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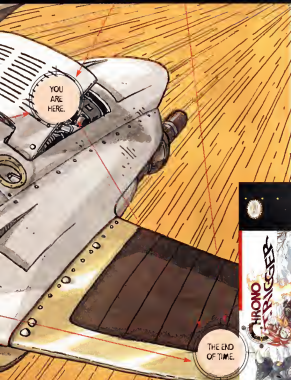
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-Laura Harris

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ACTIVISION

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Loaded

ProStrategy Guide (PlayStation)
Load up with four levels of Loaded info, then get ready to take on the meanest space scum in the galaxy!



Get Loaded (page 84), then get dirty with Earthworm Jim 2 (page 100)!

Breath of Fire II Strategy Guide (SNES)

Take a big breath and plunge into Part One of our Breath of Fire II ProStrategy Guide. Page 88

Earthworm Jim 2

ProStrategy Guide (SNES)
Jim's back, and he has something to pry-crow about! Get down and dirty with these maps and game secrets.

The Fighter's Edge

Street Fighter Alpha (PlayStation)
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Ultra Hype for The Ultra 64

Nobody builds up excitement the way Nintendo does. It hypes its products so effectively that its games often set sales records on the very first day they're available. Remember the videotapes Nintendo mailed out to promote Donkey Kong Country in 1994? The result was an opening-day sales record. In 1995, months of hype brought chart-topping sales figures for Killer Instinct, which was matched a few months later by DKC 2. Nintendo doesn't just know how to make video games and systems, it knows how to sell them.

For two years now the hype about the Ultra 64 has been gathering momentum. So smitten are gamers by the promise of what this still-mysterious system will do, they are already swearing their allegiance to the Ultra 64, even though they've never played a single game on it. We get lots of letters confirming what Daniel Pauley's letter at right tells us. Is it because they have undying faith in Nintendo? Or are they so disappointed in the other new systems that they'll grasp at whatever Nintendo offers? Either way, gamers definitely want their Ultra 64.

Based on the mail we get, the big dilemma facing gamers this past holiday season was deciding whether they should spend 32-bit bucks now or spend 64-bit bucks later. We posed the question to our editorial staff: if you could buy only one system, which would you get — any new system available before Christmas for up to \$300, or would you wait until April for a \$250 system you haven't even played yet? Our editors split down the middle: Half wanted a PlayStation now, and half would hold out for Nintendo. Sorry, Sega.

Perhaps the best way to solve the dilemma is to take the advice of "RabDwmb3," who suggests in the letter after Daniels that we all have patience when buying anything. He's right: Considering how prices inevitably get slashed in this business, sometimes the best game to play is the waiting game.

The GamePros
the_mail.gamepro@ftw.com
San Mateo, CA



Coming Attractions?

Coming Attractions?

Battling for Your Bucks

When I pulled some people to see if they liked Nintendo's Ultra 64 or Sega's Saturn, the results were stunning! Every one of the 21 people favored the Ultra 64! I can't believe that people would prefer a system that isn't even out over a system that is. I sure hope the Ultra 64 lives up to its popularity!

Daniel Pauley
Carmel, IN

Bro' Buzz replies:

A lot of people hope that the Ultra 64 is all it's cracked up to be! Read our adjacent editorial to see the results of an informal poll we took about Nintendo's intriguing new system.

Whenever the holidays come around we get a rush of new "cutting-edge" systems. Unfortunately, most companies have forgotten that the most important thing in a system is not the circuitry but the games. Are they entertaining? Are they addicting? I find many of my old NES classics to be much more fun than most of the new state-of-the-art games. Wait before rushing out to buy the next new thing like I did, and make sure that the system will be entertaining in the long run. A system is just a piece of plastic if the games you plug into it are a real bore, no matter how good the graphics are.

"RabDwmb3"
Internet

In writing this letter because I'm concerned over the video game market. I believe there's way too much hardware and software, and gamers just can't support it all. I'm convinced some companies are gonna go belly up in the months to come, unless they can come out with affordable but revolutionary products.

Mark Guinane
Manchester, MA

The Unknown Gamer replies:

It's true, some companies are gonna go belly up. Many already have. So it goes in almost every business: if you can't come up with inexpensive, innovative products, you're likely to fail. With new systems priced at \$300 and new games at \$70, gamers are too smart to blindly buy every product that comes out.

I recently paid \$59.99 for NK 3, and now I ask myself why. The game is just total cheese, and it's harder than the arcade original. You can't play the "very easy" game without losing almost all of your six continues! And the characters are not at all mystical or creepy; they're as flashy and Americanized as the wrestlers in the WWF! Plain cheese! I hope NK 4 isn't as comy as NK 3.

"K3B3X"
Internet

Cart Queries

When you reviewed Survival Arts ("Hot at the Arcades," March 1994), you said it would come out for the SNES and Genesis. Where is it? **Nathan A. Navarro**
Internet

Bruised Lee replies:

The game has gone to that great video game graveyard in the sky. American Sammy had plans to bring Survival Arts to other systems, but the company quietly killed those plans last year.



Survival Arts didn't survive long enough to make it to the 16-bit systems.

You reviewed The Mask for the SNES in November. Will there ever be a Genesis version? **Jim Brady**
Egg Harbor Township, NJ

Doctor Devon replies:

A THQ spokesperson told us that the company planned to make a Genesis version, but when the SNES version took longer to finish than expected, THQ decided not to split up its creative team. The SNES version came out about a year after the movie was released in theaters, so a Genesis game would've come out about two years after the fact. Too little, too late, so there won't be a Genesis version.

Im a big fan of the Road Rash series, but I'm tired of the street bikes. Will EA ever make a Road Rash game using dirt bikes?

David Terry
Temple Hills, MD

Captain Squileo replies:
We went to EA's Road Rash expert, Executive Producer Randy Breen, for an answer. He admits that there have been discussions at EA about such a game, and he has some designs in his head, but nothing formal's been planned yet.

The Magazine Biz

I was just reading your mag and noticed these little black boxes with things written in them like "The secret area to the far right of the circus can be found only by gliding with the wings." These boxes seemed to be randomly scattered around the magazine. What's up? **"RADNADS"**
Internet

Tommy Glibe replies:
Check out page 157 in the October '95 issue. Acclaim's Bat-

man Forever ad tells you about a contest with clues hidden throughout the magazine. Find 'em all, and you might win a Batsuit or copies of the video games.

Address Central

Bridgette Wilson is really cool as Sonya in the Mortal Kombat movie. Do you have her address?

Damian Ellenburg

Air Hendrix replies:
Sonya's at this address:
Bridgette Wilson
c/o The Gersh Agency
P.O. Box 5617
Beverly Hills, CA 90210



Pick of the Month



Jeremy Cundiff, Springfield, OH



Marlo Gonzalez, Peterson, NJ



Peter Cho, Newton, MA

PRIZE

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Whaddaya Think?

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BUYERS BEWARE



By The Watch Dog

Still snowin' outside? Man, this old dog is really gettin' on in years. Something else that makes my bones go cold is the latest batch of letters concerning Sega and the Jaguar.

Q: I'm interested in buying a Jaguar, but my friend tells me that it's not worth \$149 because it doesn't live up to its full potential. My friend also tells me that the Jaguar system itself contains 32 bits (not 64), and that the games come with the other 32 (but not always). Is this true? Also, how difficult is it to understand the controller?

Eliseo Col'on, New York, NY



The Jaguar paws along.

A: Scary Larry states: We've printed a picture of the controller so that you can see the layout for yourself. The controller usually doesn't use the keypad, and for games that use the keypad extensively (Allen vs. Predator, Doom), a keypad overlay is used to minimize confusion. But yes, it is a lot of buttons for nuttin'.

As to the value of the Jaguar, well...you have to make that determination on your own after playing the games. As we go to press, rumors are flying that Atari is getting out of the video game business (as it did when the video game market crashed in 1985). Still, a Jag is cheaper than the other next-gen systems, and though it uses a true 64-bit processor, most experts feel that the games don't use the processor to its full potential.

Q: I just bought Mortal Kombat 3, and inside was a warranty card that says "To be eligible for customer support and product upgrades, you must complete this warranty card and return it to Williams Entertainment Inc." Since I happen to know that MK 3 will be getting an upgrade, does this mean that I'll be sent the upgraded version? Will I have to return my copy to Williams, or will someone program it into the game, or will I get a new version?

Jared R. Sigler, Philadelphia, PA

A: A representative from Williams Product Support states:

"The warranty card is strictly a means to help with customer support. The keyword in the legal information concerning the warranty is 'eligible.' And when speaking of upgrades, we mean upgrades to a specific game like MK 3, but not upgrades to a new game like Ultimate Mortal Kombat."

Q: I recently bought a Sega CD and am saddened to see only old games to play. I've looked everywhere, but haven't been able to find any good games for the Sega CD. Have the games been discontinued?

Nick Piontek
Coon Rapids, MN



Sega Seedy

A: The Watch Dog states: Two new games scheduled for release in the near future include BrainDead 13 and Myst. These two games are all that's on the horizon for the diminishing Sega CD. It's clear to us that Sega has turned its full attention to the Saturn.

Q: I would like to comment on how you somehow managed to get your facts messed up for your Chrono Trigger Strategy Guide, Part One. First of all, you spelled the cave woman's name as Ella, when in fact her name is Ayla. Then, everyone knows that one of the time periods is 65,000,000 B.C., but once again you screwed it up and said 65,000 B.C. There is no such thing as the Promo Dome; there is, however, the Proto Dome. Heckran isn't spelled "Heckran"! The name is Nizbel, not Nizbere!

There are probably many more mistakes, but pointing them all out would take eons! These "minor" mistakes truly upset me and many other Chrono Trigger fanatics. You guys are supposed to be our source of gaming info, but how are we going to know whether or not we're getting correct info?

Brodie Krause, Bismarck, IL

A: Sir Scary Larry states: The facts were not "messed up," simply lost in the translation, my fine young man! The Chrono Trigger strategy was taken from a Japanese translation, some time before the American code was finalized. Take heart, Brodie! All the other information (and especially the crucial how-to's) is accurate.

A: GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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PRO NEWS

February 1995

Trailing Sony, Sega Restructures



Sony has captured the upper hand over Sega in 32-bit hardware sales.



The latest 32-bit sales figures are in, and Sega ain't smiling. In late November, Sony clocked in with 300,000 PlayStations sold, while Sega trailed with a mere 130,000 Saturns sold. Although these figures will change dramatically during the crucial Christmas buying season, Sony's early lead is particularly impressive because the Saturn has been available for more than three months longer than the PlayStation. Sony also reported strong sales of software and peripherals, registering four games sold for every PlayStation.

Sega's recent financials reflect the beating it's taking at home: Japan's Sega Enterprises reported that the entire company's profits had fallen to \$110 million in the six months prior to September, a sharp drop from the \$163 million it earned in the same period last year.

These losses may have been the motivation behind Sega's recent restructuring. In conjunction with CSK Corporation, a large Japanese software developer, Sega has formed a new company, Sega Soft, that will produce games for the Saturn, PC, and Internet. Sega will continue to develop and publish games for the Genesis, Saturn, and other Sega hardware in the U.S., and will also handle the marketing and distribution of Sega Soft's products.

"It's basically a good business model," said Neil Cohen, Sega's vice-president of marketing and corporate communications. "The two companies will work together closely; it's a very hand-in-glove relationship." Squelching rampant industry rumors, Cohen firmly denied that Sega Soft would develop games for the PlayStation or Ultra 64.

Neo-Geo CD Back on Track

After a three-month delay, SNK planned at press time to release the Neo-Geo CD by early January. The catch, however, is that the hardware will utilize only a single-speed disc drive, which means that games will load much more slowly than they would've on the double-speed drive that SNK originally planned.

SNK's Game Lord Chad Okada



A slightly downgraded Neo-Geo CD should soon be available.

explained that the switch from a double- to a single-speed drive will reduce hardware costs "in a fiercely competitive market where others [Sega and Sony] are losing money on hardware with double-speed drives." No other changes were made to the system. Okada added: "The Neo-CD will still sell for \$399 with one controller and a pack-in game (consumers can choose either Samurai Shodown 2 or King of Fighters '95). SNK plans to accompany the Neo-CD's launch with the simultaneous release of 50-70 games.

Deal Propels M2 into System Wars

The recent sale of 3DO's 64-bit M2 technology to **Matsushita Electric Industrial Company (MEI)**, the parent company of **Panasonic**, **Technics**, and **Quasar**, puts 3DO in a much stronger position in the next-generation system battle. The deal calls for MEI to pay 3DO \$100 million for M2, which MEI plans to use to develop a 64-bit upgrade to the 3DO; a separate stand-alone 64-bit system, and other consumer electronics products (see "ProNews," January). For gamers, the deal signifies that, with the backing of electronics giant MEI, the nascent 64-bit M2 system will probably emerge as a strong challenger to the systems made by Sony, Nintendo, and Sega.

"What it means for the consumer is that MEI stands behind the [M2] technology," said Bill Gardner, vice-president of **Parsonic Interactive Media** (formerly **Panasonic Software**). "The bottom line is that it's not a dead-end system. In the U.S., we're on a much more competitive basis with the Sonys and the Segas."

Although Gardner said that it's too early to plan release dates for M2 hardware, his company is working on M2 games, including titles

"The bottom line is that M2 is not a dead-end system."

This Just In . . .

Beyond Ultra 64!

The **Ultra 64**, unveiled at the 7th Annual Showbiz Show in Japan last November, is certainly a ground-breaking video game system, but Nintendo isn't about to stop there. Nintendo engineers are also working on a peripheral device that supports proprietary magnetic-storage media, which will enable the Ultra 64 to read and record game data. According to Nintendo, such technology would enable gamers to purchase new levels for games or create and swap characters. New versions of **Dungeons and The Legend of Zelda** are already in development for 1997.



There may already be more to Super Mario 64 than meets the eye!

based on Williams arcade games like *Ultimate MK 3*. He added that MEI is also beginning talks with other game companies that may be interested in licensing M2 technology.

Despite persistent rumors that Sega was interested in buying M2, a Sega spokesperson was unimpressed by the deal. "We decided not to go with M2 because we didn't think enough of it," the spokesperson said. "We believe in the Saturn architecture, and it will be the basis of our future technology, which we'll be working on over the next three years. There's only one 64-bit system to reckon with, and that's Nintendo's."

As for The 3DO Company, it reported a net loss of \$8.8 million on revenues of \$7.1 million in its recent quarter, though the influx of M2 cash should bolster its fortunes. 3DO will push ahead on several fronts, including working on its M2 games; exploring the development of software and hardware for the PC, arcade, and Internet; and beginning work on the next level of technology beyond M2, according to a spokesperson. "We support MEI and really feel that the M2 technology will take off."

At the same time, the spokesperson indicated that 3DO could begin work on PlayStation and Saturn titles, depending on how the market turned. "Anything's possible," the spokesperson said, concisely summarizing the next-gen situation. "We want to hit the sweet spot, and the leader's not clear."

Window Opens on Windows 95 Games

Heavyweight software companies like Sony Interactive, LucasArts, Acclaim, and Electronic Arts gathered in Redmond, Washington, this fall for the **Windows 95 Games Launch**. More than 75 games and accessories for Windows 95 were displayed, most of them scheduled for Christmas release.

Among the prominent third-party games were *NBA Jam T.E.*, *Shock Wave Assault*, *The Dig*, *Warhawk*, *DeathKeep*, *Return Fire*, *The Hive*, *Beavis and Butt-Head*, and *Dreadnaught Encounter*. New Windows 95 peripherals included graphics accelerators, joysticks, and 3D glasses.

Absolutely Grim

1995's tough market has taken its toll on another software company. Absolute Entertainment, makers of *Tum and Bam* and *BattleTank*, suspended operations and laid off most of its staff late last fall, according to industry sources. While the company hadn't returned calls by press time, sources say that Absolute's last batch of games for 1995, including Penn & Teller's *Smoke and Mirrors* (Sega CD, 3DO) and *BattleTech: Gray Death Legion* (Saturn), are indefinitely on hold as the company determines its future course.



Will BattleTech ever make it to the Saturn?

Hot News from GamePro Online

America's hottest news can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then log straight to the Net News section to get the latest video game news.

Atari Axes New Games

Atari has good news and bad news to report this month. First the bad. While unconfirmed rumors of the company's imminent demise continue to swirl through the industry, Atari has canceled three unfinished Jaguar and Jag CD games and laid off the creative teams working on them. The cancelled games were *Thea Realm Fighters*, which featured actors who appeared in *MK II*, *Black ICE/White Noise*, and *Sudden Impact*.

On the flip side, Atari is making progress on the retail front with the opening of the first *Jaguar Mall Store*. Located in Longmont, Colorado, the store offers nothing but Jag and Lynx systems and games.



Thea Realm Fighters was hyped at E3 last year, but delays and expenses led to an early death.

BLOCKBUSTER VIDEO

February

HOT SHEET

Super Nes	Genesis
1. <i>Drinking Kong Country 2</i>	1. <i>NBA Live '96</i>
2. <i>NBA Live '96</i>	2. <i>Top Gun</i>
3. <i>Toy Story</i>	3. <i>RescueX</i>
4. <i>Killer Instinct</i>	4. <i>Major League 3</i>
5. <i>Mortal Kombat 3</i>	5. <i>PGA Tour '96</i>
6. <i>Super Mario World 2: Yoshi's Island</i>	6. <i>Wormies</i>
7. <i>RescueX</i>	7. <i>WWF WrestleMania</i>
8. <i>Demigod</i>	8. <i>Demigod</i>
9. <i>Allegiance</i>	9. <i>Southwest Jet 2</i>
10. <i>Asphalt Road Racers</i>	10. <i>Asphalt Road Racers</i>

Quick Hits

- **Sega Channel** continues to expand its service: New deals with three more cable companies (Continental, Adelphi, and Cox) will make Sega Channel accessible by almost 8 million more cable subscribers in cities ranging from San Diego to Boston.

- **Nintendo's** monthly addition to its recent list of statistical landmarks (see "ProNews," December '95 and January '96) shows how long the company has been on top. For the first time ever, a game company has sold more than a billion video games. The impressive total means that in the last 12 years Nintendo has sold games around the world at the rate of three per second for every minute of every day. Nintendo breaks down the sales this way: 50% NES, 29% Game Boy, and 21% SNES.

- Go to a **CyberMind Virtual Reality Center** (there are 20 around the world), and you'll find something new for sale: **SmallEyes VR stereovision 3D glasses**. Made by **StereoGraphics**, the lightweight glasses sell for \$179 and come with a control box and a specially modified stereovision CD-ROM of *Descent: Destination Saturn*.

- In other tech news, **VictorMaxx** is bringing out a new cordless and wireless PC controller. The **\$119 VIB One** controller should already be on store shelves. Similar controllers should be out for the Mac, PlayStation, and Saturn later this year.

The Best of GamePro Online

Highlights from *GamePro Online*, plus a look at what's new on the 'Net.
By The Net Nut

GamePro Online races along on America Online every minute of every day! For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in GamePro's cyberworld.

Message Board Action

Subj: Why no MK 4?

From: MKR92

John Tobias and Ed Boon, the creators of *Mortal Kombat*, have supposedly decided not to go beyond MK 3. Why not? MK games at this point are the hottest games in the U.S., and their hit movie means even more dough. Maybe they don't want to imitate the *Mega Man* games and make so many that they get old, but they could at least make MK 4, and maybe MK 5.

Subj: Re: Why no MK 4?

From: Pxr1234

I hear there will be an MK 4, due out in October 1996. Supposedly it will have the same game engine as *Toshinden* and *Virtua Fighter* but with MK

graphics, moves, and fatalities.

Subj: MK3 for 3DO

From: DC 1978

I read in *GamePro's ProNews* that MK3 is coming for the 3DO early in '96 [*ProNews*, November 1995]. Will it be for the N32? At least the 3DO can handle the game! No three-second wait to morph!

Subj: No Thank You

From: Han Solon

Sixteen-bit systems have a good three years of life left before the 32- and 64-bit systems take over. I wouldn't worry about *Virtual Boy*, though. Why the heck would anyone want to spend \$180 on something that doesn't come in color?

Glossary of Online Terms

TOS—On America Online (AOL), this stands for "Terms of Service." AOL's rules for members using their system. Sweating, spamming, or abusing other AOL users are TOS violations. Committing a TOS violation can result in a warning, account suspension, or cancellation. Go to keyword **tos** for more information.

Computer Game Demos

Now that *GamePro* covers PC games, *GamePro Online* has added PC and Mac games to the file libraries. Computer gamers can now check out demos of the latest computer titles, including *WarCraft*, *Blackthorne*, *MK 3*, and *Heaven* (shown here).



Find a demo of PC games like *Heaven* in the File Vault.

