

X-Men (Saturn)

SEGA • NINTENDO • SONY • JAGUAR • 300 • NEO-GEO • ARCADE • PC CD

GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Ultra 64 Games!

What's in store for Nintendo's 64-bit game machine!

Exclusive!
KILLER INSTINCT 2

S.W.A.T. PRO

Strategy Guides Featuring:

Donkey Kong Country 2

(SNES)

Street Fighter Alpha

(PlayStation)

ProReviews!

- Gex (Saturn)
- Shockwave 2 (3DO)
- Toy Story (SNES)
- NBA In the Zone (PlayStation)
- Samurai Shodown III (Neo-Geo)
- Street Fighter Alpha (PlayStation)

Previews!

- Descent
- Alien Trilogy
- NBA Live '96

ULTRA 64



Pilot Wings 64

ULTRA 64



Star Wars: Shadows of the Empire

ULTRA 64



Ultra Mario 64

GAMEPRO

- Descent II
- The Terminator: Future Shock
- Rise 2: Resurrection

PLAY GAMES ONLINE

An IBM Corporation Publication

March 1996

\$4.99 Covers \$9.99



74470-63945



© 1995 Nintendo of America, Inc. All text and trademarks are trademarks of Nintendo of America, Inc.



Diddy's back and better than ever.

Fasten your seat belt. This **monkey** is coming full throttle. Donkey



Terrestrial rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Booze tarris her porycall to fly cheep style—talk about a buzz cut!

Kong Country 2: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With **ACR graphics**, 32 megs and so many **new levels**, it even outperforms last year's model. But don't take our  word for it. Let Diddy take you once around the

park — **gumbo steak-chips**, **roll-up roses**, **backlips**. (Watch the **sticky stuff!**)



Guess who's back in town.

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



How there are shorter
Kringles out to slap your
monkey around. Such!



How there are shorter
Kringles out to slap your
monkey around. Such!

Only for
SUPER NINTENDO



ADL ©keyword. NCA
www.nintendo.com





Just a reminder
you can now play
Street Fighter Alpha
in the comfort of
your own home.

If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player zambet with twelve of the deadliest Street Fighters of all time. Nine

© CAPCOM CO. LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT and Street Fighter are trademarks of CAPCOM CO. LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are



are your favorites from Street Fighter™, Street Fighter II™ and Final Fight™. There are vicious new add-ons with blazing speed and secret moves. It adds up to a new walk on the dangerous side of the street. Now located right in your neighborhood.

trademarks of Sega Enterprises, Inc. This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System. Visit CAPCOM's web-site www.capcom.com

STREET FIGHTER
ALPHA



THE GODS ARE COMING.

Williams

GAMEPRO

Publisher John F. Rousseau
Editor-in-Chief Wes Nihil
Creative Director Francis Mac
Assistant Managing Editor Bobby Steyer
Senior Editors Clara Sinclair
 Lawrence Neves
 Mike Walgren
Staff Writers Chris Winkler
 Tom Russo
Paul Calvey
Artists Austin LeMonger
 John Rousseau
 Andy Eddy
John Fisher
Cheri Dredgeli
Senior Designer Dougger
Art Inks
Production Manager Susanee Johnson Helbert
Assistant Production Manager Shelly Palmer
Production Coordinator Cathie Swapan
Director of Manufacturing Fran Fox
Manufacturing Manager Colby Thronton
Manufacturing Specialist Jill McWilliams
 Lynn Lutz
Circulation Manager Marcia Newlin
Newsstand Sales Manager EB Soria
Newsstand Specialist Donna J. Redgett
Subscription Specialist Amy Nihil
Customer Service Representative Irene Krasick
Associate Publisher Caryl Seedorf
Marketing Services Manager Susan Owen
Advertising Services Specialist Wendie Patel



!INFOTAINMENT WORLD

President and Founder Patrick Farrell
Executive Vice Group Publisher John F. Rousseau
Executive Vice President Bruce W. Gray
Vice President/Editorial Director Lawrence Neves
Vice President of Production Bobby Steyer
Vice President of Human Resources Charlene T. Yuen
Human Resources Representative Betty Lynch
Executive Assistant to the President Diana Cize
Executive Assistant to the EVP Lenelle M. Patten
Director of Corporate Communications Valerie Manning
Group Director of Exhibitions & Events Theresa Parnell
National Sales Manager, Exhibitions & Events Rick Procar
Conference Manager Lynn Silberman
Marketing Coordinator Rebecca Palmer
Events Coordinator Alicia Reed
Senior Manager Brian P. Sauer
Senior Accountant Laura Lawrence
Accounting Coordinator Terry Gering
Accounting Inks Laura Sora
IS Manager Nancy Daniels
Network Administrator Barbara Coniglio
Cyberlink/Marketing Jeff J. Siro
Office Services Supervisor Lisa H. Siro
Production Lisa H. Siro
Warehouse Supervisor Sam Edinburg

GamePro magazine (ISSN 1049-0938) is published weekly, except for two issues which are published bi-monthly in December and January. Second class postage paid at San Mateo, CA, and at additional mailing offices. POSTAGE WILL BE PAID BY ADDRESSEE. POSTMASTER: Send address changes to GamePro, P.O. Box 999, San Mateo, CA 94404. An FCC Statement: The National Center for Consumer Protection, 440 Montgomery Avenue, Silver Spring, MD 20910, has determined that GamePro magazine is not a "consumer product" under the FTC Act. Therefore, the FTC does not regulate the magazine. Please send all subscription orders to GamePro, P.O. Box 999, San Mateo, CA 94404. Copyright © 1995 by Williams Electronics, Inc. All rights reserved. Printed in the U.S.A.

For advertising information, see page 100. P.O. Box 999, San Mateo, CA 94404-0999

Member **BPA**
 BUSINESS PUBLISHERS ASSOCIATION

Volume 4, No. 36, March 1995, GAMEPRO® (ISSN 1049-0938) is published weekly for \$4.95 per year by Williams Electronics, Inc., 999 S. Elgin Ave., San Mateo, CA 94404. An FCC Statement: The National Center for Consumer Protection, 440 Montgomery Avenue, Silver Spring, MD 20910, has determined that GamePro magazine is not a "consumer product" under the FTC Act. Therefore, the FTC does not regulate the magazine. Please send all subscription orders to GamePro, P.O. Box 999, San Mateo, CA 94404. Copyright © 1995 by Williams Electronics, Inc. All rights reserved. Printed in the U.S.A.

Statement of Ownership

Post Office Notice: Statement of Ownership, Management and Circulation for second class privileges as required by 39 USC3685 3. Title of Publication: **GamePro 2** Publication No. 1042658 3. Date of Filing: October 20, 1995 4. Frequency of issue: Monthly 5. No. of issues published annually: 12 6. Annual subscription price: \$24.95 7. Complete mailing address of known office of publication: 951 Manner's Island Blvd, Suite 700, San Mateo, CA 94404 8. Complete mailing address of the headquarters or general business offices of the publisher and editor-in-chief: Publisher: John F. Rousseau 951 Manner's Island Blvd, Suite 700, San Mateo, CA 94404 Editor-in-Chief: Wes Nihil 951 Manner's Island Blvd, Suite 700, San Mateo, CA 94404 9. Owner, International Data Group, One Exeter Plaza, 15th Floor, Boston, MA 02116 11. MA 12. N/A 15. Extent and nature of circulation given in this order, number of average copies each issue during preceding 12 months followed by actual number of issues published nearest filing date. A. Total no. of copies 975,211 923,511 B. Paid and/or requested circulation 1. Sales through dealers and carriers, street vendors and counter sales: 263,334 225,463 2. Mail subscription: 266,465 274,563 C. Total distribution: 531,799 500,026 D. Free distribution by mail, carrier or other means, samples, complimentary and other free copies: 1,547 1,935 G. Total distribution 533,346 501,961 H. Copies not distributed 1. Office use, left over, unaccounted, spoiled after printing 1,936 1,857 2. returns from News Agents: 439,909 419,663 Total: 975,211 923,511 Percent paid and/or Requested Circulation: 99.71% 99.61% 17 I certify that the statements made by me above are correct and complete. Bruce W. Gray, Chief Operations Officer/Senior Vice President

The bitch is on PlayStation...
and she doesn't feel like playing!



FIND HER EGGS AND FRY 'EM



DOG ALIEN -- MAN'S WORST ENEMY!



RAYON-PEARING,
ACID-SPITTING NIGHTMARE!



360° OF HELL,
YOU'RE SURROUNDED!

All the gut-churning
3-D action of the
complete Alien Trilogy
in one black-death,
white-knuckle nightmare.

ALIEN TRILOGY



© 1993 Fox Video, Inc. All rights reserved. Fox Video, the Fox Video logo, the Alien logo, and the Alien logo are trademarks of Fox Video, Inc. All other trademarks are the property of their respective owners.



AKKlaim

CONTENTS



Features

28 Online Insanity

The Cutting Edge: Get Wired with Online Games

Four ways to play games online.

XBand X-Citement

Here's how to use your telephone line and your SNES or Genesis to seek out tough head-to-head competition!

GamePro Online

How to find Internet gameplay!

COVER FEATURE

22 Ultra 64 Games!

A sneak peek at the new 64 bit video games, including Super Mario 64, Pinchings 64, Star Wars, Doom, and more!

33 GamePro Readers' Choice Awards

Your chance to pick the best games of 1995!

34 The GameMakers: The Designer

Randy Breen of Electronic Arts explains how game designers put the smash in Rash.

38 Killer Instinct 2

A special Hot of the Arcades sneak preview!

86 SWATPro Strategy Section

Donkey Kong Country 2:

Diddy's Kong Quest ProStrategy Guide (Super NES)
Kong-quer the seven main levels of DKC 2, find the hidden items, and defeat K. Rool!

The Fighter's Edge

Street Fighter Alpha, Part 2 (PlayStation)

Last issue, the Edge featured basic moves and combos for six fighters. Here are the remaining seven — including the hidden characters!



Madden NFL '96 (Genesis)

The best plays for NFL playoff teams!

D (Saturn)

This step-by-step walkthrough helps you do the bite thing in this vampire mystery game.

PC Cheats

Scope out these sweet codes for Descent, Doom I, Doom II, and more!

SWATPro

Dooms (PlayStation) invisibility, Madden NFL '96 (Genesis) hidden teams, plus tips for all your favorite games




SWATPro shows you how to take Doom on your own terms!

Breath of Fire II ProStrategy Guide, Part 2 (Super NES)

The journey continues here to the final enemy, but save your Breath for the conclusion next issue. Page 82

And More!



★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."

— USA TODAY

"...STUNNING...the finest game I've ever played."

— Multimedia World

"...this sequel goes galaxies beyond the original..."

— Entertainment Weekly

STAR WARS REBEL ASSAULT II



A NEW ADVENTURE IN THE *STAR WARS* SAGA.
FILMED EXCLUSIVELY BY LUCASARTS ENTERTAINMENT.

Rebel Assault II: The Hidden Enemy™ is a totally fresh, completely original chapter in the *Star Wars* universe. With movie-quality live action video-captured props, sets and costumes from the *Star Wars* Trilogy, Enhanced 3-D graphics. Plus an all-new storyline. It's more than a sequel. It's the new standard in interactive space combat.

Available on PC CD-ROM (DOS, Windows 95™ and Macintosh). Check out *Rebel Assault II* at LucasArts' web site: <http://www.lucasarts.com>

Rebel Assault II: The Hidden Enemy™ and © 1997 LucasArts Ltd. All Rights Reserved. Maximum Software Corp. Star Wars is a registered trademark and a trademark of Lucasfilm Ltd. All other trademarks are the property of their respective owners.



CONTENTS

ProReviews



Samurai Shodown II
Page 72

46 PlayStation

- 46 Street Fighter Alpha
- 48 Primal Rage
- 50 Cyberia
- 50 Crazy Ivan
- 52 Thunderstrike 2
- 53 Shockwave Assault
- 72 Johnny Bazookatone
- 72 Jupiter Strike
- 73 Zoop
- 75 Theme Park
- 75 Lemmings 3D
- 75 Hi-Octane



Street Fighter Alpha
Page 46

54 Saturn

- 54 X-Men
- 54 Children of the Atom
- 56 Thunderstrike 2
- 56 Gen
- 58 Wing Arms
- 58 Johnny Bazookatone
- 72 Last Gladiators
- 73 Galactic Attack
- 73 Corpse Killers: The Graveyard Edition
- 73 High Velocity
- 75 BlackFire
- 75 Theme Park



X-Men: Children of the Atom
Page 54

60 Genesis

- 60 Spot Goes to Hollywood
- 60 Cuthroat Island

62 Super NES

- 62 P.T.O. II (Pacific Theater of Operations)
- 62 Cuthroat Island
- 62 Toy Story
- 62 Dirt Trax FX

64 3DO

- 64 Shadowz 2: Beyond the Gate
- 66 PC'ed
- 72 Cannon Fodder
- 72 Scramble Cabra
- 72 BladeForce
- 72 Bush-A-Move

68 Jaguar

- 68 NBA Jam Tournament Edition
- 68 Ruiner Pinball
- 68 I-War
- 68 Missile Command 3D
- 68 Attack of the Mutant Penguins

68 Jaguar CD

- 68 HoverStrike: Unconquered Lands
- 68 Bottlemorph

69 Portable Systems

- 69 Wario Land (Virtual Boy)
- 69 Mortal Kombat 3 (Game Boy)
- 69 Mario Clash (Virtual Boy)
- 69 Virtual League Baseball (Virtual Boy)
- 69 The Getaway (Game Boy)
- 69 Vegas Strakes (Game Boy)
- 69 Panic Bomber (Virtual Boy)

70 NeoGeo

- 70 Samurai Shodown II

76 Sports Pages

- 76 NHL Faceoff (PlayStation)
- 77 NBA In The Zone (PlayStation)
- 77 Goal Storm (PlayStation)
- 78 Foes of Ali (3DO)
- 78 World Series Baseball (32X)
- 78 PGA Tour '96 (3DO)
- 78 Valora Volley Golf (Saturn)
- 79 Sports Insider Previews: NBA Live '96, Triple Play '96, College Slam, VR Golf '96, and NFL Quarterback Club '96



NHL Faceoff
Page 76

80 Role-Player's Realm

- 80 Mystaria (Saturn)
- 82 Breath of Fire II (Super NES)
ProStrategy, Part 2



Mystaria
Page 80



Alien Trilogy
Page 48

DEPARTMENTS

12 Letter from the GamePros

12 The Mail

13 GamePro Gallery

14 Buyers Beware

The consumer hotline

16 PreNews

Will Nintendo slash prices for 16-bit games?

18 GamePro Labs

The Advanced Analog Steering Wheel (PlayStation) and the Game Shark game enhancer (Saturn)

28 The Cutting Edge

Online games

32 GamePro Online

Game info from AOL and the Internet

40 Short PreShots

Alien Trilogy, Descent, Clockwork Knight 2, and more!



Descent 2
Page 45

44 GAMEPRO

Descent 2, The Terminator: Future Shock, Rise 2: Resurrection, and more!

See more titles like this: CYBERDILLO and CyberSalvage available at www.panasonic.com. © 2002 and the 3DO logo and CyberDillo logo are trademarks of the 3DO Company. The REAL 3DO logo is a trademark of the RealDillo Company. All rights reserved.

"GROSS, NASTY,
DISGUSTING,



SICKENING
AND SLIMY.
I LOVE IT!"

An Experience from the REAL 3DO Zone®, Mikeq "BogeyBoy", VA

CYBERDILLO



"I go from madpazza to Cyberdillo thanks to the friendly folks of CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfain is hurlin' at me and the Dumpsterster's dropping hot, steamy bird mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and tripping to get the hell out with my only weapon—a right arm that's become a Cyberpinger. Yeah, Cyberpinger. This is truly sick staff. Later!"

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



NOW AVAILABLE
ON
CD ROM

PC



Panasonic
Software Company

Gimme the Ball!

COLLEGE SLAM ROSTER

44 top college powerhouses!

3 modes of competitive play!

Authentic college fight songs!

Customize players! Save teams and player stats!

Non-punishing arsenal includes whitewash dunks and alley oops!

Disturbing backboard smashes, net meltdowns and steals!

Up to 16 players enter the tournament!

1-4 player simultaneous action!

Let it rain from high-scoring hot spots!



MAKE LIGHTNING
STRIKE!



UCLA



W



W



Penn State

VIRGINIA



SUPER NES® GENESIS®
SATURN® GAME BOY®



LSU



ALLEY-OOPS!



UMass



PLAYSTATION®
DOS CD-ROM



IT'S TOURNAMENT TIME!



STORM THE
DEFENSE
WITH THE
WHIRLWIND!

COLLEGE SLAM



The Official Licensed College-Premier logo is a trademark of the Guinness Licensing Company. Other names, identifying marks and the property of their respective owners. The College Premier logo is a trademark of the Guinness Licensing Company. Super Slam is a trademark of the Guinness Licensing Company. All rights reserved. Published by Acclaim Entertainment, Inc. 1997. All rights reserved. Contact us at 1-800-4-A-CLAIM for more information on game releases. Game play dependent on the PlayStation and Super Slam versions of the same game. *PlayStation® Station™ and CD-ROM icons denote only.



King Doom vs. King Combat

For two years gamers have been happily going to their Doom. In his letter (right), "JSCelsa" proclaims this the era of "King Doom," and many experts would agree. According to Time magazine (December 4, 1995), Doom may be the most popular computer game of all time, having been played by more than 10 million people. It's undoubtedly been one of the most influential games — its imitators, ranging from Battle Frenzy to Heretic, are almost too numerous to count.

It's too early, however, to pronounce classic fighting games DOA. Every year GamePro conducts its own reader research, and every year we get basically the same response to the question asking readers to name their favorite kind of game. For the overwhelming majority of our readers (four out of every five), fighting games still kick the butt of every other game genre, a fact supported by the huge sales for MK 3. Game companies also know how important fighters are: Last year's new 32-bit systems launched with fighting games (Tekken, Virtua Fighter, Battle Arena Toshinden) to attract an instant audience. And one of the hottest topics in our mail concerns the possibility of Killer Instinct 2 coming to the Ultra 64. If fighting games aren't number one, as JSCelsa suggests, then they're a very close second.

Do the debates over which genre, game or system is the most popular prove anything? Not really, except how passionately gamers feel about their favorite pastime. What's important is how the debate itself has changed in the '90s. Four years ago gamers would've been arguing that Nintendo's Mario masterpieces were better than Sega's Sonic spectacles, or vice versa. Three years ago the brawl was between the 16-bit Street Fighter II and MK. In 1994 Donkey Kong took on MK II. Now it's PC Doomers against 32-bit martial artists, with the Ultra 64 hurricane looming just over the horizon. The titles change every year, but the passion for gaming doesn't abate on, gamers!

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



King Doom?

King Doom?

The age of fighters is over. Long live shooters like Doom. All hail King Doom! "JSCelsa" internet

Andromeda replies:

King Doom? That's not what our research says! See our adjacent "Letter from the GamePros" for an explanation.

Is it just me or does every fighting game have some characters who are almost identical? Look at Street Fighter (Ryu and Ken), Mortal Kombat (Sub-Zero and Scorpion), and Battle Arena Toshinden (Eiji and Kayen). They all have almost the same story, and they were usually taught by the same mentor. Enough already! Software companies need to come up with new characters instead of having the same fighters with a different look!

Josh Bray
internet

Game Gab

Im totally fed up with video games based on cartoons. They're way too hard! They're supposed to appeal to kids, and they usually have great graphics and funny story lines, but games like The Tick, Adventures of Batman and Robin, and Exo Squad have levels that are so long and difficult they're frustrating, not fun.

Nikolas Robinson
Long Beach, CA

GamePro Readers Speak Out!



Please say it ain't so. Is Tecmo Super Bowl III really the Final Edition, or is it just the last one for 16-bit systems?

Royal Anderson
Milwaukee, WI

Athletic Supporter replies:

Sorry, but according to a Tecmo spokesperson, Tecmo Super Bowl III: Final Edition will be their last football game for the 16-bit systems.

Do you have any idea who did the awesome music on the Sega Saturn "Choice Cuts" disc?

David Gitlin
internet

Lawrence of Arcadia replies:

That disc is mostly a compilation of music produced by the Sega Music Group and musicians in the Sega Interactive Development Division. It's been edited and enhanced by Sega's music engineers. The interface music is by Mark Kerr at Graymatter, the company that also did the music for NHL Hockey for the Saturn.



Since Time Warner Interactive is making Primal Rage for virtually every other sys-

tem, will it be making a version for the Ultra 64?

Vic Cao
Sunrise, FL

Gideon replies:

A TWI spokesperson says that its first Ultra 64 game will be a Wayne Gretzky hockey title for fall 1995. There have already been discussions about bringing out an Ultra 64 Pinball after that, but nothing official's been announced yet.

glasses can be. Researchers are studying them closely, but the systems are too new for anyone to know what their long-term side effects will be. Note that the companies making these devices caution users to take frequent breaks, and Atari canceled its VR headset because gamers kept getting "woony." That should tell you something.

The Magazine Biz



On the cover of your December 1995 issue, there's a picture of Daxo Kong wearing a hat with a strange insignia. What does it mean? **Jacob Sparks**

Doctor Devon replies:

That's the symbol for Rare, the software company that designed the game (and 1994's Donkey Kong Country) for Nintendo.

When did GamePro print the first "LamePro"?

What was on the cover?

"Joy Writer"
Internet



Coach Kyle replies:

"LamePro" is an April Fool's tradition that began in the April '93 issue of GamePro, the one with StarFox on the cover. Its cover featured Bubonic the Blowfrog 2.

Today I did the Scary Larry interactive game over the phone and I got out of the maze! There should be more fun games like this one. It's more fun every time you dial the number and try to beat Scary Larry.

Jonathan Zienski
Salt Lake City, UT

Scary Larry replies:

So you're one of the guys who beat me! Note that the maze changes with every phone call, and the whole adventure changes every few months. Check out my latest adventure, and we'll see who beats who!

Correction

That pesky typo monster wormed its way into the "PC GamePro" section of our January issue, so here's the real deal. **Quake, Ultimate Doom, Heretic, and Heretic II: Hexen** are actually published by **GT Interactive**.

GAMEPRO GALLERY

PRIZE

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



Benel Garzon, Roseland, CA

Pick of the Month



Dave Kelly, Moorpark, VA

CHRONO TRIGGER



Jonathan Lison, Berkeley, CA

Whaddaya Think?

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

GAMEPRO Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mails.

E-mail us your comments through Reviews@Online.com or at this Internet address: the_mail.gamepro@ifw.com

BUYERS BEWARE



By The Watch Dog

March came in like a lion...and it apparently snark like one, too. Now that I've finished shovelin' the snow from the drive, I can tell you about some grapes concernin' Sega, Nintendo, and GamePro.

Q: I just received my November '95 issue of GamePro in the mail. A friend bought his at a store, and his issue had a sticker that read "Free MK 3 poster inside with super secret codes." I thought if I was a subscriber, then I had first priority on extra things like posters. Please explain why I didn't.

Bradley Dove
Lumberton, NC



What's in it for me?

A: A representative from GamePro's Subscription Department replies: Premiums like posters and trading cards don't always go to the subscriber first, though some do. Since the subscribers pay a greatly reduced rate, something has to be given as an incentive to newsstand buyers.

Q: I bought a Saturn a week before the release of the PlayStation, and I registered through the mail. Later I called the number [listed] to get the free Virtua Fighter Remix game. I've waited more than six weeks and still haven't seen a thing. What's going on?

William Pena, Van Nuys, CA



It's in the Remix.

A: A representative from Sega responds: Unfortunately, we're aware that there was a problem with the Sega Saturn call-in offer. That problem has been addressed and corrected. If you haven't received the game by the time you read this, please call 1-800-SEE-SATURN.

Q: I am 11 years old and an expert in video games. I'm very glad that Virtua Fighter came out for the 32X, but Sega's premiere product this season is VF 2. Will that game also come out for the 32X, or is Sega just trying to get people to buy a Saturn?

Jose Mieses, Fajardo, Puerto Rico



32X-tra?

A: A representative from Sega Customer Service states: The problem isn't with getting Virtua Fighter 2 for the 32X, the problem is the architecture of the 32X. It cannot handle the processing speed required to render the polygons for Virtua Fighter 2. We will always release arcade titles for the Genesis and 32X if the hardware can support it.

Q: I've had Maximum Carnage for the Genesis since last Christmas. On the back of the box, it shows Venom fighting in the Statue of Liberty, but I've played the game through and never found a way to do this. Is it some special code? Also, the box shows Spider-Man fighting Venom. Is this possible in a one-player game?



Maximum fun!

Bradley Betts
Athens, GA

A: A representative from Acclaim Consumer Relations replies: Those scenes are in the game, but they occur randomly, much like Reptile's appearance in the original Mortal Kombat. There is no trick or code to get there, but rest assured, it does exist.

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:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online or at this Internet address:

buyers_beware.gamepro@itw.com

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC AIRSHIPS THAT ARE WHIZZING BY YOUR MELOP LIKE A SWARM OF SUPERSONIC YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE. THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND POP IT BACK INTO MY PLAYSTATION.



Oh, and there's a special in-game CD-ROM that lets you play CyberSpeed on your PS2. With eight airships, nine different weapons, and 100-player network capability, this is the latest feature you need to make sure you have. Get a shaved one.



CYBERSPEED. WHAT TO PLAY ON YOUR PLAYSTATION.

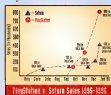
©2000 Electronic Arts Inc. All rights reserved. CyberSpeed is a registered trademark of Electronic Arts Inc. All other trademarks are the property of their respective owners.



PRO NEWS

March 1996

PlayStation's Lead on Saturn Grows



Continuing a steady rise since its September '95 launch, sales of the Sony PlayStation climbed to 800,000 just after Christmas, according to an anonymous source at Sony. The company's aiming for the 1 million mark by early spring, the source added.

Sega, on the other hand, had sold 200,000 Saturns before Christmas, according to a spokesperson, and was "projecting sales of 400,000 by the end of December." The spokesperson also said that "when the Ultra 64 is launched, [Sega] will offer a price cut or some other incentive to remain competitive." Saturn prices will remain at \$299 until then, however.

EA Delays 32-Bit Madden, NHL Until Fall



PlayStation Madden fans won't kick off until fall.

Bad news, sports fans. After reviewing the near-final PlayStation versions of NHL '96 and Madden NFL '96 (which were due out in December), EA Sports announced that it won't release the games until fall '96. Citing the company's dissatisfaction with the quality of the gameplay in both titles, a spokesperson said, "We know this will be a great disappointment to many...but we have decided to delay their release...so we can assure customers that the games not only look good, but will provide high-quality play for the life of the product."

Chart-Topping Sales and New Ultra 64 Titles for Nintendo

Lots to brag about in the Nintendo camp this month. As expected, its latest SNES offering, *Donkey Kong Country 2*, quickly shot to the top of the December sales charts. Demand was so strong for DKC 2 over the holidays that many stores sold out their copies immediately, and Toys 'R Us, the nation's leading toy-retailing chain, had to implement a special reservation policy in order to satisfy cart-hungry SNES owners who couldn't get their hands on the game in time for Christmas.

For Nintendo, DKC 2's sales performance was reminiscent of last year's sales records set by *Donkey Kong Country*. DKC quickly established itself as one of the fastest-selling games of all time, selling more than 4 million copies in its first five months of release. While not quite as popular as its predecessor, DKC 2 is still on track to be the biggest-

selling game released in 1995.

Looking to the future, Nintendo announced that three more games are in development for the Ultra 64: *Pilotwings 64* from Paradigm Simulation is the sequel to the multimillion-selling SNES hit *Pilotwings*. No release date has been specified. Coming from Electronic Arts by next Christmas is *FIFA Soccer*, the Ultra 64 installment in the much-heralded soccer series. Finally, *The Great One* will hit the 3D ice for the Ultra 64 this summer in a still-entitled Wayne Gretzky hockey game from Time Warner Interactive. These three titles bring the number of Ultra 64 games in development to two dozen and counting.

This Just In . . .

Sega Allied with Matsushita

According to a story in *Yomiuri Shimbun*, a Japanese newspaper, Sega and Matsushita Electric Industrial (MEI) will create a set of standard specifications for next-generation game systems. While details are still unclear, early indications point to the two companies teaming up to develop a new game system based on those specs by fall. According to the story, Sega has received prototypes of MEI's new 64-bit system to begin work on this project.

Don Stevens, manager of corporate public relations for Sega, however, firmly denied this report of a Sega-MEI partnership. "It's more of the same old rumors that were going around in '95 [regarding a possible Sega-3DO deal]; it wasn't true then, and it's still not true."

As allies, the two companies could pose a formidable challenge to Nintendo and its Ultra 64 if these rumors become reality. Sega has long been Nintendo's closest competitor, and MEI recently bought 3DO's highly anticipated M2 technology (see "Pro-News," January and February) in order to enter the 64-bit market. We'll keep you posted if further developments arise.

Price Cut Imminent For SNES Games?

Rumors swirled over the Internet just before Christmas that Nintendo was about to announce a significant price cut for SNES games in the U.S.

The speculation came after Nintendo announced that in February it will cut the prices of its *Super Famicom* (Japanese SNES) games by 23 percent in order to keep them significantly cheaper than the Ultra 64 games. The fact that Nintendo charges third-party game manufacturers will also be cut by about 30 percent, so prices on third-party Super Famicom games should also fall as companies pass on those savings.

Unfortunately, at press time, Nintendo had not made a similar announcement regarding SNES games and continued to deny rumors that it would.

News Bits

• Sega and the trading firm Nissio Iwas Corp. have announced a joint plan to start an on-line video game service in Japan. Tentatively set to debut in April, the new service will work sort of like XBAND. By plugging a special modem into their 32-bit game systems, users in different locations will be able to play each other. Sega will offer game software, and Nissio will set up a host computer and provide modems. No word yet on whether the service will come stateside.

• New Level Software, Inc., founded by some members of the creative team behind the Sega CD version of *Road Rash*, is working with BMG Interactive Entertainment to produce PlayStation and Saturn games. The deal is the latest in a series of BMG agreements with respected game developers around the world, including Rocket Science, Boss Game Studios, DMA Design, and Laboratory Software.

• Also in the acquisition mode: these days in Sierra On-Line, which recently purchased Papyrus Design Group Inc. Papyrus is the developer of best-selling racing sims like NASCAR Racing and IndyCar Racing.

• Still showing a first pulse is Hudson Soft, makers of such Warner Bros.-themed games as *Rabbit Rampage* and *Spooky Gonzales*. Although it sold off its unrelated titles (including the lovable Peaky Pig's *Haunted Holiday*) to Acclaim in 1995, the company is contemplating making new next-gen games. So far, all that's definite is that Hudson has left San Francisco for new digs in Seattle, Washington.



Jaguars can now be had for \$99.

Atari Cuts Prices, Eyes Other Platforms

Atari also moved to bolster its Christmas sales, cutting prices on the Jaguar to \$99 in mid-December. The company will likewise begin publishing titles for other platforms by early spring, according to a story by *MMVare Weekly*. Although Atari still plans to release 20 Jaguar titles in 1996, it will produce PC, Mac, PlayStation, and Saturn games to garner additional revenue.

On the downside, Atari confirmed that it laid off its in-house development staff (see "ProNews," February) and will now utilize outside developers to create its products. The company's VR gaming headset has also ended up on the cutting-room floor after Atari found that gamers were "becoming woozy" when using it. ☐

Price Cut on Goldstar 3DO



3DOs made by Goldstar now run only \$199.

Next-gen 32-bit hardware has finally broken the \$200 barrier as LG Electronics, formerly known as Goldstar, lowered the price of its 3DO unit to \$199. The package also includes two controllers and two games, *Shock Wave* and *FIFA International Soccer*. The move came in early December, presumably to spur sales before Christmas.

In other 3DO news, Studio 3DO announced that it acquired Cyclone Studios, the developers of *Captain Quazar* and *BattleSpot*. The new group will continue to work on 3DO and M2 games, as well as PC titles and Internet software.

Taito, ALG Exit Arcades

Tough times continue for small game-development companies as both Taito and American Laser Games pulled out of the arcade business. Taito has closed all its U.S. offices, but will continue to develop home-console and arcade games in Japan. While Acclaim will publish Taito's home-console titles in the U.S. (see "ProNews," January), Taito is currently negotiating with unnamed arcade distributors that would port over and release its arcade games in the U.S.

American Laser Games, however, has left the arcade business for good to concentrate on its home entertainment line. ALG will license its arcade technology for use by other companies and is currently developing games for the Saturn and PlayStation.

BLOCKBUSTER VIDEO

march

HOT SHEET

PlayStation	Saturn	Genesis	Super Nes
1. Destruction Derby	1. <i>Wings Fighter 2</i>	1. <i>USA Ice '96</i>	1. <i>NBA Live '96</i>
2. <i>Tekken II</i>	2. <i>Wipe Out</i>	2. <i>Demolition II</i>	2. <i>Demolition Country II</i>
3. <i>NBA in the Zone</i>	3. <i>Age of Empires</i>	3. <i>Ty Hour</i>	3. <i>Resurrection II</i>
4. <i>MFL Galaxy</i>	4. <i>ML: 10-Year Holiday</i>	4. <i>Geogebra</i>	4. <i>Cy War</i>
5. <i>Legend</i>	5. <i>Offroad</i>	5. <i>WWF WrestleMania</i>	5. <i>Geogebra</i>
6. <i>Tekken</i>	6. <i>Quadrant Attack</i>	6. <i>Earthworm Jim 2</i>	6. <i>Wipe Out '96</i>
7. <i>U.S. Football</i>	7. <i>Chen War</i>	7. <i>Top Gun: The Hollywood</i>	7. <i>Older Legends</i>
8. <i>Phantasy</i>	8. <i>Daytona USA</i>	8. <i>USA Soccer '96</i>	8. <i>PGA Tour '96</i>
9. <i>Resurrection II</i>	9. <i>Virtual Fishing</i>	9. <i>April Fool Ninjas</i>	9. <i>April Fool Ninjas</i>
	10. <i>PGA Tour '96</i>	10. <i>PGA Tour '96</i>	10. <i>Final Fight 3</i>
	11. <i>Galactic Attack</i>		

Hot News from GamePro Online

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

A Player's Guide to Power Peripherals

By The Lab Rat

Well, the heater broke in the lab last night, so to keep warm we've been playing broom hockey with a three-week-old glazed donut. While we check each other into the boards, check out this month's peripherals.

