, EA Sports unveiled a sweet new con-

trol setup that enables you to construct any possible shot. With total precision, you decide where the club hits the ball and adjust the accuracy, power, draw, fade, and backspin. The 3D display for your swing even follows the path the club would travel in real life. A handy shot-planning feature lets you pinpoint exactly where you want your shot to land.

Other strong features solidify this game. Choose from Stroke, Sims, Tournament, and



**PROTIP:** With chips and other shots that land on the green, plan for a long roll on the green's surface.

Practice modes, and play in one of 19 pros (such as Craig Stadler and Andrew Magee) or create your own amateur character. You can also pack your bag with your



**PROTIP:** If you're going for power, peg the accuracy dead-on, or your shot will be wildly off.

own selection of clubs and adjust the course conditions, such as weather and speed of the green.

## Graphical Eagle

The phenomenal digitized graphics contrast PGA's winning streak. Each lush course portrays tree-lined fairways and sandtrap-crinkled greens with remarkable realism. Better yet, the terrain is truly three dimensional, so you'll chop over small hills and put down drastic drops.

The fluidly moving sprites were created from digitized video of all the pros in action, so you'll instantly recognize familiar faces and their individual characteristic movements - Tom Kite even sports his trademark hat. Other graphical stand-outs include full-motion-video clips that showcase each course and detail the career of each pro.

In the sound department, the announcer whispers the situation on the green, lending a TV-like sense of authenticity. The clear ball and club effects are occasionally drowned out by a distracting



The yellow arrow lets you precisely calculate the distance and placement of your shots - assuming you hit the ball accurately!

bel chirp or crashing wave, but you can turn them off if you choose.

## Hole in One

This disc's strikingly deep approach to golf easily overcomes its shortage of courses. With three difficulty levels, PGA '96 will satisfy your golfing itch for quite some time. **A**



**PROTIP:** Always add a little extra distance to putts so you don't come up short on an easy shot.

## Course Highlights



Sharp full-motion-video clips show you around each course while summarizing its history and features.



Detailed fly-bys show you the nooks and crannies of each hole.

PGA Tour '96 by EA Sports

Developer	Genre	Editor	Platform	Country
EA	G	EA	PS	USA

MSRP: \$49.95  
Available now  
Full  
E3/95

2 courses  
Multiple views  
ESPN talking Stick to Match

ADJ.



# Shred the Streets with Extreme Games

ESPN's Extreme Games  
PlayStation

By Air Hendersh

Following in the tread marks of Road Rash, ESPN's Extreme Games broadens the racing-combat genre. Based on ESPN's televised competition, this disc doesn't push the limits of 32-bit graphics and gameplay, but it does take you on a thrilling ride.

## Rowdy Racing

The exhibition or season competition begins after you select one of 16 characters and your equipment—a mountain bike, street bike, skateboard, or in-line skates.



**PRO TIP:** On the bike, pedal hard through straightaways and coast through turns to maintain top speed.



**PRO TIP:** When you're moving slowly, keep up a flurry of kicks to both sides to keep from being passed.

As you thrash through the streets of Lake Tahoe, San Francisco, Utah, Italy, or South America, your opponents ride all four sets of equipment—and they greet you with punches and kicks.

Streets with obstacles like hay bales and trees, the tough courses are also packed with ramps for jumps and skater-style gates that you pass through to collect cash, earn points, and un-



**PRO TIP:** When you hit a blue gate that clears out a long section of blue barriers, be prepared for the last few barriers to roll in on you.

lock secret passages. Grab enough green, and you can upgrade your gear for speedier stuff.

Parasailing through the pack and bagging major air off the ramps makes for wicked fun, and the mostly solid controls respond well during the varied action. Achieving top speeds, however, requires the right mix of accelerating and coasting in an aerodynamic tuck. Mastering this skill is a tough task that's made harder by a small speedometer and rocky scrolling that inaccurately reflects your rapidly changing speed.

Even worse, Road Rash vets who are accustomed to fighting through ever-lengthening levels will be disappointed by the shortage of new territory. Extreme's five courses are all you get. Despite these shortcomings, getting to the front of the pack is a heady, in-



**PRO TIP:** In Utah, coast to the left after the second set of forked roads to find a speedy secret tunnel.



terse ride that will definitely engross you.

## Smashing Scenery

In the graphics department, respectable digitized courses send you through winding urban



**PRO TIP:** In San Francisco, hit these big ramps to jump the cable cars, or you'll crash for sure.



**PRO TIP:** Hold the Go button until your speed levels off, then use the Crouch button to accelerate more.

streets and beautiful, remote mountains, but many details are glazed over with a tad too much pixelation. The well-detailed sprites and obstacles keep the action realistic, though some of the situations stater a bit.



**PRO TIP:** In South America, hit the third blue gate inside the tunnel to open up a cash-laden tunnel immediately to the left.

Extreme's sound doesn't make a loud splash. Your various vehicles are outfitted with realistic effects that keep you interested, but the grunts and thumps of combat sound muffled.

## Road Tested

Extreme isn't the deepest racing game ever made, but its fresh take and fighting edge make it worth a serious look. Besides, where else can you crank your skateboard up to 60 mph? **B**

**ESPN's Extreme Games**  
By Sony Computer Entertainment

Genre	Series	Level	Features	Control
10	10	10	10	10

Price not available | 5 courses  
 30/60/90/120/150 mph  
 Available only | Sony Network  
 Rating | ESPN rating table  
 2 players | in health

# NHL All-Star Hockey Truly a Saturn Rookie

NHL All-Star Hockey

Saturn

By Tomasz Glisz

Despite some nice full-motion video and plenty of options, NHL All-Star Hockey fails to deliver the real goods—quality next-generation graphics and gameplay.

## Boards and Awards

Plenty of bells and whistles highlight this first Saturn hockey game, beginning with a high-energy music video of hard-hitting NHL clips. Other extraneous features enable you to view NHL player cards and look at all the League's trophies.

With two multi-player adapters, up to 12 players can now simultaneously join in the action, but adding more than four players seriously decreases your involvement. The game includes standard hockey features such as Exhibition, Season, and Playoff modes, team and line editing, and the ability to trade and create players.

But when you finally get to the gameplay, you may not find all that you're hoping for. The control in NHL resembles that of EA Sports' 16-bit games. You get a different button for speed bursts, wrist shots, and slap shots, while on defense you can poke,



**PRO TIP:** Look to crazy Coach Labov to give you advice about the mistakes you're making.

hip, or shoulder check and dive in front of the net. The controls don't feel that tight, however, and the players quickly lose their speed, giving you the feeling you're playing a slow, clunky 16-bit game.



**PRO TIP:** When your opponent nears your net with the puck, use Button A to dive down your defenseman in front of him.



While it doesn't enhance the gameplay, this trading-card feature lets you check out the pros.

## Checked Out

The biggest disappointment in this game are the graphics. The characters look so blimped that you'll wonder if you wandered back into a 16-bit arena. While the rink looks three-dimensionally rendered, the sprites certainly do not, and their blocky animations fall far below 32-bit expectations. On the bright side, the



**PRO TIP:** One-liners are the key to scoring. Aim with the directional pad and press Button B to pass to your open man, then quickly tap Button C to fire off a one-timer slap shot.

changeable perspective, which features nine camera angles and smooth zooming effects, should appease those who always say they're getting bed seas.

With great crowd effects, music, and some commentary from Marv Albert, the sound is noticeably CD quality. The opening music track, "I've Got the Power," will get you psyched to get on the puck. And those familiar organ tunes are finally synchronized with the clarity they've deserved since they began appearing in hockey games several years ago.

## Penalty Shot

Many parts of this disc replicate the real hockey experience and give gamers added looks at the NHL. Unfortunately, this sim just lacks



**PRO TIP:** Dishard hockey gamers should select their own line changes. If you are down points at the end of the game, this gives you the option of pulling your goalie.



The full-motion-video intro is the best sports-game lead-in of all time! In the end, furious fun associated with the game. Unless you're a hockey fiend, wait for another Saturn hockey disc to hit the ice. **B**

NHL All-Star Hockey by Sega Sports

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SEGA SPORTS

SEGA CD

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PlayStation

12 players

3-player

Multiplaying

CD-ROM only

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**LEAGUE LEADERS**

Player	Team	Points	Goals	Assists
Wayne Gretzky	Edmonton Oilers	162	52	110
Mark Messier	Edmonton Oilers	108	38	70
Eric Lindros	Philadelphia Flyers	102	45	57
Al MacIsaac	Philadelphia Flyers	98	42	56
Markus Nanan	Philadelphia Flyers	95	40	55
Markus Nanan	Philadelphia Flyers	95	40	55
Markus Nanan	Philadelphia Flyers	95	40	55
Markus Nanan	Philadelphia Flyers	95	40	55
Markus Nanan	Philadelphia Flyers	95	40	55
Markus Nanan	Philadelphia Flyers	95	40	55

**PRO TIP:** Want to find out who's the best at putting the puck in the net? Look under the League Leaders stats, and you'll get an idea as to who you want shooting for each team.

THE NFL  
GIVES YOU  
A MILLION  
WAYS TO



JUST YOUR OWNERSHIP, JUST FOOT, JUST FUN



IN THE PARK



PLAYING YOUR OWN SENIOR SEASON

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# NBA Live '96 Is Fantastic!

## NBA Live '96

## Super NES

By Johnny Bulgare

EA Sports brings fast-paced, slam-dunking, five-on-five action to the SNES with its latest in the Live series, NBA Live '96.

### Fixed in '96

Live '96 is bigger and badder than previous versions on the SNES, and it's the first to be comparable to the acclaimed Genesis versions of the past. New improvements include the ability to create your own player, perform one-on-one moves, and use on-the-fly play calling. Two new expansion teams, trades, and the full-motion diagramming of plays, which enables you to learn exactly how to execute and master both offense and defense like a real NBA coach, are also included.

Excellent player control enables you to drive to the hoop for



**PRO TIP:** Use your point guard to drive to the hoop and penetrate the defense. When other defenders converge, kick the ball out to the open man for an easy bucket.



**PRO TIP:** Watch the full-motion diagramming of plays to find the play that best suits your team's style. For example, run the high post with the Magic and feed the ball to Grant.

up, but the few new animations, like flip slams, are noticeable only to those who have studied hard on Live '95.

The authentic on-court sounds are coupled with a jammin' soundtrack to get you pumped up before the game. New crowd chants and the beat of "We Will Rock You" will motivate you to drive the lane.

### Above the Rim, Again

The furious pace, along with NBA realism and a

noticeable improvement over Live '95, make NBA Live '96 the only worthy basketball game for SNES hoopers. **B**



**PRO TIP:** After getting a defensive rebound, pass the ball up the floor to one of your quicker men, then use the Turbo button and take it all the way to the hoop for the dunk or lay-up.

a vicious rim rocker or dash the ball at the last moment to the open man. However, it takes far too long to launch the ball with the open jump shot, giving your opponent plenty of time to swat it back in your face.

Graphically, enticed sprites and a more detailed court help make the game a winner. Even the fans are noticeably touched

NBA Live '96 by EA Sports

Accuracy	Speed	Control	Realism	Graphics	Sound
4.0	4.0	4.0	4.0	4.0	4.0

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# Emmitt Smith Calls His Own Plays

## Emmitt Smith Football

By Sho Ma

Emmitt Smith charges onto the SNES with a custom playbook and excellent running skills. Not only does Emmitt take on John Madden Football, he actually takes from John Madden Football.

### Mad About Madden

Overall, Emmitt Smith fields a respectable 16-bit football game. One or two players can play via a



Emmitt uses a typical behind-the-offense view.

**PRO TIP:** When the ball carrier runs, hit **Button A** repeatedly for a shoulder block move that makes him move faster!

typical behind-the-offense view of the field.

Since the cart lacks an NFL license, you get Smith and all the NFL cities, but that's it. Emmitt doesn't even sport Cowboy duds!

The graphics resemble early versions of Madden Football. They're fair with slightly jagged sprites and choppy animation.

The sounds hold their own. Constant crowd cheers, grunts, body crunches, and a nondescript announcer do their duties.

The playbook interface steals unabashedly from Madden Football, even using the same names for formations and plays. For example, you pick specialty teams like Hands, Fast, or Big; formations like Pro-Form, Near, or Far; and plays like Cross Pass or Toss Left. The proven interface works well, but can they do that?



**PRO TIP:** When you design your best offensive plays, just concentrate on attacking basic formations like the 4-3 defense. If you try to beat special blitzes and other nuances, you'll be lost for days.

The cart's highlight is a Play Editor feature that lets you create and save 64 offensive and defensive plays. With slow point-and-click controls, you designate blocking assignments, pass routes, and running formations for any play.

### Emmitt Benched

Emmitt makes a good training camp for 16-bit football. However, for hardcore players, Madden Football, NFL Quarterback Club, and Super Tecmo Bowl offer better-looking, faster games—with NFL licenses to boot. For the first time in his career, Emmitt Smith is a second stringer. **G**



**PRO TIP:** On any toss play, such as a sweep, make the running back run as fast as possible before he has the ball. No matter how far away he is from the quarterback, he never drops the toss.