Online Options

Check out these areas in *GamePro Online*:

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (every weekday afternoon in the chat room)
- Message boards (posted comments and tips)
- File vault (game-related info, including FAQs)
- Archive (back issues of *GamePro*)
- Guest conferences (meet the experts)



Gamers continue to post interesting images in the *GamePro Online* File Vault. Here's a first look at the poster from Japan which advertised the *Shoshokai* video game show, the winter event where *Nintendogs 64* was introduced.

NetPro

What's on the Web? Tons! Here are more addresses of new game-related Web sites:

Konami

<http://www.konami.com>

Konami's Web page provides information on upcoming products for various game platforms and...even job offers.

Playmates Toys

<http://www.playmatetoy.com>

Playmates' Web site covers Playmates Interactive, the company that made a splash with *Earthworm Jim* last year.

Softimage

<http://www.microsoft.com/products/softimage>

Softimage produces computer-graphics programs used for video game development by Sega and other companies. Their Web site offers information on its products, plus movies and images created with Softimage software.



What's available at Konami? Here's their Web site.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com



"I didn't think a ball could fit there."

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

"Help him up."



Fast-paced, head-turning action so real you can almost taste the Astoria! Welcome to Quarterback Attack. The bone-cracking action of real football that puts you in control. Six skill levels, hundreds of plays and over a thousand ways to get your ass kicked. This is the first pro sports simulator that puts you in the shoes of the quarterback. How long you manage to stay there is up to you.

QUARTERBACK

ESPORTS
supersports.com

Get your best retailer, 1-800-282-2828 <http://www.digitale.com> e-mail info@digitale.com
 For the latest NFL and sports information online go to <http://ESPN2.esports.com>

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THE
CUTTING
EDGE

THE Ultra 64: Power Packed

Nintendo's 64-bit system checks in at the right price, but will it have the right stuff?

By *The Wizard*

Mario is gearing up for battle, which means the last combatant in the new video game system wars is maneuvering into position. It will be called the "Nintendo 64" in Japan and the "Nintendo Ultra 64" here in the U.S. Whatever the name, this 64-bit machine should scream!

Shoshinkai Showtime

The Nintendo 64 (N64) made its debut at Nintendo's

Shoshinkai Software Exhibition in Japan, and according to Nintendo of America (NOA), beyond a possible color change, the Ultra 64 (U64) will be an exact duplicate. In Japan, the N64 is scheduled for release on April 21. NOA wouldn't commit to an exact day, but U.S. gamers should expect to

see the Ultra 64 by the end of April. The Japanese N64 price tag will be ¥25,000, which is in line with NOA's promise to bring the U64 in at \$250.

Made in America

Silicon Graphics, based in Mountain View, California, designed and developed the Nintendo 64

architecture and chipset, and MIPS Technologies of Milpitas, California, crafted the silicon. The heart of the cartridge-based unit is built around a 64-bit RISC CPU (a custom MIPS R4000-series chip) and an SCI Reality Immersion processor for graphics and sound.

The CPU burns along at a blazing 94 megahertz, and teamed with 4 megabytes of memory (charged by proprietary Rambus data-transfer technology), it makes the U64 faster than a speeding personal computer. In fact, the unit is basically a scaled-down version of SGI's powerful Reality Engine graphics computer, and most game developers will use SGI graphics workstations as development systems.

Nintendo already has its eye on future memory enhancements, too. There's a mysterious memory-expansion slot on top of the system



A memory cart slides into the bottom of the controller.



The controller also has a trigger mounted underneath.



The bi-grip controller makes multi-button configurations possible.

The Japanese Nintendo 64 will become the American Ultra 64 this April. Note the system's four controller ports.

that Nintendo refuses to discuss. Moreover, the video game giant has already announced a new magnetic-media storage peripheral for 1997, which will fit underneath the U64.

For Controller Freaks
The tri-grip controller looks strange, but it feels super smooth. Like the SNES controllers, it has front-mounted L and R buttons and a directional pad. Unlike the 16-bit

controller, however, there are just two action buttons, but that won't limit the U64's capabilities. A thumbstick set in the middle of the controller enables 360-degree movement. There are also four smaller top-mounted buttons, which are used mainly for switching among four perspectives, and a trigger located underneath the controller. The three grips also make at least three button configurations available to gamers.

The controller's underside reveals another Nintendo innovation: a cartridge slot for a Memory Pack accessory that will enable players to save gameplay data, which they

can use in other U64 systems.

To take the controller action another step further, the U64 features four built-in controller ports.

In the Box

At launch, the Japanese Nintendo 64 will be sold with one controller and an AC adapter. Although the Super Famicom (Super NES) AV cable will work with the system, additional stereo/AV cables will be sold separately. There will be no pack-in game with the Japanese system; it's unlikely, however, that this will hold true for the American U64. NOA has never introduced a new game system without a pack-in.

Ultra Is Coming

At Shoshinkai, the Nintendo 64, backed by Nintendo's reputation for well-built hardware, clearly looked like a formidable contender among the next-generation game machines, but the games are always the ultimate test. Super Mario 64 (50 percent complete) and Kirby Bowl (20 percent complete) were the only playable carts at the Japanese showing (see sidebar). The video-game game is afoot in 1995, and Nintendo is clearly here to play hardball with its new hardware. **[E]**

Ultra Game Watch

Japanese games were announced at a ¥9800 (\$980) price tag, but Nintendo of America said its carts would mirror current SNES prices.

Announced for Launch in Japan

Kirby Bowl 64

By Nintendo/HAL Laboratory

Pilotwings 64

By Nintendo/Paradigm Simulations

Super Mario 64

By Nintendo

Ultra 64 Games To Look For

Blasidazer

By Nintendo/Rare

Body Harvest

By Nintendo/DMA Designs

Buggie-Boogie

By Nintendo

Creator

By Nintendo

Cruis'n USA

By Nintendo/Williams Entertainment

Doom 64

By Williams Entertainment

FIFA Soccer 64

By Electronic Arts

GoldenEye

By Nintendo/Rare

Killer Instinct

By Nintendo/Rare

The Legend of Zelda

By Nintendo

Phear

By H20

Red Baron

By Sierra Online

StarFox 64

By Nintendo

Star Wars: Shadows of the Empire

By LucasArts

Super Mario Kart R

By Nintendo

Top Gun

By Spectrum HoloByte

Turok: The Dinosaur Hunter

By Acclaim

Waverace 64

By Nintendo



Pilotwings 64



Star Wars: Shadows of the Empire



Super Mario Kart R



StarFox 64

Super Mario 64!



At Shoshinkai, the 50 percent version of Super Mario 64 played ultra smooth. Nintendo wasn't ready to reveal a story line, but Mario's classic foes were on hand. The graphics were still rough with noticeably blocky pixels, but you could instantly switch among four gameplay perspectives. The action was a blast, and included sliding down a long, twisting ramp and wrestling a giant Koopa. In jumping from a 2D environment to 3D, Mario seemed like a completely different game.

Nintendo 64 and Ultra 64 Tech Specs

Price: ¥25,000 in Japan, \$250 U.S.

Dimensions: 10.23 inches wide x 7.48 inches long x 2.87 inches high

CPU: MIPS 64-bit RISC R4000-series chip

Clock speed: 93.75 MHz

Coprocessor: SGI Reality Immersion processor (for graphics and sound)

Memory: 4 megabytes

A Player's Guide to Power Peripherals



By The Lab Rat

Hey! Who's been drawing on my Donny Osmond poster? Oh, er, sorry, we've been locked in the lab all winter, and it's getting weird. So ignore our psycho ranting and check out the February lineup.

Programmable Pads

The new fighting games for the next-gen systems increase the complexity of the moves. For gamers still struggling with special moves on the PlayStation, the **Programmable Pad** by Innovation may be the answer.

This pad enables gamers to assign control movements to one of four special buttons. A RAM card, which stores 32 sequences of special moves for one or more characters, slides into the back of the controller. The

easy-to-read LCD face makes programming straightforward, and you can combine up to eight movements and button presses per programmed sequence. You can't program the L2 and R2 buttons, however.

Identical in appearance to the Programmable Pad and also for the PlayStation is Innovation's **Mortal Kombat 3 Kontrol Pad**, which comes with a RAM card of preprogrammed MK 3 special moves. Each preprogrammed card installs moves and fatalities for two MK 3 characters. Extra cards cost \$19.99.

While the programming feature earns a nearly flawless victory, the quality of the Kontrol Pad falls into the pit. The pad is flat and thin, and its cheap plastic buttons lack spring and a sense of durability. If you need a programmable pad, though, you might overlook the shoddy design to get all the right moves.

No-Frill Thrills

If you don't need turbo, slo-mo, or fancy options in your PlayStation controller, check out ASCIIWare's **ASCIIPad PS**.

While similar to both the ASCII Specialized Pad ("GamePro Labs," November 1995) and Sony's stock controller, the ASCIIPad PS doesn't deliver turbo or slo-mo. It does, however, offer a better design.

Controller



ASCIIPad PS

System: PlayStation
Features: None, other than a nice design
Price: \$19.99
Available: Now
Contact: Electronic-gaming or toy stores

The angled handles fit your hands comfortably. Slightly smaller than the Specialized Pad, it also fits more snugly. Some gamers, though, may find the thin, top-mounted L1, L2, R1, and R2 buttons too skinny. The round directional pad delivers solid diagonals, and the unit itself is made of sturdy plastic with strong, springy buttons. Overall, you get a good controller for your hard-earned dollars. □

Controller



The Programmable Pad and MK 3 Kontrol Pad (Programmable Pad shows)

System: PlayStation
Features: Turbo, slow mo, and a memory card that stores 32 special moves (only four accessible at a time).
Price: \$55.99; extra memory cards \$19.99
Available: Now
Contact: Electronic-gaming stores or Innovation, 800/705-3090

Feline Friends

Take a look at the following Jaguar enhancers now available from Atari.

TeamTap



Packed in with White Men Can't Jump (or sold separately for \$29.95), the **TeamTap** expands one joystick port to accommodate four control pads. It also supports NBA Jam TE, Charles Barkley Basketball, and the upcoming soccer game Fever Pitch. The Jaguar supports two TeamTaps, but no eight-player games have been announced.

Jaglink



The **Jaglink** connects two Jaguars for head-to-head competition on separate game screens. This \$29.95 peripheral supports Phase Zero, Autcars, and Doom's co-

operative and DeathMatch modes.

MemoryTrack



The **MemoryTrack** saves Jaguar CD game data. With 125K RAM, the \$29.95 cart saves up to 250 games.

ProController



Keeping the keypad interface intact, the eight-button **ProController** implements familiar top L and R flippers and adds a row of action buttons (X, Y, and Z) that run parallel to the traditional A-B-C button interface. At \$29.95, this controller (and Ruiner Animal, the first game to support it) is available now.

NIGHTMARES DO COME TRUE



How long can you go without sleep? Because if you ever think, *Baron Oak's* diabolical dream will annihilate your world. And the human race is looking to you to reclaim the powerful *Legioner Crystal*. Not to mention the death squad of *Skeleton Warriors*!

These guys don't have a forgiving bone in their bodies, so with over 20 levels of gruesome 3D gore, you may lose your mind in a sleepless hell. But

if you're defeated, it's a sure bet you'll be sleeping with the enemy for eternity.

<http://www.playmatesoys.com>



SEGA SATURN

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Nintendo
GAME BOY

TETRIS BLAST

TETRIS RETURNS
WITH A BLAST

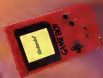
Nintendo



THIS GAME

BLOWS

up every time you play it. How did we make the world's most popular puzzle game even more exciting? We put bombs in it. It's new Tetris Blast, and it's full of bombs. Little bombs, big bombs and



Mega Bombs. Set the bombs, blow them up, have a blast doing it. Now on Game Boy® and Super Game Boy. Boom!!!!

Play it Loud

Nintendo

SPECIAL
FEATURE

Editors' Choice Awards 1995

GamePro editors honor the **best** games of the last year.

By The Feature Creators

Last year was, uh, interesting. As usual, fighting games dominated the software scene. Instant classics (Chrono Trigger and Vectorman) joined familiar names (Earthworm Jim 2, DKC 2, and Doom) at the top of the charts. And the 32-bit giants hit big with their own titles (Sega's Virtua Cop, Sony's Warhawk). Which of these great games deserve top honors? Here are GamePro's selections. All games released during 1995 were considered.

Best PlayStation Game

1st **Doom**
AP "The best console version of Doom to date" – Major Mike
Second: Jumping Flash, Loaded (he)
Third: Warhawk

Best Arcade Game

1st **Tekken 2**
AP "Tekken returns to the arcades with more explosive power than ever!" – Bruised Lee
Second: Virtua Fighter 2
Third: Open Ice Hockey

Best 32X Game

First: WWF Wrestlingmania: The Arcade Game
Second: Virtua Fighter
Third: Doom

Best Sega CD Game

First: Earthworm Jim
Second: Road Rash
Third: Lords of Thunder

Best 3DO Game

First: Wolfenstein 3D
Second: Need for Speed
Third: D

Best Saturn Game

1st **Virtua Fighter 2**
AP "VF 2 is a fighter's dream." – Scary Larry
Second: Panzer Dragoon
Third: Virtua Cop, Bug! (he)

Best Sports Game

1st **NFL GameBoy** (PlayStation)
AP "Football so good it appeals not just to sports gamers, but to all gamers." – Tommy Glade
Second: NHL Hockey '96 (Genesis)
Third: World Series Baseball (Saturn)

Best Jaguar Game

First: Defender 2000
Second: Cannon Fodder
Third: Return Fire

Best CD-I Game

First: Chaos Control
Second: Mad Dog McGee II
Third: Dragon

Best Neo-Geo Game

First: World Heroes Perfect
Second: King of Fighters '95
Third: Pulstar

Best Genesis Game

1st **Vectorman**
AP "Fast and fun, and it'll torch your thumbs" – Scary Larry
Second: Earthworm Jim 2
Third: Weaponlord

Best RPG Game

1st **Chrono Trigger** (SNES)
AP "Chrono Trigger lives up to Square's legacy of fantastic RPGs!" – Scary Larry
Second: Secret of Evermore (SNES)
Third: Beyond Oasis (Genesis)

Best Virtual Boy Game

First: Mario Tennis
Second: Galactic Pinball
Third: Vertical Force

Best Game Boy Game

First: Donkey Kong Land
Second: Kirby's Dreamland 2
Third: Galaga & Galaxian

Best Game Gear Game

First: Super Return of the Jedi
Second: Earthworm Jim
Third: Sonic Drift 2

Best SNES Game

1st **Donkey Kong Country 2**
AP "Easily the best SNES game of the year" – Scary Larry
Second: Earthworm Jim 2
Third: Killer Instinct



Best System of '95?

Help us choose the year's best new game system. Send your vote to one of the addresses listed below. We'll announce the winner in GamePro's June issue. You can vote for any system that came out in 1995: Saturn, PlayStation, Jaguar CD, Virtual Boy, or Sega's Nomad. Please choose only one.

GamePro Magazine
Best System of '95
P.O. Box 5828
San Mateo, CA 94402

Or e-mail your vote to:
the_mail@gamapro@fw.com

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 lost 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 ever in the best-selling original. 160 combination characters. Town building. Hunting and fishing. And hours after hour of adventure. This is 24 striking megas of proof that magic can be dooey!

CAPCOM Capcom's Hot Line (toll-free phone required): 1-800-480-2583. \$79 per min. for recorded info, \$79 per min. for live console. Must be 18 years or older, or have parental permission. Game Composites available M-F, 8:30 a.m. - 5:30 p.m. PST.





Virtua Fighter is more popular in Japan than you think. The release of VF media ramps up the anticipation for VF 2 on the Saturn more than ever.

By Nob Ogasawara and Major Mke

Virtua Fighter Mania

With the imminent release of Virtua Fighter 2 on the Saturn, our Tokyo correspondent dropped into Sega Enterprises' Tokyo headquarters for a visit with the renowned AM2 game-development group (see "Sega's Top Guns: An Interview with AM2," November 1995). His mission: Examine the ever-expanding world of Virtua Fighter, which includes a truly bewildering array of merchandise, spinoff comics, and even an animated TV series in Japan. He also found out where the crack AM2 crew is headed in the future. **GamePro:** Virtua Fighter 2 is arguably the most popular arcade game in Japan right



Virtua Fighter 2 is riling a wave of popularity in Japanese arcades.

now, and one of the most highly anticipated games for the home systems. There has also been much spinoff merchandise. How did the merchandise come about?

Fumio Kurokawa: We originally made dolls of the cast of

Sega AM R&D Dept. #2 (AM2)



Fumio Kurokawa, publicly section manager, AM2 (Sega)

the first Virtua Fighter for our arcade UFO Catchers [coin-op cranes for snagging prizes such as dolls and T-shirts]. These turned out to be so popular the supplies ran out almost immediately. So we made additional batches, including movable action figures with punching motions. After that we produced T-shirts, posters, and other smaller items.

GP: So everything was produced within Sega initially?



Anything a VF fan could want... and more!

FK: That's right. But after seeing the success of VF merch-

dise as prizes, we realized VF characters had strong business potential as proper merchandise. As a result, we found business partners, such as Bandai, that were capable of producing and marketing merchandise. Through such licensing deals, we have seen a huge variety of merchandise released, including stationery and toys.



Stuffed VF dolls and other popular items

GP: You've also released several CDs in Japan.

FK: Yes, we've released five music CDs with original soundtracks of the arcade VF, arcade VF 2, Saturn VF, a remix version of VF 2, and an image CD album of new music for the various characters called "Dancing Shadows."

GP: How popular are these?

FK: "Dancing Shadows," our most recent CD, entered the Japanese top 30 on release. Although we can't claim enormous numbers, it did ex-

tremely well for a game-related music CD.

GP: You also released in Japan CG Portrait Collections for Sarah and Jacky Bryant with CG illustrations and music. I understand you'll be releasing collections for the VF 2 characters. How well did these do?

FK: Very well. Initially, we were worried about how well they would be accepted because although they are playable on Saturn, they aren't games. Our wholesalers shared our misgivings about these "non-games" and placed limited numbers of orders. So what happens? They sold out instantly on the first day.

GP: No kidding. I couldn't buy mine.

FK: The second batch should be reaching stores now. Because of the first titles' success, we haven't had any problems persuading wholesalers to place larger orders for the third and fourth CG Collections, those of Akira and Pai.

GP: There have also been strategy guide videos from licensees.

FK: That's right. Actually, we're working on a series of strategy videos, too. We've

prepared a separate video for each of the VF 2 characters that shows in-depth techniques and strategies for taking on different opponents.

GP: Getting away from merchandise, there are also manga comics featuring VF 2 characters.

FK: Yes, we've got VF 2 manga appearing in Shogakukan's monthly comic books for students, grades 3, 4, 5 and 6, and we've got a series in *Weekly Playboy* starring Sarah.

GP: How much control do you have over these stories? Are they so-called parallel-world stories in which character backgrounds are true to your original data?

FK: Well, we don't write the stories ourselves, but we do exercise total control over the

GP: Is this series about arcade arcs in general, or specifically players of VF 2?

"It doesn't mean we're not working on VF 3 - we certainly are. We've already decided that we'll add two new characters."

Sumo Kazukawa
AM2's publicity
section manager

FK: Strictly VF 2. The people depicted are real players, such as Ikebukuro Sarah, Shinjuku Jacky, and Burbunmaru.

GP: How did the weekly animated series come about?

FK: The project was proposed by a movie company with which we are affiliated. The story predates the first VF contest, so the characters are younger than those in the games.

GP: Will the story end with the characters coming up to the first VF tournament?

FK: It's a little early to say. The show has only been on air for several weeks yet.

GP: Why didn't you use polygon characters for the anime?



The *Virtua Fighter* animated TV series in Japan

FK: We opted for standard anime graphics because we wanted to broaden the appeal of VF to younger audiences. We didn't want to do something that would appeal to established fans.

GP: Can we count on a VF movie in the horizon?

FK: No, we think movies are too risky.

GP: Not even as a spinoff from the anime series?



A movie spinoff? Not yet. "We are first and foremost a game company," says AM2's Kazukawa.

FK: We haven't really contemplated such a move. After all, we are first and foremost a game company.

GP: Can you tell us what AM2 is up to right now?

FK: We just released *Fighting Vipers* at the arcades. It's already at our own arcades and should be spreading quickly. It is doing extremely well with record income reported already. After that, we have two Model 2 [the hardware used



Fighting Vipers in the arcade

for *Virtua Fighter*, VF 2, Daytona, and Desert Tank) arcade games in the pipeline. We should be able to tell you about the new game next month. We're very confident that it will be another success.