Racing Sensation

Very rarely does one peripheral set itself far above other similar products. For the PlayStation, the **Advanced Analog Steering Wheel** by Mad Catz is one of those peripherals.

This slick piece of hardware comes with a stick shift and pedals, and its extremely tight steering control shames Sega's much looser-playing Arcade Racer for the Saturn. Light but not flimsy in design, the wheel rests comfortably on your lap or a table-top. A stiff spring in the column makes for arcade-like, center-return steering, and the plastic racing-style wheel provides a good grip.

Six buttons are mounted on the face with two more underneath the wheel that work like triggers. There's even a directional pad in the middle of the wheel, which makes menu screens easier to navigate.

What separates this baby from other steering peripherals are the gearshift and pedals that enhance the realism of each race. To the right of the wheel is a small High-Low stick shift. It's easy to grab, and you can quickly shift up and down through all six gears in Ridge

Peripheral



Advanced Analog Steering Wheel

System: PlayStation

Features: While it works only with analog-compatible products, this wheel offers super-smooth control and provides racing fans with the whole package: a gear shift and gas and brake pedals.

Price: \$89

Available: Now

Contact: Toy and electronics-gaming stores or Mad Catz, 819/643-8761

Racer, which really enhances the feeling that you're driving with a manual transmission.

Connected to the wheel by a five-foot cord, the easy-to-work gas and brake pedals sit on a sturdy base. While they may be a little too close together for some gamers, they're extremely effective in adding realism to Ridge.

This wheel utilizes true analog steering technology, so compatibility with some games is a problem right off. All of Namco's products (Ridge Racer, Air Combat, Cyber Sled, etc.) are analog compatible. Although Wipeout works with the wheel, the pad is more effective. And be warned: This isn't your wheel if you want to put the pedal to the metal in Destruction Derby because it doesn't work at all with this game. Coming in at \$89, this total-package peripheral is worth every dollar for Ridge Racing freaks. For Destruction Derby drivers, it's a disappointment, but that's life in the fast lane.

Shark-Infested System

You won't find any grinning genes granting game codes for the Saturn. But if you feel like you're drowning in

a game, you might be rescued by the **Game Shark** from STD.

Developed by Dattel, the same U.K. company that developed the Pro Action Saturn (see "GamePro Labs," January), the Game Shark cart bypasses a game's start-up procedure and allows you to implement cheat codes. It also doubles as a memory cart.

The Shark comes with codes for 20 Saturn games already released, including a "no reload" code for Virtua Cop. It also enables you to save new codes as they become available, so you'll have to enter them only once. New codes for the Shark will be listed in future Issues of GamePro as they become available, on STD's 800 line, and on the Game Shark web site.

While the Shark costs \$20 less than the imported Pro Action Saturn, it lacks the Pro Action's "key" feature, which allows you play U.K. and Japanese Saturn games on your American system. If you plan on buying only American games and want all the cheats you can get, you might want to swim with this shark. □

Peripheral



Game Shark

System: Saturn

Features: This cart works like a 16-bit Game Gear and doubles as a memory cart. It saves games, as well as newly entered cheats, and comes loaded with multiple codes for 20 games.

Price: \$29.95

Available: Now

Contact: Toy and electronics-gaming stores

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



Battle it out for supremacy in the cyberspace combat zone where one false move may cost you your cojones! Choose from three assault rigs and thirteen fully-upgradable weapon systems as you maneuver through maze-like arenas. Careen across jump-ramps, sky-ways and movable blocks in a pulse-pounding race against the clock. It's virtual war out there. Time to show 'em how they're hanging.

**PC
CD
ROM**

8 Person
Network
Compatible
2 Player Link
Compatible



Assault RIGS™

<http://www.sony.com>

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Assault Rigs is a registered trademark of Sony Computer Entertainment Inc. ©1999 Sony Computer Entertainment Inc.

*Solving the Mystery
means Visiting
the Dark Pit of
your Soul.*



**"THE NEW GENRE OF
INTERACTIVE HORROR!"**
-GAME FAN



**STARE INTO THE EYES
OF MADNESS!**

Buried within is a secret to D. Solve the mystery
and enter the D sweepstakes at participating retailers

D PC DEMO available at participating retailers.

3-5-96



"SPINE-TINGLING
ACTION!"—EGM

A full moon rises over L.A. National Hospital.

D... the Daughter.

Inside—the father, a doctor gone mad... but why?

D... Darkness.

Outside—the daughter... the innocent, the seeker

D... Destiny.

You are about to enter the darkness forever!

D... Despair!

With stunning computer rendered 3-D graphics,

D... Delirium!

... your descent into the dark pit of your soul is a

D... Death.

tour-de-force of terrifying secrets and challenges.

D... Damnation.



"SLICK, STYLISH, SCARY
FUN!"—GAME PLAYERS



**DON'T PLAY IT IN
THE DARK!**



© 2002 Akklaim Entertainment, Inc. All Rights Reserved. "Dark" and "Dark Descent" are trademarks of Akklaim Entertainment, Inc. All Rights Reserved. "The Daughter" and "D..." are trademarks of Akklaim Entertainment, Inc. All Rights Reserved. "EGM" is a registered trademark of Akklaim Entertainment, Inc. All Rights Reserved. "PlayStation" and "Xbox" are registered trademarks of their respective owners. "ESRB" is a registered trademark of the Entertainment Software Rating Board. "Akklaim" is a registered trademark of Akklaim Entertainment, Inc. All Rights Reserved.



Nintendo 64 Shakes up Shoshinkai

Finally! Nintendo's much-touted 64-bit system made its debut of the Shoshinkai Show in Japan. Here's a look at the games!

By Nab Ogasawara,
Ira Buzz, and
Major Mike

Super Mario 64 (Action Title)

Developer/publisher:
Nintendo of Japan

Players: 1

Release date: April 21

Rating: 64

Genre: Action

Version size: 501 complete

Mario has been at the head of the game-cartridge pack for every new Nintendo system, so it's no surprise the must-choiced hero will usher in the powerful Nintendo 64 system (called the Ultra 64 in the U.S.). This game is great!

Texture-Mapped Heaven

Mario's a fully rendered 3D figure composed of texture-



mapped polygons in a full 3D world inhabited by Bowser, all his evil hench-creatures, and traps from the classic 2D series. By going 3D, Mario's repertoire of cartoonish movements is more lifelike than be-



fore. Besides the usual running and jumping, Mario has new abilities like creeping along walls, hanging off ledges, climbing flag poles, walking on tip-toes, sliding down slopes on his rear end (with speed control), and more.

The innovations aren't just confined to voluntary actions either—Mario has new pain



reactions, too. For example, Mario can be stomped flat by Thwomp. And when he's hit by a fireball, he rockets straight up into the air, leav-



ing a smoking trail from his smoldering butt.

Something Old, Something New

You put Mario through the paces in a variety of settings



inside Bowser's castle, including a mountainous zone, ice field, lava-filled cavern, and an underwater world. In each of these worlds,

Mario faces a variety of old and new challenges that are the hallmarks of the groundbreaking action series.

The game is precisely controlled by using the center 3D stick and Buttons A and B on the right side of the pad. The

four yellow C buttons are used to switch viewpoints roughly 360 degrees. The version at the show was tricky to maneuver at first because the viewpoint kept shifting, making it feel as if you were driving a radio-controlled Mario. However, 3D Mario has an incredible range of motions. This should be a spectacular new chapter in Mario's history.



A 2D Mario Game?

At Shoshinkai, GamePro spoke with Shigeru Miyamoto, Mario's creator, about the possibility of creating a traditional 2D Mario game for the Nintendo 64.

Miyamoto admitted that Nintendo is actively working on such a game, and that a fully animated Yoshi was already running around on-screen with full scaled effects on individual sprites. "With a machine this powerful," he said, "we should be able to do something very interesting." So add a 2D Mario to the rumors in the list for N64!

Kirby Bowl 64 (tentative title)

Publisher:
Nintendo of Japan
Developer:
HAL Laboratory and Nintendo
Players: 4

Release date: April 21
Megabits: 64

Genre: Action/racing
Version status: 20% complete

Besides Super Mario 64, the only other playable game on display was this one starring another ultra cute Nintendo mascot. Although Kirby Bowl 64 is supposedly one of the three launch titles for the Japanese system, it was only 20 percent complete.

Twice the Fun

The show version includes two separate games. The first is a 3D polygon snowboarding race against the clock. In



this game, Kirby boards down a slope similar to the playing field in Kirby's Special Tee Shot. On the way down, he grabs stars for points while avoiding obstacles like trees and arches by ducking, bobbing, weaving, and jumping.

The other game is basically a Kirby version of Bowling Tops. (Remember that game



where the object was to knock your opponent's top out of the ring?) Up to four players tap in using the N64's four controller ports. The playing fields consist of bowls, some very simple in design, while others bear more complexity, such as bowls with smoothly undulating protrusions. If past Kirby games are a fair standard for judging, a finished version of Kirby Bowl 64 featuring more sub-games should be quite fun.

Nintendo 64 OVERSEAS

Pilot Wings 64 (tentative title)

Publisher:
Nintendo of Japan
Developer:
Paradigm Simulation and Nintendo
Players: 1

Release date: April 21 (tentative)
Megabits: 64

Genre: Flight sim

The third title rumored for the launch is the sequel to Pilot Wings, one of the earliest titles for the Super Famicom. The graphics have been vastly enhanced by using a true 3D environment with real physical effects, such as wind currents and environmental factors. The variety of aircraft includes a hang glider, a rocket pack, and a gyrocopter.

Real Science

In Pilot Wings, you get to buzz around at least three areas



with different characteristics, such as a city and a canyon. Each area has "real" physical properties and covers a region five miles square, with no altitude limitations (except the aircraft's own).

With a design similar to the prequel, the game has set patterns and requirements you must meet to advance. The

developers, however, have made the areas "real" 3D environments, so you can simply buzz around and take in the sights if you choose. Paradigm's experience developing 3D simulators such as flight sims for the armed forces

means this should be an extremely realistic and enjoyable flying game.



Shoshinkai Software Roundup

Nintendo also showcased via videotape other Nintendo 64 games in development.

Super Mario Kart R

Super Mario Kart R is the sequel to the multipatinum SNES racing game, with the addition of new courses (including ups and downs) and new characters (such as Wario). In two-player mode, the screen is split vertically rather than horizontally as it was in the original version. There's also a four-player mode that splits the TV screen into four sections.



Wario and Wario race in Super Mario Kart R.

Wave Race 64

This game appears to be a boat racing version of the groundbreaking F-Zero. High-speed racing crafts scream around on superlively realistic canals that include jump ramps.

StarFox 64

StarFox 64, the sequel to the great SNES polygon shooter, has full texture-mapped polygons, multiple views, and other 3D effects that should make it a winner. Since the managing director of Argonaut Software, Jez San, was spotted at Shoshinkai, we believe Argonaut (the makers of StarFox and FX Trax) is making this title for Nintendo.



StarFox 64, the sequel to the SNES *StarFox*.

Buggy Boogie

Buggy boogie appears to be a shooting game like Namco's Cyber Sled, but it adds the capability to custom-build your own fighting buggies. Presumably you'll be able to save your buggy data on a memory card so you can play against friends.

Creator

This game looked like a simulation game where you create dinosaurs. The video revealed no clues on how the game works, but an opportunity to create your own ferocious-looking T. rex and other beasts just can't be missed.



Creating your own T. rex.

Legend of Zelda

Nintendo also showed a short clip of *The Legend of Zelda*. The action depicted a polygon Link sword fighting a medieval knight wearing an impressive

Nintendo 64 OVERSEAS

suit of armor that made him look highly chromed. *Zelda* is supposed to be the game to launch the yet-unannounced disc-drive unit, which should be unveiled at the next Shoshinkai Show in November.



The Legend of Zelda—Nintendo's first disc game?

Body Harvest

DMA Design is making *Body Harvest* for Nintendo. This game is about an alien invasion of monsters who come to wire and dine on people. Your job is to seek out combat vehicles so you can defeat the hungry horde.

Blastdozer and 007 Goldeneye

Rare showcased two games. *Blastdozer* looked like an action game designed for total carnage. You drive around in bulldozers, cranes, trucks, and



a strange scorpion-like mech.

Rare's other offering was 007 *Goldeneye*. Eye appears to be a Doom-type first-person shooting game. The company is apparently working on three other N64 games, including an all-new *Killer Instinct* and *Donkey Kong Country 3*.



007 *Goldeneye* caught GamePro's discriminating eye.



Donkey Kong Country 2 for the Super NES: Get ready for *DWC 3* on the N64!

Star Wars: Shadow of the Empire

The one non-Nintendo title on the video was LucasArts' *Star Wars: Shadow of the Empire*. This great-looking game appears to be set in the same



period as the movie *The Empire Strikes Back*, and was highlighted by an impressive sequence of rebel Snowspeeders attacking Imperial Walkers on a snowy planet (Hoth). Lucas is apparently working on other *Star Wars*-related titles for the N64, including a Dark Forces-type game and an X-Wing-style shooter.

PSSSTTT... WANT YOUR **GAMEPRO**? THEN.....

SUBSCRIBE!



ONLY
\$19.97
60% off
THE COVER
PRICE!

YES! ENTER MY SUBSCRIPTION TO
GAMEPRO (10 ACTION-PACKED ISSUES)
AT THE INCREDIBLY LOW PRICE OF \$9.97.
I'LL SAVE \$29.00 OFF THE COVER PRICE!

MAIL TO: **GAMEPRO**
P.O. BOX 55527
BOULDER, CO 80322-5527

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

BILL ME

PAYMENT ENCLOSED

Send Foreign and Canadian orders prepaid in U.S. funds, with either \$15 additional for surface postage or \$30 additional for air delivery. Newsstand rate: \$49.90. Allow 6-8 weeks for delivery of your first issue.

563G4



LucasArts delivers the Force to the N64 with *Star Wars: Shadow of the Empire*.

Turok: The Dinosaur Hunter

The one game at the show that was being developed by an American Dream Team member was *Turok: The Dinosaur Hunter* by Acclaim. The demo appeared to be very early in development, with only basic, blocky polygon dinosaurs and prehistoric beasts against plain backgrounds.



Doom II on the PC — the U64 version is on the way.



The arcade racer *Cruis'n USA* is also in the works.

Doom, Cruis'n USA, and Phear

GamePro also spoke to representatives from Williams who were enthusiastic about the 64-bit *Doom*. *Cruis'n USA* is also in the works for Williams, and perhaps other big Williams titles. The masterminds of H2O were also hyped about *Phear*, which they described as sort of a "Rubik's Cube from hell."

Nintendo 64 OVERSEAS



Games for the American Ultra 64

At press time, information about games for the Ultra 64 in America was sketchy. In addition to *Super Mario 64*, *007 Goldeneye*, *Turok: The Dinosaur Hunter*, *Cruis'n USA*, *Doom 64*, and *Star Wars: Shadows of the Empire*, there are several other titles in development, possibly scheduled for U.S. release this year.

FIFA Soccer

(By Electronic Arts)

EA plans to make this the ultimate soccer simulation, promising hundreds of teams, new characters, and gameplay that uses all the Ultra 64 controller buttons. A worthy goal, for sure!

Robotech

(By Gametek)



Rendered polygon shooters seem to be advancing en masse on the Ultra. This mech-warrior combat carl's based on the American cartoon and Japanese anime flick.

Top Gun

(By Spectrum Holobyte)



Spectrum's F-14 Tomcat fight sim for the PC, PlayStation, and Saturn will also land on the Ultra 64. It's based loosely on the Tom Cruise movie, with an emphasis on making war, not love.

Monster Dunk Basketball

(By Rhinescape)

Remember basketbrawl? It's making a U64 comeback in monstrous fashion with a full-court, creepy-crawler press.

Red Baron

(By Sierra Online)



This PC classic was an on-again/off-again WWI biplane fight sim for the Ultra. Contact! It's on again.



Wayne Gretzky Hockey

(By Time Warner Interactive)



The Great One makes a U64 slap shot with a revamped, retooled rendition of the PC game.

Stacker

(By Virgin Interactive)

At press time, news about this Virgin game was still unreleased. ☐



Tons of

Hot

One
Cool
Low
Price

Games



PC & Mac Games
Multimedia
CD-ROM
Online

It's all about Entertainment, PC & Mac Games, CD-ROM, Interactive, Hardware, and Multimedia



Games, Virtual Reality Games
Online Gaming, Games, PC
and Mac Games, Multimedia
Games, Reviews, Games,
Hardware & Software Games,
Tips, Games, Cheats, Games

Save over
78% off the
cover price!
10 issues only \$14.95*

Call 1-800-770-3248 today!

Foreign and Canadian orders, please add either \$15/year for surface delivery or \$30/year for air delivery (U.S. funds). Newsstand rate \$69.90 (10 issues). Please allow 6-8 weeks for delivery of first issue.

*CD-ROM not included in this offer.

58CG4



Online Insanity and Plugging into Net

Get Wired with Online Games

By The Whizz

Online gaming is one of the latest buzz phrases. It's really nothing new, but it can and will be very cool.

To get into online gaming, you need a personal computer, preferably a Windows PC. You can find online action for the Mac, but a general requirement for online gaming is that you must have the game you plan to play installed in your machine, and the PC has more games available.

Video gamers have limited online opportunities right now. The 32-bit game systems and the Ultra 64 certainly have the horsepower to support online gaming, but that aspect of console play is still in its infancy (see below).

Here's a brief rundown on the four main sources of online gaming: the Internet, online services, local-area networks, and bulletin boards.

Internet Gaming

There's game action going on all over the Internet. Internet gaming consists of Web sites set up to support multiplayer PC games. In order to play a



Doom is one of the hottest multiplayer games on the Internet.

game via the Web, you must have Web browser software and the game installed on your computer.

One of the hottest Internet game sites is DWANGO. DWANGO (Dial-up Wide-Area Network Gaming Operation) has formed alliances with several software developers such as id Software, the creators of Doom, in order to create a site dedicated to multiplayer gaming. DWANGO has really built its reputation by providing 24-hour Doom, Doom II, and Ultimate Doom multiplayer action. (See "GamePro Online" in this issue for other Internet gaming sites.)

Games from Online Services

Commercial online services such as America Online (AOL), CompuServe, Prodigy, and

ComE all feature online games. Subscribing to one of these services enables you to play games by logging onto their central computers.

AOL, for example, has a Games Channel that features a variety of games from puzzles to murder mysteries. Be prepared to play with a crowd, however: You might play with or against several hundred thousand players at a time!

Good news for video gamers! XBand is an online service that enables 16- and 32-bit game-system owners to play each other across phone lines. (See "X-Band" at right for more info.)

Network Gaming

If you want to party with a bunch of pals in one location, play your favorite game on a local-area network (LAN). Most



Internet Web sites such as Adventure Zone will help you locate the action for your favorite games.

PC games such as Doom and Magic Carpet II (by Electronic Arts) have multiplayer features that support modem-to-modem and LAN gameplay. As with Internet gaming, every player must have a copy of the game installed in their computer.

Local Game

Bulletin Boards

Since many computer gamers won't have access to a LAN, another alternative is to get into a multiplayer contest via a bulletin board. Bulletin boards are usually run by other gamers who use a PC as a network server. You can play someone almost any time from the comfort of your own home, and you usually play gamers who live in your immediate geographic locale.

Video Games Calling

Multiplayer game action online opens up an entirely new world of challenges for players. If you're a PC GamePro, online gaming is definitely worth logging into. ■



The Internet gaming action is happening right now on DWANGO.

XBand X-Citement! worked Games

~~Experience BAND~~

By Geb-er

XBand Games Library

Genesis games available at press time

Madden NFL '95	NBA Live '95
Madden NFL '96	NHL '95
Mortal Kombat	NHL '96
Mortal Kombat II	Premal Rage
Mortal Kombat 3	Super Street Fighter II
NBA Jam	WeaponLord

Genesis games under development

FFA '96	NBA Live '96
---------	--------------

Super NES games available at press time

Doom	Mortal Kombat 3
Ken Griffey, Jr. Baseball	NBA Jam TE
Killer Instinct	NHL '95
Madden NFL '95	NHL '96
Madden NFL '96	Super Mario Kart
Mortal Kombat II	WeaponLord

Entertainment, Inc., makers of XBand, expects to have 40,000 to 50,000 subscribers soon.

Plug 'n' Play Technology

Catapult formed in April 1994 and immediately set to work

creating a way for players to compete from separate locations. "The original idea was a big red button - 'Find me a match.' " said Steve Roskowsky, a founder and the executive vice president of engineering. The result was XBand hardware that plugs into the

cartridge slot of a Super NES or Genesis system (the Genesis modem also works with the Nomad).

At the cart-shaped box's heart is a 2400-baud modem. That's the slowest modem made today, but it works for XBand because all that's sent over the phone lines are controller instructions. Like the Game Gem, the XBand modem intercepts code from the game cart and patches in its own instructions, which enables games to be optimized for on-line play. The



The XBand modem plug into the SNES and Genesis for networked gameplay. The keyboard makes it easier to chat after playing games.

hardware also includes a custom chip and software to make sure both players see the same thing at the same time. Slap the game into the top of the modem, plug in a

Play the Pros
at GamePro

Log on to XBand on March 6 between 4-6 p.m. PST to take on GamePro's editors! You'll know it's them by their custom icon and taunt. Editors will be playing a variety of Genesis and Super NES games like Madden NFL '96, MW 3, Killer Instinct - and they'll be looking for YOU!

So do you think you got game, huh? You play like you were born with a controller in your hand? Then you just might be ready for the XBand network, where hardcore gamers play. Using XBand modems, two people anywhere in the U.S. can play each other in supported Super NES or Genesis games.

Calling All Gamers

"XBand gives you a chance to prove yourself," says Sharkeel, a 14-year-old from Los Angeles. "You can beat anybody on your block or in your school, but that doesn't prove anything, if you can beat anyone across the country, then you've got something to talk about."

Lots of people agree. About 5000 gamers connect to XBand every day. XBand was introduced to five test markets in November 1994 and went national a year later. Now, 100-200 new gamers are signing up daily. Catapult



XBand marks the spot. This is the main interface, where it all happens. Challenge is how you get a match.

phone cord, and you're ready to rumble.

Got a Match?

So what happens when you're trying to get a game going? First, your modem dials a local-access phone number that links you to a server in Catapult's Cupertino, California, headquarters. The server downloads that day's editions of Bandwidth (the daily newspaper) and XBand News (the daily newsletter), and any operating system patches.



Catapult founder Steve Roskowsky shows what drives XBand's network. The Sparstation servers handle from 50,000 to 70,000 calls daily, but the network's designed to handle up to 400,000 calls per day.

Your call then moves to the matching server, which first looks to see if another local person is waiting for a match. If nobody's in the queue (and you subscribe to Nationwide, XBand's \$3.95-per-hour long-distance service), the matching server looks for an opponent near your skill level.

"We keep track of your ability," said Konstantine Oth-



San Francisco 49ers Mike Singletary (left) and Derrick Deseo give high fives after scoring a TD against the Dallas Cowboys in an XBand tournament. An upcoming celebrity tourney will match XBanders against NFL stars like Chris Webber with musicians such as Naughty by Nature.



Don't pull the cord! What looks like spaghetti behind the rack of Sparcstations feeds gameplay to 5000 hungry XBand users daily.

mer, executive vice president of software. "We use the Chess Federation's scoring model, the Elo Ranking System. If I play a Grand Master and lose, my ranking won't go down. But if I win, his ranking will go down and mine will go way up. It's the same way on XBand."

If an opponent's waiting, your modem disconnects from the server and dials them directly. If nobody's waiting, the modem disconnects and is set to answer your phone. When your phone rings, the modem answers the call, makes sure it's another XBand modem, then connects you with the challenger.

Game Time!

Playing XBand isn't the same as playing someone sitting on the couch next to you because there is a barely perceptible lag (fractions of a second) between your controller actions and what happens on-screen. But you quickly be-



Before you get connected, you choose a character, code name, a team, and enter any personal information you'd like.

come accustomed to the delay—and it can actually help your gaming skills because you're forced to react quicker and think ahead more.

After the match, you can enter chat mode and use an onscreen keyboard to talk smack to your foe. Moving the cursor from letter to letter is time-consuming and laborious, so Catapult developed a keyboard you can buy for \$29.95 that plugs into the second controller port.

Expanded by XBand

Gamers who compete on XBand feel a strong sense of community. XBand counts more than 700 clubs where members set up their own tournaments, maintain newsletters, send mail to each other, and challenge other clubs.

"For some, XBand is a meeting place," said Nina, a 24-year-old XBandster and one of the few women on the male-dominated network. "There are a lot of great Banders in X-Land."

There are some weasels, too. Mail bombing (sending

someone lots of mail messages with little content so that they have to delete their saved mail) and cord-pulling (detaching the phone cord from the modem or hitting reset when losing so the opponent doesn't get credit for the win) are the two main annoy-



You can have up to ten challengers in your Player List.

X-Plore These XBand Codes

Operating system updates from Catapult's programmers sometimes give you fun or useful cheats you won't find in the manual.

Super NES Codes

Killer Instinct: To turn off random select instead of activating it after one win, both players must hit Select at the Controller Configuration screen when they're done configuring.

Mortal Kombat 3: To make Smoke a selectable fighter, both players hold Select as the Controller Reconfiguration screen fades in.

Vampirelore: At the XBand title screen, tap Up, Up, Left, Right on the directional pad to make the background roll around. It'll make you feel sick!



To enter maze at the main station screen, tap Down, Down, Left, Left, Right, Button B.

Genesis Codes

Madden NFL '96: To forfeit a game, hold A, B, and C.

Madden NFL '98: To turn on substitutions and assist locks, both players must hold Start and Up during the Sync-O-Team screen.

Mortal Kombat II: To forfeit a match, hold A, B, and C.

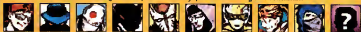


To play Pong with a fish, go to the main six-line screen and tap Up, Up, Up, Up, Right, and Button B.



XBand Characters

XBanders can identify themselves from XBand's library of over three dozen images. Here's a selection:



ances on XBand. But Big Brother is watching.

"On some games, we can find out 100 percent of the time if you've hit reset," Othmer said. Recent programming tweaks enable Catapult to award wins when your opponent pulls, and a forfeit feature is now in the Genesis versions of Mortal Kombat II and Madden NFL '96.

Playin' PC

The XBand community is about to get a lot larger. Catapult is beta testing XBand PC, an online service that will match opponents on such personal computer games as Doom II, Heretic, MechWarrior II, Hardball 5, Super Street Fighter II, and Descent. XBand PC signals Catapult's shift away from being a hardware company, because the new network will



One of the features of XBand PC is the ability to personalize your character.

use existing PC modems. XBand PC will feature several advances that 16-bit XBand users have been requesting. "There will be chat rooms, places where people can meet online, talk, and then go play a game," said Doug Campbell, director of business development. "The graphics will go to the next level, as will personification and the ability to learn more about the person you're playing." You can also wait for more than one game at a time. For instance, you could register on Doom II, but also be registered on

MechWarrior II or Hardball 5.

The Future Is Now

Later this year, Catapult will add multi-player capabilities to XBand PC. You think it's tough beating one person? Wait until you square off against five others! "And the way XBand PC is architected, we'll be able to do that on the next-generation systems," said Lynn Heublen, executive vice president of business development.

"When?" is what XBand users have been asking. Some admit they're waiting to find out about XBand support before buying a new system.

The next-generation modems are already in the works. Catapult is helping



What You Pay To Play

Super NES or Genesis modems: \$19.99

Subscriber fees: \$4.95 for 50 Connect Credits per month (15 cents for each additional credit)

Unlimited Connect Credits: \$9.95

(Note: There is also a one-time set-up fee of \$2.50)

Phone charges: Local-only play - Price of phone call (usually free); Nationwide service (long distance): \$3.95 per hour

SNES or Genesis keyboard: \$29.95



Sega develop a Saturn modem, so it's likely that will be the first 32-bit platform supported. "And Sony looks like they're doing great, so we're keeping an eye on them," Heublen said. "But you can't have a network service if you don't have enough players. We'd like to see 400,000 to 500,000 users tracking to a million. If that happens fast, we'd be out there in fall 1996." For the legion of devoted XBanders, the next generation of competition can't happen soon enough. ■



The main menu screen in the Windows 95 version of XBand PC



XBand News is XBand's six-page daily newspaper.



XBand News gives you the latest on tournaments and other XBand developments.

GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

GamePro Online
The ultimate
online source for
game information!

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

Online Options

Some of the areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Message boards (posted comments and tips)
- Talk with a GamePro editor (weekday afternoons at 4:30 p.m. PST in the chat room)

- File vault (game-related info, including FAQs)
- Archive (current and back issues of GamePro)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)



At the Shoshinkai Show in Japan, Nintendo demoed games that it's bringing to the Ultra 64. GamePro was there, and GamePro Online released screen shots of the games, including Super Mario Kart for the Ultra 64, right as the show was happening.

The David Perry Conference

GamePro Online recently staged a conference with David Perry, founder of Shury Entertainment, the company that made Earthworm Jim and EWJ 2. Excerpts reveal some surprising hidden codes in EWJ:

David Perry: The Sega CD version has some really wonderful hidden secrets. There is more than one ending. They are very silly, well worth seeing. Finish the game in each difficulty level, then you will see the ending. Also, I have a list of over 35 codes. I will fax these to GamePro...

GamePro: Yessssssssssss!

DP: ...and they can print the official Shury list. There are really bizarre cheats on this list.

GP: Can you give up one of the more bizarre codes now? The audience can't wait!

DP: To get a reloaded Jim: Pause the game and hit C, A, A, A, A, B, C. Check it out!

Glossary of Online Terms

ASCII - This acronym stands for American Standard Code for Information Interchange. It refers to the type of characters in a basic text file that's displayed or read on a computer.



Shury's David Perry gave GamePro Online over 35 hidden codes for Earthworm Jim (Sega CD) during his live conference.

Online Conferences

GamePro Online holds many exclusive conferences with leaders and celebrities from the video game industry. These live discussions provide a forum where you can talk to them one on one. Look for conference transcripts in the File Vault at GamePro Online's main menu. Featured guests have included:

- Crystal Dynamics game developers (Solar Eclipse, Gex)
- GamePro Editors ("Ask the Pros" for game hints)
- The Ultimate MK 3 creative team

- Ed Boon and John Tobias (MK 3 and Ultimate MK 3)
- Sega home systems and coin-op (Fighting Vipers, Indy 500, and VF 3)
- Williams/Bally/Midway executive Roger Sharpe (MK 3, NBA Jam, WWF Wrestlemania)
- SNK game developers (Samurai Showdown)
- Programmer Mark Turmell (NBA Jam and WWF Wrestlemania)
- Time Warner Interactive game developers (Primal Rage, Rage 2, and Area 51)
- Namco game developers (Tekken, Tekken 2, Rave Racer, and CyberSled)

NetPro

What's on the Web? Tons! If you're interested in online gaming, visit these sites:

DWANGO Inc. (Dial-up Wide-Area Network Gaming Operation's) www.dwango.com

Doom Gate: doomgate.cs.bu.edu

Internet Modern Players Listing: www.omission.com/ modern/IMPL/home.html

BBS Multiplayer Game Servers: www.teleport.com/~cazotic/bbs.shtml

For some alternate online-gaming sites with card games, adventure games, and the like, check out:

Zarf's List of Interactive Games on the Web: www.cs.cmu.edu/alf/andrew/org/igb/www/zarf/games.html

Little Jason's Game Page: www.fr.net/~jmayn/games.html



The Software Publishers Association's Web page (<http://www.spa.org>) provides info on the business of game software. Recently, SPA ran a contest, Cybersafari '95, which they called a "digital form of the traditional treasure hunt."

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

GAMEPRO READERS' CHOICE AWARDS

96

Want to win a free game?
Hey, who does NESi? Here's how.

Last month the GamePro editors chose the best games of 1995 - now it's your turn! Vote for one game in as many categories as you want, or write in your own selections. Only games that were released in 1995 are eligible. Then mail your ballot to this address by March 15, 1996. (Only one, please, or you're disqualified.)

Make sure

Readers' Choice Awards
GamePro Magazine

P.O. Box 5828
San Mateo, CA 94402

Or, fax us your replies to (415) 349-8347



your name, return address, and phone number are on the envelope or fax cover sheet. You can also look in GamePro Online's Communications Center for instructions about voting via America Online.

We'll tally the results and announce them in the June issue of GamePro. We'll randomly select one entry from the ballots we receive to win any current home game for any video game system. We'll also draw ten more winners to receive GamePro T-shirts. Stay tuned in June!

