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GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Kong Returns! Donkey Kong Country 2

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

ProReviews!

- Virtua Fighter Remix (Saturn)
- WWF Wrestlemania (Genesis)
- Earthworm Jim 2 (SNES)
- Mortal Kombat 3 (PlayStation)
- Madden NFL '96 (Genesis, SNES)
- Mega Man X3 (SNES)
- Doom (PlayStation)

An IDC Communications Publication

From Japan!

- Battle Arena Toshinden 2
- Super Mario World RPG

Hot Strategies

- Chrono Trigger (SNES)
- Tekken (PlayStation)

December 1995
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Diddy's back and better than ever.

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Okie twirls her parrotail to fly shopper slip-talk about a buzz cut!

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Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It ain't pretty.)



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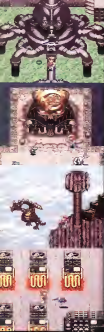
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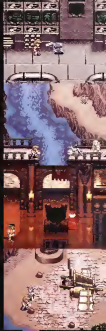




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3.

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I played tennis with a toad. I was set adrift in the



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cosmos. I flew into the mouth of a beast. It
was just
another
day
in the
third dimension.

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SONY



not included.) Your mission, should you choose to accept it, is to battle the sadman Kreal

through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

Purchasing Power

Consumers don't always realize how much power they have. If there's something they don't like, whether it's a movie, a TV show, a breakfast cereal, or a new tennis shoe, consumers can always shout their opinions loud and clear to the companies that make those products. Simply don't buy that shoe, don't watch that show, don't go to that movie. Consumer protests like this happen all the time: Last summer, baseball fans effectively expressed their anger over 1994's baseball strike by staying away from ballparks. And look what savvy moviegoers did to the dreadful *Judge Dredd*—they turned Sylvester Stallone's big-budget action flick into one of the year's biggest bombs.

As for the unoriginal video game sequels that reader Steve Ziesche talks about (see his letter at right), software companies are only making what they think gamers want. Video game sequels are like movie sequels: They rarely break from a successful formula. Thus most sequels to games and movies merely repeat what worked before. Exceptions to this rule are breakthrough games like *MK II*, *SF 2*, *Sonic 2*, *Virtua Fighter 2*, the great *Mega Man* series, *Castlevania III* and *IV*, the new *Super Mario World 2*: *Yoshi's Island*, *Samurai Shodown II*, *Super Turrican 2*, and select RPGs like *Final Fantasy III*. These sequels improved on the originals, a rare treat these days.

Unfortunately, for every breakthrough sequel like *MK II*, there are a dozen disappointing follow-up games. Remember, though, if software companies succeed by continually making bad products, we have no one to blame but ourselves. If we weren't buying their bad products, they'd be forced to come up with something new. You have an easy way of convincing them that you're displeased with their redundant sequels or their offensive ads or their high prices. Get your info from *GamePro*, make smart buying decisions, and let your wallet do the talking. Sometimes that's the only language companies understand.

The GamePros
the.mail.gamepro@ftw.com
San Mateo, CA



THE MAIL

GamePro Readers Speak Out!

Sick of Sequels



Final Fight 2, the sequel Steve Ziesche says is "identical to the earlier game."

Why are video game sequels always so unoriginal? The first *Bubsy* was great, but a year later the second one was a bust. The coin-op *Final Fight* was great, the SNES version was good, but then *Final Fight 2* and *Final Fight Guy* were identical to the earlier game. Can't companies think up original sequels?

Steve Ziesche
Santa Rosa, CA

Other Mattic replies:

Sometimes they do! See our editorial at left.

Game Gab

I feel like I'm being cheated. *MK II* for the SNES got great scores from your reviewer and was a terrific rendition of the arcade game, while the Genesis game got so-so ratings and was missing features from the arcade game. *Primal Rage* for the SNES gets extra finishing moves, and as you said "the SNES world definitely looks better" than the Genesis game. I feel that the two 16-bit systems should get equally good games.

Mark Mulvey



MK II for the SNES...



...and for the Genesis. Feel cheated?

Does the Sony PlayStation play music CDs?

Pablo Delvalle, Jr.
Paterson, NJ

Manny LaMancha replies:

Yes, as do other CD-based game machines like the NeoGeo CD, Jag CD, Saturn, Sega CD, and 3DD.

I'm an *MK 3* fan. How can I tell what version of the game I'm playing?

Nikolas Robinson
Long Beach, CA

Bruised Lee replies:

You have to reset the arcade machine to find out. Ask the arcade operator, and he might do it for you. As the game restarts, watch the first screens carefully, and you'll see the number for the version you're playing.



Cart Queries



I finished Power Rangers: The Movie for the SNES on the Normal mode. At the end, the screen says that if I finish the game in Hard mode, I'll get a special code. I called Nintendo's 800 line to find out about the code, and was told there was no such code in the game. I then called Bandai who said the same thing. Is there a code or not? If there is, what does it do?

Yanick Gravel
Lachute, Quebec, Canada

The Lab Hamster replies:

We called Nintendo's 800 line and they said they hadn't tested the code when you called, but they've now added it to the game information they give out. You get the code at the end of the game on the Hard difficulty setting. At the title screen, a few seconds after the lightning bolt hits the logo, press Up, Down, Left, Right, X, B, Y, A, and then Start. You'll be powered up at the beginning of each stage in any difficulty mode.

Do you know of any horse-racing games?

Anthony Smith
Aurora, IL

Video Head replies:

There have been several in Japan, but horse-racing games are virtually nonexistent in America. However, look for Stakes Winner, coming soon to a Neo-Geo machine near you.

I bought the Sega CD hoping someone would make great games like Doom, Doom 2, or Wolfenstein 3-D for it. Will these games ever come out for the Sega CD?

Matt Thiessen
Cosur D'Alene, ID

Earth Angel replies:

It's possible, but increasingly unlikely. As far as disc-based systems go, Sega has clearly turned its attention to the Saturn. GamePro gets fewer and fewer Sega CD games to review each month, which isn't a good sign for Sega CD owners.



Star Wars and Empire Strikes Back both came out for the NES, but was there an 8-bit version of Return of the Jedi?

Patrick Lozano

Captain Squideo replies:

No. Just when LucasArts would have started on Jedi for the NES, it set its sights on making the first 16-bit Super Star Wars game. If you need more Jedi, THQ's handhelds have just come out.

The Magazine Biz

The Sony PlayStation ad on page 11 of your September issue has the words "Enos Lives" at the end. Can you please explain this? "EnforCer20" internet

Tommy Glide replies:

A spokesperson for Sony says that "Enos Lives" is part of an ongoing marketing campaign that the company isn't ready to explain. The spokesperson

did tell us that there are lots of hidden codes and clues in their ads; in fact, on that same page is some word play that reads "URNOT" followed by a red "E," as in "You are not ready." Look at the street signs in the ads featuring ESPN's Extreme Games for some hidden codes and study the TV ads to find tracks for Battle Arena Toshinden.



Are you ready to decipher Sony's hidden messages?

Movie Madness

In the Street Fighter movie, Blanka was turned into a monster, but in the game, he lived in the jungle. Who's right?

Jamie McNamara
Internet

Bonehead replies:

They both are, because they're two different things. Copcom says it had to take certain liberties with the game's characters in order to make the movie plot work. The movie wasn't trying to be a clone of the game—it was trying to exist on its own terms with its own ideas, which required making some necessary changes to the game's premise. As another example, you don't see Guile's stealth boat in the game, but it made sense to have it in the movie.

Can you give me Jean-Claude Van Damme's address? He played Guile in the film Street Fighter.

William Slade
Princeton, WV

Air Hendrix replies:

Write to JCVd at this address: Jean-Claude Van Damme
8942 Wilshire Blvd.
Beverly Hills, CA 90211



I've been trying to get Tia Carrere's autograph for a year. She was in the movie Wayne's World and the game Daedalus Encounter.

Tom Heyman
Fenton, MO

Lawrence of Arcadia replies:

Address letters to Tia via:
Tia Carrere
c/o United Talent Agency
9560 Wilshire Blvd., Suite 500
Beverly Hills, CA 90212

Reader Report

While ago you ran a quick contest in which readers voted for their favorite MK II fatality. Are you going to have a similar vote for MK 3? Sheeva's skin rip gets my vote!

Adam Brown
Shawville, Canada

Doctor Devon replies:

Why not? Here are the rules: When you write us a letter or send us e-mail, mention your favorite MK 3 fatality: Babality, or Animality. All versions (home and arcade) of MK 3 are eligible for consideration. Submit your nomination by December 15, 1995; we'll tally 'em up and announce the most popular fatality, Babality, and Animality soon.



Let the competition begin! Sheeva's skin rip leads all entries so far, one to nothing (the one vote from Adam Brown).



GAMEPRO GALLERY

Pick of the Month

PRIZE

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



Gilberto Soleris, Jr.



Arnado Rodriguez, Jr., Milwaukee, WI



Eric Seat, Leesburg, VA



Rory Valencia, Vero Beach, FL



Richard Jackson, Cleveland, OH



Jeguar Fresh, Bellingham, WA



Karla Gilbert, Wixom, MI



Anonymous



Drew Carr, Palm Desert, CA



Arnot Ferris, Muskegon Falls, WI

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TIME WARNER INTERACTIVE PRESENTS VIRTUA RACING



Nomad: Sega's On-The-Road Warrior

Sega has another thought coming for those who predict 16-bit games are going "bye-bye."

By The Whitez

The Sega Genesis show hits the road this winter with the Nomad, a new 16-bit portable game system. Well, it's relatively new. The Nomad is a full-fledged Genesis system that will play any Genesis cart. This capability opens up a hefty game library that currently stands at 600 cartridges before Christmas '95. Sorry, 32X and Sega CD fans, the Nomad won't support those Sega systems, so you'll have to continue to ponder the Sega CDX if you desire portability.

It's Not the Size That Counts

Genesis gaming to go doesn't come cheap. The Nomad price tag is around \$200, but you'll get the real 16-bit stuff for your money.

The unit measures a compact 7½ inches long by 4 inches wide, and a mere 1½ inches deep. Those dimensions make the Nomad roughly the same size as the 8-bit Game Gear, and it's even slightly trimmer.

Despite the radical reduction in size, the Nomad contains all the silicon necessary to turn and burn any Genesis game. In fact, according to Sega, the operating specs are



The Nomad: 16-bit CPU, full-color screen, and six-button controller all rolled into one.

the same as those for the Genesis: a Motorola 68000 CPU and even a Z-80 graphics processor are packed inside. Comparatively speaking, the Nomad is a Genesis that just uses less plastic and airspace than the relatively compact Genesis II.

The system's horizontal layout also resembles that of the Game Gear. The cartridge slot is at the top of the unit. A 3¼-inch diagonal back-lit LCD color screen is mounted between a directional pad and six action buttons. A single controller port's set into the front of the unit for two-player gameplay. The Nomad functions as Controller One. The controller port only supports Player Two, so you can't use a

standard controller for single-player games.

Games for Two

Dueling dualists won't have to knock heads trying to view the action on the relatively small Nomad screen during two-player games. The system also sports a Genesis II-style audio/visual connector for hook-ups to a regular television.

The TV connector is a great idea as another key portability feature that pushes Nomad above the handheld pack. Not only can you play 16-bit games anywhere, you can also have full-fledged gameplaying on a regular TV anywhere. Sega has no plans, however, to produce a Nomad TV tuner.

Power-Packed Portable

The Nomad packs its own power source, a battery pack that snaps in to the back of the unit. Sega says six AA batteries will power up three hours of gameplay. In the works is a rechargeable battery pack called the Nomad PowerPack, which will also hold a three-hour charge. Of course, an optional AC adapter is available as well.

Nomad for Wandering Gamers

At last, no more angst at leaving a hot and heavy game session to make a road trip. The Nomad could very well be a game player's best traveling companion. □

HOT AT THE ARCADES

Arcade Storm Brews at AMOR

The AMOR show featured the next wave of the hottest arcade games under one roof! Midway's Ultimate MK 3 and NHL Open Ice were clear winners at the show, along with Sega's Fighting Vipers and Inlay 500.

By Bruised Lee and The King Fisher

NHL Open Ice: 2 on 2 Challenge



What happens when you freeze the court in NBA Jam... and give all the players sticks? You get the fastest, most realistic sports game ever to hit the arcades. Open Ice is a two-on-two ice-hockey game featuring all 26 NHL teams. Open Ice is one of Midway's best-looking digitized games yet. Up to four players can get "Hot" (torch the net with blazing shots), check opponents, and make game-winning saves. Open Ice is packed with tons of codes, including "big heads" and hidden characters.



MIDWAY

Ultimate Mortal Kombat 3

New Vs. Codes

These Ultimate Vs. codes were collected from the movie and the MK 3 home versions. They may be subject to change.



MR fans, rejoice — Ultimate is here! Ultimate MK 3 features four new — but old — characters demanded by Kombat players. Returning to the lineup are Kitana, Jade, Scorpion, and Reptile. They have all their original moves and combos in addition to new moves, combos, and fatalities. To spice things up, Midway even updated the moves for the existing MK 3 characters.

The new backgrounds, Desert, Cavern, Hell, and Waterfront, are just a few of the many Midway is said to have hidden in the game. Moreover, there

are several new Vs. codes and three Ultimate Kombat codes. One of the Ultimate Kombat codes is said to release another hidden fighter, while others are set to release more of the game's secrets.

Expect more features that were rumored for MK I and MK II to become a reality, and there may even be a new type of fatality in the game. One of the coolest features in Ultimate MK 3 is the tournament mode, where up to eight players can compete against one another to determine the ultimate MK fighter.

Returning to Ultimate MK 3



Virtua Cop 2

The fast action in Virtua Cop just got faster! Virtua Cop 2 features the nastiest villains ever put on the Virtua screen. Enemies now come at you from all angles, so if something moves, shoot it!

Highlights of the three missions include high-speed car chases and a frantic fight to save the mayor who has been kidnapped aboard a luxury cruise liner. This is definitely not the Love Boat.



Indy 500



Indy 500 features real-time texture-mapped graphics that drive you onto the world's most legendary raceway. Actually, Indy features three courses (Indy 500's Oval Circuit, Highland Raceway, and Bay Side Street) at speeds up to 243 mph.

Get right in the action with the impressive driver's-eye view or take a step back with the view from behind. Up to eight players can compete simultaneously. So start your engines, nail it to the floor, and get ready to scream!



Fighting Vipers



Fighting Vipers is Sega's latest and greatest polygon fighting game, created by the AM2 arcade programming wizards. Vipers features eight Americanized characters like Picky, who uses a skateboard as a weapon, and Grace, who fights while rollerblading.

Each fighter is equipped with armor that they wear over

their normal outfits. If a player sustains strong enough hits, the armor explodes apart. Without armor, fighters are subject to greater damage from hits throughout the match. At AM2A, Fighting Vipers punched up fast action and tight controls. This game's sure to keep you busy until VF 3 appears.

Rail Chase 2



Three years ago, the original Rail Chase stunned gamers with amazingly quick rail car action. Rail Chase 2 comes alive in what could be the most phenomenal 3D shooting/motion ride to date. The 3D polygon graphics create pulse-pounding levels, where one or two players take a wild ride on and off nonlinear tracks.

Throughout the stages, you can pick up various weapons to help you blow away bad guys. A controller seat provides crazy motion by vibrating in conjunction to the action on the screen.

Marvel Super Heroes



Based on the huge success of the X-Men arcade action game, Marvel Super Heroes features Hulk, Spider-Man, Shuma-horath, Black Heart, Iron Man, and Captain America. Some fighters return from X-Men: Children of the Atom, including Psylocke, Magneto, Juggernaut, and Wolverine.

As in the X-Men game,



players can double-jump and perform high-kicking ground and air combos. New features in the game include power-ups that drop from the top of the screen, increasing power, health, and speed. Capcom's Marvel Super Heroes once again surpasses the rest with top-notch hand-drawn animation.

Tekken 2



Tekken is back, and it's stronger than ever! Get ready for new codes, characters, sub-bosses, hidden fighters, special moves, and ten-hit combos.

A fascinating new feature



is the character/time-release element. After the game is installed, new selectable sub-boss characters become playable at the rate of one per week. Tekken 2 is sure to have a long life span in the arcades.

Cyberbots

Also looking great from Capcom is Cyberbots. Choose from six pilot styles and four robot classes in this metallic fighting game that's jammed with more than 300 megabits of power.

Cyberbots is packed with enough combos and special moves to transform any fighting fan into a metal warrior.



Rave Racer



Rave Racer is the next title in the Ridge Racer series. Rave Racer provides state-of-the-art 3D polygon graphics, view changes, and realistic reactive steering. Choose from City, Mountain, and Ridge Racer Short and Long Tracks. Rave Racer has the ability to link up to other cabinets, enabling competition for up to eight players.

Speed Racer



The classic hit television series is now an arcade driving experience. Race in the Mach 5 through three environments, slar around horrendous obstacles, or jump over them! Now's your chance to be a demon on wheels!

Area 51

This two-player shooting game takes place in the legendary top-secret UFO research lab, Area 51, in the Nevada desert. As a member of the S.T.A.A.R. Team (Special Tactical Advanced Alien Response), your job is to penetrate the security of the air base and set off the nuclear

device located in Control Complex.

The game consists of six waves plus a bonus end stage. Area 51 has an outstanding surreal look that comes from the melding of rendered 3D graphics, live action, and stop-motion animation.





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I don't think you're supposed to move them when they're all broken like that.

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And they* said it couldn't be done.

* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }



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SPECIAL SERIES

THE GAMEMAKERS:

Programming Schools

Want to make and play games for a living? GamePro's ongoing look at the GameMakers continues with a visit to DigiPen, a school that teaches video game programming.

By The Feature Creators and The King Fisher



A composite of characters created by students for different games (art by Patrick Meehan).

When GamePro first wrote about DigiPen, the video game programming school in Vancouver, Canada (see "ProNews," May '94), questions poured in from interested readers: How much does the school cost? What are the entrance requirements? What are the classes like? To find the answers, we paid a visit to DigiPen and interviewed several students.

The Background

DigiPen is probably unlike any school you've ever seen. First, there's no real "campus." Classes are taught in several quiet rooms in a nondescript office building in downtown Vancouver. What's more, the school has no dances, no sports, no campus clubs, and no bookstore. If you're looking for a well-rounded collegiate experience, look elsewhere.

But if you're looking for a focused program devoted ex-

School Summary

Name	DigiPen Applied Computer Graphics School
Location	Vancouver, British Columbia, Canada
Purpose	Teach video game programming
Years to graduate	Two
Size of student body	50
Number of instructors	Four full-time, two part-time
Approximate cost	\$6000 (U.S.)
Mailing Address	Jason Chu DigiPen, 5th floor 530 Hornby St. Vancouver, B.C., Canada V5C2E7
Phone	Jason Chu, 604/682-0300
E-mail address	WWW.digipen.com or jchu@digipen.com

JOB LISTING: STUDENT AT A VIDEO GAME PROGRAMMING SCHOOL

Must have basic computer skills and the ability to solve high-school-level math problems. Must be creative and willing to work long hours on video games. Minimum age: 18.



A game called XTC

clusively to video game programming, look here. DigiPen is one of the few such schools in the world, and it's the only one in North America (others are in England and Japan). Founded in 1988 as a computer-graphics and special-effects company, DigiPen has been teaching classes in video game programming since September 1994. One group of students has already completed the first year of the two-year program; a second-wave of students is immersed in their first "Foundation Year" of learning.

The school's ties to Nintendo strengthen its ability to teach video game programming. Nintendo supports DigiPen by donating equipment (computers and special SNES units) and by providing technical support and advice. One huge advantage of the Nintendo connection is the lower cost of tuition — without Nintendo's contributions, DigiPen would have to charge its students double.

The Applicants

DigiPen's president, Claude Comair, discusses the school's beginnings: "We started our first year with 30 students. We



A student drawing storyboards in front of the class.

hadn't advertised at all, but because of magazine stories, we had more than 1,200 applicants. We selected only 30 because we wanted to make sure we had the right teachers and the right curriculum.

"For our second year, we're enrolling about 60 new students with four full-time teachers and two part-timers." Most of the applicants, he adds, are

from the U.S., and about 20 percent are hopeful kids under ten years old. The ages of DigiPen's first 30 students range from 18 to 35; all but one of the 30 are male.

The Curriculum

"We're trying to bridge the gap between animation and video games," says Comair. DigiPen's two-year curriculum begins with a class called Elements of Computer Mathematics, moves on to Operating Systems and Principles of Computer Graphics, and finishes with hard-core programming and in-depth stud-

ies of the SNES. Before students graduate, they'll have studied storyboarding, designed and created their own video game, and contributed to a large group project.

The intense year-round program includes summer sessions with typical school days lasting from 9 a.m. to 10 p.m. But when they graduate, students will be full-fledged video game programmers ready to work for almost any software company. Although Nintendo underwrites the school, it doesn't guarantee jobs for students, and students are under no obligation to work for Nintendo. Says



Students Daniel Tyrell and Gary Chao discuss a new project.



Claude Comair, DigiPen's president

Student Games

A selection of the early games made by first-year students.



An settled game created by Patrick Meehan, Hirozo Pasch, Stephen Lee, and Brian Snapp



Dangerous of Passage by Patrick Meehan, Emory Gorgens, Stephen Lee, and Nathaniel Gibson



Fate of the Heroes, a vertically scrolling shooter with a pilot named Kirk Corvato



Pac-Man gets hung in Pac Thing A, created by Ed Groover.



Star Quest features Asteroids-style gameplay.

Film Fun

DigiPen teamed up with the Vancouver Film School on several short 3D animations.



Comar, "DigiPen students will be excellent candidates to work for Nintendo, of course, and Nintendo is certainly excited about seeing our first students graduate. But neither Nintendo nor the students have any career obligations to each other."

The Students

So what are classes like? What's it like to be a full-time student of video games? We let the students describe DigiPen.

GamePro: How tough are the entrance requirements?

Miranda Paugh, age 18, from Harleysville, Pennsylvania: "I took the usual high school courses, except for a couple of computer-programming classes. DigiPen doesn't require applicants to take programming courses before they get here, though it does expect you to have computer experience. Actually, I've heard it's better if you don't have programming experience before

you come here because then DigiPen doesn't have to retrain you. I wasn't a great student, and I wasn't enrolled in advanced math classes in high school."

Patrick Meehan, 18, from Orlando, Florida: "They're surprisingly flexible about entrance requirements. I didn't go to high school like everybody else. I was working as an artist in Florida, then I sent DigiPen my résumé and portfolio and got lucky. Evidently they were impressed by my work and my letters of recommendation, and they interviewed me. It was a big surprise to me because I have no technical background at all."

GP: What's a typical school day like?

Ed Groover, 21, from Dallas, Texas: "We usually get in by 9:30 and mess around with codes until class starts at 10 a.m. We'll have a class until noon, but if we already knew the material being covered, during class we can work on whatever we want. Most of the time, though, we're taking notes for those two hours. Then we go to lunch, followed by another lecture until 4 p.m. After that, we take a break and go outside for a while, then we come back to work for two more hours on our projects. If we're in the middle of something, a lot of us will often stay until 10 p.m. to finish up."

"Once you're done with the lectures, everything goes at your own pace, and you can work on whatever you want to. Everybody here is attending because we love it, so it's not like we can't wait to leave at the end of class."

Miranda: "Classes are taught like traditional college courses with a teacher lecturing and the students taking notes. Teachers use overhead projec-

tors a lot. We don't have typical homework - once in a while we have math problems to solve or some small programming codes to write at home. Mostly we work on our projects here at the school."

"We have exams at the end of each course. The math exams are probably pretty typical, and programming exams



Instructor Rob Cammingsharp helps student James Gulebski.



An untitled Tetris-style game created at DigiPen.

ask us to identify terms and find the mistakes in some code. We don't write outside reports or anything like that."

Brian Snapp, 19, from Upstate New York: "The small classes allow us to ask a lot of questions, which is different from some colleges where there are hundreds of students jammed into a giant classroom with one teacher."

GP: How are the teachers?

Brian: "They're really up to date with what's going on in the video game industry."

Ed: "Because they've worked in the industry, the teachers can sit down with you and help you with individual problems. Unlike traditional college professors who leave campus after class, here the teachers stay and help you."

Miranda: "They're very

Short Subjects

3D animations produced by the DigiPen staff



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IBM

casual, and we get to know each other pretty well. They're really dedicated to what they're doing. Even Claude, the president, gets involved with what we're working on."

GP: Do you feel like you're missing anything by not attending a traditional four-year university?

Miranda: "I was never that social, so I don't feel like I'm missing anything. Other people might go crazy here, but it's fine for me. I don't need a football team to cheer for."

Ed: "Sometimes you get a little frustrated when you think of the other social things you're missing, but we don't have a lot of time for those activities anyway. Since we're all on the same schedule, it's easy to find people to hang out with. But basically, we all feel we're here to study, so the social side doesn't really make that much difference."

Brian: "Programming is what we're here for, so why should we waste time on things we're



The downtown building at 530 Hornby Street. DigiPen has its offices and classrooms on the upper two floors.



not interested in? We just focus on becoming the best programmers we can."

GP: What's the toughest part about being a student here?

Ed: "Some of the classwork is tough. A lot of people struggle with the math, but other students help you out."

Brian: "The finances might be difficult. Not many students work outside of school because of the long hours."

Miranda: "The hours are long. We'll work 13 hours a

day sometimes on our projects – but nobody's forcing us, we do it because we want to. Also, some of the students weren't used to taking one class for four hours a day.

"Another negative might be the housing: There's no dorm, so you have to find and pay for your own housing. Adding to that is the work situation. If you're not a Canadian citizen, you can't work."

GP: What's your advice to interested applicants?

Brian: "You'd better enjoy video games. If you don't, don't even bother applying. If you want to be a programmer, get basic math skills – not calculus, just the basics, which DigiPen will expand on."

Miranda: "I would've been better prepared if I'd taken more math courses in high school. DigiPen will teach you, but it's better if you already know it.

Then just be ready to dedicate a lot of time to programming."

Ed: "Be sure this is really what you want to do because it's a lot of work. It's not just playing games. And the more you understand about how a computer works, the easier it'll be. If this is something you know you want to do, this is definitely the way to go. It may seem scary coming from far away to study here, but a lot of the people here have come from far away too, so everybody's in a similar situation."

Patrick: "The most important thing is to be sure this is what you want to do. When you get here, you have to be self-motivated. Determination and persistence will carry you through. There's not much of a social life, but if you want to make games, this is where you can do it. It's a great atmosphere." ☐



Miranda Paugh and Daniel Gibbons study the screen.

Patrick Meehan looks over Kathleen Gibbons' shoulder as they work together on a video game.



Online Students

Want to write to DigiPen's students? Here are the online addresses of the four students we interviewed.

Miranda mpaugh@digipen.com
Patrick pmeehan@digipen.com
Brian brian@digipen.com
Ed egrover@digipen.com



sports? Well, it's not a dream anymore. It's a nightmare.

If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL[®] FACE OFF[™] and you're on the field with NFL GAMEDAY[™]. The Sony[®] PlayStation[®]'s super-fast 360[°] graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from

SONY



scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

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On the Trail of Foxhunt



The three amigos behind Foxhunt: Matt Pyton, Adam Berns, and Michael Berns.

Capcom's allied itself with a Hollywood movie company to make Foxhunt, a unique interactive-movie game. GamePro went behind the scenes for this exclusive look as the game was being filmed.

by The Feature Creature

Anybody who's ever visited a movie set would recognize all the activity inside a prominent L.A. hotel last spring. Capcom and 3Vision, Inc., an independent movie company, teamed up to make Foxhunt, an interactive-movie game set for release on the PlayStation and PC this winter.

After the Fox

An action game played with actual movie footage, Foxhunt's nonlinear complexity makes it something special in the interactive-movie genre. Every time they play Foxhunt, gamers will be newly challenged and pleasantly surprised by the many strange twists and turns in the plot. You'll control the movements of young Jack Fremont, a Generation Xer who gets dragged into a web of James Bond-like

intrigue involving a Russian spy and nuclear launch codes. A twisted ex-Marine, twin assassins, and a beautiful but dangerous accomplice spice up the action.

As the game progresses, regular-guy Jack becomes a



George Lazenby and Andrew Bowen compare guns.

suave, tuxedo-wearing superspy. But the road to superspydom isn't smooth - it's littered with decisions. Which way to go? Whom to trust? When to engage in hand-to-hand combat, when to shoot it out, when to run? These and other quick calls will confront gamers throughout Foxhunt. Your decisions will determine which of the game's six endings you'll reach, including one where Jack joins the bad guys and helps nuke L.A.

Besides the wildly convoluted plot, Foxhunt has another key attraction: humor. Unlike most action games,



Fighting sequences that require quick button presses are sprinkled throughout the game.

Foxhunt has enough pratfalls and jokes to keep gamers slapping their knees while they're trying to slap at enemies. Expect killer Vegas showgirls, the Flying Manilows, an agent who arses from a toilet, a psycho who kills with crab mittens, and a Russian who thinks "the prof is in the poodle." Explains Director Michael Berns, "Remember the Rocky and Bullwinkle cartoons? They had slapstick humor that everyone laughed

at, but also sophisticated comedy that only the older audience would get. Foxhunt will be like that, rewarding attentive gamers with humorous details."

Hollywood Takes Over

Unlike most interactive-movie games, Foxhunt is not the work of a game company trying to make a movie; it's the product of a full-fledged movie company making a



Twin assassins make double trouble for Jack Fremont.



Director Michael Berns gives Andrew Bowen some advice on the hotel set.



The advice must have worked. Beautiful women appear throughout the game to tempt Jack.



Timothy Bottoms spikes the comedy by wearing many disguises throughout the game.



For her role Robia LaMorte sports the girl-next-door look...



...and some sexy fashions that get Andrew Bowen moving.

game. Although a software giant, Capcom, is financing the project to the tune of \$2 million, Foxhunt is being shot by an actual Hollywood movie company, 3Vision, using a professional movie crew, recognizable actors (including Rob Lowe and Timothy Bottoms), and Hollywood-style special effects. Capcom gave 3Vision almost complete cre-

maze of lights while makeup artists touched up the actors; stuntmen worked out the details of their falls as a workshop staff next door constructed props due on the set in the coming days. Add in the stars prowling around, and you had a full-fledged movie experience worthy of a visit from *Entertainment Tonight*.

3Vision's Three Amigos

Foxhunt's story line is the creation of the 3Vision principals: Matt Pyken, producer/writer; Adam Berns, producer/lawyer; and Adam's brother, Michael Berns, director. Longtime compadres in their early 30s, they already have one game under their belts, National Lampoon's *Blind Date*, a PC game they made over a year ago. The trio drew from that successful experience, plus their years in Hollywood and their film-school backgrounds, to create Foxhunt.