# Tecmo Back in the Super Bowl

## Tecmo Super Bowl III Final Edition

By Sho Ma



Super Bowl III gets pretty good mileage out of the NFL with all 30 pro teams, actual team colors and logos, and real player names. While it lacks pro-style playbooks, the arcade-style action surprisingly doesn't suffer from the relatively scant 32 offensive and defensive plays (including four audibles).

### Double-Team This Cart

You can play one- or two-player games. Single-player contests pit you against the feisty A.I. in Pro-



**PRO TIP:** Get a strong, accurate quarterback like Young, Akman, or Marino? Pass, baby.



Tecmo Super Bowl fans will recognize this familiar gameplay view.

season, Regular Season, or Pro Bowl games.

However, Super Bowl III's a blast in two-player mode. Each player must use the same offensive plays. On defense, you can try to guess the play your opponent's running to stall the offense in a big way.

Super Bowl spruced up its visuals. The gameplay view's a sharp, overhead side view that

centers on the line of scrimmage. The total view is about 30 yards, so deep receivers run off the screen, which is a pain for defensive coverages.

The sounds aren't pro caliber. The tunes have energy, though, and the effects don't fumble.

Fierce-fingered football fans might pull a misdirection play with the controls. On defense,



**PRO TIP:** If you play middle linebacker, hit the gap whenever it opens during a pass.

**PRO TIP:** During long runs, CPU defensive players are suckers for cutbacks.

you can't switch to the player closest to the ball. It's also tough to quickly pick a receiver because you must cycle through all those eligible.

Super Bowl fields a great toner of extras. The Superstar Editor enables you to build offensive players by divvying up energy into eight categories like running speed, body balance, and hitting power. The cart also stores season stats for five team-data categories such as team rankings and NFL records.

### Simply Super

Super Tecmo Bowl makes the playoffs. It's easy to play and a gas for two antagonists. If you're looking for a Super Bowl party, tune in to this cart. **G**





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## "NFL FULL CONTACT"

GAME TIME: NOV. 19



## Foreman Fakes It On the SNES

Foreman For Real

By Greasy Gas

Pad-pounding pugilists excited to get ahead of George's latest game will be a bit disappointed. A school bus full of Don Kings couldn't generate any excitement for this fight.

### Gloved Beauties

Foreman brings standard boxing options into the ring. Fight an exhibition match where you can play as George, enter a tourna-



**PROTIP:** To keep your energy level high, you must use your feet. Create some breathing room when your opponent comes in with a flurry.

ment, or begin an illustrious boxing career. In the Career mode, adopt any one of ten boxers (there's no "create your boxer" feature) and earn higher rankings until you get your shot at Foreman and his belt.

Contrivance, the gameplay's finer here than it is on the Genesis, but it's still slow and lacks the excitement fight fans have come to expect. Combo punches feel easier, but the fighters seem



**PROTIP:** When selecting your next opponent, study their attributes. Sometimes a higher-ranked boxer poses less of a challenge than the one ranked immediately above you.



**PROTIP:** Listen to your cornerman. His advice is usually helpful.

reluctant to duck when you want them to.

George and his many challengers look more at home on the SNES than the Genesis. While the ring is the same stale back-

ground that it is on the Genesis, the rendered characters are more detailed and more 3D in their appearance. As smooth as they are, they still don't show visible signs of damage as the fight progresses. How real is that?

In the sound department, rowdy crowd

noise, an effective round bell, and solid punching effects are pleasing to the ear. However, the referee's voice is dull, and the crowd doesn't get louder or more excited when there's a knockdown. How real is that?

### Not Really, George

Once you've seen your opponent's head snap back from the weight of your blow, the game loses its punch. Stick to the cartoony Super Punch-Out! and Riddick Bowe Boxing for better action in the ring. **B**

Foreman For Real by Attribute				
Height	Weight	Power	Endurance	Damage
6'11"	24	10	15	10
24 lbs	24 weight	Available time	Boxing	2 players
Multiple views	Side scrolling	Personality	128K memory	Wide to Adult

## Foreman Starves Genesis Gamers

Foreman For Real

By Tommy Glide

Some call him "Hungry George," and that's an apt description because this game bearing the champ's name won't entirely feed your boxing need.

### Cheez-Burger Champ

With a Tournament, Exhibition, and Career mode, George brings standard boxing options to his game. In the Career mode, you select one of ten contenders with different attributes and begin in the 19th spot on the road to dethroning Foreman. The round numbers and round lengths are customizable, and up to 15 players can enter the tournament.

Stiff gameplay hinders this cat. You start with three effective super punches, and one is replen-



**PROTIP:** In the Career Mode, Joe "The Dragon" Hoffman is a good choice for his speed.

ished after every round. Other than your programmed combination or rapidly throwing jabs, true combos are almost nonexistent. The slow fighters show no sign of injury as the fight progresses—you have to pause the game to check out your damage graph.

### Rendered Contenders

George and his challengers have been three-dimensionally ren-



**PROTIP:** When playing the Amateur level, you can easily beat your opponent by backing away, then charging in with repeated left hooks.



**PROTIP:** If you are taking hits, the super punch works as an effective counter, but try to save them to knock down your opponent when his strength is low.

dered to make them the finest-looking boxers to hit the Genesis. While they look sharp, their limited animations and poor knock-down visuals keep them in the corner.

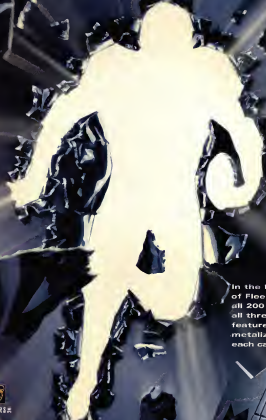
Unlike the graphics, the sounds are a total nightmare. The average music severely drowns out the sound effects in each fight. You won't hear the ref count on knockdowns, the punch effects sound like bad kang fu noises from '70s films, the crowd's silent, and the round bell sounds like someone tapping a children's toy piano.

The bottom line is that the do-or-die thrills found in Greatest Heavyweights and Toughman Contest just aren't here. You'll want to send this out-of-shape Foreman back to training camp. **C**

Foreman For Real by Attribute				
Height	Weight	Power	Endurance	Damage
6'11"	24	10	15	10
24 lbs	24 weight	Available time	Boxing	2 players
Multiple views	Side scrolling	Personality	128K memory	Wide to Adult



# Fleer METAL Football Hits This Fall.



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# Gretzky Eats the Boards on the SNES

Wayne Gretzky and The NHLPA All-Stars

Super NES

By Air Henders

Fighting games may find momentary fun in this easy Wayne Gretzky cart, but hockey fans will shudder. Since both camps can find more satisfying action elsewhere, this mixed reaction earns Wayne a trip to the penalty box.

## All-Scar Hockey

On this ice, you'd better be prepared to fight better than you skate and shoot. Defense and offense don't require fancy foot-

work and as uppercut, though, even the fighting's too simplistic.

In terms of hockey trappings, Gretzky's well equipped. Choose from all 26 NHL teams



**PRO TIP:** Connecting with a Super Check will always get you the puck, and 6 international teams, then hit the ice in the usual Exhibition,

Playoff, All-Stars, and Season modes. Although the responsive controls let you quickly check, pass, and shoot, advanced hockey features like one-timers and goalie control are noticeably absent.

## Gretzky Dethroned

Graphically, nice full-motion-video clips high-

light intense moments, and Gretzky's gameplay looks sharp at first glance with large sprites and several onfly views. Once in motion, though, the poorly animated sprites seem to float rather than skate, greatly detracting from the realism. With modified, unrealistic effects and idiotic music, the awful sound buries this game for good.

At the first whistle, Gretzky gets caught trying to do two things at once — and fails at both. Steer clear of this confused cart. **B-**

Wayne Gretzky and the NHLPA All-Stars  
By Time Warner Interactive

Genre	Year	Cost	System	Developer
	1992	\$49.95	SNES	Time Warner Interactive
Age		4 players		
18 maps		Multiple views		
Available on SNES		ESRB rating: KIB in Adults		



**PRO TIP:** During fights, use the uppercut as often as possible for maximum damage.

work or strategy, just repeated checking. Despite its speedy pace, Gretzky lacks everything that requires skill (passing, setting up offensive plays, etc.) in real hockey sims.

Of course, if you want to kick some ice, this game will quench your bloodlust. An Intimidate command lets you pick fights, and you can instruct your team to make aggressive, rough, or defensive plays. With only a



After you dart it out in this sharp face-off view, prepare for a sudden, disorienting shift to the normal side-view action.

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# Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • November '95

## LUNAR

ETERNAL BLUE



By Major Mike

As it did with *Lunar: The Silver Star* and *Popful Mail*, Working Designs has wisely translated to the U.S. market another long-awaited RPG that was previously available only in Japan. *Lunar: Eternal Blue* gives the Sega CD a winner—and a much-needed shot in the arm.

### Epic Storytelling

You don't need the first *Lunar* under your belt to understand this sequel. The few allusions to the *Silver Star* game are kept to a minimum. Eternal

dialogue, especially when the trash talk starts flying.

If there's a fault with *Eternal Blue*, it's in the straightforward gameplay. Aside from the mazes you must traverse in most of the castles and other areas, you're basically told what to do and where to go almost every step of the way.

The otherwise fast-rate controls fall prey to just one fault, which appears when the group is walking. In some areas it's easy to get strung up and unintentionally cover too much ground. This usually results in a fight you didn't want.

### Excellent Cinemas And Music

The graphics are a mixed bag. Your venture across the land is marginally exciting, with tiny characters that are often dwarfed by gigantic bosses and other monsters. The cinematics, however, are fantastic, especially the dynamite opening that consists of clear, very smooth cartoon animation. Unfortunately, most of the cin-

ematics in the story are short, with brief snippets of characters talking or making threats. Only a few, like the conversation between Lucia and Hiro on Leo's ship, are long enough to make good use of this awesome element.

The music is beautiful, though some pieces can be



Excellent graphic animations add life to *Eternal Blue's* story.



**PRO TIP:** Destroy the dark runway in the back, and the rock will fall.



**PRO TIP:** Keep track of these four enemies; they cause you big trouble later on.



**PRO TIP:** In the haunted house, use the Butterfly attack on the Rocks, the Herbal Grenade on the Suicide Death spirits, and the Boomerang on the Ghosts.



**PRO TIP:** Touch the blue statues and your magic and health will be fully replenished.

*Blue* uses a familiar RPG play scheme: Travel across a planet; fight monsters; gain money, experience, and magic spells; and meet interesting people—very interesting people.

The story is long and engrossing, if a little sappy. The characters engage in colorful

monotony. The voices are equally excellent. The good sound effects include loud crashes and other battle noises that are particularly effective.

### Eternal Challenge

*Eternal Blue* could appear to "some as" just another RPG, but the epic scope, appealing characters, and excellent cinematics make it much more. Any RPG fan looking for a lengthy, satisfying trek should check out *Eternal Blue*. □



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# CHRONO TRIGGER

SUPER  
NES



By Nob Ogasawara

This is the first instalment of our step-by-step guide to Square Soft's masterpiece that spans the ages. We have tried to be as basic as possible, yet cryptic enough not to ruin the fun. Even so, we couldn't avoid putting in some spoilers, so we suggest you don't read any of this until you're truly stumped. Okay?

## You've Been Forewarned

### Leene Square



Check out everything in the Square. What you do here affects what happens later. After enjoying the festivities, go see Lukka's new invention. When things go disastrously wrong, chase your new friend into the time gate.

### Truce Canyon 600 A.D.



From the mountain, head to Guardia Castle, meet the princess, and set off for the Cathedral.



Meet Frog, fight Yakra, and rescue the princess. Return her to the castle, then find Nadius in Leene's room.



Now return home through the gate that you used to travel to this time period.

### Leene Square 1000 A.D.



Go from Leene Square to Guardia Castle. Remember everything you did back at Leene Square? This is where your actions are scrutinized.

### Boss!



First, take out the head of this boss to prevent him from casting Cure spells on himself. Next, go after the wheel to avoid retaliation. After getting out of the prison, jump to the future through a time gate in Guardia Forest.

### Terran Dome 2300 A.D.



Go through Lab No. 16 and head to Amis Dome. After passing the boss, check the corpse for an important item. Then, obtain an access code for the computer system (look for a rat). In exchange for the item (seeds), Doan will give you a key.



The Guard Machine's bits unleash nasty counterattacks when the main unit is attacked. Go after the two independent bits first, then the main unit. (This strategy tends to work for many bosses.)







If you can't win the race, cross Ruins No. 32 on foot. Just conserve your Turbo boosters until the race's last leg.



After getting Robo, head to the factory site. The key to the gate inside Promo Dome is in the factory.



After opening the door to the generator with the secret code, fire up the generator and return to Promo Dome.

## The End of Time



Speak to the old man at the End of Time, then enter the door behind you and talk with Specchio to learn magic spells.

## Medina Village 1000 A.D.



Make your way to Melchior's house, listen to him, then head to Hekeran's cave.

### Boss



Magic spells are the only effective means of fighting this boss. Make sure you have items for regaining MP. Jump into a spring and you'll reappear close to Lukka's house.

## Leone Square 1000 A.D.



Check into Lukka's house occasionally; her father will prepare new protective gear for his daughter.



Return to the old man at the End of Time, then head to 600 A.D.

## Trace Canyon 600 A.D.



Head to Zenan Bridge and talk to the leader of the knights. Then return to Guardia Castle. Talk to the head cook in the basement and collect beef jerky as you exit the castle. Go back to Zenan Bridge, give the meat to the leader of the knights, and cross the bridge.