Best Overall

Best Strategy Game

- Myst (Saturn)
- Super Bomberman 2 (SNES)
- D (3DO)
- Syndicate (Genesis)

Best Role-Playing Game

- Chrono Trigger (SNES)
- Secret of Evermore (SNES)
- Phantasy Star IV (Genesis)
- Earthbound (SNES)
- Breath of Fire II (SNES)
- Lunar: Eternal Blue (SCD)
- Shining Force CD (SCD)

Best Puzzle Game

- WildSnake (SNES)
- Bust-a-Move (3DO)
- Kirby's Avalanche (SNES)
- Zoop (Any system)

Best System

- Genesis
- Super NES
- Jaguar
- PlayStation
- Saturn
- 3DO
- Neo-Geo
- Game Gear
- Virtual Boy
- Game Boy

Best Handheld Game

- Taz in Escape from Mars (Game Gear)
- Wario Land (Virtual Boy)
- Mario Tennis (Virtual Boy)
- Galactic Pinball (Virtual Boy)
- Street Fighter II (Game Boy)
- Super Return of the Jedi (Game Gear)

- Kirby's DreamLand 2 (Game Boy)
- Killer Instinct (Game Boy)
- Donkey Kong Land (Game Boy)

Best Arcade Game

- Tekken 2
- Street Fighter Alpha
- Virtua Fighter 2
- Mortal Kombat III
- Ultimate Mortal Kombat
- Fighting Vipers
- Samurai Shodown III

Best 16-Bit Game

Best 16-Bit Racing Sim

- Newman Haas Indy Car (SNES)
- Virtua Racing (32X)
- Road Rash 3 (Genesis)

Best 16-Bit Sports Game

- Madden NFL '96 (Genesis)
- FIFA '96 (Genesis)
- NBA Live '96 (Genesis)
- Tecmo Super Bowl 3 (SNES)
- NHL '96 (Genesis)
- College Football '96 (Genesis)
- World Series '95 (Genesis)
- Coach K College Basketball (Genesis)

Best 16-Bit Fighting Game

- WWF Wrestlemania (Genesis)
- MK II (SNES)
- Primal Rage (Genesis)
- Weaponlord (Genesis)
- Killer Instinct (SNES)
- Eternal Champions (SCD)

Best 16-Bit Action/Adventure Game

- Adventures of Batman and Robin (Genesis)
- Vectorman (Genesis)
- Donkey Kong Country 2 (SNES)
- Yoshi's Island (SNES)
- Earthworm Jim 2 (Genesis)
- Mega Man X3 (SNES)

Best Next-Gen Games

Best Next-Gen Fighting Game

- Virtua Fighter 2 (Saturn)
- WWF Wrestlemania (PlayStation)
- Primal Rage (PlayStation)
- Mortal Kombat III (PlayStation)
- Tekken (PlayStation)
- Battle Arena Toshinden (PlayStation)

Best Next-Gen Strategy Game

- Theme Park (Any system)
- Return Fire (3DO)
- Hell (3DO)
- Myst (Saturn)
- D (3DO)

Best Next-Gen Vehicle Sim/Shooter

- Agile Warrior (PlayStation)
- Air Combat (PlayStation)
- Warhawk (PlayStation)
- Iron Soldier (Jaguar)
- Shockwave: Jumpgate (3DO)
- Viewpoint (PlayStation)
- Twisted Metal (PlayStation)
- Panzer Oragoon (Saturn)

Best Next-Gen Action/Adventure Game

- Loaded (PlayStation)
- Clockwork Knight (Saturn)
- Rayman (PlayStation)
- Jumping Flash (PlayStation)
- Astal (Saturn)
- Shinobi Legions (Saturn)
- Bug (Saturn)
- Cex (Any system)

Best Next-Gen Carrier Shooter

- Roborika (Saturn)
- Doom (PlayStation)
- Kileak (PlayStation)
- PO'ed (3DO)
- Killing Time (3DO)
- Wolfenstein 3D (3DO)
- Virtua Cop (Saturn)

Best Next-Gen Racing Game

- Sega Rally (Saturn)
- The Need for Speed (3DO)
- Destruction Derby (PlayStation)
- Daytona USA (Saturn)

Best Next-Gen Action Game

- Ridge Racer (PlayStation)
- Virtua Racing (Saturn)
- Wipeout (PlayStation)

Best Next-Gen Sports Game

- NFL GameDay (PlayStation)
- FIFA '96 (PlayStation)
- World Series Baseball (Saturn)
- ESPN Extreme Games (PlayStation)
- NHL FaceOff (PlayStation)

Best Next-Gen System

- Saturn
- PlayStation
- Jaguar
- Neo-Geo CD
- 3DO

THE GAMEMAKERS:

The Designer

Road Rash designer Randy Breen steps into the spotlight in our ongoing series about the people who make games.

By The Feature Creature and The King Fisher

The designer usually comes up with a game's original concept. They imagine its look, define its gameplay, and shape its attitude. Randy Breen made all those contributions to Road Rash, Electronic Arts' popular series of motorcycle-racing games. We asked Randy to describe his job and give advice to anyone interested in becoming a game designer.

The Background

"What I do now at Electronic Arts is pretty consistent with what I was interested in when I was in high school. I was in



Artist's Résumé

Name	Randy Breen
Company	Electronic Arts
Current job title	Executive Producer
Previous games	Pegasus, Strike Fleet, Relentless, the Road Rash series
Last game	Fade to Black (PC)
Next game	ShredFest (PlayStation, 3DO, Saturn)
Education	Naval Technical School, specializing in cryptography and computer systems; University of Hawaii
Age	34
Mailing address	Randy Breen c/o Electronic Arts 1450 Fashion Island Blvd. San Mateo, CA 94404
Online address	Rbreen@ea.com



Game designer Randy Breen: "Being a great gamer isn't as important as understanding the philosophy behind the game."

my high school's electronics program for three years. I was also in the art program, and I thought seriously about going to an art college out of high school. But I didn't think I'd ever make a reasonable living in art, and I didn't know any successful artists. I didn't have good enough grades to become a successful electrical engineer, either, so out of frustration I joined the Navy.

"I'd been playing video games since the late '70s. While I was in the Navy I bought my first computer, both to play games and because I loved the technology. I got a lot of technical computer training in the Navy, and when I got out in 1986, I met Rich Hilleman, EA's tech support manager, who happened to be looking for new





Breen's most popular game, *Road Rash* (shown here on the Sega CD), brought a whole new attitude to racing games.



Breen's credit for *Road Rash II* for the Genesis. Inspiration for the *Road Rash* attitude came from film footage of Grand Prix motorcyclists.



employees. He liked my computer background, so he hired me. Within a year I became an assistant producer, finishing EA's Formula One Ferrari game.

"*Road Rash* was born when EA began to do in-house development in a serious way. Until 1989 EA relied on outside developers for games, but after that we wanted to do our own games. Our first discussions were for a driving game for the Genesis."

Road Rash II

"Initially all we knew was that we wanted *Road Rash* to be more of an entertaining game than a pure driving simulation. I'd been into motorcycles for a long time, and we quickly realized bikes gave us lots of technical advantages. For instance, we could put more bikes than cars onscreen at once, and the bikers were more visible than car drivers, so they could be more expressive.

"When I watched footage of Grand Prix motorcyclists, I noticed they were riding really close together, and when they'd get mad they'd shove and kick each other a bit. That blossomed into the trademark punching and kicking moves in *Road Rash*.

"My newest game, *Shredfest*, uses the same kind of presentation: It has *Road Rash*'s music-video format and the same kind of quirky illustrations. It has both an arcade mode and a long-playing

Shredfest



Breen's next big racing project, *Shredfest*, puts you face-first into the world of snowboard racing. Instead of shifting gears on a motorcycle, you'll shift your bodyweight on the board for better control. Breen says this game will have *Road Rash*'s music-video format and racing action similar to *Skate or Die*. *Shredfest* is due in September.

mode where you stay with one character and try to earn new snowboards. The racing is similar to *Skate or Die* in some respects, with evaluations for the tricks you pull off. The backgrounds are based on real locations in North America."

The Job

"Ultimately, game design is a series of compromises be-

cause there are so many facets of a game. I'll come up with the main concept for a game, but I always have to balance all the design elements to make the game work right. For instance, I have to make sure the scoring is fair, and the game's characters all behave the way I want, while

making sure that the difficulty ramps up gradually.

"I generate some artwork early on to help others understand what the game should be like. From there, the programmer focuses on the technology and the lead artist creates most of the graphic design. As the team leader, I maintain the big picture of how the technology will work together with the art. I try to keep everyone pointed in the same direction. While development is in progress, I play the game constantly and give everyone ideas about what the game should be like.

"One thing I don't do is play every other game on the market. I don't want to analyze all the other products



Road Rash II on the Genesis was given a 5.0 FunFactor by GamePro (previews, January 1993).



According to the reviewer, "If you're looking for a game that truly gets your heart pumping... *Road Rash II* is your ticket to ride!"

because to me that's the reverse of how you should approach design. Think of last year, when there were about ten Doom-style games all obviously following somebody else's lead. When I come up with a concept I try to think of where everybody else isn't, not where everybody else is.

"The beginning of a project is much different from the end. Early on, the hours are reasonable, but once the marketing wheels start turning



Relentless for the PC was an Alone in the Dark-style adventure game with smooth-moving, detailed graphics.

and you're committed to deadlines, the hours get crazy. Everything takes more time than you expect, so everybody works long hours to get the game out on time."

The Advice

"It's extremely important to have a broad background. Aspiring designers should definitely have an art and a technical background. Few schools are set up to teach both, but I know that some universities have courses that combine technical computer training with art classes.

"It's not necessary to get your degree from a four-year university. It's more important



EA's latest game is Fable in Black, the PC sequel to Dolphin's Flashback, a hit game from a few years back.



In Fable in Black, Coverd awakens from a 50-year cryogenic sleep to rescue the human race from aliens.

Rashin' the 3DO Road

Road Rash for the 3DO was hailed as one of that system's best games ever. It featured the most realistic footage yet in the Road Rash series.



to grow - whether that means traveling or joining the military or going to college. It depends on the individual. Getting away from home is a way of coming to terms with what you want to do as a person, and it broadens your perspective on life. Get away from the environment you grew up in, just to experience something else and to learn to be responsible for yourself.

"Being a great gamer isn't as important as understanding the philosophy behind the game - why it was made the way it was, and what decisions went into its creation. Some guys at EA know every single product and they can beat everything they play, but at the same time they'll have a hard time describing their thoughts or explaining what essential elements are in that product.

"That's why communication is probably the most important skill you can have. These products are made by large groups of people, and if you can communicate to all of them - to the artist, to the programmer, to the marketing specialist - then you can be a successful designer.

"Finally, if you want to work in the video game industry, it's important to have a passion for games. If you don't, you won't last long, because the job is simply too hard." □



MEET KRAZY IVAN...

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 30 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT

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

HE'S THE NEXT RUSSIAN REVOLUTION



2 PLAYER
S.B.B.M.C.
COMPATIBLE



<http://www.sony.com>

Published by The PlayStation 2 are trademarks of Sony Computer Entertainment Inc. PlayStation 2, PlayStation logo and their use are trademarks of PlayStation 2. ©2002, PlayStation 2

HOT AT THE ARCADES

EXCLUSIVE
PREVIEW!

KILLER INSTINCT 2



Jago unleashes his new deadly special move.



The new women warriors of KI 2, Maya and Kim Wu.



Spinal's tipped by Jago's fearsome flaming special.



KI 2 will let the fighters do more air jiggles.

By Atomic Dwyg

It's time for all good arcade fighting fans to recharge their instincts — Killer Instinct, that is. KI 2 by Midway, Rare, and Nintendo should soon be making its debut at an arcade near you. Here's a look at an early KI 2 test unit that revealed some cool changes to Killer

KILLER INSTINCT CREW

Killer Instinct 2 shows much more Ultra 64 flair than the original KI did when that game appeared back in January '95, which isn't surprising because many more U64 programming tools have become available. Midway, however, isn't ready to reveal how much Ultra technology is in the arcade units, even though the U64's American debut in April is just around the corner.

The game features ten KI killers, seven returning combatants and three newcomers. The surviving vets are Orchid, Jago, T.J. Combo, Spinal, Fulgore, Gladius, and Sabrewulf. The new fighters are Maya, Tusk, and Kim Wu. Fans of Raptor, Cinder, and Chief Tomahawk will have to take up their protests with Midway (and develop their skills with other KI fighters).

The familiar KI crew brings many of its original moves to the new game, with a few twists. Orchid sports

wicked new weapons — torii socks. Unfortunately, she lost her biker morph, which was effective for countering projectiles. Jago has a new fireball that blasts opponents forward when it connects, possibly so he can start combos. Fulgore now has the ability to turn invisible, making him more of a Predator clone than ever. T.J. continues to toss mean punches and powerful combos, but his new special ground-shaker stuns victims to set them up for a combo.

Gladius balked up during the off-season, and also developed a ground teleport where he turns into menacing globules on the go. Sabrewulf remains just as ferocious as he was before, with frighteningly fast claw hands.

Eyedol, the fearsome two-headed end boss in the first KI, has stepped down, and a mammoth Gargoyle named Gargos is beginning a new reign of terror. Gargos regains his energy if he's been damaged and he shoots a stream of fire similar to Cinder's inferno move. He can also fly around the screen, which makes him difficult to attack.

The rookies will hold their own. Maya is a swift jungle fighter who uses double hunting knives to chop 'til opponents drop. Tusk is a sword-wielding barbarian with mean muscle moves. Kim Wu, a

martial arts expert, brandishes nunchakus and tosses fast fireballs that fly erratically at opponents, making them tough to avoid.

BACKGROUND ON BACKGROUNDS

If you have an eye for backgrounds, you'll find KI 2's graphics similar but slightly different from KI's. For instance, Gladius's location is where his spaceship crashed. Fulgore's inside a robot factory, Spinal's aboard a pirate ship, and T.J. holds his ground amid a ruinous urban setting.

The new Killers' backgrounds are likewise hanted to their fighting skills. Kim Wu wields naga magic across a rooftop. Maya battles on a bridge in a jungle near a pyramid. Tusk tosses with opponents amid Stonehenge-like rock formations.

USING YOUR INSTINCT

It was also clear in the test version that the gameplay received several refinements sure to please full-time KI freaks. Combo breakers can still pull you out of a multihit jam, but to pull one off in KI 2, you must finish your character's combo-breaker button combination by hitting the button of the combo your opponent is attempting to pull!

Additionally, Rare and Midway answered everyone's



prayers by adding throws. Now you can grab a waiting foe and hurl them or use a throw in a combo. Be careful with this tactic, though – it appears there may be counterthrows in the game, too.

Fans of the auto-link combo system will be happy to know that it's intact – and even improved. You can now lick more buttons, giving you hundreds of combos per character.

The final new gameplay gam is the Power Up Bar. Similar to Street Fighter Alpha's bar, this new feature rewards the more aggressive player, regardless of the level of their energy bar. When a player's Power Up Bar reaches a certain level, they are able to use special moves. The Power Up Bar moves can even be chained in combos.

KI 2's backgrounds can also be lethal. There's plenty of breakable stuff in the backgrounds, and some of it, such as toxic waste barrels, will damage you.

Of course, all the snazzy gameplay elements that pump juice into Killer Instinct 2 appear to be here. For example, you still get Ultra Combos, Humiliators, Release Moves, and Air Juggles.

HILL OR BE KILLED

Killer Instinct 2 wowed 'em at the arcades when it first appeared, and Killer Instinct 2 seems poised to make another killing. Nintendo, Midway, and Rare have done their homework to improve this first Ultra 64 fighter. No doubt they hope their Instincts are correct. **[E]**



Tank's sword attack makes him a feared and lethal adversary.

Screens courtesy of Nintendo Power



Pressing Jags in the corner, Kira Wu forces Ali to counter her downward aerial attack.



New fighter Kira Wu struts her new moves as she demonstrates her air projectile to Jags.



On his rocky home turf, Tank shows Orochi no mercy.



The old style of fireball warfare continues as both Jags launch flaming attacks.

Short ProShots



Alien Trilogy

PlayStation Saturn PC CD

By Al Neuhoff



Alien Trilogy's bringing savage Doom-style alien-splattering action to the 32-bit systems.



Graphics & Sound



At this point, the graphics won't blow you away. But Trilogy opens with killer full-motion video sequences, and the levels so far are peppered with enough creepy aliens and true-to-the-movie background details to make your skin crawl. In close, however, problems with pixelation and choppy cut-up, which hopefully Acclaim will tune up for the final version.

On the sound side, realistic footfalls and explosions build moderate tension. More sounds from the movie, like the eerie click of the Marines' tricker devices, would jolt up the insanity.

Gameplay



Based on the popular movie series, Alien Trilogy sends you out to rescue a space colony whose communications have been severed. Of course, those pesky aliens are at it again. As a result, you're not to wipe them out in this one-player game.

In the prototype version we saw, not all of the 18 levels were up and running, but you'll wander through halls and air ducts for battles with face huggers, chest bursters, company soldiers, and so on. Trilogy looks like it could be another hot Doom-style shooter (PlayStation pictures show).

Control



Much like Doom, this unfinished version of Trilogy sports a cool lineup of deadly weapons, and you can even set their range and power. Shooting and steering from the first-person perspective handle without a hitch.

Developed by Probe
Published by Acclaim and
Fox Interactive
Available April

90% COMPLETE





Descent

PlayStation

By Major Mike



Thrilling 360-degree shooter action and mighty big guns tell the tale of Descent, Interplay's part of its popular PC game.

Gameplay



As Williams did with *Doom*, Interplay is crafting another awesome PC conversion, this time with the popular title *Descent*.

Perhaps taking a page out of the *Doom* book, *Descent* is a first-person shooter with a twist — literally. In *Descent* you aren't confined to 180-degree movement, but can turn and travel a full 360! This mobility lets you go anywhere in the game's giant stages. *Descent* puts you in the cockpit of a spaceship to wade through several maze-like levels against a plethora of enemy ships.

This early version had roughly four completed levels, but what's there is very impressive. *Descent* could kick off the 1996 PlayStation lineup with a blast!

Control

The most pressing question is control. Interplay has cleverly configured the controller so that only a few precise sessions are required to fully learn your way around. The directional pad steers the ship, while the four action buttons move you in the four directions. The top L and R triggers control the weapons and the barrel roll. Control does take practice, but it can be mastered in a short time.



Graphics & Sound



The graphics shine at this stage of the game's development. Although it's great when you get close to objects, the movement is fixed and hardly slows down. Some enemies are difficult to discern at a distance, but this is a game of shoot first and second, and maybe ask questions later. As you shoot, laser blasts illuminate dark hallways that they travel, for awesome visual effect.

The music jam, Rock and fuzzy pieces spins up the action without detracting from it. The sound effects also do the game justice with laser blasts and vicious explosions.



Developed by Parallax Software
Published by Interplay
Available February

30% COMPLETE



Die Hard Trilogy

PlayStation

Saturn

PC CD



With good audio and visual effects, and smoothly scrolling 3D polygonal environments, Die Hard Trilogy looks like a winner even in its early stages.

As renegade cop John McClane, you'll tackle three completely different games in this disc, each loosely based on one of the three *Die Hard* films. In the first game, you play from an overhead view, running around Nakatomi plaza shooting terrorists and freeing hostages. In the second game, based on *Die Harder*, you take on the bad guys of the airport in a segment similar to *Virtua Cop*. And finally, in the third game, based on *Die Hard With a Vengeance*, you choose from more than 17 vehicles to drive through Manhattan as you race to diffuse bombs.



Developed by Probe
Published by Fox Interactive
Available May

50% COMPLETE

Clockwork Knight 2

Saturn



This one-player action/adventure game brings something

old and something new to the toy box.

The "old" is the gameplay, which resembles the original game's, though you'll be able to interact with and travel between the foreground and background. Did, too, are the sounds and the laddered-princess plot, though you can play as either the toy-soldier hero, Pepper, or his enemy, Garger.



The "new" is the game's look. CK 2's four new rooms and enemies explode with brilliant colors and details: Raring on a donkey, being shot from a cannon, and solving puzzles add strategy.



Developed by Sega of Japan
Published by Sega
Available February

70% COMPLETE

PC GAMEPRO

Descent 2

PC CD

If you didn't get enough of Descent's dizzying outer-space joyride, prepare to strap in for round two. Armed with a fresh story line and 30 intense new levels on 5 planets, Descent 2 sets the interstellar stage for first-person shooter fun.

From a cockpit view, you'll spin on a dime with 360-degree mobility as you fend off multidirectional attacks. Thirty new robotic menaces heat up the battle with an improved A.I., but your ship answers the challenge with a payload that includes a Super Vulcan Cannon.

You'll jet over 3D landscapes above and below ground. Full-motion-video cinematics and interactive headlights will augment the gameplay. The sounds should also pop with rocking tunes from groups like Skinny Puppy. Im-

provements to the cooperative multiplayer option include weapon-swapping.

PC pilots that are hot to strap into Descent's cockpit again should welcome this sequel, which looks like it will live up to its lineage.

By Interplay
Available March

Descent: Levels of The World

Trying to eke out more play from Descent? Before you retire the flightstick, take Descent: Levels of the World for a test flight.

This add-on CD beefs up the original game with more than 100 tough new levels. The catch is that Parallax Software, Descent's creators, contributed only one new level. The others were designed by players whose submissions won a worldwide contest held by Interplay. Levels include The Catacombs (designed by Chris Kotchey) and Alien Stronghold (by Bill Schrist).

Available now, Descent: Levels of the World is priced at \$29.95 for PC CD. You also need the original Descent game.



The Catacombs, designed by Descent player Chris Kotchey

Coming to PC

A lot of familiar video games are popping up on the PC. This partial list covers those that are in stores now. As more games move over to the PC, we'll keep you posted.

Allegiance Wars by Vol Total
 Batman Forever by Acclaim
 Conix Zone by Sega
 Corpse Killer: The Graveyard Edition by Digital Pictures
 Destruction Derby by Sony
 Double Switch by Digital Pictures
 Earthworm Jim by Playmates Interactive Entertainment
 Ecco the Dolphin by Sega
 ESPN Extreme Games by Sony
 ESPN Hockey Night by Sony

ExoQuest by Sound Source Interactive
 FIFA '96 by EA Sports
 Hyper 3D Pinball by Winkle
 Icebreaker by Magnet Interactive
 Lemniscate 3D by Sony
 Night Trap by Digital Pictures
 Pitfall: The Mayan Adventure by Acclaim
 PGA Tour '96 by EA Sports
 Pinball Rage by Time Warner Interactive
 Prize Fighter: The Heavyweight Edition by Digital Pictures
 P.T.S. II by Kool

Quarterback Attack by Digital Pictures
 RBI Baseball '96 by Time Warner Interactive
 Return Fire by Time Warner Interactive
 Revolution II by Acclaim
 Supreme Warrior by Digital Pictures
 T-MEK by Time Warner Interactive
 Tomcat Alley by Sega
 Unnecessary Roughness '96 by Sport Accolade
 VII Soccer '96 by VR Sports
 Wayne Gretzky and the NHLPA All-Stars by Time Warner Interactive
 Wheelcat by Sony

The Terminator: Future Shock

PC 90

Based on the films, this Terminator opens after a devastating nuclear war between sentient computers and humans.

Equipped with a huge lineup of weapons and vehicles, you help John Connor battle the marauding robots on foot, in the air, and behind the wheel. The 3D texture-mapped graphics depict named buildings and Terminator outposts.

By Bethesda Software
Available Now



Chronomaster

PC CD

In a distant future, science has made anything possible — so of course somebody went out and froze time. Chronomaster's nonlinear gameplay challenges you to end this crisis through graphic adventure-style scenario solving. Gorgeous rendered 3D graphics, a story line by sci-fi author Roger Zelazny, and voices by Brent Spiner (*Star Trek: The Next Generation*)

and Lolita Dewdovitch (*Intersector*) round out this impressive game.

By Capstone
Available Now



Screamer

PC CD

Screamer peels out on the PC with speedy arcade-style racing. Choose from six sweet cars, including Porsches, Ferraris, and Lamborghinis, and bump fenders with nine other drivers on six tracks. Snazzy SVGA graphics and thrash-metal tunes maintain the high-octane pace.

By Virgin Interactive
Entertainment
Available Now



Total Distortion

PC CD

This rock-and-roll adventure drops you into the quirky Distortion Dimension, where guitars are weapons and music is everything. To earn the cash for a ride back to Earth, you must assemble and sell videos of Dimension's top stars. The

video-ming gameplay also involves puzzle solving and shooting, accompanied by everything musically from pop to grunge.

By Electronic Arts
Available Now



Rise 2: Resurrection

PC CD

PlayStation

Saturn



This sequel to the critically panned Rise of the Robots is back for another dose of robot bashing. Mirage, the developer, promises to completely rework the poor gameplay of the first game, and the sharp 3D graphics look improved as well. The features list has also grown: 18 fighters each have more

than 20 combined moves and fatalities.

By Acclaim
Available February



Editor's Note: Turn to "The Mail" for corrections to the January "PC GamePro"

PlayStation

STREET FIGHTER ALPHA



By Bruised Lee

The sixth revision of the original Street Fighter II, Street Fighter Alpha delivers enhanced characters, moves, and combos. Fortunately, many key ingredients that made Street Fighter the best 2D fighting game—gameplay, control, and strategy—remain unchanged.



PRO TIP: To double up against Bison, beat the game on level five or higher. Then go back into the Options menu to select the tag-team fight.

Round One, Fight...

Ken, Ryu, Chun-Li, Birdie, Adon, and Sagat return from the original Street Fighter. They're joined by newcomers Guy, Sodom, Charlie, and Rose. Each character has special and super moves that can be linked together for huge midfight combos. (For a list of moves and combos, see "The Fighter's Edge" in this issue and in the February GamePro.)

New tactics like Alpha Counters (which let you counterattack incoming moves) and in-the-air blocks are some of the best new features. Also added for the PlayStation version is a training mode similar to Killer Instinct's for the SNES, where



PRO TIP: Use the training mode to practice linking moves and two-in-one combos.



PRO TIP: Use Alpha Counters to head off enemies that jump in. you can practice or discover new combos.



That's right...Bison, Akuma, and Dan made it to Alpha's lineup.



PRO TIP: After being knocked down, confuse your opponent with a ground roll. Time it right and you can counterattack.



PRO TIP: To score an extra hit against an opponent, start a combo with a cross-up attack.



PRO TIP: Guy's Bushido Leap can counter any mid-range fireball.

daily to help you pull off Level Three Super Combos.

Supreme Victory

Capcom proves true the adage that "the only constant is change." With new characters, features, and real combos, Street Fighter Alpha adds life to the endangered species of 2D fighters.

Round Two, Fight...

Graphically, the direct port of the hand-drawn character animations are truly amazing. Both the backgrounds and characters explode in brilliant colors you would expect to see only in the arcades. SFA is easily the best argument that the PlayStation is not just a polygon-based system.

While the music has been re-orchestrated and sounds

good, arcade fans may not find it appealing. There is, however, a setting in the options to change it to the original soundtrack.

Flawless controls are what you expect...and that's what you get. All the moves and combos (competitors take note) are intact, along with linking moves and two-in-ones. It may take time to get used to the PlayStation's controller, but everything's here once you've mastered that. You can even dedicate a button for each of the punches and kicks, a feature that was added espe-

PlayStation Issues Profile
Street Fighter Alpha
 (By Dennis)

T Capcom puts its punch with Street Fighter Alpha for the PlayStation. This perfect arcade-to-PlayStation translation gives you the ultimate fighting game.

Genre	Look	Series	Review	Control
Fighting	4.5	4.5	4.5	4.5

A.O.J.

80% B+ Fighting
 60% C+ 2 players
 Available on PS1



CRITICOM

Will Run Rings Around Saturn.

*On Saturn,
On Earth,
Everywhere!*



 SEGA SATURN



CRITICOM
The Best of the Best

©1994 Universal Entertainment, Inc. All Rights Reserved.
Tel: (813) 255-1000

UNIVERSAL ENTERTAINMENT INC.

PlayStation



By **Scary Larry**

Those prehistoric pugilists that graced the arcades over a year ago are now battling on the PlayStation for domination of Urth. And although this version is the best yet, it doesn't add anything new to the fighting genre.

Prehysteria

In this best-of-three fighting game, you still get eight dino-warriors, each with a unique brand of combat. Verbig, a hybrid cobra-saur, uses hypnotism and spits acid, while the more traditional warrior Sauron, a T. rex, uses his jaws

and some throws to get the job done. You can link some moves for very small combos, and in addition to standard and special moves, there are also fatalities. To date, we've heard that Chaos's Golden Shower fatality is intact.

Controlling the 'saurs will take some configuring. The standard setup works well with the unique design of the PSX controller, and even gamers new to Rage love the easy controls.

Dino Might

The graphics blow away all other versions to date, and even make the arcade version seem tame. All the background details are here, including edible worshippers and gorgeous primeval sunsets. The great rendered movie added to the beginning of the game is a joy to watch, but doesn't add anything to the gameplay.

The sounds come across loud and clear. Plenty of roars, growls, and Flintstones funk, but nothing revolutionary for video game audiophiles.

But even with stunning graphics and great sound,

Primal lacks the originality that captured gamers a year ago. It's not very deep (like VF 2), and not as fast and fun as other games (MK 3) that have debuted since.

Basic Extinct

The real beneficiaries of this title will be PlayStation owners who have never played Primal before (but always wanted to). It's not a bad game for dinosaur lovers and fighting fans looking for a different kind of fighter. Primal roars...gently. ■

Primal Scream



PRO TIP: Hold High Quick, Low Quick, then tap \downarrow , \uparrow

Iron Maiden



PRO TIP: Hold High Fierce, Low Quick, then tap \leftarrow , \rightarrow

Voodoo Spell



PRO TIP: Hold High Fierce, Low Quick, and tap \leftarrow , \rightarrow

Punching Bag



PRO TIP: When in close, hold High Quick and Low Fierce, then tap \rightarrow , \downarrow , \downarrow , \leftarrow , \leftarrow , \uparrow

Hot Foot



PRO TIP: Hold High Fierce and Low Fierce, then tap \leftarrow , \downarrow

Brain Basher



PRO TIP: Hold High Fierce and Low Quick, then tap \leftarrow , \rightarrow , \rightarrow

Fart of Fury



PRO TIP: Hold High Fierce and Low Quick, then tap \downarrow , \downarrow , \rightarrow , \rightarrow , \leftarrow , \leftarrow

PlayStation Game Profile

Primal Rage

(by Todd Warner Interviewed)

PRO TIP: Primal Rage for the PlayStation is the no-holds-barred winner of the Rage series, but its rear falls when compared to VF 2 and other new fighters.

Crash	Scary	Game	Profile	Review
1.0	1.0	1.0	1.0	1.0

ADJ.

How it works: 2 Japan, 5 US, 10 Europe, 15 Australia

Available for: PlayStation

Rating: M (Mature 17+)

THUNDER STRIKE

FIRE UP THE THUNDERSTRIKE, and prepare for
360 DEGREES
OF FURIOUS CARNAGE.



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



Focus your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the desert!



Real-time combat and real-life conflicts — a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas. 20 killer missions in 4MP including night and day assaults.



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

Available on:

US GOLD

ThunderStrike is a trademark of USG. © 1998 U.S. Gold, Inc. All rights reserved. Based on trademarks of Sega Enterprises, Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All rights reserved.



HAVE A NICE MISSION.



By **Tony Gille**

Part shooter, and part puzzler, *Cyberia* is all adventure. Although this PC port looks super cool, it lacks replayability.

Cold Climate, Cool Hand

You assume the role of Zack, a futuristic tough guy whose mission is to infiltrate a base



PRO TIP: The Ice Canyon is tough, so memorize the attack sequence and pre-position your gun.

known as *Cyberia*. The multi-game gameplay includes cockpit shooting similar to *Starblade*, pistol dueling while

CYBERIA

exploring on foot, and puzzle solving in the spirit of *Myst*.

The intense environment of ten levels to instant death, but unlimited continues help you



PRO TIP: To go straight to the flight levels, deny Gie the swoosh. If you want a tough shootout first, though, plant one on her.

Offers by Interplay				
Books	Board	CDs	Software	Shirts
4.5	4.5	2.5	4.5	ADJ
Price: \$9.95/units	ADJ: \$10.00	CD: \$10.00	Software: \$10.00	Shirts: \$10.00
Available now	Available now	Available now	Available now	Available now
1 player	1 player	1 player	1 player	1 player



PlayStation

beat the game. The puzzles are only a mystery once, though, and one play-through would be enough for most gamers.

Exploring with Zack is a slow process. The directional controls are initially confusing and annoying. Also, during the cockpit sequences, you can lose track of your cross hair in the flashy firefights.

Graphic Traffic

Graphically, this almost fully rendered game delivers crisp character images and breathtaking backgrounds. The flat explosions, however, don't quite fit with the rendered look.

With little music, the game's subtle background effects really enhance the overall sonic



PRO TIP: To open the complex door (on the Easy Puzzle setting), flip up the first and then the fourth switch.

experience. You hear such nuances as the hum of an engine inside the base.

If you want shooting or adventure, stick to basics like *Doom* or *Gex*. In a tundra of genre-specific games, however, *Cyberia* comes in like a heat wave for the renaissance gamer who wants a little bit of everything. □



By **Air Mendrix**

Krazy Ivan stitches together a few tired formulas to create blading mech action. You won't devote your life to this CD, but it does serve up some involving combat.

KRAZY IVAN

Speedy Ivan

An alien armada is slowly conquering the world by enveloping key regions in impenetrable force fields. When a lucky breakthrough allows you to sneak in your 40-foot mechsuit, you rush off to rescue hostages, rout the alien mechs, and neutralize the force fields.

Bristling with fierce guns, lasers, and missiles, you rocket through each region. The somewhat-repetitive



PRO TIP: Fight the small aliens only until you fully replenish your slaves. Move on to the bosses before you take too much damage.



PRO TIP: Continuously circle the red Deflock and shoot him in the back.

gameplay requires little strategy, but you'll need fast reflexes to stay on top of the demanding shooting. The tight controls serve you well, though the ability to jump would've been nice.

Smooth as Vodka

Sleek graphics portray impressive 3D landscapes, but greater detail and less slowdown in the frosty tundras and dusty sand

dunes would've made for a true graphical feast. Even so, remarkable detail in the colorful, outlandish enemies really captures your attention.

On the sound side, the music plods through ominous Russian themes that you'll quickly tune out. Similarly, the decent effects do their duty without creating the kind of tension that gets your blood racing.

Krazy Ivan has some problems, but it stands tall above its Saturn counterpart, *Chen War*. Only the most finicky gamers won't eventually enjoy Krazy Ivan's absorbing gameplay. ■

Krazy Ivan has some problems, but it stands tall above its Saturn counterpart, *Chen War*. Only the most finicky gamers won't eventually enjoy Krazy Ivan's absorbing gameplay. ■



PRO TIP: Against Smolov, be prepared to take on a crowd.

Krazy Ivan by Sony Interactive				
Books	Board	CDs	Software	Shirts
4.5	4.5	4.5	4.5	ADJ
Price: \$9.95/units	ADJ: \$10.00	CD: \$10.00	Software: \$10.00	Shirts: \$10.00
Available now	Available now	Available now	Available now	Available now
1 player	1 player	1 player	1 player	1 player

Save The Soul of Rock and Roll!



Johnny bazookatone

Includes title track featuring
Rockie Sambora and Tico Torres
from Bon Jovi!

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.

It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball! That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! <http://www.anime.net/~johnnyb>

US GOLD

Johnny Bazookatone is a trademark of US Gold Inc.
©1998 US Gold Inc. Sega and Saturn are
trademarks of Sega Enterprises, Ltd. PlayStation and
the PlayStation are trademarks of Sony Computer
Entertainment, Inc. All rights reserved.