If nothing else, Pyken and the Berns brothers have made Foxhunt a very efficient production. By writing the story,

Star Search

Foxhunt boasts an eclectic mix of new and familiar faces.



Lenny Argente, father of *Patricio*, is a Hollywood veteran cast in the role of the evil Russian.



Lazovsky...George Lazovsky. *Beel* knows as the *Bong* in between Sean Connery and Roger Moore.



Andrew Bowen plays the dashing Jack Fremont.



Timothy Bottoms is the game's mad bomber.



Robia LaMorte, Jack's dapper love interest.

making the deal, and directing the film themselves, they condensed the entire movie-making process. Whereas a movie often takes a year just to get started, it took only four months to make Foxhunt's deal and begin production. The game will appear within nine months of when it was conceived, an unheard-of delivery time in Hollywood.

Scheduled for 35 days of shooting (including four days of skiing footage at Aspen), the Foxhunt crew worked quickly on the set. A movie typically films two scenes a day, but 3Vision whipped

through about 15 scenes during each 12-hour day. Scenes were short but packed with background clues, adding lots of replay value. The most time-consuming scenes were the fights, because of the



Jack Fremont has an encounter in a casino with the seductive dealer, played by Playboy cover-girl Barbara Moore.



Having his psycho character's trademark mittens, Timothy Bottoms tries to trap Andrew in a flower shop.

active control—those are 3Vision's ideas that run through Foxhunt's veins.

As testament to the Hollywood heart beating inside the game, the hotel being used for all the interior shots was bustling with movie mayhem last spring. Multiple cameras were being positioned among a

many moves gamers can use and the many different results they can achieve.

Spring Roles

Gamers and movie buffs should get a kick out of Foxhunt's eclectic cast. Last spring Matt, Adam, and Michael auditioned hundreds of actors and actresses before



Jack can find the mischievous brides, ask the bad guys and snag the money, but can he get the girl?

they settled on their stars. The biggest names, though not the biggest parts, belong to Rob Lowe (*Mosgueroade*, *Wayne's World*), George Lazenby (James Bond in *On Her Majesty's Secret Service*,

and Timothy Bottoms (star of the Oscar-nominated films *The Last Picture Show* and *The Paper Chase*). Joining them are two relative newcomers, Andrew Bowen (*Coach*, *What About Bob?*) as Jack Fremont, and Robia LaMorte (who's appeared in Prince's videos and on *Beverly Hills 90210*) as his beautiful accomplice.

All agree that Foxhunt has been a delight to work on. But Foxhunt also imposes unusual demands on the actors because their characters change so quickly depending on what moves the gamer makes. Says Lazenby, "Actors need a lot of flexibility since scenes are shot so quickly and you instantly go from being good to being evil. As Bond, I once waited three days while the crew prepared to film a single scene! On Foxhunt we do a new scene every hour. It's the way movies should be made."



Things don't look good for Jack Fremont when he's surrounded by these associates.

Toward the end of the game, a futuristic vehicle provides Jack with a means of escape.

Film Fun

Will the game be as fun to play as it has been to make? It's still too early to tell, what with months of postproduction and programming looming ahead. However, as Producer Matt Pyken says, "The interactive-movie genre of video games is still waiting for a huge breakthrough hit, the kind that gets turned into a major movie. Some of tomor-

row's movie stars are going to come out of our kind of game. Perhaps with our experience and our new approach, Foxhunt could be that hit." For Pyken and the rest, hopefully this Christmas, gamers will chase Foxhunt up the sales charts. ☐

Diving Into the Special Effects

Hollywood movie magic is everywhere in Foxhunt. One example of the special effects is shown in this skydiving sequence.



Andrew hangs from wires with a blue screen behind him. A separate background will be added later.



Andrew crows with director Michael Biehn.



Steve Lambert, stunt coordinator (standing behind Andrew), set up the stunts.



The scene calls for metal gurgling...



...against Timothy Bottoms' mad clown character.



Andrew draws a hand on his chest... ..



...but is he heading for a happy landing or a belly flop?



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Garfield Gets a Game

MEET THE MAN BEHIND GARFIELD (THE CAT, THE CARTOON, THE COMIC STRIP, AND THE GAME)

BY THE FEATURE CREATURE



Jim Davis created Garfield back in the late 1970s. Having taken his persnickety feline from syndicated comic strips to TV, Davis has embarked into the 16-bit world. We caught up with Davis to find out how the new Genesis game – and the cat – are doing.

Top Cat

GamePro: When did you first consider a Garfield game?

Jim Davis: I've known Tom Katsenka, Sega's president, for 15 years. We always thought it would be a good idea, but neither of us was ready. I didn't have the time to devote to it because of other projects. Two years ago Tom felt the time was right, so we started.

GP: What were your original gameplay ideas?

JD: We wanted to do new things with the characters

while still having proper gameplay. Our basic inspiration was a book I had written a long time ago called *Garfield's Nine*

Lives, which we later animated for an hour-long TV special. The cartoon was great fun because it gave us the opportu-

els. Odie the dog takes on various forms, which were a lot of fun to create. I worked closely with Sega on the story and the character design every step of the way, and I contributed original art for the cover design and the intro.

GP: Is the Garfield in this game different from the cat we've known over the years?

JD: I've been drawing Garfield for 17 years. Over that time his personality hasn't really changed – he's still as lazy as ever. But the way we've drawn him has changed, so that now his body is rounder. This is the Garfield in the video game.

Feline's Future

GP: Are you a gamer?

JD: I like playing video games, either on my PC or Saturn. In fact, I have Daytona USA going now. I'm no pro, but they're great fun and they help clear out the cobwebs.

GP: What's next for Garfield?

JD: I'm looking forward to doing more Garfield games. If the reaction to this first one is good, we'll probably go ahead with our plan for sequels. **G**



Jim Davis and his favorite feline

One Cat's Opinions

What if Garfield rated games? Jim Davis draws the GamePro ratings faces.



ity to make Garfield more kinetic than the lazy cat he usually is. Moving and jumping around were unusual for him!

For the game, we altered the Nine Lives concept a little bit, putting him in different TV and movie scenarios. As Garfield goes through the lev-

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BLOCKBUSTER CHAMPS

INVADE GAMEPRO!

The Blockbuster World Video Game Championships II culminated with a weekend in San Francisco and a wild day at GamePro!

By The Feature Creature



Four days of festive fun—that was the unanimous verdict at the finals of the Blockbuster Video Game Championships II. The 11 international finalists arrived in San Francisco on August 19 for a weekend tour that included a boat ride on the bay, a tour of Alcatraz Island, and a surprise visit from NBA superstar Hakeem Olajuwon. But the biggest excitement was still to come.

Battle to the Finish

On Monday, August 21, the party moved to Planet Holly-

wood in downtown San Francisco for the video game championships of the world. With local TV crews looking on, the 11 finalists competed solo in four games for the SNES or Genesis. Among the games were NBA Live '95, Kirby's Avalanche, and the then-unreleased Zoop.

From the 11 players emerged a final four: Kelly Barnach, age 13, New Berlin, Wisconsin, and Ricky Frazier, age 12, Neptune Beach, Florida, on the Genesis; and Andrew Smallwood, age 11, New Albany, Indiana, and Leon Kane,

age 15, Kingston, England, on the SNES. The other seven finalists were Lucio D'Andrea, age 13, Salta, Argentina; Amarelus Knights, age 14, Washington, D.C.; Brandon Veach, age 14, Lake in the Hills, Illinois; Danny Parker, age 17, Melbourne, Australia; Nathan Laddlaw, age 17, Perth, Australia; Shaun Fuller, age 18, Durham, North Carolina; and Edward Collis, age 19, Hull, England.

The final contest was a head-to-head fighting match playing Batman Forever. After overcoming the challenge of

The winners at Planet Hollywood, from left to right: Shaun Fuller, Leon Kane, Andrew Smallwood, Edward Collis (with raised hand), Brandon Veach, Amarelus Knights (front), Nathan Laddlaw (wearing hat), Danny Parker, Ricky Frazier (far back with hat), Kelly Barnach (front), Lucio D'Andrea (back)

MULTIBERS GAME

All 11 finalists rated six specific games during their day of gameplay at GamePro. Here are the group's average ratings, and what the finalists had to say about the games:



Brandon on Vectorman: "It's pretty good. It has a different kind of gameplay that reminds me a little of Earthworm Jim."



Arwanus on Gex: "It took too long to get started, but the graphics are good. It's pretty fun to play, but there's not enough to do besides locking."

Danny on MK II (Arcade): "This was my favorite game until I was killed by a GamePro editor. Usually I can fool my friends by playing as Mileena, but I can't fool you guys!"



Leon on Tekken: "It's the first time I've played one of these systems, and it's amazing! The game's great!"



Kelly on Tekurobator: "The sound is good, but the game's just okay. I wasn't that impressed overall. It could've had more moves."



Andrew and Lucio on MK 3 (SNES): "It's unanimous! We love this game!"



Edward on Virtua Fighter: "I love VF, but the European version seems better because it makes you feel like you're closer to the action."

Shawn on VF: "Awesome! I've played this in the arcade, and the Saturn version is identical!"

Nathan on VF: "I've never played the Saturn before, but it's great, and VF's a top game."

more than 300,000 players around the world, Ricky Frazer (Genesis) and Leon Kane (SNES) claimed their thrones as world champions. Their prizes included a check from Blockbuster for a \$5000 savings bond or scholarship.

Gaming at GamePro

The next day was filled with a whirlwind of activities at the GamePro offices in San Mateo, California. Once they survived a welcome of confetti, cheers, and gifts, the finalists and their families toured the offices to see how GamePro magazine is created. Then came hours of gameplay in the game lab, featuring lots of arcade action and sneak peeks at some unreleased next-generation titles. The finalists had lots to say about the games set up for them to play (see sidebar for reviews).



Game Captain Jon Robinson bestows Arwanus Knights.



Lucio D'Andrea and Danny Parker square off at the Planet Hollywood finals.



Leon Kane concentrates on his game while Game Captain Chris Nicoletti keeps time.



Welcome to GamePro!



Finalists Arwanus Knights, Nathan Laislav, and Kelly Rosach get in some practice before the final competition.



Shawn Fuller is surrounded by some of the home-made models in Scotty Lavy's office.



Kelly Rosach joins GamePro staffers Teresa Mill and Scott Tolm in an art department office.



Finalists and families wait anxiously during the competition.

THE FINAL FOUR



Scary Larry crowns with Genesis champion Ricky Frazier.



Scary Larry shares a laugh with SMES champion Leon Kane.



SMES semifinalist Andrew Smallwood



Genesis semifinalist Kelly Banach



Playing Zoop at the Plexel Hollywood podiums: On the left Game Captain Austin Lehniger threes Lucie D'Andrea, while on the right Andrew Smallwood plays next to Game Captain Chris Nicoletti.



Game Captain Jon Robinson sets up a new game for Nathan Laidlaw during the practice session.



Shane Fuller and Nathan Laidlaw take a break in GamePro's lab.

Advice from The Champs

What does it take to become a world champion? Here's how Ricky Frazier and Leon Kane made it to the top. "Try not to think about everything that's going on around you as you're playing. Just focus on the game," says Leon. "Don't be nervous - I only got nervous in the final match because I knew that my opponent was a great player."

Ricky adds, "Take each match step by step. You can't go in expecting to win the whole thing. Be confident without being bigheaded. I didn't get nervous until my opponent in the finals won one of the Batman Forever rounds against me."

Does practice make perfect? Ricky, who says that NBA Jam is his favorite game, said he practiced almost eight hours a day for a few weeks

before the tournament started (good thing it was summer vacation). Leon, a Tekken fan, says he only practiced an hour a day, but he was totally concentrating during the short practice time before each game during the finals.



It was an exhilarating, exhausting time. See you next year!



During the hour of GamePro's offices, Director of Creative Services Francis Mao being out with finalist Edward Gallo...



...Lucie got some praise from Editor-in-Chief Wes Nibel...



...GamePro's Brutand Lee challenged Lucie D'Andrea and Kelly Banach to some MK II...



...and champion Leon Kane and Ricky Frazier reviewed Xbox Righter (Saturn) with Scary Larry! Look for their profiles elsewhere in this issue.

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NOW BURNING UP THE PLAYSTATION

PlayStation



By Major Mike

If you're looking for a reason to buy a PlayStation, *Doom: Special PlayStation Edition* is the strongest one yet. Not just another run-of-the-mill conversion of the popular PC title, this *Doom* doubles its replay value by giving you enhanced versions of both *Doom* and *Doom II*. Williams' pairing creates one of the most intense, thumb-blistering, and enjoyable games that any next-gen system has yet offered.

My New Gun

Doom isn't just a game, it's an experience—a white-knuckle, edge-of-your-seat, sweat-athon in which the only object is survival. It's you against them...lots of them!

The other 32-bit versions of *Doom* were enjoyable, but this one blows them away (pun intended). *Doom PlayStation* has incredibly smooth scaling, excellent controls, and a knockout soundtrack. In fact, this version of the popular *Id* title gives even the PC versions a run for their money.

Using a first-person perspective, *Doom PlayStation* has 50-plus levels filled with nightmare-inducing creatures hell-bent on your demise. No one is on your side. Shoot anything that moves.

Fortunately, several weapons are available to help you blast through the levels. Remember this: The BFG-9000 is your best friend.

Where the other versions basically adopted the levels

from the first PC game, *Doom PlayStation* revs up the original game in an Ultimate mode that has new levels and enemies from *Doom II*. The second play option, *Doom II*, also features new levels. These changes intensify the game and add enough new twists and turns to surprise even the most battle-weary *Doom* player. Cooperative and Death Match modes for two players



PRO TIP: Keep your distance when you fire the fatal shot at a Pain Elemental. When it dies, Lost Souls swarm you. Don't use the rocket launcher on them—they lunge when it hits, and if they're too close, you take damage.



SPECIAL PLAYSTATION EDITION



PRO TIP: When you see the Baron heads imprinted on the wall, get ready—a Baron is in the area.



PRO TIP: When enemies are near a barrel, shoot it. Razerfiend are like nitroglycerin—highly volatile.

connected by a *Combat Cable* add to the fun.

All the Doom That Fits

Doom features superb visuals and audio. The graphics are the most striking element. Walls and other objects are still pixelated when you get close, but they appear much clearer than in other versions. The scaling,

whether you walk or run, is incredibly smooth. The monsters don't blur together here; all enemies are clearly distinguishable, especially when a giant pack heads your way.

Every stage has a haunting quality, especially those set outdoors, like the flaming sky



Why, what's this guy doing in the first *Doom* game?

PlayStation Game Pro's
Doom: Special PlayStation Edition
 (By Williams Subalternation)

M It's *Doom*, but it's bigger, louder, and meaner than ever before. If you think you've played it all, think again! This is the best console version of *Doom* to date.

Genre	Lead	Cost	Features	Options
ADJ	1.2	1.2	1.2	1.2

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2 players
 MS, Linux
 First-person view



PRO TIP: Level 42 – Arachnoids are easy to destroy with the shotgun. Stay close, pump relentlessly, and they'll never get a chance to fire.



PRO TIP: Use confusion to your advantage: If things get hectic enough, your enemies end up fighting each other.



PRO TIP: Level 50 – When you start the stage, run for the exit as fast as you can. Your enemies shoot the barrels, starting a chain reaction of destruction.



PRO TIP: You can run from the Revenant's missiles, but they follow you. Run by walls and other solid objects to use them as delays.



PRO TIP: Level 32 – Don't allow all the Mancubas. Keep at least one alive until you collect all the items. The moment the last one dies, doors open and the place floods with Arachnoids.

in Level 23 (the Tower of Babel). It fits in perfectly on this cat-and-mouse stage where your objective is to destroy the most fearsome creature in the game: the Cyberdemon. Kill



PRO TIP: Level 26 – Just as you reach the bottom in the elevator, push the switch on the wall. It activates the giant crusher that smashes some Barons and an Arachnoid.



PRO TIP: Although the double-barreled shotgun is powerful, it takes a bit of time to reload it. Use the pump shotgun in tight situations instead.

the lights when you get there!

The sound, which plays a key role in any Doom game, is equally impressive. Every effect is crystal clear – from the ear-piercing shriek of the Barons to the cybematic legs on the Arachnoids. This is one game to play loud (crank up the bass on the Barrels of Fun level), especially to catch important audio cues like secret doors opening and closing. The music is perfect with some of the most haunting and chilling tunes on the PlayStation yet.

Un-Doomed Controls

Imprecise controls can ruin a game like this. Fortunately, Doom PlayStation handles flawlessly. One of the advantages of the PlayStation's multibutton controller is the additional functions it allows. You can run, fire, sidestep, strafe, and quickly select from the six-weapon arsenal. Lining up and blowing away nasties is easy, and making jumps, which requires some skill, isn't the guessing game it previously was.

Games of this caliber don't come around often – especially for a system in its infancy like the PlayStation. Crank up the stereo, kill the lights, and grab a controller – this is one gaming experience you're not likely to forget for a long time. □

Three Modes of Play



Single Player



Cooperative



Death Match

PROREVIEW

PlayStation

By *The Ace Grinder*

Although it's an outstanding conversion of the arcade game, *Mortal Kombat 3* for the PlayStation can't disguise what it really is: An awesome home version of a game that wasn't



THE ULTIMATE ADVANCEMENT IN LOW BUDGET REPRODUCTION COMES WITH THE COLLAPSE OF THE FIRST GREAT DESIGN. THIS GREAT COMING OF AGE BLOOD BROTHERS AND BROTHERS FIGHTING. BEST FOR KUNG FU FIGHTS TO THE POINT AND IT MIGHT BE FOR DEATH OF THE FIGHTING.

Graphics never stay forward.

so great to begin with. Naturally, a few elements don't hold up well to the source material, but of all the home versions of the blood-gushing blockbuster, this one's by far the best.

The Good News

The controls are a breeze. The simple button-tapping combos are easy to execute as long as your fingers are fast. The special moves are also a breeze. Most of the game's several combos become second nature with enough practice.

Graphically, this version rivals the arcade game, except for a faint bit of distortion in the fighters' sprites. All the Ba-balities, Friendships, Animalities, and fatalities look great, as do the backgrounds (especially the double-decker effect

when you appear at an opponent through the ceiling to the room above).

The sound is nothing short of awesome, especially the music. The CD audio does ample justice to the soundtrack. Some tracks truly jam (like the Soul Chamber and

the Tower) with haunting choruses and forbidding sym-



PHOTO: For a nasty 50% damage triple-hit combo with Cyrus, drop a bomb, appear on opponent with it, and appear there again when they're blasted into the air.



phonies. The sound effects also shine, from the flourishes that accompany special moves to the grunts of combatants as they run across the screen.

Wounded Gameplay

Don't get too excited. The conversion isn't perfect. One gigantic flaw—one that's more the fault of the system hardware than the programming—is the slowdown when Sheng Tsung morphs. When he transforms into another character, the action freezes for a good four or five seconds. Doo for when he morphs back into his usual form.

These pauses get seriously annoying—especially when



PHOTO: To perform a Friendship or Friendship, you cannot block on the deciding round.



Sheng and Kame are at it again.

they interrupt an intense fight. After a few of these delays, you'll wind up disabling the morphs altogether.

Upgrade on the Way?

Flaws aside, this port is good enough to convince fans of the arcade game to buy a PlayStation. But the conversion, excellent though it is, won't win over those gamers the arcade MK 3 failed to impress. They'll want to wait for the new fighters and stages of the forthcoming MK 3 Ultimate arcade upgrade. ■

Boss Time

Motaro



Use hit-and-run tactics against Motaro and teleport away from him whenever possible.

Shao Kahn



Wait for Shao Kahn to guard you, then attack.

PlayStation Game Pro's
Mortal Kombat 3
(by Sony Computer Entertainment)

PRO The PlayStation branches with an excellent arcade conversion of a flawed game. This disc is the best home version of *Mortal Kombat 3* so far, works and all.



THE ADVANTAGE: Fighting 2 players. Disadvantage: No save.

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PRO REVIEW

PlayStation



By Scary Larry

There's a new game in town, and it's quite a looker. Combining the best of WWF and Mortal Kombat, WWF Arcade is a great game with lots of depth, stunning graphics, and first-rate playability.

Wrestle in Peace

WWF Arcade is a rock-em, sock-em, slam-wham-thank-you-Bam Bam Bigelow

combo system, which involves some thumb gymnastics but is fairly easy to stumble across—like the combos in Killer Instinct. The system works like MK 3's: A few button taps can trigger a combo of 20 hits or more.

You battle against a friend, the computer, or, in the case of the two championship bouts, every wrestler in the game. As the championship

slugfest with a unique twist and some interesting, complex gameplay.

It's a standard two-out-of-three-fall bout, but the difference is that the fighters are the cream of the WWF crop, including Bam Bam Bigelow, Yokozuna, Bret Hart, Lex Luger, The Undertaker, and more. Each wrestler wields a vast array of quick, agile moves, like knee drops, rope throws, and eye gouges.

In addition to the repertoire of special moves is a

progresses, you fight two, three, and eventually all eight opponents in succession.

Ready to Rumble

The outstanding graphics reach the digitized heights of MK 3 for the PlayStation. Although everyone eternally wishes for bigger sprites, the quick, ultrasmooth graphics will please you. The backgrounds, however, remain the same for every match. Different stages would have added to the graphical splendor of this game.

The sounds are almost too good. A running commentary from the ringside enhances the all-out-brawling mood, and the body slams, bone crunches, and agonized screams of pain are a treat for the ears.

Mania Magic

WWF Arcade is a great wrestling game, a great fighting game, and a great as-fun-to-watch-as-it-is-to-play game. Get ready to rumble with the best PlayStation fighting game so far. ■

COMBOS

Try these multihit maneuvers after a grab.

B = Block; K = Kick; P = Punch; PK = Power Kick; PP = Power Punch

Yokozuna



Tap →, →, P, P, PP, PP, PK, PK, PK, K, K, K, K, P, P, P, P.

Bret Hart



Tap →, →, PK, PK, PK, PP, PP, PP, P, P, P, P, PK, PK, K, K, P, P, P.

Donk



Tap →, →, PP, PP, PK, PK, PK, PK, K, K, P, P, P, P, PP, PK, PK.

The Undertaker



Tap →, →, PK, PK, PK, K, K, K, P, P, P, PP, PP, PK, PK, K, K.

Bam Bam Bigelow



Tap →, →, PP, PP, P, P, P, K, K, K, PK, PK, PK, K, K, PP, PP, PK, PP, PP, PP.

Shawn Michaels



Tap →, →, K, K, PK, PK, PK, PP, PP, PP, P, P, P.

Razor Ramon



Tap →, →, PP, PP, PP, P, P, P, PP, PP, PK, PK, PK, K, K, K, P.

Lex Luger



Tap →, →, PK, PK, PK, K, K, K, P, P, P, P, PP, PP, PK, PK.

PlayStation Game Preview WWF WrestlingMania: The Arcade Game (By Tomini)



Get ready to rumble with the most unique fighting game to date. This one should sell the PlayStation plenty.



ESR: E
CD
Available November 1998 unless otherwise noted
2 players

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PlayStation

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DIRECTIONS: Always remember to stay calm. Strip Instructor onto back, plug into gear system and continue playing normally. For extreme cases, use a higher level of intensity. **NOTE:** May cause excitability. Do not use as a parachute.

EMERGENCY BREAK GLASS



The way it lets you feel all the action, the interactor might just save you from a life of video game boredom.

ALRA
INTERACTOR

AGILE WARRIOR F11X



By **Air Newstrick**

Agile Warrior: F11X deftly snags a top position on the PlayStation charts with strong graphics, riveting action, and engaging missions. This aircraft-fighter won't lure flight-sim junkies, but its frantic blasting will give arcade shooters the control pad.

Ace Combat

Agile's ten tough missions send you around the world to quash political crises like Burmese drug lords and terrorist SCUD installations in Libya. You preserve the peace with real-life hardware like Sidewinders, Maverick missiles, and napalm. In an awe-some touch, you can switch to the Maverick's perspective and steer it into the target.

Agile takes a simple ap-

proach to flying by preventing ground collisions, restricting your altitude and flight path, and replenishing your stores via power-ups. Although less realistic, this style of gameplay lets you and your adrenaline concentrate on the fun, glossing over the stress of flying in favor of intense combat.

Despite the sometimes-slow onscreen movement, you'll need to concentrate hard. The missions generally pit you against overwhelmingly superior forces, requiring you to slowly penetrate the enemy's defenses, obliterate the target, then scramble out.

The button layout is perfectly manageable, but the plane's odd handling demands serious practice. Once you overcome that hurdle, you have a lean, mean destruction machine at your fingertips, though the throttle remains too twitchy for precise speed adjustments.

Other shortcomings? You can fly only one plane, and there's no two-player action, which mildly limits the fun. Gamers will gladly waive through Agile's rabid skirmishes on their own, though.

Kill Clean

Agile's missions open with nice full-motion-video briefings, then send you streaking



PRO TIP: When outnumbered, crank up your afterburners and flee — you can reform later when the pack has scattered.



PRO TIP: Take out planes and choppers on the runway — you'll have fewer to shoot later.



PRO TIP: Use the Maverick rockets to take out big targets, such as buildings. Switch to the missile's point of view and steer it to the target.

Stay Focused



PRO TIP: If you're playing to win, focus on collecting enough power-ups to stay alive...



...and pick one set of objectives to pursue relentlessly.



PRO TIP: Learn to steer and fight with the map view up so that you don't lose track of your position.



PRO TIP: In slow moments, keep the Sidewinders selected so that you get a lock-on tone as soon as possible.

ocaine explosions and hilarious death screams keep the action both gripping and amusing.

Bag That Bogey

With better realism and plane selection, Air Combat may remain the first choice for flight-sim fans. All pilots, however, will relish kicking in Agile Warrior: F11X's afterburners to cut a path through this fun, frenzied action. □

PlayStation Store Preview
Agile Warrior: F11X
(By Virgin Interactive [www.virgin.com])

WARN UP your Maverick missiles and have your ears to that lock-on tone — Agile Warrior's a blast!



MSX 1 player
CD 10 missions
Multiplay: 8-player
About: 60MB Size: 10MB

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By Air Hendrix

Air Combat's generic graphics and initially tame missions won't earn top-gun honors for the PlayStation's first aircraft shooter. The laser stages, however, reel you in with intense, strategic action.

AIR COMBAT

Rookie Flight

Air Combat offers two flight paths: As a mercenary flying for cash, one player sets out on missions to obliterate targets like oil refineries and factories. Two players, on the other hand, duke it out in decent split-screen dogfights.

The generous selection of planes includes the F-16, F-117 stealth bomber, and A-10. All 16, however, are sparsely equipped with only missiles, bullets, and radar—standards like bombs and countermeasures were left on the runway.

Engaging Combat

This simplicity continues in the first few missions, which involve ho-hum air-to-air objectives that are spalled out on the maps. The pace picks



PRO TIP: When you get a lock on a distant target, fire two or three missiles to increase your chances of connecting.

Air Combat by Namco

Genre	Game	Genre	Features	Options
2-D	1-D	1-D	1-D	1-D

ADJ.

50% to 100% Multiple views
 100% Multitasking
 Available now Save features
 Download content CD-ROM only. MSRP to arrive
 2 players



PlayStation



By Air Hendrix

Novastorm will make you wish its creators paid as much attention to the lackluster gameplay as they did to the dazzling graphics. Despite the eye-catching fireworks, this game plays like a stale B-grade shooter.

Weak Storm

Intelligent computers are trying to exterminate their creators, and you and your trusty spacefighter must quell the rebellion. You carve a path through the mechanical throngs with a laser and smart bomb. Naturally, oodles of power-ups hook you up with more firepower than God.

A slick full-motion-video in-



PRO TIP: Fiery orange areas indicate the weak spots of many bosses. Gun for these areas as soon as they appear.

tro launches this graphical extravaganza, and the gorgeous rendered scenery keeps up the pace. You career over lava fields and weave through asteroid belts, wasting hordes of robotic nasties before you face imposing bosses. In the sound department, toe-tappin' techno and jarring explosions ably accompany the action.

But the confusing perspective and no-brainer gameplay mar the fun. You'll continually lose track of your tiny ship behind your monumental outpouring of firepower, making



PRO TIP: Spin and climb to avoid incoming asteroids.



PRO TIP: When tracking ground targets, keep an eye out for tracers from ground-based anti-aircraft defenses.

Station detail and polish. The sound effects compensate with realistic engine noises and lock-on tones.

Despite Air Combat's substantial flaws, patient arcade-shooter fans will gradually get caught up in the gripping gameplay. This disc's worth an exploratory test flight. **C**

NOVASTORM



PRO TIP: On some levels, you must avoid background obstacles like these bridges that stretch across your path.



PRO TIP: When you're loaded with power-ups, sweep in a circular pattern to instantly obliterate almost everything.

precise shooting and steering impossible. And the fast pace and tough challenge can't compensate for the absence of strategy or the repetitious gameplay. The tight controls don't interfere, though.

Nova Drizzle

This game will hold your attention only until you tire of the scenery. Stick with the solid 16-bit shooters until a worthy game graces the next generation platforms. **D**

Novastorm by Progressive

Genre	Game	Genre	Features	Options
3-D	3-D	3-D	3-D	3-D

ADJ.

100% to 100% Multiple views
 100% Multitasking
 Available now Save features
 Download content CD-ROM only. MSRP to arrive
 1 player

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Overkill is unstoppable!



Spawn vs. Violator? Eternal Enemies!



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TODD McFARLANE'S

SPAWN

THE VIDEO GAME

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SUPER NES



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it even knocks out the arcade version. Tekken™.

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Saturn



By Scary Larry

Those polygon pugilists look better than ever. Although Virtua Fighter delivers very few gameplay additions (or subtractions), this is the best home version of Virtua fighting to date.

Cherry Pal

VF Remix has no new characters, no new backgrounds, and no new moves. So what's the big deal? It looks stellar!



PRO TIP: Pal has good defensive moves. Tap *Away* and *Punch* whenever an opponent comes at you with a kick or punch. Follow by tapping *Down-Toward* and *Punch* for a ground hit.

VF Remix has more texture-mapping, smoother animation, and much better backgrounds than the original.

You still play as one of eight fighters vying for the



Virtua Fighter REMIX



PRO TIP: Jeffry's devastating pounce adds *Insult* to injury when his opponent is down: Just *Rock Down* and *Punch*.