### Boss



Zombor is a tough boss with 800-900 HP for its upper and lower halves separately. The upper half is weak against water spells, and the lower half is weak against fire spells.

## Village of Porro 600 A.D.



Chat with the people and load up with supplies, then follow Tata, the child hero, to Deradoro Mountain.



At the cave near the peak, two brothers await with a part of a legendary weapon.



Concentrate your attacks on either Masa or Mune. When one goes down, they will fuse for round two with a fresh dose of 3500 HP and a mean spell. Fight them with spells.





After descending the mountain, visit Tata's house. Then, head to the forest inhabited by the alleged monster frog and look for a secret hideout. Find the blade of a sword and discover that it was made by Melchior. Return to Melchior's house in Medina, 1000 A.D. Melchior needs the Dreamstone from the distant past. To leave Medina, you must backtrack through Hekran cave and dive into the water.



When you wake up with an intense hangover, you will realize that you've been robbed of an extremely important item. Head to the Maze Forest with Ella for a showdown against Nazbere. Before you head back to the present, check for items in the hurting grounds north of the village. Have the village craftsmen fashion new weapons and armor using your hunt's booty.

# CHRONO TRIGGER

## Medina 1000 A.D.



Have Melchior do some repair work, then travel back to the middle ages to see Frog. Hand over the weapon and head off with him to the Magic Cave.



The first boss, Flea, cannot be hurt by magic spells. Solution: slug away! The next foe, Slash, is the other way around, so use spells.



Before taking on Magus, put Frog at the head of the party and ascend Mt. Denadoro. Position him so that he's hit by a stone thrown by an enemy. This tactic will enable you to obtain the Gold Stone, which does a secret three-character move!



Ozzie is a tricky foe and might have you fooled for a while. The secret: Attack the four chairs holding up part of the floor.

## Ioka Village 65,000 B.C.



Travel to 65,000 B.C. and link up with Ella. Head to Ioka Village and enjoy yourself at a feast that includes a "soup race."



Nazbere is weak against electrical spells. Zap him to lower his defenses, then slug away. Repeat this zap-slug pattern until he's defeated. Watch out—he regularly discharges the stored electricity.

## The End?



Here you face three mid bosses in a row, then a showdown with Magus. You're then thrown into a new time travel vortex in this epic journey.



Magus is nasty—vile black magic and 7000 HP. Hit him with Frog's magic sword first, then pummel him while his defenses are down. He changes his magic barriers to render various spells ineffective. But that also means he's vulnerable to other kinds of spells. To find his weakness, notice the spell he uses, then hit him with the same kind.



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By Nob Ogasawara

Last month, RPR featured 32-bit RPG titles for the Sony PlayStation and Sega Saturn. This month, we preview the big-name RPGs for the Super Famicom (SNES) in Japan's all-important RPG market.

In addition to the games described below, Quest's Tactics Ogre (the sequel to Ogre Battle by Enix) should be ready in October, Chun Soft's Siren of the Winds (the sequel to Toruneko's Magical Dungeon) is set for fall, and Enix's surefire multipatinum Dragon Quest 6 is tentatively scheduled for December.

Square and Nintendo have announced a Super Mario RPG, a 32-meg collaboration between the two industry giants. It appears to be an action RPG featuring all the play dynamics and characters of the Mario series with a diagonal Land Stalker-like perspective. No release date has been set for the potential blockbuster.

## Tales of Phantasia

**System:** Super Famicom  
**Publisher:** Namco of Japan  
**Developer:** Namco  
**Megabits:** 48  
**Release:** Not yet announced  
**Genre:** RPG  
**Players:** 1  
**Backup:** Battery  
**Complete:** 60%



This might come as a surprise, but Namco has never made a proper RPG for Super Famicom. Its debut RPG for the system, however, is a true blockbuster that weighs in at an unheard of 48 megabits.

Up from the original 32 megs, this cart doubles the magnificent FF 3"n size. Namco has put the enormous canvas to good use by creating intricately detailed graphics with a real feeling of depth. As for the sound, a newly developed sound driver (FVD, or Flexible Voice Driver) delivers high-quality reproduction of

more than 100 sampled speeches. An intense sound-processing mode lets you alter all the audio settings, including pitch and tone.

The story, of course, has not been neglected and features a grand tale of valiant heroes rising to face the challenges created by an overwhelming evil. The sword-and-sorcery game design makes it easy to get into the sprawling epic. Fans of the genre should clamor for a translation of this gargantuan show of Namco's creative muscles.



### Seiken Densetsu 3

**System:** Super Famicom  
**Publisher:** Square of Japan  
**Developer:** Square  
**Megabits:** 32  
**Release:** September  
**Genre:** Action RPG  
**Players:** 1  
**Backup:** Battery  
**Complete:** 90%

**C**onfused about the numbering of Square's Japanese and English RPG names? The first Seiken Densetsu (Final Fantasy Gaiden on GB) was released as Final Fantasy Adventure in English, and Seiken Densetsu 2 was translated to the SNES as Secret of Mana. In other words, SD/SOM is an offshoot of the epic Final Fantasy series.

In Seiken Densetsu 3, the gameplay surrounding the Mana Stone is much more complex, with players having the ability to choose three characters out of six in Square's Triangle Story Sys-

tem. The six characters include a mage, a were-beast, a thief, and warriors of six countries who have conflicting alliances.

The game system generally appears unchanged, and includes the onscreen Ring command for using items, changing weapons, and so on. It's unknown at this point whether the first SOM's uproarious three-player option will be available, but there will be two- and three-character combo moves and spells.

The graphic effects for magic spells have been enhanced, and new spells have been added, including conjuring spells to summon servant spirits and monsters.

Flammy, the flying dragon, returns to lift you to the heavens in this spectacular sequel. He/she/it is joined by Booskaboo, a huge turtle that will ferry your party across water. It's been a long wait since Secret of Mana, but have no fear - this sequel will set your mind on fire.



### Romancing Sa-Ga 3

**System:** Super Famicom  
**Publisher:** Square  
**Developer:** Square  
**Megabits:** 32  
**Release:** November  
**Genre:** RPG  
**Players:** 1  
**Backup:** Battery  
**Complete:** 50%

Although perhaps not as well known as Final Fantasy or Secret of Mana, the Romancing Sa-Ga series is one of the pillars that upholds the Square empire. Although sharing the sword-and-sorcery theme of Square's companion lineups, RSG 3 employs an entirely different game system called Free Scenario that sets it apart. The system incorporates elements of adventure books by providing choices

for players to make about their actions.

At the start of the game, you choose one of the eight characters as your own. The choices you make affect which characters you meet along your journey. The characters can join or leave your party as you choose.

Fighting is conducted in the turn-based style of Phantasy Star. Lavishly illustrated, RSG 3 should win over Japanese fans of the two more prominent series. You should pester Square USA for a translation to the SNES!



### Tenchi Sozo

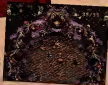
**System:** Super Famicom  
**Publisher:** Enix  
**Developer:** Quinet  
**Megabits:** 32  
**Release:** Fall '95  
**Genre:** Action RPG  
**Players:** 1  
**Backup:** Battery  
**Complete:** 70%

This is the first offering in two years from Quinet, which made Illusion of Gaia (released by Enix in Japan and by Nintendo for SNES). The team, also known for Act Raiser and Soul Blazer, quietly toiled on this project to follow up IOG.

The story begins with a young boy named Ark (no relation to Sony's Arc the Lad), who lives in a small village in a world on the inside of Earth.

Accused of a serious crime, Ark is assigned the gargantuan task of liberating the planet and developing its civilization. He must overcome enormous odds to create oceans, sculpt mountain ranges, raise continents, and create life to populate the planet. Grand creation scenes of the birth of life and so on are depicted in beautifully rendered graphics.

The gameplay is very similar to IOG and Soul Blazer, so it shouldn't stump diligent players. There's a strong chance that this monumental RPG will be translated for you lucky SNES owners.





## Finally, baseball without the chili dog farts.

*Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in*



Nice screen shot, huh?



Cool 3D Graphics

*bigger-than-life 3D. You can choose from 18 world-class teams. Set your own pitching rotation.*

*Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So*



*don't just sit there waiting to burl. Slide into the store, and give it a crack.*



**KEMCO**





By *Slo Mo*

TeleroBoxer is all about robot fist-cuffs in the far-flung future. Thanks to the Virtual Boy, you don't have to wait that long for an intense fight.

### Boxing 'Bots

This boxing game's top-ranked visuals leave you feeling beat up. The Virtual Boy's 3D graphics put seven mechanized pugilists right up to your eyeballs for dumb-numbing



**PRO TIP:** Put away Fajeta, the first fighter, with a battery of head punches like the Machine Gun Punch or Hook.

action. Since fists and other body parts seem to fly from the screen, you'll probably be ducking like you're in a real fight.

The controls deliver a respectable arsenal—six defensive moves, three blocks, eight standard punches, and four special punches. Because most moves require pressing directionals and an action but-

# TeleroBoxer

#### Subscribers by Platform

Super32	SNES	CD-i	Virtual Boy	Others
1.0	1.0	1.0	1.0	INT.

320 lbs  
8 wings  
Available now  
Fighting

1 player  
Full-screen view  
ESRB rating: Kids  
in Motion



**PRO TIP:** Bertha lacks peripheral vision, so use right and left hooks to beat her.



## Virtual Boy



By *Slo Mo*

In space, no one can hear you scream, but you'll scream plenty in Red Alarm. This intense outer-space shooter's spacy graphics will break out inexperienced starfighters.

### Red Menace

Red Alarm's similar in gameplay to Starfox, but it's done in a red line-drawing style. The game uses a behind-the-



**PRO TIP:** Homing missiles are your most valuable weapon when the graphics get too confusing. They clear things up...fast!

ship view with vector graphics creating all objects as unfilled polygons.

If you can't distinguish a polygon from Pauley Shore, you'll be lost for days. But if you adjust, you'll fly into strange new worlds. Your fighter can fly 360 degrees in any direction, enabling you to



**PRO TIP:** When you get lost, remember you can maneuver 360 degrees in any direction.



**PRO TIP:** Keep an eye on shield strength in the lower-left corner. It's critical.

actually fly completely around objects and view them from any angle.

Red Alarm keeps your senses on red alert. Enemy ships and anti-aircraft gun emplacements are everywhere. They sometimes disappear into the backgrounds to make the fight

# Red Alarm

ing extremely intense. And the end bosses show no mercy.

Your eardrums take less of a beating. The sounds dash out only the usual blasts and explosions.

Your controls are simple and sweet, but your weapons are simple and sparse. You get lasers, homing missiles, and shields. At least the four switchable views help you sight in on targets.

### Don't Be Alarmed

You might need a saint's patience to master this game. If you're aching for an unusual shoot-em-up adventure, however, turn on the Alarm. [E]

#### Red Alarm by Platform

Super32	SNES	CD-i	Virtual Boy	Others
1.0	1.0	1.0	1.0	ADV.

320 lbs  
8 wings  
Available now  
3 player

4 wings  
Full-screen view  
ESRB rating: Kids  
in Motion







By **Groovy Gus**

Top-view racing was fun back in the days when Off Road was just out in the arcades. But revving Power Drive's little Euro-hatch-backs down country roads on the Game Gear just doesn't have the same thrill.

### Miss Daisy Driving

Based on Europe's popular 'rally' circuit racing, you



progress through eight windy and often unpaved tracks. As expected, you snag power-ups as you round the track while racing to earn the cash that helps you maintain and upgrade your vehicle.

The cars and tracks are graphically well defined. Each course scrolls smoothly for a better-than-average Game Gear look. The sound isn't quite as good. The music is that familiar techno-static heard on many Game Gear titles, so stick with



**PRO TIP:** After racing, repair your tires first, then your engine. The tires are more important for steady control.

#### Power Drive by U.S. Gold

Credits	Track	Color	Features	Controls
Free software available	4 maps	Available	Available	INT.
4 maps	Available	Available	Available	INT.
Auto racing	4 player (alternating)	1 track		
Overhead view	Multiplayer	Power-ups	ESM rating: Mild to Wild	



## Game Gear

the other sound option—scratchy but reliable effects.

### Steering Fear

Unfortunately, these cars leak steering fluid all over the controls. The game's simple look suggests easy maneuvering, but be prepared for the oppo-



**PRO TIP:** Use the optional directional arrows until you know each course inside out.



**PRO TIP:** Remember that ultimately you're racing against the clock, so don't get distracted by the GPU car.

site. Until you learn the tricky steering patterns, you'll be stuck in Frustration City on the first track.

Up to eight players can take turns racing, and variable weather conditions add options normally not seen in Game Gear titles. Even so, Power Drive is only for those who enjoy needing with hyper-sensitive controls on slippery tracks. **C**



By **Tommy Glide**

Larzen Tyler, the fighter from Burn! Champions, returns to life in this spinoff adventure game. Sadly, his former champ plays like a chump on the Game Gear.

### Better Off Dead

The game begins just after Tyler returns to the living. To atone for his past life of crime, he's made a deal with the police to clean up the gang-ridden streets of Chicago.

You guide Tyler, busting mobster's jaws and picking up special Weapons through seven levels of two-tiered streets reminiscent of Ninja Gaiden.