GP: Can we expect to see more AM2 games ported to Saturn soon? Such as, say, *Virtua Striker* (a polygon soccer game)?

FK: I don't know about *Striker*, but *Virtua Cop 2* will be ported. Fans can also count on seeing *Fighting Vipers* on Saturn.



Fighting Vipers - headed for Saturn.

GP: The big question is: When can we expect to see VF 3?

FK: That's a tough question. VF 2 is still doing extremely well at arcades, and *Fighting Vipers* has made a very successful debut. Releasing VF 3 right now could be a tough call, as it could end up taking income away from these games. That said, it doesn't mean we're not working on VF 3 - we certainly are. We've already decided that we'll add two new characters. One is a big guy. We haven't decided on what sort of fighter he'll be...maybe a wrestler or a Sumo wrestler, but we'll give him moves that make sense for his size. The other new character will be a Japanese girl.

GP: Is she a relative of Akira?

FK: Let's just say that I don't really know. But you can sure count on something that won't disappoint fans of *Virtua Fighter*! □



Sarah in the *Weekly Playboy* series in Japan

contents to ensure the characters remain true to their roots as we originally envisioned them. In that sense, yes, the manga titles can be considered parallel-world stories. After all, the grade school books and *Playboy* are by different publishers, so obviously they have different stories. Still, they have identical backgrounds. There is also a manga series featuring well-known arcade gamers who are depicted playing VF 2.

SAVE HUNDREDS OF DOLL

POWERED BY
namco



The burning sun like you but it's from your broken ribs, not your head!



Eight fighters plus nine bosses cover a lot of people to fight.

SHORT PROSHOTS

Previews of Hot New Games!

Ridge Racer Revolution

PlayStation 2

Pushing the envelope of racing intensity, Namco returns to the pole position with Ridge Racer Revolution (pictures from Japanese version shown).

This sequel to the ever-popular Ridge Racer boasts up to 15 cars, 3 race modes, and link-cable compatibility for two-player action on separate TVs. Clean, sharp graphics and crisp audio put a shiny bow on this tight racing package, but the most of the game remains the same — outstanding gameplay.

Unlike its predecessor, Ridge Racer Revolution provides a wealth of sharp climbs and drops, adjustable curve speeds, and a rear-view mirror in the first-person perspective to show opponents. What's more, in the two-player mode, you can race on the new tracks, plus the original tracks of the first Ridge Racer.

Without a doubt, Ridge Racer Revolution's most outstanding feature lies in the ability to link two PlayStations and go head-to-head against a human opponent.

By Namco
Available Now in Japan



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WISHES DO COME TRUE. ALL '96 INSERT SETS ARE NOW INDIVIDUALLY NUMBERED.



Donruss Baseball for 1996 is the first card set to make a collector's dreams reality by individually numbering **every card in every insert set.**

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(Series One Hobby packs only) **Elite Series** shows off **two-tone marbled foil** making even more spectacular than last year's (Available in Series One and Two). If that's not enough, **Diamond Kings**, **Longball Leaders**, **Hit List** and **Press Proofs** round out our awesome lineup for '96. So stop rubbing your lamp. The individually numbered Donruss insert sets are here.



Series Two Note: There will be new Hobby only (Roundstoppers) and Retail only (Pure Power) inserts for Series Two.

Slam 'N Jam '96 Featuring Magic & Kareem

PlayStation

Saturn

Crystal Dynamics is updating its 300 basketball extravaganza for the new 32-bit systems, and two of the biggest hoops heroes are leading the charge.

Showcasing the legendary moves and All-Star teams of Magic and Kareem, Slam '96 also features furious dunks, picks, and other b-ball standards in Exhibition, Season, and Playoff modes.

Like the 300 version, the on-the-court camera tracks the ball as it zooms up and down the court, putting dunks and snuffs right in your face. The large, impressive player sprites chase the rock to the accompaniment of CD-quality sound effects and lively commentary from Van Earl Wright.

By Crystal Dynamics
Available Winter '96

Hoop Dreams



Legends Magic Johnson and Kareem Abdul Jabbar take the starring role in Slam 'N Jam '96.

SLAM 'N JAM
Featuring
MAGIC & KAREEM '96



G Police

PlayStation

PC CD

If next-gen shooters all look like G Police, the future looks bright. In this one-player game, you're a G Policeman searching for your missing sister. G Police's linear missions are linked so that their outcomes influence the next mission.

The stunning 3D graphics depict realistic, detailed city backgrounds, innovative

vehicles like gyrocopters, and electrifying explosions created by weapons such as rocket launchers, particle beams, and strobe guns.

Mission briefings and outcomes is movie-like animation are among the other highlights.

By Sony Interactive
Available Second Quarter '96



Alien Trilogy

PlayStation

Saturn

PC CD

The movie trilogy that put face huggers in the dictionary gives gamers another go at the aliens in the 32-bit arena. In Alien Trilogy, you play as Ripley in a first-person trek across 18 Doom-like levels packed with face huggers, chest bursters, guards, and soldiers smuggling aliens off the planet. Alien Trilogy combines action from each movie in the series and arms you with special weapons up the wazoo.

Motion-capture techniques using real stuntmen and texture-mapped, 3D graphics lend lifelike realism to the characters' movements.

By Acclaim
Available Second
Quarter '96



Advertisement

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Samurai Shodown 3 Neo-Geo

In the latest installment of this two-player weapons-fighting classic, seven of the Shodown II warriors return to do battle with five new warriors, including Annakusa, the boss of the first Samurai Shodown. Ukiyo, Hachmaru, Nakoruru, Kyoshiro, Haruo, Genjuro, and Galford all have two sets of moves, which makes the total number of fighters seem more like 24.

Other new features include air blocking and the ability to circle around an opponent. SNK promises to deliver



better graphics and sounds with more animations and some different moves for the veteran characters.

By SNK
Available Now



Shock Wave 2 3DO

The groundbreaking one-player 3DO shooter returns for more stellar interstellar action. Thirty-seven years after the aliens were obliterated in the first Shock Wave, they've had time to collect themselves—and a few other alien races—and they're looking for trouble.

Operating near the Jumpgate on the starship Cordax, you arm your ship with a scorching array of guns, missiles, and special weapons, including rail guns, Praxia missiles, and nukes. For this sequel, EA revamped the 3D terrain, ex-

panded the flight path, and added fresh full-motion video.

By Electronic Arts
Available Now



VR Baseball '96 PlayStation Saturn PC CD

Interplay's new sports division could take sports games to the next level with VR Baseball. The incredible graphics feature 3D polygonal player sprites similar to those in Virtua Fighter with fluid, motion-captured movements and the real faces of actual players. Of course, the action is set in 3D representations of all the stadiums.

The full lineup of options includes all the major-league players and teams; Season, League, and Home Run Derby modes; Simulation or Arcade action, and a rookin' soundtrack. Keep an eye out for this rookie in '96.

By VR Sports
Available March



Steel Harbinger PlayStation

Salem

We don't know where Mindscape came up with the game's name, but Steel Harbinger's plot is sure to sound familiar. Think *Invasion of the Body Snatchers* with a futuristic twist and you'll understand this 3D action/adventure game.

In Steel Harbinger, extraterrestrials are transforming humans into alien beings. Playing as a Punk woman whose arm can morph into various weapons, you must locate items and defeat the aliens.

Harbinger shakes up its linear platform-style play by allowing you to warp to locations.

By Mindscape

PlayStation Available July
Saturn Available Winter '96



Parasite PlayStation PC CD

Parasite injects classic sci-fi thrills into the action/adventure genre. You play as Jack, who accidentally ingests a parasite that's really an alien. Now, equipped with super powers, you must find the antidote and search for the invaders before you're captured by the humans who are hunting you.

Intelligent enemies intensify the action while 3D-modeled cities provide a vivid backdrop for the chase. Parasite also features cinematic sequences and digitized voices for the dialogue between Jack and the parasites.

By Sony Interactive
Available First Quarter '96



BLOW 'EM TO SQUID SPIT



IN THE HUNT

For Your Sony PlayStation



The Hunt Is On
for underwater terrorists in this arcade shooter for the Sony PlayStation. Power up your awesome arsenal of weapons and go it solo or grab a friend for intense 2-player simultaneous action.



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STREET FIGHTER
ALPHA



PC GAMEPRO

Duke Nukem 3D PC CD

The third instalment in this popular shoot-'em-up takes our hero, Duke, back to Earth after he was kidnapped in Duke Nukem II. And again he's there to mop up another alien invasion. The intense multiplayer shooting goes down from a snazzy 3D perspective, a significant upgrade from the series' previous side-scrolling platform style.

This Nukem's also replete with SVGA graphics and thumpin' weapons like a shrinker gun that miniaturizes enemies and a wall mine that smears anyone who stumbles over its laser trip wire. Ferocious fighting for sure

By Apogee Software
Available Winter '96



IndyCar Racing II

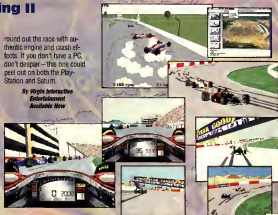
PC CD Macintosh CD

This smash PC title is giving its engines all the starting line for more wirtz-knuckle Indy racing. Up to 31 drivers can go head-to-head via modems on 15 Indy-sanctioned tracks with cars, drivers, sponsors, and billboards from the 1995 season. To stay in the race, gamers must carefully respond to banked turns, grades, weather conditions, and fluctuating fuel loads. Spending quality time under the hood with the shocks, tires, and so on also makes a difference.

The sharp SVGA graphics sport 3D texture-mapped scenery, and the cars will dent and shed parts during collisions. Digital sounds should

round out the race with authentic engine and crash effects. If you don't have a PC, don't despair—the one could peel out on both the PlayStation and Saturn.

By Virgin Interactive
Entertainment
Available Now



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SEGA SATURN™

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Into the Void

PC CD

Blending classic sci-fi with strategic resource-management gameplay, *Into the Void* challenges you to oversee the survival of one of six intergalactic species.

Up to ten gamers (via modems or e-mail) begin in their home solar system, where they manage resources, technology, and military might to expand their starship fleets and conquer their neighbors. The various menus and animated battle sequences are portrayed in rendered 3D SVGA graphics, keeping this brainbuster's action right in your face.

By Playmates Interactive
Entertainment
Available Now



The Hive

PC CD

PlayStation

Giant mutant ear bees called Hivessets are laying waste to the galaxy, and this one-player action game sends you after them and their honey, which the galactic mafia plans to use as a biological weapon. The gameplay involves fixed-path shooting in rendered 3D environments that range from outer space to snow-custed ice planets.

The randomized levels reposition the targets every time you return, keeping the action fresh for more insect annihilation.

By Titmouse Interactive
Available Now



PC Shopping

Looking to buy a PC and get into PC gaming? We spoke with the pros at PC Entertainment, GamePro's sister PC-gaming magazine, to set you on track with an inexpensive yet effective gaming rig.

The whole deal should set you back around \$1800 or so, but you can easily spend less (or more). Buying a multimedia package, which often includes everything listed below, will cost you less than assembling the pieces yourself. Check with your local computer retailer for a detailed rundown.

- 90 mhz Pentium with 8 MB of RAM
- quad-speed CD-ROM drive
- graphics card that supports SVGA graphics and has 2 MB of VRAM
- color monitor with 0.28 pitch
- Sound Blaster or Sound Blaster-compatible sound card
- speakers
- joystick and joystick, such as Gravis's PC GamePad and CD Products' Rightsbok Pro



Dungeon Keeper

PC CD

Dungeon Keeper turns the tables on RPG fans with a one-player action/strategy game that puts you in the shoes of a dungeon keeper who must



guard his treasure from marauding "good" guys.

Armed with 16 spells and 16 monsters, you place your menagerie of critters strategically to fend off treasure hunters while working to pepper your dungeons with more and more deathtraps. Texture-mapped graphics let you peer into the dim corridors from a first- or third-person perspec-



tive and rotate everything for a better view.

By Electronic Arts
Available February



THIS ONE IS TOTALLY INFECTIOUS!



The depths of Dr. Wily's Town has even spread by a water virus. This virus, however, only infects robots and turns them into corrupted allies. Now Mega Man X and the Maverick Hunter Units must find the source of this outbreak before they too succumb to the deadly robotic disease.

Features

- Twice as many secret items to collect than any previous Mega Man title!
- Locate the 4 hidden pieces of the Robot Ride Armor to build an awesome attack vehicle!
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LONG LIVE SUPER NES™

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it'll actually create

a sonic
boom.

boom.

(In your shorts.)





PlayStation

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the cockpit of WARGAME, the only
fighter plane that gives you true 360°
movement. It's just you, your
Sony PlayStation and the wild, blue yonder.
Control is your friend. Move
in any direction, even devour loop-the-loops
at Mach 7. (Warning: air sickness bag

SONY



not included. Your mission,
should you choose to accept it,
is to battle the madman Kreele
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.

HOT AT THE ARCADES

2 in 2 OPEN ICE CHALLENGE

By *Bruised Lee*

No surprise here — Midway's exclusive sports games continue to heat up, even though its latest and greatest is played on cold ice.

What a Matchup

NHL Open Ice features two-on-two action with all 26 NHL teams from both conferences. Each player's skills reflect his real NHL abilities. A record-keeping option allows players to reveal hidden characters and power-ups — you get more than 80 Easter eggs in all! Other features include a tournament mode.

The detailed graphics display each sharply digitized player with 360 degrees of movement. Fluid skating animation adds to the realism. Shots on goal are just as widely amusing as were dunks in NBA Jam. Players can spin around, perform back flips, and increase in size. There are even shadow moves.

The sounds are cool as ice with legendary NHL announcer Pat Foley calling the play-by-play. While the commentary is clear and informative, it lacks the smack talk that's widely heard in WWF and NBA Jam. Plenty of

stick slapping and skating sound effects punctuate the moans and groans of harshly checked players.

Is It the Blades?

Standard NBA Jam controls set up the gameplay mechanics. Players can shoot, pass, and pour on the turbo speed. Skaters react and move responsively, whether they're stealing the puck or checking someone off the boards.

The Little Engine That Could

NHL Open Ice proves that Midway will continue to dominate the arcade sports market long after the success of NBA Jam. Granted, the Jam game engine is fairly simple, but the addicting (and we mean addicting!) gameplay is something all age groups can enjoy. You'll get "no debate" here. **B**

NHL Open Ice 2 on 2 Challenge
By Midway



Use to
Breakable ice
Fortify hockey

4 players
Slide view
ESD calling Net read

SLAP SHOT!

Midway's Open Ice design team offers you their favorite Pro Tips.



Use fire to knock people out of the way and steal the puck. Let your partner score as much as possible while you're on fire. — *Joshua Tsai, artist*



To force a turnover and stop your opponent from getting hot, play tight man-to-man defense and get really physical. Check the hot out of him. — *Mary Ann Robb, artist*



When you're defending your goal, send one human player into the corners to slide out the puck while the other sets up in front of your net to either intercept or check an opponent while waiting for a pass. — *Martin Martinez, artist*



Skate with the puck behind your own net and let your turbo build up. When your opponents come after you, kick in the turbo and use your teammates as a screen to head down ice for a 2-on-0 breakaway. — *Jack Maeger, co-designer/artist*



On a breakaway with a computer teammate, take the puck to the top corner and pass back down to your teammate. He'll one-time it into the net. — *Mark Pessico, designer/programmer*



Be careful when stealing the puck — you may slide past an opponent without stealing, and he'll have a breakaway. If you're not in a position to steal, give your opponent a hard check. — *Jean-Marie Hoy, sound designer*

ARE YOU READY FOR TONIGHT'S GAME?



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Frank O'Conner, Editor-in-Chief, Video Games Magazine.
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- Killer music from Thomas Dolby's Headspace™
- 11 intense arcade action sequences
- Mind bending puzzles

Danger never looked so good.

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will ever be the same. Characters so complex that they'll become a part of your life.

It's an epic adventure, more than two years in the making. The real danger is that you might miss it.



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By Tommy Gille

Gex was a breath of fresh air for the 3DO, and the little lizard remains lively on the PlayStation. Looking and playing slightly sharper with Sony, Gex delivers the same super side-scrolling, platform-hopping action.

LET'S TALK ABOUT GEX

Gex, a wise-cracking gecko, has been trapped in a world based on bad television genres. As Gex, you must escape the Horror, Cartoon, Kung Fu, and Jungle worlds to go head-to-head ultimately with Rez, the metallic wisp responsible for trapping you.

The creative design of the levels offers a few twists to the standard side-scrolling gameplay. Gex can use his lizard skills to stick to almost everything, which means you can crawl on the backgrounds and ceilings. Each of the three or four levels that make up the individual worlds is huge. Gexperts agree you can spend hours exploring each level, finding hidden areas, secret

GEX



bonus games, warps, and power-ups. Each world plays differently than the one before it. In the Cartoon world, for instance, you ride rockets and avoid falling anvils, and in the Jungle you ride a raft and escape a booby-trapped temple.

HIGHER RES-OLUTION

Graphically, Gex is the same game it was on the 3DO. The backgrounds, however, look cleaner and scroll more smoothly, and the sprites are sharper. The colorful worlds and characters really pop. And, while Gex remains the only rendered character in the game, his fireball and iceball projectiles have new, vibrant animations.

While the graphics were adjusted, the nearly perfect sound needed no changes. The music and effects are high quality. Gex's repertoire of one-liners (voiced and written by comedian Dana Gould) provide sharp humor and are barely repetitive no matter how long it takes you to get through a level.

TOO MUCH GEX, STILL AIN'T ENOUGH

The controls have been tweaked so Gex moves at a better pace and with more freedom than he had on the 3DO. Gex entertains with a variety of action that should keep you from platform hopping anywhere else. In a world where side-scrollers are scarce for 32-bit systems, Gex really "sticks" out.



PRO TIP: In the *Toon* levels, a sudden burst of exclamation points indicates the path of a falling object. To dodge objects like this anvil, quickly move left or right when the exclamation points appear directly overhead.



PRO TIP: Before leaving the *Tomato Soup* level, look for this 1-up she's located just below the axil television.



PRO TIP: On the *Rock* it level, ride the first two rockets across, then at the third rocket, head down the side. You'll find this warp which brings you to a bonus game. Get good at this game - it's easy to find so you can always return to this level and earn extra lives.



PRO TIP: When facing this boss, keep pace with the rapidly scrolling ground. Jump and belly-whip the boss when she skulls circle her head.



PRO TIP: By the first save point in the *Point* level, you'll find a series of warps that takes you to this Jungle world remote control.



PRO TIP: Once you step on or past this elaborate stone, the whole level scrolls at a fast pace. Only a well-timed run will see you through this temple.



PRO TIP: While it's possible to swim, you're safer staying on the raft.

PlayStation Game Profile

Gex

(By Crystal Dynamics)



We marveled at Gex on the 3DO. Now this platform-hopping lizard debuts on the PlayStation and earns even more affection with cleaner graphics and smoother gameplay.



341 96	5 level
CD	Side view
Available on	Multitasking
Adults/Children	Parental
1 player	1200 coll. bits to Adult

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AGAINST A RUTHLESS ROBOTIC ALIEN HORDE. WITH THE HUMAN RACE UNDER SIEGE ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

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2 PLAYER
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<http://www.sony.com>

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By Scary Larry

Want a game that looks like Rise of the Robots, and plays like a cheap *Virtua Fighter 2*? *Zero Divide* is the one.

Divide and Conquer

Zero Divide starts off like any fighter: Best two-out-of-three rounds wins the tournament; for this meat, mostly melange of mechanized mayhem-makers. You have to contend with ring-outs, but in a playful twist, your fighter can save



PlayStation



PRO TIP: If an opponent comes closer to find you when you're hanging from the ledge, swing up with a kick to knock them out.



By Scary Larry

If you're looking for the thrill of *Myst* and the ho-hum factor of *Monkey Island*, then *Alien Virus* is your ticket. This action-deficient yet entertaining game taxes the brain but seldom taxes the thumbs.

Stranded

As you travel the galaxy you come upon a stranded space ship. Helpful robots give you some hints to the fate of the ship's crew, but the majority of the clues are lying around waiting to be picked up.

Old rags, broken water bottles, and discarded battery cables are combined with other items to solve puzzles and open doors. As your sleuthing skills progress, you find more



PRO TIP: To open the door on the right, get the toolbox from the cockpit. Use the wire stripper and tape on the door cables just below the card reader.



PRO TIP: In this room, soak the rag with water from the bottle. Later you'll find the container to empty the water into. This gives the water to the dying crewmate.



PRO TIP: Get the lamp from the hall, then go to the room on the right and grab a neon tube from the top of the workbench.

items and learn more about the aliens that invaded the vessel. All items are kept in an easy-to-understand menu at the bottom of the screen, making your search (and control) a snap.