PRO TIP: Sarah, Pal, Lau, and Kage have a killer *Back Flip* (tap *Up-Away* and *Kick*) that knocks down low defending opponents.

championship title. Each character's reason for participating is as distinct as their martial arts style. The contenders range from Pa Chan, a martial arts movie star with a sexy smile and a lethal throw, to Jeffry McWild, a Rastafarian



PRO TIP: Thrown from behind are lethal. Jeffry's *Backbreaker* destroys almost three-quarters of your opponent's life bar.



PRO TIP: Want to play as *Dural*? At the title screen, tap *Down, Up, Toward*, then simultaneously tap *Away* and *Button A*.

fisherman whose Greek wrestling style pounds most opponents into the dust.

Fights are your standard two-out-of-three-fall bouts with the added danger of a confined ring. Step out of the ring, and you lose the match. Each fighter has more than 50 moves, including killer throws, fake outs, and even

Saturn Game Pro/The

Virtua Fighter Remix

(By Greg)



Virtua Fighter has now have an improved version to play on the Saturn. After playing VF Remix, you can only hope that VF 2 will look this great!

Character	Level	Difficulty	Buttons	Outing
	4.5	4.5	4.5	4.5

Linked back to other 2 players
 CD Side view
 Arcade new Surrounding
 Fighting

LAU AND CLEAR



Lau winds a devastating multi-hit combo. Start with an uppercut (Tap *Down, Toward, Punch*). Quickly follow with a punch-punch-punch-kick combo.

rudimentary combos.

The only drawback to the remixed *Virtua Fighter* is the sprite displacement that occurs when you pounce on downed opponents. This weird feature makes an opponent's sprite squirt out from under you—



PRO TIP: Wolf can attack crouching opponents. When a crouching opponent is within throwing distance, hit Down-Arrow, then A, B, and C simultaneously.



PRO TIP: Kage can toss an opponent up. Press all three buttons when he's within throwing distance of the enemy.

sometimes as far as halfway across the ring. It also leads to a lot of cheap wins.

Play It Loud

The graphics are as clean and clear as they are in *Virtua Fighter 2* in the arcade. New developments in polygon rendering, along with the Saturn's



PRO TIP: Another tricky Pal move: Tap Toward, Toward, Button A, and Button B.

superfast processing speed, combine for a smoother, less boxy, and much more realistic look for all the fighters. Even the backgrounds look sharper.

The soundtrack bristles with techno-rock energy without ever becoming intrusive. All the voices are intact, so expect some loud Japanese expressions to boost your

sonic enjoyment.

The control is about the same as before. Most moves are simple button presses; all use only a Defend, Punch, and Kick button. With a complete move list, this game is tons of fun.

It's in the Remix

Virtua Fighter Remix is a 100 percent improvement over the original *Virtua Fighter*. Fighting fans will want *VF Remix*, not the pack-in, as their polygon power-puncher of choice. When *Virtua Fighter 2* hits the Saturn this holiday season, we'll see how much more Sega's next-generation system is capable of, but it'll be hard to top *VF Remix*. ☐

GAMPRO EDITORS

FOR A DAY



By Kage Kane

Virtua Fighter is back with a vengeance, and for the money, it's better than any other fighter on the Saturn right now.

VF = Virtua Fantastic

Although it's still basically *Virtua Fighter*, *VF Remix* has some major improvements, especially in the graphics department. The visuals are amazing, with richer, more improved polygons and generally much clearer graphics.

The sound has also been enhanced. There seem to be more sound effects, and they're much clearer.

As for controls, the limited three-button setup pays



VF Remix gets "The Treatment" from *Gampro's* *Sony Larry* and *Blackboarder World Video*. Same change Kage Kane (left) and Tricky Ricky (right).

off. With little complicated button flicking, the game is easy to pick up and play.

Polygon Persistence

Even if you're not a huge *Virtua Fighter* fan, check out the improvements in *Virtua Fighter Remix*. Sure, the game is less polished than *Tekken*, but *VF Remix* more than holds its own with the better fighting games out there. ☐



By Tricky Ricky

With all the talk about next-generation systems, a lot of gamers' want companies to shut up or put up. *Virtua Fighter Remix* puts up.

Next-Gen Knockout

The minute you start up this disc, you know you've made the jump from 16-bit to 32-bit gaming. More colors and shading, as well as better effects like the wild camera angles, all make you keenly aware that you aren't playing a cart.

The visuals are a vast improvement over the original with lots of good-looking close-ups and sharp, distant, well-textured graphics.

The music doesn't fare so well. You'd better adore techno-pop because the soundtrack blares it at every opportunity.

After busting your thumbs on a really complicated fighter like *Killer Instinct*, the three-button controls of *VF Remix* are a blessing. The

simple yet effective controls definitely make the game more enjoyable.

Same Old, Same Old

Although the visuals will wow *Virtua Fighter* vets, they lose some impact after a few games. Even with the huge graphical leap, *Virtua Fighter Remix* is basically the same old fighting game—and it's getting a little stale. *VF Remix* is definitely a fighting fan's game, but it's not enough to convert other gamers to the Saturn. ☐

Saturn Game Profile

Virtua Fighter Remix

(By Scott)



Virtua Fighter Remix represents a big improvement over the original, especially in the area of graphics. The gameplay may be old news, but hey, that's not a bad thing when the fighting is this good.



Saturn Game Profile

Virtua Fighter Remix

(By Scott)



Graphically, *Virtua Fighter Remix* for Saturn beats the original *Virtua Fighter* in the arcade, on the Saturn, and on the 32X. But in the gameplay arena, it just follows the tired fighting formula.





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NEW for
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CRYSTAL
DYNAMICS



Saturn



By **Scary Larry**

Rayman may look like a game for kids, but it isn't. The challenging episodes and fantasy graphics will inspire you to play on even after your thumbs beg you to stop.

A Ray of Hope

A cross between Bug and Astal, Rayman is another side-



PRO TIP: Once you acquire a new power, go into a previously explored level and try to use the power to reach previously inaccessible areas.

RAYMAN

scrolling hop-n-bopper for the Saturn. Of the three, Rayman rules in the areas of fun, graphics, and playability.

Although the story line is forgettable (it has to do with something called the Proton), the gameplay and graphics are not. You travel through six colorful worlds, ranging from swampy, bug-infested forests to surreal cloud cities with musical instrument motifs.

Despite his kiddie looks, Rayman is no wimp. You start out with nothing but the shirt

on Rayman's back. His other abilities, like hanging from ledges, punching, and swinging from objects, must be earned throughout the levels.

The cartoony characters will fool novices. Although they look innocent, they pack a wallop (knocking them off



PRO TIP: Always ride fallen plants until they stop, whether or not you see a safe ledge. Imprisoned Electroons may be waiting for you.

ledges is very tricky) that will soon frustrate the uninitiated platform gamer.

Go Ray-ders

The graphics are this year's must-see. Are they too bright and cheerful for gaming vets? Maybe. But you'll forget to be

jaded after playing through the lushly illustrated backgrounds and awe-inspiring stages. Special screen effects were even added between rounds to enhance the game's graphical appeal.

The music and sound effects are just as superb. Yeah, in a few instances the score is a little too cute, but the game also features great thematic scene music and eerie sound effects, especially in the swampy areas. Unlike the he-



PRO TIP: Some trapped Electroons appear only after you perform a task or jump over a certain spot.



ries of Cex and Bug, the title character opts not to annoy you with endless voice-overs.

Controlling the game like a pro requires practice. You must time each jump carefully, and taking down your enemies is not a given. But with 15 minutes of practice, you'll be set for action.

Ray Guns

Rayman is just what gamers are looking for on the Saturn. Although it's a basic hop-n-bop at heart, it still holds enough visual power to dazzle you until something better comes along. ☐

Wading Through Anquish Lagoon



When you reach the two Proton guards (X), hang from the ledge, wait until they draw their guns, then punch them.

Saturn Game Profile

Rayman
(By the by)

Kiddie looks aside, this fun-packed cartoonfest serves up hot platform action for all ages.

Genre:	Shoot	Side	Action	Cartoon
Price not available	1 player	This one		
Available on:	Multiplatform			
Available on:	Saturn only			

ADJ.
 ADJ.
 ADJ.
 ADJ.

CRIME STILL DOESN'T PAY

The peace of Metro City ends with the arrival of the Skull Cross Gang. Taking a page right out of the criminal guidebook, they launch attacks that include arson, armed robbery, assault and terrorism. Mayor Mike Hagger and a few of his closest allies counterattack the crime wave by wading into the gang controlled areas with their bare fists. All in all, it's gonna be a hot time in Metro City tonight!

FEATURES

- Power up your **SUPER** moves by defeating opponents to really flatten Skull Cross!
- Metro City comes alive in 9 gigantic, action-packed levels!
- 2-Player simultaneous game play with four unique heroes to choose from!
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LONG LIVE SUPER NES!

CAPCOM

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By Tommy Guide

Nothing new here: average 2D graphics and adequate fighting earmark Data East's coin-op conversion of Dark Legend. Dark Legend combines the side-button action of Street Fighter with the weapons and Japanese flavor of Samurai Shodown. As one of 11 fighters, you battle your way through the ranks to the boss, Chao Gai, who's playable in Vs. mode.

The characters come to battle armed (after 15 seconds of loading, that is). Your adversaries can't disarm you. You can, however, disarm yourself by draining your weapon gauge with excessive blocking.

Kung-Fu U

Graphically, the game delivers the same smooth scaling as the coin-op Samurai Shodown. But the hand-drawn characters lack charisma; they also fail to bleed or die dramatically. The backgrounds feature respectable detail but not the animation that gamers have come to expect.

The sound comes on strong. The characters retain crisp voices, the fighting ef-



PRO TIP: When fighting as Wu Song, motion Toward, Down, Down-Toward, and tap Button Z to launch your opponent with a special apparatus. As they come down, slash them again with a squinting medium punch.

Dark Legend by Data East

Available	Scale	Control	Texture	Quality
80% N.	Side view	CD	Multitasking	ADJ.
Available now	Definitive continues	Fighting	ESR rating: Teen	2 players



Saturn

DARK LEGEND



PRO TIP: When fighting as Gai Zang, motion Away, Down-Away, Down, Down-Toward, Toward, and tap Button Z to unleash a powerful burst of flames.



PRO TIP: As Xiao Qi, corner your opponent and juggle them by alternating a strong punch followed by a well-timed squinting strong punch.

fects are admirable, and the score builds arcade-quality intensity.

Controlwise, these brawlers move fluidly with familiar special-move patterns. Combos, juggles, dizzies, and air throws are all present and easy to pick up.

Dark Future

With more titles like MK II, MK 3, and Darkstalkers on the way, gamers should think twice before spending 60 bucks on Dark Legend. But if you're dying for a new fight now, consider this entertaining, if unoriginal, brawl. **A**



By Captain Squelco

You don't buy an Indy car to drive around the block. Nor should you buy a Saturn just to shoot some mediocre pool. Sorry, hustlers, but Minnesota Fats misses the pocket by a mile.

The Skinny on Fats

Minnesota Fats is basically the old Sega CD game Side Pocket revamped with sharper graphics and full-motion video. You choose from eight pool games, including Eight Ball, Billiards, Cut Throat, and Rotation.

Play solo, challenge a pal, or work through Story mode to a duel with the fat man himself. If showboating is more your style, hone your fancy shots in Trick Games mode.

Unfortunately, abundant options don't make a great game. Minnesota Fats is a slow, plodding CD with clumsy controls. It's hard to line up the cue accurately, and shots you could easily make on a real table just don't drop here.

Lookin' Fat

The graphics are utterly unworthy of the Saturn. The full-motion video prefacing the game shows the master at work, but once the gameplay begins, you're stuck with a single



PRO TIP: In Trick Shot No. 1, aim carefully down the middle to send each ball into its pocket.



PRO TIP: Plan a few shots ahead; use English to position your cue ball for subsequent shots.



PRO TIP: Study the shots of your computer opponents - note that few of them, for instance, line up their breaks dead center.

MINNESOTA FATS

Pool Legend.

overhead view of a table. No close-ups, no ball cam, no switchable viewpoints - just small balls on green felt.

The sounds aren't much better. You can select your tunes from a jukebox, but they all make you cringe. The satisfying ball clicks, booming crowds, and crisp voices are nice, but they don't add up to sonic excitement.

Hardcore pool sharks might enjoy seeing a living legend in action. But Minnesota Fats will leave other Saturn owners wondering what their new system is capable of. **B**

Minnesota Fats Pool Legend By Data East

Available	Scale	Control	Texture	Quality
80% N.	Overhead view	CD	Save feature	ADJ.
Available now	ESR rating: Kids	Pool	31 Adults	2 players

RAYMAN



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By **Scary Larry**

The haunted house is back, this time on the Saturn. Although the Sega CD version sported weaker graphics, that game was more fun than this pale imitator simply because it was new and scary.

Soul Foo

The story isn't any deeper. You're still part of a butterfly-spirit conspiracy, still at the mercy of a specter who wants his soul back and has imprisoned other ghosts in butterfly form. What a villain...Your job is to untangle this metamorphic conspiracy.

Like a poor man's 7th Guest, Mansion poses ghostly riddles, which you solve by finding objects and uncovering clues. Absent from this version is the

Mansion of Hidden Souls

tension of the first, owing in part to familiarity and in part to one extremely silly addition: The Saturn version throws in disembodied talking heads that will make you chuckle instead of cower.



PRO TIP: Whatever you do (and regardless of what this head tells you), don't leave Danny of being in your room, or it's game over.

Masters of Hidden Souls by Sega

English	Spanish	French	German	Italian

Price not available
 CD
 Available now
 Interoctivehome
 1 player

Full screen view
 Battery save
 Not yet rated by the
 ESRB



Saturn



PRO TIP: Enter this room to find the gold coin in the drawer.



PRO TIP: Give the gold coin to the shopkeeper.

The Mansion Family

The Saturn graphics aren't a vast improvement over the Sega CDs. The rendered heads are new, but the lips and the dialogue are out of sync, B-movie style. Otherwise, the visuals are grainy and jumpy.

The music, which was both eerie and New Age-like in the original, isn't greatly enhanced. This version does, however, add plenty of voice-overs.

The control is true to the original. You simply approach objects, then move again to discover what's beneath them (or hidden inside). You also have the thrilling option of answering "yes" or "no" to questions. It's a no-brainer.

Mansion of Hidden Souls is not as frightening as it should be. If you must know what happened in the mansion, then play. If not...beware! **A**



By **The Ace Greeder**

Joining in the rush to convert PC games to the next-generation systems, Activision has ported its popular puzzler Shanghai Triple Threat to the Saturn. The game's basically unchanged, so if you're addicted to the PC original, you'll find this an enjoyable version of Shanghai with Triple Threat.

Triple Treat

The object is simple: Match identical pieces to clear the board. You can match and remove certain pieces, however, only if they're open to the left or right side. While the standard objective is consistent throughout, different modes such as The Great Wall, Beijing, Classic, and a two-player option produce plenty of variety.

Triple Threat doesn't require fancy controls, but the



PRO TIP: In Arcade mode, push the rows and columns at random. You'll usually find matching pieces.



PRO TIP: In Classic mode, concentrate on shortening the stacks of pieces rather than the single-layered islands of pieces.



Classic Shanghai presents a long and winding road.

Shanghai Triple Threat

game's control still could stand some improvement. This game screams for a mouse. The control pad is sufficient, but it moves your pointer too slowly across the screen, often at the expense of valuable seconds.

The visual and audio elements are a mixed bag. The graphical highlights are the detailed playing pieces. The different background pictures, mostly in sepia tone, are also fine as playing boards.

The mundane, repetitive tunes, on the other hand, quickly get on your nerves. Of the few sound effects, the squish and clang noises that occur when pieces clear are just adequate.

Alert to Puzzle Fans

This is an entertaining puzzler that requires more strategy than Tetris. If you've never played the PC game, you'll enjoy being shanghaied by Triple Threat. **B**

Shanghai Triple Threat by Activision

English	French	German	Italian	Japanese

SRV 55
 CD
 Available now
 Puzzles
 2 players

Overhead view
 Password
 Not yet rated by the
 ESRB

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Genesis



By Air Hoopzix

WWF Wrestlemania thunders from the arcade to the Genesis, squeezing even the hefty Yokozuna into the slim confines of a 16-bit cart. Some sounds and graphical touches were left in the locker room, but WWF's flamboyant action makes for undeniable fun.

Royal Rumble

Climber into the ring as one of eight WWF Wrestling pros like Bam Bam Bigelow and Shavel Michaels to face a solid wrestling challenge. One player can pursue the WWF Title, a tough fight that eventually pits you against eight wrestlers at once, or the Intercontinental Title, an easier bout. Two players can grapple head-to-head or work together against a tag team of all the other wrestlers.

This impressive lineup of modes brings enjoyable variety to the ring, and the wild moves add to the fun. Each wrestler can pull off an eye-popping array of punches, kicks, throws, holds, and reversals. Special at-

tacks, like Lex Luger's Elbow Grider, and the Killer Instinct-style combos keep things rowdy. The controls respond just fine, but a six-button pad's a must unless you're a proficient finger gymnast.

In the Ring

After a while, though, the gameplay feels a bit long on flash and short on substance. Furious button pressing often yields impressive results, and fighting pros will fire off the moves and combos much too easily. Some gamers may eventually tire of this lack of depth, but there's definitely enough raucous fun to keep most players hopping back



PRO TIP: As Yokozuna, lift someone over your head (tap *Toward* twice), then simultaneously tap *Super Punch* and *Super Kick* and chuck them out of the ring (tap any button near the edge of the ring) for monumental damage.

into the ring.

Graphically, the enormous digitized sprites and smooth animation will instantly impress you, despite the excessive gaininess. Even worse, slowdown stalls the action on crowded screens, but these

flaws don't interfere much.

Humorous commentary from WWF announcers Vince McMahon and Jerry Lawler lends ringside authenticity, but they sound like they're calling the fight from underwater. At least the grunts and slams come across clearly.

Pin Him!

Genesis wrestling buffs will want a firm hold on WWF Wrestlemania, which clearly outshines earlier wrestling titles like WWF Raw. This cart should even appeal to fighting pros looking for fast, furious — and somewhat shallow — fun. **B**

WRESTLEMANIA



PRO TIP: Develop fast reversals (tap *Toward*, *Toward*, *Strong Punch* or *Tap Down*, *Down*, *Strong Kick*) to maintain the upper hand.



PRO TIP: Launch combos by getting your opponent in a hold, then trying various mixes of punches and kicks.



PRO TIP: As *Razor Ramon*, tap *Toward*, *Toward*, *Kick* to grab your opponent by the heels and slam them into the mat.



PRO TIP: As *Diehl*, clock your foe with a hammer by tapping *Toward*, *Toward*, *Strong Kick*.



PRO TIP: As your opponent re-enters the ring, hit them with a charge attack like the *Undertaker's Rock Breaker* (charge *Punch* for three seconds, then release).



PRO TIP: Taunting charges your next attack to triple damage: *Hold Block* and motion two full circles starting *Away*.

Genesis's Game Profile

WWF Wrestlemania: The Arcade Game

(By Anisaid)



Despite the significant flaws in the graphics and the slightly shallow gameplay, this riotous title will make fighting fans grin from ear to ear.

Display	Sound	Control	Package	Developer
4.5	4.5	4.5	4.5	ADJ

200 pp
32 megs
Available November
Fighting

1 person
4 players
Side view

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By Scary Larry

The princes of pain are back in a rumble royale! **WWF Wrestlemania: The Arcade Game** is a must-own for 32Xers. It's superior to the Genesis version, but it's no match for the PlayStation title.

Cattle Wrestlers

You play as one of eight wrestlers vying for the title of Intercontinental Champion (easy) or World Wrestling Federation Champion (very hard).

WWF Wrestlemania The Arcade Game

You can play against the computer or a friend. You and a pal can also tag-team the computer in Cooperative mode.

Besides the normal wrestling moves, like eye gouges and airplane spins, you can pull off tremendous multi-hit combos to waylay an opponent's life bar. Combos require dexterous button pressing, but they're worth the thumb damage. Most of the arcade combos from the "The Fighter's Edge" in the October GamePro work here also.



PRO TIP: *Junkyard is your best bet for accomplishing the one-player title games - just continually throw opponents out of the ring for easy victories.*

WWF Wrestlemania: The Arcade Game
By Scary Larry



32X \$5
24 meg
Arcade's Greatest
Fighting
8 players

Size view
4 versions
\$249 (only) Kids
In Multi



32X

The graphics are grainy, but they're clearer than those in the Genesis cart. The sprites are also a lot larger than those in the SNES version. The boring background remains constant throughout the game.

The sound samples are not abundant. Gone is the running



PRO TIP: *Tired of your opponent rearing at you and delivering lethal blows? Just tap Away, Away, and Power Punch to throw them.*



PRO TIP: *When an opponent is out of the ring, pause on them from the bunsucker for added hurt.*

commentary of the arcade. You'll hear announcers, but usually not until a match ends. The other comical expressions, sound effects, and dunks and dunks are all still there.

WWF Fun

This is a better game than **WWF Raw**, and one of the best 32X games since **Doom**. Any one who owns a 32X should definitely climb into this ring for a whole ton of fun! ☐



By Scary Larry

A hummingbird shooter? No, this isn't **LamePro**—it's a new 32X game. Although the concept is unique, the gameplay and **FunFactor** are standard.

To Bee or Not To Bee

Kolibri is straightforward, if you're a hummingbird with firepower. You flit around shooting insects to clear the



way for your hummingbird friends to pollinate flowers. If this is the only way you'll ever learn about the birds and the bees, you need to get out more often.

You find different power-ups to shoot, like seeds, lasers, and fiery rings. But these look wimpler than they seem, so don't expect much. The only way to know if you've cleared a level is when gameplay stops and the screen goes dark.

Controlling your hummer is sometimes a chore. You must manually turn the bird around when shooting enemies



PRO TIP: *Pause when the action gets too busy. Enemies lurk in the busier parts of the game.*

behind you. Since enemies rat-pack you with attacks, this gets deadly.

The graphics will remind you of **Ecco the Dolphin**. The lush, colorful, layered backgrounds are great to look at, but your hummingbird often gets lost in the scenery.

The sounds are also beautiful to listen to, but they don't really enhance the weak



PRO TIP: *Midway through the Ex-ply level, travel down the waterfall to access more of the stage.*



PRO TIP: *Stay near the power-up-spouting crystal, and fill up your weapons. The more of one icon you collect, the more powerful the weapon.*

gameplay. Great nuances, like forest and swamp background effects, make the game a good rubdown for the ears.

Hum Drum

Kolibri isn't awful, just average. You'd expect more from the 32X—something more along the lines of **Gradius** or **R-Type**. Maybe Sega should've given this bird some armor or jet-propelled wings. As it stands, **Kolibri** couldn't take on **Tweety Bird**. ☐

Kolibri by Segs



Price not available
24 meg
Arcade's Greatest
Shooter
1 player

Size view
4 versions
\$249 (only) Kids
In Multi

Genesis



By Cover Girl

At last: a puzzle game that dares to be different from Tetris. Zoop for the Genesis isn't destined for the kind of greatness that made Tetris a part of the gamer's vocabulary, but its absorbing puzzle play should earn it a place on your holiday wish list.

Long on Thrills

If you like playing center court and under the gun, then Zoop's your stage. Stationed in the center square, you must protect your area from a four-way crossfire of advancing multicolored shapes. Your goal: rid the grid of the required number of



PRO TIP: Shoot the first shape to exchange colors with it. Then shoot another like-colored shape elsewhere and return to wipe out the row.

Essential Games Profile

Zoop

(By Vincent Lee, Media)



Zoop's long on thrills but short on frills. That's a good thing in a puzzle. It's simple, absorbing gameplay should heat up your Genesis this winter.



MSRP \$19.99
Available now

Publisher
123456789
MSRP \$19.99



PRO TIP: Don't be distracted by the wildly colored geometric patterns that make it difficult to discern the color of the shapes.

shapes (the number's posted in the upper-right corner).

The catch is that you can "zoop" only shapes that are the same color as your shooter. If you hit a shape that's a different color, you switch colors with it. Bonus shapes that wipe the grid clean are among the power-ups you can score.

Zoop offers two play options: Level and Continual. Unfortunately, the gameplay and goal remain the same. Continual play presents the greater challenge, but initially the sudden change to new levels can throw you off.

With nine multilevel stages and five difficulty settings to choose from, Zoop easily appeals to all levels of gamers. Advanced players will want to cycle to the later stages, where the pace is quicker



PRO TIP: Shoot a row of same-colored shapes and earn big points. Don't be distracted by the fanfare, though—the shapes keep coming.



and multiple shapes dot the grid from the get-go.

Two drawbacks may keep Zoop from becoming a part of

the gamer's vernacular. First, Zoop is merciless when you lose, taking you back to the start regardless of how far you've advanced. And its repetitive play may zoop all but the more diligent puzzle gamers.

Short on Frills

Varied, colorful geometric patterns in the later levels enliven the grids and add challenging contrasts that can fool the eye. The perky music allows



PRO TIP: Collect five bonus springs to wipe everything off the grid.



PRO TIP: Color bombs eliminate all the shapes in a quadrant that are the same color as the first one you hit.



PRO TIP: Proximity bombs take out all the shapes touching the first shape you contact.



PRO TIP: Line bombs blow away an entire row of shapes.



PRO TIP: You instantly become the bomb you've hit, so shoot it when you need it.

you to concentrate without being distracted or annoyed, and the audio effects heighten the action without drawing attention to themselves.

The control is as basic as it can get. The directional shift the shooter around and any of the buttons will shoot, so you don't need to be a rocket scientist to play.

Zoop Duper

Zoop relieves the drought of good puzzlers on the Genesis. If you're looking at a long, cold winter indoors, Zoop could turn up the heat on your Genesis. **B**



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Genesis



By Captain Squideo

Garfield the cat has conquered every other entertainment arena, so it was just a matter of time before he landed on a 16-bit video game system. Unfortunately, only young kids and serious Garfield fans will think *Caught in the Act* is anywhere close to the cat's pajamas.

All Dressed Up...

When Garfield and Odie get sucked up into a broken TV, they become characters in nine strange side-scrolling adventures.



PRO TIP: Pick up Pookies in the bonus rounds to gain extra lives.

tures. The action is your standard platform walk-and-throw with Garfield donning appropriate costumes for each level and Odie morphing into cute enemies.

Other Garfield cronies also make cameo appearances. If

Genesis Basic Profile

Garfield Caught in the Act

(By Squideo)



Fans of the comic strip might enjoy this platform title. The tedious gameplay and hopeless controls will discourage anyone else.



Genre	Style	Control	Interface	Setting
Platform	Side-view	Buttons	Simple	Cartoon
Price not available	16 megs	Available now	Active/Inactive	1 player
8 levels	Side view	Multi-cueing	Parents	



drawn just for the game precedes the action. Throughout the levels, colorful backgrounds and big sprites will charm cartoon lovers, especially those with a sense of humor. Garfield's wacky costumes and comical expressions make you look forward to the next level.

The sounds are decent enough to add to the comical atmosphere. The music varies

A Cat for All Seasons



PRO TIP: Ride the parrot to get close enough to this pirate boss to nail him with bombs.



PRO TIP: Don't jump as you swing at enemies from your boat - this cat can't swim!



PRO TIP: When you fall into a crystal in Count Siebala's Castle, pull on the corner Odie tangles to elevate an escape platform.



PRO TIP: To beat the first level's vampire boss, swat the bats and jump up to open the shades.

you'll thrill to the sight of Garfield as a King Tut kitty or a saber-toothed dino-cat, you might like this game.

...No Play to Go

Serious gamers won't find much to like, however, primarily because of the inefficient controls. Garfield doesn't

runt; he plops. And his jump, throw, and hit moves are too feeble to cleanly defeat the simplest enemies. Flail away at the first vampire boss for an hour or two, and you'll be so frustrated that you'll call the Humane Society.

The one thing this game has going for it is its look. A series of comic-strip panels

for each level, and the sound effects nicely re-create the zoops and boings of Saturday-morning cartoons. No voices, though.

To the Dogs

Novices are Garfield's target audience. The proof is in the repetitive gameplay and the two difficulty levels, one called Kitty and the other Normal. Whether beginners will be patient enough to overcome the controls is another question. Had Garfield been given better abilities, even veteran players might have enjoyed playing with him, but as it is they'll probably want to put this cat out. **C**

Genesis



By Tommy Gille

Don't bother asking Santa for Batman Forever this holiday season. For Saint Nick should keep this cart at the North Pole, far from anyone's Genesis.

Guano, Anyone?

The game follows the film's plot, or at least tries to. Playing as either Batman or Robin (two gamers can play as the dynamic duo simultaneously), you chase the Riddler and Two-Face through eight of the most boring levels to be found in Gotham City.

With a poor mixture of platform adventure and side-



PRO TIP: Bomb the middle of the room below Mad Pete and Mad Jeff. The explosion clears a trapdoor to a hidden area.

these puzzles only hinder the already-sluggish pace.

Graphically, this dark game captures the film's gothic look. To a fault. So much of the background is black that you'll think the game's artists went on strike and left some areas unfinished. The nicely digitized characters and fairly smooth animations are eye-



PRO TIP: When confronting two opponents at once, use the rolling attack frequently to avoid being ambushed from both sides.

Elevator Action



On the second elevator ride, quickly shoot your grappling hook up to get onto the roof, then shoot it up again.



Your destination: This hidden area filled with health.



PRO TIP: Shut down this machine in the Arkham Asylum by hitting a Flash Globe at it. Defeat the two enemies that appear, and you earn a power-up that fully restores your health.

U2 being from the movie than listening to the game.

Lousy Forever

Batman Forever's fighting controls are so complicated that a six-button controller is essential. But no matter how well you master the controls, you'll still take cheap shots from double-team attacks and unavoidable obstacles.

This game sorely lacks the film's death-defying thrills. It fails to deliver enough bang for the big bucks that it costs. If you must play it, rent it. But if you don't want to waste your cash, avoid this Bat-astrophe forever. ■



PRO TIP: Once you're on the subway tracks, shoot your grappling hook and hang from the ceiling to avoid being hit by the train. To find hidden areas with power-ups, walk to the gaps in the ceiling and fly yourself up.



PRO TIP: When you're playing as Batman and your opponent is just out of range, wait then walk in and attack them with an approach.

view fighting, Batman Forever never gains momentum. The fighting moves were modeled after those in Mortal Kombat, but don't let that fool you: The beat-em-up action in this pale imitation is flat and outright boring. Batman Forever tries to liven things up with nodules that hint at hidden rooms and power-ups, but

catching, but after a few levels, you'll tire of Batman's dorky walk.

Holy Bad Audio!