**PRO TIP:** You can't always avoid the ground, so remember that by using items, you may drop below the level of each boss.

You can begin on any level and fight your way to each boss in any order that you choose.

While that option should add variety, the slow pace, small sprites, and awkward controls keep your quest dull and frustrating. Larzen moves in both directions but faces only to the right. While Larzen can execute a variety of hand-to-hand moves, he and his enemies (who stand there like

# Chicago Syndicate



**PRO TIP:** When facing two enemies, use front kicks to shove one opponent back so that you can stay out of the line of fire from the enemy above.



**PRO TIP:** And apparently, there is a debugger with your game, please.

punching bags) are so small it's hard to appreciate any of the chop-soddy.

### Eternally Average

Despite the tiny sprites and repetitive handmen, the game looks okay with adequate backgrounds that change on every level. Likewise, you get standard Game Gear sound effects and music—average all the way.

Unless you're a big fan of Eternal Champions, you may want to pass on this tour of the Windy City. **D**

#### Chicago Syndicate by Sega

Credits	Track	Color	Features	Controls
Free software available	7 levels	Available	Available	INT.
4 maps	4 maps	Available	Available	INT.
Auto racing	4 player (alternating)	1 track		
Overhead view	Multiplayer	Power-ups	ESM rating: Mild to Wild	

**The greatest football games of all time.**







Tons of new offensive plays and defensive formations. The kind that could only come from the mind of Madden.



As you step under the punt you smell the bad breath of the special teams guy comin' down on you. No problem. Call for catch.



Can't go through 'em. Can't go around 'em. Go over 'em. The way Barry Sanders would. And listen to the pads crack below you thanks to ear-drum banging sound effects sampled from the actual field.



You get the real teams on the field, and in the booth. In addition to the man himself, we bring you the rest of the broadcast team: Pat Summerall and Lesley Visser.



We put the players' numbers on their jerseys this year. So you know where to look for the license of the truck (Bar Moma) that just ran you over.

The new Combine option is a game within the game. Create yourself. Go through a battery of NFL skill tests (with scouts watching). And pray you make it on draft day.



This is not a game. It's a monument to the NFL. A gold standard authored by the man himself, John Madden. The ultimate judge Kicks off soon on Sega® Genesis® Super NES, Game Gear™ and Game Boy™. To order, visit your local retailer or call 1-800-245-4525. Or see us at <http://www.ea.com/eaesports.html>





# Get the Strategy Tour of Super Mario World 2: Yoshi's Island!

LEARN YOSHI'S SPECIAL ATTACKS, DISCOVER  
HIDDEN AREAS IN THE FIRST TWO WORLDS,  
AND FIND OUT HOW TO BEAT THE MID-LEVEL  
AND END BOSSES OF EACH.

Super  
NES

BY BRUISED LEE

**W**elcome to Yoshi's Island. A baby has fallen into your hands, and it's up to you to search the island for his twin brother and return them both home safely. The main goal of this game is to find all the icons throughout each level. Some are easy to find, others require some thinking. This ProStrategy Guide walks you through the first two worlds of Yoshi's Island.



## Yoshi's Attacks

It's a jungle out there in Yoshi's land, so you'll need to master these skills to survive.

### Jump



Tap Button B to jump on enemies or to pass deadly obstacles.

### Float



After a jump, hold Button B. Yoshi flails his legs and floats briefly in the air.

### Dive Bomb Attack



After a jump, hold Down on the controller. This allows Yoshi to break through some walls, pound pillars into the ground, or destroy enemies.

### Tongue Attack



When close to an enemy, tap Button Y. Yoshi grabs the foe with his tongue and brings them into his mouth. This move only works on some enemies.

### Upward Tongue Attack



Hold Up on the controller and tap Button Y to snatch enemies directly above you. This move only works on some enemies.

### Spit Attack



After using a tongue attack, the enemy is trapped inside Yoshi's mouth. To spit them out, tap Button Y again.

### Make Eggs



When an enemy is in Yoshi's mouth, tap Down to turn them into an egg. Not all enemies can be turned into an egg; Yoshi can hold a maximum of six eggs.

### Shoot Eggs



Once you've turned an enemy into an egg, tap Button A for a cross-hair to appear. Tap Button A again when it's lined up on a target.

## Yoshi the Transformer?

In various parts of the game, Yoshi can transform into different objects and use new skills. All such transformations are temporary.

### Helicopter



In this form, Yoshi can explore new heights and find hidden items.

### Car



As a car, Yoshi can extend his wheels and drive over enemies.

### Mole



Like most moles, Yoshi can dig underground.

### Train



As a train, Yoshi can scale walls, but he can't go off the track.

### Submarine



Yoshi can explore the ocean's depths. He's even armed with guided torpedoes.



# YOSHI'S ISLAND

## WORLD 1-1

The main goal of each level is to find all the stars, and coins, flowers, and hidden question marks. Most items are easy to find. Be sure to explore these key locations.



Early in the level, you see a pipe guarded by two Yoshi-eating plants. Destroy the plants with your eggs and go down the pipe.

Halfway through the cave, you see a red flower. Ricochet an egg off the ceiling so it enters the flower.



Inside the cave, collect all the icons. Use the rock to help you reach some of the coins, then exit the cave.



Upon exiting the cave, shoot the question mark, and a huge flower grows. Climb the flower and fall to the left between the two rocks. You find a hidden question mark.



## WORLD 1-2

This level is made up of three sections. The second section is huge and has some hidden items. This complete map will help you out.



- 1) Start here.
- 2) Grab the icons and transform into the helicopter. Collect the coins and other icons while moving right.

- 3) Get a 1-up from the hidden question mark.
- 4) Exit here.





WORLD  
1-3

Most of this level takes place in caves. Here, you must use your dive-bomb attack to break through blocks and pillars to find hidden items.

Halfway through the level is a flower inside a ceiling block. Dive bomb the pillar to the right of the flower to reveal a hidden switch.



Jump on top of the switch to find the red arrow.



The arrow appears to the right of the switch. Move directly onto the arrow and press Down on the controller to enter the bonus room.



There are several coins inside the hidden room.

WORLD  
1-4

The first mid-level boss in the game resides in a castle. This stage is straightforward, and all the icons are easy to find. Look for cracked ceiling blocks where you can collect several coins.



In the first section of the castle, shoot the cracked ceiling blocks with an egg. Then jump up and collect the hidden coins.

## Mid-Level Boss



When this boss attacks, hide in the hole on the left side of the screen.



When you see an opening, move toward the egg dispenser and load up.



Run back to the hole and fire at him when he's in your sights. You need to hit him six times.



## WORLD 1-5

The game gets more intense in this section: You have forced scrolling to contend with! Fortunately, no hidden areas will distract you as you tackle this stage.



Keep jumping on the left side of the green platforms to move to the next section.



Ride the platforms as far as possible so you don't miss any coins.



Floating question marks occur occasionally in this level. Have some eggs handy to shoot at them.



The halfway marker is located at the top left of the level. Grab it before the screen scrolls back to the right.



When the platforms start to fall, wait until you collect the coins before jumping to the next platform set.



## WORLD 1-6

Most of this level consists of dark caves with no hidden areas. The bouncing arrows will help you find your way out.

When you start the level, jump on the bouncing arrow to get to the top of the hill. You find a hidden question mark there.



After the halfway marker, you see a floating question mark. Shoot it with an egg, and a red switch appears.



Jump on the red switch to reveal the location of the bonus rooms.



There's a flashing arrow to the right of the red switch. Press Down on the controller here to enter the bonus rooms.



In the bonus rooms, get the power up and transform into the mole. Dig through the rocks and collect all the coins.

## WORLD 1-7

Two sections make up this level. In the first, beware of the white puffy balls floating around the screen. If you touch one, Yoshi will become disoriented, and

the stage turns into a psychedelic trip. The ground will move up and down, making it difficult to move.



- 1) The beginning of the level
- 2) When the enemy rolls into a bell, push them over the side of the log to get the flower.
- 3) Hidden question mark
- 4) Key to the door

## WORLD 1-8

Inside the castle, you must take different paths if you want to collect all the icons. Most of these paths are fairly straightforward, and it's easy to find your way to the end. Beat the end boss, and you're off to World 2.



When you start the second section, jump straight up on the first log. A bouncing arrow falls from above. Jump on the arrow, and you go to the hidden section.



Stand on the right side of the rock to move it away from the wall. Keep pushing the rock until the question mark appears.



Shoot the question mark with an egg, and a huge flower appears. Climb the flower and collect the coins.



Find the hidden question mark above the red door that leads to the end boss.

## End Boss

Wait for an enemy to fall from the ceiling, then turn them into an egg.



Once you hit the boss with an egg, more enemies pop out. Keep turning the small enemies into eggs to make more ammo.



This end boss tries to push you off the ledge and into the lava. Always attack the boss from the left side of the screen. It takes eight hits to destroy this one.

# YOSHI'S ISLAND

## WORLD 2-1

This level consists of falling platforms and blocks. While these obstacles can make some jumps difficult, the key to completing this level is to avoid staying in one place for too long.



When you start the level, ride the falling platforms and collect the coins that are out of reach.



Snag the hidden question mark on the top-left side of the second section of the level where the blocks fall on top of each other.



After the yellow flower, you encounter four enemies carrying red coins. Collect them before you move on.



Shoot down the boxes suspended by balloons—they're usually filled with stars.



Look for the hidden question mark by the Bippers and the flower just before the end of the level. Jump on the falling blocks to reach it.



## WORLD 2-2

One of the largest areas in this world, this level's first two sections are very straightforward. The map shows the last half of the level. You start this section after transforming into the mole.

- 1) The beginning of the level
- 2) Hidden question mark
- 3) Ice ball
- 4) You need to freeze an enemy here with the ice ball, then grab the hidden question mark located in the small hole.
- 5) Shoot an egg inside the flower to get extra stars.

- 6) Shoot an egg onto an enemy to get all the coins.
- 7) Shoot an egg at an enemy to get the flower.
- 8) The end of the level



WORLD  
2-3

Most of this level takes place underground. The cave is huge and has some different paths you must take. Here are some of the hot spots you don't want to pass up.



When you start the level you see three floating yellow blocks in the air. The last one hides a question mark.



When you first enter the cave, you see a large set of breakable blocks to the right. A hidden question mark's hiding here.

This section is in the bottom left corner of the cave.

- 1) Red switch
- 2) Press Down on the controller to enter the bounce room after activating the switch.
- 3) Hidden question mark
- 4) The last hidden question mark is directly below the double set of blocks.

WORLD  
2-4

You're off to the first castle to confront the mid-level boss. Ghosts from the first Mario World game have overrun the castle. The cowardly ghosts only attack when you turn your back on them.



Find the hidden question mark to the left of the pipe after the second section of the castle.



Halfway through the third section of the castle, you come across a cracked ceiling section. Shoot an egg at it to make a hole. Jump up and run to the left.



Now you can enter the door that

was blocked by flippers. Inside the door you find the last flower.

## Mid-Level Boss



You can only score a hit on this big ghost when you're facing away from him. The best way to hit him is to shoot an egg straight ahead. The eggs bounce back and nail him. Grab the bats to reload on ammo.



The boss grows bigger when you hit him. Face him to stop attacks. When you're facing him, you can also run through him. Use this strategy to get into a better location. Five hits will finish the ghost.



## YOSHI'S ISLAND

### WORLD 2-5

Most of the floor in this level's first half can be destroyed. Be careful when shooting eggs - you'll make holes. A more serious problem is the creep that floats on his cloud and throws spiked spheres at you. Ground him every chance you get.



When you start the level, break through the ground near the first ledge to find a hidden question mark.



Three question marks are hidden halfway through the level's first section. Each is marked by a number.



Go to the hallway marker at the beginning of the second section

and shoot the block that's directly above you. Climb the huge flower and then dive-bomb the pillar just enough to hit the hidden red switch. From the pillar, jump to the top ledge to find the second hidden question mark. Then push Down on the controller under the flashing arrow.



This map picks up after you get out of the first bonus room.

- 1) Second red switch
- 2) Push Down on the controller under the flashing arrow to enter the second bonus room.
- 3) Hidden question mark
- 4) Hidden question mark
- 5) Hidden question mark



Before exiting the level, jump on top of the cloud enemy. Use his cloud to fly over the exit to locate the last hidden question mark in the level.

### WORLD 2-6

This is the easiest level in World 2. Most of it is straightforward with only a few hidden areas.



In the first section, grab the key located at the bottom of the level. Shoot the question mark to the left, and the key appears. Use the key in the next section.



When you enter the cave section, move to the right under the three gray blocks. Shoot an egg straight up to free a large bouncing arrow. Now you can move freely through most of the cave.



Shoot an egg up at the gray blocks to the right of the large bouncing

arrow. Beyond this hidden door is the third flower in the level.



Find the hidden question mark in the top-right corner of the cave.



Dive-bomb near the yellow flower. When the petals fall off, touch the stem, and you find a hidden question mark.

## WORLD 2-7

This level consists of three sections. In the first two, use the clouds to find all the hidden items. In the last, you can transform into the car and helicopter.



When you start the level, walk to the left past the double set of flippers to find the two hidden question marks.

- 1) Throw the red switch, and you get the invisible coins.
- 2) The second question mark



At the end of the first section, go down the pipe. In this sublevel, jump from the falling blocks to get to the end of the section. The hidden question mark is by the pipe takes you out of the sublevel.