Alien Virus

The Fungus Among Us

The graphics are as static as a lame-duck Congress. You see one screen at a time — with no scrolling — and nothing moves in the backgrounds. Finding useful items is akin to looking for the proverbial needle in the haystack. Some things are so small, you may pass them over.

Slightly better sounds include plenty of voice and some pretty ominous background music.

Puzzle solvers and point-and-clickers will thrill over *Alien Virus*, but they won't be coming back for more with its one-time playthrough. Still, if aliens were after you, this would be the game to prepare you for it. ■



PRO TIP: For *VF 2*-style pounce moves, press Up and Button 1 when an opponent is down. If you quickly tap Up and X, you get a faster but less damaging pounce.



PRO TIP: Characters are registered in the top right or left of the screen. By changing Away, then tap Forward and a punch or kick button.

Zero Divide by Steve Nissen Interactive



Price not available
2 players
Multiple views
Available now
ESRB rating: Teen
Fighting

Flamin' Yawn trashed my house.
Psycrew stole my lady.
I've got a backpack full of snort.

This ain't gonna be no picnic.

EARTH WORM JIM

<http://www.playmatestoy.com>



GENESIS
PC CD-ROM





By The Black Widow

If demolition derby with a full-metal-jacket twist sounds like your type of game, Twisted Metal may be right up your alley.

Heavy Metal Mayhem

A scorched Los Angeles is the scene of Twisted Metal's drive-by scenario, but the story line is incidental to the wanton destruction. You and a bud can

TWISTED METAL



PRO TIP: In a two-player duel, choose Rammerhead against small vehicles. Then just plow over your competition.



PRO TIP: Reverse of incoming missiles, which always hit their target. Reverse in a zigzag pattern while blasting the incoming enemy.

Twisted Metal
By Sony Computer Entertainment

ESRB	ESRB	ESRB	ESRB	ESRB
12	13	14	15	16

Price of available CD: \$49.99
Available only: PlayStation
Also listed: PS2, Xbox, PC

Multiplayer: 4 levels
Players: 1-2
ESRB rating: 16+

PROVIEW

PlayStation

engage in the two-player competitive mode, or solo drivers can compete against 11 motor maniacs in destroy-or-die vehicle combat.

To survive the carnage, you need killer wheels. You must choose wisely from 12 uniquely armed-and-dangerous vehicles, which include an ice cream truck packing napalm cones and a missile-laden motorcycle.

Pretty and Twisted

Graphically, Twisted Metal is a mixed bag. Nice touches like flickering headlights and detailed street scenes can't overcome graphic foibles like the static arena crowd and hard-to-read radar. The greatest offender is the eye-jarring break-



PRO TIP: The radar is hard to use. Switch to third-person view in later levels so you can watch your back.

up that occurs when you burn rubber past buildings.

Likewise, the sound effects range from anemic crowd noise to the satisfying crunch of metal against metal. The music is weak overall.

The controls take you for a wild ride. Mastery over the simultaneous steering, targeting, firing, and diving will take patience.

Despite its flaws, this twisted game is fun. If you can overlook the graphics break-up, take Twisted Metal out for a test drive. □



By Air Hendrix

Hovercraft racing games are popping up for every 32-bit system, and Cyber Speed is the newest addition. Despite some fresh twists and thrilling combat, it eats Wipeout's dust.

Cyber Ski Lift

On Cyber Speed's ten tracks, you streak after opponents in one of eight ships that dangle from a power line like a gondola at a ski resort. The crafts swing out on turns like a pendulum, but, defying the laws of physics, sticking to the inside of the turn vastly increases your speed. You'll have to overcome your instincts to master this quirk, but the racing's fast and furious once you do.

Mindscape sweetened the action with intense combat. As you concentrate on steering precisely, you must use



PRO TIP: Reverse at least one speed boost and one missile for the best lap.



PRO TIP: Grouping mines helps ward off incoming missiles.

White Flag

Graphically, Cyber Speed lacks Wipeout's sleek futuristic edge, favoring a brightly colored, less detailed style that feels more like comic-book sci fi. The tracks sport strong variety, plunging through hovering drops and turns, and the outlandish ships range from a hawk-like powerhouse to a speedy ball-shaped craft.

CYBER SPEED



PRO TIP: Unless you're passing obstacles or opponents, keep your craft on the inside of turns. It feels backward, but it's the fastest line.

plasma bolts, missiles, and mines strategically to pummel the pack into submission. After a few practice laps, you'll find that the decent controls won't abandon you in either task.

Ordinary sounds pace the race without pizzazz. A goofy announcer helps more than he annoys by pointing out incoming threats, and the flat sound effects and wannabe techno won't interrupt your concentration.

If you've conquered Wipeout, Cyber Speed's diverse, novel gameplay will pose an enjoyable challenge. It finishes soundly in second, though. □

Cyber Speed by Mindscape

ESRB	ESRB	ESRB	ESRB	ESRB
12	13	14	15	16

ESRB: 16
CD: Multiple users
Available only: PlayStation
Newest using: 1 player

ESRB: 16
Multiple users
Memory card req
ESRB rating: 16+ to Adult

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"The Dark Knight is Dead"

"The Dark Knight is Dead"



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THE MYSTERY UNFOLDS
JANUARY '96



By *Air Hendrix*

EA resurrected a venerable Neo-Geo shooter for the PlayStation. Injecting magnificent graphics and toe-tappin' tunes. Unfortunately, gummy controls and daunting challenge turn Viewpoint's traditionally tight gameplay into an exercise in overly precise shooting.

Great View

This Viewpoint stays true to the Neo-Geo version by duplicating its level layouts and enemy patterns. With two laser blasts, three devastating smart bombs, and power-ups that triple your firepower, your armaments haven't changed either.

But the captivating new graphics imbue this game with an impressive, fresh, futuristic look. A metallic sheen highlights everything from the backgrounds to the enemy robots, and remarkable details, like the

hot, glowing embers of an explosion, enrich the effect.

The sounds keep pace with scorching combat effects and solid background noises like



PRO TIP: In precarious situations, lie on your side pads on enemies—they can't be damaged.

Viewpoint by Electronic Arts



SNK vs. 4 levels
CB 1x-controlled view
Available now Strategic scrolling
Three-player ESPN-style Mode
1 player In-Adult



PlayStation



PRO TIP: In Level 2-3, blast the turtles with a charged shot when their heads emerge.



PRO TIP: When a green sparkle flares around the guts of the Level 1 boss, he's about to fire his deadly laser bolts.

VIEWPOINT

the splash of surfacing fish. Sharp new tunes range from house to jazz.

Sharp Point

Once combat begins, this version's flaws rear their ugly heads. The absence of two-player action severely limits the fun, and even on the Easy setting, Viewpoint's challenge will bring intermediate gamers to their knees. Even worse, sluggish controls make your ship feel like it's mired in molasses.

These problems demand a patient, methodical approach that won't entertain action junkies. Viewpoint's snazzy scenery still demands some serious play time, but take a run through Jupiter Strike if you need a dose of responsive, riveting space combat. ■



By *Scary Larry*

Criticom copies Toshinden and VF, but slow gameplay hampers this otherwise mature fighting game.

VF Too?

Criticom is a slow but enjoyable fighter. It's a standard two-out-of-three fighting bout with interesting characters (six of the eight fighters are female) and flamboyant moves. As in VF, you win if the opponent falls outside the fighting ring, and most characters have simple combos and a pounce move to use when an opponent falls.

To make things tougher, the special moves don't come easily. You receive more of these lethal moves when you



PRO TIP: Be careful when using Exotic's triple combo (R2, Forward, Triangle). She jumps way back, and sometimes lands outside the ring.

advance in rank. But you can move up only twice, and each time you must beat the game and take on a mirror image of yourself. You'll need those specials, too, because the fighters become harder with every battle.

Criticom Condition

Criticom's graphics are similar to Toshinden's, with polygon lighting and gorgeous backgrounds. The fighters look visceral, but graphical glitches and sluggish moves (especially throws) lessen the impact.



PRO TIP: Hit your opponent with a special move, dodge their retaliatory attack, then attack again. Repeat this tactic for slow but sure success.



PRO TIP: You cannot throw S.J.D. the Robot.

The good sounds deliver solid smacks and punches, but the voices make Minnie Mouse sound like a bull. The game's sparse music is a plus, since you need to concentrate on the action.

Criticom is a great game for players who have mastered VF 2 or Toshinden. Until sequels of those games come out, this is a nice snack. But it definitely leaves you wanting more. ■

Criticom by Electronic Arts



SNK vs. 2 players
CB Multiple views
Available now Strategic scrolling
Fighting ESPN-style Team



By **Scary Larry**

This stellar, near-perfect port of the arcade hit is a joy to watch and play...but you may find that your trigger finger is not as overworked as you'd like it to be.

Harmin' the Miranda

In an amazingly real polygonal world, you fight pseudo-Secret Servicemen, pseudo-SWAT teams, and assorted other pseudo-thugs. You have to be careful, though—you must reload every six shots, and hostages pop up everywhere at the most inopportune times.

Shotguns, automatic pistols, rifles, and machine guns are hidden in crates, barrels, and sometimes on the gunmen themselves. Also assisting you is a very obvious targeting system, which plants a large yellow cross hair on your opponent, so the game's gut-busting action isn't too hairy.

That is, of course, if you own the Scanner, a gun-style controller that was made for this game. Playing with the regular controller is like getting into a shootout with a frying pan—it's slow and

unresponsive in tight shooting situations.

Scene It, Done It

Stylish polygon graphics complement the action nicely. A



PROTIP: The second boss, King, follows the same pattern as Kong. Nail the flame, then him.



PROTIP: Shoot the rust-colored barrels and they explode, damaging everything within range.



PROTIP: The first boss, Kong, is easy to defeat. Simply shoot him while also shooting the rockets he fires.



PROTIP: Shatter the glass in the truck as soon as you see it. You shoot the driver eventually.



PROTIP: The final boss is just like the last two. Shoot the arms as the rockets come toward you. Then shoot the rockets.

VIRTUA COP

different animation plays for each area where the opponent takes a hit, such as the hands, knees, groin, and chest. The backgrounds are imaginative, and when thugs get in your face, you really jump.

The sounds are equally impressive. Each gun has a distinct sound, and you'll hear great sonic detail like clear explosions and hostages pleading for mercy.

Where the game is sadly lacking is in the gameplay. After one pass through VC, there's nothing more to make you play again. We've heard,

though, that there is a way to play with the patterns reversed, which makes for a whopping two playthroughs!

Nonstop Cops

Regardless of the replay value, you have to own this game. It's a great addition to Sega's Saturn library, and it's lots of fun. Play it without the gun and the challenge will increase dramatically. Virtua Cop is a thrilling virtual shootout...and so real, you expect to stop at a virtual donut shop. ☐

SHOTGUN



The shotgun is slow and clumsy, but steady. It can be reloaded.

MACHINE GUN



The fast-shooting machine gun can't be reloaded. It's good against multiple enemies.

RIFLE



Good for multiple enemies, the rifle is fast and has a wide range. You can't reload it.

MAGNUM



The magnum is strong but slow, so it's weak against groups of enemies. You can reload it.

Saturn Game Profile

Virtua Cop

By Tom



Give a Virtua Fighter a gun, and you get Virtua Cop. Although the graphics excel, the gameplay is too easy.



ADJ.

100% 100% 100% 100% 100%
 2 players
 3 levels
 Multiple view
 Multitasking

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By Bruce Lee

Sega Rally Championship locks your Saturn into overdrive, leaving Daytona USA in the dust.

Radical Rally

In Sega Rally you can burn rubber in the Toyota Celica GT-Four or the Lancia Delta Integrale '92. Gameplay alternates between first-person and behind-the-car views. Added to the Saturn version are Time Attack and Two-Player Battle modes. What's more, the Car Set-



PRO TIP: At the starting line, keep your RPMs around 7000 for the best jump off the line.



Saturn



PRO TIP: With its superb handling, the Lancia Delta Integrale is the ideal car to use on new tracks.



In Two-Player Battle, you race against a friend in fast split-screen action.



By Scary Larry

Fans of the popular PC game already know the tricks to this fast-paced game, but newcomers will thrill at Cyberia's flashy graphics and exciting gameplay.

Polygon Puzzler

You play as Zak, a hacker who faces two choices: death or a suicide mission. The mission involves finding a secret military outpost known as Cyberia, and destroying its apocalyptic weapon.

You start by walking, talking to, or shooting numerous characters, and solving puzzles. Cyberia plays a lot like Burn: Cycle and looks a lot like Virtua Fighter on steroids. Besides walking and firing your Pistol, you pilot a jet and blast aircraft with a mini-cannon.

Control can be difficult. Your character moves in four



PRO TIP: Don't shoot anything with a blue targeting cursor in the French Tunnel. They're gun bankers, and they'll blow you up.

directions, and you're dead meat if you pick the wrong way. Then again, Zak moves so quickly that his demise isn't always your fault.

Scene and Heard

The smooth, fluid graphics feature great polygon rendering and detailed backgrounds. The flight levels are as fast and sharp as any sim out there. But the hokey anti-aircraft levels look like something from a 16-bit game.

As for sounds, Cyberia is buffeted by an array of voices. Crisp explosions and eerie mood music echo through the deserted hallways.

Cyberia is a great port-over and a finely tuned puzzler with an action twist. But you may find yourself wishing for more fighting and less finding in this brainy spy game. **C**

SEGA RALLY CHAMPIONSHIP

ing feature lets you set a variety of options like steering and tire selection to your liking.

Rally's showroom graphics are a sharp improvement over Daytona's dull wax job. Not only are the tracks brighter and more detailed, but the polygons are processed faster. The slow screen redraw that plagued Daytona isn't here, so you get smoother gameplay. The average sounds were

ported directly from the arcade. There's no real excitement in hearing your car racing on dirt, as opposed to the screeching sound of rubber on concrete. Decent jazz guitar riffs provide the soundtrack. And thankfully Sega didn't bring back the guy who sang "Rolling Start" in Daytona.

Checkpoint

Power-side controls make up Sega Rally's entire gameplay. At first, the power-side technique may seem frustrating, but given the chance the move can be effective and fun.

With graphical improvements and options exceeding Daytona's standards, you may want to call your local Sega dealership for a trade-in. **C**



PRO TIP: Step away from Gila when she tries to kiss you after the first shooting, or you're headed for trouble.



PRO TIP: The last long warship in the first combat flight has a gun turret that blows you away every time. Hold down the Shoot button as you strafe it.

Cyberia by Interplay

Developer	Genre	Control	Interface	Graphics
	1	2	3	4

Price not available
 CD
 Available now
 2 players (split screen)
 3 discs

1 player
 4th quarter
 Multi in view
 CD-ROM rating: Star

Sega Rally Championship by Sega

Developer	Genre	Control	Interface	Graphics
	4	4	4	4

Price not available
 CD
 Available now
 2 players (split screen)
 3 discs

Multi in view
 CD-ROM rating: Star

SEGA RALLY



By Captain Squideo

Ghen War updates the old "mech" concept with sharp graphics, sensational sounds, and cool controls. Fast, futuristic, and fun, Ghen War is a great addition to the roster of Saturn games.

Mech Memories

Ghen War doesn't break new ground: It's basically an old-fashioned mech shooter. You stomp through 18 missions of first-person-blasting, from Australis to the moons of Saturn. Been there, blasted that, right?

Wrong. While the concept is old, the execution is new. Not only does Ghen War have the speed that past mech games lacked, it has some of the best control in the mech business. You bring varied armaments to these wars—incloding multiple missiles and bombs. And your mech is a marvel of movement: You can high jump over objects, slip



Saturn



PRO TIP: Use fast-firing guns against fast-moving enemies. Save rockets for slow or stationary targets.



PRO TIP: Use your "slide" to move sideways through the corridors of NEMAD while still facing forward.

GHEN WAR



PRO TIP: As you enter doorways, drop bombs, then quickly back out and watch the enemies explode in front of you.

sideways, and spin to fully explore your 3D universe.

Screen Dream

The graphics are prime. Just when the wide lunar backgrounds are getting too similar, you're thrust into Doom-style corridors for deadly hide and seek. Enemies are intriguing, and everything shatters when you destroy it.

The sounds rock. Propulsive music, clear voices in the full motion-video intro, and exciting explosions all ring true.

It's not deeply strategic, but when it comes to annihilating aliens, Ghen War's a blast. **B**



By Captain Squideo

The Eclipse series flies onto the Saturn with good results. It's no breakthrough, but Solar still eclipses most other shooters.

Totally Total

If you played Total Eclipse on either the 3DO or PlayStation, you know what to expect from Solar Eclipse: behind-the-ship planet-skimming and tight tunnels cluttered with



PRO TIP: Keep dodging and swerving to avoid enemy fire.

switch from an inside- to an outside-the-cockpit view.

O Solar Mio

The graphics and sounds are instantly familiar, but that's not great news. While the look is sharp, the landscapes and enemies get repetitious after a while. Even so, the intro film

SOLAR ECLIPSE



PRO TIP: On the dark planet, stay low to get a clear shot at oncoming ground-based targets.



PRO TIP: Fire at the red panels of this rotating asteroid boss.

shifting obstacles. The tried-and-true formula is a little stale, unfortunately. There's not enough variety in the gameplay to inspire repeated visits to Solar's universe.

Your controls are only above average. This isn't the fastest fighter jet in the world, nor is it the most maneuverable. You can make sharp, banked turns, but you still fly as if in a box, unable to do loops. Plus, you possess only one kind of weapon at a time, which further limits your control options. At least you can

is good. The sounds are as generic as the graphics—they're high quality, but not memorable.

Despite its limitations, Solar Eclipse is hard to put down once you're airborne. Expect a fun trip, just don't expect the thrill to last. **C**

Solar Eclipse by Crystal Dynamics

Genre	Shoot	Control	Features	Developer
0.5	0.5	0.5	0.5	INT.
Price not available	Multiplatform	Forward viewing	Personalized	100% using Saturn
Available now	Available now	1 player	20 levels	

Ghen War by Sega

Genre	Shoot	Control	Features	Developer
0.5	0.5	0.5	0.5	ADJ.
Price not available	Multiplatform	Forward viewing	Personalized	100% using Saturn
Available now	Available now	1 player	20 levels	

The knight's a pathological liar.
 Rapunzel's schizophrenic.
 And Cheech is blazing again.
 Forget the sword. Bring a psychiatrist.



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Avatar: The movie's been a big success and it's a great idea to have a DVD set. It's a great idea to have a DVD set. It's a great idea to have a DVD set.



Avatar: The movie's been a big success and it's a great idea to have a DVD set. It's a great idea to have a DVD set. It's a great idea to have a DVD set.



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PRIMAL RAGE

By Scary Larry

32X owners have been feeling left out of the video game loop, but this killer version of Primal Rage is the best of the series so far.

The superb graphics are comparable to the 3DO versions. Little breakup or slow-down mars the action, while bright, vivid colors enhance the primeval backgrounds and lavishly colored dinosaurs.

The music and sound ef-

fects also live up to the game's reputation. Good grunts, clear hits, and muffled roars all exist in the lost world of Rage.

The game demands a six-button controller, and the moves are easy to accom-



PRO TIP: Blizard and Sauron use air throws a lot, so stay out of the air against them.

plish. You could start playing even without a manual.

Rage fanatics will want this one on their shelf, even though the next-gen versions are coming out soon. Until then, this Rage rules. **B**



PRO TIP: Forget head-to-head clomping against Talon. Go for the hits, then back away.



PRO TIP: Attack whenever an opponent tries a projectile move against you.

Primal Rage by Sega

Quality	Sound	Control	Features	Value
4.5	4.5	4.5	4.5	ADJ.

\$49.95
24 maps
Available now
Fighting

2 players
3Dx view
Multi-screening
ESRB rating: Teen

T-MEK

By Air Hendrix

In the arcades, T-MEK earned a solid rep for rowdy group combat. On the 32X, you still choose from six futuristic tanks and face off against three opponents in intergalactic arenas, but the thrill of group competition is lost.

While the engaging one-player action moves quickly, the split-screen two-player games are ruined by slow-



PRO TIP: Enemies usually can't see you when you approach from the side, so get in several special-weapon shots.

down and crowded screen space. The decent controls realistically reflect each tank's attributes, though.

With awful pixelization and weak detail, the graphics don't



PRO TIP: Refill special weapons under the spotlights.



PRO TIP: Before you tackle bosses like Rakid and Shocks, take out the other enemies.

even pretend to be 32-bit. The sounds chime with an ominous announcer, but tinny tunes and effects spoil the fun.

This cart won't satisfy 32X owners desperate for quality gaming. Some action junkies might find short-term thrills, but this cart lacks long-term intensity and depth. **D**

T-MEK by Sega

Quality	Sound	Control	Features	Value
2.5	2.5	2.5	2.5	ADJ.