The anemic sound makes the graphics look great. A first-year piano student could have scored the music on a cheap synthesizer.

The highly distorted voice samples and the so-so fighting effects will drive you toward the Mute button. You're better off just humming the

GENESIS GAME PROFILE

Batman Forever

(By Anthony)



The atrocious Riddler and Two-Face content in Gotham are nothing compared with the crimes Batman Forever wreaks on your Genesis. Somebody get a shovel.



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Super NES

Donkey Kong Country 2 Diddy's Kong-Quest



By Scary Larry

Nintendo and Rare aren't monkeying around! Diddy's Kong Quest exceeds the standards set by Donkey Kong Country. This is the game you want under your palm tree this holiday!

Driving Miss Dixie

Even though the version we reviewed was only 80 percent complete, it already had more levels, better graphics, and better gameplay than the original had a year ago. The only thing the programmers can do is add more to this game!

In this quest, Kaptain K. Rool and the Kremings have kidnapped Donkey Kong and

are ransoming him for the Banana Hoard (from DKC). Diddy and his gorilla-friend, Dixie, set out to find Donkey Kong.

But Kaptain K. Rool isn't going to make things easy for the Kongs. He has all types of beautifully rendered (but devilishly despicable) enemies on hand, like peg-legged crocodiles, wretched rats, and pitiless pranhas. K. Rool does his deeds in some of the most deviously illustrated levels ever seen on a home system. Wait until you ride the skulls in the Pirate Amusement Park or blast through the thorny jungles in Bramble Scramble.

The game has more than 100 levels with eight unique areas to explore. As usual, there are tons of hidden areas and bonus games, so you'll be playing this one well into next Christmas!

Safari So Good

The rendered graphics are superb and extremely clean. They're especially impressive when you consider this is a 16-bit cart-based game, not some fancy-shmancy CD sys-

tem. As a matter of fact, this is what Killer Instinct should've looked like! The smoothly scrolling layered backgrounds also add nice graphical touches (like the rain in the Gangplank Galley) to this superb looker.

Like last year's DKC, the music and sounds once again equal the SNES's best. The music rocks out in places, and tones down in more dramatic scenes. From the monkey's echoes of "ooh-ooh" when it's trapped in the barrels to the crocodiles' snapping jaws, this game erupts with sonic treats.

The control is pretty much the same as in the last game. You can switch between Dixie or Diddy, and can run, jump, and throw just like in DKC. The only caveat is that some levels are extremely tough, so younger players may ask their monkey's uncles for a hand with the game.

Plan It with the Apes

As for older gamers, what more could you ask for? Yeah, it's a little cutesy, but don't let that fool you. Although you may find yourself breezing through the easy, pattern-reliant bosses, you definitely won't be able to finish this in one sitting. Since you now have to pay for Cranky's advice (and game saves, and Funky's fights, and Swanky's Bonus Games), you'll need to spend more time than ever in the Country.

Easily the best SNES game this year, Diddy's Kong-Quest is one we suggest you give a try. This game will make a monkey out of the most experienced players! **C**

Gangplank Galley



PRO TIP: When Kruncha turns red, he'll take away a life regardless of your bouncing monkey antics.



PRO TIP: Simultaneously pushing Buttons Y and B makes your animal friend, such as Rattly, jump higher.



PRO TIP: Watch for groups of bananas that form letters. There's usually a 1-up or token nearby.

Krow Boss



PRO TIP: To knock off the first boss, Krow, just fling his eggs back at him. Four hits should do the job.

Super NES Game Pro!™ Donkey Kong Country 2: Diddy's Kong-Quest

(By Nintendo)



Diddy's back, and he's brought the gorilla of his dreams with him. Diddy's Kong-Quest is bigger, better, and more fun than its predecessor.



SRP \$5
22 pages
Available December
Age/Intelligence
2 Players

4 levels (48 areas)
3-Dia view
Multiplayer
Battery backup



Crocodile Cauldron



PRO TIP: To get safely from croc to croc without eating lava, inch your way over so that you're standing on the far right of the croc's head.

Kleever Boss



PRO TIP: Hit Kleever with the cannonballs that fall from above while avoiding the fireballs he sends at you. When the hooks appear, travel across the stage to find more cannonballs.

Hrem Quay



PRO TIP: Bananas also point you in the right direction.



PRO TIP: Watch out for the Puffles — they'll detonate and send spikes after you.



PRO TIP: In Krockhead Klamber, move to the left after the level begins, and you'll see some bees. Get the treasure chest behind them and keep going left.

Kudgel Boss



PRO TIP: It takes tricky timing to defeat Kudgel. Whatever happens, don't stand on the ground when he lands, or he'll stun you. He also drops TNT barrels after every third jump or so. Jump up and nail him with the barrel.

Krazy Kremland



PRO TIP: In the Nomer's Nest, remember you can't jump or change characters when standing in the honey.



PRO TIP: In Eargot Terror, be ready to jump the barrels that enemies drop in your path.



PRO TIP: In Bramble Scramble, you can bring your characters low into the foliage without hurting them. Just don't let enemies touch your monkeys below the belt.



Get By with a Little Help from Your Friends



Clapper



Enzuarde



Glimmer



Gambi



Squawks



Raffly



Squitter



Super NES



By Major Mike

With all the empty hype and lukewarm big-name releases nowadays, it's nice to know there is one bunch you can always count on for awesome games. Shiny Entertainment opens up a can of very fun worms with Earthworm Jim 2. Who needs an expensive next-generation system when excellent 16-bit games like Earthworm Jim 2 are still coming out?

Jungle Jim

Spread out over several extraordinarily diverse stages, this epic pits Jim once more against his arch-enemy Psy-Crow, who's whisking Princess-What's-Her-Name off to Lost Vegas for a quickie wedding. Accompany-



PRO TIP: *Loreman's Soil* - Shoot the dirt over the flame to extinguish it.

Super NES Games Profile Earthworm Jim 2 (By Playmate)



Loaded with humor, awesome graphics, and incredibly diverse levels, Earthworm Jim 2 manages to exceed the lofty standards of the first game. Fans of the original will eat some serious dirt if they miss this one.



SNES
24 megs
Available November
1 player

Multiple users
No Download
Parents

ADJ.

ing Psy-Crow is his wicked bunch of hench-things, including Major Mucus, Bob & #4, and Evil the Cat.

Okay, the plot is essentially the same, and so, for

EARTH WORM JIM

that matter, is the worm. But the levels ain't. They range from a vertical ascent on a moonlit night (Jim inflates and deflates his head to get to the top) to a nerve-racking journey through an intestinal track (Jim, transformed into a blind cave salamander, navigates wide and narrow passages lined with deadly vill).

Jim 2 also pays tribute to its video game



PRO TIP: *See Jim Run, Run, Jim, Run* - Use Jim's whip to slow down Psy-Crow.



PRO TIP: *Woo People* - Avoid the bumpers near the Woo walls, which slam you into the harmful digestive being.



heritage with a Pong-like game and a 3i-overhead-view shooter stage that recalls the arcade classic Zaxxon. Tired of standard level exits? Wait

until the end of the ISO 9000 stage, where the exit door runs all over the screen.

Every two levels or so, Jim enters a bonus stage called Puppy Love, which replaces the rocket ride from the previous game. Armed with a large marshmallow, Jim must frantically scramble back and forth



PRO TIP: *Puppy Love* - The bomb is the most important thing - make sure it gets to Peter, even if you must drop one of Peter's perky puppy pals.



PRO TIP: *Unlucky Abducted* - If a UFO grabs one of your cows, whip the force field enclosing the cow in order to free it.

to safely bounce a series of little puppies to the right side of the screen. If five puppies splat on the ground, Peter will get very angry, and we know what he does when that happens.

Graphic Action

Of course, Jim wouldn't have such a unique personality if not for the superb graphics. An improvement over the original, Jim 2 looks just like a

The Many Faces of Jim



cartoon with colorful multi-scrolling backgrounds and detailed foregrounds.

Special touches include an electric chair and an iron maiden that provide a few laughs when Jim comes into contact with them, and his trembling legs when he carries heavy cows, pigs, and mouse cages to safety.

Great Tunes, Control

Jim 2 uses several borrowed tunes with excellent results.



PRO TIP: Inflated Head – Avoid dangerous enemies by hitting the lightbulbs. Although this damages you some, you will become momentarily invincible and your balloon won't pop.

Classical pieces like a Beethoven adagio make compellingly offset accompaniments to stages like Vill. People.

The game is also filled to



PRO TIP: Level Ate – At the grill, shoot the eggs suspended overhead. You can stand on the frying yolk without being injured.

the hit with hilarious sound effects: Jim's yelps and screams, whimpering puppies, and mooing cows are just a few of the sounds that punctuate the audio track.

Controlling Jim is a snap. His move scheme is basically the same as in the first game with the addition of two new talents: Jim can briefly block at tacks, and he can use his friend Snott (who travels in Jim's backpack) to grab onto sticky ceilings so Jim can cross dangerous gaps. With Snott in tow, Jim can reach 1-ups and goodies that would otherwise be unattainable.

Dirt-Cheap Bosses

While the levels are huge and challenging, not to mention loaded with hidden areas and gems, the bosses, sadly, are not. Most of the end-level baddies take only a few hits



PRO TIP: ISO 5000 – At the end of the stage, don't bother chasing the door around; just pick up the piano at the entrance and hurt it at the exit.

to kill (the giant larva on a unicycle at the end of Lorenzo's Soil, for example). It's almost as if

the programmers wiped themselves out creating the levels and added the bosses as an afterthought.

Top-Grade Bait

The first game being what it was, the expectations for the Earthworm Jim sequel were enormous. Jim 2 meets – if not surpasses – all of them.

If Jim 2 has a flaw, it's that the game is so much fun in the initial play-through that the second and third times around pale horribly in comparison. But that's an extremely minor criticism. From gameplay to graphics, Shiny has released another first-rate can of worms. **A**



New Guns!



Mega Plasma



Barn Blaster



3-Finger Gun



Bubble Gun



Mousing Missile



By The Ace Grenier

The fight goes on...and on and on. Although Final Fight 3 has more characters and moves than its precursors, the game play quickly feels routine.

Haggard Gameplay

Final Fight, the original side-scrolling beat-'em-up, spawned several imitators, some disappointing (Rival Turf), others outstanding (The Ninja Warriors).

The third installment in the series falls between the two extremes. It adds some cool options like a two-player game in which the computer controls the second player and special moves, but the gameplay is deadeningly simple. Move, stop, beat up thugs. Move, stop, beat up thugs. Grab the power-up...You get the idea.

FF 3 breaks new ground in its nonlinear narrative (think of The Peace Keepers). You pick your path at various forks, so it's impossible to visit every stage in a single play-through.

You choose from four char-



PRO TIP: Lucia's tricky super move can leave you facing the wrong direction. Avoid this foul-up by holding the Freeze button while executing the motion.



PRO TIP: Throw other thugs at Stry in the factory. Always, always keep your distance.



PRO TIP: In the bullfight arena stage, hit the arena on the vehicle as fast as you can to collect the maximum points.

acters: veterans Guy and Haggar and newcomers Lucia and Dean. The rookies are a mixed pair. Lucia is quick and packs an awesome Rising Knee Attack, but Dean's moves are sluggish and awkward. As for enemies, the latest menace to civilization is the Skull Cross Gang, which consists of your basic street slimes.

The bosses aren't much more interesting. You could easily mistake them for the other thugs, except that the bosses are bigger and wield



PRO TIP: Throw the goons into a corner and pound away at them. They can't escape.



PRO TIP: When the fat guys charge you, throw an enemy at them.

Final Fight 3

cheesier attacks. You can defeat most of them with attack-and-retreat tactics.

FF FX

Of all the brawlers in the series, this one looks the best. The characters have more detail, and the game includes nice graphical effects like windows and street signs that break on



The in-title chopper on the last level signals the final fight.

impact. The music is nothing special, but provides a good accompaniment to the action.

The generally simple controls feature Dragon Punch and fireball motions for special moves. You can execute slightly more complicated Super Special moves when the Super meter flashes. None of the characters can block, so it's hit or be hit.

Final Verdict

FF 3 isn't a bad game, and it adds some innovative features. But you'll quickly tire of battling wave after wave of the same enemies that you smashed to a pulp two screens ago. Maybe a more exciting fight lies ahead. **B**

The Final Fighters

The Veterans



Haggar



Guy

The Newcomers



Lucia



Dean

Super NES Game Pro!™

Final Fight 3

(By Capcom)



The latest installment in the classic series throws in special moves, nonlinear gameplay, and innovative techniques, but tedious beat-'em-up gameplay ultimately drags it down.



ADJ.

Price not available
25 mg
Available now
Anti-Substance

2 players
31 stages
Side view
Multiplayer



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UNLEASH NINE DEVASTATING WEAPONS SYSTEMS TO OBLITERATE ENEMY RESISTANCE!
BATTLE THE GROUND DEFENSES OF THE INNER SPHERE ON FIVE DIFFERENT PLANETS!



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Super NES



By Major Mike

Mega Man fans who were put off by the cutesy Mega Man VII can breathe a sigh of relief with Mega Man X3. This cart won't win any awards for gameplay innovation, but it's still a worthy installment in the 16-bit series.

More Than Zero

As with the previous Mega Man X games, maverick Reploids are the enemy. This time the superintelligent Doppelganger leads them, replacing Sigma as the king bad guy.

The most noteworthy option is the ability to play as Mega Man's colleague, Zero. While Zero's abilities resemble

his friend's, he's still a good alternative for those weary of playing the little blue bomber. Zero's awesome three-stage charge attack complements excellent jumping abilities. Could a solo Zero game be waiting in the wings?

X3 contains all the elements that give the series its personality: versatile power-ups, hidden areas, cool bosses, and multiple weapons. In addition to the usual enhancements for Mega Man, a new super-enhancement can power up one of his weapon systems. Additionally, hidden stages await investigative gamers, and new limits on the energy power-ups increase the difficulty.

Mega Man is endowed with excellent controls. He flawlessly dashes, jumps, and blasts his way through the huge stages.

Same Look, Better Effects

While the game looks similar to the prequels, some of the new visual effects have more pop. Several weapons, like Mega Man's superpowered shot, will impress even veterans of the series, as will the various bosses the hero confronts. A few of the more incredible visuals come courtesy of Capcom's C4 chip:



PRO TIP: Dr. Light can super-enhance only one of Mega Man's weapon systems.



PRO TIP: Stock up on reserve energy before going into this hidden level.



Meet the members of Mega Man X3.

The attacking holograms and some of the cinemas will blow you away. The trade-off is some slowdown when the screen gets busy.

The sound is solid, if not exactly revolutionary. The rockin' tunes are enjoyable to listen to in their own right; the sound effects, though, are mostly holdovers from previous episodes.



PRO TIP: Use powered-up special weapons to reach otherwise inaccessible areas.

Third Time's a Charm

Mega Man X3 covers extremely familiar territory, but the game still manages to provide surprises and some clever elements in the gameplay and graphics. It may be routine for experienced players, but anyone who hasn't played a 16-bit game in this series will discover Mega magic. **D**



PRO TIP: You can deploy Zero's charge power incrementally. After he is fully charged, tap the Attack button once for a powered shot, again for another powered shot, and a third time to use his trusty katana.

Super NES Game Profile

Mega Man X3

(By Capcom)

NEW Has Mega Man run out of gas? Hardly. Mega Man X3 may look familiar, but it packs plenty of surprises for even the most fanatical fan.



Genre	Beat 'em up	Series	Platform	Developer
ES	ES	ES	ES	ADJ
Price not available	1 stage			
16 stages	12 stages			
Available now	Side view			
Multiplayer	Multiplayer			



PRO TIP: The drill is one of the most powerful weapons. It not only smashes through ice and walls to reveal hidden passages...



...but it also destroys the Volt Catfish in short order.

PRAY YOU'RE DREAMING.

SKELETON WARRIORS



If you aren't, your next prayer may be swallowed in a gas-choked scream. Because Baron Dark's got a bone-to-pick with the human race. And it's up to you to annihilate his evil Lightstar Crystal and rip apart his Legion of Skeleton Warriors™ head by head as you sit over 20 marrow-evocating gnarly, gnawing levels full of skull-thrashing 3D. But don't worry. If you don't conquer this evil, at least you can finally rest. In peace.



Publisher: Jaleco Entertainment, Inc.

12100 Progress Way
Los Angeles, CA 90047
(310) 762-7220

SEGA SATURN

For complete information on the features and benefits of the Saturn system, visit our website at www.sega.com.
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Super NES



By Doctor Zombie

Spawn is the hottest-selling comic-book series since the X-Men. Although the SNES game is true to its origins, the linear gameplay makes for run-of-the-mill action.

Night of the Living Dead

As Spawn, you strike a deal with an evil force, Malebolgia, in order to acquire the powers that will help you save your kidnapped family. You receive more than 24 basic fighting moves and 8 superpower attacks, such as fireballs and teleport moves. Four deep stages lie between you and the final confrontation with Malebolgia.

Playing solo in this side scroller, you face unending waves of goons and thugs, plus tough bosses straight from the comic, including Angela and Violator. Additional obstacles include a tight time schedule and a limited life bar. The action is nonstop and very challenging — fortunately there's a password feature.

Unfortunately, Spawn's



PRO TIP: Use spin attacks to take out snipers in the windows.



PRO TIP: Everytime your cape deflects a hit, your life bar strikes. Try dodging opponents and projectiles instead.



PRO TIP: Repeatedly bounce off the sides of walls to propel yourself up. Button B makes the cape slow your fall.



PRO TIP: Although the Tinkerbell attack looks good, it's not all that powerful. Deploy it against ordinary foes, not bosses.



PRO TIP: Use a flying side kick to attack enemies that shoot at you. They normally keep their distance, so you have to take the battle to them.



PRO TIP: The sliding attack is Spawn's best move. It keeps him beneath hater's reach and propels him quickly across the screen.

gameplay is all action and little else. It offers no hidden levels, secret objects, or power-ups amid the relentless fighting. Many of the ruffians make repeat performances on every level, as do some of the bosses.

It's a kick to see Spawn kicking tail, but the linear action quickly becomes monotonous.

Although Spawn has a substantial repertoire of easy-to-control fighting moves, his super moves are a bit thin. Most of them require some manual gymnastics with Street Fighter II-like control-pad rotations.

Under the Hood

Spawn's highlights are its graphics and animation. The game's artists successfully captured the dark, brooding atmosphere of the comic, especially in the backgrounds. All the characters are well rendered with plenty of detail, and they move smoothly.

Spawn himself is an impressive sight with his trademark cape billowing and coiling around his body. The sound effects, on the other hand, are merely adequate.

Spawn Spurred

Although pretty to look at, Spawn doesn't offer anything new to the action/adventure genre. Spawn scores a direct hit with fans of the comic

book, but veteran gamers will most likely be disappointed. **D**

Super NES Game Profile

Spawn: The Video Game

(By Activision)



Faithful to its comic-book source, Spawn is a pleasure to behold but rather dull to play. It's a must-have for fans of the comic series only.



Genre	Level	Logic	Interface	Dialogue
1/5	1/5	1/5	1/5	1/5
2/5	4/5	4/5	4/5	4/5
Available now	Side scrolling	Present		

"THE
LUCKY



ONES
ARE
DEAD."

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D



"Lauri's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side." ■

BOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5300



Panasonic
Software Company



By The Ace Grinder

It's enjoyable and challenging, sure, but Zoop fails to distinguish itself in the crowded field of puzzlers. It just won't hook you the way Tetris did.

Duck Zoop

The objective of Zoop is simple: Protect your center square from an onslaught of differently colored shapes that slowly advance from all four directions. You clear out shapes of your own color by



shooting at them; you change colors—and thus targets—by hitting an approaching shape of another color.

As you might expect, the



PRO TIP: Let several shapes of the same color line up in a row, then shoot them for big points.



PRO TIP: Repeatedly shoot shapes that start a new row to cycle through the colors until you find the color you need.

Zoop by Mosaic

Platform	Genre	Control	Features	Developer
NES	Puzzle	1 player	ADJ.	

\$49.95
4 megs
Available now
Puzzle

1 player
ESRB rating: Kids to Adults

PROREVIEW

Super NES



PRO TIP: Keep a sharp eye on some boards—shapes can blend in with the background colors.

shapes approach faster in the higher levels. An assortment of power-ups helps you out as the speed increases. One complication: The generally accurate control pad tends to slip a little when you move around too quickly.

Far from Zooper

Zoop has clean sounds and graphics, including some nice background effects, such as clouds, for the play areas. Some of the surfaces, like the black-and-white checkerboard, add to the challenge by occasionally camouflaging approaching pieces. The music is jazzy and upbeat; the modest sound effects consist of no-frills clinks and clanks when you fire and clear pieces from the board.

Zoop is likewise a little short on options. It features two modes of play but no continues or passwords. Confident gamers can, however, start the game as far ahead as Level 9.

All in all, Zoop's a respectable puzzler, but it lacks the addictive gnp of top-grade games like Kirby's Avalanche and Tetris. What it does offer is simple, fun gameplay. **B**



By Scary Larry

Jungle Strike meets Iron Soldier, and guess what? The result is kind of fun. The two-player variation adds a challenging twist.

Rhodes Warrior

MechWarrior 3050 is a thinking gamer's destruction derby. Strategy, patience, and accurate shooting are the minimum requirements. You pilot a mech: a mammoth, walking, gun-toting tank.

You start each level by selecting your weapons, then complete mission objectives like destroying enemy hangars and attacking an enemy base. Many of the missions



PRO TIP: If you receive an enemy-mech signal when you're hanging up, highlight it out of the area.



PRO TIP: Skip the first stage with the password: RGC816



PRO TIP: Leave coolant where you find it unless you really need it. You can always retrieve it later.



are long, complex, and riddled with hazards—this game is no walk in the park.

The two-player option is a little unsettling at first. One player guides the gun turret while another walks the mech. If the two players aren't in perfect synch, there'll be lots of bad mech blood between them.

Mech Strike

The graphics are small and undetailed, much like those in Jungle Strike. Your enemies, which include hostile mechs and tiny bazooka-wielding soldiers, advance and fire with slow, choppy animation.

The sounds are decent but extremely limited, ranging from basic gunfire to basic explosions. That's about it. Having mission control scream in your ear would be preferable to virtual silence.

MechWarrior 3050 is just the thing for Jungle Strike fans. And if you're looking for something more challenging than a droid sortie, the two-player mode will definitely singe your armor. **B**

MechWarrior 3050 by Activision

Platform	Genre	Control	Features	Developer
NES	Action	2 players	ADJ.	

\$49.95
32 megs
Available now
Action/Adventure
2 players

Archival
Two-credit coin
passwords
ESRB rating: Kids to Adults

By Scary Larry



Los Angeles, 1997. A mass murderer has taken place in a hospital some distance away from downtown.



The criminal is one Richter Harris. He is one of America's best-known doctors...a quiet and studious man...who is director of the hospital.



Transformed into a mass murderer, Richter has seized a large number of hostages and barricaded himself in the hospital where the police cannot reach him.



His daughter Laura hears the news at school in San Francisco immediately she drives to Los Angeles to find out what has made her father a murderer.



Reaching the scene of the tragedy, she prepares to enter the hospital.



Lifestyles of the Rich and Heinous

With the gameplay mechanics of *The 7th Guest*, *Myst*-like puzzles, and fantastic rendered graphics, *D* is the best interactive adventure for the 3D0 in a while. But what makes *D* stand out are great cinematics and a very engaging story line.

As in *Mansion of Hidden Souls*, you uncover clues and unlock doors, find more clues, and proceed. The puzzles range from simple (remembering the order of animals on a carousel) to complex (knowing the symbols for the signs of the zodiac). You won't even need a manual to work with the easy controls.

Laura starts out with nothing except a clock and a com-

pass. The clock counts down the remaining time, and the compass will yield three clues (if you're stumped) before it self-destructs. But Laura will

Inner View with A Vampire

The graphics in the game are fantastic and genuinely frightening. The camera angles change suddenly, and you'll find yourself face-to-face with spiked walls, vengeful knights, and maybe even a few rotting corpses. This game truly gives you the feeling that you're playing a movie, not a game.

The sounds are equally great. Moody, creepy, and symphonic, the music enhances the game with a gothic flavor. Sound effects, like Laura's shoes clicking on the pavement or things going bump in the night, are all crystal clear.

Fangs for the Memories

The only drawback of this game (and games like it) is that you'll be disappointed when you're done, and this one is easier to finish than most. But there are multiple endings, so the replay value is slight (in games like *Myst*, replay is nonexistent). *D* is a puzzle solver's fantasy, a frightening work of art. Just don't play it alone. ■

find other objects and interact with her surroundings to uncover the mystery that is her father...and she'll learn a little about herself in the process.

Don't Look Now...

Tips for the Cleesees



PRO TIP: Whenever you're stuck, scroll through each of your items to see if they'll help you.



PRO TIP: Where have you seen these numbers before? Get it off your chest.



PRO TIP: Whenever you enter a room, turn around when Laura stops. This is the only way you can approach certain areas, like the fireplace in the upstairs bedroom.



PRO TIP: This chest would be much easier to reach if it were floating....

3D0 Score Profile

D

(By Panasonic Software)



A scary, scary, well-thought-out game on the 3D0? You bet. *D* is a great game with a good story and knockout graphics. But it's not for everyone.



Graphics	Sound	Game	Value	Overall
4.5	4.5	4.5	4.5	4.5

Interactive adventure
1 player
Multiple views

349 MS

2 GB

Available now

Small vertical text on the left edge of the page.

"GROSS, NASTY,
DISGUSTING,



SICKENING
AND SLIMY.
I LOVE IT!"

An Experience from the REAL 3DO Zone™, Mikey "BugstBoy", VA

CYBERDILLO



"I go from nachos to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpster's droppin' hot, steamy lunch mixes. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberpinger. Yeah, Cyberpinger. This is truly sick stuff. Later!"

WORK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5368



Panasonic
Software Company

300

Crime Patrol 2: Drug Wars

By Air Hendrix

ALG's corny yet oddly amusing full-motion-video shooters continue with Drug Wars. This Lethal Enforcers-style game



PRO TIP: When chasing cars, constantly pepper the windows with shots.



PRO TIP: Shoot enemies several times to ensure a solid hit.

sends you after a drug cartel on a trail that runs from Chicago to South America.

You face screeching car crashes and beach houses packed with gunmen, all portrayed in grainy, slightly choppy video—and with cheesy B-movie acting. The hokey dialogue's clear as a bell, but the shooting effects lack realism. Controlwise, both the lightgun and control pad respond with infuriating inaccuracy that unbearably up the challenge.

If you chuckle through low-budget cop flicks, blasting through these cornball scenes might plaster a goofy grin on your face. Just rent it, though.

Crime Patrol 2: Drug Wars
by American Laser Games



\$24.95 4 levels
 C3 First person view
 Available now Not rated by the ESRB
 1 player 300 rating Under 12

300

MAZER

By The Outlaw

Mazer is a frustratingly addictive game that alternately makes you want to cheer in triumph and stomp your 300 to pieces.

Aliens have invaded Earth and enslaved the population. Playing as one of four rebels, you must fight through 16 levels to liberate the planet.

Decent controls allow you to run through each level quickly. Occasionally, however, you get stuck between items, and become easy target prey.

The digitized graphics generally look good, but the scenes of the bosses bleeping up are ridiculous. After intriguing opening voice clips, the sound does little to draw you in.

While hardly amazing, Mazer has its moments. It'll satisfy most 300 owners who've been thirsting for a little action.



PRO TIP: Press the Turbo button when firing your weapon for increased damage to the aliens.



PRO TIP: Rescue all the hostages and collect bonus points.

Mazer by American Laser Games



\$24.95 16 levels
 Available now Not rated by the ESRB
 1 player 300 rating Under 12
 Recommended item

300

Panzer General

By Sir Garnibus

Panzer General is your basic strategy game: a scheme to conquer the world, lots of planning, and innumerable tedious movements.

The PC-to-300 translation is decent, but, as with other war strategy games, you have to be more into thinking than playing. The graphics are minimal and repetitious, the mission



PRO TIP: Blow away enemy artillery before you attack cities.



PRO TIP: Keep some troops at occupied cities. The previous occupants may return.

backgrounds vary, but the same baffle scenes crop up in every single fight.

The sound is equally second-rate. The score consists of the same ten bars of classical music repeated over and over until you want to scream. As for control, it's merely satisfactory.

Overall, Panzer General is nothing you couldn't find—and probably enjoy more—in a good board game.

Panzer General by EA



Price set outside US Map view
 C2 Multitasking
 Available now Not rated by the ESRB
 Strategy 300 rating Under 12
 1 player

300

Flying Nightmares

By Frequent Flier

Flying Nightmares looks and sounds like a flight-sim fanatic's dream come true—until you take over the controls.

This game is indeed a nightmare for infrequent fliers. The



PRO TIP: Use the autopilot to quickly find targets. When you're directly over the target, deactivate the autopilot.

FunFactor depends on the energy you're willing to devote to mastering the sometimes-flimsy controls.

At least the polygon visuals get tough. Among the highlights: excellent flyby views of targets, multiple around-the-aircraft looks, and awesome animations for the 15 weapons.

Like the graphics, the hard-rocking soundtrack kicks. The effects, though, are standard explosions and jet-engine drones.

If you're flying, you're dying. But if you want to be a 300 ace, you really ought to face this nightmare.



PRO TIP: Study your weapons and customize payloads for maximum effectiveness.

Flying Nightmares by Rowtek



\$24.95 35 missions
 Available now Not rated by the ESRB
 1 player 300 rating Under 12

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By Major Mike



While it isn't as fun as other Neo-Geo shooters like Alpha Mission 2 and Aero Fighters 2, Pulstar has a lot of potential—especially with its computer-rendered graphics and challenging gameplay.

Plot, What Plot?

Pulstar has no story, pure and simple. It's a side-scrolling blast-em-up loaded with the usual power-ups, weapons, and everything else you'd expect to find in a shooter—except a two-player option, that is.

The challenge is a monster. Enemies swarm at every turn, and if your ship takes one hit, you're knocked far back in the stage. You also lose any power-ups you obtained. Unmarked continue points at various places in the game, however, are your saving grace.

Awesome Visual Effects

The computer-rendered graphics don't really pop. Objects (especially your fighter) have excellent detail, but they tend to blend into the back-

grounds. High points include spectacular bosses—check out the spinning turtle in the second stage—and plenty of colorful explosions and weapon discharges.

Pulstar has decent audio. Loud explosions and other calamitous sounds are ex-



Pulstar isn't all shooting. It packs a few animated sequences, too.

PULSTAR

actly executed. The innocuous music never detracts from the action.