Available on:





By Scary Larry

Want intense air action that makes Blackfire for the Saturn look like a paper airplane contest? Check out Thunderstrike 2, the sequel to last year's AH3 Thunderstrike and the best helicopter since Warhawk.

Hell in a Hand Basket

After equipping your special-forces chopper with penguin



PlayStation

around to set up another shot. This makes you vulnerable from behind.

Chop 'til You Drop

The superb graphics suffer from only minor breakup in the mountainous levels. Every



By Tommy Goble

It's no shock to anyone who played the 3DO versions that Shockwave Assault is one very cool shooter for the PlayStation.

Shock the Casbah

In the first game of this two-disc, two-game portover, aliens have invaded, and it's your mission (as flyboy WildCard) to drive them off the Earth. From a cockpit view, you begin in Egypt, and then it's on to nine more increas-



PRO TIP: In the run through Las Vegas, you must leave these tall structures standing, but destroy the four smaller power cells around the bases.

tweaked. Some new dialogue was added, and a few of the harsher effects were softened.

Born to be WildCard

The intuitive controls and fairly maneuverable ship make Shockwave easy to pick up and play. Some strategy el-

THUNDERSTRIKE 2

pockets, runway explosives, cluster bombs, and a variety of other weapons, you fly eight international missions that confront piracy in the South China Seas, oil trouble in the Middle East, and more.

The action is intense - your thumb'll be busier than a one-legged man in an ass-kicking contest as you shoot down enemies and strafe ground targets. The game lags only in the control department. The chopper turns like a fat ballet dancer - graceful but slow. You often miss targets, and then have to loop all the way



PRO TIP: Watch for the damaging low-flying mountains in Central America. Stay high and wait for ground fire before moving in.



PRO TIP: Choose weapons to fit the mission - firestorm bombs for the jungle, cluster bombs for the open sea.



PRO TIP: You can complete the South China Seas level by wiping out only the ground targets.

explosion is vividly depicted, and there's great detail, such as civilians fleeing for cover when a vehicle is destroyed. You also get multiple views from the chopper.

The top-notch sounds include rocking music and plenty of voice from command control. Explosions sound even better than they look!

Hoping for an intense chopper stopper? If you loved Warhawk, Thunderstrike 2 is a must-play. **B**

SHOCKWAVE ASSAULT



PRO TIP: When you come across the alien base in Egypt, fire two rockets from a distance, then loop back and repeat the attack. About eight rockets will destroy it.

ingly difficult missions over areas like Peru and Los Angeles. In the second game, you pursue much tougher aliens through the solar system, wiping out bases on Mars and other planets.

Shockwave's graphics were improved for the PlayStation. The game now takes place entirely at night, and you get a new gunsight, along with a new laser animation. The overall image quality is very clean, and the full-motion video sparkles.

The sound, which was good on the 3DO, was lightly

ements, however, may cause you to repeat a level over and over, which gets tiresome.

With its many intense missions, this game won't grow old any time soon. Shockwave Assault is sure to put a cramp in any futuristic flyboy's trigger finger. **C**



PRO TIP: In the Juxtagate missions on Mars, a force field stalls your rendezvous with the refueling drone. Shoot the lasers to make headway.

Thunderstrike 2 by US Gold

Display	Sound	Control	Graphics	Strategy
4.0	4.0	3.0	4.0	4.0

3DO 95 \$ 39.95
 CD 25 levels
 Available on Multiple views
 Chopper aim CDROM catalog, \$49.95
 1 player Adult

Shockwave Assault by Electronic Arts

Display	Sound	Control	Graphics	Strategy
4.0	4.0	4.0	4.0	4.0

3DO 95 2 CDs \$49.95
 Available on CD-ROM
 Shooter 1 player \$49.95
 16 stages \$49.95
 3-D first person view
 Multilingual
 Save feature
 \$200 rating, \$49.95
 Adult

They say the last thing you see before you die
is a blinding flash of light.

But hey, You're A Mercenary. You're Used To This Stuff.

You've joined Da Wardens, big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William*Bar None*Floyd.

SHELLSHOCK



Control the death M-13 Predator Battletank across 18 unique and intense levels in real-time, first-person.



23 covert, explosive missions in the most politically volatile region in the world.



2 player team-to-team play in multiplayer network in the PC version—as is if players were war.

Available on:

US GOLD



CORE
STUDIOS

Saturn

X-MEN



PRO TIP: When Cyclops's mutant bar is full, tap Forward and Fire Punch for a deadly Laser Beam.



By Scary Larry

The arcade-to-home translation of X-Men is as smooth and hard-hitting as the arcade original. Finally, Saturn owners have another reason to rejoice!

X, Thugs, and Rock & Roll

Even if you never touched X-Men in the arcades, you'll love its great graphics and fast gameplay. You have a choice



PRO TIP: When Silver Samurai's mutant bar is full, do a reverse fireball and press Kick to make a reverse image appear.

Saturn Game Profile

X-Men: Children of the Atom

(by Acclaim)



Straight out of the comics and into your Saturn comes the best superhero brawl of all time. X-Men converted perfectly from the arcade to the Saturn!



Price not available
 CD
 Arcade only
 Fighting
 2 players
 50% view
 Multitasking

CHILDREN OF THE ATOM



PRO TIP: As Storm, tap Forward and Fire Punch to hit an opponent into the air. Then tap Fire Punch again to score hits as he falls down.



PRO TIP: As Wolverine, unleash a fireball and try Fire. Keep tapping Fire for extra hits.

of ten fighters, including Storm, Cyclops, Iceman, and of course Wolverine. If you prefer the dark side, you can play as X-Men villains Sentinel and Omega Red. Each fighter has signature moves, like Iceman's Ice Beam or Cyclops's Gene Splice. These special moves can be linked with regular moves for devastating



PRO TIP: As Wolverine, press Forward and tap Medium Punch to grab an opponent and deliver some adamantium belt.



PRO TIP: In Wolverine's mutant mode, tap up, then press Down and tap Fire Kick.



PRO TIP: As Iceman, tap Forward and Fire Punch will set you Psylocke's rotting throw.

multi-hit combos.

Performing the special moves doesn't involve lots of finger gymnastics the way games like Killer Instinct for the SNES did. Most X-Men moves are fireball, reverse fireball, and dragon punch motions, and the game adopts the familiar six-button fighting configuration (weak, medium, and strong punches



PRO TIP: Omega Red can hit an approaching opponent with underground cables by holding Down and tapping Fire Kick.



PRO TIP: Press Forward and Medium Punch to freeze Iceman's opponent. This works well when your mutant bar is full and you can deliver your special move for a power KO.

and kicks), so you'll be fighting like a pro after five minutes. Gamers who like their fighting games with a little more depth, however, may find the controls too easy.

The X Files

The graphics are extraordinary. Great comic-book details make all the fighters' moves come alive, and there's very little slowdown to dull the action. Minute background details like the Danger Room's underwater life are realized in



PRO TIP: Storm is short and sweet for Storm when you corner opponents. Just keep shooting lightning down and uppercutting.

vivid color for great atmospheric effect.

X-empy sounds feature crystal-clear smacks, punches, and groans. Even the rockin' music integrates lots of laser shots and explosions.

The Joy of X

What's not to love? Colorful, fast, and fun, X-Men is a blast and a half. If you own a Saturn and have already mastered Virtua Fighter 2, then check out what's happening in the mutant world of the X-Men. Who says we don't need another (super)hero? ☐

A person with long dark hair, wearing a plaid shirt and shorts, sits on a yellow armchair. To their left is a dark, charred figure that appears to be a person who has been roasted, with flames rising from their head and feet. The scene is dimly lit with a blueish tint.

ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?
WELL-DONE? LIGHTLY CHARRED? EXTRA-CRISPY?
WELL, BEFORE YOU ROAST 'EM, YOU GOTTA GET TO BLOCKBUSTER.
WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND.
COME ON IN, GET THE GAMES AND START COOKIN'!

THE SOURCE



BEHIND THE FORCE.



By Air Hendrix

Serious shooter has streaked onto the Saturn! Despite its skittish controls, Thunderstrike 2 grabs your attention with scorching helicopter combat.

Parachute Required

Thunderstrike pits you against tough multilevel missions that are soundly grounded in current political crises, such as protecting Serbian peacekeeping forces. That and the au-



Saturn



PRO TIP: Use Paigade missiles to take out large ships.

occasionally burdened with breakup and screen-redraw problems that interrupt the gameplay.

In the sound department,

the distinct voice of mission control offers fairly useless advice backed by rock. The explosions and other effects sound realistic, though.

If you're looking for intense shooting, Thunderstrike's flaws cause only minor turbulence. Besides, this game sweeps past its only Saturn competitor, Blackfire, like a hawk overtaking a pigeon.



PRO TIP: To connect with the gun, rock the chopper up and down in front of your target.



PRO TIP: Take out choppers with standard missiles as soon as you get a lock.



thentic military hardware lend intriguing realism to the action.

And that action will keep you frantically busy—and thoroughly entertained. You face everything from tanks to rocket batteries to menacing choppers as you tackle each mission's objectives.

The tricky controls don't help. The laborious switching between guns, cluster bombs, and so on can strand you with the wrong weapon, and maintaining altitude and a steady course takes loads of practice. But although that practice may sprain your fingers, the arresting gameplay is worth it.

Locked On

The impressive graphics showcase well-detailed enemy vehicles in lifelike 3D environments. Unfortunately, the scenery's

Thunderstrike 2 by A.K. Deitz

Graphics	Sound	Control	Replay	Value

A.K. Deitz

\$19.99
\$20
\$20
\$20
\$20

Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn

Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn

Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn



By Tovey Glide

Gex, the wildest lizard ever to grace a game screen, sizzles on the Saturn with the same graphics, sound, and control that earned acclaim in the PlayStation version.

Rez-ident Hostage

Captured by the evil Rez, you must guide Gex in his escape from a universe comprised of bad TV genres with games like



PRO TIP: Jump off this column in the Grave Danger level and fall-spring onto the TV next to Gex. It'll bounce you offscreen, and you'll collect a ton of hidden golden Bles.

Harbor World, Cartoon World, and Kung Fu World. You scamper, jump, climb, and just-whip your way to a final showdown with Rez himself.

Gex offers hours, even days, of exploring—tons of power-ups, bonus games, and lugs are buried in each level. Even more appealing than all the hidden loot are Gex's superb controls, which go beyond side-scrolling norms. Gex's sticky fingers



PRO TIP: In the middle of Congo Chaos, look for this way that takes you to a bonus game.



allow him to climb on back-grounds and ceilings, adding a whole new dimension to the hop-n-bop genre.

Generation Gex

Gex mirrors the PlayStation version both graphically and sonically. From the jungle's jumping peanuths to the nut-chucking chipmunks in the cartoon levels, each world offers great eye candy. While Gex is the only rendered character in the game, the hand-drawn enemies and back-grounds are colorful. Upbeat music provides an ambient groove while Gex (with the voice and scripting of comedian Dixie Gould) delivers hilarious one-liners.

The great action and deep exploration offered in Gex make it a must for gamers who need to jump around. Gex eats Bug for lunch on the Saturn. **A-**



PRO TIP: Don't miss the 1-up behind the wall in the Pow level.

Gex by Crystal Dynamics

Graphics	Sound	Control	Replay	Value

Crystal Dynamics

\$19.99
\$20
\$20
\$20
\$20

Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn

Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn
Available on: Saturn

CAN YOU ESCAPE SCARY LARRY'S DESERTED HAUNTED PRISON??



Attention Gamers! NOW we have something that really challenges your gaming skill - at the price of your life! ... or a limb or two! It's time to master Scary Larry's haunted island prison. You find yourself trapped on a deserted island inside a haunted prison. You must escape the haunted dungeons, maneuver out of the prison and cross the icy waters that block your way to freedom, all without hitting a dead end...

If you have what it takes to get through Scary Larry's haunted prison, with all limbs intact, you can be eligible for the "Top of the Collie" award and have your name and winning score published in GamePro!

Warning! This new adventure is much tougher than the haunted houses or labyrinths...do you dare take the challenge??

PRIZES: To be eligible to win, you must find your way through Scary Larry's haunted prison *ALIVE* with the least scars. For the top 5 scores we will feature your name and score in GamePro plus send you a free GamePro T-shirt!

For the Grand Prize Winner, you must get through the prison within the leastest time. The Grand Prize winner will become "King of the Collie," receive a GamePro t-shirt, a GamePro subscription, and get your name and score highlighted in next month's GamePro!



SCARY LARRY WINNERS:

- Peter Tourmar 7.75 minutes
- Logan Wallace 10 minutes
- Adam Grove 11.4 minutes
- Tim Thrush 11.8 minutes

**NOW AVAILABLE
IN CANADA!**
**1-900-
451-3335**
Calls cost
\$1.49 (Canadian)

CALL NOW AND TEST YOUR SKILL!

1-900-454-6600

Costs \$1.29 a minute and calls average six minutes in length. Available to touchtone and rotary phones.

Be sure to get your parent's permission to call Scary Larry's Adventures if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA.



By Sio No

Wing Arms is a true-to-the-arcade port of a rough-and-tumble air combat game. You fly seven



PRO TIP: During dogfights, use slow airspeeds to find targets and fast airspeeds to move in for the kill.



Saturn



PRO TIP: During missions against land- and sea-based targets, use the behind-the-plane view to avoid anti-aircraft fire and plan your next attack run.

WING ARMS

classic World War II aircraft, including a P-51 Mustang, a Japanese Mitsubishi Zero, and a British Spitfire.

Wing Arms' aerial dogfight missions are mixed with bombing runs against both land- and sea-faring targets. Of course, you fight an imaginary enemy nation so that the former WW II antagonists can fly in formation.

Wings at War

Wing's top-notch graphics maintain a stellar performance during the fast-paced gameplay with smooth, quick animation and three aircraft views (in the cockpit, behind the aircraft, and rearward). The beautifully rendered airplanes are slightly jagged but still sure to send fighter buffs soaring.

The tough combat action is tempered by long chases, par-



The View Data feature displays specs and available, rotating views of 15 aircraft and 8 ships, described by Japanese hardware.

ticularly during dogfights. The fierce, persistent enemy is supported by blistering anti-aircraft fire and bogies that stay glued to your tail.

Less realistically, you have limitless ammo and a shield that enables you to ram aircraft, ships, and buildings several times before failing. You can even bounce off the surface of the ocean.

The battles get good audio mileage out of the rat-tat-tat of machine guns and explosions. The Muzak, however, wimps out.

Arm Yourself

Aerial combat fanatics may find the action uneven, but for fighter aircraft aficionados, this air force will look awesome. Wing Arms flies. **B**



By Scary Larry

He's a hip guitarist who's trying to keep out of Hell, kind of like an Anti-Meatloaf. To show up Off-Split-foot, Johnny's got a bullet-shooting guitar and an attitude.

Johnny Got His Gun

In his quest to keep cool in a very hot place, JB speaks naught and carries a bazooka. In this side-scrolling platform jumper, the hipster swings his weapon in five gorgeous levels, including a prison, hotel, and penthouse.

He can scoop up items, spin through enemies, and fire a super-shot by revving the guitar strings. The Elvis clone also runs, jumps, and floats through the air.



PRO TIP: There are tons of hidden levels. Check out the aquarium in the hospital.

Controlling JB demands deft thumb skills and lots of patience. An important move is the Shooting Float (shooting at the ground while floating). It's hard to maintain, and somehow you always end up damaging yourself. The game is incredibly hard, rife with persistent enemies and mighty leaps of faith.

Pompadour and Circumstance

The graphics are awesome. Cool rendered sprites and colorful, imaginative backgrounds spruce up even the

JOHNNY BAZOOKATONE



PRO TIP: In the second level, look in corners for keys.



PRO TIP: To knock off the Lobster Maître D', hit the disco balls when they're above him, then jump on the singers and blast him from above.

mundane underwater scenes.

Great house music in the intro is supplanted by cool jazz in some levels, while a wailing guitar plays the back ground riffs in others. There are no other audio treats, though, like wisecracks from Johnny himself.

Fans looking for a humorous cross between Earthworm Jim and Donkey Kong Country should check out Johnny. He's the hottest thing since Bug- and the coolest cat in town. **B**

Wing Arms by Sega

Graphics	Sound	Game	Value	Overall
4	4	4	4	4

Price not available
Available on
SharePlay only
1 player

Full screen preview
ESR rating: M
In Adults

Johnny Bazookatone by U.S. Gold

Graphics	Sound	Game	Value	Overall
4	4	4	4	4

Price not available
Available on
Advantage
1 player

Full screen
Multiplayer
Parental
ESR rating: M
In Adults

**SERIOUS GAMERS
Only...**



It's live and it's HOT

check it out!

GAMEPRO

The #1 video game magazine,
has gone online with America Online!

Keyword: GAMEPRO

get it all...

some stuff's not even in the magazine

- Get hints, tips, passwords and codes for the hottest games
- Chat with the editors of GamePro and other gamers
- Surf other gaming sites on the net
- Talk to game designers
- Download pictures of not-yet-released games
- Grab playable demos of PC and Mac games

ONLINE!

Call America Online today and get connected.

1-800-714-8100

America Online is a registered service mark of America Online, Inc.



Sponsored by



Williams



By Johnny Baliguro

Spot's back in a half-shooter, half-puzzle game that's sure to quench the thirst of young gamers. Unfortunately, it'll leave everyone else hungry for more action.

Spot Needs a Jolt Cola

Spot explores countless Hollywood movie-clone levels trying to rescue enough missing spots to exit each area and continue. Spot doesn't move quickly through the levels, though, and even when you



Genesis



PRO TIP: Simultaneously press the Run and Jump buttons to make it across places you can't normally reach.



By Johnny Baliguro

Cutthroat Island does as much to bury the Genesis as Vectorman did to revive it. It's a horrible game adapted from a horrible movie, and has no business in the library of any sane Genesis owner.

Captain Cliché

In this one- or two-player side-scrolling swashbuckler, you



PRO TIP: Watch out for the fat pirates when you're in the carts. You can't knock them over, and if you hit them you have to start from the beginning of the level.

especially frustrating in the cart level, where you aren't given time to dodge obstacles in the road, and you can't vary your speed.

The graphics will have Sega owners reminiscing about the good old days of the Master System. The sprites look bland—even Geena Davis—and the fights are missing frames of animation.

Sinking with the rest of the ship is the sound, which is so tinny that you can't even hear the clanking of iron during swordplay. No groans or shrieks punctuate stabbings,

Spot Goes to HOLLYWOOD



PRO TIP: To find hidden areas with missing spots, try to walk into every opening you see, like this fireplace.



PRO TIP: The bubbles rising from some underwater caverns replenish your air supply.

hold the Run button you'll wish the un-cola mascot had some caffeine to speed him up. What's more, the 3/4-overhead view makes it hard to judge where you're walking, so you'll plummet off ledges in no time. It's frustrating.

If Spot hopes to make it in Hollywood, he's going to need some plastic surgery. The original game had ground-breaking animation, but that was years ago, and by today's standards these characters look average at best. Still, there are some cute animations, like when Spot walks by a mirror or wobbles on one foot as he tries regain his balance.

The sound lacks the flavor Genesis owners desire, and the music hardly satisfies. Spot's shriek of damage is a curious—and tiresome—contrast to his enemies' silent deaths.

The Un-Game

Spot Goes to Hollywood isn't a bad game, but it's also not the kind of game that leaves you with a bubbly good feeling. ☐



PRO TIP: Line up enemies so you can take out two with one hit.

CUTTHROAT ISLAND

must endure ten tiresome levels searching for pieces of a map that leads to a fabled treasure. In some levels you're bored with lots of sword fighting (no finesse needed—just diligent button pounding), in others you venture forth in a cart or carriage. The control is

and you'll strain yourself reaching for the mute button to kill the music.

Yo Ho Ho and A Bottle o' Dumb

Even a patchy-eyed, peg-legged pirate would snarl at Cutthroat Island. You'd be better off walking the plank. ☐

Spot Goes to Hollywood by Acclaim

Genre	Spot	Genre	Platform	Rating
ACT	1.0	1.0	1.0	ADJ.

MSRP: \$29.99
Available on: PlayStation

1 player
150000 rating
150000 rating
150000 rating



PRO TIP: Trap the wanted in a corner and press Down and attack to strike him repeatedly.

Cutthroat Island by Acclaim

Genre	Spot	Genre	Platform	Rating
ACT	1.0	1.0	1.0	INT.

MSRP: \$29.99
Available on: PlayStation
2 players

16 levels
Data scrolling
EPRF rating: 1.0 to 1.5
Adults

P.T.O. II

By Bro' Buzz

P.T.O. II is an interesting war simulation that's definitely for mature gamers with a yen for history, a mind for numbers, and plenty of time to kill.

An intricate menu system enables you to manage military initiatives for either Japanese or American forces in the Pacific Theater of Operations. For example, not only do you deploy



PRO TIP: Deploy submarines to scout for enemy fleets.

fleets and seek out enemies, but you must also attend mostly planning conferences. The emphasis is on naval maneuvers, but you also micromanage air and ground forces.

The sights and sounds of war are missing in action. Limited animations and toy icons invade the graphics. The sounds attack your patience with repetitive orchestral music.

They say wars are won by generals and accountants. Kool certainly look that to heart.



PRO TIP: Use the aerial assaults to weaken enemy fleets prior to sea battles.

P.T.O. II by Kool

Genre	Year	Cost	Platform	Developer
	1991	\$59.95	SNES	ADV.
1-2 players	24 maps	10 scenarios	10 scenarios	10 scenarios
10 scenarios	10 scenarios	10 scenarios	10 scenarios	10 scenarios

CUTTHROAT ISLAND

By Graese Monkey

Pirate heroes face hordes of enemies in Cutthroat Island, a beat-em-up game based on the movie.

A variety of side-scrolling levels advance the plot, but the



PRO TIP: Use this pattern for the Mine Cart Quarry level: Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, Up, Up, Down.



PRO TIP: Simultaneously press buttons X and A to attack behind you.

gameplay's vigorous and repetitive button pressing slows the game down a couple of beats.

The sights and sounds walk the plank. Small sprites and repetitive villains overshadow the fair character artwork. And although the music captures the movie's swashbuckling spirit, stale sound effects sink the ship. It's difficult to tell who gets hit, because friend and foe offer up the same grunt.

If buccanessing action's your bag, you might be able to stand this simple, dull game. If not, abandon ship!

Cutthroat Island by Activision

Genre	Year	Cost	Platform	Developer
	1991	\$49.95	SNES	INT.
1 player	17 levels	17 levels	17 levels	17 levels
17 levels	17 levels	17 levels	17 levels	17 levels

Toy Story

By Graese Monkey

The problem with many movie-to-game adaptations is a lack of good original gameplay. Sadly, Toy Story fulfills that legacy. Woody, the cowboy hero of the movie, runs, jumps and whips through 19 levels, most of them platform hoppers.

The rendered sprites are large, but grainy, and the colorful backgrounds dwarf a toy-world feel. Voices from the film pop up often, but the music will have you scrambling for



PRO TIP: Be wary of the throttle on the RC car levels. Too much speed forces you adjusting the volume control.

The levels pose little challenge, so success depends mostly on trial and error. Kids may enjoy the simple gameplay, but experienced players will find this Story suitsors on the small screen.



PRO TIP: To get all the stars, clear obstacles before whipping them.

Toy Story by Disney Interactive

Genre	Year	Cost	Platform	Developer
	1995	\$49.95	SNES	ADJ.
1 player	19 levels	19 levels	19 levels	19 levels
19 levels	19 levels	19 levels	19 levels	19 levels

Dirt Trax FX

By Graese Monkey

Motorcross racing goes polygon in Dirt Trax FX. Picking from eight characters, players



PRO TIP: Use the 1/4 Power button on every lap to stay ahead, compete solo or head to head on a wild assortment of tracks.

Trax doesn't stack up well against other racers. The scrolling is fast and smooth, but the obstacle-filled courses are blocky. The behind-the-bike view doesn't help, either.

The irritating drone of racing engines is compounded by chaos, as the music changes



PRO TIP: Keep your front wheel up to breeze over obstacles,

whenever a different motorcycle takes the lead.

Realistic controls were traded for easy gameplay. No falls or crashes get in your way as you fly down the track.

Dirt Trax FX is a fun game, but serious gear heads will pass in favor of more lifelike motorcycle excitement.

Dirt Trax FX by Activision

Genre	Year	Cost	Platform	Developer
	1995	\$49.95	SNES	ADJ.
1 player	8 tracks	8 tracks	8 tracks	8 tracks
8 tracks	8 tracks	8 tracks	8 tracks	8 tracks

New tips
every week!

Dial Into GAMEPRO

and Get Tips Instantly!!

Get a Clue

To get the HOTTEST tips for
your favorite systems, you gotta
Get A Clue!

- Press 1 Sony PlayStation
- Press 2 Sega Saturn
- Press 3 3DO
- Press 4 Sega Genesis
- Press 5 Super Nintendo
- Press 7 Alternate Systems

OPTION 1

OPTION 2

Hit Us with your Best Tip

Leave or pick up tips and choose from
some of the best gamers around!

- Press 1 Sony PlayStation
- Press 2 Sega Saturn
- Press 3 3DO
- Press 4 Genesis
- Press 5 Super
Nintendo

Get a Classic Clue

Dust off those old carts and
get the best tips for your
favorite system!

- Press 1 Super Nintendo
- Press 2 Sega Genesis
- Press 3 3DO
- Press 4 Atari Jaguar

OPTION 4

TIP!!!

Slammin'
16-bit and 32-
bit tips of
the week!

OPTION 5

Scary Larry's
Hot Picks
Leave your best
tip for Scary
Larry...you may
get picked!

OPTION 3

1-900-860-TIPS

Calls average three minutes in length and cost \$1.29 a minute.

Be sure to get your parents' permission to use GamePro's Hot Tips Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

Also available in Canada! 1-900-451-5552
Calls cost \$1.49 a minute (Canadian)



300



By Air Revolt

The now-classic Shockwave broke new ground, and unlike most sequels, Shockwave 2 dramatically outshines its predecessor. With a gripping blend of tense shooting, challenging strategy, and tantalizing full-

crew stumbles across a surprise alien foray. In hot pursuit, you accidentally teleport with the fleeing aliens, ending up stranded in an unfamiliar solar system.

Operating out of the starship Cortex, you descend on various planets in a hover-

craft, stationary turret, or fighter to uncover clues to find your way home. Before you leave, you customize your craft's armaments from a wide selection of lasers, missiles, nukes, scammers, and other helpful gadgets.

Locked On

The riveting shooting sends you out on missions like raiding alien prisons and fortresses, and the responsive controls help you glide through the combat. You'll long for an onboard map, though—it's far too easy to get lost in these unfamiliar worlds, and your flight path is no longer restricted as it was in the earlier games.

SW 2's excellent FMV cinematics build a fast tale packed with impressively solid acting and sensational movie-quality sci-fi effects. But you can't just sit back and watch. You'll find your way home only if you carefully glean tidbits from the cinematics to formulate strategies for completing your shooter missions. This sleuthing adds engaging depth that separates SW 2 from standard shooters.

Electric Shock

Graphically, SW 2 delivers clean, fluid FMV loaded with fierce aliens and unearthly struc-



PRO TIP: Before locking a mission, use the Cortex's maps to scope out the terrain and note the coordinates of key targets.

tures. The quality slips a notch in the shooter missions, where the backgrounds suffer from some graininess. But the wild variety of alien craft and landscapes, which range from foggy grasslands to seething



PRO TIP: Use locked-on missiles to cover Marshal as she approaches the Omaha on Meskent. Lasers may accidentally damage your crew.

lava worlds, will definitely hold your interest.

This game thumps with superb sound. The throaty voice of flight control provides continual progress reports, and the combat effects sizzle with frightening realism.

3D0 space jockeys will quickly become addicted to SW 2's ferocious, intelligent action. This one's definitely worth buying. **A-**



PRO TIP: On Teela, the scanner is essential for navigating the maze-like valleys.

SHOCKWAVE 2

BEYOND THE GATE

motion video (FMV), this fantastic game breathes new life into the 3D0.

Star Wars

Decades have passed since the first alien invasion, and as Shockwave 2 opens, your



PRO TIP: Before you attack the prison on Sarcoona, take out the four towers on the surface.



PRO TIP: On Khasos, first blow up the waste site. Then, with a full load of fuel and Light RAMs, dash across the radiation zone to the left of the three teleporters to free the doctor from the Perivate hive.

LOST IN SPACE



300 Bonus Profiles
Shockwave 2
(By Electronic Arts)

Shockwave 2's white-knuckle shooting and strategy boldly surpass the earlier installments. Don't miss it!

Graphics	Sound	Game	Playtime	Challenge
4.5	4.5	4.5	4.5	4.5

With 300 profiles to be added after purchase, available now. Download/subscribe. Don't miss!

3DO



By **Scary Larry**

If Wolfenstein didn't satiate your Doom jones, PO'ed will. This first-person corridor thumper is a funny take-off, but flawed controls dull the humor.

Highway to Hell

You play as Cox, a cook on a space marine freighter. When your ship comes under attack



PRO TIP: If a warp pool isn't flashing, your Naveen's diggared the switch to activate it.

and the crew is captured, you take it upon yourself to find and free your comrades. Can all this be done before the soufflé is ruined?

You don't come equipped with brass knuckles or a double-barreled shotgun. Oh no, that would make things too boring. Instead, you start with a frying pan, and along the way you find a meat cleaver, a power drill, the "Meat Seeker" (which fires flesh-consuming meatballs), and other meaty weaponry.



PRO TIP: Odd altars or lodges in out-of-the-way places are usually entrances to other areas.



PRO TIP: In the Jump level, before closing for the change that alternates a weapon is over. You'll fight the drill in a few pit.

You battle a barrage of foul-looking creatures like the Butthead (you picture it), cydops, and the amazon. They come after you in a fast and furious rush, and they don't wander around or let upon the clueless—they seek you out and kick your ass.

Meet My Little Friend

The sharp, clean graphics are better than Wolfenstein, but not as smooth as Doom on the PlayStation. The graphics, however, lose their luster in



PRO TIP: Don't open doors or flip switches (Button B) when you have a weapon in your hand or you'll waste valuable ammo.



PRO TIP: After killing the angels, walk over them to collect ammo for the drill.



PRO TIP: Look for warp beams like this one to take you places you can't normally reach.

the close-ups, where pixelization takes over. Still, healthy doses of gore and detail will make you say "Yecchhh" over and over again.

The music and sound effects are suspiciously reminiscent of Doom. Eerie footsteps, moaning, and unearthly cries of pain abound in PO'ed, if almost sounds like a parody at the Kennedy compound.

The control is inconsistent. In some levels you career wildly while in others you'll fall off ledges or be unable to turn in crucial combat scenes. The areas where you climb ladders are also annoying: You must position yourself directly in front of the ladders before proceeding—and they're almost always riddled in dangerous lava.

Shoot Hits the Fans

PO'ed is a great Doom clone, but not as much fun because of the obvious control problems. If you have a 3DO, you don't have Doom (yet), so PO'ed is the next best thing. Although the control will get you PO'ed, the rest of the game is okay. **B**



PRO TIP: Try not to leave a level until your health is up to 100. Instantly saves your game when you start the next level.

3DO Game Profile
PO'ed
(By Amy Choinski)

★★★★
A good Doom clone with a sense of humor...but no sense of direction.

PO'ed lives up to its name in the control department.



DOS \$9
CD Available now
ADJ Available now

1 player
500 points allow
Save feature

WIN! MORTAL KOMBAT 3.5

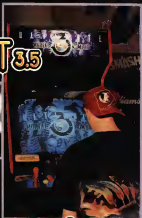
THE ULTIMATE
VIDEO ARCADE GAME CONSOLE

with your skills alone!
Will you be the WINNER?
Will you play your very own
Mortal Kombat 3.5—
The Ultimate with NEW
characters, NEW scenes
& backgrounds, NEW
secret codes?

You
WANT It!
You CAN
WIN It!



But, I'm not very
lucky. This is not a
game of chance, but a
series of puzzles which
are scored. Get the
best score and the prize is yours! It's
that simple! Just solve the puzzle below
and send in your entry.



Send in Your Entry Today!

Can you solve the puzzle below?

Do you have what it takes?

Game Rules: Under the puzzle you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry you will find a Word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled square. The Word clue letter can only be used on the line next to it. All words in the list are not used.

What you can expect: After this entry, you will receive one elimination game at \$4.00. The Tie-breaker will be \$2.00. Subsequent tie-breakers will be free. Tie-breakers will be played until only one person remains. The puzzles will increase in difficulty each time. For a copy of general contest rules, send a self-addressed stamped envelope to Treasure Cove Corporation at the address on the coupon below. Please write the word "rules" on the outside of the envelope.

○	○	○	L	
○	○	○	C	
○	○	○	A	
O	C	E	A	N
○	○	○	U	

WORD CLUE

WORD CLUE:
What are does
while asleep

All Entries must be Postmarked by 4-30-96

Yes. Enter me in the Mortal Kombat 3.5 - The Ultimate Contest!
Here is my \$4.00 entry fee for my puzzle.



Send cash, check, or money order to
Treasure Cove Corporation — GFR001
PO Box 310
Mokenaw, IL 60059-0310

Name: _____ Age: _____

Address: _____

City: _____ State: _____ Zip Code: _____

VOID WHERE PROHIBITED BY LAW. Daily one entry per person. Employees and families of Treasure Cove Corp. are ineligible to play. Issuance of prize responsible only to the holder of entry fee in business. Distribution of prizes on line! Winner's names of prizes and the publisher of this magazine are not affiliated with the contest. Mortal Kombat 3.5 — The Ultimate! is a registered trademark of Williams/International Inc. For a copy of the general contest rules, please send a self-addressed stamped envelope to: Treasure Cove Corporation — GFR001 PO Box 310 Mokenaw, IL 60059-0310.

- DREY
- ABOJ
- DARE
- WRECK
- TOTEM
- DANCE
- FIELD
- AHEAD
- CRASH
- BLESS
- TUTISM
- KNIFE
- CRAB
- BREED
- VENUE
- GREEN

PROVIEW

Jaguar

NBA Jam Tournament Edition



Finally, one of the hottest arcade titles of all time finds its way to the Jaguar. This Jam TE looks more like the 32X version, where the oversized heads of the players look like they've been pasted on. The announcer sounds good, and the controls get the dunking done. Even though it adds a practice mode,

the quality of this version rebounds far below Jam TE on the PlayStation.