\$49.95
24 maps
Available now
Tank combat sim
2 players

12 levels
In-the-cosplay view
ESRB rating: Kids 10 Adults

STAR TREK STAR FLEET ACADEMY

By Bev' Buzz

Space...where many have gone before. Star Fleet Academy duplicates the year-old SNES version (see ProReview, December 1994). For space cadets, it's strictly Coverage.

As a cadet in the Picard-era Star Fleet Academy, you command eight ships through 30 missions. The gameplay is sporadic, however: Sometimes it's interesting, sometimes it isn't. Smooth controls let you easily

access five ships' stations, but extended downtime while warping drains your adrenaline.

The graphics and sound fluctuate. The pix are sharp overall, but the first-person view-screen visuals lack pizzazz. The soundtrack's repetitive Star Trek movie theme will drive you crazy.

Trekkers will enjoy this Academy, but only for a semester or two. **D**



PRO TIP: Get key info in the classroom.



PRO TIP: You can fight best when flying at one-quarter impulse speed or in reverse.



PRO TIP: Enter suspicious situations with ships' stations at Yellow Alert and Tactical On.

Star Trek Star Fleet Academy by Sega

Quality	Sound	Control	Features	Value
2.5	2.5	2.5	2.5	INT.

\$39.95
24 maps
Available now
Strategy/action
1 player

30 missions
First-person view
Presented
ESRB Rating: 9. Multi

IF YOU'VE GOT THE BALLS, WE'VE GOT THE BALLISTICS.

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Genesis



By Scary Larry

How good is Gargoyles? It's one of the best games for the Genesis, right next to Earthworm Jim 2. This action game will leave your heart pounding, your blood racing, and your thumbs burning!

Sympathy for The Devils

It starts in medieval Scotland, where an ancient race of Gargoyles is fighting a rogue band of Vikings, who unjustly possess the mystical Eye of Odin. Goliath, the Gargoyle leader, is transported to modern-day Manhattan, where he continues to search for the tal-

SET IN STONE

isman as he fights an evil race of robots.

Goliath can swing, fly for a very short time, and fight. During combat, he punches, bites, throws, and rips the face of his opponents. Not bad for a guy made of stone. Goliath uses his powers against Vikings, archers, Raptors, etc., and more as he fits through the game's 15 extensive levels.

With all these moves to master, controlling Goliath can be rough. You must accurately swing and jump from



PRO TIP: At lava vents, you can ride the current or pull the suspended chains to get past them.



PRO TIP: To kill this thunderhead, stay on the bottom and jump while slashing. Stick to a path here and don't move.

GARGOYLES



PRO TIP: To take down tough enemies in one shot, try the throw (Button A).

BOSS TWO



PRO TIP: Avoid the giant swing from this lava god. Get close and rapidly hammer away.

precarious ledges while fending off enemies tougher than New York gangsters.

Love Me Like a Rock

The graphics are some of the best ever for the Genesis. Dark and dreary, the stages all fit the shadowy Gargoyles, who turn to stone should they ever see daylight. Enemies sport great detail, right down to mini arrows, and Goliath is

an impressive sight with flapping wings and beady claws.

Ominous sounds complement the dark game, from the leathery flapping of Goliath's wings to the death moan of the female Vikings. The music definitely needs a tune-up, though. Medieval musicians ain't got no rhythm.

BOSS THREE



PRO TIP: To rid yourself of this pesky boss, first knock her and knock off its appendages. Jump when you see waves of electricity coming toward you.

Statue of Limitations

The game gets harder with each level, so gamers expecting an easy go-it because of the Disney tie-in should think again. It's easier to sneak into Disneyland than it is to finish this game. But all in all, Gargoyles gives you the kind of rewarding gameplay and gorgeous scenery associated with award-winning games like Vectorman and Eng 2. Gargoyles rocks! ■

Genesis Game Profile

Gargoyles

(By Bruce Volo Interactive)

TOP TIER GAME
Top-notch gameplay and great graphics make Gargoyles one of the year's best. It's a stone-cold blast!



How well it works: 3.5 stars
34 maps
Available now
Action/Adventure

1 player
18 maps
Like new
Mastering



PRO TIP: Don't swing from poles until you've killed every flying thing in the area.



PRO TIP: In Manhattan, skylights are entrances to hidden areas.

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**FIRE UP THE THUNDERSTRIKE, and prepare for
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Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket packs, and chain guns.



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Wie-iam terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft — then vaporize them with bone-shaking explosions!

US GOLD

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HAVE A NICE MISSION.

REVOLUTION X

By Air Hendrix

In possibly the dumbest plot ever, Rev X's bad guys are bent on undoing fun, and you must plod through L.A. clubs and Middle Eastern deserts to stop them and rescue Aero-Smith. Rev X's slow shooting looks strategy and challenge, but at least you can choose from multiple routes through the lo-hum mayhem.

You aim through a cross hair that quickly sweeps the screen, but the finicky targeting will make you long for the lightning that this game desperately needs. Grainy, choppy graphics and droning, state-hidden sounds add insult to injury.

Genesis games have matured to the point where developers can deliver eye-popping games like Vectorman—which means Acclaim has no excuse for slipping together this miserable arcade conversion.



PRO TIP: Jack up your firepower by continuing to fire bullets while you launch GGs.



PRO TIP: Wipe everything in the background to flood power-ups.

Revolution X by Acclaim

Genre	Year	Genre	Platform	Company
ACT	92	ACT	GEN	ADJ.
88	91	2 players		
23	91	4 levels		
Available now	Free	person	other	
Beamer	ESRB rating	Teen		

Mutant Chronicles: Doom Troopers

By Air Hendrix

Based on the popular RFG and card games, this public attempt at a side scroller sends you out to rid the galaxy of alien swarms. With only two weapons and one punch, you don't have much on your side.

This can't doesn't break new ground with its simplistic ac-



PRO TIP: To pass this level in Stage 1, shoot the enemies, then stand on their corpses.



PRO TIP: In Stage 2, use an Aft as you can and shoot to deplete, not AW.

tion and repetitive enemies. The rudimentary controls handle the shooting, but the skittish jumps irritate.

Gory graphics erupt with exploding heads and vomiting bosses, but the backgrounds and characters lack color and detail. Funny death screams stand out from the other lame sounds.

Carts like this will push 16-bit gaming into an early grave. Only the most loyal Chronicles fans will find fun here.

Mutant Chronicles: Doom Troopers

Genre	Year	Genre	Platform	Company
ACT	92	ACT	GEN	ADJ.
88	91	4 levels		
23	91	24 levels		
Available now	Free	person	other	
Beamer	ESRB rating	Teen		

VR Troopers

By Sia Mo

The VR Troopers are an obvious Power Rangers clone, but they do inject their own personality into this familiar-but-fun fighting game for kids.

You can tune the Troopers' battle against Grimrod to your



PRO TIP: Follow in projectile shots for an easy hit.

tastes. There are eight playable characters, three gameplay modes, and five skill levels. The crisp controls provide quick access to a basic 17-move punch, kick, jump, and block ensemble. Each fighter also has three special moves.

VR's sharp graphics and enthusiastic tunes have energy. The detailed character sprites and imaginative backgrounds will jazz fans of the tooth show. The music rocks 'em but that's the best the sparse sounds can muster.

VR is a good fight for youngsters, between episodes. The Troopers are troopers.



PRO TIP: Ryan Steel is the toughest Trooper.

VR Troopers by Sega

Genre	Year	Genre	Platform	Company
ACT	92	ACT	GEN	INT.
88	91	4 levels		
23	91	24 levels		
Available now	Free	person	other	
Beamer	ESRB rating	Teen		

Scooby Doo Adventures

By Tommy Glide

Zorkies! The Mystery Machine posse needs you to help solve the riddles of Blaku's Hotel and Ha Ha Carnival.

As Shaggy (with Scooby in tow), you investigate mysterious based on actual episodes. The easy interface has a menu of commands to help you collect items and clues. The puzzles aren't all easy, however.



PRO TIP: In the hotel, use the dumbwaiter to descend to the kitchen. Then Push the door and Look through the peephole.



PRO TIP: In the Carnival Arcade, Look through Window 2 to see Velma, Daphne, and Fred stuck in the boat. Go help them!

Both mysteries are broken up by cinematic ghost chases. These and the graphics capture the show's flavor. The average sounds are rescued by music that kicks with a solid translation of the TV tunes.

If you're a fan of the series, this is a nice rental down memory lane. If not, this is a "Scooby Don't."

Scooby Doo Adventures by Acclaim

Genre	Year	Genre	Platform	Company
ACT	92	ACT	GEN	INT.
88	91	4 levels		
23	91	24 levels		
Available now	Free	person	other	
Beamer	ESRB rating	Teen		



By Scurry Larry

Based on the Jim Lee comic, Wild C.A.T.S. is a fun Final Fight-type brawler with huge sprites but standard enemies. In the overall SNES lineup, though, C.A.T.S. doesn't roar.

Wild Things

The interesting game mechanics have you begin as one character - Spartan, Warblade, or Maul - and then change characters at a certain point in the action. You'll never play through as just one comic book hero, which makes the



PRO TIP: Sometimes Warblade has trouble dodging a way out. Double jump to see possible exits above him.

WILD C.A.T.S.

CONVERT-ACTION-TENDS

gameplay more varied than other superhero titles.

Each hero has a series of devastating moves and an assortment of punches, kicks, and smart bombs. The easy enemies and pattern-dependent end bosses make the awkward controls bearable.



PRO TIP: Use Maul's Charge Run (tap Forward twice) to avoid and evade.

Stand Up Comics

The graphics are well drawn and have a more flavorful feel



PRO TIP: Stay in the corners after hitting a boss to defeat it.

Wild C.A.T.S. by Playmates Interactive

Playable	Used	Control	Available	Controls
2/2	1/1	1/1	1/1	1/1
S&P 95	50	50	50	50
48	48	48	48	48
48	48	48	48	48
48	48	48	48	48
48	48	48	48	48

than other comic book games, like The Death and Return of Superman. But they never get too creative, and you'll see the same enemies again and again.

The sounds are funky but flat. The repetitive theme music never graduates to exciting, but then again, neither do the graphics. Other sound effects include standard punches and whacks.

Overall, Wild C.A.T.S. is not a bad game, but it just barely rises above the mediocrity of other side-scrollers. If you're looking for a good, easy weekend rental, you could do worse than this title. **B**

PROREVIEW

Super NES



By Scurry Larry

Players who've seen and sampled the Genesis game will be- man this weak arcade-to-cart conversion.

Get Ready to Grumble

We wouldn't be so unfair as to compare this version to the PlayStation game, but we will say that next to the Genesis and 32X versions (see Pro-Reviews, December '95) this one doesn't have a chance.

The problems start right from the beginning. Yokozuna and Bam Bam Bigelow are gone from the roster! Next up, the game plays so slowly that you could grab a bite to eat between special moves.



PRO TIP: Razor Ramon: Grab the opponent and hit Punch three times, then Power Punch.



PRO TIP: Lex Luger can be cheap. By constantly grabbing (simultaneously press Power Kick and Power Punch), then backbreaking (tap Up and Button A).

pling or the few announcers' voiceovers that were left in. Even the slams and thuds sound cheap.

Controlling the wrestlers is

WWF WRESTLEMANIA



PRO TIP: Doink can be pretty sneaky. Grab an opponent, then motion Down, Down-Toward, Toward and hit any Punch button to electrocute a foe.

The poor graphics feature smaller sprites and fewer colors than the cart's 16-bit cousin. Again, the slowdown also takes away from the game's fast-paced fun, and the static backgrounds are washed out.

The sound gets no help from the dismal, tinny sam-

about the same as in the other games, and the moves are identical, but the slowdown makes things difficult. You never know if a combo is complete until the last slow movement takes place.

What a Ripoff!

WWF Arcade has more going for it than this poor game. Buy the Genesis or 32X for even the PlayStation) versions, but sweep this one under the mat. **C**

Playable	Used	Control	Available	Controls
2/2	1/1	1/1	1/1	1/1
170-90	50	50	50	50
48	48	48	48	48
48	48	48	48	48
48	48	48	48	48

Scooby Doo Mystery

By **Quick-Drew McGraw**



PRO TIP: To get clue points, take new objects to Velma whenever you find them.

Hop inside the Mystery Machine with Shaggy and Scooby. You guide the pair through a series of side-scrolling mysteries, getting clues from Freddy, Scooby snacks from Daphne, and the Mystery Status from Velma. Bonus games like the "Wac-A-Monster" or "Make a Scooby Sandwich" help you.

The characters are successfully re-created, and the monsters will scare the pants off you. Although there isn't much action, the backgrounds are detailed. The sound lacks voice effects and the famous theme song, but you'll enjoy the limited soundtrack.

Reading maps and piecing together puzzles may not fulfill the action quota, but Scooby Doo does provide an intriguing adventure for kids.



PRO TIP: Use Scooby's sniffing abilities to find hidden clues.

Scooby Doo Mystery by Activision

Control	Sound	Graphics	Dialogue
INT.	INT.	INT.	INT.

Price: Not available
 16 megs
 Activision Inc.
 Activision/Activision
 1-800-888-8888

Side view
 Parents
 ESRB rating: KIDS
 to Adults

Revolution X

By **The Ace Grenier**

Looking for a great arcade shooter? Revolution X ain't even close.

Rev X is a first-person shooter rife with slowdown. You meet wave after wave of silly attackers and blow them away.

The bland graphics are average at best, featuring cheesy



PRO TIP: Whenever you see a weapon locked in a cage, fire for it shooting off the bars.



PRO TIP: To stop the Aas, shoot it everywhere—avoid the red spot above the door.

explosions and blocky sprites. Although Rev X stars the rock band Aerosmith, the wannabe hard-rock riffs grind duty away, effectively burying the few muted sound effects.

The controls are also nothing to sing about. Moving your target sight is a breeze, but accurately pinpointing small targets is difficult.

Revolution X follows the arcade formula. What this version does bring home is a very disappointing game.

Revolution X by Activision

Control	Sound	Graphics	Dialogue
INT.	INT.	INT.	INT.

ESRB: 16+
 16 megs
 Activision Inc.
 Activision/Activision
 1-800-888-8888

4 players
 First-person view
 Multitasking
 ESRB rating: Teen

Dragon: The Bruce Lee Story

By **Tommy Gikie**

The film *Dragon* showcased Bruce Lee's power. On the SNES, however, Bruce looks weaker than Lester the Unlikely.

Ten stages trace the film's plot, from Bruce's brawl with the sailors through the demonic finals modeled after *Enter the Dragon*. Although you can earn special weapons and techniques, like nunchakus, this shallow game is more of a beat-em-up than a true fighter.

Mediocre sprites, animations, and backgrounds provide the visuals, but don't expect to see blood. Decent martial arts music carries the audio, but the fight sounds are lame. Fans of the film may want to rent *Dragon*. All others should stick to the fighting legends of the gaming world.



PRO TIP: When the fight moves to the alley, focus on beating the first chief you fought inside.



PRO TIP: After testing, fight the dragon defensively. Take a quarter of his energy, and he'll return you to your last match.

Dragon: The Bruce Lee Story by Activision

Control	Sound	Graphics	Dialogue
INT.	INT.	INT.	INT.

ESRB: 16+
 16 megs
 Activision Inc.
 Activision/Activision
 1-800-888-8888

3 players (with MultiTap)
 Side view
 Side scrolling
 ESRB rating: Teen

Aaahh!!! Real Monsters

By **Tommy Gikie**

Aaahh!!! If run-of-the-mill, platform-hopping adventures scare you, you'll be afraid of these monsters. Based on Nelvana's animated series.



PRO TIP: Before you reach the junkyard dig in the first level, attack the city to the left to find a hidden room and power-ups.

you control looks, Krumm, and Delina as they cram for their monster mid-term exam.

Unfortunately, the levels aren't stimulating, and the visuals are barely passable with sometimes jumpy scrolling and lackluster backgrounds. The sound fares a bit better with cartoon-quality music and familiar monster noises.

Beginners will appreciate the game's simplicity and the easy-to-find hidden areas, but the stiff controls may frustrate some. If you enjoy the cartoon, these Monsters may pass as a rental.



PRO TIP: Pass the first set of showers in the gymnasium and run through the wall to find a series of hidden rooms.

Aaahh!!! Real Monsters by Vivendi

Control	Sound	Graphics	Dialogue
INT.	INT.	INT.	INT.

ESRB: 16+
 16 megs
 Available for
 Activision/Activision
 1-800-888-8888

Side view
 Multitasking
 3 characters
 ESRB rating: Kids to Adults

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series of puzzles which
are scored. Get the

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By *The Ace Ginder*

Making the rounds to almost all the known console systems, Primal Rage holds up well on the 3DO. This version has the best looks and sounds of any home-system Primal to date.

Leapin' Lizards!

Once again the arcade's seven dinosaurs battle for the new Urth, but this time extended options enrich the gameplay. In the endurance match, for instance, you can choose up



to four dinosaurs for tag-team action. In the one-player mode, lack of a last boss puts a damper on the excitement — you simply face all the dinosaurs you previously vanquished.

This Primal excels with graphics and sound. The game looks great, with fine details on the dino fighters. With combatants hissing and chomping on humans, the sound effects are excellent. The music is appealing, with



PRO TIP: Use Blizzard's Ice Galaxy to freeze opponents and set them up for a combo.

Primal Rage by Developer



Price not available
ES: Available now
Fighting

2 player
Solo view
Not rated by the ESRB
3DO rating: MA-17



3DO



PRO TIP: Low on life? Eat a human for a quick life booster!



PRO TIP: To do Vertigo's Reeling move The Cow Who Runs, hold High Fierce, Low Fierce, High Dolek, and Low Dolek and tap Left, Left, Left, Down, Left.

rock riffs that perfectly fit the intense fighting.

A six-button controller works better here than the standard three-button, and the game uses a unique special-move system (mostly holding down two or more buttons and performing a motion on the joy pad). The moves are easy to execute, but timing is important on the finishing moves.

The Dino That Fell To Urth

Those looking for a close arcade translation can't do better than Primal 3DO. But it still won't convert those who never took to the arcade original. **B**

By *Toxic Tommy*

Psychic Detective: The Case of the Black Diamond is an entertaining interactive mystery game with an adult sensibility. Unraveling this labyrinthine murder case will tax your mental powers, even with the help of Eric Fox, the psychic detective.

Mental Case

Detective is all about jumping from Eric's mind into the minds of other characters to see things through their eyes. You can also get psychic traces of past events by touching objects previously held by other characters. When you think you've solved the mystery,

Psychic Detective: The Case of the Black Diamond

you match clues with the master bad guy in a chess-like psychic board game.

Since the story unfolds in real time, you're challenged to be in the right mind at the right time. Simple controls make that a breeze: Just use the directional to highlight character icons and then press an action button.

The sharp, full-motion visuals for the head game are definitely a tip-off: The disc is packed with 500 separate mini-movies full of genuinely



PRO TIP: If you can, jump into the minds of characters who leave your presence. There's a lot happening behind the scenes.



PRO TIP: You'll never win the Black Diamond game by guessing, but that is one way to reveal possible solutions.



PRO TIP: When you use the Psychic Collector, choose the head you visit carefully or you'll blow your mind.

nightmarish imagery.

The sounds help carry the show with snappy dialogue and eerie music. If you're going to get anywhere, you must listen — and listen carefully.

Mind Game

Complex dialogue and adult situations make this a fun game for mature audiences. Psychic Detective provides hours of cerebral trauma for whodunk fans. **A**

Psychic Detective: The Case of the Black Diamond by Electronic Arts Division



3DO 96
3 DO
Available now
Psychic mystery

1 player
Full motion video
Not rated by the ESRB
3DO rating: MA-17

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

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



Panasonic
Software Company



By Scary Larry

Killer fans have nothing to worry about. Their favorite fighting game has shrunk, but still packs a powerful punch. The best portable fighter? Yep! Right after Street Fighter II for the Game Boy.

The Hit Parade

Although Raptor and Cinder were trimmed for memory's sake, the classic elements of KI were kept in—multiple-hit combos, fatalities, and fast gameplay are all here.

The story line is the same: best two-out-of-three rounds wins the Killer Instinct tournament. You get special moves, standard punches and kicks, and long-lasting ultra combos for each player.

How is this achieved with two buttons when the original KI was a six-button game? Hold a button down for a fierce punch or kick, or tap it for a weak punch or kick. This makes the control a little awkward but still masterable.