Although the game uses only two buttons, there's more to playing than rapidly tapping the Fire button. You must control your ship, for starters. And when you pick up the IO cannon power-up, you must aim it and lock it

into position. The IO attaches to your ship and gives you extra firepower to cover your blind spots.

You can even vary your firepower: Either charge the Fire button by holding it down for a huge blast or tap it rapidly for short bursts of gunfire. Slowdown occurs when the screen is crowded,

but this often works to your advantage when you need to slip out of hopeless situations.

Starry Eyed

Pulstar is far from a perfect shooter, but its sharp graphics and difficult stages distinguish it. While it's not as arresting as ViewPoint, it is a good addition to a dwindling genre. **B**

Neo-Geo Game Profile

Pulstar

(By Alvin)



An old theme gets a new look. Pulstar wins points for its impressive computer-rendered graphics, but at its heart, it's just a routine shooter.

Graphs	Sound	Control	Value	Overall
4.0	4.0	4.0	4.0	4.0

Price not available. Director: 1 player. Available on: Neo-Geo.



PRO TIP: When you get the Break Laser power-up, tap the Fire button rapidly to generate a protective shield.



PRO TIP: Inflict massive damage on the first boss by striking your Voyager in its eye.



PRO TIP: When facing the boss in Stage 1, destroy the dragon head first. This will make destroying the rest of the boss a snap.



PRO TIP: Use your Voyager as a battering ram to destroy enemy installations.



The rendered bosses provide a special challenge at the end of the stages.



PRO TIP: Don't hog the explosive-level walls in Stage 6.

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.

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into the future. Awesome.

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Madden SNES: Another Championship Season

Madden NFL '86

By Stu Mo

Madden NFL '86 solidifies its position as the top-ranked SNES football cart with a load of new features and upgrades. And it gets the nod over its Genesis counterpart.

This year, all 30 NFL teams, including Jacksonville and Carolina, are present and accounted for, and there are 50 redesigned offensive and defensive plays. Additionally, Pat Summerall and Leslie Visser join the Madden broadcast team.

Madden powers into new territory with an excellent Front Office feature, which enables you to customize team rosters...from the ground up. Want Deion back, Niner fans? With the General Manager feature, you can try to make that blockbuster deal. Moreover, the Scouting Combine provides 13 drills, which you can use to build your own Deion clone.

As far as games-within-a-sports-game go, the Combine's a blast. Unlike the Genesis cart, SNES Madden lets you use drills specific to each position you're trying to fill. For example, potential offensive linemen must perform



PRO TIP: Some defensive formations create gaps in the offensive line that are perfect for hitting linebackers. For example, try 4-3 Contain and hit the middle linebacker through the center gap.



pass blocking, and kickers must look for distance and accuracy.

Football Smarts

The A.I. is even more savvy than Madden '85's, which was no slouch. The pass defense destroys your passer's ratings by zeroing in on ill-timed flat passes or deep cuts. On the other hand, the A.I.'s pass offense will pick apart wimpy defensive strategies. Fortunately,



PRO TIP: You'll need to practice hitting field goals from the hash marks.

the cart's three skill settings opens up the game to all skill levels.

The game controls continue to gain good yardage. You can now pass to eligible receivers. You can also make lateral, call for fair catches, and "show blitz" on defense. However, the audible feature still fails to mark your plays in the playbook.

Gang Tackles

The graphics sport game-winning detail right down to some new stunts. The animation's fast—significantly faster than in the Genesis version—so defenders cover the ball very quickly. However, you'll still find that a multitude of players ridiculously crowd



PRO TIP: For a tricky pass rush, occasionally move a defensive end into the center/guard gap before the snap. Don't let him down into a stance, then hit Button B at the snap.



PRO TIP: Short passes to running backs are a good substitute for running plays.

receivers who bobble passes.

The sounds split the goal posts. Of course, Madden and Summerall get their two cents in. But the sampled stadium noises add real you-are-there flavor. Moreover, the crowd cheers whenever the home team pulls a good play.

Mad About Madden

EA Sports should have its own football Maddenism: "You want more; you get more!" Madden '86 makes the All-Pro team again. 

The Scouting Combine

40-Yard Dash	Receiver Catch Drill	Pass Accuracy Drill
Obstacle Course	Kick Distance Drill	Rush QB Drill
Coach Rogers	Kick Accuracy Drill	Protect QB Drill
10-Yard Fight Drill	Defensive Back Drill	Running Back Catch Drill
Defensive 10-Yard Fight	Passing Range Drill	



Coach Rogers's agility drill



The Protect QB Drill



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Madden NFL '86 by EA Sports

EA Sports
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Football
1 player (with optional player adapter)

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1 player (with optional player adapter)

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EA Sports
12 meg
Available November
Football
1 player (with optional player adapter)

Madden Genesis Gets Tough for '96

Madden NFL '96



By Mike Mo

Madden NFL carts movie relentlessly down the field of football video games like a 41ers opening drive. Madden NFL '96 for the Genesis not only gets a noteworthy bag of enhancements, but it now commands the toughest football A.I. out there.

New This Season

Madden '96 fields a solid lineup of new features. This year, of course, Jacksonville and Carolina up the team count to 32. The sound scores with real, sampled crowd noises, and you hear new witty Maddenisms.

Additionally, the cart offers a new Scouting Combine feature, an excellent idea that could nonetheless use some tinkering. The Combine enables you to trade and waive players, and build selectable players at any position through a series of four drills.



Four Scouting Combine drills build new players.

However, these drills don't necessarily emphasize position skills. For example, there's no passing drill for future quarterbacks.

On the bright side, Madden receives a respectable graphics facelift. The rendered 3D character sprites look sharp, and the uniform colors are much richer. However, there was obviously a color tradeoff: Last year, skin tone was uniformly tan, while this year everybody's darker than a Raiders jersey.

Additionally, the animation features excellent details, such as



PROTIP: The 4-3 Bear Attack is a good defense against running teams.



PROTIP: The 4-3 2-Deep is a good defense against passing teams.

helmet flying after big hits. For those who are easily impressed, there are digitized action stills of actual NFL players.

The Doomsday A.I.

For those who aren't that easily impressed, the familiar behind-the-line view widens slightly for a subtle but significant gameplay



PROTIP: Angle kickoffs toward the side line to help your special teams contain kick returners.

upgrade. Now you can see the entire defensive formation, including the cornerbacks.

You need every edge you can get, too, because the A.I. in



A slightly wider visual perspective and detailed sprites highlight Madden's improved graphics.

PROTIP: Pass completions can be few and hard to come by, so start out by playing primo passers like Young, Akman, and Marino.

PROTIP: If you want to study your playbooks during a game, you must stop the clock. Hit Start and select Set Audibles between plays. You'll have unlimited time to analyze plays.



Digitized action stills of NFL players spice up the visuals.

PROTIP: Identify the high-profile players for real-life NFL teams. They get the job done in Madden, too.



Madden's real-life colleagues, Pat Summerall and Leslie Visser, join him for '96.

Madden '96 is murder! There are no sure-fire pass plays anymore, and the A.I. defense is a relentless ball hawk.

The mean and nasty A.I. will answer the prayers of hardcore Madden players, but it will surely frustrate rookies and bandwagon fans. The nixed-and-tran controls offer some assistance with new moves, such as enabling defensive backs to check receivers and ball carriers to lateral.

Madden for Mad Men

The story of this game is the aggressive A.I. which makes Madden '96 a must-have for true Madden pros. Just be prepared to get locked all around the field. ☐

Madden NFL '96 by EA Sports

 Madden NFL '96 EA Sports	 Madden NFL '96 EA Sports	 Madden NFL '96 EA Sports	 Madden NFL '96 EA Sports	 Madden NFL '96 EA Sports
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- GAMEPRO MAGAZINE

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Deion Goes Prime Time With Sega Sports

Prime Time
NFL Football



By Quick-Draw McGraw

Deion Sanders is one of the greatest defensive backs ever. Known for his excellent coverage and lightning speed, he's leaving his tread marks all over the Genesis!

Must Be the Money

Struggling to compete with EA Sports' Madden series, Sega Sports has gone Prime Time with a bunch of new options, a tougher CPU opponent, and faster action to improve on last year's NFL '95. Custom features allow you to sign, release, and create your own superstars, or play GM and make trades with real NFL players and teams.

Play an Exhibition game or begin a Season filled with scoring charts and injury reports, and compile team and league stats in hundreds of categories. You can even swap playbooks with another team or relocate your team to a new city.

With Prime Time's responsive controls and quick players, you won't get the slowdown you feel with Madden's players. Sneaking the handoff, powering past a linebacker, and putting a spin move on the free safety are all a smooth ride.

Neon Deion

Graphically, new player photos are a nice touch. Prime Time's view changes, however, can be annoying. You'll feel like you're trying to execute passing plays from the Goodbye blimp, but running plays and kick returns give you overhead close-ups of the action with large, clear sprites



Get a look at a team's top three starters at the Money Players screen.



PRO TIP: When running the ball, save your speed burst until you're about to be hit, then fly right through the defense.



PRO TIP: Forget linebackers—the best way to kill the quarterback is to rush right up the middle with your defensive linemen.

PT's sounds will keep your attention during a long game. Voice-overs, bone-crushing hits, and fierce player taunts add to the excitement.

While Prime Time still isn't the total NFL package that Madden is, it provides a solid NFL experience. Players looking for an in-depth gridiron sim won't be disappointed. **C**

Prime Time NFL Football by Sega Sports



FIFA '96 Schools the SNES Competition

FIFA Soccer '96



By The Athletic Supporter

Companies with competing soccer games will be frustrated when they play in FIFA '96. No other SNES sim on the market offers the depth found here.

Deeper FIFA

FIFA '96 adds features that make this cart one of the top sports sims. New options include two playing levels (Scenpro and a tougher Professional level), an expert mode, a new practice mode, and expanded league play. The expanded leagues now feature 12 international leagues with



PRO TIP: If you're playing without any penalties, frequently use the slide key. It's the best way to steal the ball or stop an opponent's attack more than 100 yards and 3000 real player names and ratings.

The gameplay and controls are improved, and surprisingly, the SNES version plays much faster than its Genesis counterpart. The players really move across the screen, and a fast dribble feature allows for more break-away opportunities. No longer can you put one of your strikers directly in front of the computer's keeper, block his path, and score a goal.

Bound for the Cup

With SGI-rendered graphics, the players

sport a much cleaner and slightly larger look. The character animations are more realistic, and even the stadium looks better.

The sound for FIFA is a little disappointing for the SNES. It's still better than most, but you won't get that European flavor of crowd noise (like chanting and singing) that made past FIFA games so authentic. The announcer used to go wild when a team scored, but the new English announcer barely says, "It's a goal."

Although the sound carries a yellow card in this go-around, FIFA '96 delves deeper into the international world of soccer. FIFA Soccer '96 still has no worthy SNES rivals. **B**



PRO TIP: Let your strikers shoot on goal. A full-back won't have as good a shot rating as a winger.



PRO TIP: If you're playing as the United States, use the 4-2-4 formation and the Long Ball strategy. You'll give up fewer goals and score more.

FIFA Soccer '96 by EA Sports				
Options	Level	Level	Features	Controls
4.1	4.2	4.3	4.4	4.5
A.D.J.				
\$29.95				
16 pages				
Available November				
4 players				
S-converted disc Penalties ESM using kids to Adults				

FIFA '96 Rocks the Stadium on the Genesis

FIFA Soccer '96



By The Athletic Supporter

FIFA Soccer '96 for the Genesis is the best 16-bit soccer simulation. Period.

No Strikes, Just Strikers

When FIFA first hit the market three years ago, it became the standard by which all other soccer sims were measured. The latest edition in the FIFA series is no different.

FIFA '96 adds faster and more realistic gameplay; new options like expanded league play, an expert mode, and practice mode; and two playing levels. The Scenpro level is a faster-paced arcade game, while the Professional level is tougher and more realistic.

The gameplay and controls, which were choppy at times in the past,



PRO TIP: If you have the ball near your goal and a defender is closely guarding you, press Button C to shoot. The ball will be cleared from your part of the field.



PRO TIP: On corner kicks, aim for the back post. When the ball is in the air, move one of your players into position for a shot. Press Button C quickly to catch the keeper off-guard with a one-touch shot.

World Champ

The graphics have improved from last year, especially for the players. New SGI-rendered animations give these larger sprites more realistic movements.

The superb sound for FIFA Genesis is more exciting than the SNES version's. The crowd chants, sings songs, and basically goes crazy whenever a goal is scored.

If you're into soccer and you're in the market for a Genesis sim, look no further than FIFA Soccer '96. If you don't own a Genesis, go out and buy one. FIFA '96 is that good. **B**



PRO TIP: Let the computer take over its keeper. Unless you've mastered the game, the computer will always be a better keeper.

have been smoothed out. While the Genesis version still plays a little slower than the SNES version, it also still controls better.

The one kareck against FIFA in the past was that it didn't have a Practice mode, which most soccer sims offered. Critics can offer that complaint no more: The new Practice mode is a great place for beginners to hone their skills and for experts to perfect trick shots.

FIFA Soccer '96 by EA Sports				
Options	Level	Level	Features	Controls
4.1	4.2	4.3	4.4	4.5
A.D.J.				
\$29.95				
16 pages				
Available November				
4 players				
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PGA Tour '96 Bogies on the Genesis

PGA Tour '96 Genesis

By Air Henders

EA Sports tried to open its marvellous PlayStation PGA game onto a Genesis cart, and it just didn't fit. The glaring compromises appear in the erratic graphics and incomplete controls.

Burgled Shot

PGA '96 doesn't step that far ahead of its Genesis precursors. Create your own player or choose from ten pros (like Lee Janzen and Fuzzy Zoeller), then hit one of three courses in Stroke, Skills, Tournament, Match, Shootout, and Practice modes. You can still choose your clubs, adjust the wind, and get draw, fade, and backspin on the ball.

The trouble begins with the controls. As in the PlayStation version, your club swings through a blur arc that you step in order to set the power and accuracy.

But the shot-planning features of the PlayStation version



PRO TIP: If you've developed pinpoint accuracy, go for an eagle on a par 5 hole by moving all the power on your first two shots so that you land on the green.



PRO TIP: On paths that rise up as a lacine or break to either side, hit the ball a little harder to cover the extra distance.



PRO TIP: Shots with wooden clubs have a long roll, which can interfere with precise shots when landing on the green. Use some backspin as a countermeasure.

(the yellow targeting arrow) and of the previous Genesis versions (the swing meter's percentage marks and the putting view) have fallen off the golf cart. These shortcomings prevent you from precisely calculating your shot, robbing you of the ability to play tight golf.

Graphically, the brightly colored 3D terrain inhabits the courses with a more realistic look, and the lifelike digitized sprites move fluidly. In close, though, the 3D effect often looks too choppy and geometrical, like you're playing in a world of triangles.

Worst of all, you'll fidget through an intolerable 5- to 15-second wait every time the screen redraws. The sounds add to the mechocery with the usual chirpy birds, deuce ball noises, and flaky music.

Missed Par

Genesis golfers should stick with PGA Tour III, the pinnacle of the series. If you're dying for a fresh round of golf, check out the masterful PlayStation game. **C**

PGA Tour '96 by EA Sports

 Lee Janzen 100%	 Fuzzy Zoeller 100%	 Tommy Lasorda 100%	 Andre Stenmark 100%
 PGA TOUR '96 100%	 PGA TOUR '96 100%	 PGA TOUR '96 100%	 PGA TOUR '96 100%

34-15 3 courses
15 100%
 Available on Genesis
 Golf
 4 players

Ocean Serves Under-Powered Tennis

Power Serve Tennis PlayStation

By Air Henders

One of the early PlayStation sports titles, Power Serve Tennis does little to bolster the system's image. With cheesy graphics and pathetic controls, this rudimentary tennis game trips over its shoelaces.

In the Net

Power Serve's vanilla features provide little pizzazz. Instead of real-life pros, you choose from eight fictional players with the same four swings and four serves. On the hard, clay, and grass courts, you take on singles or doubles exhibition matches. Don't expect anything as fancy as a tournament, though.

Although Power Serve's tough action moves at a speedy pace, its burgen-basement features add up to simplistic tennis. Besides, much of the challenge comes from the awful controls. Your player runs and stops smoothly, but identical swings sometimes connect with the ball



PRO TIP: Line up your racket - not your player - on the ball.



PRO TIP: To maintain a series of tough serves, vary your up-court position, the height of the ball when you connect with it, and the swing.



PRO TIP: For beginners, Legacy is an easy first opponent.

and sometimes miss. You'll face hours of extreme frustration before you connect regularly.

Double Fault

The graphics continue this game's losing streak. The drab, shapeless backgrounds barely assemble a tennis arena, and the polygonal sprites, though smooth and realistic, look too chunky.

Although Power Serve provides seven perspectives on the action, all but two make chasing the ball harder and more disorienting. Worst of all, the animation often stutters when your racket connects with the ball, making swinging even harder to master.

On the bright side, solid ball sounds and good crowd noise inject a realistic feel. However, the horrible, jingly music and distant, computerlike announcer quickly undercut that advantage.

Tennis fans should stick with 16-bit gems like Jennifer Capriati Tennis. Power Serve is obviously a rush job that takes advantage of the PlayStation's polygon graphics, but it doesn't even come close to living up to 32-bit potential. **D**

Power Serve Tennis by Ocean

 Ocean 100%	 Ocean 100%	 Ocean 100%	 Ocean 100%
 POWER SERVE TENNIS 100%	 POWER SERVE TENNIS 100%	 POWER SERVE TENNIS 100%	 POWER SERVE TENNIS 100%

34-15 3 courts
15 100%
 Available on PlayStation
 Tennis
 2 players

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MASSIVE PLAYERS

ALLET-00P DUNKS

PLAY-RT-PLAY
ANNOUNCER



NO-LOOK PASSES

ARCADE HIT
CONVERSION

FADE AWAY J'S

PLAYER STATS*

FATIGUE FACTOR

HEAD FAKES

BOXING OUT

FULL-SEASON AND
PLAYOFF MODES

MOVING PICKS

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**WE USE NBA
PLAYERS,
THAT WAY
YOU'LL KNOW WHO
RAN
YOU OVER.**

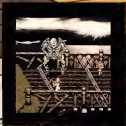


ONLY FOR SNES.





Chrono Trigger.



65 MILLION
YEARS B.C.



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THE END OF
THE WORLD.



It's about time.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play.

YOU
ARE
HERE.

THE END
OF TIME.



CHRONO TRIGGER
SQUARESOFT
SUPER NINTENDO
ENTERTAINMENT SYSTEM



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Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games • December '95

Secret of Evermore

By Scary Larry

Square's first American-made title is sure to be a hit with its 16-bit devotees, but Secret of Evermore doesn't reach the heights achieved by Final Fantasy II and Chrono Trigger.

Podunk Punk

The action starts when your hero, a young man from Podunk, U.S.A., and his faithful dog stumble across a time machine. You end up in a pre-historic village, trying to find your way back to Podunk, but before you're safely home, you'll fight the standard array of prehistoric creatures, time-jumping bad guys, and other assorted miscreants.

Although you start with a lowly bone for a weapon, you trade up to more powerful

weapons like axes and spears. You also find various Alchemy power-ups, such as fireballs, though you must find the ingredients in order to activate them. All this hunting for the Alchemy seems like a lot of work for such a minor payoff since the graphics illustrating the spells are a few escalators down from previous Square titles.

But the most disappointing element of Evermore is the bland story line. You never care about the characters or what they do, regardless of how long it takes them to do it.

Sputtering Spells

Graphically, the game will remind role-players of Secret of Mana—down to the annoying bar-charging weapon meter and cute, colorful graphics,



PRO TIP: In Fire Eye's village, go all the way to a line but on the left of the screen. From this hut, go left into the forest and find a secret passageway. This leads to some hidden baskets.



PRO TIP: Gather ash from the empty fire hatches in the village.

Some bosses, like the giant bug, are huge, but oddly enough, unimpressive. Lots of bite but no bark.

Which leads us into the sounds, which are all bark and no bite...literally. Along with

some eerie background music (and annoying drum beating in the Prehistoria stage), what you hear most in this game is your dog barking—constantly. Otherwise the sounds are standard RPG stuff.

The revolving circular menu takes some getting used to. But the action moves pretty fast, though you'll find you're gritting your teeth at the weapon-charging meter.

The Secret's Out

Evermore is no Fantasy, but it should satisfy true Square fans. Square hasn't lost any ground in the current batch of RPGs, but the Secret to its continued success will be a title other than this one. □

Secret of Evermore by Square Soft

Platform	Cost	Genre	Features	Developer
SNES	\$49.95	Adventure	16-bit	Square

SNES
\$49.95
Available on
PC

1 player
Save features
\$250 value
\$49.95
in stock

ALCHEMY 101

Flash



PRO TIP: By the time you reach the volcano, you should have learned five alchemy spells. The first, Flash, is given to you by Fire Eye when you agree to go into the Bug Muck to find Strong Heart.

Hardball



PRO TIP: The second, Hardball, you get from the Alchemist just before you come upon the giant dog carcass in the swamps.

Cure



PRO TIP: The third, Cure, you get from Strong Heart when you go back to Fire Eye's village. Strong Heart's line but is to the south of the village.

Defend



PRO TIP: The fourth, Defend, you get from an old man in Fire Eye's village. Remember that secret passageway? An Alchemist waits there with the spell.

Heal



PRO TIP: The fifth, and most important is Heal. You receive this after defeating the Vipers and Viper Commander at the gate to the volcano.

WILL
YOU
TAKE UP
THIS
SWORD?

BREATH OF FIRE II

WILL YOU LEAD
THE ADVENTURE?
WILL YOU EXALT IN
ENDLESS TREASURE?
WILL YOU SET FREE
THE DRAGON?



You are the last member of the Dragon clan, fighting a growing evil. In *Breath of Fire II*, you will find more magic, more allies, more enemies, more of everything than even the best-selling original. 160 combination characters. Town building. Hunting and fishing. And hour after hour of adventure. This is 24 sizzling weeks of proof that magic can be deadly.

CAPCOM Capcom's Hot Line (touch tone phone required): 1-900-680-2503. \$7.99 per min. for prepaid calls, \$3.99 per min. for pay-as-you-go. Must be 18 years or older, or have parental permission. Game Cueskeys available (R.F. \$3.99 a min. \$3.30 per min. P.S.C.)



Romance of the Three Kingdoms IV

By **Tommy Gille**

By Rex' Buzz

If you think China has problems now, maybe you should try hanging there in 190 B.C. Koei is back with *Romance of the Three Kingdoms IV*, this time for the Saturn.

If you conquered this version of ancient China on the SNES, think twice about a return trip. This CD is virtually identical to that cart (see "Role-Player's Realm," July).

The Chinese Connection

Forty-three cities can't get it together, so you must conquer them to unify the land. You have plenty of time (roughly 50-plus *Romance* years spread through six scenarios) and plenty of people (about 450 male and female characters plus 108 others you can create).

As with all Koei games, Ro-

PRO TIP: *Offense with special talents, such as summoning lightning bolts, must have Stamina at 80 or above to use them.*

PRO TIP: *Use Plot-Sweep to spy. Successful spies have High Intelligence and Political ability.*



PRO TIP: *Keep your eyes open for good freelance talent.*

Romance of the Three Kingdoms IV
By Koei

Playable	Units	Enemies	Features	Controls
100	100	100	100	100

300 MS
 CD
 Available now
 Historical simulation

10 players
 Some features
 RPG-style Battle
 16 Adults

INT.

mance IV uses layer upon layer of menus to make you a city manager, a politician, a general, and a spy. It's all about successfully micromanaging people and resources right down to the last grain of rice. Thankfully, a well-thought-out interface makes dealing with the mass of menus a snap.

The static nature of the gameplay makes graphics and sound secondary. However, digitized stills and film footage



The accessed interface looks good and familiar.



Romance IV gets radical with digitized visuals.

highlight some of your decisions, and the audio benefits from symphonic music that is grandiose but repetitious.

The lengthy action is entirely dependent on your head for numbers and your imagination. But if your imagination's up to the challenge, you'll till a successful harvest, lead massive invasion forces, or cut deals with hairy foreigners.

Love it or Leave It

Can old *Romance* hold its allure in a new game system? Only if you're seriously Romanically inclined. **B**

Virtual Hydlide

By **Tommy Gille**

By **Tommy Gille**

Virtual Hydlide combines standard RPG gaming with a Doom-like environment. The concept is great, but the gameplay may steer you toward other realms.

Where Are the Orcs?

You must restore power to Princess Lina, who fled her kingdom when demonic forces overtook the land. You begin in the wild, guiding your stocky adventurer around Hydlide's countryside to battle boring monsters. Eventually, you find dungeons, ruins, graveyards, and castles—where you battle more exciting types of fiends (like zombies and a vampire), while accumulating wealth and weaponry.

Graphically, Hydlide's world is grainy, and unless you know what you're looking for, you might miss it (helpful herbs lying on the floor are hard to spot). The 3D perspective will eventually draw you in, but getting used to the sometimes-confusing camera angles and clunky scrolling takes time.

Virtually Average

Hydlide's CD-quality orchestral music has a nice medieval flavor. However, it lacks some of



PRO TIP: *Go to the graveyard first. Grab the crystals from inside the grave, and you'll go up one level. Locate the dark sword, which enables you to hurt fireballs.*



PRO TIP: *Light the lamp from the vampire's castle when entering the dungeons, or you'll get nowhere fast.*



PRO TIP: *When exiting the ruins, use the Spectacles of Truth to find the hidden door on the south wall.*

the vocal effects you'd expect with a next-gen RPG CD. The weak battle sounds are reminiscent of 16-bit effects.

The control is barely average. Initially it's difficult to judge your distance from enemies, and keeping a clean view while maneuvering in a dungeon or small room is a nightmare. The menu system and built-in maps, however, make the game far easier to play.

Hydlide is easy enough for non-RPGers to enjoy, and it kind of grows on you. While it's no meaty RPG, it takes advantage of some next-gen elements to bring you into a new gaming world. For some, this may be enough. **B**

Virtual Hydlide by Alben

Playable	Units	Enemies	Features	Controls
100	100	100	100	100

200 MS
 CD
 Available now
 Fantasy RPG
 1 player
 Behind the screen view

2000000
 2000000
 Unlimited content
 3DHD using 3ds
 16 Adults

ADJ.



DeVries



Nelson



Scanlan



Patellis

DARE TO COMPARE!

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MARVEL
Masterpieces
M



DeVries



Nelson



Scanlan



Patellis

CHRONO TRIGGER

SUPER
NES

By Nob Ogasawara

Welcome to the second part of our step-by-step guide to Square's epic that spans the ages. This section covers everything after the fall of Magus through to one of the standard endings. So we don't spoil your fun in playing this masterpiece, we've tried to be as basic and cryptic as possible. But, it's impossible not to include some spoilers so we suggest you read this only when you're truly stumped. Okay?

You've Been Forewarned

Porre Village



After defeating Magus, the party is sucked through a time vortex to prehistoric times. Go to Lanaba Ruins, then head to the Dactyl nest to get your wings.



Fly into Tyran Castle to rescue Kino in the lower dungeon. Now climb up the castle for your second showdown with Nizbere II.



The lizard musclemán is back with the same amount of hit points but greater attack power. Just like the first time, zap this mid-boss with thunder spells to lower his defenses, then slug away. Watch out, though, with every third thunder spell he discharges built-up electricity to zap your party.



After Nizbere II, you face the king of the drno people, Azala and his pet, Black Tyran. When you beat this tough combo, Lavos falls from the heavens



Concentrate your attacks on Azala first. When fighting Black Tyran, hit it hard while it's counting down. When it attacks, quickly use HP recovery items and spells, and keep attacking. Since BT has about 10,000 HP, you'll fight a while.

Floating Continent 10,000 B.C.



Warp to the Floating Continent through the time gate at the ruins of Tyran Castle. Make your way from Enhasa and Kaja! to Jeel Palace using the skyways. Trill Schaela at Jeel Palace, recharge Marlee's pendant, and head to the Queen's chamber. The party is captured and expelled from this age, and the time gate at Tyran Castle is sealed.



Watch for the magical books at Enhasa and Kaja!. Open them in this sequence to reveal hidden doors: water, wind, and fire. In one of the secret rooms you find the Black Shrine that enables three characters to launch the powerful Dark Eternal spell later on.

The End of Time: Watcher's Dome Future



At the end of time, talk to the old man. Go to the future and fight your way through the sewer to Watcher's Dome where you find Epoch, the time-machine craft. You should head to 10,000 B.C., but before you do, open the mysterious black treasure chests and other items using Marlee's powered-up pendant.



Go to the black treasure boxes at the Inn in Truce, Guardia Castle, and the mayor's house in Porre Village in the medieval times. Open them but don't take out the contents. Next, head to the present age and collect the items inside.

What's Your Dream Play?

Name:
Dennis Hartin

Age:
Forty

Favorite Football Position:
Coach

Dream Play:
A Perfect World



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?



KIDS TO ADULTS



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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Now return to the medieval times and collect different items from the same treasure chests. (The passage of time makes the items inside better)

Cave of the Earth People 10,000 B.C.



Although Epoch transports you back to 10,000 B.C., the path to the Floating Continent is closed. Head to the cave of the Earth People and listen to their plight. The party ends up fighting a pair of Dorokui monsters and their master. When they are defeated, talk to Melchior.



Take out the beast master first, then fight the two Dorokuis. The red beast is weak against water spells, while the blue beast is vulnerable to fire spells.



Climb Despair Mountain where you face Giga Gai. Head to the Floating Continent, meet and defeat Dalton at the Queen's chamber in Jeel Palace, then go to the Undersea Shrine.



When fighting this boss, attack his arms first to disable him from attacking and using HP recovery spells.



After a tough fight against a pair of Dalton Golems, the party faces Lavos. To save his friends, Chrono sacrifices his own life. After this battle, the dispirited party is captured by Dalton's troops in the remaining village and locked up in the Black Bird.



Don't physically attack these guys, or they will retaliate hard. The best thing to do is attack them only with spells.



To escape from captivity, you need to regain your weapons, armor, items, and money. Make sure you're not seen by a guard before you suit up. After that, the party faces Master Golem, then Dalton, from whom you regain the enhanced Epoch.



Master Golem is a bit of a digibat. Once you engage in combat with him, just waste time, and he'll eventually self-destruct.



Avoid physically attacking Dalton, or he will retaliate with his steel ball attack and cut your HP in half. Pound him with magic only.

North Cape 10,000 B.C.



At the North Cape you find Magus. You can choose to have him join your party or fight him. In the latter case, the fight will be a one-on-one duel between him and Frog.