Ruiner Pinball



With two multiscrolling pinball tables (Ruiner and Tower), RP looks like a plain old 16-bit pinball game. It doesn't offer much beyond normal pinball action except extra-large tables. With average sounds and gameplay, Ruiner doesn't suck, but you should be a die-hard pinballer to put your money behind these flippers.



I-War



Jaguar fans don't have a lot to cheer about these days. Unfortunately, I-War won't boost morale. I-War's standard tank shooting isn't bad, but it's ordinary, sporting average controls, unimaginative weapons, and flat backgrounds. Only the five views and the two-player hide-n-sneak match make things interesting.



Missile Command 3D



Atari has revamped another oddie—Missile Command. Defend your planet's cities against hostile incoming missiles in the classic game, along with two new (albeit similar) 3D versions. The classic game looks like the late '70s arcade version, but the newer versions are boring. They don't add to the visuals, audio, or gameplay.



Attack of the Mutant Penguins



In this wacky sci-fi adventure, you defend numerous levels against invading mutant penguins. This quirky What-a-Mole-meets-Too-Jam-n-Earl involves some strategy but lacks the playability to make it a keeper. The graphics are okay, but boring sound and annoying control make this a game for Penguin-smashers only.



HoverStrike: Unconquered Lands



HoverStrike looks and plays like a sloppy version of CyberSled. The music and sound effects are good, but the graphics barely hang in there with grubby-colored terrain and detailed enemies being the only pluses. The stiff cross-hair control and jumpy scrolling keep this shooter from attaining any rank above cadet.



Battlemorph



Battlemorph provides below-average terrain-skimming shooting in a typical polygon environment and features really poor control. While the tunnel and underwater areas refresh this tedious game, the dismal one-color landscapes are the same as those in half of the Jaguar games out there. Battlemorph is more like it.



Wario Land Virtual Boy



This is the best VB title to date. Based on Wario Land for the Game Boy, this one presents foreground and background action. Nicely drawn spaces and great sound effects round out this Virtual Boy winner, but you have to get used to controlling Wario in the multilayered levels.

Mortal Kombat 3 Game Boy



This is one MK that shouldn't have made it. By far this game is worse than Killer Instinct, and even portable power players will find the soft controls and eye-straining graphics unbearable. For sound, you must bear with lousy music and dismal sound effects. Only fans need apply.



Mario Clash Virtual Boy



Mario Clash needs help. The graphics have a true 3D feel - Mario throws into the distance, and when he's on an opposite ledge, he throws right into your face. Cuts cancel songs permeate the stages. The controls respond sluggishly in fast levels. Let's hope this amusing little game hits the SNES soon.



Virtual League Baseball Virtual Boy



VLB's impressive 3D graphics seem promising at first. But after a while the shallow gameplay and awful sounds send a foul. The archaic controls only add to the agony. VLB lacks the depth to engage 16-bit pros, but if a funky 3D experience sounds intriguing, rent this one.



The Getaway Game Boy



At first this pinball game is innovative and fun. In the pinball section you can tilt the board, and when you hit special ramps you're put into a racing game. But the repetitive music and static graphics don't add much, and the gameplay quickly gets boring.



Vegas Stakes Game Boy



Here's the excitement of Vegas without purchasing an LCD game. Vegas Stakes is fun and offers a variety of games, including Craps, Roulette, Blackjack, Poker, and Slots. The graphics are crisp and clear, and the cheesy music fits in nicely.



Panic Bomber Virtual Boy



Panic Bomber pushes the Virtual Boy engine to its max. In gameplay and graphics, this puzzle game closely resembles Kirby's Avalanche. You may find the 3D effects a little limited and the sound a bit excessive (the music seems right out of Bomberman), but PB is as addictive as Zoop or Telem.



Quick Hits

Johnny Bazookatone PlayStation



In Johnny Bazookatone, you're lean and mean, pompadoured and poised. You have to battle with only a bullet-spewing guitar as a weapon. The graphics are Donkey Kong meets Earthworm Jim, and the outstanding sounds feature funky house jams. Sluggish controls are the biggest concern, your charac-

ter doesn't always respond precisely. Johnny's a looker.



Cannon Fodder 3DO



Cannon Fodder puts you in command of a squad of soldiers searching for enemies, but slow walking and repetitive missions equal unsophisticated gameplay. Hilarious sound effects add appeal to the game, but charmless backgrounds and tiny sprites tank the graphics. Still, Cannon Fodder's a pretty good blast.



Scramble Cobra 3DO



Cobra drops you into a responsive, well-armed chopper to tackle ten tough missions. Sadly, the strategy-light action demands too much basic shooting. The graphics lack strong detail, but clear sounds augment the realism. Despite its flaws, 3DO shooter fans should still test the fun chopper with a rental.



BladeForce 3DO



A slightly irregular view dominates BladeForce, and the sound of explosions and a rockin' cannon will keep you on the edge of your seat—or ducking behind it. Coming is hard on your chopper's armor, and collecting the ample power-ups involves precise maneuvering. Fans of chopper bloodfests shouldn't miss this one.



Bust-A-Move 3DO



The premise is simple: Make descending balls disappear by matching three of the same color. In the two-player mode, cleared balls get dumped on your opponent. The move-and-shoot controls are very responsive and the simple visuals and music are well done. This is one puzzler that isn't a bust.



Jupiter Strike PlayStation



This simple shooter equips you with two lasers to counter an alien invasion. No power-ups juice the action, but the absorbing combat and responsive controls don't need any help. Strike's graphics and sounds are too plain, though. A weekend rental will see you through, but Strike's more fun than Novastorm.



Last Gladiators Saturn



Last Gladiators isn't bad, it's just unimpressive. The game looks suspiciously similar to last year's SNES dud, Super Pinball: Behind the Mask. It shows some sick animation, and all the attendant buzzes and ka-ching sound effects are also here. Save Last Gladiators for the hard-core pinball wizard in your home.



Quick Hits

Galactic Attack

Saturn



The classic coin-op shooter features gorgeous, space-themed backgrounds and a rockin' soundtrack. Although your ship is nothing to write home about, the enemies fly at you fast and funnily, giving your eyes a treat and your thumbs a workout. Resounding explosions, crisp voice-overs, and sharp laser blasts round out this quality game. Shoot happens.



Zoop

PlayStation



Zoop is an uncomplicated puzzle game that's only slightly hampered by squeaky controls. The graphics are simple but flashy, with lots of colors and multipatterned backgrounds. The music is an eclectic mix of mambo, jazzy funk, and classical. Zoop is a great addiction for puzzle fans.



Corpse Killers: The Graveyard Edition

Saturn



In Corpse Killers, you cruise a mad scientist's Caribbean fortress, zing zombies. Smooth cursor movement makes zombie zapping easy. Although grainy, the Saturn graphics are cleaner than in any other version of the game. Clean dialogue and cool effects compensate for standard Night clap-Trap music. This'll do for zombified Saturn gamers.



High Velocity

Saturn



High Velocity's fun is limited by its simple gameplay. You choose from only three tracks, and you race against only one other car. The graphics rev up the action a bit. The sounds are average at best, marred by dull racing sound effects. Most drivers will be hoping for a trade-in.



BLOW 'EM TO SQUID SPIT

Now Available For
SATURN



For Your Sony PlayStation and Sega Saturn



"The only way to describe ... *In the Hunt* is to combine all of the best shooters you have ever played into one game."
—*IGN*, February '98



Call your local retailer or call
1-800-4-FUN-004 FOR CIRCLES ONLY

For game tips on our products, call
1-800-370-HUNT 1-800-370-4868

Must be 18 years of age or have parental permission.
Some restrictions apply.

<http://www.thq.com>

KOKOPELLI'S
Original Software

© 1998 THQ. All rights reserved. All other trademarks are the property of their respective owners. THQ, PlayStation and the PlayStation logo are trademarks of their respective owners. In the Hunt and Sega Saturn are trademarks of Sega Corporation, Inc.

CYBERIA.



- "...One of the most impressive games of the year."
Frank O'Conner, Editor-in-Chief, Video Games Magazine.
- Stunning SGI graphics
- Killer music from Thomas Dolby's Headspace™
- 11 intense arcade action sequences
- Mind bending puzzles

Danger never looked so good.

This is the most incredible gaming experience ever.

Dolby sound, music and full-screen cinematic motion so realistic that you'll lose yourself in the year 2027. Puzzles and plot lines so intriguing that no two games

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.



Interplay

BY GAMERS. FOR GAMERS.™

Visit Interplay at <http://www.interplay.com>



Enter the CYBERIA Virtual Vacation Sweepstakes

and you may win a
4 day, 3 night trip
for 2 to Los Angeles.

Experience:

**Air Combat USA™
Virtual World®**

**Universal Studios Hollywood®
Interplay Corporate Offices**

Enter at these
exclusive locations...



EBX

Waldensoftware®



HOW TO ENTER:
Non-refundable sweepstakes ends 5/31/95.

You are automatically entered by

purchasing Cyberia and sending an

address label to Waldensoftware.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

Prizes are subject to change without notice.

BlackFire Saturn



In BlackFire, your chopper reaches only limited altitude, so it feels like you're flying in a box. Gorgeous rendered animations between stages outclass the jagged gameplay polygons. Panic-stricken warnings by offscreen allies compound your combat stress. If you handle defeat well, this CD is worth flying.



Theme Park PlayStation, Saturn



As chief park designer in what's basically Sim-Disneyland, you decide every detail, right down to the roller coaster's speed. Simple graphics and sounds offer up little treats to keep the game interesting. Overlapping menu systems force you to read the manual. Theme Park is as much fun as you make it...literally.



Lemmings 3D PlayStation



Lemmings 3D barely looks like its earlier cousin. Lemmings come toward you, walk away from you, and crawl under you, but the 3D view is confusing. Comy music offers apt accompaniment, but the hapless controls and over-abundant menus are the final nightmares. Call the SPCA—cruelty to animals just assumed digital form.



Hi-Octane PlayStation



Hi-Octane's hover craft races involve ten or more laps around short tracks, and of course you have the usual mistakes and gues. This nice setup, however, is crippled by gummy controls and slow, repetitive gameplay. Flat, unimaginative graphics and sounds cause further problems. Stick with Wipeout—Hi-Octane runs out of gas.



SPORTS PAGES

March 1998

Hockey • Basketball • Soccer • Boxing • Baseball • Golf • Football

NHL Faceoff Nails a Hat Trick



NHL Faceoff

By **Air Hearn**

PlayStation NHL Faceoff suffers from a few minor shortcomings, but Sony sure concentrated on the right stuff for its stickler hockey debut: fast, kick-butt gameplay.

Siren Time

The puck drops into this Faceoff with almost all the right features. Gamers hit the ice in Exhibition, Season, and Playoff modes from four extremely useful views. The action goes down with all the '95-'96 NHL teams and players, and you can create and trade players and free agents.

Hockey pros might miss nuances like all-star teams and a shootout mode, but they'll love every second of the fierce, refreshingly speedy action. The brick-wall goalies steer at cheesy shots, and the CPU teams play ferocious D and smart, whirlwind offense. Faceoff's tough, addictive gameplay demands well-planned, well-executed strategies.

Contrastwise, your team fires off checks,



PROTIP: Fire a slap shot from the blue line, then collect the rebound and slide it in.



PROTIP: As soon as the goalie commits to one side of the net, immediately pull your stick around and shoot for the opposite post.

empty-handed at times. Switching to the key defenseman also occasionally takes too long, which can hang your goalie out to dry.

slap shots, wrist shots, and one-timers with pinpoint precision. Passing and skating handle like a dream, too.

But the lack of fights, holds, drop passes, fake shots, and other pro moves will leave you feeling empty-handed at times. Switching to the key defenseman also occasionally takes too long, which can hang your goalie out to dry.

The Crowd Goes Wild

The strong graphics depict a solid 3D arena populated with smoothly moving players. Little details, like goalies who neatly strap up the puck and defensemen who shy hook their opponents, make for sterling

realism. The sprays are a bit small, though, and become too prelated in the close-up views.

Outstanding sounds keep the adrenaline pumping. Much like FIFA Soccer, the crowd hoots and hollers along with the action during intense moments, but grows silent and boos when you blow it. The other sounds are dead-on, like the anemic organ music that echoes through the rink.

Go, Baby, Go!

When the whistle blows, Faceoff makes Sega's pathetic attempt at 32-bit Saturn hockey look like high-school puck slinging. Next-gen hockey fans should stick with Faceoff—you'll be too busy blasting the puck and checking opponents to notice its negligible flaws. ■



PROTIP: Use the poke check to break down opponents on breakaways.

NHL Faceoff Tips



PROTIP: Don't hog the puck. Only tight, fast passing consistently wears you up the ice.



PROTIP: Posing to a man close to the net for a one-timer is your best chance to score.



PROTIP: Change camera angles on the fly to keep the best view of the net.



PROTIP: If you're losing in the last minutes of the game, pull your goalie—no extra man on the ice can make a game-winning difference.

NHL Faceoff by Sony Interactive

Series	Team	Game	Series	Game	Series
1	2	3	4	5	6

ADJ.

Price not available	2 players
CD	Multiple users
Available now	Save feature
Rating	ESRB rating site in detail



NBA In The Zone

By Johnny Holligan

PlayStation

NBA In The Zone is a hoop dream come true for PlayStation owners craving for b-ball action. Quick up-and-down-the-court action and unique graphics give the game enough long-time to come out on top.

Phi Slamma Jamma

In *The Zone* is free-on-five basketball more in the tradition of NBA Jam than Live '96. Players run from end-to-end and exchange jams in this unrealistic dunkfest.

There's no play calling, no substitutions, and generally no strategy involved. You can play in either Exhibition or Playoff mode with all the NBA teams, including the expansion Raptors and Grizzlies.

Defensive player control is difficult as players stay from the direction they're initially moving. Offensively, players spit to elude

NBA In The Zone by Konami

Genre	Team	Color	Control	Graphics
4.1	4.2	4.3	4.4	4.5

Price not available
 CD
 Available now
 Baseball

2 players
 Multiple view
 Save features
 ESRG rating: Rate
 in Article

In the Zone Tips



TIP: If the player you're defending hasn't cut off the dribble and is moving toward a jump, run behind him and press Button Square to steal the ball.



TIP: Choose a team with good overall shooting ability. Three-pointers are the difference between a win and a loss.



TIP: Use the split stick to take by your defender. Once you have an opening, press Button Square to fly toward the hoop for a jam.



Goal Storm

By Seary Larry-Jobbar

PlayStation

Polygon realism seems to be the rage these days, but few sports games use this new technology to their advantage. *Goal Storm* may be the best soccer game to use the busy buffers efficiently.

Goal Miners' Fodder

Loaded with the options and fluidity that make the FIFA series so popular, *Goal Storm* throws in polygonal soccer players to boot. You choose from 26 teams, including soccer superpowers like Colombia and Brazil, as well as smaller teams like Cameroon and Greece. With instant replays, varying camera angles, and customizable offensive and defensive structures, this game has the standards that soccer fans look for.

Novice players will pick up the effective controls immediately.

Goal Storm by Konami

Genre	Team	Color	Control	Graphics
4.1	4.2	4.3	4.4	4.5

Price not available
 CD
 Available now
 Soccer

2 players
 Multiple view
 Save features
 ESRG rating: Rate
 in Article

Goal Storm Tips



TIP: Be careful when trying to steal the ball. Aggression from an angle rather than directly in front or behind, or you'll be rolled on a goal.



TIP: Use replays as a tool to determine problems and to plan defenses.



TIP: Colombia is a good team for beginners. They're so strong they can win with minimal effort.

defenders, and an assortment of throwdowns and finger rolls adds variety.

The great graphics feature rim-rocking dunks and spectacular in-your-face rejections. Amazing player detail, from the player's name and number on their jersey to Dennis Rodman's alternating hair color, gives the game an authentic look. The only drawback is the crowd, which looks like a cardboard cutout.

Soundwise, *In The Zone* shoots an air ball. The crowd is uninvolved except during the replay, and the melow background music doesn't fit the game's upbeat style. The only bright spot is the announcer, who actually calls out the individual scorer's name.

The Big Dawg

As the lone contender in the PlayStation basketball-rim arena, *NBA In The Zone* is worth the price of admission, at least until challengers like *NBA Live '96* enter the fray. ■

One-button passing, shooting, and kicking are coupled with smooth soccer moves like jumping over downed players, faking out defenders, and bicycle kicks. With all these moves and options, *Storm* plays as well as FIFA, but looks more realistic.

Goal Plated

The graphics are the game's standout feature. The plays flow by smoothly, though some minor break-up may an otherwise-superb effort.

The sounds also add an extra dimension. A clear-voiced British announcer nails down all the nuances, including voice inflections unique to Latin American countries (like the extended "Goooooallll").

As a next-gen soccer game, *Goal Storm* maintains the standards of realism and excitement set by FIFA and *Worldwide Soccer*. It looks like a *Storm*'s brewing for soccer fans. ■



Foes of Ali

By Tommy Gold*

300

Light EA Sports

makes "The Greatest" one of the latest boxing games.

With Exhibition, Career, and Tournament modes, the game lets you assume the role of Muhammad Ali (or any of his real-life counterparts, including Smokin' Joe Frazier and Leon Spinks). The poor punching control and bland rings, however, will have you screaming for Greatest Heavyweights for the Genesis.

Although you get 21 views, you'll wish the effort spent on cinematography was used to brush up the lifeless polygonal sprites. Fortunately, the blood is realistic. The ring sounds are a little better than average, but where are Ali's witticisms?

Unless you must box on the 3DO, leave Ali in the box. ■



PRO TIP: When your opponent is bleeding, switch your camera view to "Beast POV" to get a good look at the damage.



PRO TIP: To beat Linton, duck his punches and counter with jabs.

Foes of Ali by EA Sports

Genre	Year	Genre	Features	Developer
Fighting	1993	3DO	INT.	10
3DO	1993	3DO	INT.	10

ESRB: 17+
 CD
 Available on: 3DO
 Rating: ESRB rating: All in Adults
 1 player



World Series Baseball

By Air Hendrix

32X

Ball fans, beware—

Sega tamed the top Genesis baseball cart into a lame 32X game.

This WSB retains many sharp features and controls from the Genesis version, so you'll find big-league teams, modes, strategies, and moves. But virtually no improvements in the features or gameplay distinguish this cart from the Genesis game. Why was a 32X version even necessary?

The lone 32X graphical innovation, a closeup on outfielders as they chase the ball, only interferes with the game. The graphics otherwise maintain the high Genesis standards, but you'd expect more from a 32-bit cart, especially since the abysmal sounds earn a trip back to the minors.

Stick with Genesis World Series for a great ballgame. ■



PRO TIP: Track the shadow of the ball to determine when you should swing.



PRO TIP: Jump for homers as they fly by the fence—sometimes you can spear them.

World Series Baseball by Sega Sports

Genre	Year	Genre	Features	Developer
Baseball	1993	3DO	ADJ.	10
3DO	1993	3DO	ADJ.	10

ESRB: 17+
 CD
 Available on: Sega Saturn
 Rating: ESRB rating: All in Adults
 Baseball



PGA Tour '96

By Johnny Bolgiano

300

If you thought

golf was boring, think again. PGA Tour '96 is a beautiful game that packs more wallop than a John Daly drive.

PGA features nine pros, three courses, and diverse modes like Tournament and Skins. The control is more consistent than Tom Kite, and the accurate swing meter enables you to shoot precisely.

The graphics are a little gramer overall than in the PlayStation version, but the amazing images of digitized golfers and individual swings look like something you'd watch on TV.

The sound includes classical music in the introduction and digitized voice during gameplay, but the announcer often repeats himself.

PGA Tour '96 is a game as rare as a hole-in-one and a must-have for 3DO golfers. ■



PRO TIP: Overswing for more distance on your drives, but make sure the accuracy meter is in the middle.



PRO TIP: If you're putting, use a little post the cup.

PGA Tour '96 by EA Sports

Genre	Year	Genre	Features	Developer
Simulation	1995	3DO	ADJ.	10
3DO	1995	3DO	ADJ.	10

ESRB: 17+
 CD
 Available on: Sega Saturn
 Rating: ESRB rating: All in Adults
 1 player



Valora Valley Golf

By Greasy Gas

300

Valora Valley

Golf plays like a typical golf game, but with its supernatural elements, this fantasy course is far from Pebble Beach.

Valora Valley gives you standard golf options, but the course is far from standard, with wild water hazards and holes that rise like mountains. Fairway freaks will recognize the conventional golf controls, and it's easy to hit the ball straight.

The course backgrounds and digitized characters are crisp, but the textures could use some work. The golf sounds are right on, but the menu-screen music is cheesy.

If you want real pros, wait for PGA this July. But if you dream of playing miniature golf on a life-size course, bring your clubs to Valora Valley. ■



PRO TIP: Play the 10th hole conservatively. Shoot to the end of the first rising, then pitch up the first ridge to approach the green with a straight, safe shot.



PRO TIP: Click marker C at the end of the meter for special shots.

Valora Valley Golf by Valo, Valo

Genre	Year	Genre	Features	Developer
Simulation	1995	3DO	ADJ.	10
3DO	1995	3DO	ADJ.	10

ESRB: 17+
 CD
 Available on: Sega Saturn
 Rating: ESRB rating: All in Adults
 1 player

Sports Insider Previews

Check out these previews of hot sports games heading your way!

By Tommy Cible and The Black Widow

NBA Live '96

PlayStation Saturn PC CD

Live '96 jumps from the 16-bit count to the 32-bit and PC arenas with a completely different look. While the sports appear more pixelated in these PC screens, look for nice touches like shiny floors that reflect the on-court characters and a Create Player option that builds a character to the height you specify.

By EA Sports
PC CD Available Now
Saturn and PlayStation Available Spring '96



Triple Play '96

PlayStation Saturn 3DO PC CD



Triple Play '96 takes the Virtual Stadium engine seen in the 3DO and 32-bit versions of FIFA Soccer and tweaks it for the Major League Baseball diamond. Incorporated with motion-capture technology, the result is a 3D baseball game that looks and plays realistically. A six-player Japanese version called Virtual Stadium Professional Baseball is now available in Japan for the 3DO.

By EA Sports
Available Spring '96

College Slam

PlayStation Saturn Genesis Super NES Game Boy PC CD

College Slam heats up the boards with NBA Jam-style action for up to four players. Choose from 44 college squads and eight fraternity teams in head-to-head, tournament, and season matchup play. Power-ups and special moves jack up the action, while full-motion video and play-by-play announcing add realism. (PlayStation screens shown.)

By Acclaim
Available February



VR Golf '96

PlayStation Saturn PC CD



VR Golf '96 may give EA Sports' PGA Tour '96 a run for its money. Up to four players can customize their golfers and clubs, then undertake the amateur or pro tour on VR's 3D polygonal courses. Motion-capture techniques imbue the golfers with realistic movements, and 360-degree views enable you to look from any angle.

By VR Sports
Available February

NFL Quarterback Club '96

PlayStation Saturn PC CD

In NFL Quarterback Club '96, one to five players take to the field with their favorite QB's plays among a playbook of 800. You also get customizable teams and players, 80 yards of viewable field, ten times more stats (individual game, player, and full season) than last year's game, motion-captured players, and practice and hunking stimulation modes. (PlayStation screens shown.)

By Acclaim
Available Now



Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · March '96

MYSTARIA

By **Stacy Larry**

Mystaria is the first next-generation RPG, but it's a (ugh!) hex-based game similar to Shining Force. Even though the Saturn lets loose with all its graphical cannons, this CD delivers a good-looking but ultimately boring game.

Hit and Miss-taria

Looking a lot like Guardian War for the 3DO (see "Role-Player's Realm," January 1995), this foray into 32-bit role playing is a nice try, but doesn't quite cut it. Named Rigford Saga in Japan, this Sega product could have been helped by some voices, better music, and more intuitive gameplay.

The story starts with Prince Aragon battling the evil Lord Bane on a desolate field in some nameless country. Bane sends his best warriors to finish off Aragon and his party. However, when the battle gets tough, Bane sweeps a fire spell onto the field, killing everyone, including his own warriors...or so he thinks.

Aragon and Bane's fighters escape at the last minute, then join forces against Bane. Talk about burning your bridges.



PRO TIP: Don't waste Sawa's Magic Points on attacks. Use her to heal the party.



PRO TIP: Certain spells can go through walls.



PRO TIP: If you're not in the heat of battle, take time to search around the 30-overhead trap for treasure rooms.

From there, the game becomes your standard turn-based, hexagonal-moving RPG. You can only progress a few squares at a time, and then you can use some (slightly) cool special spells, like fireballs and lightning strikes. Although each character has their own



PRO TIP: Equip spells as soon as you receive them.



PRO TIP: Even in crowded situations, some archers, like Hector, can shoot across a grid.

set of spells, the magic all tends to look the same.

Controlling the characters is based on a revolving menu system. It works fine for the most part, but unfortunately,

when a player learns a new spell or technique, you have to remember to equip it manually before you can use it.

Gorillas in the Mystaria

Mystaria tries its hardest to be a graphical feast. All the characters' attacks are rendered in separate 3D clips with full rotation and some scaling. But the feast goes to famine in no time with hard-to-see enemies and boring backgrounds.

The sound likewise leaves you hungry for more. Sappy

"glory" tunes and simple "swoosh" sound effects make for a bland audio outing. Some voice would have really overshadowed this game's flaws.

Nothing on the Next Level

If you sold everything you owned, including your Genesis, to get a Saturn, don't worry, you won't lose out by purchasing the great-looking Mystaria. But if you're still wondering if any worthwhile RPGs are coming out for the next-generation systems...so are we. ■

Mystaria by Sega

Genesis	Saturn	Genesis	Genesis	Genesis
1-2	1-2	1-2	1-2	1-2

Price not available
 MSRP: \$49.99
 ©1995 Sega Corp.
 All rights reserved.



GAMEPRO 'HOT' PICKS '96 for

GamePro's Cheats! The Official Guide To Generals and SNES



By Chris Strodder and Tom Russo
Written by two of GamePro's editors, this book gives you over 140 pages stuffed full of the tips, tricks, codes and cheats you need to beat your friends and become the ultimate general!

\$9.99 Code: BK-0796 SNES, Genesis

Final Ten Miyazaki Adventure Official Player's Guide



By Garvey Sandler
Take a rousing set for dear old dad! The exclusive full-color Official Player's Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spell of an ancient Miyazaki Warrior. With this guide in your adventurer's pack, success is only a wing stroke's throw away!

\$13.95 Code: BK-332
Genesis, Sega CD, Sega 32X,
SNES, PC CD-ROM

GamePro's Ultimate PlayStation Guide



By John Fisher and Chris Noelle
This exciting collection was written, researched and tested by two legendary editors of GamePro and includes code that has never been seen before. This 100-page guide is indispensable if you want to master the game (or just cheat your way to the top).

\$9.99 Code: BK-0682 Sony PlayStation



Primal Rage Official Player's Guide



By John Fisher
All the primal noises and prehistoric noises you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 100 full-color pages of killer tactics, strategies, hidden techniques, and fascinating secrets that will make you ruler of the savanna.

\$10.99 Code: BK-334
Genesis, SNES,
Game Boy, Game Gear

Batman Forever Official Player's Guide



By Garvey Sandler
It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to beat both Two-Face, the Riddler, and their army of thugs. It's a must-have for game lovers and Batman fan alike.

\$9.99 Code: BK-300
Genesis, SNES,
Game Boy, Game Gear

Products Order Form

To Order:
Fill out product order form and mail to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

Check/Money Order VISA MasterCard

Credit card No. _____ Expiration: _____

Signature: _____

Name: _____

Address: _____

City: _____

State: _____ Zip Code: _____

Phone: () _____

Please allow 2-4 weeks for delivery.

- ⊛ Complete the Order Form
- ⊛ Add shipping and handling (see chart)
- ⊛ Add sales tax, residents of CA, IL, NJ and TX only
(CA = 8.25%, IL = 6.25%, NJ = 6%, TX = 8.25%)

Qty.	Code	Description	Unit Price	Total

ORDERS MUST BE PREPAID

Shipping and Handling Charges		
US	Canada	Outside the U.S.
\$4.00 each	\$6.00 each	\$12.00 each
\$2.00 each additional	\$2.00 each additional	\$2.00 each additional

Subtotal
Shipping (see chart)
Tax (CA=8.25%, IL=6.25%, NJ=6%, TX=8.25%)
Grand Total (U.S. dollars only)



Continuing The Ongoing Saga!

In this installment, we show you where to find the rest of the party members and the Shaman, then we take you to the final enemy!

By Major Wika

Soul Joining

When you find all the Shamans, these combinations will meet with "Great Success." Other successful combinations are possible, but these are the most powerful!

Row



Devil + Holy

Nina



Holy + Wind

Sinn



Fire + Wind

Jean



Holy + Water or
Holy + Wind

Kaff



Devil + Fire or
Devil + Water or
Devil + Wind

Rand



Earth + Fire or
Earth + Holy or
Earth + Water

Spar



Devil + Fire



Earth + Holy or
Earth + Water



Water + Devil or
Water + Holy or
Water + Wind

Dragon Powers



From Home Town with Jean, go to Coursair. Enter the church and go to the top floor. Send the tenant, Kay, off to Ruins. Every time you visit

Kay, she gives you a vaccination that protects your party against poison attacks. Then go to the waterfall next to the Wild Cat Restaurant, turn Jean into a frog, and swim down the waterfall. There's an old man in the cave behind the waterfall who unlocks more dragon powers.

Get the Whale



From the waterfall, go southeast to the Whale Cave. Go down into the cave and defeat Munmar, who is making the whale sleep. Get the Whale Bell from the old man in the cave on the beach to the west of the Whale Cave. Now you can travel by sea using the whale.

Get Blin



Go back to Ruins and go down into the well. Then go to Guntz and get the engineer (Eichich) from the main building behind the bookstore. Send Eichich to Ruins. From

Guntz, go to the carnival at Tunlan and talk to the chief.



From Tunlan, go by whale to the desert in the southeast and talk to the spirits at the oasis. Then return to Home Town and go to the Magic School. On the second floor in the last row of the classroom is Bleu. Talk to her, and she joins the party.



Bleu, the Sorceress



The veteran sorceress from the first game returns. Bleu has powerful magic spells, and her Shed ability enables her to restore health without using spells or potions.

Spar Joins



Go to the Hunter's cabin east of Captain and enter the woods in back. Fight Alger

non, then collect the Owl Flower. Ride the whale to the sea cave south of Cuscar and catch a Uparapa.



Return to Tunlan and fight M.C. Tusk at the carnival. At the end of the battle, Spar, the Grass Man, joins the party.

Spar, the Grass Man



When traveling, have Spar lead the party—he can walk through the forests. During battle, he can also summon the assistance of nearby plant life. These powers range from nearby trees attacking enemies to restoration of health.

Sten's Past

Once Spar joins your party, go to the Great Wise Tree in the Great Sea of Trees to the west of Tunlan. Then go to Tunlan and talk to the man at the steps. Go to Highfort to the East with Sten. At the castle, Sten breaks from the others and fights his old friend Trubo.



After defeating Trubo, search the castle and find the rest of

the party. Fight the sentry door and Shupukay, then retrieve the Magic Flute.

Trouble at Tunlan



Using the Famous Flute, you can talk to the people of Tunlan. Return there and find the Princess in the main castle. The doctor is on the island east of Gate in the first cave on the mountain. Find him and return to Tunlan.

Take the letter the doctor gives you to his assistant on the island (make sure you have Sten with you). At the island, talk to the assistant, then climb to the top of the mountain and obtain the mushroom. Return to the assistant. Get the Mirror, return to Tunlan, and fight the demons in the queen's body.

Move from room to room and check for monster activity on the Monster Meter. If the Meter is asleep in a room, then that room has been cleaned of all evil.



When you're done cleaning up, get the Therapy Pillow from the treasure room. Now you can enter the mind of the Great Wise Tree.



To enter the Memory Tower, talk to the inhabitants of all three towns, then return to the town you were initially teleported to. Climb to the top of the tower and fight Anuhamel. To leave the Great Wise Tree's mind, talk to the Armory merchant in the town on the hill.

Rand's Quest



After talking to the Great Wise Tree, go south to the fog-filled canyon. Then take the whale and go to Sky Tower. At the tower, find the Wind Shaman, Spoor. Now you can enter the canyon and reach Farm Town. After talking to Rand's mom, Daisy, go to Namada and make a donation. Donate at least 17 items while you're there, then have the worshippers ring the bell. Return to Farm Town where Rand fights the Paladin.



Nina & Mina



Next stop, Windia. Have Nina lead the party when you enter the castle. Go to the basement and retrieve the Mark of the Wing after fighting the guardian.



After Mina changes into the Great Bird, you can travel anywhere by air.



Mina, Nina's Wings



Nina's sister plays a vital role when she turns into the Great Bird. She can fly to islands and other areas that are otherwise inaccessible.



The Resistance

From Windia, travel to Evral and meet Clans. After escaping the city, go to Cot Land, which is south of Farm Town (Katt must be with you when



you enter Cot Land). Talk to Tiga, then go off to the Thieves Tomb, which is southwest of Highfort. Have Nina lead the party in the tomb.



At the tomb, find Patty below, and return to Cot Land. Don't bother putting up too much of a fight with Tiga when you come up against him—he's almost impossible to kill.

The Battle with Ray

Talk to the Wise Tree northwest of Namada. Then go to Namada and donate at least 17 times. Go to Brando, into the basement, and fight Mason. After defeating Mason, go to Home Town and make a donation at the church to



learn the teachings of St. Eva. Then go to Evral and meet Tiga. Enter the main church.



Chase Habaruku and fight Ray. During the battle, you receive the Golden Dragon power. At the top of the tower, fight the archers. After failing to the basement, find the machine and destroy it. Note: If you destroy the machine and the man hooked to it, you will get a different ending than if you destroy only the machine.



When you defeat Babaruku, a decision must be made: Do you enter the cave and destroy the demon, or do you wait for him to awaken? If you wait, you will get an immediate ending. Before entering the mountain, get Shin, the Devil Shaman, located behind the cave door to the left.