Killer Filler

The grainy graphics are dull if you're comparing this game to the SNES version. For the



sabrewulf



PRO TIP: Make Sabrewulf heel before a combo to add hits.



archid



PRO TIP: You can string together a good combo starting with the Flk Flk (charge Away two seconds, then Toward and tap Kick). When opponents come in close, press Away and Kick.



tj combo



PRO TIP: Try using fast punches against this powerhouse biter. Throw projectiles when he's across the screen.



chief thunder



PRO TIP: End any multiple-hit (four or more) combo with the Phoenix (Down, Down-Toward, Toward, then tap Kick) and you have the Killer Combo.

Killer Instinct

fulgore



PRO TIP: Counter Fulgore by jumping the minute he begins to teleport.

jago



PRO TIP: Jago's Wind Kick is usually the beginning of a long combo. Block against it.



glacius



PRO TIP: For more hits at the end of a combo, throw on the Shockwave (Down, Down-Toward, Toward, and tap Punch) or the Liquidize (Down, Down-Toward, Toward, and tap Punch).

Game Boy, however, the graphics are clean and fast, with lots of detail for such a small screen. And surprisingly, this is a game that looks and plays better on the Game Boy than on the Super Game Boy.

Although you won't hear an announcer state how many hits you've registered (as in the 16-bit version), you will hear some funky rhythms and some pretty tinny punches and

kicks. ProTip: Crank some tunes on your Walkman, instead.

Basic Instinct

Killer fans will want to take this show on the road, because their favorite game is just as much fun on the green screen. Any GB enthusiast facing a long backseat ride home will enjoy this game. Street Fighter II Game Boy has a little more in the gameplay area, but Killer Instinct is more fun. **C**

spical



PRO TIP: Add hits to the end of a combo with Spical's Merg (tap Down, Down, Kick during any combo).

Super Game Boy Game Profile

Killer Instinct

(By Michael)



Killer Instinct makes its debut...in the palm of your hand! This portable puncher is great, and probably the only reason to dust off your Game Boy this year.



Size: \$5
4 people
Available: Now

Fighting
2 player
Size: Mini

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Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to GamePro by February 23, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Intertainment World Books.

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Sonic Drift 2

By Sir Garnabus

Harpin turns, bombs in the road, and competitors who never give up make Sonic Drift 2 Game Gear racing at its best.

Seven of your favorite Sonic characters take it to the streets in 18 strangely familiar settings. Look for power-ups, such as rings, mines, and invincibility, but watch out for obstacles—your opponents will stop at nothing to slow you down.

Good detail and great backgrounds make it easy to spot items in this graphic masterpiece. A different musical score for each track keeps the audio at an enjoyable level. And the control is great once you get the hang of it.

Sonic Drift 2 coasts easily into the lead as a great racer.



PRO TIP: Use power-ups strategically. In a close race, they're the difference between first and second place.



Each driver has unique attributes that may help your performance. Tails is the most well-rounded.

Sonic Drift 2 by Sega



E34 95 10 tracks
4 maps Behind the car view
Available now
Featured scrolling
Pricing \$29.95 (retail) \$16 (MSRP)
7 players (split-screen for 4-player only)

Tails' Adventures

By Sir Garnabus



PRO TIP: Use Tails' hovering capabilities to explore areas you can't reach on foot.



PRO TIP: Wait Tails' house often. You can carry four items, but can change your equipment only at home.

Tails' first solo performance doesn't live up to the Sonic speed of his previous co-starring performances. Sneak's adventures would be more like it.

You walk through levels while throwing weapons at enemies and looking for power-ups and six Chaos Emeralds. It's a great backbone for a game, but "walk" is the operative word—Tails' sub-Sonic pace isn't nearly as much fun.

Great detail and colorful backgrounds are a boon, and the sound is a Sonic com-escape of changeable music. Control is also good for the number of different moves.

Although Tails does a decent solo job, without speedier shoes, it's no wonder Sonic stayed home.

Tails' Adventures by Sega



E34 95 Power-ups
4 maps Side view
Available now
Data scrolling
Adventurous \$29.95 (retail) \$16 (MSRP)
1 player
6 levels

Cutthroat Island

By Sir Garnabus

There's nothing Cutthroat about this island. A sword fight through monotonous levels with no finale and no fireworks? No thanks!

The stiff controls make no amends in this island tragedy. In addition to your ever-present sword, you're armed with dag-



PRO TIP: In the Carriage stage, move to the front of the coach to fight and then move to the back to watch for warning arrows.

gers, bombs, guns, and bottles, as you light a barrage of repetitive bad guys. Although you have ten moves, you'll be lucky to pull off two when it counts.

The graphics are sketchy and indistinct, offering little detail. The repetitive sound effects are gaudy, but the variety of tunes will keep your mind off the mindless gameplay.

In the end, you'll want to desert this island.



PRO TIP: Once you grab the rope in the Treasure Cave you can't use your sword, so kill the bats first.

Cutthroat Island by Acclaim



E34 95 Controls
4 maps Side view
Available now
Data scrolling
Adventurous \$29.95 (retail) \$16 (MSRP)
1 player
22 levels

Power Rangers: The Movie

By Scary Larry



PRO TIP: To perform a diving punch, hold both buttons while your Ranger's in the air. Pretty nifty against the Potty Patrol.

Oh no! Power Rangers! But fans of the genre will love this cart, so don't knock it yet.

This time Ivan Ooze wants to rule the Earth. All six Rangers (pick your color) are there to stop him, and they come equipped with special moves.

The graphics aren't bad for a small game. Well-defined



PRO TIP: To wear down bosses, slide kick them when they're in the corner.

sprites and faded backgrounds make up the rest of it.

The sounds are tame and repetitious, but not as annoying as other Game Gear carts. Plenty of smacks and whacks fill the small speakers.

Pick up the Power if you have an hour to waste. But don't spend your hard-earned money. Borrow it from your little brother.

Power Rangers: The Movie by Sega



E34 95 2 players
4 maps Side view
Available now
\$29.95 (retail) \$16 (MSRP)
Fighting game
6 levels

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February 1996

Soccer • Boxing • Football • Baseball

FIFA '96 Soccer Scores Big on the PlayStation



FIFA '96

By Tommy Gold

PlayStation

It was exactly a year ago when FIFA first wowed 3DO owners. Now EA brings the same 3D stadium to the PlayStation with even sharper gameplay and sound.

Maximum FIFA

Now more than ever before, EA Sports maximizes its FIFA license to provide more than 3000 world class players from 12 international leagues, including England, Italy, and Brazil, along with 59 international teams. Traditional FIFA options give you a Season, Playoff, Tournament, and Exhibition modes of play.



More full-motion video and sharper clips highlight this FIFA.

The gameplay simulates real soccer better than ever, and the computer brings a fairly tough A.I. to the field. Complementing the realistic strategy element is the great passing and shooting control, which adds to the depth of the game. If you're looking to

showout, powerful speed bursts can create great breakaways, and moves like the rainbow kick and 180-degree spin, while not easily mastered, leave your opponents searching for their jocks.

While not a radical departure from the 3D graphics seen on the 3DO, the sprites on the PlayStation have been cleaned up a bit, and the animation's smoother. Several views are offered, though none is really outstanding.

Striking Distance

While the Ball cam puts you confusingly in the middle of the action with large sprites, the smaller sprites seen from higher views give you better playing perspective. The most helpful view is the overhead view for corner kicks and the optional bird's-eye view when your goalie has possession.

The sound has been enhanced with real-time commentary by England's play-by-play man, John Motson. Motson uses real player names

in his commentary, and his voice is woven seamlessly into the action. However, the onfield sounds seem too soft. The great crowd noise remains intact, but there isn't the huff and puff you'd expect from running 22 men up and down the field.



PRO TIP: Use the rainbow kick to put the ball past oncoming defenders.

Goal-A-Rama

FIFA '96 rolls onto the PlayStation with all the glory of a World Cup final match. While there may be more 32-bit soccer games on the horizon, you'll be hard-pressed to find any sims that bring home a more realistic soccer experience. ■

FIFA '96 Tips



PRO TIP: To score on corner kicks, lob the ball into the near post and try to head it in.



PRO TIP: Use the Buller world team. Find the ball to Reggie Hill for increased goals.



PRO TIP: When first playing against the computer, give yourself the advantage of yourself in Italy and take on weaker teams like Algeria and Luxembourg.



PRO TIP: If you're having trouble making the ball go field, switch your strategy and formation to conservative.

FIFA '96 by EA Sports

324 3D
 Available on
 Soccer
 4 player (with multi-
 player adapter)

12 international
 leagues
 7000
 Multiplatform
 4 new clubs
 1500+ video clips
 100+ audio clips



Center Ring Boxing

By Tommy Gile

Salm

Following in the footsteps of Virtua Fighter, Center Ring Boxing could almost be called "Virtua Boxer."

Unfortunately, these polygonal pugilists lack the speed, grace, and fluidity of their martial arts predecessors.

Taste the Canvas

Center Ring offers features reminiscent of many 16-bit boxing games. You can build your own boxer and choose your face, height, weight, color of your shorts, left or right hand, and gender. Climb in one of six divisions from Bantam to Heavyweight (though you'll hardly feel a difference in gameplay between weights) and square off with 30 top-ranked boxers.

Once you enter the ring, you'll wonder where the 32-bit control went. The boxers circle each other well, but they move and punch sluggishly.

You can throw decent combo punches, but the game sorely underuses the buttons. You only use Buttons A, B, C, and X (for taunt moves).



PRO TIP: Use your feet. Often you can maneuver to the side of your opponent and hammer them with a back.

Center Ring Pro Tips



PRO TIP: When your opponent has been knocked down, shove him with a back flip by pressing Buttons X and tapping Left on the directional pad.



PRO TIP: With a new boxer, build up your speed first. You can defeat the first opponents with quick jabs. Add power and stamina after each match.

Rent-a-Center

Graphically, these sharp boxers lack character. However, 12 camera angles enable you to watch the punches from different aspects and keep a clean view of the fight.

Decent sounds, like the round bell, are crystal clear, and the spotty music mixes in smoothly. But the punches sound tinny, and the announcer constantly repeats himself.

Boxing buffs may find that this game grows on them. While it's certainly reminiscent of the old 4D Boxing for the PC, Center Ring lacks the discipline to be a true 32-bit contender. ■



Quarterback Attack

By Coach Kyle

301

Impressive visuals don't make a great game. Quarterback Attack has the looks of a Super Bowl champ, but simplistic gameplay keeps it out of the playoffs.

Attack of the Killer QB

Digital Pictures carved a niche for itself with innovative sports games like Prize Fighter and Slam City with Scottie Peppen. Like those earlier efforts, QB Attack uses actual video clips shot from a first-person view, which in this case put you inside the helmet of a pro QB. You're not merely an observer of the action, you're the actual target of ferocious crushing linemen.

Unfortunately, so much effort went into the visual concept that sacrifices were made in the gameplay. The negatives stack up like deflators at the goal line: It's a one-player game, there's no NFL license or players, you control only

the offense, and you control only one player, the QB.

That's right—you have nothing to do with kickoff returns, calling for blitzes, or field goals, to name just three important elements. These missing features are standard in virtually every other football game.

Behind the Face Mask

The visuals score a touchdown. The footage is much bigger than the postage-stamp size used for Prize Fighter's video. While it's sharp and quick, the footage isn't flawless. Occasionally when you're sweeping the ball at the goal line, the view puts you closer to midfield.

The sounds rack up big yardage. Voices are sharp, taunts are humorous, and Mike Ditka effectively razzes you from the sideline.

Good looks and little strategic challenge add up to fun the first time around but not the second. QB Attack scores—just not enough to win. ■



QB Attack Pro Tips



PRO TIP: Study the defense at the line of scrimmage—your sight gets a clear view which receiver will be open.



PRO TIP: Don't focus on just one receiver—you usually have about five seconds to scan the field before you're sacked.



PRO TIP: Receiver are effective when you're near midfield and the defense is probing you to pass deep.



NFL Quarterback Club '96

By Sho Mo

Super NES

As Acclaim's football franchise, NFL Quarterback Club '96 does a nice job of establishing field position on the SNES. This version essentially mirrors the Genesis game with a similarly offensive-minded A.I. but slightly slower player speed.

Total Offense

The Club has plenty of flesh. It kicks off with all 30 NFL teams and a playbook packed with 400 plays, which you can flip. General managers can even create an entire 11-man team using specialized practice categories to build up specific position skills.

NFL QB Club ProTIPS



PROTIP: You can pass into running defenses. Try overblending defensive ends wide of the tackles.



PROTIP: A pass-catching running back can be an invaluable custom player.



PROTIP: Long Pro-Set passes work in every QB Club cart. Select Long, Pro-Set, PA Delay. At the snap, quickly double-tap Buttons B, A, Y to pass to wide receiver Y.

The all-the-way-in-one-play CPU, however, is a defensive coordinator's nightmare. The teams were programmed according to '95 stats, but you can easily lead the Patriots in an embarrassing rout of the Cowboys. For balanced competition, play a friend in the more evenly tuned head-to-head mode.

On the field, well-crafted controls open up an impressive variety of moves. Players can spin, straight-arm, dive for catches, and jump for interceptions. There's even a power mode that increases the ability to either break or make tackles.

You can also set three standard audibles or use the 50 preprogrammed Hyper Audibles. You can call Hypers on the fly, and if you get really good, you can play most of a game without opening a playbook!

Championship Seasons

You literally can't lose with this game. If you think winning is the only thing, the Club can make all your football fantasies come true.

NFL Quarterback Club '96 by Acclaim

Player	Team	Stats	Features	Control
2/14 MS	Available now	24 maps	Football	5 players (incl.)
player choice!	Behind-the-line view	Save feature	ESPN rating: 90%	to Adults



Frank Thomas "Big Hurt" Baseball

By Air Hendrix

Super NES

With Frank Thomas "Big Hurt" Baseball, Acclaim tried (and failed) to mimic World Series' fast-paced, gripping gameplay. Watching Little League players would be more exciting than struggling with Big Hurt's shoddy controls, scant features, and no-brainer action.

Basic Ball

Big Hurt starts off in either Exhibition, Playoff, Season, Clutch Situations, and Home Run Derby mode. Before hitting the field, you choose from all the Major League teams, but the MLBPA license means that only real-life players step up to the plate — the teams are named after the cities. While you can adjust fielding strategy, you can't draft, create, or trade players, and you're equipped with merely three pitches and two swings.

The awful controls prevent the game from coming to life. To pitch, you have to wade through menus to set the ball's various attributes, but the unwieldy process interferes with tight, strategic pitching. The simple batting works smoothly, but during fielding, the view tracks the ball so tightly that it's often impossible to make the play.



PROTIP: Slide your batter to the left or right in the box to line up on the pitch.

Frankly Bad

The graphics are this cart's lone bright spot. Like World Series, large, realistic sprites race through well-detailed representations of big-league stadiums. The animations frequently stutter, though, marring the game's eye-catching look.

In the sound department, dead silence accompanies most games. Crowd noise shows up as a muted hiss, the ball and bat effects sound tinny, and a nervous kid on a first

date speaks more often than this game's announcer.

With the strong batting order of other baseball carts, bench Big Hurt in a hurry. Better 16-bit fields have been built for years.

"Big Hurt" ProTIPS



PROTIP: Concentrate most of your pitches to the infield or outside. Center pitches usually get hit.



PROTIP: When fielding, use the center screen to immediately send a fielder after the ball.

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • February '96



BREATH OF FIRE II

This is the first installment of a guide to Capcom's eagerly awaited Breath of Fire II. The details of the story are left for you to discover, but we take you halfway through your journey.

By M-Joe Miko



Area Map

Key Areas

1. Home Town
2. Fubi Mountains
3. Ruins
4. Courser
5. Joker's Hideout
6. Tag Woods
7. Windia
8. Captain
9. Witch Tower
10. Wild Cat Restaurant
11. Sima Fort
12. Namada
13. Brando
14. Highfort
15. Otals
16. Sima Fort
17. Tunlan
18. Gunz
19. Gab
20. Whale Cave
21. Farm Town
22. Cat Land
23. Doctor's Island
24. Evas
25. Sky Tower

The Game Starts



First, get the TreePole from the chest. You must talk to everyone in the village before you can go to the mountain in back.



When you return to the village, go into the church. There you meet Bow, who joins you. Leave the village and go northwest to the cave. In the cave, you fight Barbary.

Ten Years Later



You and Bow are looking for work at the Ranger Guild in Home Town. You're given the task of retrieving Mina's pet, Suzy. Leave the village and travel southeast to Mt. Fubi. Your first big fight is at the top against three hargues. Inside the cave, get the Fire Rock.



When you leave the mountain range, travel west until you reach the small ghost town named Ruins. Enter the town and find the old man, Niro, cowering from cockroaches. Fight the cockroaches. In addition to saving the old man, you also rescue Suzy, who is Niro's intended diner.



Return to the Ranger Guild at Home Town and get a reward for rescuing Suzy. Later that night, Bow gets a job from a villager, Kilgore, but ends up framed instead. Leave the house, talk to Kilgore, and return to the house. Talk to Bow. Take Bow back to the Ruins and leave him with Niro.

Go To Coursair



In Coursair, enter the Pub at night, and talk to Rand at the end of the bar. Leave the town, go to Tag Woods in the north, and fight Baba. Make the fight quick by using the Fire Rock. Get Baba's axe, return to Coursair, and talk to Rand. Now you fight Katt in the arena.



After the fight, Rand joins the group. Go back into the arena and fight Augus. After defeating Augus, return to the inn, where Katt joins your party. Return to the Ruins where

Rand and Bow continue to repair the house.

Home Town



Go back to Home Town, and you can now enter the Magic School. Go to the top floor and find Nina. Her sister has been kidnapped by the Joker Gang, the ransom being Nina. Their hideout is a cave south of Coursair (over the bridge) and to the west.



Joker is in the main cave with Nina, Mina, and his henchmen. You fight several Hoods first, then Joker. Joker is really a demon in disguise, however. After the battle, Nina joins your party.





Windia is west of Tag Woods, across a long bridge. After navigating the maze, you get kicked out of the castle.

Outside the main gate is a magic show. The magician is Sten, who joins your party. Use Sten to cross

areas where cliffs are close together.

Capitan and The Ruins



Go west until you reach Capitan. Go down into the well and free the villagers with the help of Ray from the St. Eva Church. After rescuing the villagers, return to Ruins with Ray.



From Ruins, go back to Capitan and find Saru, the Fire Shaman. You are then transported to a magician's house north of Capitan, where a magician unlocks your Dragon powers. Go back to the Ruins

so Sara and the magician can set up a lab for experiments. Return to Capitan and select a carpenter. The look of the Ruins depends on the carpenter you select.

Three Houses, Three Carpenters

Two-Story House



Ranch House



Still House



Meet Jean in the woods, then go west to Witch Tower. Have Nina lead when exploring the Tower. Defeat Nimfu, and she tells you how to change Jean into normal form. Before leaving, find Seso the Water Shaman, who is a prisoner in the Tower.



Before returning to the woods, go west to the small cave by the waterfall and fight the cook of Wild Cat Restaurant. Go to the woods, change Jean into his normal form, and he joins the group. Use Jean to swim to Sima Fort in the middle of the lake. When you come to after being pushed in the lake, get the Deluxe Pile from the chest in the corner.

Return to Witch Tower



After visiting Jean in the dungeon, return to Witch Tower. Then go to the Wild Cat Restaurant and get the Royal Ring from Nimfu. Return to Sima Fort. After defeating

Kuwadora, get the thief (Patty) out of the cage in the kitchen and return to Home Town. Take Patty to Trout's house, then go back to the Ruins and get Bow. Take Bow to Kif-gore's house in Home Town.

Jean



Although he is a weak fighter, Jean's ability to turn into a frog not only lets him swim in lakes, but makes him travel faster. He can also jump small hills and gaps.



Go to the basement at Trout's house, defeat the demon, and release Patty. Then return to the Ranger Guild. There you hear about a strange occurrence at a town called Gate involving the demon you fought at the beginning of the game. Time to find the Grass Man...



From Capitan, you can now take the boat across the water to the woods in the west.





By Sir Scary Larry

Myst meets Jurassic Park in this fantasy game from Virgin. You solve a few puzzles, save a few kingdoms, watch out for dino droppings, but mostly, you talk, talk, and talk. It makes you wonder if extinction might actually be the way to go.

The Rex Files

The story centers around a young adventurer named Prince Adam. In a land populated with dinosaurs and aliens, Adam's family is battling the Tyrannos, bloody T. rex-like human-saurs. The Tyrannos killed Prince Adam's mother and sister, so a little payback is on the way. In order to defeat the Tyrannos,

Adam must rally the remaining dinosaurs to help the humans before all of them become extinct.

The road to success winds through many lips. There's more talking in this game than at the Democratic National Convention, and like that caucus, much of the talking is useless rhetoric that does nothing to enhance the game. Besides talking, you also gather clues to solve puzzles. No experience building or endless battling, so experienced RPGers may want to sidestep this one.