Talk to the old man at the end of time and receive the Chrono Trigger. Head to Lene Square in the present and go to Beckler's game tent. By winning the 40-point game, you'll score a Chrono doll, which will be delivered to the second floor of Chrono's house.

Death Mountain Future



Death Mountain is located in the shadow of the Black Dream. Wait for the wind to die down, then dash and take shelter from the wind behind strategically placed trees. You must fight three Lavos Spawns on the way to the peak. After this occurs, there remain several other mini-quests that



Destruction

LOVE THY NEIGHBOR.
WRECK HIS CAR.

derby

"It's the most impressive PlayStation game yet"
Next Generation

"A carnage-filled crunch fest" Die Hard Game Fan

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

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



PC
CD
ROM

don't have to be attempted, but you should check them out before you head to your final showdown with Lavos.



Attack only the head. Attacking the shell will cause a savage retaliation that could easily wipe out your party.



After Magus joins your party, go back to the Middle Ages, where you will find Qzqi lordling it up. In his mansion, go to the room with the guillotine and check for a hidden passageway. In the secret chamber, you find the ultimate weapons and armor for Magus. Keep going in order to meet his disciples.



To obtain this important item, you need to go to the Sun Shrine in the future and defeat Son of Sun. When you obtain the Darkness Stone, take it to the Sun Chamber in prehistoric times and leave it there. Next, go back to the Sun Chamber in the future to collect it. Surprise! It's been stolen by the mayor of Porre Village (in the present). To recover it, you need to buy hyperdried meat in Porre Village (in the present), then give

it to the mayor's wife in Porre Village in the Middle Ages. Then collect the Darkness Stone from the mayor in the present, return it to the Sun Chamber, and have Lukka collect it in the future. Using the Sun Stone, you can make a weapon for Lukka. When you find the Rainbow Shell, you can make a weapon for Chrono and armor items for use by anyone.



Attack only the revolving outer fireballs. You'll find one that's vulnerable. Don't use a spell that hits all the fireballs because that will trigger a retaliatory attack.



In the medieval Chorasov Village, talk to Toma in the pub and obtain a bottle of soda pop. Take the bottle to the West Cape in the present and pour it onto Toma's grave. His ghost will tell you where the Giant's Claw is located in the medieval age. Go there and collect the Rainbow Shell after a vicious battle with Rust Tyrano. Take the shell to Guardia Castle for storage in the medieval age, then return to the present day to collect it from the castle's basement. Take it up to the court room and fight Yakra 13. Now take the shell back to the storage room and have Melkhor fashion armor items. If you already have the Sun



Stone, you can have Melkhor make a better weapon for Chrono and powerful items for other characters.



Go to Genocide Dome in the future with Robo leading. After Robo's tragic solo battle with Atropos 145, you must face Mother Brain. If you win, Robo obtains two ultimate weapons.



Talk to the carpenter in the pub at Chorasov Village in the medieval times. Do the same thing in the present day, then talk to the carpenter's wife at his home. She'll lend you carpentry tools that you take back to the carpenter in the medieval times. Commission him to do repairs on the ruins at the north of town while you exterminate monsters there. Repeat this three times, then with Frog in the lead, go to the grave at the deepest part of the repaired mansion to power up his magical sword. Incidentally, some of the treasure chests in the mansion

change in the same way as the mysterious sealed box boxes mentioned earlier.



Go to the remaining village in 10,000 B.C. and collect a shrub, then head to Fiona's house in the desert in the medieval times. Enter the pit in the desert and beat the monsters there (they're weak - against water spells). Go back to Fiona's house and leave Robo with her. Go to the present day where you find a forest that has replaced the desert. In the forest is a nunnery where Robo is left awaiting Lukka. After that, there is a tragic event concerning Lukka's past.

Lukka's Mother's Horrible Accident



If you don't want to witness this tragic event, head this clue: Lukka's mother's name is Lara. ☐

THE GREAT ONE



NORTH AMERICAN



INTERNATIONAL

It's all here...

Hammer the puck,
and burn the net...
with the world's best!



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Battle for the puck with the game's full-screen digital face-offs, then compete just like "The Great One" with lightning quick blades, awesome slap shots and unstoppable one-timers. Play hard-hitting exhibition games, complete 84 games seasons, or a grueling best-of-seven playoff series. Tear up the ice with over 600 real NHLPA players on either 28 North American teams or 84

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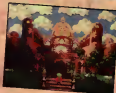
By Nob Ogasawara

At a press conference in early September, Square of Japan unveiled three major RPGs for the Super Famicom: Super Mario RPG, Romancing Sa-Ga 3, and Gun Hazard. Heavy hitters from Square and Nintendo lent gravity to the event. Present from Square were the games' producers, Square's president Tetsuo Mizuno, and composer Nobuo Uematsu (best known for the music of the Final Fantasy series). Nintendo was represented by Shigeru Miyamoto, the creator of Mario, and Hiroshi Imanishi, director of advertising and public relations.

Romancing Sa-Ga
3

Published and developed by Square
1 player
Available November in Japan
32 maps
RPG
Battery backup

This latest installment in the popular series of RPGs features Square's "free scenario" system. Unlike most Japanese RPGs that adhere to a linear story line, Romancing Sa-Ga 3 lets the player choose one of eight characters to embark on a multipath journey. As they progress, the player may come across the remaining seven characters who can become friend or foe as desired. It's also possible to add other characters to your party. Because of the huge number of variables in this game, it would be almost impossible for players to experience identical adventures (unlike in standard RPGs). With graphics and music on par with Final Fantasy VI, RS 3 should easily become Square's latest million-selling game.

FRONT MISSION
GUN HAZARD

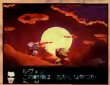
Published by Square
Developed by Square and Omega Soft
1 player
Available January 1996 in Japan
24 maps
RPG
Battery backup



Gun Hazard is a spinoff of Front Mission, the heavy-duty war sim/RPG for the Super Famicom. The game design, however, is entirely different from the original. GH is essentially an action RPG that shares many similarities with Masaya's SFC Valken (known as Cybernator in the U.S.). In fact, Omega Soft employs several of the key people involved in the Valken project.

The game is set in 2064, where the world's uneasy peace is shattered by a coup d'état in Europe. The hero Albert Grabner, a NORAD armored War-zar trooper, becomes embroiled in a brutal conspiracy and joins a mercenary force to avenge his honor.

You're first assigned to a certain territory on a world map. In the local area, you're assigned missions on a smaller map. Upon reaching the mission area, the view switches to a side-scrolling action field much like Valken. By successfully completing missions, you earn experience points and money that enable you to obtain better weapons, armor, and so on.



GH's soundtrack is jointly written by FF composer Nobuo Uematsu and Chrono Trigger composer Yasunori Mitsuda. Add the gut-wrenching excitement of Valken and the RPG expertise of Square, and you end up with a killer game. Hopefully Square USA will see fit to translate this for the SNES.

SUPER MARIO RPG

スーパーマリオ RPG

Published by Nintendo
Developed by Nintendo and Square
1 player
Available January 1996 in Japan
and Spring '96 in the U.S.
21 maps
RPG
Battery backup



Who would have believed it? Nintendo teams up with arguably the greatest name in RPGs to create a mind-blowing RPG starring Mario and his cohorts!

This project started two years ago when the two industry giants began preliminary discussions. "We wanted to make an RPG starring characters that have proven world-wide appeal," said Yusuke Hirata of Square and general producer of the game. "Mr. Miyamoto of Nintendo, Mario's creator, echoed our sentiments and wanted to see Mario in an RPG setting. After intense discussions about the use of characters, story, and setting, we began serious production last summer."

Although the game features such famous Nintendo characters as Mario, Yoshi, Koopa (Bowser), Princess Peach (Daisy), Kinopio (Toad), and other well-known Mario supporting characters, actual design and programming were handled by Square's staff with advisory support provided by

A New Look for Mario



This time, the mustachioed hero gets a new 3D perspective!



Shigeru Miyamoto and other Nintendo staff. Asked if he had any reservations about letting an outside firm work with his best-known creations, Miyamoto said, "We've done joint work with external parties in the past—such as Rare on Donkey Kong Country and Argonaut on Starfox—so that wasn't a concern. We've always wanted to work with

RPG experts such as the people at Square."

Rather than making a typical RPG featuring Mario characters, Square and Nintendo opted for a combination of action and command-style RPGs. On the diagonal-view playing field, Mario can move in eight directions, in addition to running and jumping. When Mario bumps into moving en-

emies, the screen switches to a Final Fantasy-style battle scene for command-based fighting. With some enemies, however, jumping onto them in a certain way won't trigger a battle.

Although the game may appear difficult because of the diagonal-view design (a problem that plagued Sega's Land Stalker), the reverse is true.





Square eliminated frustrating controls by simplifying the game system at strategic locations. For example, at a scene in which Mario is floating down a river on logs, the player only needs to press the Jump button at strategic locations to snag coins from the air without fear of dumping Mario in the river.

The diagonal 3D view world is populated by rendered 3D characters that have been shaped in much the same manner as the

characters of Donkey Kong Country. "I'm very satisfied with Square's character designs," Miyamoto said. "We did have certain problems in going from 2D to 3D. For example, if you look closely at Mario in 2D, his eyebrows extend above the brim of his hat. So we

had to contend with what to do with the eyebrows when seeing Mario head-on."

The story starts with Mario paying a visit to the Toadstool Kingdom where he is treated as an honored guest. But as he chats with the citizens, he receives word that once again Princess Peach has been kidnapped by Bowser and his minions. Mario then embarks on a journey in a spectacular world of fantasy.

Super Mario RPG should be released early next spring on



the SNES. Square's producer said that after debuting on the Super Famicom, the series will likely continue on the Nintendo 64 (the Ultra 64's official title in Japan). Now the anticipation for the Ultra 64 is building to a fevered pitch... 



E-mail us your comments through America Online or at this Internet address:
role-players_gamepro@ftw.com

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BLADEFORCE. The year—2110 AD. The city—Blagoyrad. A gritty metropolis, rickshaws with the stench of organized crime. You enter this surreal world only a helicopter flight suit and a big gun that says "Hello M". Ground. My gun is bigger than yours!

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All Those In Favor Of Gun C



Who's responsible for these two NRA favorites? The warped minds of Studio 3DO, of course. These innovative renegades have turned the most advanced gaming 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 1-877-343-3501 or look us up on the Web: www.3do.com.



**STUDIO
3DO**

**ONLY
ON
3DO**

BLADE FORCE



KILLING TIME

ONLY
ON
3DO

Control, Please Skip This Ad.



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



KILLING TIME. What a politically correct title... eh? You're trapped in a horrifying 3D world of the undead. But lucky you, you've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. **Features:** 14 horrific enemies (only 3DO could get 7 generic ghosts on videotape), 45 operational areas to discover and over 320 rooms to explore. Requires one of the best, if it hasn't been blown off already.



By Coach Kyle

George Lucas's classic film hits the small screen in a big way. Super Game Boy fans will have to search the galaxy long and hard to find something better than Super Return of the Jedi.

Return of Return

Jedi for the Super Game Boy approximates Jedi for the SNES.



You get nine stages from the 16-bit game, including Wicket's fight through the Ewok Village and Luke's race on a Speeder Bike. While some of the SNES stages (such as the first flying level) are missing, the SNES



PRO TIP: Chewie's long-range gun makes him a strong hero against Tashie's many enemies.



PRO TIP: Watch where you fight in the dance hall. Enemies will lure you over floors that suddenly open up.

Super Return of the Jedi by 7-10

Genre	Mode	Color	Language	Controls
Adventure	1-2	16	English	ADJ

SNES Multiple view
4 maps Multitasking
Available now Passwords
Adventure Game 1992 rating: G6
10 maps In-Game
1 player



bosses, including Jabba, the Rancor, and Darth, are all here.

As in the SNES version, the controls are first rate, mainly because you get such diversity: You play as five heroes—Luke, Leia, Han, Chewie, and Wicket—



each with their own weapons and super jump. Add the ability to fly a Speeder Bike and the Millennium Falcon, and you have a game fit for a Jedi Master.

Dark Side

The graphics are weaker than the gameplay. The Tatooine and Ewok stages feature primitive backgrounds, and the forward-scrolling race is a blur. Fortunately, other stages, such as the Sail Barge level, are well detailed, and the bosses are big and imposing.

The sounds do a nice job of capturing that Lucas charm. The music changes appropriately for each stage, and the sound effects are generally effective.

Although slightly flawed, this is still one of the year's most fun and challenging handheld games. May Super Return of the Jedi be with you this holiday. ■



PRO TIP: Beat the Sail Barge boss by getting behind him and mauling away.



By The Ace Grinder

Yep, it's finally arrived. For those of you who can play games only on a Game Boy, this is your chance to play the classic one-on-one fighting game. Otherwise, this is the same old Street Fighter II with fewer moves and elements.



Road Warriors

The setup's decent. Of the nine playable fighters, most retain their special moves. The poky two-button controls don't help much: There's a slight delay between the button motion and the move.

The three modes—Versus, Normal, and Survival—keep the



PRO TIP: Use Sega's Tiger Knee on a covered opponent to smash them to smithereens.



Choose from nine selectable fighters, including three bosses.



PRO TIP: Struggle with aerial attackers? Characters with upper-cut moves (like Ken's Dragon Punch) are perfect counters.

fighting interesting. Survival's a nice addition: It gives you one life bar, but you fight each of the characters for only one round.

The graphics are okay. The most impressive visuals are the colorful borders on the Super Game Boy that are lifted right out of the 16-bit version. Otherwise, the fighters are fairly well sized with some detail, and the original backgrounds are basically intact.

The music is the same as in the big-brother versions, but rinky-dink sound effects represent the various collisions and special moves.

Street Fighting Years

The real problem here is that the game's just plain old. After the many variations and upgrades on SF II, this version looks tired. The time for Street Fighter III was never better. ■

Street Fighter II by Nintendo

Genre	Mode	Color	Language	Controls
Fighting	1-2	16	English	ADJ

SNES 1 character
4 maps Side view
Available now 1992 rating: G6
Fighting In-Game
2 players



By Quick-Draw
McDraw

Is the hand-held world ready to take on the Dark Side? Super Return of the Jedi, a hit on the SNES, rockets onto the Game Gear and brings the Force with it.

Vader Hater

The eternal struggle for peace in the galaxy pits young Jedi Luke Skywalker—along with his friends Leia, Han, Wicket, and Chewbacca—against the evil Empire. The Empire is as-



Game Gear

thanks to Super Jedi's efficient controls. Fighting and dodging enemies is a breeze whether you're on foot, behind the wheel of the Millennium Falcon, or on a speeder bike.

Garth Vader

Super Jedi's graphics and sounds make this a game fit for a 16-bit system. Crystal-



By Quick-Draw
McDraw

With a megawatt cast and wall-to-wall special effects, Batman Forever was one of last summer's biggest movies. Unfortunately, Acclaim's attempt to capitalize on the film's success results in a truly mediocre title for the Game Gear.

Riddle Me This

When Edward Nigma teams up with the evil Two-Face, the pair brings Gotham City to its knees—until the Dark Knight comes through in the clutch. With Robin nowhere to be found, the Caped Crusader

they can be tough to pull off in a pressure situation. The slow gameplay gives you plenty of time to try. Using your grappling hook and bat glide is no picnic, either.



PRO TIP: Sometimes you can't see the floor above you, so fire your grappling hook straight up to reach it.

Blind as a Bat

Although Batman and his enemies look decent, the lack of onscreen objects and background effects quickly induces boredom. The repetitive music and weak sound effects will let

SUPER RETURN OF THE JEDI

sembling a new weapon, the rebuilt Death Star, and it's almost complete.

Choose between five of the rebel's finest as you undertake four tough missions: rescuing Han Solo from Jabba the Hut's clutches, destroying the shield generator on the moon of Endor, eradicating the Death Star, and wiping out the Dark Side once and for all.

Controlling the spread of evil has never been easier,



PRO TIP: Hit this boss from underneath, where he can't do much damage to you.



PRO TIP: Princess Leia's best for the first mission.



PRO TIP: Go up platforms on the right side of the sailing barge to find a room full of power-ups.

Super Returns of the Jedi By Black Pearl Software

Graphics	Sound	Control	Interface	Duration
4.0	4.0	4.0	4.0	4.0

ADJ. Average

\$24.95 1 player
4 stages 3 minutes
Available for NES using Kick to Adults

BATMAN FOREVER



PRO TIP: Don't skip past this screen. Choose the weapons you want now or suffer the consequences later.

(what's your) faces four levels of beat-em-up gameplay.

Drawing on a huge army of bat gadgets, you must rescue hostages at the Gotham bank, disable a bomb at the circus, chase Two-Face through the subway, and rescue Dr. Chase Meridian on Claw Island. All in a day's work for Batman.

Although Batman has an arsenal of fighting moves (like uppercuts and leg sweeps,

Game Gear fans down,

Acclaim tried to pack a lot of options into this cart, but the sluggish gameplay, mediocre graphics, and weak sounds really kick this cart to the bat curb. **D**



PRO TIP: Destroy the few on-screen objects to find hidden power-ups.

Batman Forever by Acclaim

Graphics	Sound	Control	Interface	Duration
2.0	2.0	2.0	2.0	2.0

ADJ. Average

\$24.95 1 player
4 stages 4 levels
Available September 1994 using Kick to Adults

Wimps & Wannabe's need not apply



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—*Game Spot*

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be settled with legs. Not arms.

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—*Detroit Game Fan*

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This year, the goals are sweeter, faster and louder.

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—*Electronic Gaming Monthly*

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Yoshi's Island!

The Strategy Tour, Part 2

IN THIS INSTALLMENT, WE GUIDE YOU THROUGH THE THIRD AND FOURTH WORLDS AND TEACH YOU HOW TO BEAT THE BOSSES.

Super
NES

BY BRUIKED LEE



Welcome to the second part of the Yoshi's Island ProStrategy Guide! There are plenty of secret rooms and hidden items for you to check out - not to mention several new enemies and bosses to defeat. So pack up some extra diapers for baby Mario as GamePro and Yoshi walk you through the next part of Yoshi's Island.

PERFECT SCORE

If you collect all the items (30 stars, 20 red coins, and 5 flowers) in each level, you get a perfect score. If you achieve a perfect score for all eight levels in a world, you can go to a bonus level and play one of the bonus games.



Earn a perfect score on all eight levels, and two new areas are accessible.



The goal of the bonus levels is to collect all the items. The difficulty in these levels has been sharply increased. The bonus levels in the worlds are each different. Good luck completing them!



Having trouble winning the bonus games? Here's your chance to practice.

WAYS TO RECOVER MARIO

Besides jumping at him, there are other effective ways to recover baby Mario when he's knocked off Yoshi's back.



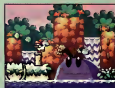
If Mario is high in the air, shoot an egg at him.



Yoshi's tongue can be used to grab Mario back.

**ABOUT THE WORLDS**

Here's what's in store for Yoshi in Worlds 3 and 4.

World 3

Most of the levels in World 3 are filled with mud and water, making it awkward for Yoshi to move and jump. Another problem in World 3 is the monkeys that roam freely in each stage. Given the chance, the monkeys will snatch the baby right off Yoshi's back. These thieves are very annoying and can quickly steal Mario away if Yoshi doesn't retrieve him fast enough.

World 4

World 4 takes excellent timing and good use of Yoshi's jumping and floating skills. Most of the levels in this world take place in the sky, with only small ledges to jump on. To make matters worse, a hit from an enemy can bounce you off the ledges. To ensure a safe jump, shoot down any enemies you see.

YOSHI'S ISLAND

WORLD 3-1

The first stage is made up of three sections populated with hanging monkeys throughout the levels. Have plenty of eggs handy to shoot the monkeys down - they try to steal Mario every chance they get.



At the start of the level, dive-bomb through the yellow blocks and pound the pillar into the ground to find the hidden question mark.



1 Walk down the hill after the halfway marker in the second section of the level.



3 Continue to walk underneath the hill until you reach the small ledges. Climb up the ledges from here.



2 Dive-bomb into the water and quickly move to the left. Yoshi should be underneath the hill.



4 There's a bouncing arrow near the top of this area. Bounce off the arrow into the trees high above.

WORLD 3-2

Unlike most stages in the game, there's only one section in this entire level. However, you do get a break from the troublesome monkeys that plagued the previous stage. This level basically requires you to jump several pillars.



Halfway through the first part of the level, you'll find a red switch hidden directly to the left of this small hill. Hit the switch and press Down at the location of the flashing arrow.



Inside the bounce stage, ride on the dog's back. He helps you collect the coins above the water.



5 In the hidden room, collect the free 1-ups at the top of the trees.



Use the key found earlier in the level to open the door to the hidden room.



There is a hidden room in the trees at the very top of the screen in the first part of the level. Jump over the red rotating platforms to the left to find the room.

WORLD 3-3

Most of this level is made up of mud and water, two elements that slow down Yoshi's fancy footwork. Don't let the slow pace of the level throw off your jumping and attacking skills.



1 Shoot the water monster with an egg to allow more time to collect all the coins in the first section of the level.



2 At the end of the level's second section, shoot the floating question mark to reveal a hidden door.



4 Outside the hidden room, transform into the helicopter and fly back to the bottom left of the level. Change back into Yoshi and enter the door in the corner. This door starts the next section.

WORLD 3-4

Several doors and paths make up this level. Enter each door to find the items in the level. Most rooms are very direct. If you want to go straight to the mid-level boss, you can skip most doors.



1 In the first section of the level, shoot the spikes near the water to find a hidden door.



2 Once inside the hidden room, transform into the submarine and collect all the submerged coins.



3 When all the enemies in the room are destroyed, a Flower appears. Grab the flower and exit the room.



5 Transform into the submarine. Collect all the submerged coins while moving to the right toward the exit.



MID-LEVEL BOSS



1 Yoshi and Mario are shrunk and eaten by a frog! Inside the frog's digestive system, avoid the acid drops.



2 When enemies fall down, turn them into eggs for ammo.



3 Shoot eggs at the frog's conals at the top of the screen. It takes ten hits to make the frog croak.

YOSHI'S ISLAND

WORLD 3-5

You can destroy most of the floor in the first section of this level, so be careful where you shoot eggs – you'll make holes in the floor. While surrounded by enemies in the other two sections, you must jump on trees and small rotating ledges. To ensure safe jumping, destroy the enemies first.



At the end of the level's first section, you'll find two hidden question marks inside the yellow blocks.



Just after the halfway marker in the second section of the level, two question marks are hidden between the rocks.



There is a hidden bonus room directly below at the start of the third section of the level.



To find the red switch inside the hidden room, shoot an egg in the direction the arrow is pointing, jump on the switch to make the invisible blocks appear.

WORLD 3-6

The cave in the second section of the level is where most of the action takes place. Although the cave is extremely large, most items are easy to locate. Use the tips below to help you find your way out.

- 1) Start of the third section of the level
- 2) Hidden room



There are two ways to enter the second section of the level. The top entrance leads to a key location in the cave. Jump on top of the trees in the beginning of the first section to reach this location.



Take the top entrance of the cave and grab the key. This key is your ticket out of the level.



Push the rock to the bottom right of the level. The rock lets Yoshi jump up to a ledge that is otherwise out of reach.



Before you use the key on the door, go down the pipe at the bottom right corner of the cave.



The pipe leads to a bonus room with two red switches. Jump on the switches to collect all the coins.



There is a hidden red switch above the door that leads you out of the cave. Before you activate the switch, walk to the right and shoot the floating question mark. The question mark turns into stairs that lead up to some invisible coins. Now hit the switch to collect all the coins.

WORLD 3-7

This is the smallest level in this world, and it has only two hidden items! The killer fish in the third section compensate for the level's meager size. If the fish grab you in their jaws, it's lights out for Yoshi and baby. Eggs have no effect on these swimming menaces, so your best bet is to jump over them.



There's a question mark above the water approximately halfway through the second section of the level. Shoot the question mark and turn it into a large flower. Climb to the top of the flower to find a hidden room.



Inside the bonus room, transform into the submarine and collect all the coins.



There's a red switch near the end of the level's first section. The hidden question mark is between the two rocks.



At the end of the second section, bounce on one of the monkeys to find the hidden question mark.

WORLD 3-8

Yoshi won't have any problems finding his way through this basic castle. The castle itself is more of a training session for the end boss. Here you must master the skill of shooting eggs at an angle to obtain all the gems. This same pattern is used to defeat the boss.



In some parts of the castle, you face off against oversized ghosts. Turn the enemies that they spit out into eggs. Fire the eggs at the ghosts and proceed.



END BOSS



1 Jump over the plant when it charges.



2 When the plant spits enemies at you, wait for them to land on the ledge, then turn them into eggs. You can turn the enemies into ammo only when they land.



3 To score hits on the plant, turn away from it and angle your shots underneath the ledge. You must hit the small bud on the plant's main stem. It takes three hits to destroy the plant.

WORLD 4-1

Flying turtles are in full force! Be sure to have plenty of eggs to shoot them down. There are only a few hidden items here, so concentrate on completing the level.



In the first section, go down the pipe by the green plant. This pipe takes you to a coin-filled cave.



At the start of the section where the bullets attack, you'll find a hidden question mark near the top of the left ledge.

WORLD 4-2

To grab all the items inside the cave, perfectly time your shots at the rotating arrows. There are no hidden rooms or question marks in the level. Use the tips to help you collect all the items.



At the beginning of the level, shoot the plant at the far left of the screen and go down its pipe.



In the second section, Yoshi meets the floating white fuzzy creatures once again. Avoid touching them at all costs.



In the beginning of the third section, shoot the yellow blocks that are holding the gold star hostage. Once you grab the star, Mario can climb the walls and collect items along the way.



At the very end of the level, walk off the ledge to the left. Dive-bomb through the small platform to find a hidden question mark.



To the left of the arrow is a hidden question mark. After grabbing it, use the bouncing arrow to reach the top and complete the stage.



There is a turtle walking back and forth on a ledge halfway through the first section of the level. To reach a flower coin, shoot an egg toward the left side of the turtle.



At the beginning of the second section, lock the turtle shell to the right. The shell will jump across the stars, break through the block, and reveal a flower. Go down the pipe to grab the key.



Near the end of the level to the right of the spikes is a flower inside a wall hole. Shoot an egg from the ledge. As you shoot, jump onto the blocks to the right. The egg bounces off the flippers and hits the flower.

WORLD 4-3

In this sky level, Yoshi must jump from balloons and small ledges. There is only one hidden question mark in the first section of the level, so concentrate on completing the difficult jumps.



Ride on top of the balloons at the start of the level, then jump on the small ledges. Shoot the enemy that holds the red coin. Grab the coin and jump back on the balloons.



Ride the balloons to the right of the small ledge so you can grab the floating flower.



When you come up from the pipe, you'll see a bullet shooter to the right. Get the hidden question mark on top of it.



At the start of the second section, shoot the yellow blocks to release a bouncing arrow. The arrow takes you to a place where you can inflate a large balloon. Ride the balloon and collect coins along the way.



Rather than exiting the level after riding the balloon, go back toward the beginning of the stage. When you see three small balloons floating around, shoot them to release a red switch. The switch activates invisible coins. Grab the coins and exit the level.



WORLD 4-4

In the first section of the level, a huge Poo-Man-like creature chases you. The creature eats the ground as it pursues Yoshi. As you flee, watch your jumps, not your speed.



In this section of the level, Yoshi must collect a key from each corner door. After you collect each key, enter the center door. You need every key in the center room. Grab the keys in the order shown on the map.

MID-LEVEL BOSS



Don't let this oversized marshmallow get too close—eggs and normal jumps have no effect on it.



Use dive bomb attacks to defeat the boss. Each time you attack, he splits into smaller versions of himself. Concentrate on one set of smaller bosses at a time and keep dive bombing him until all his little duplicates are gone.

YOSHI'S ISLAND



You push a rock through this entire level. The rock reveals hidden question marks. The following are the main spots to use the rock.



At the beginning of the level, push the rock to the double set of pillars. Dive-bomb the pillars into the ground and push the rock down. There's a hidden question mark here. Keep pushing the rock through the level.



Shoot the question mark just above the small hole in the left corner of the level. The question mark makes a small bridge over the hole so you can continue to push the rock to the right. Don't let the rock fall in the hole.



There is a red switch and some pillars near the end of the first section. Dive-bomb the pillars so they're flush with the invisible blocks. Hit the switch and push the rock to the end of the level. Then jump on top of the rock and go through the door above you - not the door below you.



At the beginning of the second section, push the rock to the right. Break through the yellow blocks to find a hidden question mark.



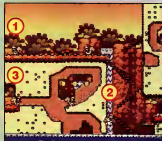
Use the rock to help you jump through the small gap in the side of the wall. Then go down the pipe to the right of the hole.



To get the flower in this room, first shoot the bouncing arrow. Then shoot an egg at the catcher, jump on the arrow, and float in the air. When the catcher returns five, he should hit the flower.



For such a small level, this one's packed with enemies. To make matters worse, the water affects your jumps - especially when you try to destroy enemies. Take the time to knock out each enemy, or you're sure to lose Mario.



There is a room to the lower left of the start when you start the level. Follow these steps to get to the room.

- 1) Start here.
- 2) Dive-bomb in the water and quickly move to the left.
- 3) Enter the room.



In the hidden room, spit the turtle shell into the red flower.



Halfway through the stage, you'll find a hidden question mark underneath the second floating platform.



At the end of the second section, do a dive-bomb attack in the water. This takes you to the next section of the level.



Shoot eggs at the arrow to change its direction. You can collect all the coins in the room by riding the arrow. After grabbing all the coins, go back to the level's second section and climb back to the last section.

WORLD 4-7

This two-section level has no hidden question marks. For most of it, Yoshi must ride small ledges that throw him from section to section. Use Yoshi's floating skill to complete the wild rides.



In the first section of the level where the ghosts start to appear, shoot an egg straight up as you stand on the small ledge to the left of the screen. To get to the bonus level in the sky, jump on the bouncing arrow that drops down.



Here are the steps to take at the beginning of the second section of the level.

- 1) Start of the level
- 2) Grab the halfway marker.
- 3) Get the key here.
- 4) Jump off a bullet that passes to get to the locked door.
- 5) Use the key here.
- 6) Jump on the ledges to complete the level.



When a bullet passes, jump on it. Continue to hold the jump button (this increases the height of your jump). You should be able to reach the top part of the level.



This rotating ledge takes Yoshi toward the end of the level.

WORLD 4-8

There are several paths you must take to collect all the items throughout the level. Here are the key locations as you progress through the castle.



Spin a turtle shell at the question mark toward the bottom-right corner of the first section of the level. The question mark turns into stars that lead you to the key in the castle.