After you return to Ruins, go down into the well. Have the engineer move the town next to Gate. Then go back to Farm Town and find the Earth Shaman, Solo. You can also find the Holy Shaman, Sery, in the basement at Brando. Return to Gate and talk to the



Wise Tree to the east. Go back to Gate and to the back mountain (make sure you go to the back mountain in daylight). Go to Cot Land, then the Wild Cat Restaurant. From there, go to Ruins and find Patty in a room in the main house. Go to the back mountain at Gate and fight Babaruku.



When you defeat Babaruku, a decision must be made: Do you enter the cave and destroy the demon, or do you wait for him to awaken? If you wait, you will get an immediate ending. Before entering the mountain, get Shin, the Devil Shaman, located behind the cave door to the left.



After you return to Ruins, go down into the well. Have the engineer move the town next to Gate. Then go back to Farm Town and find the Earth Shaman, Solo. You can also find the Holy Shaman, Sery, in the basement at Brando. Return to Gate and talk to the

Law of the Wild

Burst into the jungle with Dixie and Diddy Kong in Donkey Kong 2: Diddy's Kong Quest! In this ProStrategy Guide, we show you where to find hidden items and how to deal with Kaptain K. Root himself!

By Major Mike

THE LONG JOURNEY TO DONKEY KONG



Key Locations

- (A) Gangplank Galleon
- (B) Crocodile Cauldron
- (C) Keen Quay
- (D) Krazy Kowland
- (E) Gloomy Gulch
- (F) K. Root's Keep
- (G) The Flying Knack

LOST WORLD



Lost World Areas & Entry Points

- (A) Jungle Jinx (from Crocodile Cauldron)
- (B) Black Ice Battle (from Keen Quay)
- (C) Kobber Korner (from Krazy Kowland)
- (D) Fiery Fancies (from Gloomy Gulch)
- (E) Aerial Antics (from K. Root's Keep)
- (F) Kong Kollage
- (G) Exit Lost World

You can enter Lost World from various other stages. With each successfully completed Lost World stage, a piece of the bridge that leads to the volcano island falls into place.

Pay Your Way to the Lost World



Whenever you get 15 Kremloins (from the bonus levels), go to Klutba's Kiosk. Give Klutba the 15 Kremloins, and you can go to one of the areas in the Lost World.



GENERAL HINTS

Honey Walk



When you piggyback with a partner, you can walk across sticky surfaces in the honey's hive levels.

Bramble Scrape



When you fly with Squawks, he can touch the bramble below — but only if he is carrying Diddy or Dixie.



LEVEL 1 Gangplank Galleon



Key Areas

- | | |
|-----------------------|-----------------------------|
| (A) Pirate Parrot | (P) Lockjaw's Locker |
| (B) Gangplank Galley! | (Q) Swainy's Bonus Bonanza! |
| (C) Kong Kallage | (R) Topical Trouble |
| (D) Mordace Mayhem! | (S) Funky's Fight II |
| (E) Monkey Muzzies | (S) Krow's Nest |

Gangplank Galley! Special: Warp



At the beginning of this stage, there's a warp just to the right of the Bonus Barrel (off-screen). This is a shortcut to the end of the stage.

Boss: Krow's Nest



Krow grabs eggs out of his nest and drop them on you. As they bounce on the deck, jump on them, pick them up, and throw them at Krow. After Krow's hit twice, he slams into the nest, making eggs fall out. Grab the egg that lands on the nest and throw it at him again. Krow takes a total of four hits to down, if you are quick enough, you might snag the two Banana Bunch Coins over Krow's nest.

LEVEL 2 Crocodile Cauldron



Key Areas

- | |
|----------------------------|
| (A) Hot-Head Hop! |
| (B) Swainy's Bonus Bonanza |
| (C) Kannon's Klaim |
| (D) Funky's Fight I |
| (E) Lava Lagoon |
| (F) Pre-Hot Fish! |
| (G) Monkey Muzzies |
| (H) Souzaki Shaft |
| (I) Kieever's Kih |
| (J) Kong Kallage |
| (K) Kibbe's Kink |



Kannon's Klaim



The Hero Coin is in the first bonus level. At the start of the bonus level, use Dixie's helicopter and glide to the platform on the right.

Boss: Kieever's Kih



Kieever starts his attacks with three fireballs, then it's your turn to retaliate with a Kannonball. After you nail him with the ball, hooks drop from above. Use them to go to the other side where there's another island and a Kannonball. After three hits with the Kannonball, the sword breaks loose and chases you (however, you must still jump from side to side and hit it with a Kannonball). Dive works best for the last part - she can hold the ball with her hair, protecting her when the sword descends (and scoring a hit).

LEVEL 3 Krem Quay!



Key Areas

- (A) Barrel Baya!
- (B) Glimmer's Galleon!
- (C) Kong Killage
- (D) Fanky's Flight II
- (E) Monkey Museum
- (F) Knocked Klobber!
- (G) Rattle Battle!
- (H) Kubba's Kook
- (I) Slime Climb!
- (J) Swoaly's Bonus Boozoo
- (K) Bramble Blast!
- (L) Kudgel's Konfest

Glimmer's Galleon!



At the beginning of the stage, swim directly up. There's a bonus room above to the right. However, if you swim up and over the bonus room, you find a series of hidden rooms containing several bananas and a Hero Coin!

Slime Climb!



You can get to the Hero Coin after the second bonus area (the one where you use the Kannonball). Upon exiting the bonus area, piggyback and get the Exclamation Point Barrel overhead. Then swim under the End of Level Target to the right and get the coin.

Rattle Battle!



You can reach a bonus area at the very start of this stage. Piggyback and throw your partner up, and the Barrel Kannon shoots you to a ledge with the Bonus Barrel.

Bramble Blast!



Near the end of the stage, there's a horizontal zigzag of bramble with a trail of bananas. At the end is a Rattle. Fire out of the barrel and bounce off the flitter into a Barrel Kannon. When the Barrel Kannon launches you to the right, you land on another flitter. After hitting the flitter, immediately pull to the left and fall down a short pit with another Barrel Kannon at the bottom. This Kannon launches you up and onto Squawks' back. Now you can fly over and get the Hero Coin.



Boss! Kudgel's Konfest Kubba's Bouncing Relative



He looks just like Kubba, only darker. This goon has an easy pattern. First, he drops from above three times. Whenever he lands, jump because his ground stomp can freeze you temporarily. After the third drop, get away from him before he swings his club at you. After his swing, a TNT Barrel falls. Grab the barrel and throw it at Kudgel when he reappears. After the third set of three jumps, Kudgel does short jumps in the air and doesn't go offscreen any more, so stay on your toes!



LEVEL 4

Krazy Kremland



Key Areas

- (A) Hareket Hole
- (B) Kong Kullage
- (C) Target Terror!
- (D) Bramble Scramble!
- (E) Fussy's Fights II
- (F) Rickety Race!
- (G) Monkey Museum
- (H) Swanky's Bonus Bonanza
- (I) Mudhole Marsh!
- (J) Klumba's Klump
- (K) Rambo Rumble
- (L) King Zing Sting

Target Terror!



The second bonus level is after the Star Barrel. When the Kut-less appears in front of you and drops off the track, follow him. There's a hidden track below with a bonus level.

Bramble Scramble!



At the Star Barrel, you can jump through the bramble to the right. Then, as Squitter, make your way upward to an opening in the bramble to the left that's horizontally level with the Hero Coin.



Rickety Race!



The Hero Coin is near the end of the race. Derail the last Kut-less at the end of the ride, and the Hero Coin is all yours.



Mudhole Marsh!



Don't bother searching for the Hero Coin here — it's at the End of Level Goal. When you reach Klump (who is facing right), jump over him and use the barrels as a springboard to get the coin. The coin shows up briefly after the bunch of bananas, so timing is essential.

Rambo Rumble



After the Star Barrel, stop at this cave (if you go in, you will be turned into Rambo). There are two invisible hooks above you. Jump up to them and go over the hill to the right to get the Hero Coin.

Boss: King Zing Sting



As Squawks, the only way to harm Zing is to nail him from behind (hit his stinger). At first this is easy, but Zing gradually speeds up. After the second and fourth hits, Zing flies stingers in a radius three times, so keep your distance after hitting him. Following the sixth hit, he turns into a regular-sized Zinger, but has four guards. Each of his guards takes only one hit, while Zing takes two, but you must get rid of the guards first.

LEVEL 5 Gloomly Gulch!



Key Areas

- (A) Gloomly Grow
- (B) Monkey Museum
- (C) Haunted Hall!
- (D) Gassy Glade!
- (E) Kong Kollege
- (F) Sweetie's Bonus Bonanza
- (G) Parrot Chase Panic!
- (H) Kibbles' Kook
- (I) Web Woods!
- (J) Funky's Fighter!
- (K) Enemy Escape

Gloomly Grow!



At the "D," use Dixie to helicopter off the cliff toward the right. Then, when you're just past the lip of the cliff, pull toward the left. There's a Blast Barrel down there that jettisons you to the Hero Corn.

Haunted Hall!



The Hero Corn? It's at the end of the stage in the opening to the left of the goal.

The Two Bonus Levels



After the second gate, jump onto the track before the dropoff. Then, jump again before going into the tunnel. This takes you to yet another hidden bonus level!



Gassy Glade!



At the beginning of the stage, piggyback over the mountain to the left, and you can find Ratty!

Parrot Chase Panic!



An easy find. At the beginning of the stage, jump off the cliff and helicopter to the left. The corn is on a small ledge.

The stage is much easier if you use the snake – his jumping abilities make navigating the various mountains a snap. Just be careful when the wind starts blowing.



To get the Hero Corn in this stage, use Dixie's helicopter spin to fly off the tall cliff toward the right.

Web Woods!



The two bonus levels are difficult to find. After turning into Sasitar, notice the arrow of bananas pointing to the left. Past the arrow (to the right) is Klump with a Kannon. Walk up to Klump and wait for him to fire a slow cannonball to the left. If you follow the Kannonball using web bridges, it will blow a hole in the cliff and reveal the bonus stage. There's another bonus near the end that is revealed the same way. Don't bother searching for the Hero Corn – it's at the End of Level Goal.

Boss: Kreepy Krow Back for More!



Krow returns. Although he's a ghost, he can still be harmed. For the first part of his attack, he sends little vultures at you. After jumping on them, a barrel appears. Throw the barrel at Krow, and hooks drop from above. Climb up to the rope ladder, but be careful – eggs drop from above and some are even launched from the sides. At the next platform, repeat what you did in the first part, then climb up while dodging more eggs. The last part is the same as the first, only your enemies are faster.

LEVEL 6 K. Krow's Keep



Key Areas

- (A) Arctic Abyss
- (B) Monkey Museum
- (C) Windy Well
- (D) Kong Kalliope
- (E) Kubba's Kiosk
- (F) Castle Crush!
- (G) Clapper's Cavern!
- (H) Fanky's Rights!
- (I) Chain-Link Clamber!
- (J) Swoozy's Balsa Bonanza
- (K) Toxic Tower!
- (L) Sprogheld Showdown
- (M) [Unlabeled]

K. Krow's castle! It's loaded with nasty traps, but here are some highlights, including where to find the elusive Hero Coins.

Arctic Abyss



After the Star Barrel, there's a stretch leading up that's filled with Shuri. At the top, charge up Enguarde and swim to the right. The water drops, but the momentum should be enough to let him get the coin.

Windy Well



Past the Star Barrel, after the vertical passage with the two Krooks on the right, you can get the Hero Coin. To get it, stand on the ledge above the two Krooks, and run and jump off to the right. Keep pulling to the right as you float. You should float under the two Zingers and get the coin while you ascend.

Castle Crush!



If you move fast enough, you can get the Hero Coin. At the Star Barrel, as Squawks, fly up as fast as you can before the rising floor seals the coin off.

Clapper's Cavern!



At the beginning of the stage, jump up onto the hook and move to the right. There's a cave with a bonus level. Complete the bonus level, and when you exit, piggyback your partner up to a hook offscreen. This leads up to a Hero Coin.

Goodies Galore



After the Star Barrel, there's a single banana above you. Grab it to become temporarily invincible. Jump off the ice cliff and swim below – there are several Banana Coins and other items to collect.



Donkey Kong 2

Chain-Link Chamber! Exclamation Point Barrel



An Exclamation Point Barrel is hidden in the wall just before the chain grid that is loaded with Zingers. If you grab it, it'll make navigating the grid easier.

Toxic Tower!



The Hero Coin is down a narrow shaft covered by a Zinger. Jump on the Zinger, fall down the shaft, and get the coin. A Barrel Kannon at the bottom blasts you back up.

Bonus Level



When you change into Squatter, you find a Zinger in the room against the wall to the right. Shoot the Zinger and collect a single banana. Building web bridges, you can walk through the wall at that banana that leads to a Bonus Barrel.

Tricky Bonus Level



On your way up to the two Klumps with Kannon, there's a secret passage to the right at the single banana with the letter "M" and the Hero Coin! There's also a bonus level in the cave by the two Kannon. After successfully navigating to the top of the two parallel vertical chains, move to the right. Climb up the chain, then jump into the wall that is level with the two Klumps to find a hidden entrance. Dispatch the two Klumps and enter the cave for the bonus level.



Life at the Top



Upon reaching the top, don't be in a hurry to tag the goal. There's a Green Balloon hidden up here. Jump on the chain and helicopter past the goal to the right. The toxic goo recedes. There is a small corridor under the End of Level Goal that has an invisible Green Balloon at the end of it.

Stronghold Showdown



There are two Banana Coins and a Red Balloon in the offscreen space above. Use piggyback throws to find them.

LEVEL 7 The Flying Krock



This is it — the final showdown... or is it? After racing Screech, take on K. Roo!

Key Areas

- (A) Screech's Sprint
- (B) K. Roo Duel
- (C) Kong Fatigue
- (D) Funky's Rights II

Screech's Sprint Beating Screech



The Hero Coin is located past the first banana arrow that is pointing down. Go right past the arrow along the narrow corridor and then down. Get the coin, then go down into the Barrel Kannon. You should get jettisoned back into the race. As for the race, your opponent, Screech, isn't slowed by Zingers and other flying obstacles. However, he is incredibly slow on turns, and that's where you can zoom ahead.

K. Roo Duel



K. Roo uses a blunderbuss, which fires a variety of items. He always attacks three times, then gives you an opportunity to retaliate after each third attack. The objective is simple. When his gun turns into a vacuum, throw the cannonball he leaves you into it. The gun blows up on him, but be aware that a shot is still fired. After every third attack, a DK Barrel shows up so you can replace your fallen buddy. Finally, never get close to K. Roo because he uses his gun like a baseball bat, too!

Win a Free Game

from

GAMEPRO

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or small mail it back to GamePro by March 27, 1996. You'll be entered into a contest to win the video game of your choice. The runners-up will win the strategy guide of their choice from Infotainment World Books.

Your name _____ Age _____
 Address _____
 City _____ State _____ Zip _____ Phone _____

1) Please indicate whether you read and/or how useful you found each of the following articles from the March issue of GamePro. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

The Cover All / Some / None 5 4 3 2 1
 Letter from the GamePros All / Some / None 5 4 3 2 1
 The Mail All / Some / None 5 4 3 2 1
 GamePro Gallery All / Some / None 5 4 3 2 1
 Buyers Beware All / Some / None 5 4 3 2 1
 ProNews All / Some / None 5 4 3 2 1
 GamePro Labs All / Some / None 5 4 3 2 1

The GameMakers:

Designer Randy Breen All / Some / None 5 4 3 2 1
 Nintendo 64
 Stakes Up Shoshenka! All / Some / None 5 4 3 2 1

Online Insanity &

XBand X-Client All / Some / None 5 4 3 2 1

Hot at the Arcades All / Some / None 5 4 3 2 1

Short ProShots All / Some / None 5 4 3 2 1

PC GamePro All / Some / None 5 4 3 2 1

PlayStation ProReviews All / Some / None 5 4 3 2 1

Saturn ProReviews All / Some / None 5 4 3 2 1

Genesis ProReviews All / Some / None 5 4 3 2 1

Super NES ProReviews All / Some / None 5 4 3 2 1

3DO ProReviews All / Some / None 5 4 3 2 1

Jaguar ProReviews All / Some / None 5 4 3 2 1

Neo-Geo ProReviews All / Some / None 5 4 3 2 1

Portable Systems ProReviews All / Some / None 5 4 3 2 1

Quick Hits ProReviews All / Some / None 5 4 3 2 1

Sports Pages All / Some / None 5 4 3 2 1

Role-Player's Realm All / Some / None 5 4 3 2 1

ProStrategy Guide

Donkey Kong Country 2 All / Some / None 5 4 3 2 1

Fighter's Edge All / Some / None 5 4 3 2 1

SWATPro Bonus Section All / Some / None 5 4 3 2 1

SWATPro All / Some / None 5 4 3 2 1

2) What game systems do you currently own?

- 32X Jaguar
 3DO Macintosh computer
 CD-I Neo-Geo
 DOS/Windows computer PlayStation
 Game Boy Saturn
 Game Gear Sega CD
 Genesis Super NES
 Virtual Boy

3) Please indicate which of the following publications you purchase or read at least 5 times per year:

- Die Hard Game Fan GamePro
 Electronic Gaming Monthly Next Generation
 Electronic Gaming Monthly 2 Nintendo Power
 Game Players Video Games
 Tips & Tricks

4) Have you ever visited GamePro Online on America Online?

- Yes No

If yes, how useful was it? Circle "5" for "very useful" to "1" for "not at all useful" 5 4 3 2 1

5) How did you get this copy of GamePro?

- Subscribed
 Purchased at the newsstand
 Other _____



Enter and Win!

To be eligible to win a free game of your choice, mail, e-mail, or fax your completed survey to:

Mail: GamePro Survey
 P.O. Box 5569
 San Mateo, CA 94402

E-mail: comments@gamepro@ibm.com
 (Please enter "GamePro Survey" in the subject line.)

Fax: 415/549-7482

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

PlayStation

STREET FIGHTER ALPHA

Part
Two

Last month, we took you through Street Fighter Alpha's basic skills, showed you how its combo system works, and gave you the moves and combos

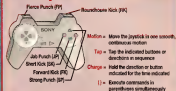
for Ken, Ryu, Chun-Li, Charlie, Adon, and Birdie. In this installment, you'll find a complete breakdown of the rest of the fighters – including the hidden ones.

By Bruised Lee

(Special thanks to David Gracia and Darren Yager)



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 Forward and Away commands.

Linking Moves

Following is a list of moves each character can link together to form combos (except M. Bison, who has no known linking moves). These chain moves can be interrupted by a two-in-one with some special and even super moves

Akuma

Standing JP to a standing SP to a crouching RK

Crouching SK to a crouching RK

Crouching SK to a crouching FK to a crouching RK

Guy

Standing JP to a standing SP to a standing FP to a standing RK

Crouching SK to a crouching FK to a crouching RK

Dan

Standing JP to a standing SP

Crouching JP to a crouching SP

Sagat

Standing JP to a standing SP to a standing RK

Standing JP to a standing SP to a crouching RK

Sekou

Standing JP to a standing FK to a standing RK

Standing JP to a standing SP to a crouching RK

Standing SK to a standing FK to a standing RK

Standing SK to a standing FK to a crouching RK

Rose

Crouching SK to a crouching FK to a crouching RK

General Strategies

Here are some basic skills you should know when playing these fighters.

Akuma



As Akuma, constantly assault your opponent with jab and fierce air fireballs. Akuma's wide variety of attacks and supers is another strength. His attacks have slightly different timing than the other characters' and take practice to master. In the hands of a master, however, Akuma is a force to be reckoned with.



Guy

Basically a ground-based fighter, Guy's enormous jump prevents him from



using the air as a viable means of attack. When fighting at a distance, two-in-one Guy's standing forward with his fierce Bushido Leap. Also, use his forward and roundhouse Rising Spin Kick to go through projectiles and to counter low attacks. When in close, change up his overhead attack (Forward and strong) with his sweep/slide (crouching forward to crouching roundhouse) to confuse opponents.

Dan

Dan is a worthless character and is in the game as a parody of Neo-Geo fighting games. He has a few moves that can be linked, but his Gale Kick is too slow. Put bluntly, Dan just sucks.



Segal

Segal is slower in SFA than in any other version



of SF. Also, his jump is low and so abrupt that crouching up with combos is difficult. The ideal way to play him is defensively. Constantly assault an opponent with low and high fireballs and counter jumps with a standing roundhouse. If you corner an opponent, throw fireballs along with an occasional standing roundhouse to keep them trapped.

Sodom

Sodom's fighting is all about in-close corner pressure. Use his side



(crouching roundhouse) to counter close projectiles and apply his standing short/standing forward/standing roundhouse combo as an opponent rises. Follow the combo with an uppercut or slide to keep them trapped. If an opponent lines a low attack after Sodom has been knocked down, use his Jizo Super - it goes through just about anything (except Rose's crouching jab).

Rose



Rose is a very reactive character. Her fireball is weak offensively, but is useful for countering projectiles. Her Soul Reflect can effectively absorb or reflect projectiles, allowing an occasional counter-attack. Her Soul Kick is perfect for countering most jump attacks, except those with high-priority (such as Ryu, Ken, Akuma, and Chun-Li's jumping short and Sodom's jumping forward). Any of her jumping locks works well against a taller opponent because it's difficult to time uppercuts and flash locks as the opponent is rising.

Bison



M. Bison's lack of combos is compensated by the massive damage his regular and super attacks inflict. His Head Stomp is a great way to counter projectiles, while his Scissors Kick is an effective way to repel an attacker that is closing in. His jab fireball is another strength. Use it on large characters; its slow speed makes it difficult for them to connect to time jumps.



GUY

Devastating Combos

Fists of Fury Combo



Tap JP



Tap JP



Tap JP



Tap SP



Hold ↓, tap FP

Motion ↓ ↘ →
FK, tap FKAnother
Devastating
ComboThree-Hit
Rising KickTap SP, two-in-one,
motion ↓ ↘ ← FK
for two hits

Four-Hit Swoop



Tap JP



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK

Slide Tackle Combo



Hold ↓, tap JP



Tap SP

Hold ↓, tap FP,
two-in-oneMotion ↓ ↘ →
FK, tap FK

Eleven-Hit Super Bushido Rage

Note: Your Super bar must be at Level Three to register all the hits

Jump in deep,
tap RK

Tap JP



Tap JP



Tap SP, two-in-one

Motion ↓ ↘ →
↓ ↘ → [SK FK
RK] for seven
hits

Super Moves

Bushido Rage

Motion ↓ ↘ → ↓ ↘ → any kick

Bushido Jump

Motion ↓ ↘ → ↓ ↘ → any punch

Special Moves

Overhead Slaw

Tap (→) SP

Elbow Drop

While in the air, tap (↓) SP

Bushido Run

Motion ↓ ↘ → any lock

Note: Push the following
kick button to execute a
move at the end of the run:
SK stops without attacking,
FK is a running slide kick,
RK is a short jump kick.

Bushido Leap

Motion ↓ ↘ → any punch

Note: Tapping a punch button
during the move causes Guy
to perform the Drooping
Elbow Attack if Guy is above
his opponent, tap Punch, and
he throws them

Rising Spin Kick

Motion ↓ ↘ ← any kick

Alpha Counter

Motion ← ↘ ↓ any kick

Dan

4-Bit
Combos

Devastating Combos

Marginally Acceptable Five-Hit Combo

Cross up, tap
FK

Tap JP

Hold ↓, tap SP,
two-in-one

Motion ↘ ← FK



"Understanding" One-Two Punch Combo



Cross up, tap FK



Tap JP



Tap SP

Cross up, tap
FKHold ↓, tap SK,
two-in-oneMotion ↘ → ↓
↘ → [SK FK
RK] for six hits

Poor Eight-Hit Super Combo

Note: Your Super bar must be at Level Three
to register all the hits

Super Moves

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ →
any punch

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ →
any kick

Fury Kick

Motion ↓ ↘ → ↓ ↘ →
any kick

Special Moves

Fireball

Motion ↓ ↘ → any punch

Dragon Punch

Motion → ↓ ↘ any punch

Gale Kick

Motion ↓ ↘ ← any kick

Alpha Counter

Motion ← ↘ ↓ any kick

More Devastating Combos

Three-Hit Sorry-Fireball Combo

Jump in deep, tap FK, hold ↓, tap JP,
two-in-one, motion ↘ → FP

Generic Three-Hit Combo

Jump in deep, tap FK, tap SK, two-in-one,
motion → ↓ ↘ FP

Sagat

Devastating Combos

Another Devastating Combo

Super Moves

Tiger Genesis

Motion \downarrow \rightarrow \downarrow \rightarrow any kick

Tiger Cannon

Motion \downarrow \rightarrow \downarrow \rightarrow any punch

Tiger Raid

Motion \downarrow \leftarrow \downarrow \leftarrow any kick

Five-Hit Tiger Crusher Combo



Jump in deep, tap FK



Tap JP

Hold \downarrow , tap FK, two-in-oneMotion \rightarrow \downarrow \rightarrow RK

Three-Hit Tiger Bomb

Jump in deep, tap RK, hold \downarrow , tap FK, two-in-one, motion \rightarrow \rightarrow RK

Four-Hit Tiger Kick Combo



Jump in deep, tap RK



Tap JP



Tap SP



Tap RK



Jump in deep, tap RK



Tap JP



Tap SP, two-in-one

Motion \downarrow \rightarrow \downarrow \rightarrow [SK FK RK] for 12 hits

Seven-Hit Rising Tiger



Cross up, tap SK



Tap JP



Tap SP, two-in-one

Motion \rightarrow \downarrow \rightarrow FP

Four-Hit Jitte Scissors



Jump in deep, tap RK



Tap JP

Hold \downarrow , tap FP, two-in-oneMotion \rightarrow \downarrow \rightarrow FP

Four-Hit Face Plant



Jump in deep, tap FP



Tap JP



Tap SP



Tap FP

Five-Hit Carpet Bomber



Cross up, tap RK



Tap SK



Tap FK



Tap RK

Motion \downarrow \rightarrow \rightarrow any kick

Devastating Combos

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits.



Jump in deep, tap FP



Tap SK



Tap FK, two-in-one

Motion \downarrow \rightarrow \downarrow \rightarrow [JP SP FP] for six hits

Another Devastating Combo

Three-Hit Jitte Chop

Jump in deep, tap RK, tap JP, two-in-one, motion \rightarrow \downarrow SP

Super Moves

Mega Jitte Slice

Motion \downarrow \rightarrow \downarrow \rightarrow any punch

Mega Power Bomb

Motion two 360-degree circles starting from any direction and any punch

Special Moves

Slide Kick

Tap (\downarrow RK)

Jitte Slice

Motion \rightarrow \downarrow \rightarrow any punch

Power Bomb

Motion \downarrow \rightarrow \rightarrow any punch

Carpet Bomb

Motion \downarrow \rightarrow \rightarrow any kick

Alpha Counter

Motion \leftarrow \downarrow \leftarrow any punch

Sodom

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits.



Jump in deep, tap FP



Tap SK



Tap FK, two-in-one

Motion \downarrow \rightarrow \downarrow \rightarrow [JP SP FP] for six hits

Another Devastating Combo

Three-Hit Jitte Chop

Jump in deep, tap RK, tap JP, two-in-one, motion \rightarrow \downarrow SP

Super Moves

Mega Jitte Slice

Motion \downarrow \rightarrow \downarrow \rightarrow any punch

Mega Power Bomb

Motion two 360-degree circles starting from any direction and any punch

Special Moves

Slide Kick

Tap (\downarrow RK)

Jitte Slice

Motion \rightarrow \downarrow \rightarrow any punch

Power Bomb

Motion \downarrow \rightarrow \rightarrow any punch

Carpet Bomb

Motion \downarrow \rightarrow \rightarrow any kick

Alpha Counter

Motion \leftarrow \downarrow \leftarrow any punch

Devastating Combos

Six-Nit Takedown Combo



Cross up, tap FK

Hold ↓, tap JP

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap FK

Hold ↓, tap RK

Another Devastating Combo

Three-Nit Soul Upper Combo

Jump in deep, tap RK, hold ↓, tap JP, hold ↓, tap FP

Four-Nit Cartwheel Combo



Jump in deep, tap FP

Hold ↓, tap JP

Hold ↓, tap JP

Tap RK

Four-Nit Soul Flat Combo



Jump in deep, tap RK

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap SP

Seven-Nit Super Soul Rush Combo

Note: Your Super bar must be at Level Three to register all the hits.



Jump in deep, tap FP

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap FK, two-in-one

Motion ↓ ↘ → ↓ ↘ → (JP SP FP)

Special Moves

Slide Kick

Tap (↘ FK)

Soul Spark

Motion ← ↓ ↘ → any punch

Soul Catch

Motion → ↓ ↘ any punch

Alpha Counter

Motion → ← ↓ any punch

Soul Reflect

Motion ↓ ← + any punch
Note: Press JP to absorb projectiles into your Super meter; SP to reflect projectiles back; and FP to reflect projectiles up diagonally.

Super Moves

Aura Soul Spark

Motion ← ↓ ← ↓ ← + any punch

Aura Soul Catch

Motion ↓ ↘ → ↓ ↘ → any punch

Soul Illusion

Motion ↓ ↘ → ↓ ↘ → any kick



Devastating Combos

7-Nit Crashdown

Hyper Combo



Jump in deep, tap RK

Tap RK

King Combo



Hold ←, tap SK, two-in-one

Tap (→ RK)

Monster Combo



Hold ←, tap SK, two-in-one

Tap (→ FP)

Super Moves

Knee Press

Charge ← two seconds, tap →, ←, (→ any kick)

Psycho Crusher

Charge ← two seconds, tap →, ←, (→ any punch)

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion → ↓ ← (JP SP FP) or (SK FK RK)

Alpha Counter

Motion → ← ↓ any punch

Need Stomp

Charge ↓ two seconds, tap (↑ any kick)

Demon Flight

Charge ↓ two seconds, tap (↑ any punch)

Scissors Kick

Charge ← two seconds, tap (→ any kick)

Psycho Aura

Charge ← two seconds, tap (→ any punch)



**Johany Ballgame's
Exclusive Playbook to**

**Special
Strategy
Guide**



**Madden
NFL '96**

GamePro gives you a peek into the playbook of the NFL teams, pointing out the seven best offensive and three best defensive plays.

By Johany Ballgame

Four Super Strategies

Offense



On offense, move players around so that your opponent can't key in on your stars. For example, at the substitution screen, switch the sides of your receivers in a couple of formations. Or, if you have a couple of running backs who are of equal strength, try to use one in the I formation while using the other in Pro, Far/Near, and so on. Don't be afraid to substitute a wide receiver for a halfback - the change of speed might throw your opponent off. You should also substitute in a wide receiver for the slower-footed wide ends.



Set your audibles so that, on offense, you have one running play

(I Form Toss or Pro Off Tackle), one short passing play (the Pro Double Flares works well), and one bomb (I Form Slant and Go or Madden Bomb). This way, no matter what defense you're up against, you have a counterattack. On defense, try and pick one base (4-3 or 3-4), one pass defense (nickel or dime), and one play against the run.

Defense



The best defensive strategy, no matter what the formation, is using a defensive lineman to rush the QB - especially if you substitute a defensive back (safety or cornerback) for a lineman. It's a bit of a cheap move, but it works. If the play is a run, you're in the front line to stop it; if it's a pass, you go for the sack. If the QB gets the pass off, press Button C to throw your hands up and try to deflect the ball. Then press Button B to switch to one of the defensive

Hidden Teams

Enter these button presses at the team select screen.
CB BBBBC: NFC Pro Bowl
CB BACBA: AFC Pro Bowl
CB ABBCA: Hall of Fame 1
CB ACACC: Hall of Fame 2

CB BAAAB: All-Madden '95
ABCBBAC: '93 Cowboys
ACCBACC: '66 Packers
BACCCAA: '84 Dolphins
BCABCBA: '68 Jets
BCBBCAC: '78 Steelers

backs. Press Button C when the ball comes toward you and try for the knockdown or interception.

Passing Plays



On passing plays, if your QB has an open lane to run, take it and try for the first down. You can rack up a lot of yards this way if you have a speedy scrambler like Young, Cunningham, or Blake as your leader. Be careful not to do this too much, or you might lose your QB to injury. When you're the

receiver, hit Start while the ball is in the air to push the defenders out of the way. You can often make catches in double coverage using this technique.

Stars



Whenever the game is on the line and you need a big play, look to your stars to win for you in the clutch. The game is based on reality, and the big-time players - like Rice, Marino, Smith - have the best chance of winning the ballgame.

San Francisco 49ers



PRO TIP: Use the PA Pass to J. Rice for a first down in clutch situations.

Offense

- (Pro) Cross Pass
- (I) Slam 'n' Go
- (Shotgun) All In
- (Shotgun) Deep Out
- (Single) PA Pass
- (Pro) Quick Out
- (Madden) Slant

Defense

- (4-3) 46 Fire
- (4-3) Contain
- (4-3) Breaker

San Diego Chargers



PRO TIP: The Flex Bomber puts heated pressure on the QB.

Offense

- (Pro) HB Sweep
- (Far/Near) Off Tackle
- (Shotgun) QB Waggle
- (Run and Shoot) Curis
- (I) 36 Slam
- (Run and Shoot) Quick Posts
- (Madden) Toss Left/Right

Defense

- (4-3) Flex Bomber
- (4-3) Bear Attack
- (3-4) LB Blitz

Pittsburgh Steelers



PRO TIP: Put K. Stewart in at the QB and run the Wishbone. This play is the best Goal Line play and almost always works on the two-point conversion.

Offense

1. (Goal Line) Wishbone
2. (Far/Near) Rollout
3. (I) 36 Slant
4. (Far/Near) Off Tackle
5. (Pro) HB Trap
6. (Run and Shoot) Hook 'n' Go
7. (I) PA Streaks

Defense

1. (3-4) LB Blitz
2. (3-4) Aca Flush
3. (3-4) Viper Strike



Madden NFL '96

Buffalo Bills



PRO TIP: Use the All Streak to find A. Reed deep or #34 down the middle.

Offense

1. (Single) HB Screen
2. (Far/Near) Flood
3. (Pro) HB Toss
4. (Madden) Slant
5. (Pro) All Streak
6. (Shotgun) QB Waggle
7. (Shotgun) Deep Outs

Defense

1. (4-3) Wrangler
2. (Nickel) Outs
3. (4-3) Breaker

Oakland Raiders



PRO TIP: Substitute J. Jett in at HB and watch him fly.