PRO TIP: For a sordid (yet helpful) accounting of the family history, check out the panels behind the king in the throne room.



PRO TIP: Put the tooth that the executioner gives you on the corpse in Morak's room to reveal a secret passageway. Also use the tooth on the skeleton you find. Before you leave Grau's chamber, be sure to grab the Prism on the floor.



PRO TIP: Before leaving Tau's deathbed, grab the knife from the table next to his bed.

Paradise Lost

The graphics are crisp, clean, and imaginative with fantastic images of bejeweled dinosaurs and winged advisors to the kings. But unfortunately, for the most part, these images are static with just the lips moving. Little goes on in the background, making it a joy when something actually moves—like the rendered brontosaurus.

The music is a great earthy composition, reminiscent of the weird, funky rhythms of Deep Forest. It's complemented



PRO TIP: In the valley of Glomaur, use the architect's flute to rouse the brontosaurus here!



PRO TIP: If your cursor does not reveal an arrow (which allows you to leave the screen), then the person you're talking to has more to say.



PRO TIP: If you put the Courage Pendant on Daena, she will accompany you to the executioner's room.

by a full-voice soundtrack with every piece of dialogue spoken.

The simple controls offer a pleasing cube interface. Basically, a cube (your cursor) revolves around the screen. When you pass the cursor over an object, an icon is displayed.

Riddle Me This

Myst fans who love the puzzle elements of point-and-click text adventures will really dig these dinosaurs, but be prepared for some lengthy discourses to keep you occupied. Although Lost Eden takes a bite from the RPG apple, it probably shouldn't talk with its mouth full. □



PRO TIP: Use the Prism on the tablet. Now you can see what Morakus Rex is up to.

Lost Eden by Virgin

Graph	Sound	Game	Audio	Controls
4.5	4.5	4.5	4.5	4.5

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Text adventure
1 player

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INT.

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Entertainment, Inc.

Lock and Load with Loaded!

This ProStrategy guide will get you through four levels of the meanest space seam ever to stain the galaxy.

By Major Mike



Grab your weapon and hnd up because, with 13 levels of splatterfest shooting action, Loaded is sure to challenge. Use these strategies, maps, and hot spots to survive Loaded's treacherous beginning. By the time you reach Level 3, you'll be ready for the nasty surprises that lie ahead.

The Loaded Team

Mama



Mama lacks speed but has awesome, concentrated firepower.

Stats



Speed: Slow
Armor: Good
Weapon: Plasma Gun

Smart Bomb: Ripple Grenade



Makes the floor erupt, killing everything within a limited range.

Butch



Butch, "the most dangerous cross-dresser in the galaxy," turns his victims into neat piles of ashes. Although Butch is fast on his heels, his flamethrower is only effective at close range.

Stats



Speed: Fast
Armor: Medium
Weapon: Flamethrower

Smart Bomb: Explosive Ring



Blasts out a very powerful circle of flame and has good range.

Fwank



With effective, concentrated firepower, Fwank is very good at shooting around corners. He's a bit slower than the others, though.

Stats



Speed: Slow
Armor: Good
Weapon: Neutron Spheres

Smart Bomb: Naming Teddies



Swarm the screen and hoist in on targets, making them the most effective smart bomb.

Bounce



Bounce has good speed and terrific range with his missile launcher. His maneuverability is poor, however, and his weapon has little spread.

Stats



Speed: Moderate
Armor: Medium
Weapon: Missiles

Smart Bomb: Frag Missile



Causes little damage and has very short range, making it the weakest smart bomb.

Vox



Vox, a iconic beauty, uses sound to her advantage. She's the fastest character, but her weapon has little range, and she takes damage easily.

Stats



Speed: Fast
Armor: Light
Weapon: Hail Flail

Smart Bomb: Sonic Blast



Emits a deadly circle of sound waves but has very poor range.

Cap 'N Hands



Armed with two guns, the Cap 'N has it all—massive firepower, excellent rings, and good spread. He's on the slow side, but his big guns amply compensate.

Stats



Speed: Moderate
Armor: Average
Weapon: Pistols

Smart Bomb: Vortex Bomb



Clears the screen and causes massive damage with a blast of energy.



The Basics of Brutality

Light Up the Rooms



In dark rooms, some characters, including Cap 'N Hands, can use gunfire to throw some light around and reveal shadowed enemies and icons.

The Need for Greed



Pick up any coins the guards drop when you shoot them. Everything adds up at the end so be greedy!

Level 1

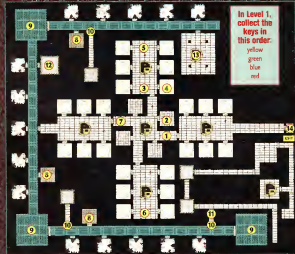
Prison - Holding Cells

Objective: Find Exit to Next Level

Level 1 Highlights



At the start of level 1, go down and shoot the guard. Grab the yellow keycard (1). Walk into the room above (2) and grab the gun power. Use the gun to begin the battle.





Enter the room (3) up and to the left, where you find a laser tower firing incessantly. It fires right after the rotating gun stop. The turrets move slowly, so you have enough time to dodge the shots. If things get hectic, get more ammo from the small rooms on the right (4).



The easiest way to get through this room is to aim diagonally up and to the left. Move slowly and fire constantly. Kill the tough guard at the far end of the room and pick up the green keycard (5) that he drops.



Head back the way you came and then down further to find a room that's almost identical to the room you just left. A tough guard at the far end of this room carries a blue keycard (6).



Head back up to the center to the door on the left (7). Open it and start shooting, but don't go into the room. Keep shooting until you destroy the laser tower just inside.



These striped-cased enemies look harmless, but they move fast and have a deadly head butt. They love to surround victims and bash away. You'll find them in padded rooms (8), so be careful when entering one.



Three massive, slowly rotating laser cannons (9) guard this stage, inflicting extensive damage if their twin-gun laser blasts hit you. Circle these behemoths and keep firing. It doesn't take many shots to destroy them.



In Level 1, deceptively padded with often hidden secret rooms filled with power-ups and other items (10). Some secret rooms,

however, are also filled with guards and enemies. Whenever you see a suspicious wall, shoot it.



if you're feeling greedy, head to this secret area (11). It's filled with coins. It's also filled with guards, though. Watch out for them hiding in the shadows.



If you enter this room (12) slowly, you can kill the guards without attracting their attention. Grab the health and ammo power-ups.



Enter this room (13) and blast your way to the left. Use the post box cover from the laser turrets. Aim diagonally down and to the right and slowly move down, firing as you go. When you reach the balcony, turn right and slowly walk forward while firing. Shoot the tough guard and get the red keycard.



The only things standing between you and the exit (14) are a couple of guards.

Level 2:

Prison - Administration Levels

Objectives: Find the Governor's Emergency Elevator

Level 2 Highlights



Shoot the wall here (1) and head for the teleporter (2). The teleporter takes you to an isolated room filled with rooms and guards. Be ready for the guards clustered near the teleporter pad: they back out of the room (3). Before stepping on the teleporter, face left and take out the guard that's waiting for you by the platform (4) in the other room. Step on the platform (2a) and return to the main room.



Shoot this wall (5) and reveal a hidden area filled with coins, ammo, and a gun power-up.



There are no doors by these rooms (6). Move toward the door



aid guards rush out to give chase. When blasting through this room, move slowly – the guards blend in with the black-and-white checkerboard floor and are difficult to see. Forget about shooting the beds. They almost never hide power-ups, and shooting them only adds to the confusion and wastes ammo.



There is a gun turret (7) at the junction at the end of this hall. Go down the hall to find armed guards waiting behind a barricade of crates. The crates also hide a cache of ammo and gun power-ups. Another gun turret (8) is camouflaged in the shadows at the end of this stretch. The yellow keycard is at the far end of the room carried by the tough guard. If you shoot the wall here (9), you will find a passageway to three color-coded rooms.



After destroying this barricade (10), beware of the two golems flanking out each side of the doorway. Reveal the first aid, but save yourself if you've cleaned up the room – you're going to take some damage here, especially with the precision of yet another gun turret. A secret room (11) is hidden at the far end of this room.



Enter this room (12) slowly. Blow away the tough guard who has his back to you and pick up the red keycard he leaves behind.



These two rooms (13) are filled with guards. Don't rush in, or

you'll be surrounded and smashed to a pulp. Instead, first open the door and take out as many as you can from the hallway. Tackle the other two rooms (14) in a similar fashion, but only after you get the blue keycard.



After getting the green keycard (15), go for the blue keycard (16). Be careful when breaching one of the blue card – laser turrets are stuck into the recesses of the long hallway that leads to the card. The lasers turn and fire

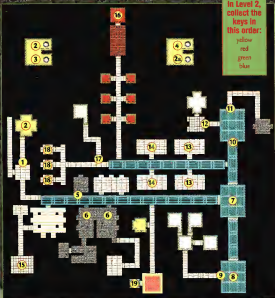
simultaneously in the same sequence.



Shoot this wall to find a hidden room (17). The three rooms at the end of this stretch (18) contain gun power-ups, ammo, and first-aid kits. There are two tough guards in the room right before the exit (19). Have plenty of health and ammo before taking them on.

In Level 2, collect the keys in this order:

yellow
red
green
blue



Level 3:

Upper
Service
ConduitObjective: Find Manhole
in Each Level

Level 3 Highlights

At the start of the level, grab the ammo and gun power-ups (1) and proceed down the hallway. Slow but powerful zombies line the hallway – they take several shots to kill and can inflict massive damage. Use the room with the hunter (11) as a reference point each time you retrieve a keycard.



Meet a new enemy when you hit this junction (2) – rats! These rodents will shred characters with weak armor in moments. Unfortunately, the only way to eliminate them is to let them get close to you – trying to hit them at a distance is difficult. From this juncture, go right and make a dash for the red keycard (3). These corridors are dimly lit and filled with rats.



The passage hidden behind this wall (4) is filled with snipers, but leads to a room with a first-aid kit and gun power-up.



In Level 3, collect the keys in this order:
red - blue - green - yellow



En route to the blue keycard, there are three hidden passages (5). The ward is in the corner at the very end of the section (6). Keep an eye on the slow zombies in this section. They regenerate when you kill them, so don't waste your ammo just ahead them.



The green keycard (8) is surrounded by impers and is tough to get. The temporary invincibility icon in the hidden dead-end alley

(7) will help. Get the room, grab the keycard, and leave quickly.



After getting the yellow keycard (9), shoot the wall below and go down the secret passages (10). This stretch is filled with rats, but there's a payoff: You'll find an extra life behind the cracked wall at the end of the passage.



The only thing standing between you and the cat (12) are several hundred rats and an army of snipers. The room below the cat (11) is the worst part. This is a good time to use a smart bomb.

Level 4:

Lower
Service
ConduitDepositors Plus Teleport
Leading to the Outpost

Level 4 Highlights



More zombies and rats. The exit to the level (2) is directly above the starting point (3). There are four keys (however you add the exit, however), and the first one, the red keycard, is to the upper left (4). If you start the level and



In Level 4, collect the keys in this order:
red - green - yellow - blue

immediately go to the right (4), all you find are a few power-ups and a whole lot of pain.



Directly below the reference point (3) is a narrow alley filled with rats. Unless you really need it, the gun power-up down the alley to the left (5) isn't worth the trouble. The same goes for the section if you keep going down (6). Unless you have the blue keycard, don't bother. Use this room (7) as a safe haven from the rats.



The green keycard is in the lower right side of the level (8). Instead of backtracking your way out, go to the passage to the left and shoot the wall at the dead end (9). Return to the reference point (3).



The yellow keycard is near the entry of the big rooms (10) at the end of the narrow stretch. When you leave the room, take the passage in the middle (11). There is less ground to cover and more time to collect from fallen guards.

The yellow keycard is in the big room to the right (12). Instead of rushing into the room, go down the corridor below you instead. There are some rats and zombies, but there is also a temporary invisibility icon (13). If you're fast enough, you can run out of this room and grab the keycard before the invisibility wears off.



On your way to the blue keycard, there is a hidden room with a temporary invisibility icon (14). With all the rats and guards in this area, you need to grab this icon. Make your way to the far room (15) and in the darkness is the blue keycard. Blast your way out of the section and head for the exit (2).

Digging the Dirt

with



Jim is back and dirtier than before! In this ProStrategy Guide, we show you the most challenging levels and their big secrets!

By The Axe Grinder

Super
NES

Standard *Jim* Abilities

Whip



Tap the Whip button.

Snail Swing



While jumping, tap Jump again.

Parachute



While falling, hold the Fire button.

Block



Hold Lip and tap the Weapon Select button.

Fun with Cows



Press any of the buttons when the cow says "Well done," and he makes funny sounds.

Password Pieces

Collect these items to assemble the password. When you get all three in a level, you can then skip that level when you play again.

Earth Flag



Worm Flag



Jim Flag



Some Harmful Items

These look like fun, but Jim should avoid them.

Electric Chair



A shocking experience.

Iron Maiden



Radical acupuncture treatment.

Weapons of Destruction

Standard Issue



Standard shots.

Homing Missile



Chases a target and explodes.

Bubble Goo



Useless bubble-blower.

Barn Blaster



Cleans everything off the screen.

3 Flinger Goo



Fires in three directions.

Mega Plasma



A powerful shot that uses two rounds of plasma energy.

Standard Machine-Gun Plasma Power



250 rounds of ammo

Beak Power



Restores four percent of Jim's health.

Super Suit Power



Restores health up to 100 percent.

Cold Turkey



Boosts health to 200 percent.

Other Icons

Extra Life



1-up

Stopwatch



Gives Jim more time in Lorenzo's Sol stage.

Can O' Worms



Extra continue

Continue



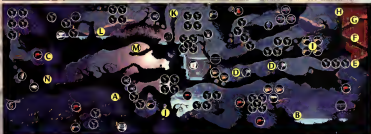
Start from this point if Jim dies.

Mud Worm



Use these in the various bonus games.

Anything But Tangerines LEVEL 1



Standard Jim fire - a generic level loaded with familiar enemies and even a hidden level.

Extra Life



Forget about trying to get the extra life above you when the level starts. The only way to get it is to run to the right, climb the ledge before the door (A), and use the Snoot Swing.

Hidden Areas

J To reach the first hidden area, jump straight up from here.



H At the top of the stairs, hang from the bar, drop down, activate the parachute, and press to the left. Enter the hidden area.

K Tag the invisible checkpoint, then go back to the right. Walk through the wall and get the super suit power icon.

L Run through this wall for the Jim Flag and other goodies.

M Tag the invisible switch and go back down to the left for several plasma power-ups.

N Jump to the left and use Snoot to enter this secret area.

- 1-up
- #4
- Ammo
- Braa Blaster
- Bubble Gun
- Can O' Worms
- Continue

- Earth Flag
- Electric Chair
- Energy Icon
- Full Energy
- Homing Gun
- Jim Flag
- Light Bulb
- Plasma Gun
- Red Gun
- Three Finger Gun
- Worm Flag

Happy Pingers



You need to use these pigs in two areas (to pick up a pig, stand over one and press Down). The first area is on the "pig chair" (B); the second is on the big plug (C). On the big plug, use the homing missile to get rid of the rolling fish-bowl.

Bob & #4



Shoot the lock over these two bulky cats (D), and a pile of junk falls on them. Beware of their bowling fish-bowl.

Earthworm Jim 2

Falling Grannies



Use the following speeds for each of the flights of stairs to avoid the falling ladies. Change speed after each falling lady:

First flight (E): Fast

Second flight (F): Slow, then fast

Third flight (G): Fast, then slow

GRANNY BONUS

If you're desperate for an extra life, try this bonus game. Here are the speeds you should use for the following floors (change speed after each falling lady):

First floor (A):

Any speed

Second floor (B):

Slow

Third floor (C):

Fast, then slow

Fourth floor (D):

Fast, then slow

Fifth floor (E):

Slow



The Boss: HI, BOB!



This is a boss so tough that you have to figure out how to defeat it on your own! Hint: Wait for Bob to make the first move.



Secrets 'N' Stuff

A

To get the Chip Butty, stand here and jump to the right. Activate the parachute and press toward the right. You should grab the ledge and get 200 percent health.

B

To get to the area with all the goodies above, shoot all the dirt off the pipe above. When it pills up, rapidly jump to the right. Using the Snort Swing, swing once, then immediately use the parachute to get onto the ledge to the right. If you timed it correctly, you should land on the ledge next to the stopwatch. Walk off the ledge, activate the parachute, and press toward the right. Grab the platform below. Now jump up to the right, grab the platform, and collect all the goodies.

C

Tag the invisible switch here, and you find an extra life waiting for you where you started the level (that's right - all the way at the bottom!).



Lorenzo's Soil LEVEL 2

Jim has a new enemy - time. However, the level is loaded with stopwatches to give Jim precious seconds to find a way out.

Pain in the Ant



Sure, you can shoot the ants, but that takes time and effort. Instead, shoot the dirt over the ant holes to seal them off. This tactic also works on the open flames.

Pedro Pupa



A giant maggot on a unicycle. The fastest way to defeat it is to catch it on an incline and mercilessly whip it. Run away if it gets too close - it has an appetite for worms, especially Jim's flavor.

- 1-up
- Clock
- Continue
- Earth Plug
- Energy Icon
- Full Energy
- Jim Plug
- Level 2 lives
- Sandwich
- Worm Plug



Jim must bounce Peter Puppy's pals from the left to right side of the screen. If he drops too many, Peter will get very angry (and Jim gets severely punished).

New Controls

These stages require Jim to do only two things:

- Button A = Dives for puppies.
- Button B = Turns Jim around.

Puppy Protips



The key to this stage is to focus on delivering the puppies – even at the cost of a juicy icon. Most important is the bomb. Whatever happens, the bomb must be delivered. If Jim drops the bomb, it

causes massive damage (even more than Peter's punishment). When on Peter's side of the screen, listen for the whimper of puppies, which indicates that Psy-Crow has started dropping them.



Drop too many puppies, and it's punishment central for Jim!



Villi People (aka Blind Sally)

LEVEL 4

Jim's now a blind cave salamander trapped in an interdimensional planet. Loaded with pinball bumpers, floating "things," and deadly will-walks, you must move slowly (and carefully) through this maze-like level. Different bumpers bounce different distances: Jim's bounce a little, 12 bounces a little more, and Psy-Crow's bounce a lot.

New Controls

This stage has some new controls for Jim:

- Button A or Y = Fire
- Button B = Float

Secrets and Other Stuff

A
The one (and only!) hidden item are the four suit power icons (A) that are revealed when you hit the invisible switch at this point.

B
Safe spots: There are a few areas where Jim can put his feet on the ground, including some pencils. The designated areas on the map are safe havens from the will.



Aside from the deadly will-walks that are just waiting to take a bite out of Jim, floating blobs also present a problem. Always blast these things at a distance – they explode in a shower of deadly debris. They can also go through walls, but you can shoot them through walls, too.



Quiz show: The more meal worms you collect, the more questions you can answer. Prizes are a plethora of icons.



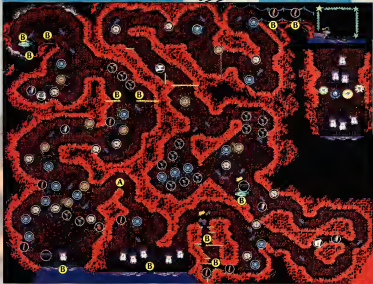
Memory game: Repeat the sequence of dings made by the pinball bumpers. Always tap the Float button after landing on one so you don't accidentally land on any bumper more than once and lose the game.

Earthworm Jim 2

- | | | |
|-----------|-------------|---------------|
| 1/2 Bell | Earth Flag | Jim Flag |
| Arrows | Energy Icon | Meal Worm |
| Bumpers | Full Energy | Psy-Crew Belt |
| Crashzone | Key Bell | Worm Flag |



Level 4



Jim takes to his rocket for a 360-overhead-view shooter level. Safely take the bomb to Major Mucus and detonate it. Of course it won't be easy. At the start of the level, leave the bomb and scout ahead. This way you can remove some hazards.

New Controls

New pilot controls for Jim:

Button B = Turn around

Button Y = Fire

Catapult Nightmares



The flying sumo/Roman centurions can be a real pain. If they grab onto your craft, they drain your life meter. Rapidly turn the ship around when they grab on. You can also take out the catapult bases by shooting the large boulders nearby.

Express Lanes



The extreme right and left corners of the screen are express lanes. Use these to quickly speed down the screen, but keep the balloon away from these slots. Nothing is worse than pushing the bomb a long way in the wrong direction.

Balloon Go Boom!