Shoot the cracked ceiling block directly above the rotating arrow. After destroying the enemies in the room, jump up and collect the red coin.



After grabbing the red coin, ride the arrow to the right. Use the key on the locked door. Behind the door is the end boss.

END BOSS



Jump on the turtle's head to make him spit out more eggs. Use the eggs for ammo.



Shoot the turtle in the head until he falls upside down. It takes four egg shots to flip him over.



While he's flipped over, dive-bomb the turtle in the center of his belly. It takes three dive-bomb attacks to destroy him.



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

Ridge Racer

Race Backward



Race backward on normal tracks: Start a race on any of the tracks and turn the car around just before you get on the main track. As you speed toward the starting line, you see a wall and a sign that tells you are going the wrong way. Drive through the wall. Now you can race backward against the computer-controlled cars.



Race backward on extra tracks: Start a race on any of the extra tracks. From the starting line, turn the car around when you reach 60 mph. A wall appears at the starting line. Drive through the wall and race the track backward.

Dave Nicoletti
Lombard, IL

Primal Rage

Cheat Mode



At the Main Menu screen, press L, L, L, R, R, L, L, R, R, R, L, R on the directional pad to make a cheat option appear.

Super NES

Killer Instinct

Play as Eyedol



In either a one- or two-player game, pick Cinder. At the Vs screen, press and hold Right, Continue to hold Right and press Weak Punch, Weak Kick, Fierce Punch, Medium Kick, Medium Punch, Fierce Kick. You should hear a voice say "Eyedol." Now you can play as this awesome boss.



John Santry, Alhambra, CA

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Gex

Invincibility, Lightning, Super Jump, Spit Fire, and Ice

Enter the following codes when the game is paused.

Invincibility: Hold the Right Shift button and tap Left, Button C, Down, Up, Up, Button C, Left, Right, Button A, Right

Lightning: Hold the Right Shift button and tap Left, Button C, Down, Right, Right, Left.

Super jump: Hold the Right Shift button and tap Left, Button C, Down, Right, Up, Button B, Button B, Right, Right.

Spit fire: Hold the Right Shift button and tap Left, Button C, Down, Right, Right, Down, Button B, Button A, Left, Left, Down.

Spit ice: Hold the Right Shift button and tap Left, Button C, Down, Button B, Left, Up, Right, Button B, Button A, Left, Left, Down.

Michael Gussell
San Rafael, CA

PlayStation

Mortal Kombat 3

Kombat Kodes

Enter the following codes at the Versus screen in two-player mode:



Combos disabled.



Super run jumps



Special moves disabled.



Player One inflicts half damage.



Player Two inflicts half damage.



Players One and Two inflict half damage.



Power bars slowly regenerate over time.



Super endurance



Real Kombat

Super NES

Killer Instinct

Secret Stage



In a two-player game, each player must place their cursor over their fighter. Hold Down and press Medium Kick. You fight high in the sky and can even knock an opponent off the ledge!

Peter J.T. Mathis
Union City, NJ

Genesis

Taz in Escape from Mars

Level Select and Restore Health



At the Sega logo screen, simultaneously hold Buttons A and B on Controller One and Buttons B and C on Controller Two. You should hear a bark. Start a game and pause it. Press Button A, and a debug menu appears. Now you can restore your health and pick any stage you want.

Sega CD

Earthworm Jim: Special Edition

Nine Homing Missiles



Pause the game any time during play. Then quickly hold Right and press Button A. Release Right and tap A, A, B, A, C, B, A. Unpause, and you'll get the missiles.

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DOOM TROOPERS
DOOM TROOPERS
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ENTERTAINMENT SYSTEM

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

Battle Arena Toshinden

Play as the Bosses



To play as Gaia: When the options are listed completely on the title screen, motion Down, Down-Left, Left, and press Button Squares on Controller Dee. You should hear the word "Fight." At the Player Select screen, put the cursor on Eiji, hold Up, and press Button Square.



To play as Sho: First, enter the Gaia code. Play as Gaia and lose to the computer. Don't continue and let the time run out. The game resets, and the title screen appears. When the options are listed completely again, tap Right, Left, Right, Left, and press Button Squares on Controller Two. A voice will say "Fight." At the Player Select screen, put the cursor on Kayin, hold Down, and press Button Square.

Genesis

Mega Bomberman

Passwords



World 1: Jammin' Jungle

Stage 2: 6900

Stage 3: 5120

Boss: 7420

World 2: Vexin' Volcano

Stage 1: 4501

Stage 2: 8111

Stage 3: 7421

Stage 4: 1051

Boss: 3351

World 3: Slammin' Sea

Stage 1: 4502

Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

World 4: Crankin' Castle

Stage 1: 8114

Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

World 5: Thrashin' Tundra

Stage 1: 8114

Stage 2: 2814

Stage 3: 1134

Stage 4: 5654

Boss: 7954

Final World: 0515

Aaron Bishop

Bethlehem, PA

Arcade

Street Fighter Alpha

Play as Dan



This code is the same for both players. Press the Start button to begin a new game and continue to hold it. At the Player Select screen, move the cursor to the question-mark box in the lower-left corner for Player One (or the lower right-hand corner for Player Two). Quickly tap Jab, Short, Forward, Roundhouse, Fierce, Strong (or Fierce, Roundhouse, Forward, Short, Jab, Strong for Dan's alternate color).



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Baiz: The Director's Cut

Infinite Time, Shrink Ball Sizes, Black-and-White Sprites, Translucent and Huge Balls



Do these tricks any time during a fight.

Translucent balls: Press B, A, Left, Left, B, Left Up, Right, B, A, Left, Left

Huge balls: Press Left, A, Right, Down, B, A, Left, Left

Infinite time: Press B, A, Left, Left, B, Left, A, B, Left, A, B, Left, A

Shrink ball sizes: Press B, A, Left, Left, Right, A, Down, A, Right, Left, Up, Left, Up

Turn self black-and-white: Press B, A, Left, Left, Down, Right, A, B, B, A, Left, Left

Turn opponent black-and-white: Press B, A, Left, Left, B, Left, A, C, B, A, Left, Left, Up

Neo-Geo

The King of Fighters '95

Play as the Bosses



At the mode select screen, pick Team Edit. At the screen where you pick your fighters, hold Start and simultaneously press Up and Button B, simultaneously press Right and Button C, simultaneously press Left and Button A, then simultaneously press Down and Button D. Saishu Kusanagi and Omega Rugal are now selectable fighters.

Superstar,
Athens, GA



PlayStation

Mortal Kombat 3

The Ultimate Kombat Kode



Wait for the Mortal Kombat 3 copyright screen to appear. On Controller One, hold Button R1 and press Right, Down, Left, Up, Right, Down, Left, Up. This takes you to a screen where you can enter the code. On Controller One, press Button R1 once, Button Triangle six times, Button D nine times, and Button X six times. Now you can play as Smoke. Note: The Ultimate Kombat Kode worked on a preliminary version of the game and may be different in the final version.



Roobby Zell, Athens, GA

SONY



wipeout

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Killer Instinct

Turbo Mode



Start a one-player game and pick your fighter. At the Vs. screen, hold **Right** and simultaneously press all three punch buttons. You should hear a punch sound. Now you can play the game at twice the normal speed.

Michael Leon
Sanger, CA

Katle Gilbert,
Hillsington, DE



Wayne Houston,
Brook, NY

Saturn

Bug!

Stage Skip



At the Start Game/Options screen, press **B, A, B, Y, Down, Right, A, Left Shift, Down**. You hear a "yip." Start the game and simultaneously press **Up** and **Left Shift** to go to the next level.

Ty Johnson
Internet

Super NES

MechWarrior 3050

Unlimited Ammo



For unlimited ammunition, enter this password: **NLR003**.

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Special Moves

Sweep Kick



Tap (↗ RK), RK

Charging Uppercut



Motion → ↓ ↘ RP

Flying Kick

Tap →, →, (→ LK)
Note: This starts a blocking opponent

Axe Kick



Tap (→ RK)

Super Uppercut



Motion → ↓ ↘ LP

Sweep



Motion → ↓ ↘ RK

Super Axe Kick



Tap →, (→ LK)

Super Lunge Punch



Motion ↓ ↘ → RP

Flying Side Kick



Motion → ↓ ↘ LK

Flying Sweep Kick



Motion → ↓, hold ↘, tap LK

Flying Roundhouse



Tap (↘ LK), tap RK

Power Uppercut



Tap →, (→ RP)

Side Step



Tap ←, ←, ←

Backhand



Hold →, tap RP

Elbow Smash



Tap (↓ LP)

Devastating Combos

Sweep-Kick Combo



Motion → ↓ ↘



Hold ↘, tap RK



Tap RK



Tap (↗ RK), tap LK

Power-Uppercut Air-Juggle Combo



Tap →, (→ RP)



Tap LP



Tap →, (→ RP)



Tap (↗ RK), LK

Ground-to-Air Juggle Combo



Tap (↘ LP)



Tap RP



Walk in with LP



Tap (↓ LP)



Tap (→ RP)



Tap (↗ RK), LK



More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Head Butt

Tap →, (→ LP RP)

Power Bomb

Tap (RP RK)

Neck Breaker

Tap (LP LK)

Running Attacks

Spike Attack

While running, tap RK

Dive Attack

While running, tap (LP RP)

Ground Attacks

Use these attacks when your opponent is on the ground.

Hard Pounce

Tap (↗ LP LK)

Bounce-Back Punch

Tap (↗ RP RK)

LEE

Devastating Combos

Flip-Kick Combo



Tap (↓ RK)



Tap RK



Tap (↑ LK)

Flip-Kick Air Juggle

While ducking,
tap (↗ RK)

Tap (↗ RK)



Tap (↑ RP)

Slide-Kick Combo

Note: Hold ↓ throughout the combo



Tap RK



Tap RK



Tap RK



Tap RK

Unleashed Slide-Kick Combo

Note: To keep performing the combo, repeatedly tap LK. Hold ↑ or ↓ to change the height of the kicks.

While ducking,
tap (↗ LK)

Tap LK



Tap (↓ LK)



Tap LK



Tap (↑ LK)



Tap LK



Tap (↓ LK)

Special Moves

Leg Takedown



Tap →, →, (LK RK)

Front Snap Kick



Tap →, →, LK

Axe Kick



Tap →, (→ LK)

Neel Kick



While ducking, tap (↖ LK)

Front Snap Kick



Tap (↘ RK)

Back Flip



Tap ←, ←, ←

More Grabs
And Throws

Note: You must be close to your opponent to perform this move.

Neck Takedowns



Tap (LP LK)

Knee Bash

Tap →, (→ LK RK)

More
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.

Atomic Noogie

When close, tap (RP RK)

Running Attacks

Diving Attack

While running, tap (LP RP)

Slide Attack

While running, tap RK

Super Move

Tap (↖ LP RP)

Ground Attack

Use this attack when your opponent is on the ground.

Diving Punch

Tap (↗ RP)

More Devastating Combos

Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

Kick of Fury Combo

Tap (↓ LK), LK, LK, LK

Ten-Min Combo

Tap (↘ LP), RP, RP, LP, LK, LK, LK, LK, LK

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ANNA

Special Moves

Small Flip Kick



Charge ↓ for one second, tap (↑ RK)

Note: Tap ↑ to flip toward your opponent, tap ↖ to flip away.

Large Flip Kick



Charge ↓ for one second, hold (↑ RK)

Note: Hold ↑ to flip toward your opponent; hold ↖ to flip away.

Face Slap



Hold ←, tap LP

Super Move

Tap (← LP RP)

Spear Hand



Hold ↓, tap (→ LP)

Hand Trip



Hold ↓, tap (↘ RP)

Mantis Strike



Hold ↓, tap (→ RP)

Devastating Combos

Three-Hit Slap

Hold ←, tap LP. Repeat move twice more.

Super Air Juggle

Tap (↘ RP), hold → for the next four hits and tap LP, RP, →, (→ LP RP), (↑ RP)

Three-Way Knockdown

Tap LP, RP, RK

Triple-Kick Juggle

Tap (↑ RK), LK, RK

Four-Way Knockdown

Tap (↘ LK), LK, LK, RK

Air-Juggle Combo

Tap (↘ RP), hold → for the next four hits and tap LP, RP, LP, RP, →, (→ LK RK)

Two-Way Combo

Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

Ground Attack

Use this attack when your opponent is on the ground.

Diving Punch

Tap (↑ RP) or use the Flip Kick.

Running Attacks

Ground Slide

While running, tap RK

Air Kick

While running, tap LK

Dive Attack

While running, tap (LP RP)

More Special Moves

Wind Thrust

Tap →, (→ LP RP)

Flip Kick

Tap →, (→ RK)

Note: This move stuns knocking opponents.

Devastating Combo

Flip-Kick Air Juggle



Charge ↓ for one second, tap (↑ RK)



Hold → for the next four hits and tap LP



Tap RP



Tap LP



Tap RP



Tap (↑ RP)



Tap →, (→ RK)

In-Close Attacks

Face Smack

Motion ↓ ↘ → (LP RP)

Note: These are four moves you can perform following this move.

Over the Shoulder

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Note: These are four moves you can perform following this move.

Single Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Note: These are four moves you can perform following this move.

Double Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, RP, (LP RP), (LP RP)

Note: These are four moves you can perform following this move.

Ground Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Note: These are four moves you can perform following this move.

KUMA

Special Moves

Windmill Punches

While ducking, hold ←, tap LP, RP, LP, RP

Overhead Smash

Tap (↘ LP RP)

The Clapper

Tap →, →, (LP RP)

Sitting Move

Tap (← LK RK)

Sitting Attack

While sitting, tap LP, RP, LP, RP

Power Punch

Motion ← ↖ ↓ ↘ RP

Windup Punch

Motion ← ↖ ↓ ↘ LP

Tackle Move

Tap (LP LK)

Grabs and Throws

Note: You must be close to your opponent to perform these moves:

Back Breaker

Tap (RP RK)

Head Butt

Hold →, tap (RP RP)

Ground Attack

Use this attack when your opponent is on the ground.

Ruff Slaw

Tap (↗ LK RK)

Running Attacks

Jumping Ground Slide

While running, tap (LK RK)

Dive Attack

While running, tap (LP RP)

Devastating Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Hit Smash Combo

Hold ↓, tap LP, LP, LP, LP, LP

Two-Way Combo

Tap (← RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ RP), walk in and tap (↗ LK RK)

Super Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ LP), (→ RP), (→ LP), (↘ LP RP)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Elbow Smash

Tap ↘, (↘ LP RP)

Shoulder Toss

Hold →, tap (LP LK)

Arm Flip

Tap (→ LP LK)

Rip Toss

Tap (RP RK)

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GAMEPRO

GARRYU

Special Moves

Rapid Pain Strike



Hold \rightarrow , tap LP, RP, LP, RP, LP, RP, LP, RP

Sitting Smash



After being knocked down, tap (LP RP)

Somo Stomp



Hold \downarrow , tap RK

Pain Knee Strike



Hold \downarrow , tap RP, RP

Super Pain Air-Juggle Combo



Tap (\times RP)



Tap (\rightarrow LP)



Tap RP



Tap (\rightarrow LP RP)



Tap (\nearrow LK RK)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Hip Throw

Hold \rightarrow , tap (RP RK)

Body Press

Tap (LP LK)

Hip Toss

Tap (RP RK)

Running Attacks

Jumping

Ground Slide

While running, tap (LK RK)

Dive Attack

While running, tap (LP RP)

Ground Attack

Use this attack when your opponent is on the ground.

Buff Slam

Tap (\nearrow LK RK)

More Special Moves

Overhead Smash

Tap (\times LP RP)

The Clapper

Tap \rightarrow , \rightarrow , (LP RP)

Power Punch

Motion \leftarrow \leftarrow \downarrow \times LP

Windup Punch

Motion \leftarrow \leftarrow \downarrow \times LP

Devastating Combos

Pain Air-Juggle Combo

Tap (\times RP), (\rightarrow LP), (\times LP RP), (\nearrow LK RK)

Triple-Punch Combo

Tap LP, LP, LP

Five-Mix Smash Combo

Tap LP, LP, LP, RP, LP

Note: Hold \downarrow for the entire combo.

Air-Juggle Combo

Tap (\times RP), (\times LP), (\rightarrow RP), (\nearrow LK RK)

ARMOR KING

Special Moves

Flying Side Kick



Tap \rightarrow , (\rightarrow LK RK)

Lunge Uppercut



Motion \rightarrow \downarrow \times RP

Super Uppercut



Motion \rightarrow \downarrow \times LP

More Special Moves

Uppercut

Tap \rightarrow , (\rightarrow RP)

Elbow Drop

Tap (\times LP)

Note: This move stuns blocking opponents.

Jump Kick

Tap \rightarrow , (\rightarrow LK RK)

Note: This move stuns blocking opponents.

Spinning Jump Kick

Tap \rightarrow , \rightarrow , (\rightarrow LK RK)

Note: This move stuns blocking opponents.

Diving Bash

Tap \rightarrow , (\rightarrow LP RP)

Overhead Smash

Tap (\nearrow LP RP)

Big Boot

Tap \rightarrow , (\rightarrow RK)

Scissors Takenown

Tap (\times LK RK)

Note: This can be used as a ground attack.

Ground Attacks

Use these attacks when your enemy is on the ground.

Hard Posture

Tap (\nearrow LK RK)

Elbow Drop

Tap (\uparrow RP)

More Grabs And Throws

Note: You must be close to your opponent to perform these moves.

Power Bomb



Tap (RP RK), tap \downarrow , (\downarrow LP RP)

Face Plant

Tap \leftarrow , (\leftarrow LP RP)

Mind Sweeper

Motion \rightarrow \leftarrow \downarrow \times \rightarrow LP

Pile Driver

Tap \leftarrow , (\rightarrow LP RP)

Knee Bash

Tap (LP LK)

Super Pile

Tap (LP LK)

Suplex

Motion \downarrow \times \rightarrow LP Tap (RP RK)

Devastating Combos

Lunge Uppercut Combo



Motion \rightarrow \downarrow \times RP



Tap (\times RP)



Tap (\times RP)



Tap (\uparrow RP)

Super Lunge Combo



Motion \rightarrow \downarrow \times RP



Walk in, tap LP



Walk in, tap RP



Motion \rightarrow \downarrow \times RP



Walk in, tap (\nearrow LK RK)

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WANG

Special Moves

Lunge Punch



Motion ↓ ↘ + RP

Charge Punch



Tap (→ RP)

Double Fist Strike



Tap (↘ LP RP)

Devastating Combo

Air-Juggle Combo



Tap (↘ RP)



Tap LP

Motion ↓ ↘
(→ RP)

Tap (↗ LK RK)

More Special Moves

Power Punch

Tap →, (→ LP RP)

Note: This move will slow attacking opponents.

Vertical Kick

Motion ↓ ↘ + RK

Sweeping Jump Kick

Hold ↘, tap RK, LK

Punch and Side Step

Tap (← RP)

Two-Way Hypercut

Tap (↘ RP), LP

Ground Attacks

Use these attacks when your opponent is on the ground.

Hard Pounce

Tap (↑ RP)

Biting 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

More Devastating Combos

Ground to Air Juggle Combo

Tap LP, LP, LP, (→ LP), (↑ RP)

Ten-Roll Combo

Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

Ground to Air Combo

Tap RK, (↓ RK), LP, (↘ LP RP)

P. JACK

Special Moves

Overhead Smash



Tap (↓ LP), (→ RP)

Sweep Hypercut



Motion ← ↘ ↓ ↘ LP

More Special Moves

Overhead Smash

Tap (↘ LP RP)

Sitting Attack

While sitting, tap

LP, RP, LP, RP

The Clipper

Tap →, →, (LP RP)

Machine-Gun

Punches

Tap (↘ LP), LP, LP

Sitting Move

Tap (↓ LK RK)

Power Punch

Motion ← ↘ ↓ ↘ LP

Tackle Move

Tap (LP LK)

Ground Attack

Use this attack when your opponent is on the ground.

Ruff Slaw

Tap (↗ LK RK)

Super Move

Motion 360 degrees starting from ←. Keep doing the motion until the count of five, then tap LP.

Note: The longer the count, the stronger the punch.

Devastating Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Roll Smash Combo

Tap LP, LP, LP, RP, LP

Note: Hold ↓ for the entire combo

Ten-Roll Combo

Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ RP), (↗ LK RK)

Super Air-Juggle Combo

Tap (↘ RP), (↘ LP), (↓ LP), (→ RP), walk in, tap (↗ LK RK)

More Grabs and Throws

Note: You must be close to your opponent to perform this move.

Power Slam

Tap (RP RK)

HURIMITSU

Super Air-Juggle Combo



Tap (↘ RP)



Walk in, tap LP



Tap (↘ RK)



Tap (↑ RP)

Devastating Combos

Hard-Pounce Combo

Tap RP, LK, (↗ LK RK)

Seven-Roll Combo

Tap LP, RP, LP, LP, RK, RK, LP

Air-Juggle Combo

Tap (↘ RP), →, RP, LK, (↑ RP)

Special Moves

Backhand

Tap (→ RP)

Knee Charge

Tap →, (→ RK)

Spinning Elbow

Tap (← LP)

Note: Keep tapping LP to repeat spins.

Spinning

Leg Sweep

Tap (↘ LK)

Note: Keep tapping LK to repeat spins.

Flip Kick

Tap →, (→ LK RK)

Flip Kick to Corkscrew

During Flip Kick, tap (LP RP)

Running Attack

Dive Attack

While running, tap (LP RP)

Grabs and Throws

Face Bash

Tap (RP RK)

Body Press

Tap (LP LK)

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A Player's Guide to Power Peripherals

By The Lab Rat

Hot Hot Hot Welcome to the lab's big holiday party, but do yourself a favor and avoid the egg nog. It's that time of year when Santa brings home those extra goodies for your systems, so the lab has expanded to accommodate all the holiday accessories.

Hot Wheels

Looking to spice up racing on either your SNES or Genesis? Look no further than the **Per4Mer Turbo Wheel** from newly formed **Home Arcade**. Made of sturdy plastic, the wheels (SNES and Genesis wheels sold separately) have a nice feel and rest comfortably on your lap or tabletop. There

aside allows you to adjust the steering sensitivity. Buttons A and B (gas and brake) are comfortably mounted on the front of the wheel with the Up and Down controls for shifting just behind them.

At 100 beans, this controller doesn't come cheap, but for 16-bit racing fans waiting for a real arcade-style wheel, these babies deliver. And if you want to go to the extreme, look for add-on pedal controls for an additional \$40. Need for Speed and Ridge Racer freaks should note that Home Arcade wheels will soon be available for the 3DO and PlayStation, as well as the PC.

Controller



The Per4Mer Turbo Wheel

System: Genesis, SNES
Price: \$99.95
Available: Now
Contact: Electronics-gaming stores

are holes on the unit's underside for suction cups, but you'll have to buy them from a hardware store.

We took the Genesis wheel out on the track with Super Monaco and Mario Andretti Racing. The wheel is responsive with a strong spring that provides good center-return action. Also, a screw in the upper-center area of the unit's un-

Perfect Speed

Wouldn't it be great if someone made an arcade-quality 16-bit joystick that wouldn't let you down? Well, long-time "arcade"-controller maker **Perfect 360 Controls** has entered the home market with its first console controller, the **Speed Box**.

This two-in-one controller which includes an adaptable plug, works on both the SNES and Genesis and looks and feels like a real six-button arcade controller. With a heavy base buffered by a neoprene pad, this stocky controller can rest in your lap, but plays better when resting on a tabletop. Using an infrared switch box instead of a mechanical one, the joystick exactly performs diagonal movements and will never wear down.

Hardcore gamers still looking for a good stick for their SNES and Genesis will find that this one costs more but will definitely outlast the rest.

Specialized Stick

Just in time for the holidays, **ASCIIware's Specialized Joy**

stick for the PlayStation debuts with a sharp look and a durable feel with its wide base. Multiple features include slo-mo, autofire, and rapid fire with adjustable speeds.

So how does it hold up under the Tekken test? Well, despite its arcade looks, this stick doesn't deliver the arcade feel. The eight flat buttons are all crammed together too closely, and they're positioned too close to the stick. The whole interface is angled in a way that makes you feel like you have to turn slightly sideways to use it.

While you may be satisfied with this stick if you're playing Raiden, Kileak, or NBA Jam, fighters may want to look elsewhere.

Saturn's Eclipse

Considering the high cost of some peripherals, **STD's** suggested \$20 price for the Saturn **Eclipse Pad** gets you what you pay for. While it certainly doesn't feel extremely durable and it lacks the nice contour of most next-gen controllers,

Controller



Speed Box

System: Genesis, SNES
Price: \$89
Available: Now
Contact: Perfect 360 Controls, 800/235-7360

Controller



Specialized Joystick

System: PlayStation
Features: Offers slo-mo, autofire, and adjustable-speed rapid fire.
Price: \$54.95
Available: Now
Contact: Toy stores

Controller



Eclipse Pad

System: Saturn

Features: Offers slo-mo, auto-fire, and programmable synchro fire.

Price: \$19.99

Available: Now

Contact: Toy stores

It does provide slo-mo, auto-fire, and a programmable synchro-fire feature that simultaneously fires multiple buttons with one touch.

Naki Power

Naki Electronics brings home the **Power Pad**, which is as affordable as the Eclipse Pad. Taking a new approach to controller design, this longer, flat-



Power Pad

System: Saturn

Features: Offers slo-mo, auto-fire, and turbo fire.

Price: \$19.99

Available: Now

Contact: Toy stores or Naki, 800/626-6254

ter pad offers small shift buttons, a dependable directional pad, and an accessible set of buttons positioned at an angle. The slo-mo switch is on the back, and there are auto- and turbo-fire switches for each of the eight buttons. While this controller is probably most comfortable for big hands, its unique design may not be for everyone.

300 Pro

STD's **ProPad for 300** adds an extra X button to the face of the controller, which is helpful when you're playing games that utilize this otherwise-tiny button. It also offers semi-auto and autofire controls with three speed settings. The wide, flat face, however, feels awkward with the flippers crunched on top, and

the cheap plastic body doesn't help this controller any. The directional pad isn't fully circular, but it does give you decent diagonal controls. **D**

Controller



ProPad

System: 300

Features: Adds an additional X button to the face of the controller and offers auto- and semi-auto firing with three speeds.

Price: \$29.99

Available: Now

Contact: Toy stores

Sony's Stocking Stuffers

Look for Sony's own peripherals to complement the PlayStation's many new titles.

Memory Card



This **memory card** will sell for around \$27. With a 112K Flash RAM storage capacity, it will house between 10 and 15 saved games, depending on the games.

Mouse



For about \$31, you can pick up this **mouse**. So far, the only mouse-compatible games announced are Disc World and Revolution X.

Link Cable



Connecting two PlayStations, this **linking cable** will enable two players to link up for simultaneous action that is viewed from two separate TVs. Announced titles that will support this cable include Destruction Derby, Wipeout, Twisted Metal, Extreme Games, Road Rash, and Doom: Special PlayStation Edition (see ProReview in this issue). This cable will cost about \$20.

Multiplayer Adapter



This **fourplayer adapter** costs \$40 and allows four simultaneous players to participate in titles like NBA Jam. Each additional controller port is supported with a memory-card slot so players can load up their own custom data like hidden characters and custom teams.



BUYERS BEWARE



By The Watch Dog

Man, with the holidays coming up, you don't want to be left short of cash. The new systems have already made it into Buyers Beware, so read on before you ask for one for Christmas!

Q: I've had my Sega Saturn for about three months, and I own four games. I read that Sega gave out certificates to receive three free games (Clockwork Knight, Worldwide Soccer, and Virtua Remix) when you purchased a Saturn in September. That isn't fair. That means that I spent tons of money for games while the people who just caught onto the bandwagon got them for free!

I think that the people like me who blew out their savings accounts or started saving their money to get the Saturn the first day it came out should get all the free stuff, not the people who just caught on so they wouldn't be considered losers.

Stephen Watson, Collingdale, PA

A: A representative from Sega Customer Service responds: Anyone who bought a Saturn from May 11 until September 30 received VF Remix for free when they registered their system with Sega at 800/733-7288.

Sega then ran a one-time offer for September for two free games and Virtua Fighter Remix (for anyone who bought a Saturn between September 5 and September 30), and at this time we don't have plans to extend that short-time promotion. This is a typical industry practice to offer incentives for purchasers who enter the market later or when there are many competitive choices available. Most consumers understand these different marketing strategies.



Q: I just bought Triple Play '96 for the Genesis. I think it's a great game, but I have one question. The back of the box says there are three difficulty settings. I've gone through all the options and haven't found the one that changes the difficulty. Is EA Sports lying, or am I just not looking in the right place?

Jeffrey Russo, Quincy, MA



Triple mode

A: Kasra at EA Sports' Customer Service says: The three difficulty settings are the three play modes: Championship, Season, and Exhibition modes.

Q: I read about the new Virtual Boy in the September issue. I noticed it takes six AA batteries that last only six hours. Batteries are expensive. Is Nintendo planning to make an AC adapter?

Daniel Fulcher
Cary, NC



A: A spokesperson from Golin-Harris (Nintendo's PR firm) replies: There is an AC adapter for the Virtual Boy, which is available at local retail toy stores (like Toys 'R Us). The suggested retail price is \$19.95.

At 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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Right about now you
may want to press
the pray button.

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STRIKE

So go ahead, start praying.



First person view rotation makes
ThunderStrike 2 feel more like a movie
than a game.



Monitor combat situation outside your
captor in 360 rotation



Practice target, engage radar, activate
weapons and hold on



US GOLD



SHORT PROSHOTS

Previews of Hot New Games!

Resident Evil

PlayStation

Departing from the familiar formula of fighting games, Capcom takes up temporary residence in the action 'hood. From the looks of Resident Evil, an intriguing third-person-perspective action game, Capcom's comfortable in its new digs.

Resident Evil has a variety of gameplay and arena, detailed graphics that tempt you to look closer, but repel you when you get too close. Using shifting camera angles in a 3D environment, this action disc combines role-playing and puzzle-solving gameplay.

You're sent to investigate a foreboding mansion where government scientists are conducting top-secret biotechnology experiments that stretch the limits of science. The scientists have mysteriously vanished, and contact with the outside world is cut off. You

have an assistant, but he's more hindrance than help, and you have a pistol, which isn't much firepower when you find out what you're up against.

Through areas including the mansion, the garden, the tower, and a graveyard, you encounter vampiric zombies, giant spiders, and other mutant creatures. You must also avoid hidden traps, solve mind-bending puzzles, find critical items like maps, fire extinguishers, hammers, and medicine. Locating weapons like crossbows, bazookas, chainsaws, and shotguns increases your chances of survival long enough so you can uncover the scientists' fate and find the hidden helicopter to escape.