One-bomb the large pillar near the beginning of the second section. At the bottom, you'll find a hidden question mark.



This hidden question mark is located at the end of the second section in the top-left corner. Use the clouds to reach it.

## WORLD 2-8

The castle is big. The only difficult part here is avoiding the spikes on the wall in the third section.



At the end of the third section, an arrow guides you through the spiked walls. Here are the locations of the hidden question marks behind the spikes.

- 1) Start the section here.
- 2) Hidden question mark
- 3) Hidden question mark
- 4) Hidden question mark
- 5) Exit here.

## End Boss



To beat the end boss, push him off the right side of the platform. As you push one way, two enemies push the opposite way.



Jump away from the fire the boss spits and continue to push him off the side.







# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Arcade

### Street Fighter Alpha

#### Tag-Team Fight Against Bison



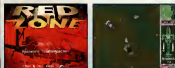
This will allow two players to team up and fight Bison! However, only Ken and Ryu can fight him in this mode, and they both share one life bar. The code will only work on a "fresh" game—not one currently in progress.

Press and hold the Start buttons for Players One and Two and keep them held down. When the Player Select screen appears, both players should do the following: Tap  $\uparrow$ ,  $\uparrow$  on the joystick and release the Start button, then tap  $\uparrow$ ,  $\uparrow$  again. Then Player One should press Jab and Player Two should press Fierce. If done correctly, Ken and Ryu will prepare to fight each other on Chun Li's stage before they are interrupted by Bison. Note: Bison is almost impossible to beat in this mode.

## Genesis

### Red Zone

#### Invincibility Password



Enter the following password. You will start on level 3 and your ship will be invincible: BAABAACBCAA.

Ricardo Jackson  
Cleveland, OH



## Neo-Geo & Neo-Geo CD

### Double Dragon

#### Play as Duke and Shuko



At the player-select screen, move Player One's cursor over the following fighters for a little over three seconds in the following order: Billy, Marlene, Cheng-Fu, and Jimmy. If you did the trick correctly, you should hear Marianne say "Bingo!" Note: Charged moves can only be done when the word "Charged" appears beneath the life bar.

#### Duke's Moves

Fire Lance: Motion  $\downarrow$   $\rightarrow$  any button

Fire Knee: Motion  $\rightarrow$   $\downarrow$  any button

Knee Kick: While jumping, motion  $\leftarrow$   $\downarrow$  any button

Head Smash: Charge  $\downarrow$  two seconds, tap  $\uparrow$ , any button

Teleport: Charge  $\leftarrow$  two seconds, tap  $\rightarrow$ , any button

Charged Tiger Lance: Motion  $\downarrow$   $\rightarrow$  any two buttons simultaneously

Charged Fire Knee: Motion  $\rightarrow$   $\downarrow$  any two buttons simultaneously

Charged Knee Kick: While jumping, motion  $\leftarrow$   $\downarrow$  any two buttons simultaneously

#### Shuko's Moves

Fireball: Motion  $\downarrow$   $\rightarrow$  any button

Jumping Fireball: While jumping, motion  $\leftarrow$   $\downarrow$  any button

Rolling Fireball: Motion  $\rightarrow$   $\downarrow$  any button

Lightning Strike: Motion  $\rightarrow$   $\downarrow$  any button

Shuffle From Behind: Charge  $\leftarrow$  two seconds, tap  $\rightarrow$ , any button

Back From Above: Charge  $\downarrow$  two seconds, tap  $\uparrow$ , any button

Charged Rolling Fireball: Motion  $\rightarrow$   $\downarrow$  any two buttons simultaneously

Charged Lightning Strike: Motion  $\rightarrow$   $\downarrow$  any two buttons simultaneously

# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Genesis

### NBA Live '95

#### Play Golf



Select the Exhibition mode and select your teams. At the Player Setup screen, move the controller under any team and push Up until an option named "Start New" appears. Press Start and enter the following name: **XXXXXXXXXX**. Press Start, and you will be able to play golf.

## Saturn

### Daytona USA

#### Hidden Area and Message



To find a hidden message, pick either Arcade or Saturn mode and start on the Advanced track. As soon as the race starts, turn around and drive the opposite direction. Look for a small hill to the right. Drive up the hill, and you will see a special message from your sponsor.

Steve Axzlar  
Scarsdale, NY



Arnie McKee, Pueblo, CO

## Arcade

### Street Fighter Alpha

#### Play as Akuma



Press the Start button to start a new game. For Player One: At the Player Select screen, move the cursor to the question-mark box in the lower-left corner. Press and hold the Start button, and tap **↓, ↓, ↓, ←, ←, ←**, then simultaneously press **Short** and **Roundhouse** for a blue-garbed Akuma.

For Player Two: At the Player Select screen, move the cursor to the question-mark box in the lower-right corner. Press and hold the Start button, and tap **↓, ↓, ↓, →, →, →**, then simultaneously press **Jab** and **Fierce** for the red-dressed Akuma (or simultaneously press **Short** and **Roundhouse** for the blue-garbed Akuma).

YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

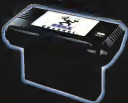
HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

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# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Saturn

### Daytona USA

#### No Wheels on Opening Screen



Start a race and enter the pit. Before the crew gets the new tires on your car, simultaneously press A, B, C and Start. This will reset the game. Now, at the demo screen, your car will have no tires.

Vanessa Wheeler  
Internet



Marko Gvozdeno, Pittsburgh, PA

## Neo-Geo CD

### Fatal Fury 3

#### Little Fighters



This trick works in the Versus mode only. After selecting the two fighters, hold Buttons B and C on both controllers through the "Now Loading" screen until the match starts. This must be done for each fight.

## Super NES

### Rocko's Modern Life -

#### Spunky's Dangerous Day

#### Play with the Nickleodeon Bone



At the Nickleodeon dog bone screen, simultaneously press Button X and Button Y to make the bone long and thin; simultaneously press Button A and Button B to make the bone short and fat.

Abdul Waheed  
Internet

## Arcade

### Street Fighter Alpha

#### Play as Bison



Press the Start button to start a new game. For Player One: At the Player Select screen, move the cursor to the question-mark box in the lower left-hand corner. Press and hold the Start button, and tap  $\downarrow, \downarrow, \downarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow$ , then simultaneously press Jab and Fierce for the red-clothed Bison (or simultaneously press Short and Roundhouse for Bison's alternate color).

For Player Two: At the Player Select screen, move the cursor to the question-mark box in the lower-right corner. Press and hold the Start button, and tap  $\downarrow, \downarrow, \rightarrow, \downarrow, \rightarrow, \rightarrow$ , then simultaneously press Jab and Fierce for the red Bison (or simultaneously press Short and Roundhouse for Bison's alternate color).

# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Super NES

### The Death and Return of Superman

Refill Life Bar and Special Attacks, Nine Lives, and Level Skip



Before starting a new game, choose the sound test in the Options menu. Play these sounds in the following order: 0B, 29, 2C, and 05. Then start a new game, and simultaneously press A, B, X, and Y anytime during play. Your life bar will refill and you will get five special attacks. To skip levels, press A, B, X, Y, and Select anytime during play.

B. Henson  
Internet



Rocky Kramer  
Elwood Park, IL

## Sega CD

### Earthworm Jim: Special Edition

Red Afro, Black Afro, Groucho Marx, and Antennae

Pause a game, then enter any of the following:

**Red Afro**



Press C, A, A, A, A, A, B, C

**Groucho Marx**



Press A, A, A, A, A, A, B, C

**Black Afro**



Press B, A, A, A, A, A, B, C

**Antennae**



Press B, C, A, A, A, A, D, C

## Genesis

### The Adventures of Batman and Robin

Stage Skip



Start the game and pause it. Then press B, A, Down, B, A, Down, Left, Up, C. You will automatically advance to the next stage.

### Do You Have a Secret Weapon?

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IN TODAY'S WAR BE  
IT APPEARS ONE SIDE HAS



POWERED BY  
**namco**

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In Tekken, you're a mercenary on a mission. Win the 17 missions.

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# THE FIGHTER'S EDGE

## Tournament-Winning Combos and Strategies

With incredible graphics and near-perfect controls, Tekken makes a smooth jump from the arcade to the PlayStation. All fighters' moves and combos have been faithfully translated, and you can even play as the bosses, doubling the number of playable fighters. Tekken is one of the top fighting games for the PlayStation so far. Check future issues for boss moves and combos.

# TEKKEN

**PLAYSTATION**
*By* **Bruised Lee**

### Get Up and Fight

When your fighter is knocked down during a match, you have five ways to recover offensively and defensively. Use the recovery method that best accommodates your situation.

### Roll Backward



Tap ←  
Use this maneuver to avoid air attacks.

### Roll Forward



Tap →  
Use this tactic to get in close to your opponent.

### Low-Kick Recovery



Tap (↓) RK  
Use this recovery if your opponent is blocking high.

### High-Kick Recovery



Tap (↑) RK  
Use this recovery if your opponent is blocking low.

### Large-Forward Recovery



Tap (←) LK RK  
Use this tactic when an opponent is running in or just starting a move.

### How to Run

Running is an essential part of Tekken. It's most often used to get in close after you perform a combo. There are also some special attacks each fighter can perform while running.



Tap →, →, → quickly to make your fighter run.

### Stun Moves

Many of the fighters have stun moves, which are a great way to knock down an opponent's guard and score free hits. See the character profiles for information on how to do the fighter's stun move.



Each character can counter a stun move using various moves.

### Air Juggle Move

The air juggle is a quick and easy way to launch your opponent into the air to start a juggle combo.



Tap (↘) RP to start the air juggle.

Note: To start Miclee's air juggle, tap ←, →, then hold ←, tap LP.

To start King's air juggle, tap →, (↑) RP.

### Controller Legend



- ↑ = Up
- ↖ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- LK = Left Kick
- LP = Left Punch
- RK = Right Kick
- RP = Right Punch

**Motion** = Move the joystick in one smooth, continuous motion.

**Tap** = Tap the indicated buttons or directions in sequence.

**Charge** = Hold the direction or button indicated for the time indicated.

**(|)** = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



**Super Moves**

Super moves, which most of the fighters can do, take a few seconds to execute and leave you open to attack. However, if a super move connects, it can inflict 50 percent to 80 percent damage. Use these moves as a last resort.



Tap  $\uparrow$ ,  $\uparrow$  to stop doing the super move

Note: Not all fighters can stop a super move once they start one.

**Throws and Grabs**

Each fighter has an assortment of throws and grabs. These are great maneuvers to use when commencing an attack or to break through fighters who are blocking. Timing and positioning are the keys to success.



Because they're unblockable, throws and grabs are often successful against opponents who stay on the defensive.



Ducking is a simple way to avoid being thrown. After ducking a throw, you can easily counterattack.



Counter a throw with a throw. If timed correctly, the two throws will cancel each other. Then you can perform another move.

## NINA

## Special Moves

## Ground Attack

## Running Attacks

**Wrist Thrust**

Tap  $\rightarrow$ , ( $\rightarrow$  LP RP)

**Flip Kick**

Tap  $\rightarrow$ , ( $\rightarrow$  RK)

Note: This move will stun a blocking opponent.

Use this attack when your enemy is on the ground.

**Diving Punch**

Tap ( $\uparrow$  RP) or use the Flip Kick

**Ground Slide**

While running, tap RK

**Air Kick**

While running, tap LK

**Slive Attack**

While running, tap (LP RP)

**More Grabs and Throws**

Note: You must be close to your opponent to perform these moves.

**Elbow Smash**

Tap  $\downarrow$ , ( $\downarrow$  LP RP)

**Shoulder Toss**

Hold  $\rightarrow$ , tap (LP LK)

**Arm Flip**

Tap ( $\rightarrow$  LP LK)

**Nip Toss**

Tap (RP RK)

**In-Close Attacks****Face Smack**

Motion  $\downarrow$   $\rightarrow$  ( $\rightarrow$  LP RP)

Note: There are three moves you can perform following this move.

**Double Arm Breaker**

Motion  $\downarrow$   $\rightarrow$  ( $\rightarrow$  LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

**Over the Shoulder**

Motion  $\downarrow$   $\rightarrow$  ( $\rightarrow$  LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

**Ground Arm Breaker**

Motion  $\downarrow$   $\rightarrow$  ( $\rightarrow$  LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

**Single Arm Breaker**

Motion  $\downarrow$   $\rightarrow$  ( $\rightarrow$  LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

**Super Move**

Tap ( $\downarrow$  LP RP)



# Devastating Combos

## Three-Hit Knockdown



Tap LP



Tap RP



Tap RK

## Two-Hit Combo



Tap LP



Tap RP



Tap LP



Tap RP



Tap LK

## Air Juggle Combo



Tap (1/2 RP)



Hold →, tap RP



Hold →, tap LP



Tap LK



Tap RP



Tap LP



Tap RP



Tap RK



Hold →, tap RP



Hold →, tap LP

Tap →, (1/2 LK  
RK)

## More Combos

### Triple-Kick Juggle

Tap (1/2 RK), LK, RK

### Four-Hit Knockdown

Tap (1/2 LK), LK, LK, RK

# JACK

## Special Moves

### Overhead Smash



Tap (1/2 LP RP)

### The Clapper



Tap →, →, (LP RP)

### Sitting Move



Tap (1/2 LK RK)

### Sitting Attack



While sitting, tap LP, RP, LP, RP

### Machine-Gun Punches



Tap (1/2 LP), LP, LP

### Power Punch



Motion ← ↓ ↓ ↘ RP

### Windup Punch



Motion ← ↓ ↓ ↘ LP

### Tackle Move



Tap (LP LK)

## Ground Attack

Use this attack when your enemy is on the ground.