Offense

1. (Shotgun) QB Waggle
2. (Madden) Bomb
3. (Shotgun) Deep Outs
4. (Run and Shoot) Quick Posts
5. (Madden) Slant
6. (Shotgun) All In
7. (Madden) Toss

Defense

1. (4-3) 46 Fire
2. (4-3) 46 Dragon
3. (Nickel) 3 Deep

Miami Dolphins



PRO TIP: The biggest play in the Miami arsenal is the Quick Out to TE E. Cross.

Offense

1. (Far/Near) HB Screen
2. (Pro) Quick Outs
3. (Far/Near) Flood
4. (Shotgun) QB Waggle
5. (Shotgun) Deep Outs
6. (I) Flies
7. (Madden) Sideline

Defense

1. (4-3) 46 Fire
2. (4-3) Wrangler
3. (4-3) 3 Deep

Dallas Cowboys



PRO TIP: If you toss the ball to E. Smith, he'll eventually break for a long run.

Offense

1. (Madden) Toss Left/Right
2. (Pro) All Streak
3. (Run and Shoot) PA Pass
4. (Shotgun) Deep Outs
5. (Far/Near) Off Tackle
6. (Madden) Slant
7. (Single) HB Screen

Defense

1. (4-3) Cowboy SE
2. (4-3) C-Boy Zone
3. (Nickel) Outs

Arizona Cardinals



PRO TIP: Use the HB Screen to get the ball to G. Hearst in the open field. He's a speedy and elusive runner who could turn any screen into a 50-yard gain.

Offense

1. (Pro) HB Toss
2. (Pro) Cross Pass
3. (Single) HB Screen
4. (Single) Off Tackle
5. (Shotgun) QB Waggle
6. (I) Slant 'n' Go
7. (Pro) All Streak

Defense

1. (4-3) 46 Admiral
2. (4-3) 46 Galaxy
3. (4-3) 46 Dragon

Atlanta Falcons



PRO TIP: Substitute E. Metcalf in as an HB if you are having trouble getting him the ball. Run the toss play and try and get him around the corner.

Offense

1. (Run and Shoot) Quick Post
2. (I) Slant 'n' Go
3. (Run and Shoot) Double X's
4. (Shotgun) QB Waggle
5. (Run and Shoot) Curls
6. (Shotgun) Deep Outs
7. (Pro) HB Toss

Defense

1. (4-3) Tal Strike
1. (4-3) Tal M22
3. (Nickel) 3 Deep



Madden NFL '96

Cincinnati Bengals



PROTIP: The fast receivers on the Bengals run right by the DBs in the curl and get you big yardage.

Offense

1. (Run and Shoot) Flood
2. (Shotgun) Deep Outs
3. (I) WR Outs
4. (Run and Shoot) Curl
5. (Shotgun) QB Waggle
6. (Run and Shoot) Double X's
7. (Single) WR Screen

Defense

1. (4-3) 3 Deep
2. (4-3) Breaker
3. (Nickel) 2 Deep

Denver Broncos



PROTIP: S. Sharpe is your most dependable receiver. Get him the ball when you need those tough yards.

Offense

1. (Pro) Quick Outs
2. (Pro) Cross Pass
3. (I) TE Slant
4. (Shotgun) QB Waggle
5. (Far/Near) Rollout
6. (Shotgun) Deep Outs
7. (Pro) Hook 'n' Ladder

Defense

1. (4-3) Key HB
2. (4-3) Contain
3. (4-3) 46 Admiral

Green Bay Packers



PROTIP: On the Shovel pass, get the ball to #80 C. Jordan on the left side of the field. He's one of the fastest players in the game.

Offense

1. (Pro) All Streak
2. (I) Quick Slant
3. (Shotgun) All In
4. (Single) Circle Pass
5. (Far/Near) Flood
6. (Single) HB Screen
7. (Shotgun) Shovel Pass

Defense

1. (4-3) 3 Deep
2. (Nickel) Prince Blitz
3. (4-3) Key HB

Chicago Bears



PROTIP: Throw the Deep Out to C. Conway and reap the rewards of touchdowns.

Offense

1. (Shotgun) Deep Outs
2. (Pro) HB Sweep
3. (Far/Near) Rollout
4. (I) Toss
5. (I) Draw Left
6. (I) WR Outs
7. (Single) HB Screen

Defense

1. (4-3) Flex 2 Deep
2. (4-3) Flex Bomber
3. (Dime) Tight Man

Cleveland Browns



PROTIP: On the Rollout pass, look to A. Rison to make the first down.

Offense

1. (Pro) HB Toss
2. (Far/Near) Rollout
3. (Far/Near) Off Tackle
4. (Single) HB Screen
5. (Pro) HB Sweep
6. (I) 36 Slam
7. (Far/Near) Flood

Defense

1. (4-3) Bear Road
2. (4-3) Flex Bomber
3. (4-3) Taken Strike

Detroit Lions



PROTIP: Throw the ball to B. Sanders as he comes out of the backfield and use his speed to make it down the sideline.

Offense

1. (Madden) Toss Left/Right
2. (Run and Shoot) Deep Flood
3. (Run and Shoot) HB Flats
4. (Run and Shoot) Hook 'n' Go
5. (Single) Off Tackle
6. (Shotgun) Double Flares
7. (Run and Shoot) Quick Posts

Defense

1. (4-3) 46 C More
2. (4-3) 3 Deep
3. (4-3) Wrangler

Philadelphia Eagles



PROTIP: The HB Trap is a quick-killing run play that R. Wetton can break for big yardage.

Offense

1. (Single) HB Screen
2. (Shotgun) QB Waggle
3. (Run and Shoot) Curl
4. (Shotgun) Deep Outs
5. (Madden) Toss Left/Right
6. (Pro) Sweep
7. (Pro) HB Trap

Defense

1. (4-3) Tal Strike
2. (4-3) Tal MZ2
3. (4-3) Flex 3 Deep

Indianapolis Colts



PRO TIP: Follow your blocking on the sweep. When a lane opens, cut up the field to gain the most yards.

Offense

1. (Pro) HB Sweep
2. (Madden) Toss Left/Right
3. (Pro) Quick Outs
4. (Run and Shoot) Flood
5. (Run and Shoot) Curbs
6. (Pro) All Streak
7. (Shotgun) Deep Outs

Defense

1. (4-3) Bear Attack
2. (4-3) Talon Strike
3. (4-3) Breaker



Madden NFL '96

Minnesota Vikings



PRO TIP: Missile (smart not only has breakaway speed, but also catches the ball in a crowd.

Offense

1. (Shotgun) QB Waggle
2. (Run and Shoot) Hook 'n' Go
3. (Run and Shoot) Curbs
4. (Shotgun) Deep Outs
5. (Pro) All Streak
6. (Run and Shoot) Quick Outs
7. (Run and Shoot) Deep Flood

Defense

1. (4-3) 3 Deep
2. (Nickel) Outs
3. (4-3) 46 Admiral

New England Patriots



PRO TIP: B. Coats is often open in the Hook 'n' Ladder as the DBs concentrate on the wide out.

Offense

1. (Pro) All Streak
2. (Single) HB Screen
3. (Pro) Quick Outs
4. (Pro) Hook 'n' Ladder
5. (Pro) TE Corner
6. (Shotgun) QB Waggle
7. (I) TE Up/Out

Defense

1. (4-3) Bear Road
2. (4-3) Breaker
3. (Nickel) Outs

New Orleans Saints



PRO TIP: Use the HB Pass to draw the defense up, then throw the ball downfield to Q. Early.

Offense

1. (I) HB Pass
2. (I) 36 Slam
3. (I) HB Screen
4. (Pro) Quick Outs
5. (Pro) Cross Pass
6. (Far/Near) Rollout
7. (Shotgun) Deep Outs

Defense

1. (4-3) Key HB
2. (4-3) 46 Dragon
3. (4-3) Talon Zone

New York Giants



PRO TIP: Substitute H. Walker at FB and use the FB Screen to get him the ball. For the best results, take it down the sideline.

Offense

1. (Pro) FB Screen
2. (I) FB Dive
3. (Pro) Double Flares
4. (Shotgun) QB Waggle
5. (Far/Near) Flood
6. (Madden) Sideline
7. (Shotgun) Deep Outs

Defense

1. (4-3) 46 Fire
2. (4-3) Key HB
3. (Nickel) Prntz Zone

New York Jets



PRO TIP: Use the Toss plays to draw the defense up. He's much faster than Moore and can get around the corner easier.

Offense

1. (Pro) Quick Outs
2. (Single) HB Screen
3. (Madden) Toss Left/Right
4. (Run and Shoot) Flood
5. (Run and Shoot) Curbs
6. (Pro) Cross Pass
7. (Run and Shoot) Quick Post

Defense

1. (4-3) Contain
2. (Nickel) Prntz Blitz
3. (Dime) Medium Zone

Houston Oilers



PRO TIP: The WR Outs pattern is the most assistive first-down maker in the Oilers' playbook.

Offense

1. (I) WR Outs
2. (Far/Near) Flood
3. (I) 36 Slam
4. (Run and Shoot) Quick Outs
5. (Shotgun) QB Waggle
6. (Run and Shoot) HB Flats
7. (I) HB Pass

Defense

1. (4-3) 46 Galaxy
2. (4-3) Wrangler
3. (6-3) 46 Monarch



Madden NFL '96



Kansas City Chiefs



PRO TIP: The 46 Wrangler best sets off the awesome pass rush of #58.

Offense

1. (Madden) Sceline
2. (Pro) Quick Outs
3. (Single) PA Pass
4. (Run and Shoot) Quick Posts
5. (Shotgun) QB Waggle
6. (I) Slant 'n' Go
7. (Madden) Toss Left/Right

Defense

1. (4-3) Wrangler
2. (4-3) Bear Attack
3. (4-3) Flex 3 Deep

St. Louis Rams



PRO TIP: The Deep Flood leaves J. Bettis open down the middle of the field for a big gain.

Offense

1. (I) 36 Slam
2. (Far/Near) Off Tackle
3. (Madden) Toss Left/Right
4. (Pro) Quick Outs
5. (Single) HB Screen
6. (Run and Shoot) Deep Flood
7. (I) WR Outs

Defense

1. (4-3) Flex Bomber
2. (4-3) Bear Attack
3. (4-3) Key HB

Seattle Seahawks



PRO TIP: Get the ball to C. Warner on the run by throwing it to him out of the Flood formation.

Offense

1. (Run and Shoot) Flood
2. (Madden) Toss Left/Right
3. (I) Quick Slant
4. (Pro) All Streak
5. (Pro) Quick Outs
6. (Single) HB Screen
7. (I) HB Pass

Defense

1. (4-3) 2 Deep
2. (4-3) CornCan
3. (4-3) 46 Fire

Tampa Bay Buccaneers



PRO TIP: When you're in Shotgun formation and the defense expects a pass, you can pick up big yardage by tossing the ball to E. Albert in the backfield.

Offense

1. (Shotgun) HB Toss
2. (Shotgun) QB Waggle
3. (Madden) Toss Left/Right
4. (Shotgun) Deep Outs
5. (Run and Shoot) Curbs
6. (Single) HB Screen
7. (Shotgun) Double Flares

Defense

1. (Nickel) Pirate Blitz
2. (Nickel) Pirate Zone
3. (4-3) Bear Attack

Washington Redskins



PRO TIP: K. Harvey is one of the better LBs in the game. Use his speed to your advantage by blitzing him from the outside.

Offense

1. (Pro) All Streak
2. (I) Toss
3. (Shotgun) QB Waggle
4. (Run and Shoot) Quick Outs
5. (Run and Shoot) Curbs
6. (I) PA Streaks
7. (I) 36 Slam

Defense

1. (4-3) Wrangler
2. 3-4 LB Blitz
3. (3-4) Ace Flash

Jacksonville Jaguars



PRO TIP: Blitz your LB up the middle between the center and guard. This is the best blitz defense in the game.

Offense

1. (Run and Shoot) PA Pass
2. (I) 36 Slam
3. (Madden) Toss Left/Right
4. (Run and Shoot) Quick Posts
5. (I) Slant 'n' Go
6. (I) PA Streaks
7. (Far/Near) Rollout

Defense

1. (4-3) 46 Fire
2. (Nickel) Outs
3. (4-3) 46 Galaxy

Carolina Panthers



PRO TIP: The LB Blitz will not only put pressure on the QB, but also stops the outside run.

Offense

1. (I) 36 Slam
2. (Far/Near) Roll Out
3. (Madden) Sceline
4. (Pro) HB Flares
5. (I) HB Toss
6. (Pro) Quick Outs
7. (Single) Off Tackle

Defense

1. (3-4) LB Blitz
2. (3-4) Ace Flash
3. (3-4) Crimson Tide

GAMEPRO

Cynthia Sandor, Associate Publisher
Sara Wood, Advertising Coordinator

Advertising Sales Offices

(For advertising sales calls only, please.)

Western United States

Cynthia Sandor
Associate Publisher
(415) 206-2545

John Duffin
Sales Associate
(415) 206-2549
951 Munter's Blvd. Boulevard
San Mateo, CA 94404
FAX: (415) 349-0532

Midwest/Eastern United States

Gregory T. Koerner
Regional Manager

233 North Michigan Ave.,
Suite 2221
Chicago, IL 60601
TEL: (312) 540-9978
FAX: (312) 540-9986

Eastern United States

John McMahon
Regional Manager

10001 Hickenback Place
433 Hickenback Ave.
Hickensack, NJ 07901
TEL: (201) 429-6555
FAX: (201) 429-6277

List Rentals

Randy Lindolph
Fulfillment Specialist
(415) 206-2566



INDEX OF ADVERTISERS

Acclaim	C4, 5, 10, 11, 20, 21	Foxco Inc.	65	Nintendo	C2, 1	US Gold	49, 51, 53
Blockbuster	55	Interact	120, C3	Panasonic	9	Vic Toki	47
Capcom	2, 3	Inturphy	71, 75	Sony Interactive	19, 37	Williams	4
Chips & Bits	61	LucasArts	7	THQ	73	Working Designs	43
Cyrix	85	Mindscape	15	Treasures Cove	67		

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

GAMEPRO Back Issues!

The definitive source for the best buys and reviews of the hottest games for all major video game systems

- #11 Jan '90 Atari 2600 CD-ROM
- #12 Aug '90 Sega CD (Children's) Book Preview
- #13 Sep '90 Sega CD (Children's) Strategy Guide Issue, P.1
- #14 Oct '90 Sega CD (Children's) Strategy Guide Issue, P.2
- #15 Nov '90 Sega CD (Children's) Strategy Guide Issue, P.3
- #16 Dec '90 Sega CD (Children's) Strategy Guide Issue, P.4
- #17 Jan '91 Sega CD (Children's) Strategy Guide Issue, P.5
- #18 Feb '91 Sega CD (Children's) Strategy Guide Issue, P.6
- #19 Mar '91 Sega CD (Children's) Strategy Guide Issue, P.7
- #20 Apr '91 Sega CD (Children's) Strategy Guide Issue, P.8
- #21 May '91 Sega CD (Children's) Strategy Guide Issue, P.9
- #22 Jun '91 Sega CD (Children's) Strategy Guide Issue, P.10
- #23 Jul '91 Sega CD (Children's) Strategy Guide Issue, P.11
- #24 Aug '91 Sega CD (Children's) Strategy Guide Issue, P.12
- #25 Sep '91 Sega CD (Children's) Strategy Guide Issue, P.13
- #26 Oct '91 Sega CD (Children's) Strategy Guide Issue, P.14
- #27 Nov '91 Sega CD (Children's) Strategy Guide Issue, P.15
- #28 Dec '91 Sega CD (Children's) Strategy Guide Issue, P.16
- #29 Jan '92 Sega CD (Children's) Strategy Guide Issue, P.17
- #30 Feb '92 Sega CD (Children's) Strategy Guide Issue, P.18
- #31 Mar '92 Sega CD (Children's) Strategy Guide Issue, P.19
- #32 Apr '92 Sega CD (Children's) Strategy Guide Issue, P.20
- #33 May '92 Sega CD (Children's) Strategy Guide Issue, P.21
- #34 Jun '92 Sega CD (Children's) Strategy Guide Issue, P.22
- #35 Jul '92 Sega CD (Children's) Strategy Guide Issue, P.23
- #36 Aug '92 Sega CD (Children's) Strategy Guide Issue, P.24
- #37 Sep '92 Sega CD (Children's) Strategy Guide Issue, P.25
- #38 Oct '92 Sega CD (Children's) Strategy Guide Issue, P.26
- #39 Nov '92 Sega CD (Children's) Strategy Guide Issue, P.27
- #40 Dec '92 Sega CD (Children's) Strategy Guide Issue, P.28
- #41 Jan '93 Sega CD (Children's) Strategy Guide Issue, P.29
- #42 Feb '93 Sega CD (Children's) Strategy Guide Issue, P.30
- #43 Mar '93 Sega CD (Children's) Strategy Guide Issue, P.31
- #44 Apr '93 Sega CD (Children's) Strategy Guide Issue, P.32
- #45 May '93 Sega CD (Children's) Strategy Guide Issue, P.33
- #46 Jun '93 Sega CD (Children's) Strategy Guide Issue, P.34
- #47 Jul '93 Sega CD (Children's) Strategy Guide Issue, P.35
- #48 Aug '93 Sega CD (Children's) Strategy Guide Issue, P.36
- #49 Sep '93 Sega CD (Children's) Strategy Guide Issue, P.37
- #50 Oct '93 Sega CD (Children's) Strategy Guide Issue, P.38
- #51 Nov '93 Sega CD (Children's) Strategy Guide Issue, P.39
- #52 Dec '93 Sega CD (Children's) Strategy Guide Issue, P.40
- #53 Jan '94 Sega CD (Children's) Strategy Guide Issue, P.41
- #54 Feb '94 Sega CD (Children's) Strategy Guide Issue, P.42
- #55 Mar '94 Sega CD (Children's) Strategy Guide Issue, P.43
- #56 Apr '94 Sega CD (Children's) Strategy Guide Issue, P.44
- #57 May '94 Sega CD (Children's) Strategy Guide Issue, P.45
- #58 Jun '94 Sega CD (Children's) Strategy Guide Issue, P.46
- #59 Jul '94 Sega CD (Children's) Strategy Guide Issue, P.47
- #60 Aug '94 Sega CD (Children's) Strategy Guide Issue, P.48
- #61 Sep '94 Sega CD (Children's) Strategy Guide Issue, P.49
- #62 Oct '94 Sega CD (Children's) Strategy Guide Issue, P.50
- #63 Nov '94 Sega CD (Children's) Strategy Guide Issue, P.51
- #64 Dec '94 Sega CD (Children's) Strategy Guide Issue, P.52
- #65 Jan '95 Sega CD (Children's) Strategy Guide Issue, P.53
- #66 Feb '95 Sega CD (Children's) Strategy Guide Issue, P.54
- #67 Mar '95 Sega CD (Children's) Strategy Guide Issue, P.55
- #68 Apr '95 Sega CD (Children's) Strategy Guide Issue, P.56
- #69 May '95 Sega CD (Children's) Strategy Guide Issue, P.57
- #70 Jun '95 Sega CD (Children's) Strategy Guide Issue, P.58
- #71 Jul '95 Sega CD (Children's) Strategy Guide Issue, P.59
- #72 Aug '95 Sega CD (Children's) Strategy Guide Issue, P.60
- #73 Sep '95 Sega CD (Children's) Strategy Guide Issue, P.61
- #74 Oct '95 Sega CD (Children's) Strategy Guide Issue, P.62
- #75 Nov '95 Sega CD (Children's) Strategy Guide Issue, P.63
- #76 Dec '95 Sega CD (Children's) Strategy Guide Issue, P.64
- #77 Jan '96 Sega CD (Children's) Strategy Guide Issue, P.65
- #78 Feb '96 Sega CD (Children's) Strategy Guide Issue, P.66
- #79 Mar '96 Sega CD (Children's) Strategy Guide Issue, P.67
- #80 Apr '96 Sega CD (Children's) Strategy Guide Issue, P.68
- #81 May '96 Sega CD (Children's) Strategy Guide Issue, P.69
- #82 Jun '96 Sega CD (Children's) Strategy Guide Issue, P.70
- #83 Jul '96 Sega CD (Children's) Strategy Guide Issue, P.71
- #84 Aug '96 Sega CD (Children's) Strategy Guide Issue, P.72
- #85 Sep '96 Sega CD (Children's) Strategy Guide Issue, P.73
- #86 Oct '96 Sega CD (Children's) Strategy Guide Issue, P.74
- #87 Nov '96 Sega CD (Children's) Strategy Guide Issue, P.75
- #88 Dec '96 Sega CD (Children's) Strategy Guide Issue, P.76
- #89 Jan '97 Sega CD (Children's) Strategy Guide Issue, P.77
- #90 Feb '97 Sega CD (Children's) Strategy Guide Issue, P.78
- #91 Mar '97 Sega CD (Children's) Strategy Guide Issue, P.79
- #92 Apr '97 Sega CD (Children's) Strategy Guide Issue, P.80
- #93 May '97 Sega CD (Children's) Strategy Guide Issue, P.81
- #94 Jun '97 Sega CD (Children's) Strategy Guide Issue, P.82
- #95 Jul '97 Sega CD (Children's) Strategy Guide Issue, P.83
- #96 Aug '97 Sega CD (Children's) Strategy Guide Issue, P.84
- #97 Sep '97 Sega CD (Children's) Strategy Guide Issue, P.85
- #98 Oct '97 Sega CD (Children's) Strategy Guide Issue, P.86
- #99 Nov '97 Sega CD (Children's) Strategy Guide Issue, P.87
- #100 Dec '97 Sega CD (Children's) Strategy Guide Issue, P.88

Order with payment to:

Back Issues
GamePro Magazine
P.O. Box 77
300 Wilson CA 94420
All orders MUST be prepaid

Order Card: MasterCard Visa

Card #

Exp. Date

Signature

Name

Address

City

State

Zip Code

Phone (Area Code)

Magazine

Issue #

Quantity

Price for each

Total

CHECKS MUST BE PREPAID

Shipping/Handling
\$3.50 (includes \$2.00 per copy. Goods include \$2.00 per copy. International orders \$7.00 per copy (US funds only))

Total Number Ordered

CA, IL, NY, and TX residents add appropriate tax

Shipping to our surface mail. Allow 4 to 6 weeks for delivery. Add \$20 per copy for 24 hr. (US funds only)

Shipping to our surface mail. Allow 4 to 6 weeks for delivery. Add \$20 per copy for 24 hr. (US funds only)

Total



The Whole Tooth and Nothing but the Tooth

Satan
ProStrategy
Guide

A complete puzzle-solving walk-through for D

By Scary Larry

We've taken you through the game once, so we'll give you a couple of shortcuts to finish quickly. You shouldn't use these tips, however, unless you're completely stumped, or you won't enjoy the game as much.



Walk to the left (after Laura's dad speaks to her) and proceed upstairs. Open the door in front of you.



Go to the dresser, open Drawer IV, then close it. Open Drawer II, then grab the

spigot. Walk to the door, turn left, and grab the key from the fireplace.



Walk back to the main dining hall and go through the door in front of you (using the key you found in the fireplace). Turn left after you enter the room, and you'll see this box on the other side of the wall with the ghoul stuck to it. Line up the numbers to read "78." Grab the ring when you open the box.



Return to the room with the wine cask. Use the spigot on the cask, and the spiked wall will recede. Go down the hallway that opens up and use the ring on the door.



After the scene where you're chased by the boulder, you end up in this room. Go to the picture on the wall, press Button A, and memorize the pattern: chicken (north), rabbit (east), deer (south), horse (west). Use it on the carousel on the chair to the left of the picture.



Go into the next room and open the door to the left. Get the key from the corpse, and return to the first room. Use the key on the table and receive the book.



Place the book in the shelf, and a stairway opens. Follow the stairway, and you come upon this room. Turn the handle four (sometimes five) times, then turn around and exit the room through the red steel door. You're looking for the door that leads to stairs going up.



SWIFT BONUS SECTION



Ascend the stairs, and you find yourself outside. Use the sword on the door to the observatory, then climb the stairs. Go to the statue of Sagittarius and set the color button to green. Set Aquarius's to light blue. The fountain will drain. Now go back down the steps and into the room with the crank.



Turn the crank ten times, and you eventually get to a door that leads to the room with the chest in it. Open the chest, grab the gun, then head back to the room with the crank in it.



Now turn the crank three times to get to the doorway that leads to the stained-glass window. Use the gun on the window. After you climb out the window, you end up in a hallway.



When you get to this dead end, press Button A, and a scene showing a grisly murder will appear. Now turn around and walk back down the hallway until you're forced to stop. Turn to the right and press Forward to reveal a secret passageway.



The last puzzle! Line up the red circle on the left cog with the open space on the right cog. This mostly involves trial and error.



Press Forward on the picture of your mother, and you're zapped straight to Daddy. After a lengthy discourse, use the gun and shoot him before the transformation occurs. **Q**



End Game

PC CHEATS

Descent



Type any of the following codes during gameplay. When you use cheat codes, your score drops to zero.

General Cheat Codes

- HIT&I** All keys
- RACEBOX** Toggles invulnerability on/off
- GUILE** Toggles cloak on/off
- TWILIGHT** Recharges shields
- FAIRBENJOE** Warps to level of your choice
- BUGGIN** Turbo mode (awaything, including all enemies, speeds up)
- BRUIN** Extra life
- BIGRED** Super WovvieZowie weapons (includes all weapons)
- FLASH** Illuminates path to level exit
- AHMSA** Turns off firing by enemy ships
- BIOPSYTOYS** Immediately destroys reactor
- POBOYS** Immediately destroys reactor
- ASTRAL** "Ghost" mode (pass through things like doors, but not walls)
- PORGYS** Mega WovvieZowie weapons
- LUNACY** Robots move fast but seldom fire

Warcraft

This master code must be entered first: **Corvids of Amber**. In a two-player game, these codes will affect both sides.

General Cheat Codes

- CRCK** or **HUMANK** Takes you to any level (X = Level, for example, **DRCK12** is Level 12 as an orc). This cheat works only in Campaign mode.
 - YOURS TRULY** Go to victory sequence (this code works only in Campaign mode).
 - CRUSHING DEFEAT** Go to the loss sequence (this code works only in Campaign mode).
 - IDES OF MARCH** Go to the finale sequence for current campaign.
 - POT OF GOLD** Adds 10,000 gold and 5000 lumber to your reserves.
 - EYE OF NEWT** Upgrades magic users with all spells.
 - IRON FORGE** Upgrades all technologies immediately.
 - SALLY SHEARS** Displays the entire map area.
-
- HURRY UP GUYS** All buildings, units, and upgrades are built or trained at an accelerated rate.
 - THERE CAN BE ONLY ONE** All your units are invincible except by a direct catapult hit, and will

Doom, Doom II, and Ultimate Doom

Type in any of the following codes during gameplay.

General Cheat Codes

- IDBEHOLDS** Strength (Berserk)
- IDBEHOLDV** Invulnerability
- IDBEHOLDI** Partial inviolability
- IDBEHOLDA** Full autosave (computer map)
- IDBEHOLDR** Antiradiation suit
- IDBEHOLDL** Light-amplification visors
- IDCHOPPERS** Chainsaw
- IDCLEVXXX** Warp to a new level (XX = Episode/Level, for example, **IDCLEV24** is Episode 2, Level 4)
- IDCLIP** No clipping; walk through walls (this code works only in Doom II)



IDDOD

Invulnerability. Toggles autosave between normal, full, and full with objects. Enter code when in Autosave mode.

IDKFA

Full ammo, 200% armor, all keys, and all weapons.

IDMUSIC

Changes music to that of a specific mission (XX = Episode/Level, for example, **IDMUSM** is Episode 2, Level 4). This code works only in Doom II.

IDNTPGS

Displays current location (bearing and coordinates) in a hex format.

IDSPISPOPD

No clipping, walk through walls (this code works only in Doom).

MechWarrior 2



Hold the **CTRL**, **ALT**, and **SHIFT** buttons while typing the following during a simulation:

General Cheat Codes

- CTA** Unlimited ammo
- COLDWISER** Heat tracking off
- DORCS** Most the Dorcs
- ENOLAGAY** Nuts, one-time use during simulation
- TLOFRONT** Rear-view camera becomes a front camera
- MEEPMEEP** Time-compression key enabled
- UNKEEPMEEP** Time-compression off
- MICHELIN** See the bouncing spheres on debris and mech parts
- MIGHTYHOUSE** Unlimited jumpjets
- KRAY** X-ray vision (same as Enhance Imaging mode, but you can see through walls and mountains); type **w** once to disable and remain in Enhance Imaging mode
- ZMAK** Tass expansion enabled
- SCORE** Invulnerability
- TINKERSKILL** Free-floating external cameras, type **C** to disable



Rise of the Triad



To activate the Cheat mode, type **DIPSTICK** and then any of the following codes

General Cheat Codes

- CHOJIN** Invincibility and unlimited ammo
- GOTO** Activates Werp menu
- REEM** Re-enters current level
- GOORBS** Restarts current game
- GOARCH** Skips to next level
- GOGATES** Quits game

Safety First Codes

- SIXTOYS** All keys and bulletproof vest
- PANIC** Replenishes health
- HEMTPACK** All keys and armor
- LUNGCONG** Gas mask
- BURME** Asbestos suit
- SHOOTME** Bulletproof vest

Power-Up Codes

- TOOSAD** Hand of God mode
- FLYBOY** Mercury Flying mode
- SADTRIP** Mushroom mode
- BOING** Bloop mode (you bounce)

Weapon Codes

- JOHNWOO** Duel pistols
- PLUGEM** MP40 machine gun
- VANILLA** Brozika
- HOTTIMES** Heat-seeking missiles
- BOOZE** Drunk missiles
- FIREBOMB** Fire bombs
- BONES** Firewall
- SKEYA** The Hand of God
- RIDE** Missile-car view

Environment Codes

- DIMON** Turns on light dimming
- DIMOFF** Turns off light dimming
- GOTY4B6** Turns on ceiling and floor textures

GOTY3B6

- Turns off ceiling and floor textures
- LONDON** Turns on fog
- NOODOL** Turns off fog
- SHINEON** Turns on lights
- SHINEOFF** Turns off lights

Other Codes

- HERE** Activates a heads-up display of current position
- RECORD** Records stats of a level
- STOP** Stops recording a level
- PLAY** Plays demo you just made
- WRACK** Damages yourself
- SPEED** Increases game speed
- 86ME** Suicide

Heretic



Type in any of the following codes during gameplay

General Cheat Codes

- QUICKEN** Invincibility
- RANDO** All weapons and ammo
- RAVSKEL** All skeleton keys
- RAVMAP** Changes the Map mode (you must be in Map mode for this to work)
- KIPPY** Toggles Clipping mode (you can walk through walls)
- ENGAGEKX** Level warp (KX = Episode/Level, for example, ENGAGE24 is Episode 2, Level 4)
- ENGAGE41** Death Match level
- POSCE** Full health
- SSAZAM** Toggles Power-Up mode (makes existing weapon more powerful)

- MASSACRE** Kills all monsters on the level
- COCKRADOODLEDOD** Turns you and your opponents into chickens

Artifact Cheats

- GIMBEA** Ring of invulnerability
- GIMBEB** Shadowsphere
- GIMBEC** Quartz flask
- GIMBED** Mystic urn
- GIMBEE** Tome of power
- GIMBEF** Torch
- GIMBEG** Time bomb of the ancients
- GIMBEH** Morph Drum
- GIMBEI** Wings of wrath
- GIMBEJ** Chaos device

Other Cheats

- NOISE** Toggles sound debug information
- TICKER** Toggles ticks-per-frame counter
- IDQD** Instant death
- IDRFA** Get no weapons or ammo
- RAVPIC** Enter this code at game startup. To take pictures of the game at any time, press F1

Dark Forces

Enter these codes at any time during a mission.

Weapon, Shield, and Energy Codes

- LAINLAME** Invincibility
- LARANDY** Temporarily supercharges your weapons
- LAPOSTAL** Boosts weapons, ammo, and power-ups
- LAMAXXOF** Set all items to maximum
- LAINLOCK** Full inventory



Teleporting and Reconnaissance Codes

- LACTS** Toggles autoteleporting, exposing hidden areas, objects, and characters
- LAMTPH** Teleports to map location

LADATA

- Detailed coordinate information
- LAREDLITE** Toggles enemies between frozen and unfrozen
- LAPOGO** Disable height checking (like an anti-gravity effect, enables you to walk on walls)
- LARUG** Insect mode (lets you go into small places)

Mission-Hopping Codes

- LASKIP** Forces completion of current level

Level Codes

- LASECHASE** Mission I Secret Base
- LATALAJY** Mission II Tely-TAK Base
- LASEMERS** Mission III Ancient City
- LATESTHAGE** Mission IV Research Facility
- LAEOMAS** Mission V Gromes Mines
- LADTENTION** Mission VI Detention Center
- LARAMSHED** Mission VII Ramses' Med
- LARCBOTICS** Mission VIII Robotic Facility
- LANARSHADA** Mission IX Nar Shaddaa
- LAJARSHIP** Mission X Jobba's Ship
- LAIMPCITY** Mission XI Imperial City
- LAPUELSTAT** Mission XII Fuel Station
- LAESECUTOR** Mission XIII The Executor
- LAARC** Mission XIV The Arc Hammer



PC CHEATS

Terminal Velocity



Enter these codes at any time during the mission.