Resident Evil's rendered 3D backgrounds are heavily detailed, depicting shadows



and light sources. The character moves amid multiple camera angles that heighten the suspense and assist you in your mission. The game employs minimal screen text, which forces you to explore your surroundings carefully and analyze all possibilities for clues.

Whether its premise is paranormal or perfectly normal, Resident Evil looks like paramount fun.

By Capcom
Available Winter '95

Headed for Trouble





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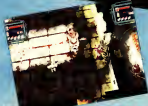
Loaded **PlayStation** **Seiken**

Prepare to see red on your 32-bit system when Loaded unleashes its firepower later this winter. Like a blood-splattered Soldiers of Fortune or Gaurilet, Loaded is an overhead shoot-'em-up for up to four players (using multilinks).

Everything about Loaded is a bit crazed: its lightning-fast pace, its ten deranged mercenaries, its swarms of enemies attacking from all sides. You couldn't ask for more fun in a shoot-'em-up.

We gave you a first look at this hot game last month. Here's a second sweep that includes new pics of six of the game's ten characters.

By Intersky
Available First Quarter '96



Mercenaries 'R' Us



Marnus, an ape-like fiend; Vor, a lethal beauty



Frank, the psychotic fiend, the galaxy's most dangerous crossdresser



Bousca, a dandy version of dumb and dumber; Cap 'W' Hands, a cybery space pirate

Breath of Fire 2 **Super NES**

Drawing on the strongest elements of its successor, Breath of Fire 2 adds new features that make this role-playing game a worthy sequel and an excellent game in its own right.

The corrupt church of Saint Eva has overrun the land and enslaved the people. Only a member of the Dragon Clan can free the people. That's you, worthy Ryu.

With your friend, Bow, you undertake the quest and build a group of patriots with special powers and abilities, including a warrior, a female gladiator, and a mercenary.

BOF 2, however, offers new features like a city-building option, a monster meter that indicates the level of danger; the Dragon's Tear, a communi-



cations device that uncovers the truth, and shamen, who can create 160 variations of the other characters' powers and abilities. New, too, are magic spells that interact with



the backgrounds during battle. For instance, cast a Fire spell to torch the forest.

With something old and something new, BOF 2 looks like a breath of fresh air for RPG players.

By Capcom
Available November



Comes With More Rude Smells Than The Ol' Pull My Finger Joke.



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seen or smelled a
Role-Playing Game
like this! • Shortly after

the government tries to cover up a sudden
outbreak of criminal
behavior all over the
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shower" and hordes of
reeking, belching mon-
sters turn up. • You'll travel to different towns,



*The monsters aren't the only ones who
can reek. Maybe one of your friends
baked off some bad air.*

across new worlds, and through time to face
Gygas, the evil, time-traveling alien who is to
blame for all the mess. Each EarthBound Game
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Guide loaded with info about where
the best grub is, who to
hang with, and what you
need to avoid. Keep it
nearby though, because



the lowdown on all those heinous monsters will
come in quite handy. If they get too close, open a
window fast, because some of 'em are more than



*Sell out your allowance for a burger
or slice of pepperoni pizza when
you need a boost of energy.*

ripe. • But the adventure
doesn't start until you do.
Grab some air freshener
and start sniffing around for
an EarthBound Game Pak.

It's the first Role-Playing Game that stinks



Nintendo

Zero Divide

Early looks at this two-player fighting game reveal a promising prospect for the PlayStation. Details of the plot are sketchy, but the premise involves head-to-head robot combat, and with three buttons for a punch, kick, and block, Zero Divide plays much like Virtua Fighter. In Divide, however, you can recover from the



PlayStation



ring-outs by clutching at the edge of the platform and hauling yourself back in.

Only three of the eight android bruisers were plugged in, but they're armed with special moves, throws, and projectiles. Sharp 3D graphics and rotating camera angles hint at a bright future for this game.

By *Zoom of Japan*
Available Spring '90

Scramble Cobra 300

Allied countries are under siege, and you're the ace shooter commissioned to end the warfare in this one-player flight sim. To do so, you strap into the Scramble Cobra with its three-pronged weapon system and first-person cockpit view.

In Scramble Cobra, you undertake ten missions, but you can fly the first five in any order. Unlimited Vulcan cannon firepower drives your aerial attack, but you can also call on a limited supply of image-recognition missiles and napalm. Your mission objectives

range from destroying enemy installations to protecting cubes. In all cases, the missions are timed and you can locate supply trucks to replenish dwindling ammo.

By *Panasonic Software*
Available November



Solar Eclipse PlayStation Saturn



What Total Eclipse brought to the 300, perhaps Solar Eclipse can bring to the Saturn and PlayStation. This prequel to last year's stellar shooter is a one-player outer-space dogfight against artificial intelligence that has overtaken a space colony.

You must navigate through more than 20 levels of 3D texture-mapped terrain. Flying from a first-person cockpit or a

behind-the-ship view, you sweep across asteroid fields, caverns, and canyons.

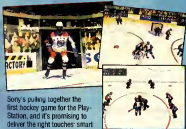
More than 40 minutes of full-motion video sets the stage. Your tough-talking com-link contact, Major Kelt, is played by Claudia Christian (*Babylon 5*).

By *Crystal Dynamics*
Saturn Available November
PlayStation Available Spring '90



NHL Face Off

PlayStation



Sony's pulling together the first hockey game for the PlayStation, and it's promising to deliver the right touches: smart motion-capture graphics and solid control. Multiple perspectives will track the on-ice action, which will feature all 26 NHL teams with real players and a decent lineup of stats and options. Drafting and trading features will let you customize the rosters, and you'll be able to create your own players as well.

With five types of checks, you'll hunt down your opponents in the two-player Practice, Exhibition, Season, and Playoff modes. EA Sports is warming up its NHL series as well, so the competition for top hockey honors will begin early on the PlayStation.

*By Sony Interactive Studios America
Available December*

World Series Baseball

Saturn

Building on the success of the Genesis series, World Series Baseball for the Saturn ups the graphics ante with five camera angles, souped-up renderings of the big-league ballparks, larger sprites, and zooming action that tracks the ball to the fence. At-bat and play-by-play announcements will enhance the ballpark atmosphere.

Two players will choose from all 28 (major-league teams with real players, then slug it out in Exhibition, Season, Playoff, and Home Run Derby modes.

*By Sega Sports
Available Now*



FIFA Soccer '96

PlayStation

Saturn

32X

PC CD

The latest version of the highly acclaimed soccer series is making its way to the 32-bit platforms, and soccer fans should be pleased by the selection of more than 3000 real players from 12 international leagues. Up to eight players can test out new moves like the dummy and the crossover fake, and famous players, like Brazil's Romario, will have their real-life signature moves.

Unlimited camera angles on the rendered 3D sprites and stadium backgrounds should make for a visual extravaganza,



and the real-life chants from crowds around the world will keep your pulse thumpin'. Play-by-play commentary from British "football" announcer John Motson will add to the at-the-stadium feel.

*By EA Sports
Available November*



Foes of Ali

3DO

The world's most famous boxer is about to step into the 3DO ring with a heavyweight lineup of features. The Career, Historical, and Exhibition modes pit you against nine of Ali's famous opponents, or you can take on a friend in two-player competition.

Multiple camera angles will re-create the feel of a TV boxing broadcast. The brave who choose to fight from the first-person perspective will face blurred vision, double vi-

sion, and "seeing red" as their injuries pile up. Authentic crowd noises and motion-capture graphics should complete the ringside atmosphere.

*By EA Sports
Available Now*



GAMEPRO Hot Holiday Picks

Primal Rage Official Player's Guide

By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 190 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new Urth.

\$16.99 Code: BK-354
Genesis, Super NES,
Game Boy, & Game Gear



Final Fantasy III Players Guide

By Peter Mafan

The Espers have returned to let their magic loose on humanity, and all of humankind stands to be wiped out. Can you stop this madness? This guide is jam-packed with the battle strategies and fighting tips needed to defeat Kefka and stop the magical onslaught of the Espers.

\$12.95 Code: BK-317 SNES



Batman Forever Official Player's Guide

By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to best back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

\$8.99 Code: BK-360
SNES, Genesis,
Game Boy,
Game Gear



Pitfall The Mayan Adventure Official Players Guide

By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Players Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan Warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!

\$13.95 Code: BK-382
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Toy Story

Genesis

Super NES

Toy Story could be the top story this holiday. Released in conjunction with the Disney movie it's based on, Toy Story looks just like a next-gen action game. It's easy to see why. The game uses 3D images from the fully computer-generated animated film.

Playing as Woody, the toy cowboy with Tom Hanks' voice in the film, you overcome mutant toys, obstacles, and mazes across 19 levels in a hostile toy world. Toy Story's multiple perspectives keep the action

fresh as you change from side-scrolling gameplay to a driving sequence to a first-person segment.

Looking much like Clockwork Knight for Saturn, Toy Story has to make you wonder: Saturn? Why?

By Disney Interactive
Available November



Captain Quazar

3DO

He gets his own rap song, a rapid-fire personal cannon, and the cosmic okay to lay waste to everything in sight. At first look, Studio 3DO's cartoony Captain Quazar resembles a rabid Rambo with a tin star. Sounds like fun!

A mission-based action game for two players, Captain Quazar takes place across three worlds (eight levels) run by three crime lords. Quazar's job is to clean up the worlds and capture the bosses. Humorous cinematics intercut the missions, which range from dusting en-

emy buildings and freeing hostages to a showdown with Dx, the final boss. Cartoony, offbeat music and sound effects lighten the game's approach. A two-player competitive mode doubles the fun.

By Studio 3DO
Available November



Gargoyles

Genesis

Super NES



It was only a matter of time before Gargoyles, the animated series, crossed into the video game arena. This one-player action beat-'em-up looks like it was worth the wait.

A dark, foreboding game, Gargoyles catapults its warrior hero, Goliath, from medieval Scotland to modern-day New York. Playing as Goliath through 18 stages, you must scale walls, perform aerial ma-

neuvers, and engage in basic beat-'em-up action against hordes of enemies ranging from ancient Vikings to futuristic robots. Your goal: To secure the world by destroying the Eye of Odin.

Richly animated graphics set the stage, while a new villainous cast of rendered 3D robots makes the fighting sweet

By Buena Vista Interactive
Available Fourth Quarter '93

Darkstalkers: The Night Warriors

PlayStation

The otherworldly action of Darkstalkers, the arcade head-to-head fighting game, debuts soon on Sony's new system. This one- or two-player game carries ten monsters on its roster. The vampire, the werewolf, and the samurai ghost are among the contestants battling in the standard best-two-of-three tournament action.

Things to look for in this conversion are combos, mid-air blocks, and the ability to charge special moves while in the heat of fighting.

By Capcom
Available November



Bad Mojo PC CD

In a shady area along the San Francisco wharf, a scientist's magical artifact accidentally transforms him into a cockroach – and you play as the roach. The creepy crawlly one-player action challenges you to regain your human form with only the abilities of a roach and the guidance of a few animal friends. The seamlessly integrated puzzles pose tasks like figuring out how a roach could turn off the pilot light on a stove.

Spectacular graphics depict the apartment in phenomenal 3D detail. You'll crawl across messy kitchen counters, delve into the innards of a refrigerator, and escape from roach motels. This dazzling adventure has the potential to rival *Myst* in popularity. Pulse is considering ports to the PlayStation and Saturn, so keep your eyes peeled for 32-bit roaches!

*By Pulse Entertainment
Available November*



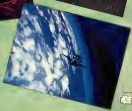
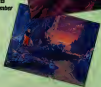
The Dig PC CD

This one-player adventure starts with you in the role of a space shuttle commander sent to realign the orbit of a wandering asteroid. After an accident with the asteroid, you and your crew – a reporter and a geologist – end up on an unknown planet strewn with the remains of an extinct civilization. Piecing together the story of that planet is your only way home.

Earle, alien graphics support the intriguing story line, and the game's packed with digital audio dialogue. With creative contributions from

Steven Spielberg and top sci-fi novelist Orson Scott Card, *The Dig* has all the right credentials to score big on the PC.

*By LucasArts
Available November*



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

We're talkin' GAMING HEAVEN!

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

In the future. There will be four more puzzles at \$2.00 each and one time-breaker at \$1.00 which will be sent to you by mail. You will have 2 weeks to solve each puzzle. You don't know how many will play but typically 55% will have the highest score possible to Place I, 40% to Place II, 36% to Place III, and 32% to Place IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H						Mystery Word
		E					
P	I	N	C	H	W		
	R						
S							

WORD LIST and LETTER CODE chart

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

MYSTERY WORD CLUE:

VERBIDEN WORDEN NIET TE BRUIJEN IN DIT OF ANDERES TOEGELIJK NAME DE

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PC GAMEPRO

Cyberia² PC CD

The holidays are beginning to look interesting if you're a PC gamer. Word is that your list won't be complete without Cyberia².

This action/adventure sequel has cyber hacker Zak Kingston awakening from the big chill (cryogenic hibernation) to help rebels squash the Free World Alliance.

From gun battles to hand-to-hand combat, Cyberia² promises more action and more lifelike gameplay. You can thank new technology, too, for the seemingly unlimited enemies. Cyberia² smacks of replay. You can set the difficulty, and enemies are programmed for ran-



domness so you shouldn't see one in the same place twice.

*By Virgin Interactive Entertainment
Available November*

Kyrandia Book Three: Malcolm's Revenge PC MD

The Kyrandia series continues when some chance lightning strikes the statue that is the evil jester Malcolm. Freed from his stone existence, Malcolm is again led by Stuart and Gunter, his good and bad consciences.

Playing as Malcolm, you can choose from three paths: evil, neutral, or follow the straight and narrow. Two endings are possible.

Mucho awaits you regardless. Deeper gameplay and

more than 80 scenes filled with magic, mayhem, and pretty darn hard puzzles increase Kyrandia Three's challenge. Also added to this installment are rendered 3D cinematics and SuperSound, CD-quality music.

*By Virgin Interactive Entertainment
Available Now*



Rebel Assault II PC CD

Rebel Assault is spawning an extraordinary action sequel with an original story line and live-action video. With George Lucas's blessing, Rebel Assault II will star actors in authentic Star Wars costumes and will use props from the film trilogy. Rebel II represents the first time the Star Wars creator has allowed anyone to film a live-action Star Wars adventure.

A new game engine will also rev Rebel II's action, though the shooting and flying are similar to the original game's. Flying a



cockpit view from within various starfighters and the Millennium Falcon; set your cross hair on TIE fighters and Star Destroyers as you blast across the futuristic galaxy. Rebel II is sure to please Star Wars fans.

*By LucasArts
Available Winter '95*

Flight Unlimited PC CD



The flight sim that has all the PC pilots pining is Flight Unlimited. Take this one-player graphical beauty skyward and you'll know what it means to soar like a bird. But don't expect to target enemies or to undertake missions: Flight Unlimited is the aerobatic pilot's flight sim.

In Flight, you get your choice of aerobatic planes, including a glider. Like an armchair barnstormer, your only

purpose is to fly stunts of increasing difficulty above breathtakingly beautiful 3D photorealistic terrain. You're rewarded with extraordinary internal and external views, as well as an instant replay of your stunt. Flight has a 3D cockpit with working instruments that adds to the game's realism.

*By Virgin Interactive Entertainment
Available Now*

An International View on Video Games

COMING ATTRACTIONS

As the PlayStation launches in the U.S., games are appearing in Japan. Here are some hot titles in development for the Sony system, plus a few to watch for on the Saturn and Super Famicom.

By Nob Ogasawara and Major Mike

Battle Arena Toshinden 2 (PlayStation)

By Takara
Developed by Tam Soft
1 or 2 players
Availability date not yet announced
CD
Fighting



take the first shot so she can claim self-defense. Chaos is the syndicate's assassin ordered to sanction Gaia with extreme prejudice.

Notable changes include the Over Drive Gauge at the bottom of the screen, which is presumably like the power meters found in recent SNK fighting games. Each stage will have a fixed light source rather than the frontal lighting used in the original. By enabling back lighting and other visual techniques, the expressions and movements of characters will be more lifelike.

Takara says Toshinden 2 will hit Japanese arcades in October or November with the home version following shortly afterwards.



Tactics Ogre (Super Famicom)

By Daist
Developed by Quest
1 player
Available October 6
24 megs
Whir slm/RPG
Battery backup



is conducted on a diagonal-view map with geographical obstacles and height differences that can be advantageously used by both sides. Similarities to Ogre include several mystical beasts and races, and the ability to change the class of characters based on how they have been used in combat. The depth of gameplay offered by this game should keep armchair generals on the battlefield for months.

The long-awaited sequel to the highly engrossing Ogre Battle (released by Enix on the Super NES) will finally be released 18 months after it was originally announced.

Unlike Ogre, this game is a turn-based battlefield simulation that plays like Shining Force on steroids. All fighting



Lunar Remix (Saturn)

By Kadokawa Digital Entertainment (KDE)
Developed by Game Arts
1 player
Available January '96
CD
RPG
Saturn memory-card backup



The classic Mega CD RPG (translated by Working Designs for the Sega CD) is being remade for the Saturn.

Making the jump to 32-bit, Lunar Remix is undergoing substantial enhancements in graphics and sound. The designers are also adding new features like traps and events to raise the gameplay to new heights.

KDE claims the new enhancements will make this game freshly appealing to veterans of the original 16-bit version. Let's hope somebody picks up this promising RPG for an English translation!

Namco Museum Vol. 1 (PlayStation)

By Namco of Japan
Developed by Namco
1 or 2 players
Available November 22
CD
Six-game collection
Memory-card backup

Namco brings together some classic arcade games from the '80s. This six-game collection includes the world-famous Pac-Man, the flag-grabbing racer Rally X (and the enhanced New Rally X), shooters Galaga and Bosconian, the pioneering behind-the-carview racer Pole Position, and the colorful action game Toy Pop.

Older arcade fans will appreciate this well-packaged collection - especially since Pole Position and Toy Pop have never been available outside the arcade. How about Dig Dug, Xevious, and BurgerTime for Vol. 2 and beyond?



Detana Twinbee Yahoo Deluxe Pack (PlayStation)

By Konami of Japan
Developed by Konami
1 or 2 players
Available September 29
CD
Shooter

Konami packages two arcade Twinbee shooters as one cute, colorful combo. Detana Twinbee was released in early '94, and Twinbee Yahoo hit the arcades this spring.



These games are respectively the second and third in the vertical-scrolling shooter series.

Konami manages to fully re-create the original arcade games, including the high-grade anime cinemas. An arcade-perfect version is also in preparation for Saturn.



Super Family Gelände (Super Famicom)

By Namco of Japan
Developed by Namco
1-12 players (not simultaneously)
Availability date not yet announced
16 megs
Skiing
Battery backup



The sports experts at Namco turn their attention to skiing, Japan's premiere winter sport, and bring its speedy excitement home without the attendant cold.

Rather than take the easy route of using the control pad to perform turns, Namco opts for a unique system that makes the skier shift his weight on his feet - just like real skiing! With features like Story and Time Attack modes and more than eight slopes, Super Family Gelände has enough variety to keep skiers happy in the off season.

System Wars



Sales of the PlayStation and Saturn appear to be running neck and neck, despite the Saturn's early start.



The early returns for the new 32-bit systems are in, and the result is...a draw? Depending on how you look at it, **Sony's PlayStation** is outselling the **Sega Saturn**, or the two systems have identical sales figures. According to official statements from company spokespersons, as of late September the PlayStation and the Saturn had each sold about 120,000 units in the U.S. The big difference is that the Saturn made its debut on May 11, while the PlayStation debuted September 9.

For both systems, sales were highest right when the systems launched. Sega saw another sales boost when it offered Virtua Fighter Remix and its "three free games" deals late in the summer. Still, the sudden success of the PlayStation must be troubling for Sega, considering the Saturn had a four-month head start, yet the PlayStation caught up within three weeks of its launch. "We had the right price, the right technology, and

the right software," claimed Olaf Olafsson, president of Sony Interactive. The bad news for Sony, meanwhile, is that it's almost certainly losing money on every PlayStation it sells for \$299, but it hopes to recover those early losses when about 20 PlayStation games go on sale for Christmas.

In other sales news, according to a Sega spokesperson the sluggish sales of the **32X** perked up late in the summer when the price for the base unit (with no pack-in game) was cut from \$199.99 to \$99.99. The price for the system with either Star Wars Arcade or Doom also dropped, falling from \$179 to \$139. "It's the most affordable system for 32-bit gaming on the market," said Chrissie Hursel-Kramer, director of marketing for the 32X. "And we expect to see a more significant increase as more of our full titles roll out." Prominent among those is Virtua Fighter, scheduled for a mid-October release.



Nintendo's raking in the bucks as Killer Instinct SNES carts dash out the door.

As for **Nintendo**, it had its own sales figures to brag about.

More than 150,000 copies of **Killer Instinct** for the SNES were sold on the first day the game hit U.S. stores (August 30), making it the fastest-selling Nintendo home game ever. The previous Nintendo champ was last year's Dorissey Kong Country. Nintendo anticipates that it will sell more than 2 million KI cartridges in the U.S. by the end of the year.

The "Other" System



3DO's counting on its "value" package and larger software library, which includes 3DO-only titles like Killing Time, to keep up with Sega and Sony.

After a three-year lead in the 32-bit market, **3DO** now faces serious competition from Sega and Sony. Despite its head start, 3DO has achieved only lukewarm acceptance and success. As the

next-generation battle lines are drawn, 3DO's looking at its price/pack-in combination, its software, and its upcoming **M2** technology to stay in the field.

Bob Lindsey, 3DO's senior

Capcom Cartoons



Capcom is hoping to repeat the success of its Mega Man cartoon with two new animated shows based on video games. **Street Fighter: The Animated Series** is reminiscent of last spring's film, postulating Guile as the leader of the Street Fighters against an evil syndicate run by Bison. **Darkstalkers** tells the continuing story of an average kid who makes some supernatural friends and then confronts an alien invasion.

**BLOCKBUSTER
VIDEO**

December Hot Sheet!

Super NES

1. Killer Instinct
2. Mortal Kombat 3
3. NBA Live '90
4. Earthworm Jim 2
5. Super Mario World 2: Yoshi's Island
6. Madden '90
7. Separation Anxiety
8. WWF Wrestling: The Arcade Game
9. NFL Quarterback Club '90
10. Batman Forever

Genesis

1. Madden '90
2. NBA Live '90
3. Prime Time NFL Football
4. Mortal Kombat 3
5. Earthworm Jim 2
6. NFL Quarterback Club '90
7. WWF Wrestling: The Arcade Game
8. Separation Anxiety
9. College Football USA '90
10. Batman Forever

vice president of marketing and general manager of Studio 3DO, remarked 3DO's "value" package as one of the systems' strong points: \$299 gets you a 32-bit system with two pack-in games and RF capability. In contrast, Saturns and PlayStations cost \$349 with one pack-in and no RF input.

Lindsay explained that 3DO plans to beat its rivals with software, not hardware. "For second-generation 32-bit systems, Sega and Sony didn't do much to improve on our systems. If you had all three systems side by side, you couldn't tell the difference." At press time, 3DO foresaw 40-50 new games in the next few months, including system-specific titles like Star Fighter and Snowjob, as well as classics like Doom and Mortal Kombat 3. "And it won't just be a wimpy version of MK 3,"

Lindsay added. "We know what the system can do, and you'll see something above and beyond the arcade version."

In the long term, 3DO's looking to its M2 add-on, which will allow 3DO gamers to upgrade their systems to 64-bit, to surpass the Saturn and PlayStation. "M2 is way beyond the Saturn and PlayStation, which will reduce their life expectancy. The real boom will happen in 64-bit because of the improvements in performance," Lindsay said. Studio 3DO has more than ten M2 games under way and third-party developers like EA and Interplay are working on M2 games as well. With regard to the impending competition from Nintendo's Ultra 64, 3DO feels that it will get superior performance from the M2, so its games could consequently out-sell Ultra 64 games. ☞

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Consumers will settle these points in the coming months, but 3DO's hedging its bets by broadening the scope of its business. Building on its M2 technology, the company plans to develop MPEG and 3D graphics accelerators for PCs, and will also begin work on Internet software. "Games will still be our core business," Lindsey said, "but these opportunities fit in very nicely with our gaming side."

At the Deadline

 Look who's bringing games to the PC. **Sega** will complicate your shopping decisions this Christmas by offering six of its most popular console games for Pentium-based PCs running Windows 95: Sonic CD, Virtua Fighter Remix, Ecco the Dolphin, Tomcat Alley, Comix Zone, and Panzer Dragon. These and upcoming titles will be sold under a new label, Sega PC.

 **Nintendo** has announced its first RPG for the **Ultra**

64 Squaresoft is working on **Final Fantasy III**, which probably won't be a launch title but should be out sometime in 1996.

 **XBand**, already a hit with SNES and Genesis owners, is also going PC. **XBand PC** will debut late this year to make head-to-head gameplay possible for Windows owners. The first games out of the chute will be *Sport Accolade's* *HardBall 5*, *Capcom's* *Super SF II*, and *Zombie's* *Locos*.

 **Sega** has announced plans to open its first **Interactive Entertainment Center (IEC)** in America. Featuring interactive attractions, motion simulators, and the latest games, the IEC will open in Seattle, Washington, in July 1996. More than 150 similar centers are scheduled to open nationwide by the year 2000.

 **Sony** is so pleased with **SingleTrac**, the 3D-software stars who created **Warhawk** and

Twisted Metal for the PlayStation, that it signed up the Utah-based company for two new games. Still untitled, the two games should be unveiled in the second half of 1996.

 After successfully debuting across America over the past year, **Sega Channel** is about to expand into Canada. The monthly cost for the cable service, which enables subscribers to play up to 50 games a month, will be about \$19.

 Months of back-and-forth negotiations have finally concluded for **Acclaim**, which has announced its acquisition of **Lazer-Tron**, a company that makes and sells interactive computer tickets-redemption games in arcades.

 The **Mortal Kombat Live Tour** continues to roll on. While dates aren't yet firm for all performances of the martial arts extravaganza, these venues are set for visits by the end of the year: Radio City Music Hall

(New York), the U.S. Air Arena (Washington, D.C.), Pittsburgh Civic Center (Pittsburgh), Blockbuster-Sony Music Entertainment Center (Philadelphia), the Gund Arena (Cleveland), and the Rosemont Horizon (Chicago).

 **Sega Sports** has found a new way to get the word out about its products: through comic strips. Readers of USA Today will find a sports-themed strip in the paper's sports section every Thursday. In the strip, two fans comment on sports topics while playing Sega Sports games. 

Hot News from GamePro Online

America Online users can now get updates on all the happenin' video game news from **GamePro Online**. Use the keyword "GAMEPRO" to access **GamePro Online**, then head straight to the **Hot News** section to keep up with the latest word on the latest games.

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Systems
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2 tips
- Press 3: Sega Genesis
2 tips
- Press 4: Hand Held
2 tips

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GAMEPRO ONLINE

December 1995

America Online • World Wide Web

Getting Into GamePro Online

There's a big, bright cyberworld out there, and GamePro is in the middle of it! Here's some of the action on GamePro Online.

By The Net Nut

GamePro Online has officially launched on America Online (AOL). So even as you read this magazine page, AOL subscribers are getting the latest, greatest news and information about video games through their computers. Here's a sample of what's going on in cyberspace.

Conference Calls

GamePro editors go online from 4:30-5:30 p.m. (PT) every weekday to field questions in the GamePro Online chat room. An excerpt from one conversation:

Q: What is Nintendo's exclusivity clause for the Ultra 64?

Net Buzz: We know they have a "Dream Team" concept,

where they're trying to lock up games for the Ultra 64 only. Surely there will be games that cross over all platforms because it's a sure-fire way for the developers to make money on the title.

Q: Which has more potential, the Saturn or the Playstation?

Mazzy LaMocha: So far, we've seen better quality software for the PlayStation, but don't count Sega out yet (uh, oh, the editors are fighting on the floor about that question!).

Message Boards

Subj: Ultra 64
From: Simba3555

Two weeks ago, I was overseas visiting Nintendo of

Japan about a job in video game programming. The Ultra 64 does exist, and Killer Instinct 2 will blow you away. The only reason for the Ultra 64's delay is that Nintendo wants 20 to 30 games available at release.

Subj: 3DO RULES!!!
From: SDema21166

3DO is the best game system on the planet! When Phase 2 is announced and the M2 is released, the Saturn and PSX (PlayStation) are going to

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wither out and die! The M2 is 10X faster than the PSX. Compared to the M2, Saturn looks like the Jaguar. ☑

Live from AMOA

GamePro Online presented live updates from the Arcade Machines of America (AMOA) show in New Orleans. AOL subscribers joined in on five conferences with Ed Boon of Williams/Bally Midway, plus key insiders from Time Warner, Namco, and SNK. Some hot news from the show:



Mark Turmell and Sal DiIorio Talk About "NY Man" Bart at AMOA.

- NBA Jans creator Mark Turmell is working on a new game for Midway. Turmell will join a GamePro Online conference in December to get ideas from gamers - whoever submits the best idea will be put into the game as a hidden character!
- MK 4 is definitely happening for late '96. According to Ed Boon and John Tobias, it will look very different from past versions and will be more of a rendered 3D game.

NetPro

What's on the Web? Plenty! NetPro will present the best of what we find on the Internet. For example, here are some new World Wide Web addresses for game companies. (See "Surf's Up! Online Video Game Information," June, for more sites.)

Citipak Entertainment:
<http://www.aband.com>

Nintendo of America:
<http://www.nintendo.com>

Sega of America:
<http://www.sega.com>

Sony of America:
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FOREHEAD? ISN'T THERE
SOMETHING THAT CAN BLAST
IT OUT OF MY LIFE? THAT DIGS
DOWN AND DEEP CLEANS WITH
MORE KILLER STUFF
THAN THE NUMBER ONE
PAD TO ZAP ZITS? IN
FACT, ISN'T THAT
SOMETHING THIS
WICKED LITTLE
PAD FROM
CLEARASIL?**



This is almost
as cool as being able
to lick myself



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It's Garfield's first *game* in a video game. And he went and got himself trapped in a world of late-night B movies like *The Curse of Cleopatra*, *Count Sbaldo* and *Catsablanca*. Without you, he's stuck there. As you romp through each scene you'll find plenty of new weapons, bad guys, and eye-popping graphics drawn by Garfield's animator, Jim Davis. You'll jump, scratch, and wamel your way out of some potentially nasty situations. And if you're good enough to get Garfield back to reality, he might just teach you how to do that bathing with the tongue thing.



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