The balloon can only take so much punishment. Shoot it too many times, and it explodes (making you return to the start to fetch a new one). Whenever you run into a flying saucer, stop pushing the balloon and turn around. The saucer follows, and you can fight it away from the balloon.



Near the end, barriers push the balloon back and cause damage. Keep the balloon in the center. This allows more maneuverability as the barriers tend to come in waves at the sides.

Udderly Abducted LEVEL 7

Aliens are stealing cows, and Jim must stop them. Pick up the cows (the same way you picked up the pigs in Level 1) and carry them to safety. Some of the ledges can only support so much weight, so move quickly when standing on a ledge that starts to creak and groan.

The objective of each section is to take the cows to the milking barn.

Secret Areas

A

A hidden patch of slime is up here—use Snott to grab it. Swing back and forth (attaching and re-attaching) and slowly make your way up. At the maximum ceiling height, swing toward the right and collect the extra life and suit power icons.

B

The door in this wall hides plenty of ammunition and a teleporter. Careful of the gap after the ammo—Jim falls in, it costs a life.

C

When you reach the items on this ledge, grab the homing-missile gun first, then the ammunition. Jump over the teleporter to the left and get part of the password. If you go into the teleporter, you'll miss some hidden items.

D

A patch of slime's hidden here. Use Snott to swing to the ledge on the right side.

E

Use Snott to grab the patch of slime here. Swing to the left and collect the ammunition and other items hidden in this narrow cavern.

F

Swing to the right to get into the area filled with weapons and password pieces.

Cow Theft



Put a cow down, and a UFO may try to steal it. When a cow gets caught in the UFO's tractor beam, whip the cow. You can also keep the UFO away by shooting or whipping it (homing missiles are effective).

Exploding Cow



If you find a cow with a fuse on its head, take it to the giant bathtub immediately and dunk it. If it explodes, Jim loses a life. However, if a UFO steals an exploding cow, it will defuse the situation—if it takes the cow away in time.

Ammon	Continue	Electric Chair	Homing Gun	Jim Flag	Sandwich
Red Ledge	Cow	Energy Icon	Hot Cow	Light Bulb	3 Finger Gun
Canon	Earth Flag	Full Energy	Iron Maiden	Plasma Gun	Worm Flag





Evil the cat squares off against Jim! Using Jim's inflatable head, float to the top without getting popped. Remember to collect as many meal worms as you can - you'll need them for the bonus stage at the end.

New Controls

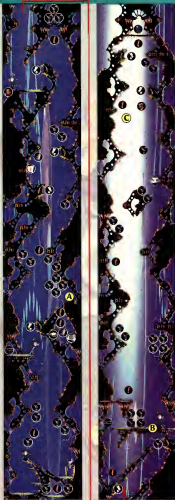
Jim has two new abilities on this level (they only work while he is floating, though):
 Button A or Y = Deflate
 Button B = Inflate

Secrets and Other Stuff

A
 Float over this hole and deflate. Several hidden items are here, including a Chip Butty and a password piece.

B
 From this point, Evil flies down and tries to pop Jim's balloon. Watch his approach in the background. When he shows up, move to one of the sides to avoid him.

C
 Slow down at this section! There are two areas above where Evil is waiting with his peashooter (wonder why he stopped descending on you?). Never short on



nastiness, Evil also shoots diagonally out of these two holes, so get away from them as fast as you can.

Big Idea



Whenever Jim's balloon pops and he falls, press to the right or left. This way, Jim can get some valuable items he may have missed on the way up. Remember, though, when Jim's balloon is popped, his parachute won't work.

Lonely at the Top



Jump on the platform when the icon is above the flag in the background. This is where collecting all those meal worms pays off, each time you jump on the platform, your stick goes down. Save your jumps for the real juicy icons - like the super suit power.

- 1-up
- Anno
- Centinao
- Earth Rag
- Energy Icon
- Evil the Cat
- Full Energy
- Jim Flag
- Light Suit
- Meal Worm
- Saw/Whisk
- Worm Flag

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PlayStation

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

STREET FIGHTER ALPHA



The best 2D fighting game in the era is making its way to the PlayStation! This translation is nothing short of perfect! The moves and combos are all here along with all the frames of animation! In this installment of "The Fighter's Edge," we take you through the game's basics and jump into some heavy-hitting combos. Be sure to look for future updates on the rest of the characters and hidden fighters!

By *Bruised Lee*
(Special thanks to *Dave Gracia*)

Combo Skills

The following combo skills are used throughout the strategy guide and are essential to properly playing Street Fighter Alpha. Learning these combo skills correctly and using them in a fight will separate the men from the boys.

Starting Two-in-One Combos

Real combos are what made Street Fighter the huge success it is today. Street Fighter was also the first fighting game to use two-in-one combos. To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If timed correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect. Not all the fighters' regular and special moves can be two-in-one or chained together.

Controller Legend



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Example of a Basic Two-in-One Combo



Hold \downarrow , tap FK. As soon as your character starts to perform the move, two-in-one immediately with the second move.



Motion $\downarrow \rightarrow$ FP. Normally, to perform a fireball, you have to motion $\downarrow \rightarrow$ FP. But since you were holding \downarrow from the previous move, you only have to motion \rightarrow FP to get off the two-in-one.

Start with an Air Attack Cross-Up Attack



Most of the combos on the following pages start by jumping in deep with a move. This isn't essential, it's just a good way to get in close to your opponent and land an extra hit.



To perform a cross-up attack, jump with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent. From there, the damage is up to you.

Note: Not all characters have cross-up attacks. (See the following character profiles for cross-up attacks.)



Basic Skills

Air Blocking



New to the Street Fighter series is air blocking. To perform an air block, hold \blacktriangle (as you normally would on the ground) while in the air. Some major rules apply, and not all moves can be blocked in the air. Here's a list of what can and can't be air blocked.

Can Be Air Blocked

All ground-throw projectiles and normal air-based moves can be blocked, including Adon's Jaguar Kick and Jaguar Tooth, and Charlie's Flash Kick and Super Cent's Sonic Blade.

Can Sometimes Be Air Blocked

This depends on what animation frame the move is in

and your location in the air. Sagat, Akuma, Ken, and Ryu's Dragon Punches can be air blocked only at the peak of the Dragon Punch. Adon's Jaguar Knee and Chun-Li's Vertical Kick can occasionally be air blocked as well.

Can't Be Air Blocked

No ground-based normal moves and super combos can be air blocked, except for Charlie's

Roll on the Ground



Another new feature in Alpha is the ability to roll toward or past your opponent as you're knocked down from a move, combo, or throw. Ground rolls are performed by mashing a half circle toward your

opponent. Push a button at the end of the motion to determine the distance you want to roll.

Super Moves



As in X-Men, each fighter has a Super bar made up of three levels that can be carried over between rounds. You can increase your Super bar by hitting your opponent, getting hit, and performing special moves. When the Super bar reaches a level, you can then perform a Super move (see the following character profiles for instructions). The Super bar maxes at Level Three, and when it does, you can either perform a super move individually (using part of the bar) or all at once (using the entire bar),

depending on how many buttons you press.

To perform a Level One super, first do the joystick motion, then tap one of the punch or kick buttons. To perform a Level Two super, press any two of the punch or kick buttons. For a Level Three super, press all of the punch or kick buttons. The higher the level, the more hits and damage you inflict.

Alpha Counters



Alpha Counters are one way to counter incoming moves. When an enemy comes in for attack and your character starts their blocking animation, perform an Alpha Counter (see the following character profiles for instructions). Alpha Counters are best used to defeat opponents who like to jump in and to get out of the nasty corner traps. Using an Alpha Counter takes off one level of your Super bar.

Counter Throws



To counter a throw, move the controller toward or away from your opponent and press FP right as you're being thrown. Timing is very important here.

Six-Hit Sonic BoomJump in deep,
tap SKHold \leftarrow , tap JPHold \leftarrow , tap JPHold \leftarrow , tap SKHold \leftarrow , tap RK,
two-in-oneTap \rightarrow , FP**Four-Hit Flash Kick**Jump in deep,
tap FPHold \downarrow , tap JPHold \downarrow , tap SK,
two-in-oneTap \uparrow , SK**Nine-Hit Super***Note: Your Super bar must be at Level Three to register all the hits.*Jump in deep,
tap RKHold \leftarrow , tap JPHold \leftarrow , tap SK,
two-in-oneTap \rightarrow , \leftarrow , \rightarrow ,
(SK FK RK) for
five hits**More Devastating Combos****Four-Hit Sonic Boom**Jump in deep, tap FK, hold \leftarrow ,
tap SK, hold \leftarrow , tap SP, two-
in-one, tap \rightarrow , FP**Three-Hit Sonic Boom**Jump in deep, tap FP, hold \leftarrow ,
tap FP, two-in-one, tap \rightarrow , FP**Three-Hit Flash Kick**Jump in deep, tap RK, hold \downarrow ,
tap FK, two-in-one, tap \uparrow , SK**Ten-Hit Super***Note: Your Super bar must be at Level Three to register all the hits.***Four-Hit Fireball**Jump in deep,
tap SKHold \downarrow , tap JPHold \downarrow , tap FP,
two-in-oneMotion $\searrow \rightarrow$ FPCross up, tap
FKHold \downarrow , tap JPHold \downarrow , tap FK,
two-in-oneMotion $\searrow \downarrow \downarrow$
 $\rightarrow \rightarrow$ (JP SP FP)
for seven hits**Five-Hit Cross-Up**Cross up, tap
FK

Tap JP



Tap SK

Tap FK, two-in-
oneMotion $\downarrow \searrow \rightarrow$
FP**More Devastating Combos****Three-Hit Uppercut**Jump in deep, tap FP, hold \downarrow ,
tap SP, two-in-one, motion \rightarrow
 $\downarrow \searrow$ JP**Three-Hit Fireball**Jump in deep, tap FK, hold \downarrow ,
tap FK, two-in-one, motion \searrow
 \rightarrow FP**Super Moves****Rising Dragon Wave**Motion $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow$
any punch**Vertical****Dragon Wave**Motion $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow$
any kick**Special Moves****Overhead Axe Kick**Tap \rightarrow SP**Ground Roll**Motion $\downarrow \leftarrow \leftarrow$ any
punch**Fireball**Motion $\downarrow \searrow \rightarrow$ any
punch**Hurricane Kick**Motion $\downarrow \leftarrow \leftarrow$ any kick**Dragon Punch**Motion $\downarrow \downarrow \searrow$ any
punch**Alpha Counter**Motion $\leftarrow \leftarrow \downarrow$ any
punch

Four-Hit UppercutCross up, hold
↓, tap FP

Tap SK



Tap FP for two hits

**Three-Hit Fierce Attack**

Tap SK



Tap FP for two hits

Three-Hit Take DownJump in deep,
tap FP

Hold ↓, tap SP



Hold ↓, tap RK

Three-Hit UppercutJump in deep,
hold ↓, tap FP

Hold ↓, tap FP for two hits

Seven-Hit Super*Note: Your Super bar must be at Level Three to register all the hits.*Jump in deep,
tap RKHold ↓, tap SK,
two-in-oneTap →, →, →, (SK FK RK) for
four hits**Super Moves****Mega Head Butt Rush**Change → for two seconds,
tap →, →, →, any
punch**Leaping Chain Grab**Motion ↓ ↘ → ↘ →
any button**Nine-Hit Super***Note: Your Super bar must be at Level Three to register all the hits.*Jump in deep,
tap FP

Hold ↓, tap JP

Hold ↓, tap SP,
two-in-oneMotion ↘ → ↓
↘ → (JP SP FP)
for six hits**Four-Hit Jaguar Knee**Cross up, tap
FKTap SP, two-in-
oneMotion ↓ ↘ →
↘ RK for two
hits**Four-Hit Cross-Up**Cross up, tap
FK

Hold ↓, tap JP



Hold ↓, tap SP



Tap RK

Three-Hit Jaguar KneeJump in deep,
tap RK, two-in-
oneMotion ↓ ↘ →
↘ RK for two
hits**Three-Hit Take Down**Jump in deep,
tap FP

Hold ↓, tap SK



Hold ↓, tap RK

Super Moves**Jaguar Breed Assault**
Motion ↓ ↘ → ↓ ↘ →
any punch**Jaguar Revolver**
Motion ↓ ↘ → ↓ ↘ →
any kick**Special Moves****Front Kick**

Tap (↘) FK

Jaguar Kick

Motion → ↓ ↘ any kick

Jaguar ToothMotion → ↘ ↓ ↘ → any
kick**Jaguar Knee**Motion ↓ ↘ → ↘ any
kick**Alpha Counter**

Motion → ↘ ↓ any kick

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Killer Instinct

Stage Select



To pick the stage in a two-player game, you must first choose your character. Then **simultaneously** press the following pad directions and buttons to access these stages.

Random stage select: **Press Up and Start**

Skull stage: **Press Up and Medium Punch**

Eyedol's stage: **Press Down and Fierce Punch**

Glacius's stage: **Press Up and Fierce Punch**

Street stage: **Press Down and Weak Kick**

Orchid's stage: **Press Up and Medium Kick**

Spina's stage: **Press Up and Weak Kick**

Cinder's stage: **Press Up and Fierce Kick**

Raptor's stage: **Press Down and Medium Punch**

Sabrewulf's stage: **Press Down and Medium Kick**

Fulgore's stage: **Press Down and Fierce Kick**

Seth Davis
Crossville, TN



Alan Alberto, Jr., Miami, FL

Playstation

Total Eclipse Turbo

Ten Continues, Planes, Plasma Shots, and Stage Select



Ten continues, planes, and plasma shots: Start a game and pause it. At the Continue/Options screen, select "Options." Then, at the screen with Play Game and other options, press **Button Triangle, Button Square, Button Circle, Button Square, Button Triangle, Button Square, Button L1, Button L1 and Button R1 (simultaneously), Select, Select**. The picture to the right should turn into a skull. Now press **Button Triangle, Button Square, Button L1, Button L1, Button L1, Button Square, Button Triangle**. The game will restart, and you have ten continues, planes, and plasma shots. You can enter this code as often as you like.



Stage select: At the title screen, press Start to enter the menu with Play Game and other options. Move the cursor to "Password" and hold Select. While holding the Select button, press **Button Triangle, Button L1, Button Square**, then release the Select button and press **Button Triangle, Button L1, Button Square, Button Triangle, Button L1, Button Square**. A Round select should appear. You can go to any stage by pressing Left or Right on the control pad.

32X

Pitfall: The Mayan Adventure**Assorted Cheats**

Enter the codes at the title screen.

Skip to Atari 2600 game: Press Down, Button A 26 times, Down

Skip to the memory game: Press Button B, Button A, Down, Button C, Right, Button A, Button B

Level select: Press Button C, Button A, Button C, Button A, Down, Up, Down, Left, Down, Up, Up

Start with 99 of each weapon: Press Button A, Button B, Up, Button C, Button A, Button C, Button A

Start with nine lives: Press Right, Button A, Down, Button B, Right, Button A, Button B, Up, Down

Super speed: Press Button B, Button A, Right, Button C, Right, Up, Down

Skip to credits: Press Button C, Right, Down, Button C, Right, Down, Button C, Right, Down



Conny Stewart, North Carolina, NC

PlayStation

Rayman**TV Image of Rayman, Killer Password, and Ten Continues**

TV image of Rayman: Pause a game, then press Button Circle, Button Circle. Left, Button Circle, Button Circle. A small window will open at the top of the screen. To turn the TV off, repeat the trick.

Killer password: This password gives Rayman 99 lives and other powers: XNB9FM1x2?

Ten continues: When you have two continues or less, press Start to continue, then press Up, Down, Right, Left for ten continues.

Super NES

Wild Guns**Skip the Intro Stage**

Start a one- or two-player game. At the Select Player screen, press Button A, Button A, Button A, Button A, Button B, Button B, Button B, Button B, Button A, Button B, Button A, Button B, Button A, Button B. You should hear a confirming tone. Pick your gunslinger, and you'll skip the initial stage.



Dave Pritz, NJ, Jersey, NJ

Super NES

Mortal Kombat 3**Stealth Select**

At the Select Your Fighter screen in a two-player game, Player One should do counterclockwise motions on the directional pad, and Player Two should do clockwise motions on the directional pad. The fighters will disappear, and the words "Stealth Select" will appear. Now two players can pick their fighters without letting each other know who they're selecting.

Kris Schreiber
Salt Lake City, UT

Genesis

Judge Dredd

Passwords



Breakout in Aspen Penal Colony
Shuttle Crash on Cursed Earth
Riots in Mega City One

John N. Mackney
Wilson, NC

KZDYT
JRQWNO
WDRCPNU



Steve Sanchez, Dudley, CA

Super NES

Mighty Morphin' Power Rangers: The Fighting Edition

Play as Ivan Ooze



Start a game and enter the Fighting mode. At the player-select screen, **simultaneously** press **Button X**, **Button Y**, and **Start**. When the match starts, you'll play as the boss character, Ivan Ooze.

Israel Sarmento
Miami, FL

Sega CD

Earthworm Jim: Special Edition

Stage Skip, Refill Energy, See the Ending, and Invincibility



Enter all these codes when the game is paused. After entering each code, unpause to activate them.

Stage skip: Press **Button B**, **Button B**, **Button A**, **Button C**, then **simultaneously** press **Button A** and **Button B** four times

Refill energy: **Simultaneously** press **Button A** and **Button C**, then press **Button B**, **Button B**, **Button C**, **Button C**, **Button C**, **Button A**, **Button B**

See the ending: **Simultaneously** press **Button A** and **Button C** three times, then press **Button A**, **Button B**, **Button C**, **Button B**, **Button A**

Invincibility: **Simultaneously** press **Button A** and **Button B** twice, then press **Button C**, **Button A**, **Right**, **Right**, **Left**, **Right**

Genesis

Mortal Kombat 3

Endurance Match



At the Start Game/Options screen, **simultaneously** hold **Button A**, **Button B**, and **Button C**, and press **Start**. You'll enter an Endurance mode where four players can battle it out.

Joe Lastowski
Nolysko, MA



Jennifer Coft, Newport News, VA

Saturn

Shinobi Legions

999 Shurikens



At the Start/Options screen, select "Options." In the Options menu, move the cursor to "Shurikens." Simultaneously hold Button L and Button R, then press Button C, Button A, and Button B.



K. Lake, Springfield, OR

Super NES

NHL '96

Secret Teams



Turn on the power and let the introduction run until the title screen appears. When the credits are scrolling at the title screen, hold **Select** and rapidly tap **Buttons L and R**. Press **Start**. When the Game Setup screen appears, you should hear the word "X-Rog." Now you can select four hidden teams.

Ken Rogers
San Mateo, CA

Genesis

Mortal Kombat 3

Access Smoke, Bosses, and Hidden Game



At the Start Game/Options screen, press **Button C, Right, Button A, Left, Button A, Up, Button C, Right, Button A, Left, Button A, Up**. Now you can access Smoke, the bosses, and even play a hidden game.

Brian Hesse
Fort Washington, MD

Super NES

Mechwarrior 3050

Level Passwords



Mission 1: **BMBRMN**
Mission 2: **65C816**
Mission 3: **B1GBND**
Mission 4: **P8PRNG**
Mission 5: **YHMX11**



Skyline Smasher, Wilson Barr, TX



Chrono Trigger, Vancouver, Canada

Genesis

Mortal Kombat 3

Cheats and Play as Smoke



Cheats: At the Start Game/Options screen, press **Button A, Button C, Up, Button B, Up, Button B, Button A, Down**. The Cheats option will appear, giving you more continues, a sound test, and a bio screen for each character.



Play as Smoke: At the MK 3 logo, press **Button A, Button B, Button B, Button A, Down, Button B, Button B, Button B, Button A, Down, Up, Up**. The screen will turn red. Now, at the Select Your Fighter screen, you can select Smoke.

Steve Rhina
Arlington, TX

PlayStation

Ridge Racer

More Cars



At the Now Loading screen, destroy every enemy ship and get a perfect score. When you start the game, more cars will be available to choose from.

Genesis

Mortal Kombat 3

Secrets Menu



At the Start Game/Options screen, press **Button B, Button A, Down, Left, Button A, Down, Button C, Right, Up, Down**. A Secrets option will appear. Now you can turn the timer off, see each character's win screens, and pick your Kombat Zone.

32X

Virtua Fighter

Hidden Views



At the title screen, select "Options," highlight "Camera," and repeatedly press **Right**. You'll find two new camera views, Backside 1P and Backside 2P.

Scott Moris
Barnington, VT

Super NES

Super Mario World 2: Yoshi's Island

Mini Battles



At the map screen, hold the **Select** button and press **Button X, Button X, Button Y, Button B, Button A**.

Tyler Harshbrey
Santa Rosa, CA

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