## Butt Slam



Tap (↗ LK RK)

## Super Move



Motion 360 degrees toward the opponent starting from ←. You can keep doing the motion until the count of five. Then tap LP.

*Note: The longer the count, the stronger the punch.*

## Running Attacks

## Jumping Ground Slide

While running, tap (LK RK)

## Dive Attack

While running, tap (LP RP)

## More Grabs and Throws

*Note: You must be close to your opponent to perform these moves.*

## Head Slam

Tap ←, (↗ LP RP)

## Back Breaker

Motion ↓ ← + RP

## Pile Driver

Motion ↓ ↘ + LP

## Body Slam

Tap (RP RK)

## Devastating Combos

## Ten-Min Combo



Tap (↗ RP)



Tap LP



Tap LP



Tap LP



Tap RP



Tap LP



Tap RP



Tap LP



Tap (LP RP)



Tap (LP RP)

## Air Juggle Combo



Tap (↘ RP)



Tap (↘ LP)



Tap (↗ RP)



Tap (↗ LK RK)

## More Combos

## Five-Hit Smash Combo

Hold ↓, tap LP four times, RP

## Triple-Punch Combo

Tap LP three times

YOSHIMITSU  
Special Moves

## Backhand



Tap (↗ RP)

## Knee Charge



Tap →, (↗ RK)

## Flip Kick



Tap →, (↗ LK RK)

## Sword Slash



Tap (← LP)

## Spinning Leg Sweep



Tap (← LK)

*Note: Keep tapping LK to repeat spins.*

## Spinning Elbow



Tap (↗ LP)

*Note: Keep tapping LP to repeat spins.*

## Flip Kick to Corkscrew



During the Flip Kick attack, tap (LP RP)

## More Grabs And Throws

*Note: You must be close to your opponent to perform these moves.*

## Sword Bash

Tap (RP RK)

## Body Press

Tap (LP LK)

## Ground Attack

Use this attack when your enemy is on the ground.

## Hard Pounce



Tap (↵ LK RK)

## Running Attack

## Dive Attack



While running, tap (LP RP)

## Super Move



Tap ↵, (↵ LP)

## Devastating Combos

## Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap RK



Tap RK



Tap RK



Tap LP



Tap LP



Tap LP



Tap LP

## More Combos

**Hard-Pounce Combo**  
Tap RP, LK, (↵ LK RK)

**Three-Hit Slash Combo**  
Tap (↵ RP), ↵, (↵ RK), (↵ LP)

## Air Juggle Combo



Tap (↵ RP)



Hold ↵, tap LP



Tap ↵, (↵ RK)



Tap (↵ LP)

## PAUL

## Special Moves



## Sweep



Tap (↵ RK)

## Flip Kick



Tap ↵, (↵ RK)

Note: This move will also a blocking opponent

## Jump Kick



Tap ↵, (↵ LK)

## Large Punch



Mobos ↵ ↵ ↵ RP

## Hammer Punch



Tap (↵ LP)

## Ground Punch



Tap (↵ RP)

## Elbow Punch



Charge ↵ for one second, motion ↵ ↵ RP



## Ground Attack

Use this attack when your enemy is on the ground.

### Diving Punch



Tap (↖ RP)

## Running Attacks

### Dive Attack



While running, tap (LP RP)

### Slide Attack



While running, tap RK

### More Grabs And Throws

Note: You must be close to your opponent to perform these moves.

#### Hip Toss

Tap (LP LK)

#### Power Elbow

Tap →, (↖ LP RP)

#### Arm Flip

Tap (RP RK)

#### Monkey Flip

Tap (↖ LP LK)

## Devastating Combos

### Ten-Hit Combo



Tap LP



Tap RP



Tap LK



Tap RP



Tap LP



Tap RP



Tap LP



Tap RK



Tap RP



Tap LP

### Air Juggle Combo



Tap (↖ RP)



Tap (↖ LP)



Tap (↓ LP)



Tap (→ RP)



Tap (↖ RP)

### More Combos

#### Sweep Elbow Combo

Tap (↓ RK), (↖ RP), (↑ RP)

#### Punch-Kick Combo

Tap LP, RP, LK

## KAZUYA

## Ground Attacks

Use these attacks when your enemy is on the ground.

### Diving Punch



Tap (↑ RP)

### Bounce-Back Punch



Tap (↖ RP RK)

### Hard Pounce

Tap (↖ RK), LK

## Special Moves

### Spinning Backlist



Tap (→ RP)

### Axe Kick



Tap →, (→ LK)

### Standing Uppercut



Motion → ↓ ↘ RP

### Uppercut



Motion → ↓ ↘ LP

### Double Kick



Motion → ↓ ↘ RK, tap RK

### Jumping Spin Kick



Tap (↑ RK)

## Running Attacks

Use these attacks when your enemy is on the ground.

### Slide Attack



While running, tap RK

### Diving Attack



While running, tap (LP RP)

### More Grabs And Throws

Note: You must be close to your opponent to perform these moves.

Flip Toss  
Tap (RP RK)

Double Kick Hold  
Tap (LP LK)

Headbutt  
Tap →, (→ LP RP)

## Devastating Combos

### Ten-Hit Combo



Tap →, hold  
(→ RP)



Tap LP



Tap RP



Tap RP



Tap LK



Tap RK



Tap RK



Tap LP



Tap RP



Tap LP

### Air Juggle Combo



Tap (↘ RP)



Tap (↘ LP)



Walk in with LP



Moban → ↓ ↘  
RP



Tap (↗ RK), LK

### Three-Hit Backlist



Tap LP



Tap RP



Tap RP

### More Combos

Triple-Punch  
Combo

Tap LP, LP, RP



## MICHELLE

## Special Moves

### Power Punch



Tap →, (→ LP RP)

Note: This move will stun a blocking opponent.

### Vertical Kick



Motion ↓ ↙ → RK

### Sweeping Jump Kick



Hold ↘, tap RK, LK

### Punch and Side Step



Tap (→ RP)



## Special Moves

## Ground Uppercut



Motion ↓ ↘ → RP or motion  
↓ ↙ ← RP

## Two-Hit Uppercut



Tap (↘ RP), LP

## Ground Attacks

Use these attacks when your  
enemy is on the ground.

## Hard Pounce



Tap (↑ RP)

## Diving Punch

Tap (↗ RP)

## Bounce-Back Hard Pounce

Tap (↗ LK RK)

## Running Attacks

## Dive Attack



While running, tap (LP RP)

## Slide Attack



While running, tap RK

## Jump Kick

While running, tap LK

## Super Move



Tap ←, →, hold ←, tap LP

## More Grabs And Throws

Note: You must be close to your  
opponent to perform these moves

## Side Suplex

Tap (LP LK)

## Leg-Hook Suplex

Tap (RP RK)

## German Suplex

Tap (LP RP)

Note: You must do a punch and  
kick step first

## Devastating Combos

## Ten-Hit Combo



Tap RP



Tap LP



Tap LP



Tap RP



Tap LK



Tap LK



Tap LK



Tap RK



Tap RK



Tap LP

## Ground to Air Juggle Combo



Tap LP



Tap LP



Tap LP



Tap (→ LP)



Tap (↑ RP)

## Air Juggle Combo



Tap ←, →, hold  
←, tap LP



Walk in with LP



Walk in with LP



Tap →, →, (LP  
RP)



Tap (↑ RP)

## More Combos

Bounce-Back  
Hard-Pounce Combo  
Tap RK, (← RK), LP,  
(↗ LK RK)



THE ULTIMATE MARVEL FANTASY CARD GAME!

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from **fleer**  
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## LAW

## Special Moves

## Low Flip Kick



Charge ↓ for one second, tap (↑ RK)

Note: Tap ↑ to flip toward your opponent, tap ↓ to flip away

## High Flip Kick



Charge ↓ for one second, hold (↑ RK)

Note: Hold ↑ to flip toward your opponent, hold ↓ to flip away

## Super Flip Kick



Charge ↓ for one second, hold (↑ LK RK)

Note: Hold ↑ to flip toward your opponent, hold ↓ to flip away

## Jumping Side Kick



Tap →, →, (→ LK)

Note: This move will allow a blocking opponent

## Atomic Noogie



When in close, tap (RP RK)

## Atomic Body Slam



When in close, tap (LP LK)

## Super Move



Tap (← LP RP)

## Ground Attacks

Use these attacks when your enemy is on the ground

## Flying Knee Bash



Tap (↑ RP)

## Diving Punch

Tap (→ RP)

## Diving Attack



While running, tap (LP RP)

## Side Attack



While running, tap RK

## Running Attacks



## More Grabs And Throws

Note: You must be close to your opponent to perform this move

## Knee Bash

Tap →, (→ LK RK)

## Devastating Combos

## Air Juggle Combo



Tap (↘ RP)



Walk in with LP



Walk in with LP



Tap →, (→ LK)



Tap (↑ RP)

## Tan-Kit Combo



Tap (↘ LP)



Tap RP



Tap RP



Tap LP



Tap LK



Tap LK



Tap LK



Tap RK



Tap LK



Tap RK

## More Combos

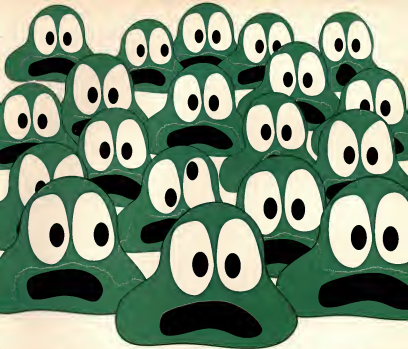
## Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

## Kick of Fury Combo

Tap (↓ LK), LK, LK, LK





# It's Gonna Be a Total SLUG-FEST.

They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!



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## KING

## Special Moves

## Uppercut



Tap →, (→ RP)

## Elbow Drop



Tap (↘ LP)

Note: This move will start a blocking opponent.

## Jump Kick



Tap →, (→ LK RK)

Note: This move will start a blocking opponent.

## Spinning Jump Kick



Tap →, →, (→ LK RK)

Note: This move will start a blocking opponent.

## Diving Bash



Tap →, (→ LP RP)

## Overhead Smash



Tap (↖ LP RP)

## Big Boot



Tap →, (→ RK)

## Scissors Takedown



Tap (↘ LK RK)

Note: This move can be used as a ground attack.



## Ground Attacks

## Running Attacks

Use these attacks when your enemy is on the ground.

## Hard Pounce



Tap (↖ LK RK)

## Elbow Drop

Tap (↑ RP)

## Diving Attack



While running, tap (LP RP)

## More Grabs And Throws

Note: You must be close to your opponent to perform these moves.

## Face Plant

Tap ←, (← LP RP)

## Super Pile Driver

Motion → ↘ → LP

## Knee Bash

Tap (LP LK)

## Pile Driver

Tap ←, (→ LP RP)

## Mind Sweeper

Motion → ← ← ↘ → LP

## Suplex

Tap (RP RK)

## Devastating Combos

## More Combos

Note: To start these combos your opponent must block the first hit.

## Super Stun Combo

Tap (↘ LP), walk in with LP, continue in with RP, tap →, (→ LP RP), tap →, →, RP

## Stun Combo

Tap (↘ LP), →, (→ RK), (↑ RP)

## Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap LP



Tap RP



Tap RK



Tap RK



Tap RK



Tap LP



Tap LK

## Air Juggle Combo



Tap →, (→ RP)



Hold →, tap LP



Hold →, tap RP



Tap →, (→ RP)



Tap (↑ RP)

# THE WORD IS OUT



## THE FINAL EDITION

The waiting is over! Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, ".... it looks like a winner" Word on the street is that this could well be the best football game - maybe even the best sports game - to ever come down the pike.

### WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player auras ■ New field patterns, and ■ New sound effects.

### WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season

into the future. Awesome.

### BUT, A WORD - OR WORDS - OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss out on the Super Bowl, do you?



This software is rated E (Everyone) for all ages. All content is generally suitable for all ages. For more information on ESRB ratings, visit [www.esrb.org](http://www.esrb.org).

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**GENESIS**



This software is rated E (Everyone) for all ages. All content is generally suitable for all ages. For more information on ESRB ratings, visit [www.esrb.org](http://www.esrb.org).



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## A Player's Guide to Power Peripherals



By The Lab Rat

Hmmm...We've detected a great disturbance in the lab's force. It may have something to do with a distant exploding planet, or maybe this month's new Playstation peripherals. See for yourself.

### PlayStation Padded

The big game-system makers seem to have decided that systems should be sold with only one controller, and unfortunately, the PlayStation is following their lead. But for about \$30, you can add another pad from a peripheral manufacturer - one that may include more features and be more to your liking. Here are three new PlayStation pads for those who want something different to plug in.