General Cheat Codes

TRIGODS	Invisibility
TRISHLD	Shield restore
3DREAM	Powers up all weapons
TRINEXT	Steps to next level
TWARPK	Level warp (X = level, for example, TWARP4 is Level 4)
TRICVR	Hover while firing
TRIDURN	Speeds up afterburner
MANIACS	1000 Afterburner ammo
TRSCOPE	Optic/scope
TRFRAME	FPS ticker
TRIFIRO	Temporary invisibility
TRIFIR1	PAC ammo
TRIFIR2	ION ammo
TRIFIR3	RTL ammo
TRIFIR4	MAM ammo
TRIFIR5	SAD ammo
TRIFIR6	SWT ammo
TRIFIR7	OAM ammo
TRIFIR8	200 afterburner ammo
TRIFIR9	Temporarily invisible

Dungeon Master II: The Legend of Skullkeep

Spells

Use the following spell combinations

Ya	Stamina potion
Ya + Ir	Party shield
Ya + Ir + Dele	Shield potion
Ya + Ew	Marker orb
Ya + Bro	Magic protection (requires empty flask)
Ya + Bro + Gain	Wisdom potion (requires empty flask)
Ya + Bro + Neta	Vitality potion (requires empty flask)
Vi	Health (requires empty flask)
Vi + Bro	Poison cure (requires empty flask)



Oh + Ew + Ros	Aura of dexterity
Oh + Ew + Ku	Aura of strength
Oh + Ew + Deim	Aura of wisdom
Oh + Ew + Neta	Aura of vitality
<i>Note: Only one "aura" spell can be active at a time</i>	
Oh + Bro + Ros	Dexterity potion (requires empty flask)
Oh + Ven	Poison cloud
Oh + Ew + Sor	Invisibility
Oh + Oath + Ku	Magic push
Oh + Kath + Ros	Magic pull

Oh + Kath + Ra	Lighting
Oh + Ir + Ros	Accelerate party
Oh + Ir + Ra	Strong light
Full	Fire torch
Full + Ir	Fireball
Full + Bro + Ku	Strength potion (requires empty flask)
Full + Bro + Neta	Shield from fire
Des + Ven	Poison
Des + Ew	Energy blast
Des + Ir + Sor	Darkness
Zo	Open unlocked doors
Zo + Ven	Poison (requires empty flask)
Zo + Ew + Ku	Attack minion
Zo + Ew + Ros	Paralyze minion
Zo + Ew + Neta	Guard minion
Zo + Bro + Ra	Mana potion (requires empty flask)
Zo + Bro + Ros	Reflection spell

Magic Carpet



Press **i**, then type **rtty** (type quick for Magic Carpet Plus).

General Cheat Codes

Press Alt and F1	All spells
Press Alt and F2	More mana
Press Alt and F6	Heal
Press Alt and F7	Kills all creatures
Press Shift and C	Completes the level
CARPET	Slugs to any level number

Magic Carpet 2



General Cheat Codes

To enable a cheat any time during play, type **i** to open a text-input line, then type **wiady** followed by any of the following key combinations. The result is confirmed on-screen.

Press Alt and F1	All spells
Press Alt and F2	More mana
Press Alt and F3	Destroy other players
Press Alt and F4	Destroy other castles
Press Alt and F5	Destroy other balloons
Press Alt and F6	Full health
Press Alt and F7	Kill all creatures
Press Alt and F8	Next experience level
Press Alt and F9	Free spell
Press Alt and F10	Invisibility



KILLER INSTINCT

By *Bruised Lee*

T. J. Combo

Swinging Backhand

Charge + two seconds, tap →, GP

Spinning Backhand

Charge → two seconds, tap ←, GP

Double Roll Punch

Charge + two seconds, tap →, MP

Charging Punch

Charge + two seconds, tap →, FP

Straight Knee

Charge + two seconds, tap →, GK or FK

Flying Knee

Charge + two seconds, tap →, GP

Punching Bag

When in close, rapidly tap GP

Winding Uppercut

Hold FP three seconds, release FP

Standing Uppercut

Hold ↓, tap FP

Air Juggle

Charge + two seconds, tap →, FP

Combo Breaker

Charge + two seconds, tap →, MK

Ultra Combo

As part of a combo, charge → two seconds, tap ←, FP

Counter Projectiles

Charge + two seconds, tap →, MP

Knockdown Move

After being knocked down, charge + two seconds, tap →, K

Humiliation

Tap ↓, ↓, ↓, GP

No Mercy - Number One

When close, motion ← ↓ ↓ ↓ → FK

No Mercy - Number Two

From one character's distance away, tap ←, ←, →, →, MP

Jago

Fireball

Motion ↓ ↓ → P

Uppercut

Motion → ↓ ↓ P

Sword Swipe

Motion ↓ ↓ ↓ FP

Flying Kick

Motion ↓ ↓ ↓ K

Combo Breaker

Motion → ↓ ↓ GP

Counter Projectiles

Motion ↓ ↓ ↓ ↓ K

Knockdown Move

After being knocked down, motion → ↓ ↓ P

Release Moves

Hold GP, tap ↓ ↓ →, release GP

Hold FP, tap ↓, ↓, →, release FP

Ultra Combo

As part of a combo, motion ↓ ↓ ← GK

Humiliation

Motion → ↓ ↓ ← + MK

No Mercy - Number One

When close, tap ←, →, →, GK

No Mercy - Number Two

From three characters' distance away, tap ←, ←, →, →, MP

Glacius

Blade Arm

Motion ↓ ↓ ↓ GP

Arm Extension

Tap GP rapidly

Bouncing Fireball

Motion ↓ ↓ → P

Shoulder Charge

Charge + two seconds, tap →, P

Teleport Behind

Motion ↓ ↓ → GK

Teleport Uppercut

Motion ↓ ↓ → MK. Use FK to knock down your opponent.

Air Juggle

Motion ↓ ↓ → FK

Counter Projectiles

Motion ↓ ↓ → MK or FK

Knockdown Move

After being knocked down, motion ← ↓ ↓ → K

Combo Breaker

Charge + two seconds, tap →, GP

Ultra Combo

As part of a combo, charge + two seconds, tap →, FP

Release Move

After a combo breaker, hold GP, motion ↓ ↓ →, release GP

Humiliation

Tap →, →, →, GK

No Mercy - Number One

From one character's distance, tap ←, ←, →, FK

No Mercy - Number Two

From one character's distance away, motion → ↓ ↓ ← MK

No Mercy - Number Three

From one character's distance away, motion ← ↓ ↓ → MK

No Mercy - Number Three

From one character's distance away, motion ← ↓ ↓ → MK

Spinal

Shield Charge

Charge ←, hold GP

Fireball

Motion ↓ ↓ → P

Red Fireball

Hold GP, motion ← ↓ ↓ ↓ → ↓, release GP

Sword Attack

Charge + two seconds, tap →, MP

Shield Charge

Tap →, →, P

Teleport

To teleport in front of an opponent, tap ↓, ↓, ↓, P

To teleport behind an opponent, tap ↓, ↓, ↓, K

Silb

Hold ←, tap FK

Morph

As part of a combo, tap ↓, ↓, ↓, P or K

Air Juggle

Motion ↓ ↓ → P

Combo Breaker

Tap →, →, MP

Knockdown Move

After being knocked down, tap ↓, ↓, any button

Ultra Combo

As part of a combo, motion ← ↓ ↓ ↓ → FP

Counter Projectiles

Tap ↓, ↓, ↓, K

Release Move

Hold GP, jump in the air, tap ↓, ↓, ↓, release GP

Teleport

To teleport in front of an opponent, hold GK

To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release GK

Humiliation

Motion ← ↓ ↓ ↓ → FK

No Mercy - Number One

From one character's distance away, tap ←, ←, →, MK

No Mercy - Number Two

From one character's distance away, tap ←, ←, →, GK

No Mercy - Number Two

From one character's distance away, tap ←, ←, →, GK

Orchid

Fireball

Motion ↓ ↓ → P

Tiger Morph

Charge + two seconds, tap →, P

Charge

Motion ↓ ↓ ↓ GP or MP

Spinning Swords

Motion ↓ ↓ ↓ FP

Controller Legend

↑ = Up

↓ = Down

FK = Fierce Kick

GK = Quick Kick

↗ = Up-Toward

↘ = Down-Away

FP = Fierce Punch

GP = Quick Punch

→ = Toward

← = Away

MK = Medium Kick

K = Press any Kick button

↙ = Down-Toward

↖ = Up-Away

MP = Medium Punch

P = Press any Punch button

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

[] = Execute commands in parentheses simultaneously.



Special 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.

Back Flip Kick

Hold \uparrow , tap FK

Spinning Kick

Charge \uparrow two seconds, tap \uparrow , K

Air Juggle

Motion \downarrow \rightarrow GP

Combo Breaker

Charge \uparrow two seconds, tap \uparrow , FK

Knockdown Move

After being knocked down, charge \uparrow two seconds, tap \uparrow , K

Ultra Combo

As part of a combo, charge \uparrow two seconds, tap \uparrow , MP

Counter Projectiles

Charge \uparrow two seconds, tap \uparrow , P

Humiliation

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow FP

No Mercy - Number One

When close, tap \downarrow , \uparrow , \uparrow , OK. After your opponent transforms into a frog, tap FK to slap on 'em.

No Mercy - Number Two

From one character's distance away, tap \uparrow , \uparrow , \uparrow , \uparrow , GP

Riptor

Fireball

Motion \downarrow \downarrow \uparrow P

Air Fireball

While jumping, motion \downarrow \downarrow \uparrow P

Head Butt

Charge \uparrow two seconds, tap \uparrow , P

Low Flame

Motion \rightarrow \downarrow \downarrow \uparrow FP

Flying Feet Attack

Charge \uparrow two seconds, tap \uparrow , K

Fip Attack

Motion \rightarrow \downarrow \downarrow \uparrow K

Air Juggle

Motion \downarrow \downarrow \uparrow GP

Combo Breaker

Charge \uparrow two seconds, tap \uparrow , FK

Knockdown Move

After being knocked down, charge \uparrow two seconds, tap \uparrow , K

Ultra Combo

As part of a combo, charge \uparrow two seconds, tap \uparrow , OK

Counter Projectiles

Charge \uparrow two seconds, tap \uparrow , FK

Release Move

Hold MP, motion \rightarrow \downarrow \downarrow \downarrow \uparrow , release MP

Humiliation

Tap \downarrow , \downarrow , \uparrow , \uparrow , FP

No Mercy - Number One

From two characters' distance away, tap \uparrow , \uparrow , \uparrow , MK

No Mercy - Number Two

From two characters' distance away, motion \uparrow \downarrow \downarrow \rightarrow MP

No Mercy - Number Three

From two characters' distance, tap \uparrow , \uparrow , \uparrow , FK

Cinder

Mini Flame Torch

Tap \uparrow , \uparrow , GP

Charge

Tap \uparrow , \uparrow , P

Air Charge

While jumping, tap \uparrow , \uparrow , P

Outline

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow MP

Invisible

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow FP

Flame Torch

Tap \uparrow , \uparrow , K

Uppercut with Kick

Motion \rightarrow \downarrow \downarrow \uparrow K

Air Juggle

Tap \uparrow , \uparrow , FP

Combo Breaker

Motion \rightarrow \downarrow \downarrow \uparrow MK

Knockdown Move

After being knocked down, motion \rightarrow \downarrow \downarrow \uparrow K

Ultra Combo

As part of a combo, tap \uparrow , \uparrow , FP

Air Combos

While jumping, tap FK, charge \uparrow one second, tap \uparrow , MK or tap MK, charge \uparrow one second, tap \uparrow , OK

Counter Projectiles

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow MP

Humiliation

Tap \uparrow , \uparrow , \uparrow , \uparrow , FK

No Mercy - Number One

From two characters' distance away, tap \uparrow , \uparrow , \uparrow , MP

No Mercy - Number Two

From two characters' distance away, motion \uparrow \downarrow \downarrow \rightarrow OK

Sabrewulf

Fire Bat

Motion \downarrow \downarrow \uparrow P

Spinning Claws

Charge \uparrow two seconds, tap \uparrow , P

Claw Roll

Charge \uparrow two seconds, tap \uparrow , OK

Charge Uppercut

Charge \uparrow two seconds, tap \uparrow , MK

Jump Attack

Charge \uparrow two seconds, tap \uparrow , FK

Howl

Motion \rightarrow \downarrow \downarrow \uparrow FK

Note: This increases the length of your moves and makes them stronger

Combo Breaker

Charge \uparrow two seconds, tap \uparrow , MK

Knockdown Move

After being knocked down, charge \uparrow two seconds, tap \uparrow , K

Ultra Combo

As part of a combo, charge \uparrow two seconds, tap \uparrow , OK

Air Combos

While jumping, tap FK, charge \uparrow one second, tap \uparrow , MK or tap MK, charge \uparrow one second, tap \uparrow , OK

Counter Projectiles

Charge \uparrow two seconds, tap \uparrow , OK

Humiliation

Tap \uparrow , \uparrow , GP

No Mercy - Number One

From one character's distance away, tap \uparrow , \uparrow , \uparrow , MK

No Mercy - Number Two

From one character's distance away, tap \uparrow , \uparrow , \uparrow , MP

Chief Thunder

Spinning Axe

Charge \uparrow two seconds, tap \uparrow , P

Uppercut

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow P

Tomahawk

While jumping or after an uppercut, motion \downarrow \downarrow \uparrow P

Fireball

Motion \downarrow \rightarrow \rightarrow K (tap \uparrow or \downarrow to direct the Fireballs)

Knee Charge

Charge \uparrow two seconds, tap \uparrow , FK

Air Juggle

Motion \downarrow \rightarrow \rightarrow GK

Combo Breaker

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow GP

Knockdown Move

After being knocked down, motion \rightarrow \downarrow \downarrow \uparrow P

Ultra Combo

As part of a combo, charge \uparrow two seconds, tap \uparrow , GP

Counter Projectiles

Charge \uparrow two seconds, tap \uparrow , P

Humiliation

Motion \downarrow \downarrow \downarrow \uparrow GK

No Mercy - Number One

From two characters' distance away, motion \uparrow \downarrow \downarrow \rightarrow FP

No Mercy - Number Two

When close, motion \rightarrow \downarrow \downarrow \uparrow \uparrow FK

Fulgore

Fireball

To throw one fireball, motion \downarrow \rightarrow P

To throw two fireballs, tap \uparrow , \uparrow , \downarrow , \rightarrow , GP

To throw three fireballs, tap \uparrow , \uparrow , \downarrow , \rightarrow , \uparrow , GP

Uppercut

Motion \rightarrow \downarrow \downarrow \uparrow P

Teleport

To teleport in front of an opponent, motion \uparrow \downarrow \downarrow \uparrow P

To teleport behind an opponent, motion \uparrow \downarrow \downarrow \uparrow K

Reflector

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow P

Claw Charge

Charge \uparrow two seconds, tap \uparrow , K

Laser Shot

Motion \rightarrow \downarrow \downarrow \uparrow K

Air Juggle

Motion \downarrow \rightarrow \rightarrow GP

Combo Breaker

Motion \rightarrow \downarrow \downarrow \uparrow MP

Knockdown Move

After being knocked down, motion \rightarrow \downarrow \downarrow \uparrow P

Ultra Combo

As part of a combo, motion \rightarrow \downarrow \downarrow \uparrow GP

Counter Projectiles

Motion \rightarrow \downarrow \downarrow \downarrow \uparrow P

Humiliation

Motion \uparrow \downarrow \downarrow \rightarrow MK

No Mercy - Number One

From two characters' distance away, motion \uparrow \downarrow \downarrow \rightarrow FK

No Mercy - Number Two

From two characters' distance away, motion \rightarrow \downarrow \downarrow \uparrow \uparrow FP

DOOM

SUPER
MESH

SURVIVING THE INFERNO

Use these key tips and tactics to help you battle through Inferno, Doom's third and final world.

By *Slo Mo*



AREA 1 - FASTER, FASTER, KILL, KILL



Area 1 is all about shooting on the move, conserving

ammo, and avoiding any hits. As soon as you open the first doorway, be prepared to run and defeat three Imps. Then, open the skull door and make the two Cacodemons inside chase you. You're faster, so don't waste your ammo on them! Once the second Cacodemon comes out, run quickly past the skull door.



This bridge disappears as you run across it. Don't stop, but try to run over the shotgun. As soon as you reach the other side, immediately blast the three Imps.

AREA 2 - HAND OF DOOM



Press Select and hold Button X. The map reveals that Area 2 looks like a giant hand. The blue combat armor and the



To reach the exit, you must massacre a room full of Imps. That's why you have to conserve ammo at the beginning of the area. As soon as you open the skull door, start shooting and keep blasting until the door closes. Repeat this move until all the Imps are down.

rocket launcher are in the palm. A chase gun is in the thumb. The index finger holds rockets and medkits. The middle finger hides a super charge, while the ring finger contains the exit. The pinky hides the blue skull key and an area map, but watch out for three Cacodemons who attack from behind. All this gear helps in Area 3.



The map will also reveal an arrow. It points to a plasma

gun, which you need to fight Cacodemons and Barons throughout Inferno.

AREA 3 – TERROR TREK



Two Barons are the bad boys of Area 3. Knock them off first with either the plasma gun or the rocket launcher to greatly improve your chance of survival. To find them, turn 90 degrees right from your starting point on Area 3. Keep fighting in that direction. The first Baron lurks at the end of the dark hallway; the second is just past him behind the skull door that's being guarded by an Imp gang.



Find the backpack, and you can carry more ammo than you'll need for the rest of Inferno. At the end of the dark hallway before you reach the first Baron, an entrance is concealed on the right side, marked by the last set of demon masks. Through that entrance, a monster-filled path leads to the backpack and a rocket launcher.



You only need to find a blue

DOOM

skull key to escape Area 3. From the Area 3 starting point, fight up the stairs that are forward and slightly to the left. The skull switch at the far end of the plaza opens two stairways. Take the stairway on the right as you face the skull switch. Make a right turn and then a left to find an elevator that drops you into the blue key area.

AREA 4 – PANDEMONIUM



To escape Area 4, you must find red, yellow, and blue skull keys. The pathway to the blue key is straightforward, but a Baron guards the key, so be ready. The blue door opens onto two other doors. The doorway straight ahead leads to the hiding place for the red and yellow keys and the exit. (Look out for the Baron, but beware of a sneaky Cacodemon at the very end.) The door on the left leads to a BFG 9000.



If you go for the BFG 9000, be prepared to fight Cacodemons. There's also a supercharge near the BFG, but it's guarded by a hidden Baron.

AREA 5 – MT. EREBUS



To exit Area 5, you need only one blue skull key, but locating it is tricky. First find this green building with this door to the left of your starting point. Slaughter the troops inside. Open the hidden doors and step into the warp. When you materialize on the ledge, try to leap into the red structure to the left of the chainsaw. From there, warp again into a building that hides the blue skull key.



AREA 6 – NICE SUITS!



You need the red skull key in Area 6. You must find two stashes of radiation suits and use them to explore the ooze channels. The first suit stash is behind the first blue skull door, but be prepared to fight three Cacodemons. To find the key, take the path that's directly in front of you when you enter the second suit stash.

AREA 7 – SPIDER DEMON!

If you reach Area 7, Doom is yours! The only real challenge left is to defeat the Spider Demon. By now you should have the BFG 9000, a rocket launcher, a plasma gun, and a backpack filled with ammo. Just walk to the right and try to fight from a distance. **E**

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



John & Michele Todd
Winston, NC



Michael Rosch
Arlington, MA

Playstation

Doom

Invincibility, All Weapons, X-Ray, Complete Map, Items on Map, Level Warp, and Hidden Level Passwords



Begin a normal game, pause, then enter the following button presses:

Invincibility: Press Down, Button L2, Button □, Button R1, Right, Button L1, Left, Button ○

All weapons: Press Button ×, Button △, Button L1, Up, Down, Button R2, Left, Left

X-Ray: Press Button L1, Button R2, Button L2, Button R1, Right, Button △, Button ×, Right

Complete map: Press Button △, Button △, Button L2, Button R2, Button L2, Button R2, Button R1, Button □

Items on map: Press Button △, Button △, Button L2, Button R2, Button L2, Button R2, Button R1, Button ○

Level warp: Press Right, Left, Button R2, Button R1, Button △, Button L1, Button ○, Button ×

Enter the following passwords to reach the hidden levels:

Level 55 - Fortress of Mystery:	PF7XE3MVVV
Level 56 - The Military Base:	84VKJ00CE1
Level 57 - The Marshes:	FL6KRYBY02
Level 58 - The Mansion:	W4KYHCPOQQ
Level 59 - Club Doom:	JCGENFL556

Playstation

Gex

Stage Select, Open All Levels, Immediate Powers, 99 Lives, and Invincibility



Note: You must hold Button R1 and bring down the Item menu (press Select) while entering the following button presses for these two tricks:

Stage select: Go to the Dome Area, and press Button ×, Button □, Button ×, Right, Up, Left, Button ○, Button ○, Down, Down.

Open all levels: Go to any stage and press Button ○, Start, Right, Up, Button □, Left, Left, Up, Start.

Immediate powers: Pause the game and hold Button R1 while entering these codes to give you the following immediate abilities:

Super jump: Press Button ×, Button ○, Up, Up, Down, Right, Right

Invincibility: Press Button ×, Button □, Down, Down, Up, Down, Right

Electric apt: Press Right, Left, Right, Button ○, Button △, Right, Button ○, Down, Right

99 lives: Press Up, Button ○, Button △, Down, Right, Button □, Down

Flame breath: Press Button ×, Up, Right, Up, Right, Right

Cold breath: Button ○, Button ○, Left, Down, Button ○, Up, Right

Saturn

Rayman

Ten Continues



Note: This cheat works only if you have one or two continues left.

At the Continue screen, press Up, Down, Right, and Left.

Marcel Winkler
Urbainville, Ontario



Anonymous
San Francisco, CA

3DO

Wolfenstein 3-D

Passwords



Enter these passwords during a normal game. Anytime during gameplay, press the Stop button and put the bullet cursor next to "New Game." Then press Button C and go to the Level Password screen. Enter any of the following passwords, then press the Play button to resume the game:

All keys **Burger** All weapons, keys, unlimited ammo, and invincibility **Ozreg**
All weapons **Kickbutt** 999 bullets **Fenley**

PlayStation

Destruction Derby

Password



Immunity from all damage. **!DAMAGE!**



Jason Conway
Tulsa, LA



Kimberly Spaul
St. Clair Shores, MI

PlayStation

Twisted Metal

Passwords



Secret battle:

□△○○□

Special helicopter view:
(leave the last space blank)

○○△×

Minion found:

△×○○△

Invincibility:

□△×(space)○

Paul Barnes
Internet

PlayStation

Wipeout

Rapier Class and Firestar Track



Go to the player-select screen, highlight "One Player," then enter the codes:

Rapier Class: Simultaneously hold Button R2, Button L2, Left, Start, and Select. While still holding the buttons, tap Button ×.

Firestar Track: Simultaneously hold Button R1, Button L1, Right, Start, Button ○, Button □. While still holding the buttons, tap Button ×.

Arthur E. Simpson
Hamburg, PA

PlayStation

Off-World Interceptor Extreme

Mondo Money Code



At the mode and options selection screen, press Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square , Button \times , Button \circ , Button \square . You should hear an engine rev. Now, when you enter Story or Arcade mode, you'll have the maximum amount of cash.

David Steinberg
Swanton, PA



Lee Shean Pin
Seremban, Malaysia

PlayStation

Warhawk

Killer Passwords



Enter the following passwords at the Special Access option:
Warhawk A-La mode (infinite weapons and invincibility):
 $\circ \circ \circ$ (space) $\times \Delta \times \times$

Infinite weapons: $\Delta \Delta \circ \Delta \square \Delta \Delta \times$

Thor mode (9999 flash bombs): $\square \square \square \square \Delta \times \Delta \Delta$

Kill mode (super swarms, ultra look-ons): $\times \circ \circ \times \Delta \circ \Delta$

Preview the epilogues: $\square \square$ (space) $\circ \square \times \Delta \Delta$

Check special upgrades: \square (space) $\circ \square \Delta \times \times \square$

Preview the movies: $\Delta \times$ (space) $\circ \circ \times \Delta \square$

Genesis

NBA Live '96

Hidden Characters



Enter these names at the Create Player screen after the roster setup:

Hall of Famers:

K. Abdul-Jabbar
Nate Archibald
Rick Barry
Kigin Saylor
Wilt Chamberlain
Bob Cousy
Dave Cowens
Julius Erving
Walt Frazier
John Havlicek
Kivin Keyes
Pete Maravich
George Mikan
Calvin Murphy
Oscar Robertson
Bill Russell
Bill Walton
Jerry West

Chris Carr
R. Childress
Mark Davis
Andrew DeClercq
Tyus Edney
Sherrill Ford
Kevin Garnett
Rashard Griffith
Alan Henderson
Fred Hoiberg
Frankie King
Jimmy King
Martin Lewis
Donny Marshall
Cunno Martin
Antonio McDyess
Erik Meek
Loren Meyer
Lawrence Moten
Ed O'Bannon
Greg Oetertag
Cherokee Parks
Anthony Pelle
Constantin Popa
Theo Ratliff
Bryant Reeves
Don Reid
Terrence Rencher
Shawn Respert
Lou Roe
Joe Smith
Eric Snow
Jerry Stackhouse
Damon Stoudamire
Bob Sura
Dragan Tarlac
Kurt Thomas
Gary Trent
David Vaughn
Rashad Wallace
Dwayne Whitfield
Eric Williams
C. Williams
George Zidek

Greats:

Charles Barkley
Larry Bird
Magic Johnson
Michael Jordan
Bill Laimbeer
Kevin McHale
Isiah Thomas
James Worthy

EA Sports Players:

Mike Kizman
Brian Krause
Gary Shaw
Ken Thurston
Avery Wong

Reskins:

Jerome Allen
George Banks
Brent Barry
Mario Bennett
Travis Best
Donny Boyce
Troy Brown
Junior Burrough
Jason Caffey

Super NES

Boogerman

Passwords



Fetid Swamps

Level 1: Scab Creature, Abdominal Sewer Man, Pus Creature

Level 2: Abdominal Sewer Man, Pus Creature, Miner Goblin

Level 3: Moss Goblin, Boogerman, Moss Goblin

Level 4: Fart Ghost, Scab Creature, Pus Creature

Hickboy: Fart Ghost, Moss Goblin, Fart Ghost

The Pits

Level 1: Pus Creature, Scab Creature, Fart Ghost

Level 2: Ogre, Moss Goblin, Miner Goblin

Level 3: Boogerman, Moss Goblin, Scab Creature

Level 4: Abdominal Sewer Man, Boogerman, Moss Goblin

Revote: Troll, Miner Goblin, Moss Goblin

Booperville

Level 1: Scab Creature, Fart Ghost, Abdominal Sewer Man

Level 2: Troll, Ogre, Abdominal Sewer Man

Level 3: Ogre, Miner Goblin, Boogerman

Level 4: Abdominal Sewer Man, Boogerman, Creature

Ryboy: Boogerman, Pus Creature, Miner Goblin

Mucous Mountains

Level 1: Moss Goblin, Scab Creature, Fart Ghost

Level 2: Moss Goblin, Scab Creature, Troll

Nasal Caverns

Level 1: Moss Goblin, Pus Creature, Ogre

Level 2: Scab Creature, Boogerman, Moss Goblin

Deodor Ant: Fart Ghost, Scab Creature, Troll

Pus Palace

Level 1: Pus Creature, Boogerman, Fart Ghost

Level 2: Boogerman, Miner Goblin, Troll

Level 3: Scab Creature, Ogre, Pus Creature

Level 4: Miner Goblin, Boogerman, Ogre

Booger Messer: Pus Creature, Abdominal Sewer Man, Boogerman

PlayStation

Twisted Metal

Passwords



Warehouse District:

○△○○○

Freeway Free For All:

×□□○△

River Park Rumble:

×△□□□

Assault on Cyburia:

×□△△△

Rooftop Combat:

□△×○×

Johany Chu

Acadia, CA



Kate Albert
Wilmington, DE

Saturn

Virtua Fighter 2

Play as Dural



At the Player Select screen, press Down, Up, Right, and simultaneously press Left and Button A. You can now play as Dural, the boss character.

Jon Beckmarkiewicz
Internet

32X

Primal Rage

Extra Options



At the Start/Options screen, position the cursor on "Start" and a new option called Extra Options appears, which includes cheats like bonus games and one-hit kills.

Genesis

Madden NFL '96

Hidden Teams



Enter the following codes at the Team Select screen:

50 Eagles	SCBAAC	81 Bengals	AKGAGAA
62 Lions	ACBCCEB	81 Chargers	BCOCBBA
62 Texans	BAABAAC	82 Dolphins	BAABAAC
83 Bears	AFBCACB	82 Redskins	CBAAACB
93 Chargers	CBAAOCB	83 Raiders	BAACCAU
94 Colts	AAACBBA	83 Redskins	CAOCBAA
95 Browns	AACBBCB	84 49ers	CAABAAC
96 Bears	AAABBBB	84 Dolphins	BAOCBBA
96 Chargers	CAAAAAC	84 Rams	BACABBA
96 Chiefs	BAABBCB	85 Bears	AAACCCC
96 Packers	ACCBACC	85 Patriots	BCBAAA
97 Packers	ACCBACB	86 Giants	BCBAACC
97 Raiders	BAEBOCC	87 Broncos	ACBBBAA
98 Colts	AAACBAAB	87 Redskins	CACBCCB
98 Jets	BCACBBA	88 49ers	CAABAAB
98 Rams	BACBOCB	88 Bengals	AAACOCB
99 Chiefs	ACCCBBA	88 49ers	CAACBAC
99 Vikings	BBBCBCB	88 Broncos	ACBACCB
70 Colts	AAACACC	90 Bills	AAABBBB
70 Cowboys	ACACBCC	90 Giants	BBCCBBA
70 Giants	BCABAAB	90 Raiders	BCBAAA
71 Cowboys	ACACABA	91 Bills	AAACBAC
71 Dolphins	BBACBCC	91 Rams	BABCCAB
72 Dolphins	BBACCCA	91 Redskins	CAACBCC
72 Redskins	CBACCB	92 Bills	AAABAAA
73 Bills	AAACACA	92 Cowboys	AAOCAB
73 Dolphins	BBABBB	93 Bills	AAOCAB
73 Vikings	BBBCBCC	93 Cowboys	AAACBAC
74 Steelers	BBCAACA	94 49ers	CAABCAA
74 Vikings	BBBABA	94 Chargers	BCOCBBA
75 Cardinals	BCACCC	AFC Pro Bowl	CBACBBA
75 Cowboys	ACABBA	AJ '86	CBABBA
75 Steelers	BCBBB	AJ '86	CCACBCC
76 Patriots	BBACAC	AJ '76	CCACCCB
76 Raiders	BBBACA	AJ Middle	CBBAAB
76 Vikings	BBBAAB	Amsterdam Admirals	CBBCACB
77 Bears	AAACAB	Barcelona Dragons	CBAAAAA
77 Broncos	ACBCAAC	EA Sports Team Madden	CCAAACB
77 Cowboys	ACAABCC	Frankfurt Galaxy	CBACAC
78 Cowboys	AAOCOCA	Hall of Fame I	CBABCCA
78 Seahawks	CAACBAC	Hall of Fame II	CBACACC
78 Steelers	BCBACAC	London Monarchs	CBCCBBB
79 Buccaneers	CACABBA	NFC Pro Bowl	CBBBBCC
79 Rams	BACBABC	NFLPA I	CCBACAA
79 Saints	BBBCB	NFLPA II	CCBBBAC
79 Steelers	BCBBAAA	NFLPA III	CCBCB
80 Eagles	BCACBAC	NFLPA IV	CCBCCCA
80 Falcons	AAABCCA	Rhein Fire	CBCCACA
80 Oilers	ACCCBA	Scottsdale Claymores	CBCCCCC
80 Raiders	BAABBB		
81 49ers	CAABCC		

**Robert A. Now
Metuchen, NJ**

Genesis

Batman Forever

Cheat Menu



Note: This trick requires a six-button controller.

At the Play the Game screen, press **Left Up, Left, Left, Button A, Button B, Button Y**. A Cheat Options screen appears that lets you select any level, perform easy kills, and equip yourself with all weapons.

PlayStation

NFL GameDay

Special Passwords



Tough computer: **UNOFFENSE**
Easy throwing: **CADRON ARM**
Reapers vs. Boneheads: **SKELETON**

**Arthur E. Sampson
Hamburg, PA**

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free GamePro T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P. O. Box 5828
San Mateo, CA 94402

E-mail us your tips and tricks through America Online or at this internet address:

swat@gampro.com

It's no longer a question of WINNING.

Interact Accessories Let You Dominate
Your PlayStation™!



GAME SHARK™

Make your own rules for your favorite PlayStation games! Cut a bloody swath through the mutants of **DOOM™** with unlimited ammo and mega-rapid fire! Tons of characters you've never seen in **TEKKEN™**! Become the unbeatable master of **BATTLE ARENA TOSHINDEN™** with infinite health! **GAME SHARK** is the ultimate game enhancer!



MEMORY CARD PLUS™

You'll need extra memory to save all the out-of-control scores you'll be racking up using your other **INTERACT** products! Saves on incredible 120 blocks of games—**EIGHT TIMES** the storage space of any other card!

TEKKEN is a trademark of Namco Ltd. BATTLE ARENA TOSHINDEN and its characters are trademarks of Takara Co. Ltd. DOOM is a trademark of id Software, Inc. PlayStation is a trademark of Sony Computer Entertainment Co. GAME SHARK IS NOT A GAME. GAME SHARK for the PlayStation and GAME SHARK for the Sega Saturn are each sold separately. GAME SHARK PS ARCADE, MEMORY CARD PLUS and PS PRO PWD are trademarks of Interact Accessories, Inc. © 1998 Interact Accessories, Inc. All Rights Reserved. Interact Accessories, Inc. A REIGTON COMPANY, 10945 McConnech Road, Hunt Valley, MD 21031, (410) 785-5662.

It's a question of **by how much.**



PS ARCADE STICK™

Bring the arcade experience right into your home! **Take control** of the screen with eight full-sized fire buttons, four speeds of semi- and hands-free auto-fire! Its sturdy metal base and joystick can take hours of **non-stop gaming!**



PS PRO PAD™

Need **extra control** to blow opponents away? The **PS PRO PAD** delivers unrivaled PlayStation prowess with eight fire buttons, four-speed independent auto-fire control, and three slow-motion speeds!

Check out the Interact Web Site at: <http://www.interact-acc.com>

Get the edge you need! Humble all competitors, human or computer! **INTERACT'S** accessories grab your PlayStation by the throat! We have a wide-range of game enhancing items that will flat-out change the way you play your games. Don't go into battle unarmed! Play with **INTERACT**, or don't bother playing at all.

by
INTERACT
MULTIMEDIA PRODUCTS
Make your
own rules.



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