### ASCII and Ye Shall Receive

From ASCII, look for the **ASCII Specialized Control Pad**, an official Sony-licensed controller for the PlayStation. While the stock PlayStation control pad sports angled grips, the ASCII controller's flat design makes for a comfortable grip that feels more like what you're used to, and it provides good support for gamers who prefer to play "keyboard style" with their fingers resting atop the buttons. It also has a conventional directional pad, which many players prefer to the stock controller's segmented directional controls.

Complementing the nice design are slow-mo, rapid, and autofire switches for each of the eight but-

tons. The controller's one fire rests in the skinny Left and Right triggers, which have been crammed onto the controller's narrow top. Overall, though, this is a pretty decent pad.

### STD's Speed

Looking for programmable rapid-fire settings in a controller? Then look to **STD** for the **PS ProPad**. This controller includes four rapid-fire speeds, three slow-motion settings, and autofire.

Similar in design to the

### Controller



#### PS ProPad

System: PlayStation

Features: Offers autofire and programmable speeds for slow-motion and rapid fire.

Price: \$29.99

Available: Now

Contact: Toy stores



### Controller



#### Fighting Commander 2 Way

System: PlayStation

Features: This SNES-like six-button controller features a switch that adjusts the buttons to match the standard arcade-button configuration for games like *Darkstalkers* and *Street Fighter: The Movie*.

Price: \$26.99

Available: Now

Contact: Toy stores

stock PlayStation controller, the ProPad is slightly larger and has a different grip. The top-mounted Left and Right triggers are nicely angled for ease of use. The face of the directional pad is also a little larger than the Sony controller's, but

the buttons are the same size. For shooter fans who want to ease the pain of repeated button tapping when playing titles like *The Raiden Project*, the ProPad may be the way to go.

### Two Ways, One Controller

If you frown at the thought of leaving behind the comfort of a SNES controller when moving to a PlayStation, look for the **Fighting Commander 2 Way** by HORI. This PlayStation controller feels just like a SNES controller.

Complementing the 2 Way's six-button face are two top Left and Right shift but-

tons. While it lacks auto or turbo settings, this pad does offer two selectable configurations. The first is designed to replicate the arcade controls of games like *Street Fighter: The Movie* and *Darkstalkers*. The other configuration gives you normal PlayStation settings. The decent directional pad puts this controller in the running for fighting freaks who don't want to leave behind the comfort of a six-button pad. ☐

### Controller



#### ASCII Specialized Control Pad

System: PlayStation

Features: With a flat design that can be gripped normally or used keyboard style, this controller also offers slow-mo, turbo, and autofire capabilities.

Price: \$29.99

Available: Now

Contact: Toy stores

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# BUYERS BEWARE



## By The Watch Dog

Man, it's November and my fleas have gone home for the holidays. Whew! But I'm stuck here in the office with problems about Scary Larry's phone line and renting Saturn games.

**Q:** I am 14 and have been a GamePro

fan for years. I have a question about Sega's Game Gear. Why is it that Sega discontinued distributing TV Tuners? I've been looking for one for almost a year, and I can't find any! Can you ask Sega if I can buy one that it hasn't distributed to a store...please? I'll pay shipping and handling, etc.

**Michael Henneke, Ovelido, FL**



Found out

**A:** A Sega spokesperson comments:

The TV Tuner wasn't in high demand, so Sega has discontinued distributing the product through major retailers, but you might be able to find one by contacting smaller game shops in your area.

**Q:** When I received my July

issue of GamePro, I immediately called Scary Larry's Adventures. Every time I got to the main menu and pressed "1" to start the game, I got a message that said something like "wrong choice," and every time I pressed "2" or "3," there would be a momentary pause, then the message would just repeat the main menu again. I called twice, and it did the same thing both times. Now I have to pay six bucks, and I didn't even get to play! I don't believe you did this to rip people off, so why did this happen?

**Shaun "No Money Now" Byrd, Orlando, FL**



You get circles?

**A:** Scary Larry replies: Trouble with my line? Impossible! I take great pains (heh, heh, great pains...) to make sure the phone is in working order. I understand that at the beginning there were a number of errors with the phone line, but they have all been corrected now. To file a complaint about the six bucks, you can call your local phone company, and they will investigate the charges in question.

**Q:** I plan to buy a Saturn and a PlayStation, but before I buy 'em, I gotta find out if

The Warehouse or Blockbuster Video are going to rent games for those systems.

**Kyle Kingsbury  
Capertuno, CA**



For rent

**A:** Wally Knies of Blockbuster Video replies: In September, Blockbuster will begin renting both PlayStation and Saturn games...and systems! The deal we'll be running is that you can rent either system and two pieces of software for three evenings for \$14.99.

**Q:** I was looking through some of my old issues of GamePro when I stumbled upon a Super NES game enhancer called The Game Mage. I got interested, so I decided I wanted one. I called the number, and they told me they discontinued it. Is there any way I can get one?

**Robert Sanchez, Floral Park, NY**



Out Mage!

**A:** The Watch Dog replies: The Game Mage, which was originally marketed and distributed by Alfa Data US over a year ago, stopped production of the unit. We can only assume that fierce competition and poor distribution led to its demise.

**A:** GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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# SHORT PROSHOTS

Previews of Hot New Games!

## DONKEY KONG COUNTRY 2 Diddy's Kong Quest

Super NES

SNES screens everywhere, stop looking for bugs and pay attention. Here's an update on the Donkey Kong Country sequel, Diddy's Kong Quest. The game's due out in November, and it's looking good! More than 100 new levels are being faithfully rendered by those geniuses at Rare, which is using its ACM graphics technique.

In case you haven't been paying attention the last couple of months, the plot is as follows: Donkey Kong Sr. has been kidnapped. Diddy must rescue him with a little help from Dixie, an ape-ette with a blond ponytail! The duo romps across the landscape in either one- or two-player action/adventure gameplay. Each screen has a set of unique moves. Diddy's are the same as in the original game, but Dixie can use her ponytail to whack unfriendlyes.

With the SNES game landscape looking a mite and, Donkey Kong Country 2's bound to be a welcome respite for cart-starved 16-bit gamers. Kong could be king again this Christmas.

By Michele  
Available November



The #1 comic book is now a hot new video game!

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**SUPER NES**



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**Acclaim**

ENTERTAINMENT

## Doom PlayStation

The PC classic hits the PlayStation with both barrels blazing! This bloody first-person shoot-em-up has all the features of the other versions... and more!

Doom on the PlayStation uses the levels from the original Doom, adding in extra territory and a few other surprises, and also incorporates weapons (the double-barreled shotgun) and enemies (the chain-gun marines) from Doom II. Williams is



considering making the game compatible for multiple players with the PlayStation-to-PlayStation connector.

*By Williams Entertainment  
Available Fall '95*



## WWF Wrestlemania: The Arcade Game

PlayStation

Saturn

32X

Genesis

Super NES

PC CD

This arcade wrestling extravaganza comes home with fully rendered, digitized graphics. With commentary by Jerry "The King" Lawler and Vince McMahon, players take to the ring as one of eight mighty wrestlers, including Bam Bam Bigelow and Donk the Clown.

The game features two modes of two-player action — head-to-head, which is the standard one-on-one match, or cooperative, where you and a friend combine forces against

two computer-controlled characters. Each character has special moves and devastating combos to smash opponents.

*By Acclaim*

*PlayStation, 32X, Genesis, Super NES, PC CD Available Now  
Saturn Available March '96*





## Wing Arms Sega

Climb into the cockpit of one of seven planes and take to the umbrerdy skies for air-combat fight-‘em action in this one-player game. You can choose to be any of seven pilots as you strive to complete eight missions with various objectives and across diverse terrain.

The flying environment is completely free flight. Three points of view – cockpit, chase, and reverse chase – and 360-degree movement keep you on top of the aerial action.

*By Sega  
Available February '96*



## Mystaria: The Realms Of Lore Sega

After starting out with a line-up geared toward action and sports gamers, the Sega gets its first RPG from Sega. A one-player game, *Mystaria* features a 3D first-person look with multiple angles.

Evil Lord Bane has captured the four kingdoms, forcing you to rely on the special powers of a prince, a ninja,

and a lion man to help you recapture the land. *Mystaria's* RPG features include up to 12 unique characters, special moves for each character, special items and magic, and more than 50 enemies and monsters to battle.

*By Sega  
Available November*



## Congo the Movie: The Lost City of Zinj Sega

Based on the summer sci-fi movie and Michael Crichton's book, this game takes you on a journey deep into the heart of the Congo. You're searching for diamonds and the lost city of Zinj. To find the city, though, you'll have to battle through a jungle filled with the likes of ferocious gray gorillas, mutant spiders, and deadly mosquitoes. The one-player action/adventure comes to life with a first-person perspective, 360-degree action, and rendered 3D graphics.

*By Sega  
Available Fall '95*



## Clockwork Knight 2 Sega

The sequel to *Clockwork Knight*, this one-player action/adventure game takes place in a mysterious toy world. You're a toy soldier, stomping through a strange land where toys come to life.

Improvements over the original game include 12 new gameplay environments, better 3D graphics and animation, more background interaction, and larger puzzles.

*By Sega  
Available January '96*



## Dungeon Keeper PC CD

In *Dungeon Keeper*, you play the bad guy for a change. As a nasty sorcerer, you must guard your treasure, which you hoard and store in a dark, dank dungeon. When adventurers try to claim your treasure, you can modify your dungeon with traps and send out legions of monsters to defend your wealth.

Fully rotational texture mapping and light sourcing lend an appropriately creepy atmosphere to the dungeon visuals. Playable across a network for up to eight people, *Dungeon Keeper* lets one player assume the sorcerer's role as seven others try to rob the goods.

*By Bulfrog*  
Available November

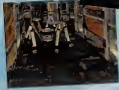


## Fade to Black PC CD

The creators of *Flashback*, Delphine Software, developed this sequel to their innovative game. After existing in a cryogenic sleep for 50 years, Conrad's back to rescue the human race from aliens called Morphis. Six labyrinthine 3D levels crisscrossed with sub-levels are his proving ground.

Movie-like 3D animation, digitized sound, and enhanced *Flashback*-style gameplay add color to *Fade to Black*.

*By Electronic Arts Studios*  
Available Now



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He's **SAVING** **FAST**



HE CAN **SAVE** THE WORLD

## Criticom

Saturn

PlayStation

Another entry in the two-player head-to-head fighting-game sweepstakes, Criticom has a lineup of eight warriors to choose from. In standard fighting gameplay, the characters spar from their own home-base arenas, battling to the death using an array of more than 80 fighting moves.

As players advance, their characters evolve and develop better skills. Gorgeous cinematics tell each fighter's story.

By **Wc Tokai**  
Saturn Available  
February '98

PlayStation Available December



## Silverload

PlayStation

PC CD

There's some strange goings-on in the Old Western town of Silverload. You're a bounty hunter who's about to find out just how strange. You've been hired by settlers to find their kidnapped son—no small task since monsters apparently lurk in the local mine.

In this one-player graphic role-playing adventure, you must unravel the town's secrets. Using point-and-click menus, you figure out such things as the preacher's identity, the location of the missing boy, and what werewolf-like monsters are doing in Silverload.

By **Wc Tokai**  
Available December



## A-Train

PlayStation

In this strategy simulation game from the makers of SimCity and SimEarth, you must successfully run a railroad. A-Train combines city building and railroad management responsibilities with such logistical issues as deciding where to lay tracks, how to schedule 40 freight and passenger trains, and how to master the financial details necessary to keep the company solvent.

By **Maxis**  
Available Fall '98



## Wing Commander IV: The Price of Freedom

PC CD

The battle with the Kilrathi is over, but civil wars and unrest have broken out on the homeworld. As Colonel Blair, you return to Terra to calm things down.

The improvements in the latest WC saga are highlighted by photorealistic fighters and movie-quality cinematics. Origin also promises improved player interactivity both in and out of the cockpit. This big-budget game stars Mark Hamill and Malcolm McDowell.

By **Origin**  
Available Winter '98





## Magic Carpet II: The Netherworlds PC CD

Magic Carpet took off like a supersonic jet last year thanks to its fabulous first-person flying-carpet action. This sequel's filled with improvements, including 75 percent faster speed, 50 new levels (including day, night, and cavern areas), 11 new monsters, and 11 new spells. The objectives in the mission-based levels range from finding magic objects to destroying entire buildings. Up to eight players can go head-to-head via a network.

*By Bullfrog  
Available Now*



## Space Hulk: Vengeance of the Blood Angels PC CD

As an Imperial Space Marine, you embark on a mission to board an out-of-control space hulk that's hurtling toward an overpopulated planet. Unfortunately, the hulk is filled with debris and hostile aliens.

Up to eight players can join in this action game as you explore the ship's corridors and try to shut down the engines. Sharp, ray-traced animations juice the Doom-style shooting action.

*By Electronic Arts  
Available Now*



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## Hyper 3D Pinball **Salem** PlayStation

Hyper 3D is realistic pinball action in a rendered 3D environment. Features include six tables, realistic controls and ball movement, top-down or 3/4-overhead perspectives, jet bumpers, jackpots, multiple ramps and targets, combination bonuses, super spinners, hidden areas, video modes, and multiball options.

By Virgin Interactive  
Entertainment  
Available First  
Quarter '96



## 3-Decathlon **PlayStation**

Here's a pump-up decathlon with rendered 3D graphics and digitized sound - but without the sweat. The Olympic-scored events include 100-, 400-, and 1500-meter races, the long jump, shot put, high jump, hurdles, discus, pole vault, and javelin.

Control a male or female athlete as you compete against 18 countries. Multiple camera angles, instant replays, eight-player action, and animated medal ceremonies round out the arcade-style gameplay.

By Virgin Interactive  
Entertainment  
Available November



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Leave or pick-up some of the best tips from the most serious gamers around!

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### Get a Classic Clue

The "best" weekly tips for your favorite system!

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## Center Ring Boxing Saturn

JVC climbs into the Saturn ring with Center Ring Boxing, a two-player head-to-head boxing contest. Put on the gloves and choose a fighter, or create your own customized boxer.

Customizable variables include weight, speed, agility, and the ability to create a female boxer. A Training mode enables you to control the development of your fighter and polish your boxer's array of punches and blocks.

The bruiser graphics combine full-motion video, adjustable camera angles, polygon graphics, and texture mapping that depicts the devastating gameplay, blow by blow. This one looks like Virtua Fighter in a boxing ring.

By JVC  
Available Fourth Quarter '95





**DOZIEY KINGS COUNTRY 2** Greater graphics and better action for this even bigger adventure! All new worlds populated with new animals and new friends. **\$64**

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## Crusader: No Remorse **PC CD**

Deadly action/adventure awaits you in Crusader, a pulse-pounding sci-fi game that combines shooting and strategy action gameplay.

You've defected from the Consortium to join the rebel forces. To prove yourself, you must survive mission after mission of ruthless combat. This flexible game allows you to choose whether you prefer gameplay that's more strategic or more straight shooting for each mission. To complete the missions, you'll have to explore realistic environments

like refineries, laboratories, space stations, and military bases. Gain control of enemy vehicles and armaments and use your character's ability to walk, run, crouch, and jump to ambush enemies.

Crusader's 3/4-overhead view action includes rendered 3D opponents with individual combat styles, all in SVGA graphics with live-action video cuts for interaction with multiple characters.

*By Origin  
Available Now*



## Jane's Advanced Tactical Fighters **PC CD**

EA scored a license with Jane's Defense Information that has fans of flight sims circling. A sequel to U.S. Navy Fighters, Tactical Fighters is a one-player flight sim that puts you in the cockpit of one of seven exotic fighters – an F-117A

Nighthawk, B-2 Lancer, X-31, X-29, ASTOL, Rafale, and F-22 Lightning II. The alliance with Jane's assures realistic simulations.

Three campaigns fly you to Egypt, Central Europe, and Vladivostok – the next Russian Revolution. Details include an Aircraft Reference Guide with video footage and design information right down to the lugnuts on the landing wheels for the aircraft, as well as dazzling special effects, digitized graphics, and 3D perspectives.

*By Electronic Arts  
Available November*



## Microsoft Fury3 **PC CD**

Billed as Microsoft's first action/arcade game, this one-player shooter drops you into the pilot's seat of the Fury3 in the middle of a space-age civil war. Your 24 missions cross eight planets, each with three parallel playing fields – the surface, inside the planet, and above the clouds.

The spacecraft flies with six degrees freedom of movement, and you can control it from a special cockpit mode that gives you a 360-degree view of the action that's inde-

pendent of the aircraft. Your weaponry includes plasma guns, lasers, guided missiles, and smart bombs.

*By Microsoft  
Available Fall '95*





## Descent **PlayStation** **Saturn**

In Descent, you journey deep into the mines of the moon to investigate the takeover of the Post-Terran Mineral Corporation by an alien race. You search the moon, trying to locate hidden power-ups and repair stations while you try to stop enemy robots from destroying command centers.

Descent's 30-plus levels of multiplayer flight-simulator-style action include exploration of lunar shafts and twisting tunnels from a 3D perspective. The full 360-degree environment



comes to life with animated textured maps, real-time animated 3D monsters, and advanced artificial intelligence. The rockin' soundtrack is accompanied by digitized sound effects.

*By Interplay*  
**Available First Quarter '96**



## Cyberia **PlayStation** **Saturn** **3DO**

Cyberia's eleven stages of action/arcade play combine puzzles, Hollywood-style cinematography, and full-on frenzied shooting.

It's far in the future. Global terrorists reign, and a doomsday device has been planted somewhere in northern Asia. You must find and disarm this device before it blows up the world.

A combination of full-motion video and rendered graphics illustrate the multiple story lines and plot paths. Thomas

Dolby's Headspace composed an original score for the game.

*By Interplay*  
**Available Fourth Quarter '95**



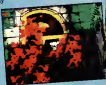
## Loaded **PlayStation** **Saturn**

In Loaded's futuristic war-torn galaxy, a nasty band of mercenaries has been wrongfully imprisoned. Stuck in the most dangerous prison in the galaxy, this band plans to break out and track down the entity that framed them.

You play as one of six deranged mercenaries, each with unique special abilities and a large weapon. Up to four players (using multilinks) can gun it out with a top-down view of the action through 12 levels

filled with mazes and secret passages. The gameplay is reminiscent of Doom or a souped-up Gaurdlet.

*By Interplay*  
**Available First Quarter '96**







## Inside the Ultra 64



Nintendo's Ultra 64 on display at SIGGRAPH



The guts of the Ultra 64

Late in the summer, the SIGGRAPH computer-graphics show in L.A. had a surprise visitor: **Nintendo's Ultra 64!** NEC had the unit and its board on display, though without a cart or controller.

An inside source identified some key characteristics on what he called "an exceptionally clean, compact" board. The processor is the special chip made by SGI. Below the double RAMBUS memory is a RAMBUS expansion slot for extra memory, which may be a feature of the system. On the exterior of the unit, Power and Reset buttons sit on the top, while directly in the front between the pairs of controller ports is a small flip-up slot, possibly for adding extra memory.

Regarding its scheduled spring '96 release, Perini Kaplan, Nintendo's corporate communications manager, says, "The hardware is completed and ready, and we are looking for-

ward to launching the Ultra 64 in April 1996 with several amazing first- and third-party titles." A Nintendo spokesperson also commented that rumors of a surprise January launch are totally unfounded.

## Arcade Games for 3DO

Hoping to pump some new energy into the 3DO, **Parasonic Software** has signed an exciting long-term agreement with **Williams Entertainment and Matushita Electric Industrial Co., Ltd.** The deal provides Parasonic Software with the rights to sell 3DO versions of current and future Williams arcade games, including some past arcade games.

The first Williams title that will appear on the 3DO is **Mortal Kombat 3**, which is scheduled to be released in early 1996. Parasonic plans to announce more titles shortly.

In other 3DO news, Parasonic has also cut a deal with U.S. Gold that will allow Parasonic to convert U.S. Gold's upcoming line of 1996 Olympics video games to the 3DO. No release dates have been scheduled for these games.

## PlayStation Peels Out



Get a PlayStation with **Ridge Racer** packed in for \$249.

Right before the **PlayStation's** launch, **Sony** added a pick-in option to the new system. For \$349, gamers can buy a **PlayStation with Ridge Racer**, a well-received racing game based on the arcade hit. Sony's original deal of \$299 for a PlayStation sans pick-in is also still available.

To satisfy the demand for PlayStations at the system's launch, Sony Computer Entertainment (SCE) instituted a prelaunch reservation program for its U.S. customers. Beginning in mid-August, buyers could make a reservation to have a system ready and waiting for them at a local store on September 9, the first day the system went on sale. Those who signed up also received a bonus CD sampler of tunes published by Sony Music.

SCE effected its ambitious plan in response to the high demand for systems

when the PlayStation made its debut in Japan, where many stores quickly sold out of the new hardware.

## Blockbuster's World Champs!

The summer-long **Blockbuster World Video Game Championship II** has finally concluded! More than 300,000 gamers entered the worldwide contest with 11 finalists squaring off in San Francisco on August 21. Emerging victors from this final group were a SNES champion, 15-year-old Leon Kane of Kingston, England, and a Genesis champion, 12-year-old Ricky Frazer of Neptune Beach, Florida.

The other nine finalists were Andrew Smallwood (age 11; New Albany, IN); Kelly Binach (age 13; New Berlin, WI); Lucio D'Andrea (age 13; Salta, Argentina); Amorchus Knights



Genesis champ **Leon Kane** (right), SNES champ **Ricky Frazer** (center), and finalist **Andrew Smallwood** (left)

## NEW MK 3 VERSION

From the World Wide Web comes this shot of a hot new version of MK, tentatively titled **Mortal Kombat 3 Ultimate**. Sources tell us that the game has six new characters, revamped combos, and new backgrounds and fatalities. According to industry rumors, "MK 3 Ultimate" may be available late this year or in early 1996.



(age 14; Washington, D.C.), Brandon Veach (age 14; Lake in the Hills, IL); Nathan Ludlow (age 17; Perth, Australia); Danny Parker (age 17; Melbourne, Australia); Shaun Fuller (age 18; Durham, NC); and Edward Callis (age 19; Hull, England). Check out next month's GamePro for more photos and onsite coverage of the finals held at Planet Hollywood in San Francisco and at the GamePro offices, where the two champs became editors for a day!

## More Game Ratings

The **Recreational Software Advisory Council** (RSAC) has announced a new ratings system that evaluates a game's degree of violence, sex or nudity, and strong language on a scale of zero to four. "The RSAC ratings do not presume to judge what is suitable for whom, they

simply describe the product and leave the decision in the hands of the consumer," said Ernest Adams, president of the Computer Game Developers' Association, which endorses the RSAC ratings. Adams added that the ratings will probably be used more by PC game publishers, noting that companies like Microsoft, LucasArts, and Maxx expressed support for the system.

In other ratings news, the **Entertainment Software Ratings Board** announced over the summer that it has already rated more than 500 console-system games and 500 PC games since mid-1994. The ratings, which GamePro runs with each review, describe for which age groups a game is appropriate on the basis of the game's violent content and adult content, among other things.



**BLOCKBUSTER VIDEO**

# November Hot Sheet!

## Super NES

1. Killer Instinct
2. Mortal Kombat 3
3. Batman Forever
4. Doom
5. Primal Rage
6. WeaponLord
7. Frank Thomas "Big Hurt" Baseball
8. Mighty Morphin' Power Rangers: The Movie
9. NHL '90
10. Dragon: The Bruce Lee Story

## Genesis

1. Mortal Kombat 3
2. Batman Forever
3. College Football USA '90
4. Primal Rage
5. Mighty Morphin' Power Rangers: The Movie
6. NHL '90
7. WeaponLord
8. Frank Thomas "Big Hurt" Baseball
9. Dragon: The Bruce Lee Story
10. Conix Zone

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## XBand Goes National

After successful tests of **XBand** modems in five cities around the country, **Catapult Entertainment** has made the video game modem available nationwide. Blockbuster Video stores, toy stores, and software stores across the U.S. began carrying SNES and Genesis XBands in the week of October 2.

XBand modems allow gamers to connect their video game consoles to phone lines and compete with gamers in other locations. The units sell for



**XBand modems are available at Blockbuster stores nationwide.**

\$19.99. An unlimited-play subscription runs \$9.95 per month.

In other XBand news, Catapult's planning to add Killer Instinct, WeaponLord, and Mortal Kombat 3 to its menu of games later this year. 



**Sony** bagged a victory in securing exclusive worldwide rights for the 32-bit CD versions of **Mortal Kombat 3** through the first quarter of 1996. The deal with Midway means that the PlayStation version of MK 3 will be the only 32-bit CD MK 3 until the second quarter of 1996, when competing versions for systems like the Saturn can be released. The agreement has no effect on 16-bit versions of MK 3.



In turn, **Sega** has scored one of Sony's flagship PlayStation titles, **Battle Arena Toshinden**, for the Saturn. Titled Battle Arena Toshinden 1.5, this Saturn version is scheduled for release in January and, according to Sega, will offer souped-up gameplay that outshines the PlayStation version.



**Doug TenNapel**, creator of Earthworm Jim for Shiny Entertainment, has signed on with

## At the Deadline

**DreamWorks Interactive** (DI) as that megacorporation's first third-party developer. TenNapel's company, the Southern California-based Neverhood, will create three games for DI. The first out the doors will be **The Neverhood** for the PC and possibly for the Saturn and PlayStation. TenNapel also says that discussions with MCA about a possible EJ feature film are under way.



**Sega's new Play To Win** promotion might just let you earn a living playing video games. A small number of copies of some Sega games will be programmed to display an 800 number when the player finishes the cart. The first person to call scores a whopping \$25,000, the next three callers take in \$10,000! Sega's launching the promotion with Vectorman for the Genesis and plans to continue serving up the green with other selected games in the future.



**The Sega Channel** has devised a way for its subscribers to rent popular new releases over the cable lines: the **Express Games** service. For \$2.95, gamers can call a toll-free number and order a two-day rental as soon as the games hit the shelves. The first Express Games offerings included **Comix Zone** and **The Adventures of Batman and Robin**.



Sony's settled the details on the recent relocation of its software arms (see "ProNews," October). The former **Sony Imagesoft** has been divided into two divisions: Sony Interactive Studios America and Sony Interactive PC America, which respectively focus on video games and PC games. **Pygnosis**, a British software developer owned by Sony, has been renamed Sony Interactive Europe.

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IF YOU THOUGHT 16-BIT WAS DEAD, THINK AGAIN."

- GAMEPRO MAGAZINE

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